

Club and Course Ready

CLUB AND COURSE READY ACHIEVEMENTS



INTRODUCTION

Welcome to the Learn to Play Golf Program. We hope you are as excited as we are for you to join the program and embark on your journey to learning the game and becoming **Club and Course Ready!**

One of the key components of the program is providing you and your coach with the ability to track your journey at every Level. That's why the program has been designed with a range of challenges for you to attempt and virtual rewards for you to attain during your time on the program. You can track your journey across two areas:

- **Club and Course Ready Achievements**

These are a range of achievements you can attain on the program across three criterias and levels. Attainment of these ensure you have the experience, knowledge and skills to complete the program and be **Club and Course Ready**

- **Mastering the Game Skills Challenges**

These are a range of challenges you can attempt across all areas of the game covered in the program. They are designed to help you engage in the program content, practice effectively and help guide you and your coach on your own specific needs.

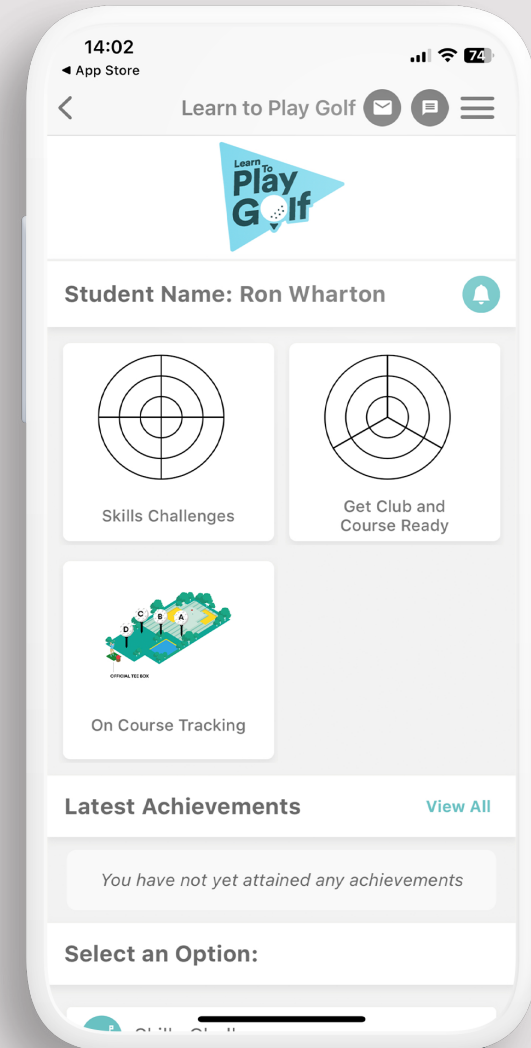
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RECORDING PROGRESS VIA GLF.CONNECT

Your journey through the program can be tracked using the GLF. Connect System. GLF. Connect is accessible using the Web, Mobile Web or App on iOS and Android Devices. When you are enrolled on to the Program, you will be able to access the myGame+ area of GLF. Connect for the Learn to Play Golf Program. Through GLF. Connect, you will be able to:

- Update Progress through the Challenges and Club/Course Ready Pathway
- View your Progress Wheels
- View your Achievements
- View your Certificates
- Log your Course Play Scores
- Learn about the Adapted Golf Course
- View your Score History

Your coach will be happy to assist you with getting up and running with GLF. Connect at your club and help you use the MyGame+ Area.



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CLUB AND COURSE READY CRITERIAS

The goal of the program is to provide you with the knowledge, experiences, skills and social connections to become **Club and Course Ready**. The opportunities available to you within the program reflect this and a 3-Level Pathway has been developed to help you and your coach track and monitor your journey. Your journey to become **Club and Course Ready** is tracked across three areas:

- **On Course Score**

Ultimately golf is a game of scoring! This criteria allows you know when you have the competency on the course to play actively in a club environment whether that is socially or competitively.

