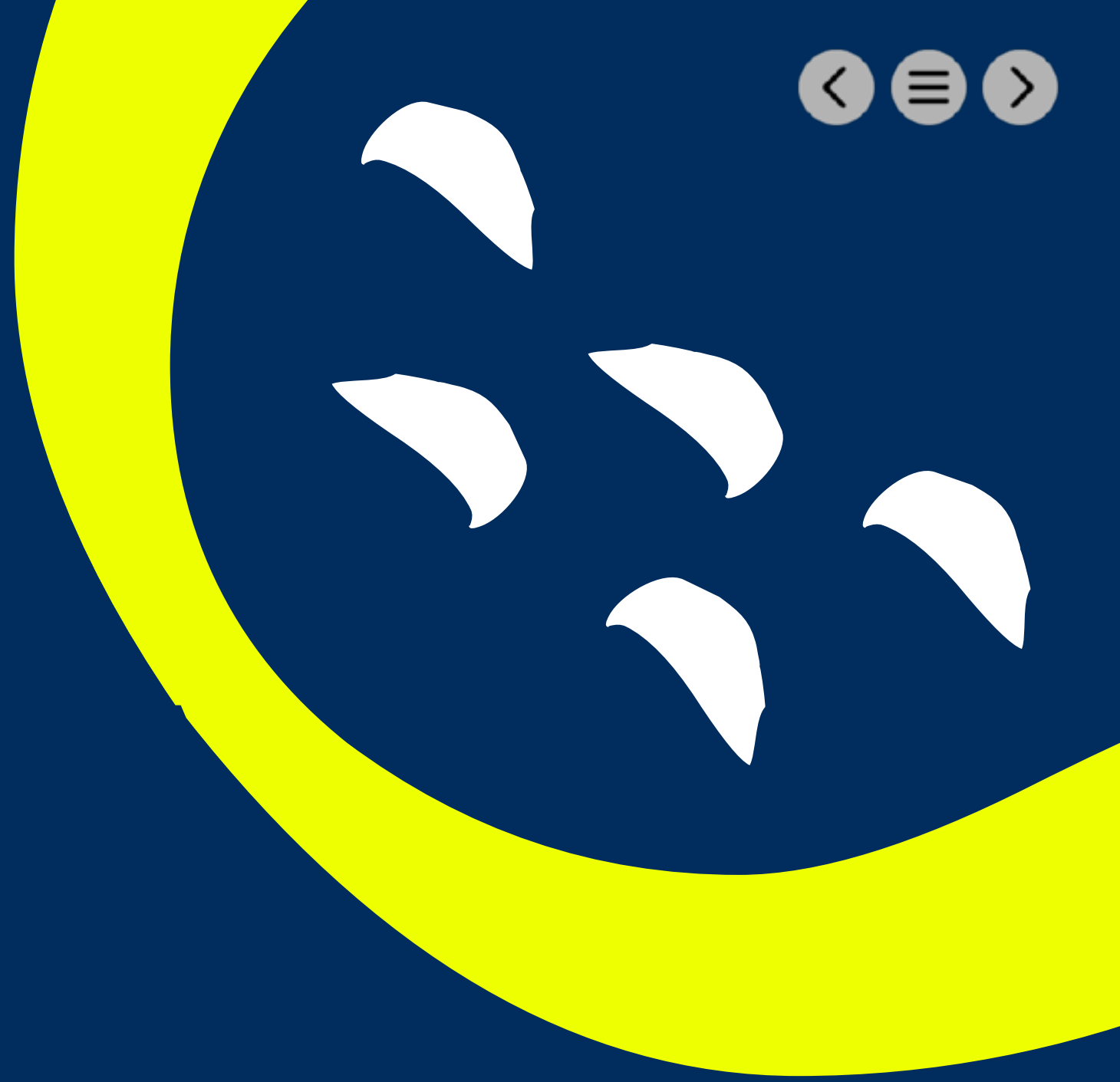


Mastering the Game Challenges

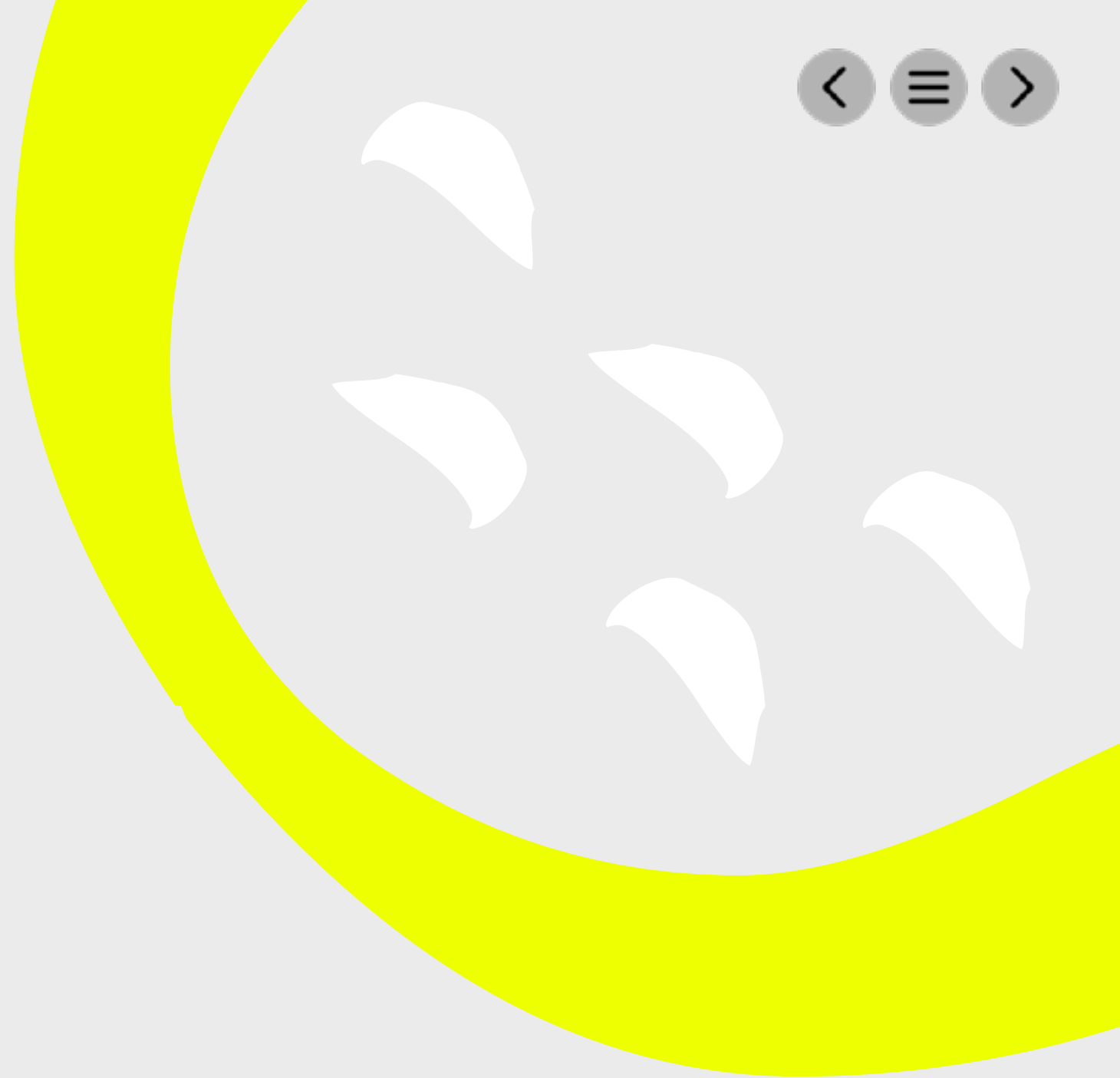


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Overview



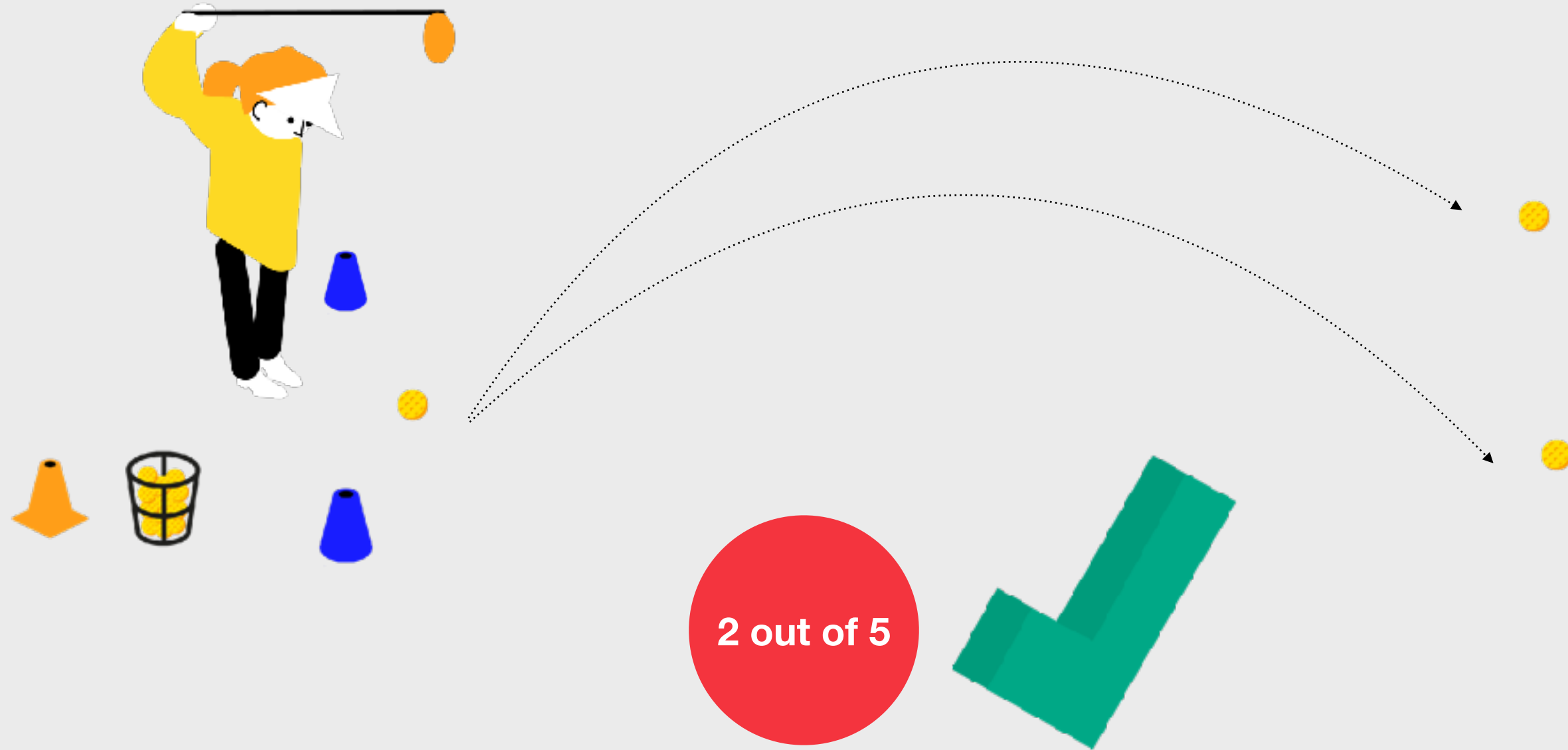
The Progression Pathway

Where developmentally appropriate, your juniors will be working through the progression pathway which has been developed across six levels, with the levels colored 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 assess the child's development. Within each level there are 12 challenges that can be attempted by the child under supervision of the coach within the Junior Monthly Program classes and Course Play events.



22 Mastering the Game: Swing
Driver Challenge

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

Red Level 1

My 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?

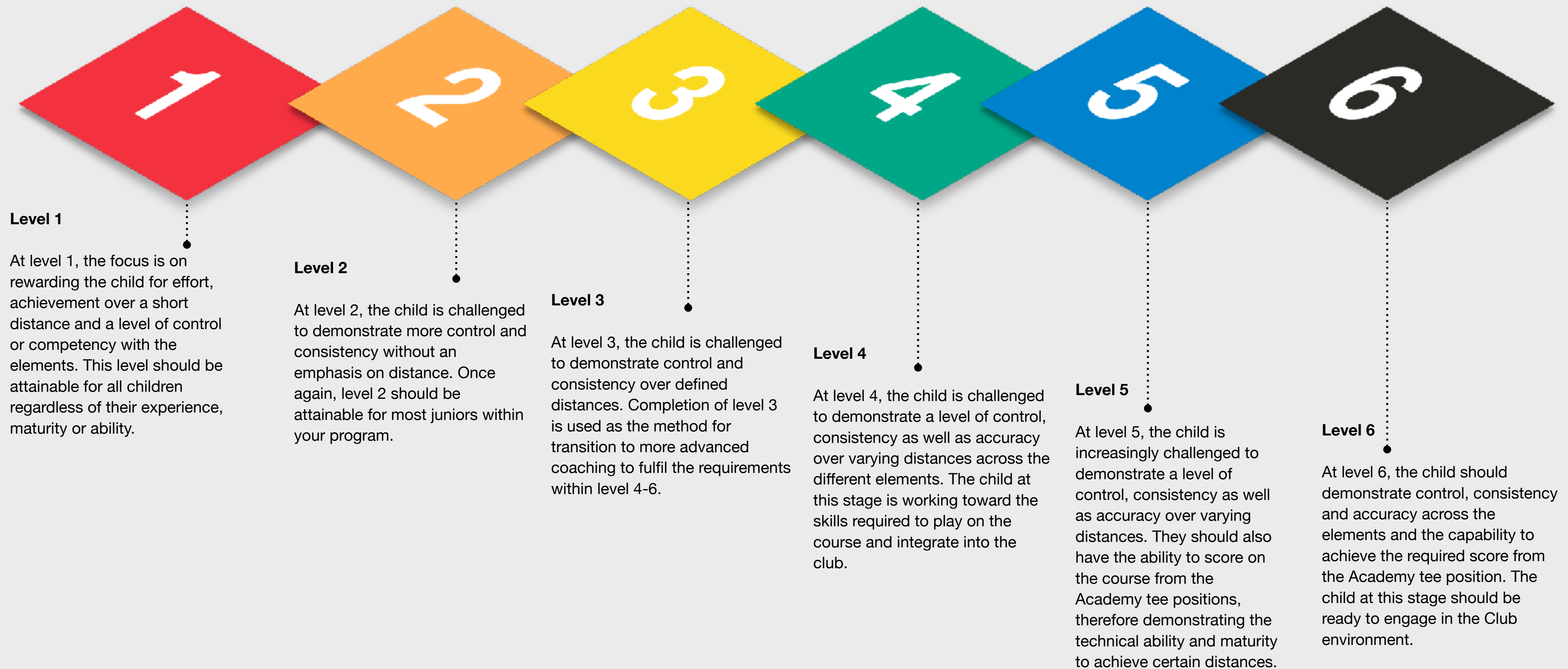
If the child completes the challenge, they can color in the first level of the Driver section of the Swing myProgress Wheel and add the Driver sticker to their Level 1 Tracker Sheet.

Level 1

My Junior Folder

Challenge Progression

The challenges across each of the levels progress in difficulty and are connected. At level 1, the focus is on challenges over a short distance, or to assess the child's ability to strike the golf ball and demonstrate some level of control. As the child progresses through the challenges, emphasis is placed on competency over greater distances, a variety of targets and demonstrating greater control and accuracy. The challenges have been designed to be attainable at the early levels for children of varying ages and ability but offer longevity in the programme by making the latter levels attainable but challenging for those wanting to develop their skills to proactively play within a club environment.

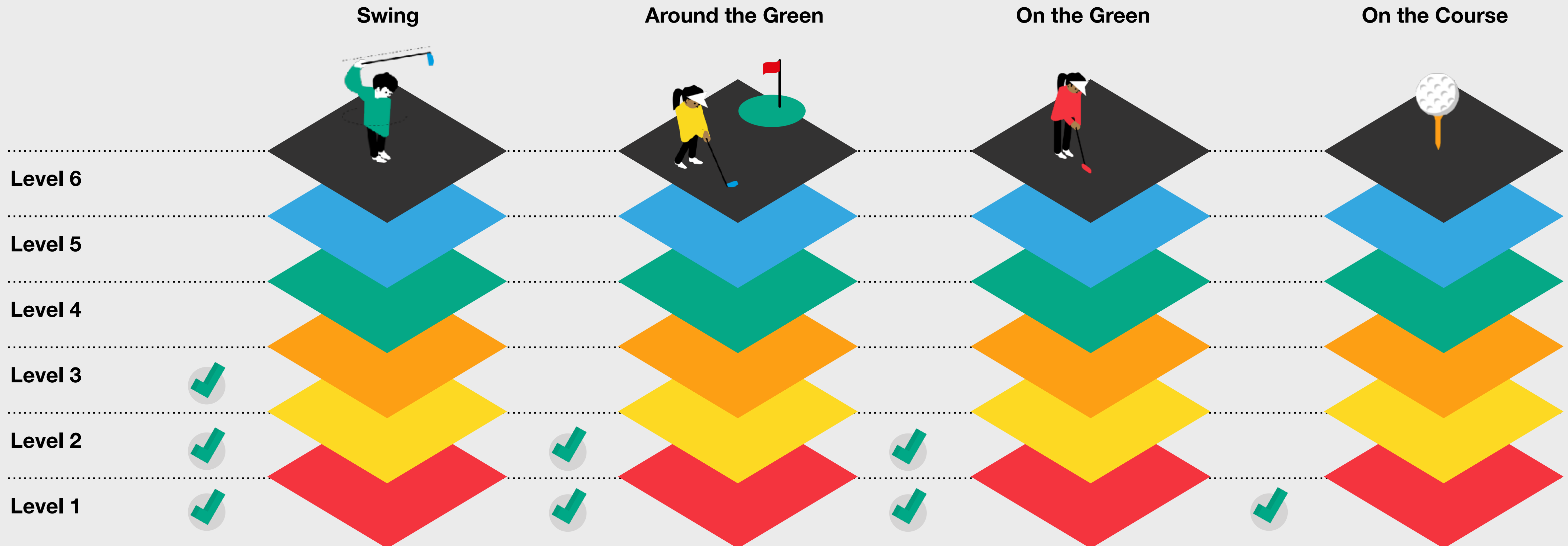


Overview of the Challenge Elements



The child's progress through the progression pathway is measured across the four skill elements within the Mastering the Game learning outcome. The four elements are Swing, Around the Green, On the Green and On the Course. These elements have been identified as the most critical to the child's technical and tactical development within the game.

Critical to the progression levels is that it does not advocate a 'pass/ fail' culture within the program but merely offers a means to measure progress across the four skills. Children can work through the elements at different speeds depending on their development. This approach provides engagement of the child across the learning outcomes and caters for children moving at varying developmental rates.



Skill Elements

The skill elements have been broken down into 3 skill categories which shapes the learning opportunities within the program as well as the specific challenges the child can attempt to measure their progress. The skill categories within each skill element have been identified as the most critical for the technical, tactical and motor skill development within the Mastering the Game learning outcome.

1. Full Swing

- ✓ Driver
- ✓ Fairway Woods
- ✓ Irons

2. On the Course

- ✓ Score
- ✓ Attendance
- ✓ Number of holes

4. Around the Green

- ✓ Chipping
- ✓ Pitching
- ✓ Bunker Play

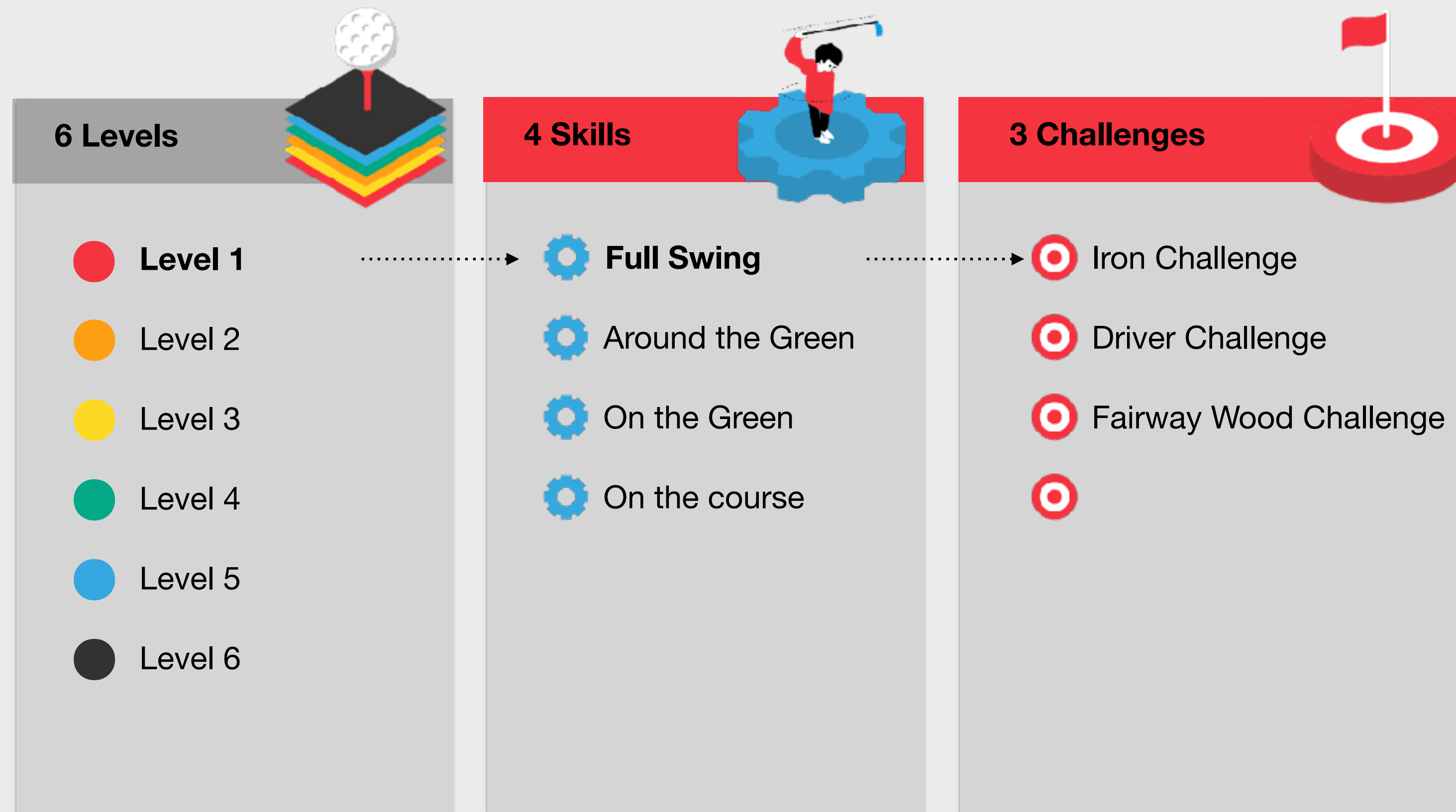
3. On the Green

- ✓ Short Putts
- ✓ Long Putts
- ✓ Scoring



Challenges

There are 72 Challenges in total, a challenge for each skill category within each element and across the six levels. The challenges have been designed to be easily conducted during classes and engaging for the child as well as fun to attempt.



21 Mastering the Game: Swing Iron Challenge

The Challenge
To complete the Level 1 Challenge within the box Ball marker, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air.

What to do next?
If the child completes the challenge, they can color in the Iron section of the Swing myGame Wheel and add a Disk to their Level 1 Tracker Sheet.

3 out of 5

22 Mastering the Game: Swing Driver Challenge

The Challenge
To complete the Level 1 Challenge within the Box Ball marker, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air.

What to do next?
If the child completes the challenge, they can color in the Driver section of the Swing myGame Wheel and add a Disk to their Level 1 Tracker Sheet.

2 out of 5

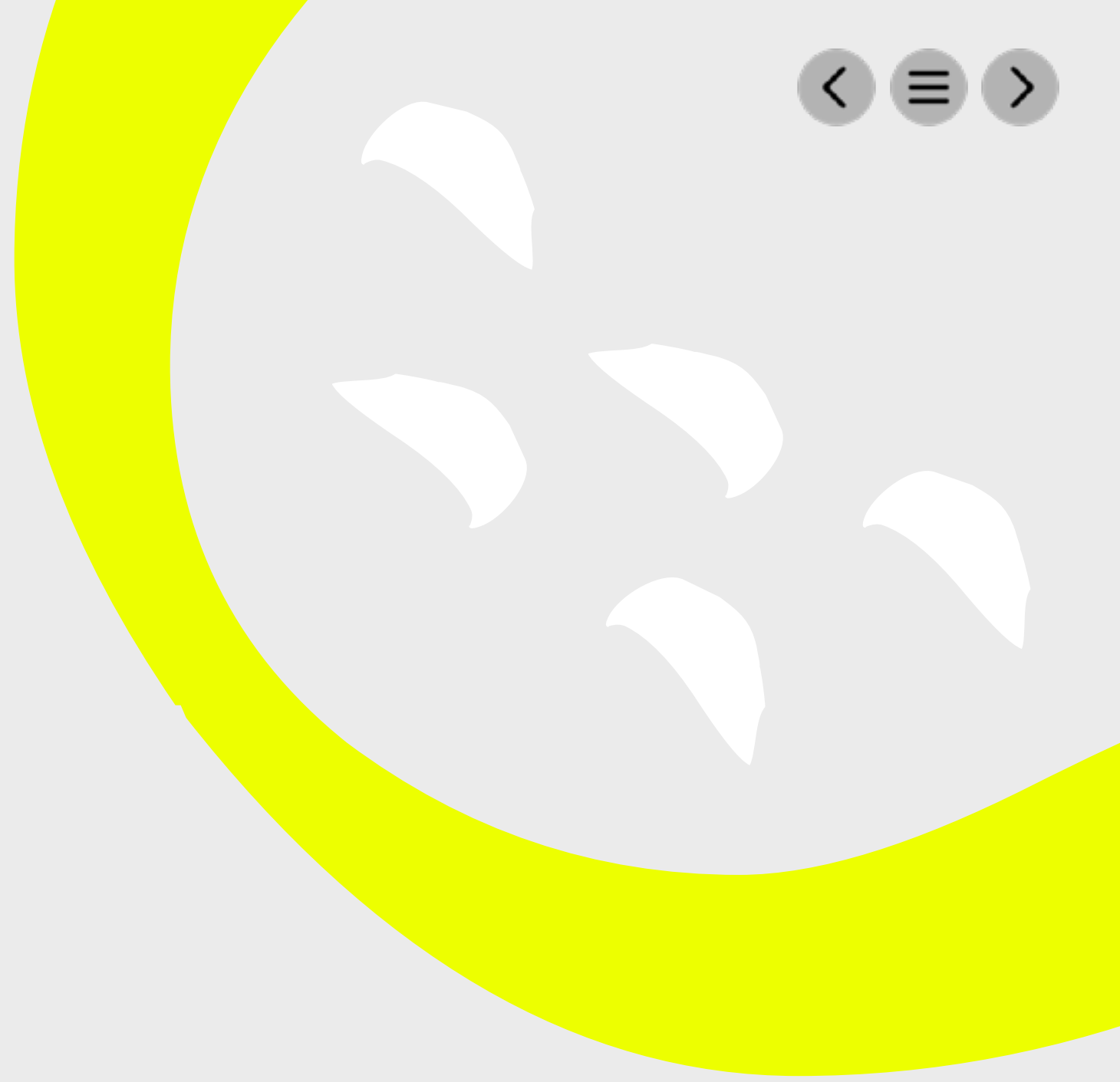
23 Mastering the Game: Swing Fairway Wood Challenge

The Challenge
To complete the Level 1 Challenge within the Box Ball marker, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air.

What to do next?
If the child completes the challenge, they can color in the Fairway Wood section of the Swing myGame Wheel and add a Disk to their Level 1 Tracker Sheet.

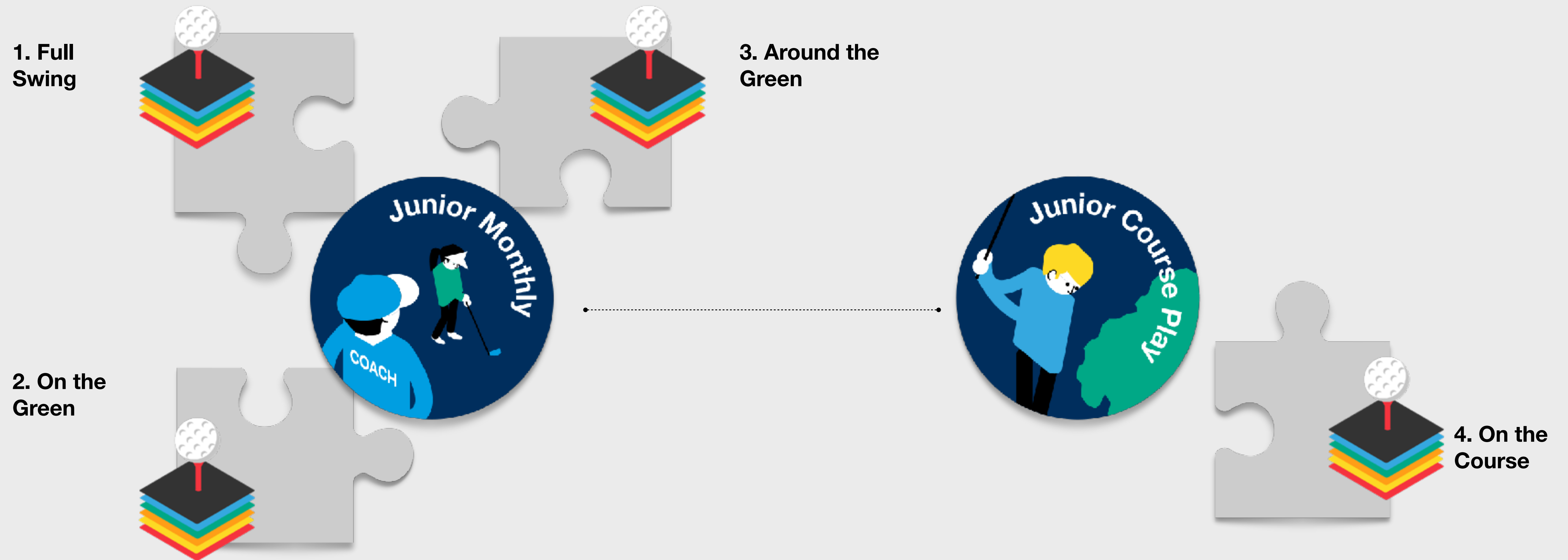
2 out of 5

Challenges Opportunities



Challenge Opportunities

Children within the program have an opportunity to attempt the challenges within the the Full Swing, Around the Green and On the Green elements within the Junior Monthly classes. The challenges within the On the Course elements can be attempted during the Monthly Course play events.



