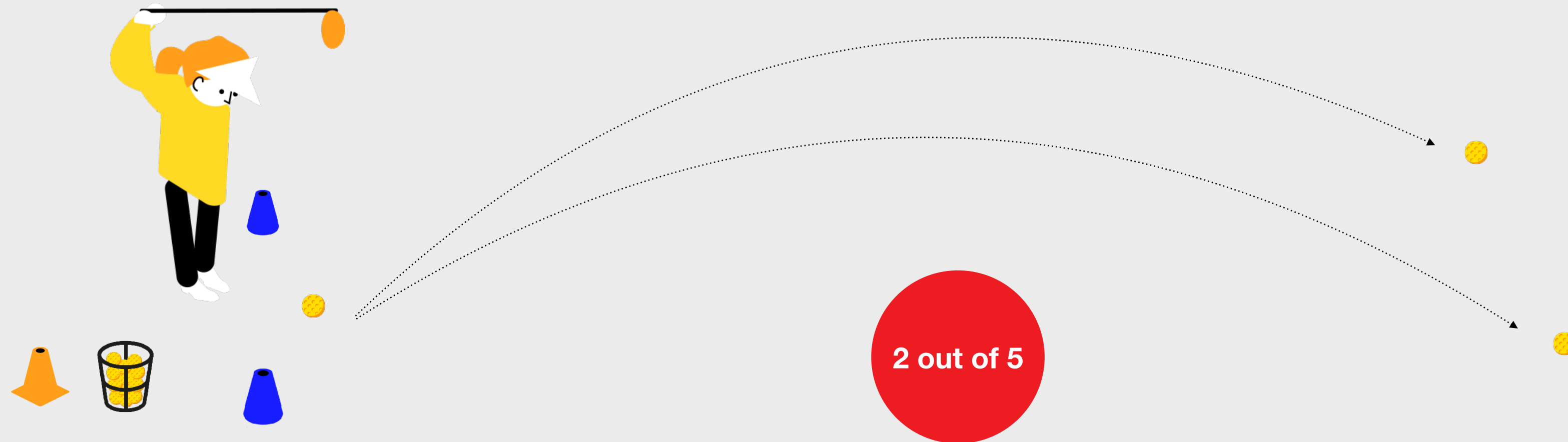


Driver Challenges



Driver Challenge



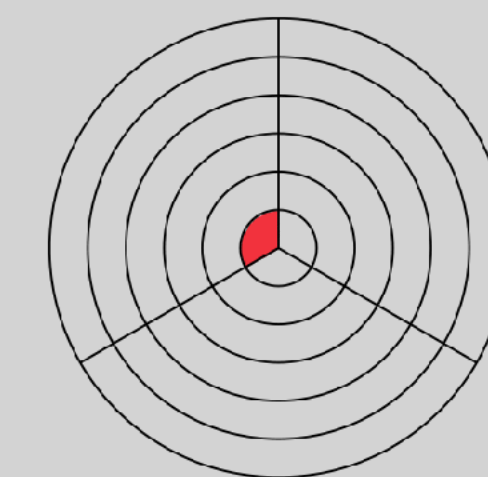
The Challenge

To complete the Level 1 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air.

To complete the challenge, the child doesn't need to demonstrate control over direction or distance.

What to do next?

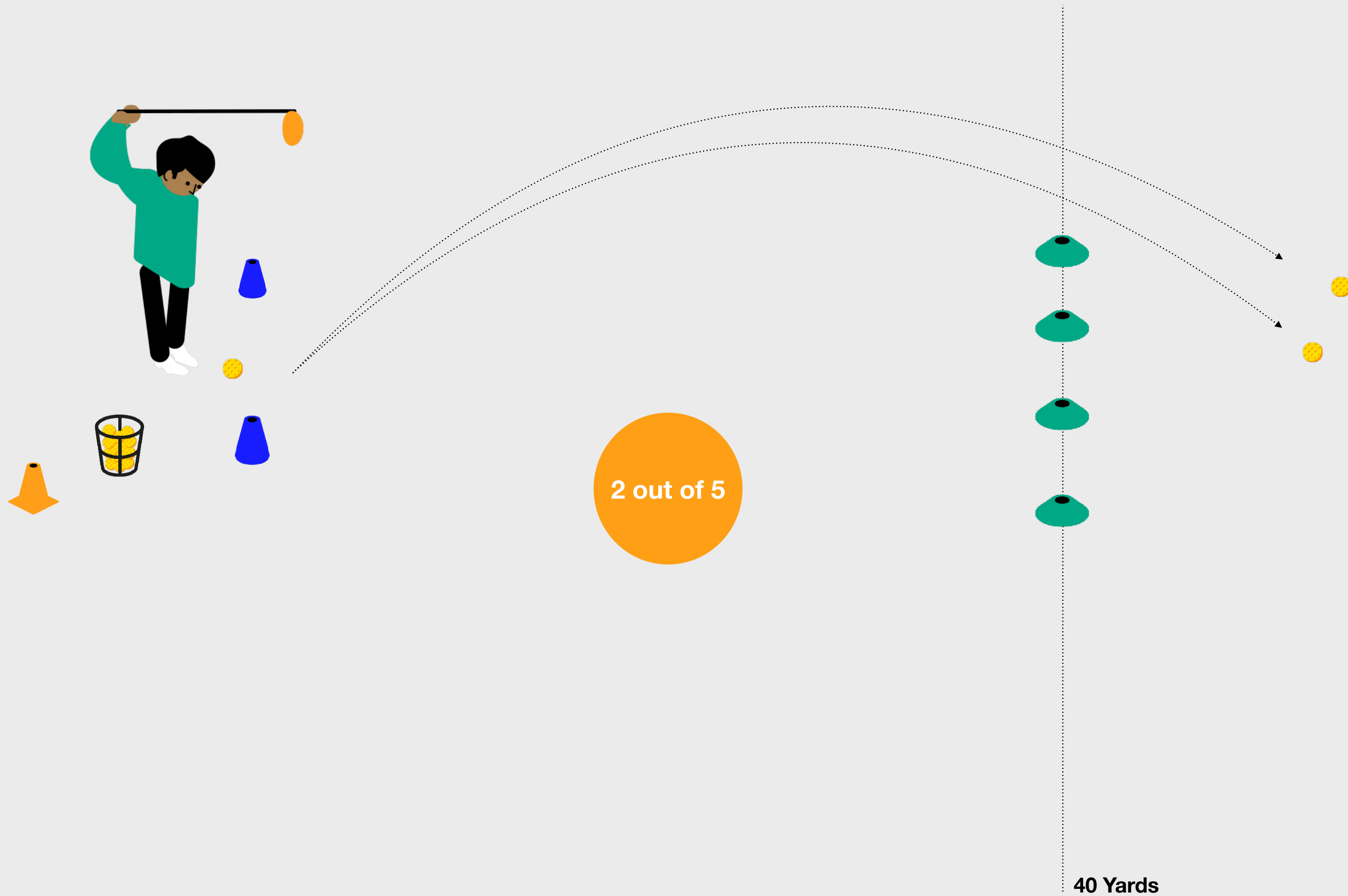
If the child completes the challenge, they can color in the first level of the Driver section of the Swing *myGame* Wheel and add a Sticker to their Level 1 Tracker Sheet.



Driver



Driver Challenge



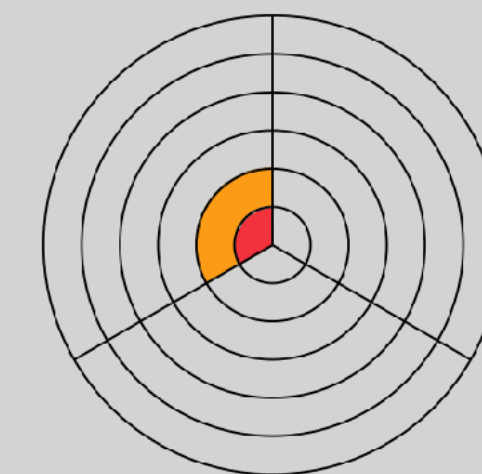
The Challenge

To complete the Level 2 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air, a minimum carry distance of 40 yards.

To complete the challenge, the child doesn't need to demonstrate control over direction.

What to do next?

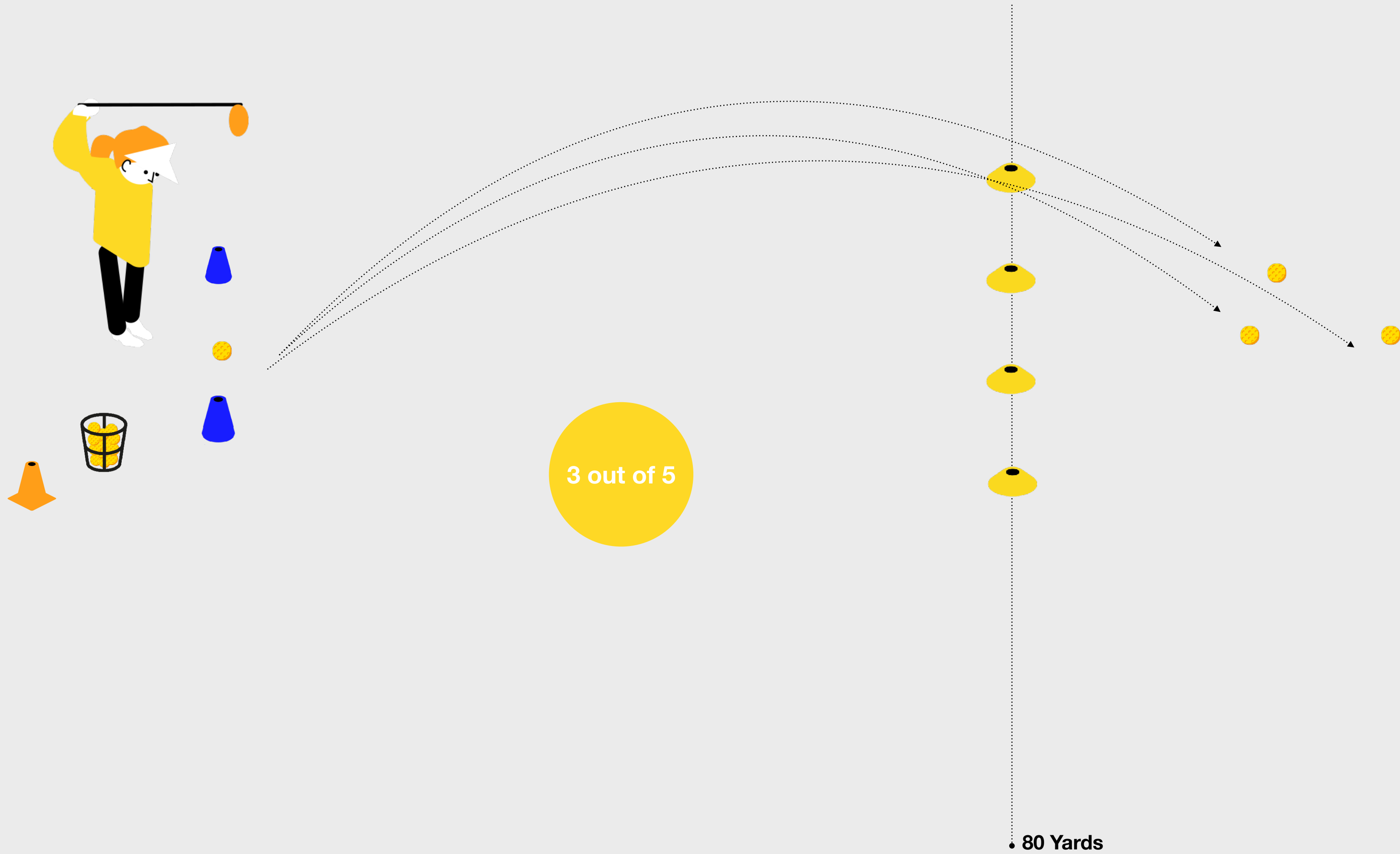
If the child completes the challenge, they can color in the second level of the Driver section of the Swing *myGame* Wheel and add a Sticker to their Level 2 Tracker Sheet.



