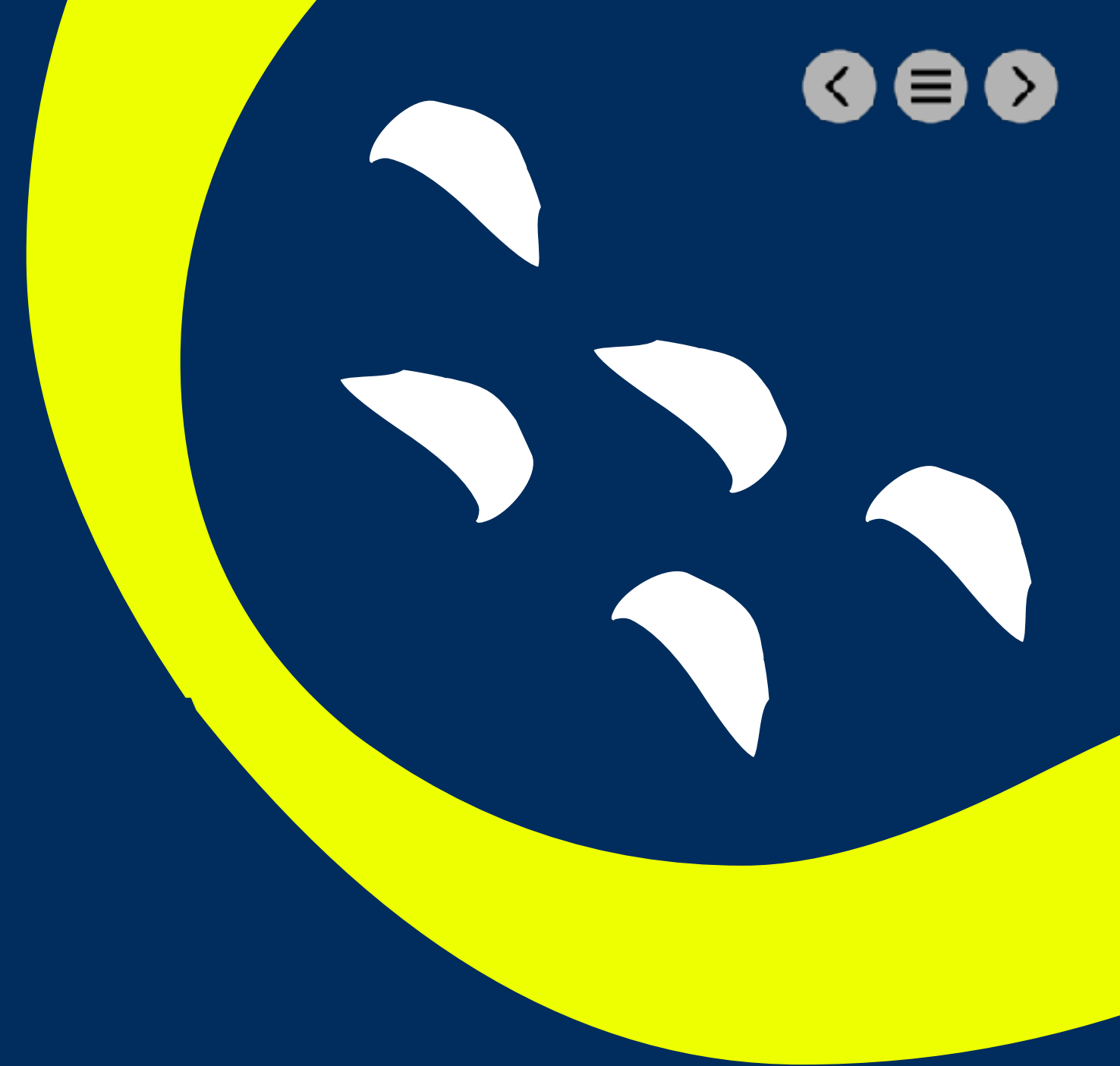


Junior Course Play

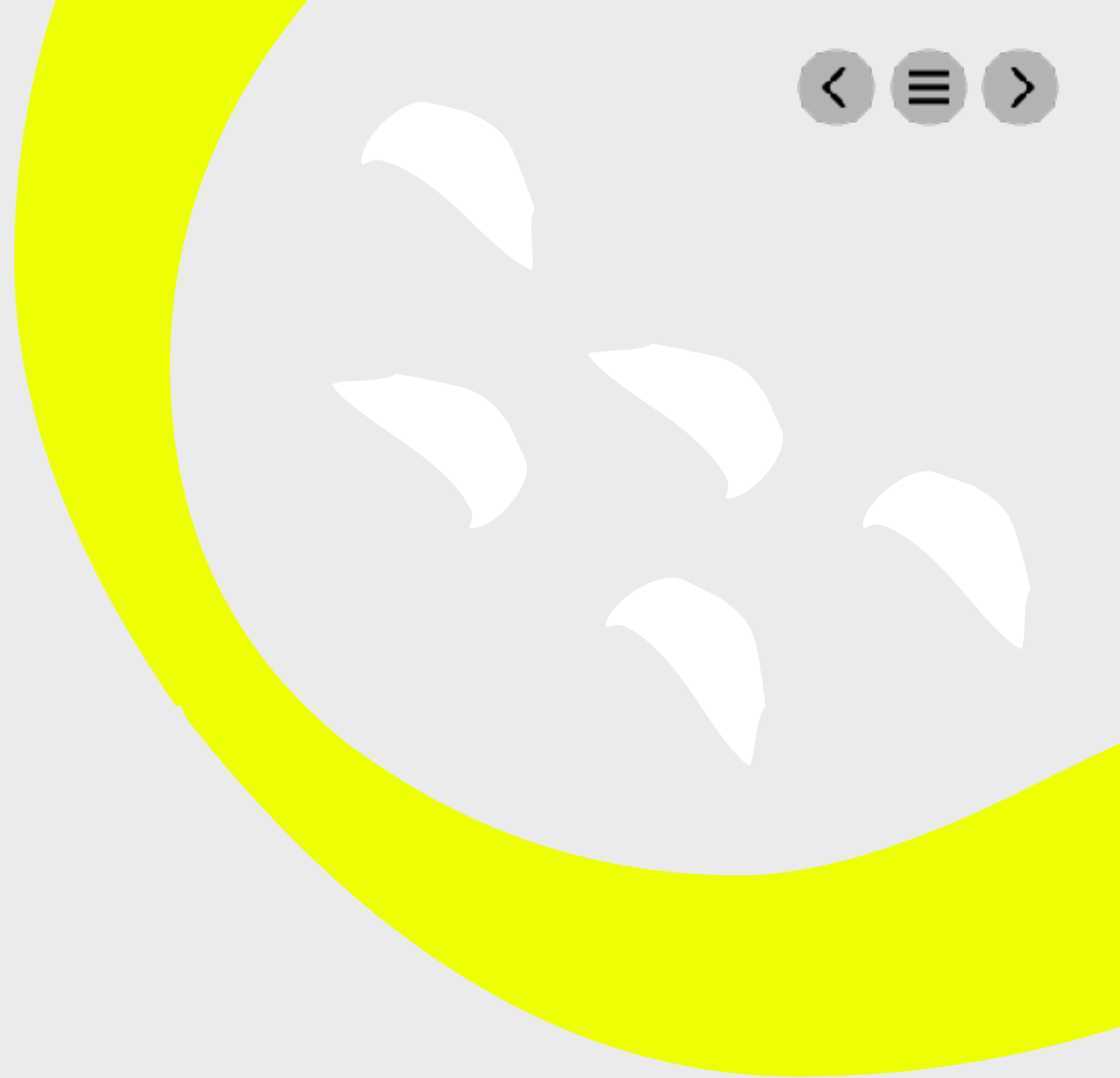


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Overview



Overview of the Program

The Junior Course Play component is focussed on providing juniors participating in the Junior Monthly Program with increased access to the golf course at the club. The Course Play program is one of the three opportunities within the Junior Program for Juniors to access the golf course, in addition to the PGA Jr League & Junior Social Play events.



1. Monthly Event

Course Play events should take place on a consistent day each month at your venue. The precise date and time of your event is up to you.



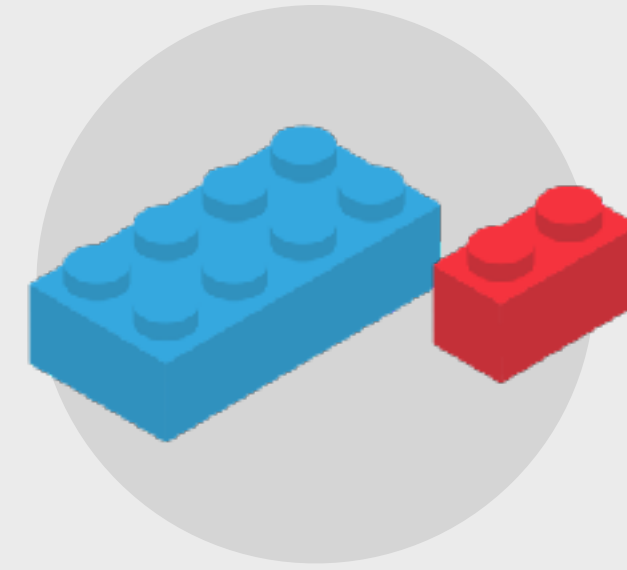
2. On Course Opportunity

Course Play events are the primary method of providing participants of the Crush It program with access and exposure to a developmentally appropriate golf course.



3. Open to all Abilities & Ages

Course Play events are open to all juniors regardless of their experience, age or ability. The only requirement is that they must be engaged in the Junior Monthly program.



4. Structured & Progressive

Course Play events provide the ideal way to track and measure the child's progression on the course through a structured opportunity that is organized and delivered by you at your venue in a developmentally appropriate setting.



5. Subscription Based

Course Play events are open to those participating in the Junior Monthly Program and included in the subscription based monthly fee.



6. Climate Dependent

The number of Course Play events you can offer over the program year will vary depending on the climate that your venue operates in.

Purpose of the Program

The Junior Course Play program is critical to the Crush It Program success and has a number of purposes to the child, family and your venue as well as the Invited business.



1. Developmentally Appropriate

Through a 5-stage teeing system that you can implement at your venue, the program offers an opportunity for all children to play the course regardless of ability and physical maturity.



2. On Course Opportunities

The program offers the primary means for children to access the course at your venue in a safe, fun and developmentally appropriate setting. Essential for the development of the child and building their confidence on the course and in the Club environment.



3. Drive New Friendships

This program offers the ideal way for juniors to develop and strengthen friendships within your venue. Essential for continued enjoyment of the game and engagement in the program and life at your venue.



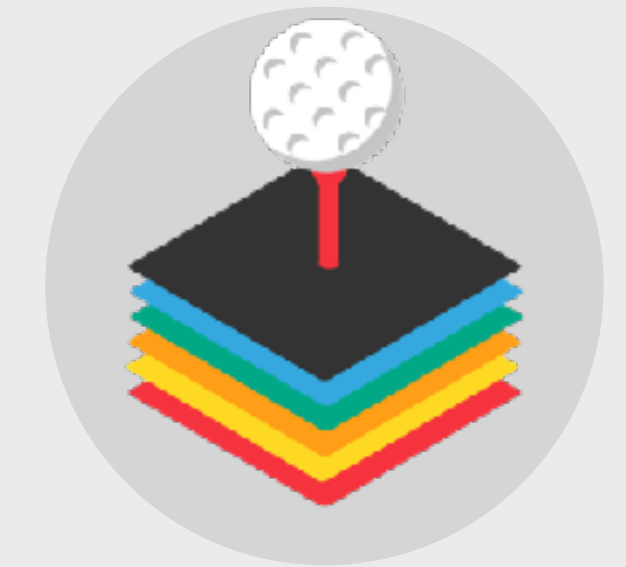
4. Engage the Family

The family can participate in the day by supervising their children on the course and attending the award ceremony at the end of the event in support of the participants.



5. Integrate into the Club

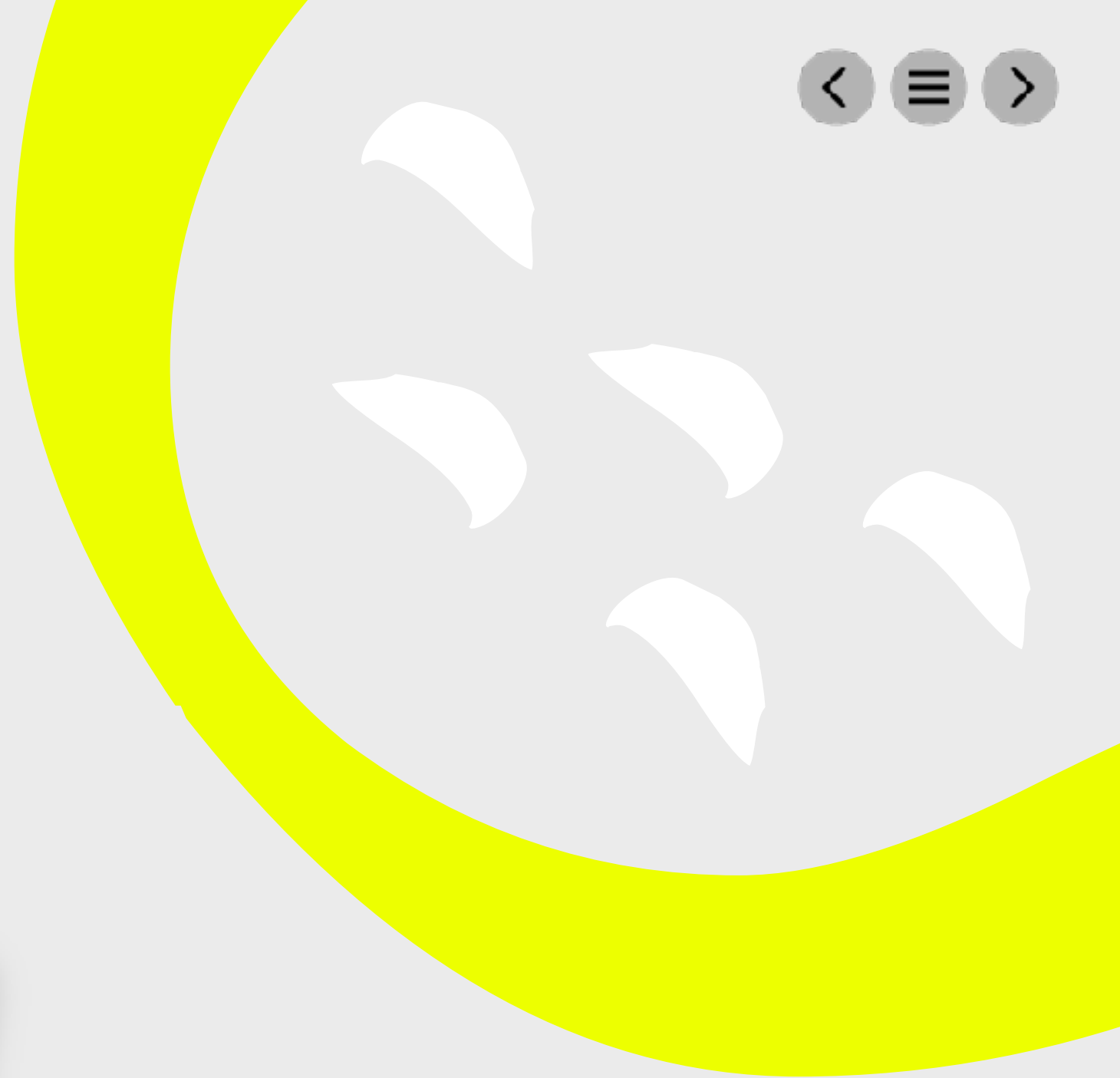
The program provides the ideal way to engage the family and the child into the Club environment driving continued activation outside of the programs and long term retention.



6. Link to the Progression Pathway

The Course Play events are the opportunity for those children participating in the progression pathway and levels to attempt the challenges within the On the Course Element and track their development.

Implementation



Implementation Stage & Link to Junior Monthly

The implementation of the Junior Course Play Program runs in tandem with the implementation of the Junior Monthly Program. This is due to how one program compliments the other and that those participating in the Junior Monthly Program gain access to the golf course through the Course Play events and this is included within their monthly fee. Furthermore, the Junior Monthly Program provides the opportunity to develop the child's fundamentals across Full Swing, On the Green and Around the Green skill elements, your course play events provides the child with the opportunity to develop the fourth element, On the Course. The child also has the opportunity to attempt the challenges linked to the progression levels.



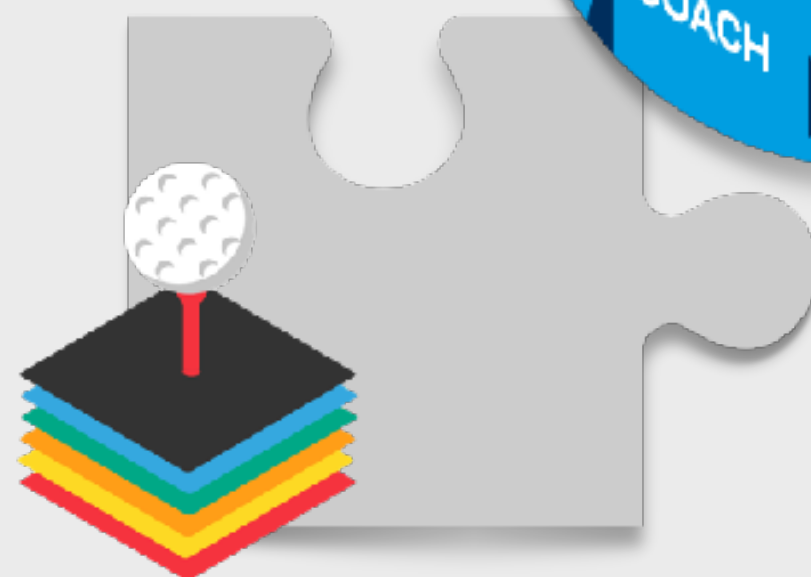
1. Full Swing



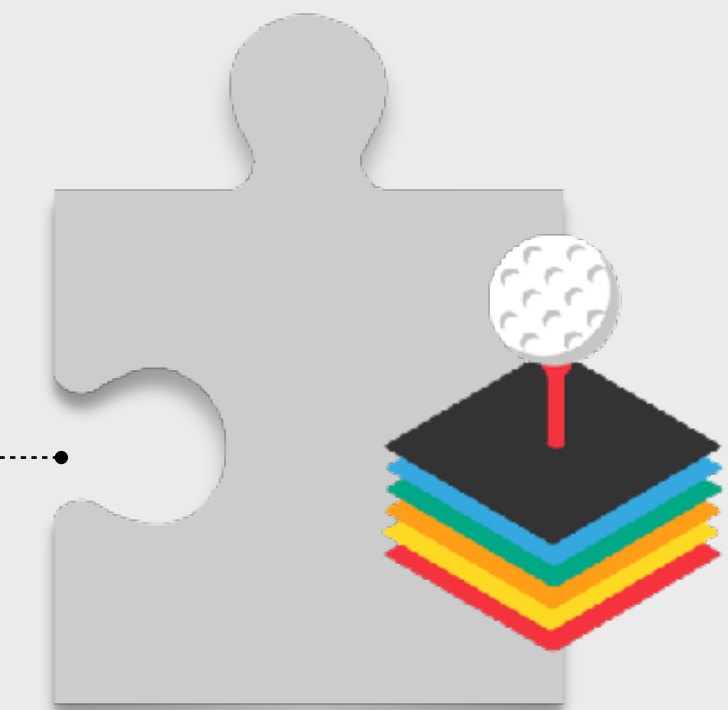
3. Around the Green



2. On the Green

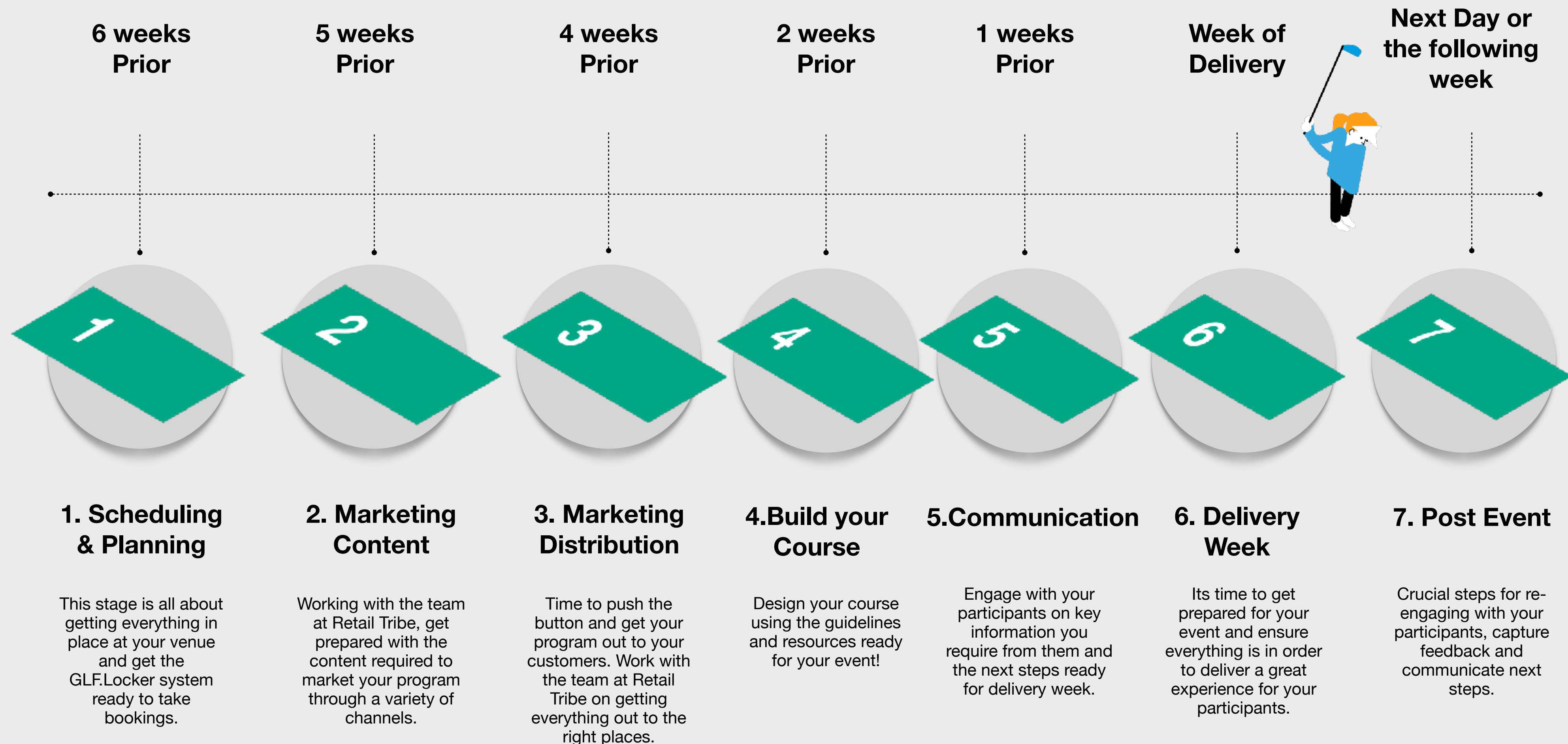


4. On the Course



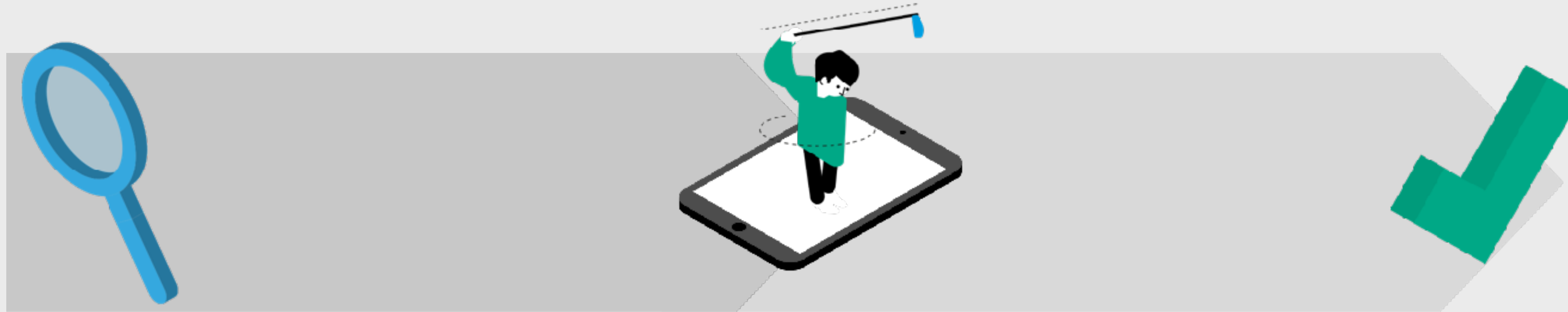
Implementation of the Program

After completing your system setup and training and completing the program training, you will be ready to get into action and start your journey to getting up and running at your venue. The implementation stages of any of your programs 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 and download the Checklist Guides to help you get up and running.