Number of Challenge Opportunities

The number of challenges that can be attempted across the calendar year will vary depending on the climate in which your venue is located. This is due to the number of delivery months and therefore the number of Junior Monthly classes and Course Play events that can be scheduled. Over the Course of the program year, the challenge opportunities are as follows across each climate:



- Year Round** - Approx 52 Classes
- Desert** - Approx 30 Classes
- Seasonal** - Approx 30 Classes

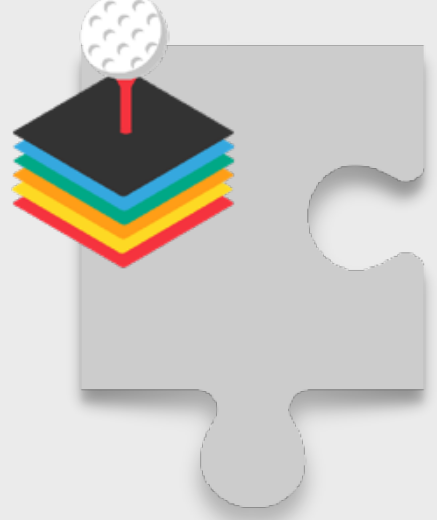


- Year Round** - 12 Events
- Desert** - 7 Events
- Seasonal** - 7 Events



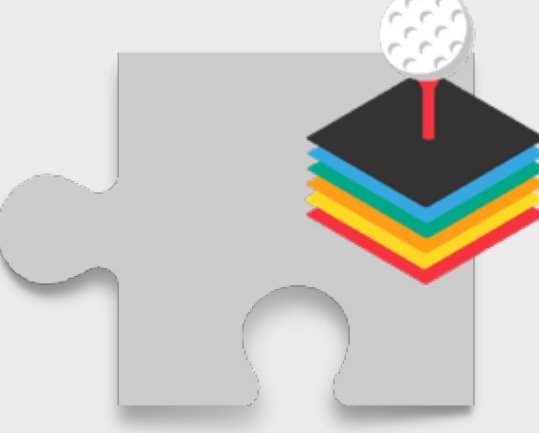
1. Full Swing

- Year Round**
18 Attempts
- Desert**
10 Attempts
- Seasonal**
10 Attempts



2. On the Green

- Year Round**
17 Attempts
- Desert**
10 Attempts
- Seasonal**
10 Attempts



3. Around the Green

- Year Round**
17 Attempts
- Desert**
10 Attempts
- Seasonal**
10 Attempts






4. On the Course





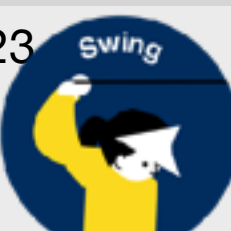
- Year Round**
12 Attempts
- Desert**
7 Attempts
- Seasonal**
7 Attempts

Challenge Focus

Within the On the Course element, there are 3 challenges that can be attempted during Course Play events over the program calendar, meaning on every event the child has an opportunity to complete each of the challenges. However, within the Junior monthly classes, the classes rotate each week around the 3 elements, meaning that the child doesn't have an opportunity to attempt each of the challenges within each class.

Course Play Event





-  Score Challenge
-  Attendance Challenge
-  Number of holes Challenge

	Mon	Tue	Wed	Thur	Fri	Sat	Sun
Delivery Week: 1 Class focus: Swing Challenge: Iron Challenge					1	2 	3 
	4	5	6	7	8	9 	10
Delivery Week: 2 Class focus: Around the Green Challenge: Chipping Challenge	11	12	13	14	15	16 	17
						23 	24
Delivery Week: 3 Class focus: On the Green Challenge: Short Putts Challenge	18	19	20	21	22		
	25	26	27	28	29	30	
Delivery Week: 4 Class focus: Swing Challenge: Fairway Woods Challenge							





Challenge Focus

Each class has a Challenge that is related to the class focus which rotates weekly. After a total of nine classes, the child will have attempted the three challenges within each skill element and had three opportunities to attempt the On the Course Challenge during the Course Play event. We can see in the example below, that the class focus rotates each week as well as the challenges. The child has an opportunity to re-attempt a challenge when the loop starts again on week 10.





Mon	Tue	Wed	Thu	Fri	Sat	Sun
1	2	3	4	1		
8	9	10	11	2		14
15	16	17	18	3		21
22	23	24	25	4		28

-  **1** Iron Challenge
-  **2** Chipping Challenge
-  **3** Short Putts Challenge
-  **4** Fairway Woods Challenge

Mon	Tue	Wed	Thu	Fri	Sat	Sun
1	2	3	4	5		
8	9	10	11	6		14
15	16	17	18	7		21
22	23	24	25	8		28
29	30	31				

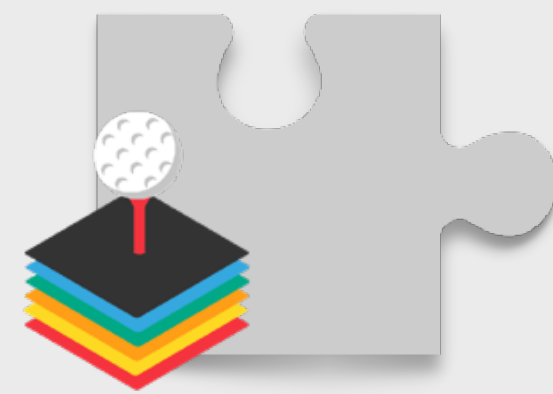
-  **5** Pitching Challenge
-  **6** Long Putts Challenge
-  **7** Driver Challenge
-  **8** Bunker Play Challenge

Mon	Tue	Wed	Thu	Fri	Sat	Sun
			1	9		
			8	10		11
5	6	7	15	11		18
12	13	14	22	12		25
19	20	21	29	30		
26	27	28				

-  **9** Scoring Challenge
-  **10** Iron Challenge
-  **11** Chipping Challenge
-  **12** Short Putts Challenge

Number of Challenge Opportunities

Therefore, across the program calendar, the child will have an opportunity to attempt each of the challenges within the Junior Monthly program as follows:



1. Full Swing

1. Driver Challenge

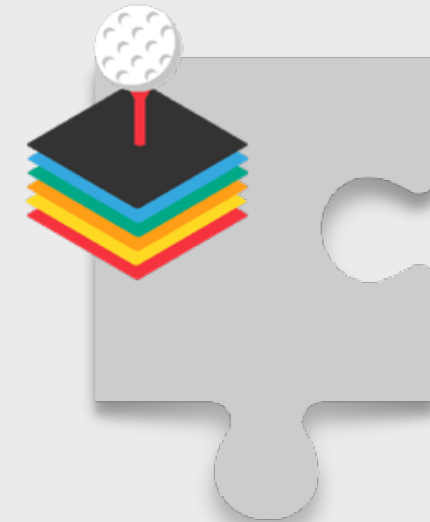
- Year Round - 6 Attempts
- Desert & Seasonal - 4 Attempts

2. Fairway Woods Challenge

- Year Round - 6 Attempts
- Desert & Seasonal - 3 Attempts

3. Irons Challenge Challenge

- Year Round - 6 Attempts
- Desert & Seasonal - 3 Attempts



2. On the Green

1. Short Putts Challenge

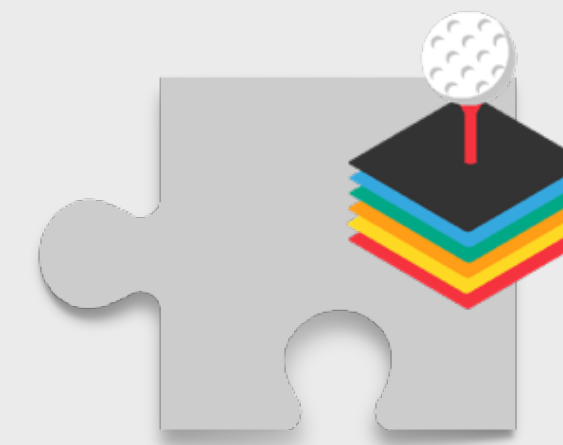
- Year Round - 6 Attempts
- Desert & Seasonal - 3 Attempts

2. Long Putts Challenge

- Year Round - 6 Attempts
- Desert & Seasonal - 3 Attempts

3. Scoring Challenge

- Year Round - 5 Attempts
- Desert & Seasonal - 3 Attempts



3. Around the Green

1. Chipping Challenge

- Year Round - 6 Attempts
- Desert & Seasonal - 3 Attempts

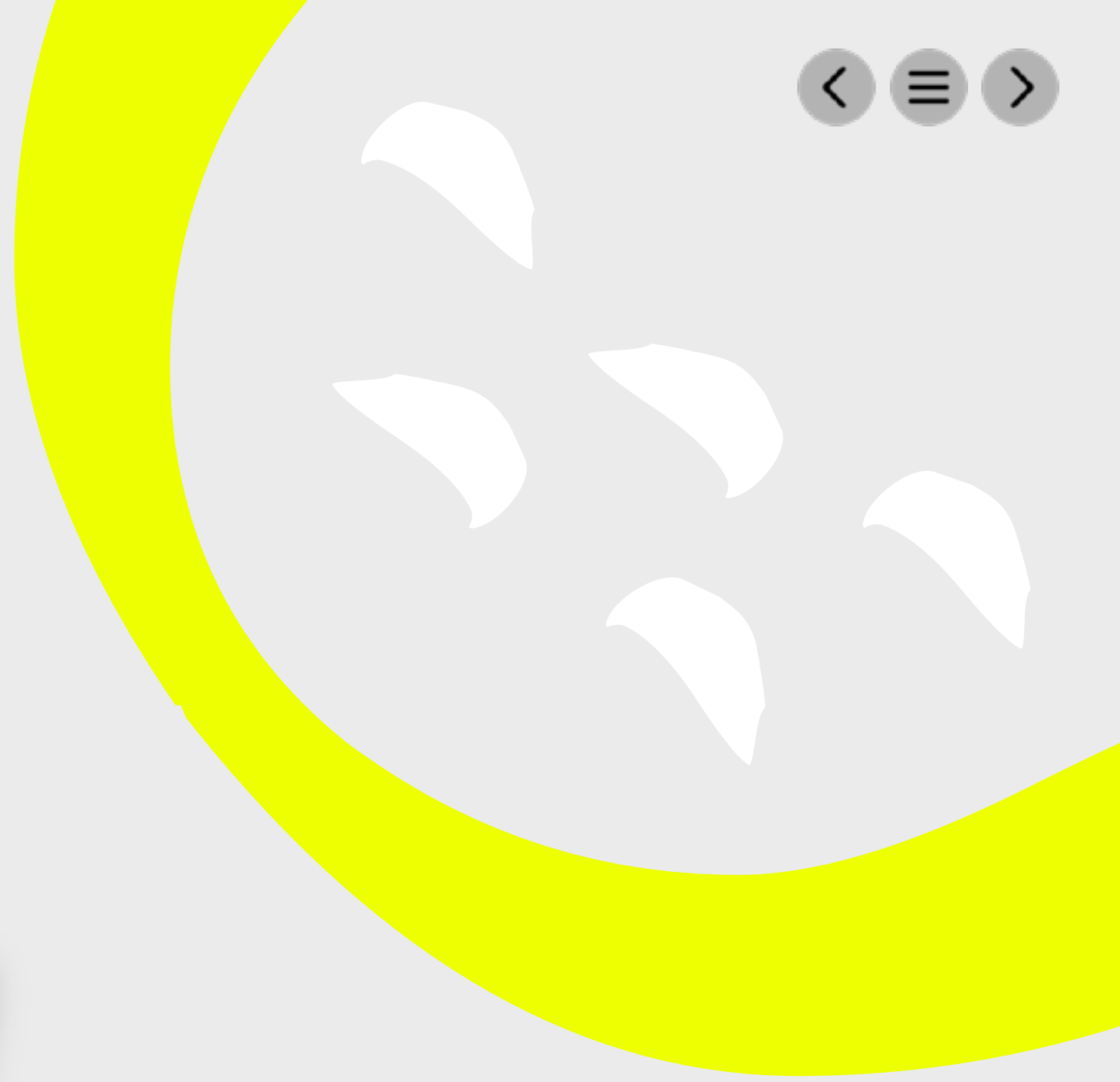
2. Pitching Challenge

- Year Round - 6 Attempts
- Desert & Seasonal - 3 Attempts

3. Bunker Play Challenge

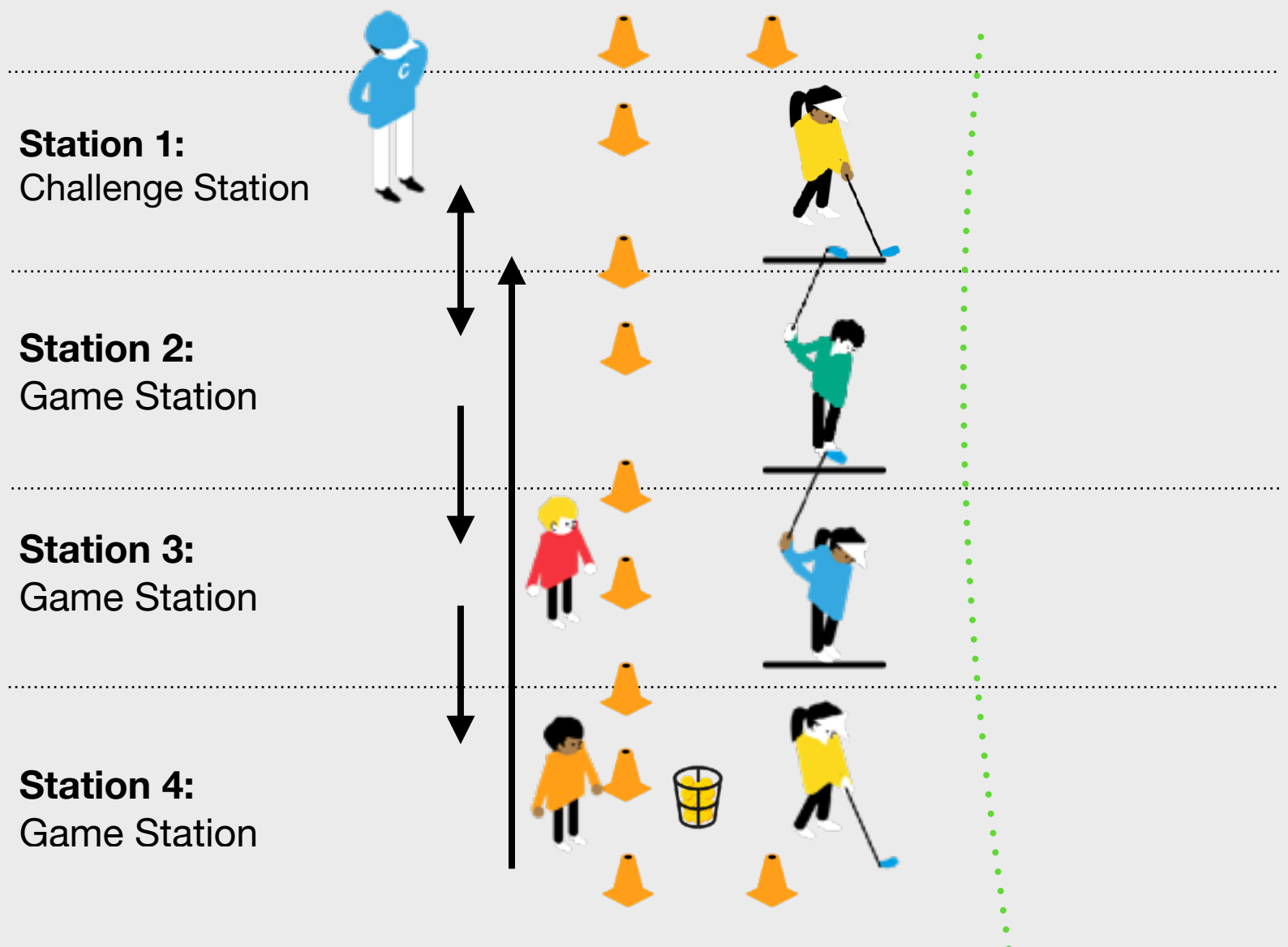
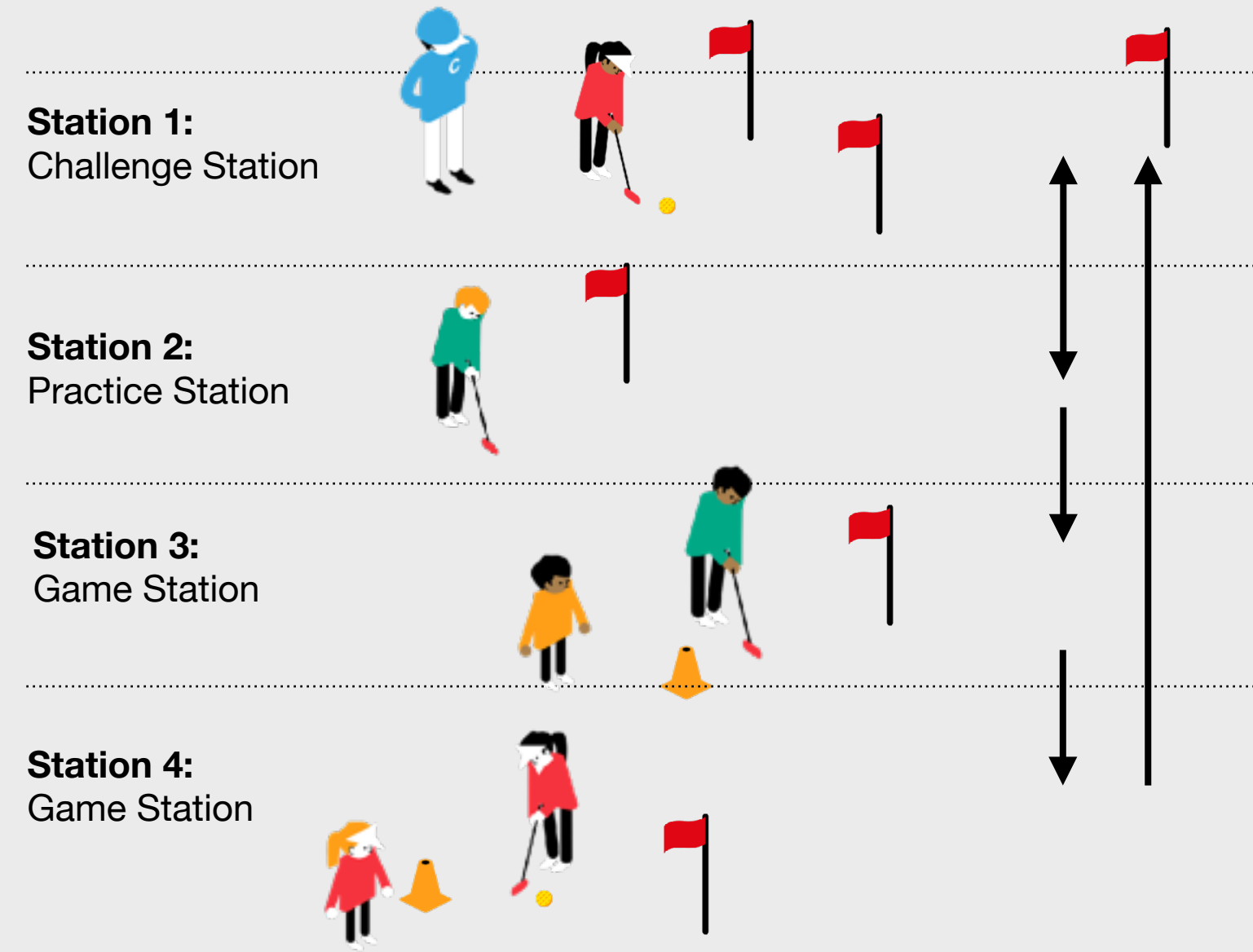
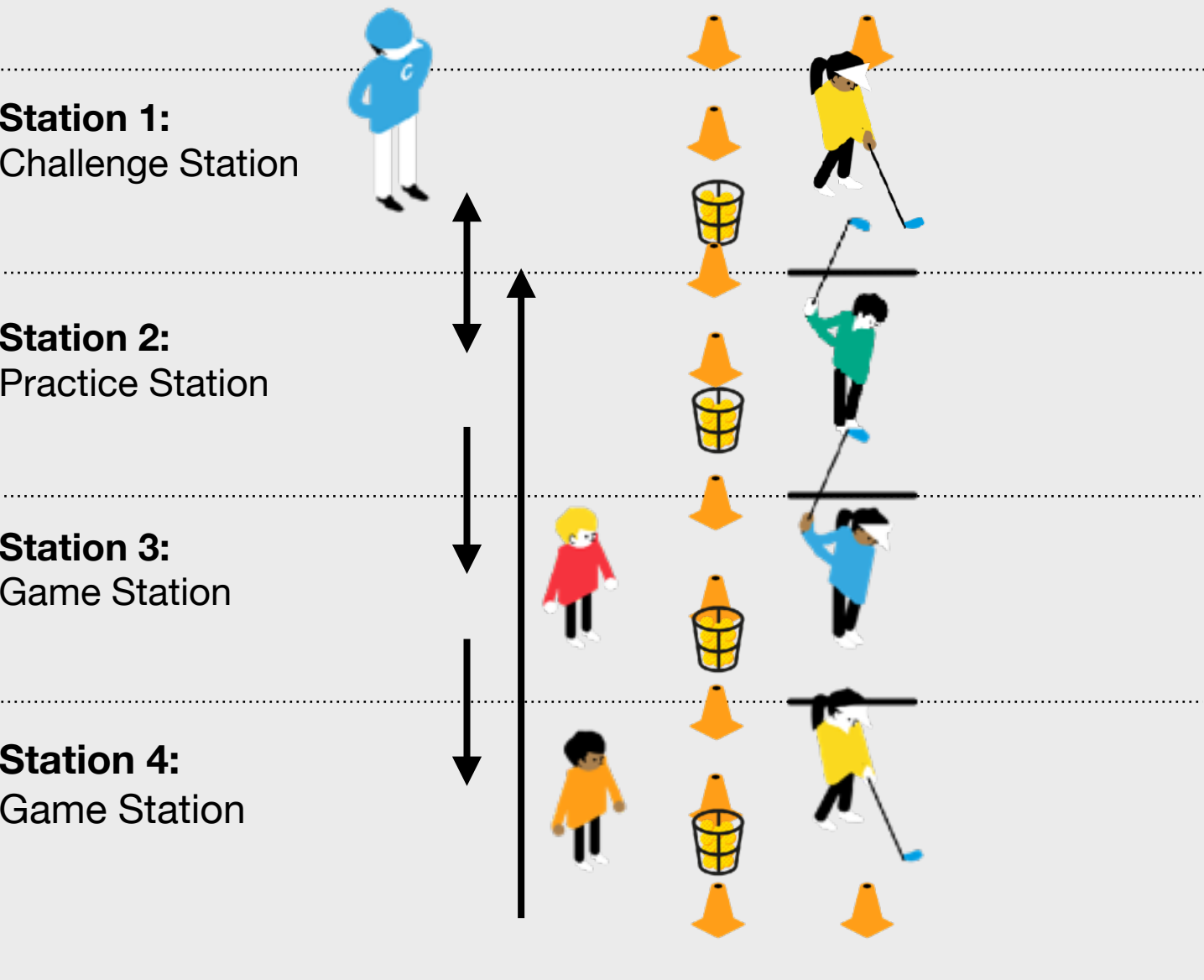
- Year Round - 6 Attempts
- Desert & Seasonal - 3 Attempts

Challenge Setup



Challenge Setup

The setup of the challenges will vary from venue to venue depending on the facilities available and design of coaching areas. The challenge you should run during each class is linked directly to the class plan and focus for that week. Consideration should be made when setting out the challenges for how you can ensure that the challenges can be conducted as safely as possible. All classes should be delivered on a circuit basis where the children rotate around games, independent practice and the challenges. Every class should have a **Challenge Station** where the child, under your supervision or with a suitable partner, can attempt the Mastering the Game Challenge for that week.

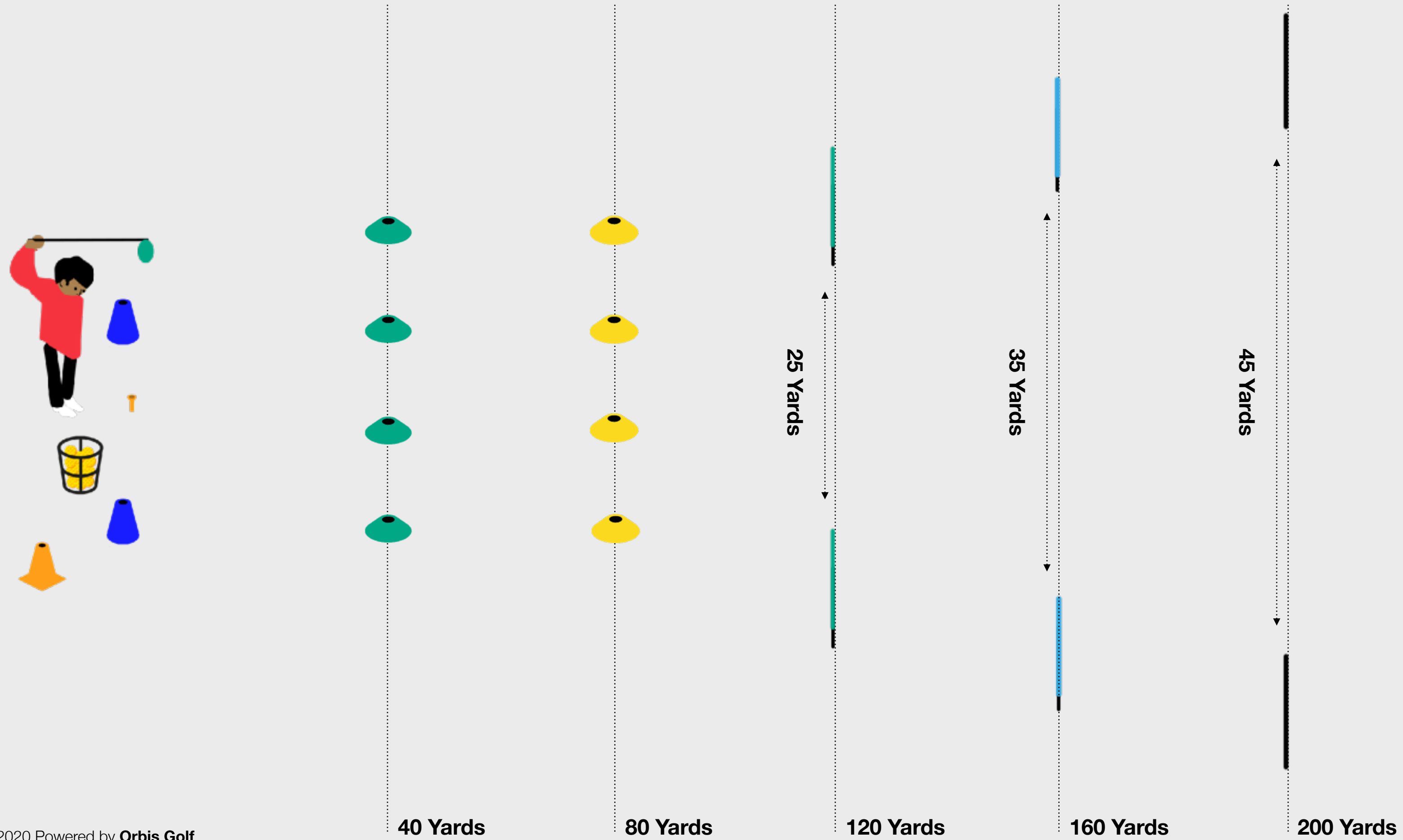


Swing Challenges - Driver Challenge




The challenges within the Swing element have been designed to be visually engaging for the child as well as practical for you to run during a class. Regardless of the stage of the child on the progression pathway, each child can attempt their challenge from the same hitting station.

You are also being provided with all the equipment you need to setup the challenges at your venue. The graphic below provides an example of the Driver Challenge setup up on your Driving Range. It is up to you to decide where you want to setup each challenge individually for each class.

The Driver challenges have been designed to challenge the child based on their ability to strike the ball with control, over a defined distance and with accuracy through a target gate.



Equipment you need:

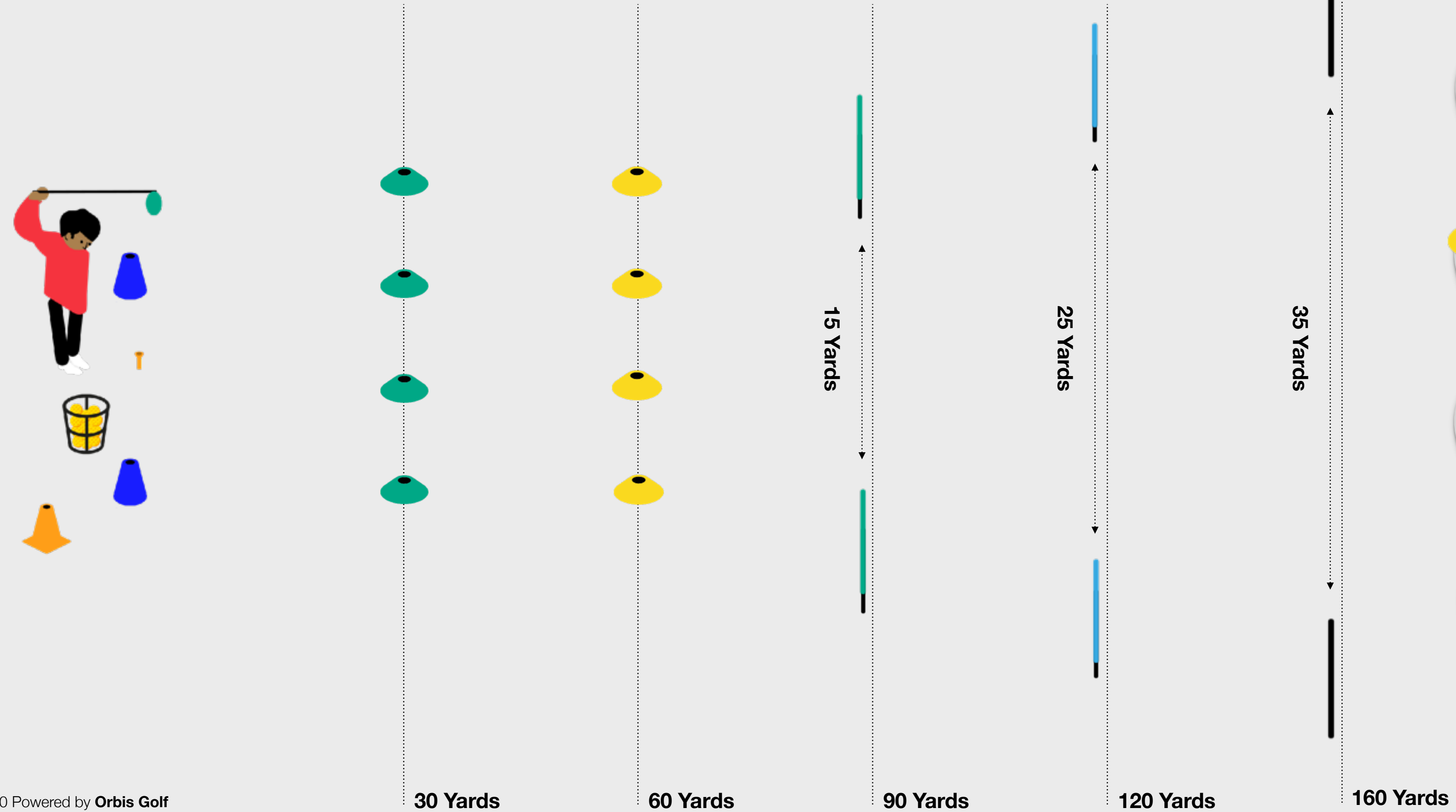
-  **SAFETY**
Safety Cones
-  Mixed Colored Cones
-  6 Alignment Sticks
-  6 Foam Noodles

Swing Challenges - Fairway Woods Challenge





The challenges within the Swing element have been designed to be visually engaging for the child as well as practical for you to run during a class. Regardless of the stage of the child on the progression pathway, each child can attempt their challenge from the same hitting station.

You are also being provided with all the equipment you need to setup the challenges at your venue. The graphic below provides an example of the Fairway Woods Challenge setup up on your Driving Range. It is up to you to decide where you want to setup each challenge individually for each class.

The Fairway Woods challenges have been designed to challenge the child based on their ability to strike the ball with control, over a defined distance and with accuracy through a target gate.



Equipment you need:

-  **SAFETY**
Safety Cones
-  Mixed Colored Cones
-  6 Alignment Sticks
-  6 Foam Noodles

Swing Challenges - Irons Challenge

The challenges within the Swing element have been designed to be visually engaging for the child as well as practical for you to run during a class. Regardless of the stage of the child on the progression pathway, each child can attempt their challenge from the same hitting station.