Driver



Driver Challenge



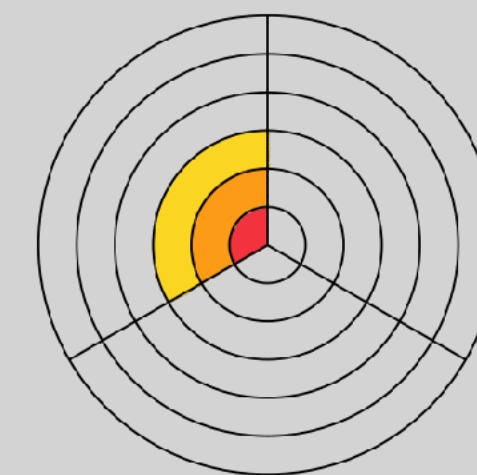
The Challenge

To complete the Level 3 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air, a minimum carry distance of 80 yards.

To complete the challenge, the child doesn't need to demonstrate control over direction.

What to do next?

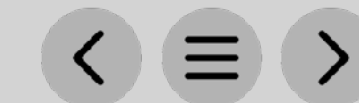
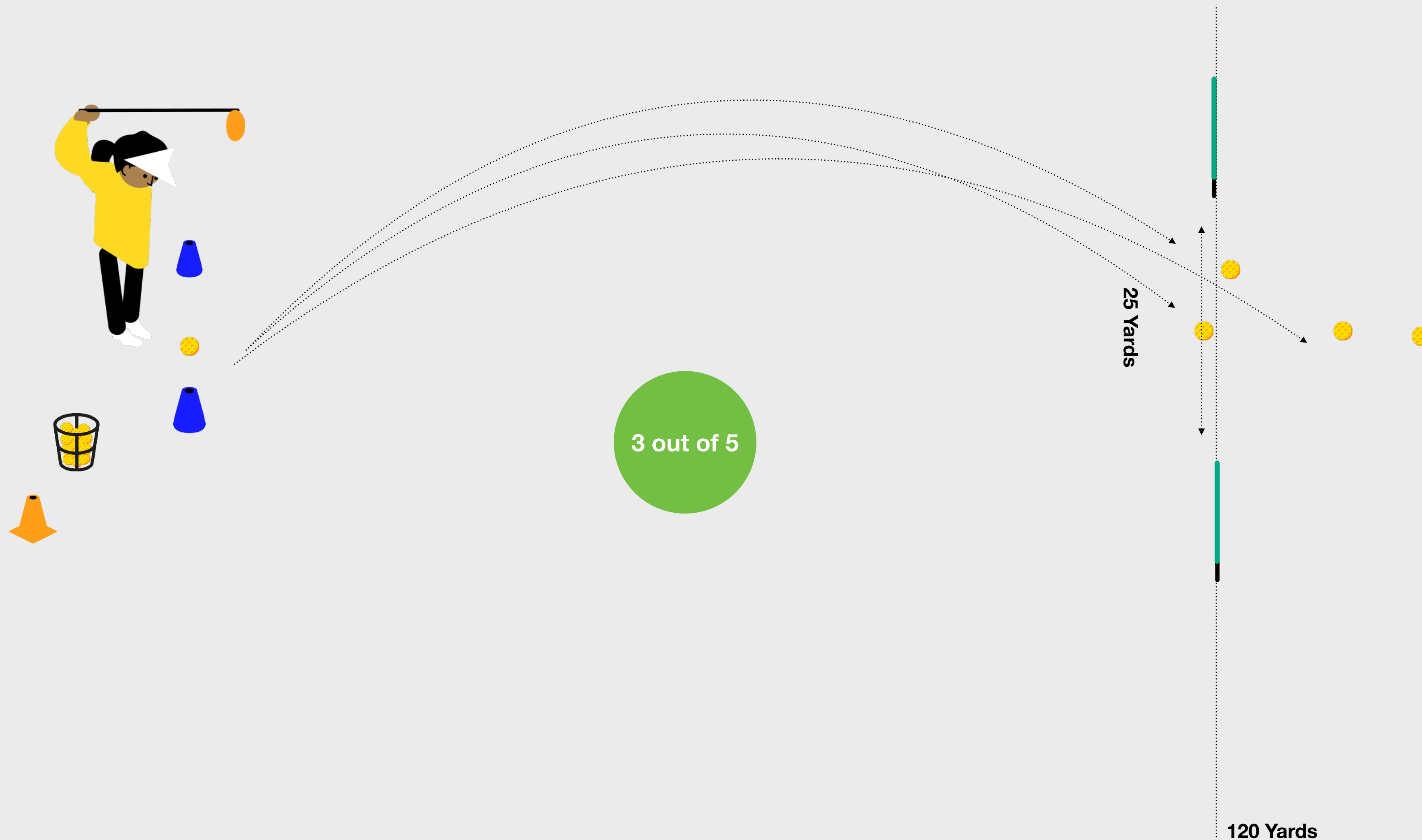
If the child completes the challenge, they can color in the third level of the Driver section of the Swing myGame Wheel and add a Sticker to their Level 3 Tracker Sheet.



Driver



Driver Challenge

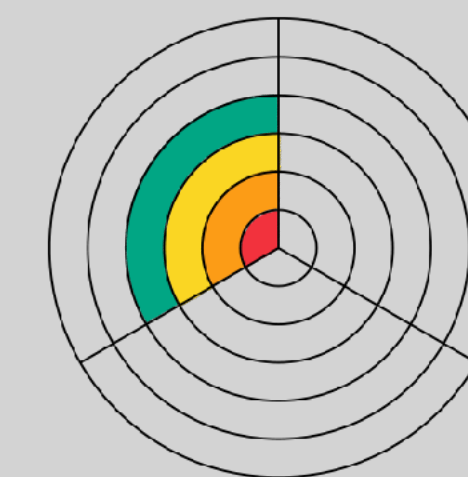


The Challenge

To complete the Level 4 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air, a minimum total distance of 120 yards and the ball needs to come to rest within a 25-yard-wide gate.

What to do next?

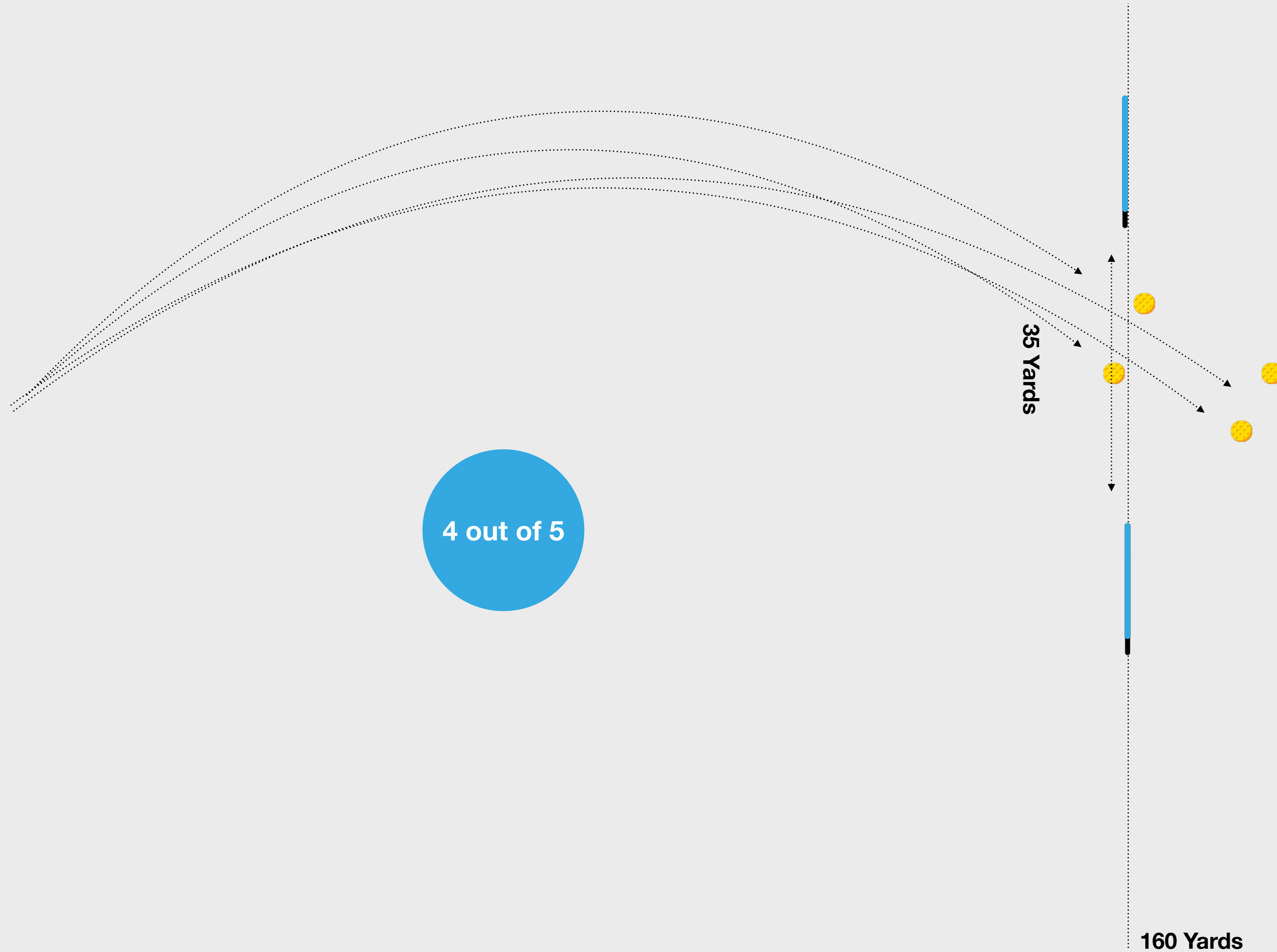
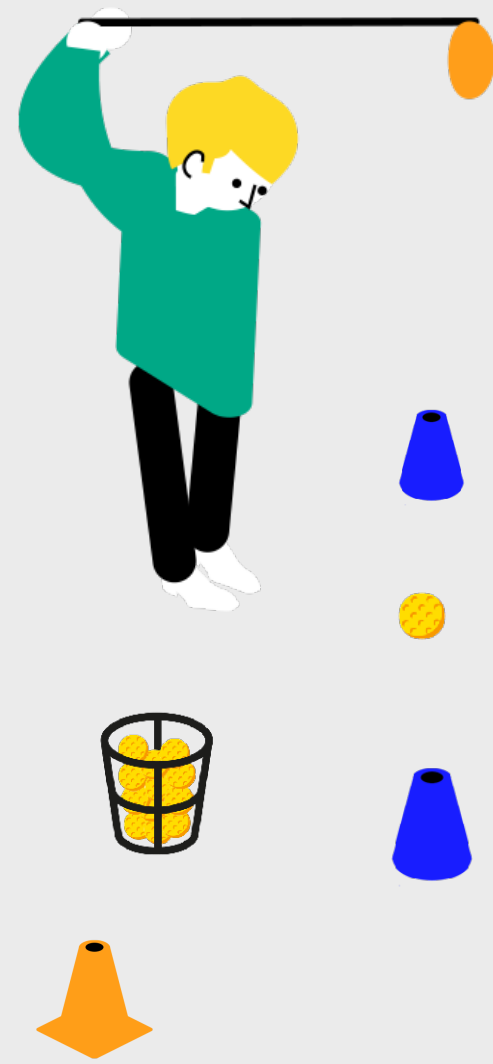
If the child completes the challenge, they can color in the fourth level of the Driver section of the Swing *myGame* Wheel and add a Sticker to their Level 4 Tracker Sheet.



