

Around the Green Challenges



Awarding a Around the Green Hat Pin

The graphics below indicate what is required to award the child their level category hat pin. Through the GLF. Connect App, the child will automatically be awarded their virtual hat pin reward:



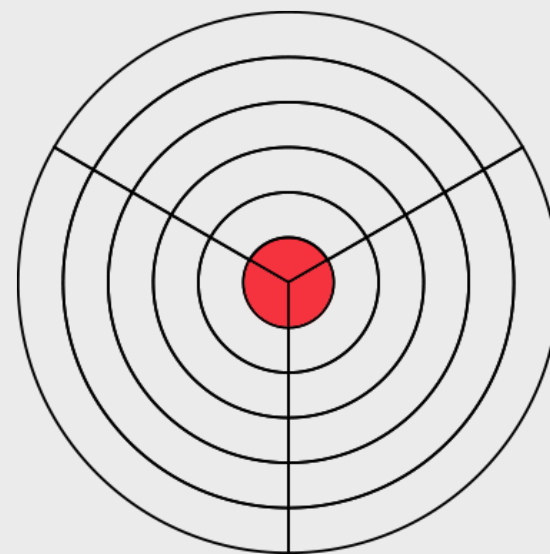
Level 1 Tracker Stickers

All of the stickers have been added to the tracker sheet.



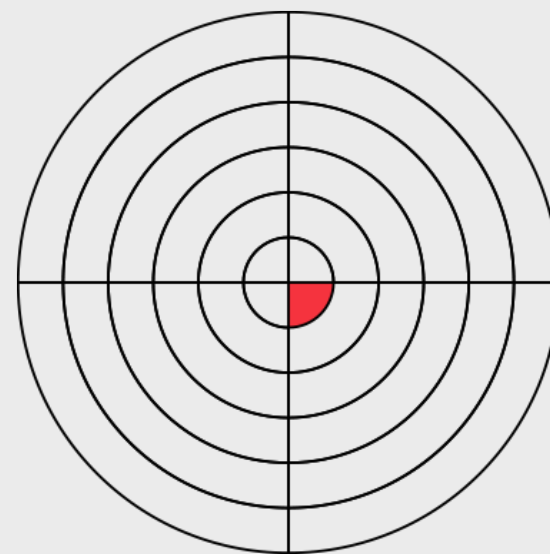
Around the Green myProgress Wheel

The level 1 circle has been coloured in within the child's myJunior folder.



Mastering the Game myProgress Wheel

The level 1 section has been coloured in within the child's myJunior folder.



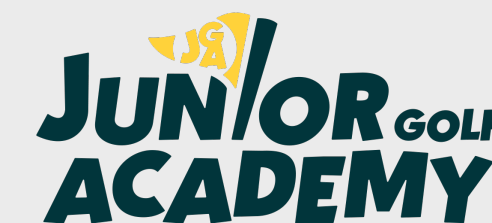
What to do next?

You can now award the child their Level Hat Pin.

The reward will be issued virtually via the GLF. Connect app within the Junior Golf Academy myGame+ program.



Level 1



Level 2 Challenges

Awarding a Around the Green Hat Pin

The graphics below indicate what is required to award the child their level category hat pin. Through the GLF. Connect App, the child will automatically be awarded their virtual hat pin reward:

Step 1

Level 2 Tracker Stickers

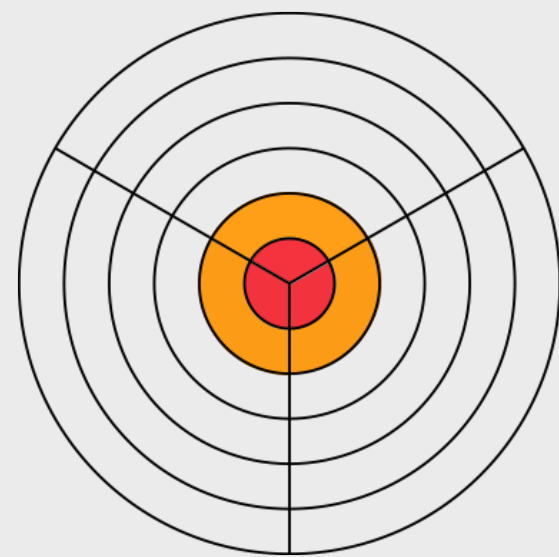
All of the stickers have been added to the tracker sheet within the child's myJunior folder.



Step 2

Around the Green myProgress Wheel

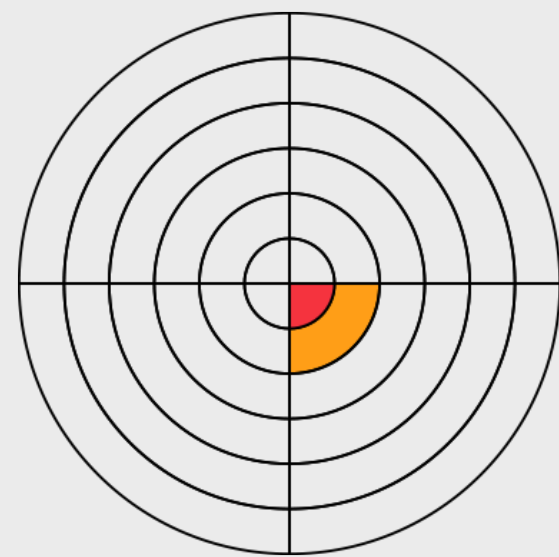
The level 2 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

The level 2 section has been coloured in within the child's myJunior folder.



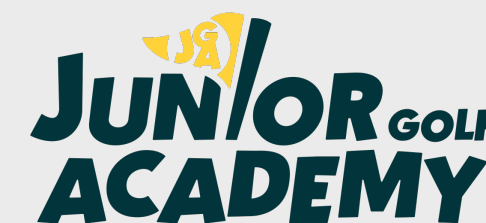
What to do next?

You can now award the child their Level Hat Pin.

The reward will be issued virtually via the GLF. Connect app within the Junior Golf Academy myGame+ program.



Level 1



Level 3 Challenges

Awarding a Around the Green Hat Pin

The graphics below indicate what is required to award the child their level category hat pin. Through the GLF. Connect App, the child will automatically be awarded their virtual hat pin reward:

Step 1

Level 3 Tracker Stickers

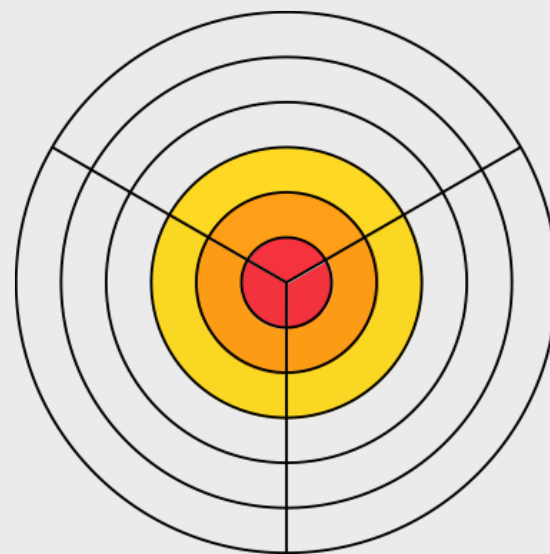
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

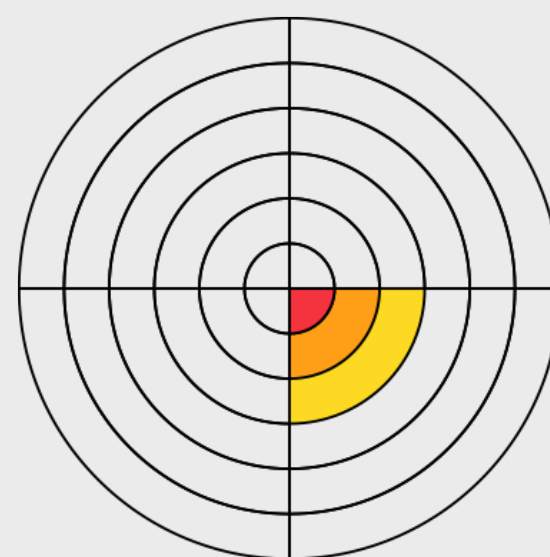
The level 3 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

The level 3 section has been coloured in within the child's myJunior folder.



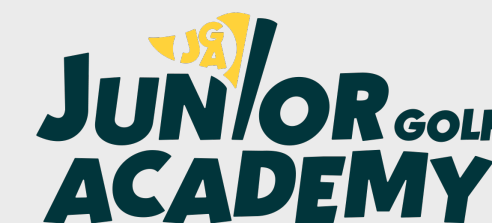
What to do next?

You can now award the child their Level Hat Pin.

The reward will be issued virtually via the GLF. Connect app within the Junior Golf Academy myGame+ program.



Level 1



Level 4 Challenges

Awarding a Around the Green Hat Pin

The graphics below indicate what is required to award the child their level category hat pin. Through the GLF. Connect App, the child will automatically be awarded their virtual hat pin reward:

Step 1

Level 4 Tracker Stickers

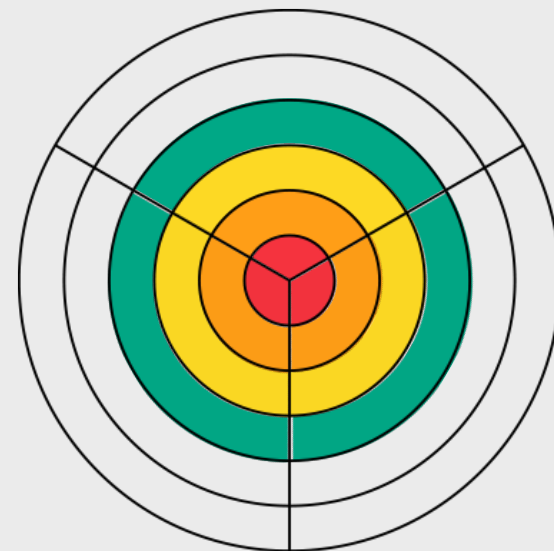
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

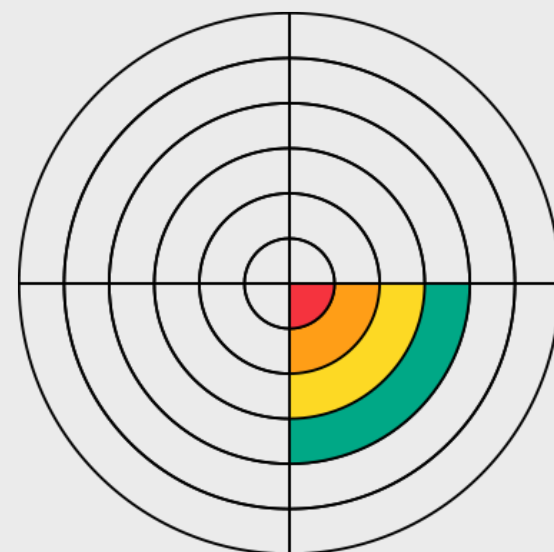
The level 4 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

The level 4 section has been coloured in within the child's myJunior folder.



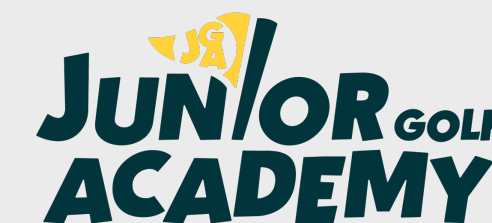
What to do next?

You can now award the child their Level Hat Pin.

The reward will be issued virtually via the GLF. Connect app within the Junior Golf Academy myGame+ program.