You are also being provided with all the equipment you need to setup the challenges at your venue. The graphic below provides an example of the Iron Challenge setup up on your Driving Range. It is up to you to decide where you want to setup each challenge individually for each class.

The Iron challenges have been designed to challenge the child based on their ability to strike the ball with control, over a defined distance and with accuracy to a target perimeter around the flag. As can be seen below, cones are used to mark the initial carry lines with alignment sticks and cones surrounding the flags at the target distances to mark the target zones.

Equipment you need:



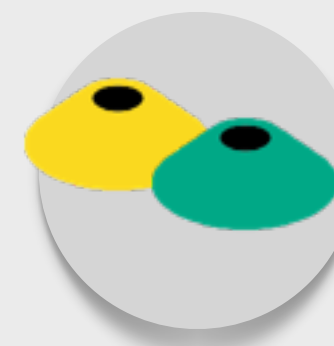
Safety Cones



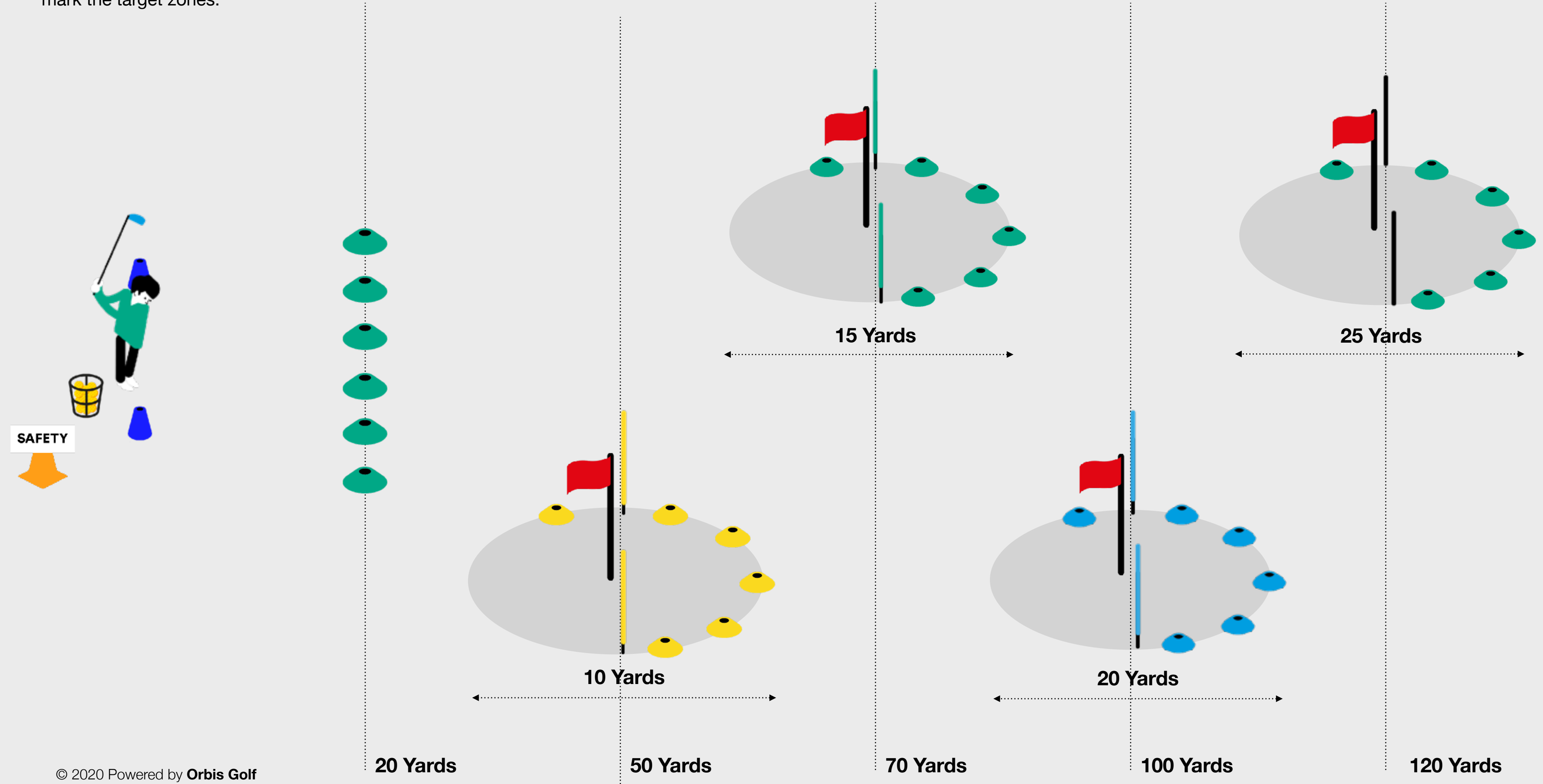
8 Foam Noodles



8 Alignment Sticks



Mixed Colored Cones



On the Green Challenges - Short Putts Challenges

The challenges within the On the Green element have been designed to be visually engaging for the child as well as practical for you to run during a class. Regardless of the stage of the child on the progression pathway, each child can attempt their challenge from the same hitting station.

You are also being provided with all the equipment you need to setup the challenges at your venue. The graphic below provides an example of the Short Putts Challenge setup. Once again, it is up to you to decide where you want to setup each challenge individually for each class, without hindering the use of the facilities by members or visitors.

The Short Putts Challenge has been designed to measure the child's progress with the Short Putts skill, holing out in 1 putt from defined distances. The child progresses from attempting to hole the putt from a single position around the hole from 3 feet, to attempting to hole out from multiple positions around the hole across different distances.

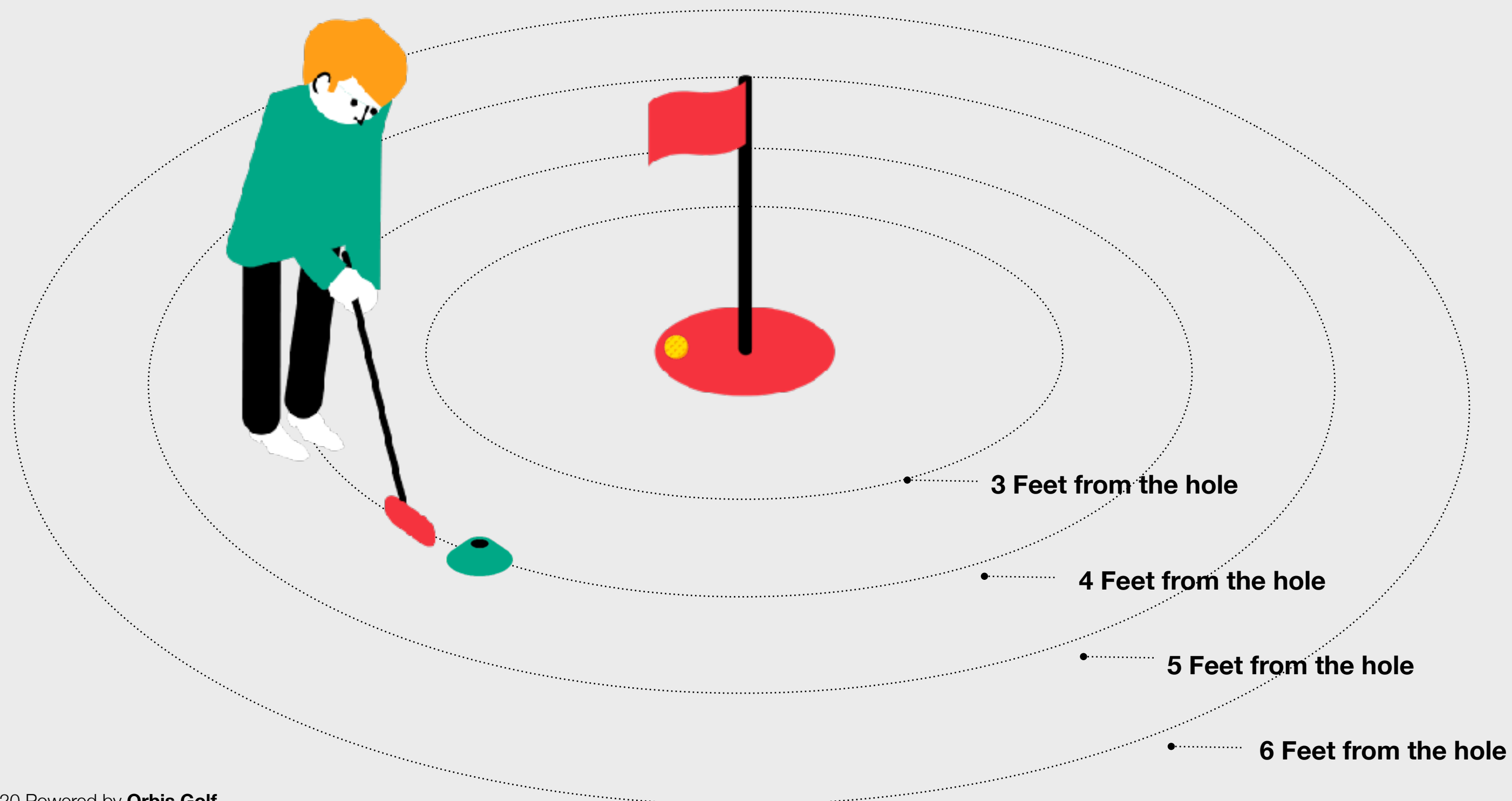
Equipment you need:



Tee Pegs



Mixed Colored Cones



On the Green Challenges - Long Putts Challenges

The challenges within the On the Green element have been designed to be visually engaging for the child as well as practical for you to run during a class. Regardless of the stage of the child on the progression pathway, each child can attempt their challenge from the same hitting station.

You are also being provided with all the equipment you need to setup the challenges at your venue. The graphic below provides an example of the Long Putts Challenge setup. Once again, it is up to you to decide where you want to setup each challenge individually for each class, without hindering the use of the facilities by members or visitors.

The Long Putts Challenge has been designed to measure the child's progress in controlling distance from three defined distances. The child progresses from attempting to get the ball within a target circle from a single position around the hole, to attempting to get the ball into the target circle from multiple positions around the hole across three different distances.

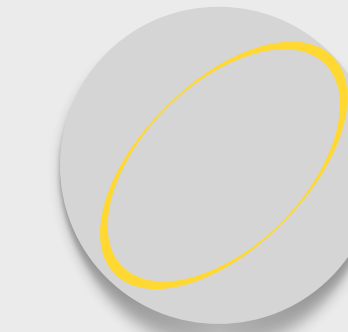
Equipment you need:



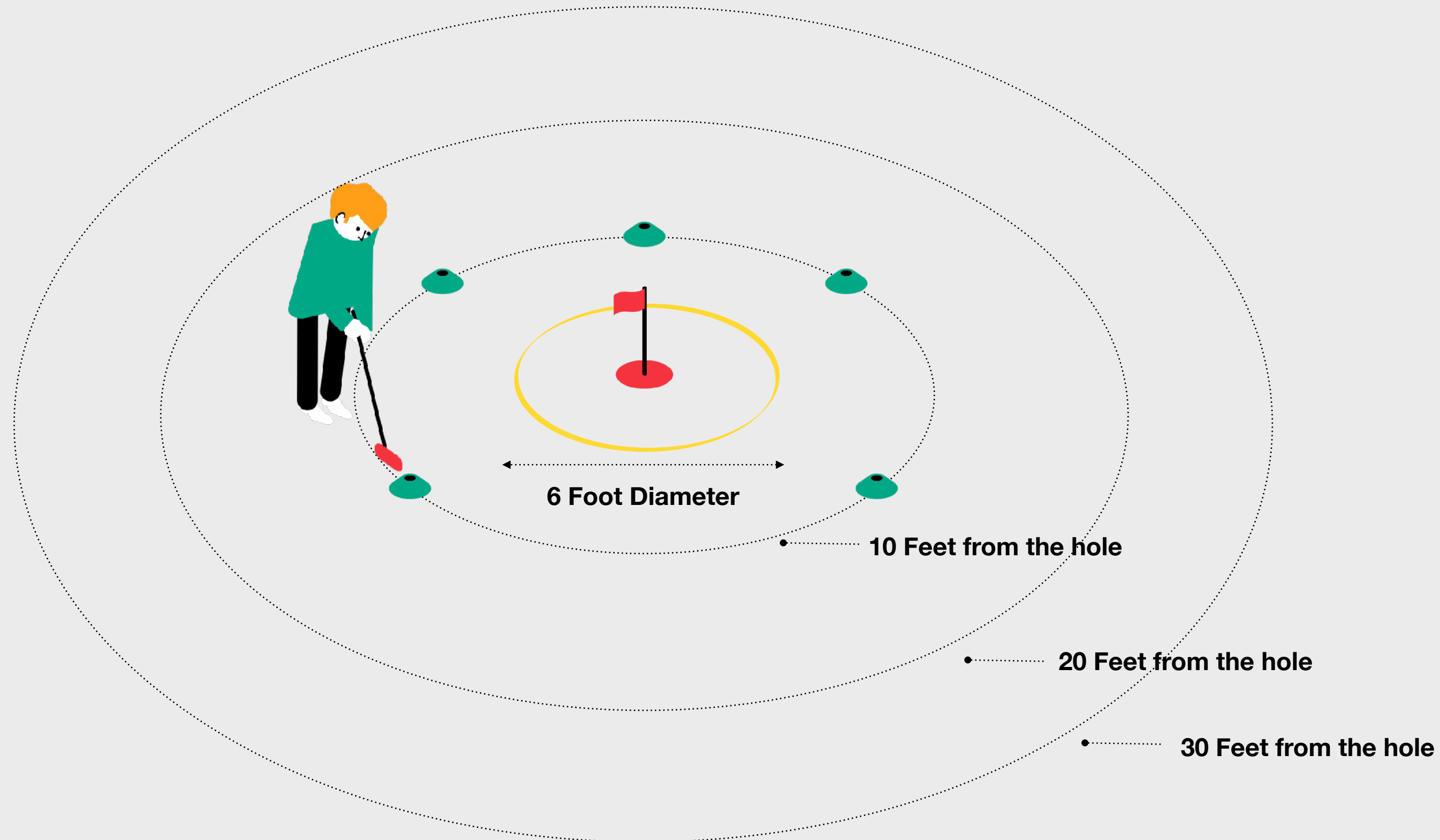
Tee Pegs



Mixed Colored Cones



6 ft diameter hoop

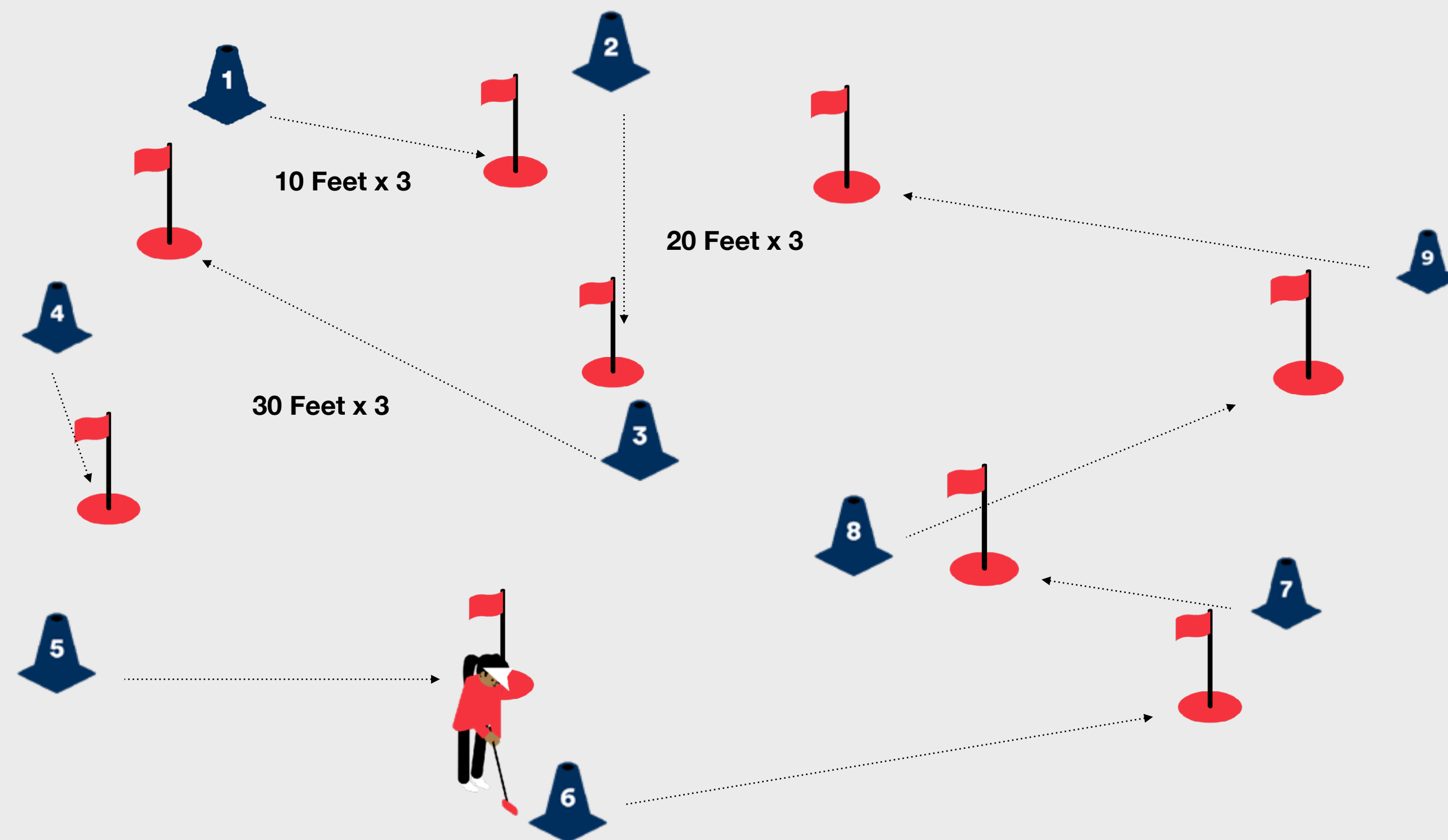


On the Green Challenges - Scoring Challenges

The challenges within the On the Green element have been designed to be visually engaging for the child as well as practical for you to run during a class. Regardless of the stage of the child on the progression pathway, each child can attempt their challenge from the same hitting station.

You are also being provided with all the equipment you need to setup the challenges at your venue. The graphic below provides an example of the Scoring Challenge setup. It is up to you to decide where you want to setup each challenge for each class, using just 3 holes or 9 holes on the putting green, without hindering the use of the facilities by members or visitors.

The Scoring Challenges are designed to assess the child's progress in taking a total number of putts over a varying number of holes, distances and slopes as well as giving exposure to playing and scoring. At the initial levels, the child is challenged to achieve a target score over a small number of holes from a distance of 10 ft and as they progress they are challenged to achieve a target score over multiples distances, slopes and up to 9 holes. When your facility is restricted, you can run the challenge using a reduced number of holes and the child attempts the course a number of times.



Equipment you need:

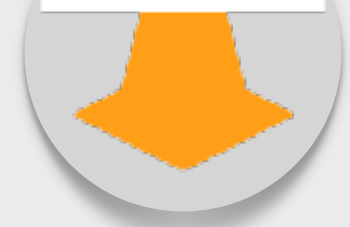
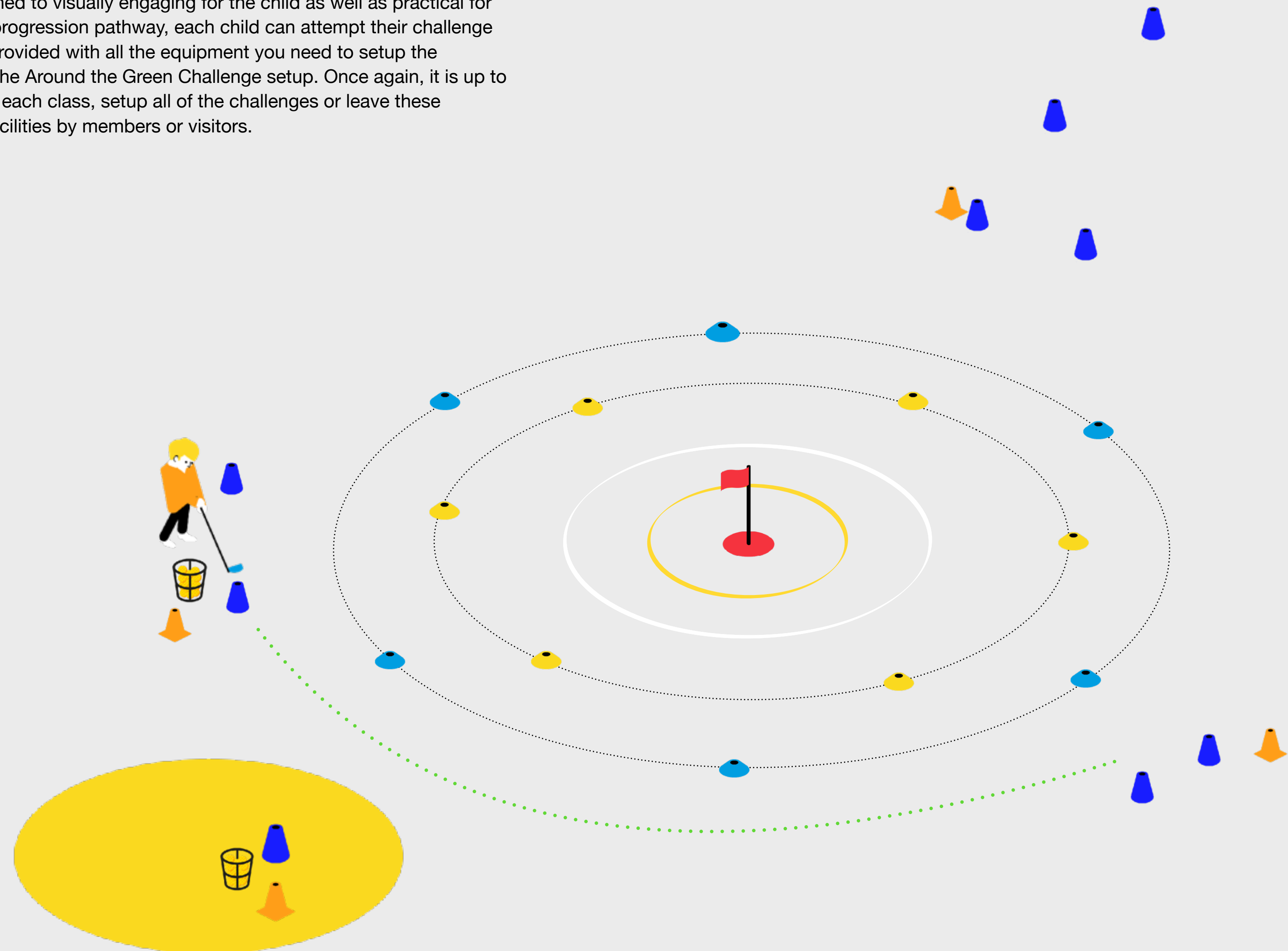


Numbered Putting
Cones

Around the Green Challenges

The challenges within the Around the Green element have been designed to be visually engaging for the child as well as practical for you to run during a class. Regardless of the stage of the child on the progression pathway, each child can attempt their challenge using the same hitting stations around the green. You are also being provided with all the equipment you need to setup the challenges at your venue. The graphic below provides an example of the Around the Green Challenge setup. Once again, it is up to you to decide where you want to setup each challenge individually for each class, setup all of the challenges or leave these challenges set up around the green without hindering the use of the facilities by members or visitors.

Equipment you need:

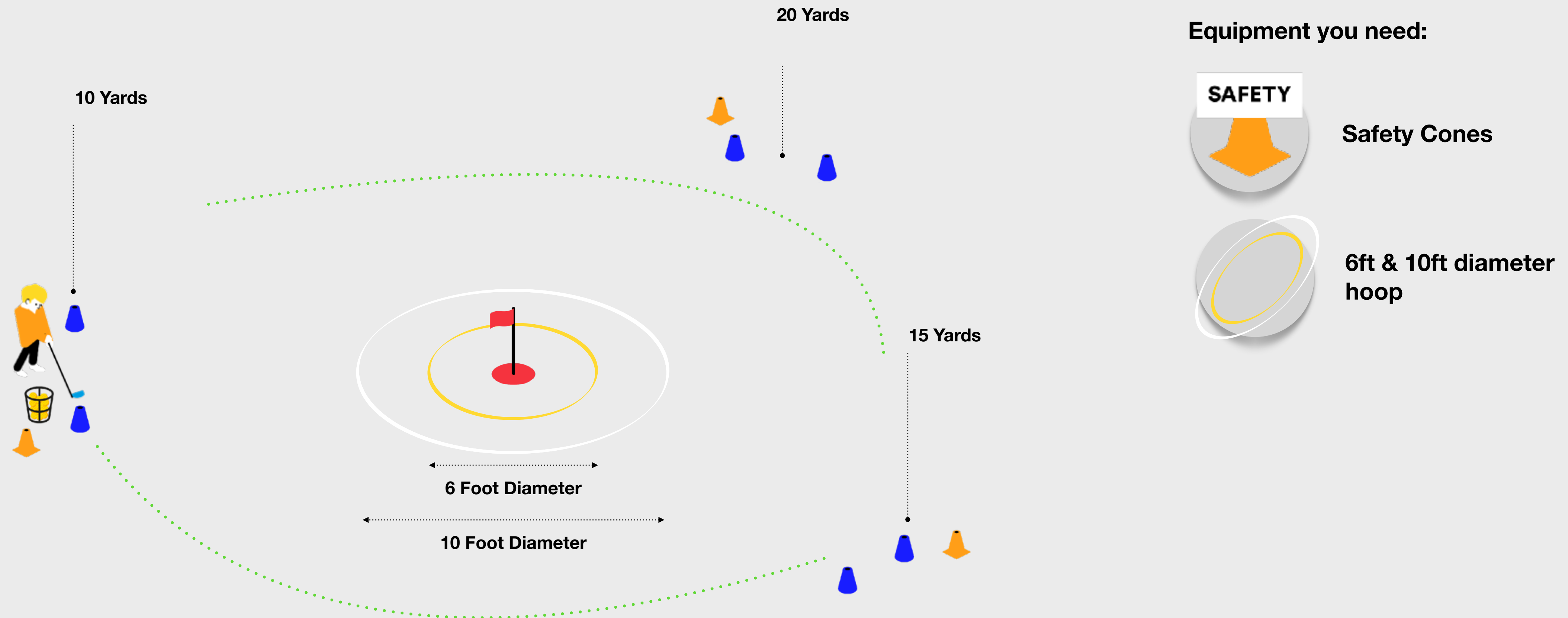
SAFETY**Safety Cones****Mixed Colored
Cones****6ft & 10ft diameter
hoop****Tee Pegs**

Around the Green Challenges - Chipping Challenge

The challenges within the Around the Green element have been designed to be visually engaging for the child as well as practical for you to run during a class. Regardless of the stage of the child on the progression pathway, each child can attempt their challenge using the same hitting stations around the green.

You are also being provided with all the equipment you need to setup the challenges at your venue. The graphic below provides an example of the Chipping Challenge setup. Once again, it is up to you to decide where you want to setup each challenge for each class.

The Chipping challenges are designed to assess the child's progress in being able to chip the ball to a proximity of the hole with control over varying distances. At the initial levels, the focus is on the child's ability to strike the ball with control onto the green surface through to getting the ball within a defined proximity from multiple distances around the green. The child should also demonstrate they can execute this using multiple clubs at the latter levels.

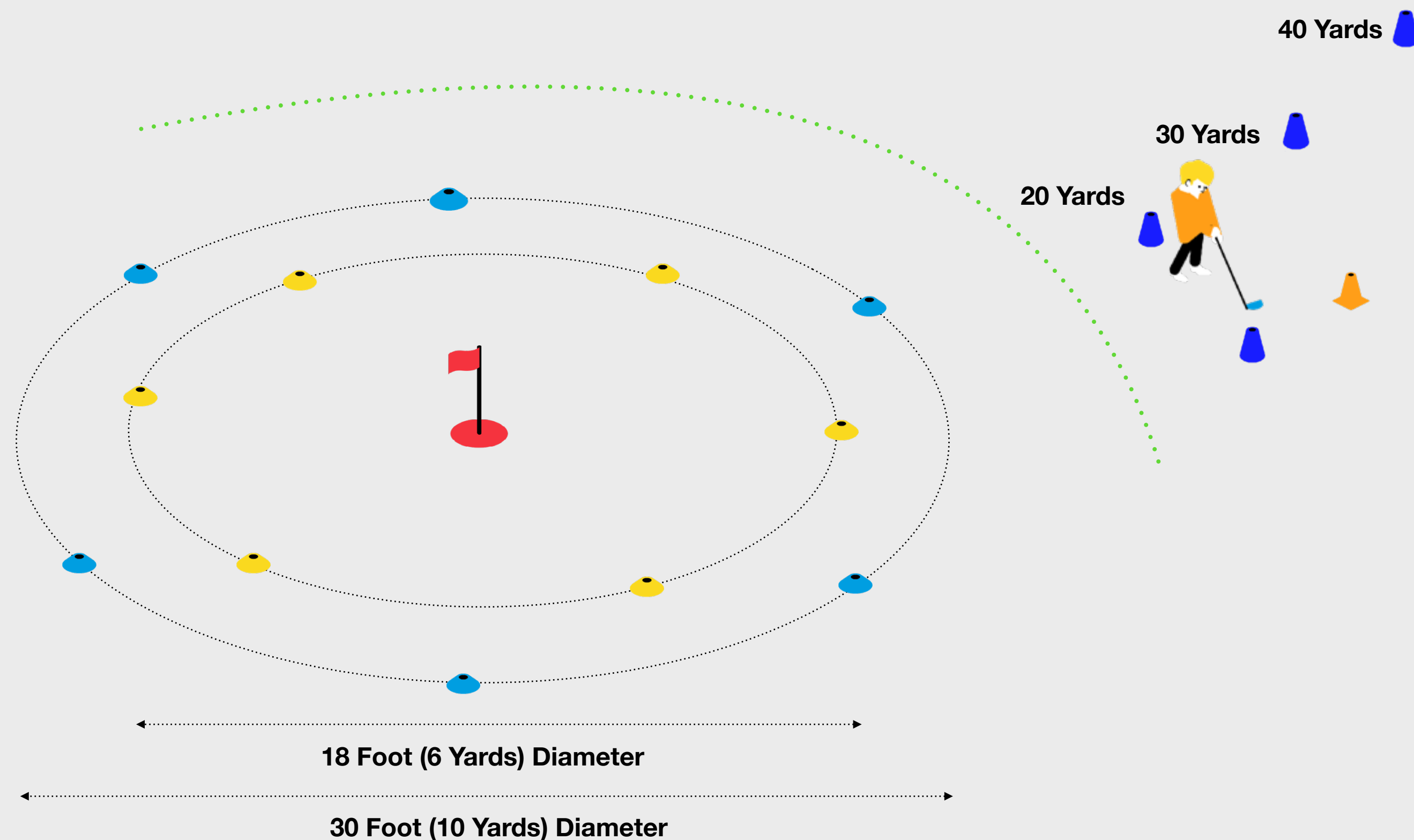


Around the Green Challenges - Pitching Challenges

The challenges within the Around the Green element have been designed to be visually engaging for the child as well as practical for you to run during a class. Regardless of the stage of the child on the progression pathway, each child can attempt their challenge using the same hitting stations around the green.

You are also being provided with all the equipment you need to setup the challenges at your venue. The graphic below provides an example of the Pitching Challenge setup. Once again, it is up to you to decide where you want to setup each challenge for each class.