Driver



Driver Challenge

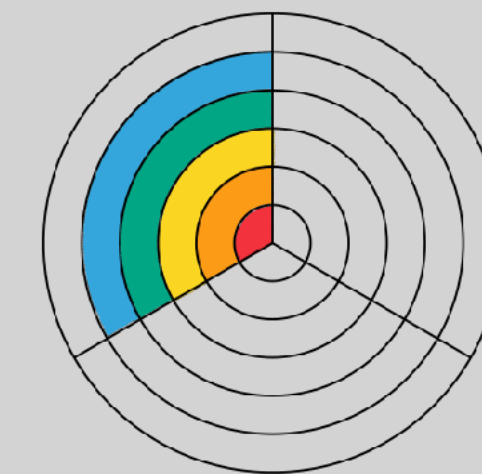


The Challenge

To complete the Level 5 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 4 out of 5 shots in the air, a minimum total distance of 160 yards. The ball needs to come to rest through a 35-yard-wide gate.

What to do next?

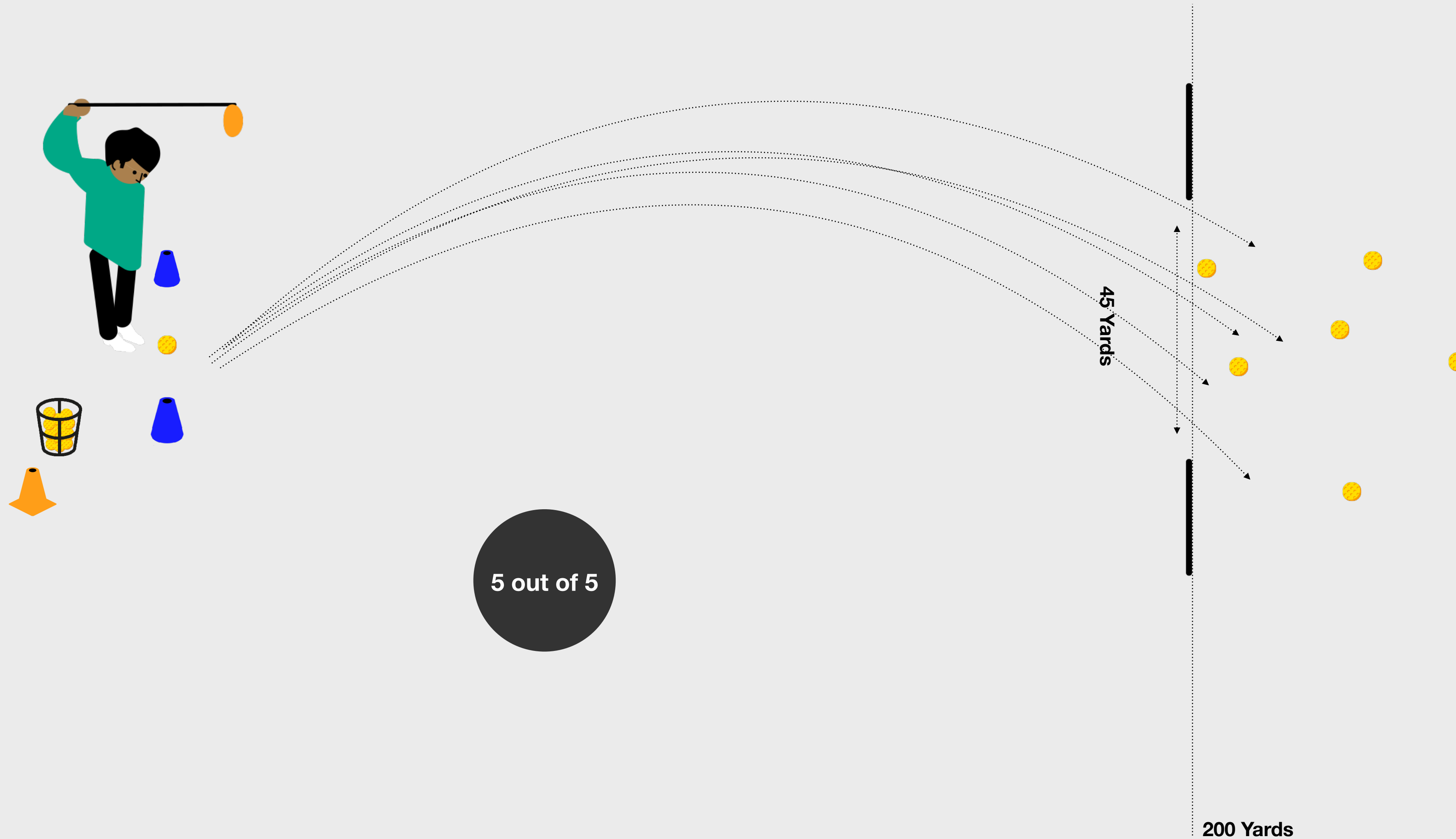
If the child completes the challenge, they can color in the fifth level of the Driver section of the Swing *myGame* Wheel and add a Sticker to their Level 5 Tracker Sheet.



Driver



Driver Challenge



5 out of 5

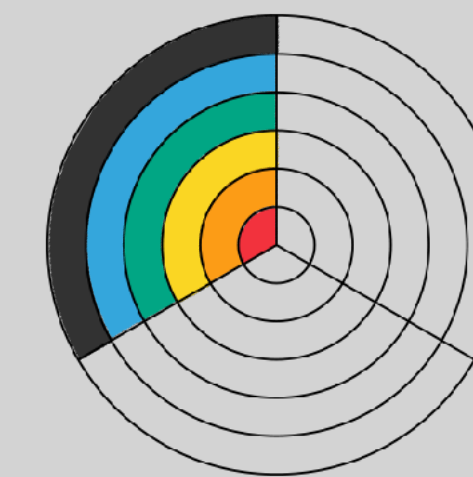


The Challenge

To complete the Level 6 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 5 out of 5 shots in the air, a minimum total distance of 200 yards. The ball needs to come to rest through a 45-yard-wide gate.

What to do next?

If the child completes the challenge, they can color in the sixth level of the Driver section of the Swing myGame Wheel and add a Sticker to their Level 6 Tracker Sheet.



