Building Your Adapted Course & Running Your Course Play Event

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SHOTZ Adapted Teeing System

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Adapted On Course System - Why is it important?

One of the key elements of the program, is an opportunity to get out onto the golf course from the outset. This will drive enjoyment and engagement but also give participants a real sense of what the game is all about. It is vital however, that the participants experience on the golf course is appropriate to their developmental stage. This will:

Develop Their Confidence

Adapting the experience on the course to the ability of participants will help develop the confidence of the learner so they continue to be engaged in the learning process.

Set Them Up For Success

Adapting the on course experience to the developmental stage of the learner will allow them to achieve early success and this will drive enjoyment and continued engagement.

Manage Their Expectations

A developmentally appropriate experience will also define the expectations of the learner's experience on the course. At the early stages, avoiding the use of traditional scoring systems and instead focussing on experience on the course will drive engagement.

Drip Feed Understanding

Applying a developmentally appropriate on course system will help you to shape the participants' understanding of playing the game and how this works within a club environment. Starting from simple scoring, through to the pars, stroke indexes and handicaps.
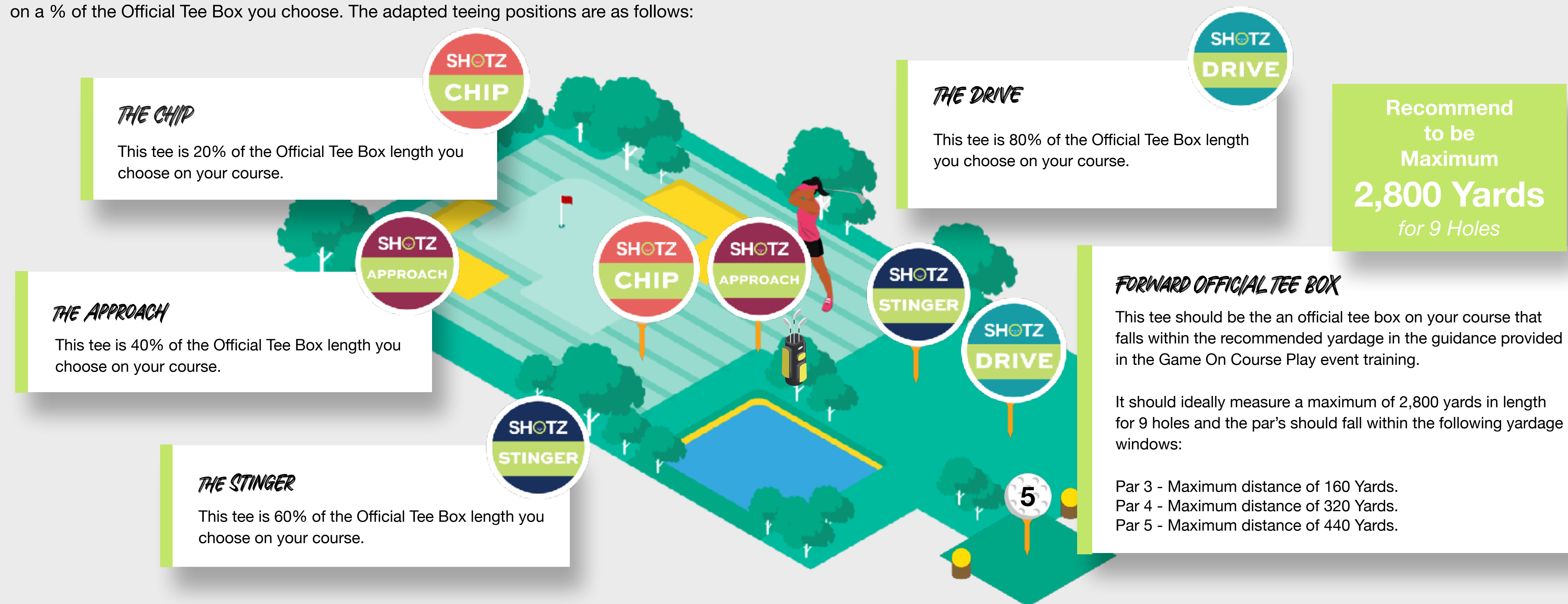
Level The Playing Field

Applying an adapted on course system will allow learners to play with others of varying abilities and have a social but competitive experience when playing. Learners won't have handicaps and an on course system will help level the playing field.

Show Progression

The adapted course will help you to demonstrate the progress the learner is making and this links to the 3-Step Progression Pathway,

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SHOTZ Adapted Course

The adapted course for your Game On program links directly to the Crush It Adapted Course to help you utilize what may already be in place at your venue if you are running this program. The adapted course consists of 5 teeing positions and outlines that you use an Official Tee Box on your course as 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 follows:

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.

Recommend to be Maximum 2,800 Yards *for 9 Holes*

THE APPROACH

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

FORWARD OFFICIAL TEE BOX

This tee should be the an official tee box on your course that falls within the recommended yardage in the guidance provided in the Game On Course Play event 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.

THE STINGER

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

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Yardage of the Official Tee Box - Par 3s, 4s and Par 5s

To align to your Crush It course, there is a recommended maximum guideline for each hole type from the Official Tee Box you choose (Tee 5). The yardages for Tee 1-4 are based on a % of this yardage. The recommended yardages for each of the hole types from the Official Tee Box are:

Par 3

The recommended maximum distance of a Par 3 using this system should be 160 yards.

**Hole 1
Par 3
160 Yards**
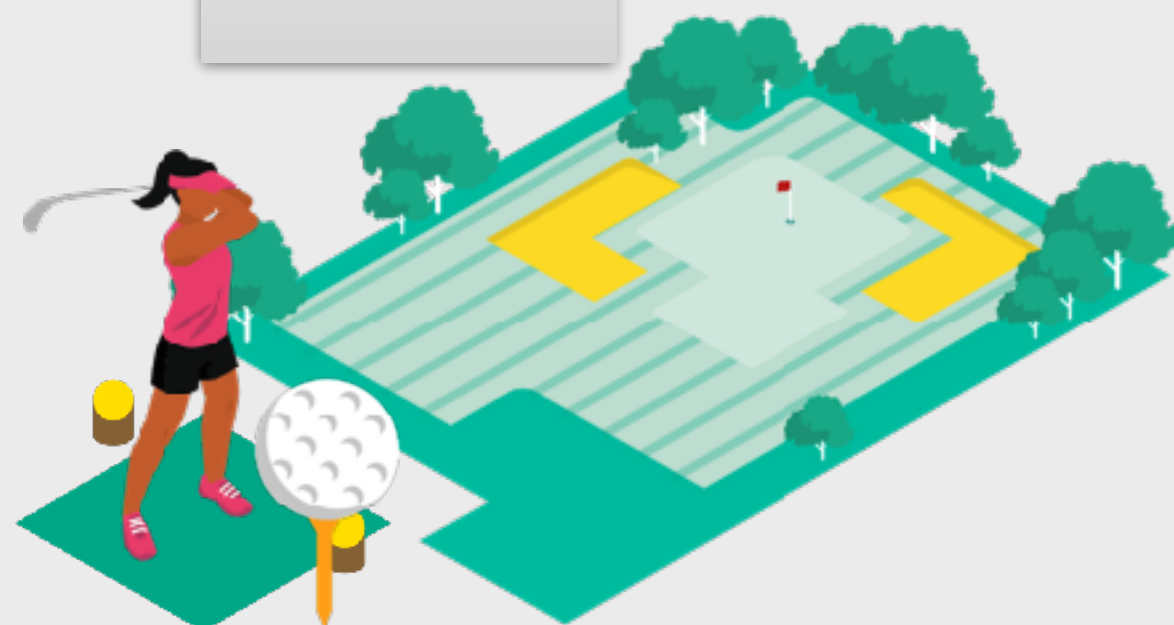
Par 4

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

**Hole 2
Par 4
320 Yards**

Par 5

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

**Hole 3
Par 5
440 Yards**

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Yardage of the the Remaining Teeing Positions

