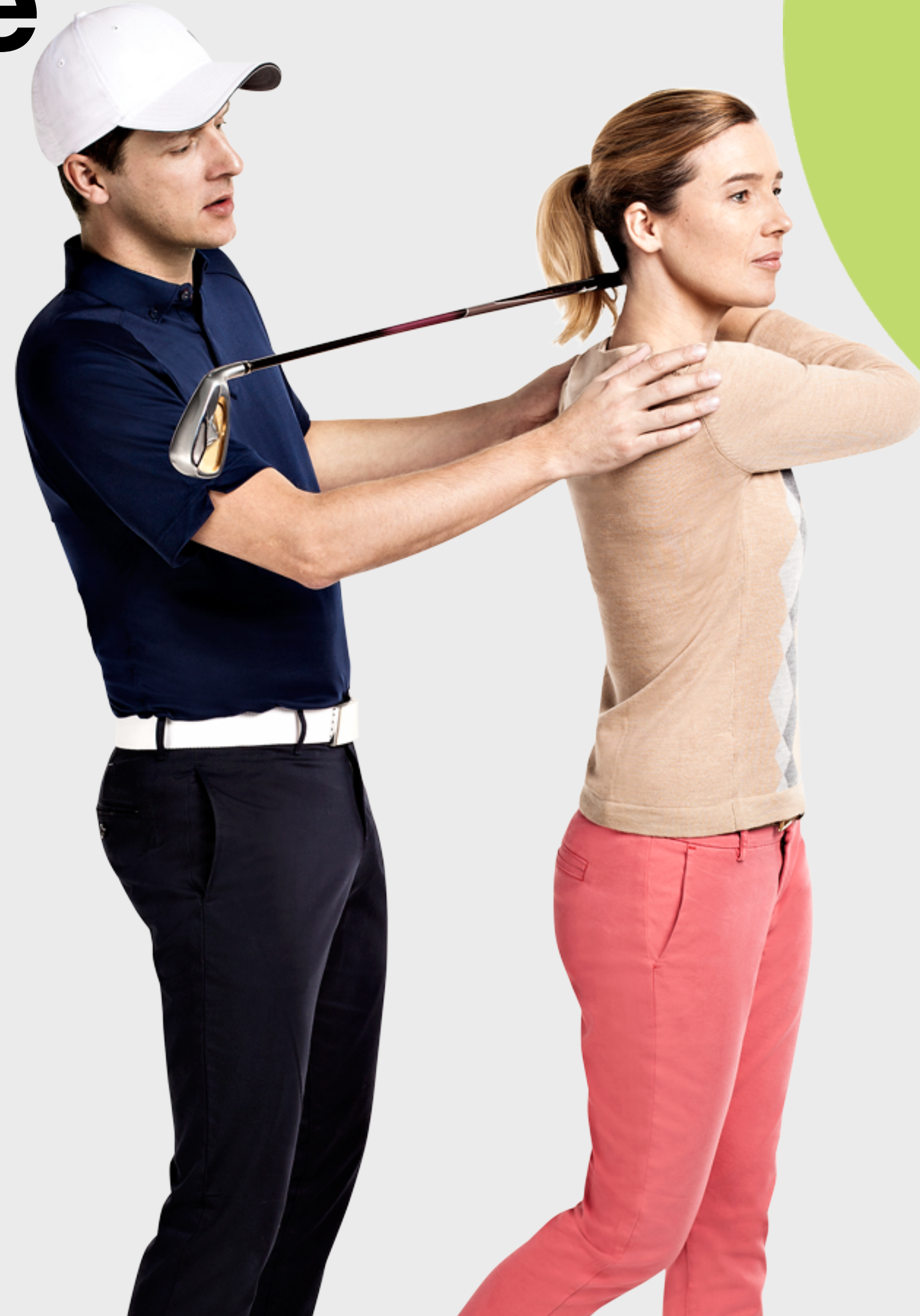
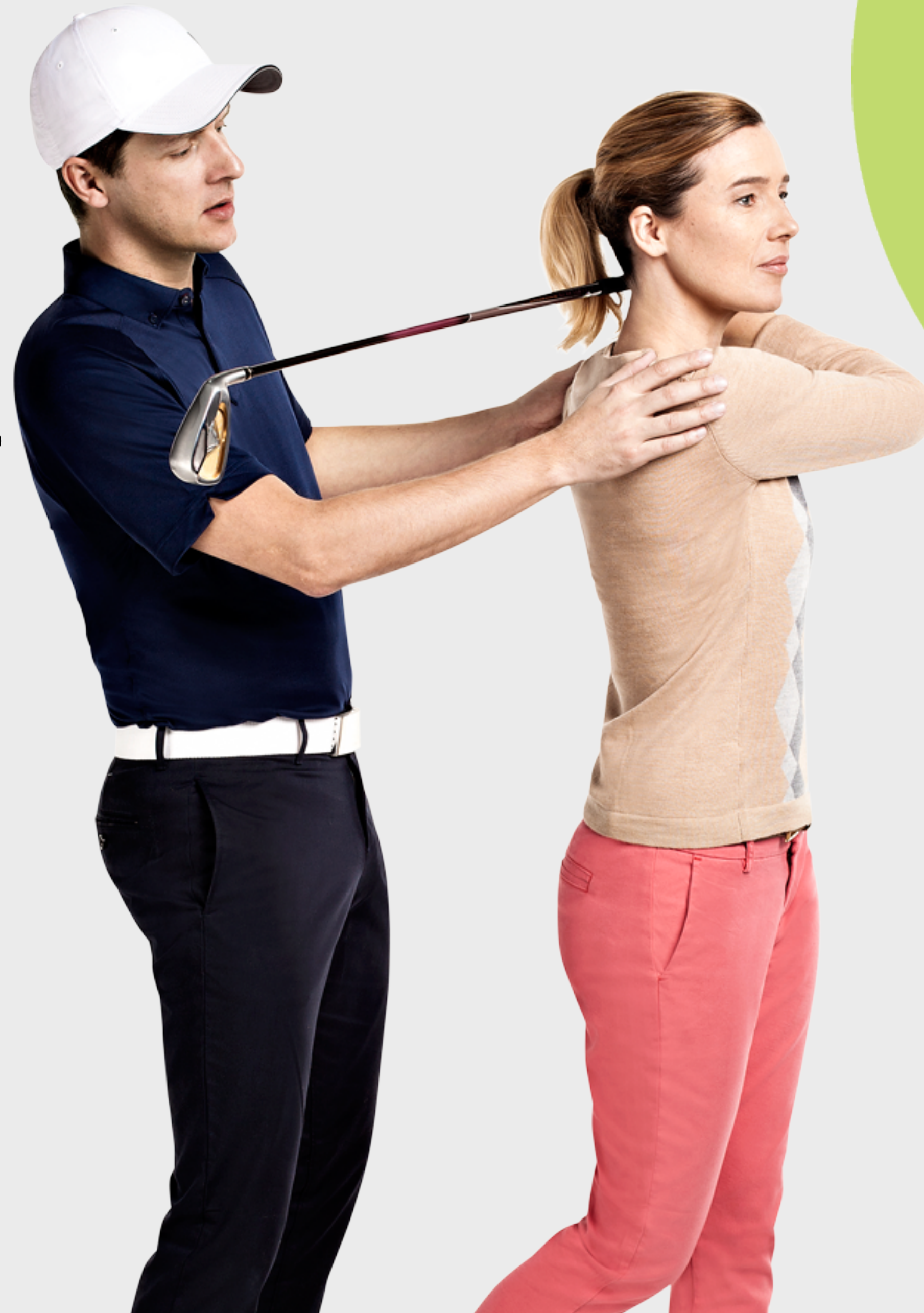


Skill Challenge Setup Guide



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Setup Guidance



Setup Guidance

It is your responsibility to setup the challenges during your Practice Club classes and ensure that these are set up to ensure that challenges are engaging for the learner, easy to understand as-well as be visually engaging. It is also critical that you setup the challenges ensuring that the safety of all participants is ensured at all times even though you will have adults in your class. The challenges have been designed to guide the learners journey through the program, harness a competitive element classes and add meaning and consequence to practice. You are the expert guide on why these challenges are beneficial whilst ensuring you balance the need to keep the learners engaged and enjoying learning the game.

1

Digest the Challenges

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

2

Review your Facilities

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

3

Use your Equipment bag

Your equipment bag supplied to you for the Crush It program has everything you need to setup and deliver your challenges. Follow the class plans and the equipment you require to setup the challenges.

4

Safety is your Top Priority

Even though adults will be attending your Practice Club, ensuring all those attending your class and using your facilities is your top priority.

5

Setup in Good Time

Prior to starting your Practice club, arrive in good time to setup the challenges. This is important as you may have other members using your facility and it important that you are ready to meet and greet the learners when they arrive.

6

Encourage Social Participation

Try to keep a fun and relaxed atmosphere to the challenges. Remember these are learners! However encourage the challenges to be attempted in groups to bring a competitive and social element, just like the learners will experience when playing the course!

7

Engagement with myGame

Advocate the importance of the learners recording their scores and success in myGame on GLF.Locker. This will help to ensure that the learners journey and development can be tracked.

8

Limit the Attempts

So that the challenges have real meaning and consequence, try to advocate the importance of limiting the attempts at a challenge in a class and the amount of shots or putts in a specific challenges. This will keep the results of the challenges authentic!

