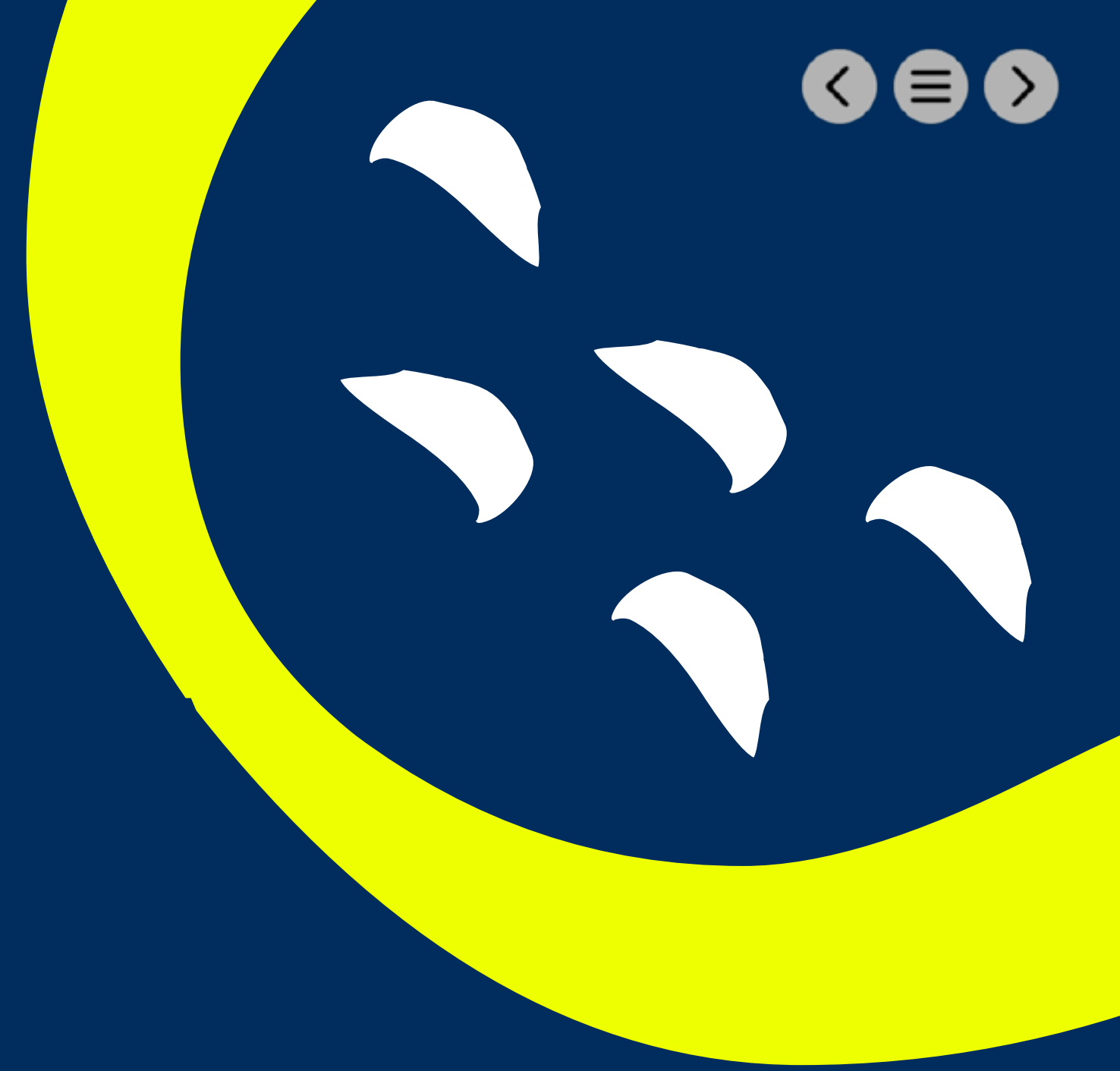


Super *Crush It* Challenges Event

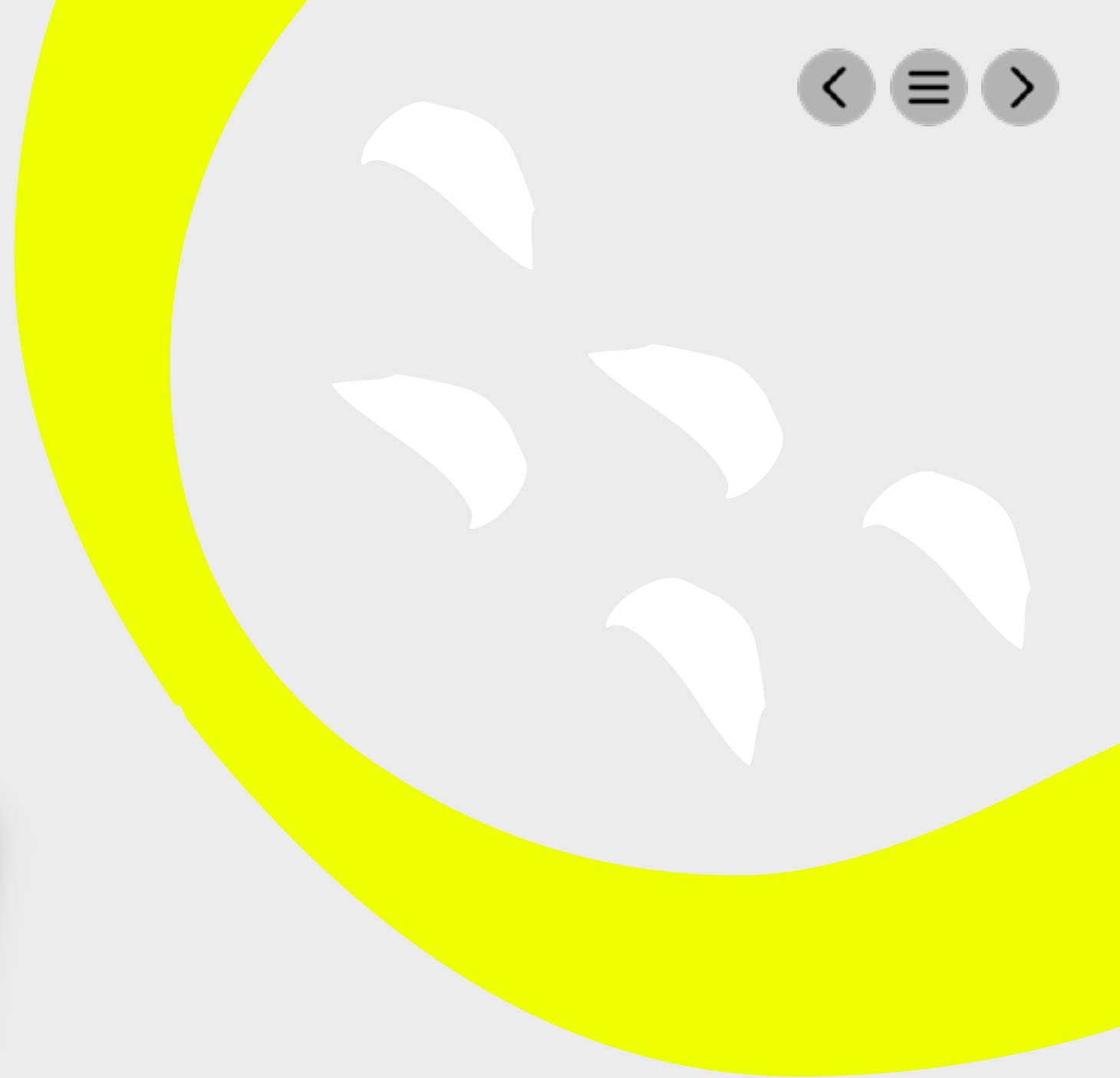


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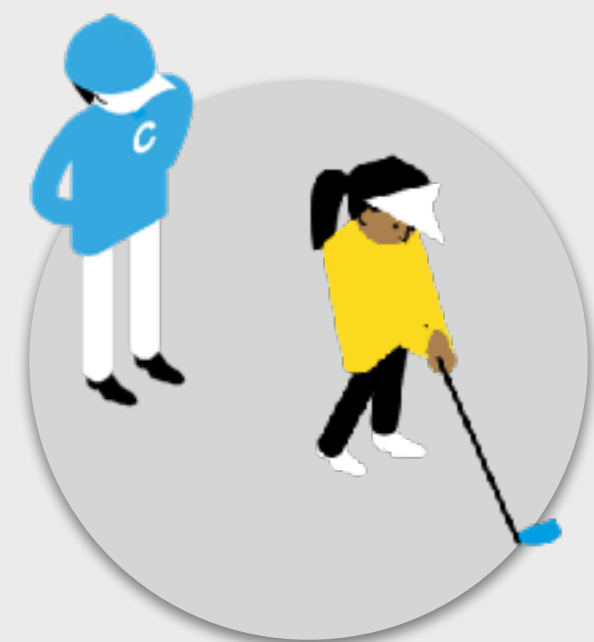


Overview



Goal of the Super Crush It Challenges Day

The Super Crush It Challenges Day is one of the four Social Events within the Crush It Junior Program. It is specifically designed as a supplementary event that can be run at the discretion of each club to support the challenge element of the Crush It Junior Monthly Program. The goal of the event is as follows:



Challenge Opportunity

The day provides an additional opportunity for you to offer the challenge element of the Junior Monthly Program away from your weekly classes. It also provides a chance to those enrolled on your program to attempt the challenges across the Mastering the Game skills.



Promote the Challenge Element

The day will provide a way to raise awareness of the challenge element of the program which a number of your students may not be aware of. Use it to build awareness of the challenges and their role in tracking, measuring and rewarding progress!



Increase Understanding

The day will provide you with an opportunity to develop the child's and parent's knowledge of the program and the challenge element. It will help them to track their child's journey on the program!



Reward Progress

The day will give you an opportunity to recognize a child's achievements on the program and share this success with other juniors and parents.



Grow Program Visibility

On the day you will be able to distribute stickers, hat pins and hats in recognition of success. This will help to showcase the program at your club and grow interest and support.

What is the Super Crush It Challenges Day?

The day provides you with an ideal opportunity to promote this component of the Crush It Junior Monthly program. More information will be provided on the Challenges Day during this training, however it is recommended to broadly include the following:



Team Based FUN Competition

The day has been specifically designed to provide a fun and engaging team based competition rather than just a focus on the challenges.



Opportunity to Attempt All Challenges Not a Test!

The day should include the opportunity for those attending to attempt all 9 challenges across three of the four Mastering the Game categories.



Aimed at Crush It Participants

The day is specifically targeted at those who are enrolled on your Crush It Junior Monthly program and also those who have attended other Crush It program events such as Social Play events and Junior Camps.



Included Free of Charge

The event is a supplementary experience open to those primarily on the Crush It Monthly program and is included in the monthly fee.

Any juniors who attend who are not part of the monthly program should be charged in line with the guidance included in this training.

How is the Super Crush It Challenges Day Delivered

Further guidance will be provided to you regarding how to organize, setup and deliver your Super Crush It Challenges Day in the remainder of this training. However, some of the key points for how it is recommended to be delivered at your venue are as follows:



Rotation Around the 3 Skill Categories and 9 Challenges

Those attending your event will rotate around the 3 skills categories and 9 challenges in teams. Each junior attending will get the opportunity to attempt each of the challenges once and gain points for their team!



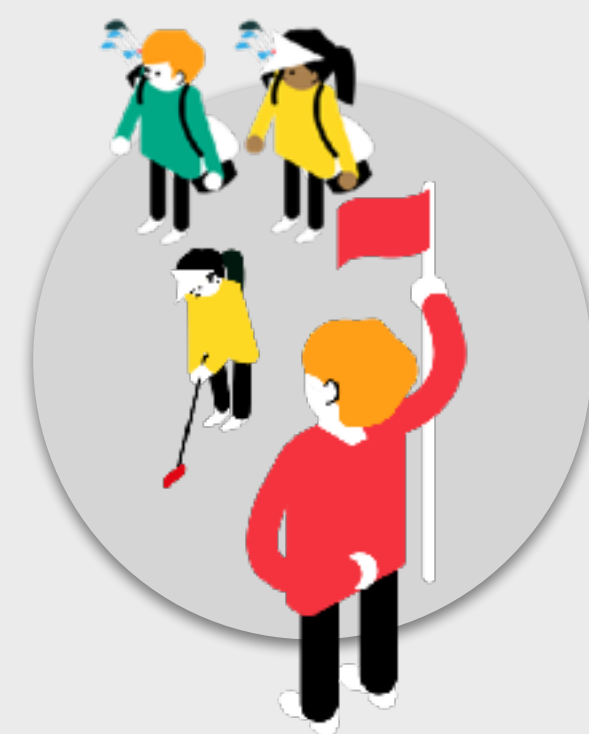
Recommended 3 Hour Duration

It is recommended that the day will be 3 hours in length giving enough time for the juniors to attempt each of the challenges and move around each of the stations.



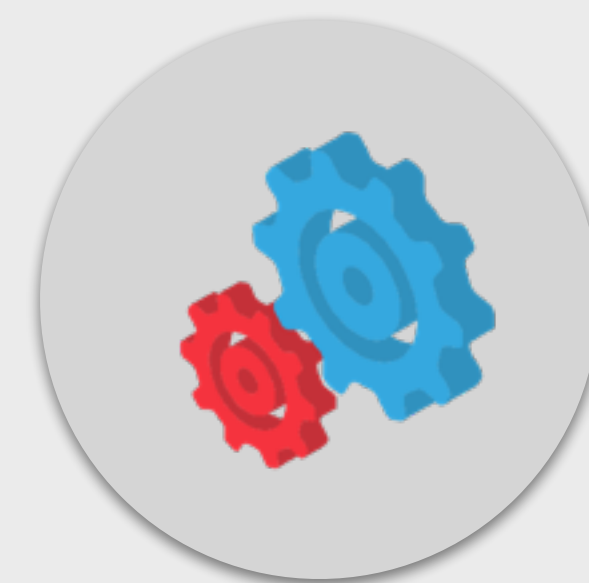
Maximum of 36 Participants

The maximum number of participants that can attend your event is 36. Juniors should be placed in teams of four and rotate around the nine challenges across the three Mastering the Game skills.



Teams of Four

Juniors should be placed into teams of four and allocated a starting skill and challenge. Juniors will work in their teams and rotate around the challenges within each skill accumulating points for their team.



Flexibility for You

Even though we are prescribing recommend guidance for running a successful day, you have the flexibility to adapt the day to suit your needs. This includes:

- Number of days you run
- The number of sessions in a day
- Additional games on the day

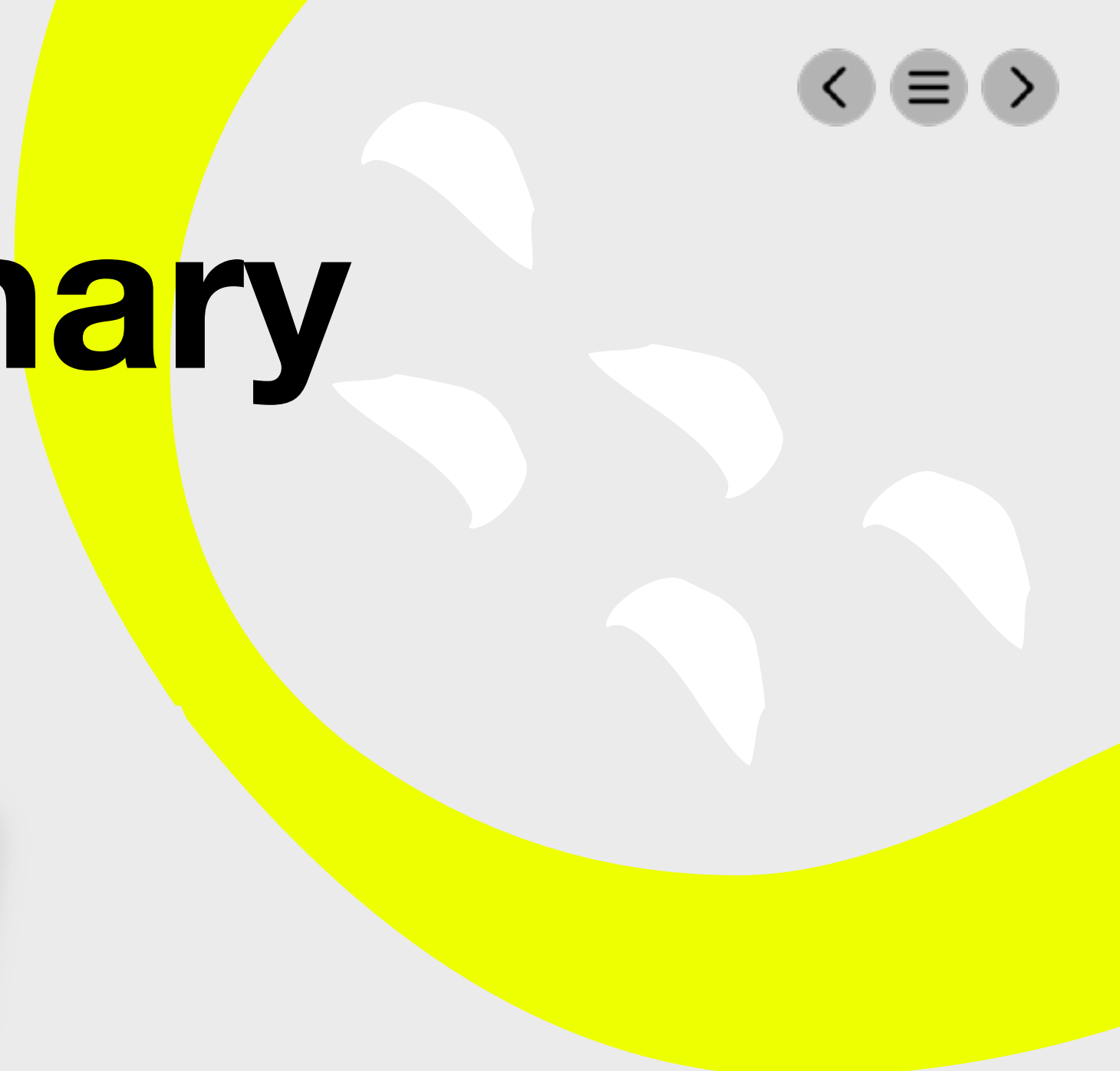


Team Captains and Team Names

You should add a fun element to your event by getting each team to create a fun team name!