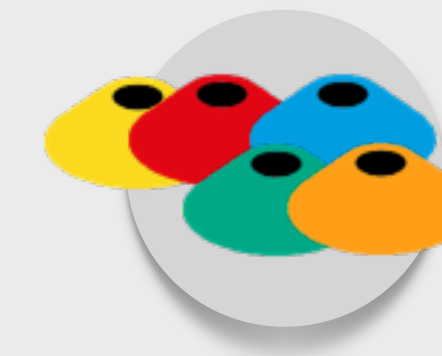
The Pitching challenges have been designed to assess the child's control of strike and distance to defined proximities from multiple distances. At the initial levels, the focus is on challenging the child to strike the ball consistently onto the green from a single distance through to getting the ball into a defined proximity target around the hole from multiple distances.



Equipment you need:



Safety Cones



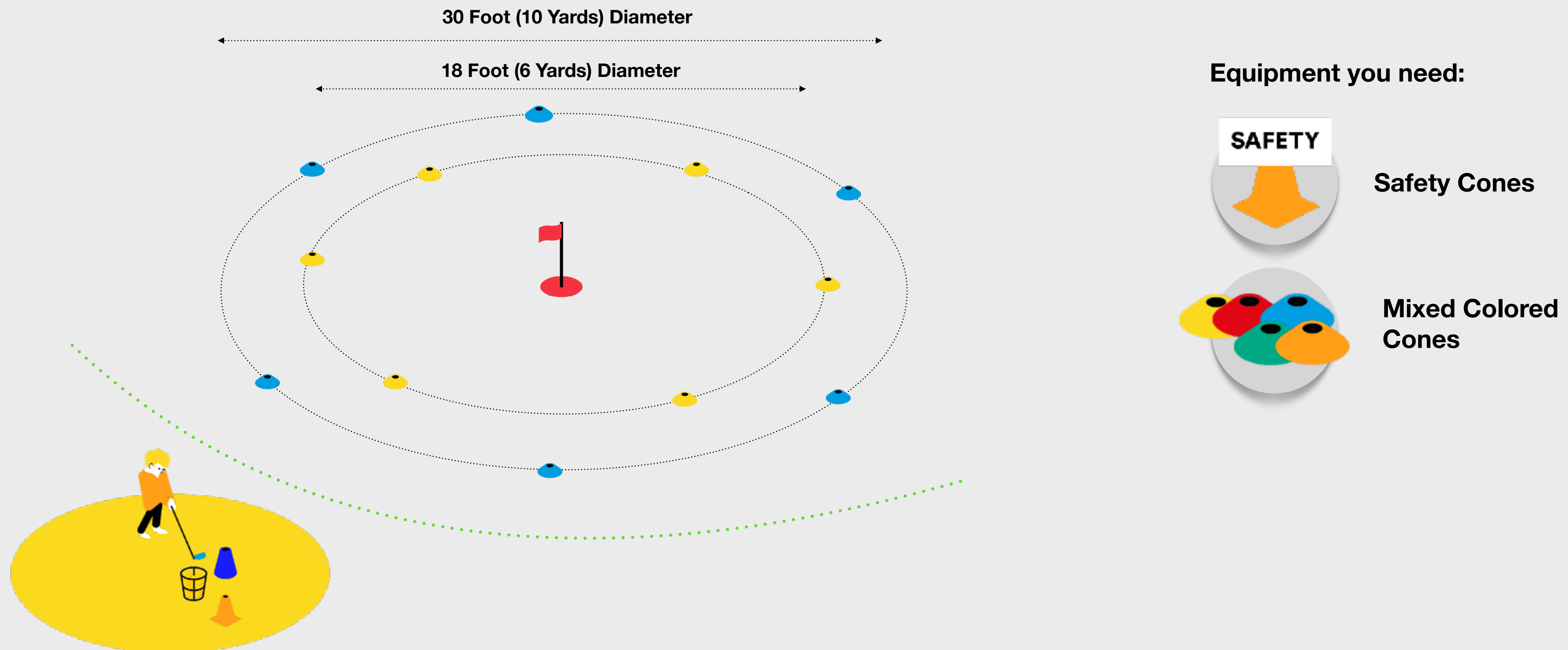
Mixed Colored
Cones

Around the Green Challenges - Bunker Play Challenges

The challenges within the Around the Green element have been designed to be visually engaging for the child as well as practical for you to run during a class. Regardless of the stage of the child on the progression pathway, each child can attempt their challenge using the same hitting stations around the green.

You are also being provided with all the equipment you need to setup the challenges at your venue. The graphic below provides an example of the Bunker Challenge setup. Once again, it is up to you to decide where you want to setup each challenge for each class.

The Bunker Play Challenges are designed to assess the child's progress from Greenside bunkers with the focus on strike and control. At the initial levels, the child is challenged to get the ball out of the bunker and onto the green, through to the latter levels where the child is challenged to hit the ball within a defined proximity around the hole.



Setup Guidance

It is your responsibility to setup the challenges during your Junior Monthly classes and ensure that these are engaging for the child, easy to understand, as-well as being visually engaging. It is critical that you setup the challenges ensure that the safety of all participants. The challenges have been designed to ensure every child can attempt the challenge, regardless of their position on the progression pathway. In order for your challenges to be a success, we recommend you follow the guidance below:



Digest the Challenges

After completing your training, take the time to review the challenges across each element and levels so you understand the requirements.



Review your facilities

Before you deliver your first class, take some time to review your facilities so you can understand how best to layout the challenges.



Use your equipment bag

Your equipment bag has everything you need to setup and deliver your challenges. Follow the class plans and the equipment you require to setup the challenges.



Safety is your priority

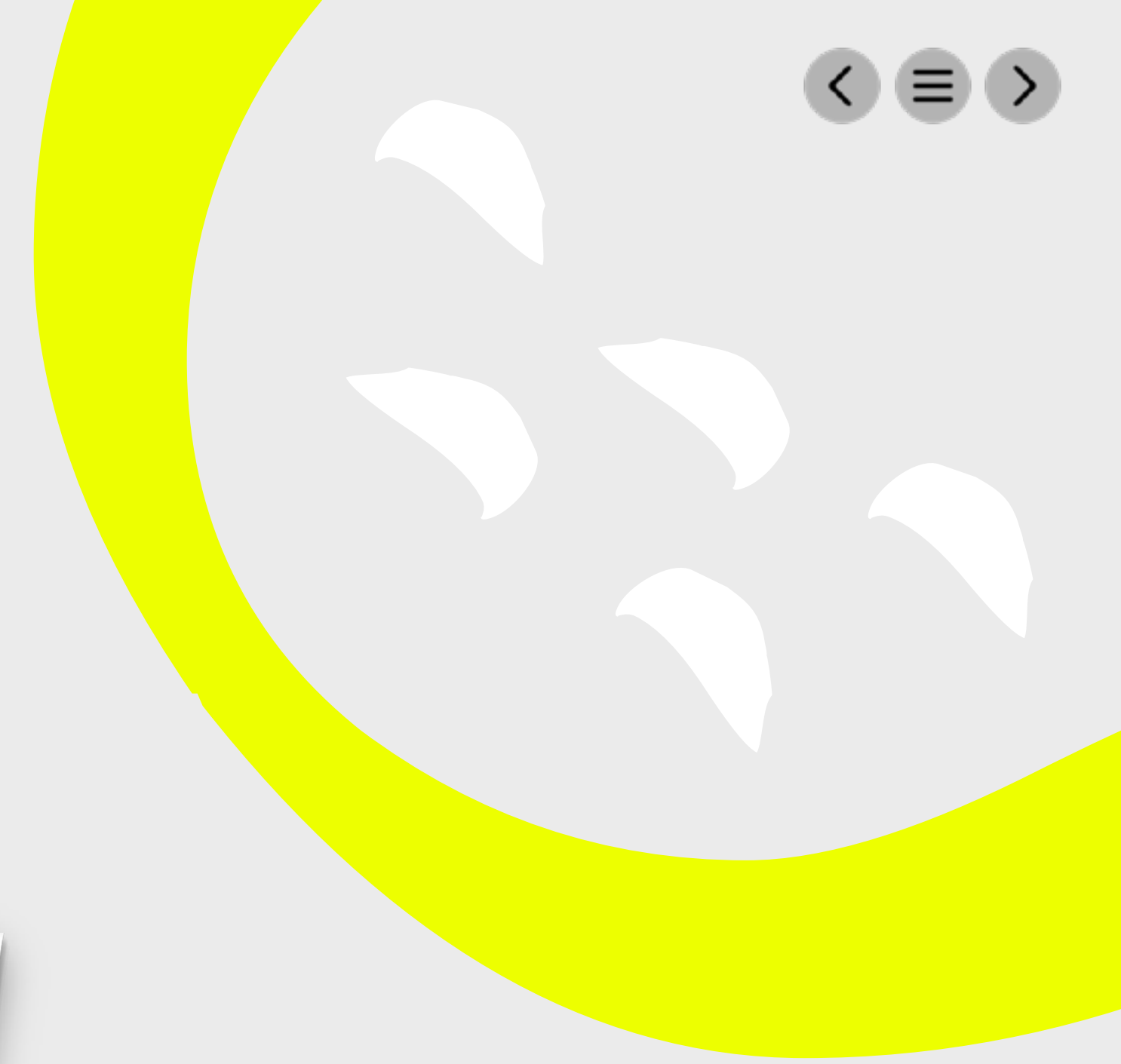
When considering how to setup your challenges and doing this on the day, the safety of you and all your participants is vital. This especially important within the Swing and Around the Green elements. Consider the position of the tee markers, the importance of safety cones and where the other games and stations will be positioned when challenges are attempted.



Setup in good time

Prior to starting your class, arrive in good time to setup the challenges. This is important as you may have other members using your facility, and so that you are ready to meet and greet your participants and their parents when they arrive.

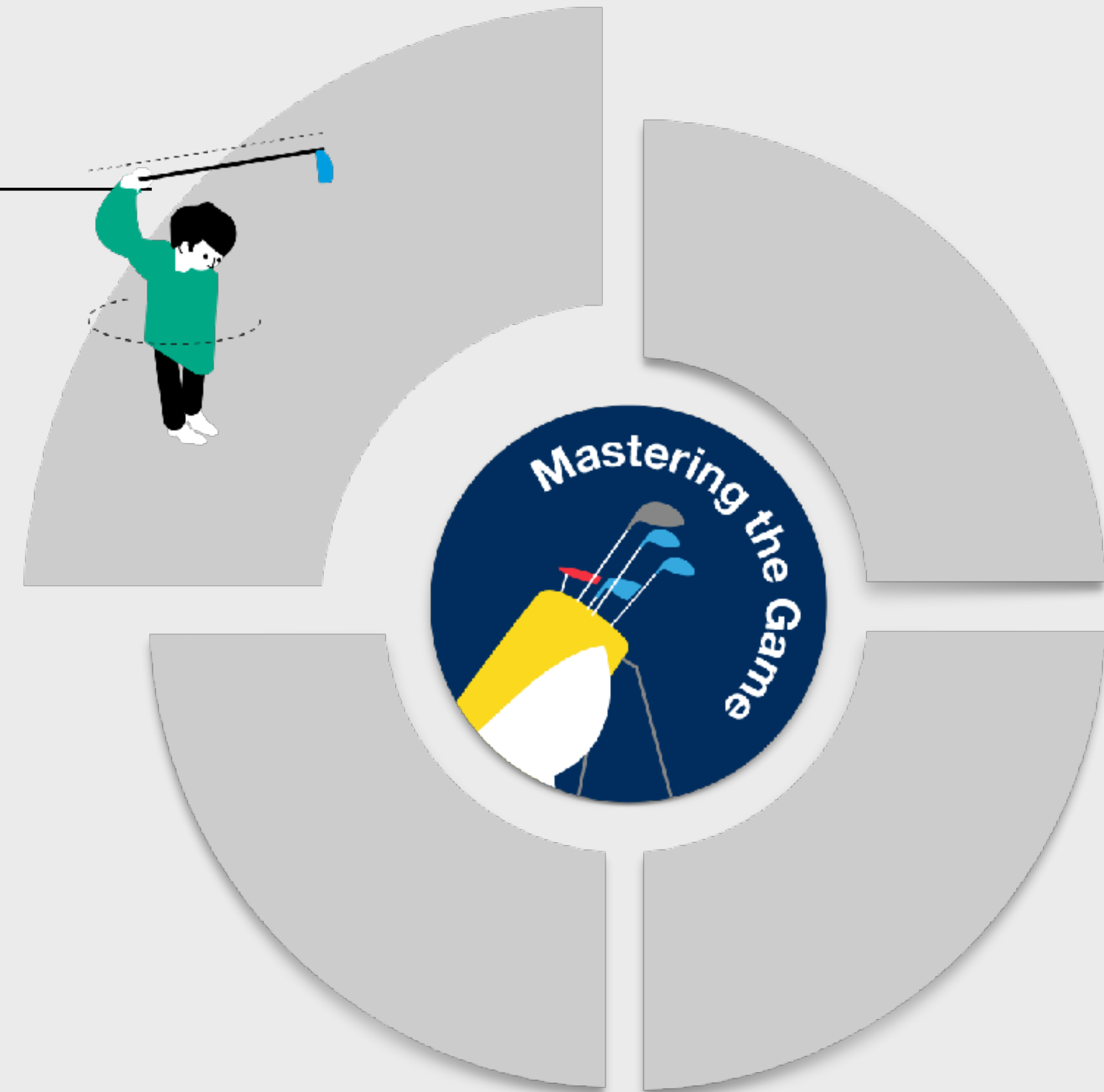
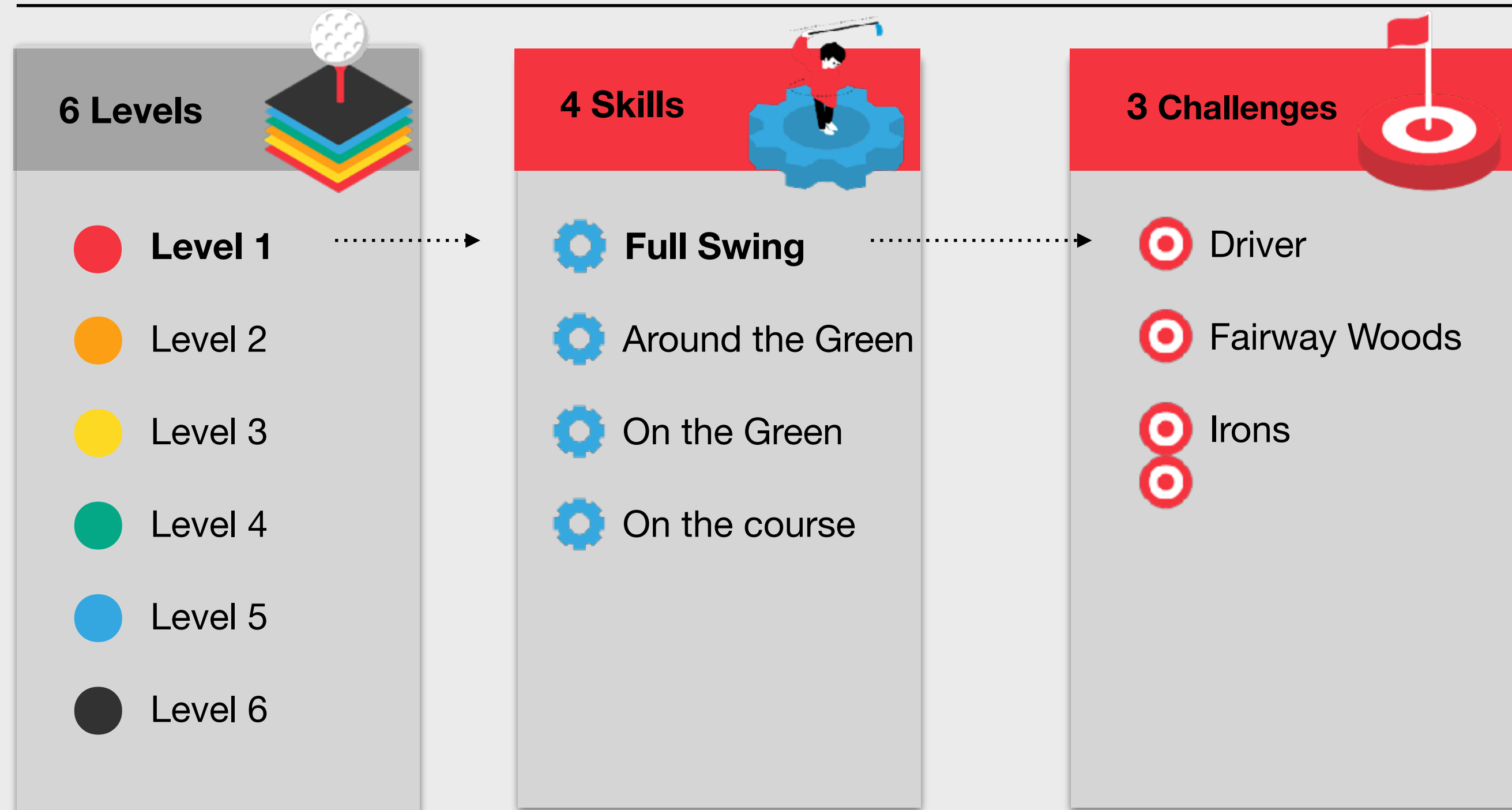
The Challenges



Swing Challenges

Within the Swing element, there are 3 challenges across each of the six levels. These are Driver, Fairway Woods and Irons. Swing challenges can be attempted during each of the Swing classes within the Junior Monthly Program.

1. Swing



Driver Challenges

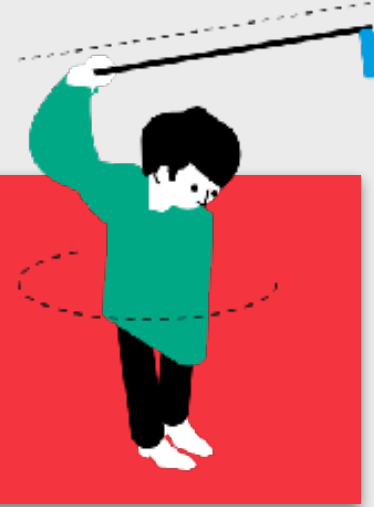


The Driver Challenge aims to measure the child's progress specifically using the Driver. Focussing on the child's ability to move from striking the ball into the air, up to hitting the driver accurately and consistently over a defined distance.

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

Fairway Woods Challenges

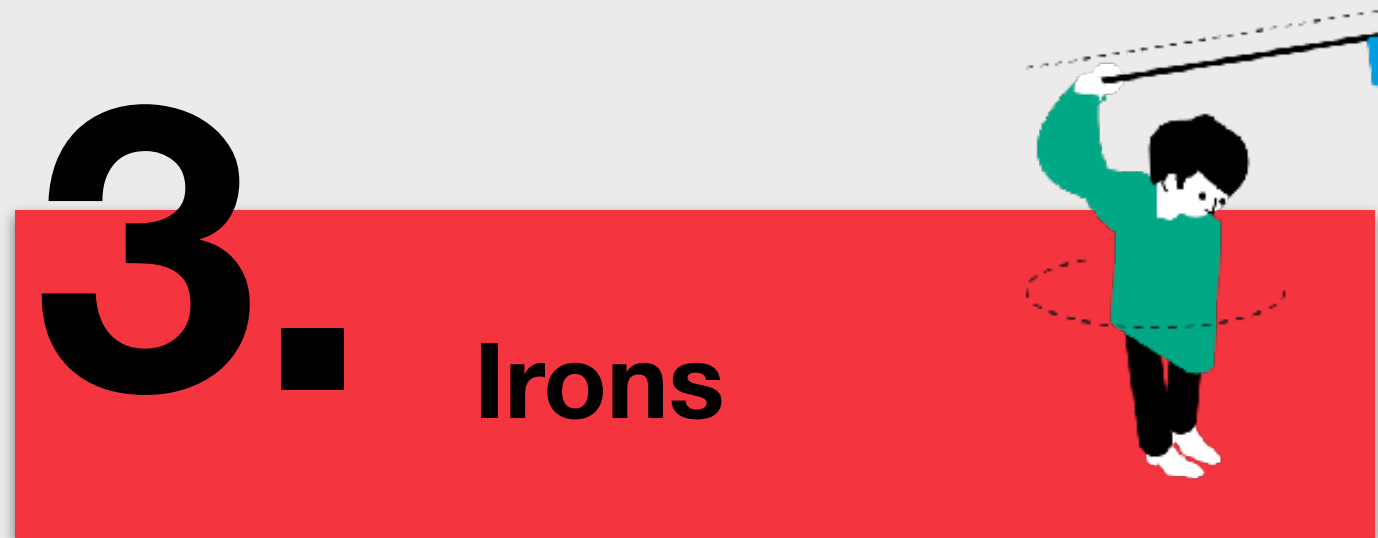
2. Fairway Woods









The Fairway Woods Challenge aims to measure the child's progress specifically using the Fairway Wood. Focussing on the child's ability to move from striking the ball off a tee into the air, up to hitting the fairway wood off the ground accurately and consistently over a defined distance.

6 Levels 	Challenge 
 Level 1	2/ 5 shots in the air
 Level 2	2/ 5 shots in the air and carry 30 yards
 Level 3	3/ 5 in the air and carry 60 yards
 Level 4	2/ 5 shots in the air with a minimum distance of 90 yards & travel through a 15-yard-wide gate
 Level 5	3/ 5 shots in the air with a minimum distance of 120 yards & travel through a 25-yard-wide gate
 Level 6	4/ 5 shots in the air with a minimum distance of 160 yards & travel through a 35-yard-wide gate

Irons Challenges



The Irons Challenge aims to measure the child progress specifically using the Irons. Focussing on the child's ability to move from striking the ball off a tee into the air, up to hitting the irons off the ground accurately and consistently to a defined distance and target circle around the hole.

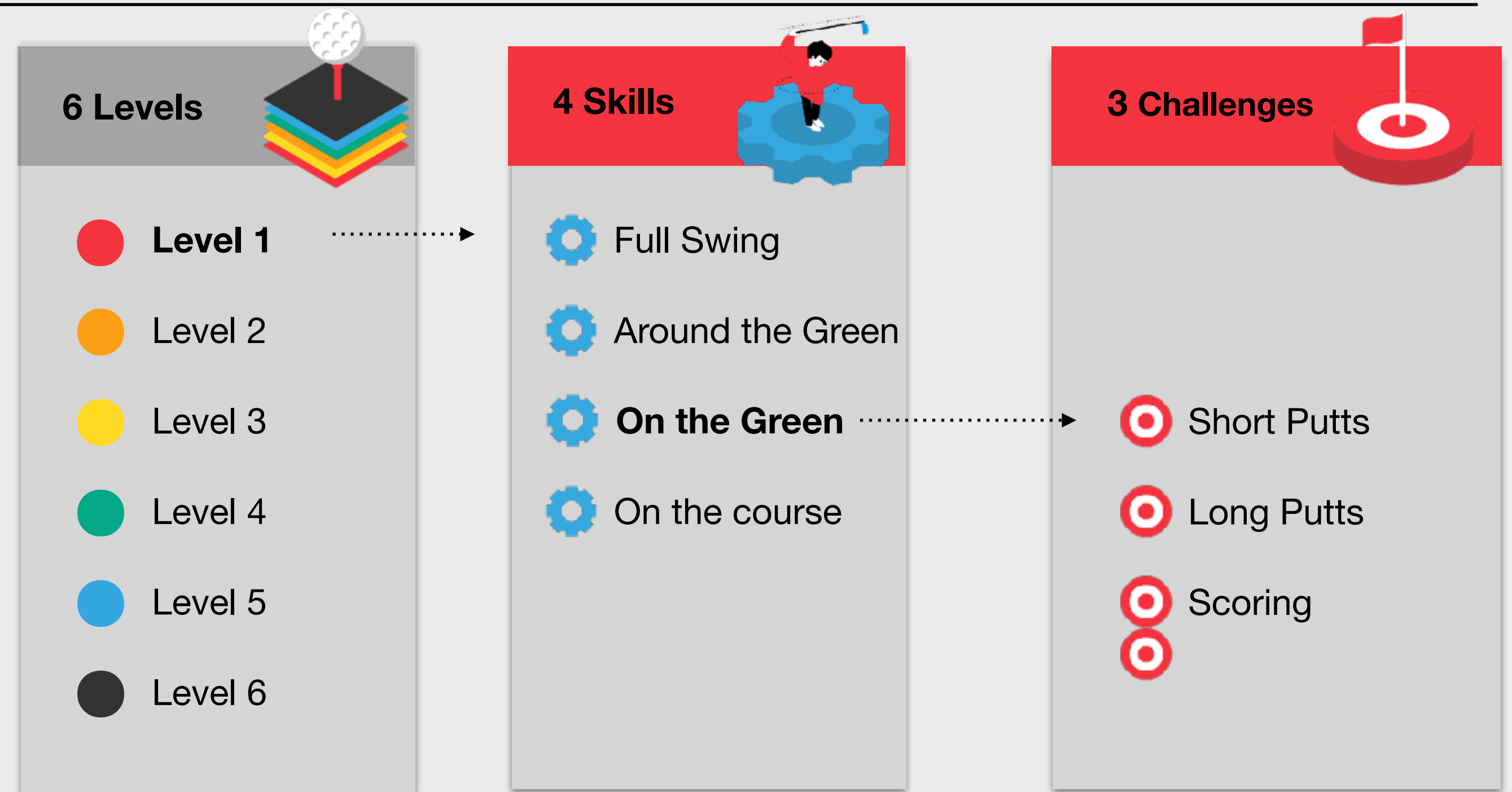
6 Levels 	Challenge 
 Level 1	3/ 5 shots in the air
 Level 2	3/ 5 shots in the air and carry 20 yards
 Level 3	3/ 5 shots land within a 10-yard diameter target circle 50 yards away
 Level 4	3/ 5 shots to land within a 15-yard diameter target circle 70 yards away
 Level 5	4/ 5 shots to land within a 20-yard diameter target circle 100 yards away
 Level 6	5/ 5 shots to land within a 25-yard diameter target circle 120 yards away

On the Green Challenges

Within the On the Green element, there are 3 challenges across each of the six levels. These are Short Putts, Long Putts and Scoring. On the Green challenges can be attempted during each of the On the Green classes within the Junior Monthly Program.



2. On the Green



Short Putts Challenges










The Short Putts challenges are designed to assess the child's progress in holing out up to a distance of 6 feet. The challenges progress from holing out at a short distance of 3 feet at one location to varying locations around the hole and across multiple distances up to 6 feet.

6 Levels 	Challenge 
● Level 1	1/ 5 putts in the hole from 3 feet on a flat green surface from the same position
● Level 2	3/ 5 putts in the hole from 3 feet on a flat green surface from the same position
● Level 3	3/ 5 putts from 3 feet from 5 different positions around the hole
● Level 4	4/ 5 putts from 3 feet & 1/ 5 putts from 6 feet from 5 positions on a sloped surface
● Level 5	5/ 5 from 3 feet, 4/ 5 from 4 feet, 3/ 5 from 5 feet & 2/ 5 from 6 feet from 5 positions on a slope
● Level 6	8/ 10 from 3 feet, 7/ 10 from 4 feet, 6/ 10 from 5 feet & 5/ 10 from 6 feet from 5 positions on a slope

Long Putts Challenges



The Long Putts challenges have been designed to assess the child's control of distance on the green on putts between 10 feet and 30 feet in length. The challenges begin over the shortest distance from one location around the hole, up to demonstrating control over varying distances from multiple locations around the hole. On all challenges the child is aiming to get the ball to finish within a 6 foot diameter target circle.

6 Levels 	Challenge 
 Level 1	1/ 5 within 6-foot diameter target circle from 10 feet.
 Level 2	3/ 5 putts to finish within 6-foot diameter target circle 10 feet from the hole.
 Level 3	4/ 5 putts from 10 feet & 2/ 5 from 20 feet inside a 6 foot diameter target circle from one side of the hole.
 Level 4	4/ 5 putts from 10 feet & 2/ 5 from 20 feet within a 6-foot diameter circle from 5 positions.
 Level 5	5/ 5 from 10 feet, 2/ 5 from 20 feet & 1/ 5 from 30 feet finish in a 6-foot diameter circle from 5 positions
 Level 6	8/ 10 from 10 feet, 5/ 10 from 20 feet & 3/ 10 from 30 feet finish in a 6-foot diameter circle from 5 positions.

Scoring Challenges

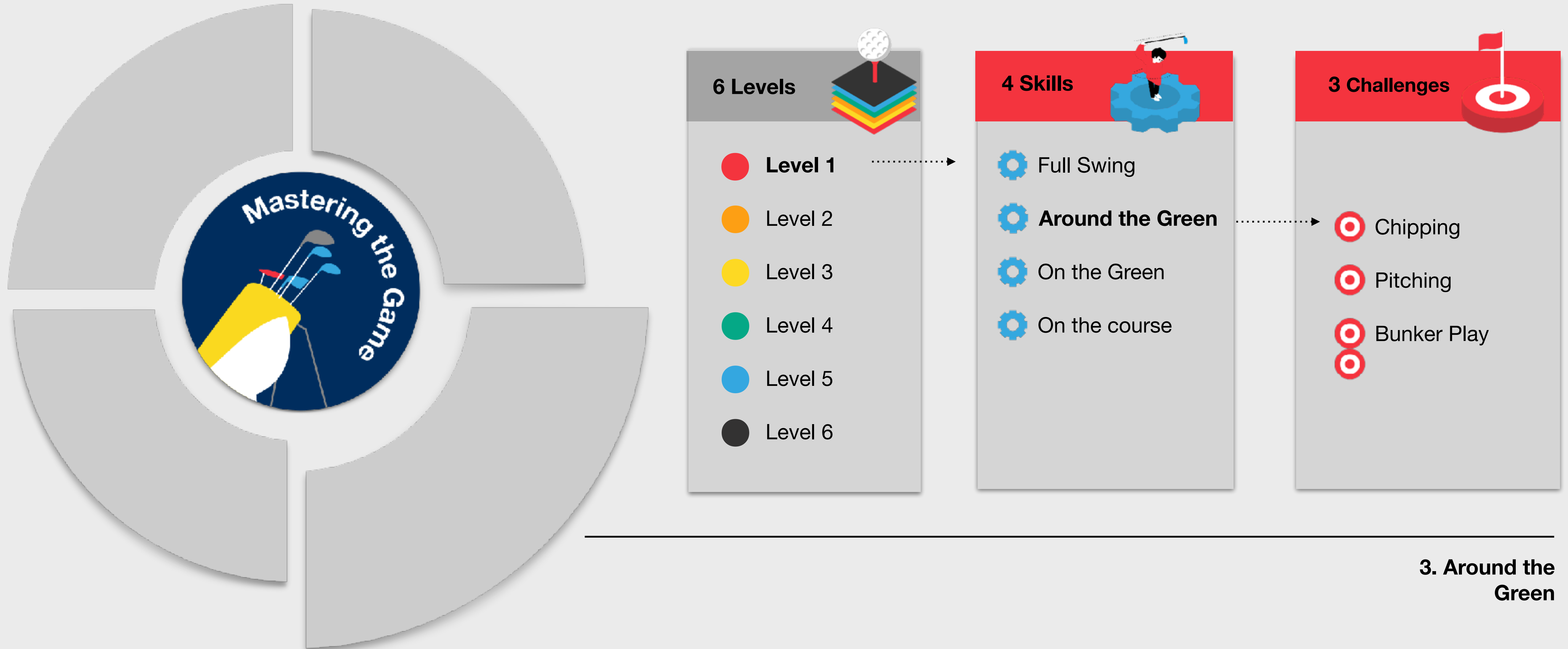


The Scoring Challenges are designed to assess the child's ability to score over a varying number of holes, distances and slopes, as well as give exposure to playing and scoring. At the initial levels, the child is challenged to achieve a target score over a small number of holes from a distance of 10 ft and as they progress they are challenged to achieve a target score over multiple distances, slopes and up to 9 holes.