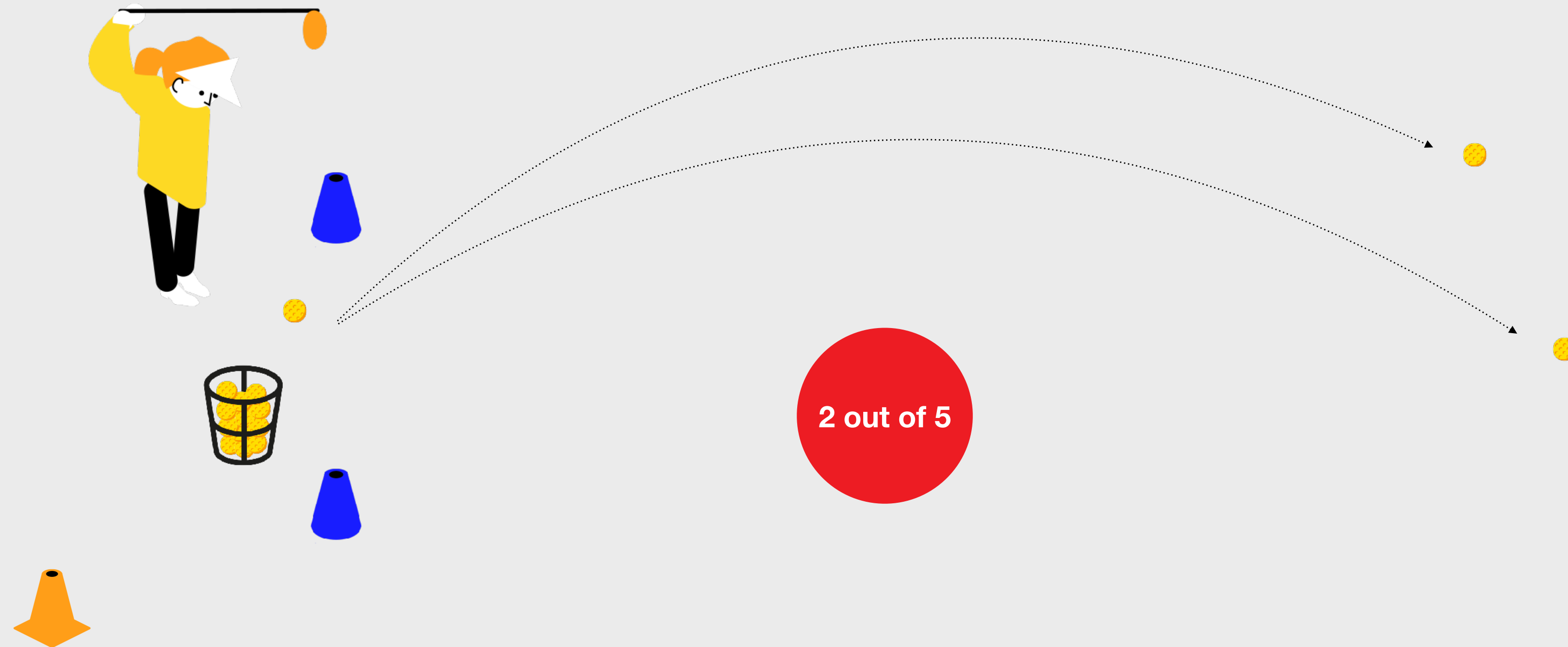
Driver



Fairway Woods



Fairway Wood Challenge



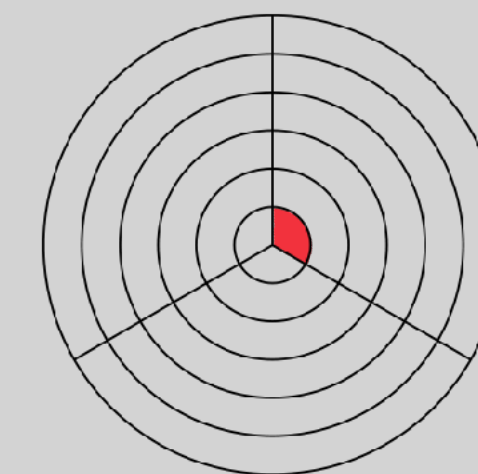
The Challenge

To complete the Level 1 Challenge within the Fairway Woods element, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air.

To complete the challenge, the child doesn't need to demonstrate control over direction or distance. This challenge can be attempted off a tee.

What to do next?

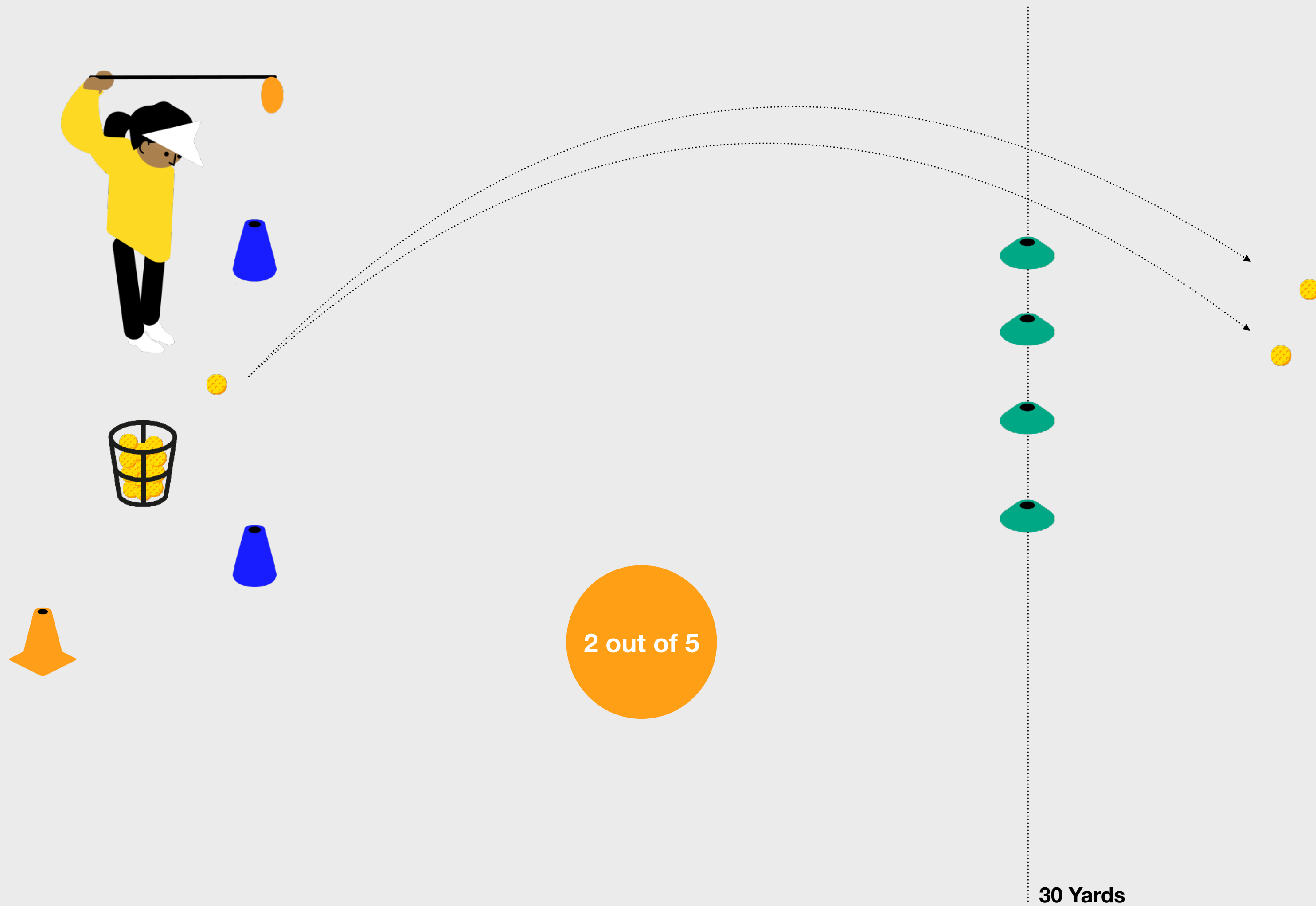
If the child completes the challenge, they can color in the first level of the Fairway Wood section of the Swing myGame Wheel and add a Sticker to their Level 1 Tracker Sheet.



Fairway Woods



Fairway Wood Challenge



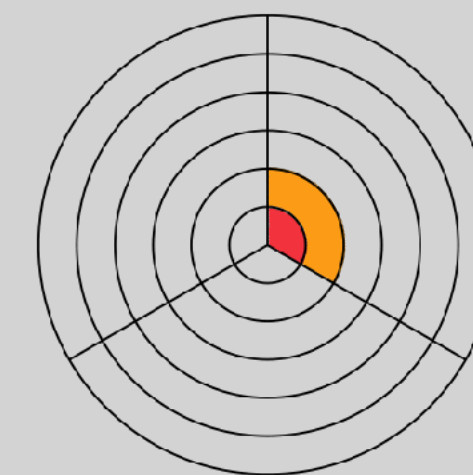
The Challenge

To complete the Level 2 Challenge within the Fairway Woods Skill element, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air, a minimum carry distance of 30 yards.

To complete the challenge, the child doesn't need to demonstrate control over direction and the shots can be attempted off a tee.

What to do next?

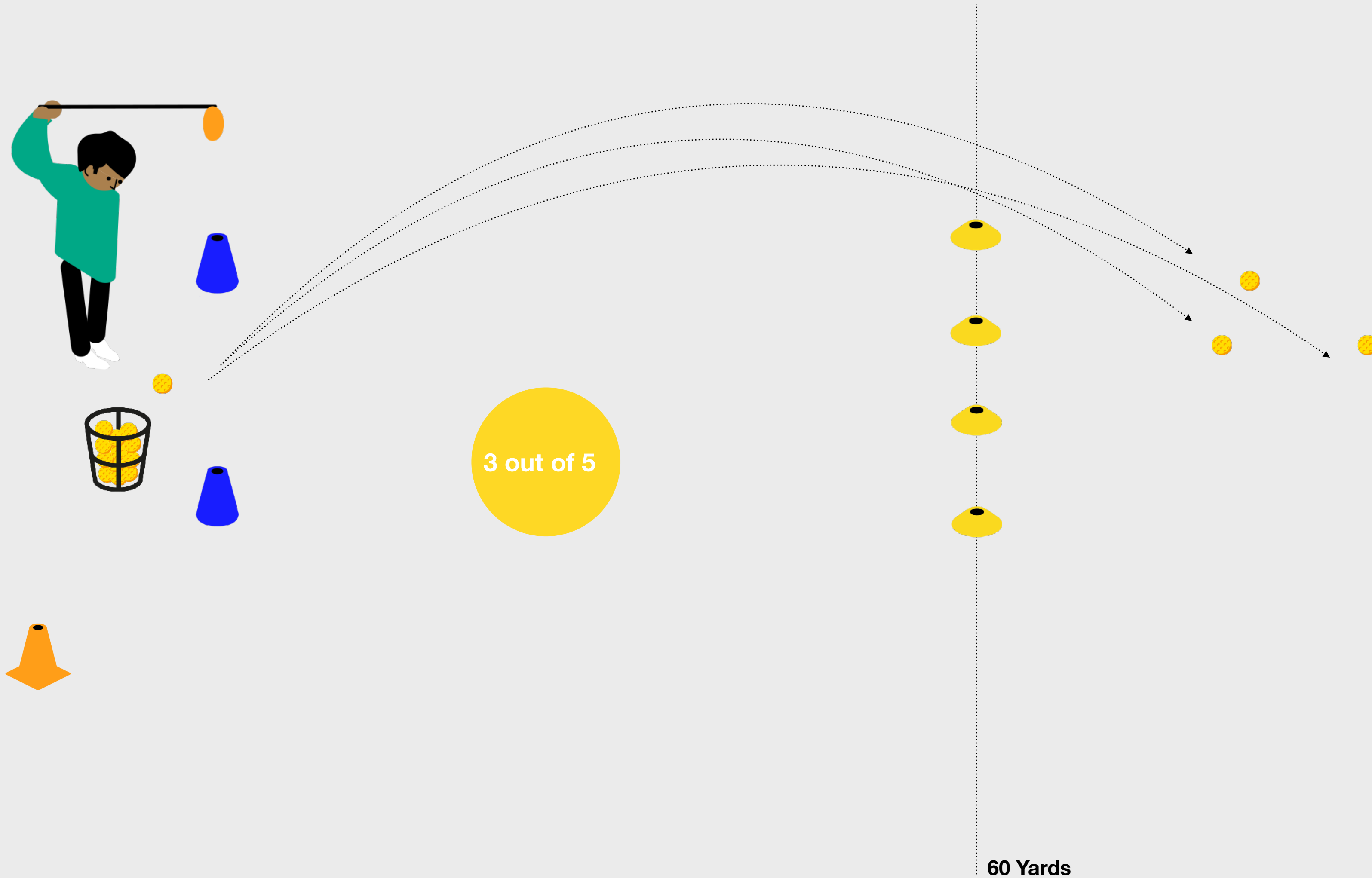
If the child completes the challenge, they can color in the second level of the Fairway Wood section of the Swing myGame Wheel and add a Sticker to their Level 2 Tracker Sheet.