Level 1



Level 5 Challenges

Awarding a Around the Green Hat Pin

The graphics below indicate what is required to award the child their level category hat pin. Through the GLF. Connect App, the child will automatically be awarded their virtual hat pin reward:

Step 1

Level 5 Tracker Stickers

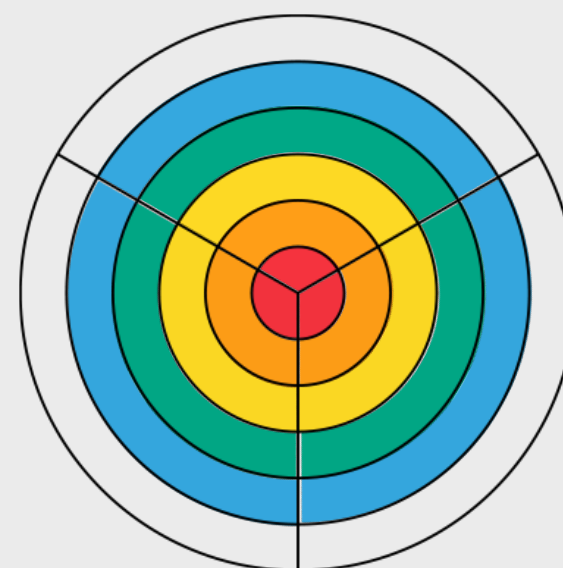
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

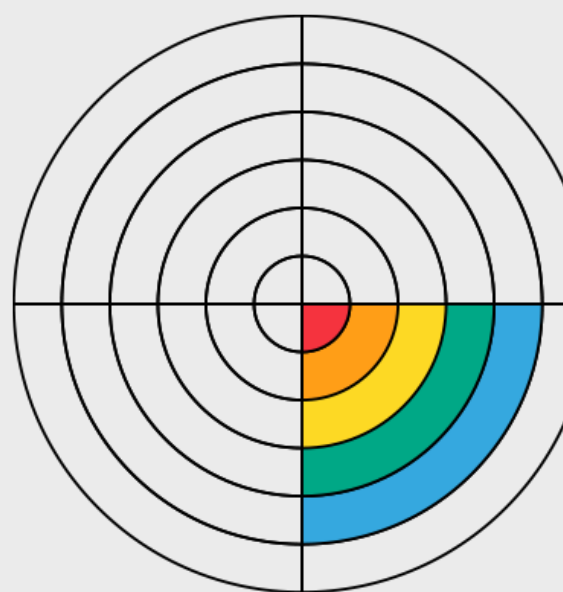
The level 5 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

The level 5 section has been coloured in within the child's myJunior folder.



What to do next?

You can now award the child their Level Hat Pin.

The reward will be issued virtually via the GLF. Connect app within the Junior Golf Academy myGame+ program.



Level 5



JUNIOR GOLF ACADEMY

Level 6 Challenges

Awarding a Around the Green Hat Pin

The graphics below indicate what is required to award the child their level category hat pin. Through the GLF. Connect App, the child will automatically be awarded their virtual hat pin reward:

Step 1

Level 6 Tracker Stickers

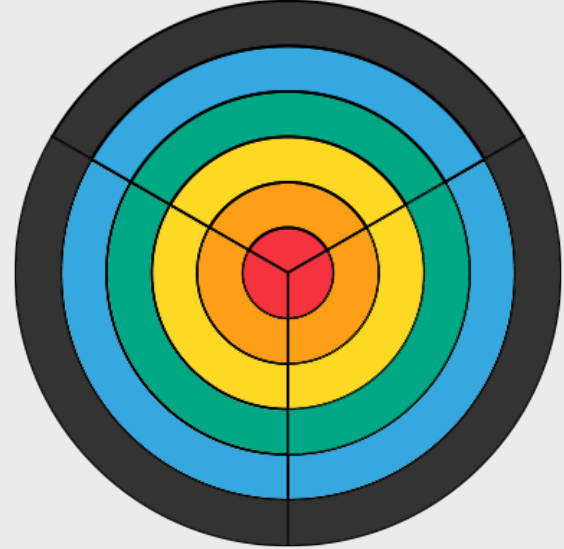
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

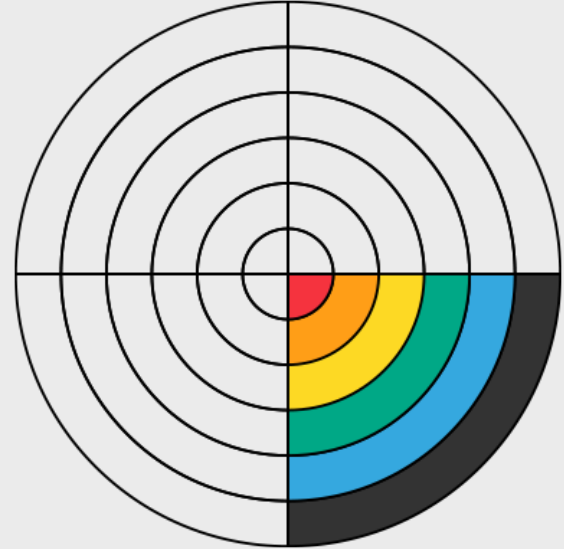
The level 6 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

The level 6 section has been coloured in within the child's myJunior folder.



What to do next?

You can now award the child their Level Hat Pin.

The reward will be issued virtually via the GLF. Connect app within the Junior Golf Academy myGame+ program.



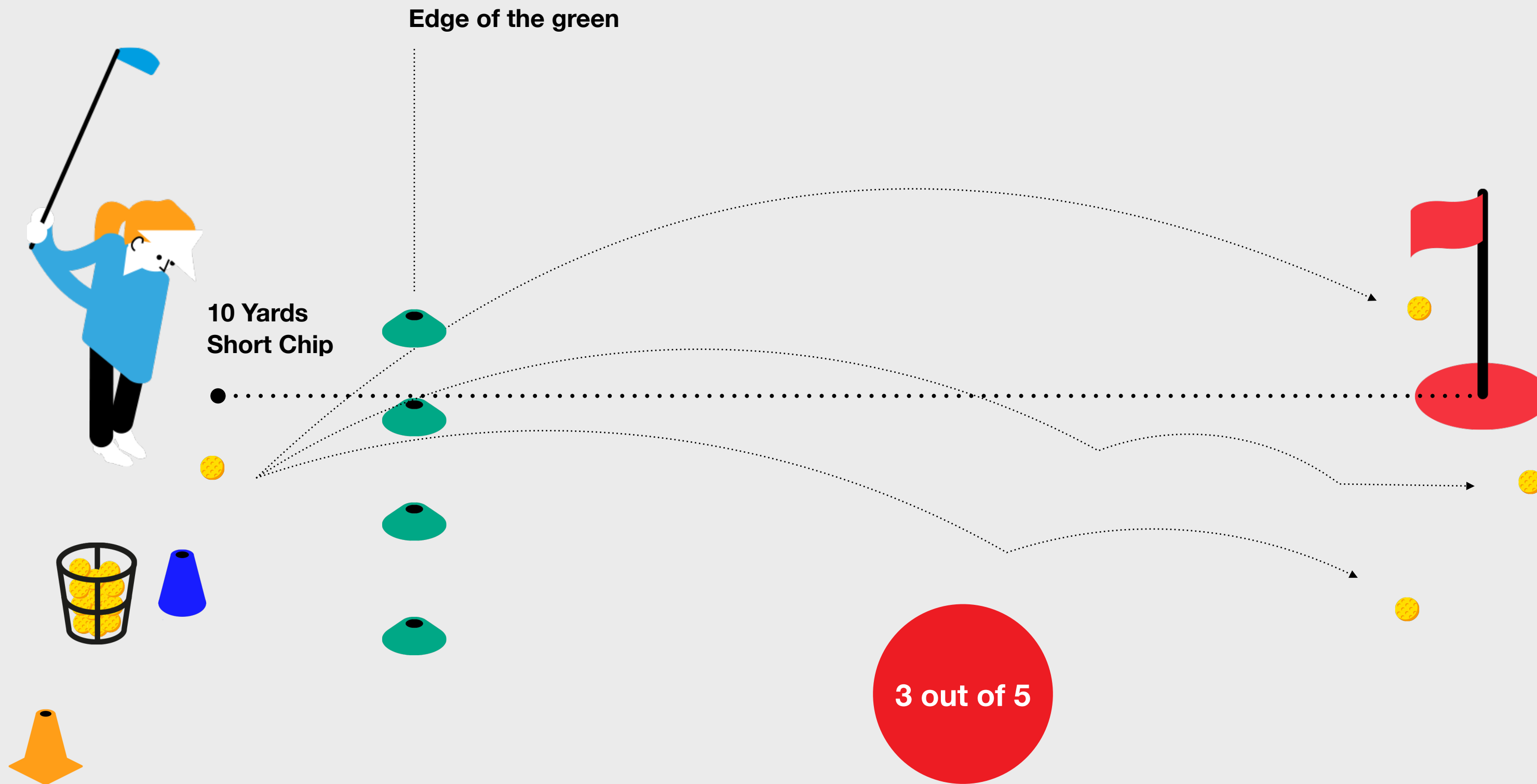
Level 6



Chipping



Chipping Challenge



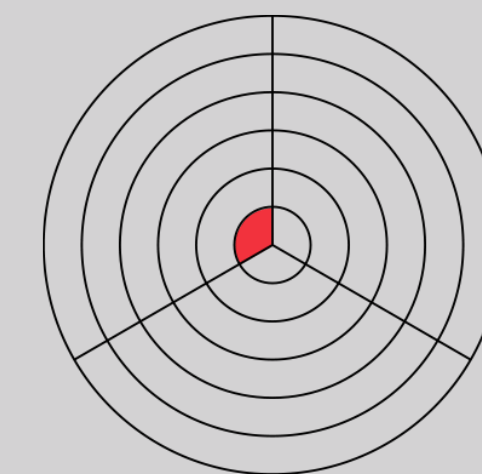
The Challenge

To complete the Level 1 Challenge within the Chipping skill element, the child needs to get 3 shots out of 5 anywhere on the green from a starting distance of 10 yards.

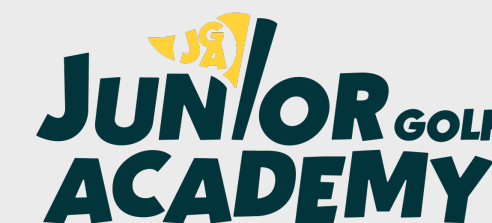
What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

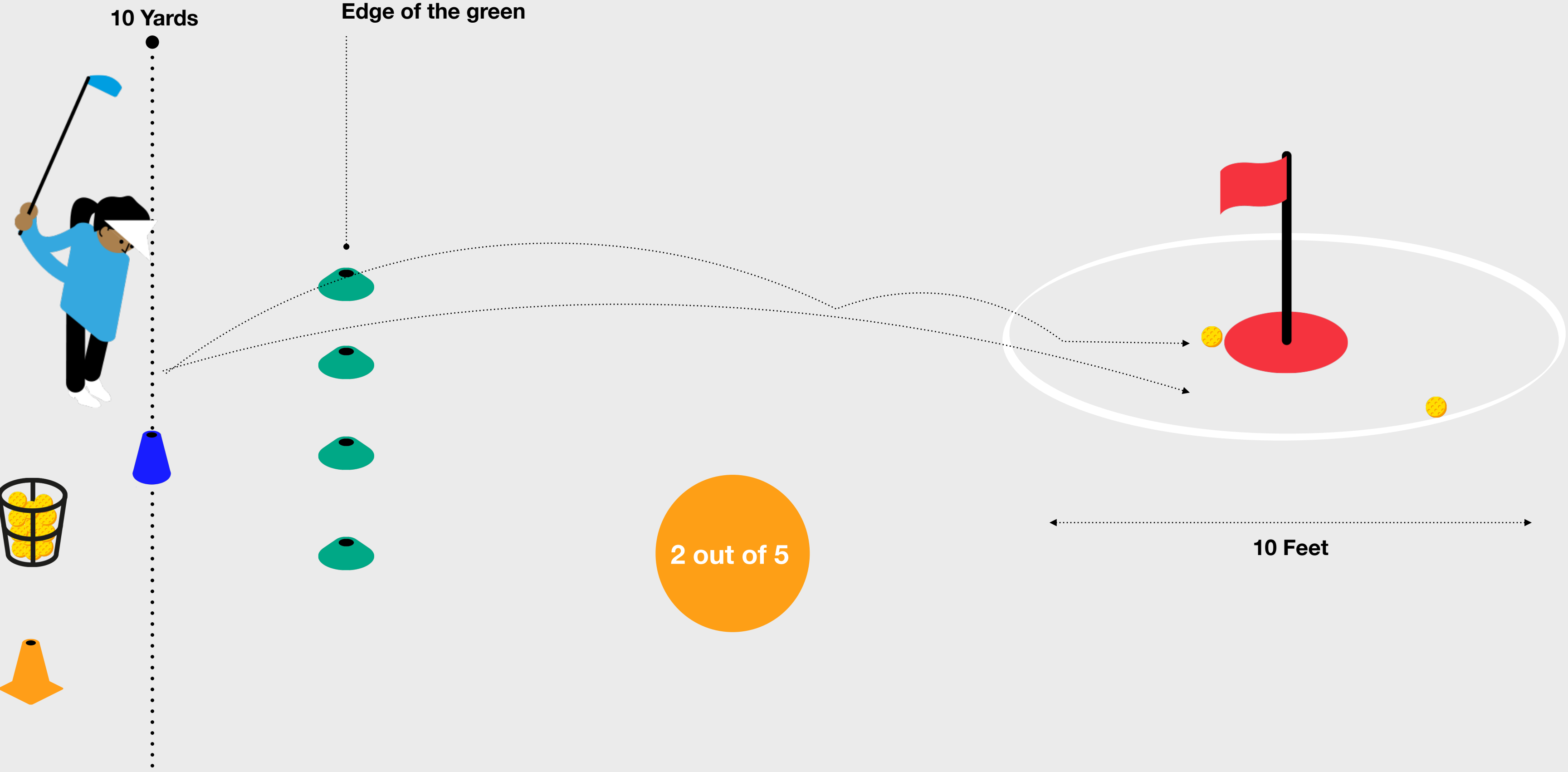
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Chipping



Chipping Challenge



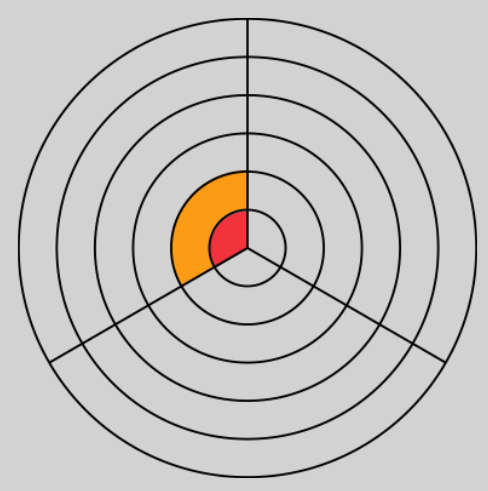
The Challenge

To complete the Level 2 Challenge within the Chipping skill element, the child needs to get 2 shots out of 5 within a 10-foot diameter target circle from a starting distance of 10 yards from the flag.