The yardages for Tee 1-4 are based on a % of this yardage of the Official Tee Box (Tee 5). The recommended yardages for each of the hole types from the Forward Tee are:

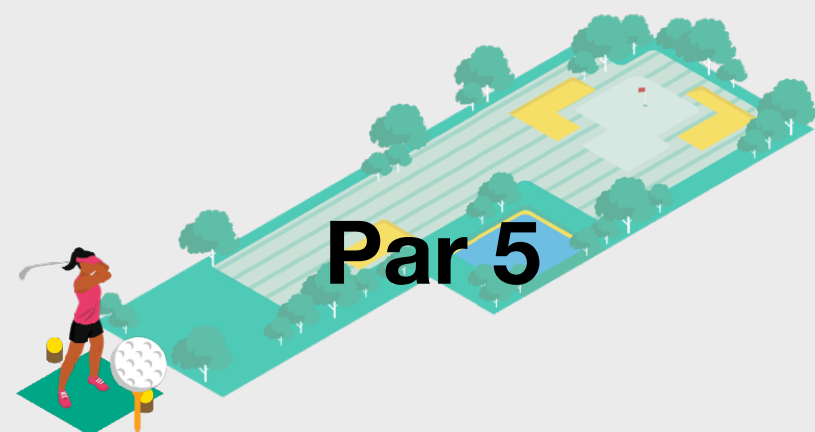|	THE DRIVE	THE STINGER	THE APPROACH	THE CHIP
	The recommended yardages across the three hole types for this teeing position are:	The recommended yardages across the three hole types for this teeing position are:	The recommended yardages across the three hole types for this teeing position are:	The recommended yardages across the three hole types for this teeing position are:
Par 3	128 Yards or Less	96 Yards or Less	64 Yards or Less	32 Yards or Less
Par 4	129 - 256 Yards	97 - 192 Yards	65 - 128 Yards	33 - 64 Yards
Par 5	257 - 352 Yards	193 - 264 Yards	129 - 176 Yards	65 - 88 Yards

Recommended Make Up of a 9 Hole Course

When running your events, you should give your participants a chance to play on the course up to 9 holes. The amount of holes that a learner will complete, will vary depending on their experience and ability, however for those working towards achieving the scoring challenges within step 3 of the progression pathway, the learner should be playing 9 holes. The exact layout of your course will be up to you, but it is recommend that the learners get a real experience of playing the game and access to varying hole types and lengths.
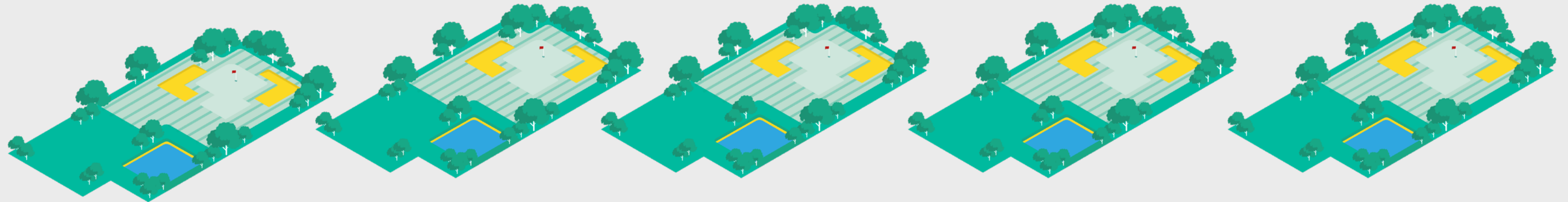
1. Par 3

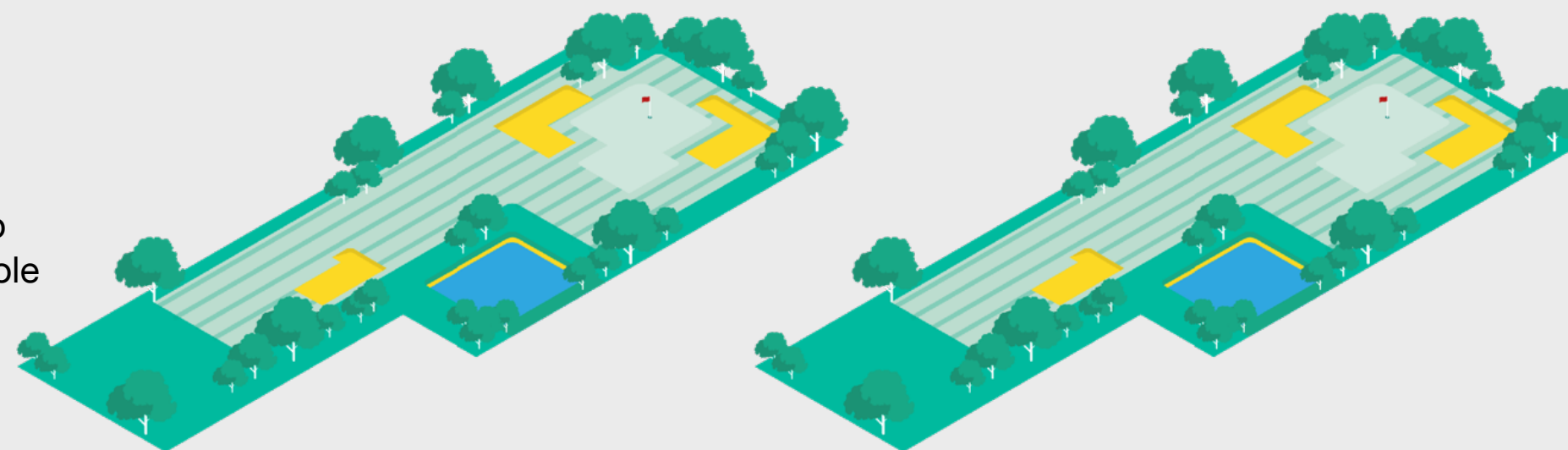There are recommended to be two Par 3's on your 9 hole course
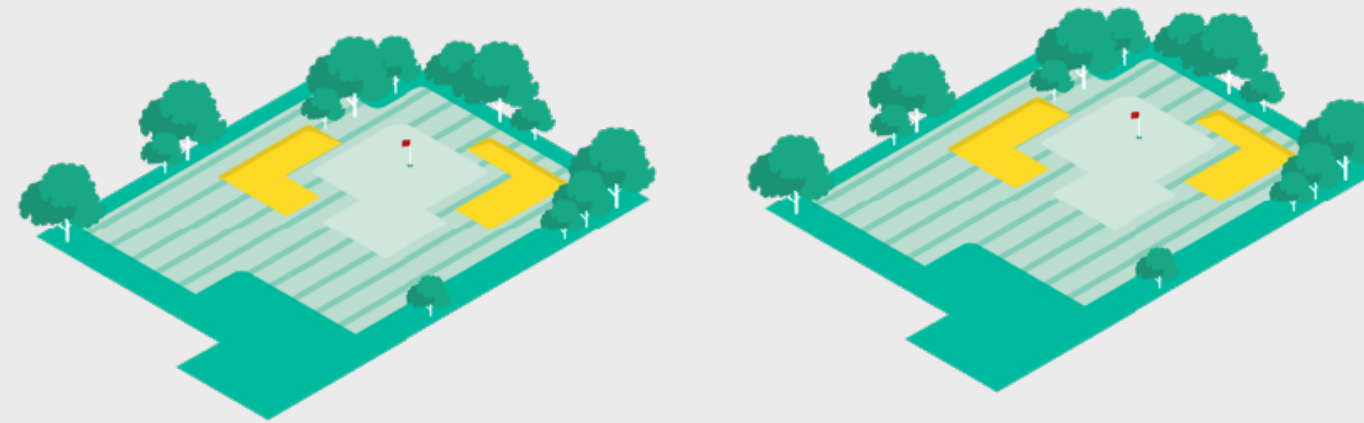
2. Par 4