1. Navigate to the Junior Course Play section of the Training Hub

In the Training Hub, you can visit the Course Play page within the Crush It Program section to access all of the resources you need.

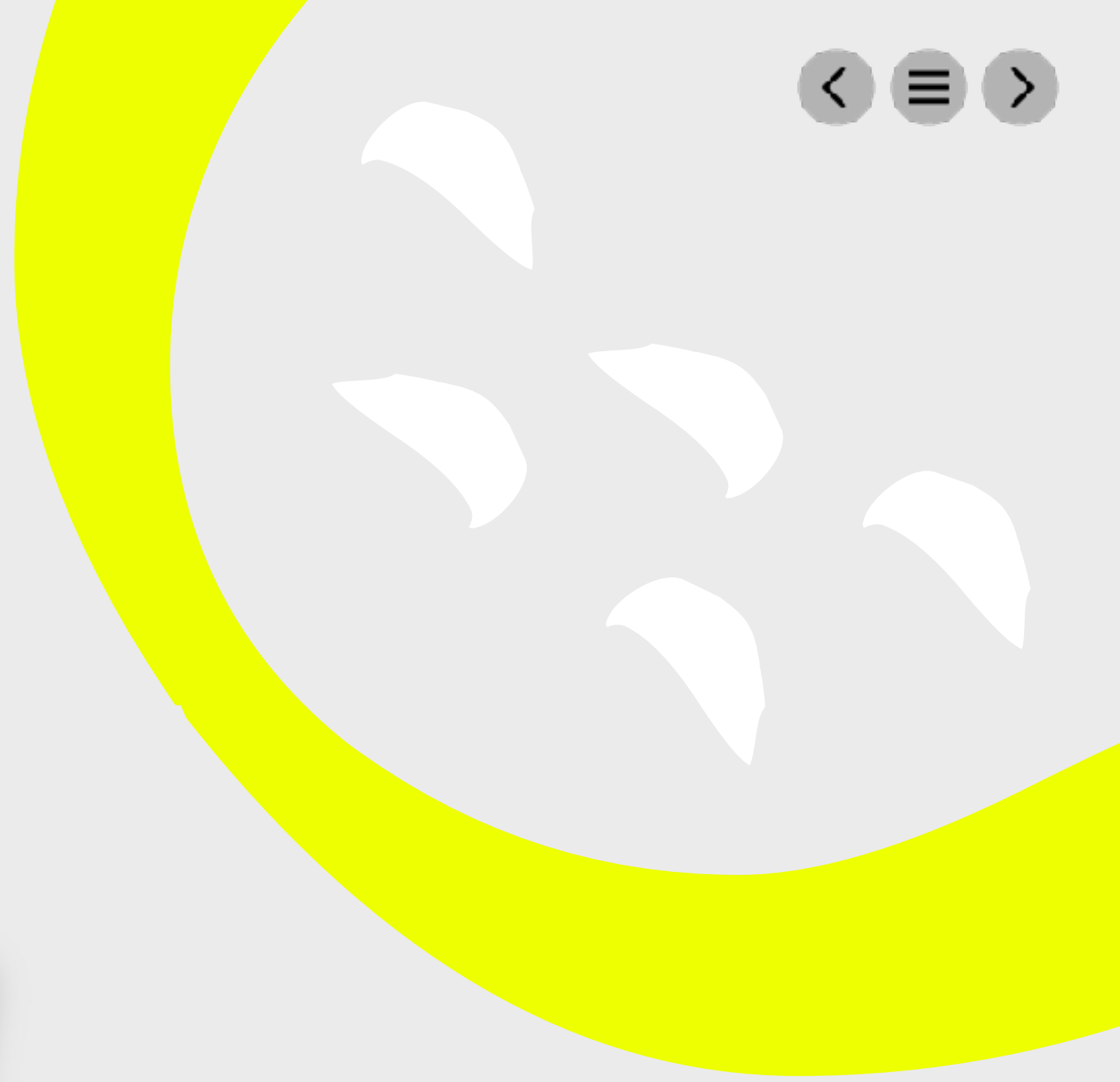
2. View or Download Step 1 'Planning & Scheduling Checklist'

Within this page, you can then find each of the step by step guides for each stage of implementation. Start with the Marketing Distribution Checklist.

3. Action and tick off the tasks

Within the downloadable checklist, you can tick off the recommend tasks for each stage of implementation.

The Shotz 5 Stage Teeing System



Why is an Adapted Golf Course Important?

Implementing the 5-stage teeing system at your venue during Course Play events, but also advocating this system to children and their family outside of organized programming is critical to the development of the child and continued engagement in the game. A junior will have more fun when they shoot a lower score because they have the ability to reach the green in regulation. By implementing the 5-stage teeing system and directing your juniors to the correct starting position based on their development it will:



Reduce dropout and drive long term retention in the game



Set the child up for success when playing the game



Level the playing field across the participants by not unnecessarily rewarding children who are developmentally more mature and thus demonstrate a technical ability to hit the ball further



Allow the junior golfers to get a real sense of playing the game and scoring



Build confidence of our junior golfers



Allow them to experience success and shooting low!



Educate the family and parents

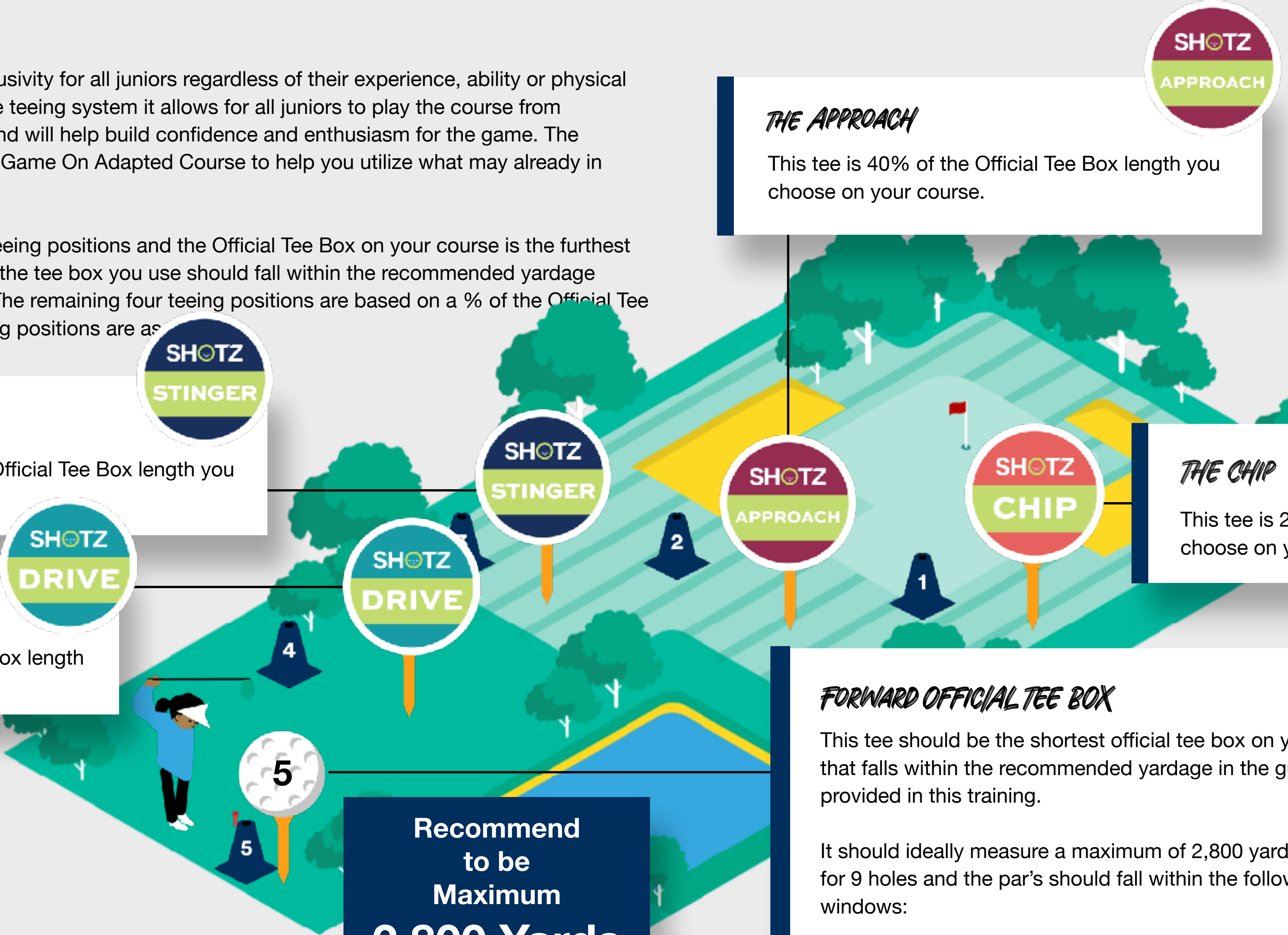


Improve pace of play

Shotz 5-stage teeing system

The program actively promotes inclusivity for all juniors regardless of their experience, ability or physical maturity. By implementing a 5-stage teeing system it allows for all juniors to play the course from developmentally appropriate tees and will help build confidence and enthusiasm for the game. The adapted course links directly to the Game On Adapted Course to help you utilize what may already in place at your venue.

The adapted course consists of 5 teeing positions and the Official Tee Box on your course is the furthest teeing positions from the green but the tee box you use should fall within the recommended yardage guidelines outlined in this training. The remaining four teeing positions are based on a % of the Official Tee Box you choose. The adapted teeing positions are as



THE STINGER

This tee is 60% of the Official Tee Box length you choose on your course.



THE APPROACH

This tee is 40% of the Official Tee Box length you choose on your course.



THE CHIP

This tee is 20% of the Official Tee Box length you choose on your course.



THE DRIVE

This tee is 80% of the Official Tee Box length you choose on your course.



FORWARD OFFICIAL TEE BOX

This tee should be the shortest official tee box on your course that falls within the recommended yardage in the guidance provided in this training.

It should ideally measure a maximum of 2,800 yards in length for 9 holes and the par's should fall within the following yardage windows:

- Par 3 - Maximum distance of 160 Yards.
- Par 4 - Maximum distance of 320 Yards.
- Par 5 - Maximum distance of 440 Yards.

Recommend to be Maximum 2,800 Yards for 9 Holes

Why we Recommend a Yardage for Official Tee Box

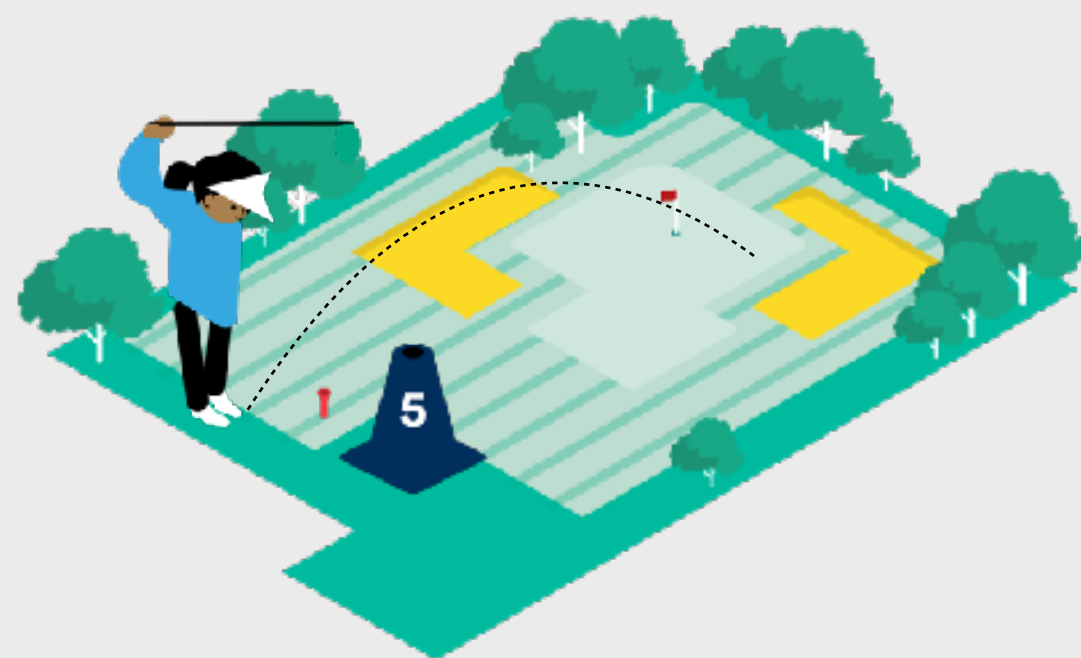
The 5-stage teeing system is built backwards from the Official Tee Box on your golf course. Whilst every golf course is different, we recommend that you select the Official Tee Box that falls within certain yardage guidelines. This will offer the ideal furthest teeing position suitable for the juniors on your program as well as being a practical way to implement the adapted course. The length of the course from this teeing position will also align to the 6-Level progression pathway and the challenges across each level.

We believe that junior golfers should always have the opportunity to learn to play the course and score like an adult golfer. It is important that children get to experience the nature of the game and scoring in a developmentally appropriate way. Therefore, your Golf Course should consist of Par 3's, 4s and 5s but at distances whereby the child can reach the green in regulation. Using this system allows children to build their confidence by playing a golf course right for their maturity, learn the art of scoring and true nature of the game but also experience the sense of success on the course.

Par 3

On a Par 3, the child should have the opportunity to reach the green in one shot using a maximum of a Fairway Wood.

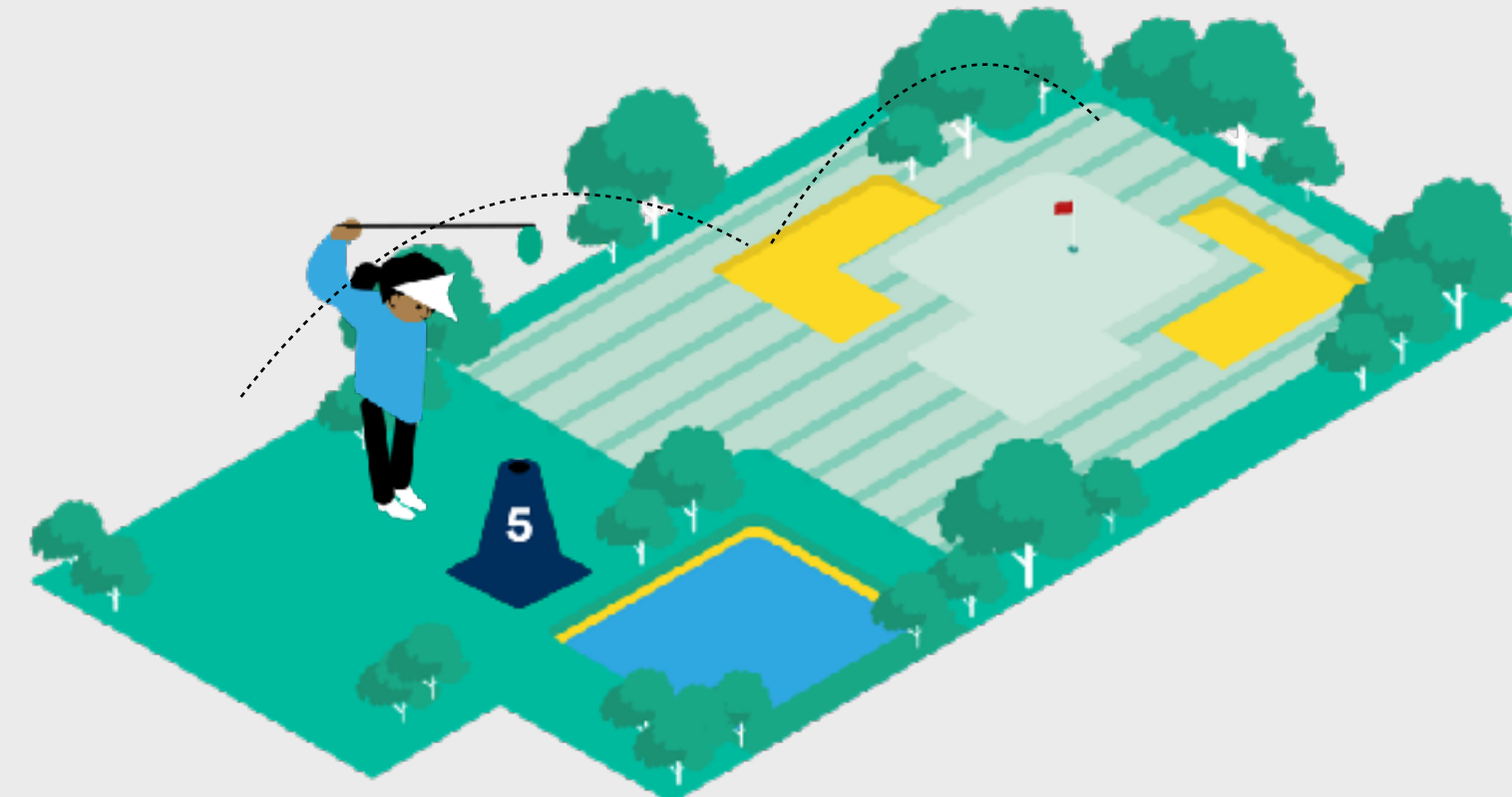
Maximum of a Fairway Wood



Par 4

On a Par 4, the child should have the opportunity to reach the green in two shots, and the maximum yardage of the hole is recommended to be based on the child using a Driver and Mid-Iron

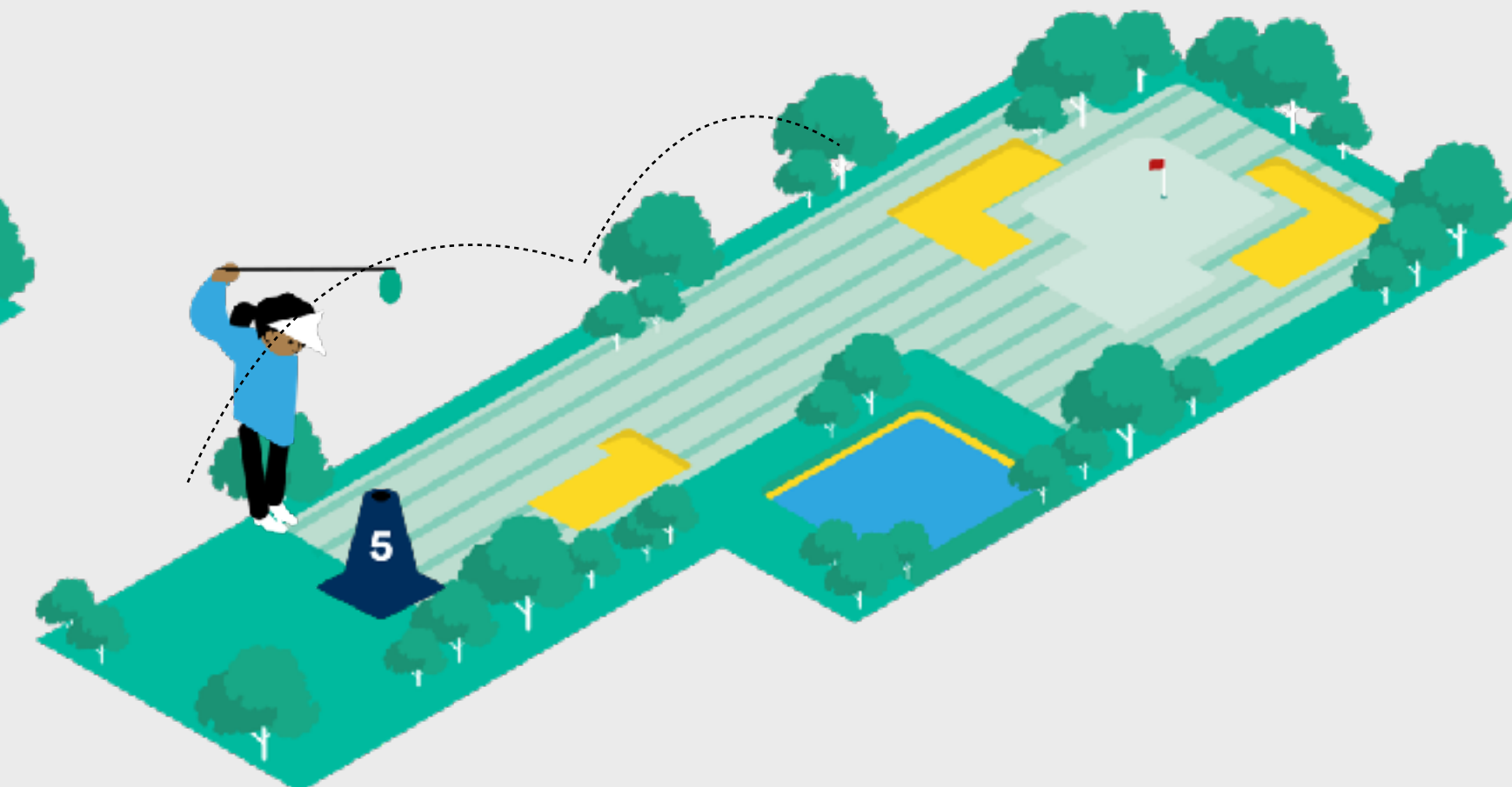
Driver + Mid-Iron



Par 5

On a Par 5, the child should have the opportunity to reach the green in three shots, and the maximum yardage of the hole is recommended to be based on the child using a Driver and two shots with a Mid-Iron

Driver + Mid-Iron + Mid-Iron

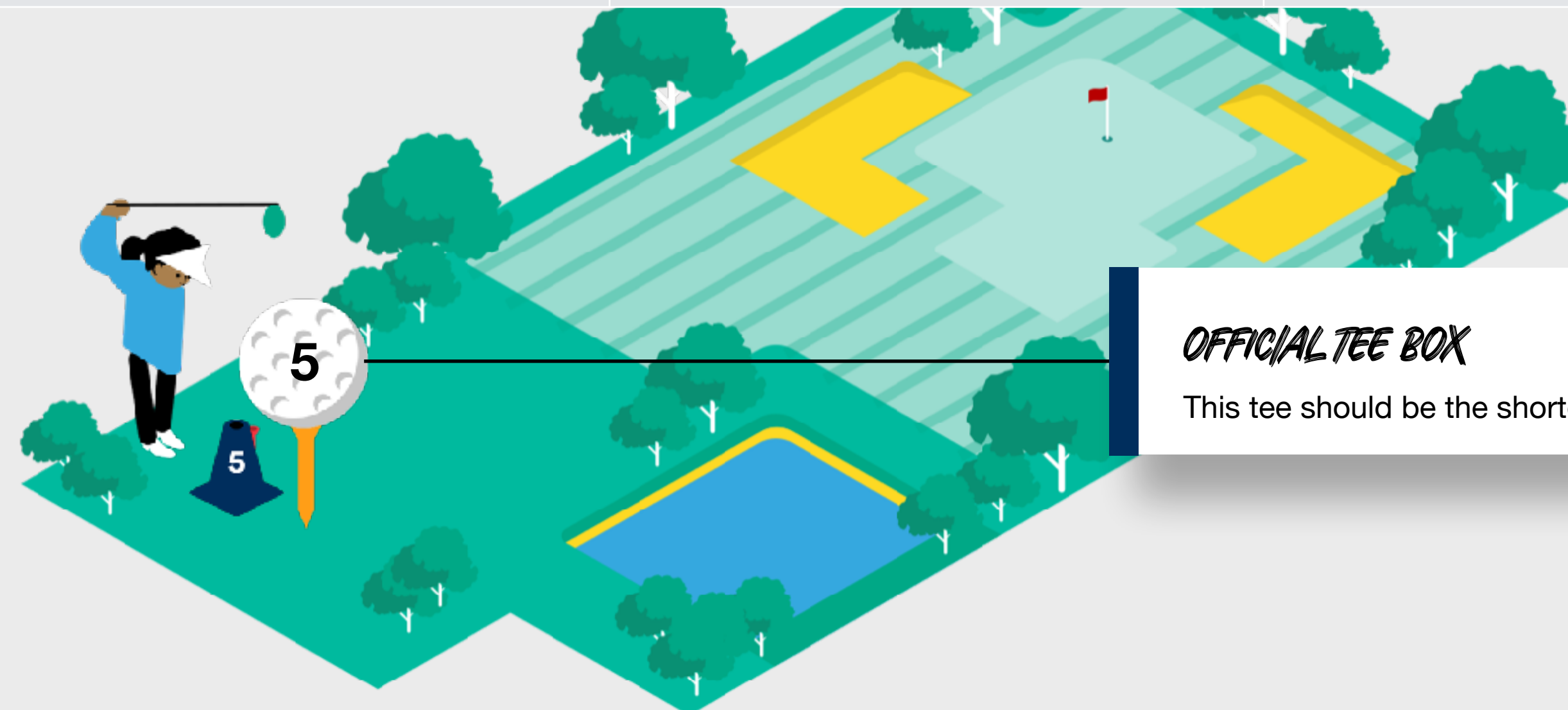


Tee 5 - Using the Official Tee Box

The Official Tee Box on your golf course that you choose should offer a yardage which allows juniors who can hit the ball a certain distance across 3 clubs to reach the green in regulation. It then provides a platform for the remaining teeing positions and a way for you to guide juniors to the starting position which is developmentally appropriate for them.