6 Levels 	Challenge 
 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 & 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 & 3 from 30 feet.
 Level 5	21 putts or less over 9 holes. 3 from 10 feet, 3 from 20 feet & 3 holes from 30 feet.
 Level 6	18 putts or less over 9 holes. 3 from 10 feet, 3 from 20 feet & 3 from 30 feet

Around the Green Challenges









Within the Around the Green element, there are 3 challenges across each of the six levels. These are Chipping, Pitching and Bunker Play. Around the Green challenges can be attempted during each of the Around the Green classes on a rotation within the Junior Monthly Program.



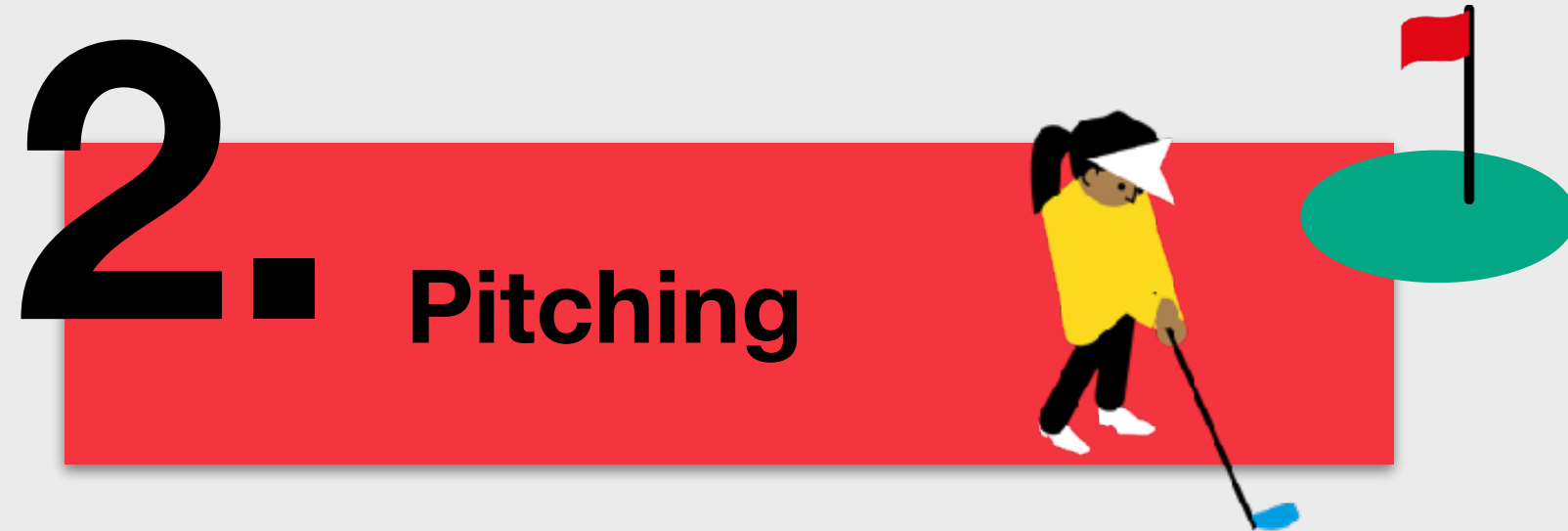
Chipping Challenges



The Chipping challenges are designed to assess the child's progress in being able to chip the ball to a proximity of the hole with control over varying distances. At the initial levels, the focus is on the child's ability to strike the ball with control onto the green, through to getting the ball within a defined proximity from multiple distances around the green. The child should also demonstrate they can execute this using multiple clubs in the latter levels.

6 Levels 	Challenge 
 Level 1	3/ 5 shots anywhere on the green position.
 Level 2	2/ 5 shots to finish within a 10-foot diameter target circle from 10 yards.
 Level 3	3/ 5 shots from 10 yards & 1/ 5 shots from 15 yards to finish within a 10-foot diameter target circle.
 Level 4	4/ 5 from 10 yards, 2/ 5 from 15 yards 1/ 5 from 20 yards to finish within a 10-foot diameter circle.
 Level 5	5/ 5 from 10 yards, 4/ 5 from 15 yards & 3/ 5 from 20 yards to finish within a 10-foot diameter circle.
 Level 6	3/ 5 from 10 yards, 2/ 5 from 15 yards & 1/ 5 from 20 yards to finish within a 6-foot diameter circle.

Pitching Challenges



2 Pitching









The Pitching challenges have been designed to assess the child's control of strike and distance control to defined proximities from multiple distances. At the initial levels, the focus is on challenging the child to strike the ball onto the green from a single distance, through to getting the ball into a defined proximity target around the hole from multiple distances.

6 Levels 	Challenge 
 Level 1	1/ 5 shots to finish anywhere on the green from 20 yards.
 Level 2	3/ 5 shots finish anywhere on the green from 20 yards.
 Level 3	1/ 5 shots from 20 yards to finish within a 10-yard diameter target circle.
 Level 4	3/ 5 from 20 yards & 1/ 5 from 30 yards to finish within a 10-yard diameter circle.
 Level 5	4/ 5 from 20 yards, 2/ 5 from 30 yards & 1/ 5 from 40 yards to finish within a 6-yard diameter circle.
 Level 6	5/ 5 from 20 yards 4/ 5 from 30 yards 3/ 5 from 40 yards to finish within a 6-yard diameter circle.

Bunker Play Challenges



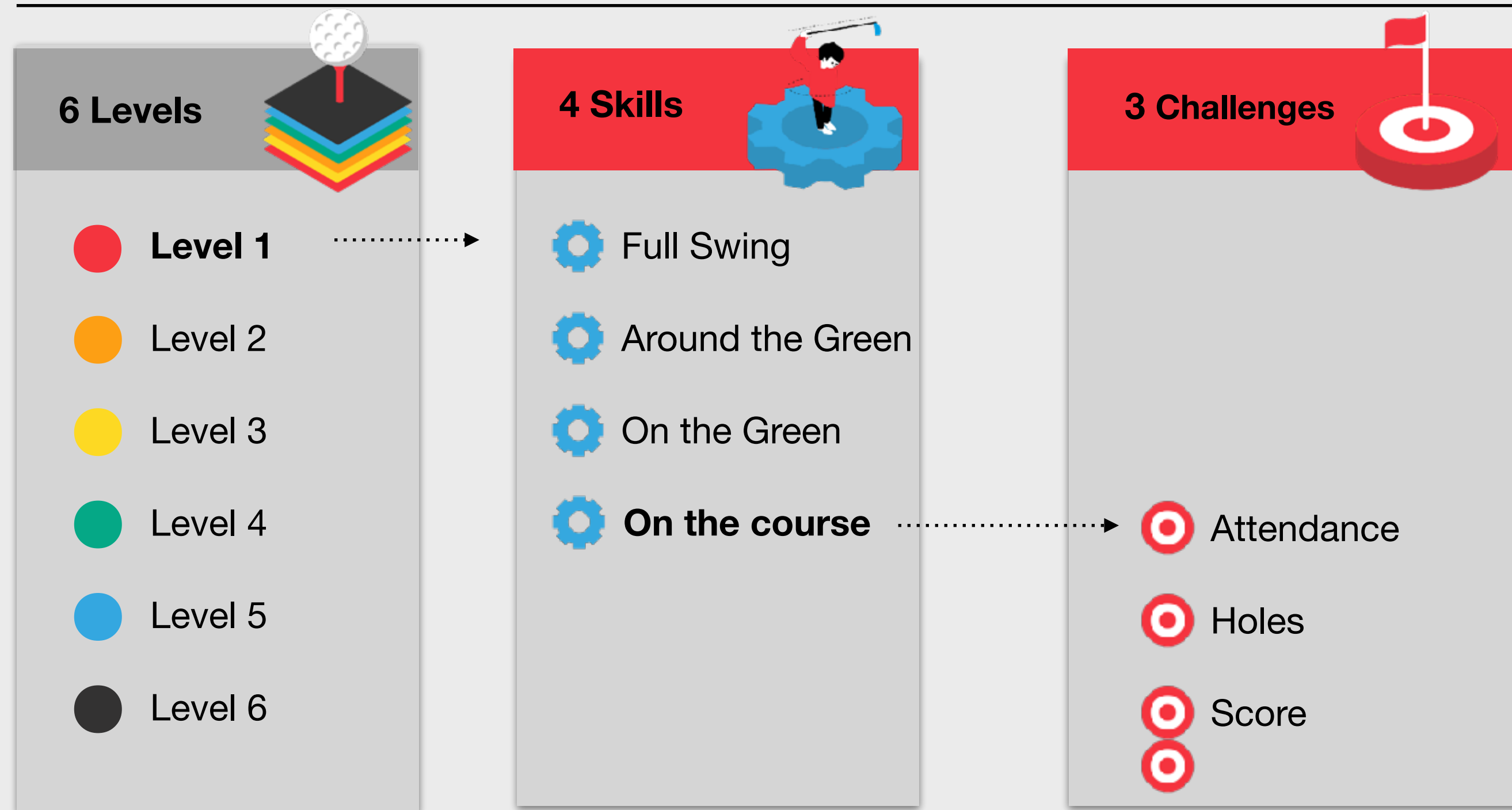
The Bunker Play Challenges are designed to assess the child's progress from greenside bunkers with the focus on strike and control. At the initial levels, the child is challenged to get the ball out of the bunker and onto the green, through to the latter levels where the child is challenged to hit the ball within a defined target circle around the hole.

6 Levels 	Challenge 
 Level 1	Contact the ball on 2/ 5 shots.
 Level 2	1/ 5 shots to finish out of the bunker.
 Level 3	3/ 5 shots to finish anywhere on the green.
 Level 4	2/ 5 shots to finish within a 10-yard diameter target circle and all shots out of the bunker.
 Level 5	3/ 5 from 10 yards to finish within a 10-yard diameter target circle and all shots finish on the green.
 Level 6	2/5 from 10 yards to finish within a 6-yard diameter target circle & all shots finish inside the 10 yard circle.

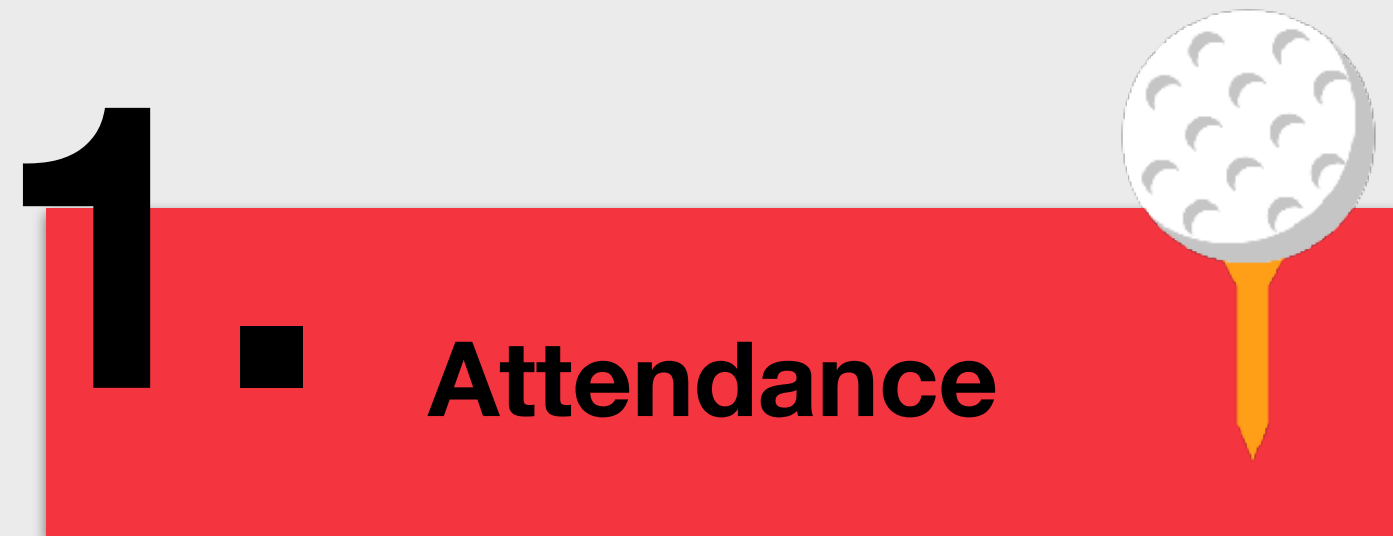
On the Course Challenges

Within the On the Course challenge element, there are 3 challenges across each of the six levels. These are Attendance, Number of Holes and Scoring. The 3 challenges can be attempted by the child during organised Course Play events at your venue.

4. On the Course



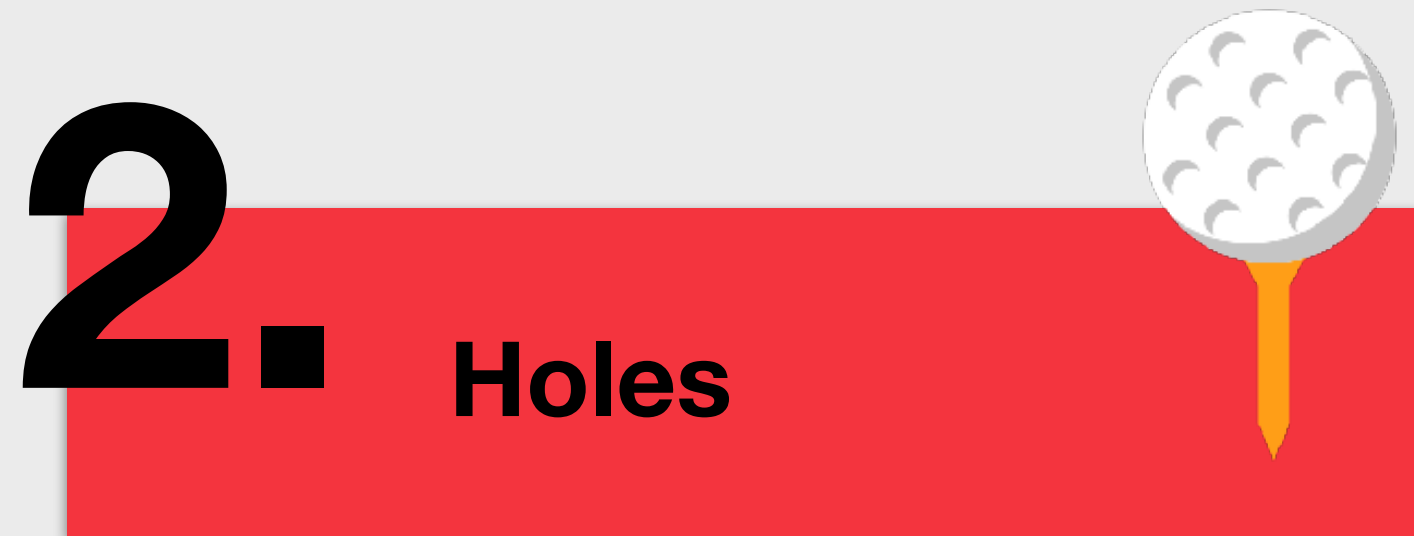
Attendance Challenges



The Attendance Challenge is designed to engage the child in Course Play events and emphasizes the importance of developing experience on the course and playing with others to develop the necessary skills on the golf course.

6 Levels		Attendance
● Level 1		Attend 1 Course Play Event
● Level 2		Attend 2 Course Play Event
● Level 3		Attend 5 Course Play Event
● Level 4		Attend 7 Course Play Event
● Level 5		Attend 9 Course Play Event
● Level 6		Attend 12 Course Play Event

Number of Holes Challenges



The Holes Challenge is designed to reward the child for the number of holes they can complete in any one event. This will tie in directly with the scoring challenges and the physical maturity and development of each child. This challenge will also offer the child an attainable reward whilst working towards attaining the additional two challenges.

6 Levels	Holes
Level 1	Complete 1 hole from any starting position
Level 2	Complete 3 holes from any starting position
Level 3	Complete 3 Holes from Tee 2 (40%), Tee 3 (60%), Tee 4 (80%) or Tee 5 (Academy Tee).
Level 4	Complete 6 Holes from Tee 3 (60%), Tee 4 (80%) or Tee 5 (Academy Tee).
Level 5	Complete 6 Holes on the Course from Tee 4 (80%) or Tee 5 (Academy Tee).
Level 6	Complete 9 Holes on the Course from Tee 5 (Academy Tee).

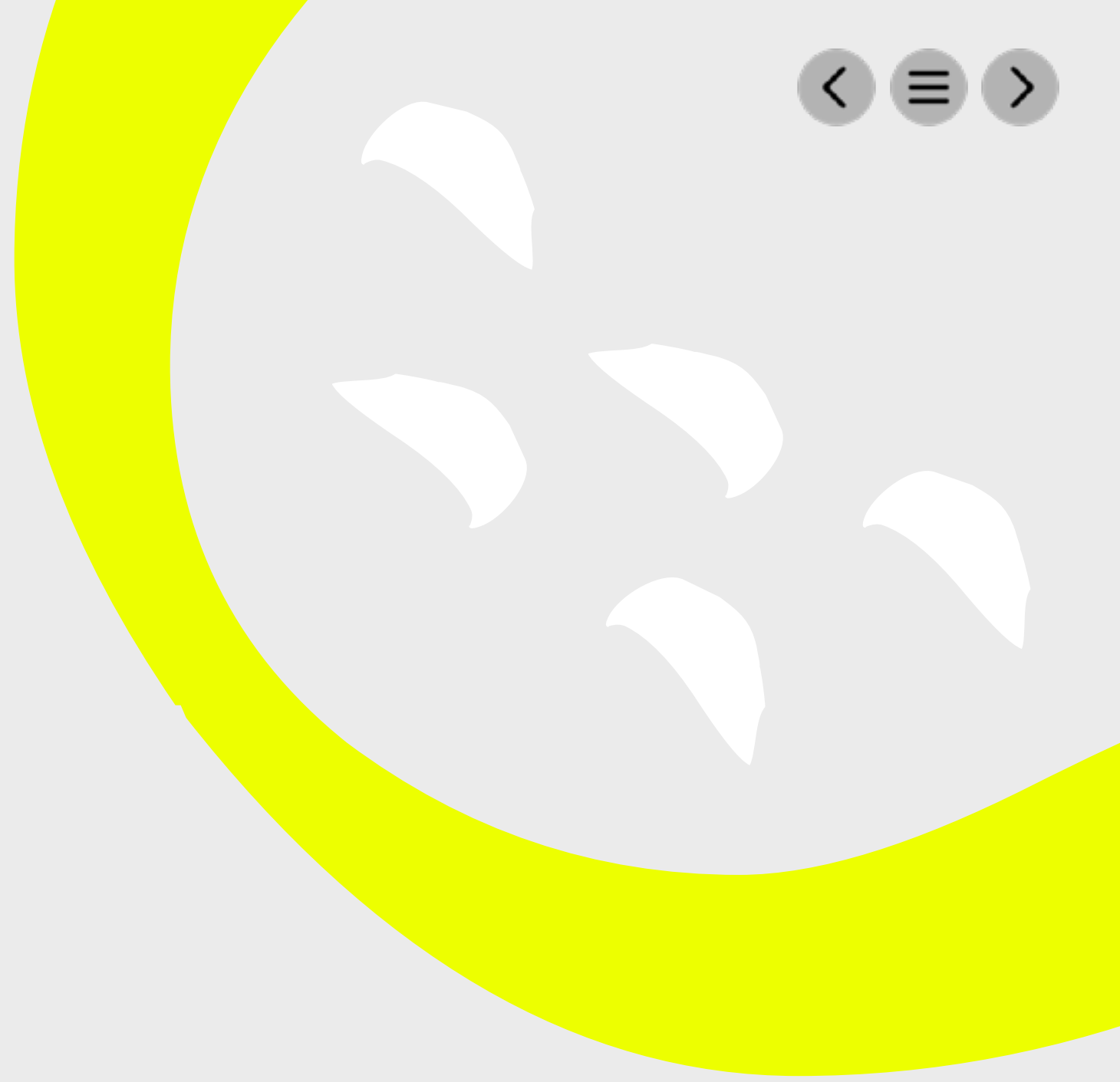
Scoring Challenges



The Score Challenges are designed to measure, track and reward the child's physical and technical development on the course and ultimately getting the ball in the hole in the fewest number of shots. Each levels consists of a target score across a defined number of holes and from the starting positions.


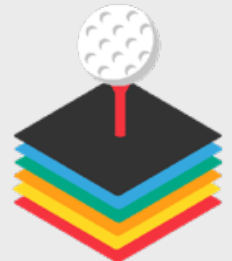




























6 Levels	Score
Level 1	Score 27 or under over 3 holes from any starting tee
Level 2	Score 24 or under over 3 holes from any starting tee
Level 3	Score 21 or under over 3 holes from Tee 2 (40%), Tee 3 (60%), Tee 4 (80%) or Tee 5 (Academy Tee).
Level 4	Score 36 or under over 6 holes from Tee 3 (60%), Tee 4 (80%) or Tee 5 (Academy Tee).
Level 5	Score 45 or under over 9 holes from either Tee 4 (80%) or Tee 5 (Academy Tee).
Level 6	Score 40 or under over 9 holes from Tee 5 (Academy Tee).

Directing each Child



Developmentally Appropriate

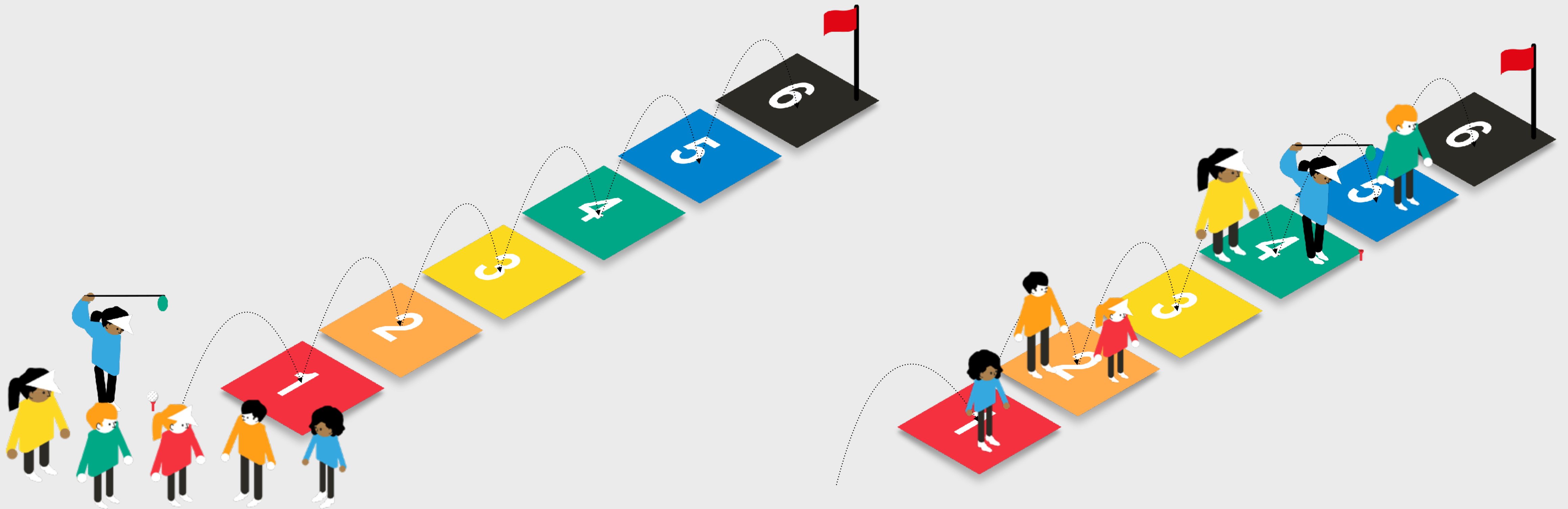
As the expert, you will need to decide when it is developmentally appropriate for each child to enter into the progression pathway, progression levels and use the different elements of the Track and Reward system. These have been covered previously with the Programs and Pathway Training as well the Junior Monthly and Course Play training. Some guidance has been provided below but you will need to use your judgement on a child by child basis as to the experiences and opportunities they will receive.

 Age Groups	 Progressional Levels	 Track & Reward
 Ages 4-6	 <p><i>Not appropriate at this stage but should be considered on a child by child basis.</i></p>	<ul style="list-style-type: none">  Welcome Pack  myJunior Folder & Resources  Focus on Achievement Stickers <ul style="list-style-type: none">  Focus on Achiever Reward  myGame notes
 Ages 6 -11	 <p><i>Appropriate for this age group and all participants enter at Level 1. Coaches should be mindful of managing juniors on a child by child basis, especially those at the youngest ages.</i></p>	<ul style="list-style-type: none">  Welcome Pack  myJunior Folder & Resources  Focus on Achievement Stickers <ul style="list-style-type: none">  Focus on Achiever Reward  Focus on Playing the Course Tracker  myGame notes <ul style="list-style-type: none">  myProgress Wheels  Challenge Trackers  Stickers, Pins and Hats
 Ages 11-16	 <p><i>Appropriate for this age group and all participants enter at Level 1.</i></p>	<ul style="list-style-type: none">  Welcome Pack  myJunior Folder & Resources  Focus on Playing the Course Tracker <ul style="list-style-type: none">  myGame notes  myProgress Wheels  Challenge Trackers <ul style="list-style-type: none">  Stickers, Pins and Hats

Entering the Program

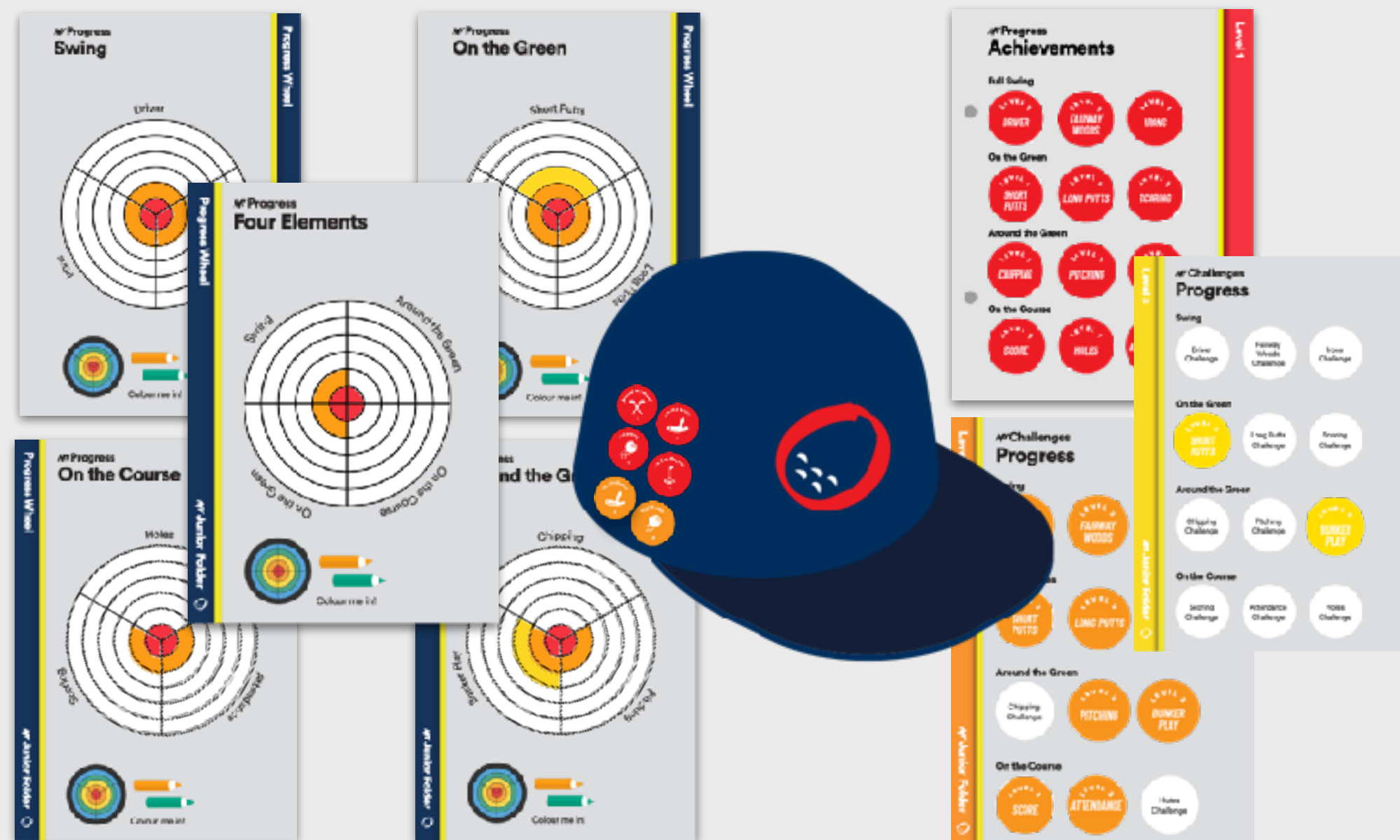
When launching your program or welcoming new juniors, you will have a varying range of experiences and abilities within each group. To ensure that the program is as practical to deliver as possible for you, and to harness the relationships with parents and the children, all participants should enter the program working towards completing Level 1 of the program. This will keep a level playing field and ensure fairness across participants. It will be the skill of your coaching to manage the child's journey through the program and effectively engage with participants and their parents.

As the program delivery progresses, children will move through the program levels and skill elements at varying speeds, finding the most appropriate level to challenge their current ability and experience.



Progressing through the Challenges

The program has been built flexibly to allow each child to progress through the program elements and levels at differing speeds. This flexibility allows you keep the child engaged, direct them to the areas of their game that requires most attention and to not advocate a pass/fail culture within the program. As we have indicated previously, each child may be at different points on their journey through the progressions levels and this will be demonstrated through the Track and Reward elements. There is certain guidance to remember when engaging with children who may be at different stages of the progression levels.



Each Challenge within each element should be attempted in sequence.



If possible within the class and without hindering the opportunities of each child, it is possible for a child to attempt the challenge multiple times.



When a child completes the challenges within a specific skill, they are able to complete the next challenge regardless of whether they have completed all of the challenges within this level. For instance, if the child completes the Level 1 Driver Challenge, they may attempt Level 2 in the same class, even if they are yet to complete the Level 1 Short Putts challenge.

