

# Mastering the Game Challenge Setup



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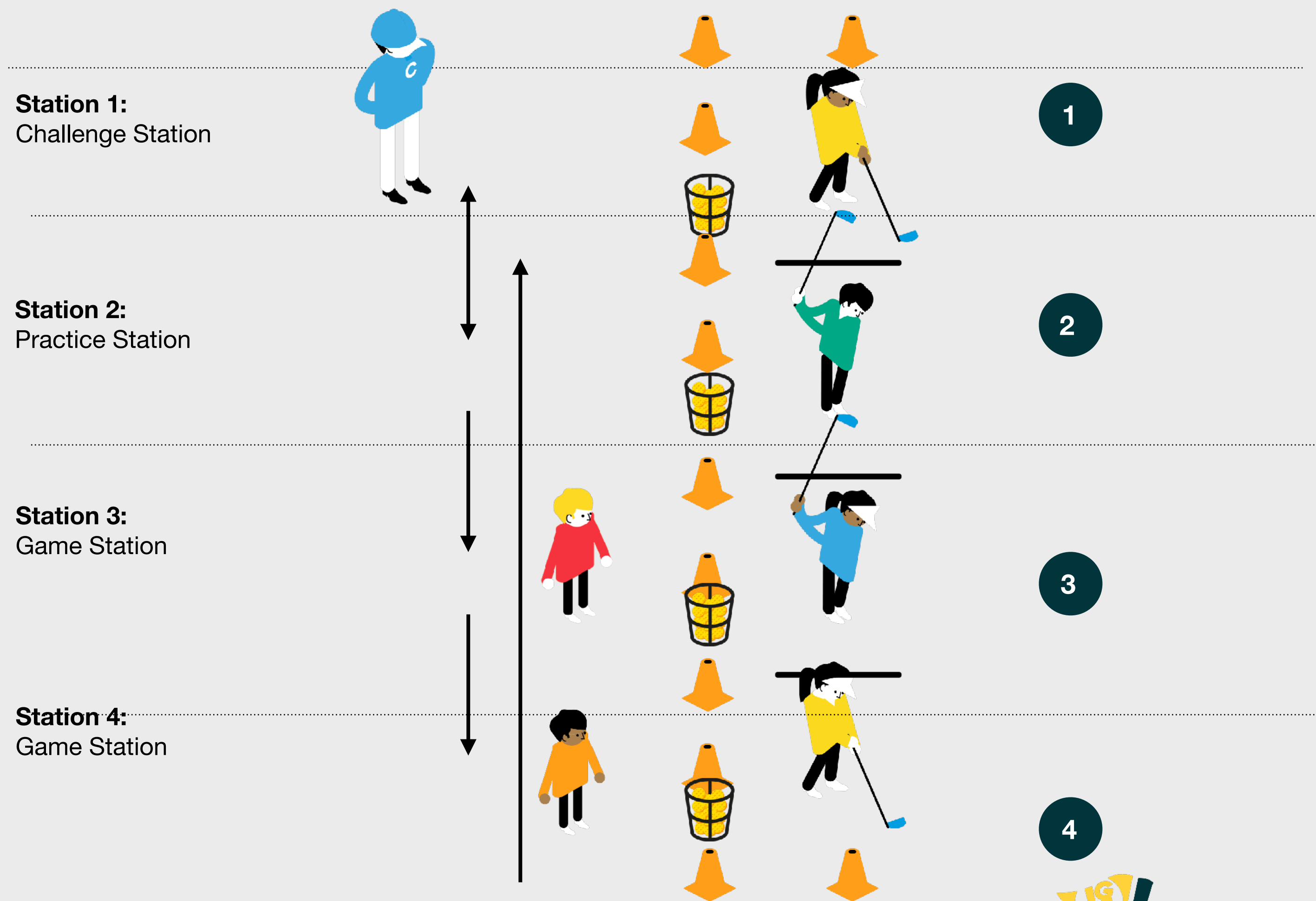
# Swing Challenges Setup



# Swing Class Layout & Setup

The graphic opposite provides an example image of how we suggest you layout your class so that the learning outcomes and activities can be delivered in a safe, fun and engaging manner. We suggest running the class as follows:

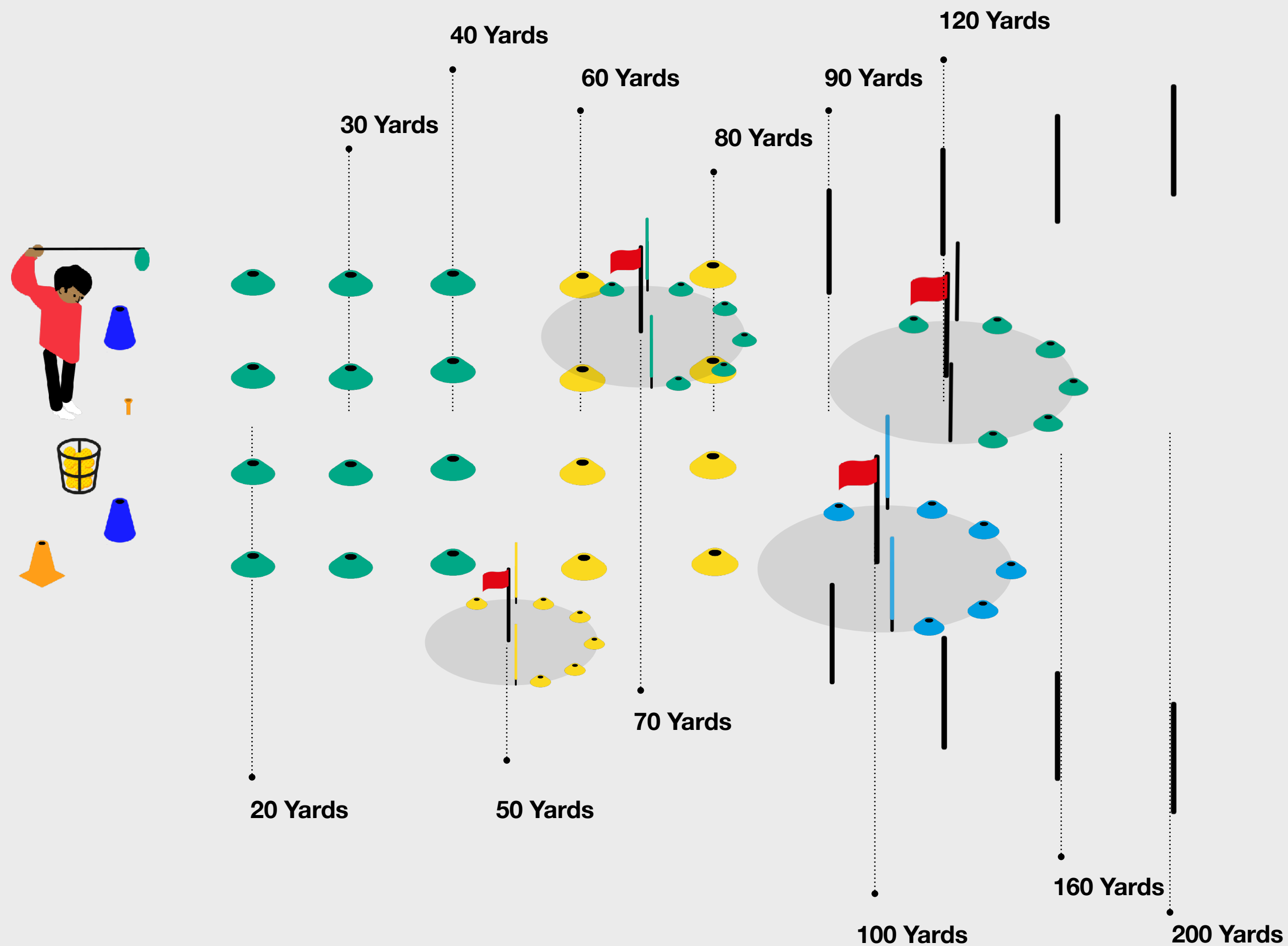
- Station 1 is the **Challenge Station**. This is where the child, under the supervision of the coach, can attempt the Mastering the Game Challenge to achieve their Achiever Sticker and work towards their pins and hats
- Station 2 is the **Practice Station** with a single hitting bay. It is at this station the child can develop their fundamentals under guidance from the coach, away from any form of game or competitive play. Those in the Practice Station rotate with their partner in the Challenge Station
- Stations 3 and 4 are **Game Stations**. At these stations the children play in pairs or play the games independently with occasional supervision from the coach
- Children should play in pairs, with stations 1 and 2 being a pair, another pair at station 3 and the last pair at station 4
- Children should rotate around the stations, with each pair spending approximately **10 minutes** to spend at each station. Each child should get an opportunity at each station during the class
- At the end of the session, the coach can get the children together to play one of the games as a group. This will add a competitive and social element to the class
- Safety is your top priority when running your class, please remember to;
  - Add your orange safety cones behind each station to identify to the juniors where they are required to stand when not hitting
  - Dividers should be used to identify the hitting stations
  - Baskets should be placed to the side of the golfers and behind the hitting area
  - Juniors should never go in front of the hitting stations to collect a golf ball or golf club
  - Juniors should always exit the hitting stations from the rear by crossing the orange safety cones



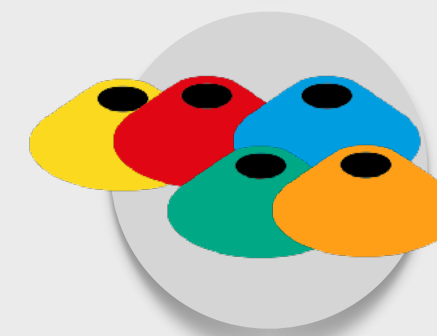
## Swing Challenges

The graphic below provides an example of how each of the challenges connect together when laid out on your practice area.

