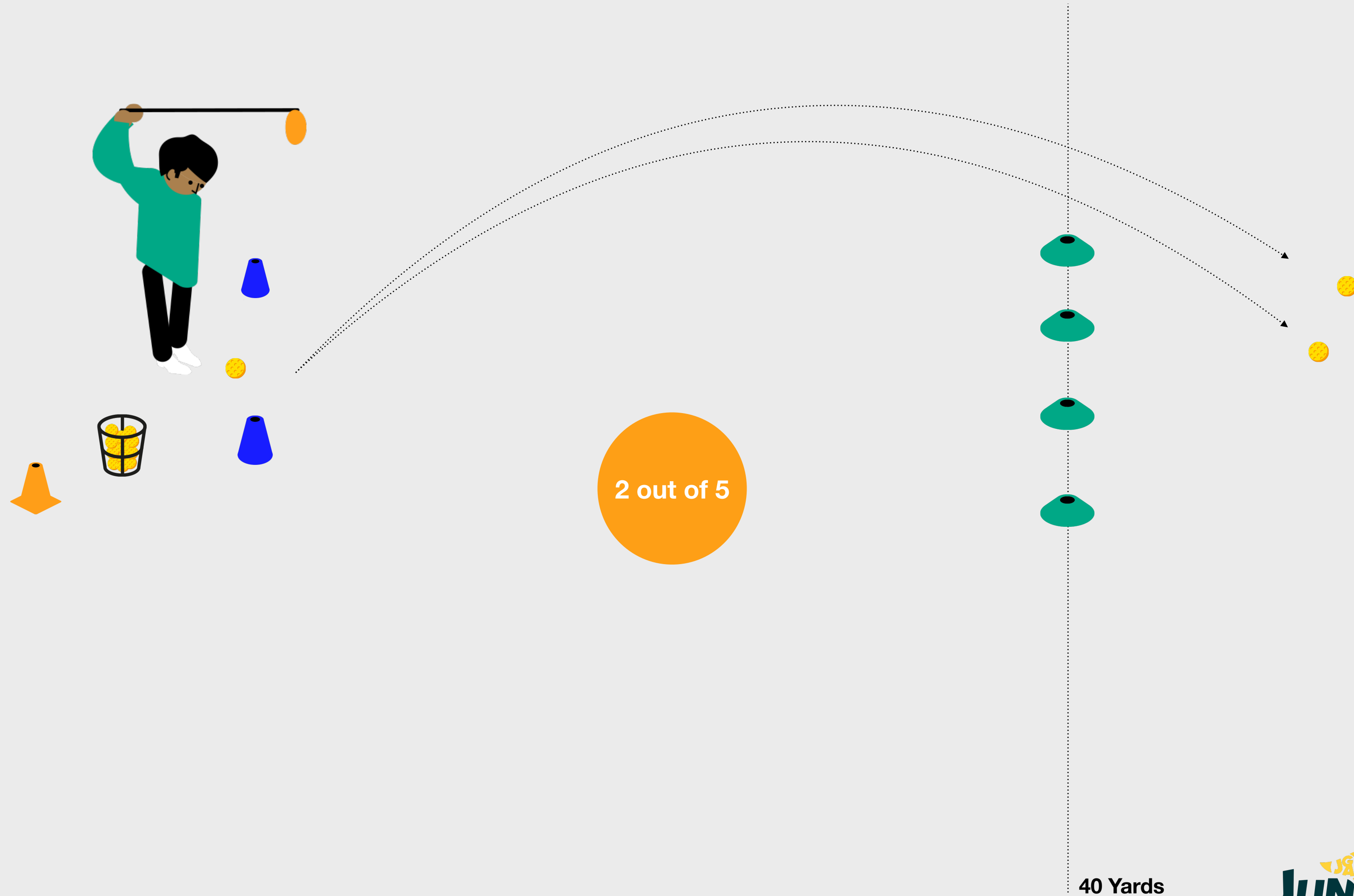


# Level 2

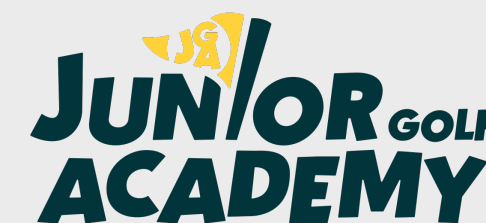


# Driver Challenge



2 out of 5

40 Yards



## The Challenge

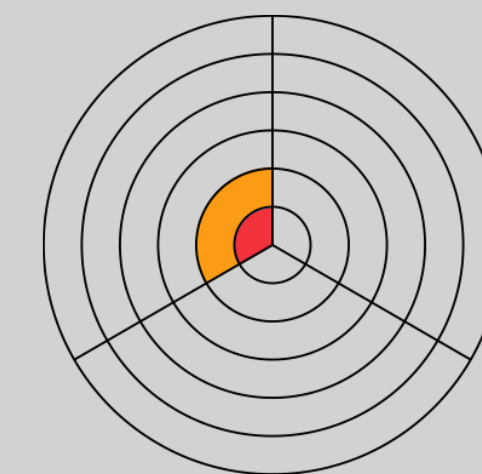
To complete the Level 2 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air, a minimum carry distance of 40 yards.