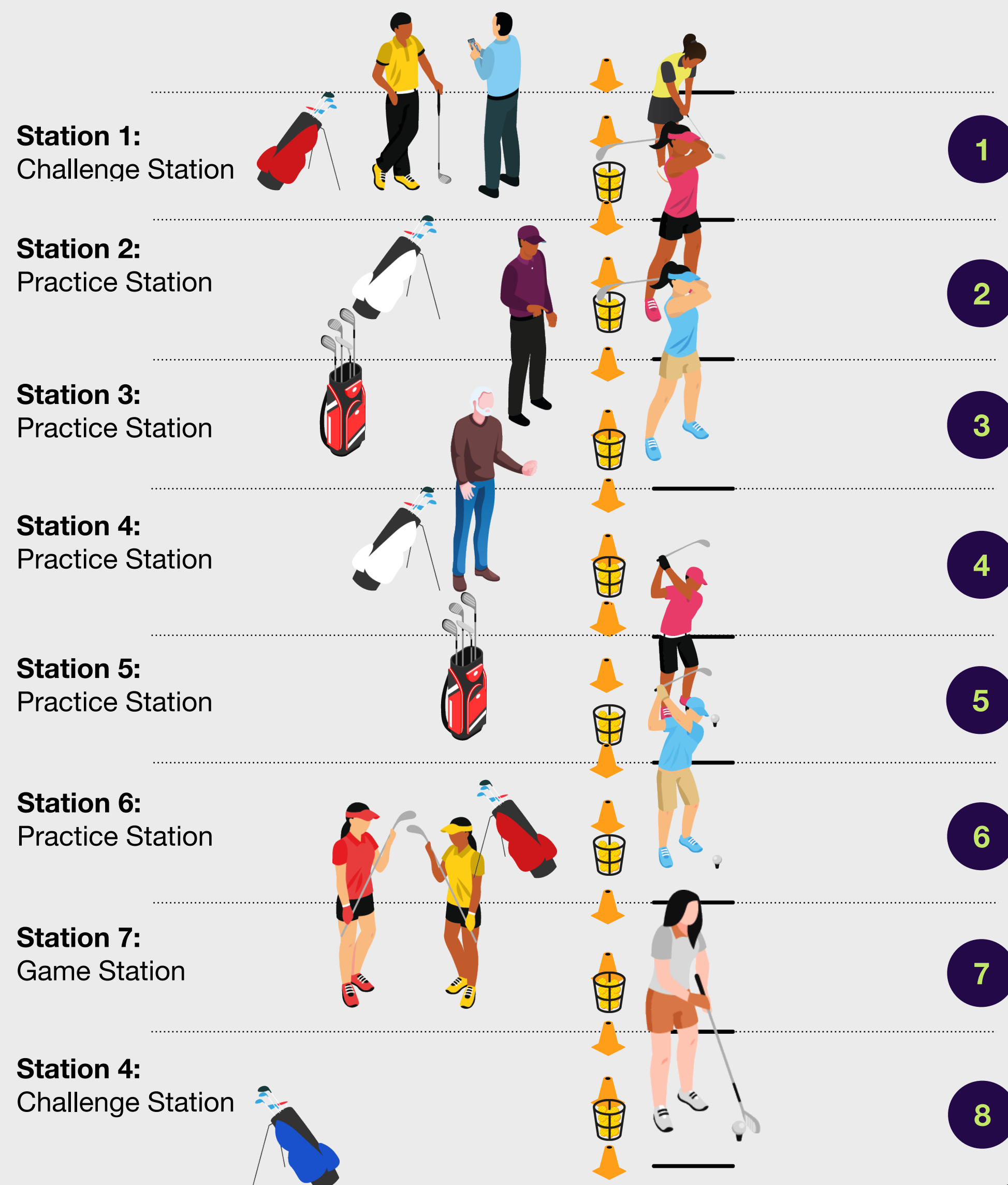
Swing Challenges Setup



Practice your Swing Class Layout & Setup

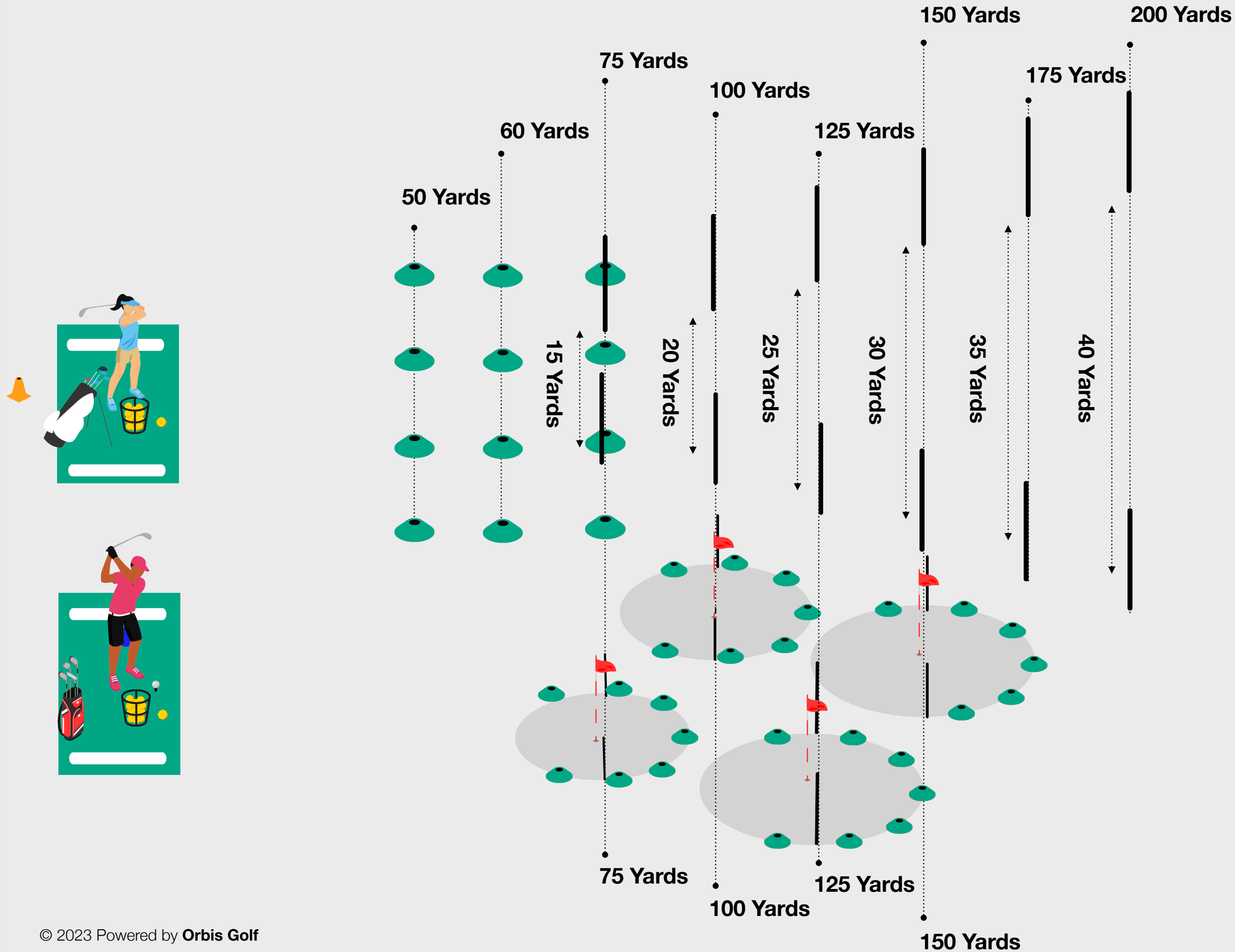
The graphic opposite provides an example image of how we suggest you layout your Practice Club so each of the Learners attending your class can practice effectively, attempt the challenges within the session and receive adequate access to private coaching from you. It also setup to encourage social interaction between those attending. Crucially, this is all done in a safe environment:

- Station 1 is the **Fairway Wood/ Hybrid & Driver Challenge Station**. This is where the Learner can attempt the Skills Challenges. Add a competitive and social element to your practice by getting your Learners to attempt these in pairs.
- Station 2 - 6 are the **Practice Stations** with a single hitting bay. This is the station where your Learners can engage in independent practice, social practice with another learner and gain private coaching from you.
- Station 7 is **Game Station**. At this stations the learner can attempt a engaging and competitive game or guided discover activity in pairs or small groups.
- Station 8 is the **Iron Challenge Station**. This is where the Learner can attempt the Skills Challenge. Add a competitive and social element to your practice by getting your Learners to attempt these in pairs.
- The Practice Clubs are an informal experience, and it is up to the Learner how they navigate the Class. Learners will have their individual needs and preferences. It is up to you to guide them around the stations but also ensure they are practicing in a comfortable environment.
- During the session, allow for the learners to connect socially. This is one of core principles of the program that it encourages social connections to be strengthened. Try not to inhibit this during your Practice Club.
- Even though you are teaching adults, safety should still be your top priority when running your class, please remember to;
 - Add your orange safety cones behind each station to identify to theLearners where they are required to walk and stand
 - Dividers should be used to identify the hitting stations
 - Baskets should be placed to the side of the golfers and behind the hitting area
 - Learners should never go in front of the hitting stations to collect a golf ball or golf club
 - Learners should always exit the hitting stations from the rear by crossing the orange safety cones