Fairway Woods



Fairway Wood Challenge



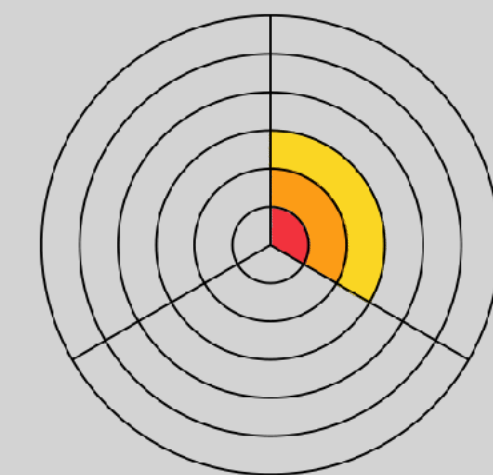
The Challenge

To complete the Level 3 Challenge within the Fairway Woods Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air, a minimum distance of 60 yards.

To complete the challenge, the child doesn't need to demonstrate control over direction and can hit their shots off a tee.

What to do next?

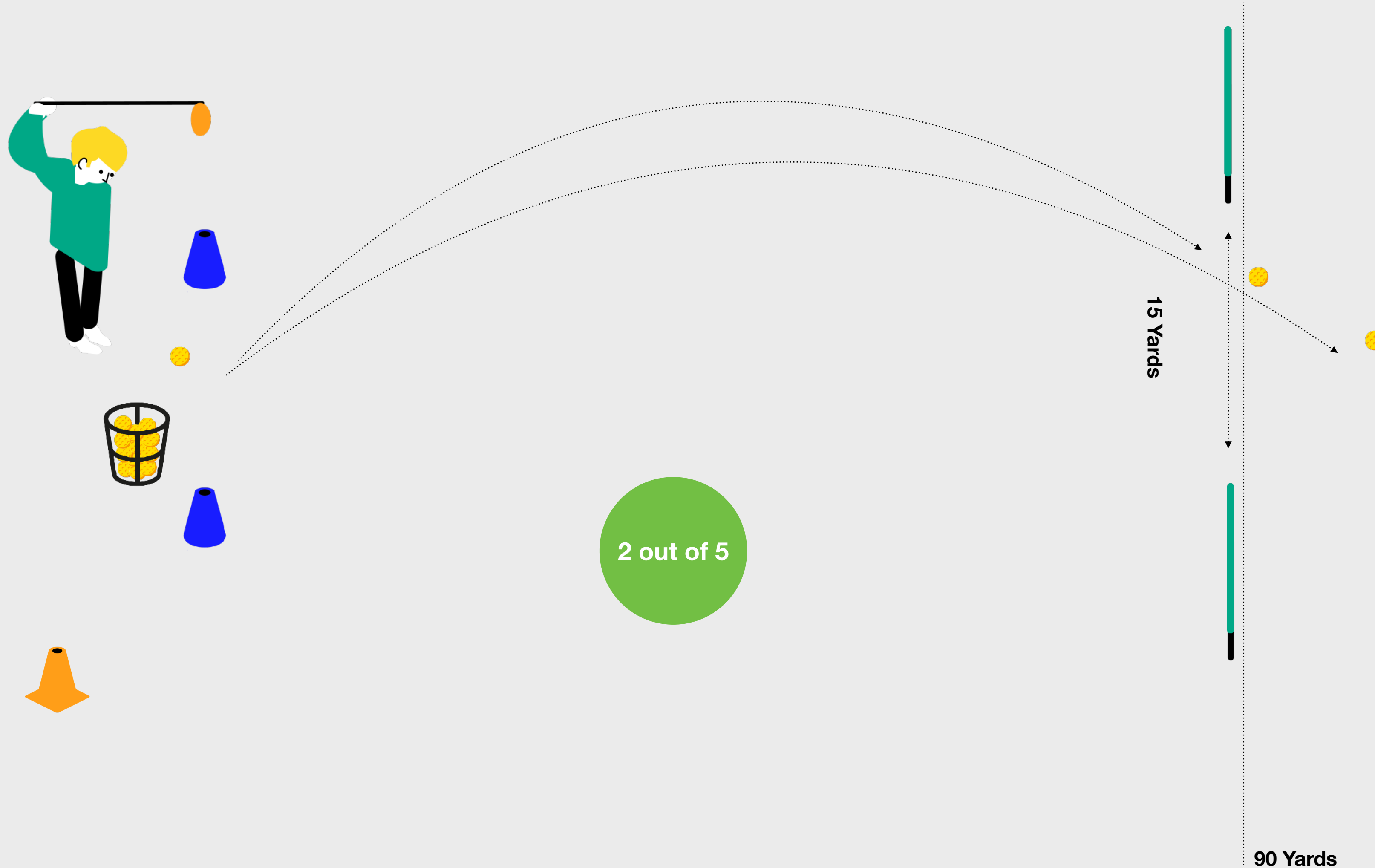
If the child completes the challenge, they can color in the third level of the Fairway Wood section of the Swing myGame Wheel and can add a Sticker to their Level 3 Tracker Sheet.



Fairway Woods



Fairway Wood Challenge

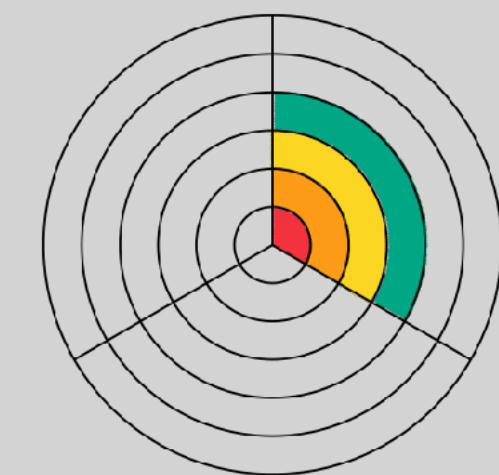


The Challenge

To complete the Level 4 Challenge within the Fairway Woods Skill element, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air, a minimum total distance of 90 yards. The ball must come to rest within a 15-yard-wide gate. This challenge should be attempted with the ball on the ground.

What to do next?

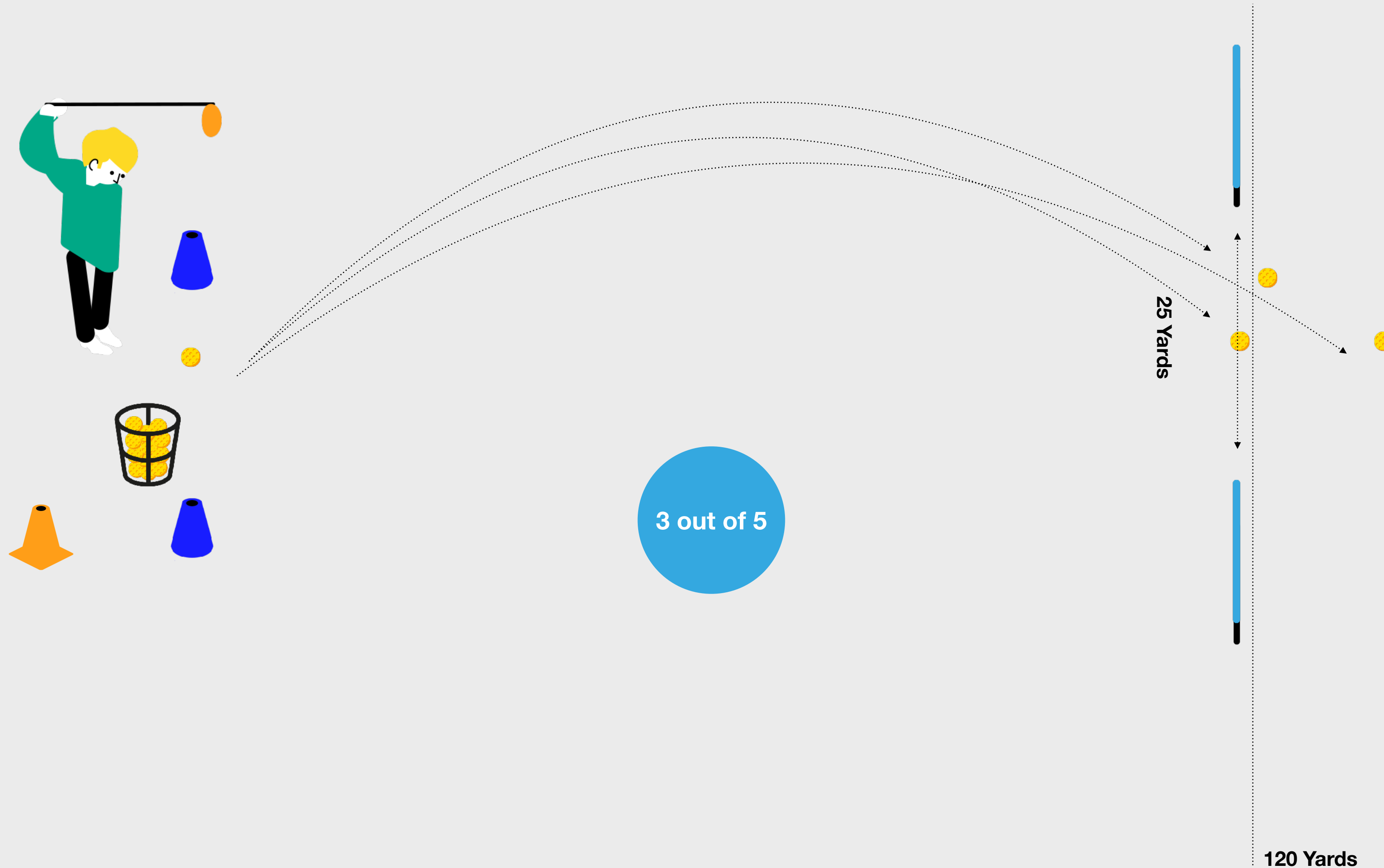
If the child completes the challenge, they can color in the fourth level of the Fairway Wood section of the Swing myGame Wheel and add a Sticker to their Level 4 Tracker Sheet.