You should also appoint a team captain who is responsible for making the teams scorecard as they work around the challenges.

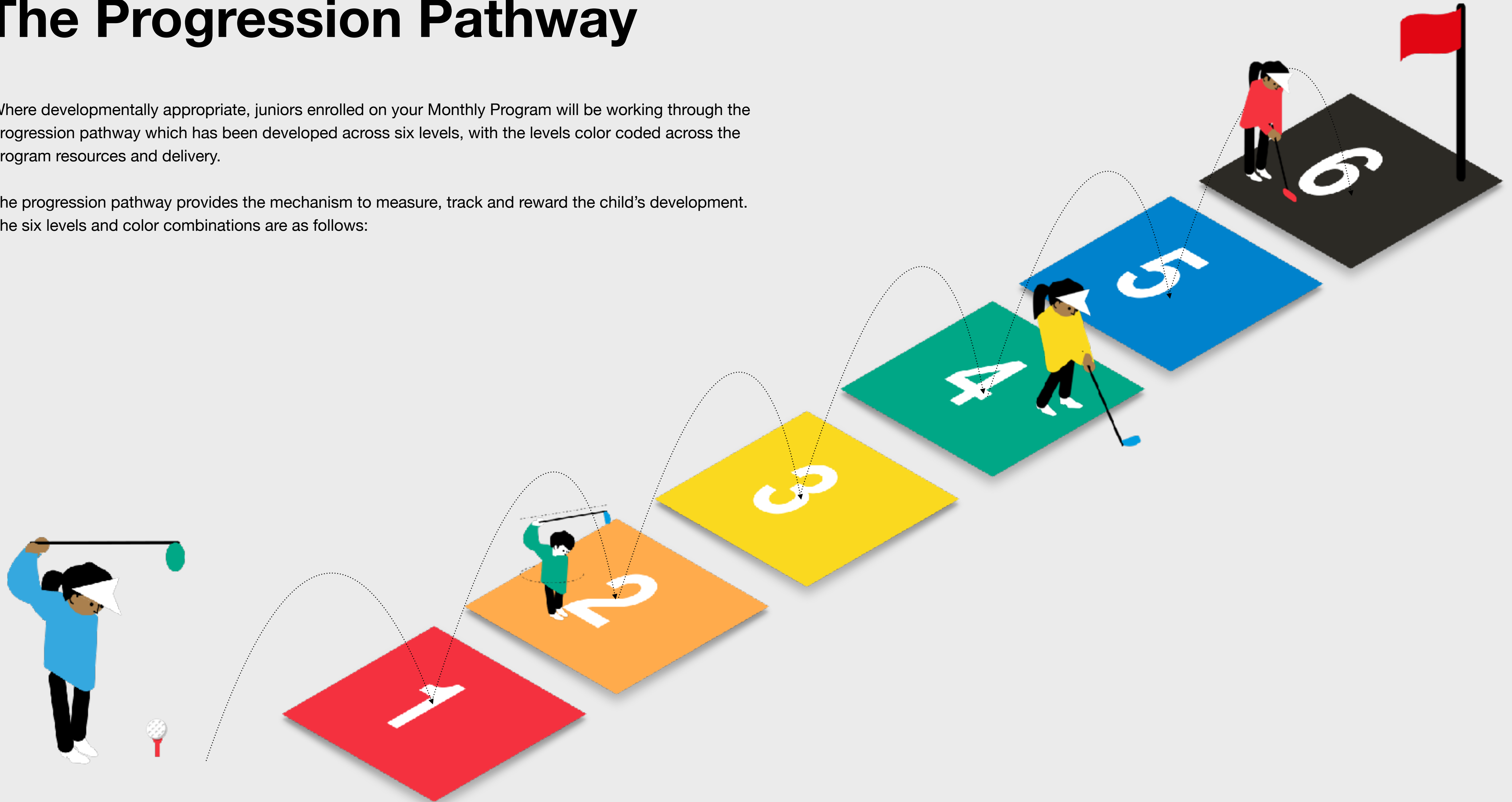
Crush It Challenges Summary



The Progression Pathway

Where developmentally appropriate, juniors enrolled on your Monthly Program will be working through the progression pathway which has been developed across six levels, with the levels color coded across the program resources and delivery.

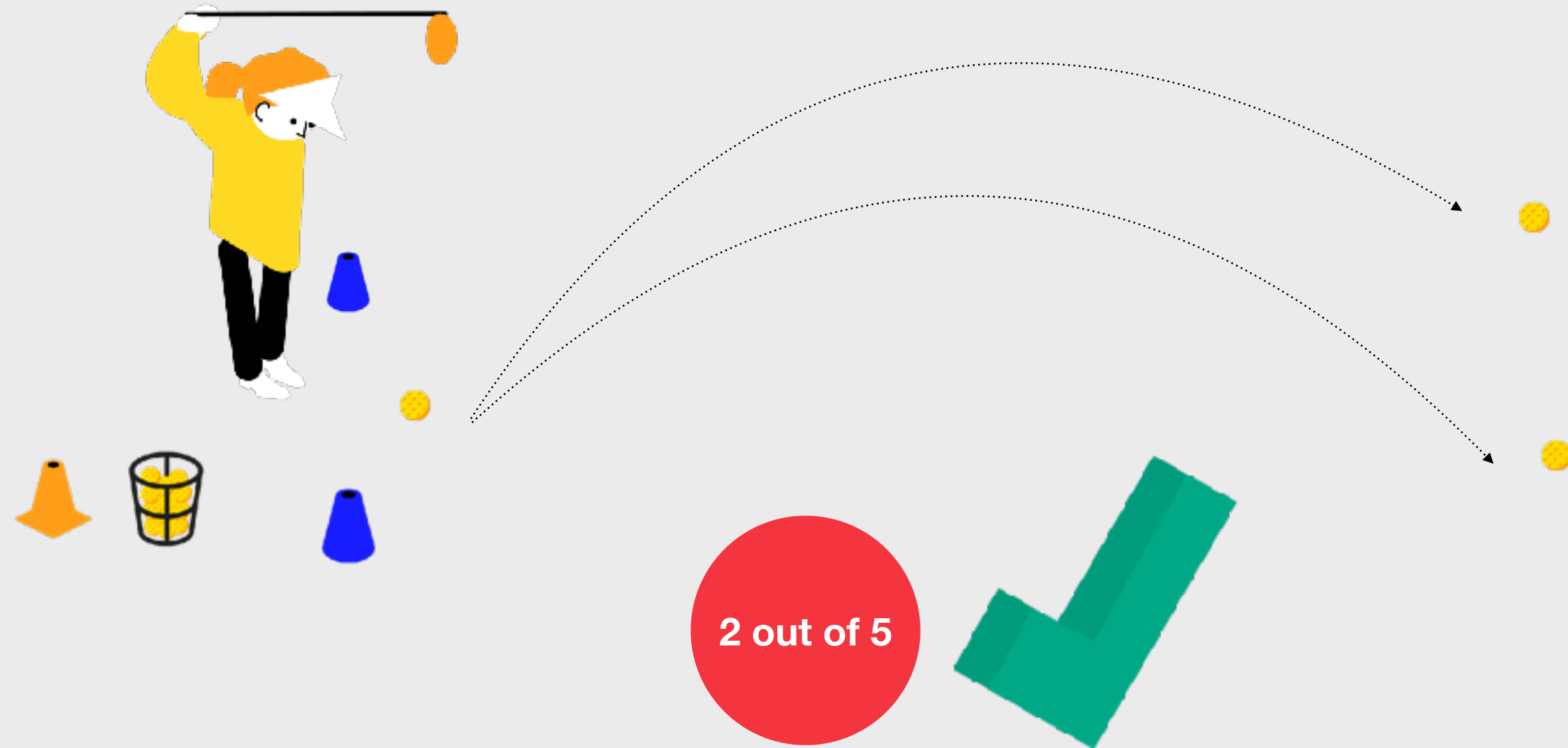
The progression pathway provides the mechanism to measure, track and reward the child's development. The six levels and color combinations are as follows:



Measuring Progress

To measure the progress of the child through the progression pathway, a number of challenges are used to measure the child's development. Within each level there are 12 challenges that can be attempted by the child under supervision of the coach primarily within the Junior Monthly Program classes and Course Play events.

The Super Crush It Challenges Day then provides an additional opportunity for the child to attempt the challenges across three of the four Mastering the Game skill categories.



22

Mastering the Game: Swing

Driver Challenge

Full Swing Challenge Driver

To complete the Level 1 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air.

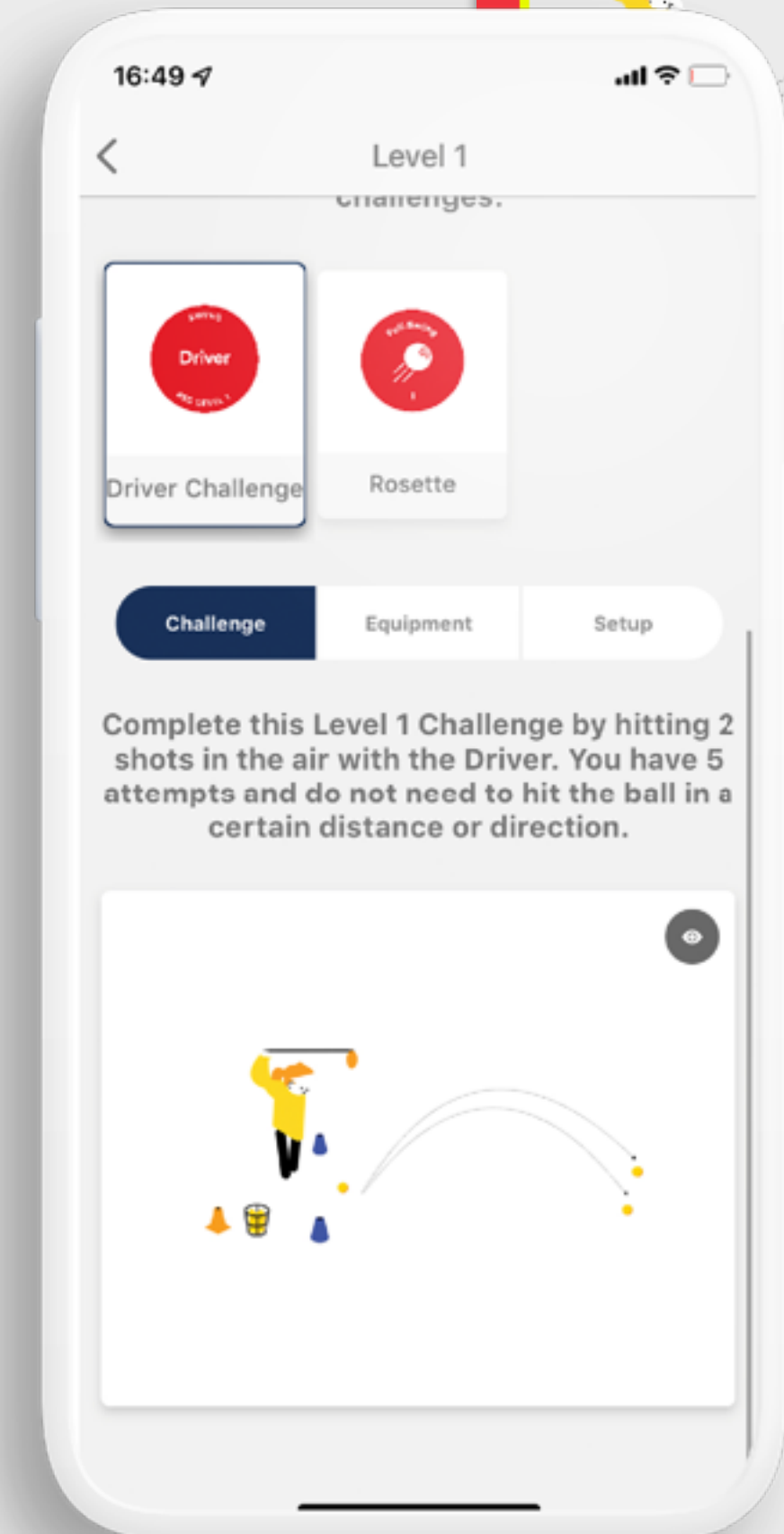
To complete the challenge, the child doesn't need to demonstrate control over direction.

What to do next?

If the child completes the challenge, they can color in the first level of the Driver section of the Swing myProgress Wheel and add the Driver sticker to their Level 1 Tracker Sheet.

2 out of 5

Level 1
myJunior Folder

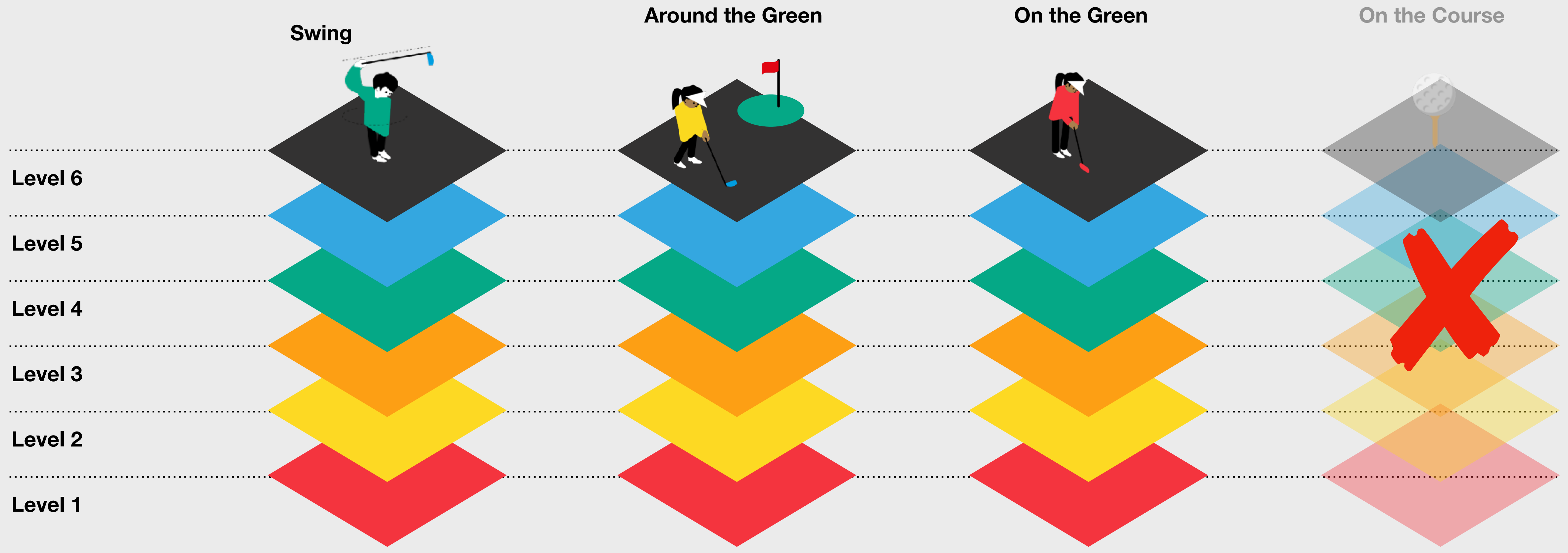


Skill Categories



The child's progress through the progression pathway is measured across the four skill categories within the Mastering the Game learning outcome. The four elements are Swing, Around the Green, On the Green and On the Course.

The Super Crush It Challenges Day provides an opportunity for Juniors to attempt the challenges within three of these categories, Swing, Around the Green and On the Green.



Skill Elements

The skill categories have been broken down into 3 skills which shape the learning opportunities within the program as well as the specific challenges the child can attempt to measure their progress.

Within the Super Crush It Challenges Day the child can attempt each of the three challenges across the 3 skill categories. There are six levels and challenges within each skill, therefore 54 challenges that can be attempted on the day depending on the child's progress through the pathway:

1. Full Swing

- Driver
- Fairway Woods
- Irons

- Level 1
- Level 2
- Level 3
- Level 4
- Level 5



4. Around the Green

- Chipping
- Pitching
- Bunker Play

3. On the Green

- Short Putts
- Long Putts
- Scoring

Guidelines for Scheduling and Pricing Your Day



Scheduling Overview

You will have the flexibility to deliver your event to suit the needs of your those on your program, team and venue. However, in order to make the event a success there are some recommended guidelines to follow. These include:



3 Hour Duration

It is recommended that the day will be 3 hours in length giving enough time for the juniors to attempt each of the challenges and move around each of the stations.



Off Peak Times

As the event will require access to a range of facilities across three Mastering the Game skill categories, it is recommend you run the event at off peak times. You should work directly with your club regarding facility access and communicating this to your members.



At Least One Event Per Year

As a minimum you should be offering at least one event per year and you should align this to the other social play events and your monthly program classes so you can maximize attendance.

You can run additional events to suit your requirements.



Bookings and Scheduling through GLF. Connect

The event should be scheduled into the GLF. Connect system under the Junior Events > Junior Social Play program filter. All bookings should be processed through GLF. Connect and accurately reconciled with micros.



Flexibility for You

To make your event a success, you have flexibility over the following when scheduling your events:

- The start and end time of your event
- The day of the week
- The date of the event during the program year
- The number of events you offer.

Scheduling on the Day

This graphic provides an example overview of the suggested schedule of the Super Crush It Challenges event which is covered in more detail in a later chapter. The event is recommend to be 3 hours in length giving enough time for the juniors to attempt each of the challenges and move around each of the stations.

You have the flexibility to schedule the event on a day and time to suit the needs of your program, coaching team and club.