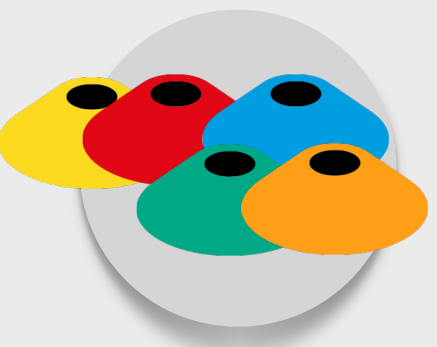




Swing Challenges

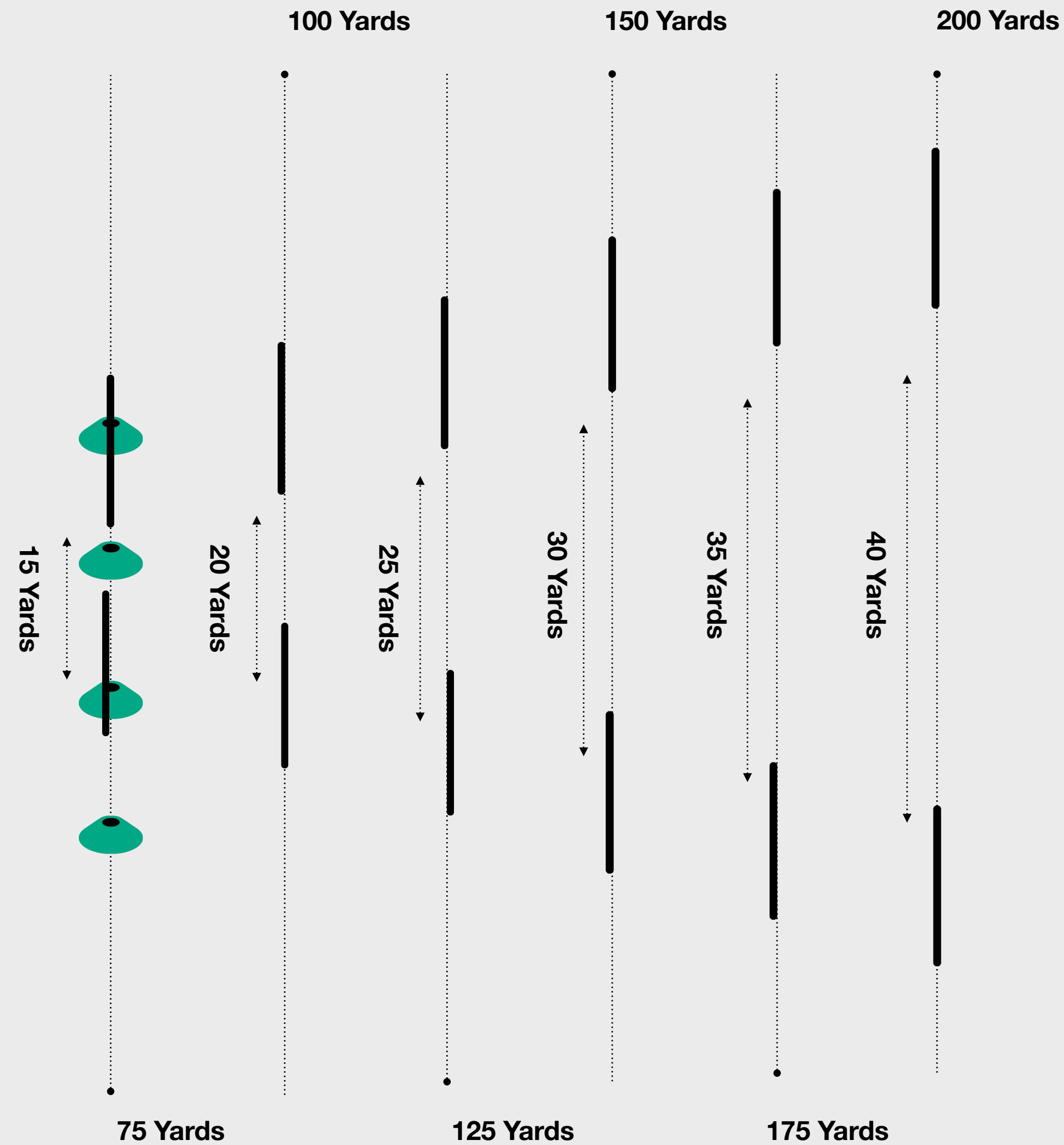
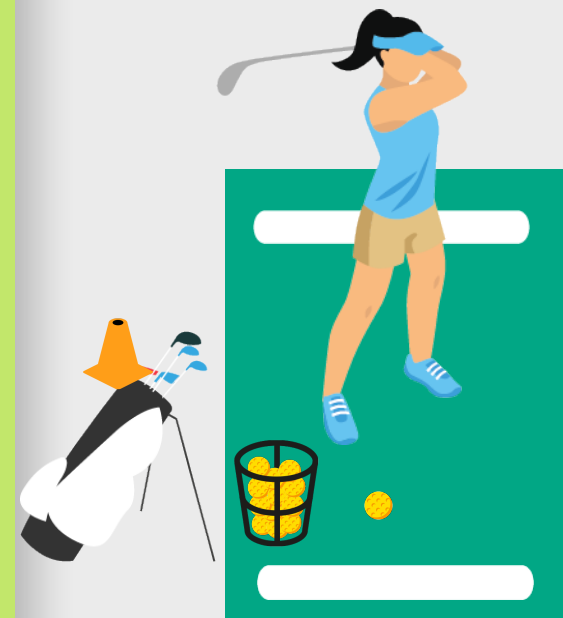
The graphic below provides an example of how each of the challenges connect together when laid out on your outfield during your Practice Club:



Please find below a list of the equipment you require for these challenges:

-  **SAFETY**
Safety Cones
-  Mixed Colored Cones
-  20 Alignment Sticks
-  6 Foam Noodles (Optional)

Driver Challenge Setup



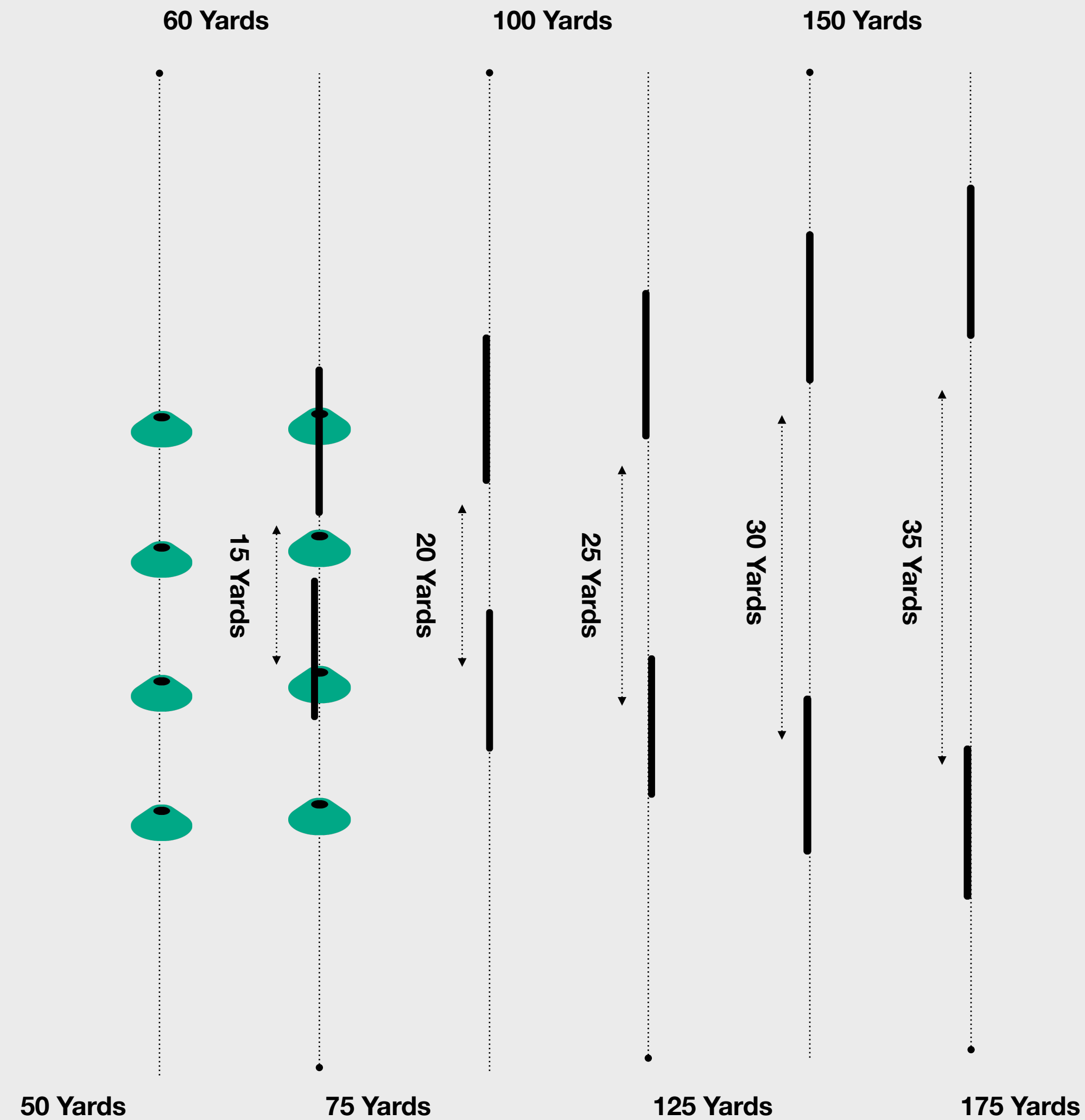
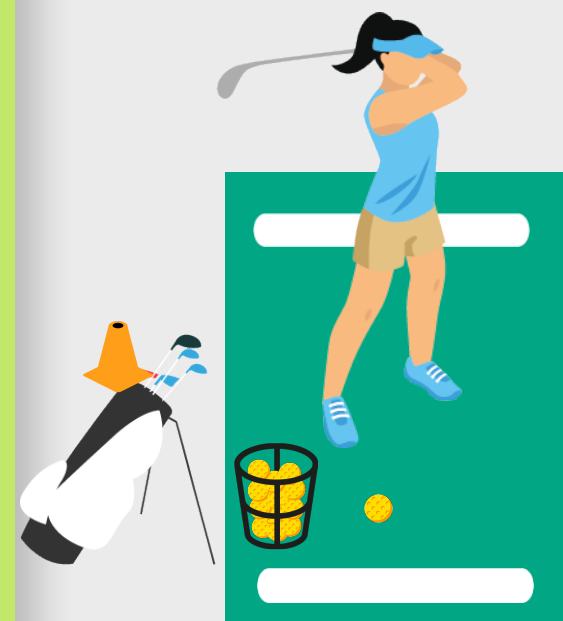
Equipment Needed

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- Colored cones to mark out the carry lines
- Alignment Sticks with foam noodles to mark the target gates

Setting out the Challenge

- Use the cones to mark out the carry distance lines for at 50 yards, 60 yards and 75 yards
- Alignment sticks with foam noodles should be used to measure the gates at 75, 100, 125, 150 and 200 yards
- Set out all the markers to enable every learner to attempt their challenges in the Practice Club.