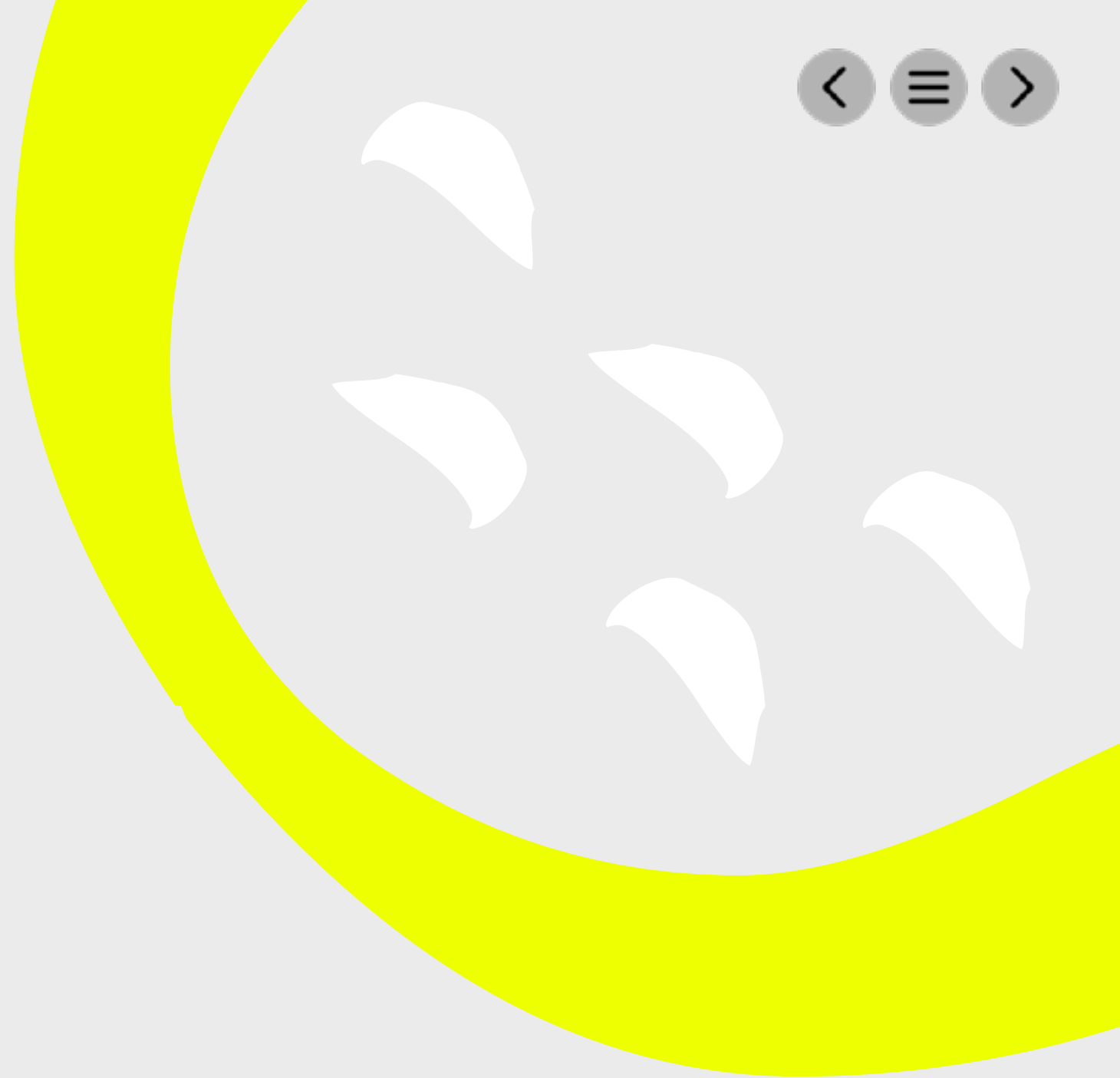


After completing the Level 2 Score Challenge within the On the Course element, to complete Levels 3, 4, 5 and 6 the child must attempt the challenge from a specific tee box. If the child isn't developmentally ready to move to the next starting position, then the focus should be shifted towards the Playing the Course Challenges. You need to use your judgement as to whether to allow the child to progress to the next starting position and complete the challenge.



The child should only attempt challenges within Junior Monthly classes and Course Play events or under your supervision during private coaching sessions.

Running the Challenge



Before a Class

The success of the Challenge element within your program, will in part be down to how you prepare. By the end of your training you should have everything you need. Follow the steps outlined in your Checklist Guides, as well as taking the time to review the necessary supporting resources. We recommend prioritising these four key steps before delivering your class:

Review Resources

Review the Challenge Calendar and Class Plans the week prior to the class so you know which Challenge you should setup.

Check Equipment

Ensure you have all of the necessary equipment to setup the challenges within your equipment bag. This is provided within the Class Plans and the Challenge Setup and Layout document within the Training Hub.

Prioritise Setup

Setup the challenges using the guides provided in plenty of time before each class begins

Plan your Time

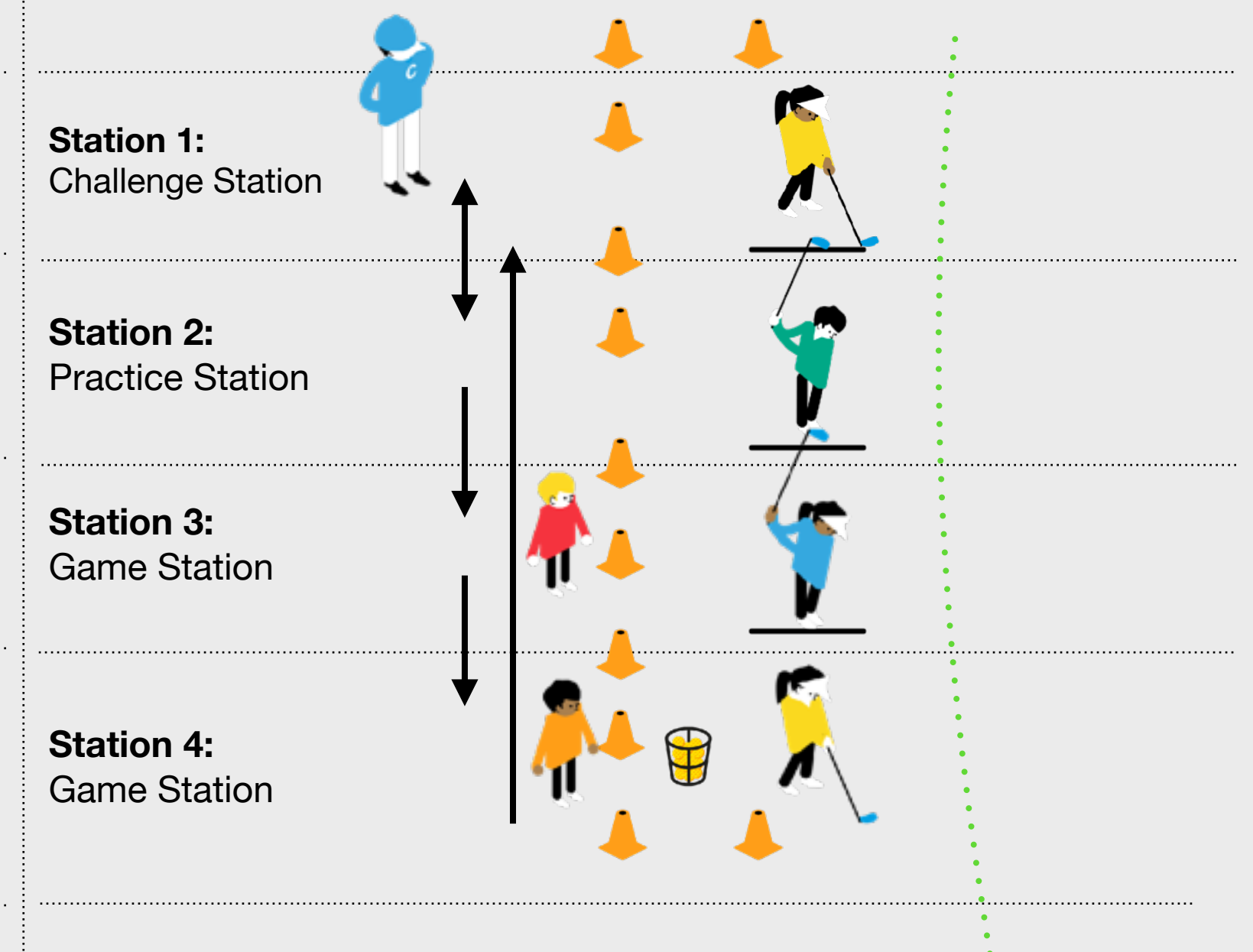
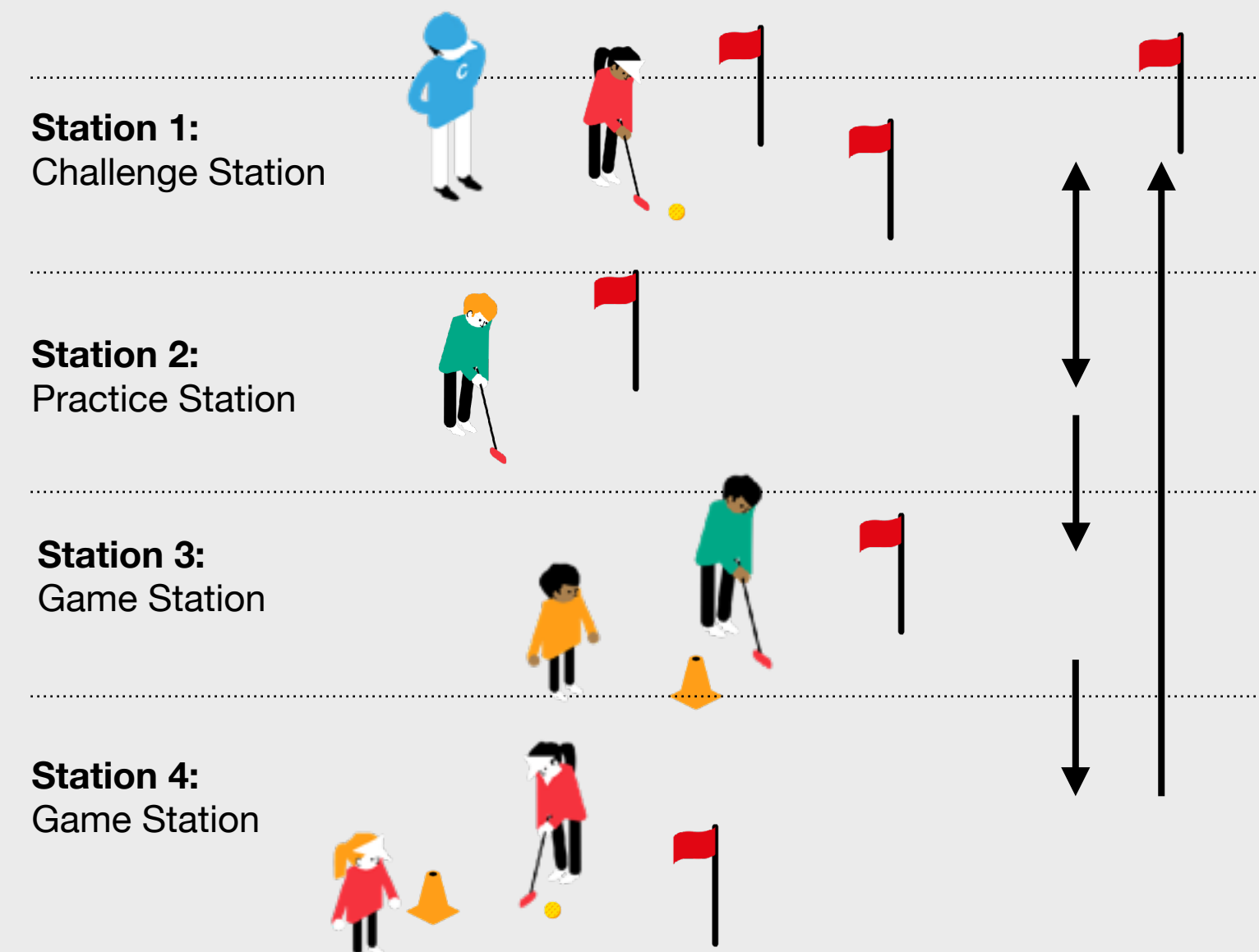
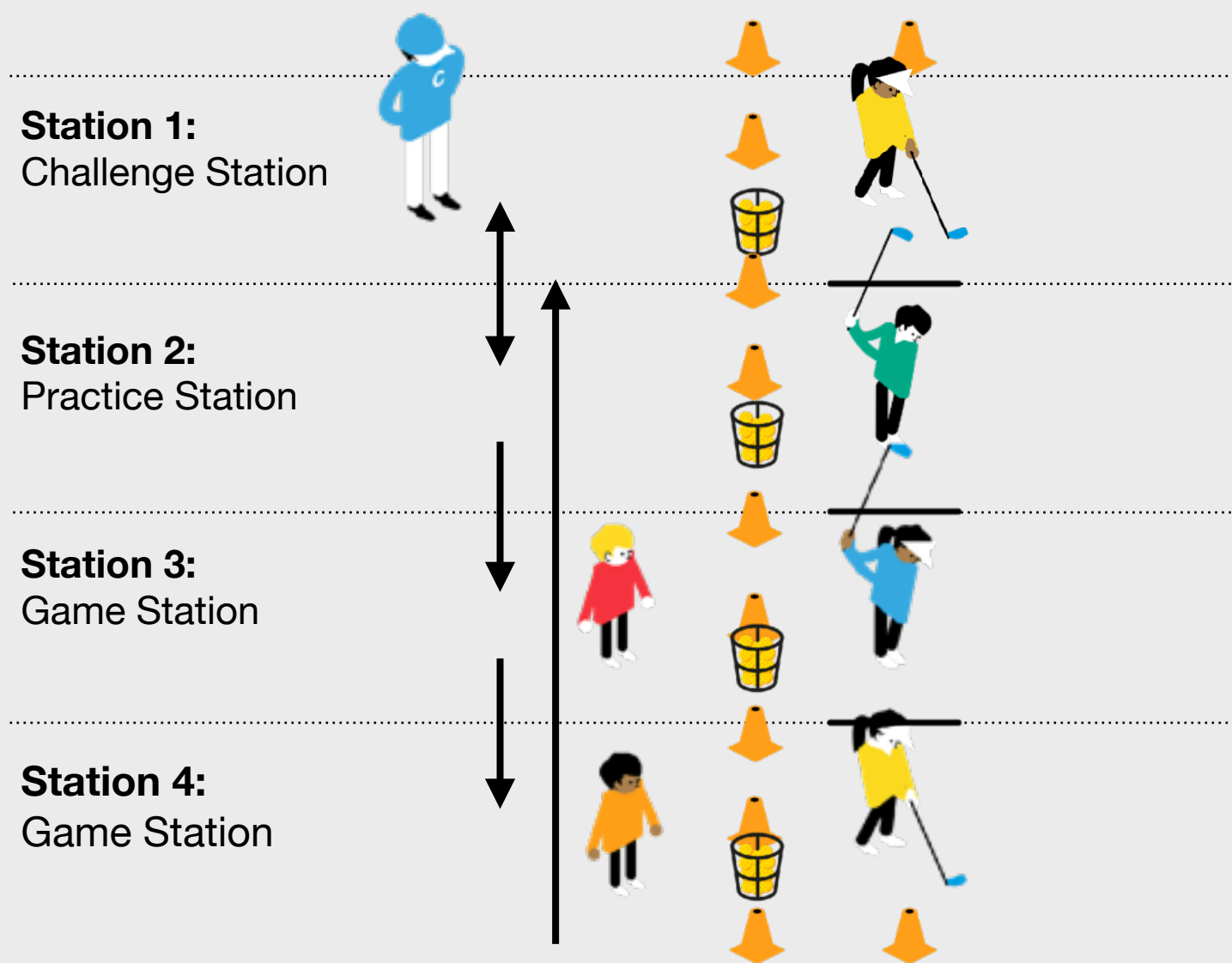
Plan some time into your schedule before the class, using the 'leaves' function, to ensure you have time to setup the challenge at your facility. You can learn how to do this through the Using your System section of the Training Hub.



During a Class

Once you are ready to deliver your class, you have a responsibility to manage the class to ensure that you meet the requirements within the class timetable, ensure all participants have the opportunity to attempt the Challenges and make sure all participants are safe.

The class plans and timetables have been produced to provide adequate time for each child to have the opportunity to attempt the Challenge at least once during each class. The classes across each element should be setup using four stations, which the children are able to rotate around during the class. The first station is the **Challenge Station**. This is where the child, under your supervision or with a suitable partner, can attempt the Mastering the Game Challenge. Station 2 is the **Practice Station** with a single hitting bay or a putting station. Those in the Practice Stations rotate with their partner in the Challenge Station.



During a Class Guidance

As a *Crush It* coach, you are expected to manage the class to ensure it meets the needs of all participants and the needs of the program. However, we have put together some of the most important elements to ensure your Challenge opportunities are a success:



Explain the Challenge

Built into the class timetable is an opportunity to explain the Challenge for that week. If you have followed the layout guide and used the equipment within your equipment bag, the challenge should be visually engaging. Take the time to walk the juniors through the challenge and answer any questions they may have.



Keep a level playing field

When a child attempts a challenge, keep in mind that it is important to judge the challenges fairly and objectively. Sometimes it may be difficult to tell the child they haven't completed the challenge, but you need to ensure fairness for all participants and that the children know you will be fair and consistent in your assessments, even if this causes disappointment.



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 as a test or assessment. Keep the language you use fun and light hearted.



Be supportive and flexible

Success or failure, be supportive at all times. Praise the effort displayed by all participants, as opposed to just those that manage to achieve success. You may also encounter occasions where a child doesn't want to attempt the challenge and this is OK! Be flexible and see if you can get the child to attempt the challenge in another way or just do it another time.



Use your judgement

Ideally, you would supervise each child's attempt at the challenge during the class. 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 a responsible partner.



Practice or Game

It may be that children in the Challenge Station and Practice station have completed their challenge but other participants are not ready to rotate to the next station. Explore filling this time with an opportunity for children to attempt a game with their partner, engage in some independent practice or engage in the resources within the *myJunior* Folder.



Monitor your time

It is important that every child has an opportunity to attempt the challenge within the class. Make sure you manage your time to ensure you rotate the children around the stations equally.

End of the Class

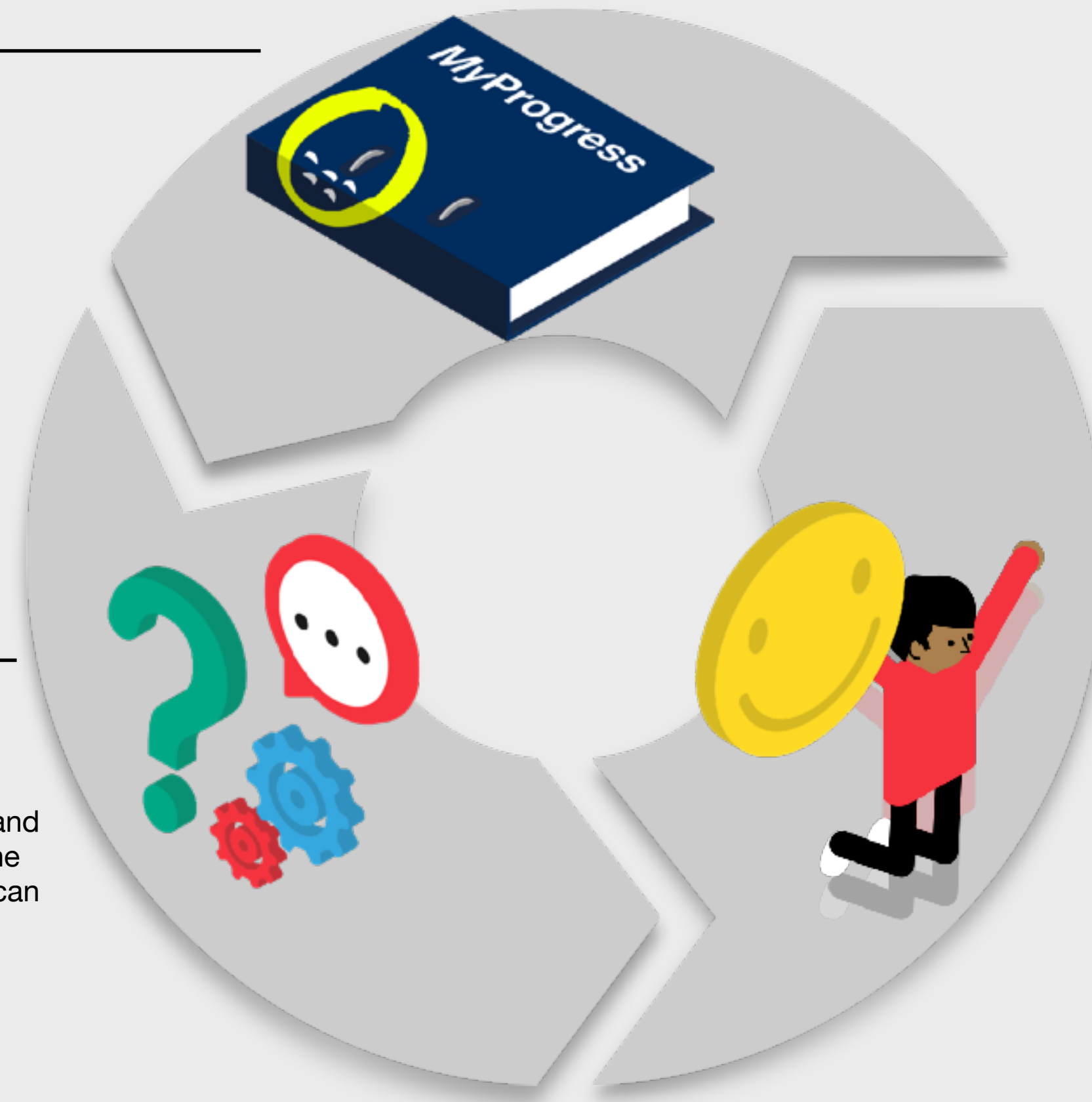
The success of the challenge element will also be down to how effectively you, the child and the parent engage in the track and reward elements of the Program. You will, on occasions, face some challenging moments from overly competitive children and parents as well as those children potentially lacking in confidence. You will also meet a number of parents with no experience of golf and the elements of the game and they will need education from you. It is also vital to recognise success of your juniors at every stage. Follow some of the steps below to end your class on a high note, keep track of the child's journey and engage effectively with parents:

Take time to engage with the *myJunior* Folder Resources

There are a number of resources within the child's *myJunior* folder that will help you, the child and the parent track their progression through the progression pathway and levels. This includes the *myProgress* Wheels, *myGame* notes and Tracker Sheets.

Spare some time to engage with Parents

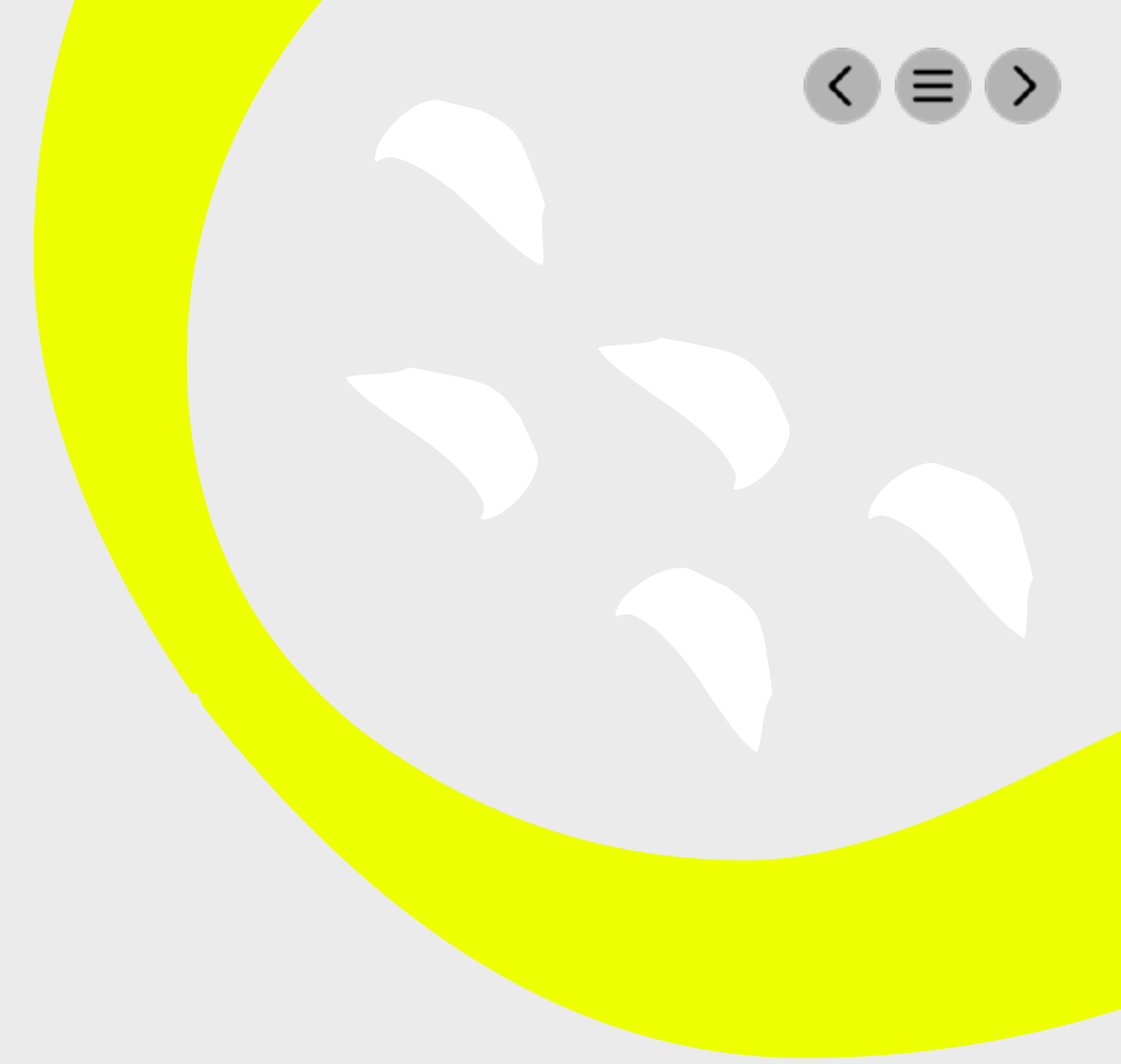
It may be that a child is disappointed at the end of a class and you should take some time to talk to the child and inform the parents. Engage with them on the development areas that can be worked on outside of class times.



Recognise Success in front of the group and parents

If a child completes a challenge and earns a reward element, take the time at the end of the class to recognise this success in front of the peer group and parents where appropriate. Parents will love to see their child's success and this will also drive healthy competition amongst the group and create a supportive atmosphere of each other.

Link to Track and Reward

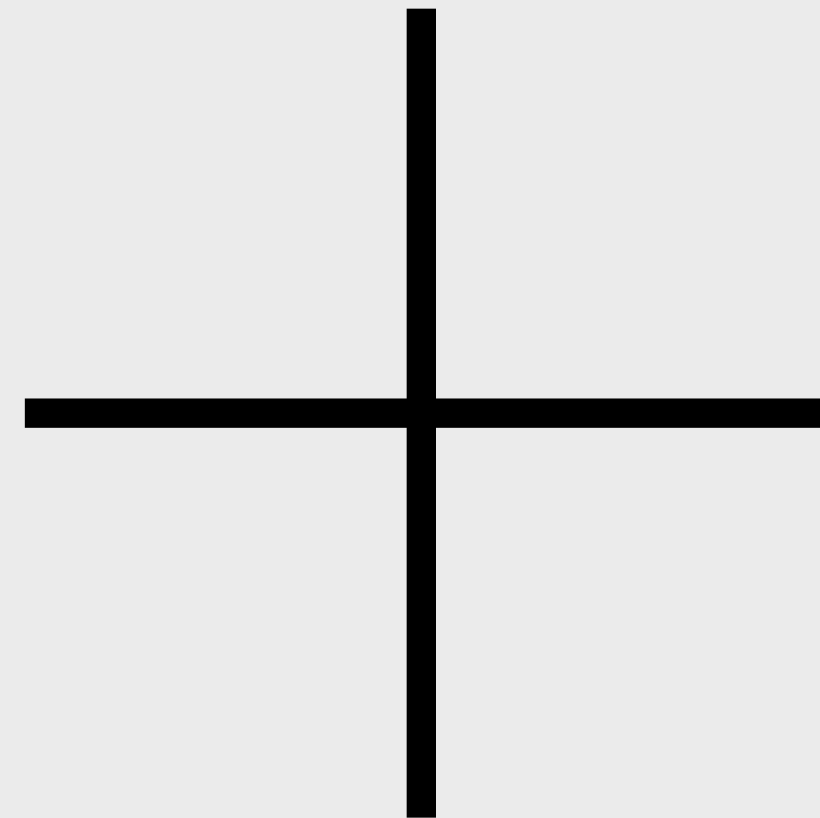


Track and Reward

The Challenge element provides the mechanism to measure the child's development across the skill elements, levels and progression pathway. It is important that the child's journey is tracked and rewarded. There are a number of resources in place in order to do this.

Track

The child's progress through the progression levels and challenges can be tracked through the resources within the *myJunior* Folder and on the IOS App.