What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

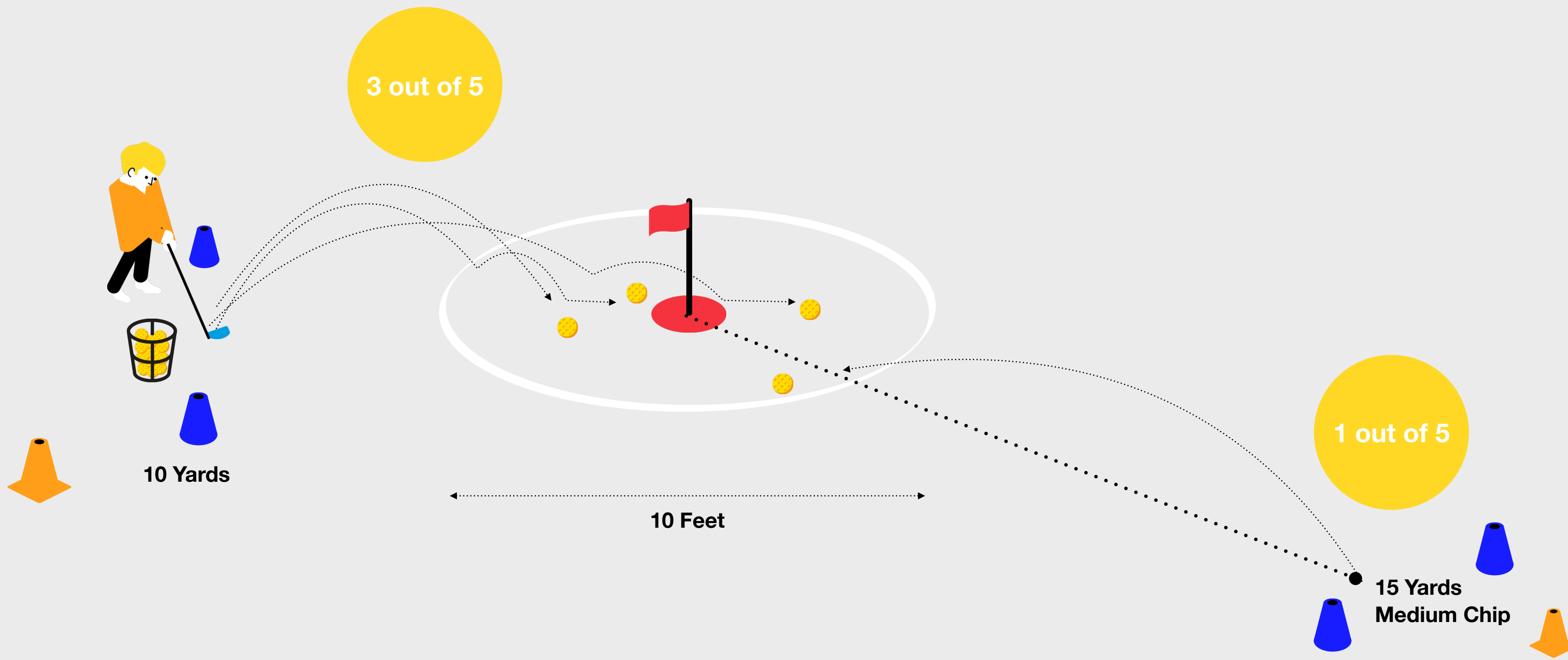
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Chipping



Chipping Challenge



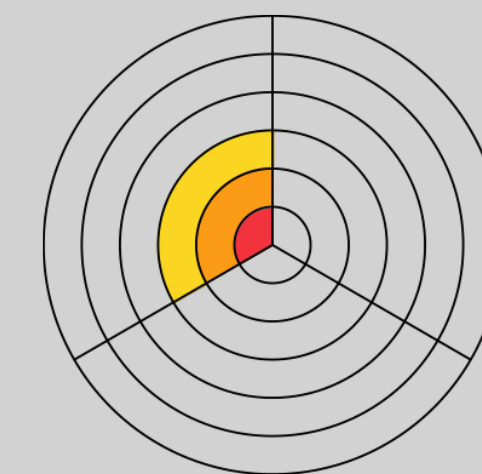
The Challenge

To complete the Level 3 Challenge within the Chipping skill element, the child needs to hit 3 out of 5 shots from 10 yards and 1 out of 5 shots from 15 yards to finish within a 10-foot diameter circle around the flag.

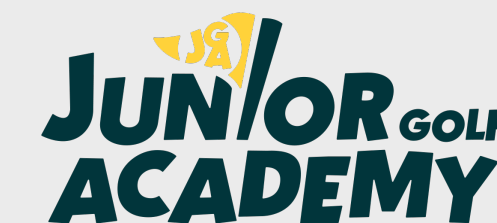
What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Chipping



Chipping Challenge



The Challenge

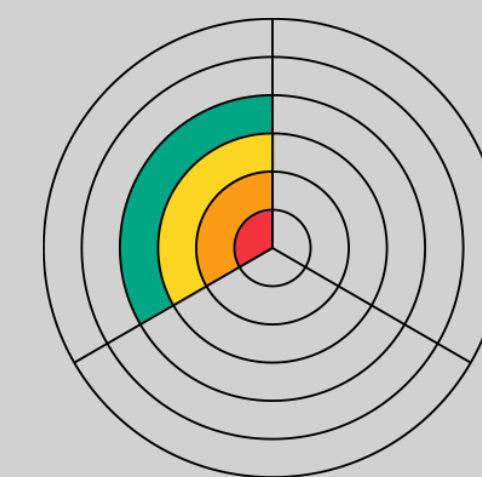
To complete the Level 4 Challenge within the Chipping skill element, the child needs to chip 4 out of 5 shots from 10 yards, 2 out of 5 from 15 yards and 1 out of 5 shots from 20 yards within a 10-foot diameter circle.

All shots must finish on the green and the child should demonstrate control over contact.

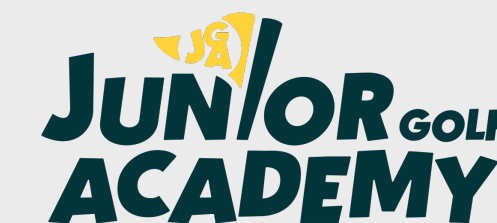
What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

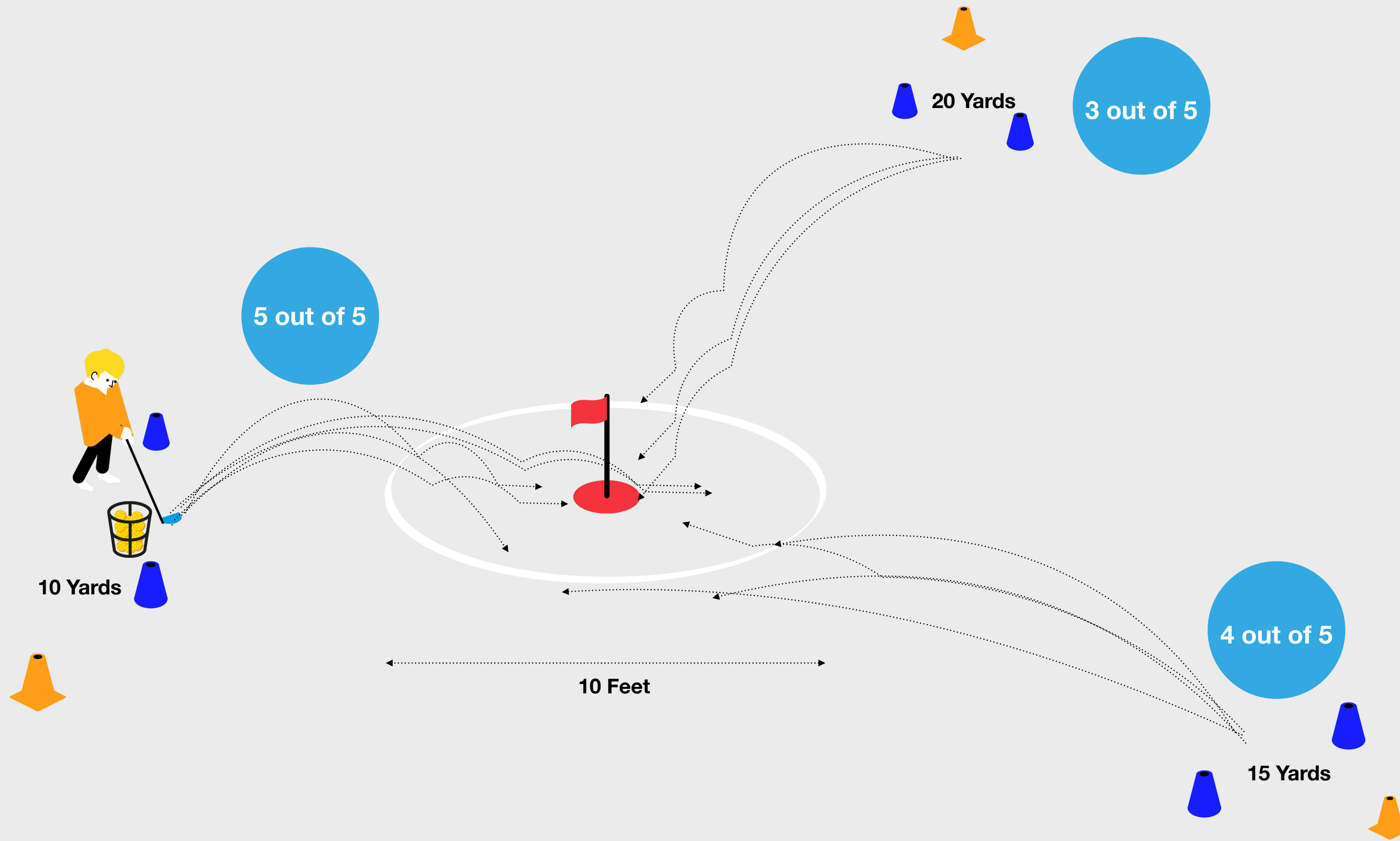
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Chipping



Chipping Challenge



The Challenge

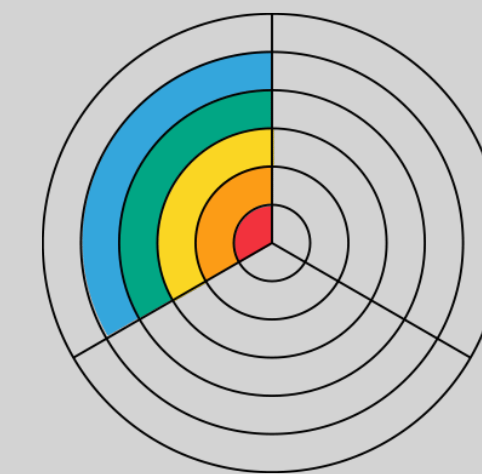
To complete the Level 5 Challenge within the Chipping skill element, the child needs to 5 out of 5 shots from 10 yards, 4 out of 5 shots from 15 yards and 3 out of 5 shots from 20 yards to finish within a 10-foot diameter circle.

