

# SHOTZ Adapted Teeing System



# GAMEON

# 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

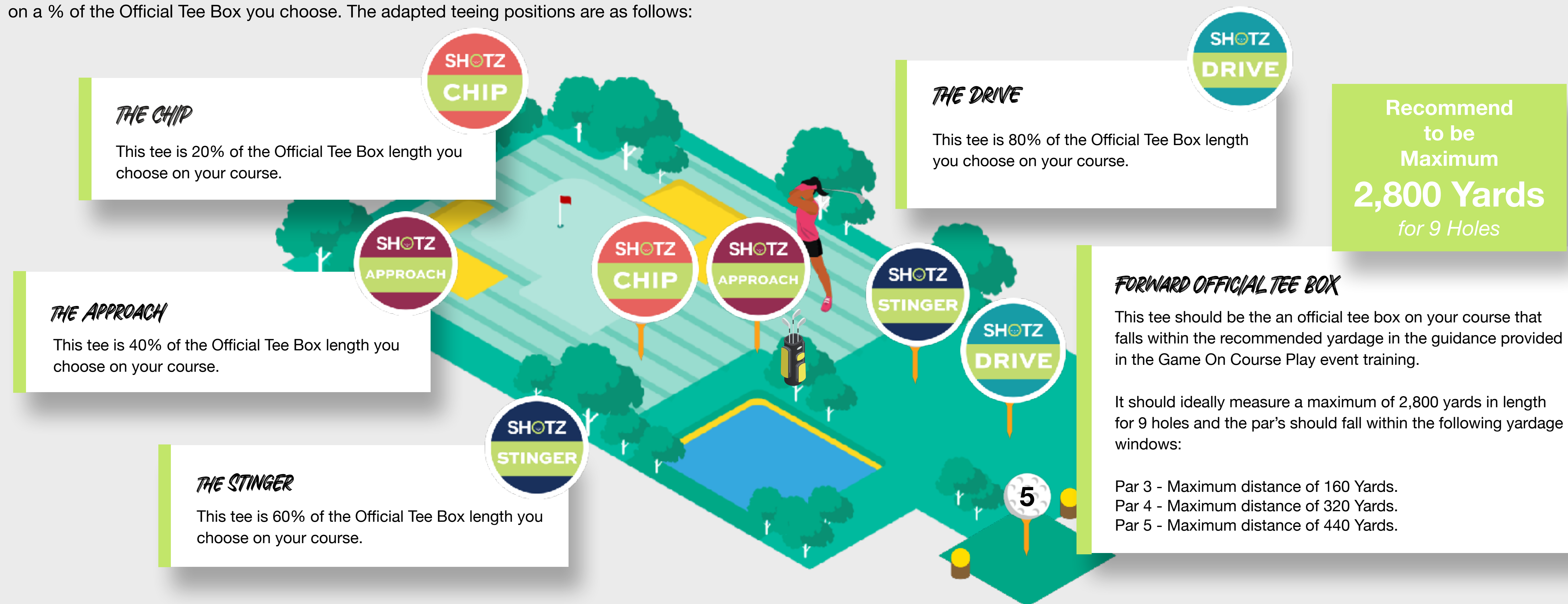
Applying an adapted on course system will allow learners to play with others of varying abilities and have a social but competitive experience when playing. Learners won't have handicaps and an on course system will help level the playing field.