There are recommended to be five Par 4's on your 9 hole course

3. Par 5

There are recommended to be two Par 5's on your 9 hole course

Recommended Maximum 9-Hole Yardage

Using the recommended maximum yardages for each teeing position and suggested course layout, we can produce a maximum recommended 9-hole course yardage. Depending on the specific layout of your course, the number of hole combinations and yardage of each hole type will vary from venue to venue:

5 Tee 5 - FORWARD TEE **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

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 organized course play events. This is possible in the following ways:

Utilize 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 Learner Where to Play From

You should clearly guide each Learner to the most appropriate starting position for them based on their development progress and journey through the 3-Step 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.
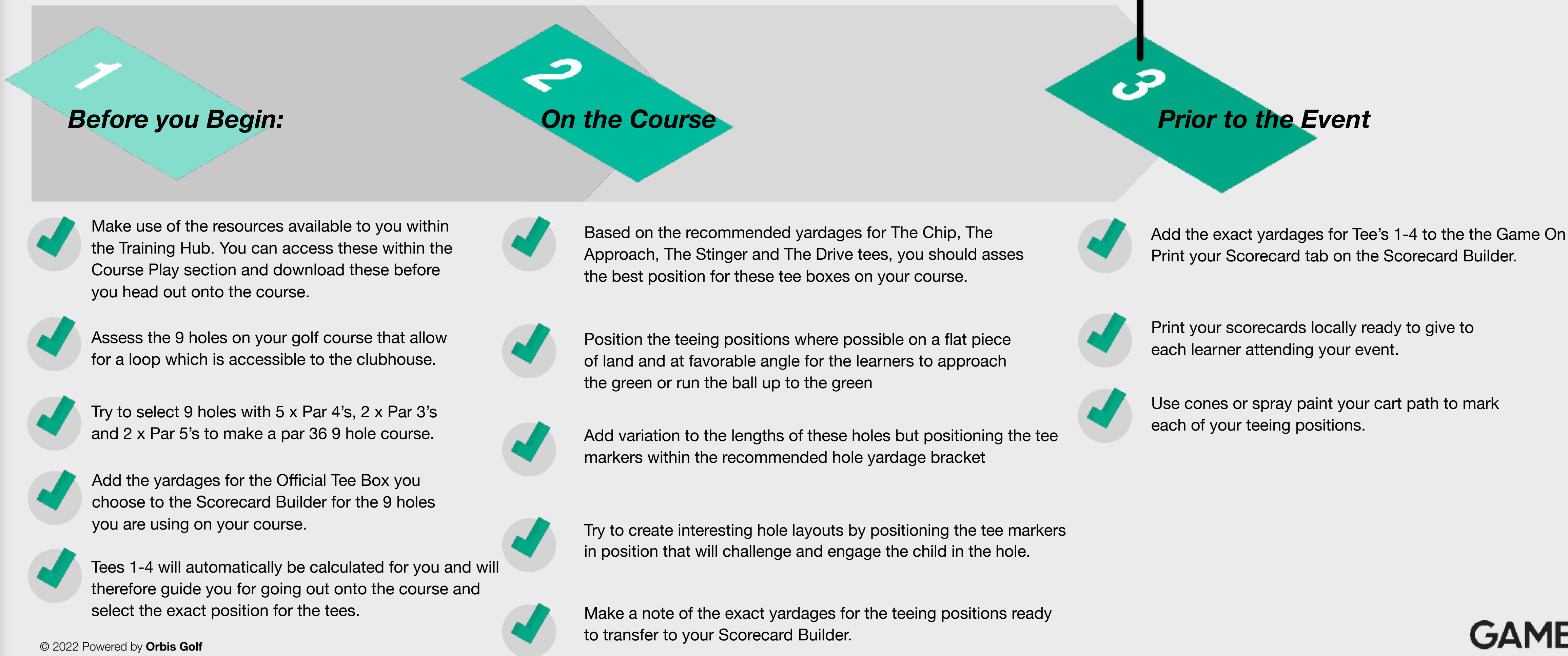
Use Cones or Markers During Events

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.

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. You can also utilize the Crush It course already in place at your venue if you are operating this program, with only the additional teeing position required if the shortest tee box on your course falls outside of the yardage windows. Here are a few things to consider and steps to take:

1

Before you Begin:

✓ Make use of the resources available to you within the Training Hub. You can access these within the Course Play section and download these before you head out onto the course.

✓ Assess the 9 holes on your golf course that allow for a loop which is accessible to the clubhouse.

✓ Try to select 9 holes with 5 x Par 4's, 2 x Par 3's and 2 x Par 5's to make a par 36 9 hole course.

✓ Add the yardages for the Official Tee Box you choose to the Scorecard Builder for the 9 holes you are using on your course.

✓ Tees 1-4 will automatically be calculated for you and will therefore guide you for going out onto the course and select the exact position for the tees.

2

On the Course

✓ Based on the recommended yardages for The Chip, The Approach, The Stinger and The Drive tees, you should asses the best position for these tee boxes on your course.

✓ Position the teeing positions where possible on a flat piece of land and at favorable angle for the learners to approach the green or run the ball up to the green

✓ Add variation to the lengths of these holes but positioning the tee markers within the recommended hole yardage bracket

✓ Try to create interesting hole layouts by positioning the tee markers in position that will challenge and engage the child in the hole.

✓ Make a note of the exact yardages for the teeing positions ready to transfer to your Scorecard Builder.

3

Prior to the Event

✓ Add the exact yardages for Tee's 1-4 to the the Game On Print your Scorecard tab on the Scorecard Builder.

✓ Print your scorecards locally ready to give to each learner attending your event.

✓ Use cones or spray paint your cart path to mark each of your teeing positions.

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Directing the Learner

Where Should Learners Play From?

The starting position that the learner will play from during organized course play events, and independently/socially outside of these events, will depend on the stage of the program and progression pathway, the distance the learner can hit the ball and the attitude of the learner.

You need to be the expert guide, educating the learner of the best starting position. The starting position acts as a guideline for the learner to achieve the requirements within the progression pathway or so they can access experiences that are developmentally appropriate. It is also to ensure that they can deliver the necessary speed of play so that their activity doesn't impact the enjoyment of others on the course.

THE CHIP

- It is ideally suited to learners who can strike the ball 20 - 30 yards in the air with a mid-iron and a total distance of 40 yards with a driver.

- The Step 1 Club & Course Ready On Course Score Challenge can be completed from this teeing position.
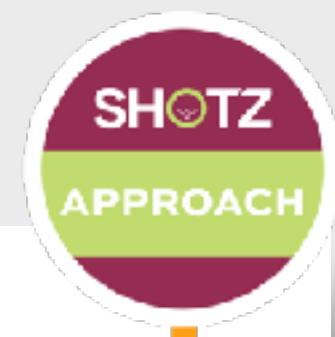
THE APPROACH

- It is ideally suited to learners who can strike the ball 40 - 50 yards in the air with a mid-iron and a total distance of 80 yards with a driver.