Please find below a list of the recommended equipment you require for these challenges:



Safety Cones



Mixed Coloured Cones

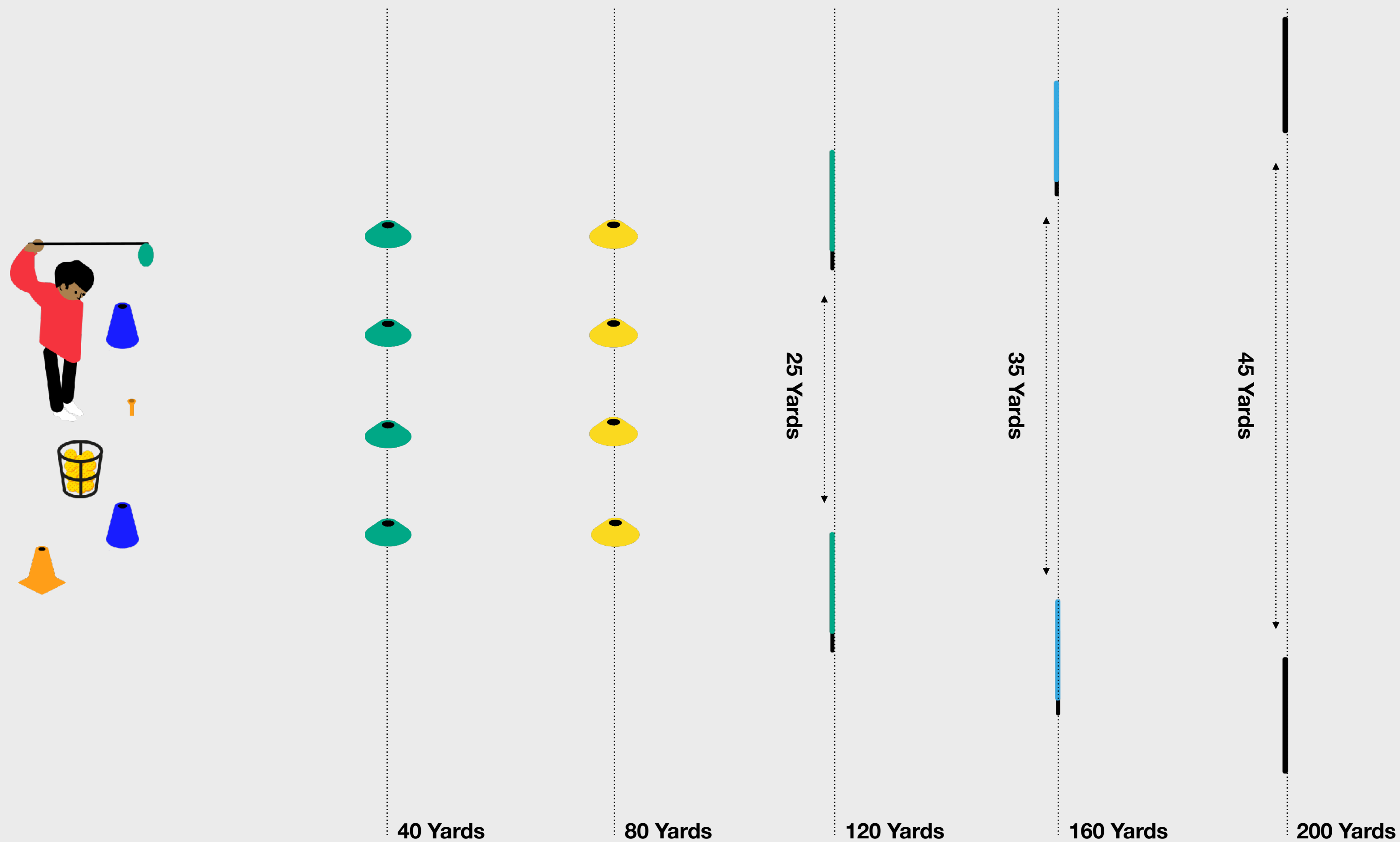


16 Alignment Sticks



6 Foam Noodles

# Driver Challenge Setup



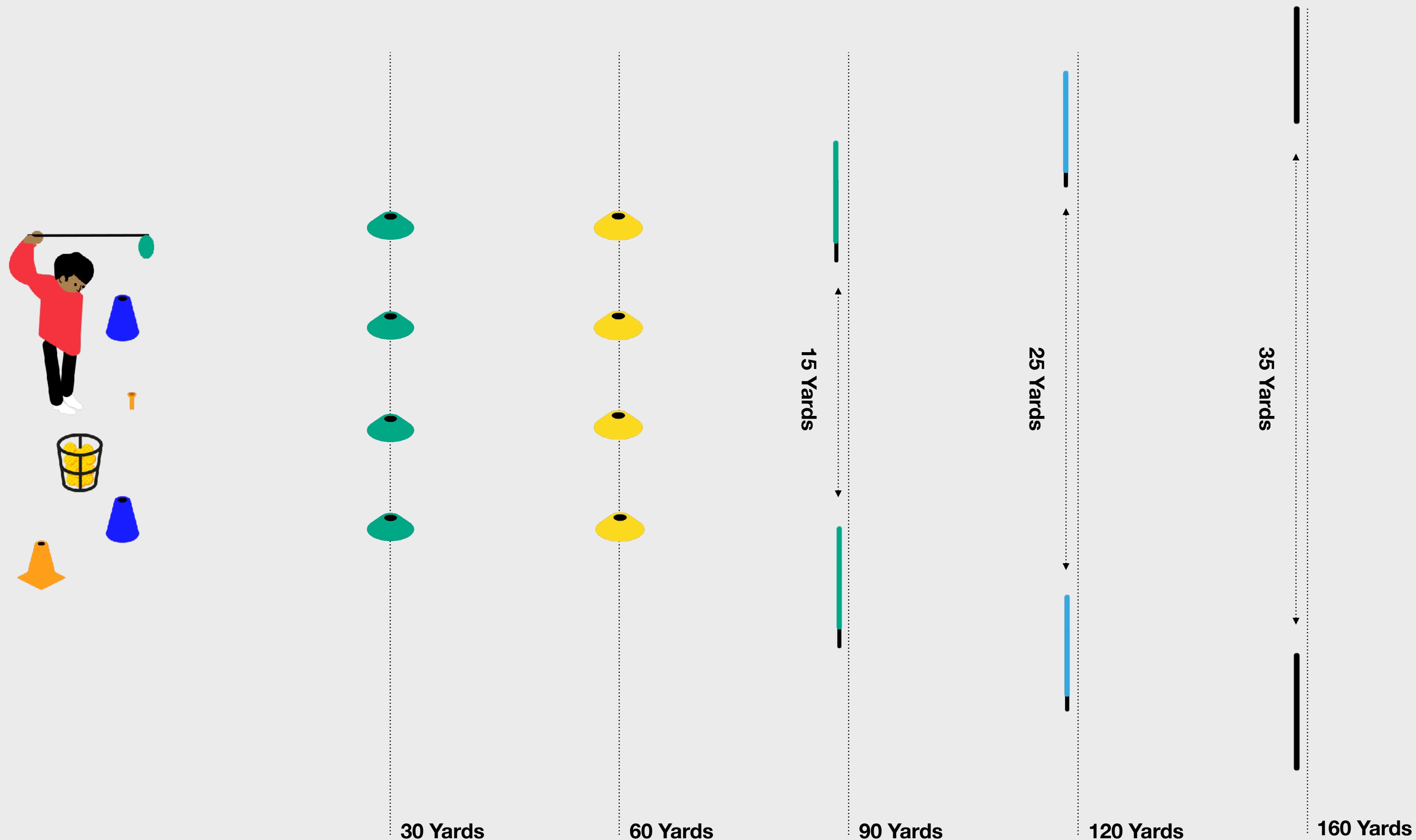
## Equipment Needed

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- Coloured cones to mark out the carry lines
- Alignment Sticks with foam noodles to mark the target gates