Mon	Tue	Wed	Thu	Fri	Sat	Sun
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28					

Super

Super Crush It Challenge Day

Time	Session
1pm - 1:45pm	Preparation / Set Up Challenges
1:45pm - 2pm	Meet Juniors and Parents
2pm - 2.15pm	Welcome, Team Names and Direct to Stations
2.15pm - 4.30pm	Rotation around Challenge Stations
4.30pm	Return Team Scorecards
4.45pm	Award Ceremony and Distribute Program Rewards
5pm	Tidy Down

Scheduling on GLF. Connect

It is important that you schedule your event correctly on your GLF. Connect system. The different supporting resources including the Step by Step Guides and training elements have been built based on the elements being scheduled in a specific way. There is further training from the Support Team to help you, and the Director of Golf Programming can assist you to get this program setup correctly.



Select the Social Play Event at Step 1 of the Class Builder

This will pre-select the correct class type, “a class with a single session” and will help you build your event correctly.



Schedule Using the Crush It Junior Events Filter

The event should be categorized under the Crush It Junior Events main filter.



Assign to the Crush It Social Play Sub-Filter

You can then assign the event to the Social Play Sub-Filter.



Review the Further Training

The GLF. Connect Support Team have put together short training videos to help you schedule the specific elements of the event. Navigate to the Knowledge Base and select the Programming section.

Event Price and Key Information

You have flexibility to price your event to suit the needs of your venue. In order to accurately reconcile your event with the payment system, the following guidelines have been produced:



Recommended Free of Charge to Junior Monthly Participants

For those enrolled on your Junior Monthly Subscription based program we recommend that the event is included free of charge as a supplementary event to the program. However you may charge for this and it is at the discretion of your club.



Chargeable to Non-Monthly Participants - \$20 - \$60

We recommend that for the event which is 3 hours in length it is priced for those who are not enrolled on your Junior Monthly program at between \$20-\$60 depending on the internal classification of your venue but you may also decide to pass on this charge to Junior Monthly Participants.



Use a GLF. Connect Discount Code

To book your Junior Monthly students onto the event, you should setup a discount code which can then be applied to the booking and reduce the price to \$0 ensuring this accurately reconciles on GLF. Connect.



50 / 50 Programming Split

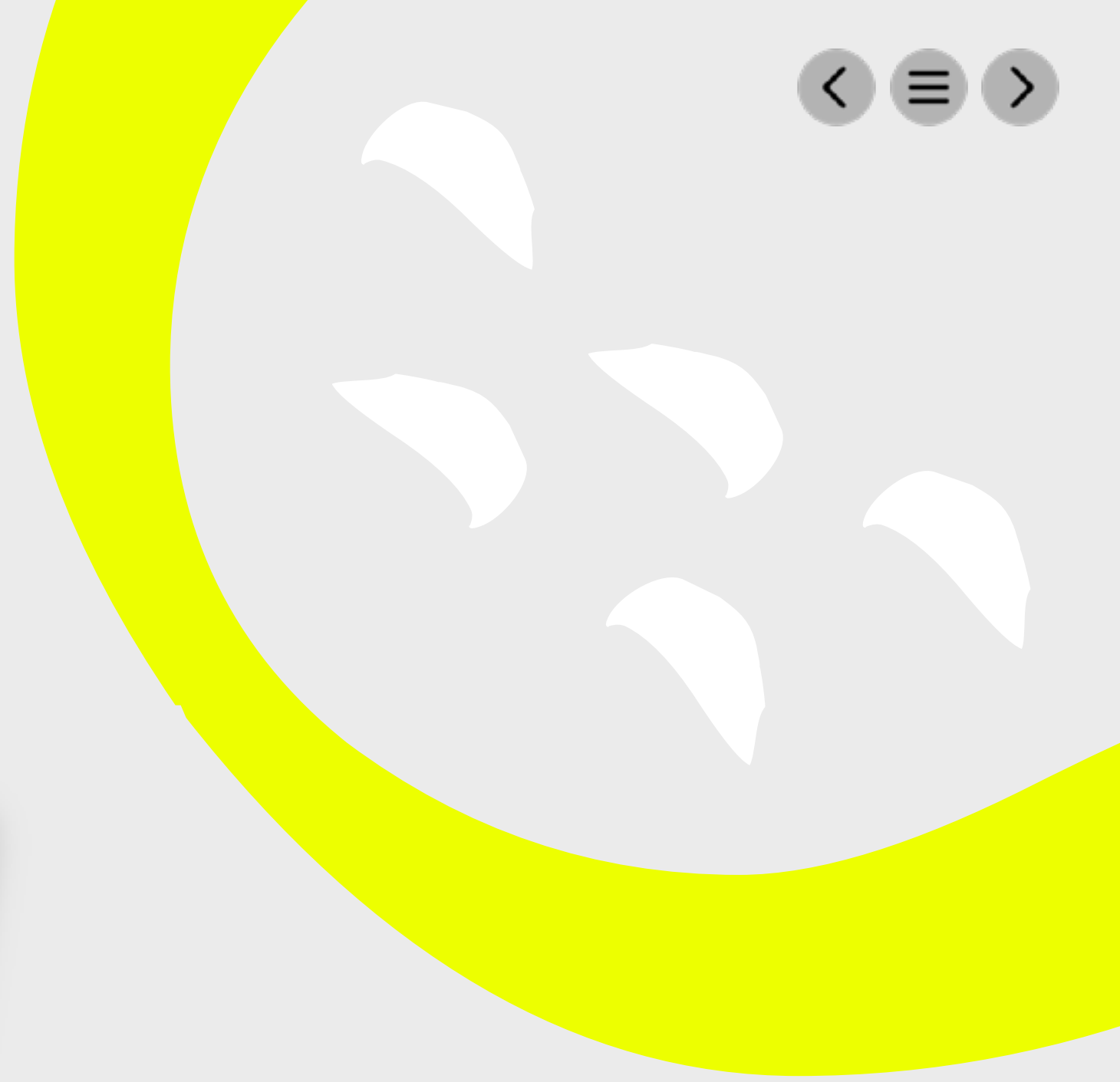
The event will be paid to the Golf Professionals based on a 50-50% programming lesson split.



Micros POS Procedure

Ring up the relevant funds into the EPs Standardized Programming SKU. Standardized Programming SKU are paid to EP at a 50% lesson commission.

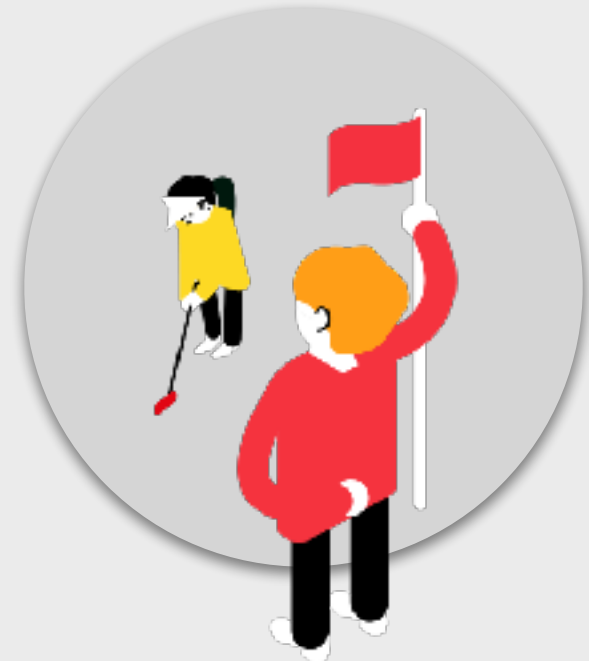
Team Based Competition



Overview of Team Competition

It is vital that you promote your day as a fun competition where juniors on the program can attempt the challenges in order to track their progress and earn rewards. The day should not be marketed as a testing day, the challenges should be viewed as a fun element to the program which will drive the juniors to want to challenge themselves and track their progress.

It is for this reason that the day has been developed with a fun team based competition, the key elements are:



Teams of Four

Junior should be placed into teams of four and allocated a starting skill and challenge. Juniors will work in their teams and rotate around the challenges within each skill accumulating points for their team. It up to you to decide on the make up of the teams.



Rotation Around the 3 Skill Categories and 9 Challenges

Those attending your event will rotate around the three skills categories and nine challenges in teams. Each junior attending will get the opportunity to attempt each of the challenges once and gain points for their team!



Next Challenge for the Junior

For each skill category and challenge, the junior should attempt the next challenge level based on their progress through the progress pathway i.e if a junior has achieved Level 1 in Long Putts Challenge, then they should attempt the Level 2 challenge on the day.



1 Challenge Attempt Each

Each junior in a team should have one attempt at each of the challenges across each skill category. Therefore attempting each challenge at least once on the day.

To maximize fun, engagement and team work you should have each junior hit 1 shot at a time rather than all attempts in one go.



Points Based System

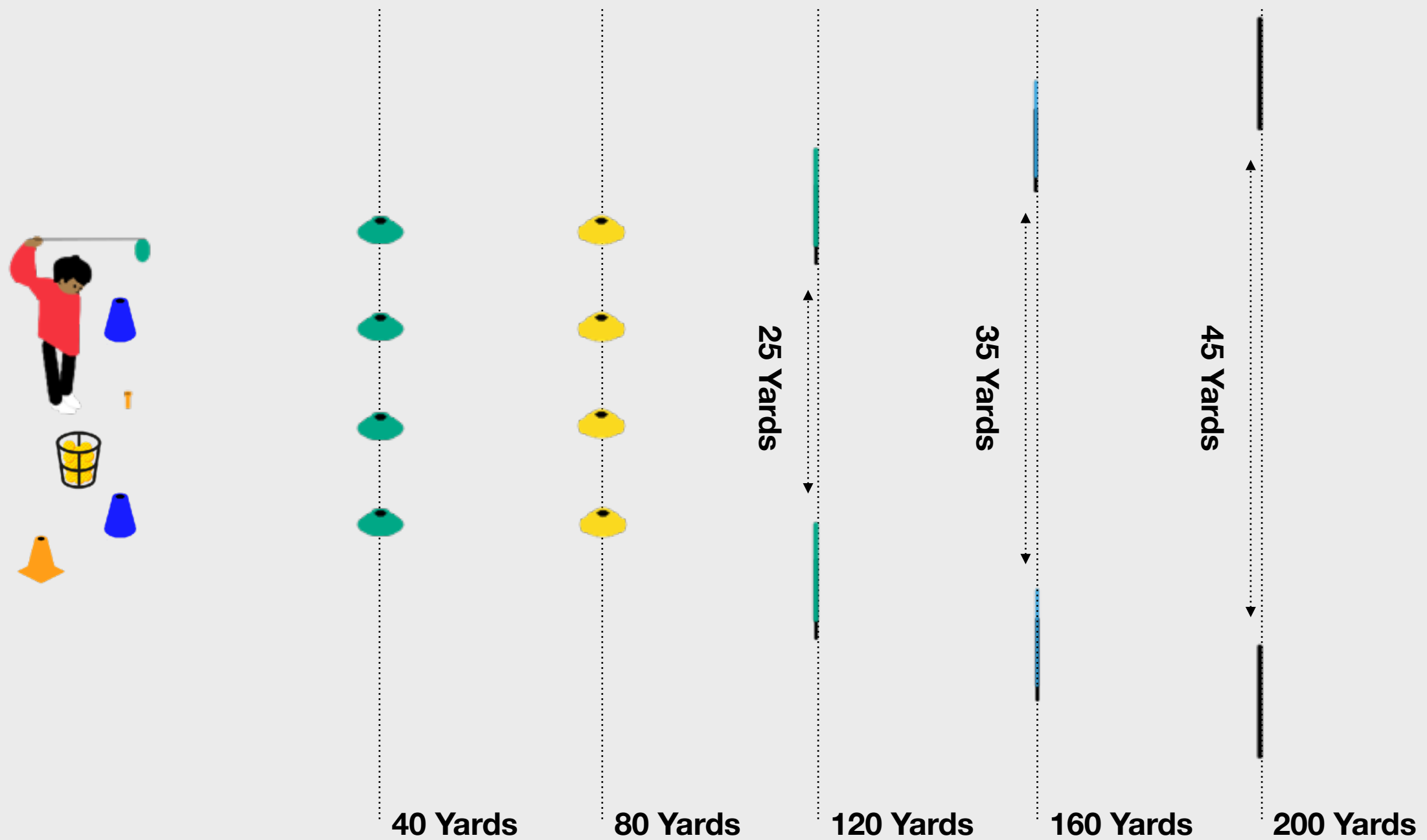
To keep the team based competition simple and on a level playing field, each junior is awarded a single point for each attempt within a challenge. The points are added together and then totalled across the end of the day.

Points Per Challenge

The team based competition has been built so that a team of 4 can include a mixture of juniors who may be on different points within the progression pathway. This is vital so that new social connections can be delivered across your programs and you can manage sign ups. Crucially, when attempting a challenge, the child is always attempting the challenge for the next level that they are due to complete on their progression pathway.

Let's use the example of the Driver Challenge, within the Full Swing category. The 6 challenges across the levels and the challenge setup is shown below:

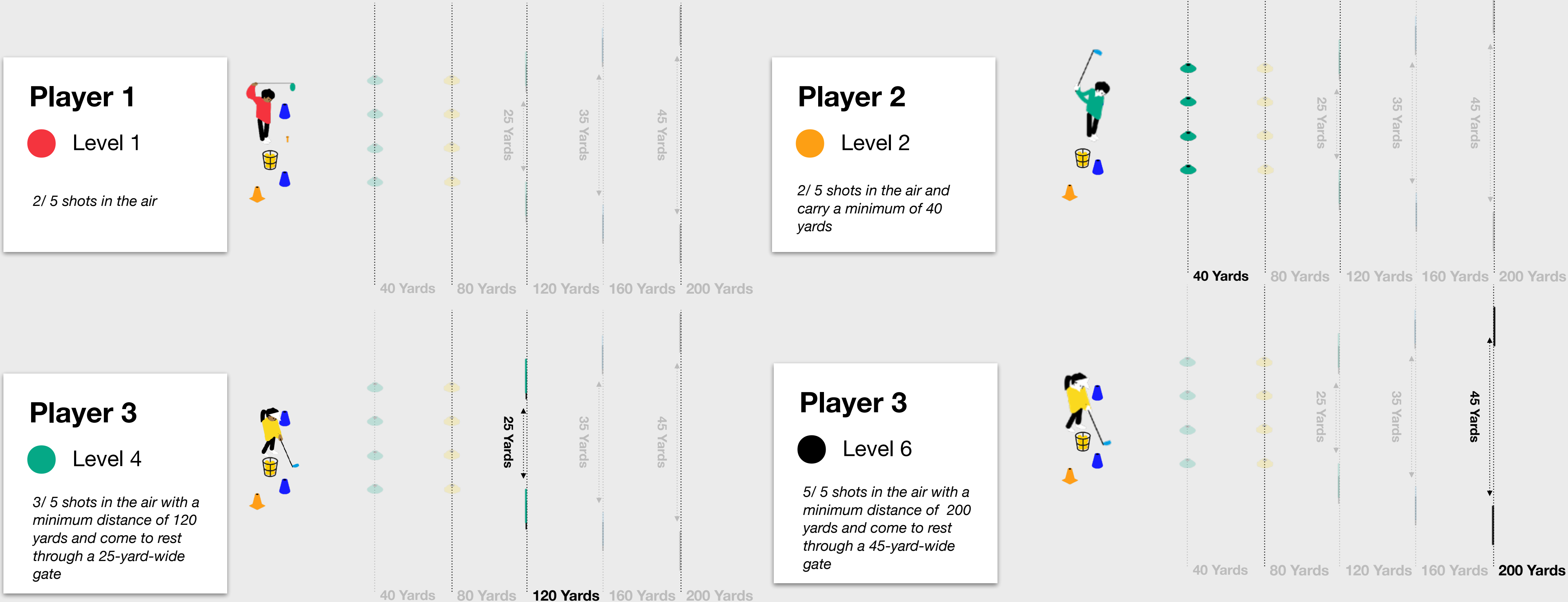
Level	Challenge
● Level 1	2/ 5 shots in the air
● Level 2	2/ 5 shots in the air and carry a minimum of 40 yards
● Level 3	3/ 5 in the air and carry a minimum of 80 yards
● Level 4	3/ 5 shots in the air with a minimum distance of 120 yards and come to rest through a 25-yard-wide gate
● Level 5	4/ 5 shots in the air with a minimum distance of 160 yards and come to rest through a 35-yard-wide gate
● Level 6	5/ 5 shots in the air with a minimum distance of 200 yards and come to rest through a 45-yard-wide gate



Challenges in a Team

Each player will attempt the challenge, but may be attempting different challenges across the 6 levels depending on their progress through the pathway. We can see below four players starting from the same starting position but attempting different challenges depending on the next challenge level they are due to complete.

The exact challenge equipment that they are using will vary depending on the challenge that is being attempted. We can see the individual challenges each player is attempting below:

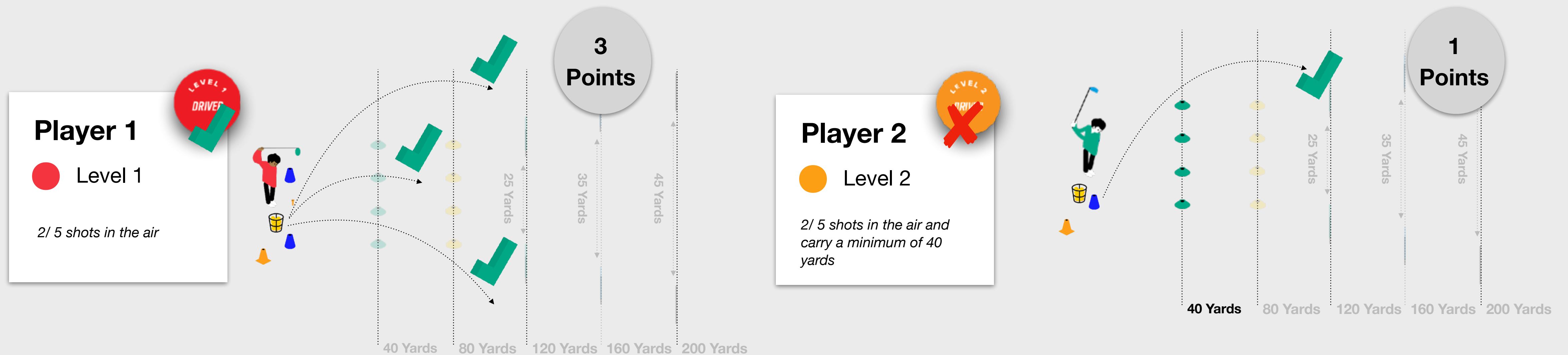


Accumulating Points Per Player

It is at your discretion how you get each team to complete the challenges, however we recommend that each player hits a shot and then rotates to the next player rather than hitting all shots at once. When each junior attempts a shot, they will achieve a point for successful completion of the challenge they are attempting.