- The Step 1 Club & Course Ready On Course Score Challenge can be completed from this teeing position.

THE STINGER

- It is ideally suited to learners who can strike the ball 70 - 80 yards in the air with a mid-iron and a total distance of 120 yards with a driver.

- The Step 1 and 2 Club & Course Ready On Course Score Challenge can be completed from this teeing position.

THE DRIVE

- It is ideally suited to learners who can strike the ball 90 - 100 yards in the air with a mid-iron and a total distance of 160 yards with a driver.

- The Step 1 and 2 Club & Course Ready On Course Score Challenge can be completed from this teeing position.

THE OFFICIAL TEE BOX

- Ideally suited to learners who can strike the ball 120 yards in the air with a mid-iron and a total distance of 200 yards with a driver.

- The Step 1, 2 and 3 Club & Course Ready On Course Score Challenge can be completed from the Forward Tee.

Adapted Rules

While it is essential that your participants get a true experience of playing the course, it is important that we nurture the confidence of learners and help them to enjoy playing the course and achieve success. Therefore, you can guide your learners to play the course using adapted rules. These rules will also help to promote speed of play during your events and when your learners may be playing independently or socially outside of the program.

✔ **10 Shot Maximum -** A maximum of 10 shots on each hole . Once the learner hits 10 shots, they pick up their ball

✔ **Air Shot Rule –** If a learner does not connect with the ball, a stroke is not counted

✔ **Pick and Place Rule –** Learners can pick and place the ball anywhere on the golf course excluding within hazards

✔ **Lost Ball Rule –** Learners 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 –** Learners can ground the club in a bunker as long as they are not deliberately attempting to improve their lie

✔ **3 Attempt Rule in Bunkers –** Learners can attempt a maximum of 3 shots in the bunker. If after an unsuccessful 3rd attempt, the learner is able to pick up their ball and drop it to the side of the bunker without penalty

✔ **Tee It Up Rule –** Where required, learners can tee up their golf ball anywhere on the golf course excluding hazards

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Who Plays Using Adapted Rules?

Ultimately, you are the guide on the learners' journey, they have a choice to decide where they play from on the course and the rules they use. However, it is important that learners develop the competency and understanding to play the golf course under the normal rules of golf in order to become Club and Course Ready. This will set them up for future involvement in the club and when playing with others socially and competitively. As can be seen below, it is only those who are working to achieve the On Course Challenge for Step 3 of the Club and Course Ready progress wheel that should not play using adapted rules.

	Adapted Rules	Tee Guidance	Step Guidance
1	10 Shot maximum	✔ Tee 1-4	✔ Steps 1 and 2
2	Air Shot Rule	✔ Tee 1-4	✔ Steps 1 and 2
3	Pick and Place Rule	✔ Tee 1-4	✔ Steps 1 and 2
4	Lost Ball Rule	✔ Tee 1-4	✔ Steps 1 and 2
5	Bunker Grounding	✔ Tee 1-4	✔ Steps 1 and 2
6	3 Attempt rule in Bunkers	✔ Tee 1-4	✔ Steps 1 and 2
7	Tee it Up Rule	✔ Tee 1-4	✔ Steps 1 and 2

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Further Guidance

The guidance in this section has been built to help you navigate the learners' journey through the program. However, the choice the learner makes is vital. It is important that they buy into their experience on the program to drive long term retention in the program.

Number of Holes

- You should guide the learner to play the amount of holes that may be appropriate for their experience and ability. Consider the impact on those playing in your events and other golfers on the golf course.

Be the Expert

- You should be bold when guiding the learner on playing the course and the experience that will be right for them. Provide them with the information as to why you are making the recommendation.

Stroke Play or Texas Scramble

- The events are designed to give your learners a chance to play the course and play their own ball. However, from time to time it may be appropriate to make up small teams to play a Texas Scramble format. This will help those new to the program to build their confidence and enjoyment on the course.

They Make the Choice

- Remember, those enrolled in your program are playing for a hobby and will be motivated by playing with their friends. Let them make a choice about which tees to use in order to keep them engaged in the program.
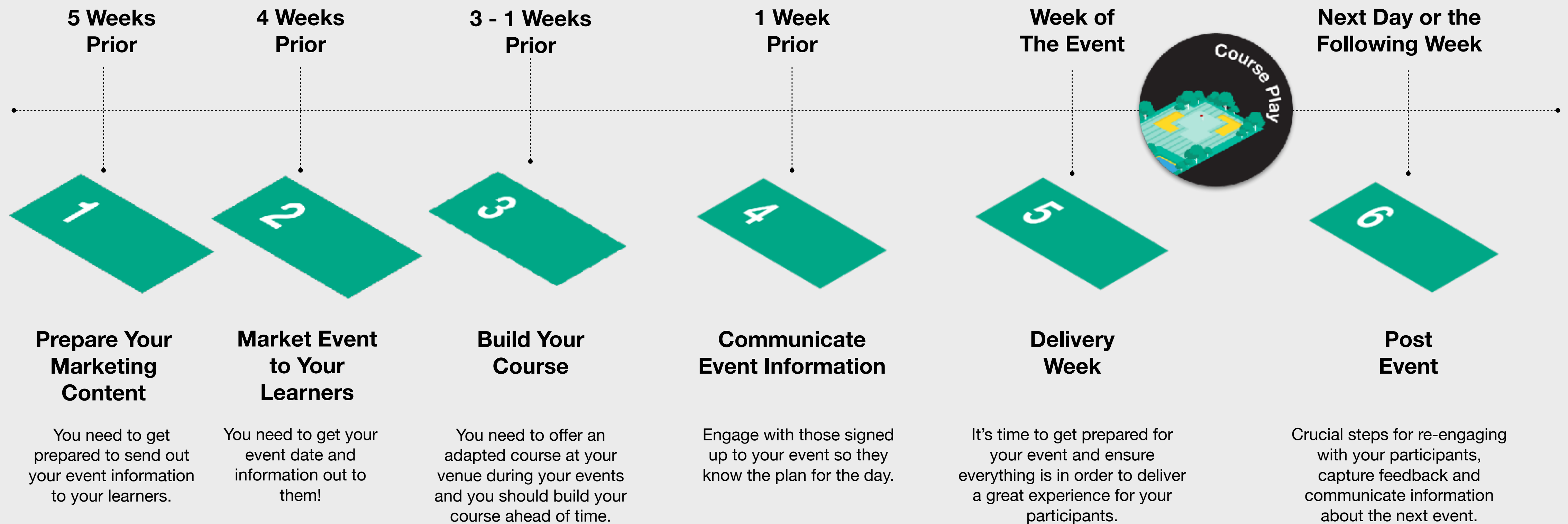
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Running Your Event

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Implementation of Your Course Play Event

Once you have completed this Training Module and the additional steps previously outlined, you will then be ready to launch your event to your participants. At the start of the program, you may have a small number on your program but it is important you run the event to ensure you offer the opportunities to those enrolled. As your program grows, your event numbers will grow too. Follow the steps below in the build up to each event:

5 Weeks Prior	4 Weeks Prior	3 - 1 Weeks Prior	1 Week Prior	Week of The Event	Next Day or the Following Week
1	**2**	**3**	**4**	**5**	**6**
Prepare Your Marketing Content	**Market Event to Your Learners**	**Build Your Course**	**Communicate Event Information**	**Delivery Week**	**Post Event**
You need to get prepared to send out your event information to your learners.	You need to get your event date and information out to them!	You need to offer an adapted course at your venue during your events and you should build your course ahead of time.	Engage with those signed up to your event so they know the plan for the day.	It's time to get prepared for your event and ensure everything is in order to deliver a great experience for your participants.	Crucial steps for re-engaging with your participants, capture feedback and communicate information about the next event.