All shots must finish on the green and the child should demonstrate control over contact.

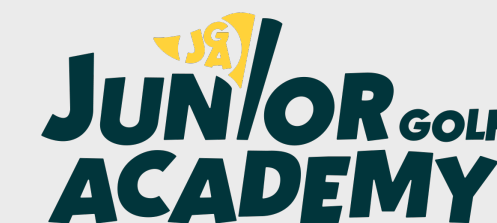
What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

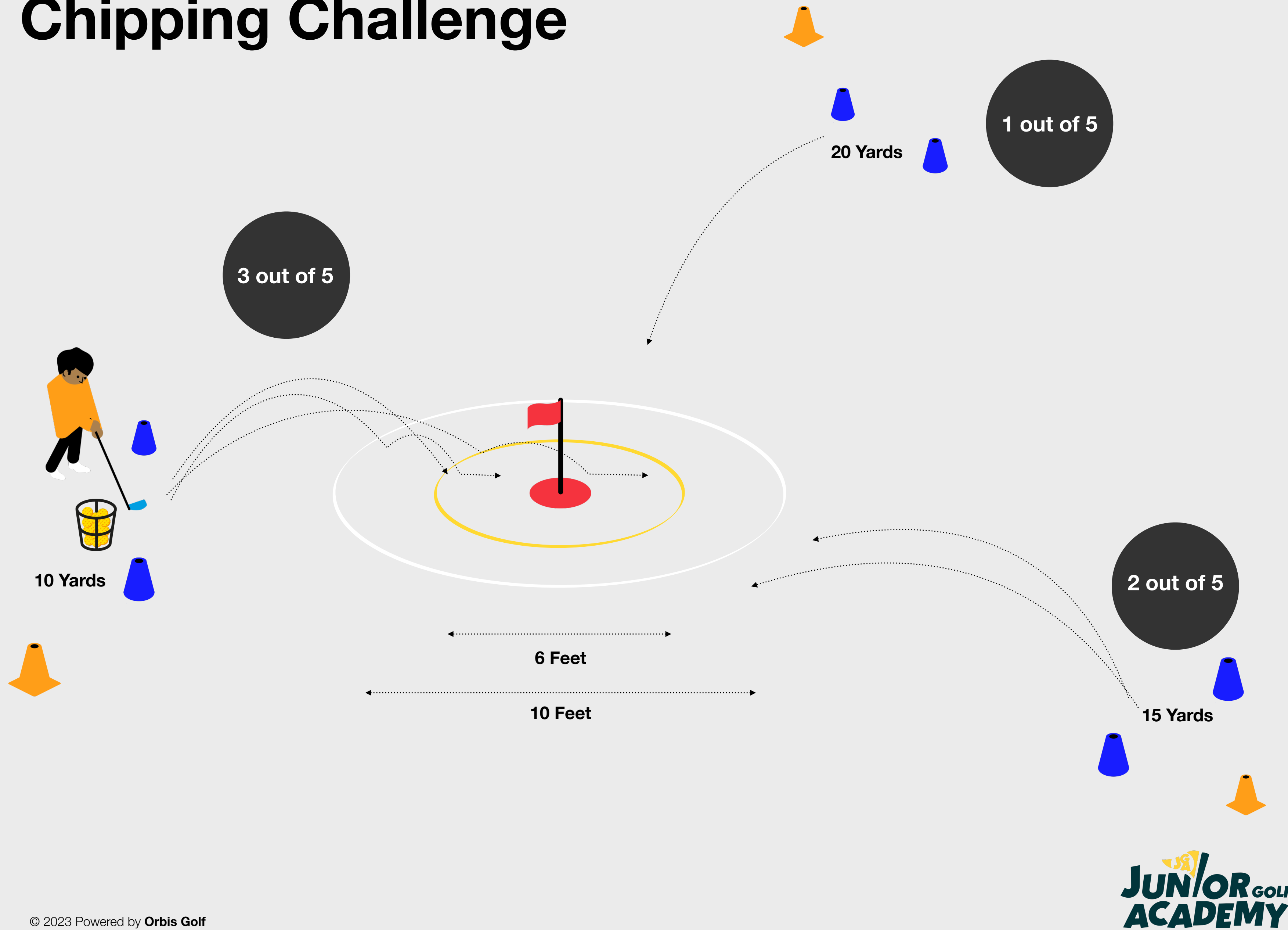
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Chipping



Chipping Challenge



The Challenge

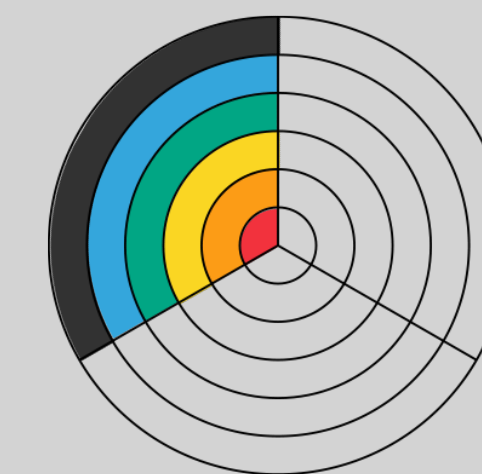
To complete the Black Sticker Challenge within the Chipping skill element, the child needs to get 3 out of 5 from 10 yards, 2 out of 5 from 15 yards and 1 out of 5 from 20 yards to finish within a 6-foot diameter circle.

All shots must finish with the 10 foot target circle and the child should demonstrate good control of contact.

What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



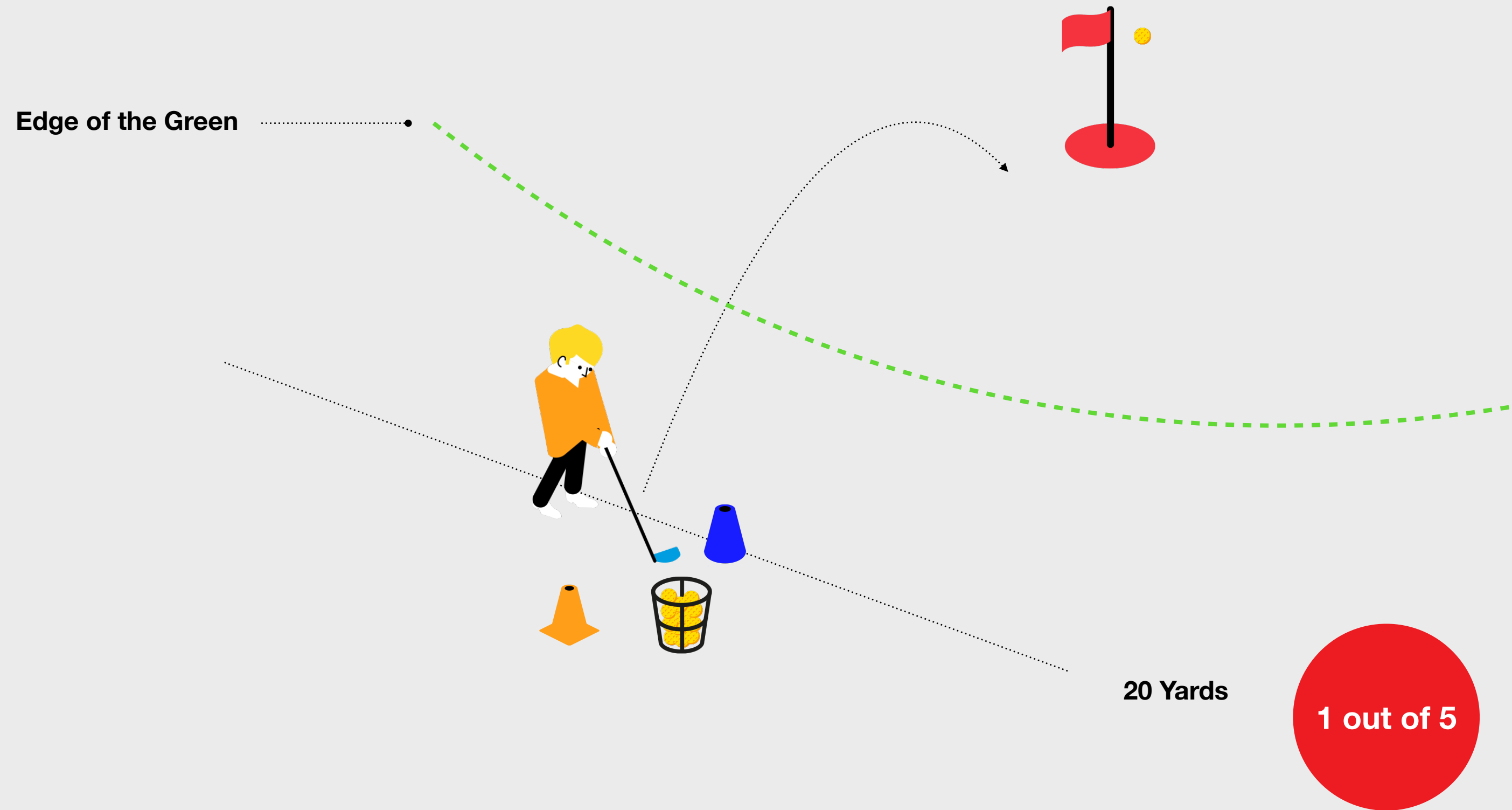
Chipping



Pitching



Pitching Challenge



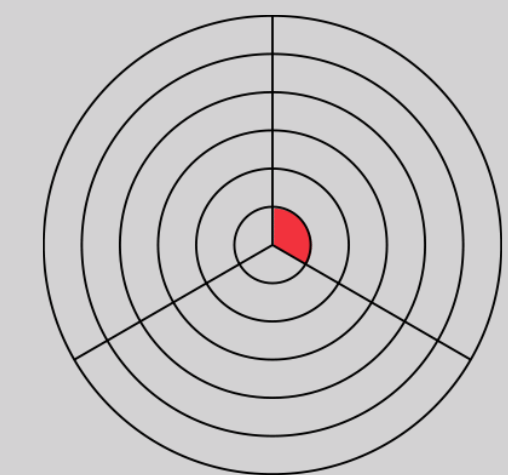
The Challenge

To complete the Level 1 Challenge within the Pitching skill element, the child needs to get 1 shot out of 5 anywhere on the green. The shot does not need to land on the green.

What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

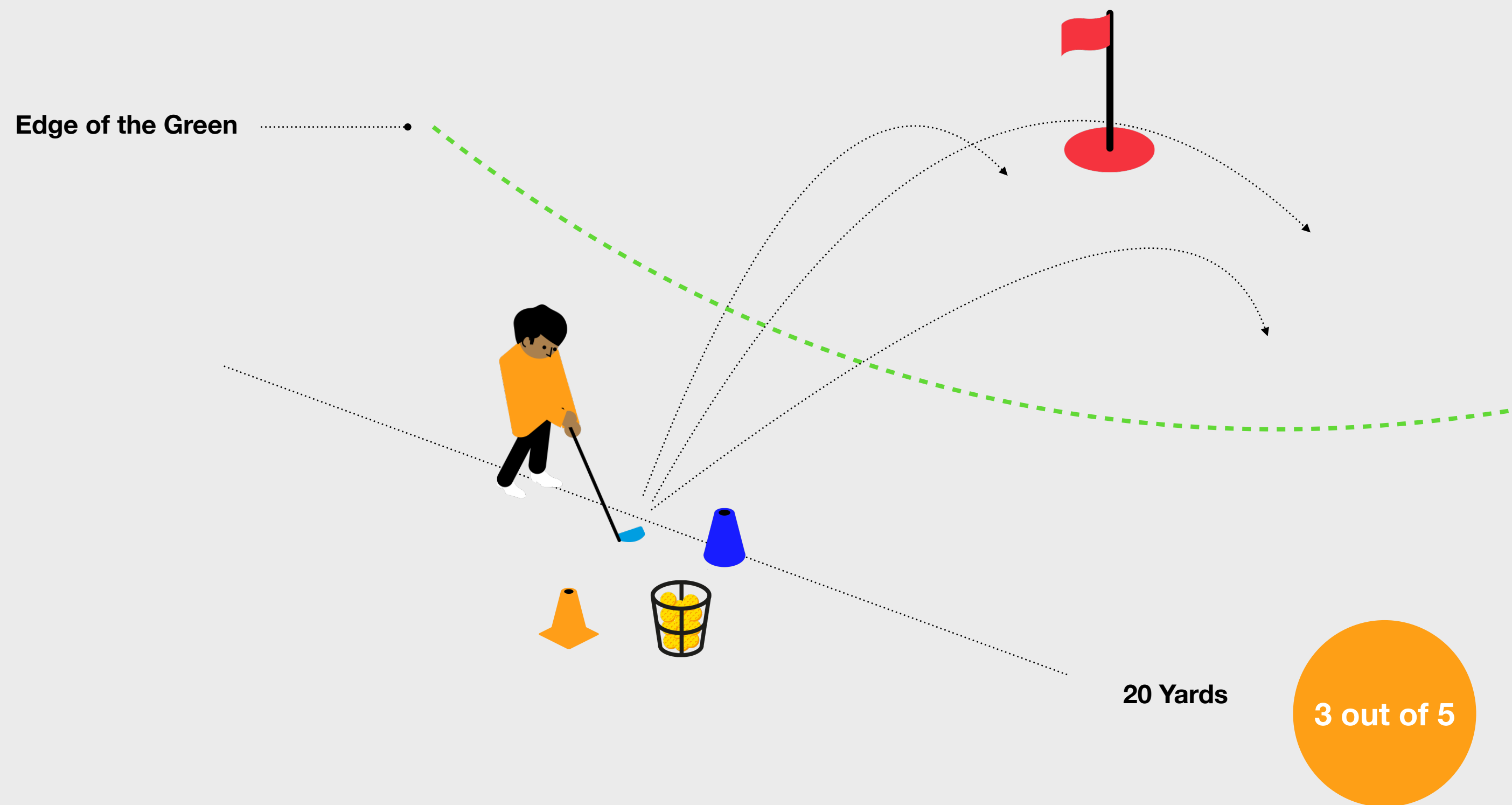
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Pitching