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

## What to do next?

If the child completes the challenge, they can 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.

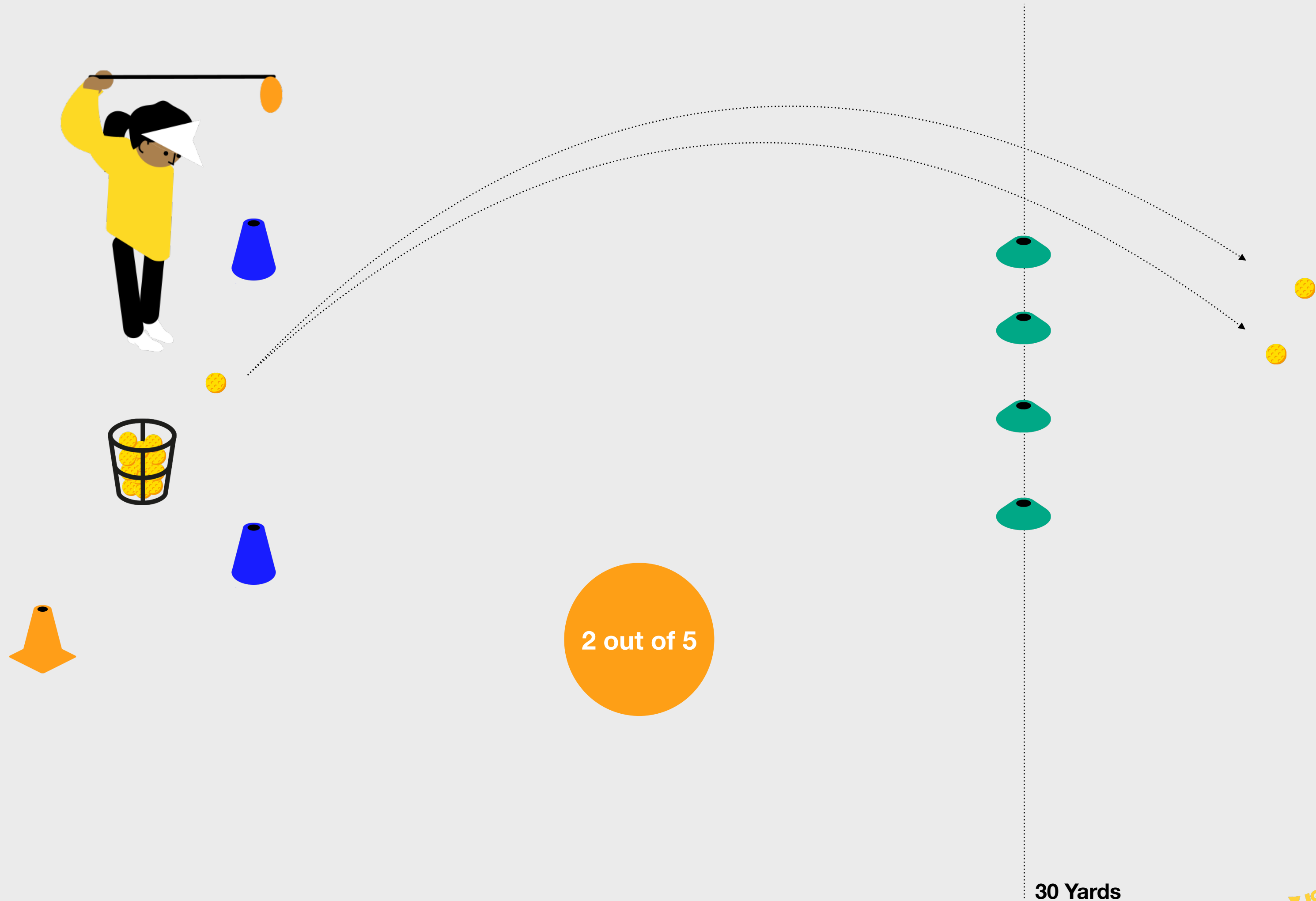
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, the challenge can be marked as complete and the virtual rewards will be issued automatically.