Course Play

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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 Course Play Event section of the Training Hub

In the Training Hub, you can visit the Course Play page within the Game On Program section. Click on Program Resources to access all of the supporting materials you need for your event.

2. View or Download 'Step 2 Marketing Distribution 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.

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Accessing Event Resources

Through the Training Hub, you can access, view and download a range of resources to support the running of your event and these can be shared with participants attending. Please follow the steps below to access the resources:

1   **Navigate to the Training Hub**

From any user role or screen in the GLF. System you can access the Training Hub.

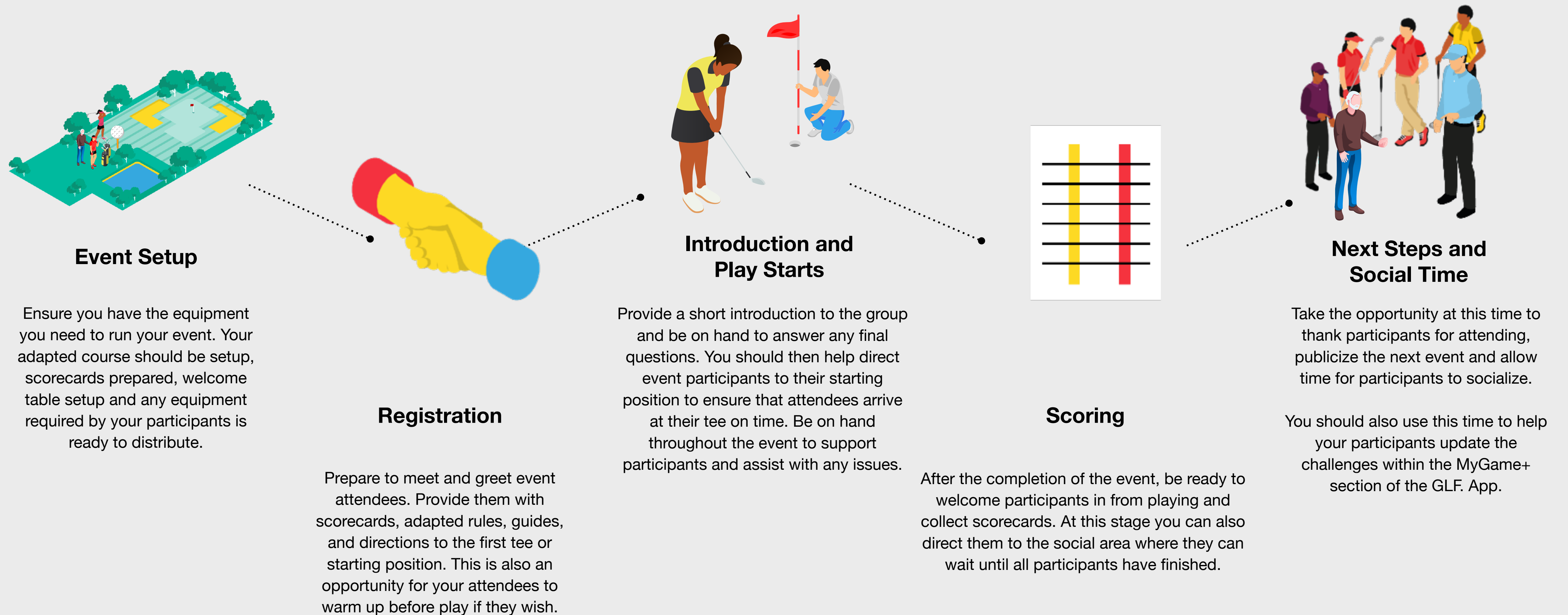**2**   **Select Program Resources Menu**

In the menu navigations, select the Program Resources option and then Game On > Course Play Resources sub menu.

3   **Access the Resource you Need**

On this screen, you can view and download the resources to support the running of your event.
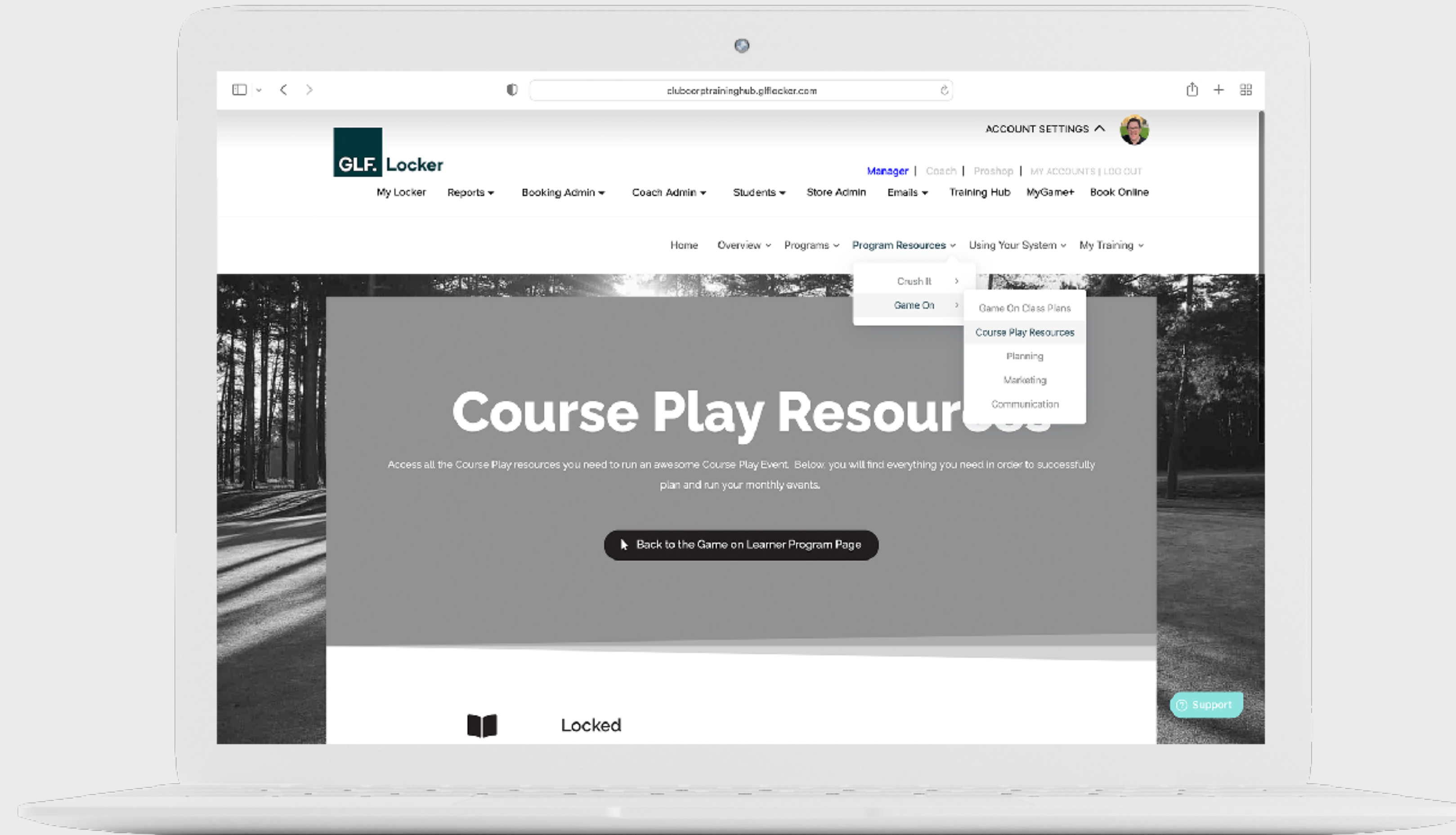
Flow of the Day

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 to run your event. Your adapted course should be setup, scorecards prepared, welcome table setup and any equipment required by your participants is ready to distribute.