Pitching Challenge



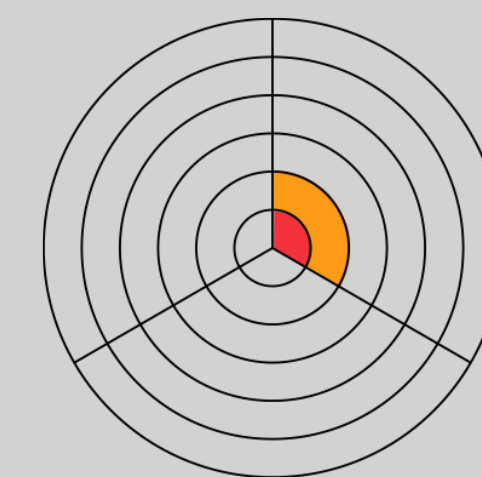
The Challenge

To complete the Level 2 Challenge within the Pitching skill element, the child needs to get 3 shot out of 5 shots anywhere on the green from 20 yards. The shots do not need to land on the green but the child should demonstrate control.

What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

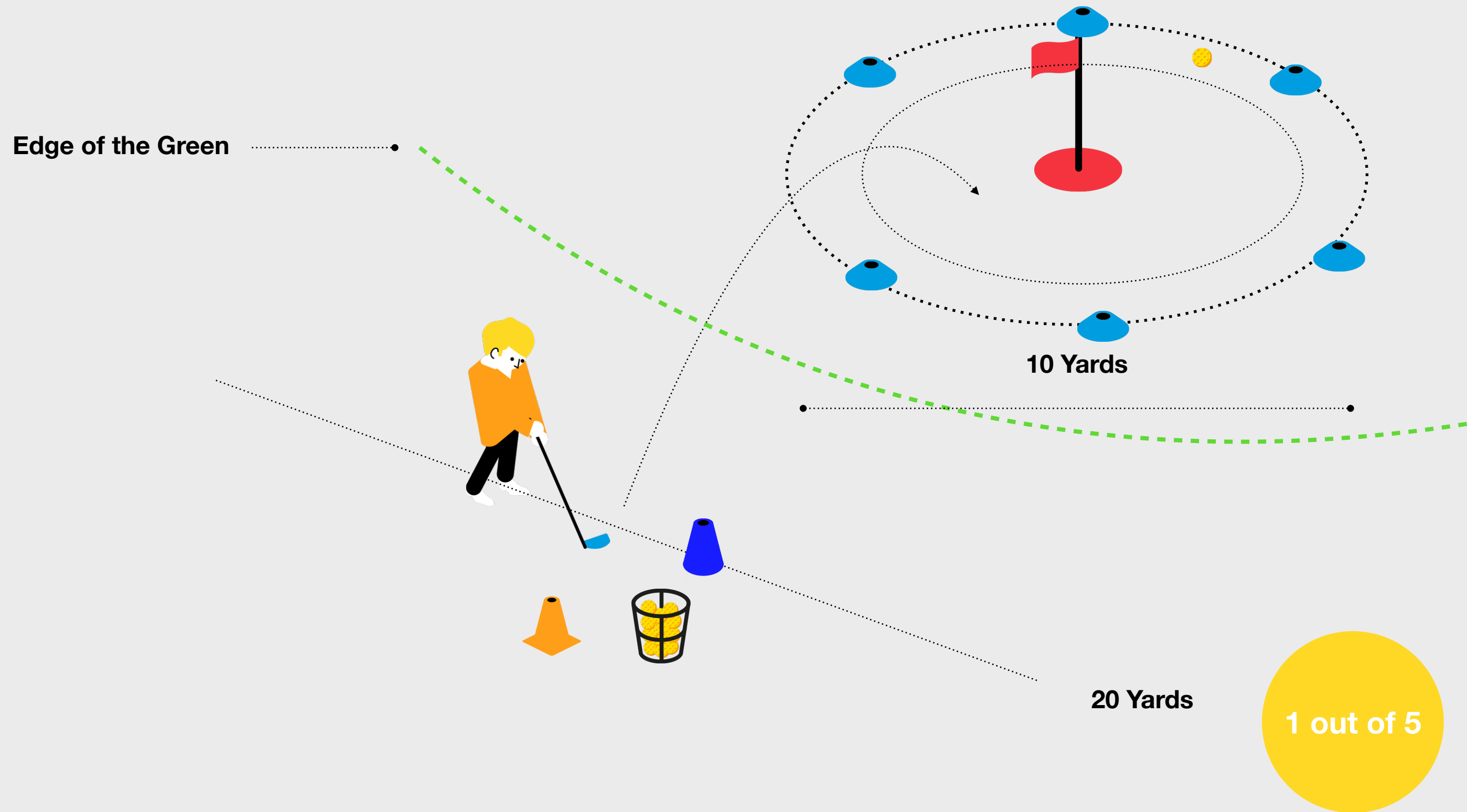
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Pitching



Pitching Challenge



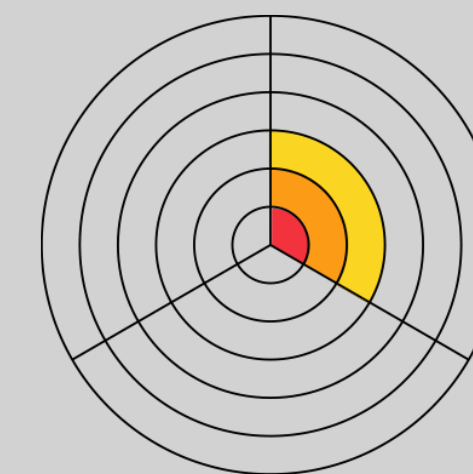
The Challenge

To complete the Level 3 Challenge within the Pitching skill element, the child needs to hit 1 out of 5 shots from 20 yards to finish within a 10 yard diameter circle. All attempts should finish on the green but the ball does not need to land onto the green.

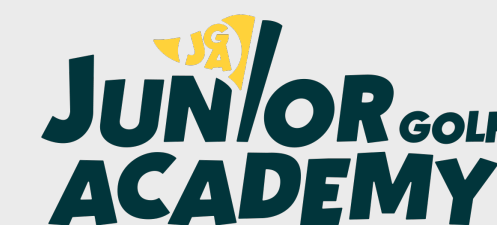
What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

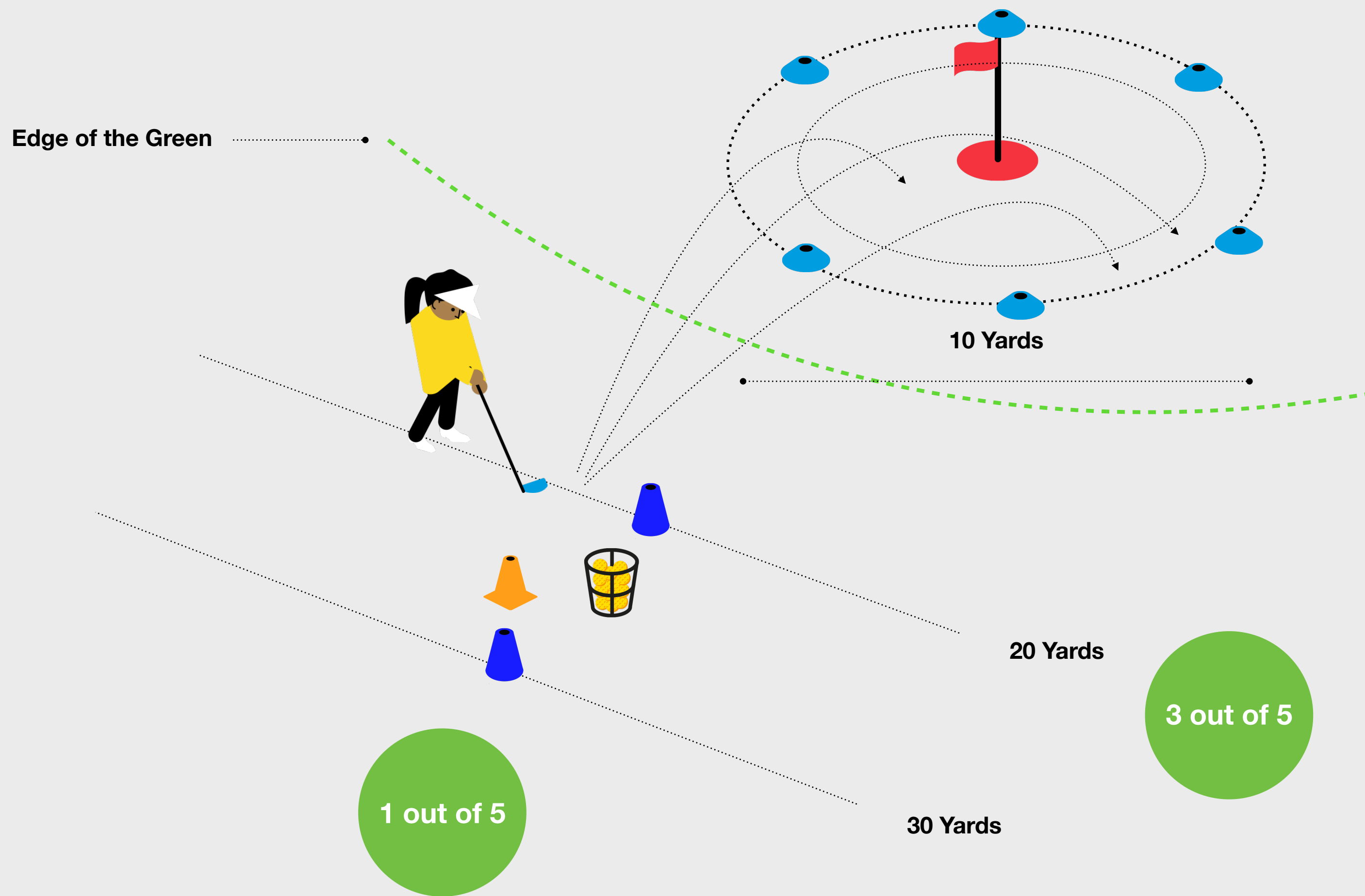
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Pitching



Pitching Challenge



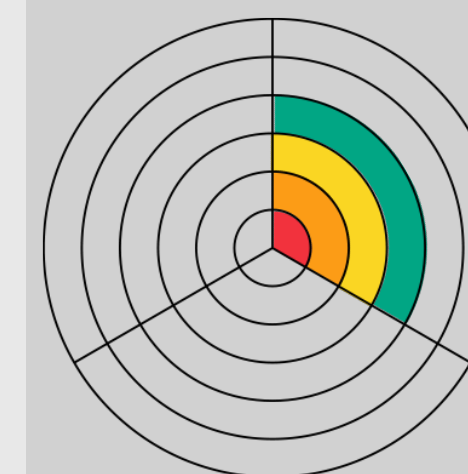
The Challenge

To complete the Level 4 Challenge within the Pitching skill element, the child needs to hit 3 out of 5 shots from 20 yards and 1 out of 5 shots from 30 yards within a 10-yard diameter circle. All attempts should finish on the green but the ball does not need to land onto the green.