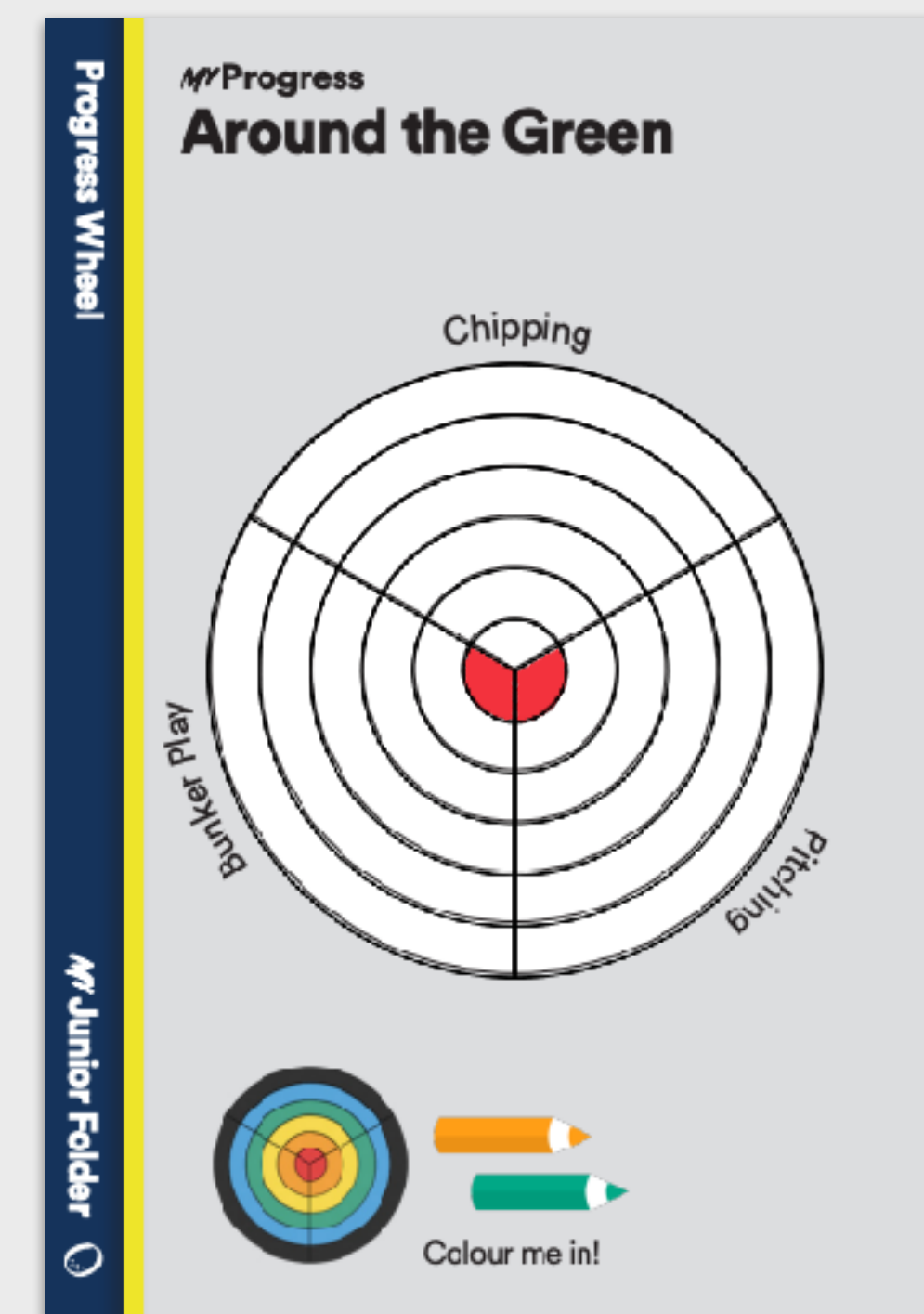
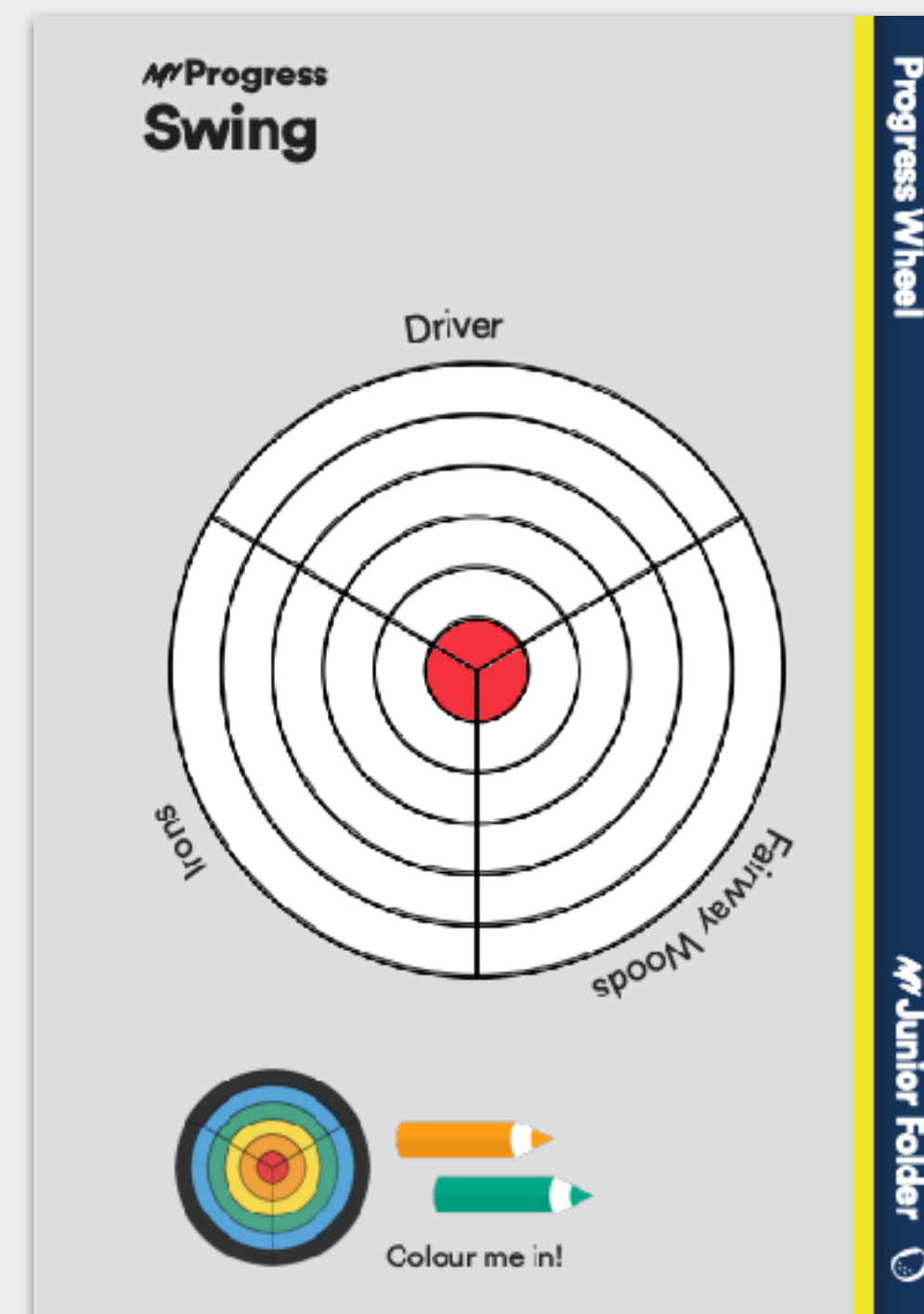
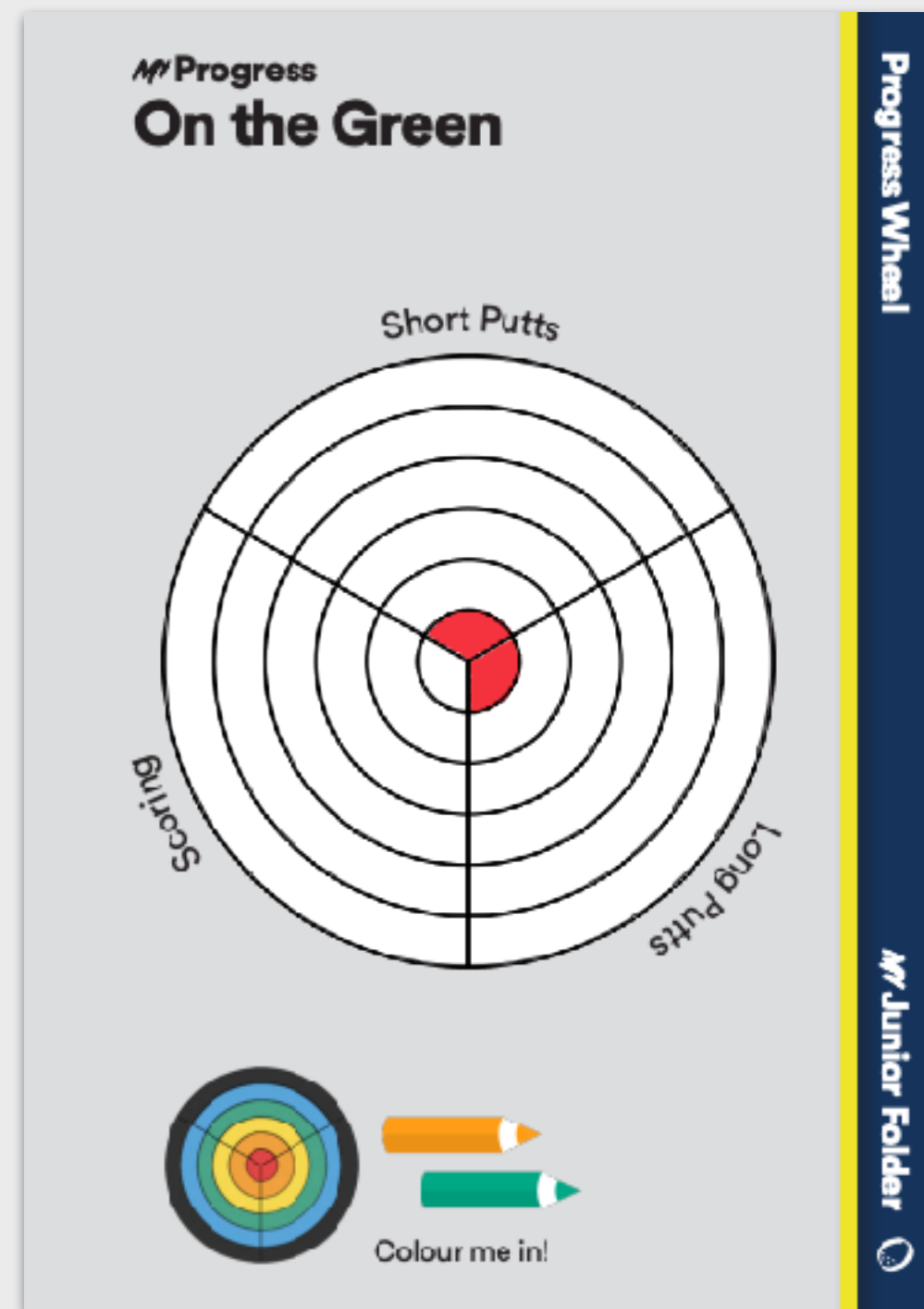
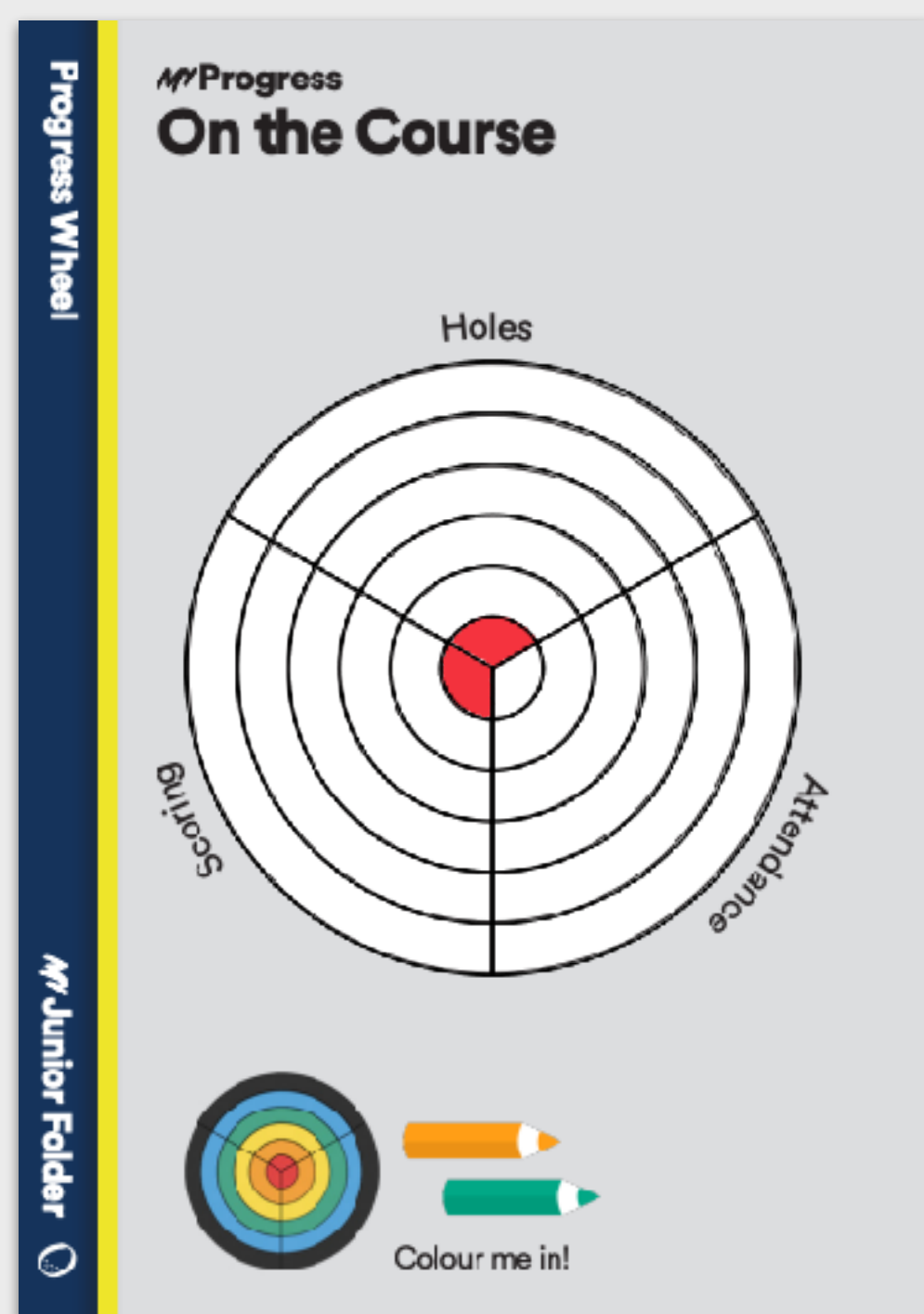
Reward

The child's progress can be rewarded through the accumulation of Skill and Achievement Stickers, Skill Element Hat Pins, Crush It Level Hats and Virtual Trophies.



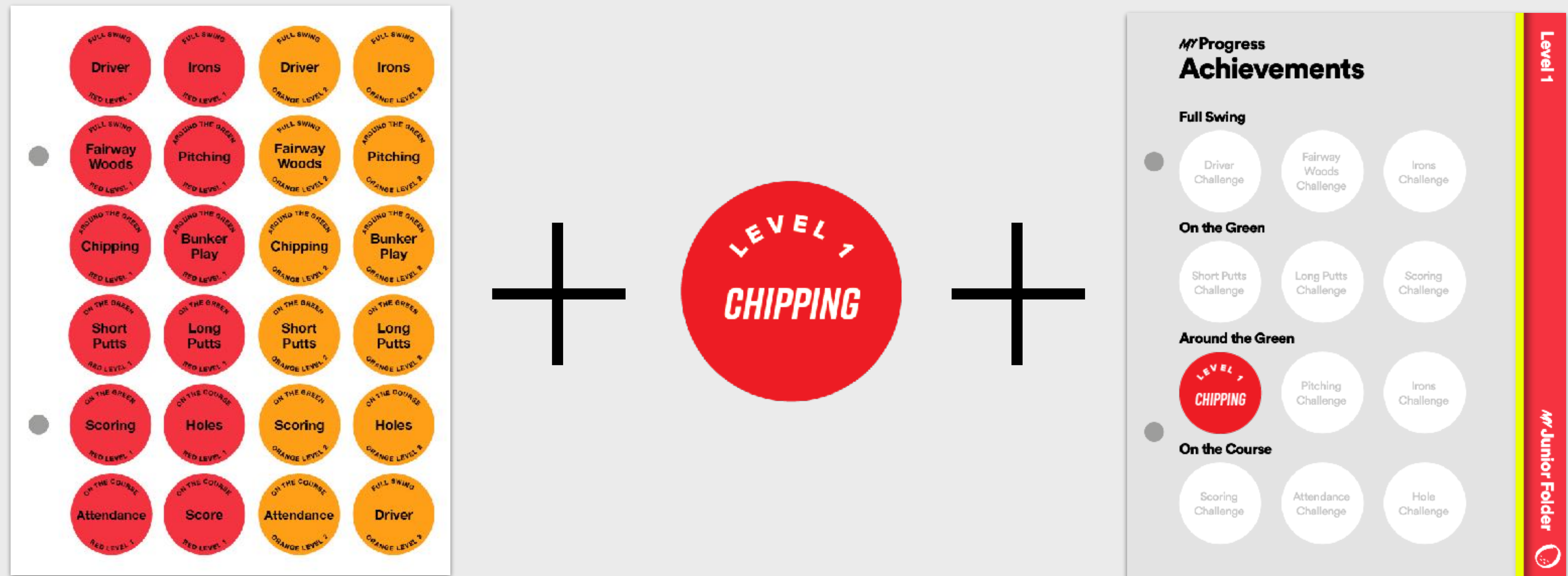
Tracking and Rewarding through the *myJunior* Folder

When a child successfully completes a challenge, they can colour in the relevant section of the *myProgress* wheel across the four elements. The *myProgress* wheels are provided within the *myJunior* folder that each child receives within their welcome pack. The child should be encouraged to color in the relevant section of the wheel during classes or after the class under supervision of the parent.



Tracking and Rewarding a Challenge

When a child completes a challenge, and colors in the relevant section of the *myProgress* Wheel, they should be encouraged to add a Sticker to the Tracker Sheet. The 12 Skills Stickers are included within the *myJunior* Folder. There is a Tracker sheet for each of the six levels at the front of the folder. The child should add the Sticker to the Tracker sheet during the class or after the class under supervision of the parent.



Tracking and Rewarding On the Course Challenges

The child can attempt the challenges within the On the Course element during Course Play events at your venue. The child should be encouraged complete the Playing the Course Trackers to record and monitor their scoring progression. This help them to understand when to complete the *myProgress* Wheel and Level Tracker sections for these challenges. When they attend an event, they can add a Crush It Achievement Sticker to the tracker and complete their round information. This also links directly to the attendance challenge.

The diagram illustrates the process of tracking and rewarding on the course challenges. It shows three components:

- Blank Tracker:** A 'MyPlay Playing the Course Tracker' form with four rounds. Each round has fields for Date, Tee, Holes, and Score, and a 'Sticker Here' circle. The form is labeled 'Course Tracker' and 'My Junior Folder'.
- Stickers:** A sheet of 'Crush It! Achievement Stickers' arranged in a 6x4 grid. Each sticker features the 'Crush It!' logo and the text 'ACHIEVEMENT STICKER' and 'WELL DONE'.
- Completed Tracker:** The same tracker form as above, but with the first round filled in: Date: 5th April 2021, Tee: Tee 2 (40%), Holes: 3, Score: 26. A 'Crush It! Achievement Sticker' is placed in the 'Sticker Here' circle for Round 1.

Large plus signs (+) are placed between the blank tracker and the stickers, and between the stickers and the completed tracker, indicating the assembly process.

Tracking and Rewarding On the Course Challenges

When a child successfully completes a Challenge in an event, you and them are able to record this success and track their progress using the resources within the *myJunior* Folder. Follow the steps below to support the child with utilising the resources within the folder when completing the On the Course challenges.

myProgress On the Course

Holes

Attendance

Scoring

Colour me in!

Level 1

myOn the Course On the Course Challenges

To complete the Challenges within the On the Course Element the child needs to:

- Attendance**
Attend 1 Course Play Event
- Holes**
Complete 1 Hole on the Course from any starting tee
- Score**
Score 27 or under over 3 holes from any starting tee

What to do next?

If the child completes a challenge, they can tick the box, color in the first section of the correct section of the On the Course myProgress Wheel and add the relevant Sticker to their Level 1 Tracker Sheet.

myProgress Achievements

Level 1

Full Swing

- Driver Challenge
- Fairway Woods Challenge
- Irons Challenge

On the Green

- Short Putts Challenge
- Long Putts Challenge
- Scoring Challenge

Around the Green

- Chipping Challenge
- Pitching Challenge
- Irons Challenge

On the Course

- LEVEL 1 SCORE
- Attendance Challenge
- LEVEL 1 HOLES

myJunior Folder

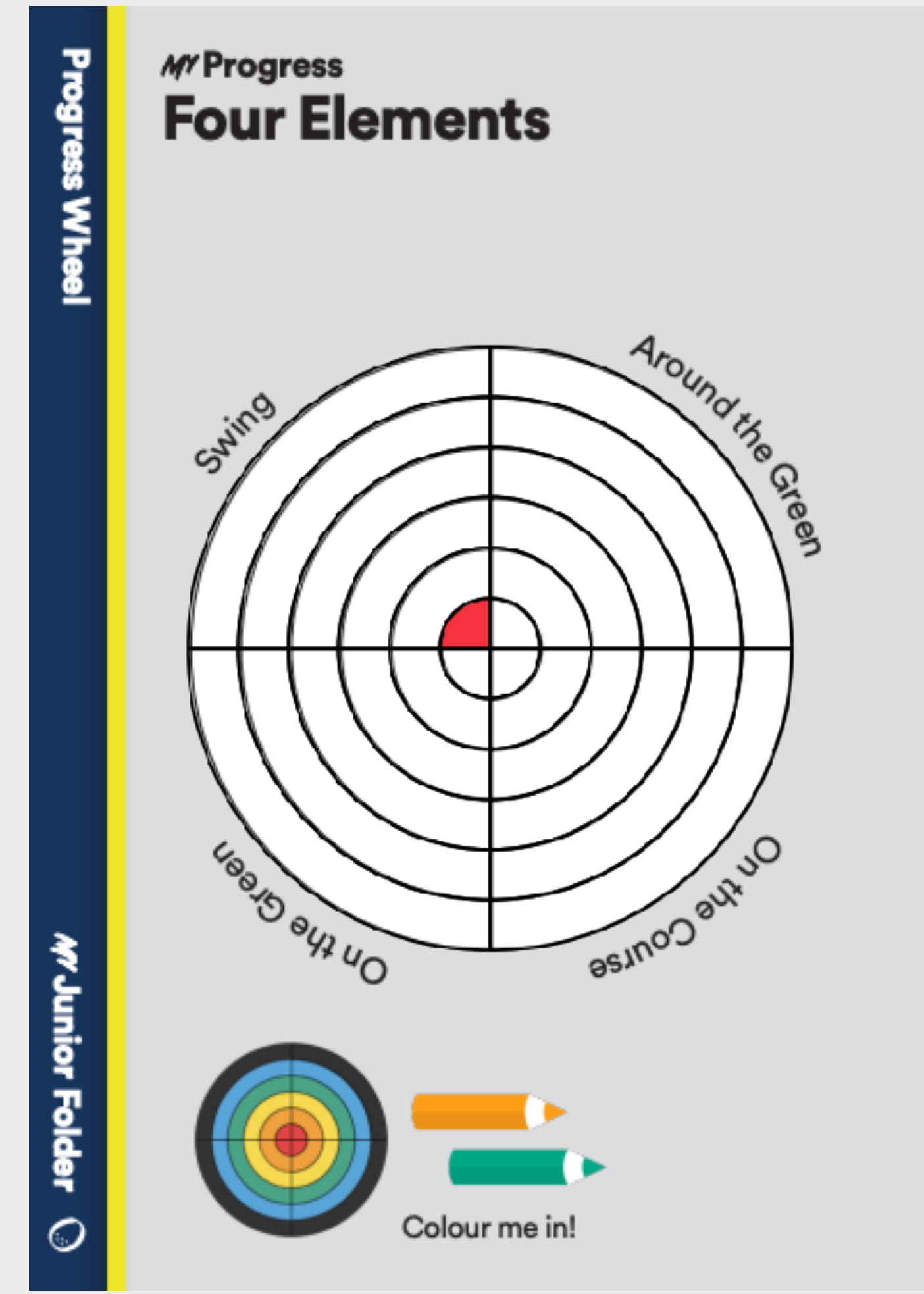
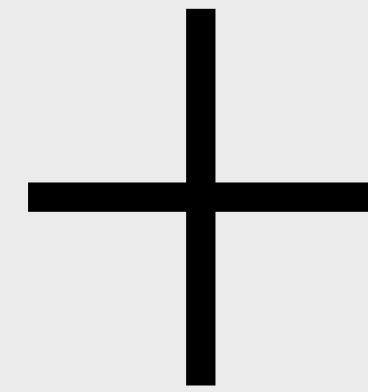
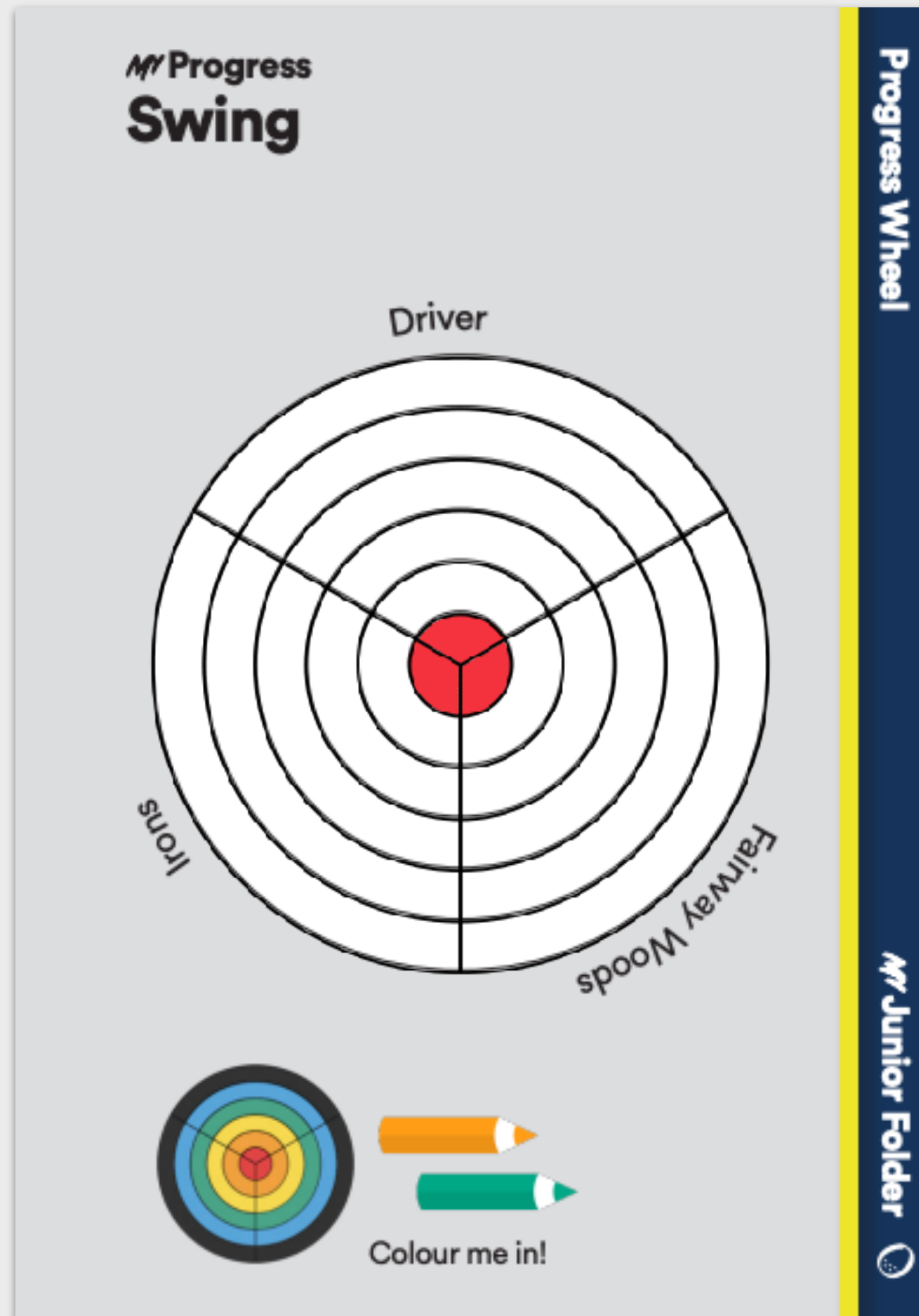
Rewarding Completion of an Element

When a child successfully completes all of the challenges within an element, they will have completed all of the sections of the *myProgress* Wheel and added the Skill Stickers to the Tracker Sheet. You should then award the child the Skill Element Hat Pin which can be added to the Crush It Junior Level Hat. In this example, the child is able to add the Level 1 Swing Hat Pin to their Crush It Junior Hat that they received in their Welcome Pack.



Completing all Challenges

It is important to guide the child on the next steps when they complete all of the challenges within a skill element. As per the example below, the child has completed all sections of the Around the Green myProgress wheel and is therefore able to colour in the Level 1 section of the Four Elements myProgress wheel. This is vital to track the child's journey to achieving their next Level Hat.



Tracking and Rewarding the Completion of a Level

The folder will also help you to track and identify when a child should be awarded the next Junior Level Hat. As can be seen below, the child has completed all of the Challenges across the Four Skill elements. They have colored all sections of the myProgress Wheels, added the 12 Stickers to the Level 1 Tracker Sheet and collected the Four Skill Hat Pins. The child is now able to be awarded the next Crush It Level Hat. In the example below, the child can be awarded the Level 1 Red Hat in recognition of completion of the Level.



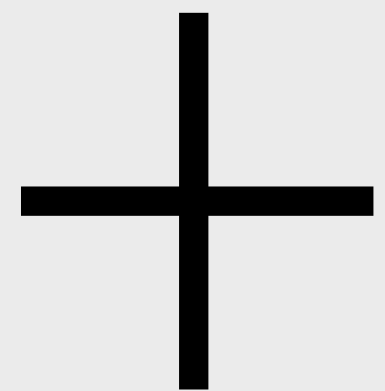
Moving through the Elements

It is vital to remember that the Track and Reward elements of the program do not restrict the child's opportunity to progress through the skill elements when the challenges are completed. In the example below, the child has completed all the elements within Level 1. All sections of the Progress wheel for Level 1 are complete and the Tracker sheet is completed. They therefore have been awarded all the hat pins and their Level 1 Crush It Hat. However, they are progressing through the elements at different rates. To complete Level 2, they need to complete the remaining challenges, be awarded the 3 missing hat pins to earn their level 2 Orange Crush it Hat.

Four 'My Progress' wheels for Level 1 are displayed, each with a 'Colour me in!' section. The wheels are:

- Swing:** Driver, Short Putts, Long Putts.
- On the Green:** Short Putts, Long Putts, Scoring.
- On the Course:** Holes, Scoring, Attendance.
- Around the Green:** Chipping, Pitching, Bunker Play.

 A central 'My Progress Four Elements' wheel is also shown, with sections for Swing, On the Green, On the Course, and Around the Green.

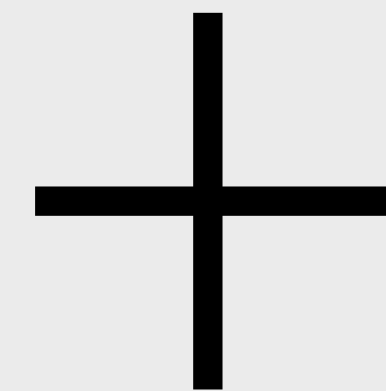


My Progress Achievements Level 1

- Full Swing:** DRIVER, FAIRWAY WOODS, IRONS
- On the Green:** SHORT PUTTS, LONG PUTTS, SCORING
- Around the Green:** CHIPPING, PITCHING, BUNKER PLAY
- On the Course:** SCORE, HOLES, ATTENDANCE

My Challenges Progress Level 1

- Swing:** Driver Challenge, Fairway Wood Challenge, Irons Challenge
- On the Green:** Short Putts Challenge, Long Putts Challenge, Scoring Challenge
- Around the Green:** Chipping Challenge, Pitching Challenge, Bunker Play Challenge
- On the Course:** Scoring Challenge, Holes Challenge, Holes Challenge



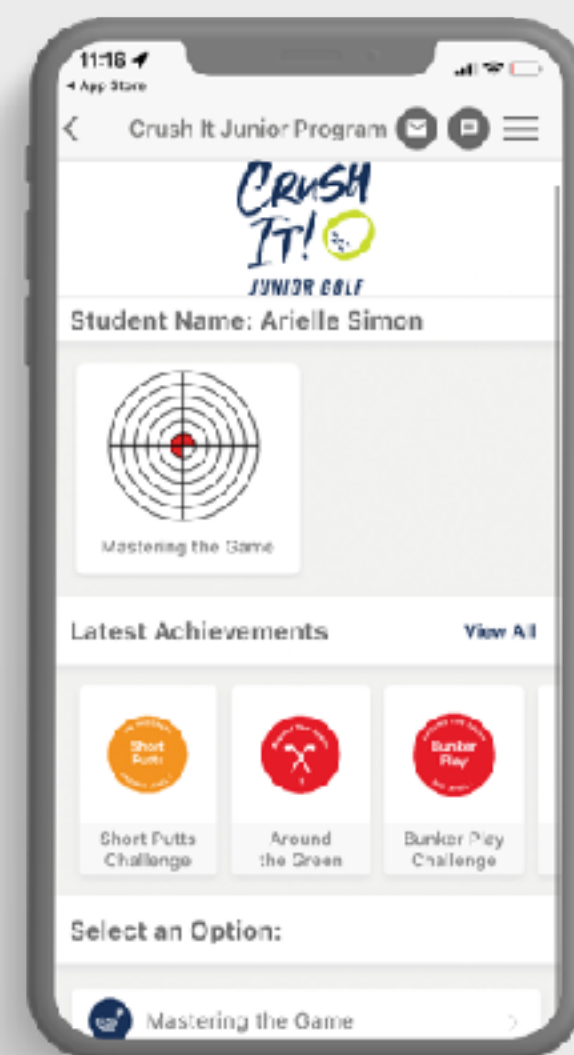
Tracking through the App

You should also track the child's Journey through the App that you can download on Google Play and the iOS App Store. You will be provided with specific training via the Using your System section showing you how to do this. Through the app, you can complete each of the challenges for a specific student and the *myProgress* wheel will be completed automatically. As the child complete each challenge, each skill element and level they will automatically be sent a virtual Trophy as a recognition of success.

It is vital that you use this feature to safeguard against any loss of folders and to offer an engaging addition to the progress and drive continued engagement in the app facility for each student.