Registration

Prepare to meet and greet event attendees. Provide them with scorecards, adapted rules, guides, and directions to the first tee or starting position. This is also an opportunity for your attendees to warm up before play if they wish.

Introduction and Play Starts

Provide a short introduction to the group and be on hand to answer any final questions. You should then help direct event participants to their starting position to ensure that attendees arrive at their tee on time. Be on hand throughout the event to support participants and assist with any issues.

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 the social area where they can wait until all participants have finished.

Next Steps and Social Time

Take the opportunity at this time to thank participants for attending, publicize the next event and allow time for participants to socialize.

You should also use this time to help your participants update the challenges within the MyGame+ section of the GLF. App.
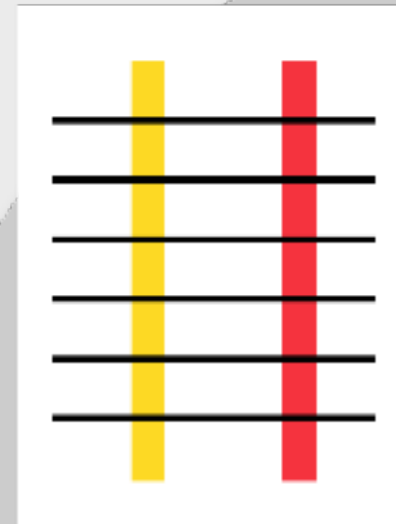
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Equipment You Need

To run your event effectively, you will need some equipment and you may also need to supply this to your participants, especially those new to the program. Where necessary, this is available to you within the Training Hub or you can also use equipment from your Crush It equipment bag.

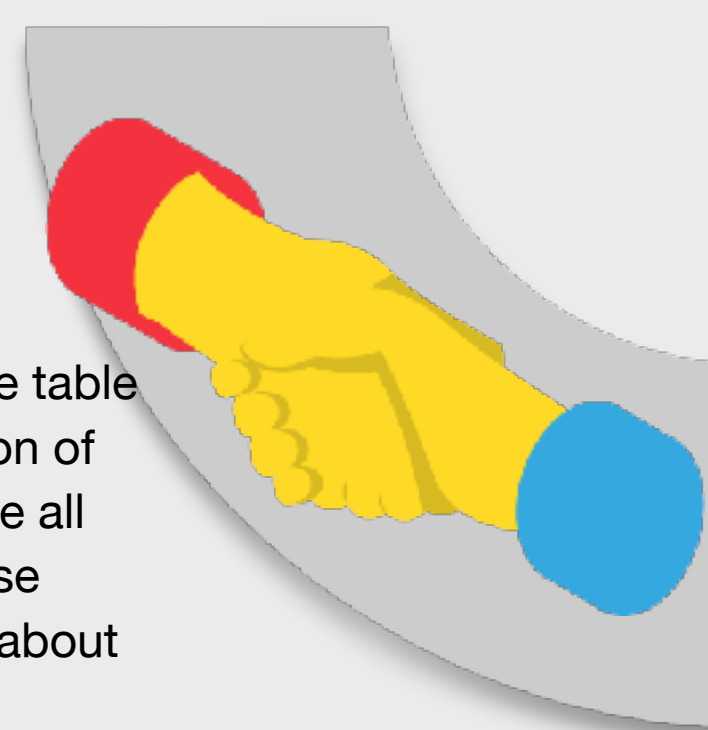The equipment you will need for your event includes:

Scorecards

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

Basic Equipment

- You may choose to supply basic on course equipment such as pencils, balls, ball markers and pitchforks. This will also help with the education of those attending.

Welcome Table

- You should organize a welcome table to add a professional impression of your event and ensure you have all the equipment available to those attending and any information about your event.

Spare Equipment

- Although you should be recommending that learners purchase the correct equipment for the program, you should be ready to supply participants with an equipment bag if they require it.

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Before The Event Begins

As this event takes place on the course it is vital that you are organized for the event. The event should offer your learners the chance to play the course from adapted teeing positions and therefore you need to ensure you set this up prior to the event beginning. The Step by Step guides available in the Training Hub will help you prepare but some of the key actions just prior to your event starting are as follows:
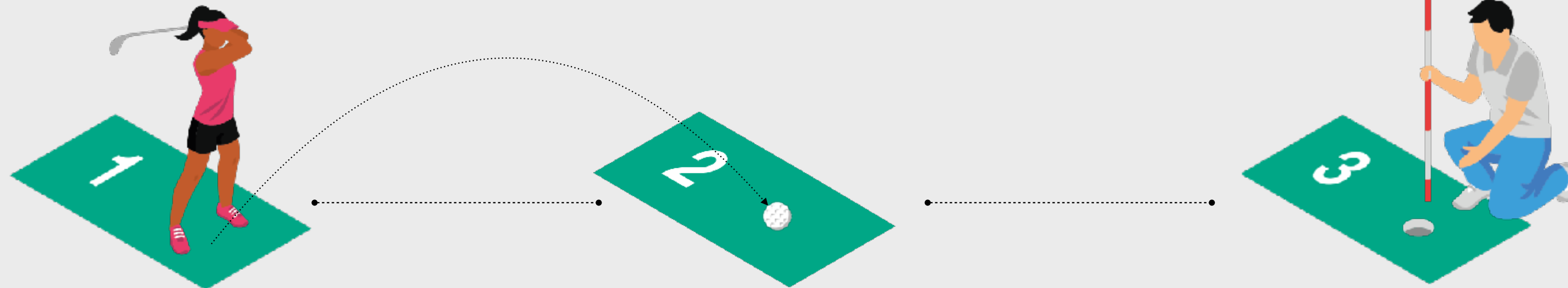
Week Prior

In the week prior or a few days before your event we recommend:

- Ensure you have reserved access to the Golf Course
- Organize the equipment you need for the event including clubs, basic equipment and scorecards
- Ensure you have some time block into your schedule prior to the event start time on GLF.
- Message your students on GLF. or via email reminding them of the event, tee times and equipment required.

30 Minutes Prior to the Event

It is the day of the event and you should ensure you arrive at least 30 minutes prior in order to:

- Ensure the specific adapted course teeing positions are setup on the holes you are using for the event
- Ensure you have all of the equipment required, including spare clubs
- Be available 5 minutes prior in order meet and great the participants
- Ensure you have scorecards, ball markers, pitchforks and other essential equipment

Run Your Event!

It's time to run your event and deliver a great Game On experience at your club!

The End of Each Event

Providing a knockout experience to those attending the event doesn't just stop with delivering the event itself. What you deliver at the end of the event is just as important to the success of the program and development of each learner. At the end of the event, we recommend you take the time to:

Encourage Social Connections

Taking time at the end of your event to actively encourage social connections between participants will allow those who may not have been confident in starting a conversation the opportunity to engage with others in the group.

This is also a great chance to engage with learners on a one to one basis, to receive feedback on how they felt the event went and to provide additional support if needed in the form of booking private lessons or being able to speak openly away from the group environment.

Promote Further Program Opportunities

This event is an opportunity to promote the other opportunities within the program and you should be prepared with all of the information you need to promote the other program elements.