We have provided an example below of two juniors attempting the Driver Challenge. For Player 1, they have 5 attempts and need to hit two shots in the air to achieve their Level 1 driver sticker. They accumulate a point for every successful shot hit into the air for their teams total, therefore accumulating 3 points and completion of their Level 1 Driver Challenge.

For Player 2, they are attempting the Level 2 Challenge, where they have 5 attempts to hit 2 shots in the air but the ball must carry 40 yards. In this example, they have successful hit 1 shot in the air over 40 yards accumulating 1 point for their team. However, they have not successfully completed the challenge to earn their Level 2 Driver sticker.



On the Green Scoring Challenge

The Scoring Challenge within the On The Green Skill Category is the only challenge which doesn't include 5 attempts in total. The juniors attempt the challenge for their level but attempt a number of holes which are a certain distance in length and to attain a certain score. Therefore, it is recommended that 1-5 points are awarded based on the score range that is achieved by the junior.

For example, the challenge is completed over 9 holes and we can see that Child A is attempting their Green Level 4 Challenge to '24 putts or less over 9 holes. 3 from 10 feet, 3 from 20 feet and 3 from 30 feet'. The Child achieves a score of 27, meaning they are unsuccessful in completing the challenge, but they do achieve 2 points for their team using the points system.

Player A

● Level 1

24 putts or less over 9 holes. 3 from 10 feet, 3 from 20 feet and 3 from 30 feet

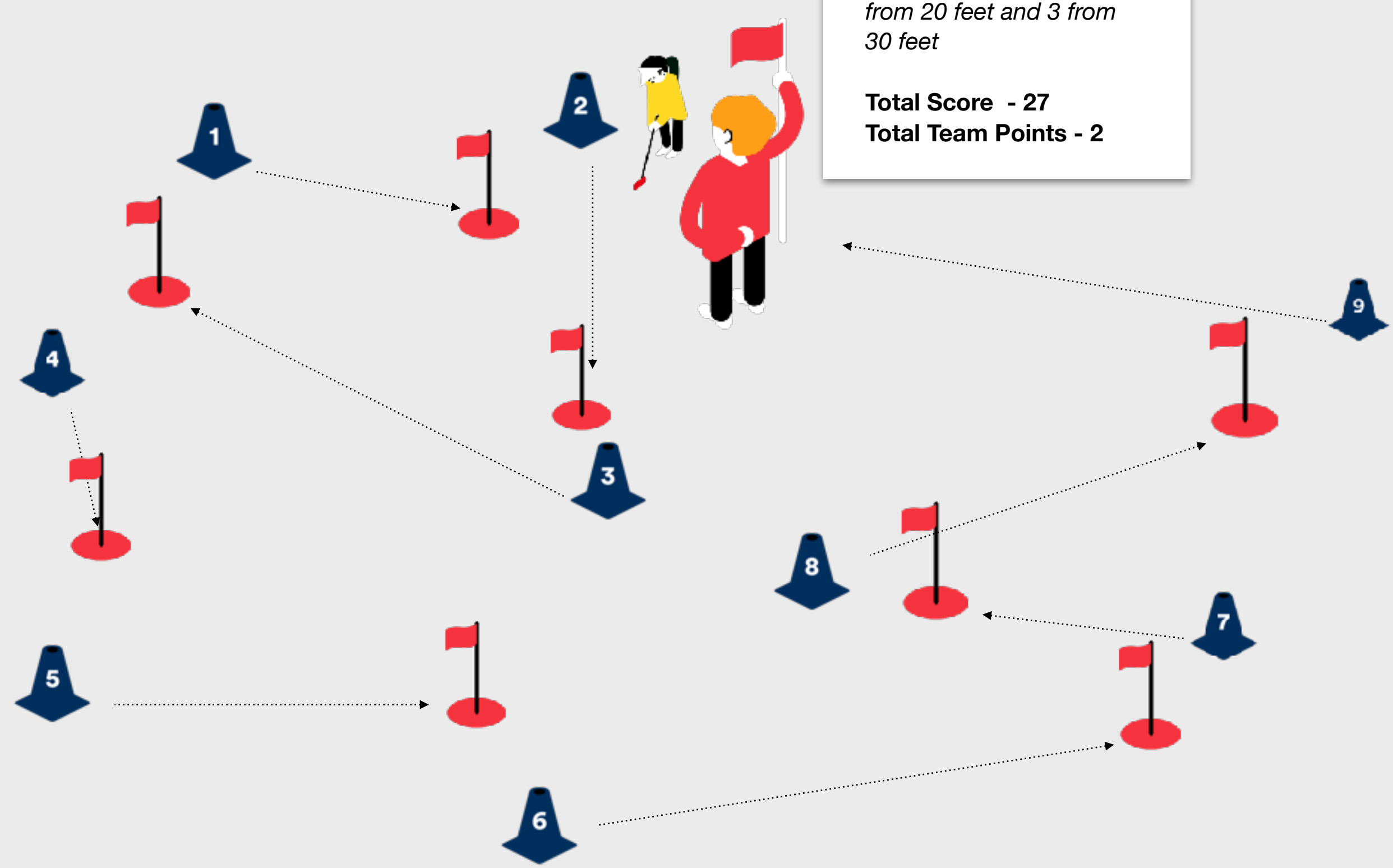
Total Score - 27
Total Team Points - 2

Challenges

	On The Green
Level 1	Score 12 putts or less over 3 holes from 10 feet
Level 2	Score 21 putts or less over 6 holes from 10 feet
Level 3	Score 18 putts or less over 6 holes. 3 putts from 10 feet and 3 putts from 20 feet from the hole
Level 4	24 putts or less over 9 holes. 3 from 10 feet, 3 from 20 feet and 3 from 30 feet
Level 5	21 putts or less over 9 holes. 3 from 10 feet, 3 from 20 feet and 3 from 30 feet
Level 6	18 putts or less over 9 holes. 3 from 10 feet, 3 from 20 feet and 3 from 30 feet

Points System

	Points
Beat Score by more than 2	5
Beat Score by 1-2	4
Level with Target Score	3
Missed Score by 1-5	2
Missed Score More than 5	1

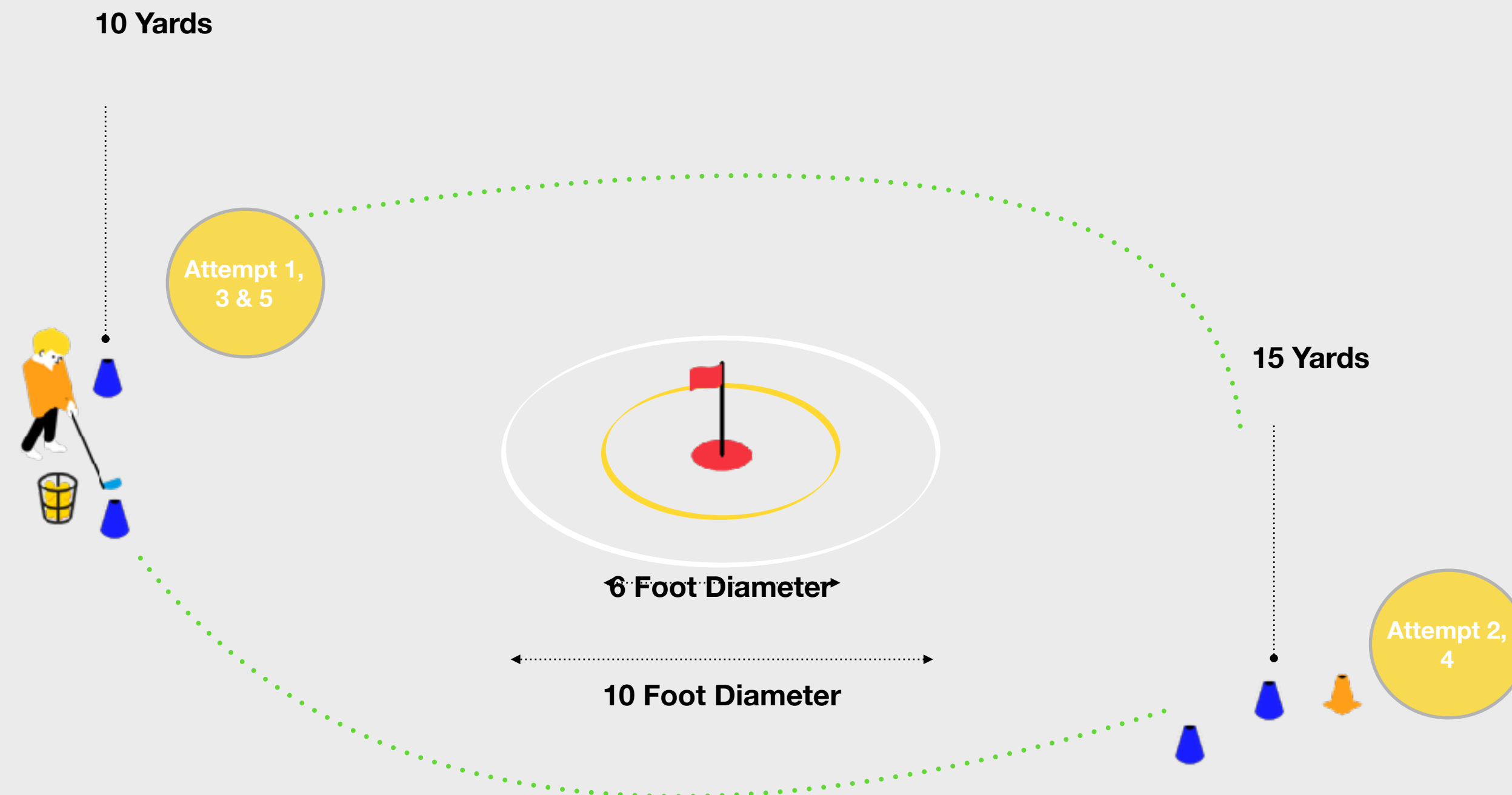


Challenges With More Than 5 Attempts

Some of the challenges will require juniors to attempt more than five shots in order to successfully complete the Mastering the Game challenge and be awarded their sticker and subsequent skill hat pin or level hat. It is important that for the team event that there is a level playing field regardless of the students that are attending the event and the challenge they are attempting to complete.

Therefore, each student only has 5 attempts on any challenge that contributes to the team score. We recommend that for players attempting a challenge which requires more than 5 attempts, that the first 5 attempts count for the team score and that juniors complete the challenge attempts in a random order. For example, the level 3 chipping challenge below requires the student to attempt shots from both 10 yards and 15 yards from the green. The first 5 attempts shouldn't be completed from just 10 yards, but alternate between the two distances.

Once the 5 attempts are complete for the team challenge, the junior should continue to complete the challenge to achieve their Mastering the Game skill sticker.



3

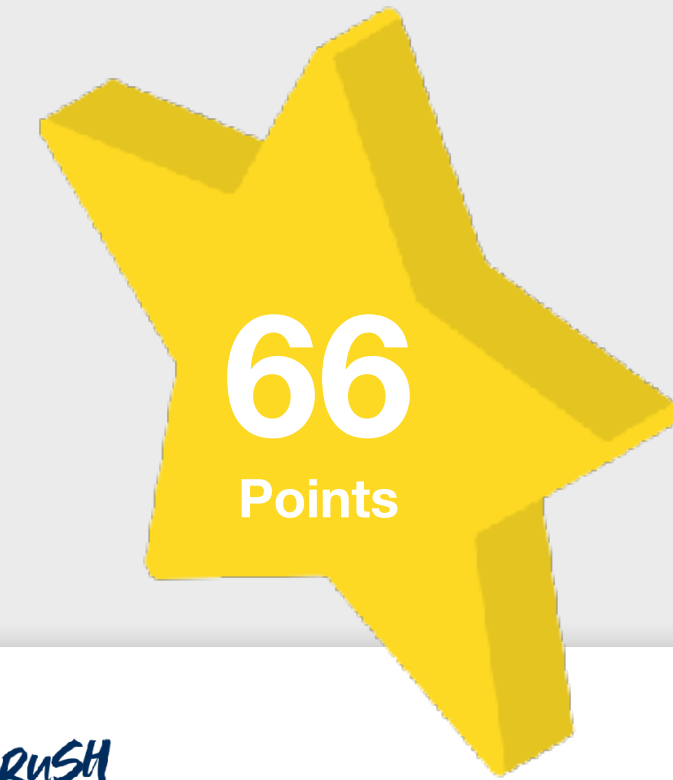
The Challenge



Complete this Level 3 Challenge by chipping 3 balls within a 10-foot circle from a starting distance of 10 yards from the flag. Chipping 1 ball within a 10-foot circle from a starting distance of 15 yards from the flag. You have 5 attempts from each starting position.

Accumulating Points Per Team

At the end of the challenge attempt for each player, the points are then accumulated to make a team total. This is then repeated across all 9 challenges and the three skill categories. The points are then totalled together to give a total team score!

The team with the most points wins!



Team Name: The Winners

Skill Category: **Full Swing**

Challenge	Player 1	Player 2	Player 3	Player 4
Driver Challenge	2	0	4	1
Irons Challenge	1	4	1	2
Fairway Wood / Hybrid Challenge	5	2	0	3
Total	8	6	5	6

Team Total: 25





Team Name: The Winners

Skill Category: **On the Green**

Challenge	Player 1	Player 2	Player 3	Player 4
Short Putts Challenge	1	5	0	0
Long Putts Challenge	1	1	0	2
Scoring Challenge	3	5	0	0
Total	5	11	0	2

Team Total: 18

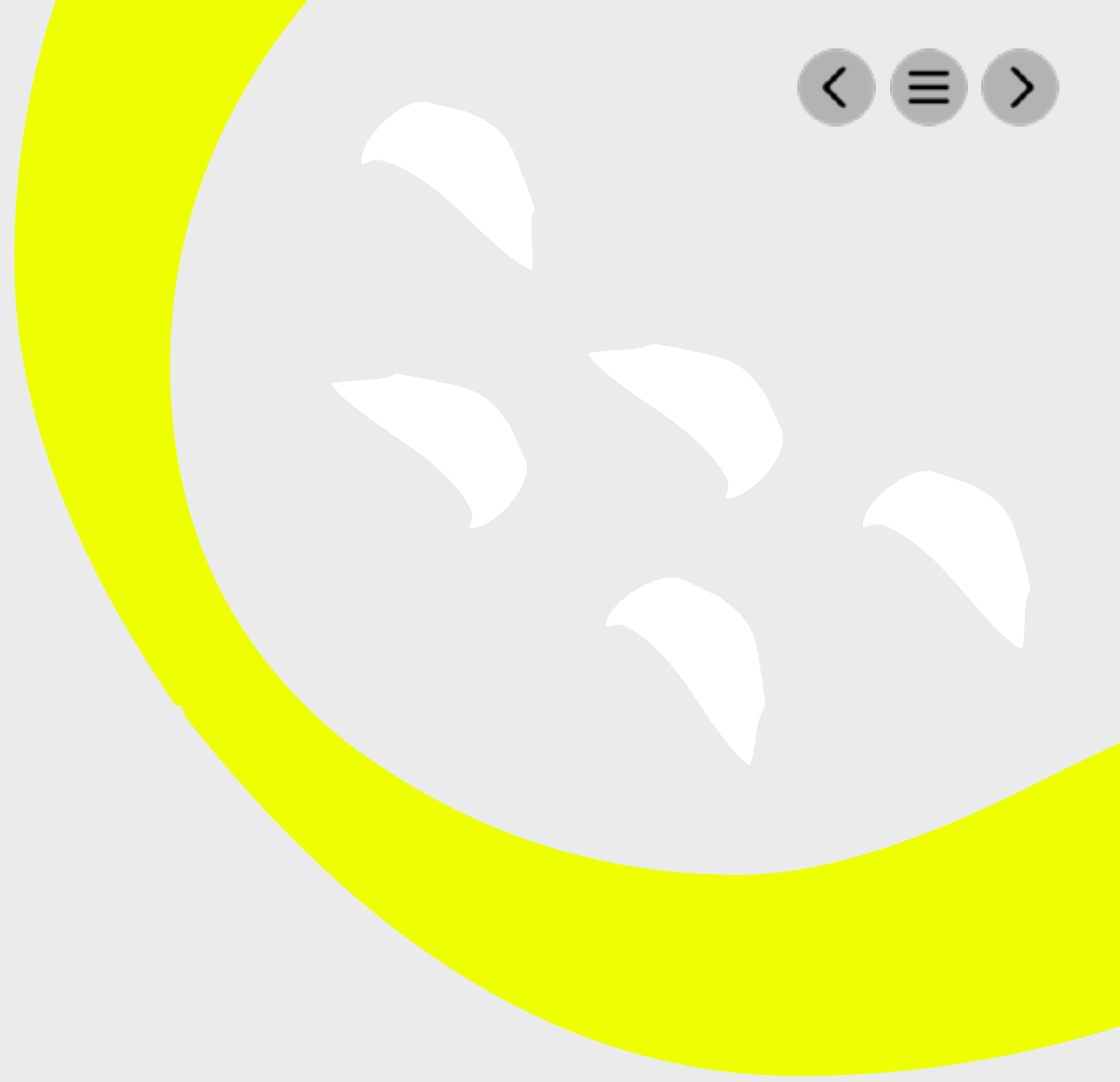
Team Name: The Winners

Skill Category: **Around the Green**

Challenge	Player 1	Player 2	Player 3	Player 4
Chipping Challenge	0	0	2	5
Pitching Challenge	0	5	3	5
Bunker Play Challenge	1	0	0	1
Total	2	5	5	11