Driver



# Fairway Wood Challenge



2 out of 5

30 Yards



### The Challenge

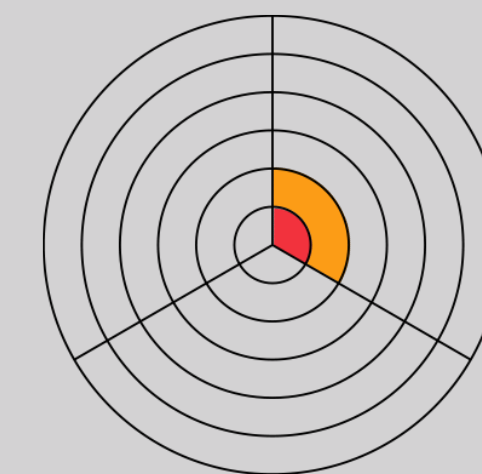
To complete the Level 2 Challenge within the Fairway Woods Skill element, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air, a minimum carry distance of 30 yards.

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

### What to do next?

If the child completes the challenge, they can 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.

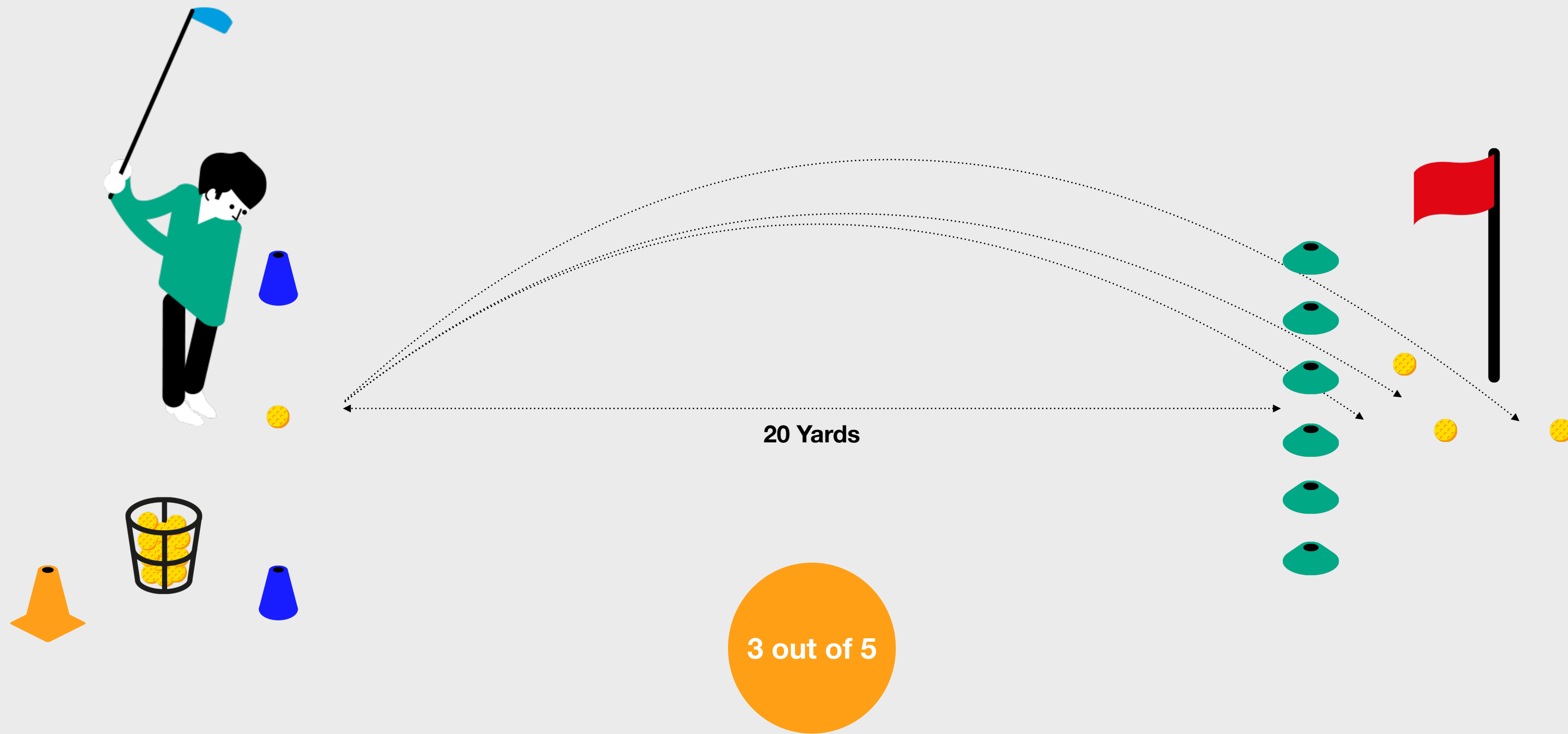


### Fairway Woods





# Iron Challenge



### The Challenge

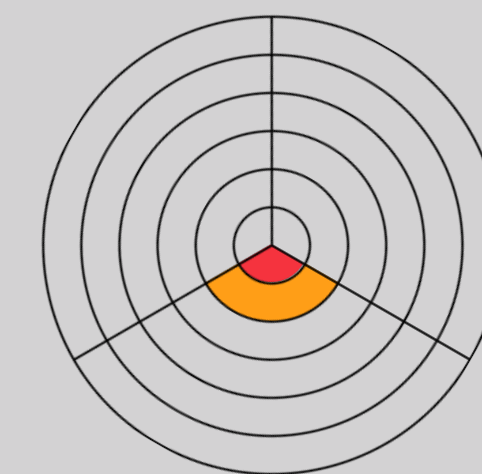