Fairway Woods



Fairway Wood Challenge

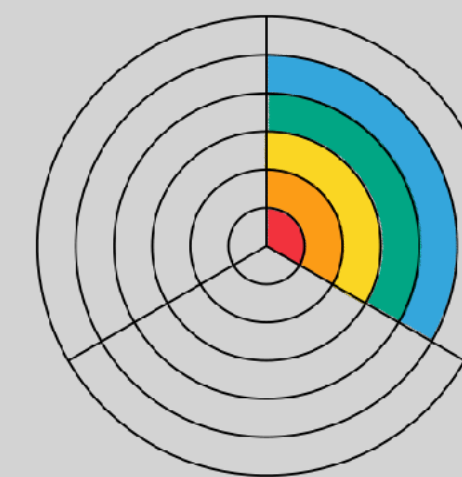


The Challenge

To complete the Level 5 Challenge within the Fairway Wood Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air, a minimum total distance of 120 yards. The ball must come to rest through a 25-yard wide gate. This challenge should be attempted with the ball on the ground.

What to do next?

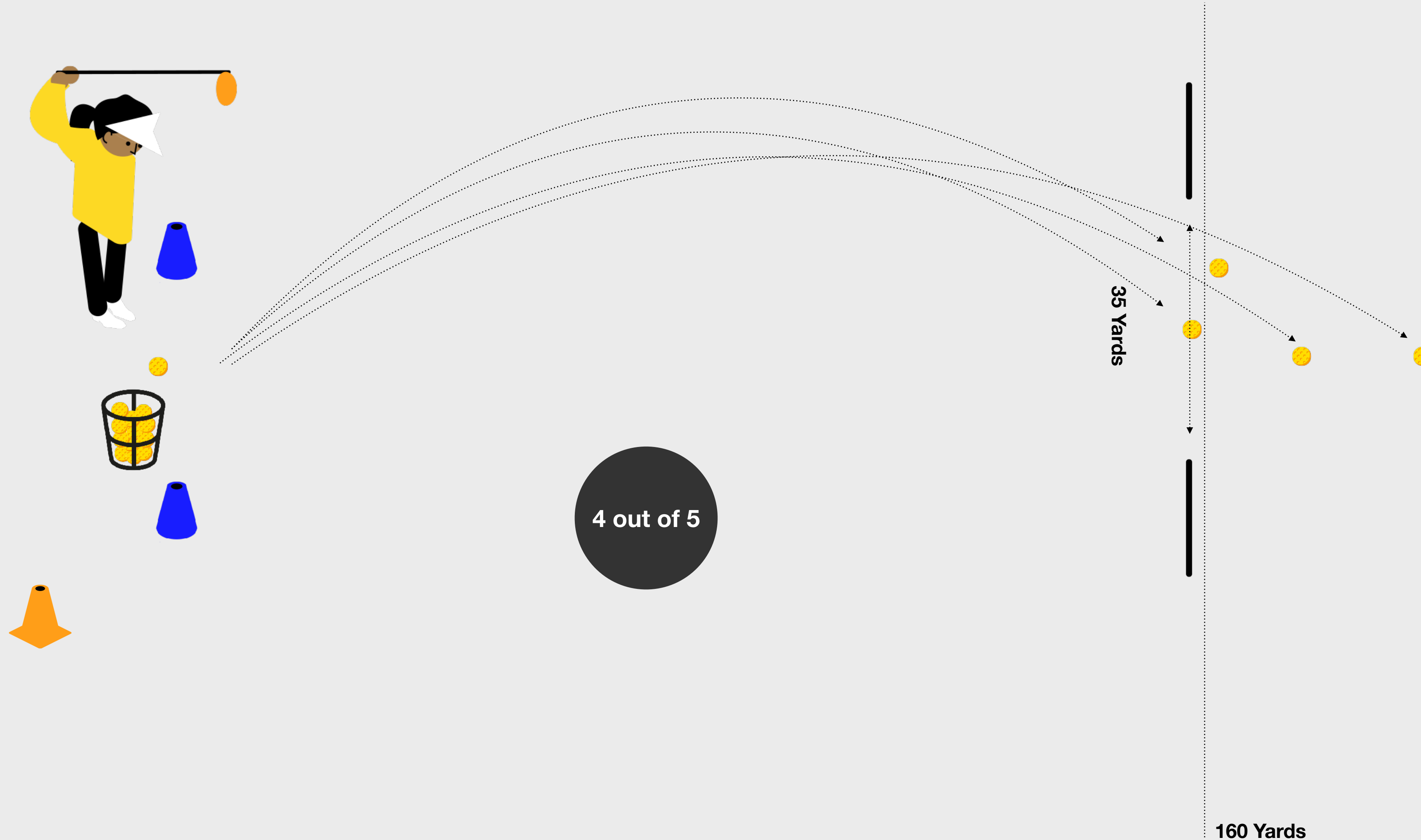
If the child completes the challenge, they can color in the fifth level of the Fairway Wood section of the Swing myGame Wheel and add a Sticker to their Level 5 Tracker Sheet.



Fairway Woods



Fairway Wood Challenge

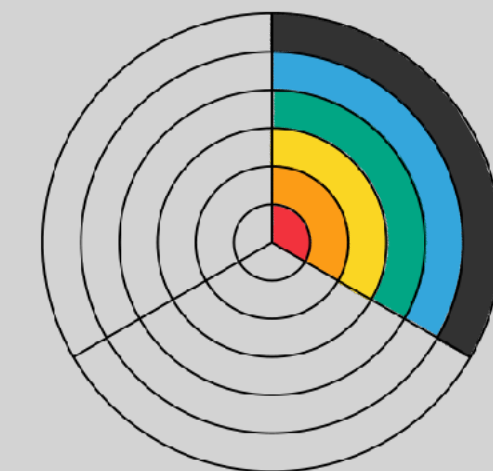


The Challenge

To complete the Level 6 Challenge within the Fairway Woods Skill element, the child needs to demonstrate the ability to hit 4 out of 5 shots a minimum total distance of 160 yards. The ball should come to rest through a 35-yard wide gate. This challenge should be attempted with the ball on the ground.

What to do next?

If the child completes the challenge, they can color in the sixth level of the Fairway Wood section of the Swing myGame Wheel and add a Sticker to their Level 6 Tracker Sheet.



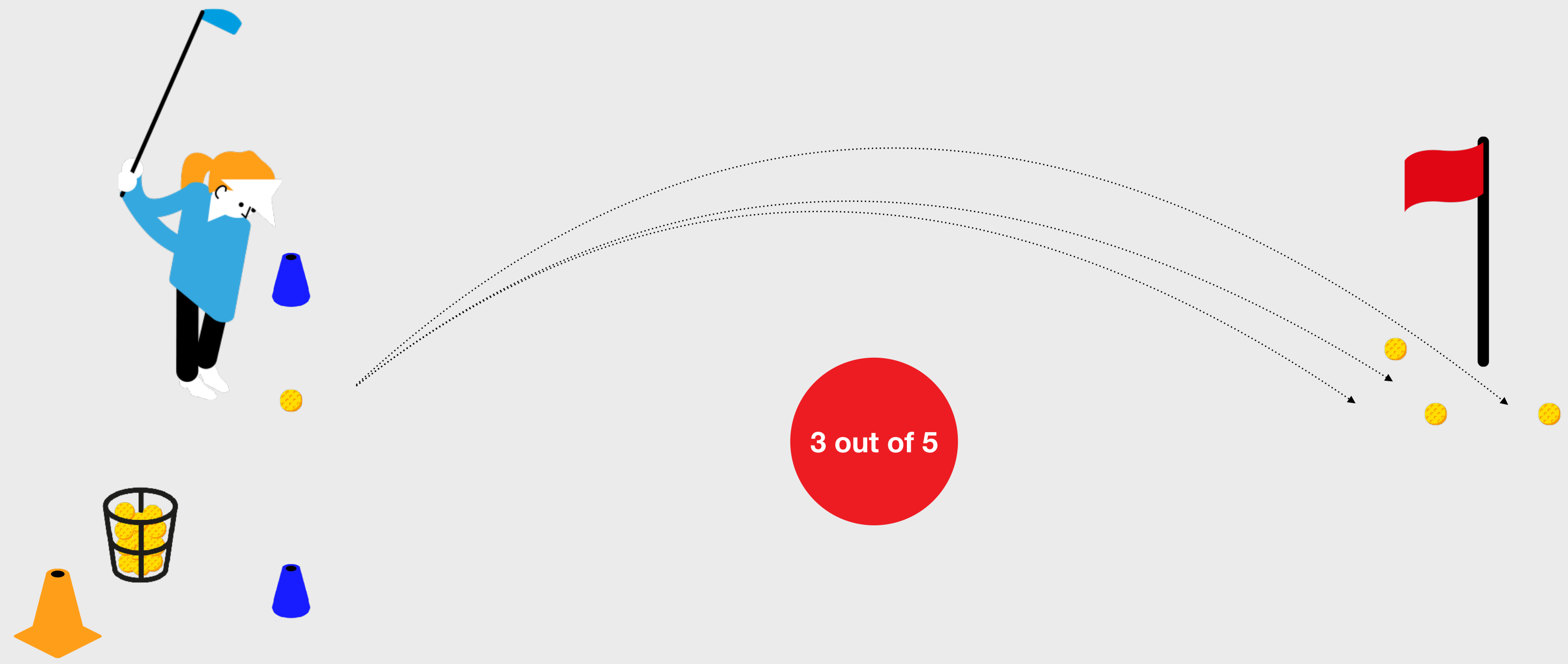
Fairway Woods



Iron Challenges



Iron Challenge



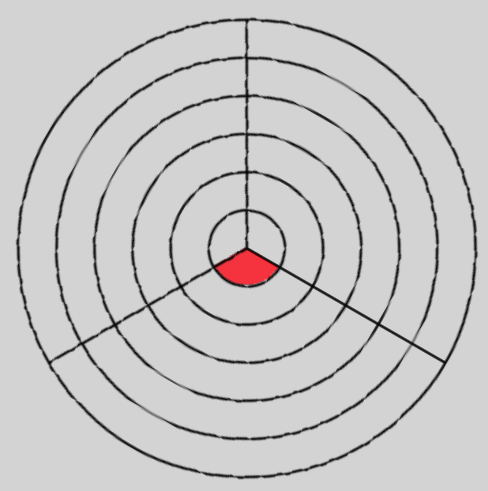
The Challenge

To complete the Level 1 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air.