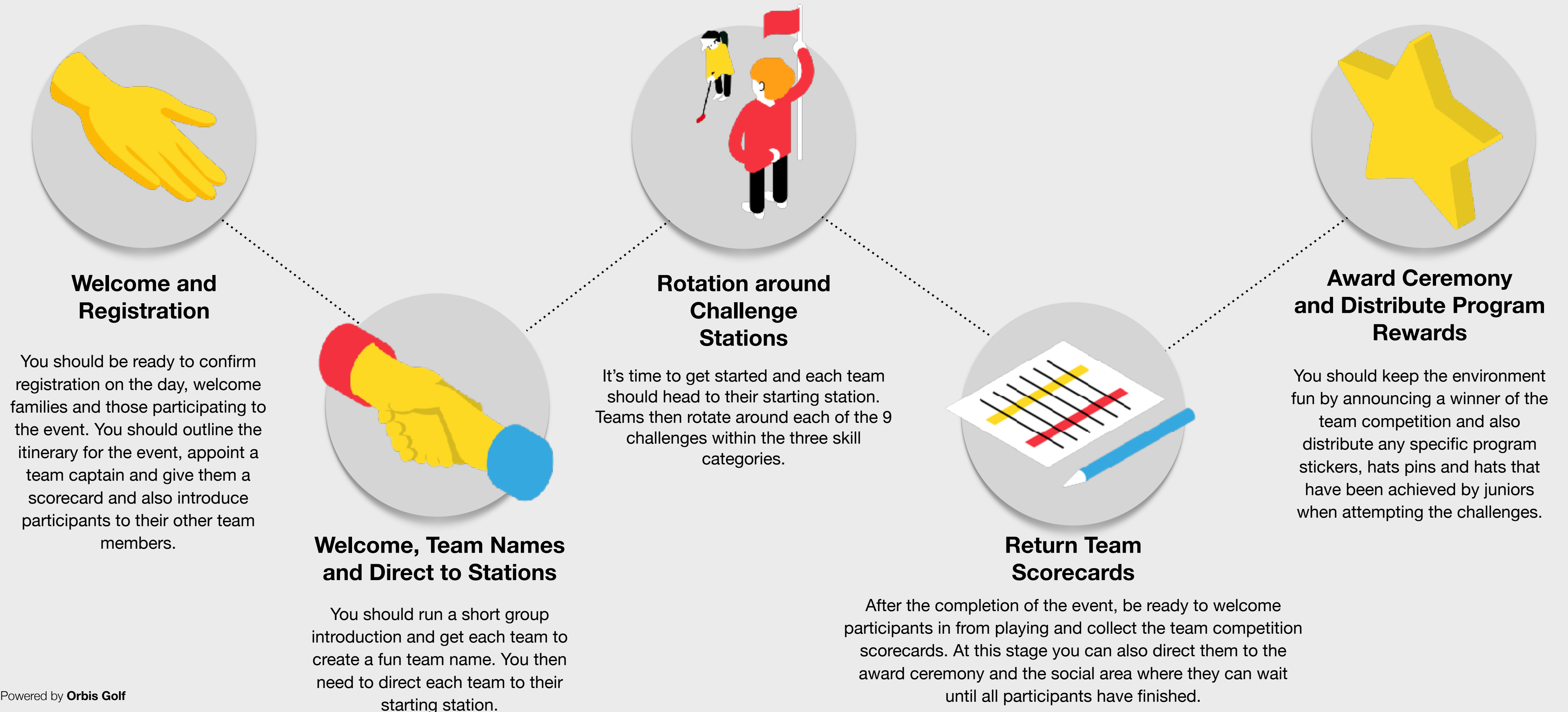
Team Total: 23

Running Your Event



Recommended Flow of the Day

The exact timings of your event will vary and be specific to the needs of your program, venue and coaching team. However, you should plan for your event to last around 3 hours. The flow of the event and expectations of your role are as follows:



Equipment You Need

You can setup all of your challenges using the equipment provided within your equipment bag. You have the flexibility to expand on this to make the challenges suitable for your venue and engaging for your participants. The equipment you require for each specific challenge is provided within each of the challenge set up guides. The equipment you will require includes:



10 x Safety Cones

These should be used to mark out the hitting areas within each of the challenges.



120 x Mixed Color Cones

These should be used to mark the target areas to ensure the challenges are visually engaging.



20 Alignment Sticks

These should be used to mark out the target gates within the Swing Challenges on your Driving Range or Practice Area outfield.



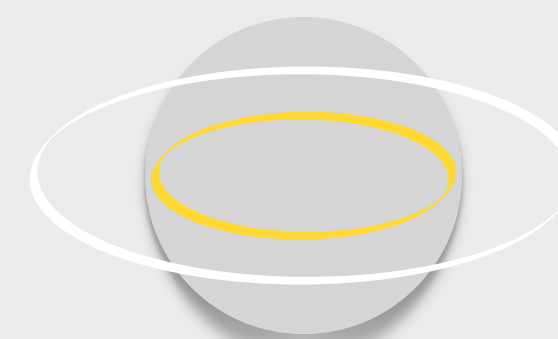
12 Foam Noodles

These should be used to mark out the target gates at each level within the Swing Challenges on your Driving Range or Practice Area outfield.



9 x Putting Course Cones

These should be used to mark out the Putting Course for the Scoring Challenge within the On the Green element.



6 ft and 10 ft diameter hoops

These should be used to mark the target areas within the On the Green and Around the Green elements.



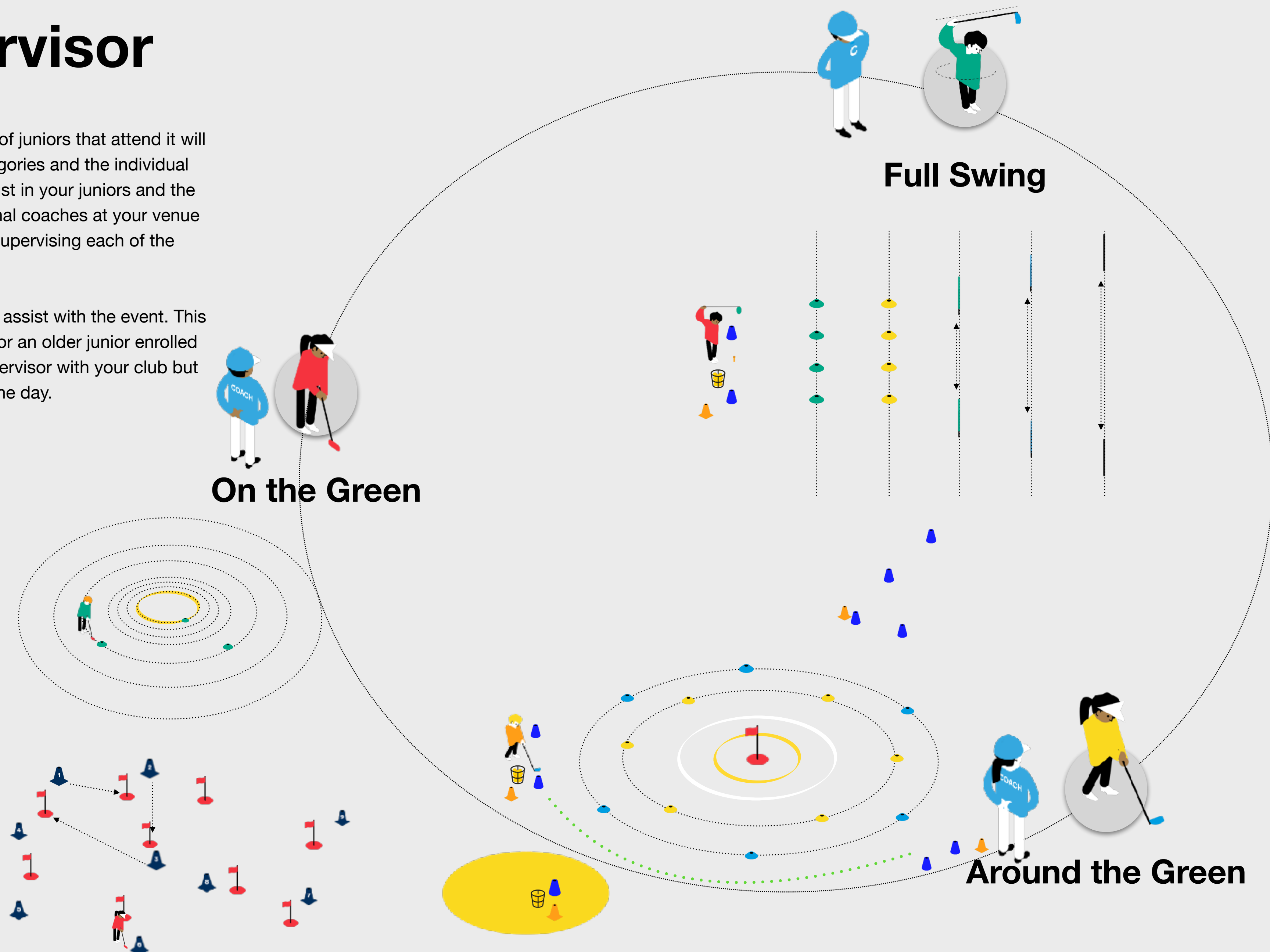
Tee Pegs

These should be used to mark out the additional starting positions within the Short Putts and Long Putts challenges.

Utilizing a Supervisor

Depending on the success of your day, and the number of juniors that attend it will be difficult for you to monitor each of the challenge categories and the individual challenges within each. You will need to put a level of trust in your juniors and the team captains. However it is recommended that additional coaches at your venue support the event and ideally you should have a coach supervising each of the three categories.

You may also want to consider recruiting a supervisor to assist with the event. This could be a Young Leader who is a member at your club or an older junior enrolled on the program. It could also be an accredited adult supervisor with your club but isn't recommended to be a parent of a junior attending the day.



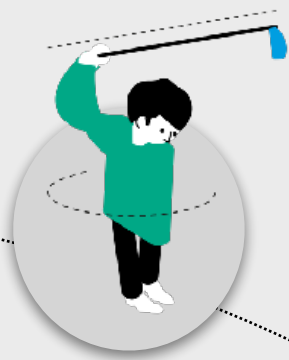
Skill Category Stations

Each team should rotate around the three Skills Categories which are; Full Swing, On the Green and Around the Green. The exact layout of these stations and how you incorporate this into your event will of course be dependant on your venue.

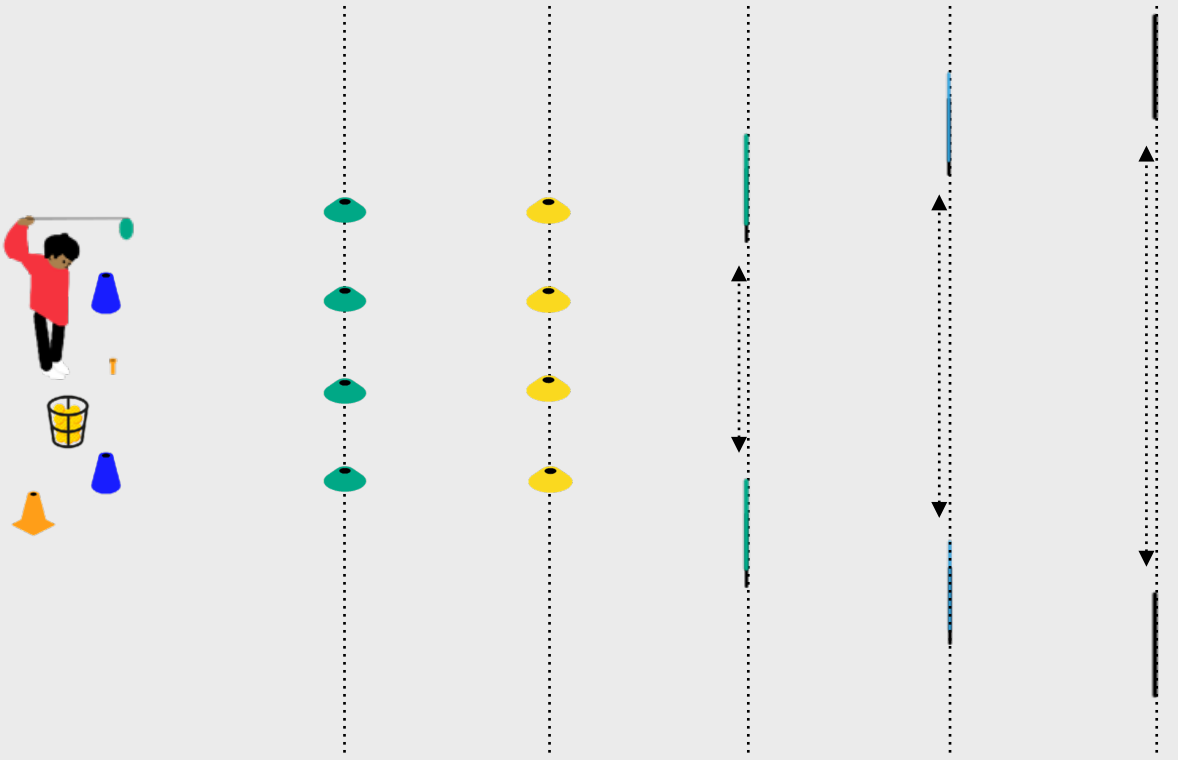
We recommend that you setup the challenges in each of the categories in three distinct areas so that these can clearly be identified by juniors that are participating. Juniors should aim to have 45 minutes at each skill category.



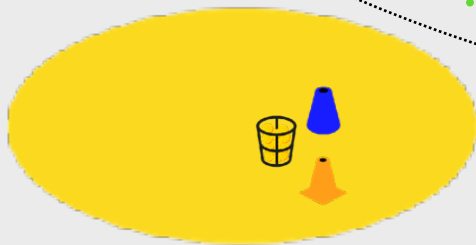
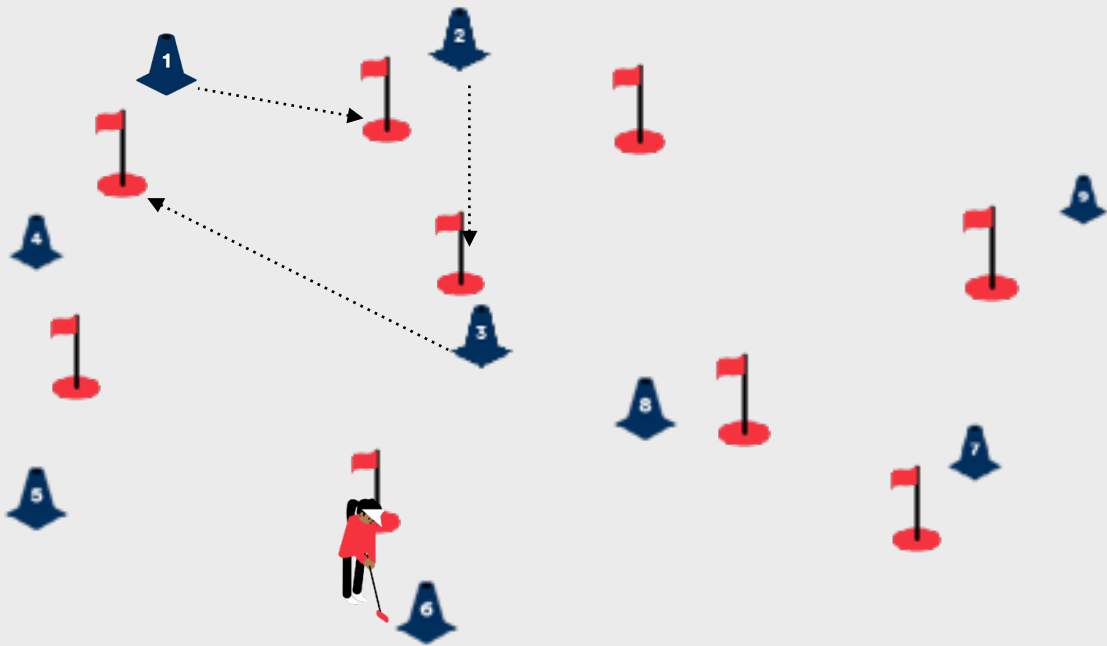
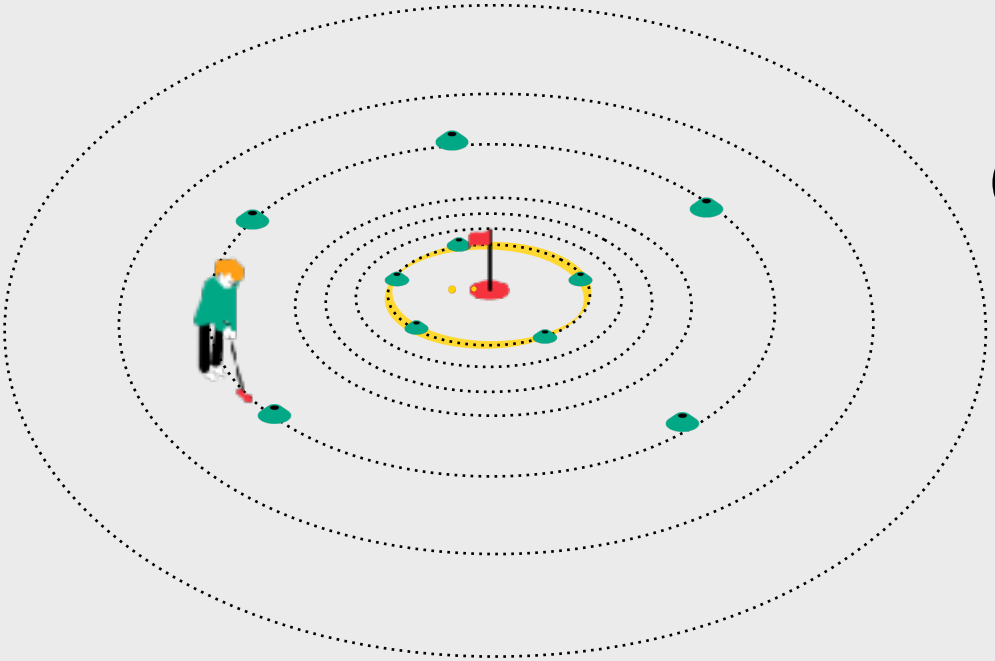
45 Mins Per Skill Category