## Setting out the Challenge

- Use the cones to mark out the carry distance lines for the level 2 and 3 challenges
- Alignment sticks with foam noodles should be used to measure the gates for the level 4-6 challenges at the target distances and widths
- Set out all the markers to enable every child to attempt their challenges in the class

# Fairway Woods Challenge Setup



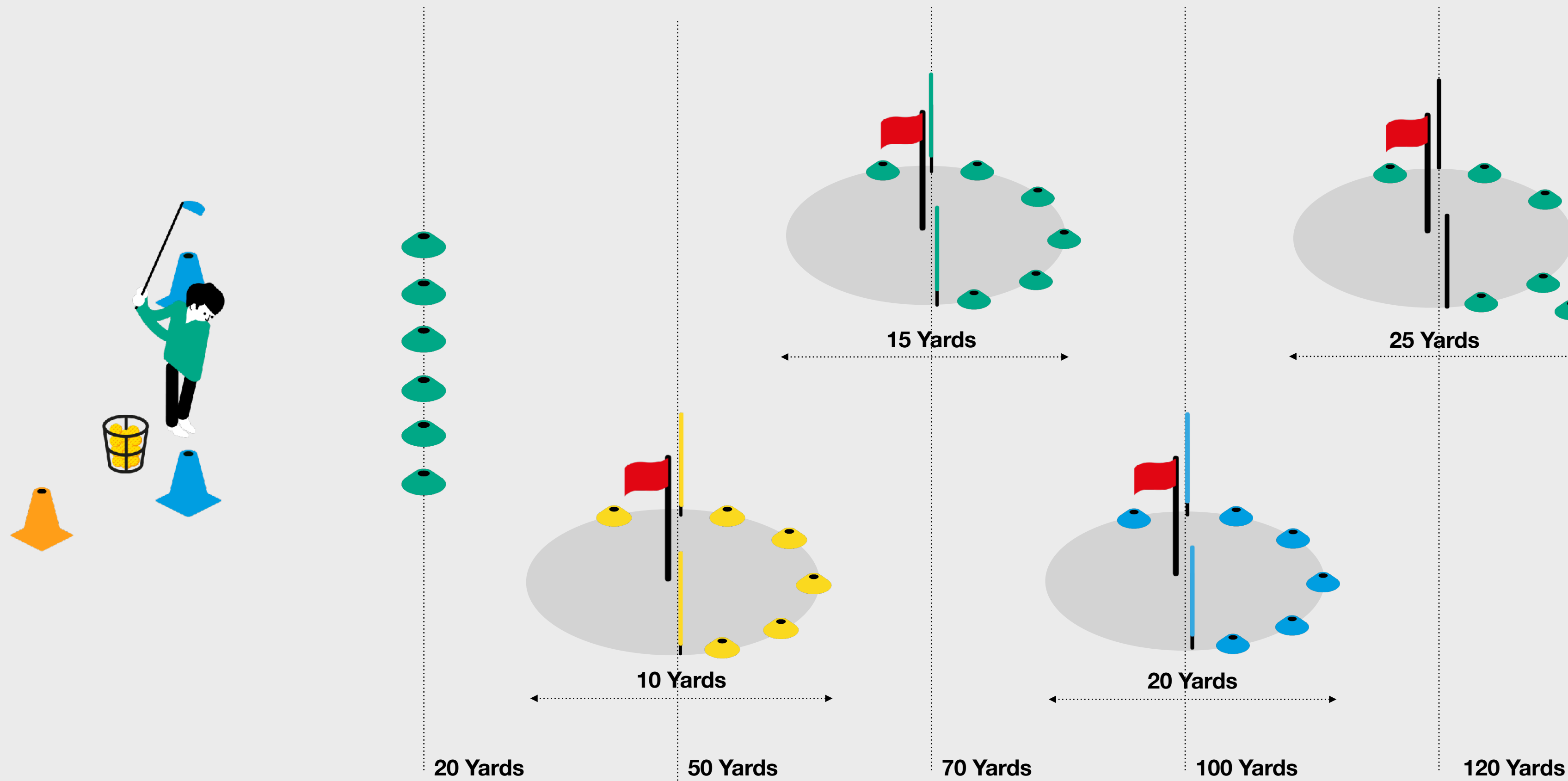
## Equipment Needed

- Orange safety cones for a safety line
- Marker cones to represent the tee markers at the challenge station
- Coloured cones to mark out the carry lines for the level 2 and 3 challenges
- Alignment Sticks with a foam noodle on top to mark out the target gates

## Setting out the Challenge

- Use cones to mark out the carry distance lines for the level 2 and 3 challenges
- Alignment sticks with foam noodles should be used to measure the gates for the level 4-6 challenges at the target distances and widths
- Set out all the markers to enable every child to attempt their challenges in the class

# Irons Challenge Setup



## Equipment Needed

- Orange safety cones for a safety line
- Cones to mark out the necessary hitting stations
- Cones to mark the target zones if foam noodles aren't available
- Alignment Sticks
- Flag (if available)
- Foam Noodles

## Setting out the Challenge

- Foam Noodles placed onto the alignment sticks should be used to mark the perimeter of the target zones either side of the flag
- Alignment sticks should be used to mark the target when a flag isn't possible
- Green Cones should be used to mark the target lines for the level 2 challenge
- Set out all the markers to enable every child to attempt their challenges in the class



# On the Green Challenges Setup

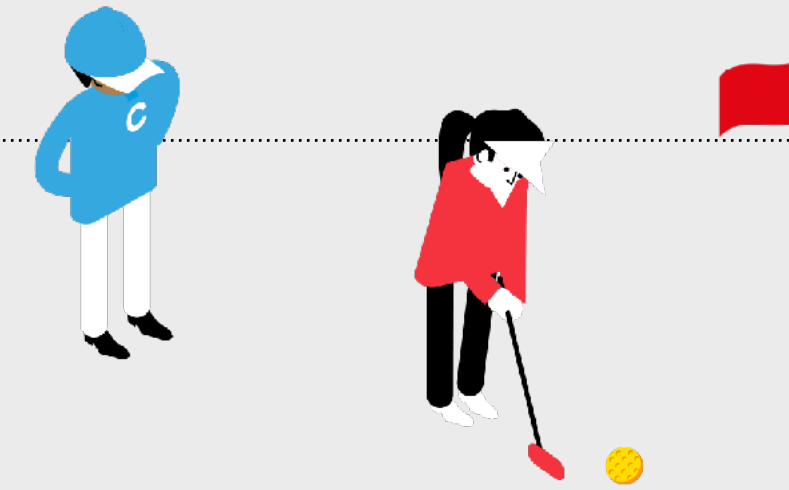


# Class Layout & Setup

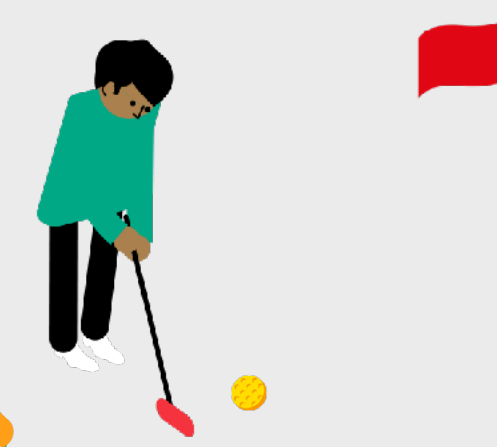
The graphic opposite provides an example image of how we suggest you layout your class so that the learning outcomes and activities can be delivered in a safe, fun and engaging manner. We suggest running the class as follows:

- Station 1 is the **Challenge Station**. This is where the child, under the supervision of the coach, can attempt the Mastering the Game Challenge to achieve their Achiever Sticker and work towards their pins and hats
- Station 2 is the **Practice Station** with a single hitting bay. It is at this station the child can develop their fundamentals under guidance from the coach, away from any form of game or competitive play. Those in the Practice Station rotate with their partner in the Challenge Station
- Stations 3 and 4 are **Game Stations**. At these stations the children play in pairs or play the games independently with occasional supervision from the coach
- Children should play in pairs, with stations 1 and 2 being a pair, another pair at station 3 and the last pair at station 4
- Children should rotate around the stations, with each pair spending approximately **10 minutes** to spend at each station. Each child should get an opportunity at each station during the class
- At the end of the session, the coach can get the children together to play one of the games as a group. This will add a competitive and social element to the class
- Safety is your top priority when running your class, please remember to;
  - Add your orange safety cones behind each station to identify to the juniors where they are required to stand when not putting within a station
  - Players not putting from within their station should place the putter on the ground
  - Only one golf ball is required for each junior