The Forward Tee would ideally be suited to juniors to can hit the ball the following distances:

Driver Total Distance (yards)	Fairway Wood Total Distance (yards)	Mid Iron Total Distance (yards)
200 yards	160 yards	120 yards



OFFICIAL TEE BOX

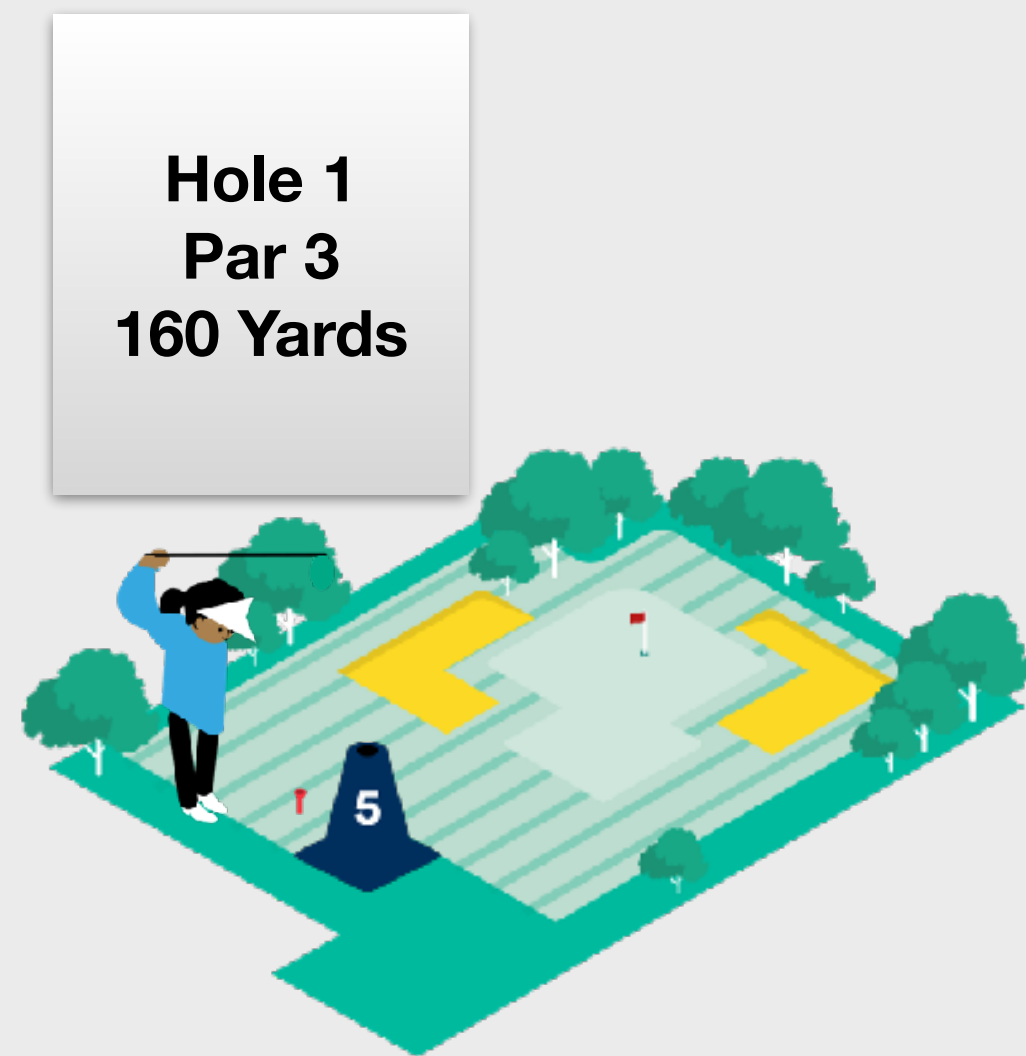
This tee should be the shortest official tee box on your course.

Yardage of the Academy Tee - Par 3, 4s & Par 5's

Using this system, we recommended the maximum yardage of the Par 3, 4's and 5 on the holes you select at your course to be as close to the guidelines below. You have the flexibility at your venue to design your Official Tee Box course to suit your needs and the practicalities of implementing the adapted course at your venue. Ideally the yardage across each hole type would be as follows:

Par 3

The maximum recommended distance of a Par 3 should be 160 Yards.



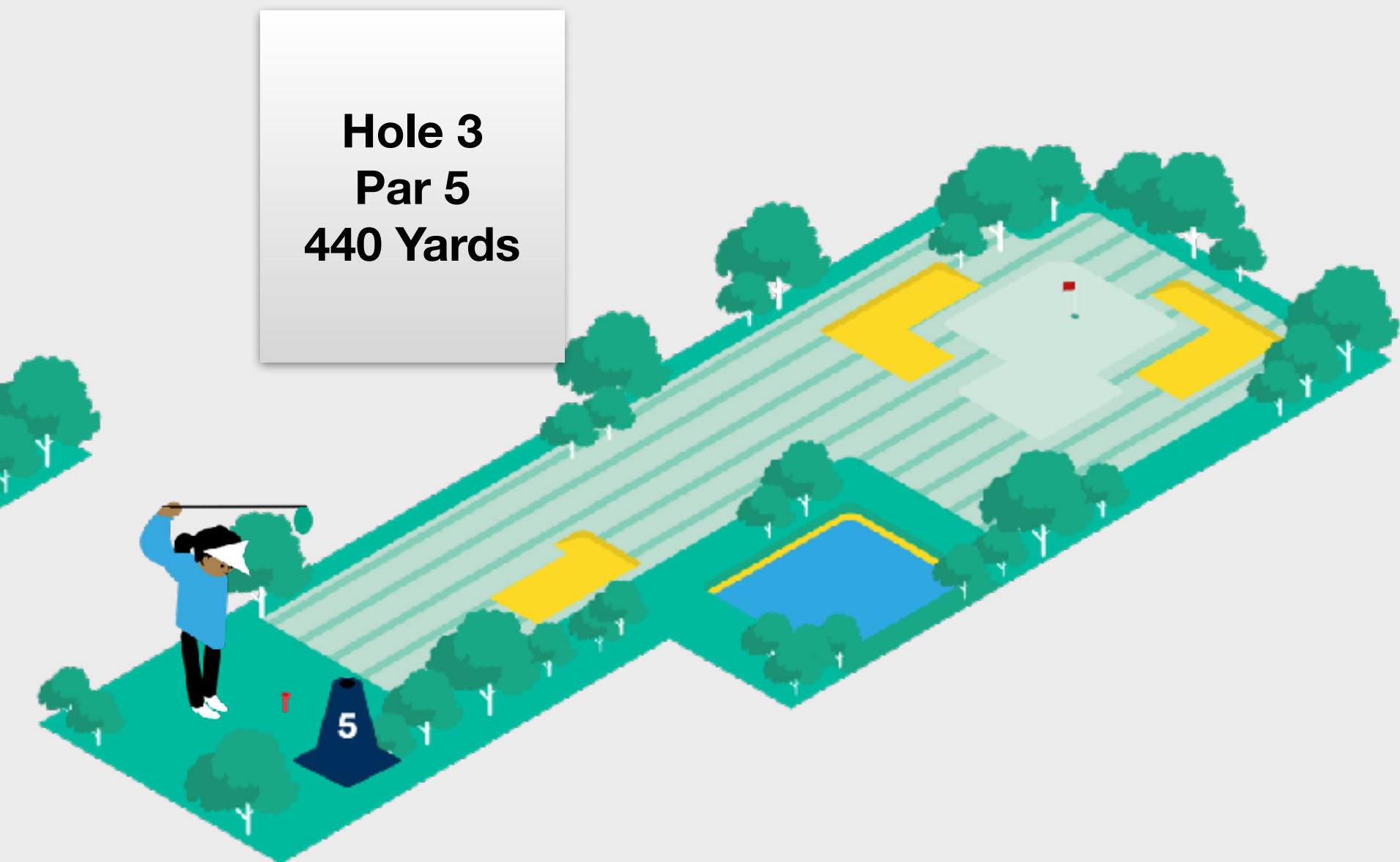
Par 4

The maximum recommended distance of a Par 4 should be 320 Yards.



Par 5

The maximum recommended distance of a Par 5 should be 440 Yards.



Recommended Make up of a 9-Hole Course

We understand that at your venue finding the appropriate part of the course that allows for this may not be realistic in relation to proximity to the clubhouse or for the course design. Therefore, you can build your course flexibly using the guidelines on the previous page. However, to give the child a true reflection of a course make up and so they can experience the varying hole types, we recommend that when you create your 9-hole course, it includes the following:

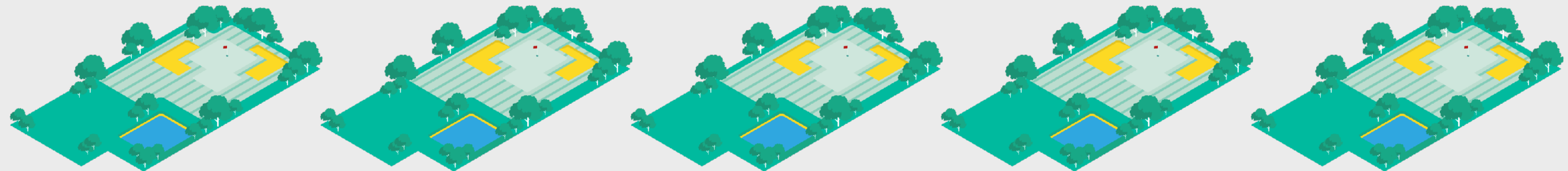
1. Par 3

There should be two Par 3's on your 9 hole course



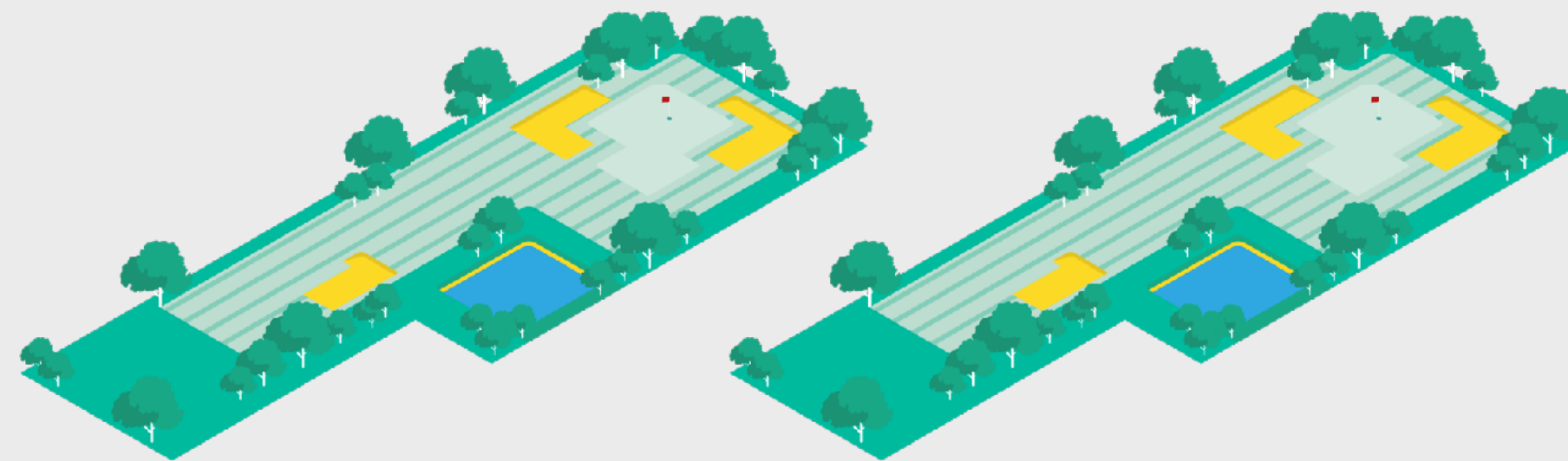
2. Par 4

There should be five Par 4's on your 9 hole course



3. Par 5

There should be two Par 5's on your 9 hole course



The Remaining Four Stages

Once you have defined the Official Tee Box you will use and the holes to utilise on your course, you can then build the remaining four teeing positions using a percentage calculation of the Forward Tee. This means that you can then direct each child to a starting position based on the distance they hit the ball across the 3 clubs, given all juniors a change to reach the hole in regulation.

The structure of the hole in respect of its par remains the same allowing you to build a course that is developmentally appropriate for the child but allows them to get a real sense of playing the course. The remaining four stages are:

THE STINGER

This tee is 60% of the Official Tee Box length you choose on your course.



THE APPROACH

This tee is 40% of the Official Tee Box length you choose on your course.



THE CHIP

This tee is 20% of the Official Tee Box length you choose on your course.



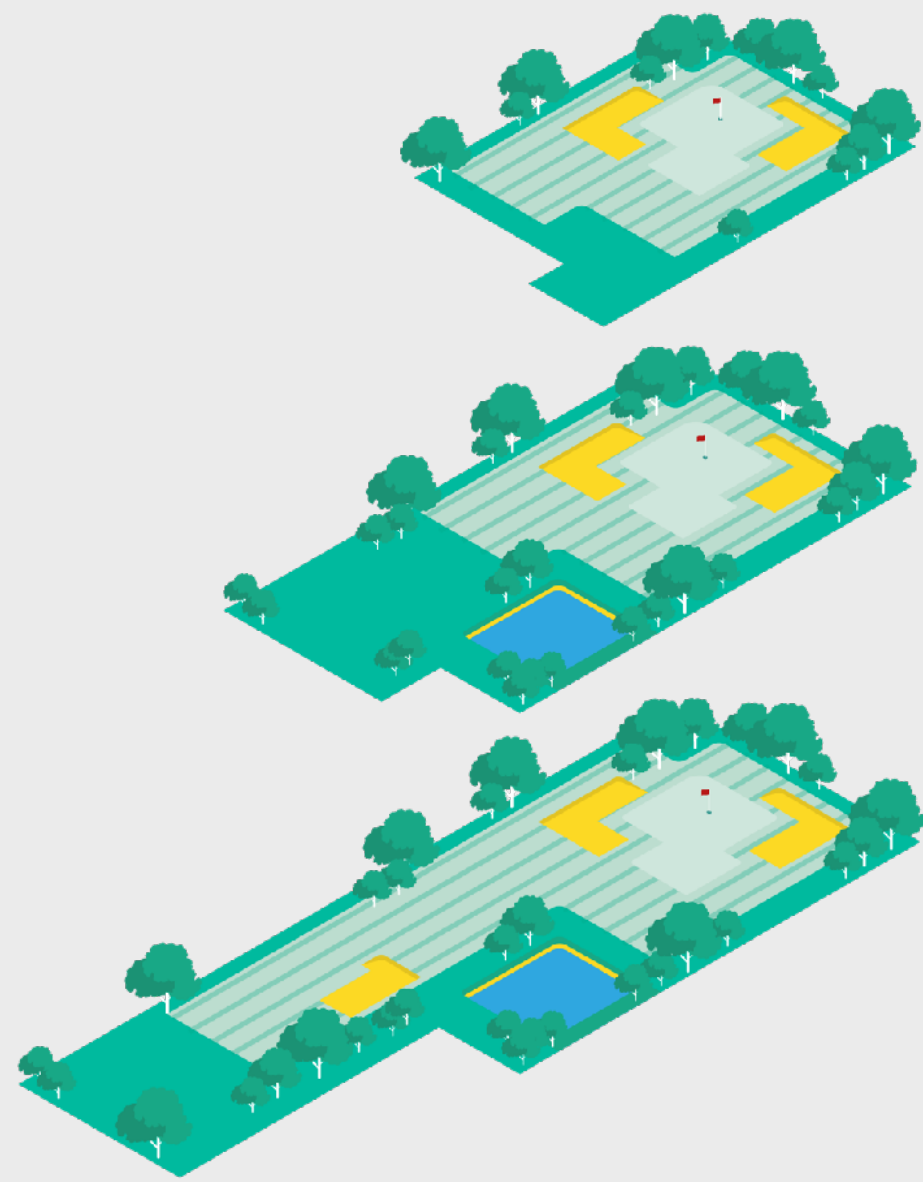
THE DRIVE

This tee is 80% of the Official Tee Box length you choose on your course.



Yardage of Par 3, 4's & 5's






As each starting position is based on a % of the Official Tee Box, we can produce a recommended minimum and maximum length for each of the pars on your course layout. The table below provides an overview of the recommended yardage for each of the pars and teeing positions.



Par	OFFICIAL TEE BOX Yardage	THE DRIVE Yardage	THE STINGER Yardage	THE APPROACH Yardage	THE CHIP Tee Yardage
3	160 yards or less	128 yards or less	96 yards or less	64 yards or less	32 yards or less
4	161- 320 yards	129 - 256 yards	97 - 192 yards	65 - 128 yards	33 - 64 yards
5	321 - 440 yards	257 - 352 yards	193 - 264 yards	129 - 176 yards	65 - 88 yards

Maximum 9-Hole Yardage

Using the recommended maximum yardage for each hole type, % distance from each starting position and suggested course layout we can produce a maximum recommended 9-hole course yardage. Obviously, depending on the specific layout of your course, the number of hole combinations and yardage of each hole type this will vary from venue to venue.

	Tee 5 - OFFICIAL TEE BOX	2,800 yards
	Tee 4 - THE DRIVE	2,240 yards
	Tee 3 - THE STINGER	1,680 yards
	Tee 2 - THE APPROACH	1,120 yards
	Tee 1 - THE CHIP	560 yards

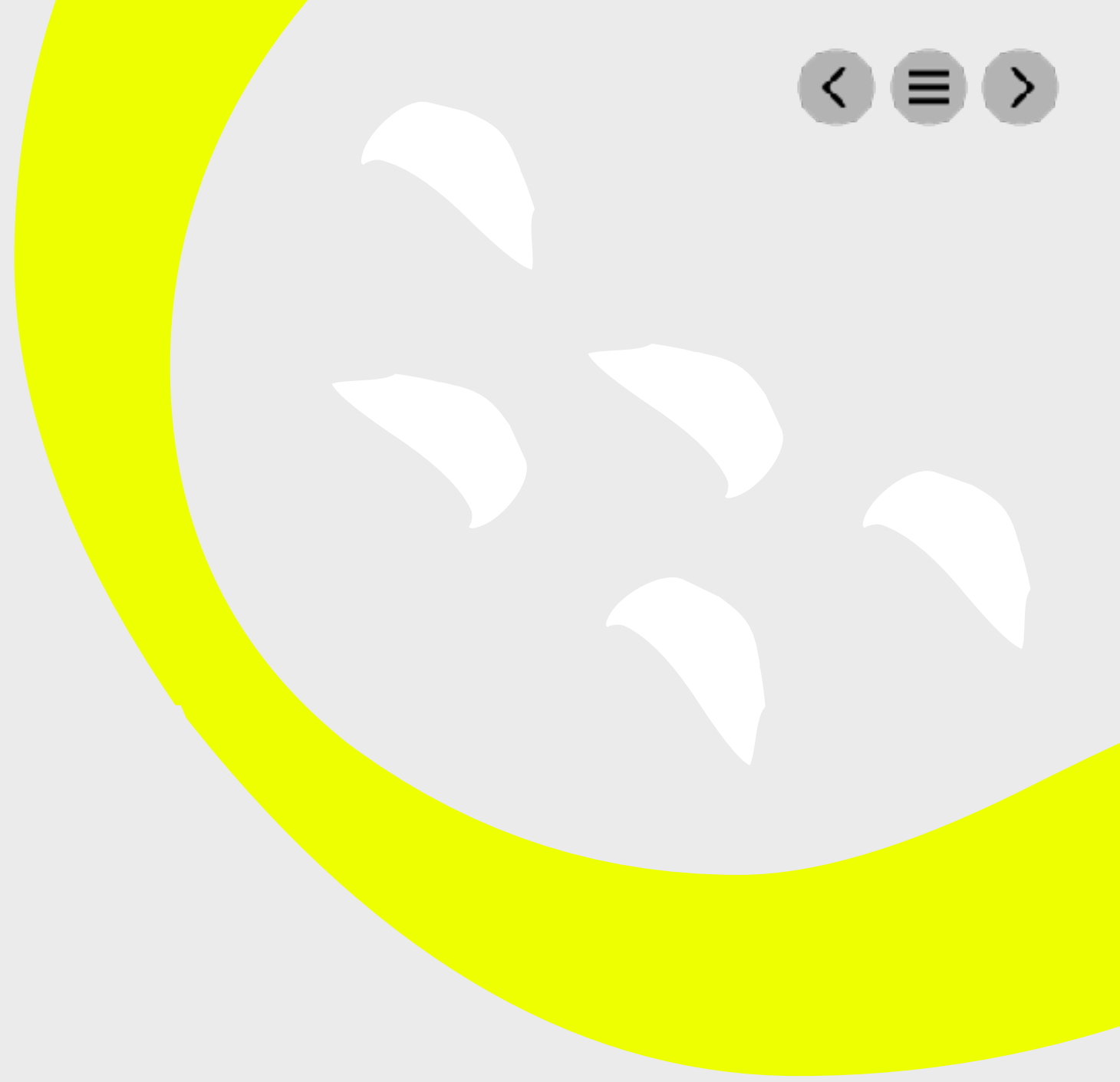
Hole	Par	Official Tee Box (Tee 5)	The Drive	The Stinger	The Approach	The Chip
1	4	320	256	192	128	64
2	4	320	256	192	128	64
3	3	160	128	96	64	32
4	4	320	256	192	128	64
5	5	440	352	264	176	88
6	3	160	128	96	64	32
7	4	320	256	192	128	64
8	5	440	352	264	176	88
9	4	320	256	192	128	64
Total	36	2800	2240	1680	1120	560

Guidance on Building your Course

As every venue will be different in respect of the course layout and position relative to your clubhouse, you have the flexibility to build your own golf course within the parameters laid out. Here are a few things to consider and steps to take:



Directing the Child

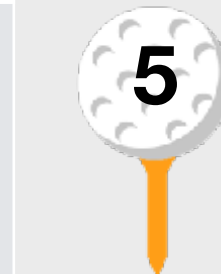


Where to Start a Child?

