

Mastering the Game Challenges

MASTERING THE GAME SKILLS CHALLENGES



Mastering the Game Challenges

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 step. 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 criteria 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.

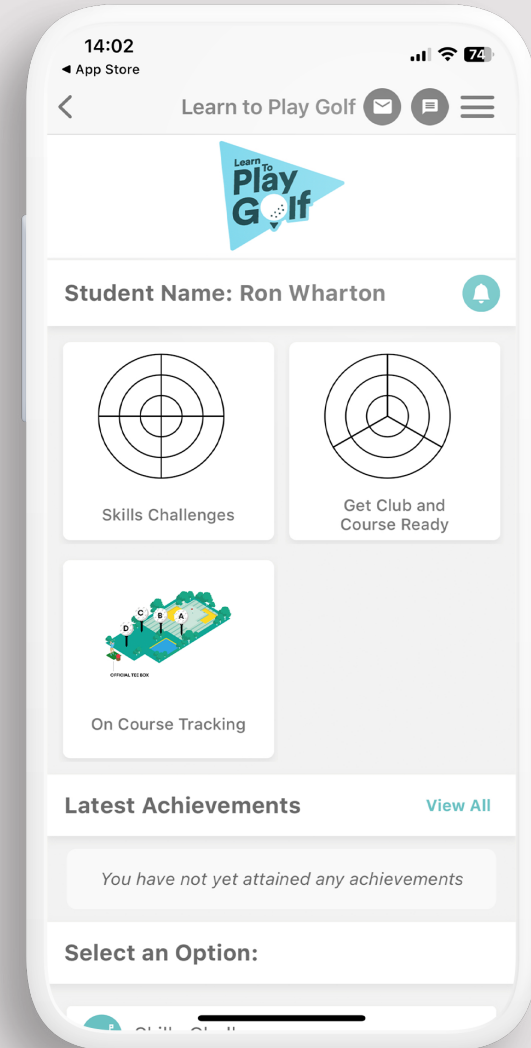
Mastering the Game Challenges

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.



Mastering the Game Challenges

MASTERING THE GAME SKILLS

During Themed Classes and Practice Clubs you may have the opportunity to develop your skills and knowledge across a range of skills within the game. Ultimately all of these areas contribute to your ability to score on the golf course. However, to become **Club and Course Ready** you do not need to be competent in one area over another.

Therefore, a range of challenges have been built you guide your skill development in the program, and in partnership with your coach to understand the areas of the game needing most attention. These challenges should also provide you with a fun, competitive element to the program and help you practice outside of classes more effectively. The four skill elements within Mastering the Game are:

- **Swing**

These challenges are focused on using a driver, fairway woods/hybrids and irons.

- **On the Green**

These challenges are focused on short putts, long putts and scoring.

- **Around the Green**

These challenges are focused on chipping, pitching and bunker play skills.

- **On the Course**

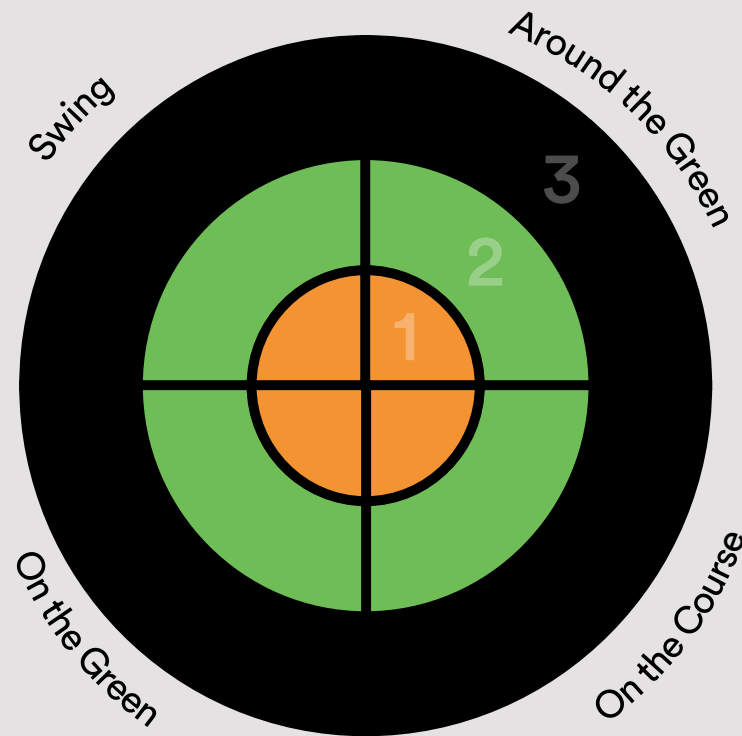
These are achievements that can be attained on the course and are engaging on course milestones.

Mastering the Game Challenges

MASTERING THE GAME PROGRESS WHEEL

The Mastering the Game Progress Wheel provides you with a full picture of your journey through each of the skill areas. When all of the challenges within a skill element level are completed, that section of the wheel will be completed.

Can you complete all sections and levels of your Mastering the Game Wheel?



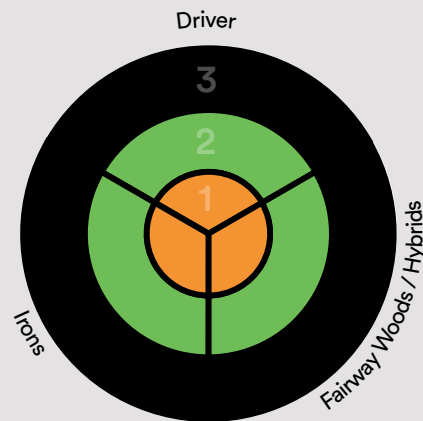
Mastering the Game Challenges

SKILL ELEMENTS PROGRESS WHEELS

Within each of the Skill Element, there are challenges that can be attempted across the 3-Steps. These steps have been developed to align to the **Club and Course Ready 3-Step Pathway** and they also align to the opportunities within the Themed Classes. Once again, the challenges provide flexibility so you can own your journey through the program. You do not need to complete a step across all the skills in order to move to the next step.

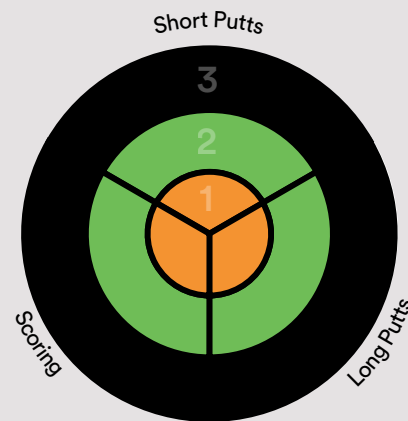
The Skill Element Challenge Wheels allow you to visually track your journey through the Mastering the Game Challenges and as you progress through the program you will be able to identify the areas of your game requiring the most attention. The four Skill Element wheels and the skills within each are:

Swing



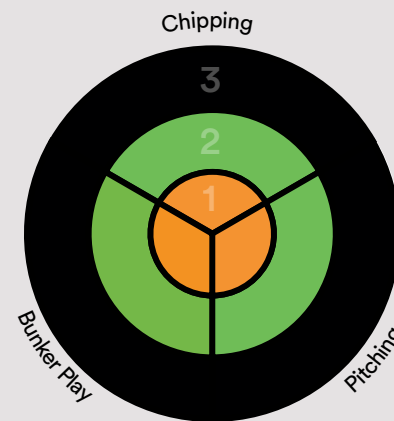
There are no Driver and Fairway Wood Challenges at Level 1

On the Green



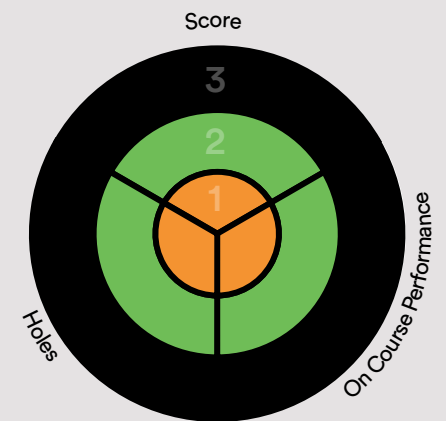
There are no Long Putts and Scoring Challenges at Level 1

Around the Green



There are no Bunker Play and Pitching Challenges at Level 1

On the Course



There are no Score or On Course Performance Challenges at Level 1

Mastering the Game Challenges

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

Challenges within a Skill Element you will be awarded a Learn to Play Golf Rosette.

Finally, when you achieve all Challenges and Rosettes across the Mastering the Game Elements Level you will receive a



CHALLENGE STAMPS



SKILL ROSETTE

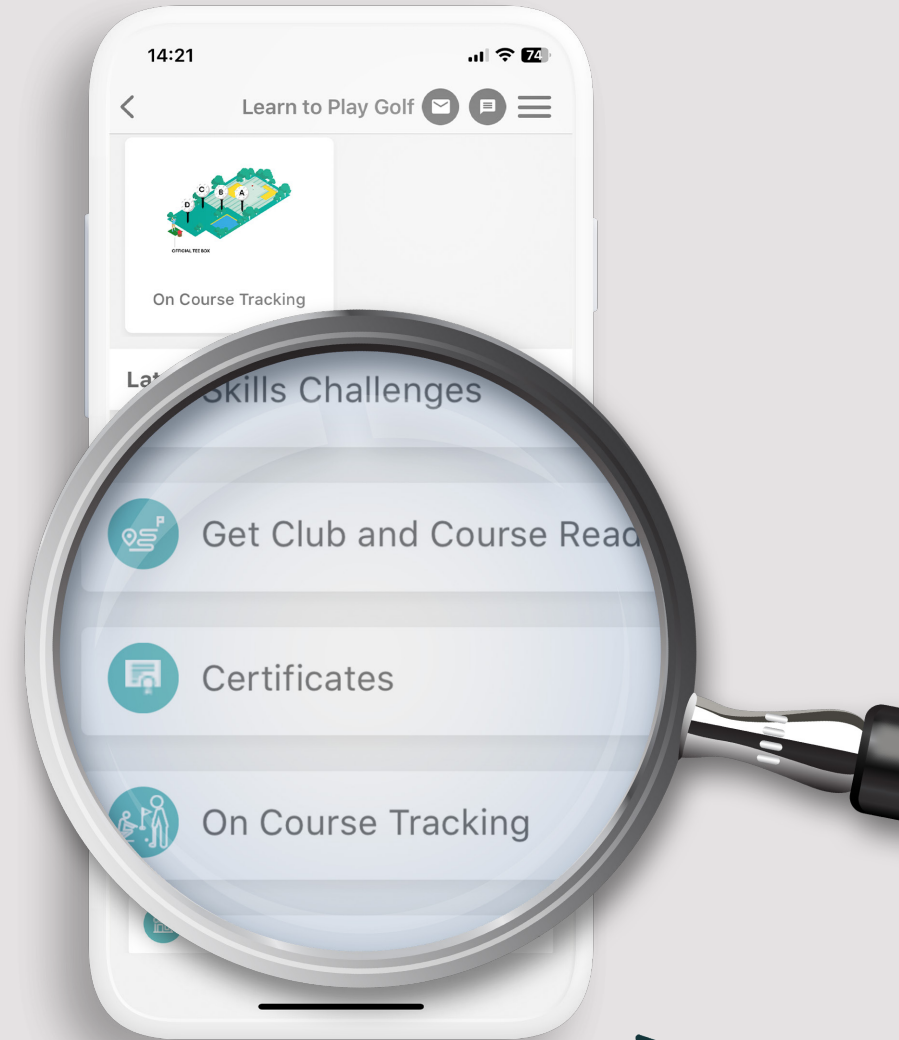
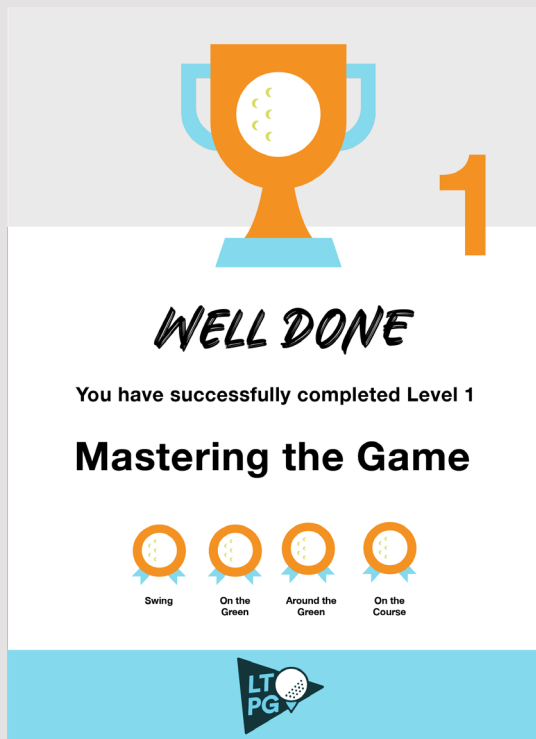