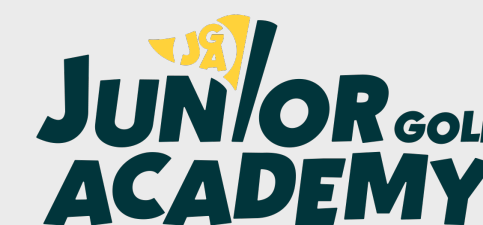
What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Pitching



Pitching Challenge



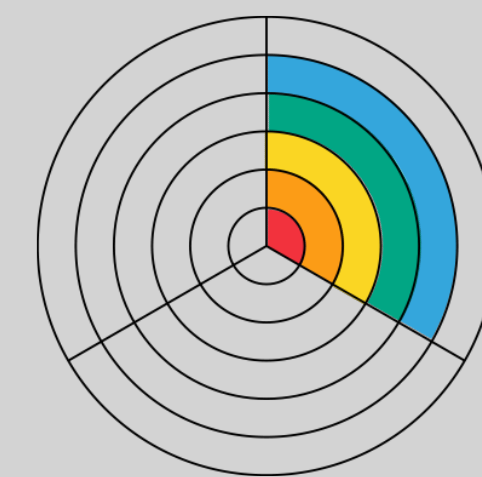
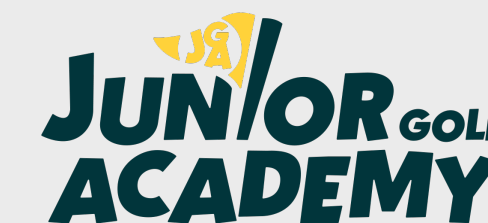
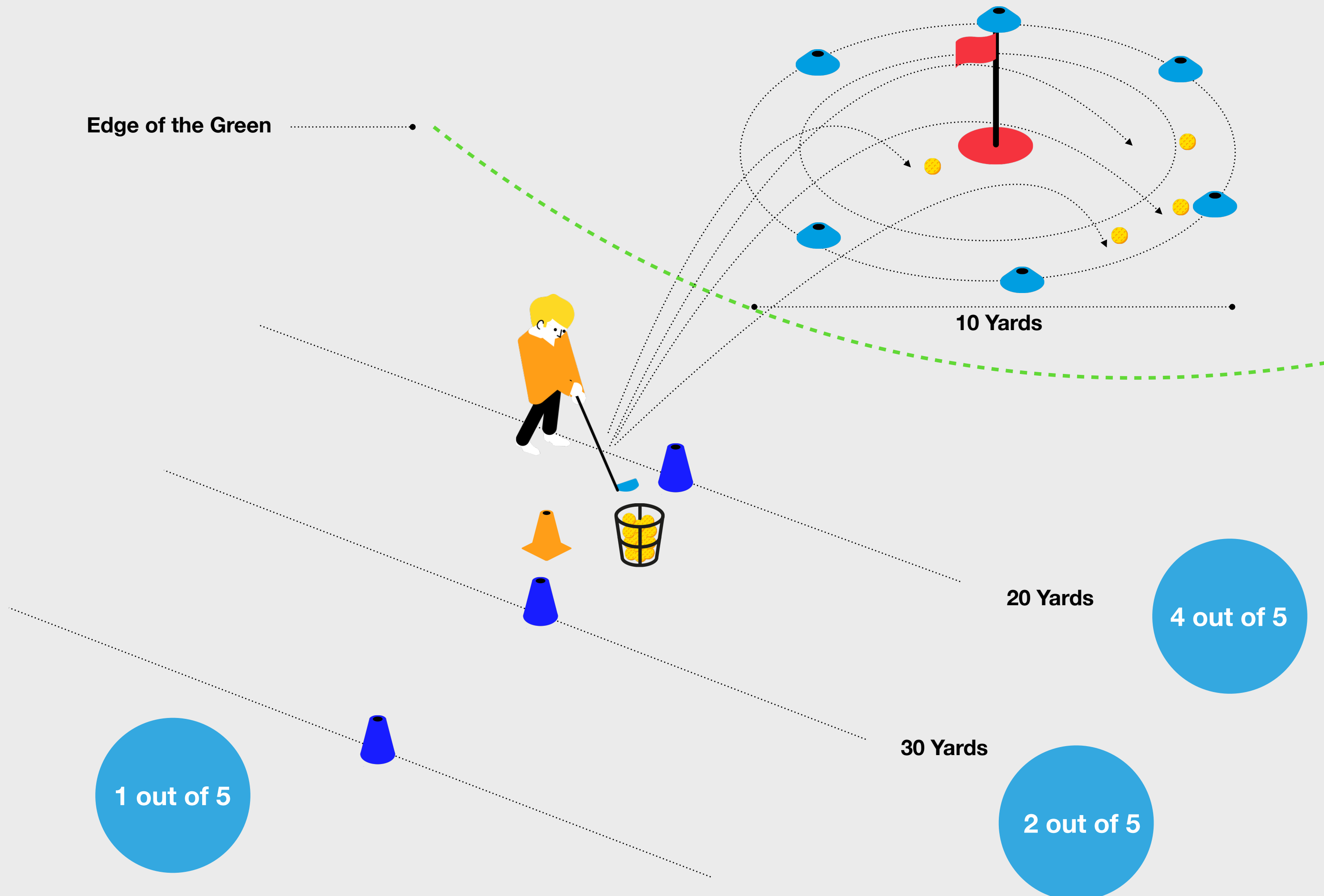
The Challenge

To complete the Level 5 Challenge within the Pitching skill element, the child needs to hit 4 out of 5 shots from 20 yards, 2 out of 5 shots from 30 yards and 1 out of 5 shots from 40 yards to finish within a 10 yard diameter circle. All attempts should finish on the green but the ball does not need to land onto the green.

What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Pitching



Pitching Challenge



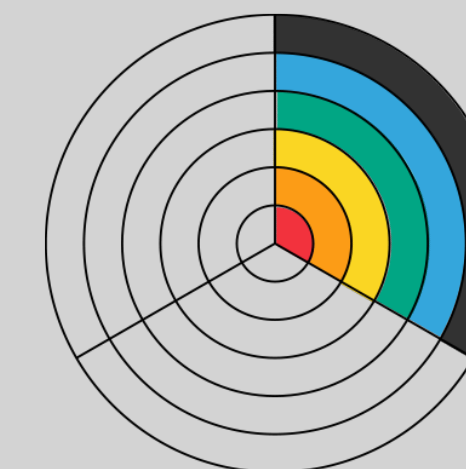
The Challenge

To complete the Black Sticker Challenge within the Pitching skill element, the child needs to hit 4 out of 5 from 20 yards, 3 out of 5 from 30 yards and 2 out of 5 from 40 yards to finish within a 6-yard diameter circle. All attempts should come to rest on the green and the ball should land on the green.

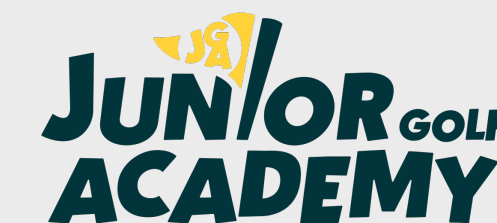
What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



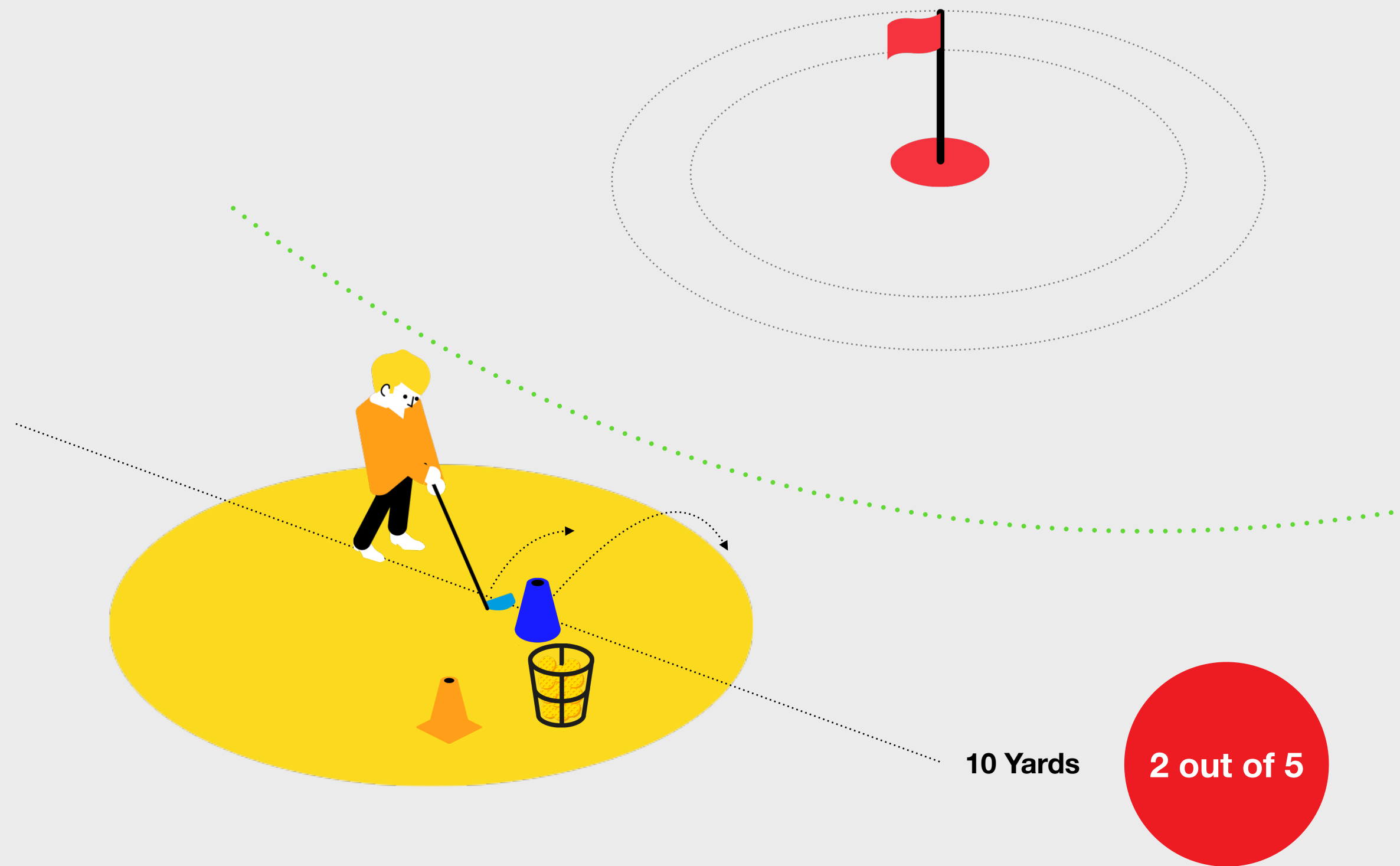
Pitching



Bunker Play



Bunker Play Challenge



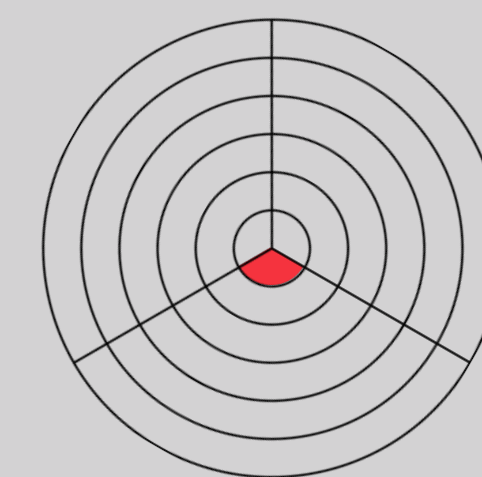
The Challenge

To complete the Level 1 Challenge within the Bunker skill element, the child needs to contact the ball in the sand 2 out of 5 times.