The starting position that is recommended to a child when attending Course Play events is driven by the ability of the child to hit the ball a certain yardage and their physical maturity. This is important to ensure that their experience on the golf course is developmentally appropriate. The matrix below gives you a guideline of how this can be assessed by you so you can provide guidance to juniors and their family. You as the expert, should also make consideration to the child's confidence, age and friendship groups when determining their starting position. If a child, can achieve a distance beyond this, then it is recommended that the child attends the Course Play events from the adult tee boxes.



Driver Total Distance (yards)	Fairway Wood Total Distance (yards)	Mid Iron Total Distance (yards)	Recommended Tee
200 yards	160 yards	120 yards	OFFICIAL TEE BOX
160 yards	120 - 130 yards	90 - 100 yards	THE DRIVE
120 yards	90 - 100 yards	70 - 80 yards	THE STINGER
80 yards	60 - 70 yards	40 - 50 yards	THE APPROACH
40 yards	30 - 40 yards	20 - 30 yards	THE CHIP



How Many Holes?

The number of holes that juniors participate in at your venue will firstly be driven by the feasibility of the number of holes that can be mapped out. This will depend on the proximity to the clubhouse and course layout. However, where it is possible, we recommend that juniors have the option to participate in your Course Play events over 3, 6 or 9 holes. The physical maturity of each child, will also influence the number of holes that may be suitable for them. You will need to bear this in mind at your venue, but also be flexible in that what may be right for one child, isn't right for another. Use the recommended guide below but you have the flexibility to determine this at your venue.

Age Guidance

Tee Guidance

Level Guidance



3 Holes

Those children aged between 4-6 and participating in Course Play events from the The Chip (20%) and The Approach (40%) starting positions are recommended to play 3 holes with your course play events.

Those participating in the events over 3 holes can also attempt the challenges within Level 1 - 3 of the progression pathway.

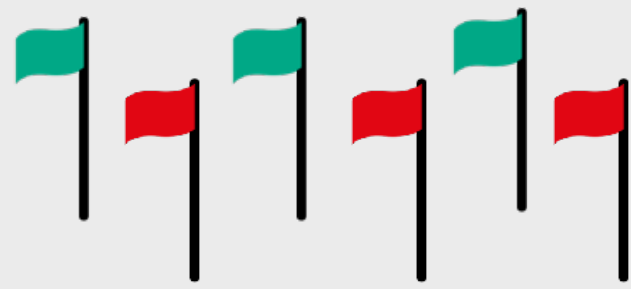
**Ages 4- 6
Ages 6-11**



Juniors starting from The Chip (20%), The Approach (40%) & The Stinger (60%)



Levels 1-3



6 Holes

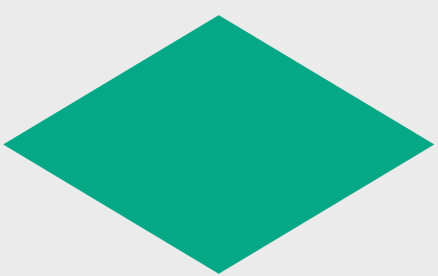
Those children aged 6+ and participating from The Stinger (60%) & The Drive (80%) starting positions are recommended to play 6 holes within your course play events.

Those participating in the events over 6 holes can also attempt the challenges within Level 4 of the progression pathway.

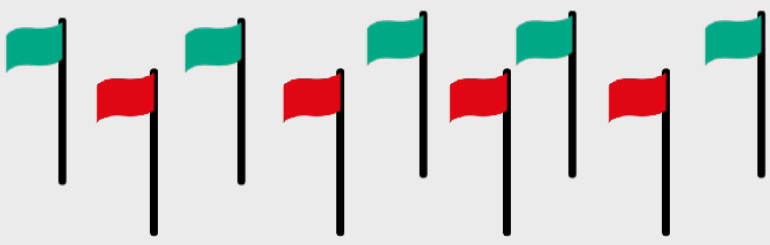
**Ages 6 -11
Ages 11-16**



Juniors starting from The Approach (40%), The Stinger (60%) & The Drive (80%)



Levels 4

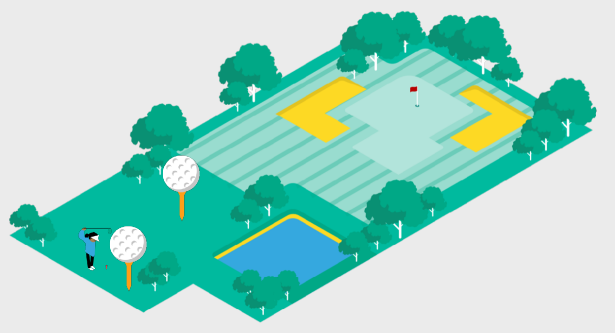


9 Holes

Those children aged 6+ and participating from The Drive (80%,) and Tee 5 (Official Tee Box) starting positions are recommended to play 9 holes within your course play events.

Those participating in the events over 9 holes can also attempt the challenges within Level 5 & 6 of the progression pathway.

**Ages 6 -11
Ages 11-16**



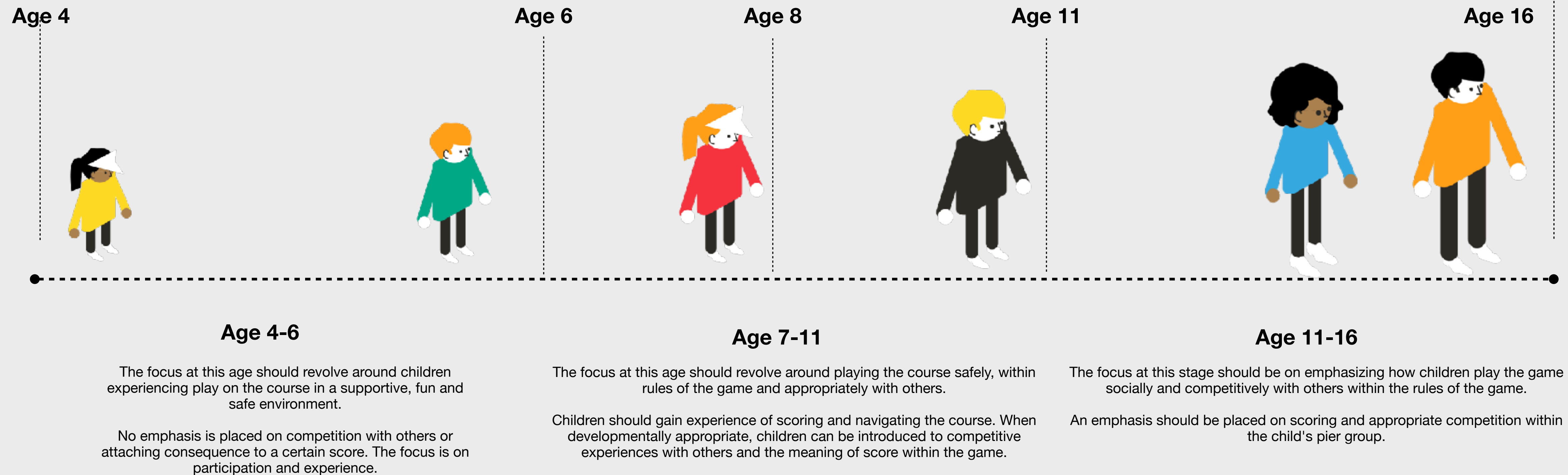
Juniors starting from The Drive (80%) & Tee 5 (Official Tee)



Levels 5 & 6

When is Competition Appropriate?

The Course Play events present your juniors with an opportunity to experience playing the course, scoring and competitive experiences with others. However, as every child is different, competition should be introduced at the right time in the child's development. You as the coach are best placed to make this judgement given the personal relationship you will have with the child. However, we have put together some guidance on the focus of the Course Play events across the three age brackets:



Moving Starting Positions

Juniors will develop their competency as well as their confidence and maturity on the golf course at different rates. All this is considered when moving juniors to the next teeing position. Consideration should also be made to the fact that the child will engage positively when they can play with children within their friendship groups or those of a similar age.

Starting positions are also linked into the Progression Pathway and level challenges. There may be instances where a child has completed the Score Challenge within a level but isn't ready physically to move to the next starting position. In this instance, the focus should be shifted towards the *myPlay* Course Play Challenges in the *myJunior* folder and movement to the next teeing position only when the child is developmentally ready.

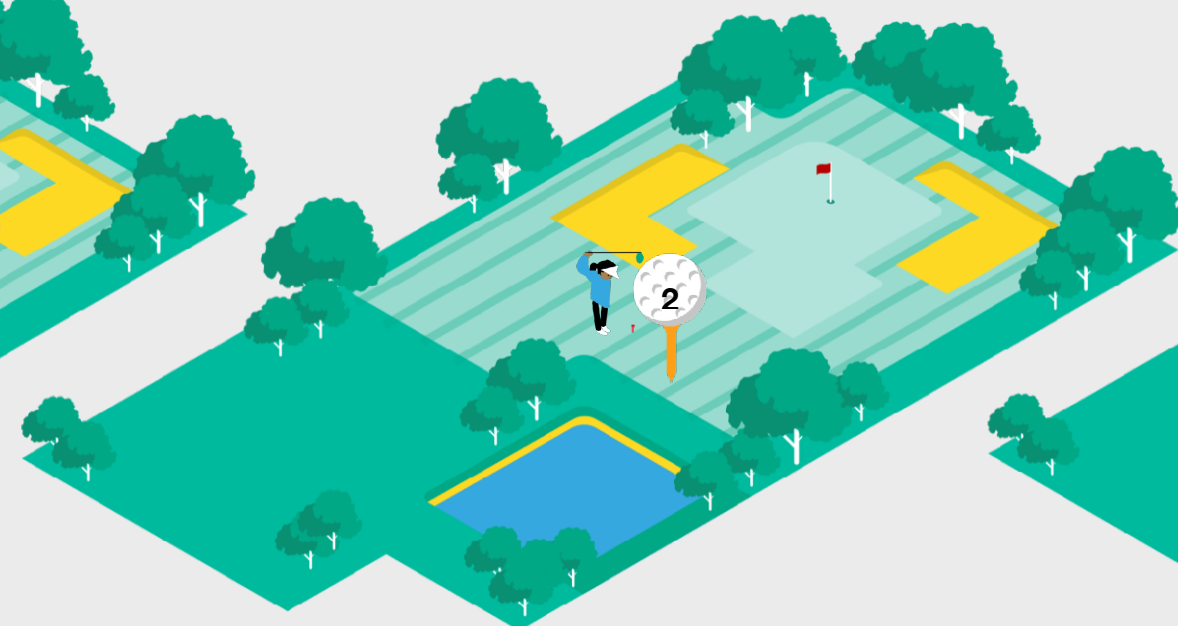
Moving a child from one teeing position to another should be based on when the child can hit the ball the specified distance with each of the clubs specified for each starting position.



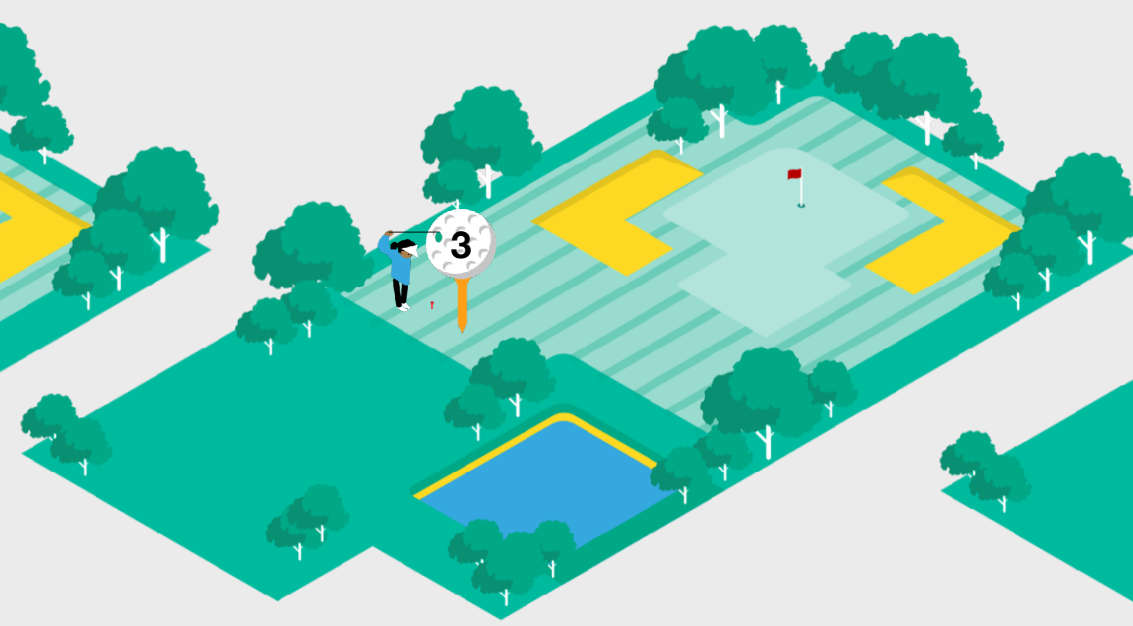
The child can hit their Driver approximately **40 yards**, their Fairway Wood **30-40 yards** & their Mid-Iron **20-30 yards**. Therefore, they are best suited to the **20% Starting Tee**.



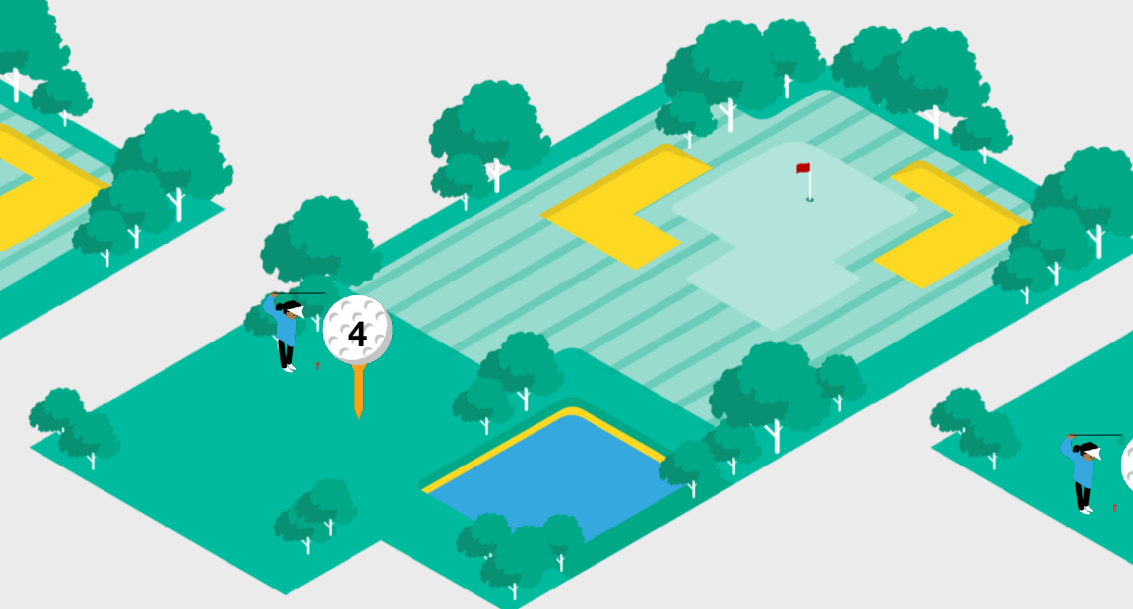
The child can hit their Driver approximately **80 yards**, their Fairway Wood **60-70 yards** & their Mid-Iron **40-50 yards**. They can now move to the **40% Starting Tee**.



The child can hit their Driver approximately **120 yards**, their Fairway Wood **90-100 yards** & their Mid-Iron **70-80 yards**. They can now move to the **60% Starting Tee**.



The child can hit their Driver approximately **160 yards**, their Fairway Wood **120 - 130 yards** & their Mid-Iron **90 - 100 yards**. They can now move to the **80% Starting Tee**.










The child can hit their Driver approximately **200 yards**, their Fairway Wood **160 yards** & their Mid-Iron **120 yards**. They can now move to the **Forward Tee**.



What are the Adapted Rules?

While it is essential that Juniors always get a true experience of playing the course, it is important that we nurture the confidence of juniors. Given the variable nature of each child's physical maturity, personality and ability we advocate adapted rules for juniors when playing the course. This will help to build confidence, develop the art of scoring and promote speed of play. The recommended adapted rules to adopt in your Course Play events are:

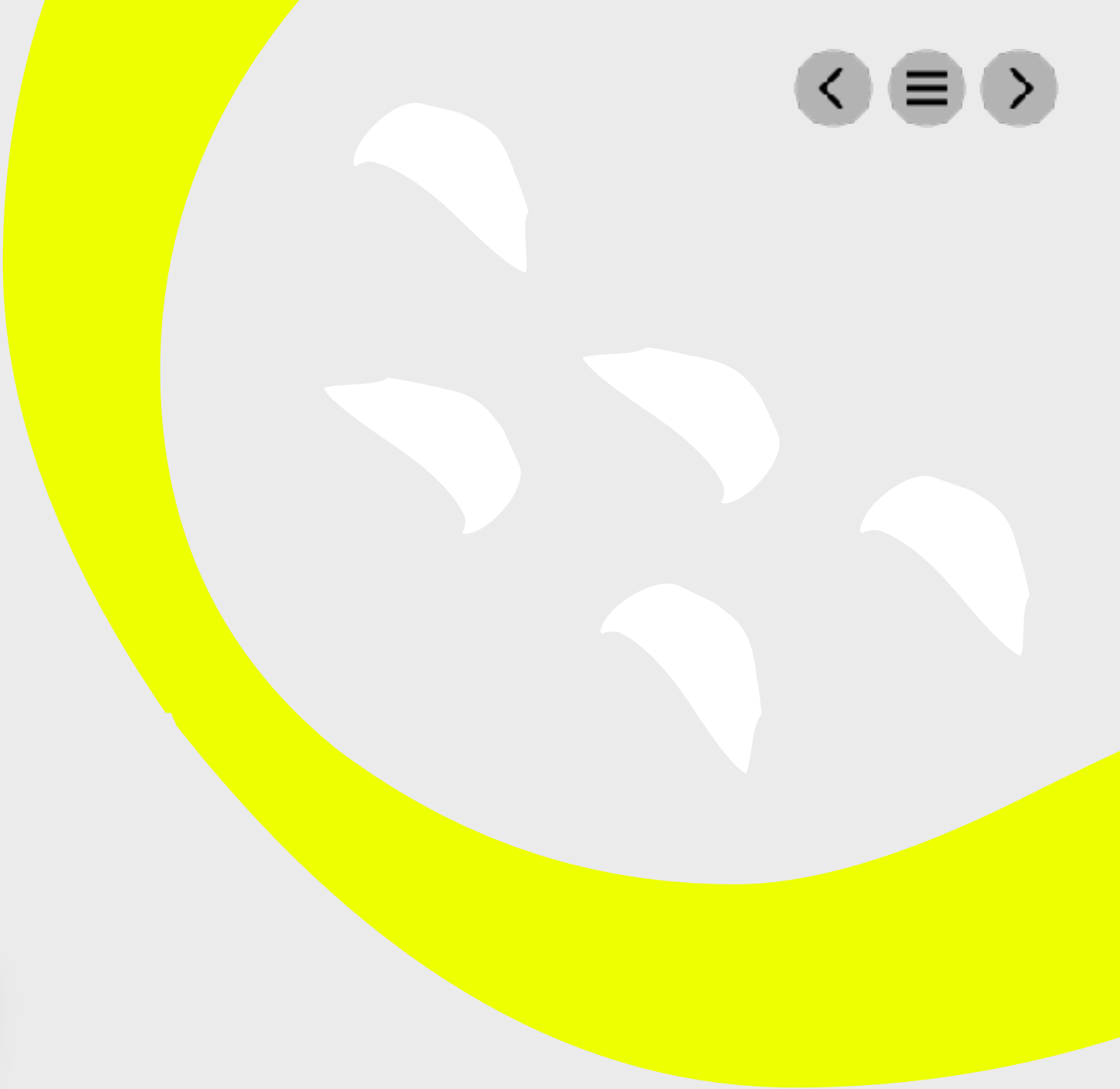
-  **10 Shot Maximum** - A Maximum of 10 shots on each hole . Once the child hits 10 shots, the child picks up their ball.
-  **Air Shot Rule** – If a junior does not connect with the ball, a stroke is not counted
-  **Pick & Place Rule** – Juniors can pick and place the ball anywhere on the golf course excluding within hazards.
-  **Lost Ball Rule** – Juniors can drop the ball next to a hazard or where they believe a ball was lost such as going out of bounds at a penalty of 1 shot.
-  **Bunker Grounding** – Juniors can ground the club in a bunker as long as they are not deliberately attempting to improve their lie.
-  **3 Attempt rule in Bunkers** – Juniors can attempt a maximum of 3 shots in the bunker. If after an unsuccessful 3rd attempt, the junior is able to pick up their ball and drop it to the side of the bunker without penalty.
-  **Tee it up Rule** – Where developmentally appropriate, juniors can tee up their golf ball anywhere on the golf course excluding hazards.

Who Plays Using Adapted Rules?

While it is important to nurture the child's confidence and enjoyment of the game, there will be a stage when a child reaches the maturity and development to get a true sense of playing the game under the rules of golf. Therefore, we have put together guidance below of when child should play under the adapted rules. As a general overview, those participating in Course Play events from the Academy Tees should be playing under the Rules of Golf and local rules of your venue.