Encourage Playing Opportunities

Learners should be encouraged to play together outside of the weekly classes, practice clubs and monthly course play events. Facilitating the opportunity to play together after a class will help to improve the learner's ability, enjoyment and confidence on the course.
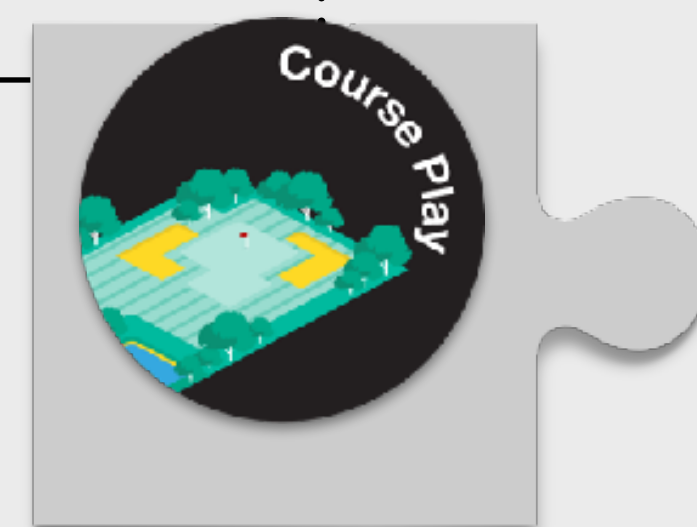
Recording Progress
*my*Game on GLF.Connect

To record the learners progress through the 3-Step Progression Pathway and the skill based challenges, the GLF.Connect My Game feature can be used. Learners may have completed On Course Challenges during the event and can also log their score on the Course Play section of the App.

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Recording Progress on MyGame+

The Course Play event is also an opportunity for learners to track their program through the progression pathway. Learners are able to view the specific challenges within each of the progress wheels and the categories, skill types and steps.