LEVEL TROPHY

Mastering the Game Challenges

LEVEL CERTIFICATES

On completion of all of the Challenges and collection of the rewards within a Level, you will be awarded a Virtual Certificate in recognition of your success on the program. You can view your Certificates from the MyGame+ Learn to Play Golf program dashboard:



Mastering the Game Challenges

THE SKILLS CHALLENGES



Mastering the Game Challenges

GUIDANCE

You may have the opportunity to attempt the Challenge with the specific Learn to Play Golf Practice Club or Themed Classes at your club. However, an important part of the program is your practice outside of classes and events. You are encourage therefore to attempt these challenges either on your own or with others. When attempting the challenge, we recommend you follow the guidelines below:

- **Attempt the Challenges in Sequence**

We recommend you attempt each of the challenges in sequence i.e. attempt to complete all of the Level 1 Challenges first. However, you may find that by completing a challenge within a specific level, that you also complete the next

- **Attempt the Challenges with a Friend**

Golf is a social game, and at some point you will need to get comfortable playing with others on the course. Therefore, try to attempt the challenge with a friend. This will help you to developer confidence playing in front of others and will also add a fun social and competitive element to completing the challenges.

- **Build Some Pressure**

The Challenges should help you to build a picture of your current skill levels across the skills. Therefore limit the number of attempts to a specific challenge to once a day and limit the number of shots to those identified within a challenges. This will help to keep your journey through the challenges authentic.



WHEN ATTEMPTING A CHALLENGE

It is vital that when you attempt a challenge, that you setup the challenge correctly, and then record your progress when you complete the challenge. This will help you track your journey and allow your coach to help you with your specific needs on the program. Therefore when attempting a challenge, make sure that you:

- **Review the Challenge Card**

In this guide, are each of the challenges with a guide as to how to setup the challenge, the equipment you need and the challenge itself. Take some time to review the cards for the challenge you want to attempt.

- **Review the Challenge on the App**

Each of the challenges is also visible on the GLF. Connect App within the MyGame+ Area.

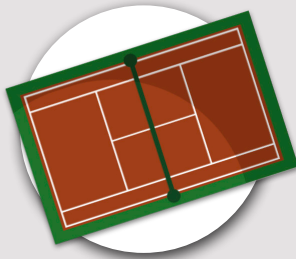
- **Mark as Complete**

When you complete a Challenge, you should mark it as complete on the GLF. Connect App. You will be awarded the Challenge Reward.

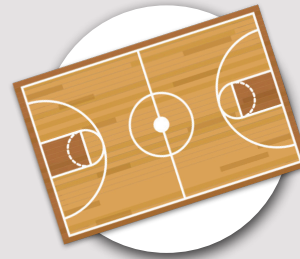
Mastering the Game Challenges

MEASURING YOUR CHALLENGES

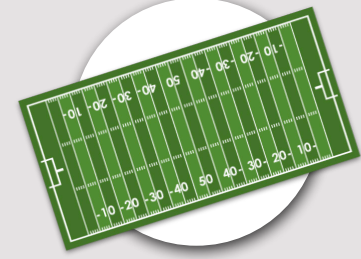
All of the Challenges have been designed using equipment that you should have access to. However, you will need to develop a knowledge of certain common distance measurements used in golf. Some of the challenges require you to setup equipment at certain measurements. As you progress through the program, your ability to estimate distances will improve, however, we have added some measurement guides below to help:



Tennis Court Length
25 Yards



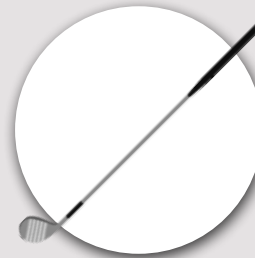
Basketball Court Length
30 Yards



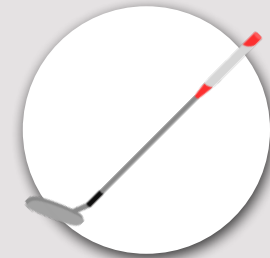
American Football Pitch Length / Width
120 / 50 Yards



Standard Driver Length
3.75 feet



Standard 7 Iron Length
3 feet



Standard Putter Length
3 Feet

LEVEL 1 CHALLENGES



Mastering the Game Challenges

THE CHALLENGES

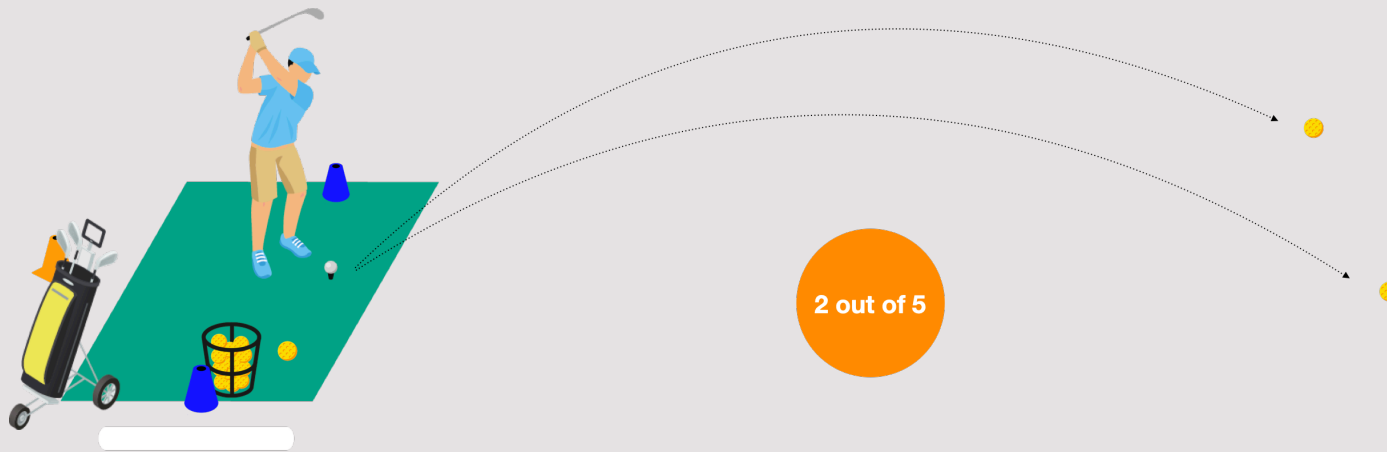
		Level 1
Swing	Irons	Hit 2 out of 5 shots in the air. You do not need to demonstrate control over direction. This challenge can be attempted off a tee.
Around the Green	Chipping	Chip 3 out of 5 shots to finish anywhere onto the green from a distance of 10 yards from the hole and 5 yards from the edge of the green.
On the Green	Short Putts	Putt 2 out of 5 balls into hole from a distance of 3 feet on a gently sloped or flat green surface from one position around the hole.
On the Course	Holes Played	Complete your first golf hole. Complete the entire hole from any teeing position.

Mastering the Game Challenges

IRONS

The Challenge

You need to demonstrate the ability to hit 2 out of 5 shots in the air. You do not need to demonstrate control over direction. This challenge can be attempted off a tee.



Equipment you Need

- The equipment you will need for this challenge:
 - 7-Iron, Golf Balls

Setting up the Challenge

- You should approximate the distance on your driving range and use a feature as a reference.

What to do next?

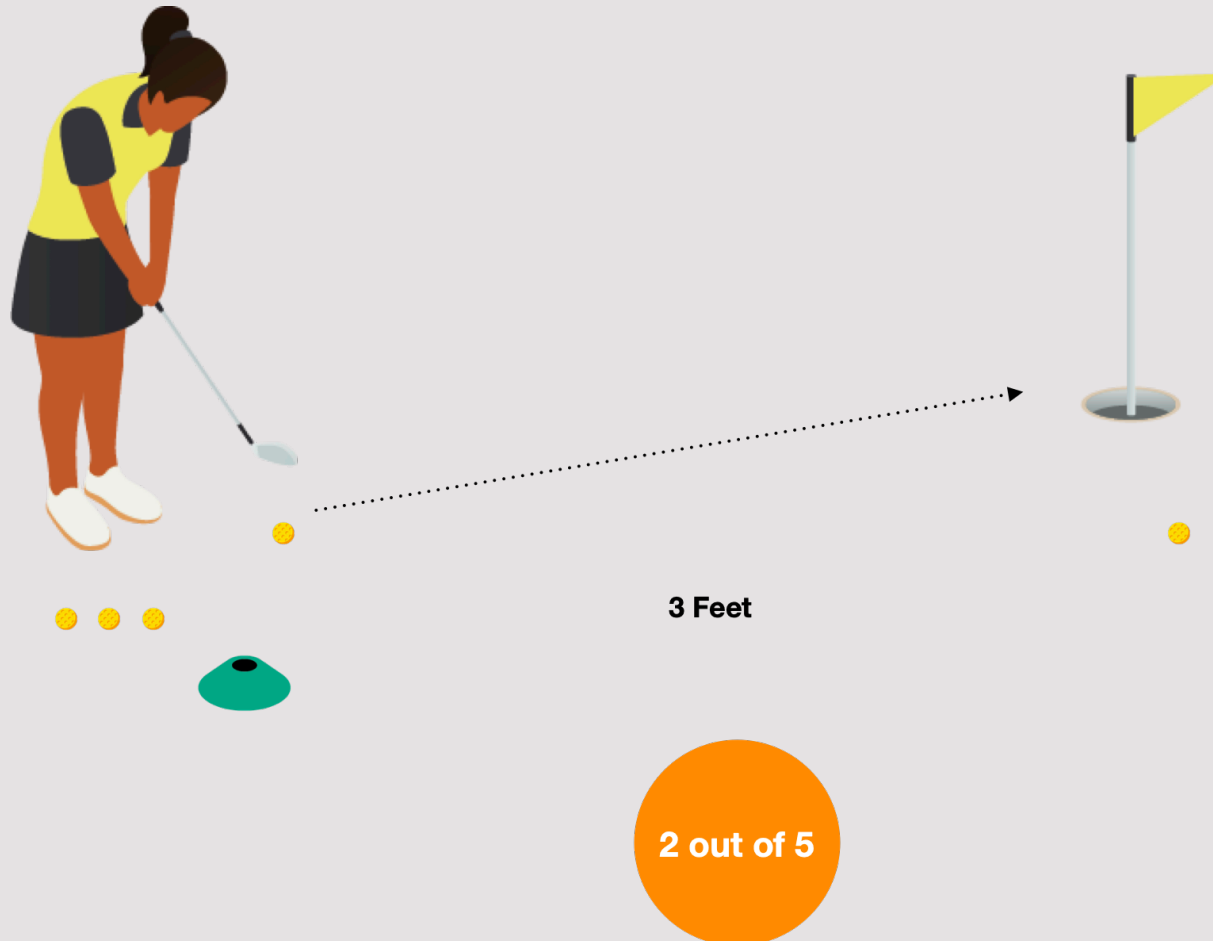
- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

Mastering the Game Challenges

SHORT PUTTS

The Challenge

You need to putt 2 out of 5 balls into hole from a distance of 3 feet on a gently sloped or flat green surface from one position around the hole.