- **Game Development**

Within the program there are themed classes across 3-Levels. These have been built to provide you with access to the knowledge required to develop across the different areas of the game.

- **On Course Experience**

You can attend a monthly on course event within the program in addition to an on course graduation at the end of each themed class Level. This criteria helps you identify when you have been exposed to enough on course opportunities at your club.

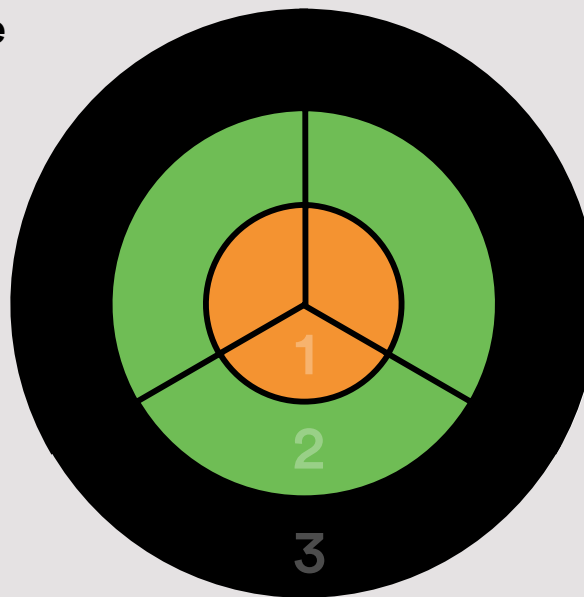
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CLUB AND COURSE READY PROGRESS WHEEL

The program has been designed over 3-Levels, and you can visually track your journey through the program using the **Club and Course Ready Progress Wheel**. When you complete all achievements across the three criterias, that portion of the wheel will be completed. You are **Club and Course Ready** when all elements of the wheel have been completed!

Your journey is unique and the 3-Level pathway has been designed to help you navigate your journey through the program and guide you to the next Levels. None of this prevents you playing the game but merely guides your journey!

On Course Score



Game Development

On Course Experience



ACHIEVEMENTS STAMPS, ROSETTES AND TROPHIES

Built into the program are virtual rewards. These provide you with recognition of your success on the program across the **Club and Course Ready** pathway and the **Mastering the Game** Challenges.

When a specific Achievement is completed you will be awarded a Learn to Play Golf Challenge Stamp. When you complete all

Achievements within a category and Level you will be awarded a Learn to Play Golf Rosette.

Finally, when you achieve all Stamps and Rosettes across the Mastering the Game Level you will receive a Learn to Play Golf Mastering the Game Trophy.



STAMPS



SKILL ROSETTE



LEVEL TROPHY

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LEVELS CLUB AND COURSE READY

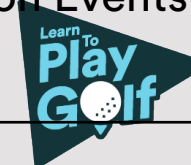


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THE ACHIEVEMENTS

Please find below each of the achievements across the 3-Levels and 3 categories:

	Level 1	Level 2	Level 3
On Course Score	Score 24 or less over 3 holes starting from any tee box using adapted rules	Score 45 or less over 6 holes starting from The Eagle Tee (Tee 3), The Birdie Tee (Tee 4) or The Academy Tee using adapted rules	Score 60 or less over 9 holes starting from The Academy Tee on the course using Rules of Golf
Game Development	Attend each of the Level 1 Themed Classes. There are 4 classes in total	Attend each of the Level 2 Themed Classes. There are 8 classes in total	Attend each of the Level 3 Themed Classes. There are 8 classes in total
On Course Experience	Attend 1 Course Play or Celebration Event	Attend a total of 3 Course Play or Celebration Events	Attend a total of 6 Course Play or Celebration Events