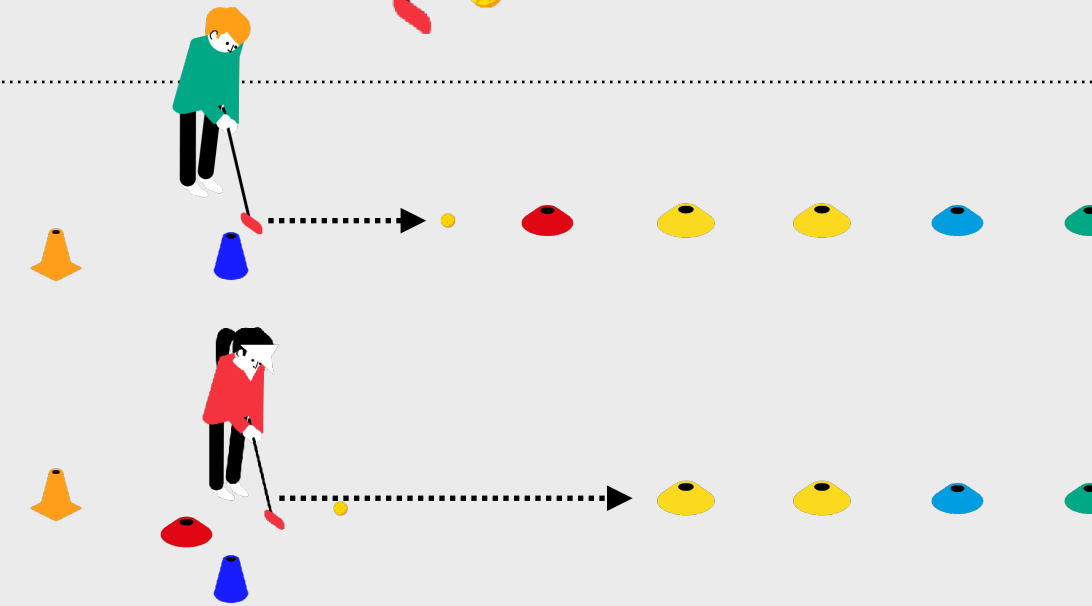
## Station 1: Long Putts Challenge



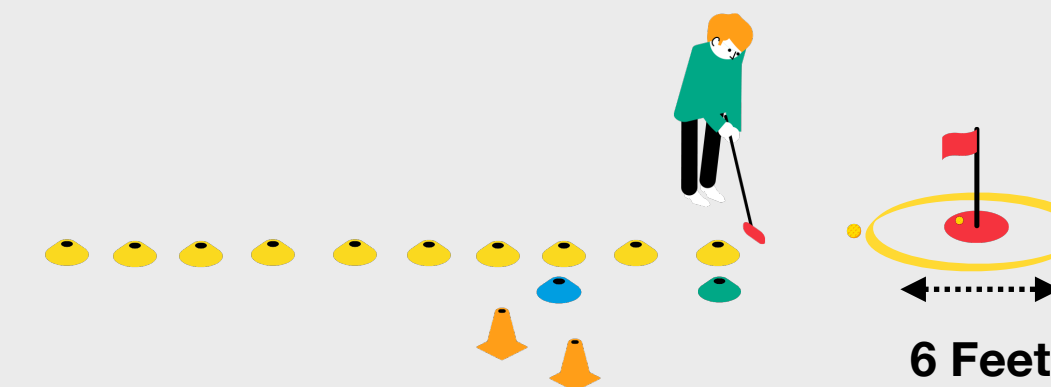
## Station 2: Practice Station



## Station 3: Domino Race



## Station 4: Kentucky Derby



1

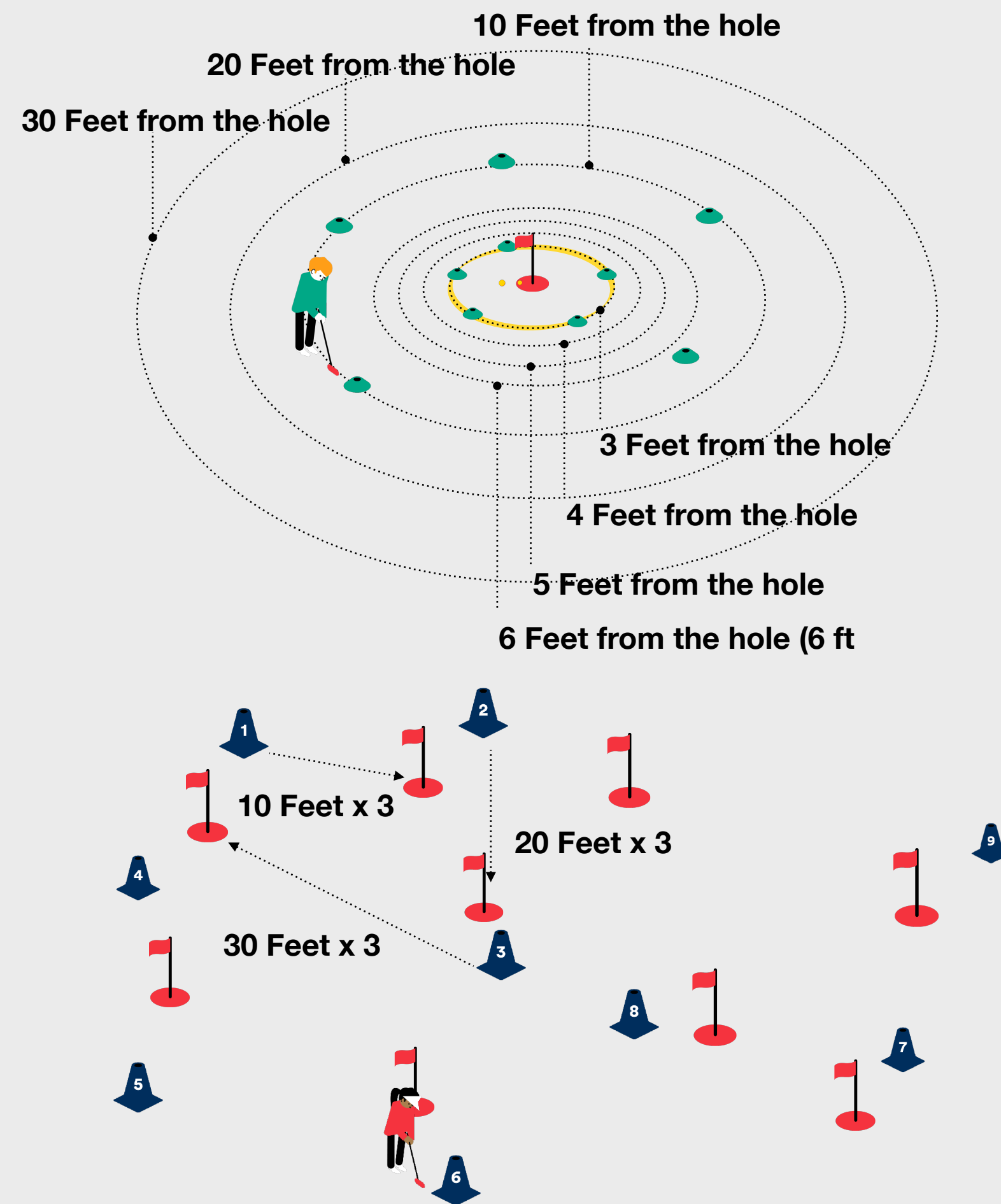
2

3

4

# On the Green Challenges

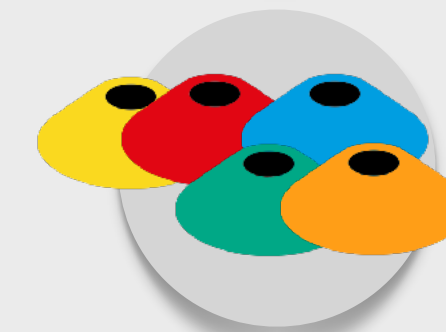
The graphic below provides an example of how each of the challenges connect together when laid out on your putting green:



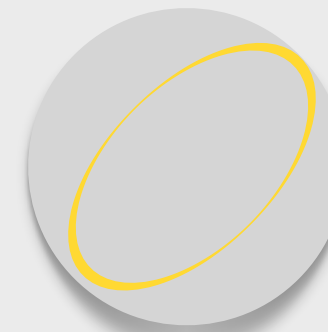
Please find below a list of the equipment you require for these challenges:



**Numbered Putting Cones**



**Mixed Coloured Cones**

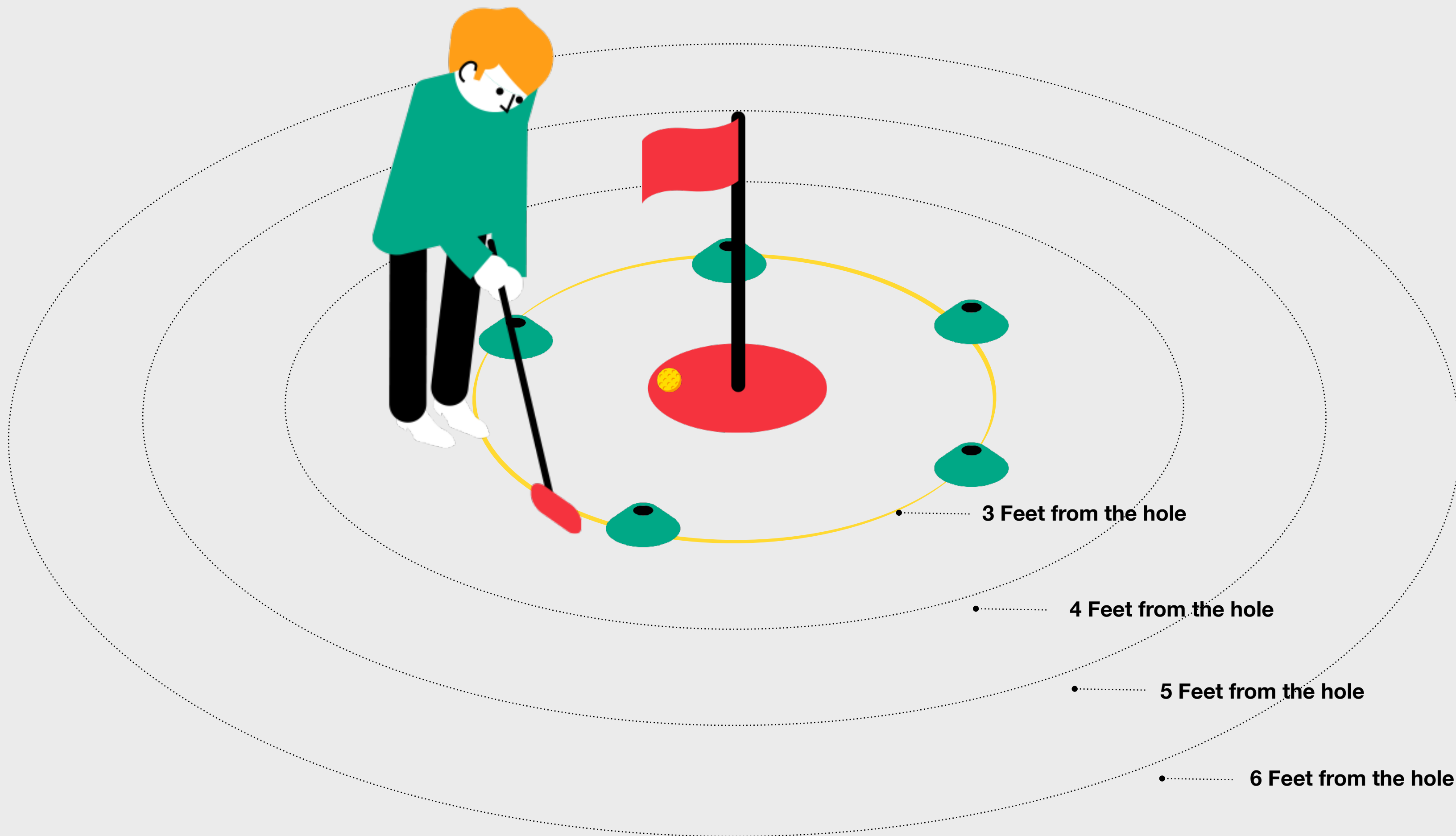


**6 ft diameter hoop**



**Tee Pegs**

# Short Putts Challenges



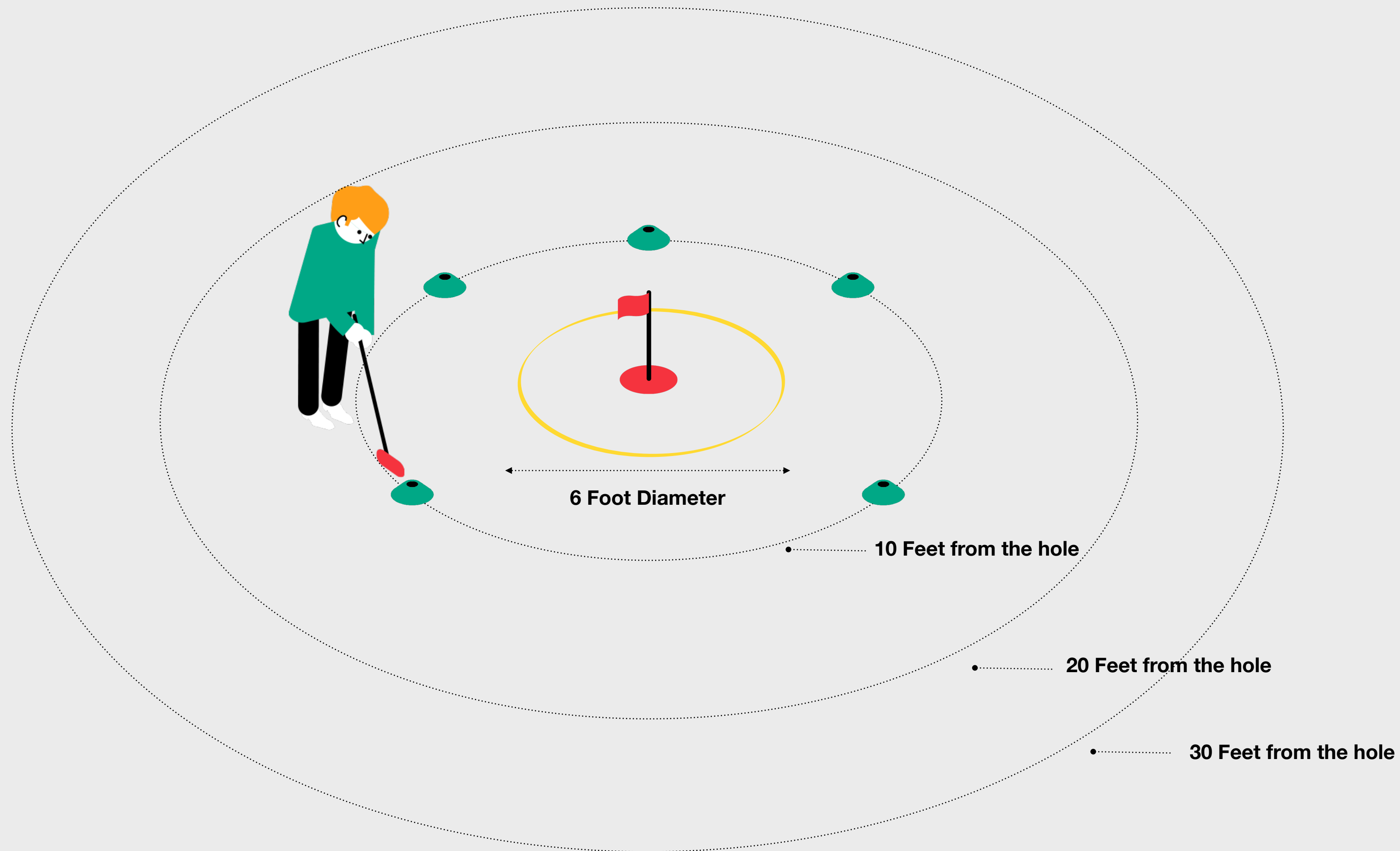
## Setting out the Challenge

- A hole should be selected on the putting green on an average sloped surface
- The 6 foot diameter ring from your equipment bag can be used to mark the 3 foot distance
- 5 tee pegs should be placed around the hole at 3 feet, 4 feet, 5 feet and 6 feet. Cones have been used in the graphic opposite to represent these positions for the 3 foot circle
- Children can attempt the challenge depending on their progression level

## Equipment Required

- 1 hole on the green
- 20 x tee pegs to mark the 5 starting positions at 3 feet, 4 feet, 5 feet & 6 feet

# Long Putts Challenge Setup



## Setting out the Challenge

- A hole should be selected on the putting green on an average sloped surface
- A 6 foot diameter circle should be made around the hole using the target circle from your equipment bag
- 5 Positions should be marked on the green at 10 feet from the hole
- The 5 distances at 20 feet and 30 feet should be placed by the player using the 10-foot markers as a guide when attempting the challenge

## Equipment Required

- 1 hole on the green
- 5 x tee pegs to mark the 5 starting positions at 10 feet
- 6 foot diameter target ring