Fairway Woods/ Hybrid Challenge Setup



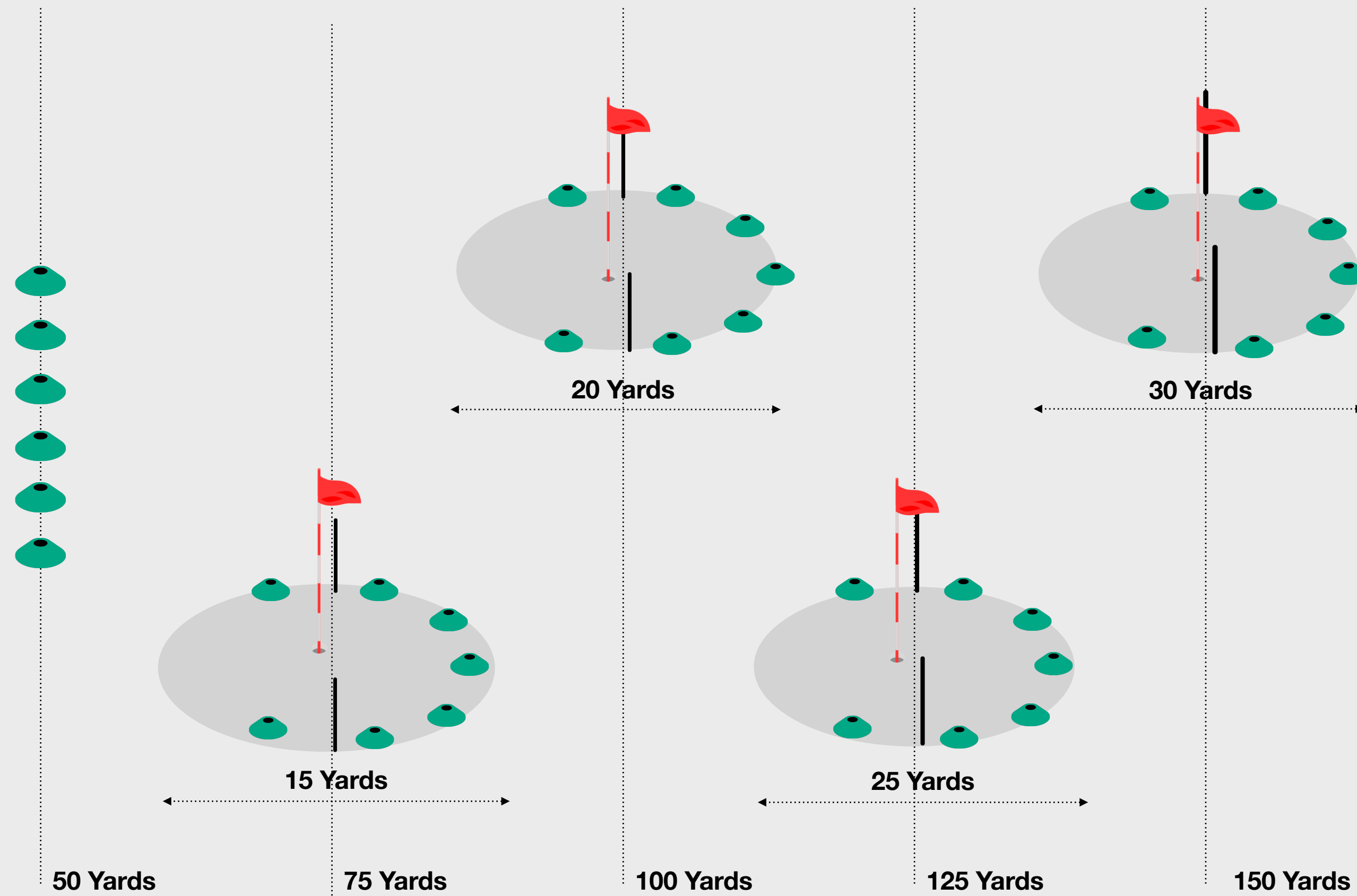
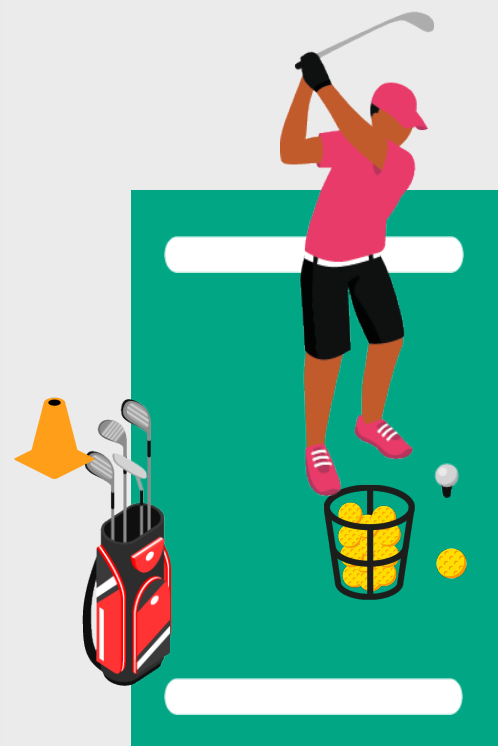
Equipment Needed

- Orange safety cones for a safety line
- Marker cones or bay dividers to represent the tee markers at the challenge station
- Colored cones to mark out the carry lines at 60 and 75 yards.
- Alignment Sticks with a foam noodle (optional) on top to mark out the target gates

Setting out the Challenge

- Use cones to mark out the carry distance lines at 60 and 75 yards.
- Alignment sticks with foam noodles should be used to measure the gates for the target gates at 75, 100, 125, 150 and 175 yards.
- Set out all the markers to enable every learner to attempt their challenges in the Practice Club.

Irons Challenge Setup



Equipment Needed

- Orange safety cones for a safety line
- Colored cones or bay dividers to mark out the necessary hitting stations
- Colored Cones to mark the target zones if foam noodles aren't available
- Alignment Sticks to mark the target widths
- Flag (if available)
- Foam Noodles

Setting out the Challenge

- Foam Noodles placed onto the alignment sticks should be used to mark the perimeter of the target zones either side of the flag
- Alignment sticks should be used to mark the target when a flag isn't possible
- Green Cones should be used to mark the target lines at 50 yards
- Set out all the markers to enable every learner to attempt their challenges in the class
- Cones may be used to mark the target zones