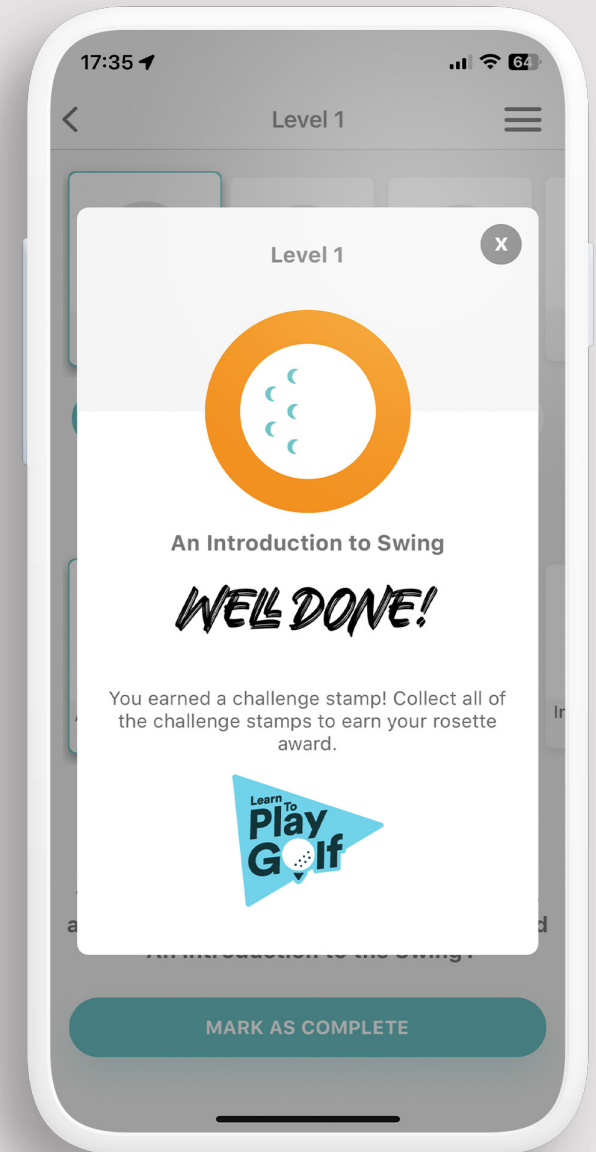
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AFTER COMPLETING AN ACHIEVEMENT

When you complete an achievement, you should mark it as complete on the GLF. Connect App. You will be awarded the achievement stamp. Any achievement rosettes, trophies or certificates will automatically be awarded to you.

You can also use this resource to view each of the achievements and record the date you completed each achievement as well as log your Course Play Scores. Follow the Levels below for recording an achievement on the GLF. Connect App and view the individual achievements across each category on the following pages:

- 1** Select the Club and Course ready progress wheel from the Home Screen Dashboard
- 2** Select the Category and Level for the Achievement you have completed
- 3** Mark the Achievement as complete and your reward will be issued.