To complete the Level 2 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air, a minimum carry distance of 20 yards.

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

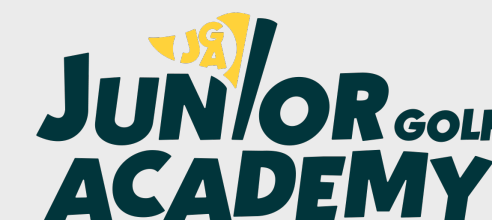
### What to do next?

If the child completes the challenge, they can 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.



Irons



## Level 2 Challenges

# Awarding a Swing 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

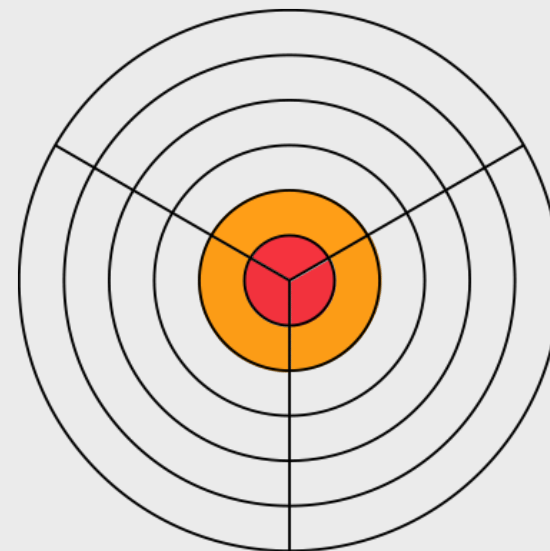
*All of the stickers have been added to the tracker sheet within the child's myJunior folder.*