The learner can also track their progress on the course within the Course Play screen where they are then able to view information relating to the adapted course, view score history and log scores using the scoring wizard!
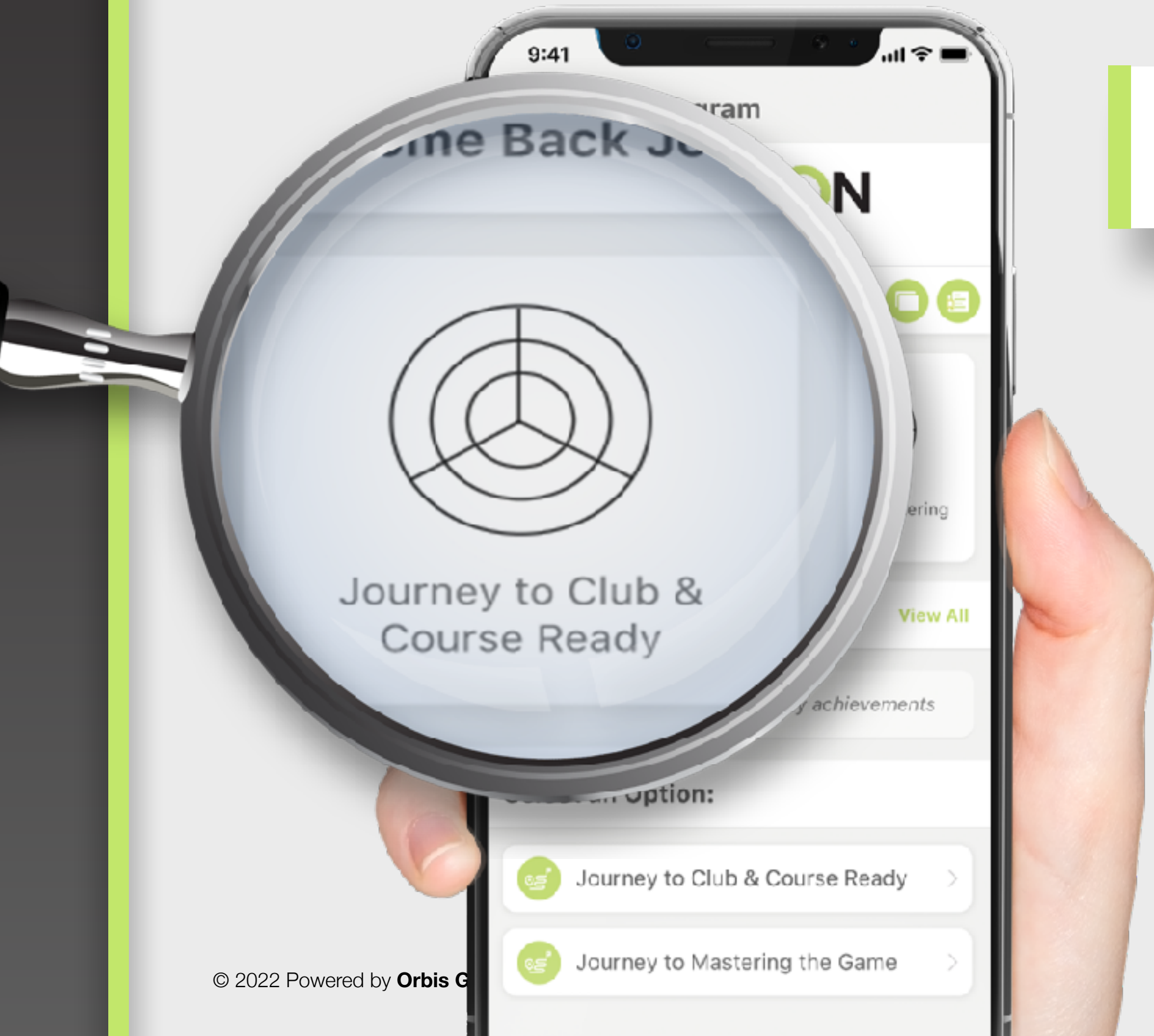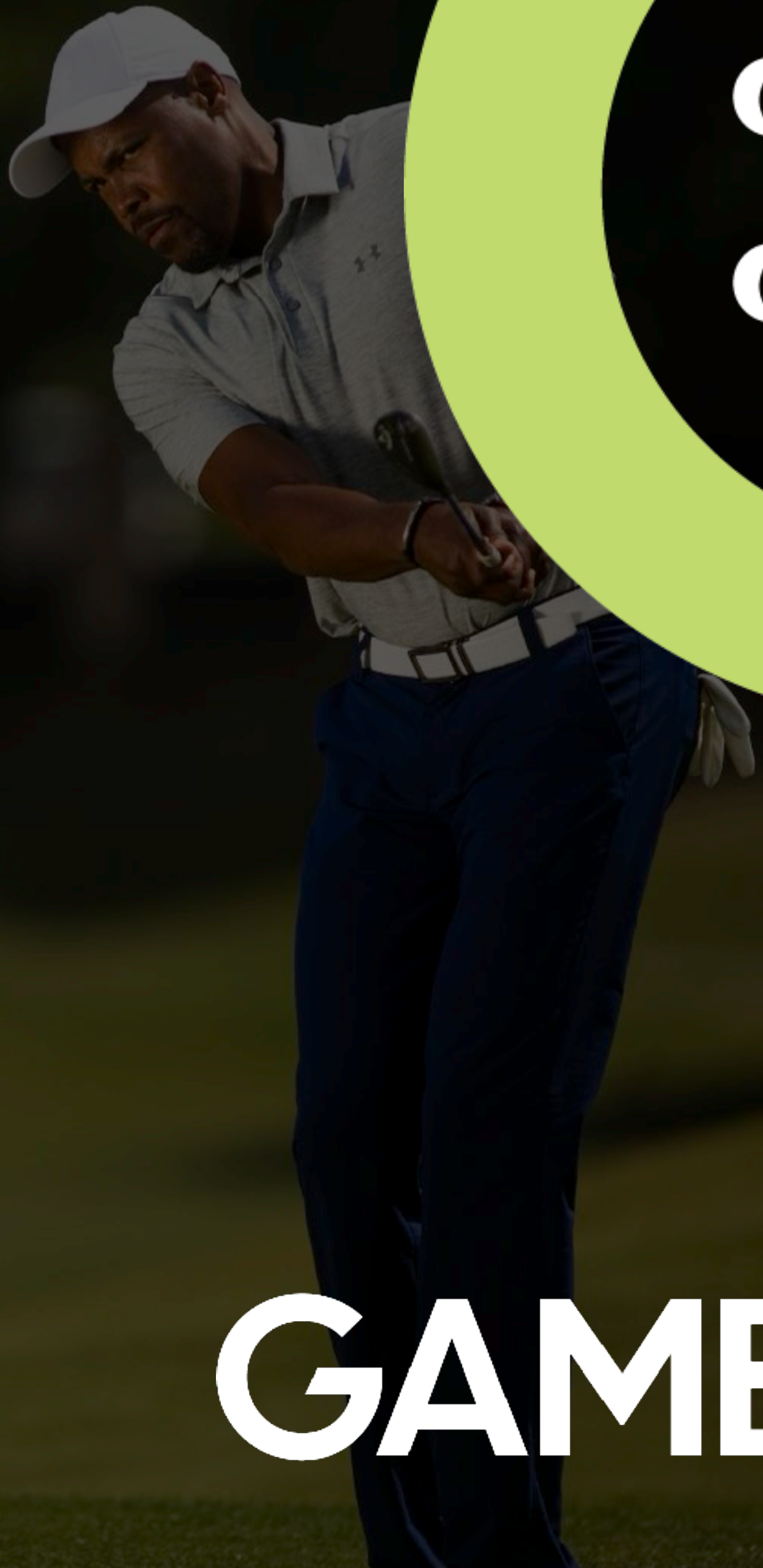
Update Challenges within the Progress Wheels
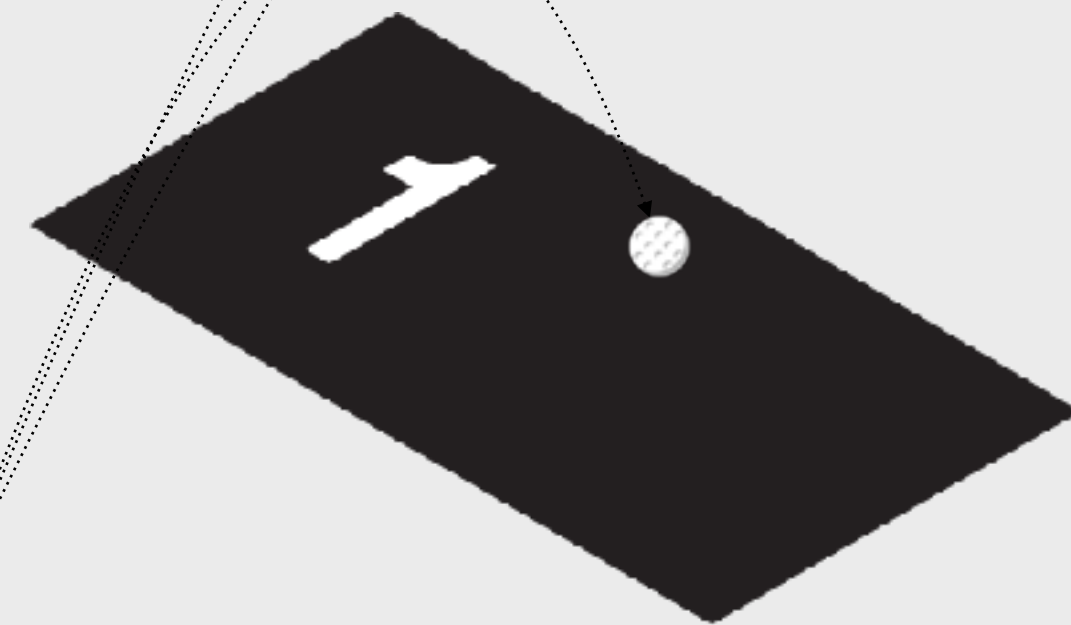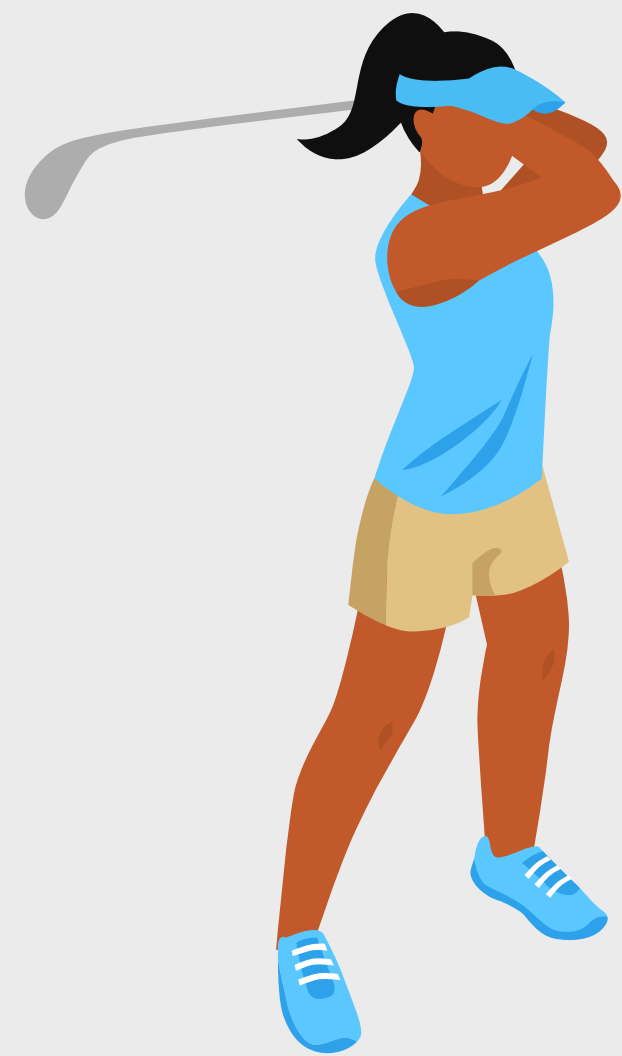
Update Course Play Scores

Next Steps

Next Steps

Take the next step towards running your course play event at your club…

3. Move to Step 2 - Marketing Content Step by Step Guide and Follow the Remaining Steps

Get prepared for marketing your event to the learners enrolled in your program and follow the remaining step by step guides.

2. Complete the Scheduling and Planning Step by Step Guide

This step-by-step guide will walk you through the steps to schedule your course play events across the program year.

1. Complete your Learner Program Training

Make sure you have completed the three training modules relating to the Learner Program.

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Key Contacts

Program management are available to help with the implementation of the program at your venue. The key contacts and their emails addresses are as follows:

Jennifer Bermingham

Director of Golf Programing

Jennifer.Bermingham@invitedclubs.com

Andrew Simmonds

Orbis Golf

andrew@orbisgolf.com

Rob Spurrier

Orbis Golf

rob@orbisgolf.com

Bart De Schepper

Retail Tribe

bartdeschepper@retailtribe.com

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Thank you.

Please complete the Step 1 Scheduling and Planning Tasks within the Course Play Resources section in the Training Hub.

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