Equipment you Need

- The equipment you will need for this challenge:
 - Putter, Golf Balls

Setting up the Challenge

- Find a hole on your putting green on a flat or slightly sloped surface.
- Place a tee peg, coin or ball marker in the ground 3-feet from the edge of the hole.

Measuring the Challenge

- 3 Feet is approximately the length of a 7-Iron or standard length 34" Putter.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

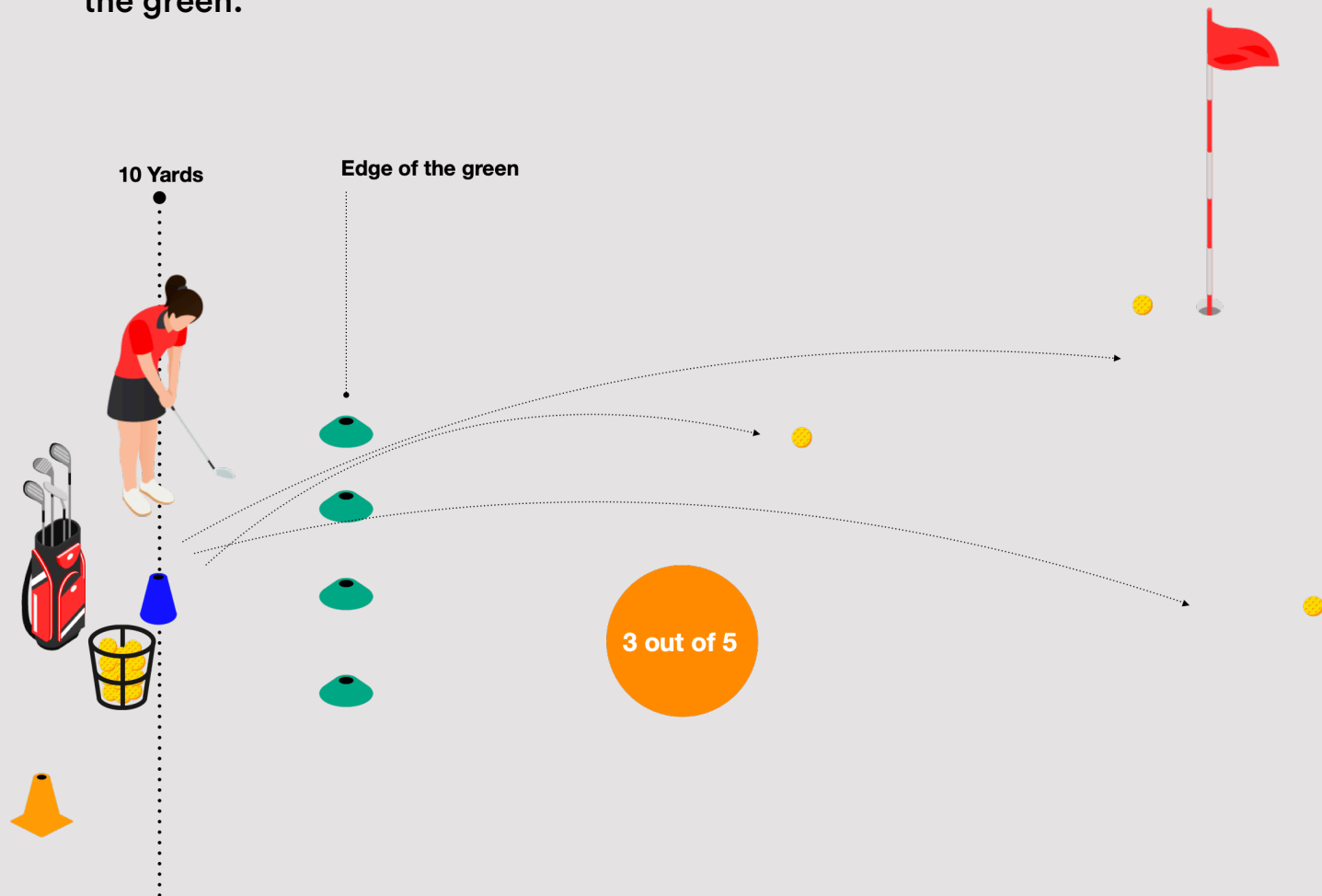


Mastering the Game Challenges

CHIPPING

The Challenge

You need to chip 3 out of 5 shots to finish anywhere onto the green from a distance of 10 yards from the hole and maximum of 5 yards from the edge of the green.



Equipment you Need

- The equipment you will need for this challenge:
 - 9 Iron, PW or SW, Golf Balls, Tee pegs

Setting up the Challenge

- Find a flag on the Chipping Green and find a starting position off the green approximately 10 yards away and a maximum of 5 yards from the edge of the green.

Measuring the Challenge

- 10 yards is just shorter than half the length of a tennis court.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

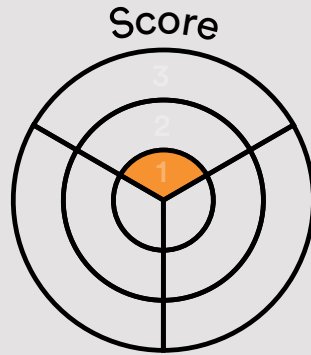


Mastering the Game Challenges

ON THE COURSE

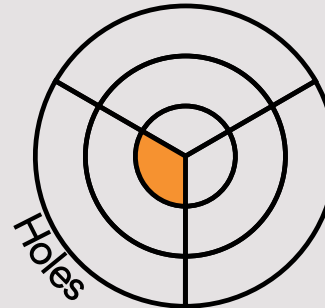


Please review the specific Challenges you can complete within each of the elements for this level. These can be achieved during organised events or independent practice outside of the program:



The Challenge

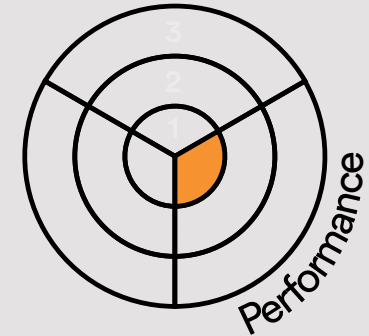
There is no Score Challenge at Level 1



The Challenge

Complete your first golf hole

You should aim to complete this challenge by playing any golf hole type. You should aim to complete the hole by hitting every shot from the tee box to the green.



The Challenge

There is no On Course Performance Challenge at Level 1

LEVEL 2 CHALLENGES



Mastering the Game Challenges

THE CHALLENGES

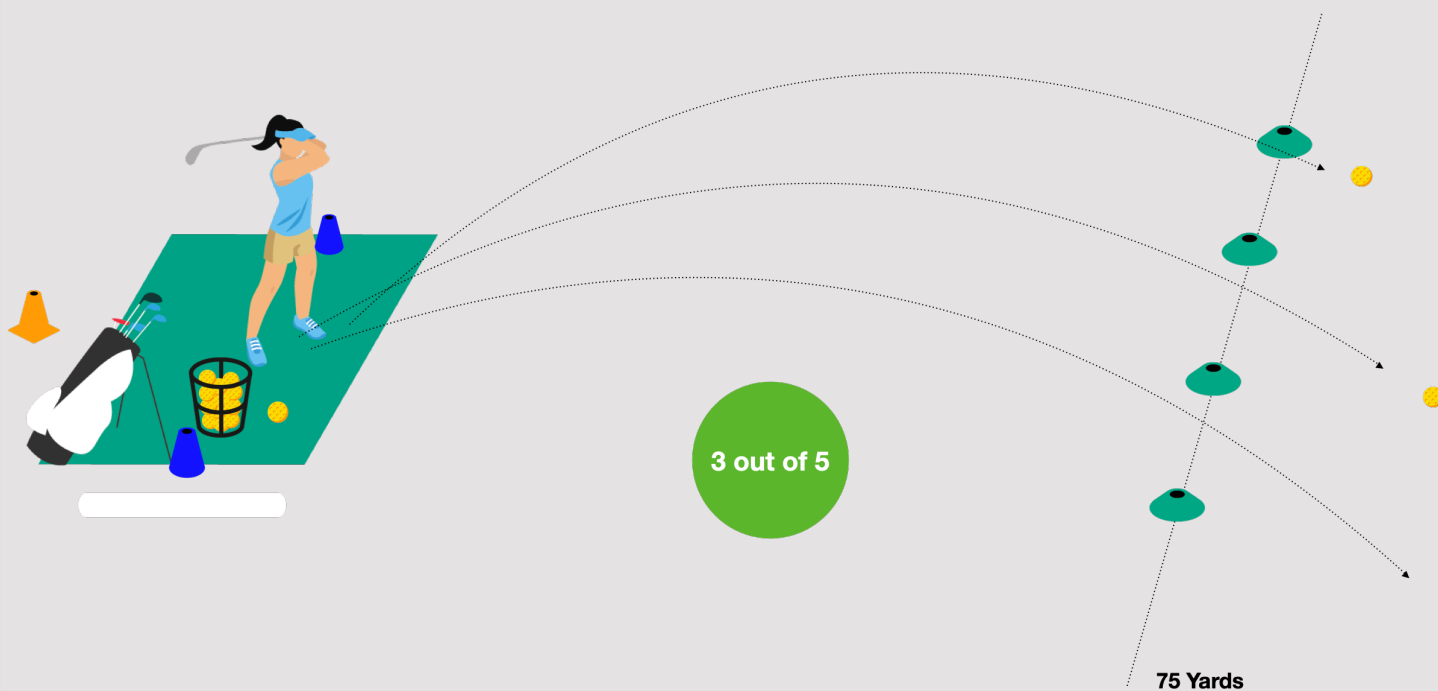
		Level 2
Swing	Driver	Hit 3 out 5 shots in the air and a minimum carry distance of 75 yards. You do not need to demonstrate control over direction.
	Fairway Wood / Hybrid	Hit 3 out of 5 shots through and come to rest between the target gate at your approximate fairway wood total distance. You must hit the fairway wood a minimum of 60 yards.
	Irons	Hit 3 out of 5 shots to come to rest on the target green at your approximate 7-iron total distance. You must hit your 7 iron a minimum of 50 yards.
Around the Green	Chipping	Chip 1/ 5 shots from 10 yards and 1/ 5 shots from 15 yards to finish within a 20-foot diameter target circle.
	Pitching	Hit 1/ 5 shots from 20 yards within a 30-foot diameter circle from a minimum of 10 yards from the edge of the green.
	Bunker Play	Hit 1 out of 5 shots to finish anywhere on the green but you should demonstrate control. You must make contact with the ball on the remaining shots.
On the Green	Short Putts	Hole 2 out of 5 putts from a distance of 3 feet on a gently sloped or flat green surface from 5 different positions around the hole. You should attempt one putt from each position.
	Long Putts	Putt 2 out of 5 putts from 20 feet and 1 out of 5 from 30 feet inside a 6-foot diameter target circle from one side of the hole.
	Scoring	Score a total of 21 putts or fewer over 6 holes. 2 holes should be attempted from a starting position 10 feet from the hole, 2 holes from a starting position 20 feet from the hole and 2 holes from a starting position 30 feet from the hole.
On the Course	Score Achievements	Score your first Double Bogey from The Stinger (Tee 3), The Drive (Tee 4) or The Official Tee Box on the adapted course.
	On Course Milestones	Hit your first Par 3 in 1 shot. Complete this challenge from The Stinger (Tee 3), The Drive (Tee 4) or The Official Tee Box on the adapted course.
	Holes Played	Complete a Par 3, Par 4 and a Par 5 from The Stinger (Tee 3), The Drive (Tee 4) or The Official Tee Box on the adapted course.