**Step 2**

### Around the Green myProgress Wheel

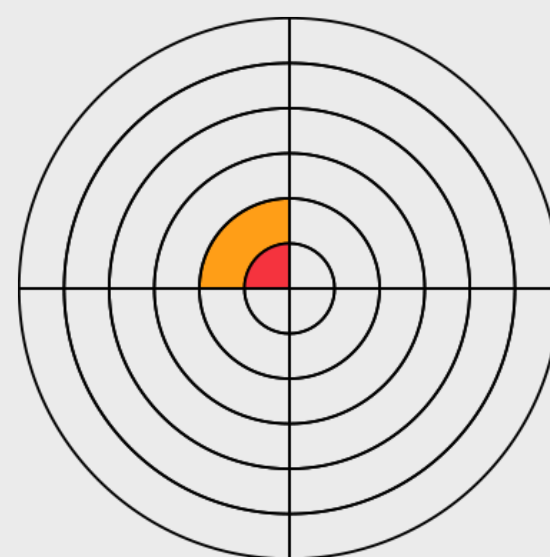
*The level 2 circle has been coloured in within the child's myJunior folder.*



**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.

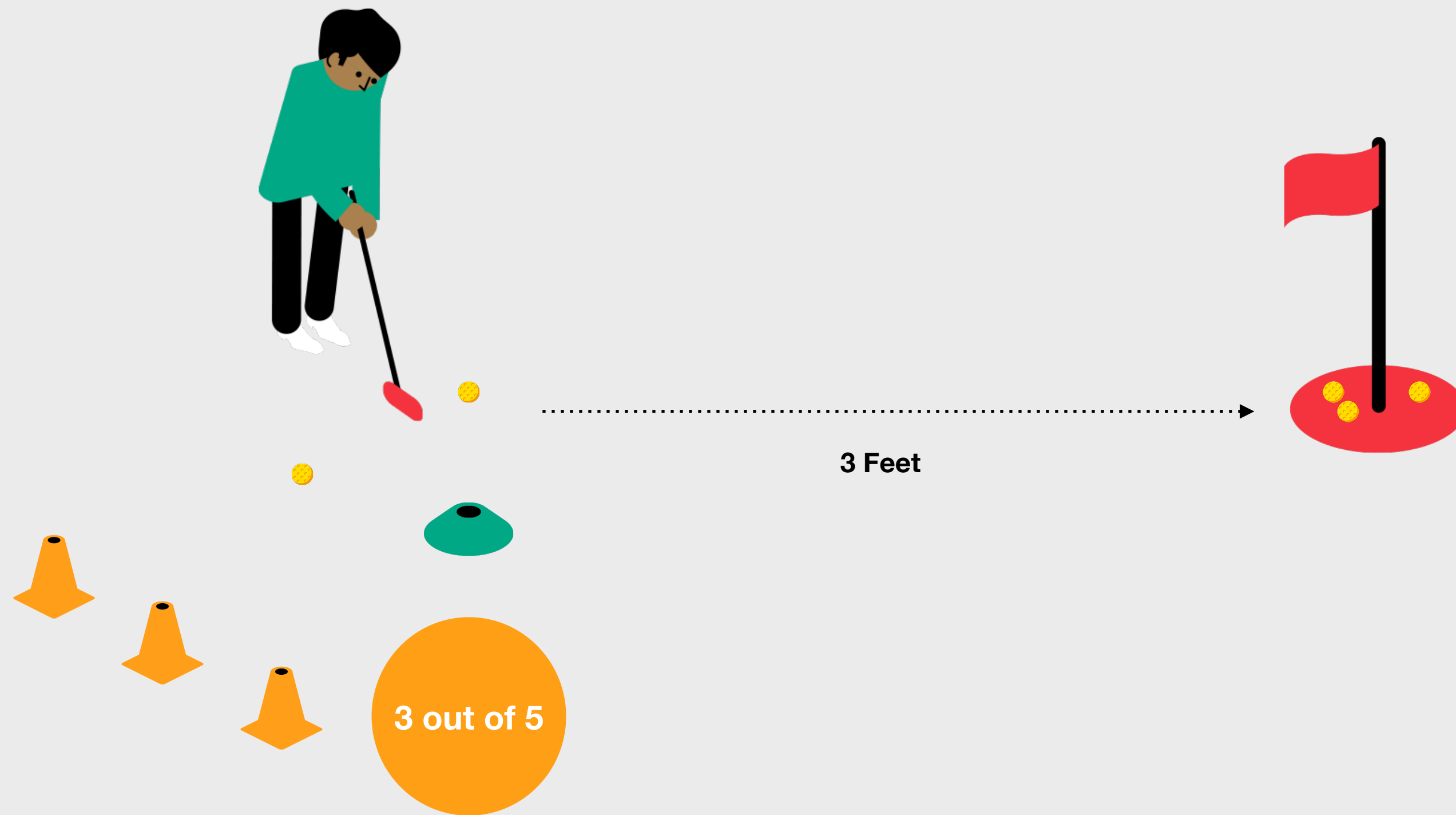


### Level 1



**JUNIOR GOLF  
ACADEMY**