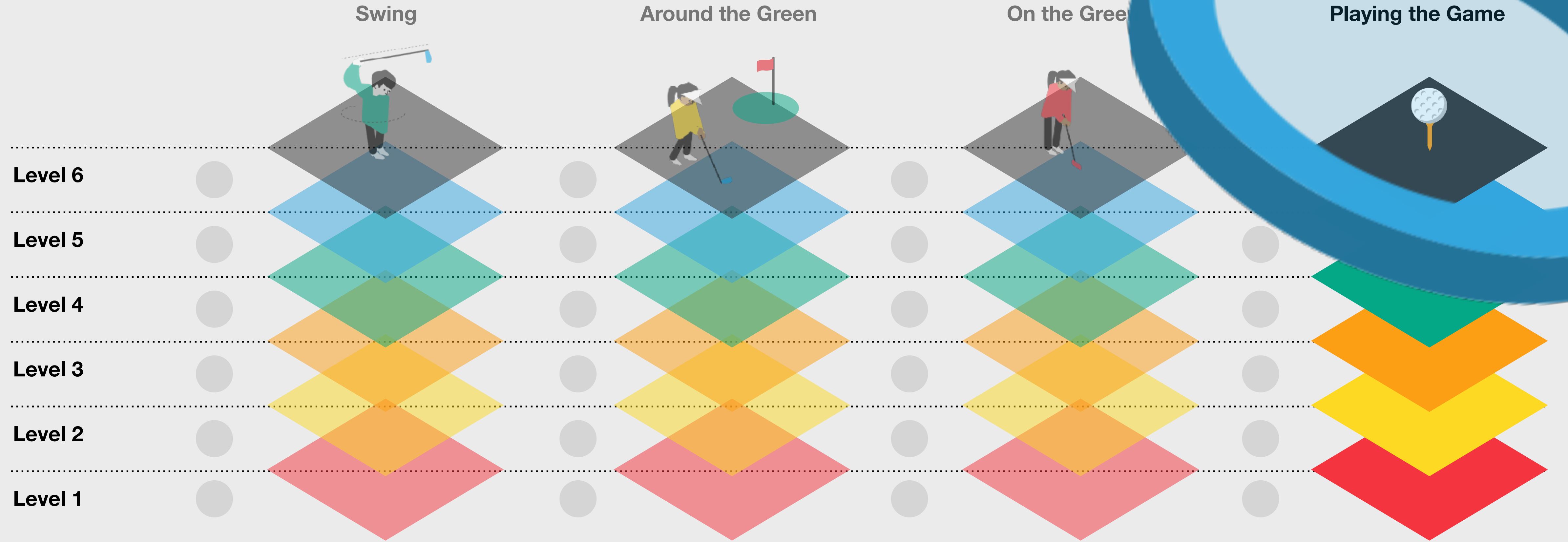
	Adapted Rules	Age Guidance	Tee Guidance	Level Guidance
	10 Shot Maximum	All Ages	Juniors starting from 20, 40, 60% & 80% Tees.	Levels 1 - 5
	Air Shot Rule	All Ages	Juniors starting from 20, 40, 60% & 80% Tees.	Levels 1 - 5
	Pick & Place Rule	All Ages	Juniors starting from 20, 40, 60% & 80% Tees.	Levels 1 - 5
	Lost Ball Rule	All Ages	Juniors starting from 20, 40, 60% & 80% Tees.	Levels 1 - 5
	Bunker Grounding	All Ages	Juniors starting from 20, 40, 60% & 80% Tees.	Levels 1 - 5
	3 Attempt rule in Bunkers	All Ages	Juniors starting from 20, 40, 60% & 80% Tees.	Levels 1 - 5
	Tee it Up Rule	All Ages	Juniors starting from 20, 40, 60% & 80% Tees.	Levels 1 - 5

Link to Measure, Track & Reward



Link to the Skill Elements

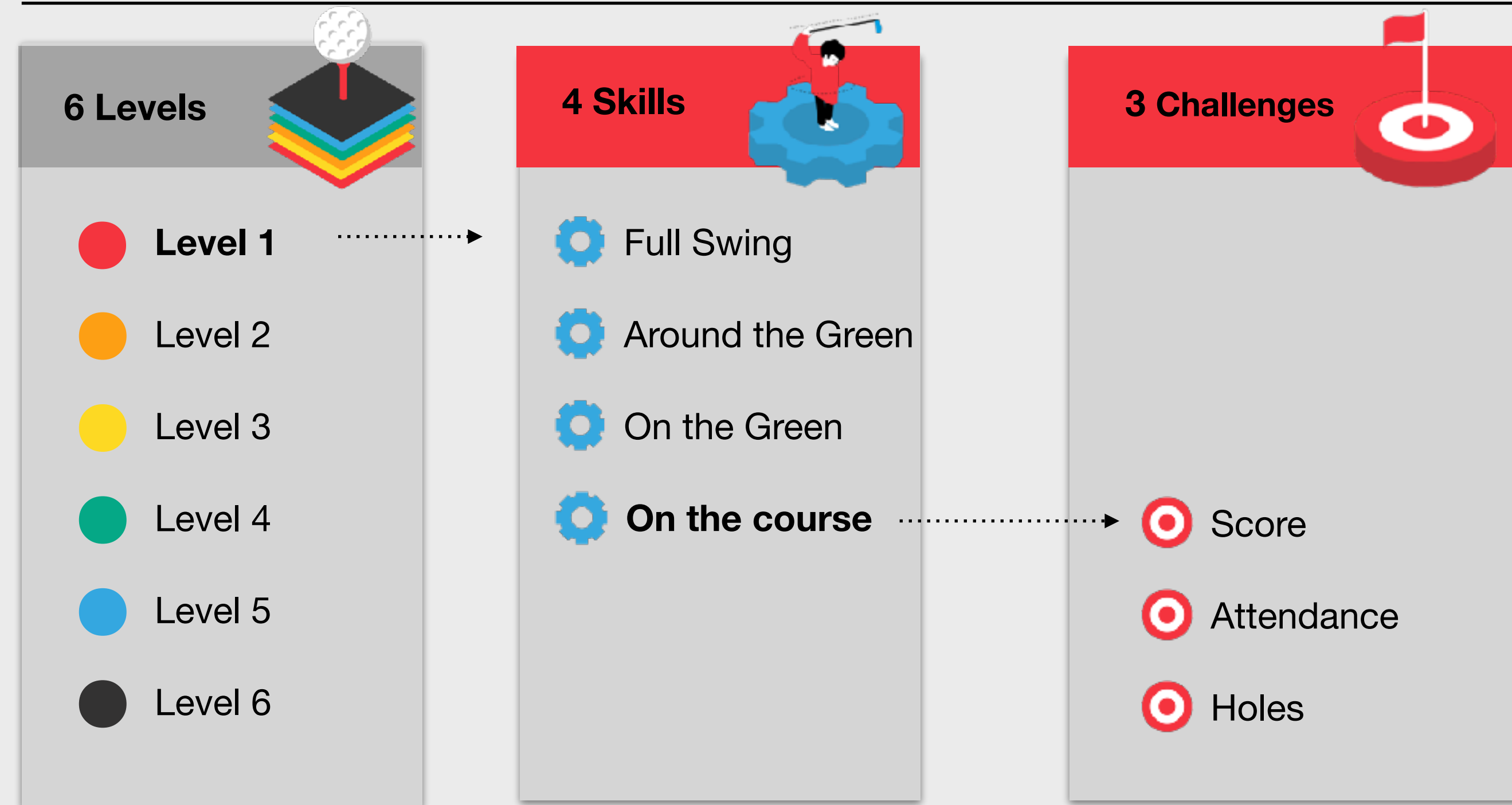
The Course Play events are also intended to offer children working through the Progression Pathway and levels the opportunity to attempt the challenges within the Playing the Game element. Opportunities are provided within the other programs, primarily the Junior Monthly program to attempt the challenges within the other three skill elements.



Link to the Progression Levels

With the On the Course element, the child is able to attempt three challenges across each of the six levels. The three challenges are **Score, Attendance & Number of Holes**. The challenges are designed to measure the child's improvement on the course, tie into the expectations of the child across the other three skill elements as well as engage and reward the child for actively participating in Course Play events.


2. On the Course



Scoring Challenges

Detailed within the *myJunior* folder, the myGame+ feature on the GLF. Connect app as well as in the Challenges section of the Training Hub are the On the Course Challenges across each of the six levels. Each level consists of three challenges. The first of these is the Score the child is able to achieve within the events:

Scoring



The Scoring Challenges are designed to measure, track and reward the child's physical and technical development on the course.

Each levels consists of a target Score across a defined number of holes and from the starting positions.

Level 1


MY On 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
- Score**
Score 27 or under over 3 holes from any starting tee

What to do next?

They can tick the box, color in the relevant section of the On the Course Challenges and add the relevant Sticker to their Level 1 Tracker Sheet.



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Challenges Coach Resource

On the Course Challenge

Scoring

The Challenge

To complete the Level 1 Scoring Challenge the child needs to score 27 or under over 3 holes from any starting tee.



What to do next?

If the child completes the Level 1 challenge, they can also color the Scoring section of the myProgress Wheel and add a Sticker to their Level 1 Tracker Sheet.

Attendance Challenge

Attendance

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

Level 1

My On the Course On the Course Challenge

To complete challenges within the On the Course Challenge, the child must:

- Attendance**
Attend 1 Course Play Event
- Holes**
Complete 1 hole
- 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.

Attendance

The Challenge

To complete the Level 1 Attendance Challenge, the child needs to attend 1 Course Play Event.

What to do next?

If the child completes the Level 1 challenge, they can also color the Attendance section of the myProgress Wheel and add a Sticker to their Level 1 Tracker Sheet.

Number of Holes Challenges

Holes

The Holes Challenge is designed to challenge and 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.

Level 1

My On the Course On the Course Challenges

To complete the Challenge the child needs to complete 1 Course Element

Attendance
Attend 1 Course Play Event

Holes
Complete 1 Hole on the Course from any starting tee

Scoring
Complete 1 Hole on the Course 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.

Holes

The Challenge

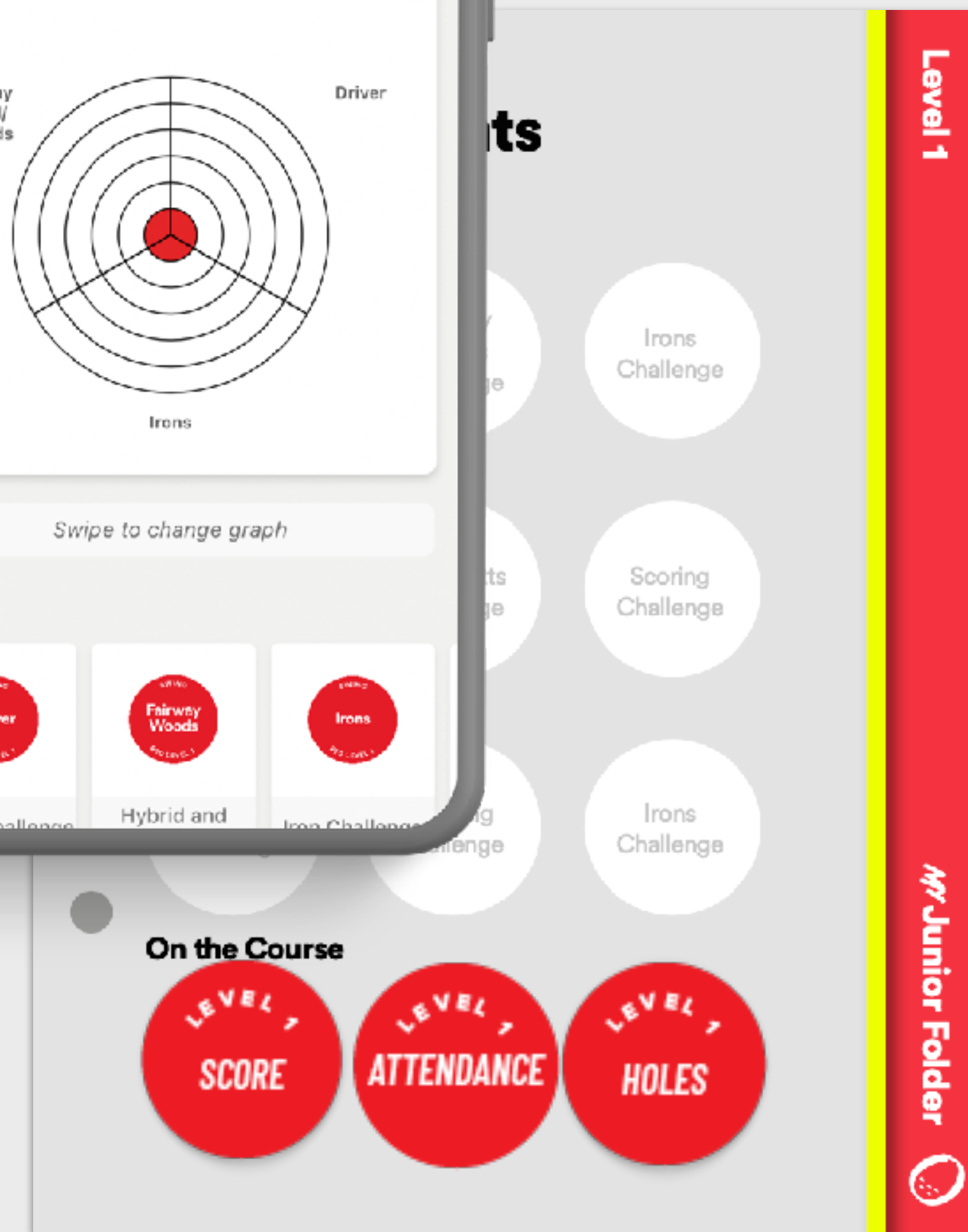
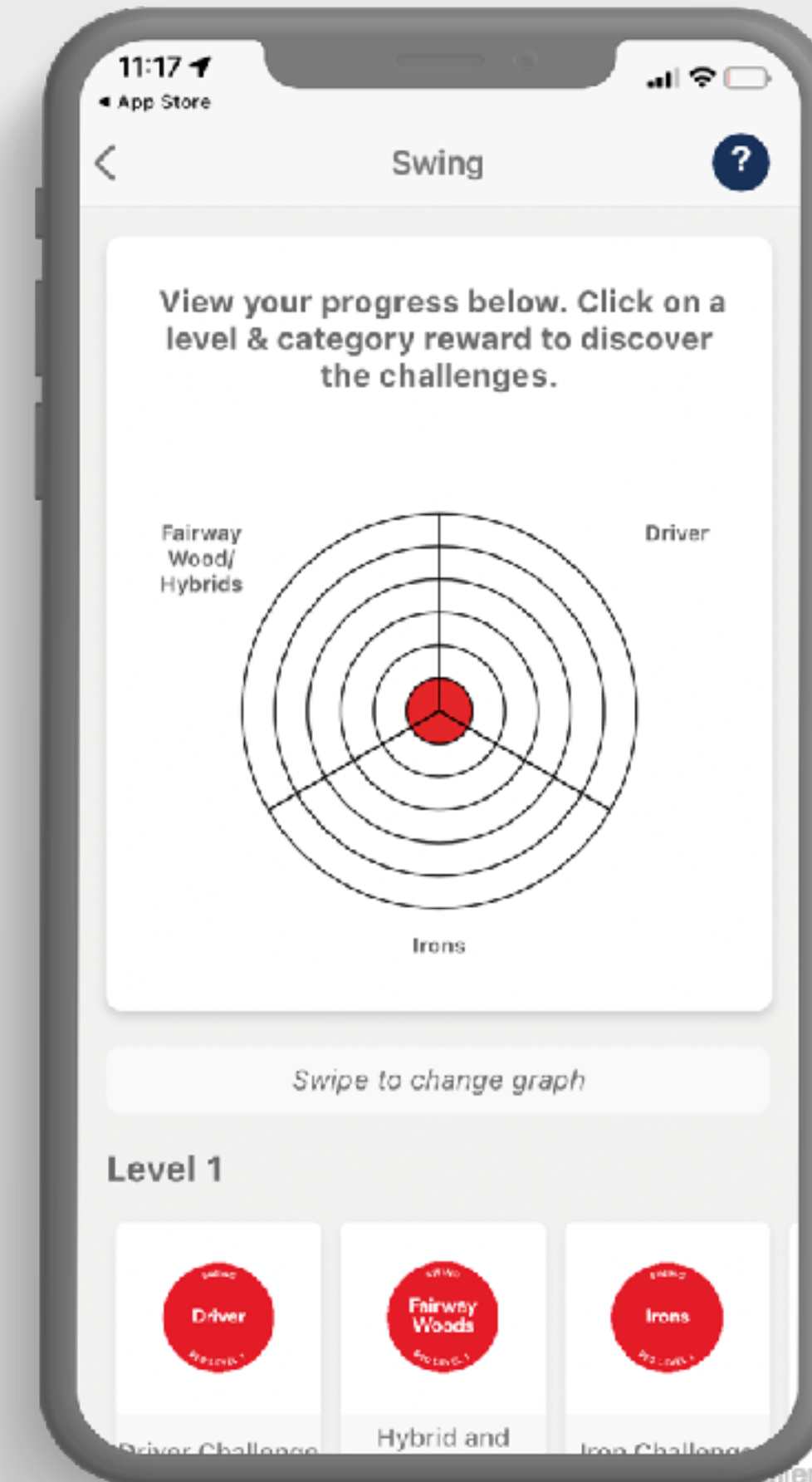
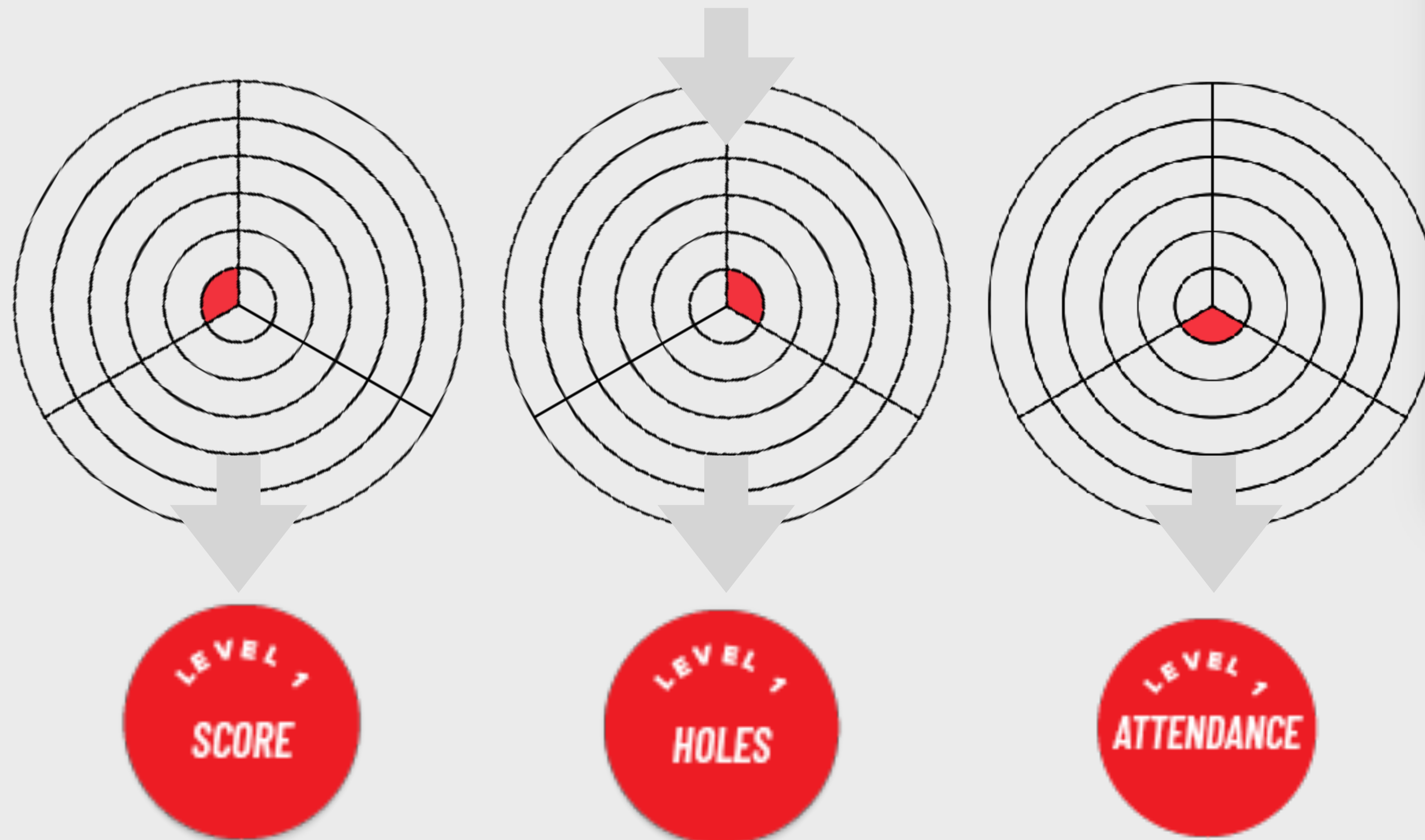
To complete the Level 1 Holes Challenge the child needs to complete 1 Hole on the course from any starting tee.

What to do next?

myProgress Wheels & Trackers

When a child successfully completes a challenge, they are able to track their progress by coloring in the relevant section of the On the Course *myProgress* wheel. They are also able to add the Sticker for the relevant challenge and level to the relevant Tracker Sheet. On the MyGame+ app the wheel will be updated automatically on completion of a challenge. The virtual sticker reward will also be issued.