Mastering the Game Challenges

DRIVING

The Challenge

You need to demonstrate the ability to hit 3 out of 5 shots in the air and minimum distance of 75 yards. You do not need to demonstrate control over direction.



Equipment you Need

- The equipment you will need for this challenge:
 - Driver, Golf Balls

Setting up the Challenge

- You should approximate the distance on your driving range and use a feature as a reference

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

Mastering the Game Challenges

FAIRWAY WOODS / HYBRID

The Challenge

You need to demonstrate the ability to hit 3 out of 5 shots in the air and minimum distance of 60 yards. You do not need to demonstrate control over direction.



Equipment you Need

- The equipment you will need for this challenge:
 - Fairway Wood, Golf Balls

Setting up the Challenge

- You should approximate the distance on your driving range and use a feature as a reference.

What to do next?

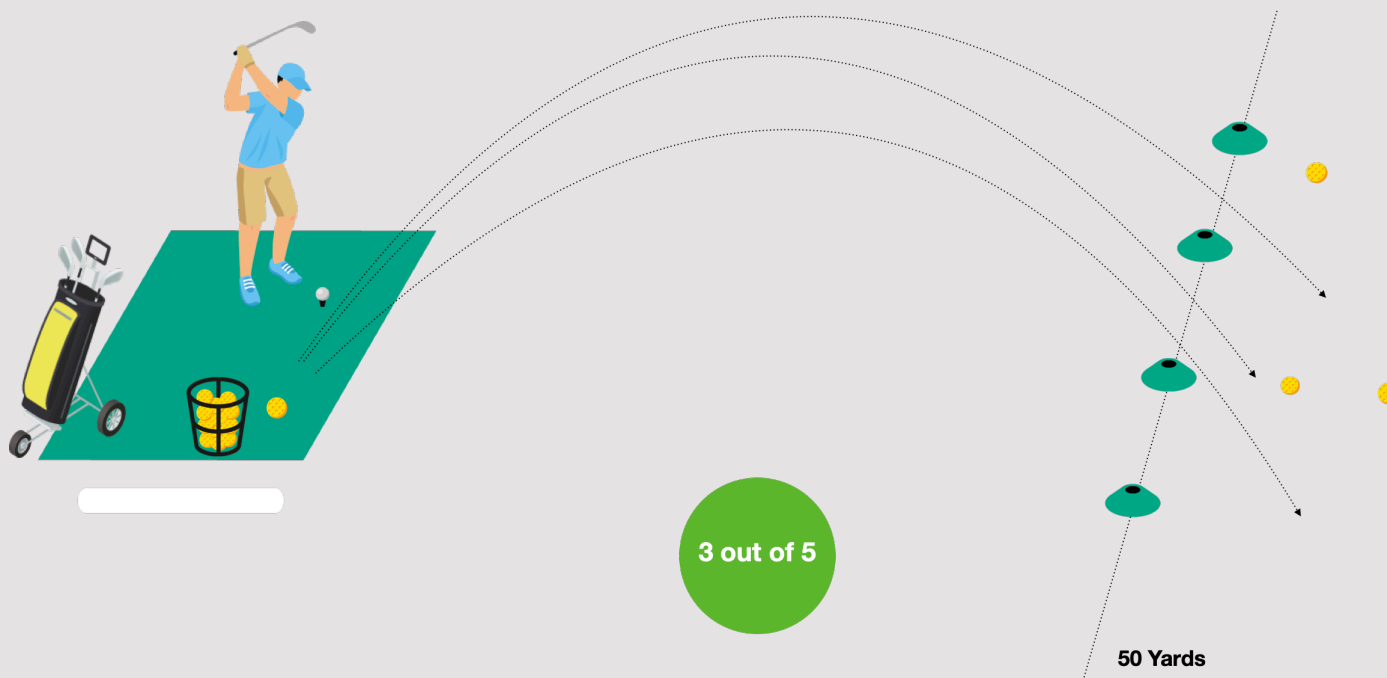
- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

Mastering the Game Challenges

IRONS

The Challenge

You need to demonstrate the ability to hit 3 out of 5 shots in the air and minimum distance of 50 yards. You do not need to demonstrate control over direction.



Equipment you Need

- The equipment you will need for this challenge:
 - 7-Iron, Golf Balls

Setting up the Challenge

- You should approximate the distance on your driving range and use a feature as a reference.

What to do next?

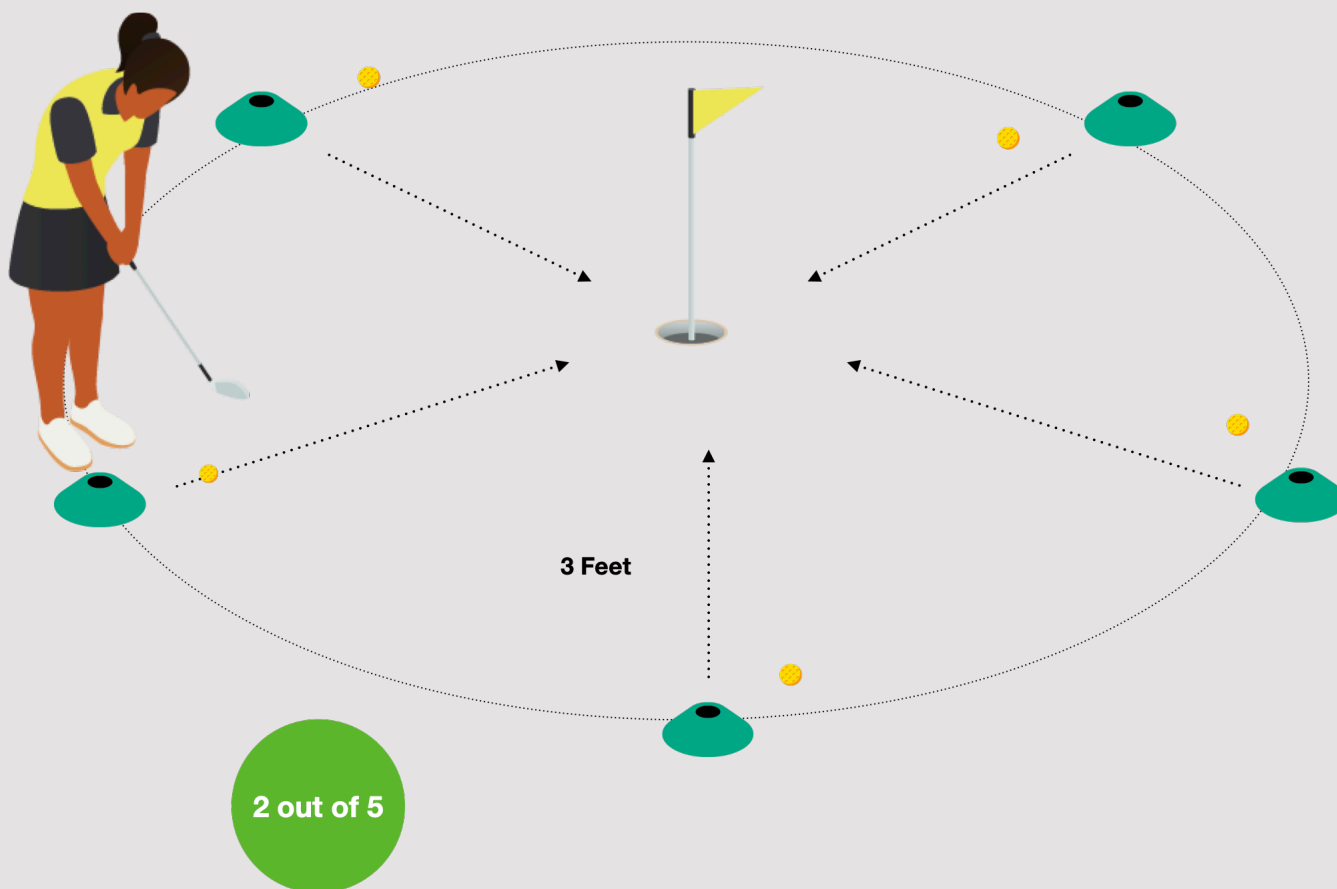
- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

Mastering the Game Challenges

SHORT PUTTS

The Challenge

You need to hole 2 out of 5 putts from a distance of 3 feet on a gently sloped or flat green surface from 5 different positions around the hole. You should attempt one putt from each position.



Equipment you Need

- The equipment you will need for this challenge:
 - Putter, Golf Balls, Tee Pegs

Setting up the Challenge

- Find a hole on your putting green on a flat or slightly sloped surface.
- Place a tee peg, coin or ball marker in the ground 3-feet from the edge of the hole.
- Place 4 more pegs around the hole in different position 3 feet from the hole

Measuring the Challenge

- 3 Feet is approximately the length of a 7-Iron or standard length 34" Putter.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

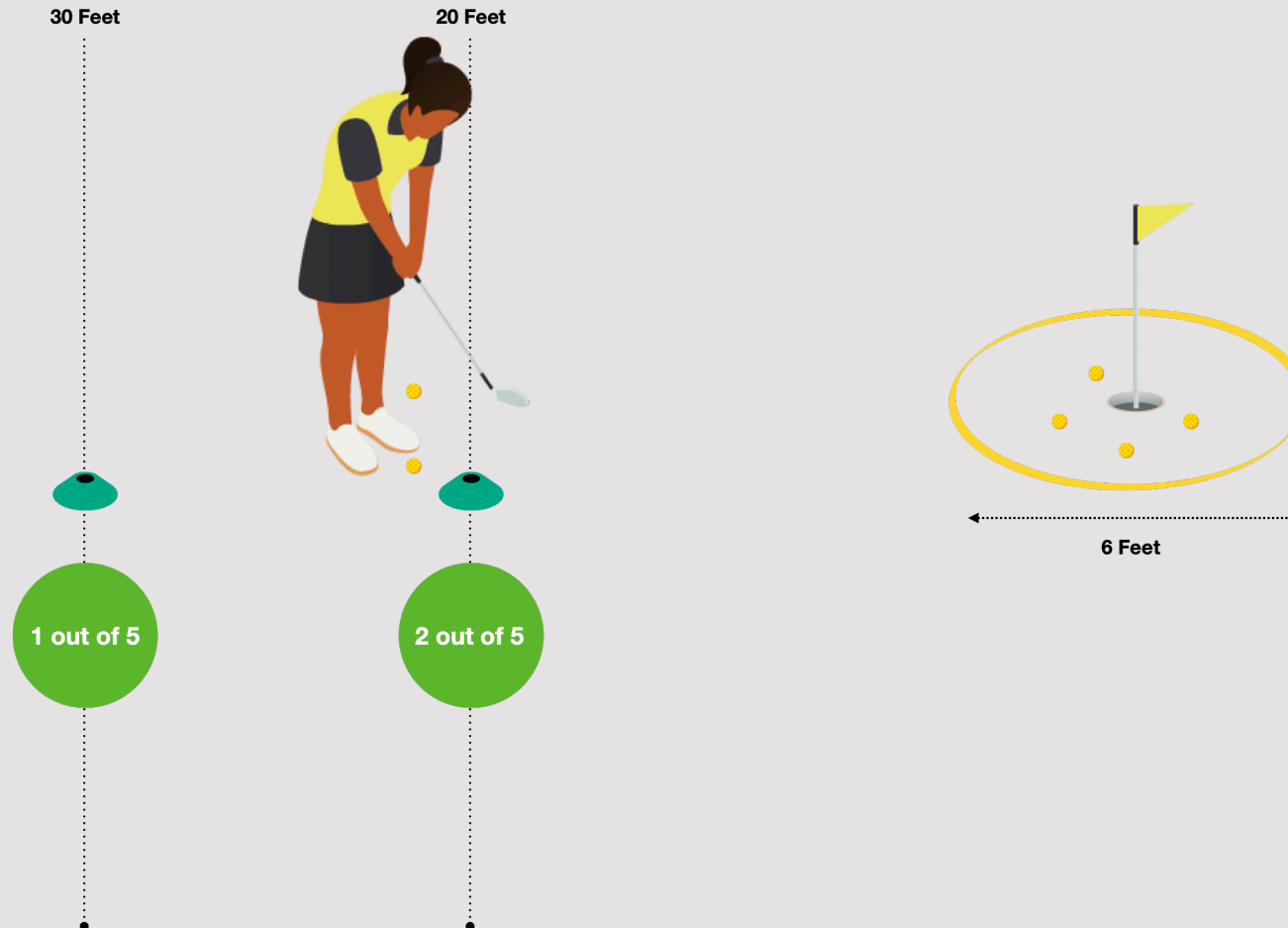


Mastering the Game Challenges

LONG PUTTS

The Challenge

You need to putt 2 out of 5 putts from 20 feet and 1 out of 5 from 30 feet inside a 6-foot diameter target circle from one side of the hole.