## 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,

# 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:



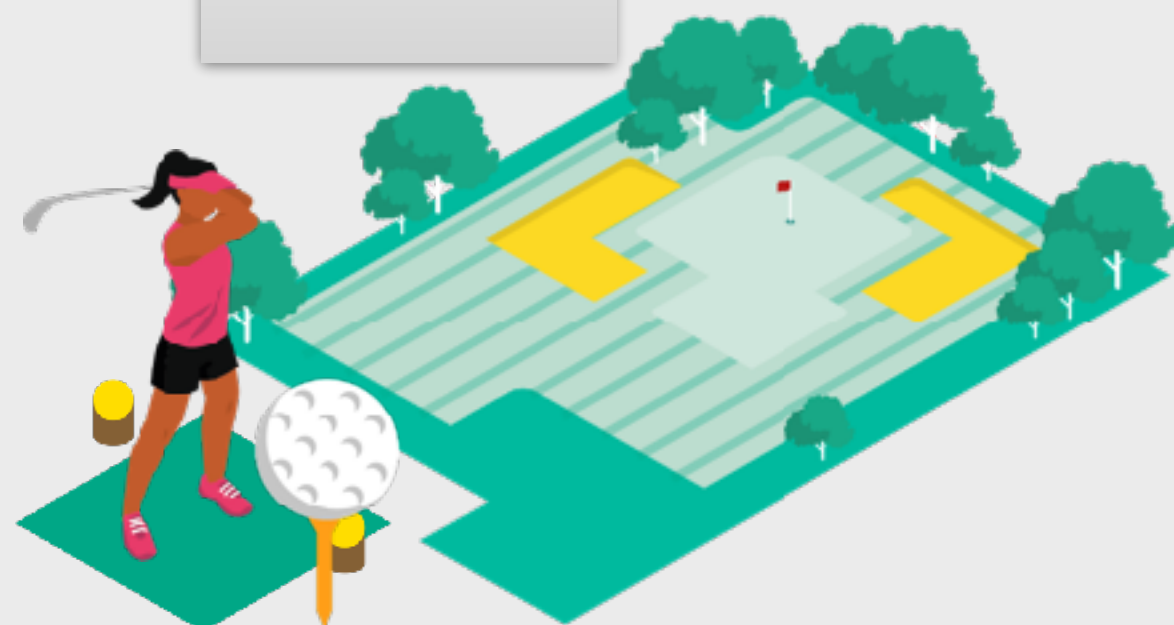
# Yardage of the Official Tee Box - Par 3s, 4s and Par 5s

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**



# 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 recommended yardages across the three hole types for this teeing position are:



*THE STINGER*

The recommended yardages across the three hole types for this teeing position are:



*THE APPROACH*

The recommended yardages across the three hole types for this teeing position are:



*THE CHIP*

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**



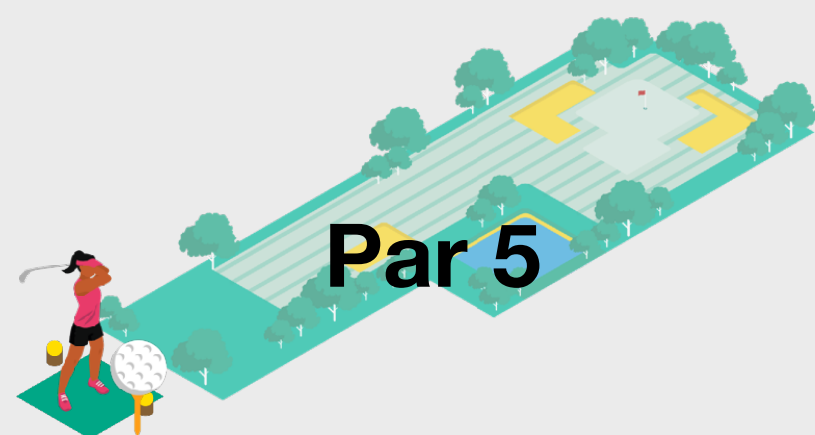
**Par 4**

**129 - 256 Yards**

**97 - 192 Yards**

**65 - 128 Yards**

**33 - 64 Yards**



**Par 5**

**257 - 352 Yards**

**193 - 264 Yards**

**129 - 176 Yards**

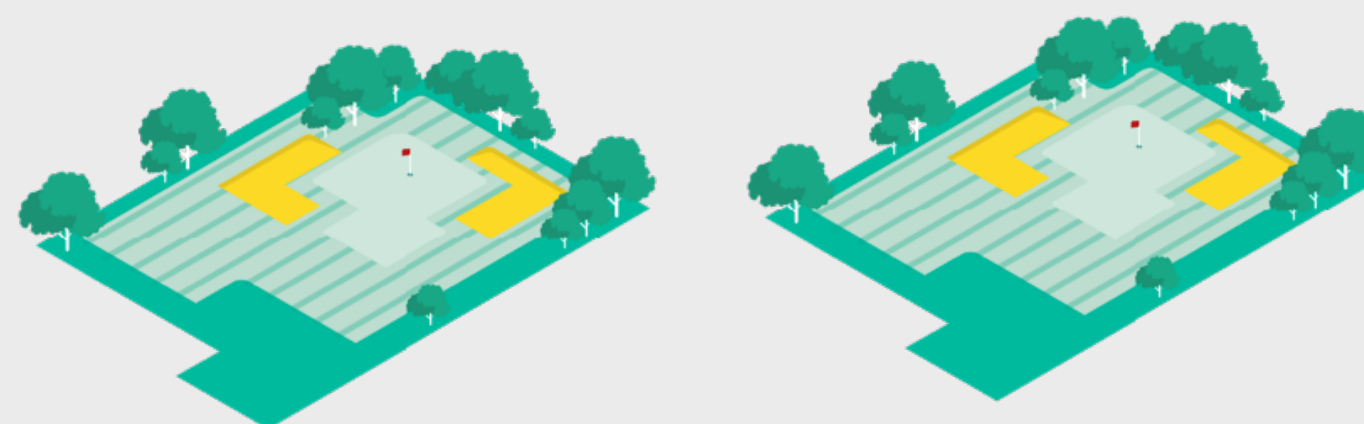
**65 - 88 Yards**

# 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.

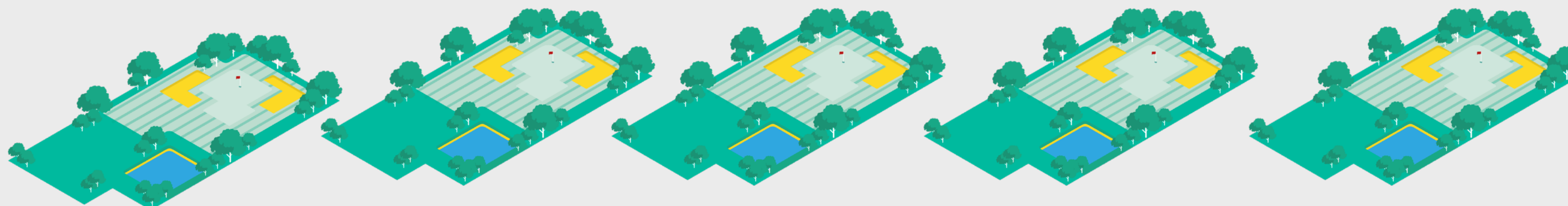
## 1. Par 3

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



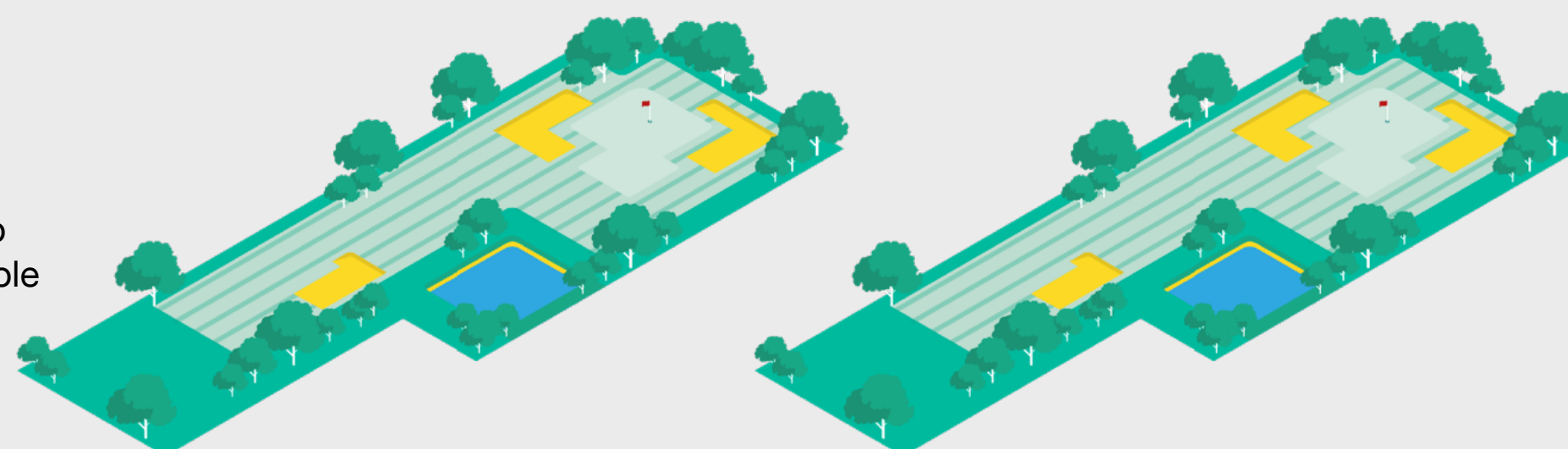
## 2. Par 4

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:



	<b>Tee 5 - FORWARD TEE</b>	<b>2,800 yards</b>
	<b>Tee 4 - THE DRIVE</b>	<b>2,240 yards</b>
	<b>Tee 3 - THE STINGER</b>	<b>1,680 yards</b>
	<b>Tee 2 - THE APPROACH</b>	<b>1,120 yards</b>
	<b>Tee 1 - THE CHIP</b>	<b>560 yards</b>