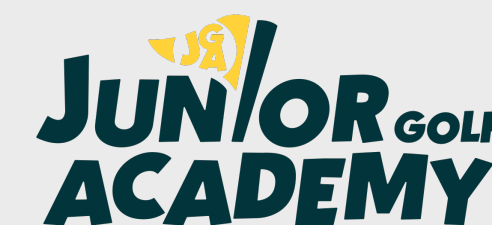
What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

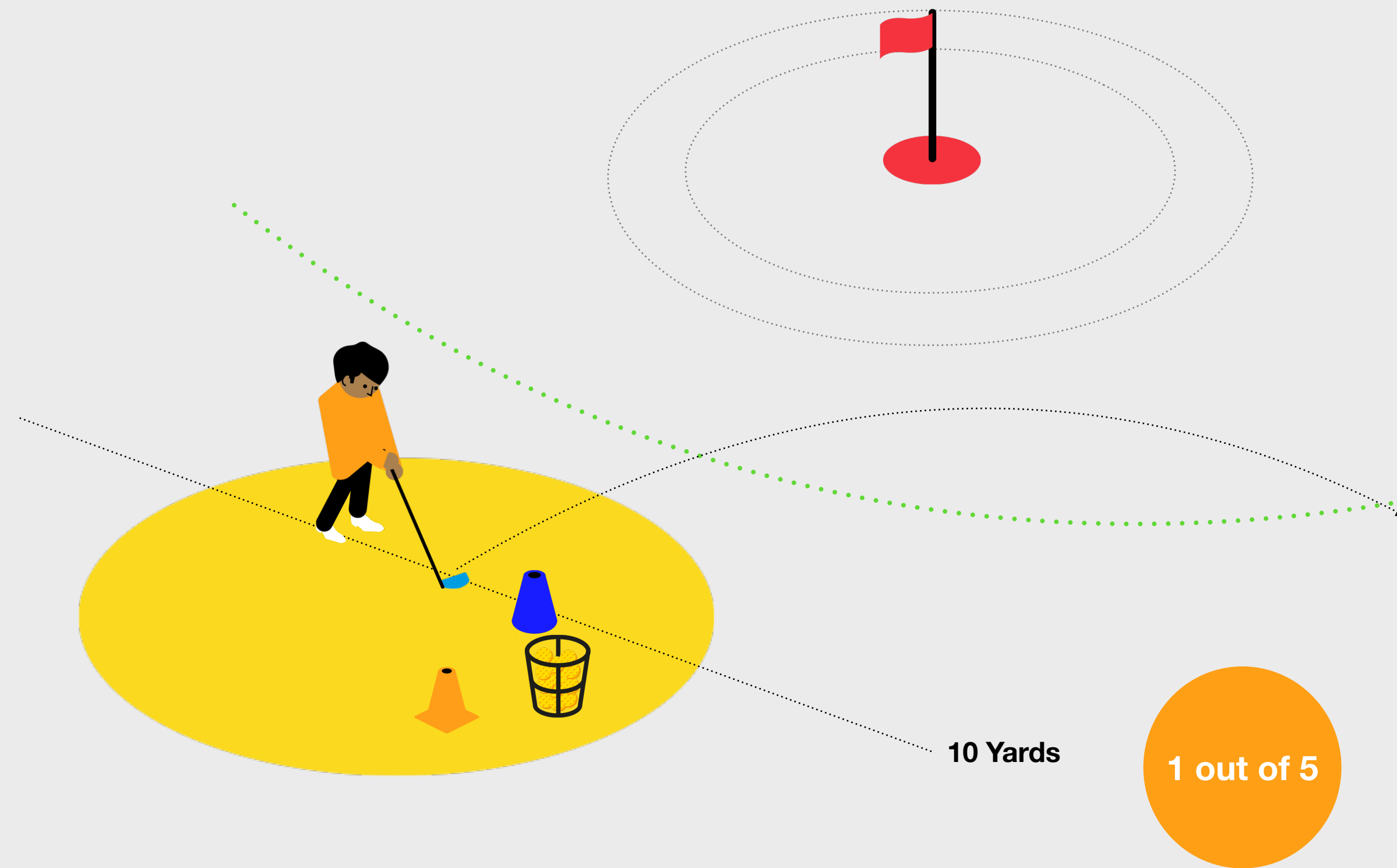
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Bunker Play



Bunker Play Challenge



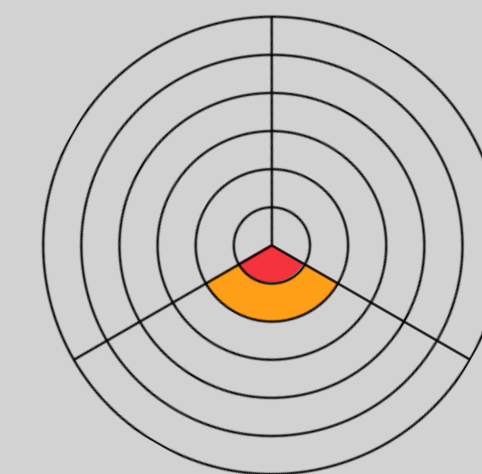
The Challenge

To complete the Level 2 Challenge within the Bunker skill element, the child needs to get 1 out of 5 shots out of the greenside bunker. They should make contact with the ball on all other attempts.

What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

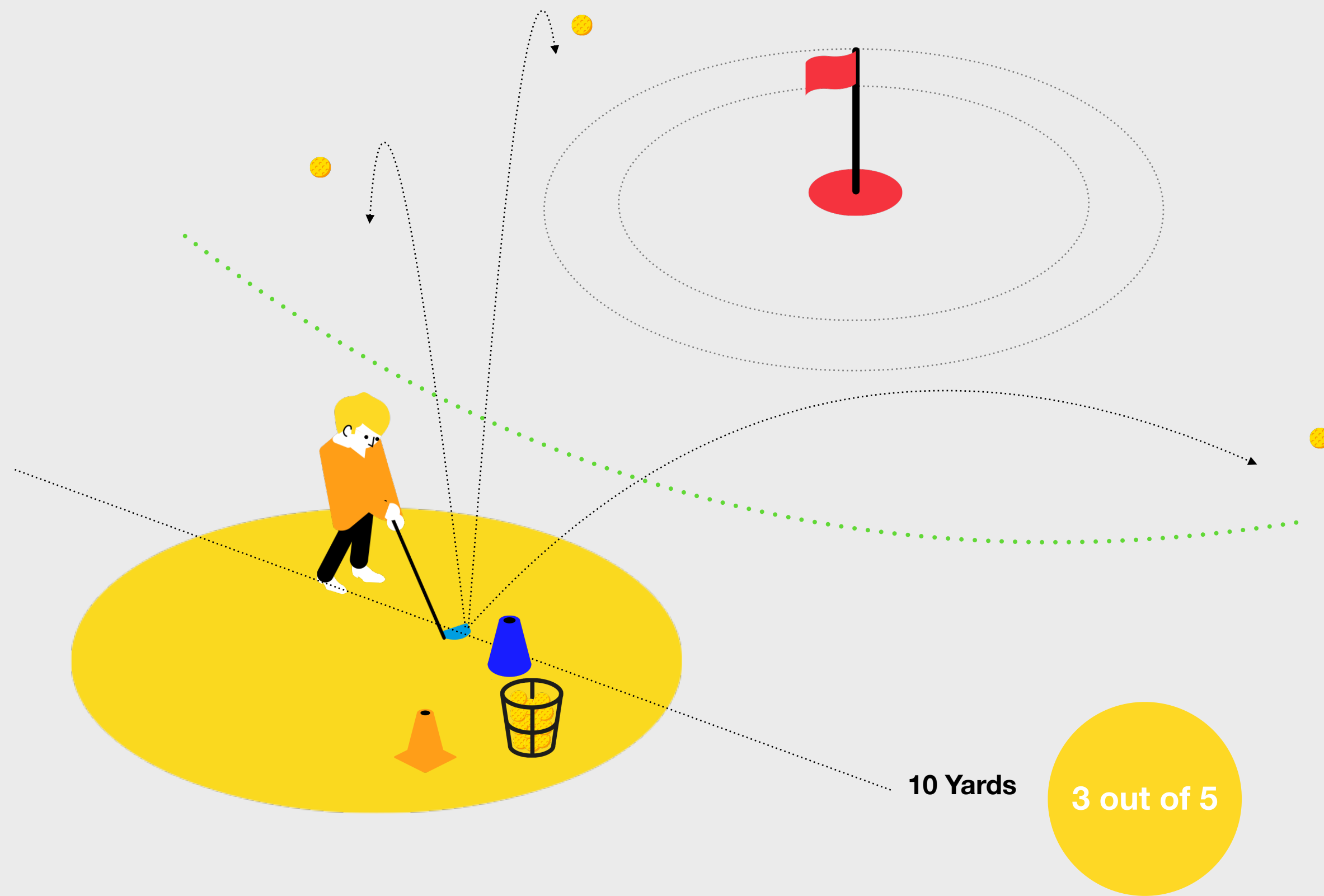
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Bunker Play



Bunker Play Challenge



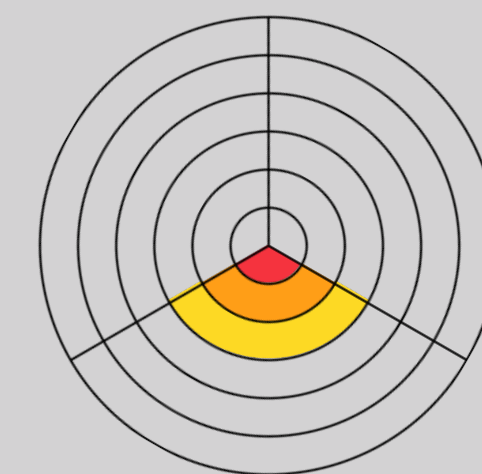
The Challenge

To complete the Level 3 Challenge within the Bunker skill element, the child needs to get 3 out of 5 shots anywhere on the green. All attempts should finish out of the bunker.

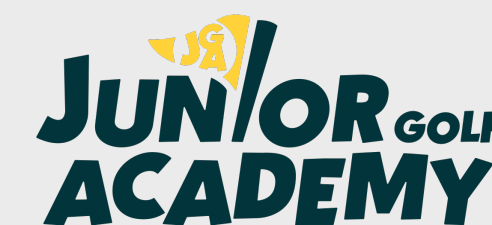
What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

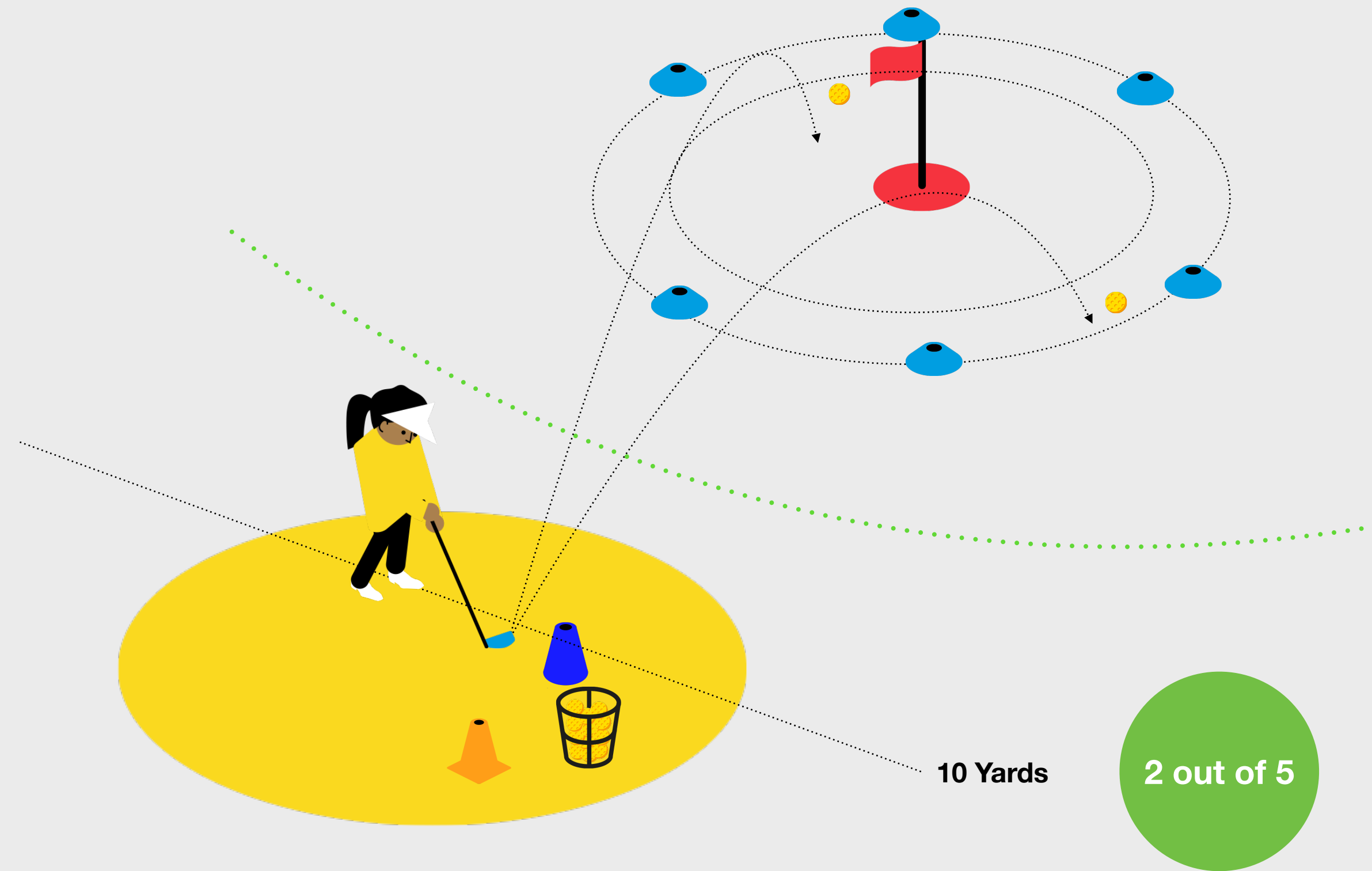
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Bunker Play