Equipment you Need

- The equipment you will need for this challenge:
 - Putter, Tee Pegs, Golf Balls

Setting up the Challenge

- Find a hole on your putting green on a flat or slightly sloped surface.
- Place a tee peg, coin or ball marker in the ground 20-feet from the edge of the hole.
- Place another tee peg in the ground 10 feet further away at 30 feet from the hole
- Place tee pegs around the hole in different position to make a 6-foot diameter circle.

Measuring the Challenge

- 6 Feet is approximately the length of 2 x 7-Irons or 2 x standard length

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

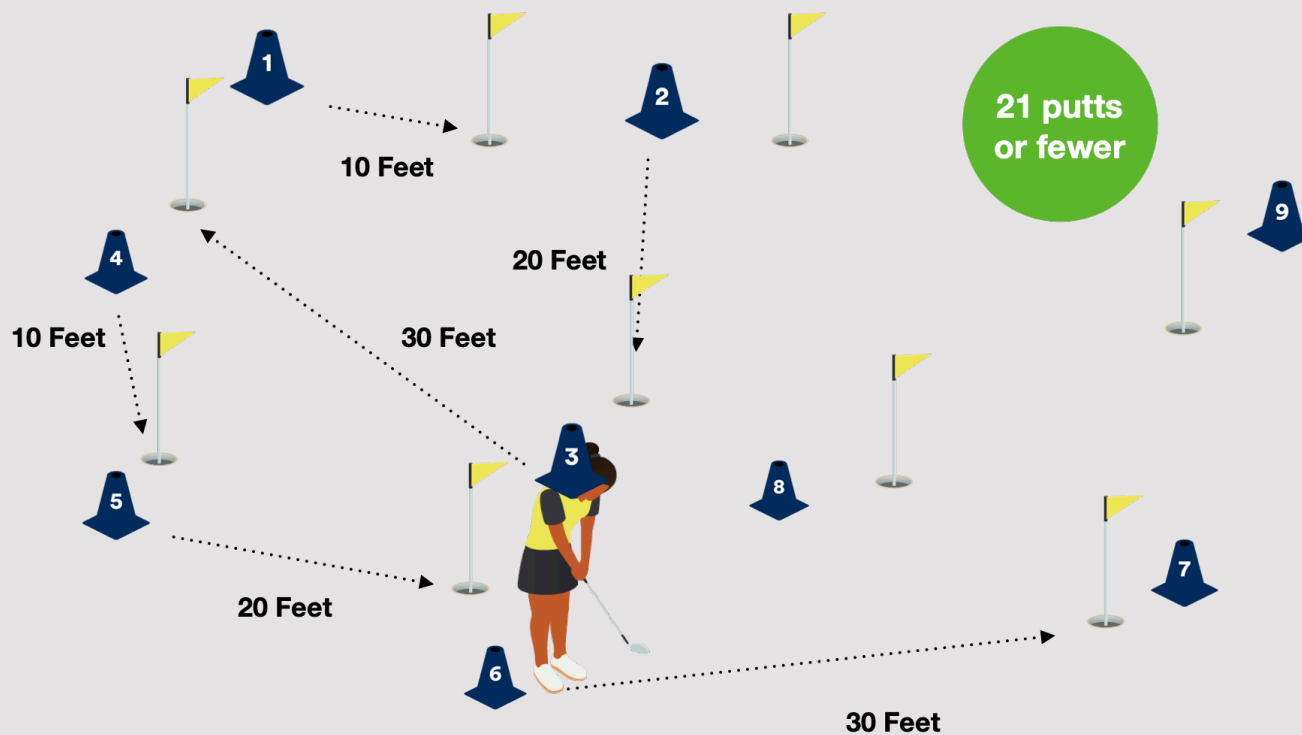


Mastering the Game Challenges

SCORING

The Challenge

You need to score a total of 21 putts or fewer over 6 holes. 2 holes should be attempted from a starting position 10 feet from the hole, 2 holes from a starting position 20 feet from the hole and 2 holes from a starting position 30 feet from the hole.



Equipment you Need

- The equipment you will need for this challenge:
 - Putter, Golf Balls, 3 or 9 holes on a green, Tee pegs

Setting up the Challenge

- The option you choose will depend on the size of the Putting Green.
- Place a tee peg, coin or ball marker on the ground as a starting position 10 feet from the hole.
- Once you have putted the ball in the hole, move to the next distance and repeat.

Measuring the Challenge

- 10 Feet is approximately the length of 3 x 7-Irons or just shorter than 3 x Driver Lengths.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

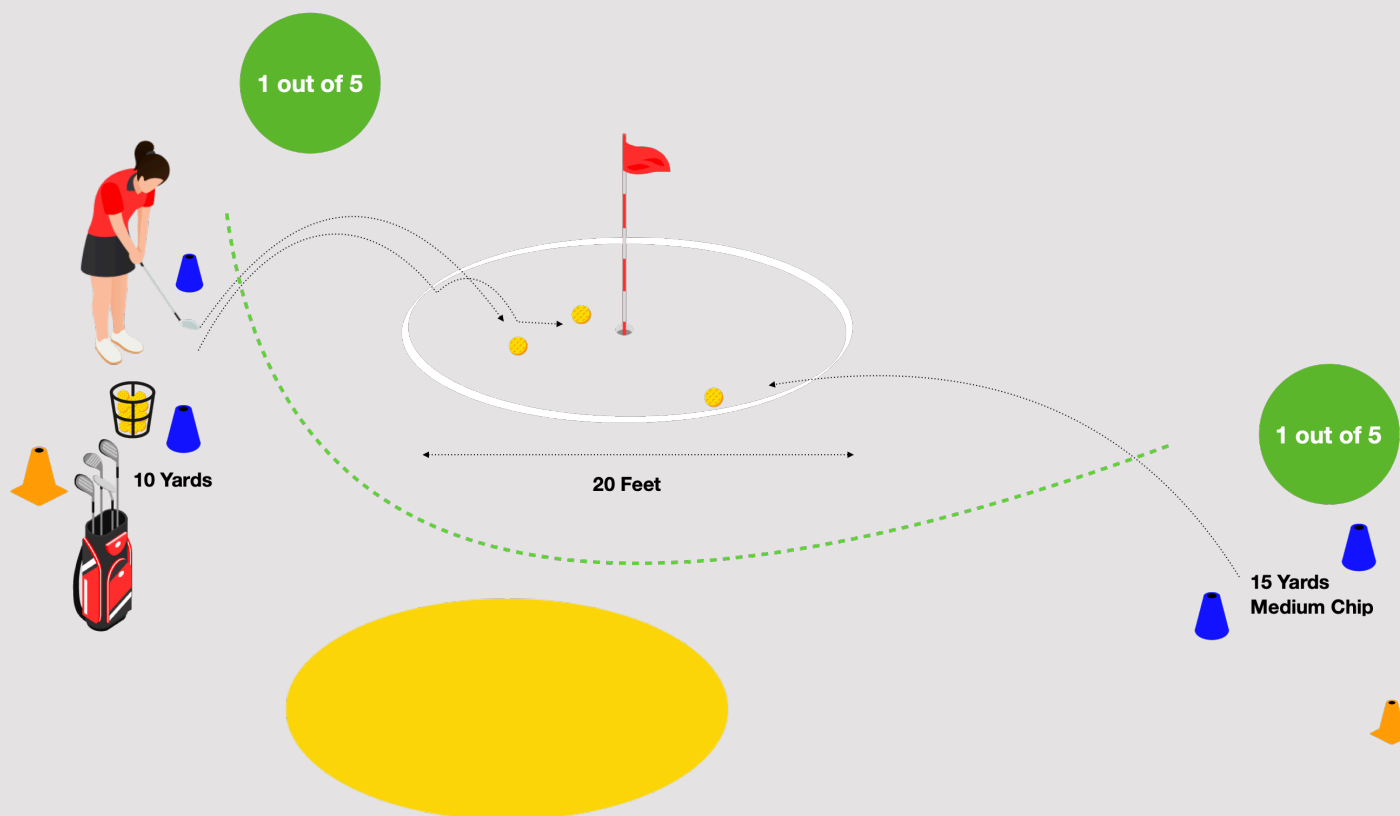


Mastering the Game Challenges

CHIPPING

The Challenge

You need to chip 1/ 5 shots from 10 yards and 1/ 5 shots from 15 yards to finish within a 20-foot diameter target circle.



Equipment you Need

- The equipment you will need for this challenge:
 - 9 Iron, PW or SW, Golf Balls, Tee pegs

Setting up the Challenge

- Find a flag on the Chipping Green and find a starting position off the green approximately 10 yards away.
- Using tee pegs, park out a target circle around the flag 20-feet in diameter
- Find another starting position around the green 15 yards away from the flag

Measuring the Challenge

- 10 yards is just shorter than half the length of a tennis court.
- 10 Feet is approximately the length of 3 x 7-Irons or just shorter than 3 x Driver Lengths.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.



Mastering the Game Challenges

PITCHING

The Challenge

You need to hit 1/5 shots from 20 yards within a 30-foot diameter circle from a minimum of 10 yards from the edge of the green.



Equipment you Need

- The equipment you will need for this challenge:
 - PW or SW, Golf Balls

Setting up the Challenge

- Find a flag on the Chipping/ Pitching Green and find a starting position off the green approximately 20 yards away.
- You should aim to have 10 yards between the edge of the green and your starting position.
- Using tee pegs, park out a target circle around the flag 30-feet in diameter

Measuring the Challenge

- 20 yards is just shorter than the full length of a tennis court.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.



Mastering the Game Challenges

BUNKER PLAY

The Challenge

You need to hit 1 out of 5 shots to finish anywhere on the green but you should demonstrate control. You must make contact with the ball on the remaining shots.