On the Course *myProgress* Wheel

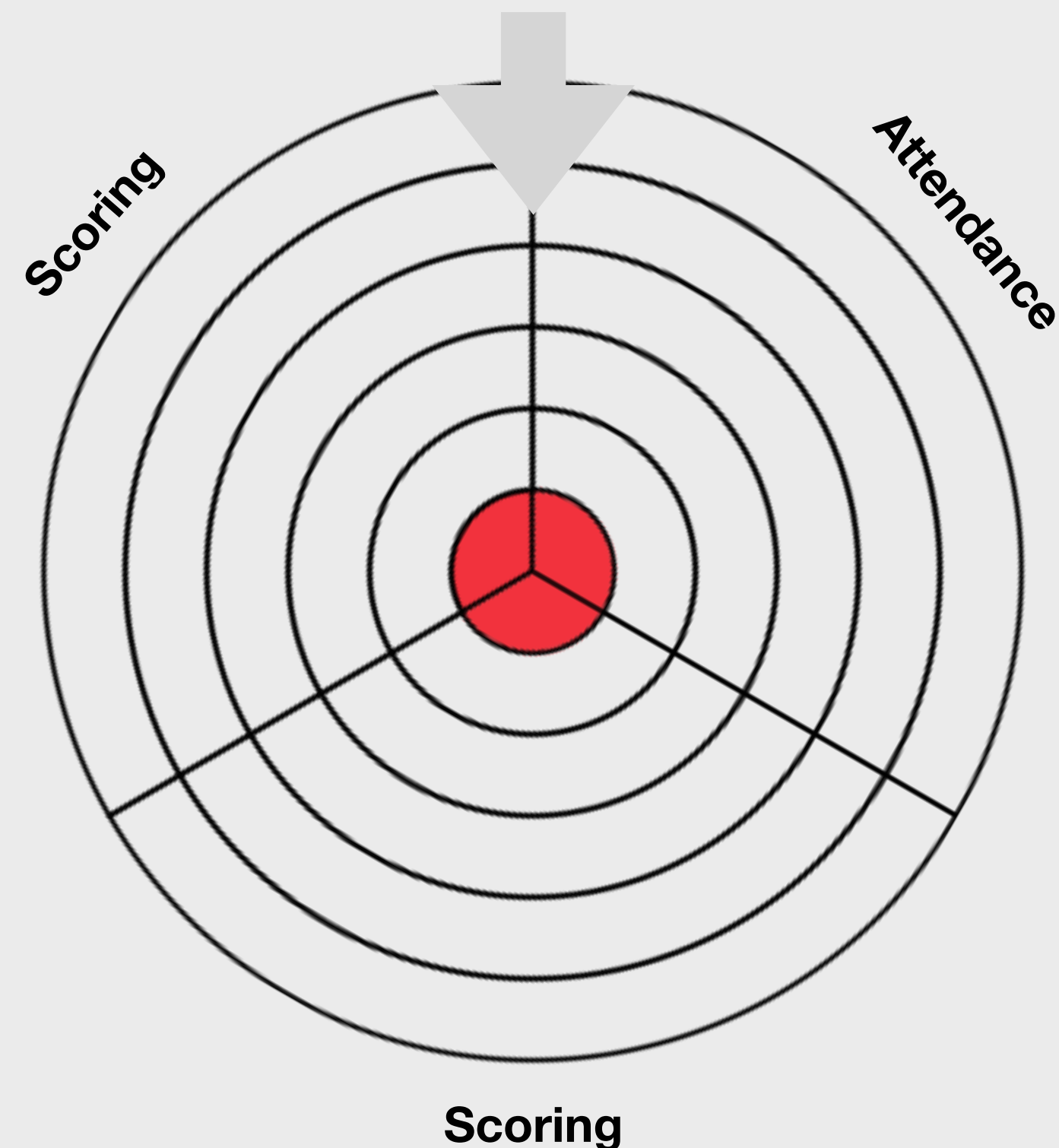


Achieving a Hat Pin

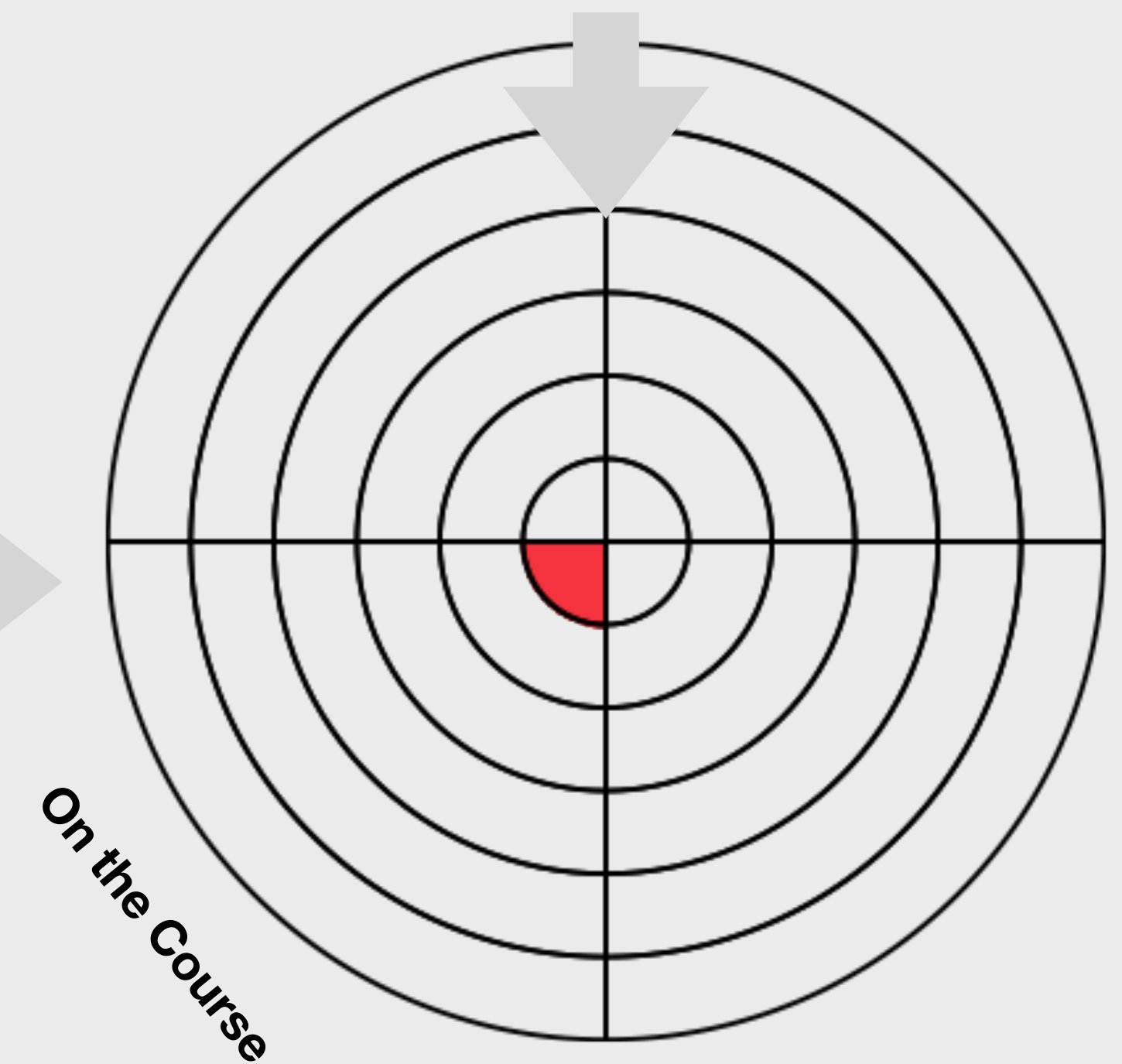
When a child has successfully completed all three challenges within the On the Course element and have achieved all sections for the respective level, the child can then be awarded their Level 1 Hat Pin. After they have been awarded their Hat pin, they can color in the On the Course Element of the four Elements of the myProgress Wheel and continue their journey towards collecting the next colored hat. This progress wheel will be completed automatically on the GLF. Connect App as well as the junior being issued their virtual hat pin.

In the example below, the child collects their Level 1 On the Course Hat Pin to attach to their Crush It Hat and the On the Course section of the Mastering the Game wheel is completed.

On the Course *myProgress* Wheel

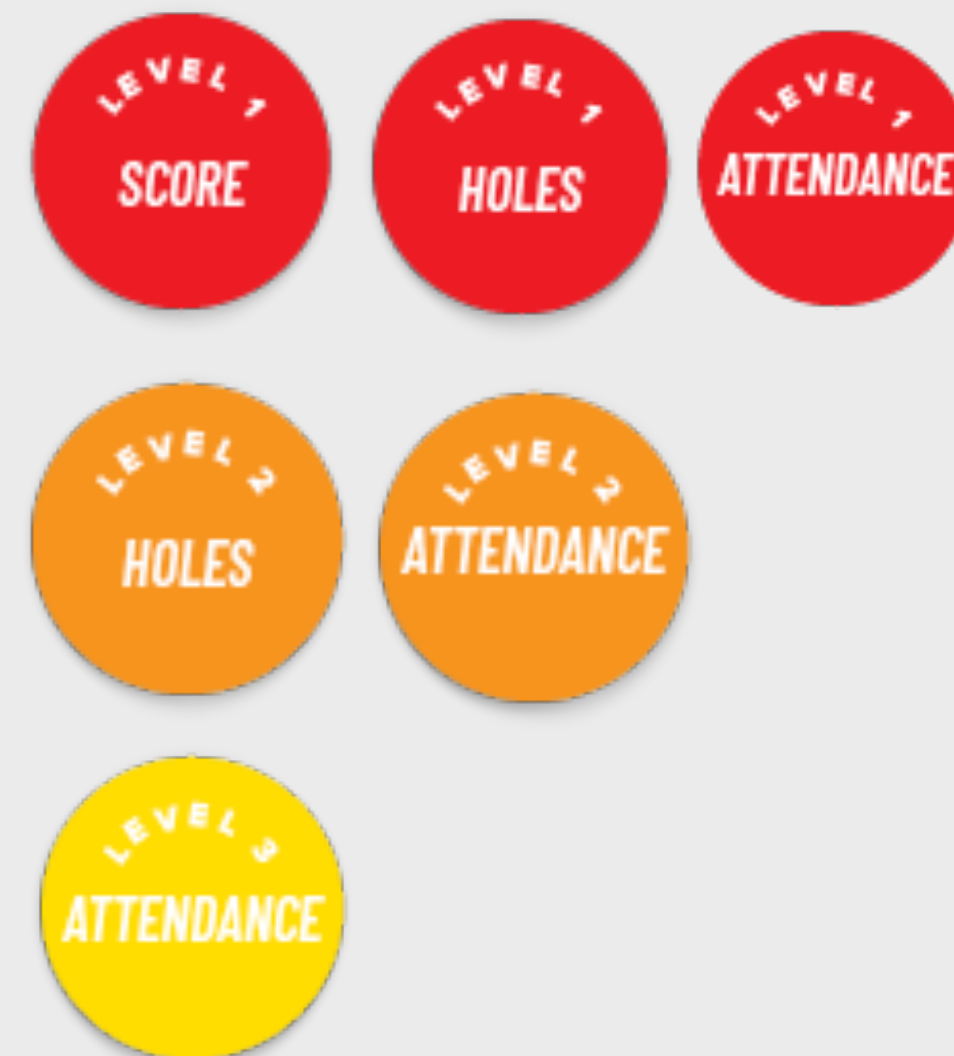
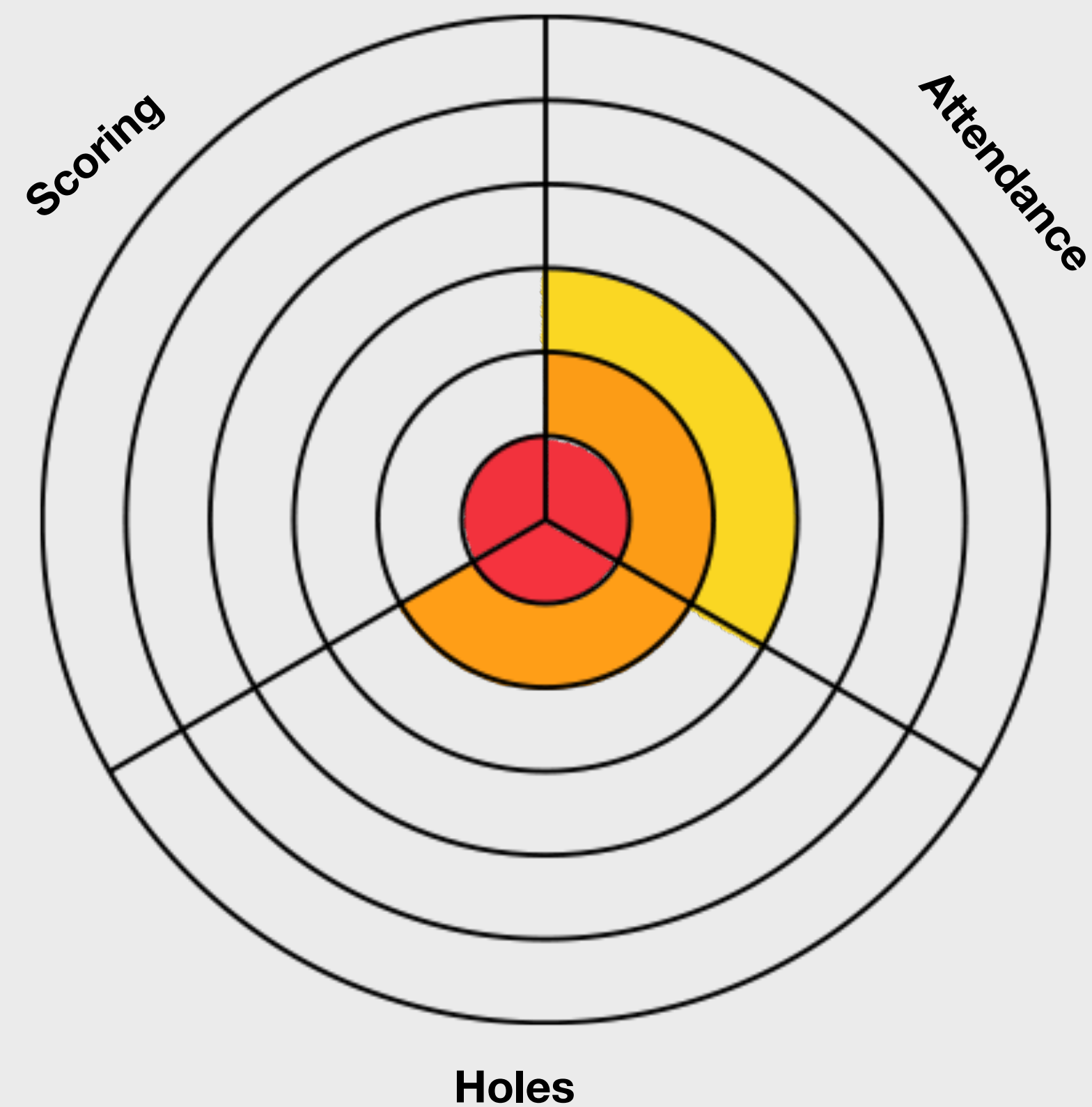


Four Elements *myProgress* Wheel



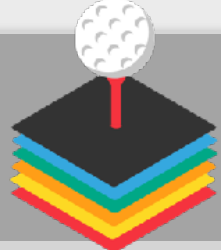



























Moving through the Elements

A child is able to move through the elements within the On the Course element regardless of whether they have completed all sections at a certain level. This is vital to ensure that the program does not advocate a pass or fail criteria but merely gives the mechanisms to measure, track and reward the child's journey. As can be seen below, the child has completed all of the challenges within Level 1, coloring in the sections of the myProgress wheel, adding the stickers to the tracker sheets and has been awarded their Level 1 Hat Pin. They have also successfully achieved the Level 2 Orange sticker for attendance and number of holes as well as the Level 3 Yellow Sticker for attendance but are yet to be awarded their level 2 and 3 Hat pins.



On the Course Challenges

Below you can find an overview of the On the Course Challenges across the 3 elements and the six levels. It is important to digest these challenges to apply the track and reward system, guide the child and parent and crucially understand how they differ from the 5 Course Play teeing positions during your Course Play Event.

6 Levels 	Score 	Attendance 	Holes 
 Level 1	 Score 27 or under over 3 holes from any starting tee	 Attend 1 Course Play Event	 Complete 1 hole from any starting position
 Level 2	 Score 24 or under over 3 holes from any starting tee	 Attend 2 Course Play Event	 Complete 3 holes from any starting position
 Level 3	 Score 21 or under over 3 holes from The Approach, The Stinger, The Driver or the Official Tee Box.	 Attend 5 Course Play Event	 Complete 3 Holes from The Approach, The Stinger, The Driver or the Forward Tee.
 Level 4	 Score 36 or under over 6 holes from The Stinger, The Driver or the Official Tee Box.	 Attend 7 Course Play Event	 Complete 6 Holes from The Stinger, The Driver or the Forward
 Level 5	 Score 45 or under over 9 holes from either The Driver or the Official Tee Box.	 Attend 9 Course Play Event	 Complete 6 Holes on the Course from The Driver or the Forward
 Level 6	 Score 40 or under over 9 holes from the Official Tee Box.	 Attend 12 Course Play Event	 Complete 9 Holes on the Course from t the Forward Tee.

Accessing the Challenges on the App

Juniors are able to access the challenges on the GLF. Connect App. In order to do this they need to be assigned to the Crush It MyGame+ program. The Junior can select the MyGame+ tile from the home screen dashboard and select the Crush It Program to enter their Crush It program dashboard. The Junior can then navigate to the Mastering the Game Progress wheel and find the On the Course challenges.

1

Step 1 - Select the Progress Wheel

The junior can select the Mastering the Game progress wheel from the dashboard Home Screen.

2

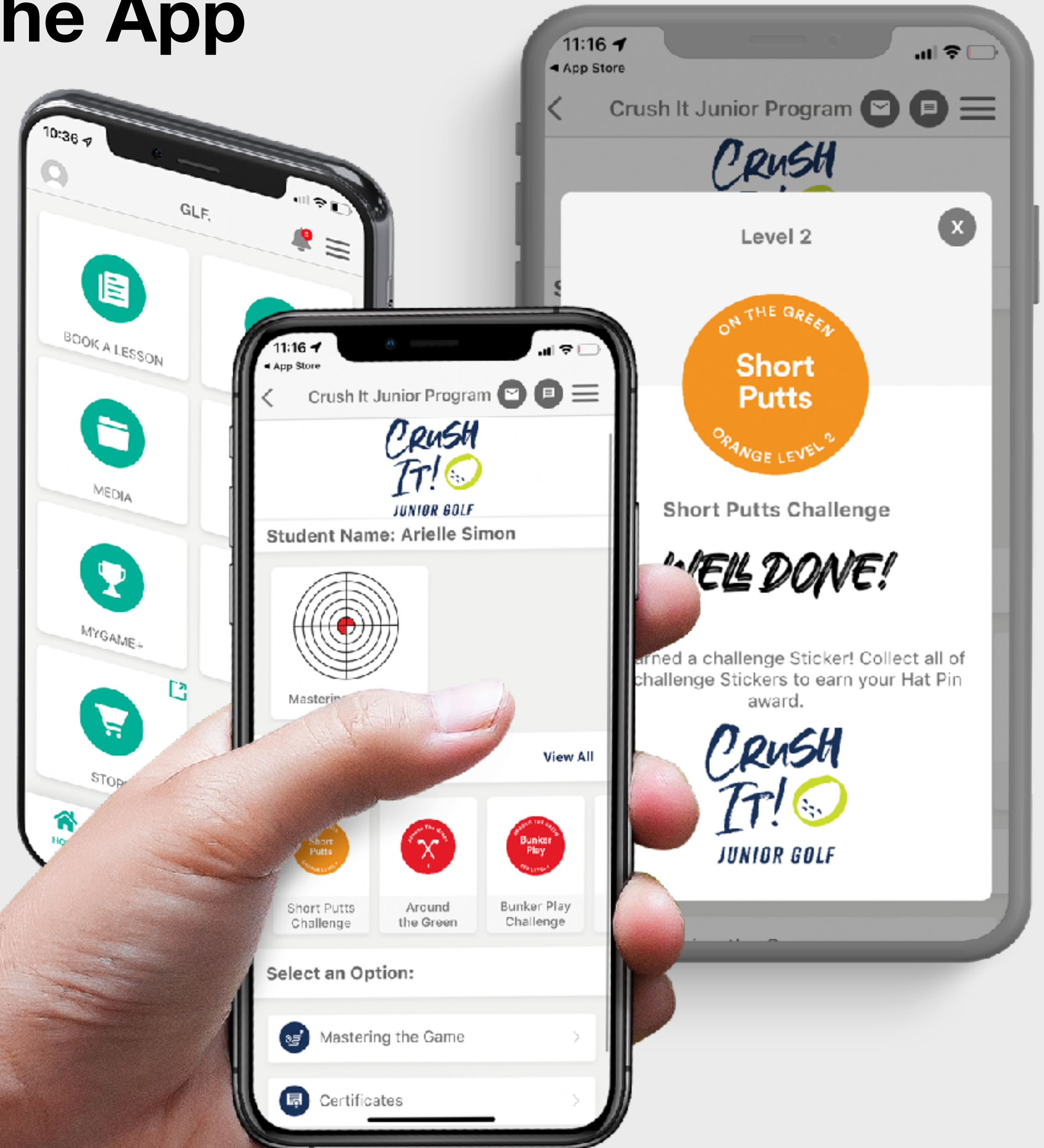
Step 2 - Select the Category and Skill

The junior can select the On the Course category and skill to view the challenges and rewards to be achieved.

3

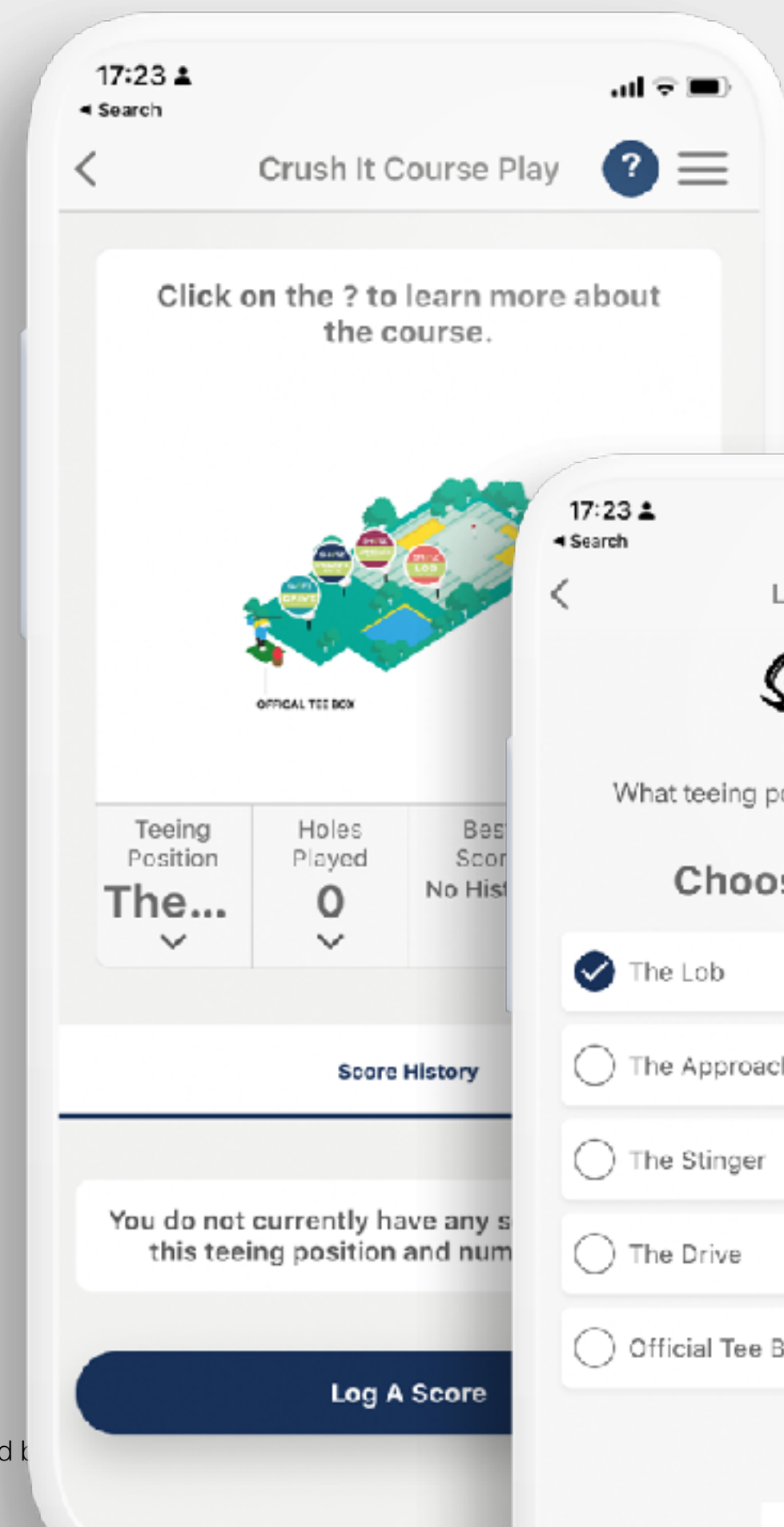
Step 3 - Receive the Award

The junior can mark the challenges as complete from with the App. A reward for the challenge will be issued after verification and the progress wheel and respective awards will be updated.