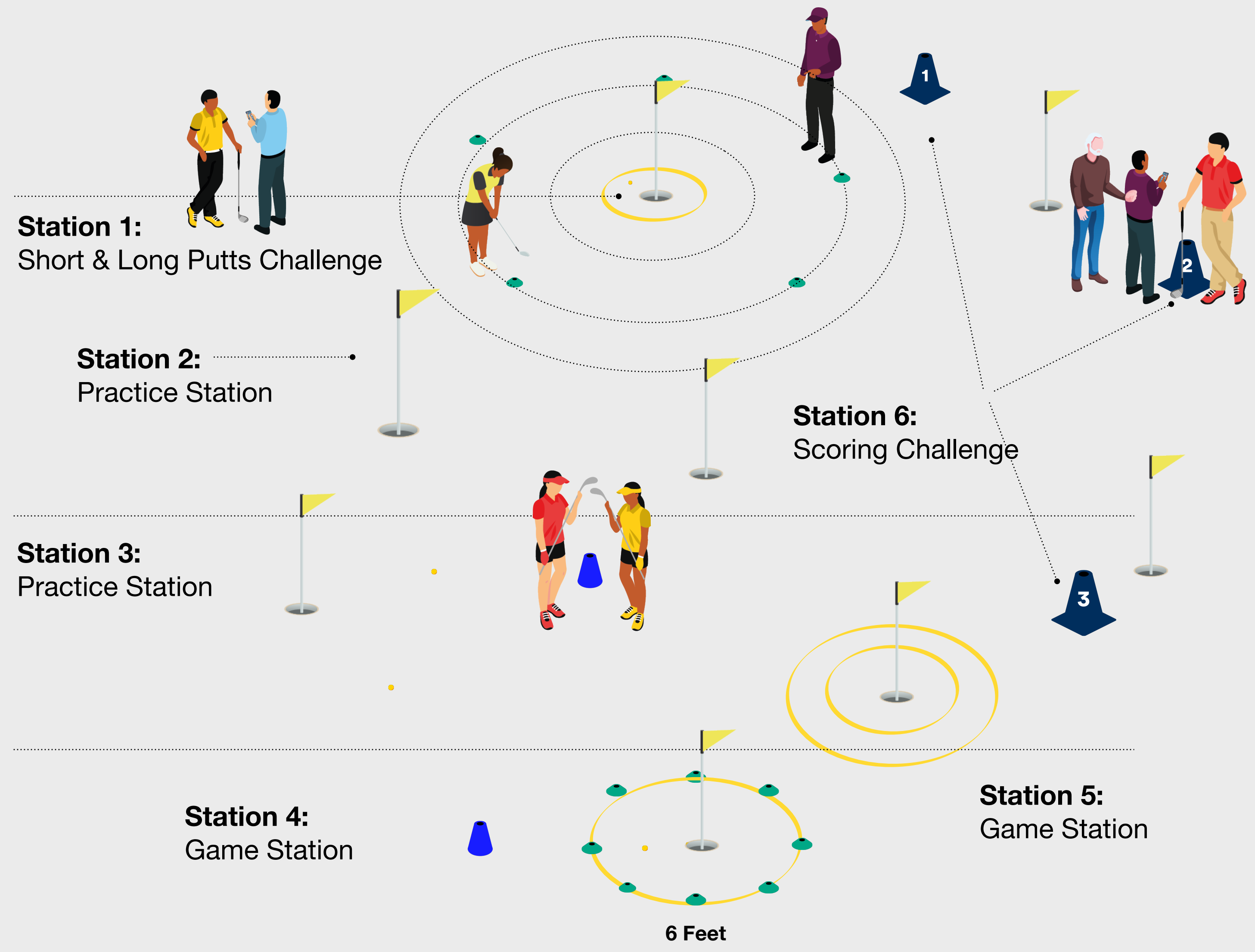
On the Green Challenges Setup



Practice on the Green Class Layout & Setup

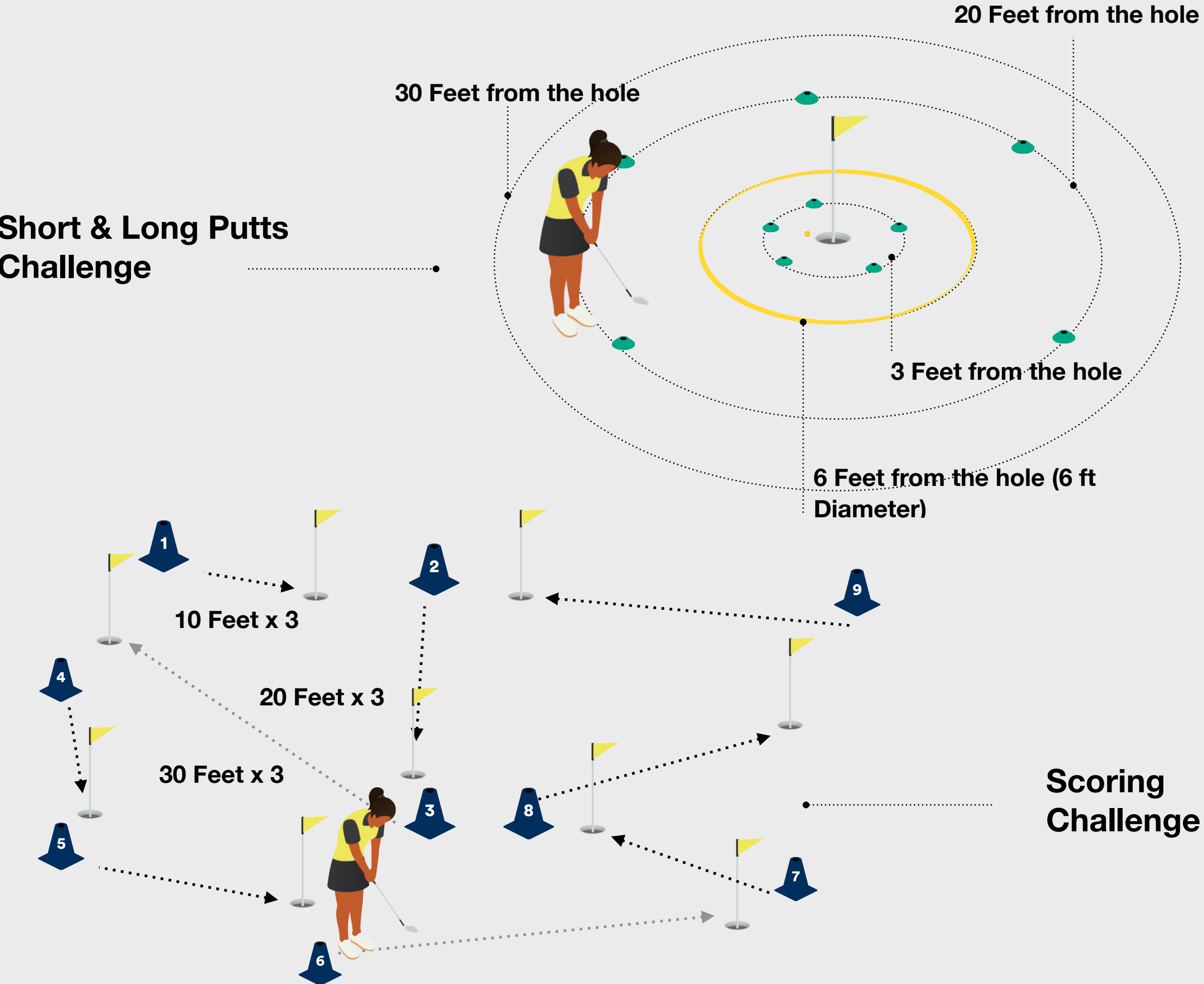
The graphic opposite provides an example image of how we suggest you layout your Practice Club so each of the Learners attending your class can practice effectively, attempt the challenges within the session and receive adequate access to private coaching from you. It also setup to encourage social interaction between those attending. Crucially, this is all done in a safe environment:

- Station 1 is the **Short and Long Putts Challenge Station**. This is where the Learner can attempt the Skills Challenges. Add a competitive and social element to your practice by getting your Learners to attempt these in pairs.
- Station 2 & 3 are the **Practice Stations** to a single flag. This is the station where your Learners can engage in independent practice, social practice with another learner and gain private coaching from you and you may be providing a range of aids to help with this.
- Stations 4 & 5 are **Game Stations**. At this stations the learner can attempt a engaging and competitive game or guided discover activity in pairs or small groups.
- Station 6 is the **Scoring Challenge Station**. This is where the Learner can attempt the Skills Challenge. Add a competitive and social element to your practice by getting your Learners to attempt these in groups. The way in which you setup this challenge will depend on the size of your putting green and access. There are two variations for setting up this challenge.
- The Practice Clubs are an informal experience, and it is up to the Learner how they navigate the Class. Learners will have their individual needs and preferences. It is up to you to guide them around the stations but also ensure they are practicing in a comfortable environment.
- During the session, allow for the learners to connect socially. This is one of core principles of the program that it encourages social connections to be strengthened. Try not to inhibit this during your Practice Club.



On the Green Challenges

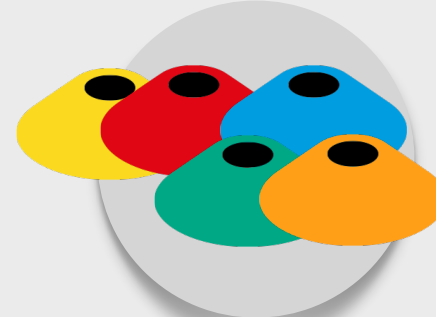
The graphic below provides an example of how each of the challenges connect together when laid out on your putting green:



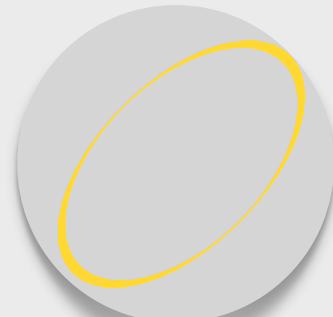
Please find below a list of the equipment you require for these challenges:



Numbered Putting Cones



Mixed Colored Cones

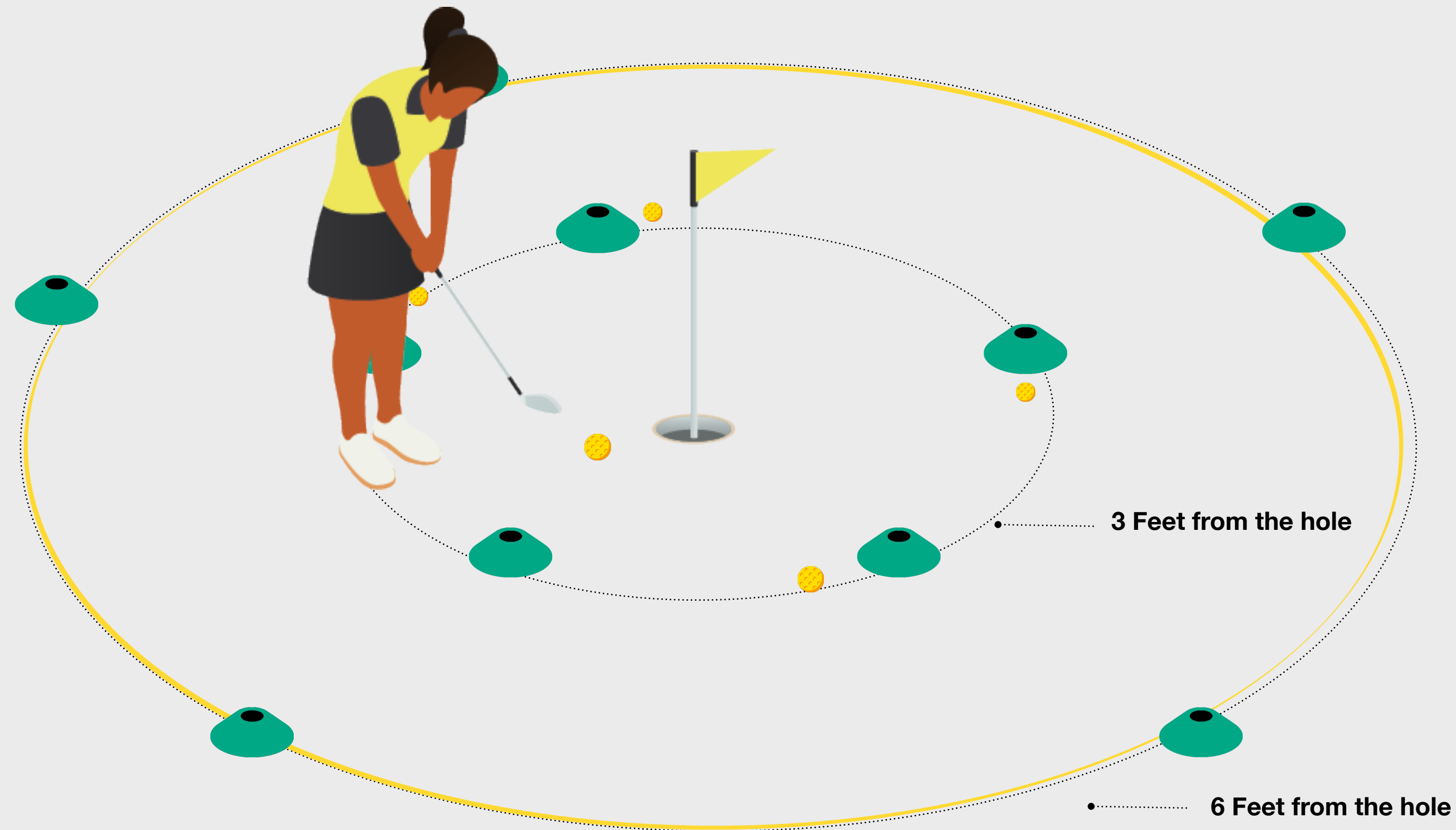


6 ft diameter hoop



Tee Pegs

Short Putts Challenges



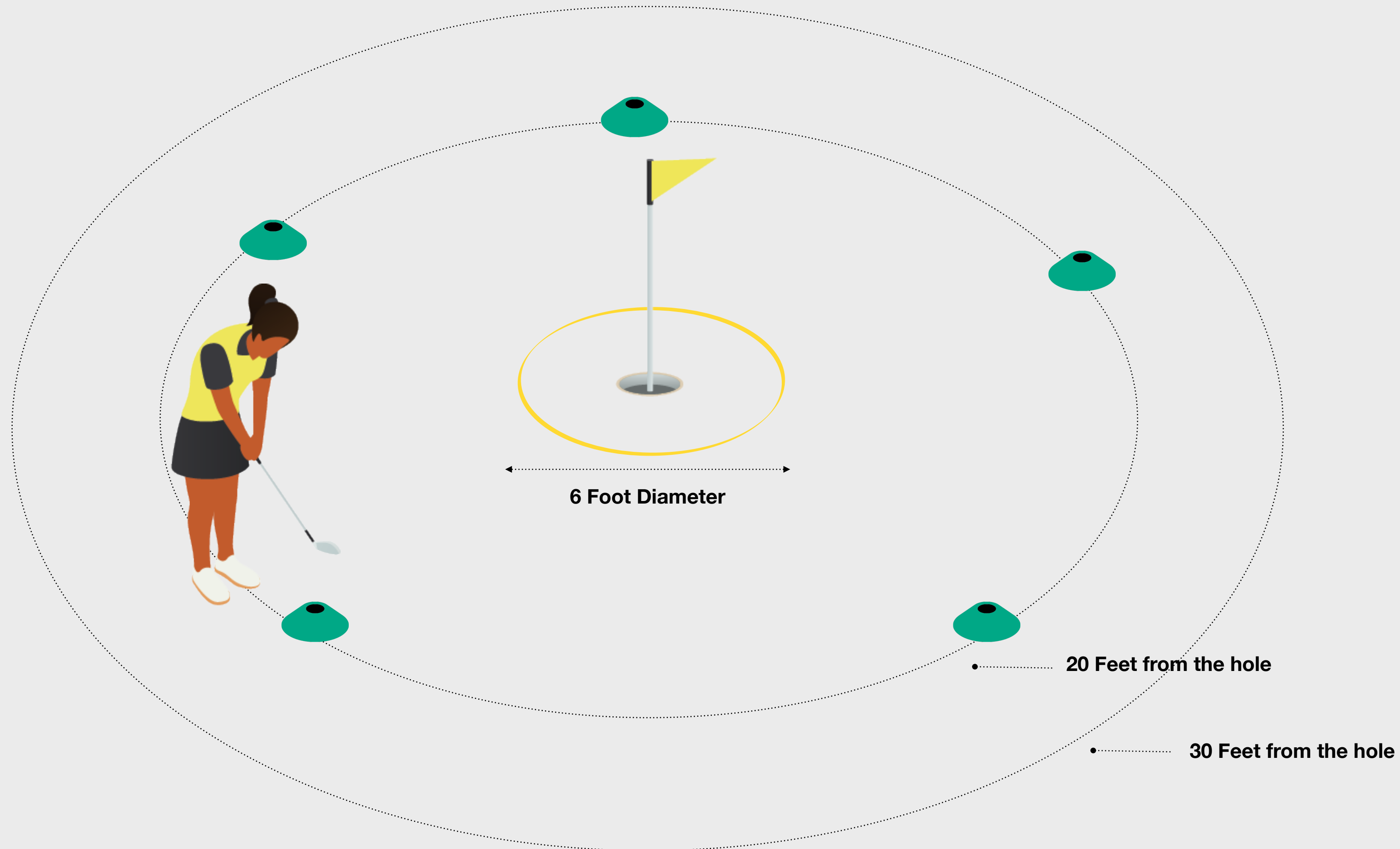
Setting out the Challenge

- A hole should be selected on the putting green on an average sloped surface
- The 6 foot diameter ring from your equipment bag can be used to mark the 3 foot distance
- 5 tee pegs should be placed around the hole at 3 feet, and 6 feet. Cones have been used in the graphic opposite to represent these positions for both distances
- Learners can attempt the challenge depending on their progression level

Equipment Required

- 1 hole on the green
- 10 x tee pegs to mark the 5 starting positions at 3 & 6 feet

Long Putts Challenge Setup



Setting out the Challenge

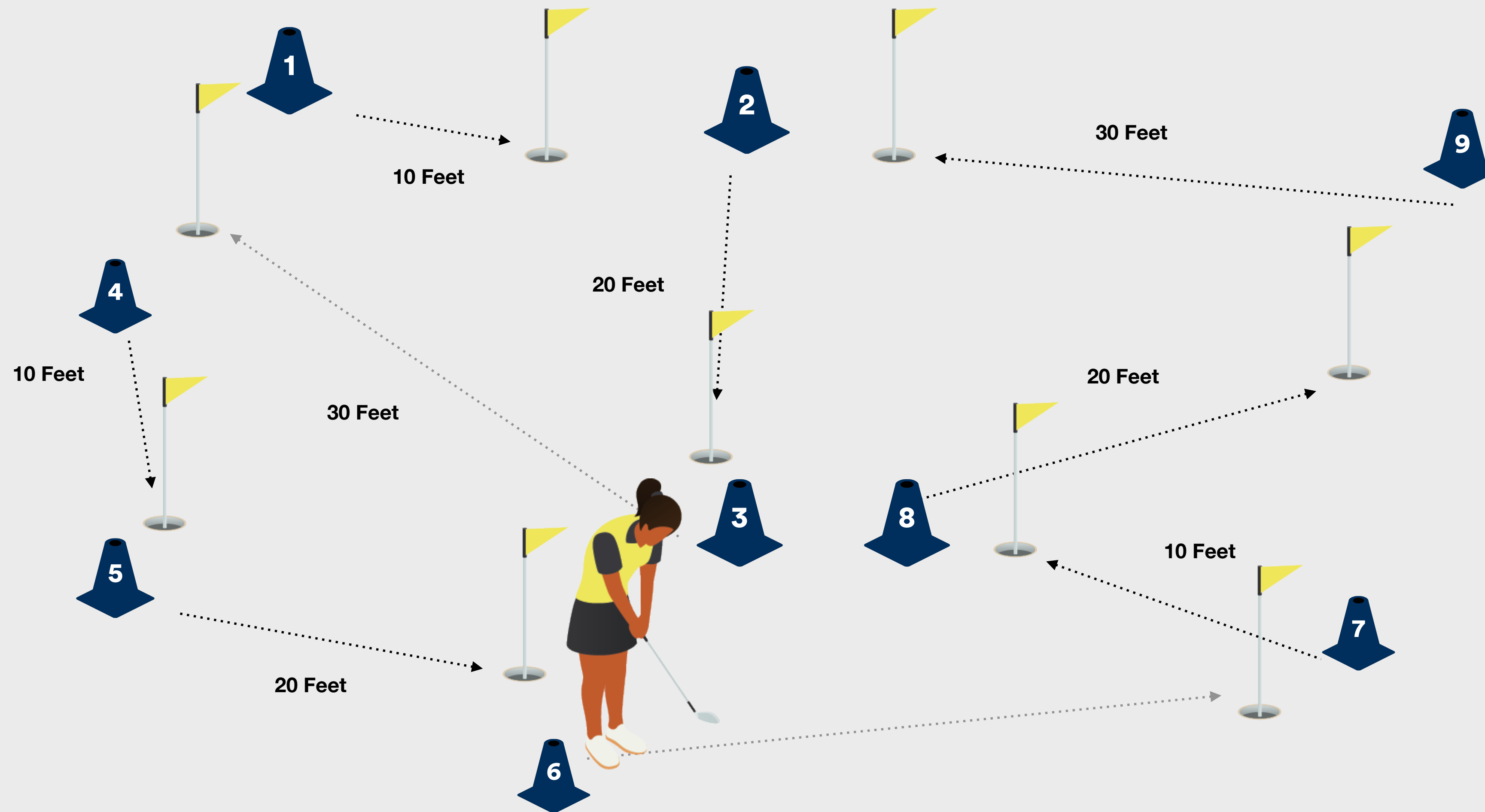
- A hole should be selected on the putting green on an average sloped surface
- A 6 foot diameter circle should be made around the hole using the target circle from your equipment bag
- 5 Positions should be marked on the green at 20 feet from the hole
- The 5 distances at 20 feet and 30 feet should be placed by the player using the 10-foot markers as a guide when attempting the challenge to reduce the equipment on the green. Tee pegs may also be used.