Equipment you Need

- The equipment you will need for this challenge:
 - PW or SW, Golf Balls

Setting up the Challenge

- Find a flag on the Chipping/ Pitching Green and find a starting position in a green side bunker.
- You should aim to have this starting position around 10 yards away

Measuring the Challenge

- 10 yards is just shorter than half the length of a tennis court.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

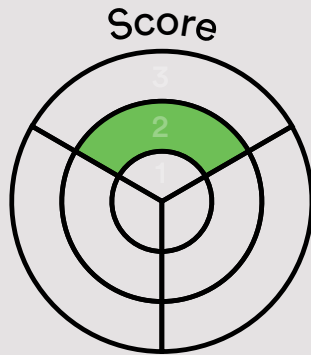


Mastering the Game Challenges

ON THE COURSE



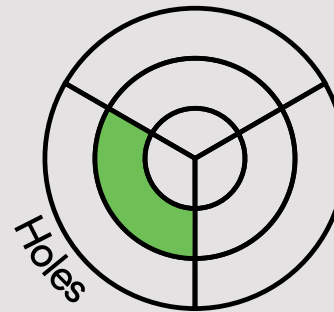
Please review the specific Challenges you can complete within each of the elements for this level. This can be achieved during organised events or independent practice outside of the program:



The Challenge

Score your first Double Bogey

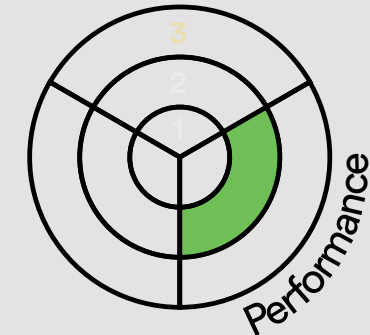
A double bogey is a score of 2 over the Par of the Hole. For example, scoring a 5 on a Par 3. You should complete this challenge using your own golf ball.



The Challenge

Hit your first Par 3 in 1 shot

You should aim to hit a the green on a Par 3 with your first shot. This would be known as a Green in Regulation.



The Challenge

Complete a Par 3, Par 4 and a Par 5

You should aim to complete this challenge by playing each golf hole type. You should aim to complete the hole by hitting every shot from the tee box to the green.

Mastering the Game Challenges

LEVEL 3 CHALLENGES



Mastering the Game Challenges

THE CHALLENGES

		Level 3
Swing	Driver	Hit 2 out of 5 shots through and come to rest between the target gate at your approximate Driver total distance. You must hit the Driver a minimum of 125 yards.
	Fairway Wood / Hybrid	Hit 2 out of 5 shots through and come to rest between the target gate at your approximate fairway wood total distance. You must hit the fairway wood a minimum of 100 yards.
	Irons	Hit 2 out of 5 shots to come to rest on the target green at your approximate 7-iron total distance. You must hit your 7 iron a minimum of 75 yards.
Around the Green	Chipping	Chip 2 out of 5 shots from a starting position 10 yards from the hole and 2 out of 5 shots from a starting position 15 yards from the hole to finish within a 20-foot diameter target circle.
	Pitching	You need to hit 2/ 5 from 20 yards and 1/ 5 from 30 yards within a 30-foot diameter circle and the remaining shots must finish on the green.
	Bunker Play	You needs to hit 2 / 5 shots anywhere on the green but must demonstrate control. 4 out of the 5 shots must finish out of the bunker.
On the Green	Short Putts	Hole 3 out of 5 putts from a distance of 3 feet and 1 out of 5 from a distance of 6-feet from 5 different positions around the hole You should attempt one putt from each position.
	Long Putts	Putt 3 out of 5 balls from 20 feet and 2 out of 5 from 30 feet to within a 6-foot diameter circle from 5 positions around the hole. You should attempt one putt from each position.
	Scoring	Score a total of 24 putts or fewer over 9 holes. 3 holes should be attempted from a starting position 10 feet from the hole, 3 holes from a starting position 20 feet from the hole and 3 holes from a starting position 30 feet from the hole.
On the Course	Score Achievements	Score your first bogey or less from the Official Tee Box on the adapted course
	On Course	Hit your first Par 4 or Par 5 in 3 shots from the Official Tee Box on the adapted course
	Holes Played	Complete your first full 9 hole round from the Official Tee Box on the adapted course

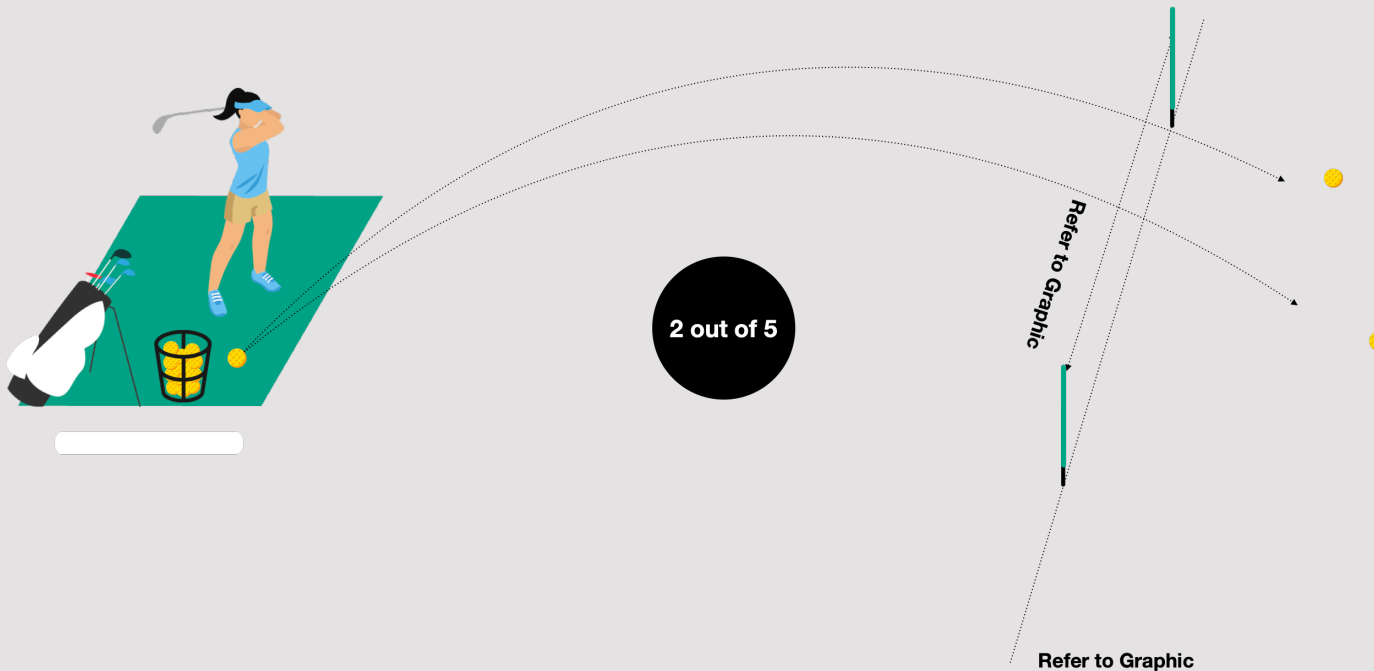
Mastering the Game Challenges

DRIVING

The Challenge

You need to demonstrate the ability to hit 2 out of 5 shots through and come to rest between the target gate at your approximate driver total distance. You must hit the driver a minimum of 125 yards. Please review the table below to find your target gate.

	Yardages	Target Gate
Your Average Driver Total Distance	125 Yards	25 yard wide gate
	150 Yards	30 yard wide gate
	175 Yards	35 yard wide gate
	200 Yards	40 yard wide gate



Equipment you Need

- The equipment you will need for this challenge:
 - Driver, Golf Balls

Setting up the Challenge

- You should approximate the distance on your driving range and use a feature as a reference

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

Mastering the Game Challenges

FAIRWAY WOODS / HYBRID

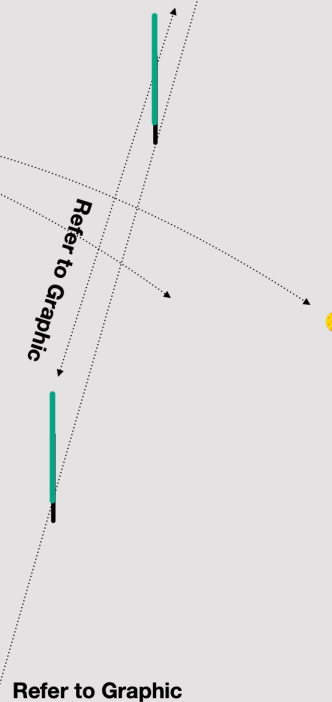
The Challenge

You need to demonstrate the ability to hit 2 out of 5 shots through and come to rest between the target gate at your approximate fairway wood total distance. You must hit the fairway wood a minimum of 100 yards. Please review the table below to find your target gate.

	Yardages	Target Gate
Your Average Fairway Wood Total Distance	100 Yards	20 yard wide gate
	125 Yards	25 yard wide gate
	150 Yards	30 yard wide gate
	175 Yards	35 yard wide gate



2 out of 5



Equipment you Need

- The equipment you will need for this challenge:
 - Fairway Wood, Golf Balls

Setting up the Challenge

- You should approximate the distance on your driving range and use a feature as a reference.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

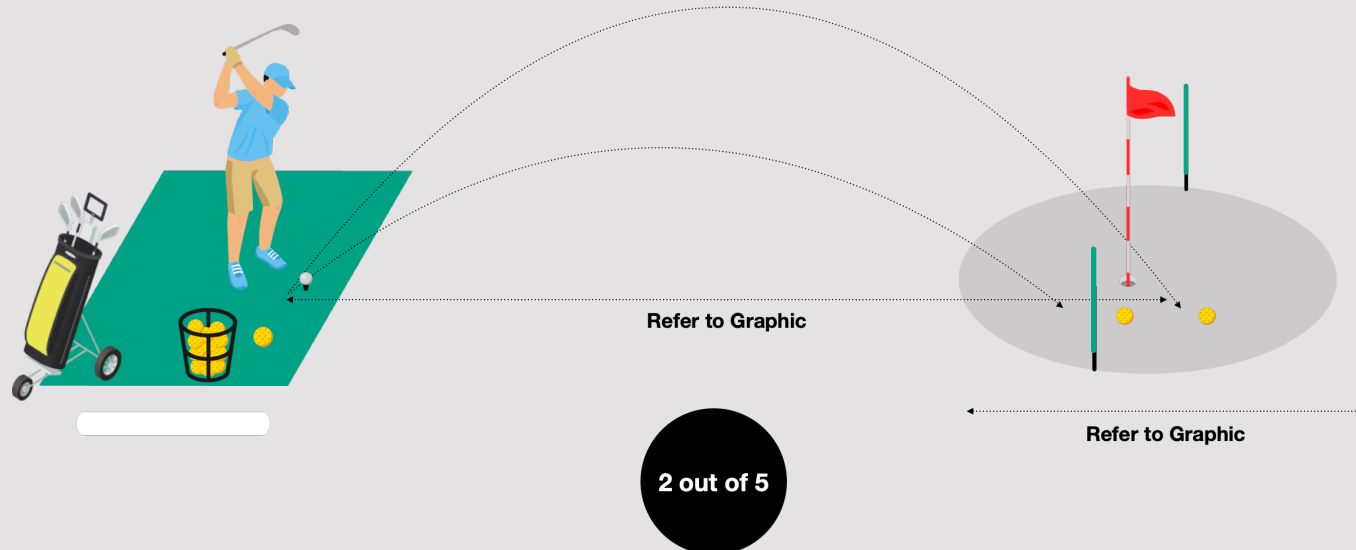
Mastering the Game Challenges

IRONS

The Challenge

You need to demonstrate the ability to hit 2 out of 5 shots to come to rest on the target green at your approximate 7-iron total distance. You must hit your 7 iron a minimum of 75 yards. Please review the table below to find your target gate.

	Yardages	Target Gate
Your Average 7-Iron Total Distance	75 Yards	15 yard wide gate
	100 Yards	20 yard wide gate
	125 Yards	25 yard wide gate
	150 Yards	30 yard wide gate



Equipment you Need

- The equipment you will need for this challenge:
 - 7-Iron, Golf Balls

Setting up the Challenge

- You should approximate the distance on your driving range and use a feature as a reference.