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
<b>Total</b>	<b>36</b>	<b>2800</b>	<b>2240</b>	<b>1680</b>	<b>1120</b>	<b>560</b>

# 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.



## 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.



## 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.



## 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.



## 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.



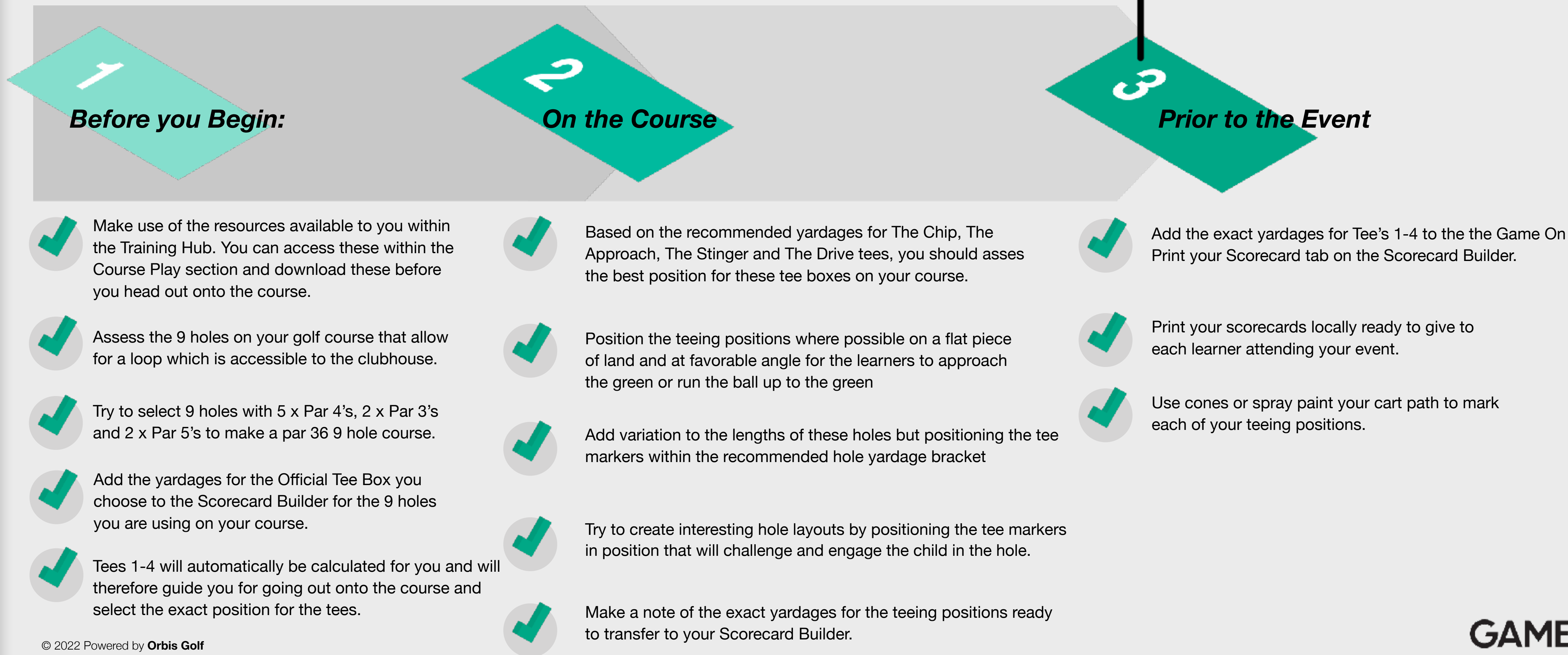
## Add Permanent Marker Plates

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:



# Directing the Learner



# GAMEON

# 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 3<sup>rd</sup> 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

# 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
	10 Shot maximum	 Tee 1-4	 Steps 1 and 2
	Air Shot Rule	 Tee 1-4	 Steps 1 and 2
	Pick and Place Rule	 Tee 1-4	 Steps 1 and 2
	Lost Ball Rule	 Tee 1-4	 Steps 1 and 2
	Bunker Grounding	 Tee 1-4	 Steps 1 and 2
	3 Attempt rule in Bunkers	 Tee 1-4	 Steps 1 and 2
	Tee it Up Rule	 Tee 1-4	 Steps 1 and 2

# 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.

# Thank you.

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