Equipment Required

- 1 hole on the green
- 5 x tee pegs or coloured cones to mark the 5 starting positions at 10 feet
- 6 foot diameter target ring
- Additional Tee Pegs



Scoring Challenge Setup 1



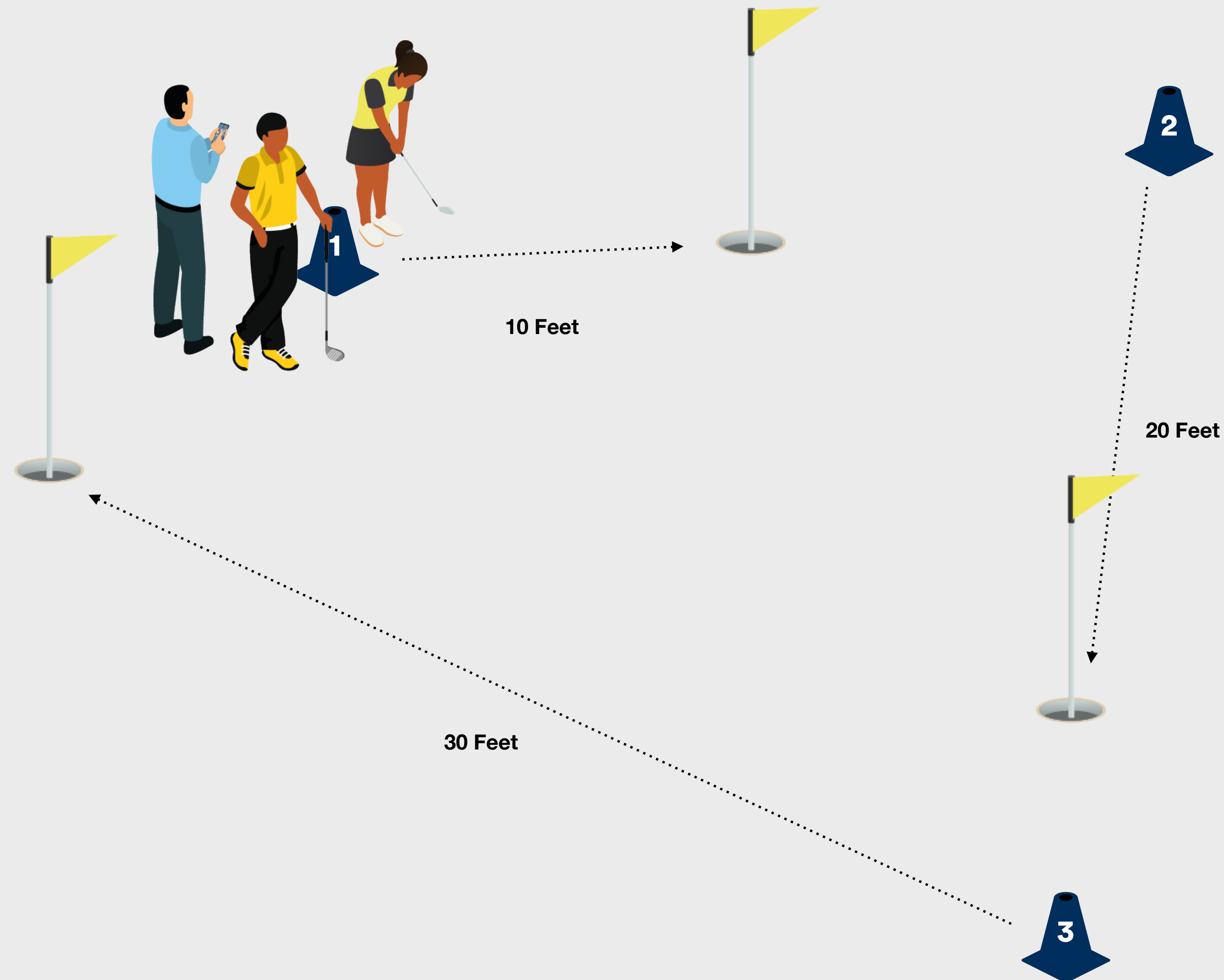
Setting out the Challenge

- 9 holes should be selected on the putting green on an average sloped surface
- 3 cones are placed opposite 3 holes at 10 feet, 3 cones at 20 feet and 3 cones at 30 feet
- Learners can attempt the challenge depending on the progression level they are on by playing the required number of holes and distances

Equipment Required

- 9 holes on the green
- 9 numbered starting cones
- Scorecard and pencil

Scoring Challenge Setup 2



Setting out the Challenge

- 3 holes should be selected on the putting green on an average sloped surface
- 1 cone is placed opposite a hole at 10 feet, another at 20 feet and a third at 30 feet from the hole, to represent the tee marker
- Learners can attempt the challenge depending on the progression level by playing each distance hole multiple times

Equipment Required

- 3 holes on the green
- 3 numbered starting cones
- Scorecard and pencil

Around the Green Challenges Setup



Practice Around the Green Class Layout & Setup

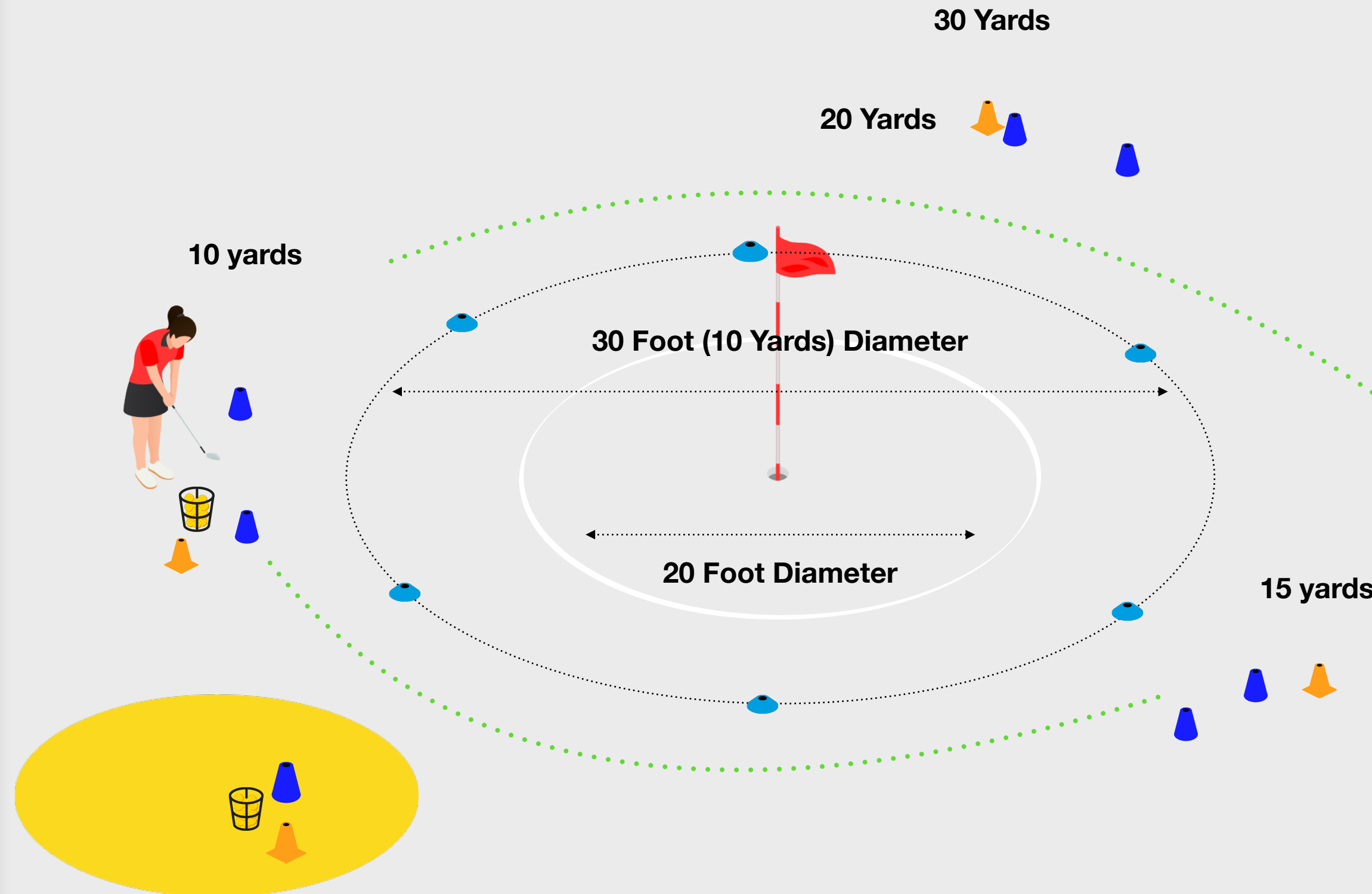
The graphic opposite provides an example image of how we suggest you layout your Practice Club Class. The exact way in which you layout your Practice Club will depend on the facilities available to you and the size or amount of greens available. It is recommended that during your Around the Green Practice Clubs, you layout all of the challenges. However, if you only have a small or single green to use, you should run one of the specific challenges during each Practice Club.

- Station 1 is the **Chipping Challenge Station**. This is where the Learner can attempt the Skills Challenges. Add a competitive and social element to your practice by getting your Learners to attempt these in pairs.
- Station 2 is the **Bunker Challenge Station**. This is where the Learner can attempt the Skills Challenges after completing the previous challenge.
- Station 3 is the **Pitching Challenge Station**. This is where the Learner can attempt the Skills Challenges after completing the previous two challenges.
- In this example, the three challenges are occurring on a separate green to ensure safety of those attending.
- Station 4, 5, 6 & 7 are the **Practice Stations**. These are the stations where your Learners can engage in independent practice, social practice with another learner and gain private coaching from you and you may be providing a range of aids to help with this.
- Stations 8, 9 are **Game Stations**. At these stations the learner can attempt an engaging and competitive game or guided discover activity in pairs or small groups.
- The Practice Clubs are an informal experience, and it is up to the Learner how they navigate the Class. Learners will have their individual needs and preferences. It is up to you to guide them around the stations but also ensure they are practicing in a comfortable environment.
- During the session, allow for the learners to connect socially. This is one of the core principles of the program that it encourages social connections to be strengthened. Try not to inhibit this during your Practice Club.
- Even though you are teaching adults, safety should still be your top priority when running your class, please remember to;
 - Be mindful of how you setup your Pitching and Bunker Challenges
 - Be mindful of the position of the hitting areas and whether these are hitting towards others attending your class or using the area
 - Limit the amount of golf balls being used to keep the green as clear as possible.