To complete the challenge, the child doesn't need to demonstrate control over direction or distance and the challenge can be completed off a tee.

What to do next?

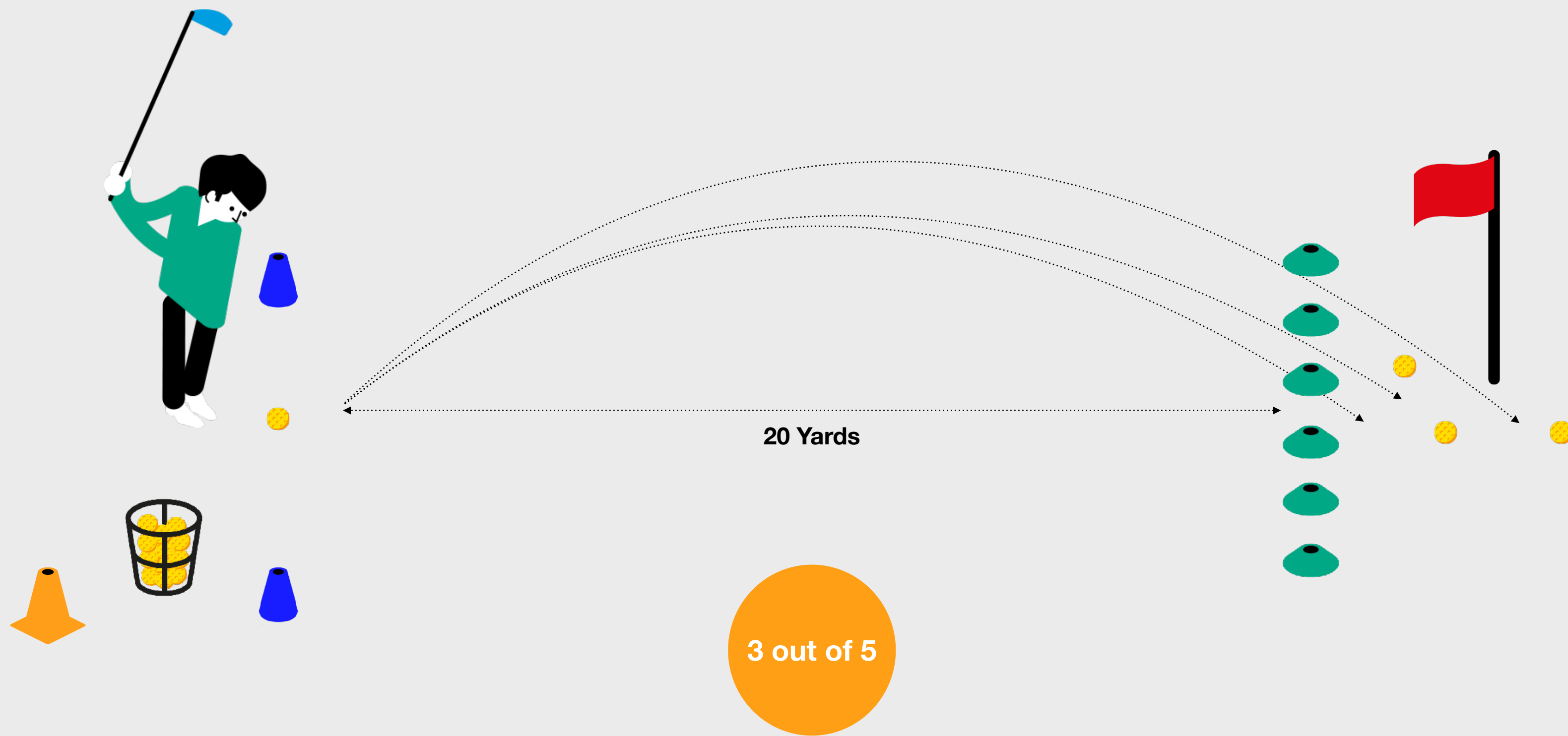
If the child completes the challenge, they can color in the first level of the Iron section of the Swing myGame Wheel and add a Sticker to their Level 1 Tracker Sheet.



Irons



Iron Challenge



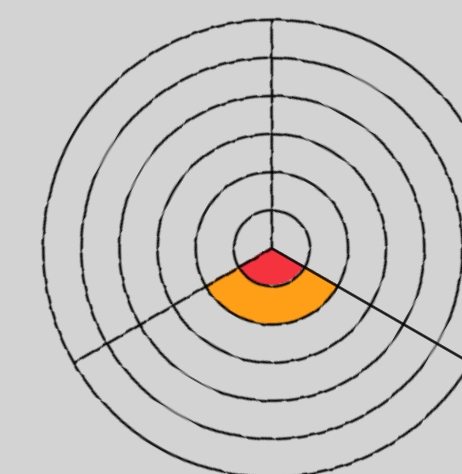
The Challenge

To complete the Level 2 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air, a minimum carry distance of 20 yards.

To complete the challenge, the child doesn't need to demonstrate control over direction, and the challenge can be completed off a tee.

What to do next?

If the child completes the challenge, they can color in the second level of the Iron section of the Swing *myGame* Wheel and add a Sticker to their Level 2 Tracker Sheet.



Irons



Iron Challenge



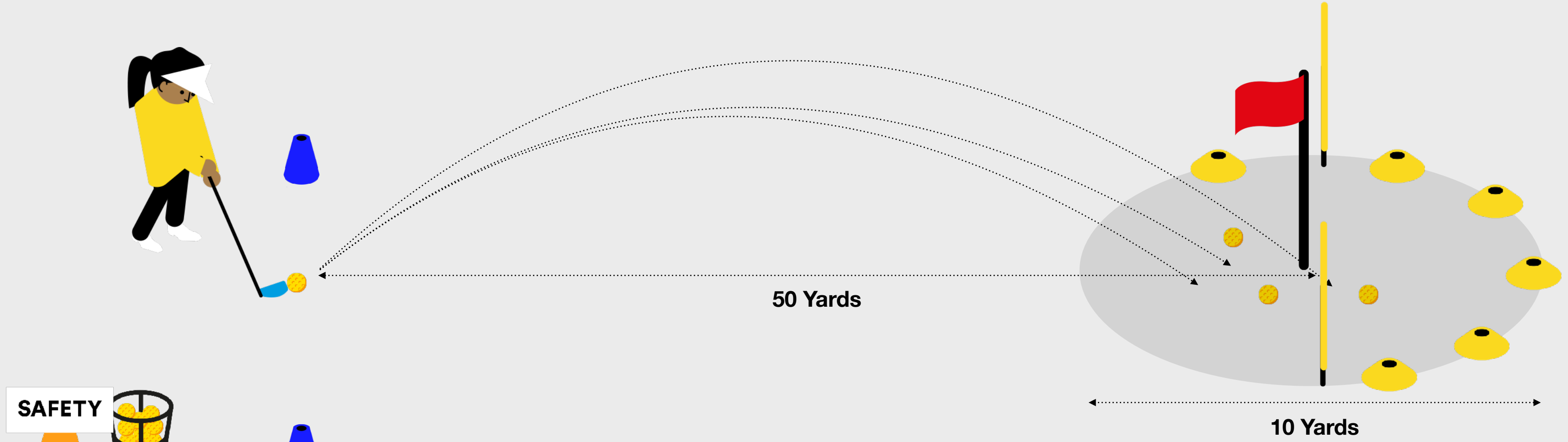
The Challenge

To complete the Level 3 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots where the ball must come to rest within a 10-yard diameter target circle to a target flag 50 yards away.

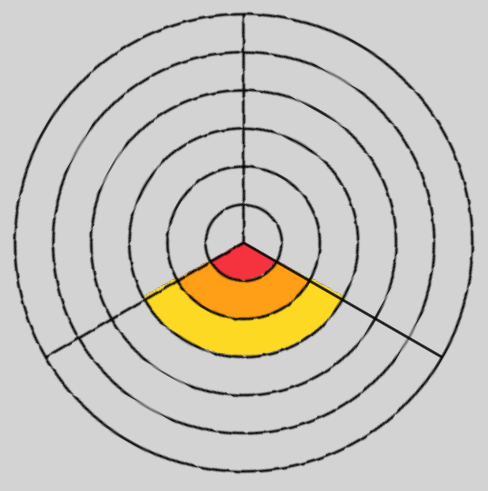
This challenge can be completed off a tee.

What to do next?

If the child completes the challenge, they can color in the third level of the Iron section of the Swing myProgress Wheel and add a Sticker to their Level 3 Tracker Sheet.