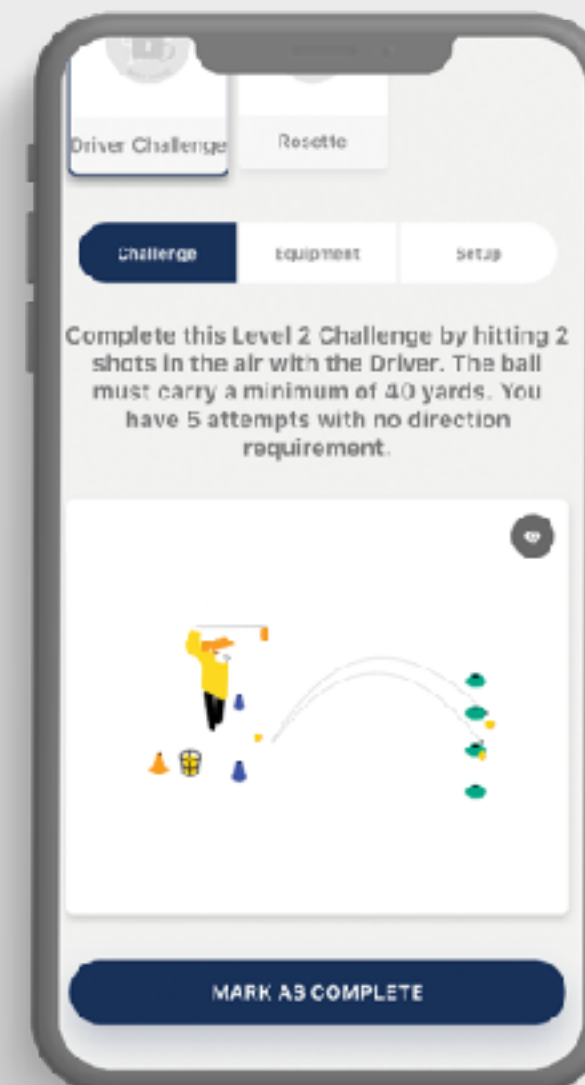
1

Navigate to the Mastering the Game Wheel



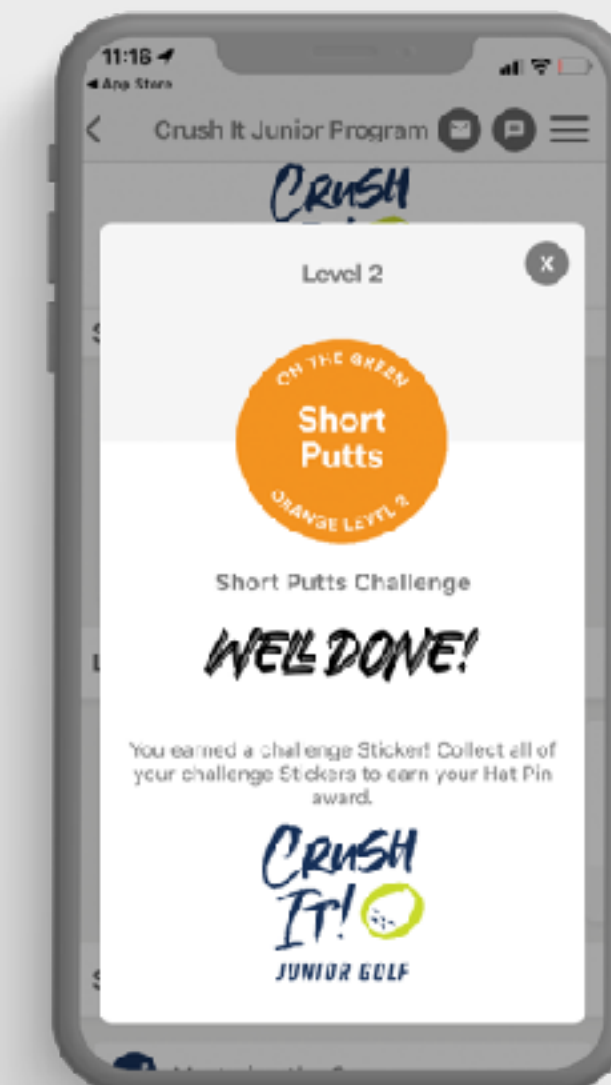
2

Find the Challenge across the Categories, Skills and Levels

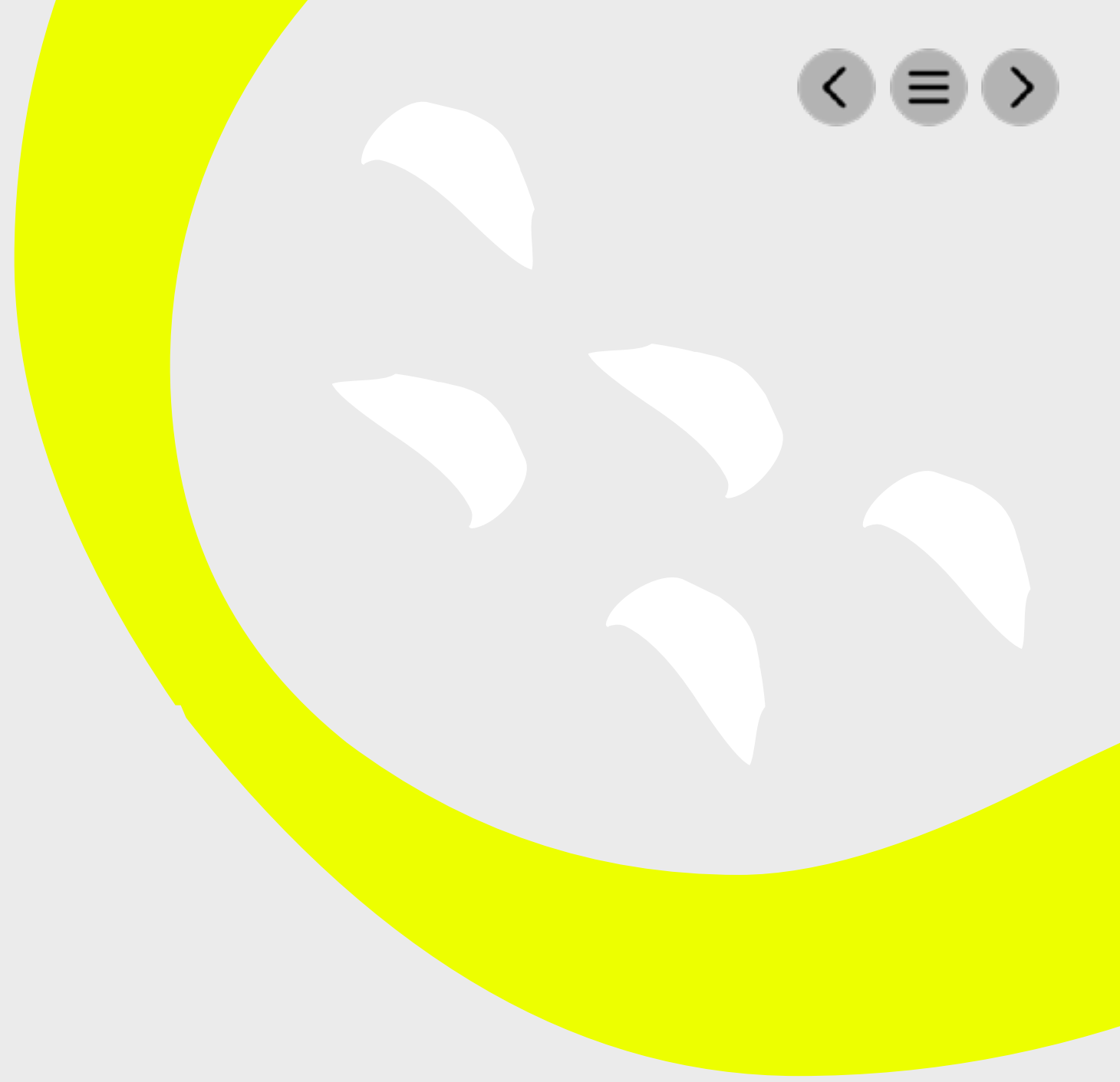


3

The Virtual Trophy will be awarded and progress wheel updated.



Supporting You



**CRUSH
IT!** 
JUNIOR GOLF

Supporting You

You are responsible for the delivery of the Challenge element at your venue, but we are supporting you with a variety of resources, training and equipment to help you make it a success. You can access the support elements through the Training Hub as well as connect with program management on any questions you may have.



Challenge Resources

Within the Training Hub, you can access a number of resources at any time to help you to understand the challenges across the elements and progression levels.



Challenge Table

Within the Training Hub, you can download or print a Challenge Table. This will give you a quick view to use in your classes of all of the challenges within each skill element across the six levels.



Class Plans

Within the Training Hub and the Junior Monthly section, you can download or print a class plan for each week of delivery across the age groups. Within the class plan is the class timetable, the equipment you require, the challenge layout and visual overview of the challenges across each level.



Equipment Bag

You are being supplied with an equipment bag and this can be used to setup and deliver the Challenges. You should use this equipment during every class, keep it in good condition and keep program management updated when it needs replacing.



myJunior Folder

Each of your participants will receive the myJunior Folder and resources in their welcome pack. You can use these during a class to help the child track their journey through the challenges as well as help you to monitor the child's progress and reward them for their achievements.

Challenge Resources

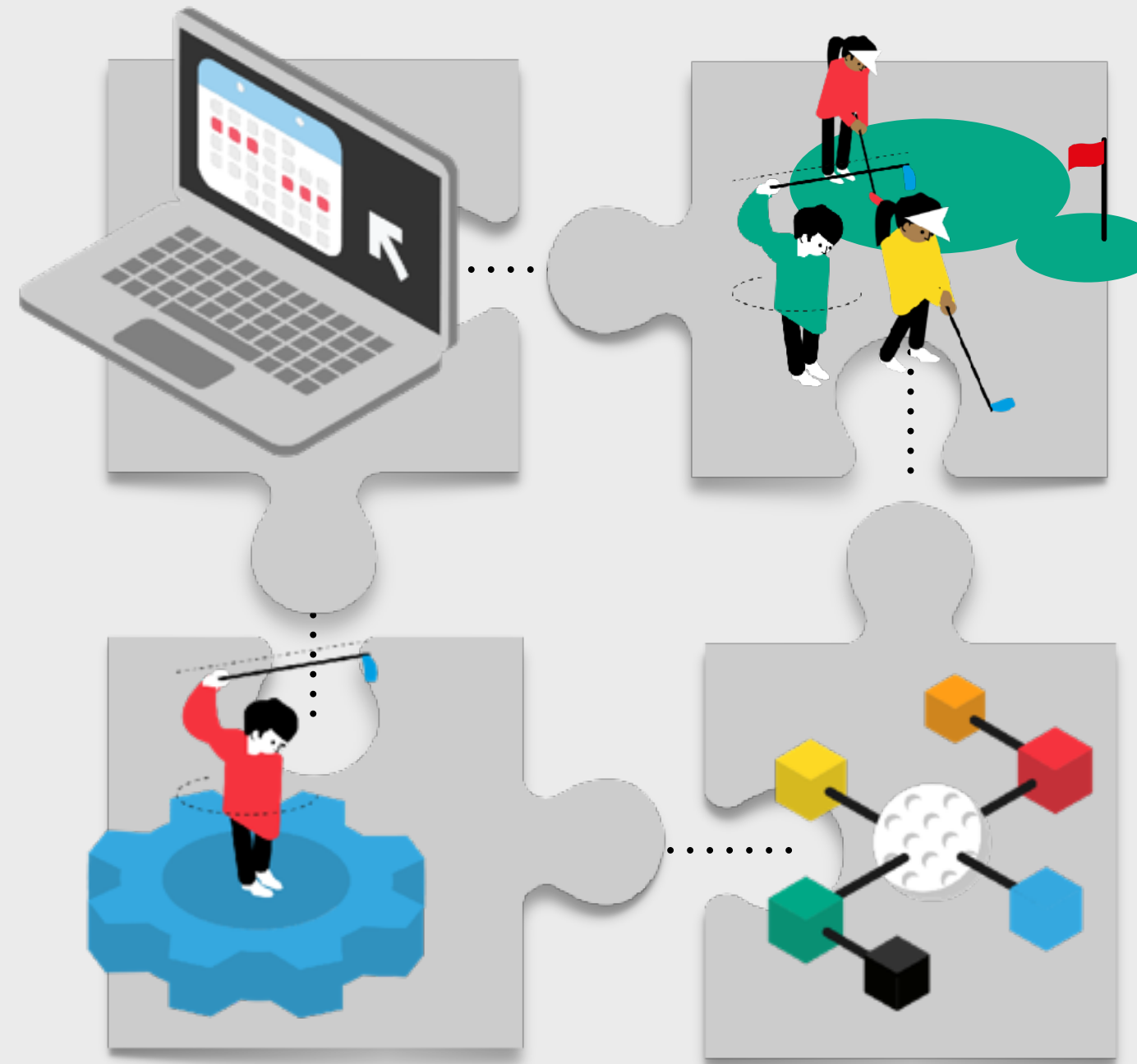
You are responsible for the delivery of the Challenge element at your venue, but we are supporting you with a variety of resources, training and equipment to help you make it a success. You can access the support elements through the Training Hub as well as connect with program management on any questions you may have.

1. Challenge Calendar

This calendar is accessible through the Challenge page of the Training Hub and provides you with which challenges are to be delivered on specific weeks throughout the program year.

2. Challenge Setups

You can access through the Challenges page of the Training Hub a visual graphic of each of the challenges and how to set this out within your class and facility.



4. Skills Challenges

You can also access each of the 6 challenges categorized across the skill elements. This will allow you to see the progressions within each element across the six levels. These are also included within the class plans.

3. Level 1 - 6 Challenges

You can download a visual graphic of the 12 challenges within each element, the requirements for the child to complete the challenge and how these connect to the Track and Reward elements of the progression pathway.

Challenge Table

The Challenge Table can be printed or downloaded from the Training Hub and is a great way of quickly scanning the 72 challenges across each of the skill element and levels. This will be useful for you to have to hand during your classes to help you with the delivery of any challenges as well as to answer any questions from juniors and parents.

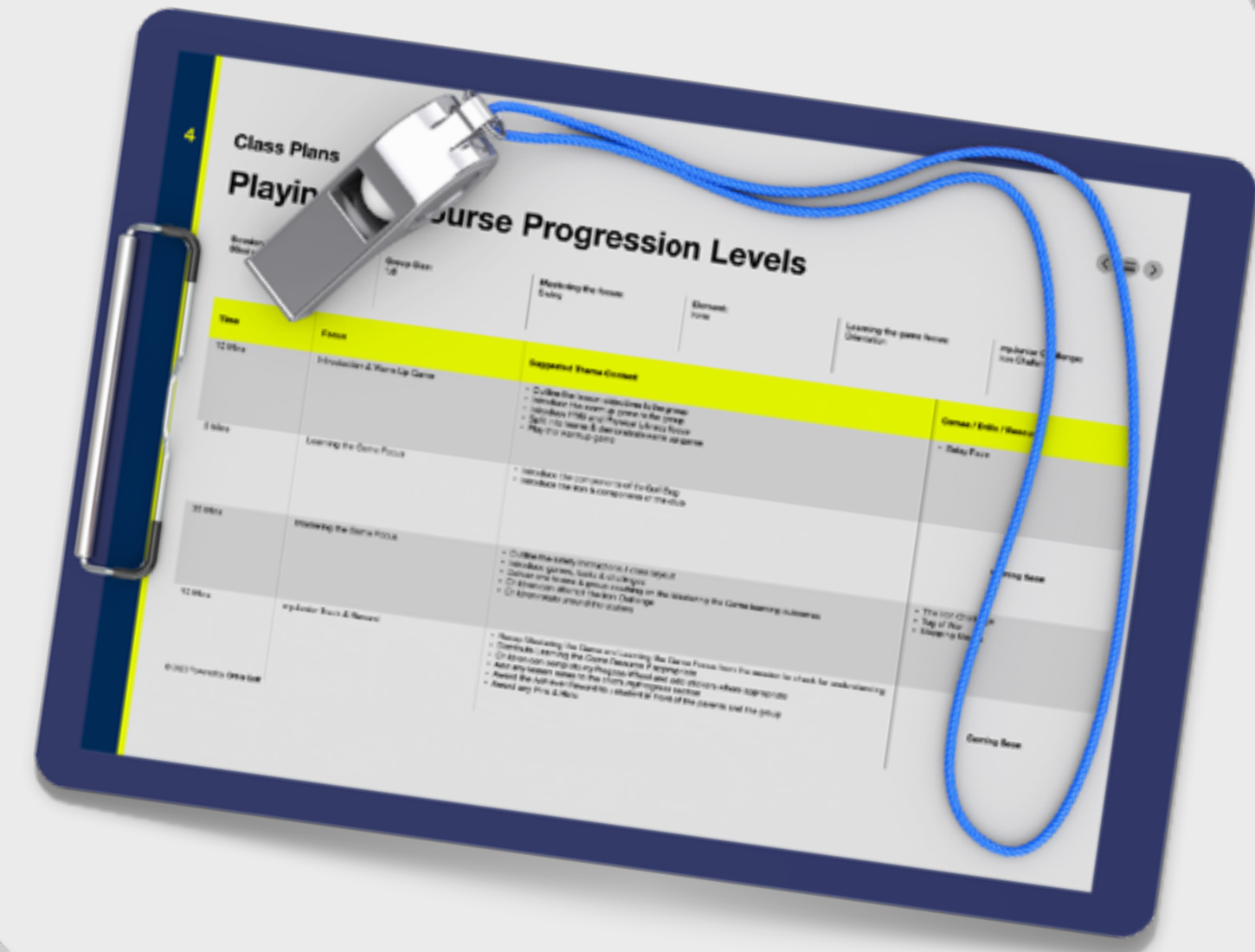
2 Challenges Complete Table

		Level 2	Level 3	Level 4	Level 5	Level 6
On the Green	Short Putts	1/5 putts in the hole from 3 feet on a flat green surface from the same position	3/5 putts in the hole from 3 feet on a flat green surface from the same position	4/5 putts from 10 feet & 2/5 from 20 feet inside a 6-foot diameter target circle from one side of the hole	5/5 from 3 feet, 4/5 from 4 feet, 3/5 from 5 feet & 2/5 from 6 feet from 5 positions on a slope	6/6 from 10 feet, 5/5 from 15 feet, 4/4 from 20 feet & 3/3 from 30 feet from 5 positions
	Long Putts	1/5 within 6-foot diameter target circle from 10 feet	3/5 putts to finish within 6-foot diameter target circle 10 feet from the hole	4/5 putts from 10 feet & 2/5 from 20 feet within a 6-foot diameter circle from 5 positions	5/5 from 10 feet, 2/5 from 20 feet & 1/5 from 30 feet finish in a 6-foot diameter circle from 5 positions	6/6 from 10 feet, 5/5 from 20 feet & 3/3 from 30 feet from 5 positions
	Scoring	Score 12 putts or less over 3 holes from 10 feet	Score 21 putts or less over 6 holes from 10 feet	Score 18 putts or less over 6 holes, 3 putts from 10 feet & 3 putts from 20 feet from the hole	24 putts or less over 9 holes, 3 from 10 feet, 3 from 20 feet & 3 from 30 feet	21 putts or less over 9 holes, 3 from 10 feet, 3 from 20 feet & 3 from 30 feet
Around the Green	Chipping	2/5 shots anywhere on the green	2/5 shots to finish within a 10-foot diameter target circle from 10 yards	3/5 shots from 10 yards & 1/5 shot from 15 yards to finish within a 10-foot diameter target circle	4/5 from 10 yards, 2/5 from 15 yards & 1/5 from 20 yards to finish within a 10-foot diameter circle	5/5 from 10 yards, 4/5 from 15 yards & 3/5 from 20 yards to finish within a 10-foot diameter circle
	Pitching	1/5 shots to finish anywhere on the green from 20 yards	3/5 shots finish anywhere on the green from 20 yards	1/5 shots from 20 yards to finish within a 10-yard diameter target circle	2/5 from 20 yards & 1/5 from 30 yards to finish within a 10-yard diameter circle	3/5 from 20 yards, 2/5 from 30 yards & 1/5 from 40 yards to finish within a 10-yard diameter circle
Play	Bunker Play	Contact the ball on 2/5 shots	1/5 shots to finish out of the bunker	3/5 shots to finish anywhere on the green	2/5 shots to finish within a 10-yard diameter target circle and all shots out of the bunker	3/5 from 10 yards to finish within a 10-yard diameter target circle and all shots finish on the green
	Score	27 or less over 9 holes from any tee	24 or less over 9 holes from any tee	21 or less over 9 holes from either 40%, 60%, 80% or the Academy Tees	Score 36 or less over 6 holes from either 60%, 80% or the Academy Tees	Score 45 or less over 9 holes from either 80% or the Academy Tees
	Attendance	Attend 1 Course Play Event	Attend 2 Course Play Events	Attend 3 Course Play Events	Attend 4 Course Play Events	Attend 5 Course Play Events
	Holes	Complete 1 Hole from any starting tee	Complete 3 Holes from any starting tee	Complete 3 Holes from either 40%, 60%, 80% or the Academy Tees	Complete 6 Holes on the Course from either 60%, 80% or the Academy Tees	Complete 8 Holes on the Course from either 80% or the Academy Tees

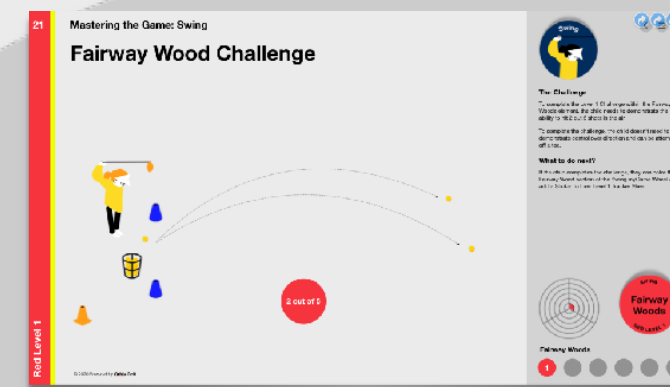
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Class Plans

Within each of the class plans that can be accessed from the Training Hub is specific information relating to the challenge for that week. This includes visual graphics for how to setup the challenges, the specific challenges across the six levels and when the challenge elements should be linked into the class through the class timetable.



1. Challenge Layout



3. Timetable

2. Level 1 - 6 Challenges



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 your challenges suitable for your venue and engaging for your participants. The equipment you require for each specific challenge is provided with each of the class plans. 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.



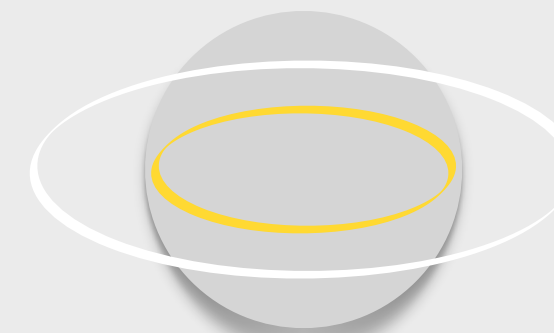
12 Foam Noodles

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.

myJunior Folder

The *myJunior* folder should act as a source of reference for you on the measure, track and reward elements of the program. It will help you understand where each child is on their journey through the program. Within the folder you will find the following resources:



1. Level 1 - 6 Challenges

A visual graphic of each of the challenges within each element and level is included within the folder.



2. Level 1 - 6 Challenge Trackers

The folder includes a Tracker for each of the levels which is used by the child when a challenge is completed and this should act as a reference for you.



3. myProgress Wheels

The folder includes the 5 *myProgress* wheels so that you can see the child's progress through the elements and levels.



4. Skill & Achievement Sticker Sheets

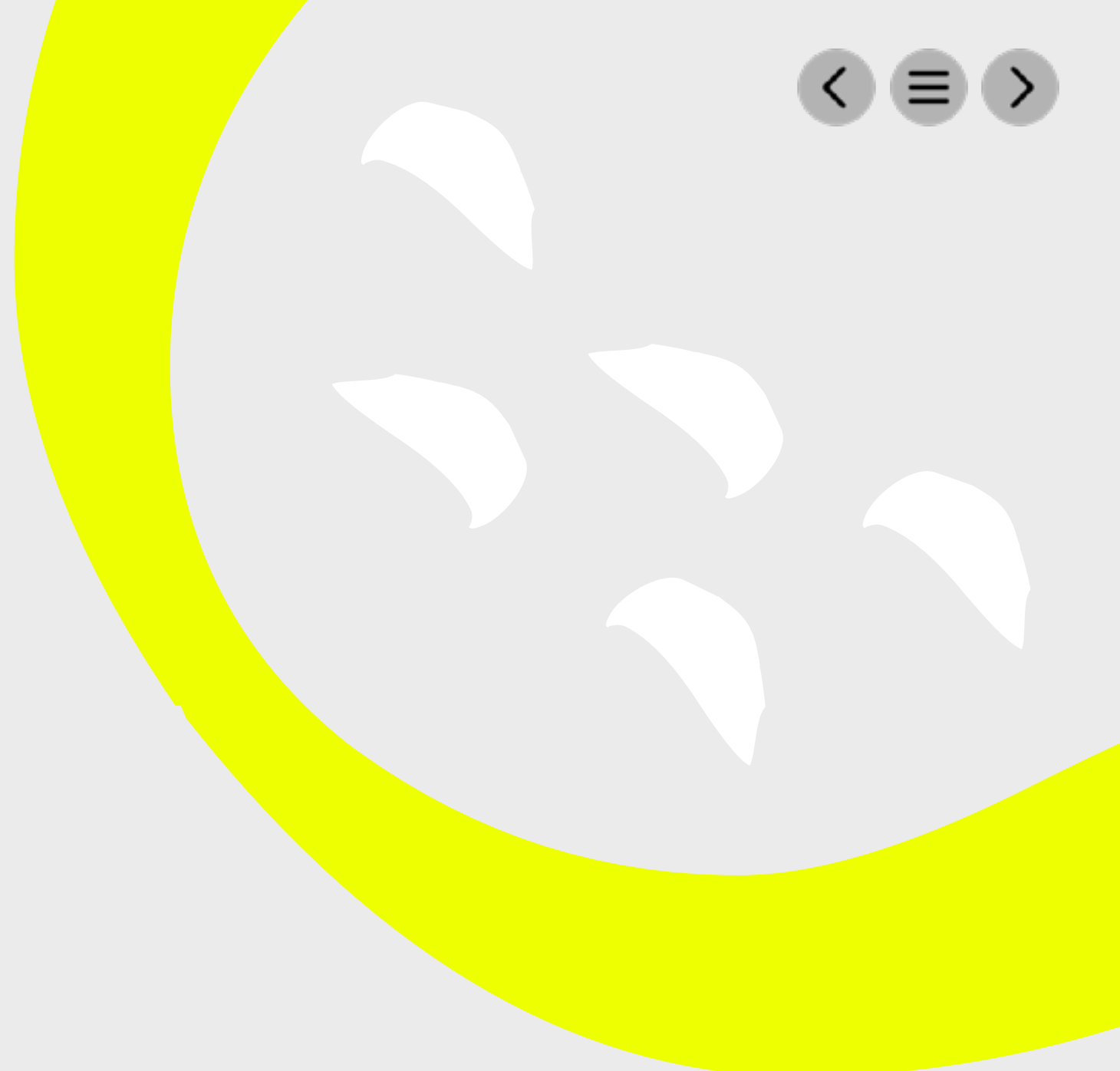
The stickers are already included within the folder and these can be added to the relevant area of the folder by the child under the supervision of your or a parent.



4. myPlay Tracker

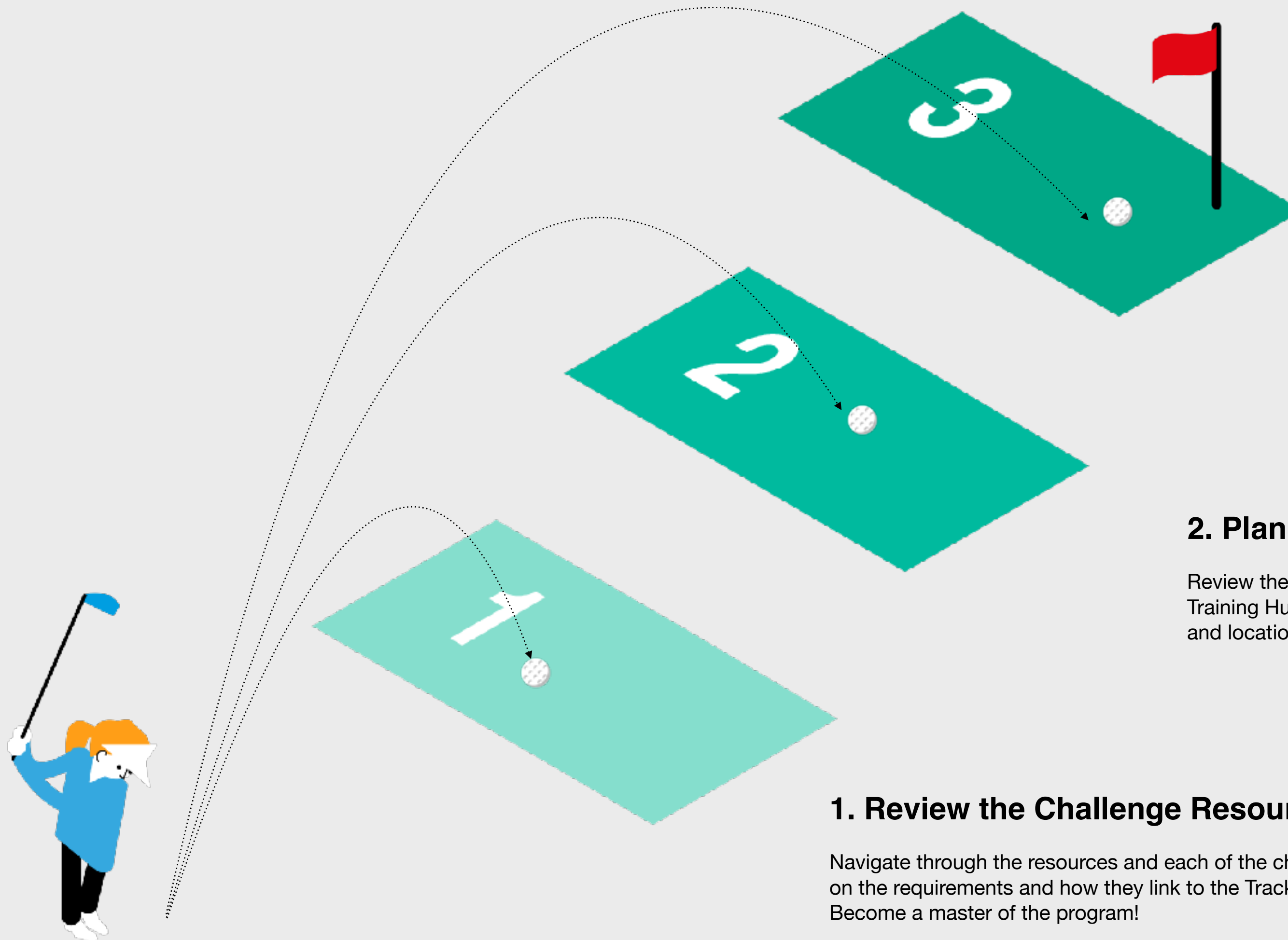
The child can track their attendance and performance during Course Play events by using the *myPlay*, Playing the Course Tracker.

Next Steps



Next Steps

Take the next steps towards implementing the Challenges at your venue...



3. Complete the *myGame* System Training

Review this Training piece within the “Using your System” Training to understand how to use the App and myGame feature, vital to the Track and Reward elements.

2. Plan your Challenge Setups

Review the Challenge setups document within the Challenge page of the Training Hub and assess the best way to setup the challenges at your facility and location for each class.

1. Review the Challenge Resources

Navigate through the resources and each of the challenges so you are clear on the requirements and how they link to the Track and Reward elements. Become a master of the program!

Thank you.

Please review the resources within the Challenges page of the Training Hub.