What to do next?

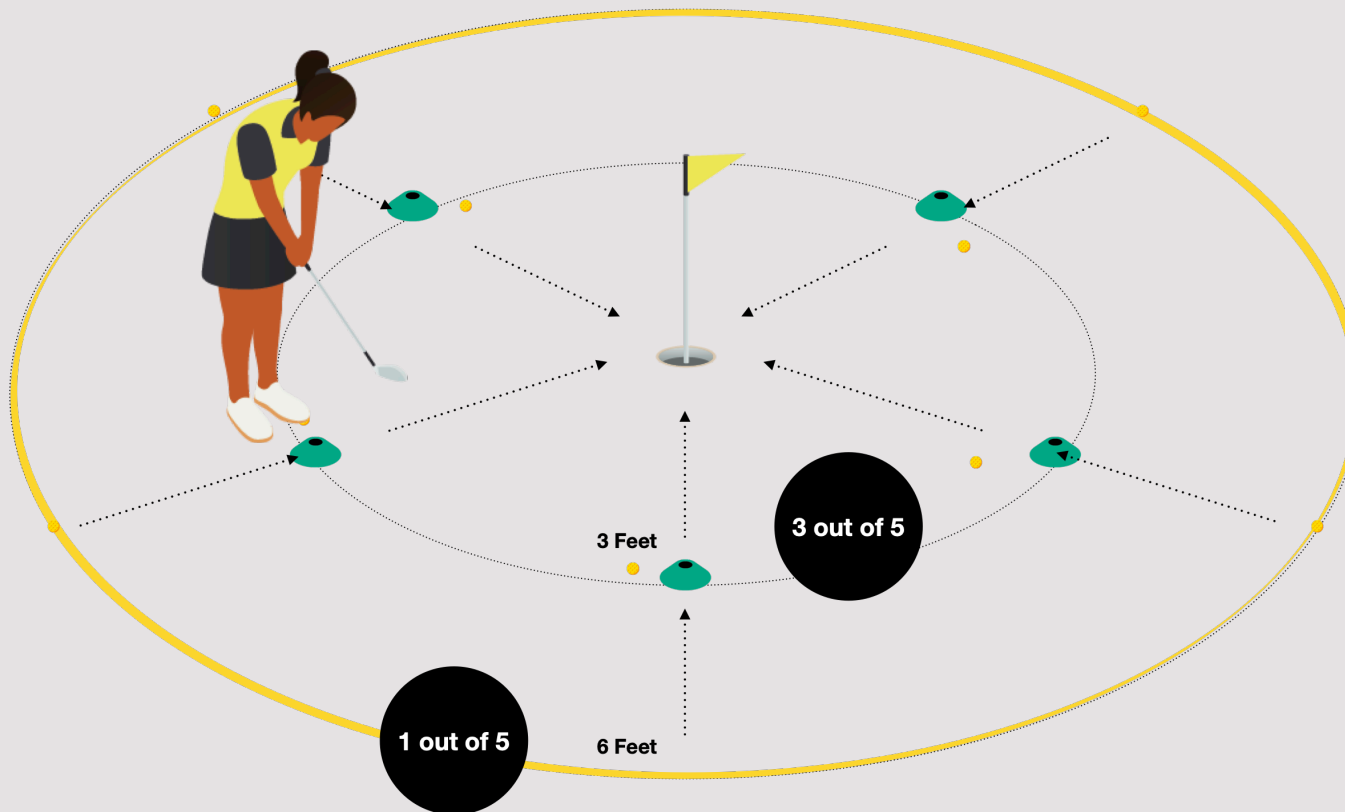
- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

Mastering the Game Challenges

SHORT PUTTS

The Challenge

You need to hole 3 out of 5 putts from a distance of 3 feet and 1 out of 5 putts from 6 feet on a gently sloped or flat green surface from 5 different positions around the hole. You should attempt one putt from each position.



Equipment you Need

- The equipment you will need for this challenge:
 - Putter, Golf Balls

Setting up the Challenge

- Find a hole on your putting green on a flat or slightly sloped surface.
- Place a tee peg, coin or ball marker in the ground 3-feet from the edge of the hole.
- Place 4 more pegs around the hole in different position 3 feet from the hole
- Place 5 tees in the ground in the same 5 positions around the hole 6-feet from the hole

Measuring the Challenge

- 3 Feet is approximately the length of a 7-Iron or standard length 34" Putter.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

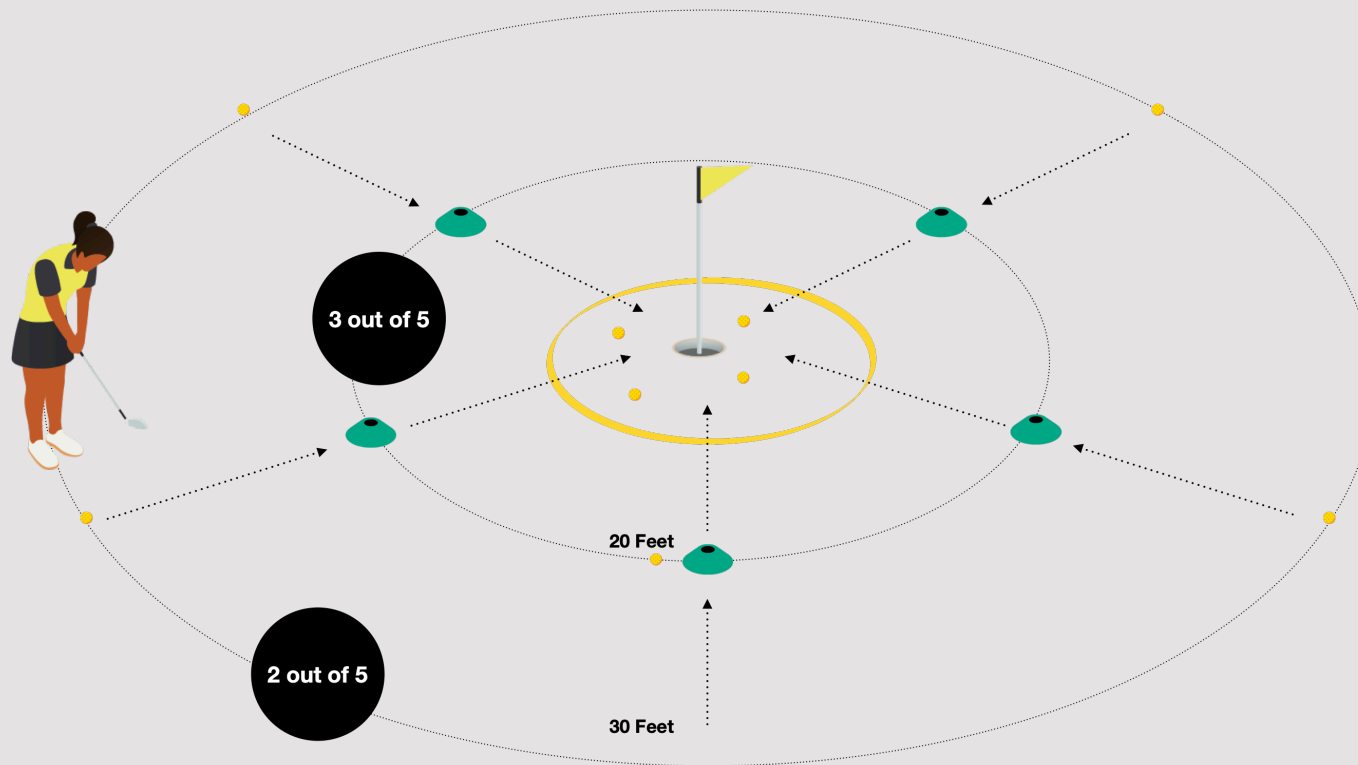


Mastering the Game Challenges

LONG PUTTS

The Challenge

You need to putt 3 out of 5 balls from 20 feet and 2 out of 5 from 30 feet to within a 6-foot diameter circle from 5 positions around the hole. You should attempt one putt from each position.



Equipment you Need

- The equipment you will need for this challenge:
 - Putter, Tee pegs, Golf Balls

Setting up the Challenge

- Place a tee peg, coin or ball marker in the ground 20-feet from the edge of the hole.
- Place 4 more pegs around the hole in different position 20 feet from the hole
- Use these as a guide when attempting the putts from 30 feet
- Place tee pegs around the hole in different position to make a 6-foot diameter circle

Measuring the Challenge

- 6 Feet is approximately the length of 2 x 7-Irons or 2 x standard length 34" Putters.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.



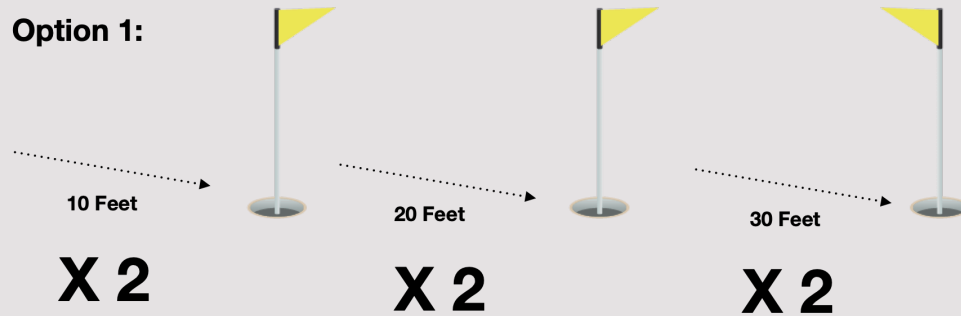
Mastering the Game Challenges

SCORING

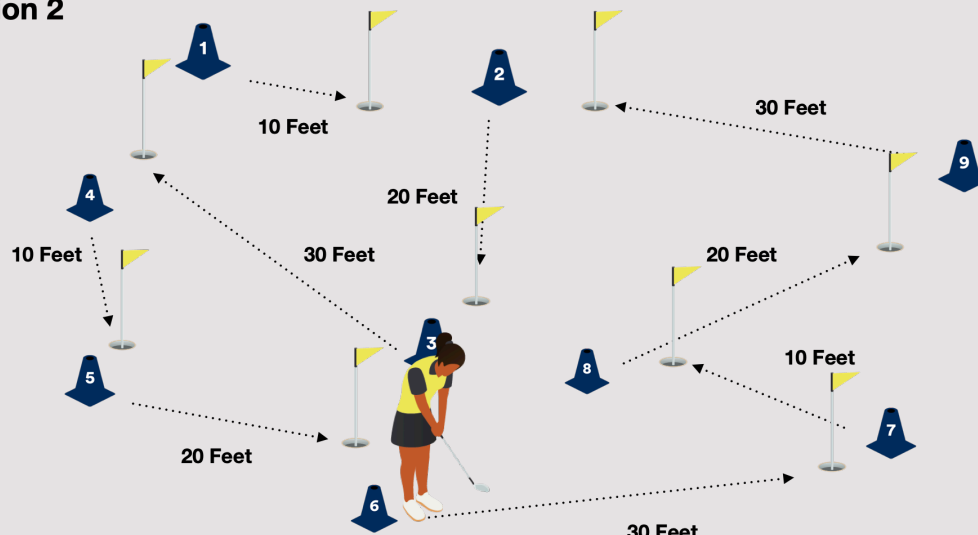
The Challenge

You need to score a total of 24 putts or fewer over 9 holes. 3 holes should be attempted from a starting position 10 feet from the hole, 3 holes from a starting position 20 feet from the hole and 3 holes from a starting position 30 feet from the hole.