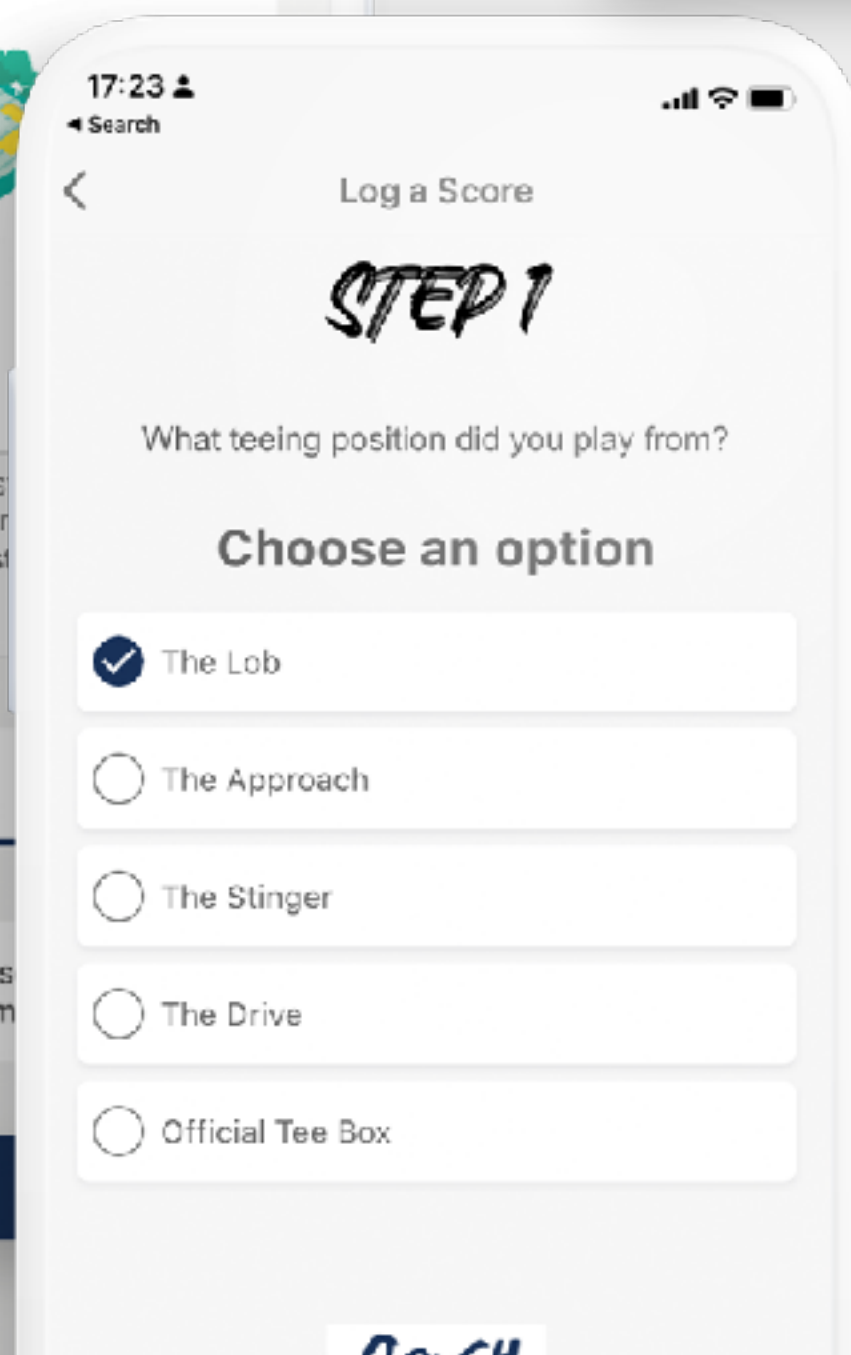


Tracking & Recording Scores on GLF. Connect

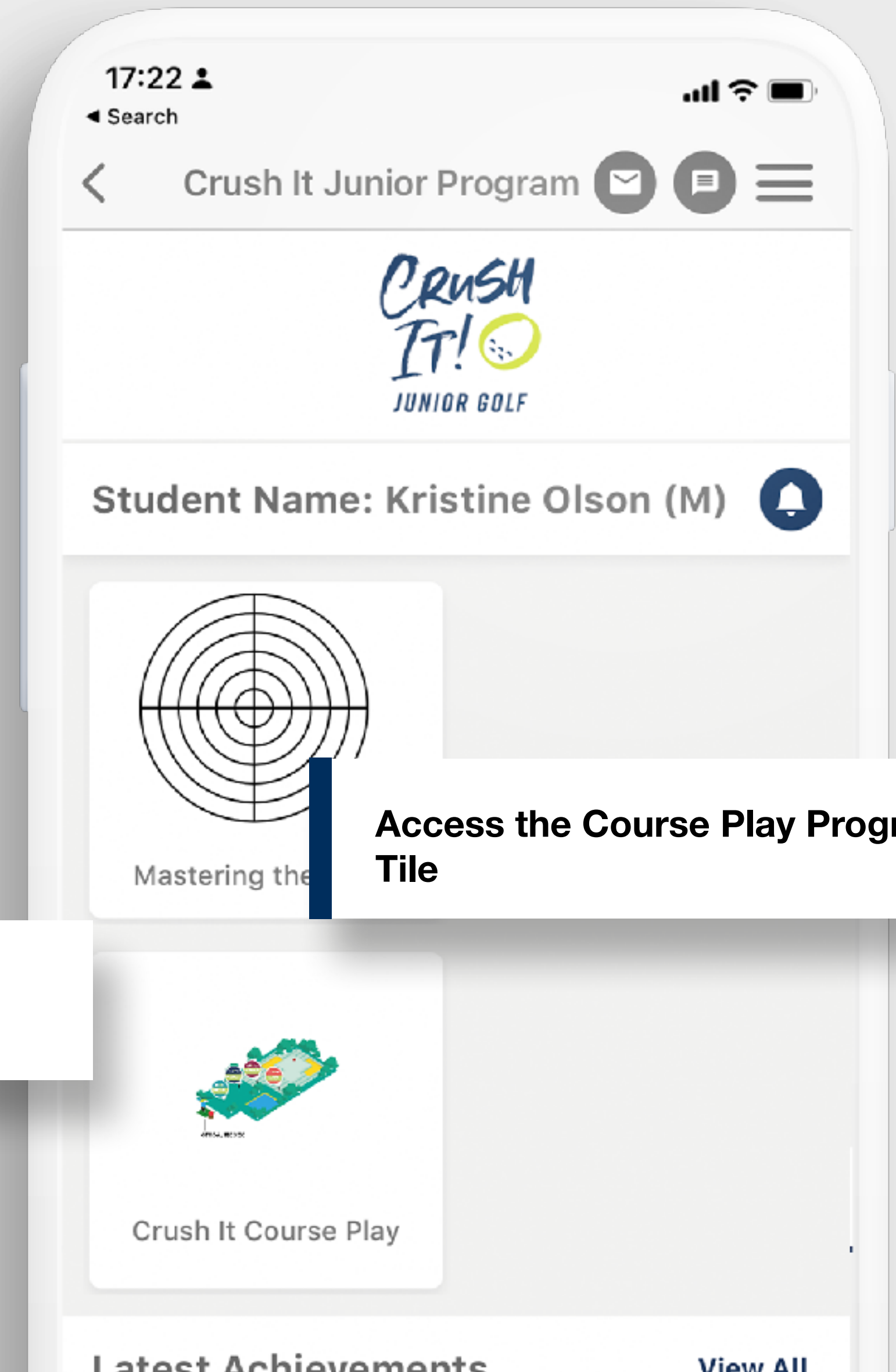
Juniors are also able to track and record their progress within the Course Play element of the program via GLF. Connect. When registered to the myGame+ program on the App, juniors are able to visit the Course Play event tile from the home screen dashboard. Within the Course Play screen they are then able to view information relating to the adapted course, view score history and log scores using the scoring wizard!



View score history across the adapted tees and number of holes.

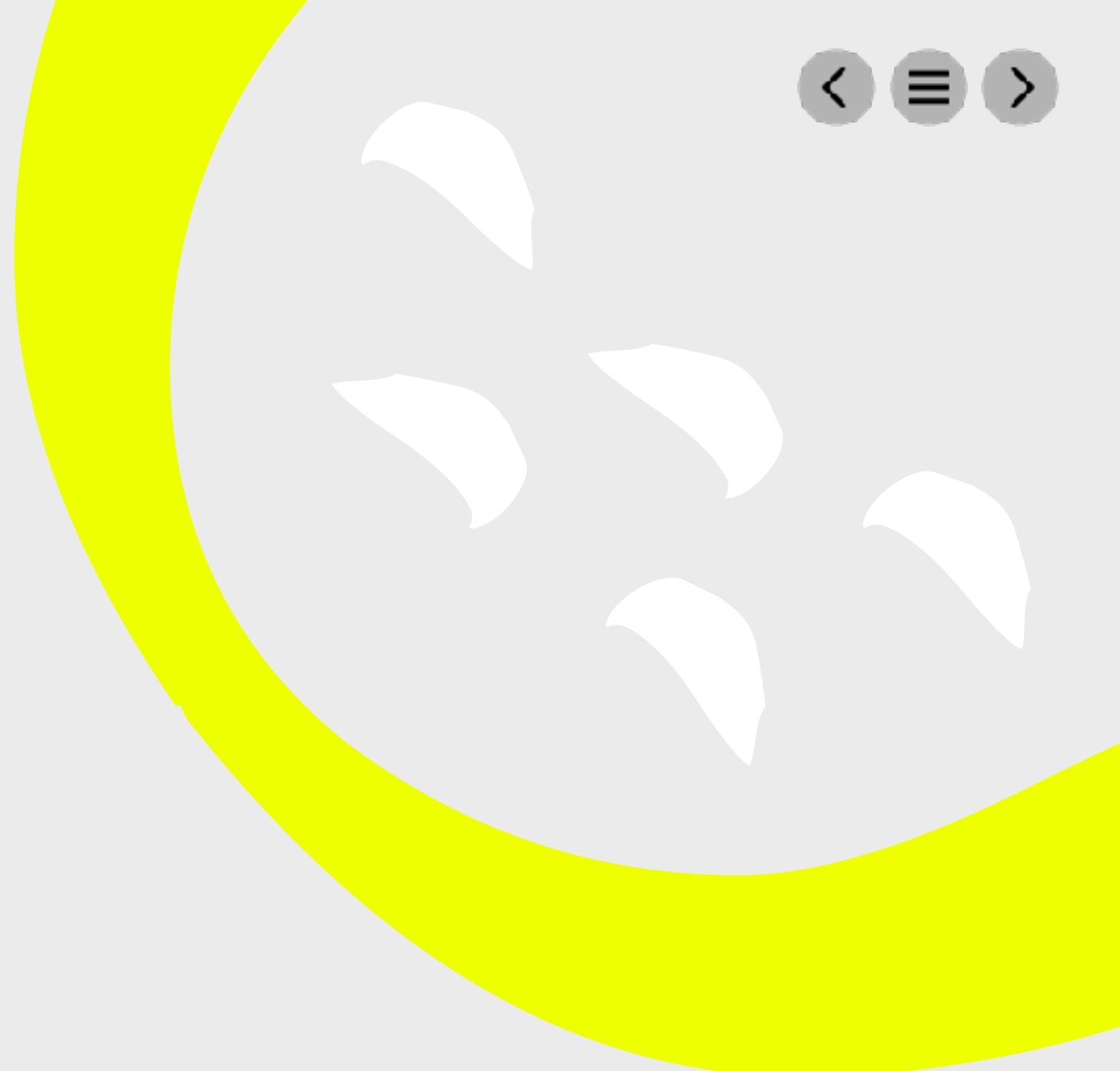


Log a Score and Navigate the Wizard



Access the Course Play Progress Tile

Scheduling Expectations



Scheduling Expectations

While each venue will be different in regards to exact delivery of the Junior Course Play program, there are a number of expectations of the program in regards to the scheduling of these events:



1. Consistent Monthly Event

You should be offering at least one Junior Course Play event once per month on a consistent day. This is important to ensure children get adequate access to the course and a chance to attempt the challenges within the On the Course skill element which is part of the Progression Pathway and levels.



2. Maximum of 9 Holes

As your Course Play events include an option for those children playing from the Academy Tee or 80% Tees to play up to 9 holes on the course, events should be scheduled at a time giving enough time to complete 9 holes on the course.



3. Weekend, After School or School Holidays

You have the flexibility to decide on what days to run your Course Play event to suit the needs of you and your venue as well as to maximize engagement. You can run these events at the weekends during off-peak periods, after school where daylight allows and during school holidays where there isn't a class with Junior Golf Camps.



4. Bookings through GLF. Connect

All activity is to be driven through the GLF. Connect system. This is vital to ensure that events are appropriately planned, delivered and tracked.

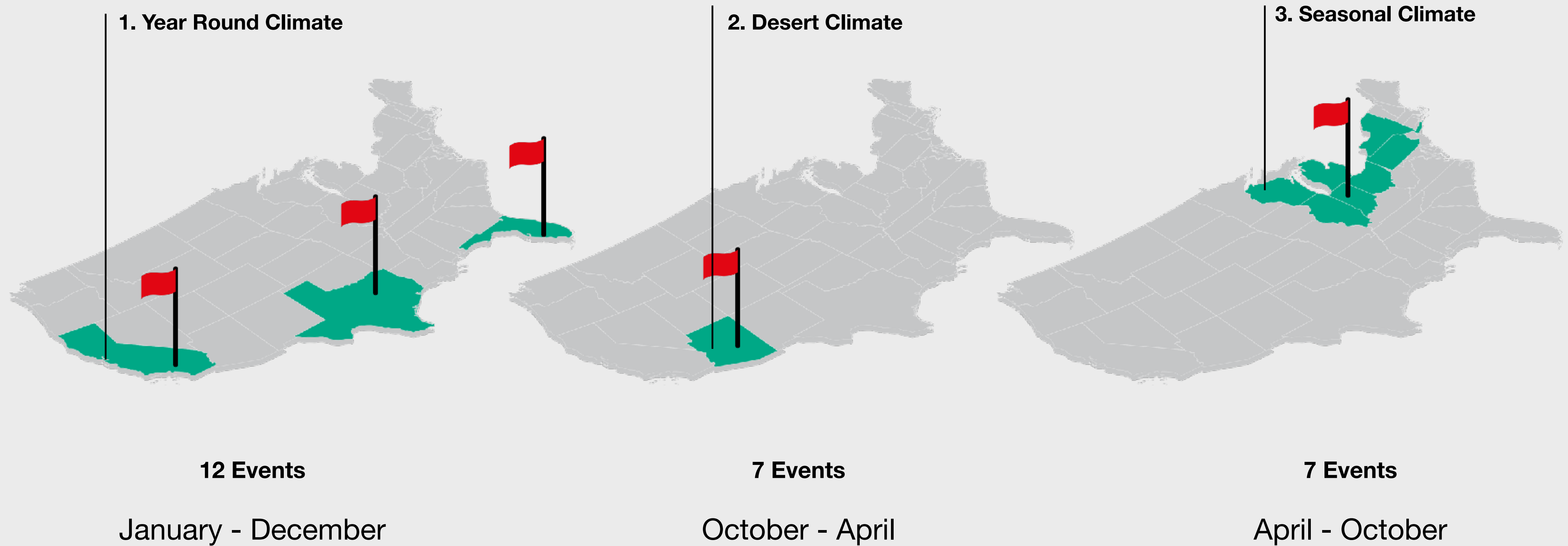


5. Climate dependent

The first date of your event and the number of events you can offer across the program calendar will vary depending on the climate in which you operate.

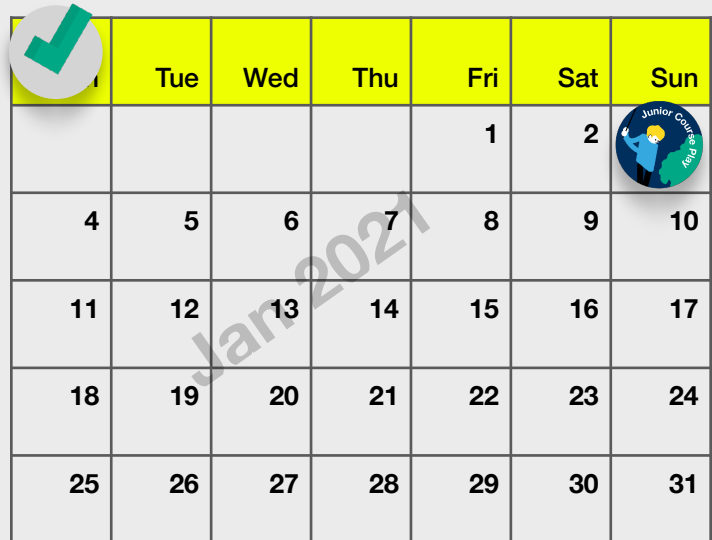
Expectation based on Climate & Region


The graphics below indicates an example of how the Junior Course Play program is delivered based on climate and region. Those venues operating in a region with a year round climate such as California are able to offer 12 Events across the program year. Those in Desert climates, such as Arizona can offer seven events due to the extremely hot temperatures. Those operating in Seasonal Climates such as Minnesota can offer seven events due due to extremely cold temperatures.



Annual Program Calendar - Year Round

The graphics below shows an example of how each of the events can be scheduled and come together across a calendar year for those operating in a year round climate. In this example, events are operating on the first Sunday of every month throughout the year during 2021.



Tue	Wed	Thu	Fri	Sat	Sun
			1	2	
4	5	6	7	8	9
11	12	13	14	15	16
18	19	20	21	22	23
25	26	27	28	29	30
					31



Tue	Wed	Thu	Fri	Sat	Sun
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8	9	10	11	12	13
15	16	17	18	19	20
22	23	24	25	26	27
					28



Tue	Wed	Thu	Fri	Sat	Sun
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8	9	10	11	12	13
15	16	17	18	19	20
22	23	24	25	26	27
29	30	31			



Tue	Wed	Thu	Fri	Sat	Sun
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19	20	21	22	23	24
26	27	28	29	30	



Tue	Wed	Thu	Fri	Sat	Sun
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17	18	19	20	21	22
24	25	26	27	28	29
31					



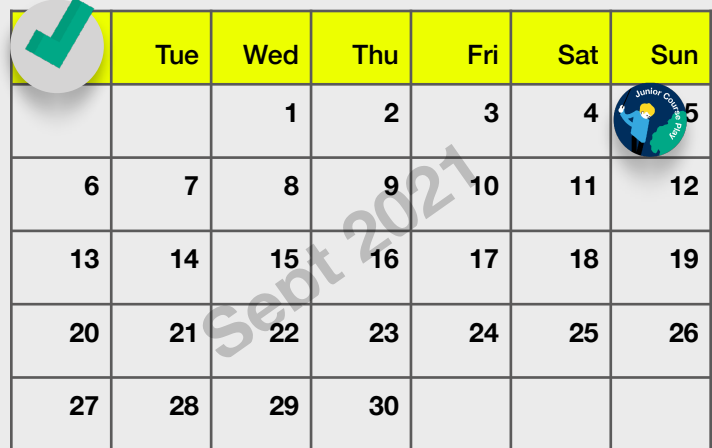
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21	22	23	24	25	26
28	29	30			




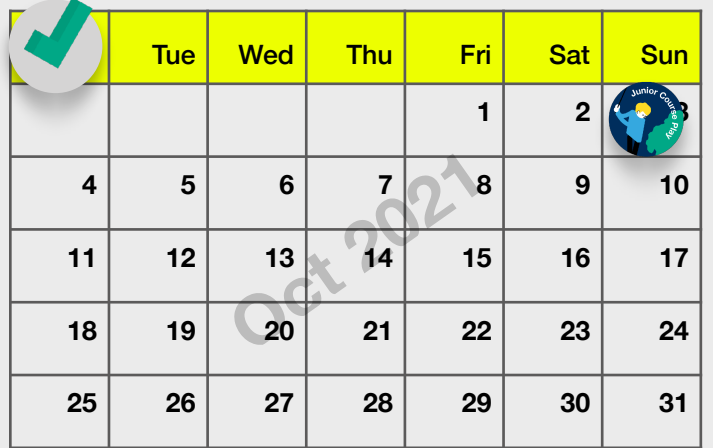
Tue	Wed	Thu	Fri	Sat	Sun
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5	6	7	8	9	10
12	13	14	15	16	17
19	20	21	22	23	24
26	27	28	29	30	31




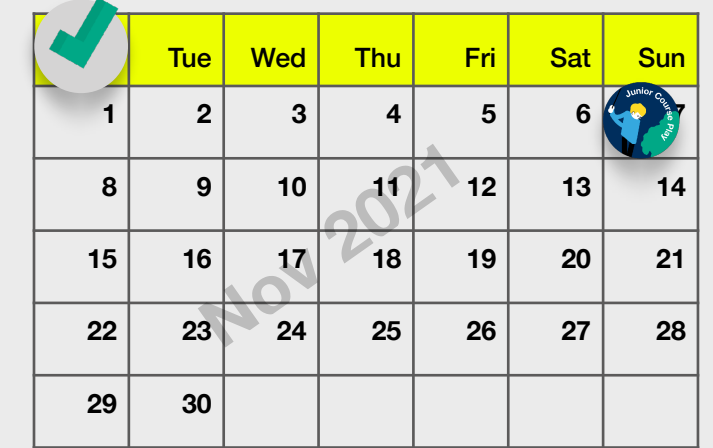
Tue	Wed	Thu	Fri	Sat	Sun
					
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9	10	11	12	13	14
16	17	18	19	20	21
23	24	25	26	27	28
30	31				



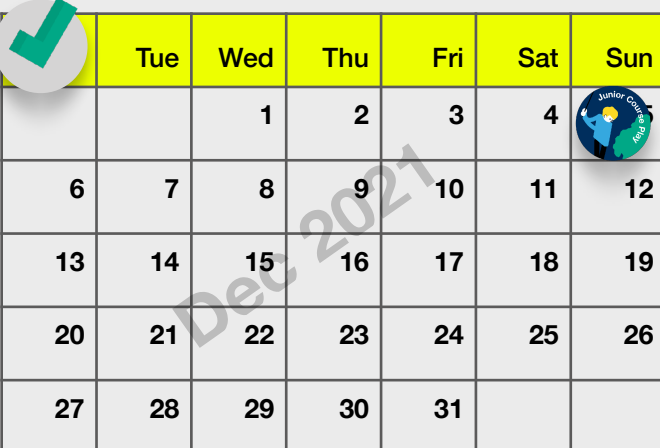
Tue	Wed	Thu	Fri	Sat	Sun
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6	7	8	9	10	11
13	14	15	16	17	18
20	21	22	23	24	25
27	28	29	30		




Tue	Wed	Thu	Fri	Sat	Sun
			1	2	
4	5	6	7	8	9
11	12	13	14	15	16
18	19	20	21	22	23
25	26	27	28	29	30
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Tue	Wed	Thu	Fri	Sat	Sun
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15	16	17	18	19	20
22	23	24	25	26	27
29	30				



Tue	Wed	Thu	Fri	Sat	Sun
	1	2	3	4	
6	7	8	9	10	11
13	14	15	16	17	18
20	21	22	23	24	25
27	28	29	30	31	

Annual Program Calendar - Desert

The graphics below shows an example of how the events come together across a calendar year for those operating in a region with a Desert Climate. As can be seen, no events are offered between May - September and in this example events between October - April are taking place on a the first Sunday of every Month.