Full Swing



On the Green




Around the Green



Full Swing

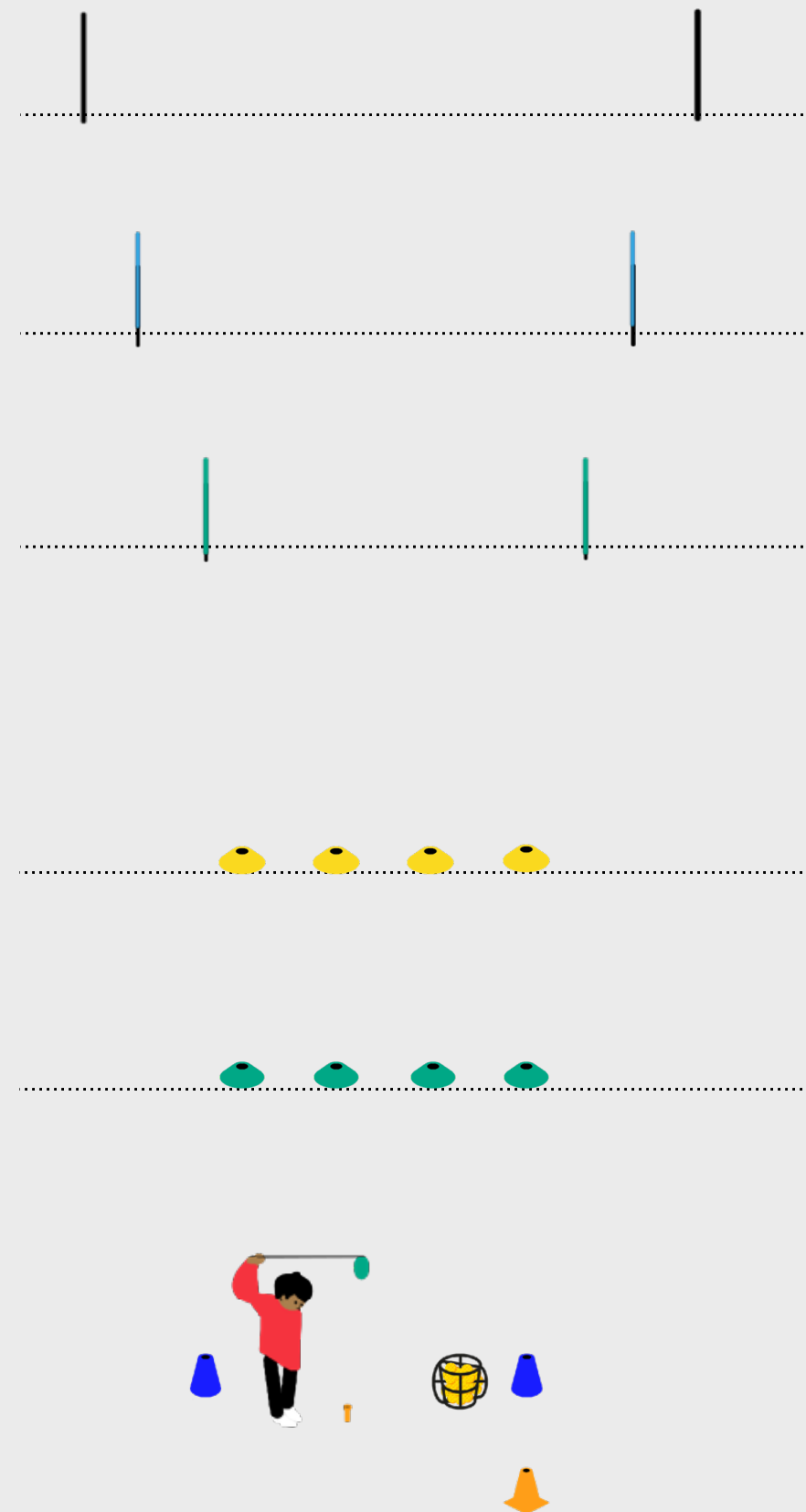
The exact setup of the Swing Challenges will depend on the Practice Ground/ Driving Range facility at your venue. However, you should aim to have each of the challenges clearly setup so that each team of 4 can rotate around each of the 3 challenges.

In this example, each challenge is setup as an individual challenge, with each team having 15 minutes to complete each challenge station.

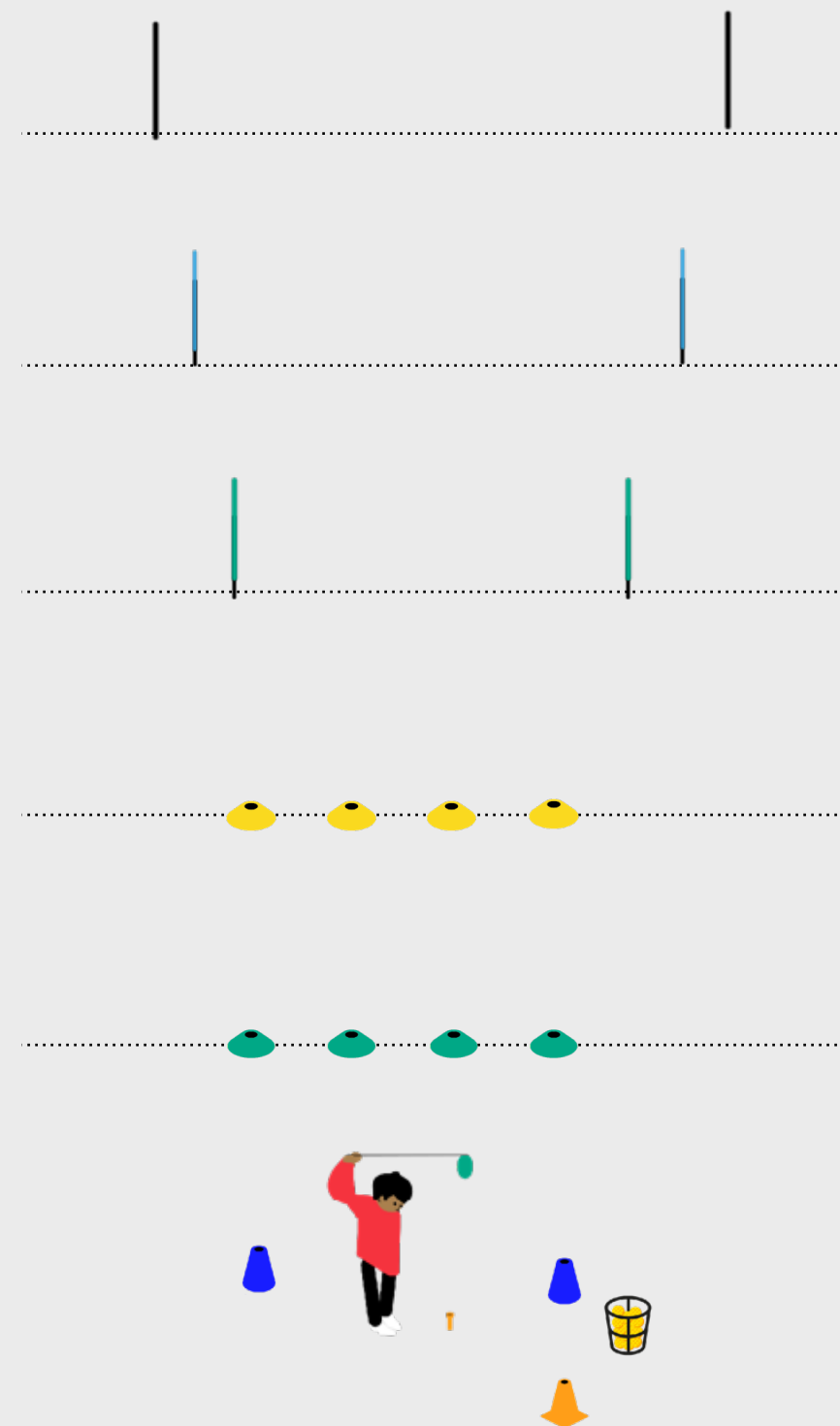


15 Mins Per Challenge

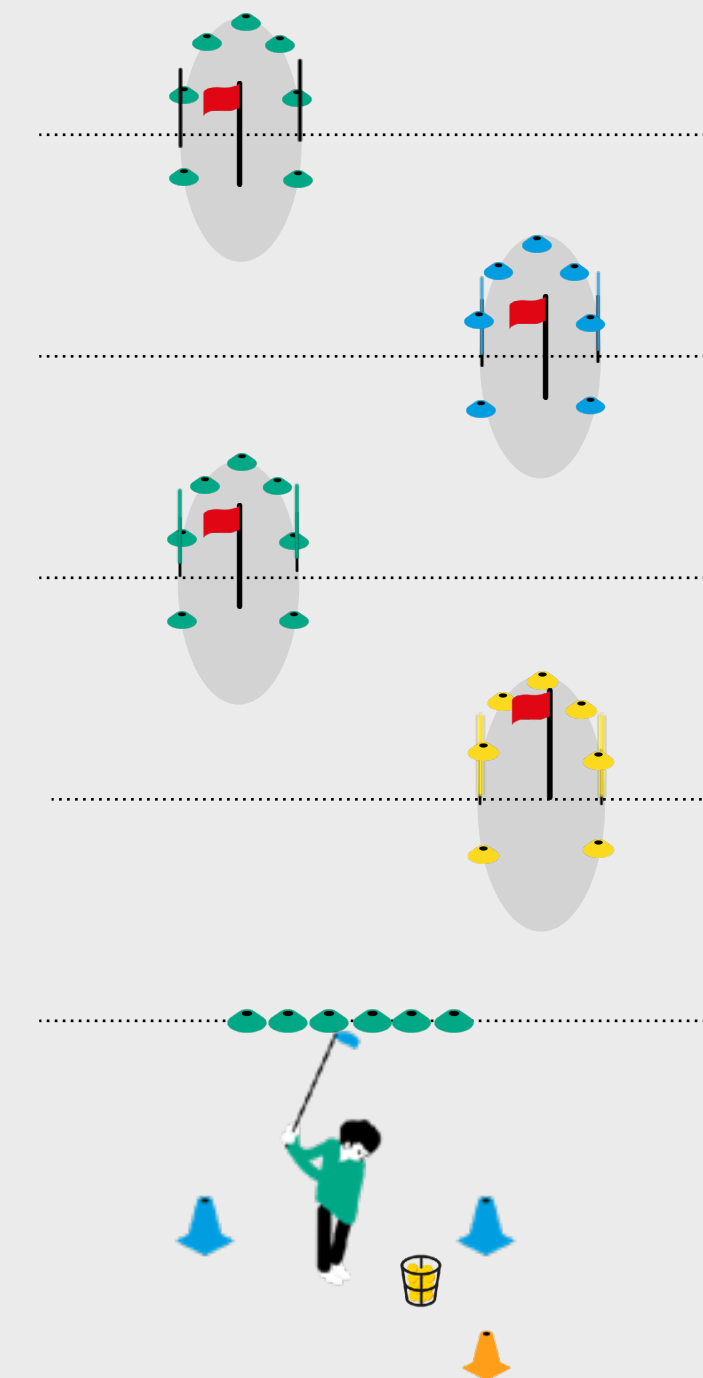
Driver Challenge



Fairway Wood/ Hybrid Challenge



Iron Challenge



Around the Green

The exact setup of the Around the Green challenges will depend on the short game facility at your venue. However, you should aim to have each of the challenges clearly setup so that each team of 4 can rotate around each of the 3 challenges.

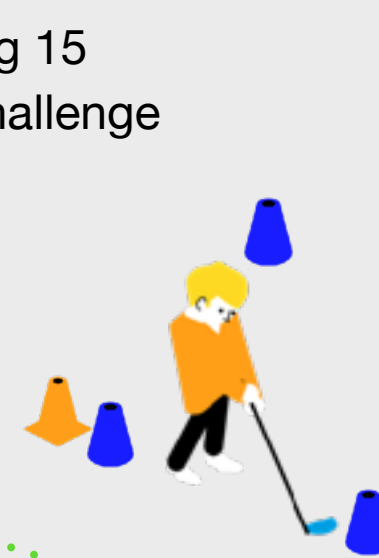
In this example, each challenge is setup as an individual challenge, with each team having 15 minutes to complete each challenge station. When setting up the Pitching and Bunker Challenge you should consider the safety of juniors taking part.



**15 Mins Per
Challenge**



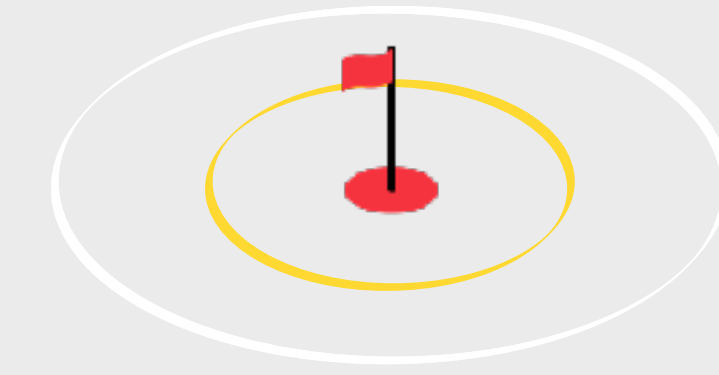
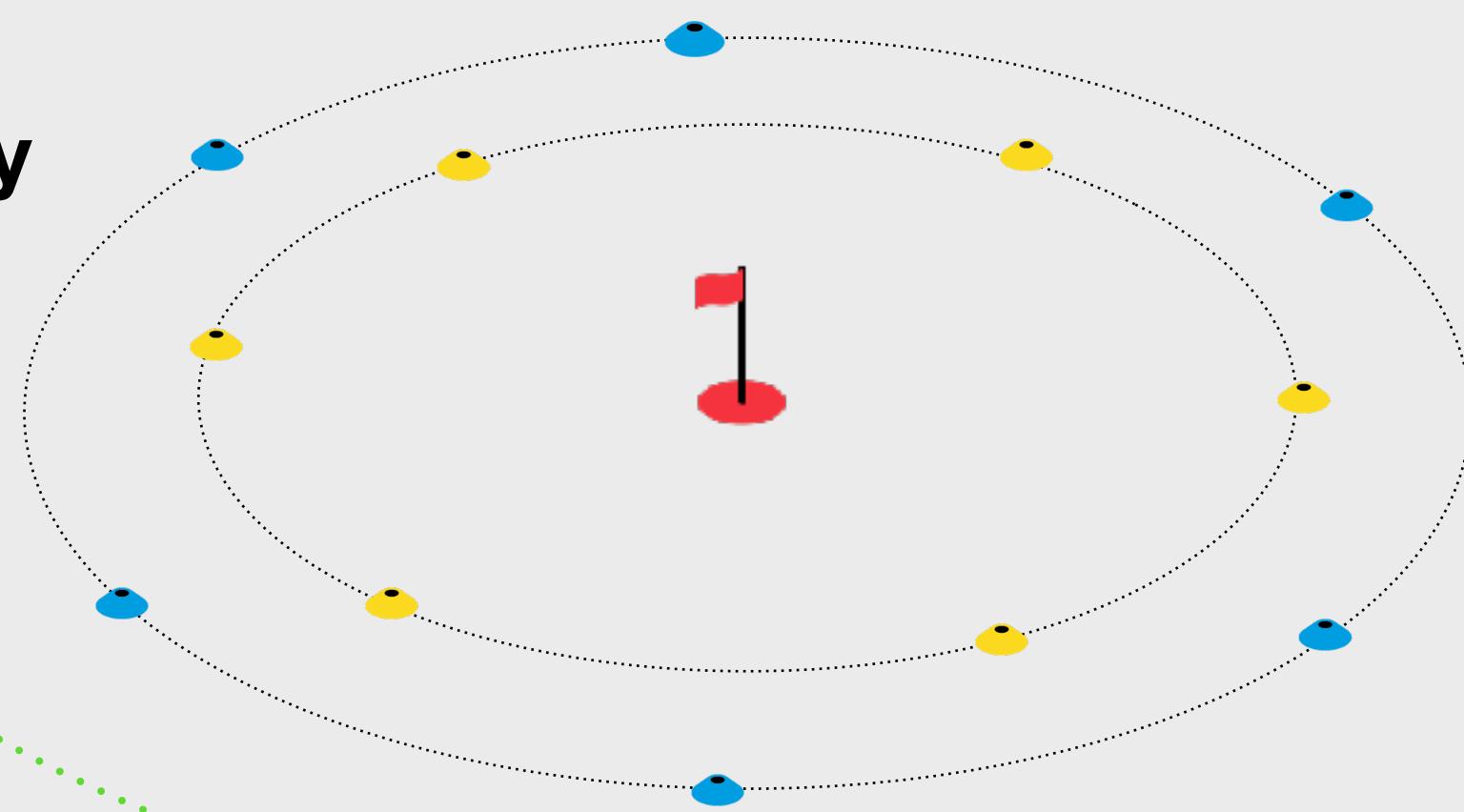
**Bunker Play
Challenge**



