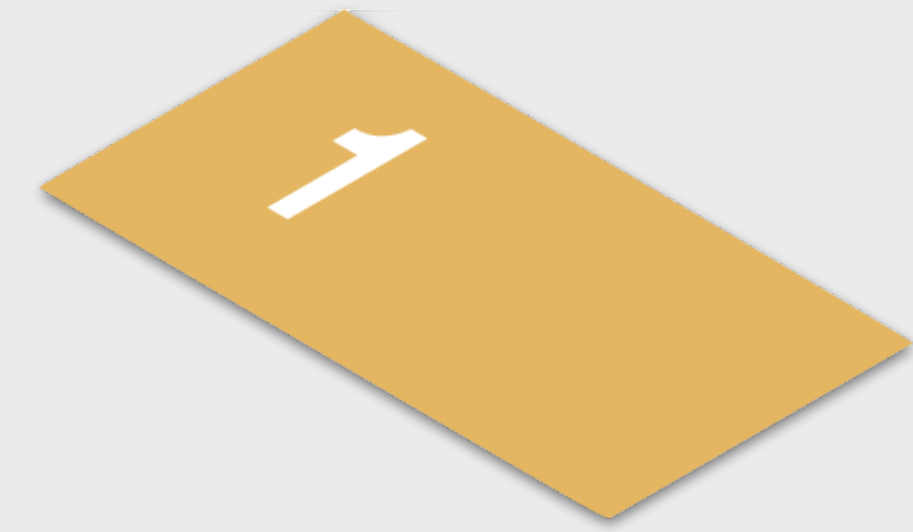
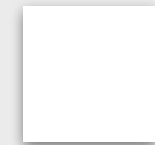


Step 1 - Scheduling and Planning

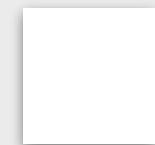


Please find listed below the recommended actions that you need to take during this step of implementation:



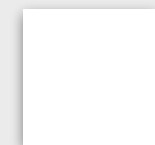
Assess Facility Access

Ensure you can access practice facilities at your venue and discuss the event with your management team. Depending on the length of your Experience Day event, you may need to get out on the course and use an area within the club to run a short award ceremony.



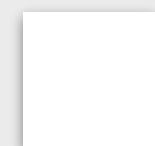
Decide on the Duration of your Event(s)

Experience Day events can range between 60 , 90 or 180 minutes in duration depending on the needs of your venue and coaching time. You should decide which event duration is suitable.



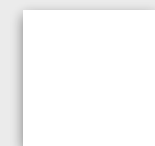
Decide on the Size of your Event(s)

Decide on the number of places that are available within your event. You should only offer 8 places for each coach that can deliver your Experience Day event.



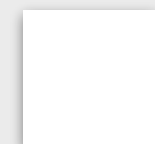
Align with your Game On Step 1 Themed Classes

Experience Days should drive activity into the Game On Learner Program. Therefore when planning your event ensure it links to this program and the themed classes. An Experience Day should run at least 2 weeks before your first Step 1 block.



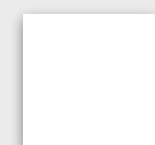
Decide the Start Time of your Event(s)

Decide on the start time of your event based facility access at your venue and the duration of the event you are running.



Schedule your Event(s)

You are now ready to schedule your event on the GLF. Connect system. When doing this, make sure you utilize the **Training Hub** resources in the **Using Your System** section.



Communicate your Experience Day dates with the Director of Golf Programming

Keep the Director of Golf Programming up to date with your activity to help support your activities and successful implementation of your experience days.