 **Jan 2021**

Tue	Wed	Thu	Fri	Sat	Sun
			1	2	
4	5	6	7	8	9
11	12	13	14	15	16
18	19	20	21	22	23
25	26	27	28	29	30
					31

 **Feb 2021**

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

 **March 2021**

Tue	Wed	Thu	Fri	Sat	Sun
1	2	3	4	5	6
8	9	10	11	12	13
15	16	17	18	19	20
22	23	24	25	26	27
29	30	31			

 **April 2021**

Tue	Wed	Thu	Fri	Sat	Sun
		1	2	3	
5	6	7	8	9	10
12	13	14	15	16	17
19	20	21	22	23	24
26	27	28	29	30	

May 2021

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	29	30
31						

Jun 2021

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	29	30				

July 2021

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	29	30	31	

Aug 2021

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	29
30	31					

Sept 2021

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	29	30			

 **Oct 2021**

Tue	Wed	Thu	Fri	Sat	Sun
			1	2	
4	5	6	7	8	9
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18	19	20	21	22	23
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 **Nov 2021**

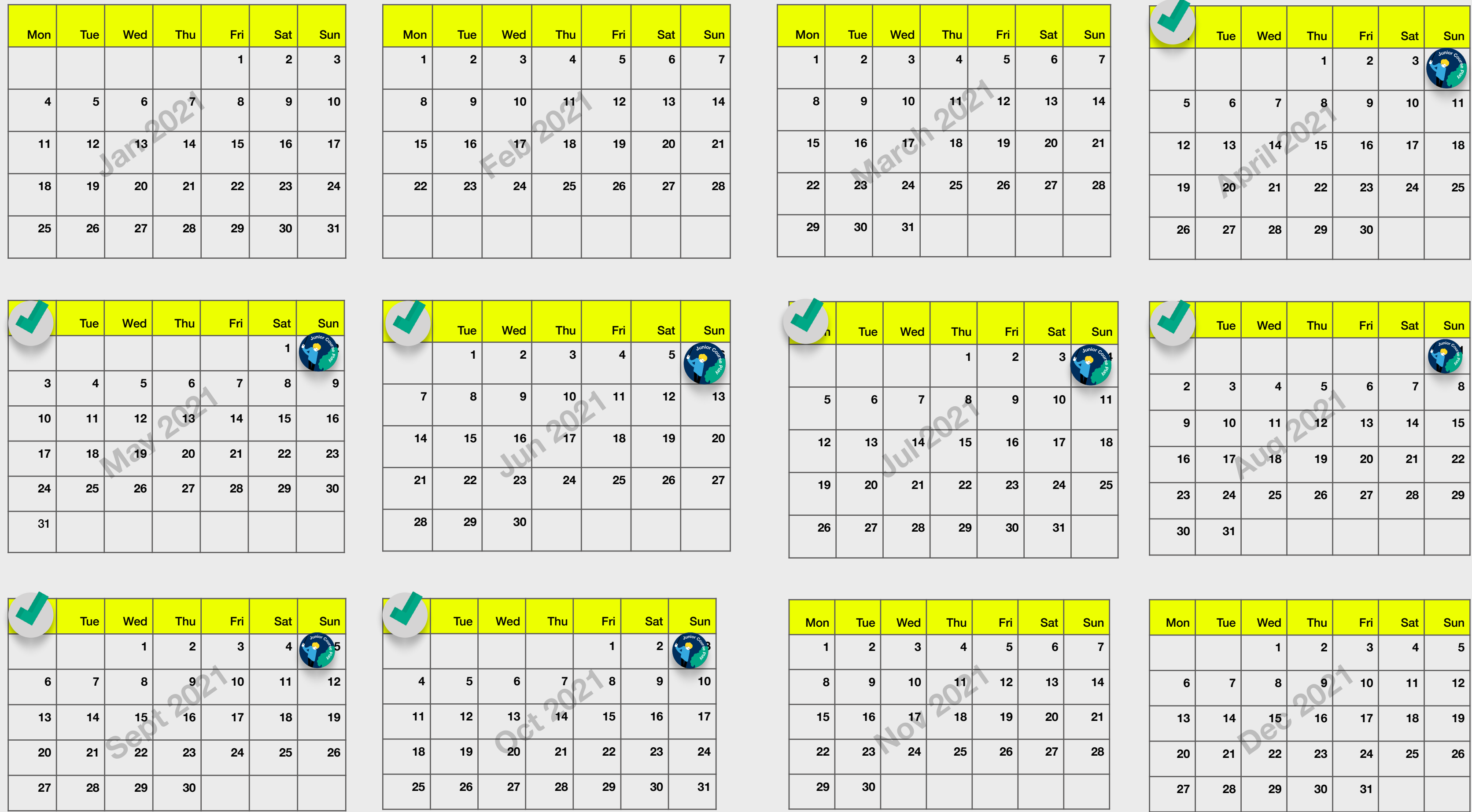
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8	9	10	11	12	13
15	16	17	18	19	20
22	23	24	25	26	27
29	30				

 **Dec 2021**

Tue	Wed	Thu	Fri	Sat	Sun
	1	2	3	4	
6	7	8	9	10	11
13	14	15	16	17	18
20	21	22	23	24	25
27	28	29	30	31	

Annual Program Calendar - Seasonal

The graphics below shows an example of how the events come together across a calendar year for those operating in a region with a Seasonal Climate. As can be seen, no events are offered between November - March and in this example events between October - April are taking place on a the first Sunday of every Month.



Event Scheduling on the Day

The exact starting time of your event is down to you and you should consider the needs of your venue, your schedule and the needs of the parents and children when choosing the starting time. The length of the event will also be dependent on the number of participants and the starting positions and thus the number of holes being played. In this example below, the Course Play event is taking place on Sunday 4th April.

Sunday 4th April

Example below is using 10 minute tee times

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	29	30		

April 2021



Time	Session
2pm -	Registration Opens
2.15 pm	Academy Tee Starters & 80% Starters (Approx. 12 Players)
2.45 pm	60% Starters (Approx. 12 Players)
3.15pm	40% & 20% Starters (Approx. 12 Players)
4.45pm	Award Ceremony
5pm	Event Finishes

The event has been scheduled for a 2pm start and registration of participants playing within the first tee time. Those playing from the Academy Tees and the 80% Starting Positions, are able to play up to 9 holes. Starting these participants first will give them enough time to complete the event. Those playing from the 60% starting position can play up to 6 holes and those playing from the 40% and 20% starting position play up to 3 holes and therefore should start last.

An event for 36 participants should last no longer than 3 hours including Registration and Prize-giving.

Scheduling Support Available to You

While you are responsible for scheduling your events over the delivery year and to organize the starting times of the events, you are being provided with specific support to help you with this. Support is available within the Training Hub in the following ways:



1. Step 1 - Scheduling & Planning Checklist

This will help you to understand the recommended steps to take when planning and scheduling your Junior Program so you can move to the next step.



2. Scheduling Templates

Within the Training Hub, you can access a downloadable resource detailing the specific key dates across the calendar year. This can be used to ensure you can plan your events effectively without clashing with major holidays and coordinate it with your other programs.



3. System Training & Tutorials

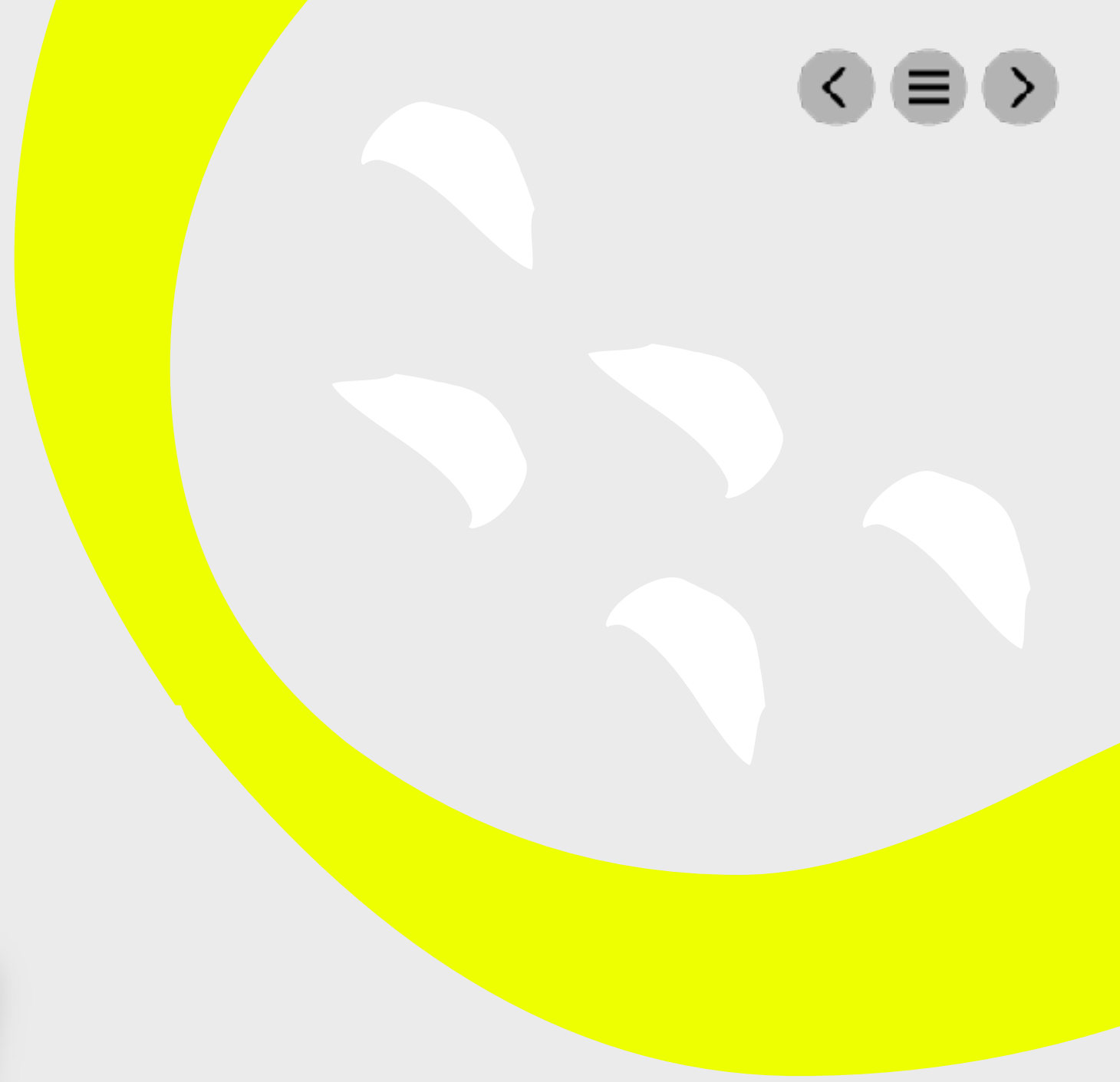
Through the Training Hub and the Using your System section you can access a range of training materials to learn how to manage your event and engage with your attendees.



4. Event Registrations through GLF. Connect

To assist with capturing engagement in your event and recording the necessary information, participants can register for your event using the Online Booking System through the web or APP.

Running an Event



Setting Up Your Course

Due to logistical challenges presented, it is not possible to change the layout and construction of each golf course to make available the adapted teeing positions on a permanent basis. Therefore, it is your responsibility to make these teeing positions as visible as possible on your course during your events and for when your learners play outside of organised course play events. This is possible in the following ways:



Utilise the Training Hub Resources

In the training hub there are a variety of resources to support the setup of the adapted course at your venue.



Guide the Junior Where to Play From

You should clearly guide each Junior to the most appropriate starting position for them based on their development progress and journey through the 3-Level Assessment Pathway.



Make Available Your Learner Scorecard

You can edit and print off a Learner Scorecard from the Training Hub. Make this available to Learners through your golf shop or welcome area so they can use it during independent play.



Use Cones or Markers During Events

During your on course events and classes you can lay out the teeing positions using cones from your equipment bag.



Spray Paint the Tee Positions on the Cart Path

The teeing positions can be identified on the cart path adjacent to each hole, Learners can find the marker and tee the ball up anywhere in line with this mark.



Add Permanent Marker Plates

Choose a place on each of your holes and add a permanent marker. These can then be found by the learners when playing the course.

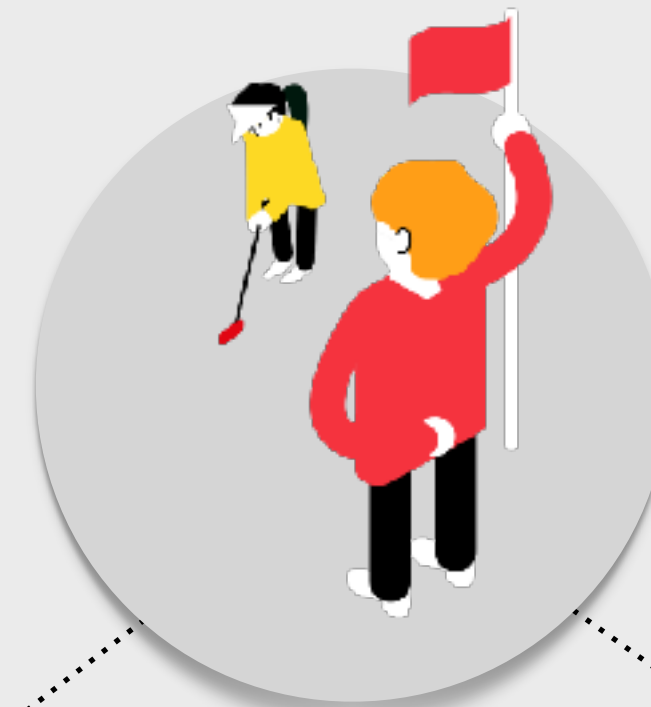
Flow of the Day

The exact timings of your event will vary and be specific to the needs of your day, however, the flow of the event and expectations of your role are as follows:



Event Setup

Ensure you have the equipment you need, communicate with your venue to check everything is in place and set up the 5-stage teeing system over 9-holes on your course.



Play Starts

Be on hand to answer any final questions and direct event participants to their starting position to ensure that attendees arrive at their tee on time. Be on hand through the event to support participants and assist with any issues.



Award Ceremony & Next Steps

It's time to distribute prizes for the event. Take the opportunity at this time to thank participants for attending, up-sell additional Junior Programs and publicize the next Course Play event.



Registration

Prepare to meet and greet event attendees and parents as well as provide them with scorecards, adapted rules guides and directions to the first tee.



Scoring

After the completion of the event, be ready to welcome participants in from playing and collect scorecards. At this stage you can also direct them to prize giving and the social area where they can wait until all participants have finished.

Equipment you Need

To run your Course Play event effectively, you will need some equipment. Where necessary, this is available to you within the Training Hub or within the equipment bag. The equipment you will need for your event includes:



1. Scorecards

You will need Scorecards for each participant and these can be downloaded from the Training Hub.



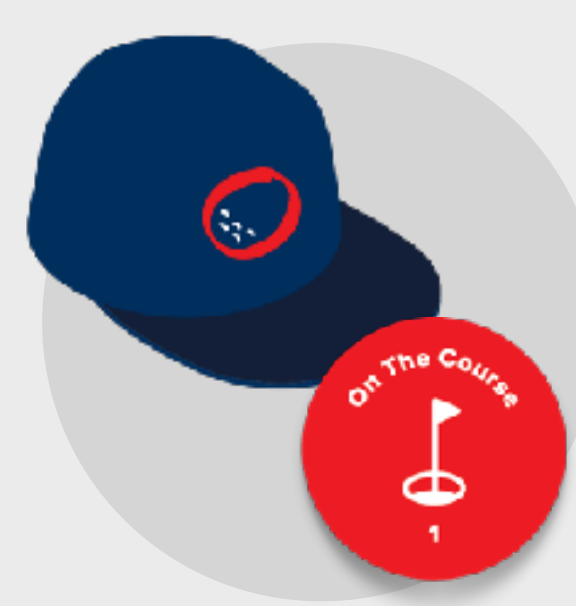
2. Adapted Rule Sheet

You will need share the adapted rules with participants and these are available on the back of the scorecards or as a printable resource through the Training Hub.



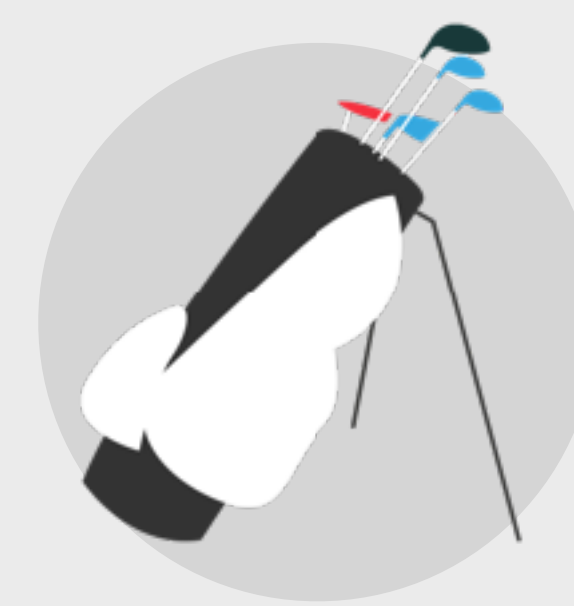
3. Tee Markers

You should set up your Course and the relevant starting positions using colored cones. Where feasible, the starting positions can also be sprayed at the relevant yardage on the cart path.



4. Reward Components

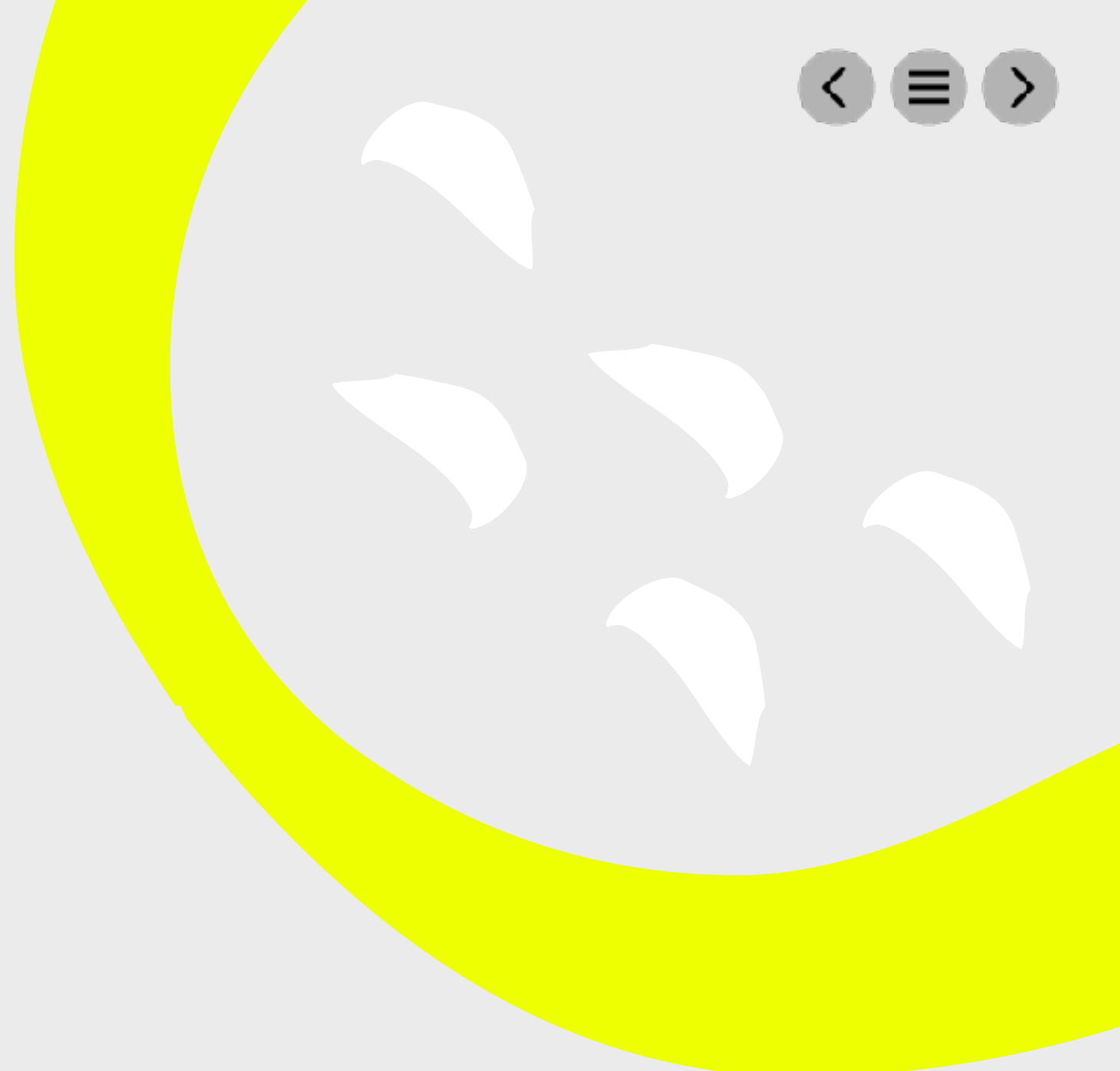
On the day, you may need to distribute Crush it Hats or Hat pins if a child successfully completes the required challenges within each element and level.



5. Spare Equipment

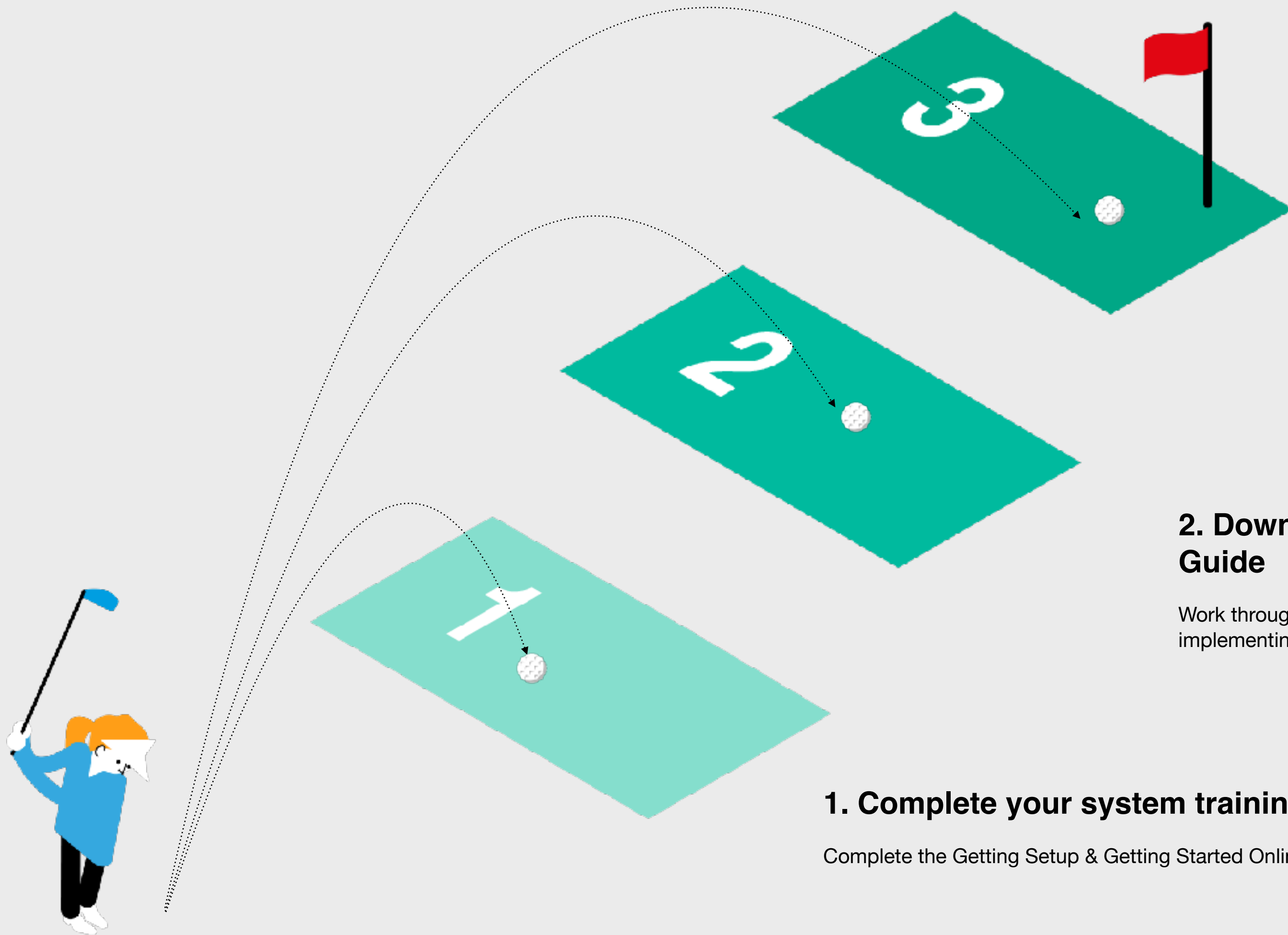
Although you should be recommended that parents purchase the correct equipment for attendees, you should be ready to supply participants with an equipment bag if they require it.

Next Steps



Next Steps

Take the next steps towards a launching your Course Play Program...



3. Take the first steps and follow the step by step guides

Put the steps into action and review the next guide when the time is right.

2. Download and action the Step 1 Checklist Guide

Work through the steps listed within this guide to begin your journey to implementing the Junior Course Play program at your venue.

1. Complete your system training

Complete the Getting Setup & Getting Started Online Training Courses.

Thank you.

Please complete your System Training within your using your system section of the Training Hub.