# Short Putts Challenge



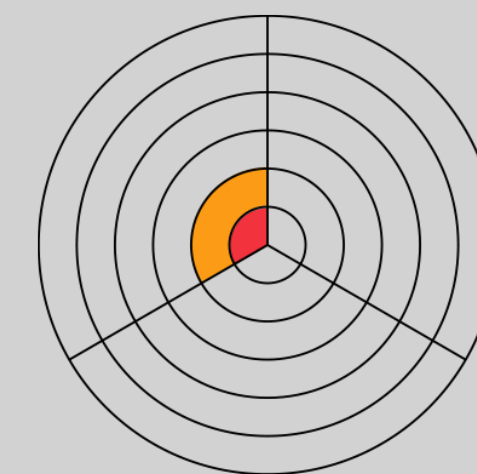
### The Challenge

To complete the Level 2 Challenge within the Short Putts skill element, the child has 5 attempts to putt 3 balls into the hole from a single position 3 feet from the hole.

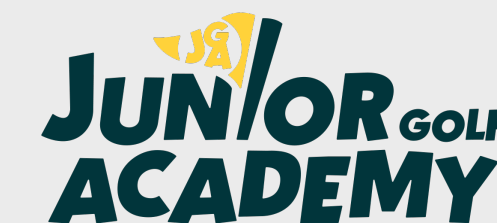
### What to do next?

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.