Option 1:



Option 2



24 putts
or fewer



Equipment you Need

- The equipment you will need for this challenge:
 - Putter, Golf Balls, 3 or 9 holes on a green, Tee pegs

Setting up the Challenge

- The option you choose will depend on the size of the Putting Green.
- Place a tee peg, coin or ball marker on the ground as a starting position 10 feet from the hole.
- Once you have putted the ball in the hole, move to the next distance and repeat.

Measuring the Challenge

- 10 Feet is approximately the length of 3 x 7-Irons or just shorter than 3 x Driver Lengths.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

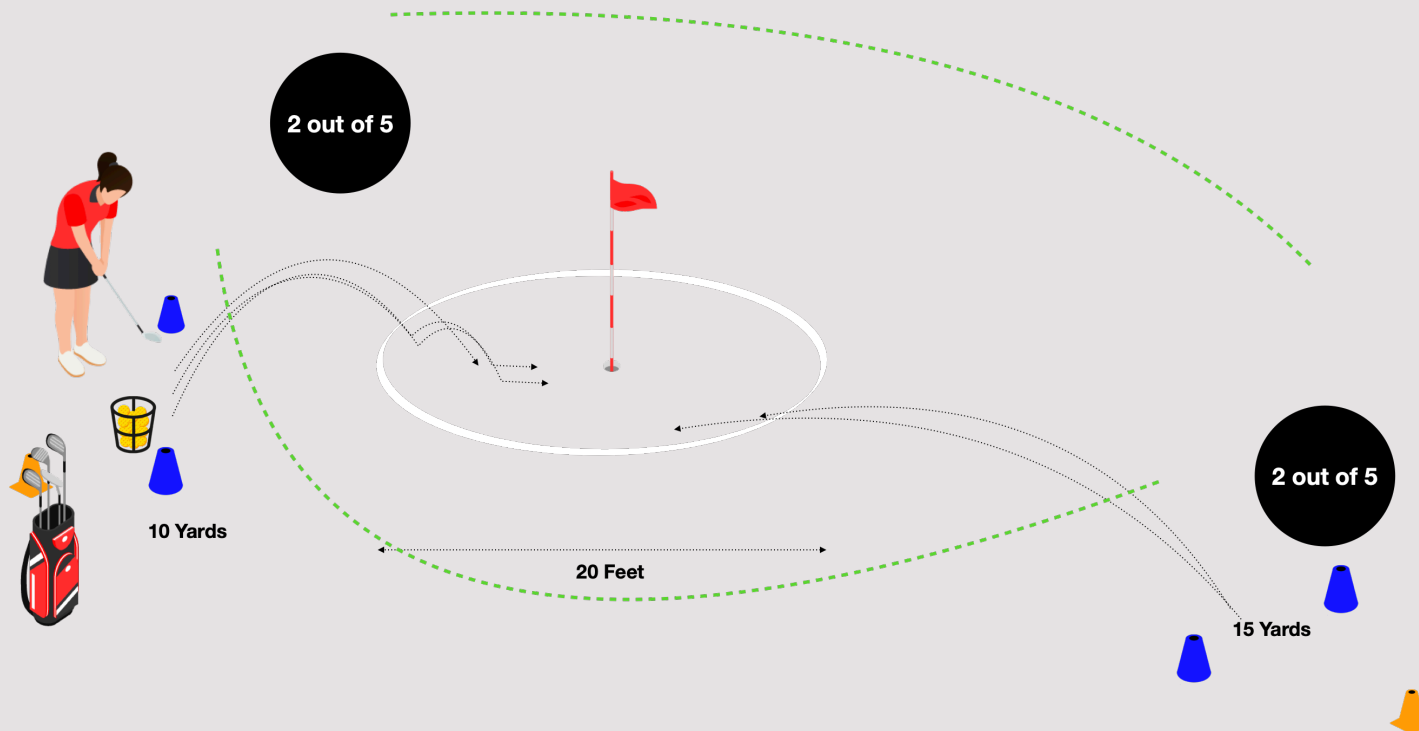


Mastering the Game Challenges

CHIPPING

The Challenge

You need to chip 2 out of 5 shots from a starting position 10 yards from the hole and 2 out of 5 shots from a starting position 15 yards from the hole to finish within a 20-foot diameter target circle.



Equipment you Need

- The equipment you will need for this challenge:
 - 9 Iron, PW or SW, Golf Balls, Tee pegs

Setting up the Challenge

- Find a flag on the Chipping Green and find a starting position off the green approximately 10 yards away.
- Using tee pegs, park out a target circle around the flag 20-feet in diameter
- Find two other starting positions around the green 15 and 20 yards away from the flag

Measuring the Challenge

- 10 yards is just shorter than half the length of a tennis court.
- 20 Feet is approximately the length of 6 x 7-Irons or just shorter than 6 x Driver Lengths.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

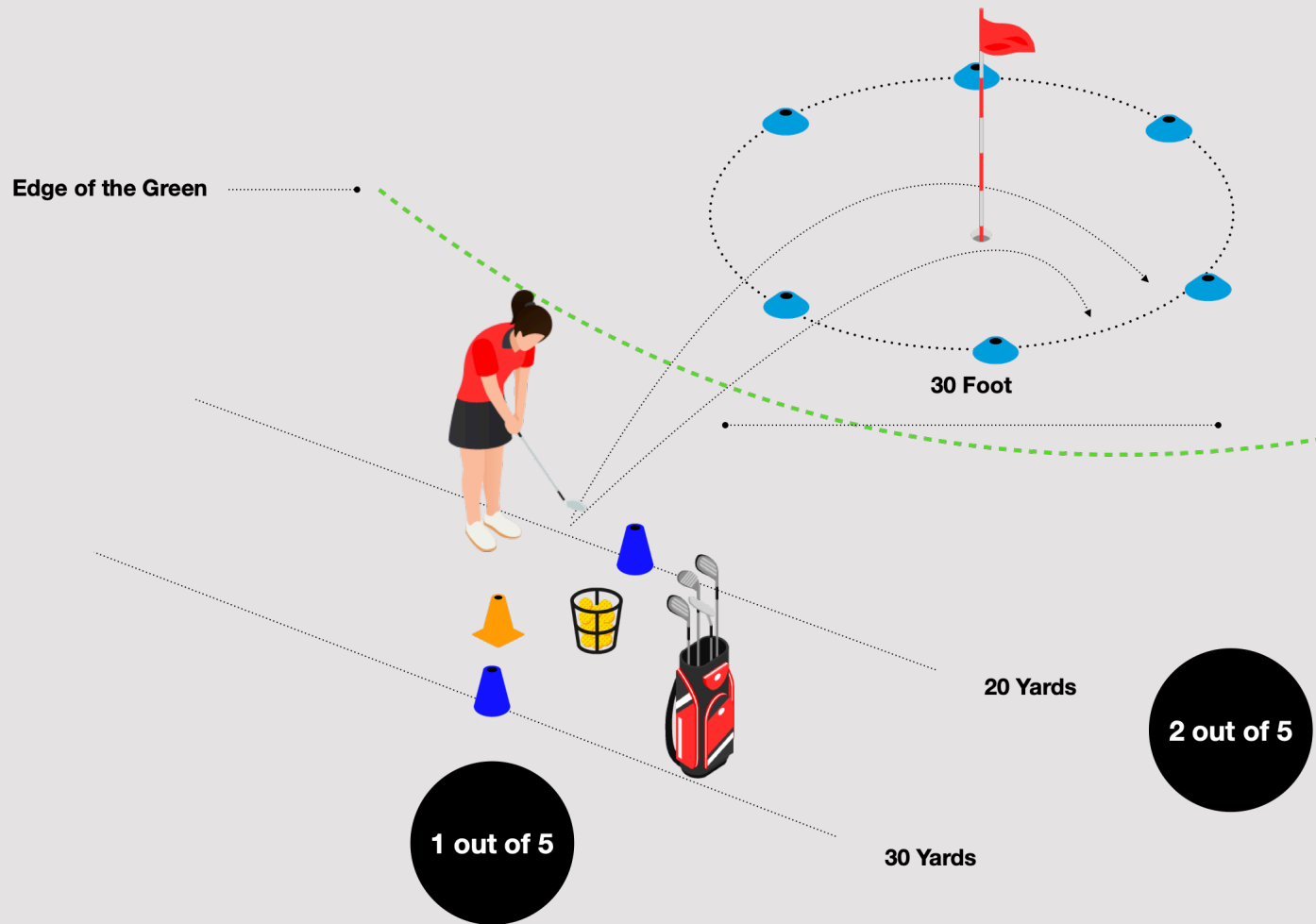


Mastering the Game Challenges

PITCHING

The Challenge

You need to hit 2/ 5 from 20 yards and 1/ 5 from 30 yards within a 30-foot diameter circle and the remaining shots must finish on the green.



Equipment you Need

- The equipment you will need for this challenge:
 - PW or SW, Golf Balls

Setting up the Challenge

- Find a flag on the Chipping/ Pitching Green and find a starting position off the green approximately 20 and 30 yards away.
- You should aim to have 10 yards between the edge of the green and the first starting position.
- Using tee pegs, mark out a target circle around the flag 30-foot in diameter

Measuring the Challenge

- 20 yards is just shorter than the full length of a tennis court.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.



Mastering the Game Challenges

BUNKER PLAY

The Challenge

You need to hit 2 / 5 shots anywhere on the green but must demonstrate control. 4 out of the 5 shots must finish out of the bunker.



Equipment you Need

- The equipment you will need for this challenge:
 - PW or SW, Golf Balls

Setting up the Challenge

- Find a flag on the Chipping/ Pitching Green and find a starting position in a green side bunker.
- You should aim to have this starting position around 10 yards away

Measuring the Challenge

- 10 yards is just shorter than half the length of a tennis court.

What to do next?

- After attempting the challenge, you should log into the GLF. Connect App and if you complete the Challenge, mark it as complete in the Journey to Mastering the Game Section.

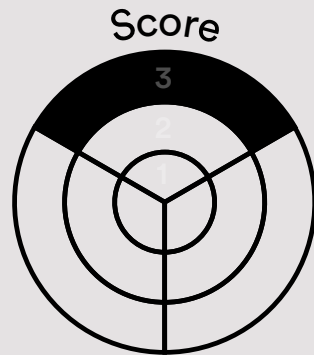


Mastering the Game Challenges

ON THE COURSE



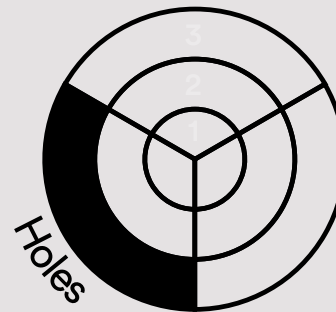
Please review the specific Challenges you can complete within each of the elements for this level. This can be achieved during organised events or independent practice outside of the program:



The Challenge

Score your first Bogey or less from the Official Tee Box

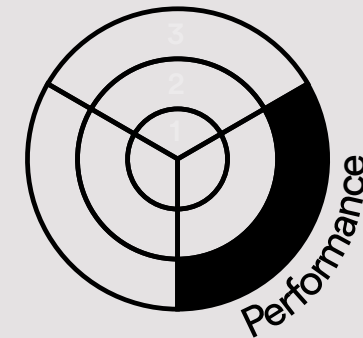
A par is a score of even with the Par of the Hole. For example, scoring a 4 on a Par 3. You should complete this challenge using your own golf ball and play from the shortest official Tee Box on your course.



The Challenge

Hit your first par 4 in 2 shots or Par 5 in 3 shots from the Official Tee Box

You should aim to hit the green on a Par 4 in 2 shots or Par 5 in 3 shots. This would be known as a Green in regulation. You should hit your first shot from the shortest official tee box on your course.



The Challenge

Complete your first full 9 hole round

You should aim to complete this challenge by playing an entire 9 hole round in one visit to the course.

Mastering the Game Challenges

WELL DONE!

You have completed the
Mastering the Game Challenges