Around the Green Challenges

The graphic below provides an example of how each of the challenges connect together when laid out on your Practice Green.

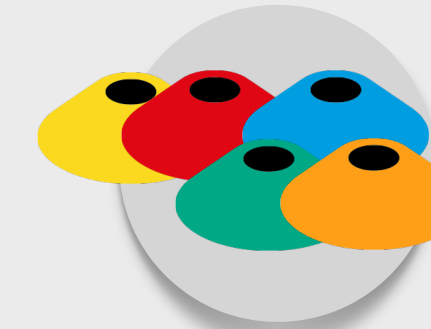


Please find below a list of the equipment you require for these challenges:

SAFETY



Safety Cones



**Mixed Colored
Cones**



10ft diameter



Tee Pegs

Chipping Challenge



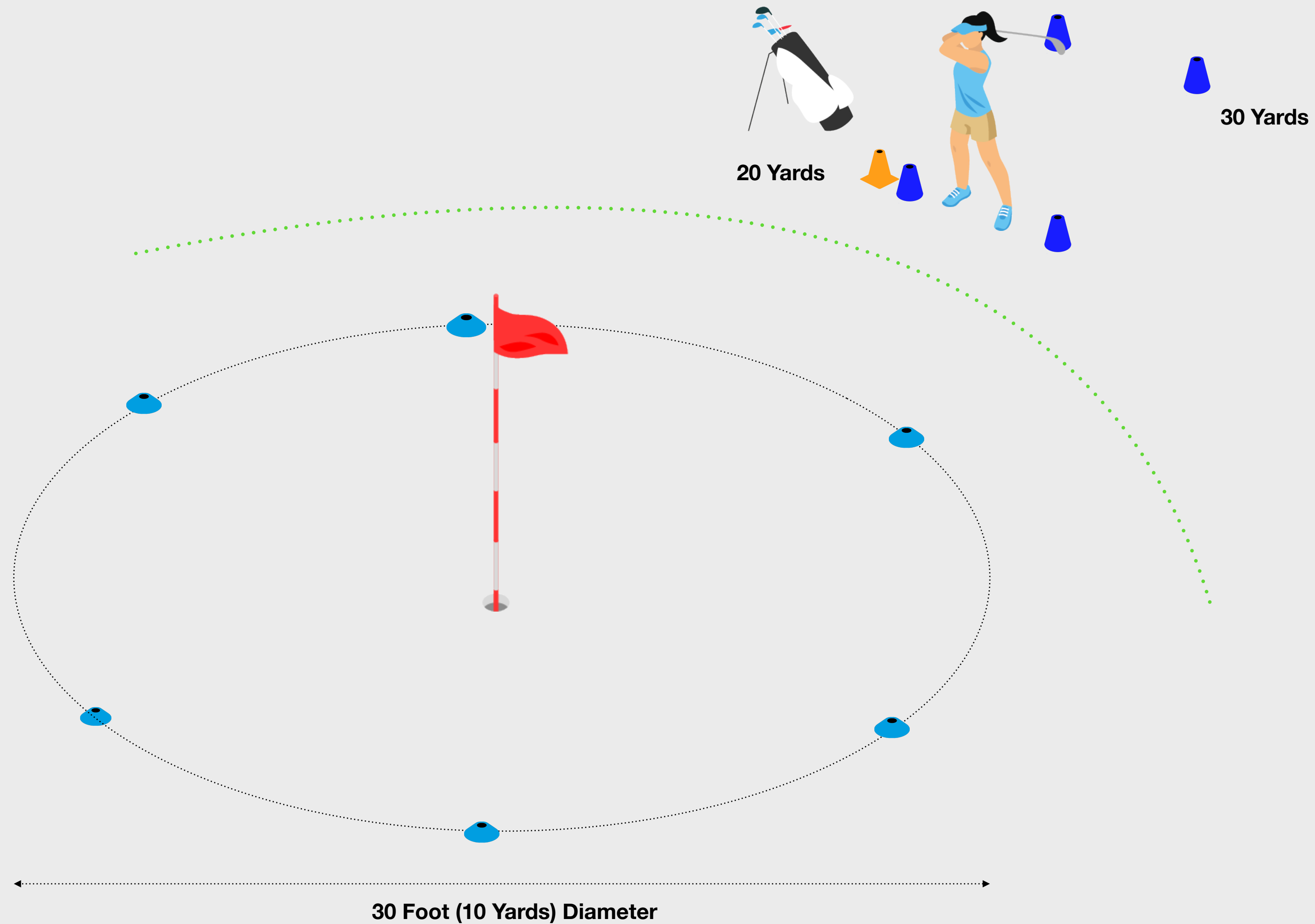
Setting out the Challenge

- 1 flag should be selected on the green. Alignment sticks could be used where this isn't possible
- Your 20-foot target circles from your equipment bag is placed around the flag or alignment stick.
- Two starting points are positioned around the green at 10 and 15 yards
- Each starting position should be placed close to the edge of the green
- These starting positions should offer variation and at the approximate distance indicated in the graphic

Equipment Required

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers
- Target circle
- Flag
- Tees if required
- Alignment Sticks for a flag if this isn't possible

Pitching Challenges



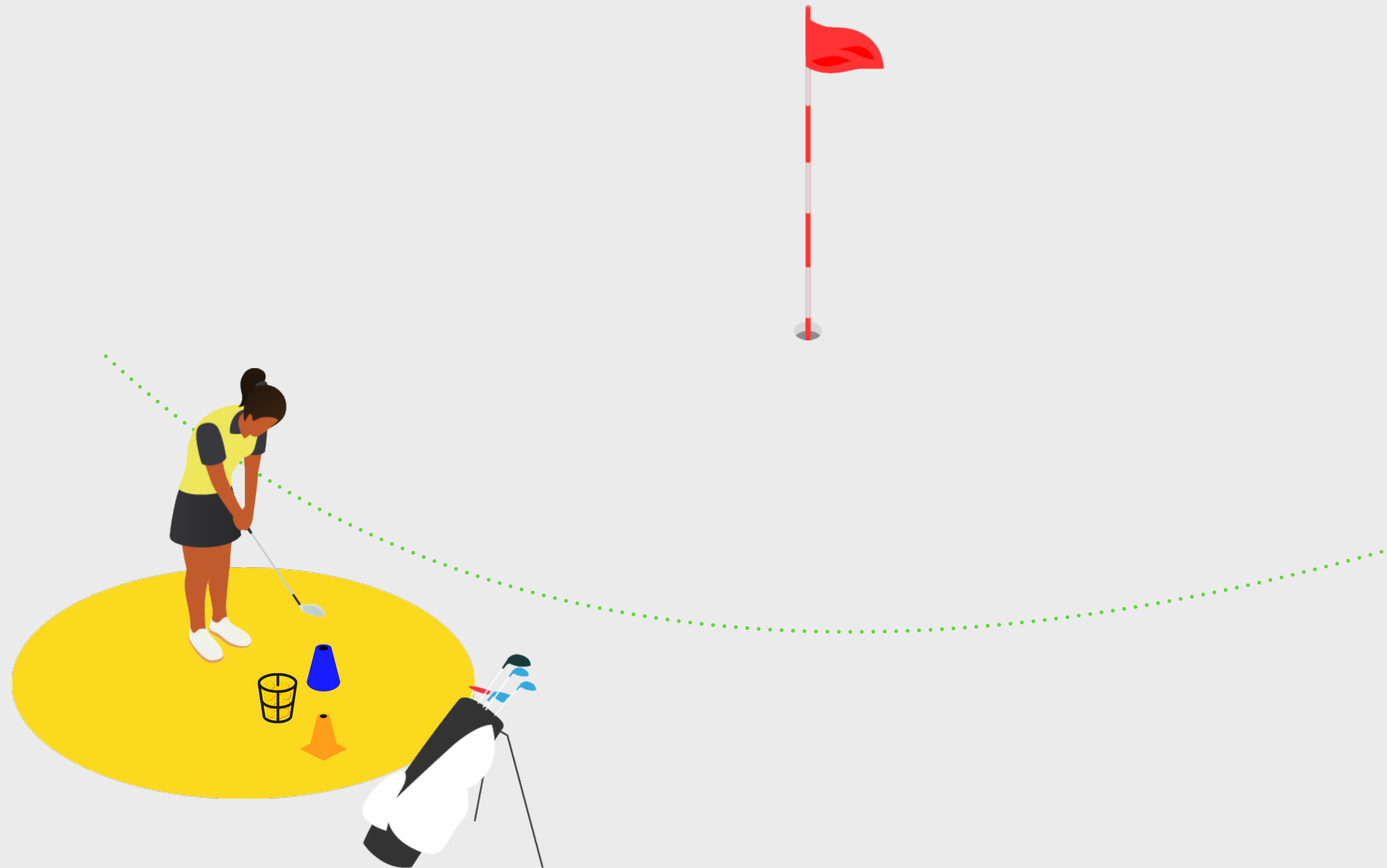
Setting out the Challenge

- 1 flag should be selected on the green, alignment sticks could be used where this isn't possible
- 1 target circles, marked by cones or tee pegs are placed around the flag or alignment stick at the diameters of 10 yards
- Two starting points are positioned in a row at distances of 20 and 30 yards
- The starting positions should be placed at a distance of at least 10 yards from the start of the green.

Equipment Required

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers
- Target circles from the equipment bag
- Cones to mark target circles
- Flag

Bunker Play Challenges



Setting out the Challenge

- 1 flag should be selected on the green. Alignment sticks could be used where this isn't possible
- One starting position is marked in the bunker using cones

Equipment Required

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers
- Flag
- Alignment sticks for a flag if this isn't possible



Thank you.

GAMEON