# Scoring Challenge Setup 1

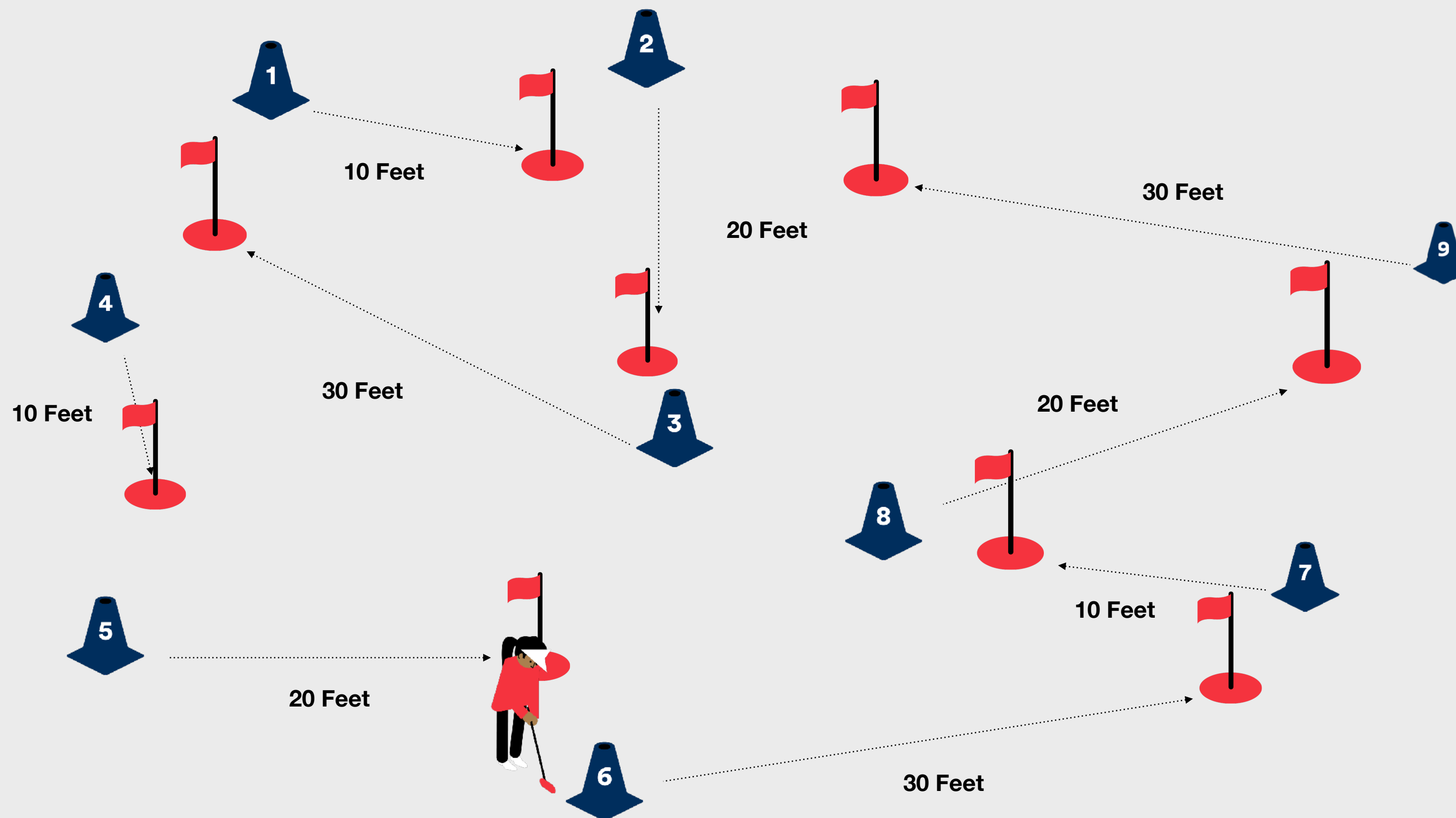


## Setting out the Challenge

- 9 holes should be selected on the putting green on an average sloped surface
- 3 cones are placed opposite 3 holes at 10 feet, 3 cones at 20 feet and 3 cones at 30 feet
- You can use your string to clearly define each putting hole
- Children can attempt the challenge depending on the progression level they are on by playing the required number of holes and distances

## Equipment Required

- 9 holes on the green
- 9 numbered starting cones
- String
- Scorecard and pencil



# Scoring Challenge Setup 2

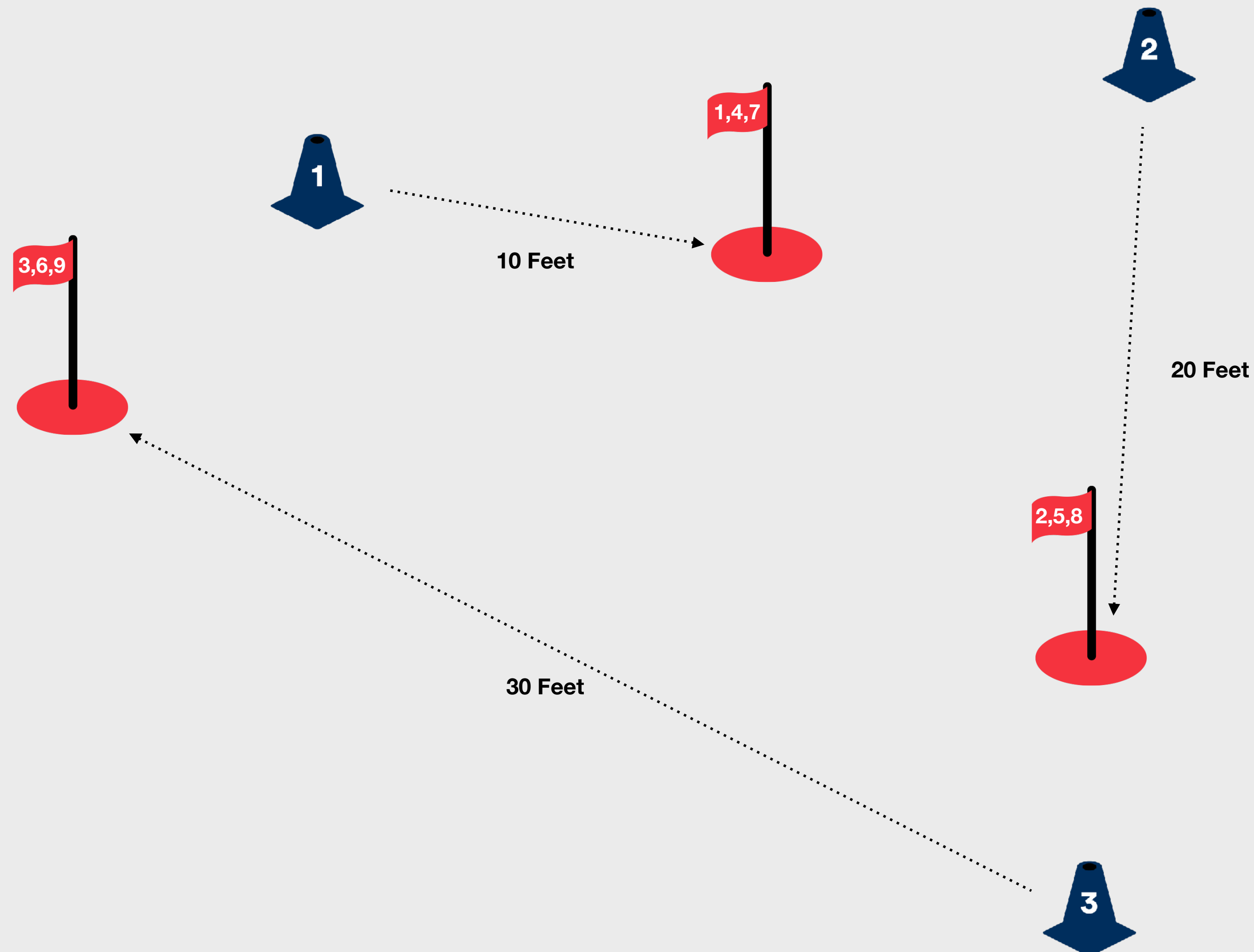


## Setting out the Challenge

- 3 holes should be selected on the putting green on an average sloped surface
- 1 cone is placed opposite a hole at 10 feet, another at 20 feet and a third at 30 feet from the hole, to represent the tee marker
- You can use your string to clearly define each putting hole
- Children can attempt the challenge depending on the progression level by playing each distance hole multiple times

## Equipment Required

- 3 holes on the green
- 3 numbered starting cones
- Scorecard and pencil
- String