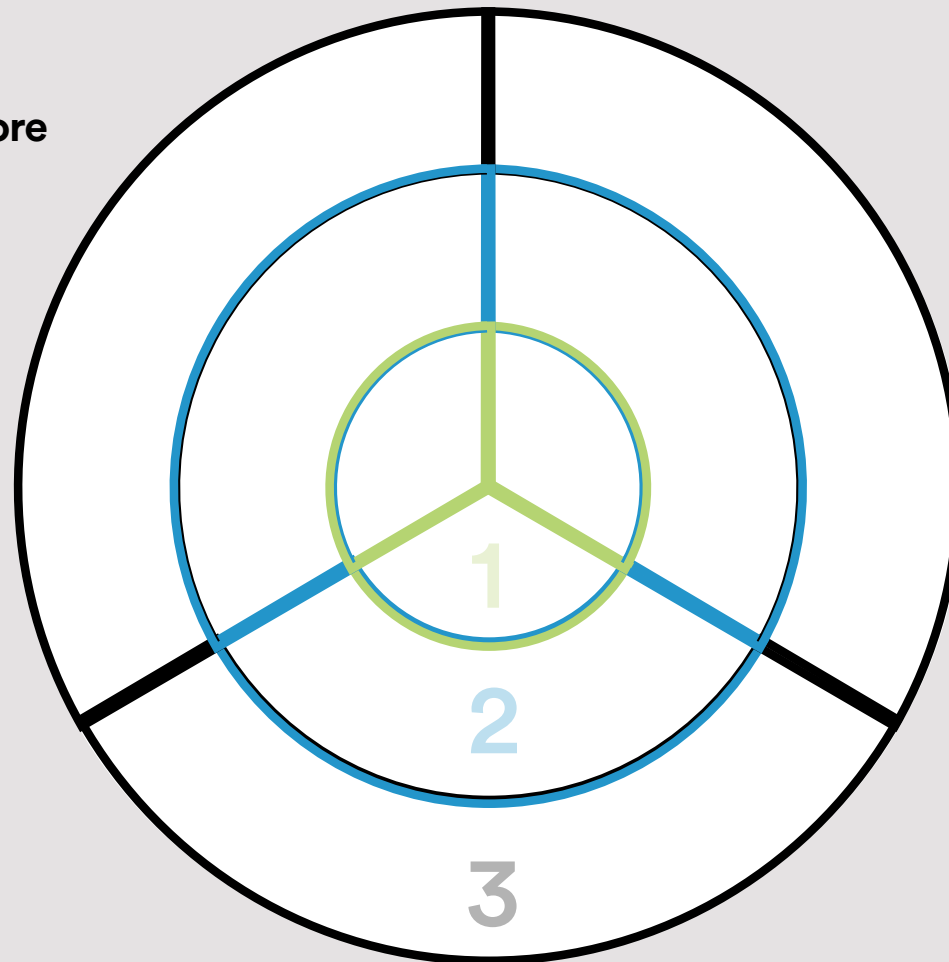


YOUR PROGRESS WHEEL

Complete each section of the progress wheel as you earn each category rosette on the following pages:

On Course Score

Game Development



On Course Experience

ON COURSE EXPERIENCE

Level 1



Attend 1st Course
Play Event or
Celebration Event



Level 2



Attend 2nd Course
Play Event or
Celebration Event



Attend 3rd Course
Play Event or
Celebration Event



Level 3



Attend 4th Course
Play Event or
Celebration Event



Attend 5th Course
Play Event or
Celebration Event



Attend 6th Course
Play Event or
Celebration Event



ON COURSE SCORE

Level 1



Score 24 or less over 3 holes starting from any tee box using adapted rules



Level 2



Score 45 or less over 6 holes starting from The Eagle Tee (Tee 3), The Birdie Tee (Tee 4) or The Academy Tee



Level 3



Score 60 or less over 9 holes starting from The Academy Tee on the course using Rules of Golf



Round 1

Date: _____ Tee _____ Holes: _____ Score _____

Round 2

Date: _____ Tee _____ Holes: _____ Score _____

Round 3

Date: _____ Tee _____ Holes: _____ Score _____

Round 4

Date: _____ Tee _____ Holes: _____ Score _____

Round 5

Date: _____ Tee _____ Holes: _____ Score _____

Round 6

Date: _____ Tee _____ Holes: _____ Score _____

Round 7

Date: _____ Tee _____ Holes: _____ Score _____

Round 8

Date: _____ Tee _____ Holes: _____ Score _____

Round 9

Date: _____ Tee _____ Holes: _____ Score _____

GAME DEVELOPMENT

Level 1



Introduction to Swing



Introduction to Putting



Introduction to Chipping



Introduction to the Course



Level 2



Long Putts and Slopes



The Birdie Teer



Contact and Distance in Chipping



Rules and Etiquette



Short Putts and Slopes



Iron Play and Wedges



Bunker Play and Pitching Introduction



Formats and Scoring



Level 3



Scoring



Fairway Woods & Hybrids



Club Selection and Awkward Lies



Conditions and Awkward Lies



Getting Up and Down



Hit it Further



Developing Pitching & Bunker Play



Course Management



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Well Done!

**You have completed the Club and Course Ready
Achievements.**