Pitching Challenge



Chipping Challenge



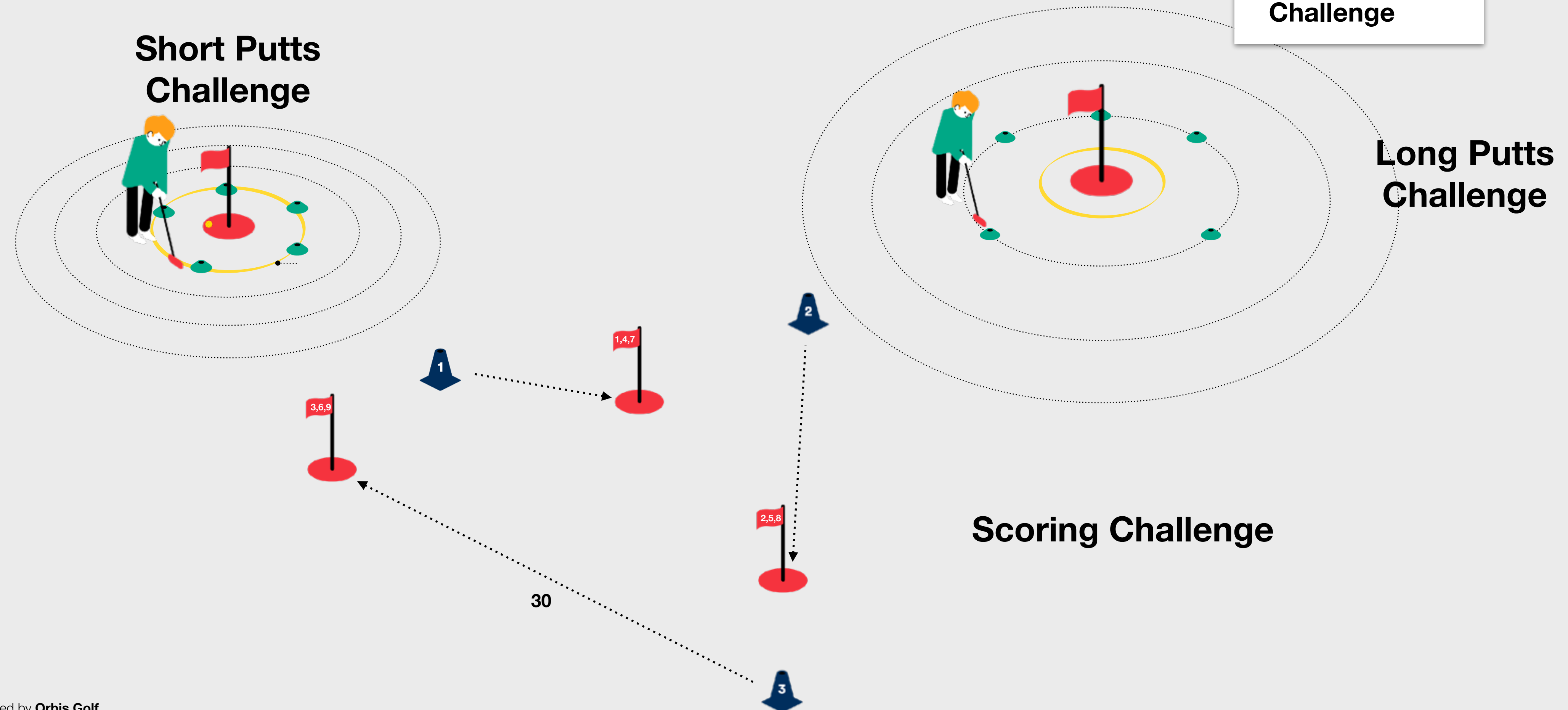
On the Green

The exact setup of the On the Green challenges will depend on your putting green facility at your venue. However, you should aim to have each of the challenges clearly setup so that each team of 4 can rotate around around each of the 3 challenges.

In this example, each challenge is setup at an individual challenge and each team should have 15 minutes to complete each challenge station. The Scoring Challenge can be setup over 9 holes if the size of your green allows or you can utilize the 3 holes on your green.

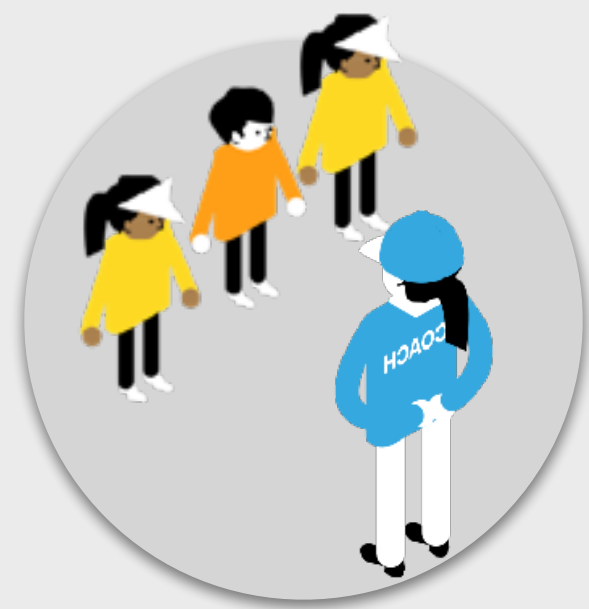


**15 Mins Per
Challenge**



Final Thoughts

As a high quality coach, you are expected to manage the teams to ensure it meets the needs of all participants and the needs of the program when attempting the challenges. However, we have put together some of the most important elements to ensure your challenge opportunities are a success and your day is as fun as possible:



Explain the Challenge

Take the time to walk the juniors through the challenge and answer any questions they may have. If you have followed the layout guide and used the equipment within your equipment bag, the challenges should be visually engaging.



Make the Challenges Fun

Remember the challenges are there to allow you to measure the child's progress on the program but also to keep it engaging and motivating for them. Keep the challenge element fun at all times and avoid putting an emphasis on it being a test or assessment. Keep the language you use fun and light hearted at all times.



Be Supportive and Flexible

Success or failure, you should encourage juniors to be supportive at all times. You may on occasions need to reassure a child or equally praise a child for their success. Be mindful of how your praise could be interpreted by others and the juniors.



Use your Judgement

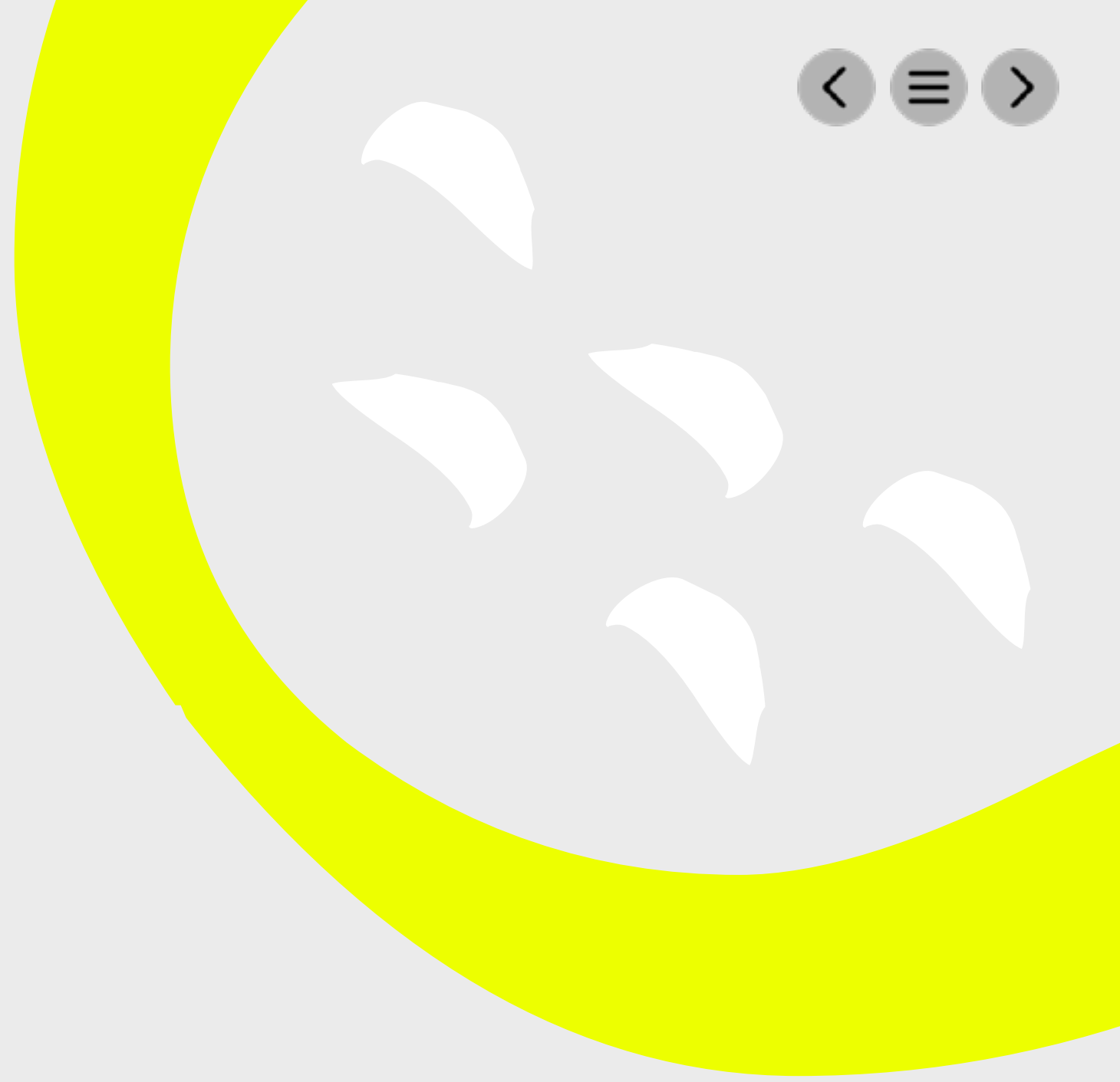
Ideally, you would supervise each child's attempt at the challenge during the event. However, the unexpected will happen and there may be times when you need to use your judgement to allow juniors to complete the challenge under supervision of the team.



Utilize the Resources

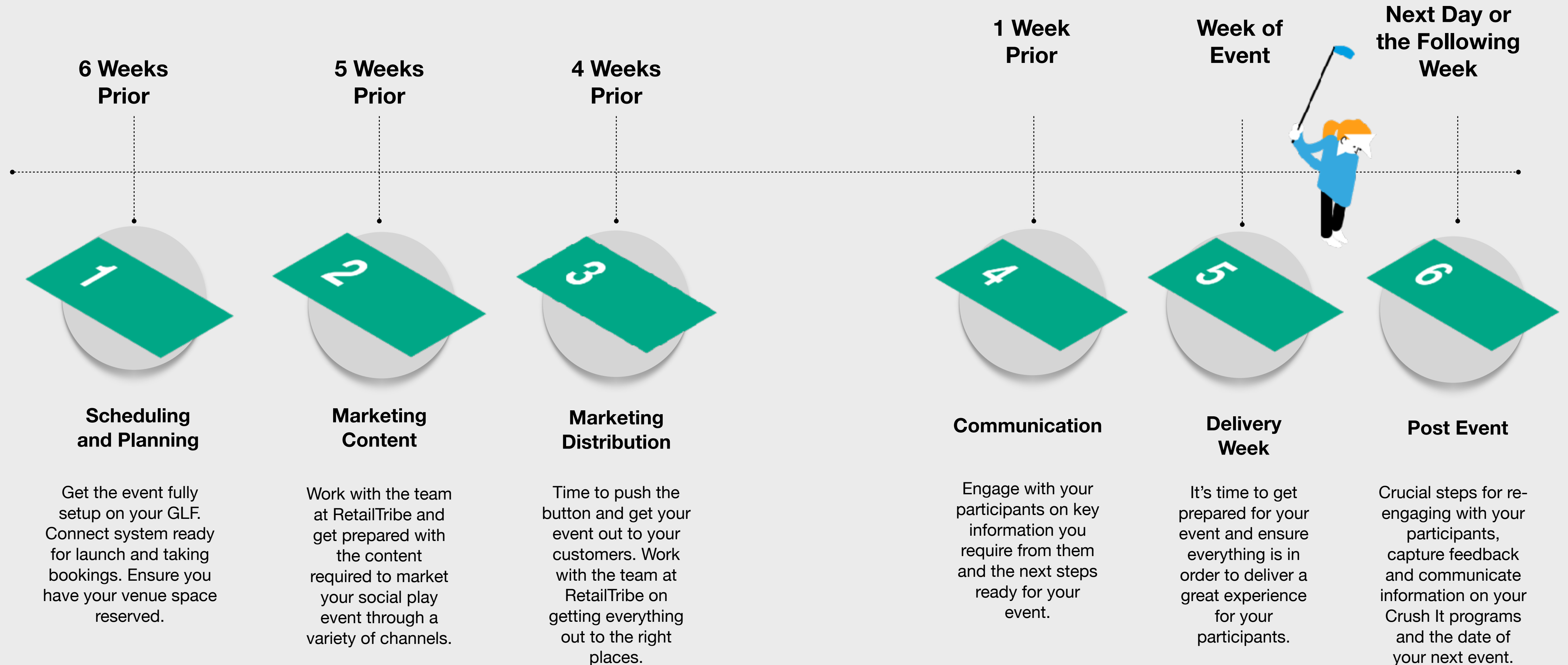
Resources have been provided to you in the Training Hub to help you setup the challenges correctly and provide all of the resources to help the teams on the day understand the challenges and record their scores.

Implementing Your Event



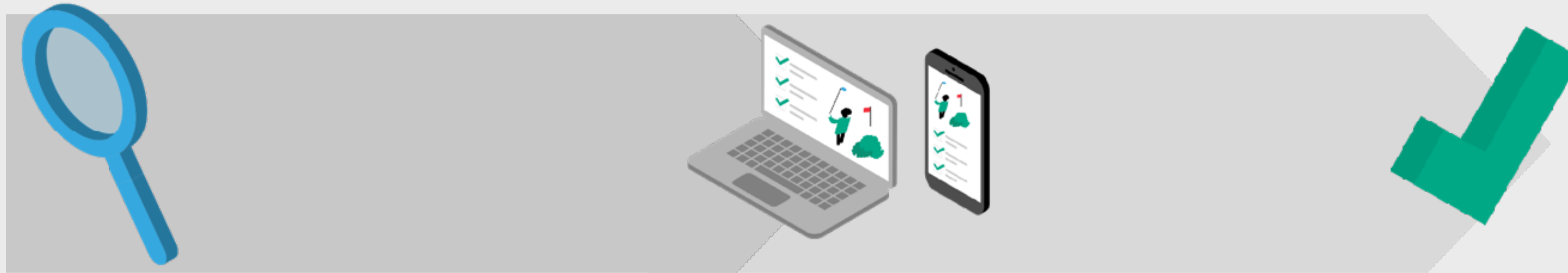
Implementation of the Event

After completing this part of the program training you will be ready to get the event up and running at your club. The recommended implementation stages of your event after this training are broadly as follows:



First Steps - Step by Step Guides

To help you with the implementation of this timeline, we have provided a step by step checklist document to help you tick off the actions for each week. Navigate across to the 'Training Hub', visit the 'Social Play' section and download the 'Checklist Guides' to help you get up and running.



1. Navigate to the Social Play event section

Within this section you will see step by step guides following the implementation stages for this event. Print off and navigate through the task for each stage. Each task, where applicable, links directly to a resource in the hub and will help you get everything in place to move to the next stage.

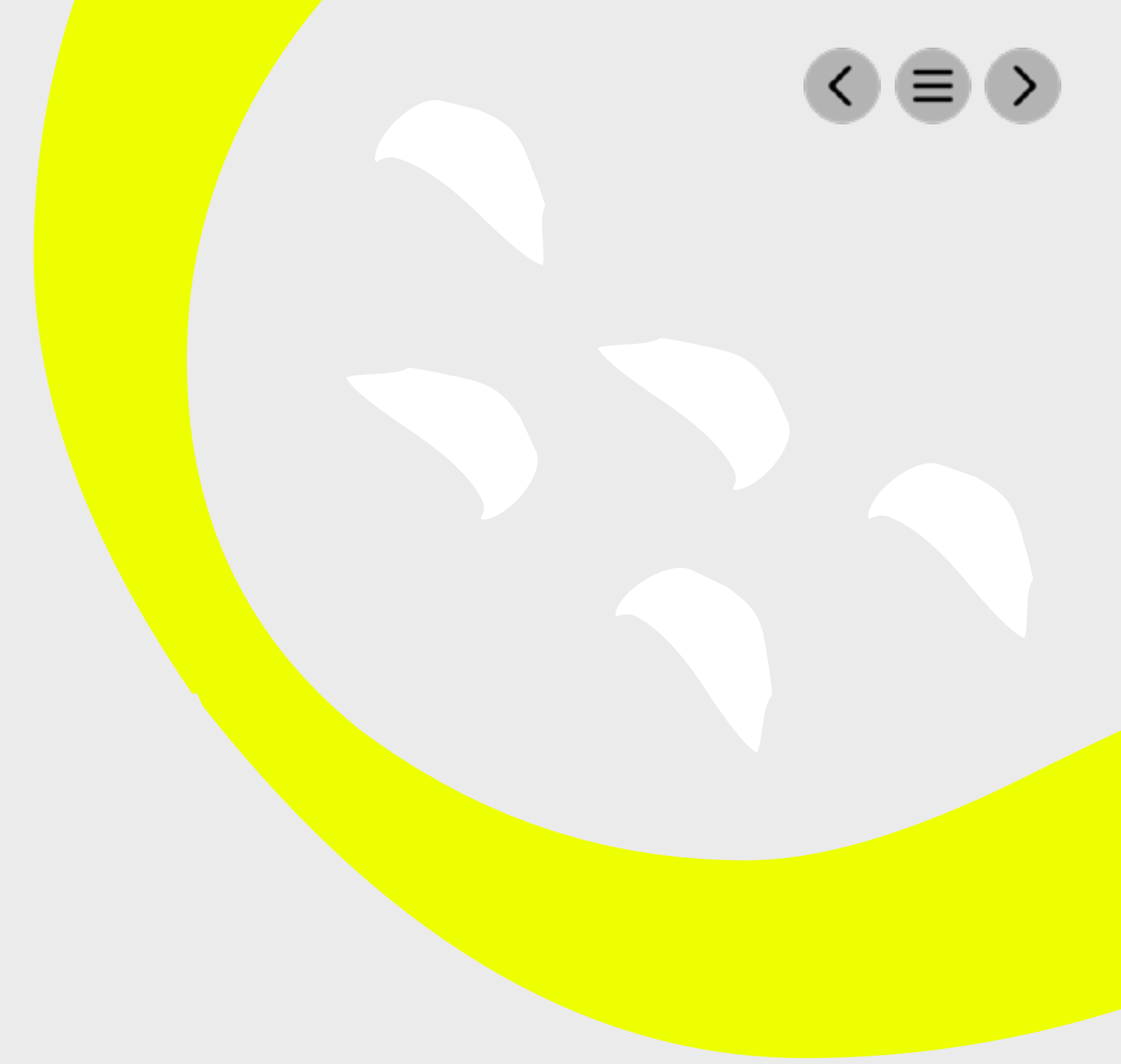
2. View or Download Step 1 'Planning and Scheduling Checklist'

The first step is to complete the actions within Planning and Scheduling. These tasks are everything to do with getting your event organized at your venue and added to GLF. Connect. Decide on when you will run this event and who will be assisting with the delivery of your event.