# Around the Green Challenges Setup

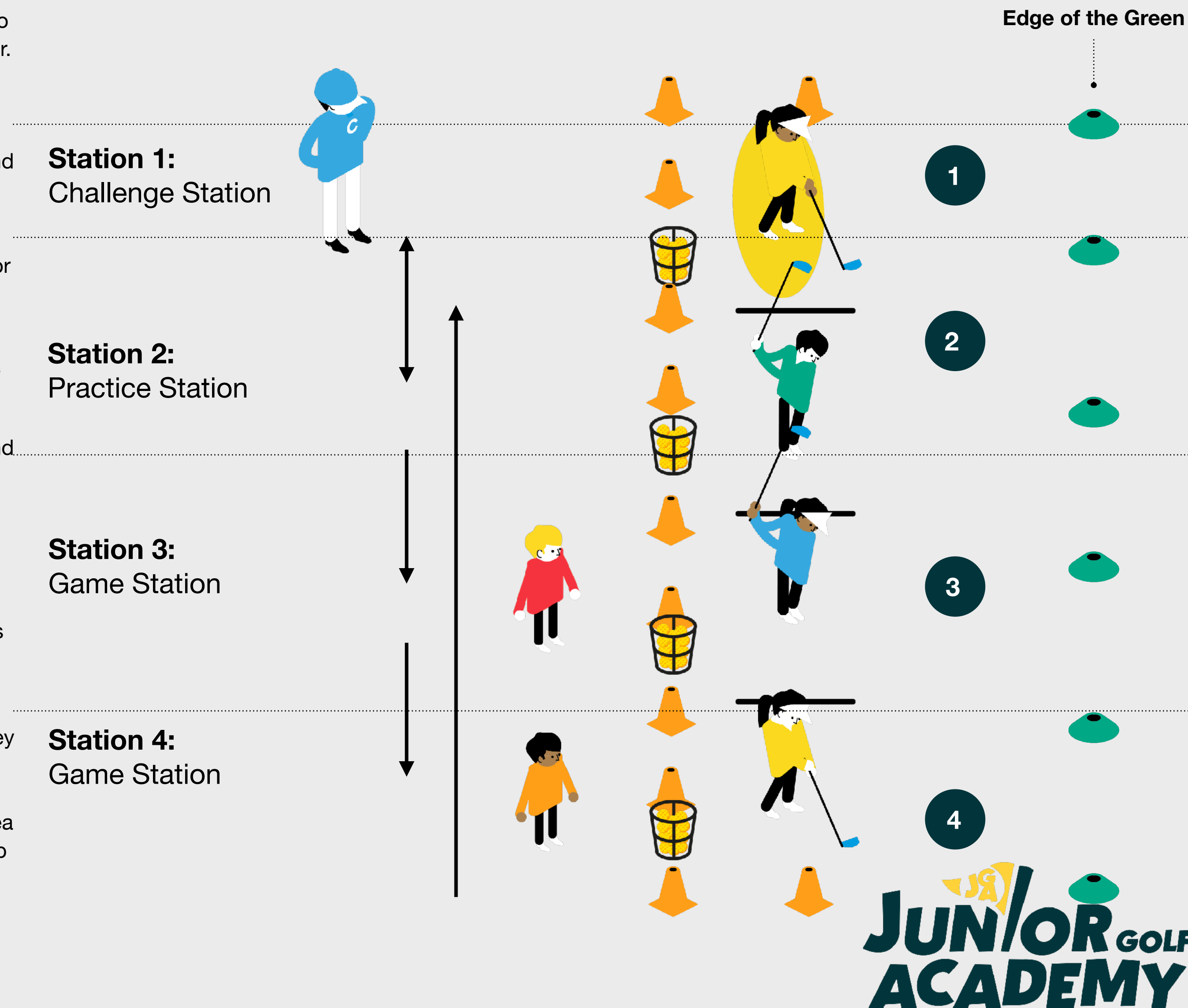




# Class Layout & Setup

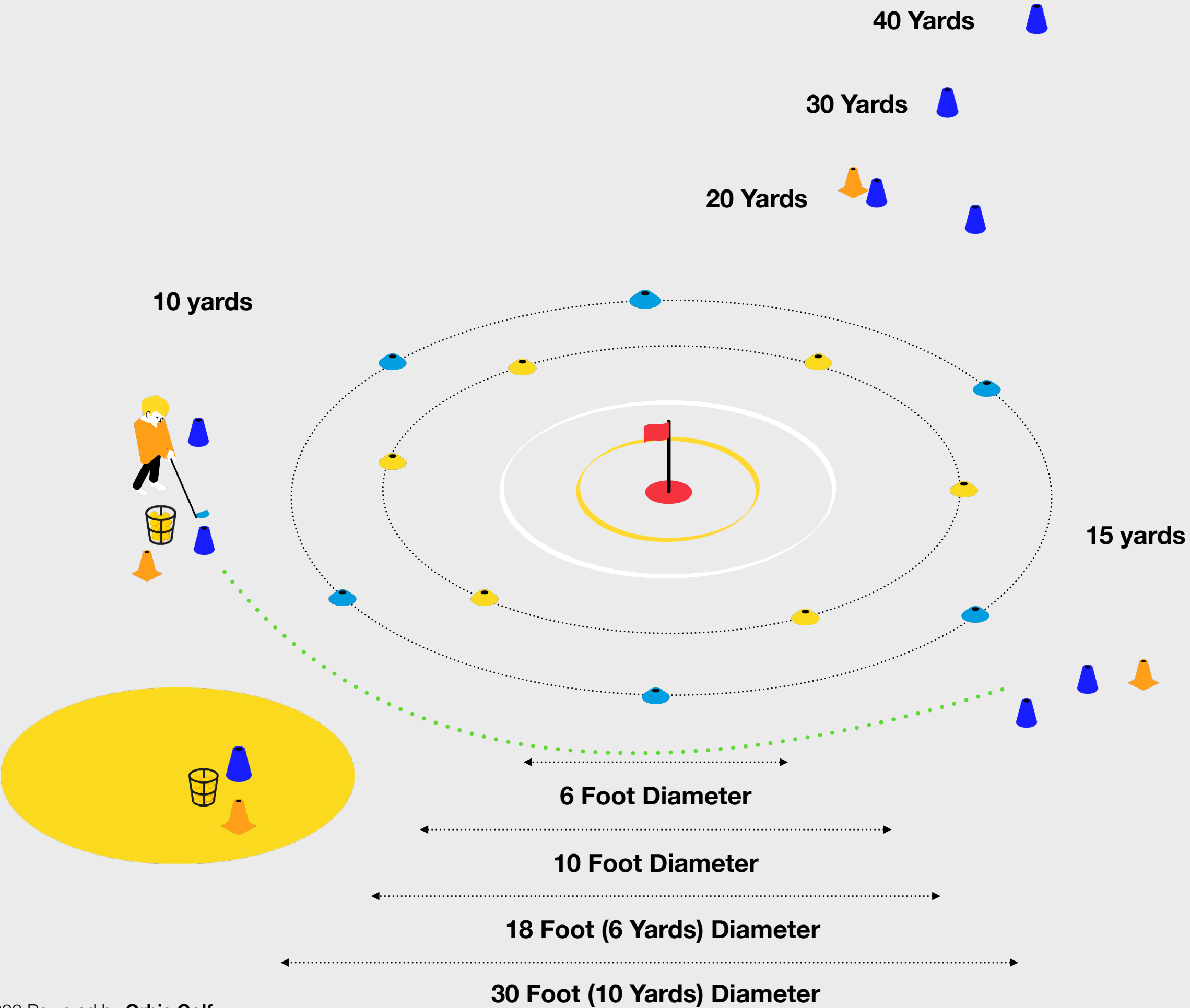
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- Children should play in pairs, with stations 1 and 2 being a pair, another pair at station 3 and the last pair at station 4
- Children should rotate around the stations, with each pair spending approximately **10 minutes** to spend at each station. Each child should get an opportunity at each station during the class
- At the end of the session, the coach can get the children together to play one of the games as a group. This will add a competitive and social element to the class
- Safety is your top priority when running your class, please remember to;
  - Add your orange safety cones behind each station to identify to the juniors where they are required to stand when not hitting from within the hitting station
  - Dividers should be used to identify to hitting stations
  - Baskets should be placed to right to the side of the golfers and behind the hitting area
  - Juniors should never go in front of the hitting stations to collect a golf ball or golf club
  - Juniors should always exit the hitting stations from the rear by crossing the orange safety cones
  - Juniors should collect the golf balls in a group with all equipment left at the stations



# Around the Green Challenges

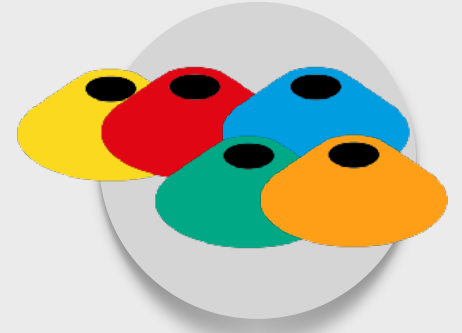
The graphic below provides an example of how each of the challenges connect together when laid out on your putting green:



Please find below a list of the equipment you require for these challenges:



Safety Cones



Mixed Coloured Cones

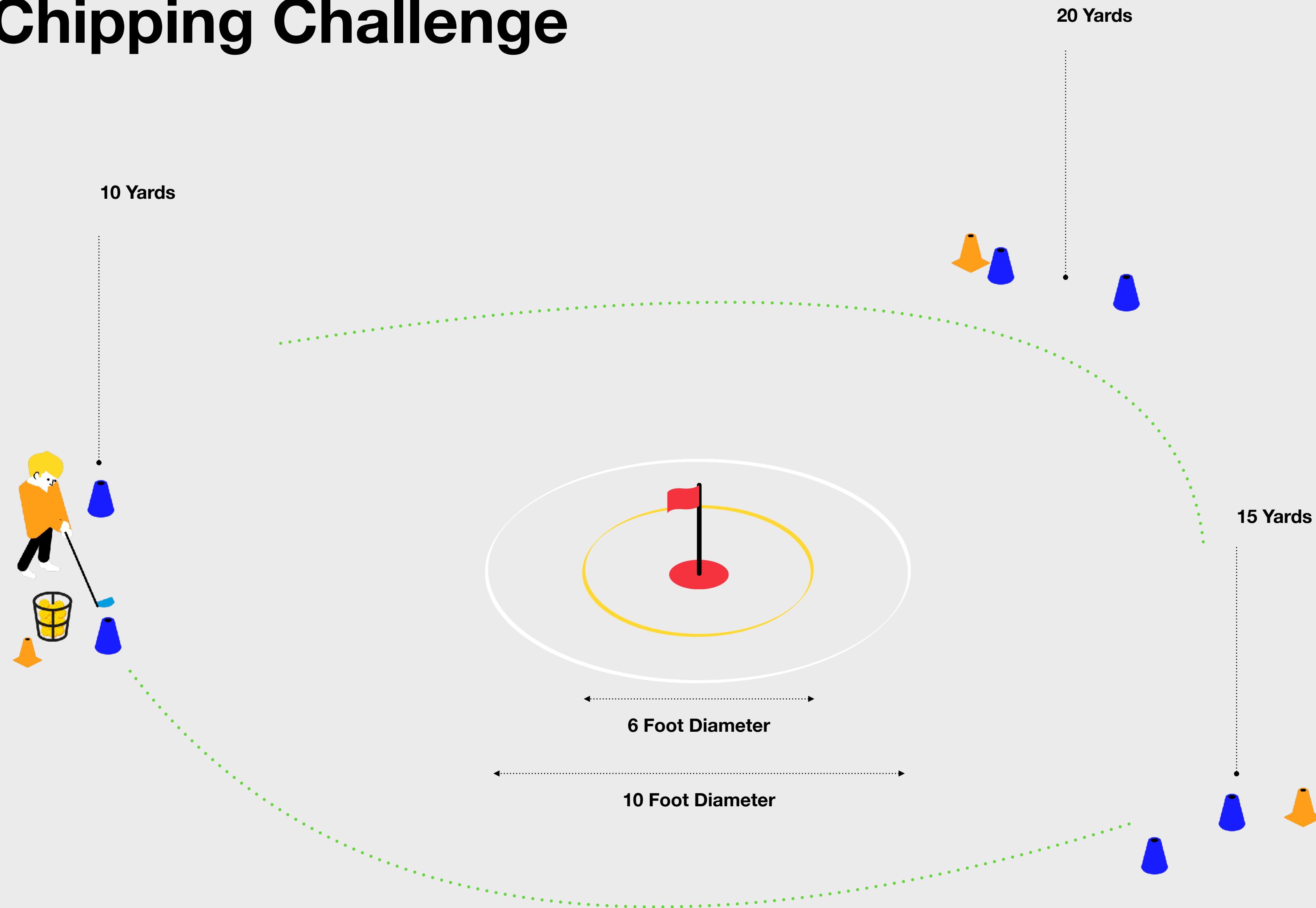


6ft & 10ft diameter



Tee Pegs

# Chipping Challenge



## Setting out the Challenge

- 1 flag should be selected on the green. Alignment sticks could be used where this isn't possible
- 2 target circles from your equipment bag are placed around the flag at the diameters in the graphic opposite
- Three starting points are positioned around the green for level 3-6 challenges
- These should offer variation and at the approximate distance indicated in the graphic

## Equipment Required

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers
- Target circles
- Flag

# Pitching Challenges



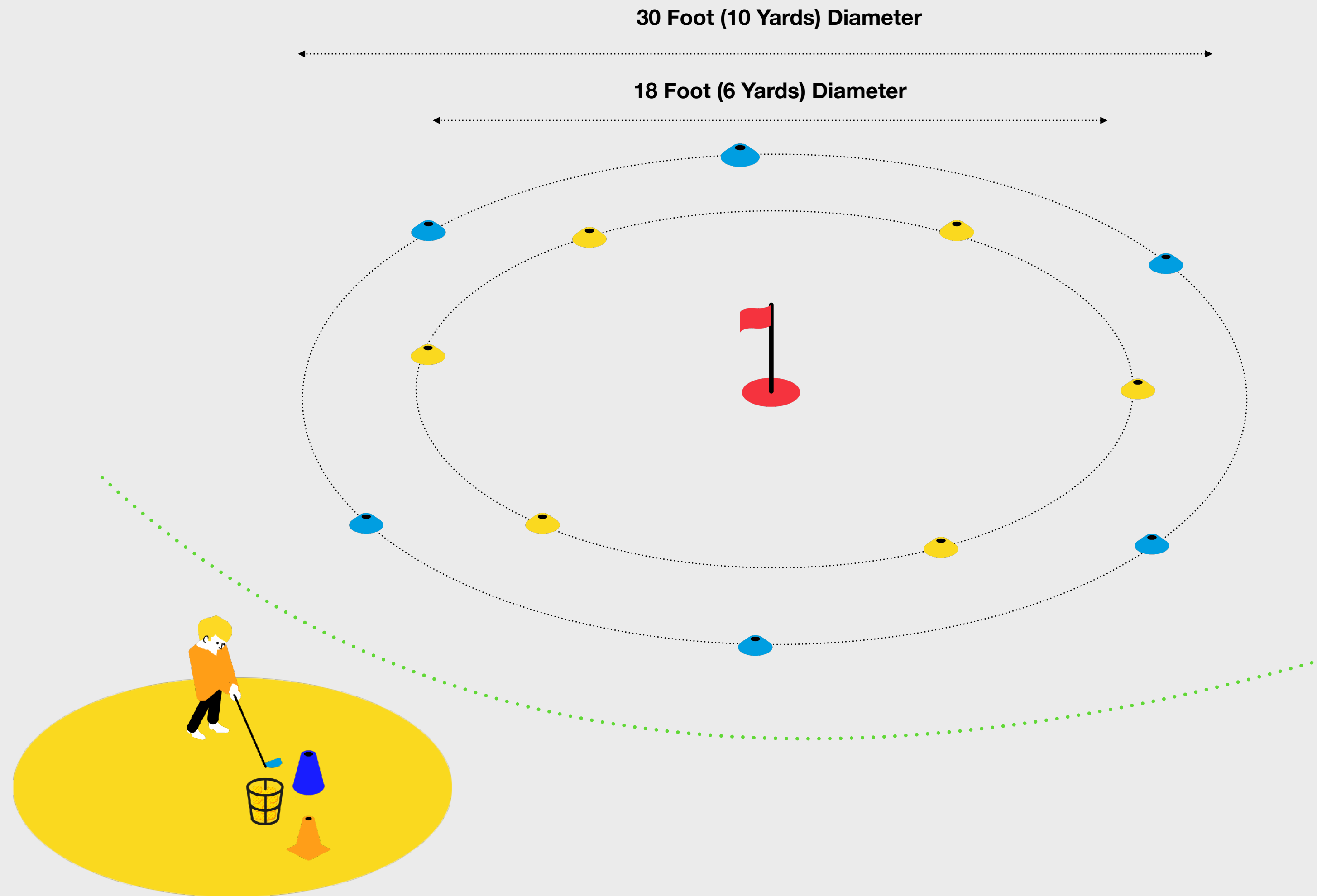
## Setting out the Challenge

- 1 flag should be selected on the green, alignment sticks could be used where this isn't possible
- 2 target circles, marked by cones, are placed around the flag or alignment stick at the diameters in the graphic opposite, 6 yards and 10 yards
- Three starting points are positioned in a row at distances of 20, 30 and 40 yards

## Equipment Required

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers
- Target circles from the equipment bag
- Cones to mark target circles
- Flag
- Alignment Sticks for a flag if this isn't possible

# Bunker Play Challenges



## Setting out the Challenge

- 1 flag should be selected on the green. Alignment sticks could be used where this isn't possible
- 2 target circles are placed around each of these targets at the diameters in the graphic opposite
- One starting position is marked in the bunker using cones

## Equipment Required

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers
- Cones to mark target circles
- Flag
- Alignment sticks for a flag if this isn't possible