Bunker Play Challenge



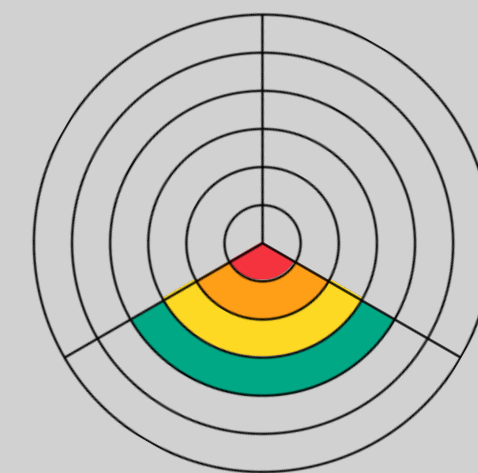
The Challenge

To complete the Level 4 Challenge within the Bunker skill element, the child needs to get 2 out of 5 shots within a 10 yard diameter target circle. All shots must finish out of the bunker.

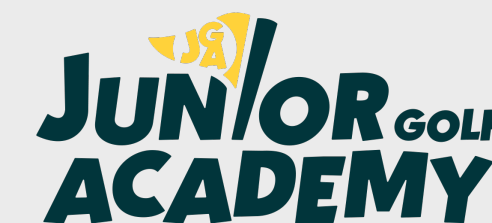
What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

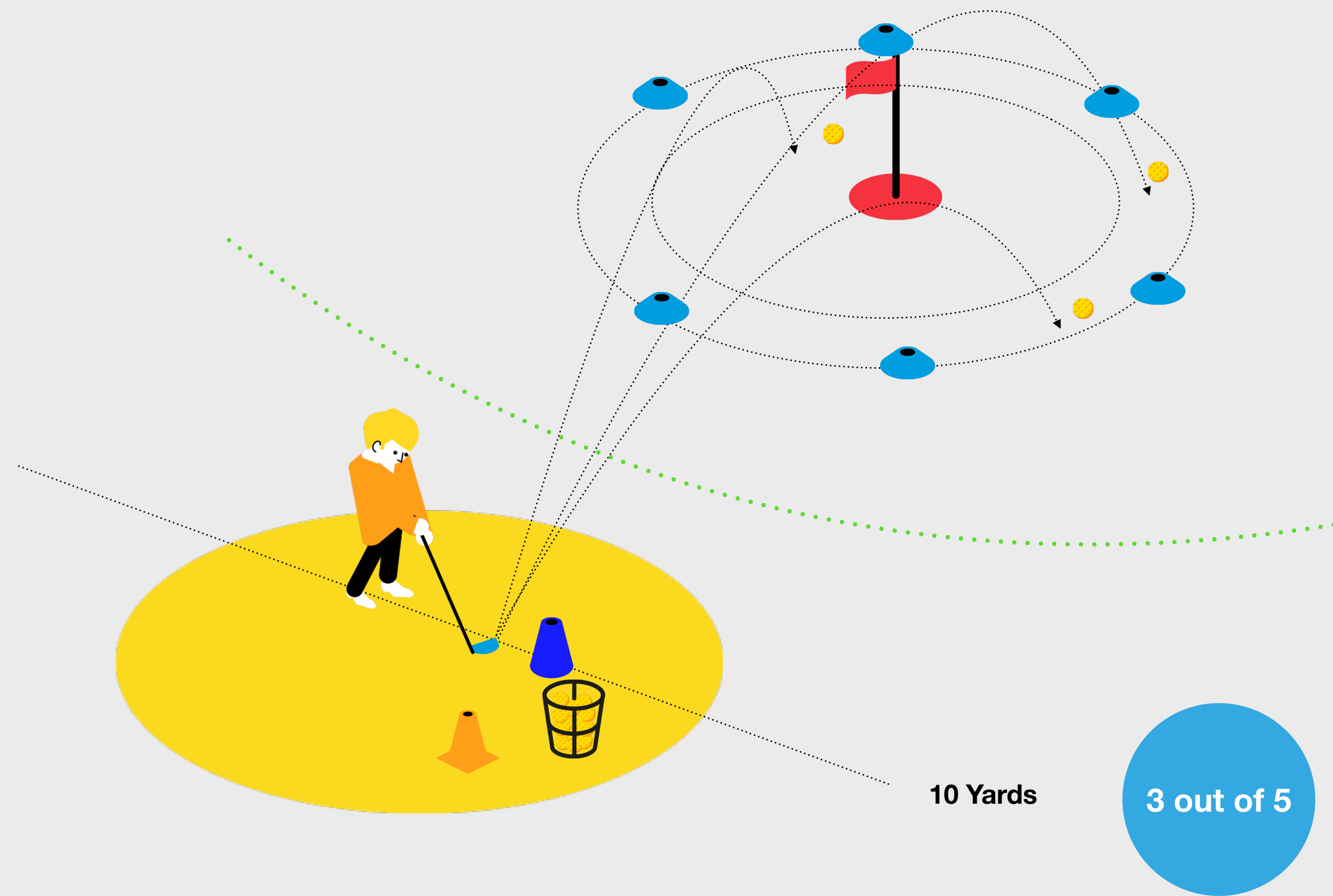
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Bunker Play



Bunker Play Challenge



10 Yards

3 out of 5



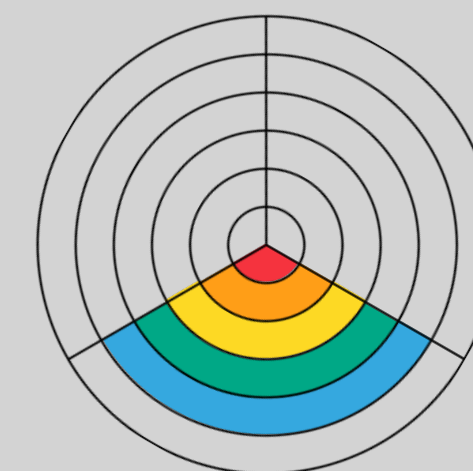
The Challenge

To complete the Level 5 Challenge within the Bunker skill element, the child needs to get 3 out of 5 shots within a 10 yard diameter target circle. All shots must finish on the green.

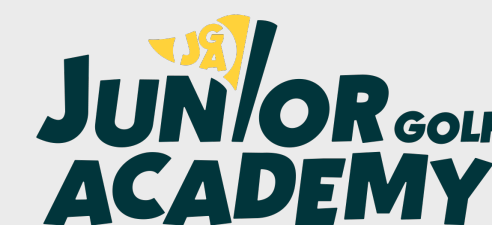
What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

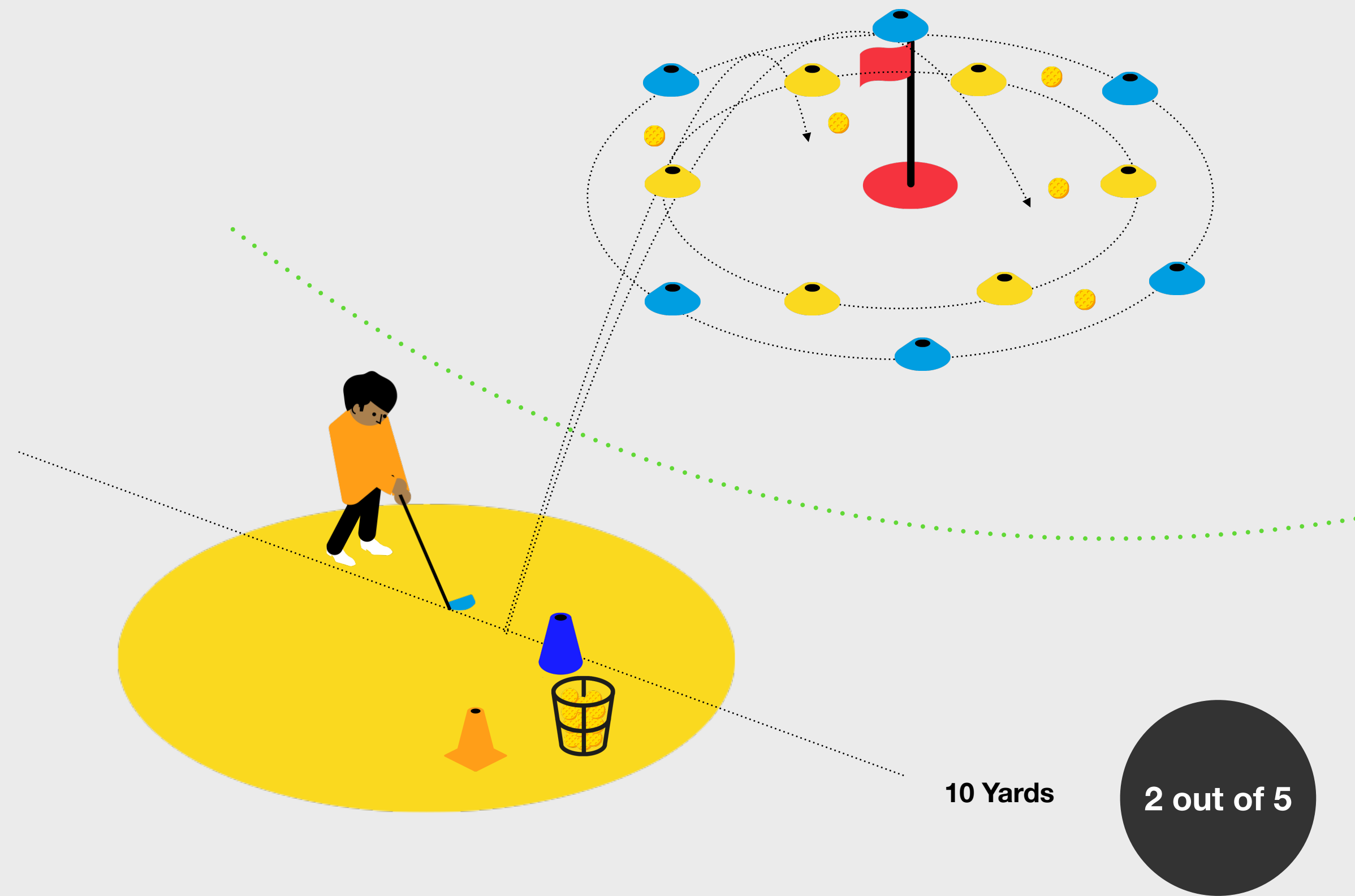
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, the challenge can be marked as complete and the virtual rewards will be issued automatically.



Bunker Play



Bunker Play Challenge



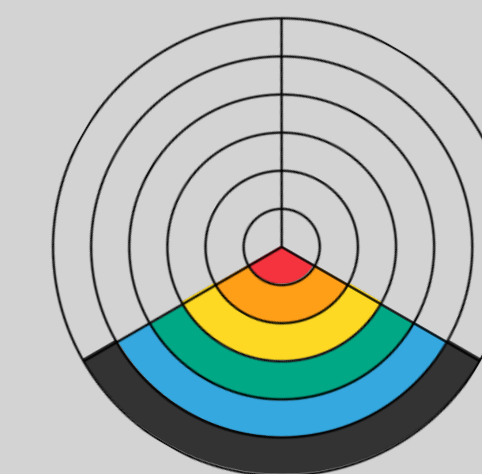
The Challenge

To complete the Level 6 Challenge within the Bunker skill element, the child needs to get 2 out of 5 shots within a 6 yard diameter target circle. All shots should finish within the 10 yard target circle.

What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in their junior folder. They can also add a Sticker to the correct level tracker sheet.

If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Bunker Play