3. Action and Tick Off the Tasks

Once you have completed the tasks at each implementation stage you will be ready to move to the next stage and keep your Social Play event on track.

Support Available to You



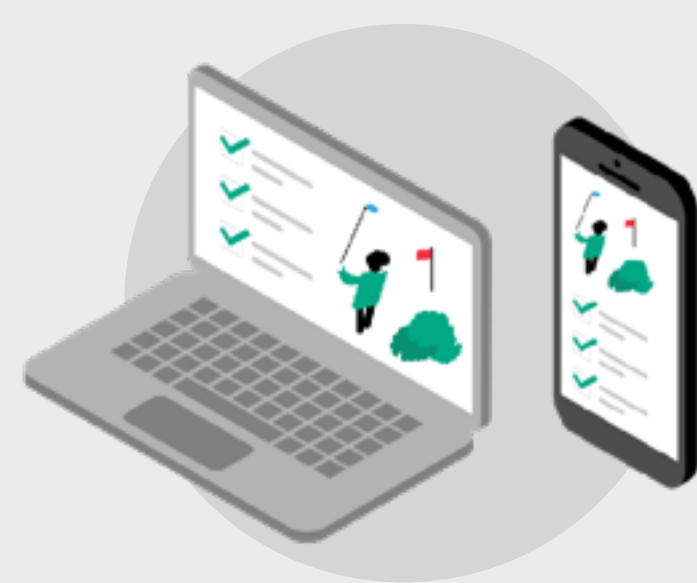
Support For You

To help you to run a great event, you are being provided with support in several ways. This support will provide you with all of the tools to help you prepare for your event, fill those places, run a great event on the day and convert your participants into the other programs and activities at the club. Support is available to you in the following ways:



Marketing Resources

Within the Training Hub, you can access a range of resources to help you market your event. You should use the assets to promote your event at your club, directly to your current Crush It database and to your Golf Club Membership.



Step by Step Guides

Access step by step guides that walk you through each stage of implementation of your event, this will help you understand the tasks you should complete at each step and where to access the resources you need.



Event Resources

You have been supplied with a range of resources that you can use on the day of your event. These are available within the Training Hub and include printable scorecards, challenge signage, challenge cards and more.



Marketing Support

Work with the team at Retail Tribe to market your events through a variety of channels. The marketing team at your club are also on hand to help promote your event.



GLF. Connect

GLF. Connect is the hub for powering your event and can be used to manage bookings, tracking and measuring sign-ups, reconcile payments through micros and communicating effectively with your participants. Engage with the Support Team to get the most from your system.



Challenge Training and Resources

In the training Hub you can access further training relating to the challenge element of the program. This includes Challenges Setup Guide, Challenge Table and Challenges by type and skill.

Accessing Support Resources

You can access the supporting resources for your event via the Training Hub on the GLF. Connect system. This is accessible from the web or App. On the Training Hub, you will find every resource you need to plan, market and deliver a great event:



Visit the Training Hub Link

From any user role or locker screen, you can click the Training Hub link in the menu navigation. You can also select this from the App home screen dashboard



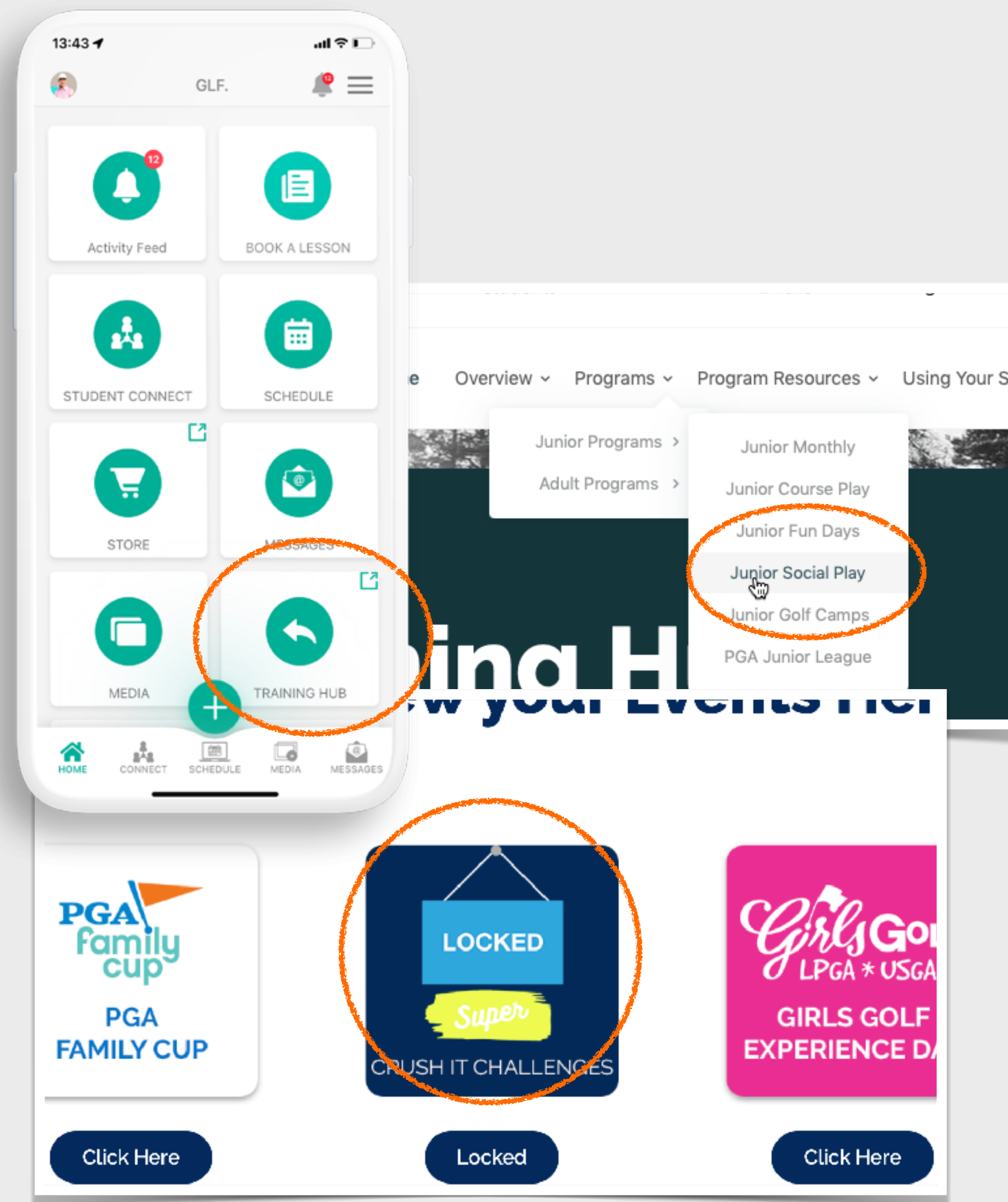
Select Junior Social Play

From the Training Hub sub menu, select Junior Social Play from the dropdown navigation under Programs > Junior Programs



Select Super Crush It Challenges

From the events section at the bottom of the page, you can select the Super Crush It Challenges tile and this will take you to Super Crush It Challenges page.



Further Challenge Training and Resources

You can access further challenge training and resources from within the Training Hub, so that you can understand the challenge element fully including; how to setup the challenges, the challenges across each skill and level and how they link to the tracking and reward element of the program.

To get started, you should follow the steps below:



1. Select Program Resources in the Training Hub



2. Select Crush It and Challenges from the Sub-Menu

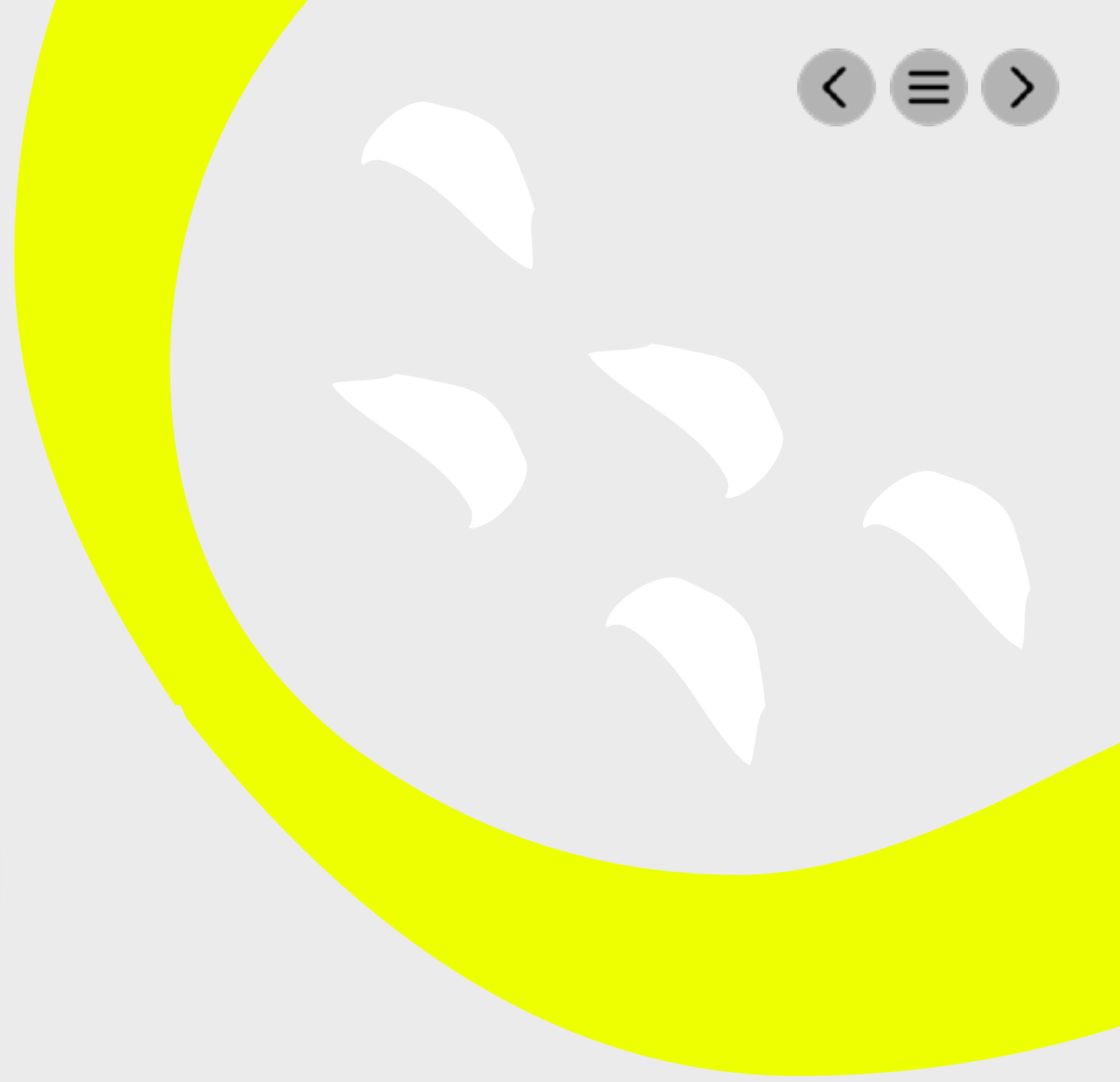


Watch the Training Module and Access Further Resources including:

- Challenges Setup Guide
- Challenges Table
- Challenges by Type
- Challenges by Skill
- Challenges FAQ.

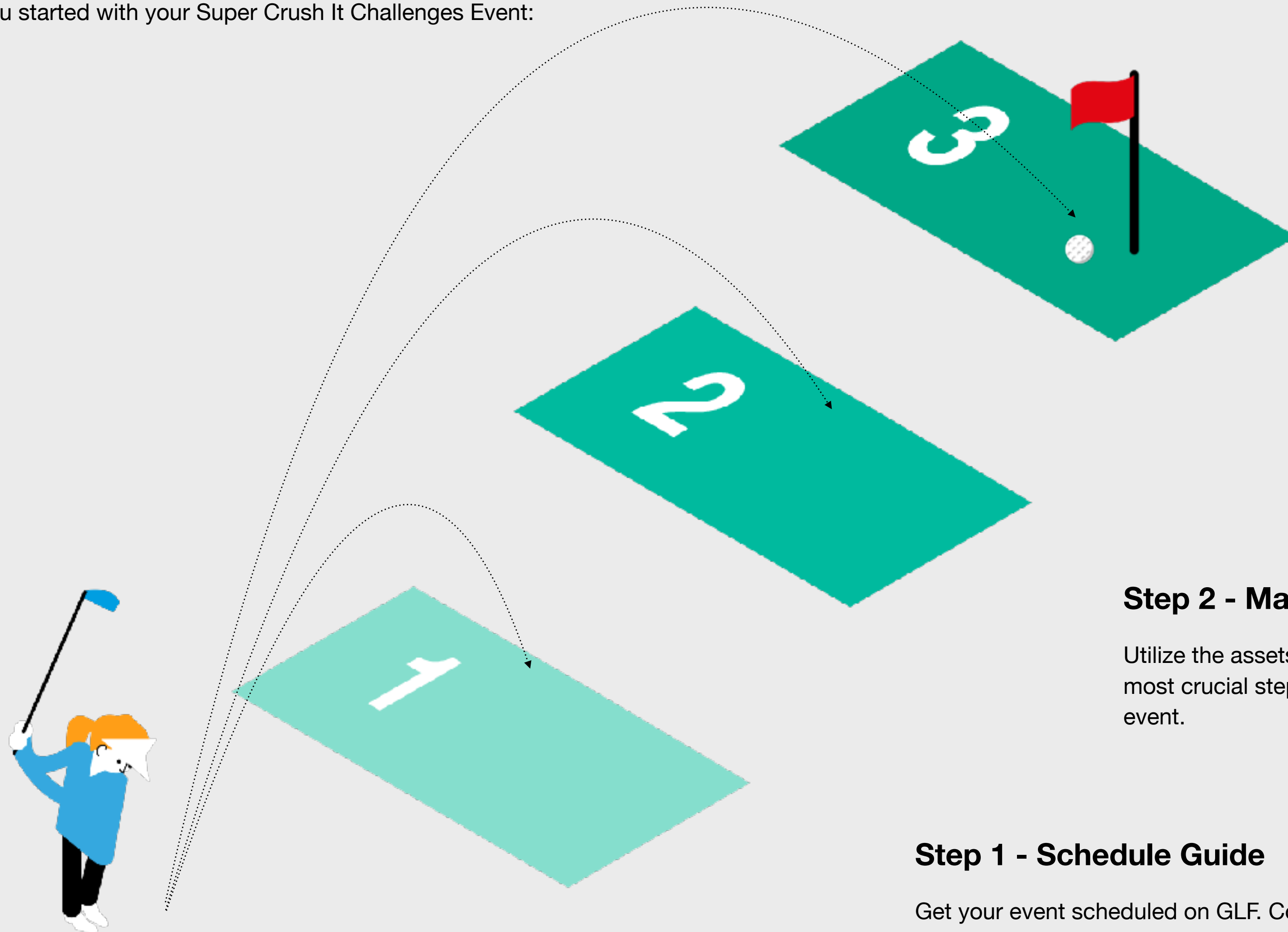
The screenshot displays the Training Hub interface. At the top, there are navigation links: "Manager", "Coach", "Proshop", and "MY ACCOUNTS". Below this, a dropdown menu is open, showing options: "dents", "Store Admin", "Emails", "Training Hub", and "MyGame+". A sub-menu is also visible, listing "Crush It" and "Game On". The main content area shows a "Social Play" section with a description: "Social Play online course and learn at your own pace" and "on the go!". A "Homepage" button is visible. Below this, a banner for "Start Your Mastering the Game Challenges Training Course Now!" is shown, with a call to action: "Click the window below to enter your online course. Come and go as you please, your progress will be saved each time you leave so you don't have to complete it all in one go!". The banner features a golfer and the text "MASTERING THE GAME CHALLENGES TRAINING".

Next Steps



What Are The Next Steps?

Now you have knowledge of the event, it is time to get started. Within the Training Hub, you will find step by step guides for each step of implementation. We have identified the next steps to get you started with your Super Crush It Challenges Event:



Step 3 - Launch your Event

Get your event out to your club membership with the support of your clubs marketing team and RetailTribe. Launch it on social media and across a variety of channels.

Step 2 - Marketing Content

Utilize the assets available to you on the training hub and follow the most crucial steps to get your marketing ready to publicize your event.

Step 1 - Schedule Guide

Get your event scheduled on GLF. Connect and with your club so you can ensure you have access to the facilities you need.

Thank you.

Please now review the **Scheduling and Planning Step by Step Guide** within the **Social Play** section of the Training Hub.