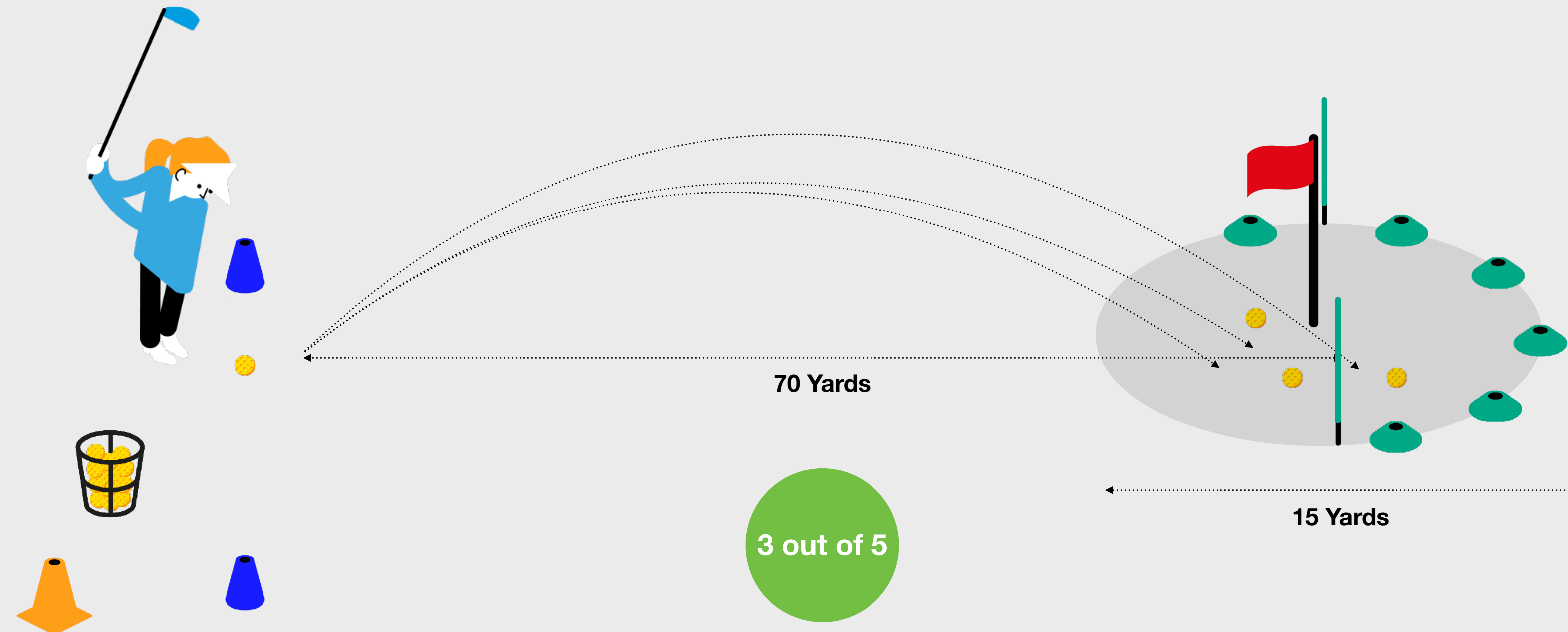
3 out of 5



Irons



Iron Challenge



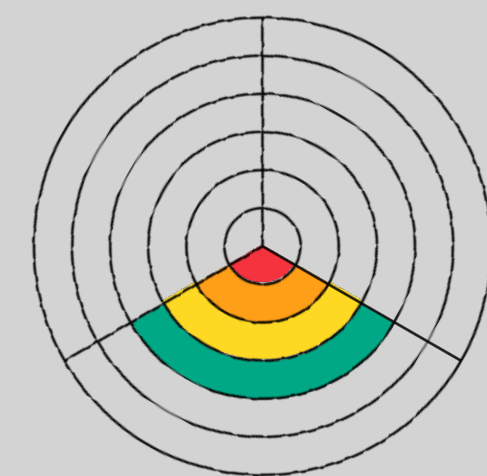
The Challenge

To complete the Level 4 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots where the ball must come to rest within a 15-yard diameter target circle 70 yards away.

This challenge should be completed with the ball on the ground.

What to do next?

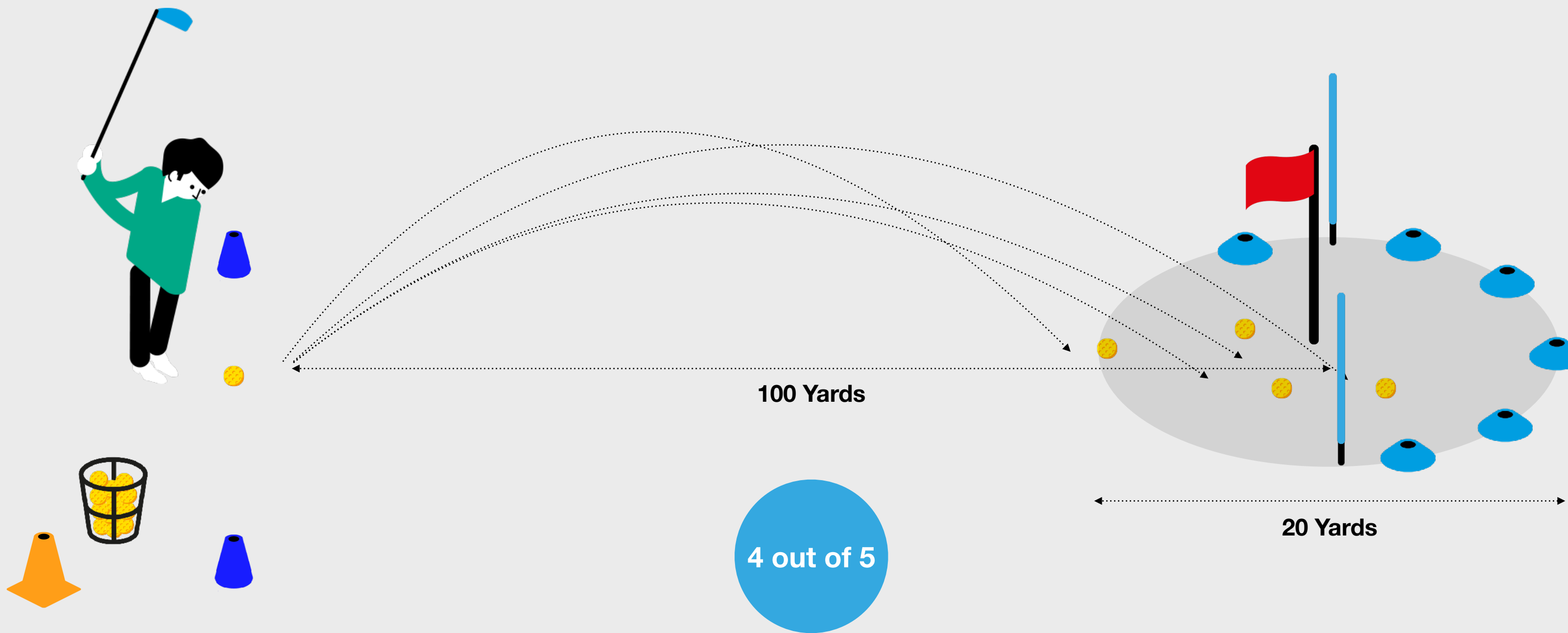
If the child completes the challenge, they can color in the fourth level of the Iron section of the Swing *myProgress* Wheel and add a Sticker to their Level 4 Tracker Sheet.



Irons



Iron Challenge



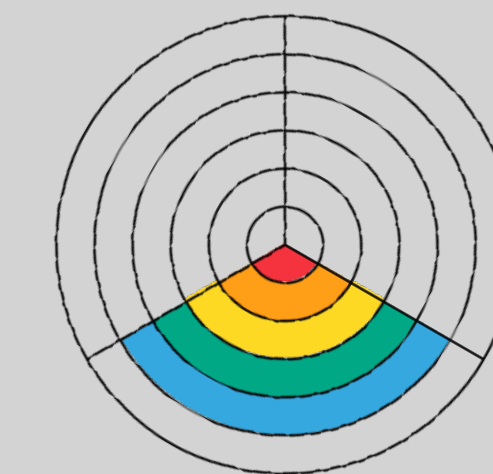
The Challenge

To complete the Level 5 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 4 out of 5 shots where the ball must come to rest within a 20-yard diameter target circle 100 yards away.

This challenge should be completed with the ball on the ground.

What to do next?

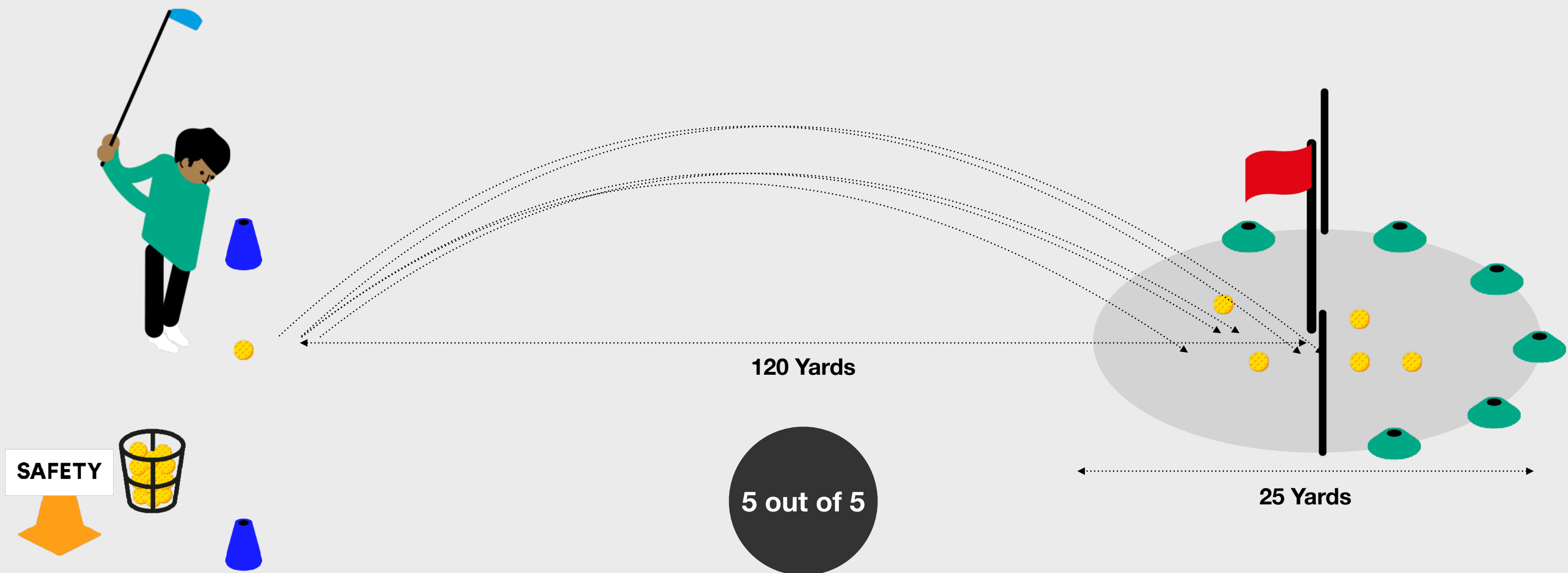
If the child completes the challenge, they can color in the fifth level of the Iron section of the Swing *myGame* Wheel and add a Sticker to their Level 5 Tracker Sheet.



Irons



Iron Challenge



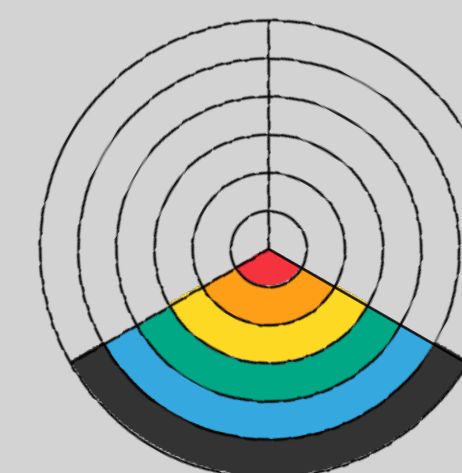
The Challenge

To complete the Level 6 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 5 out of 5 shots where the ball must come to rest within a 25-yard diameter target circle 120 yards away.

This challenge should be completed with the ball on the ground.

What to do next?

If the child completes the challenge, they can color in the sixth level of the Iron section of the Swing *myProgress* Wheel and add a Sticker to their Level 6 Tracker Sheet.



Irons