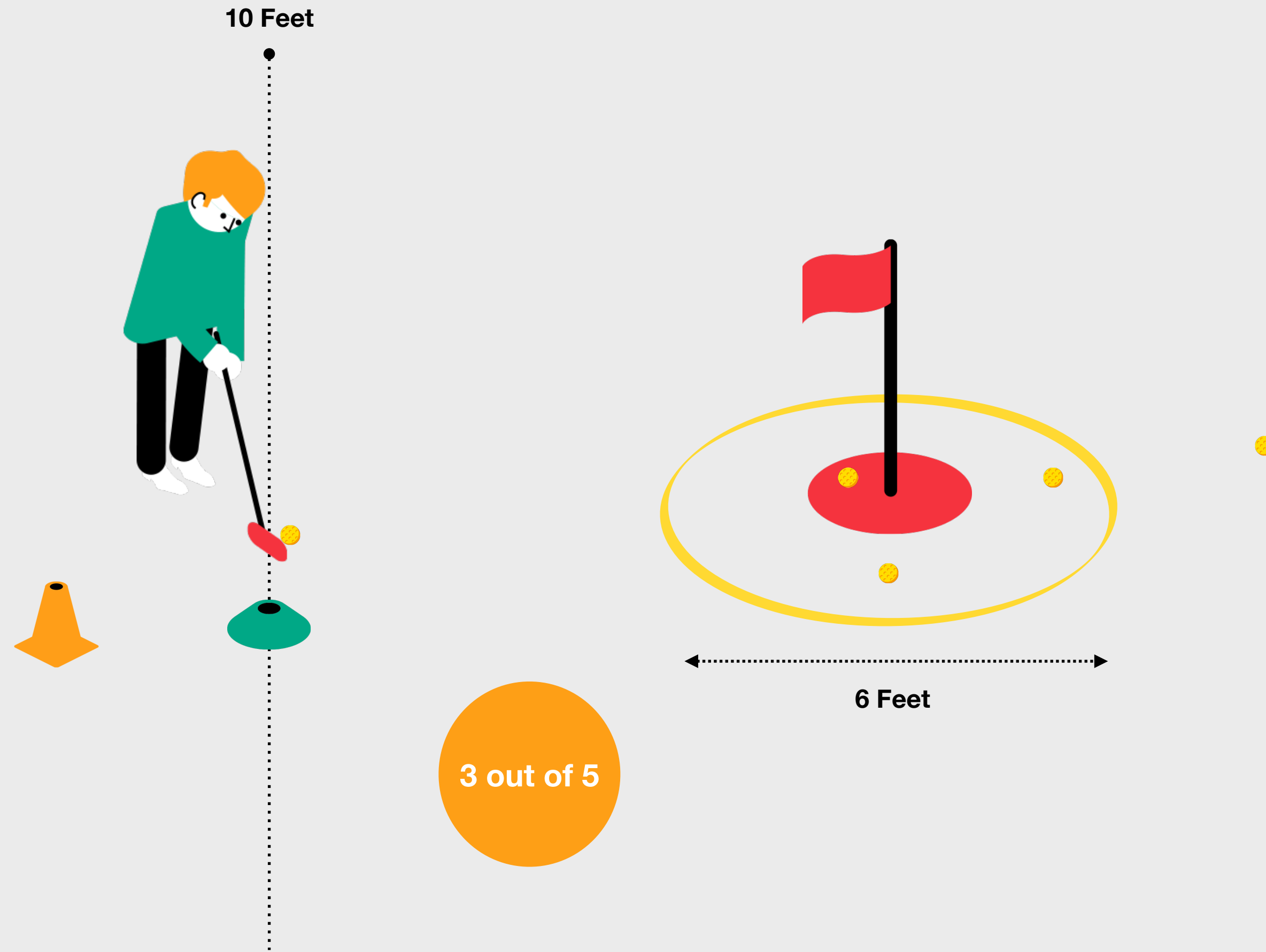
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, the challenge can be marked as complete and the virtual rewards will be issued automatically.



### Short Putts



# Long Putts Challenge



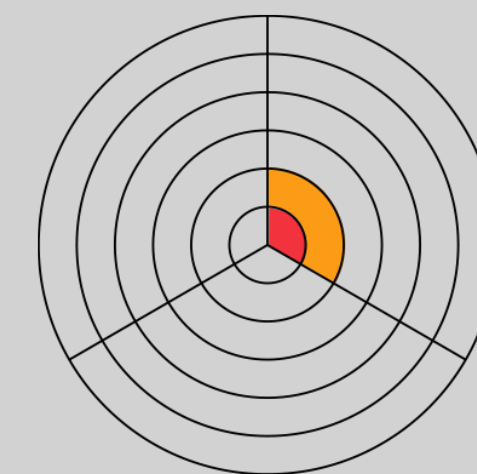
### The Challenge

To complete the Level 2 Challenge within the Long Putts skill element, the child has 5 attempts to putt 3 ball to within a 6 foot diameter circle around the hole from a single position 10 feet from the hole.

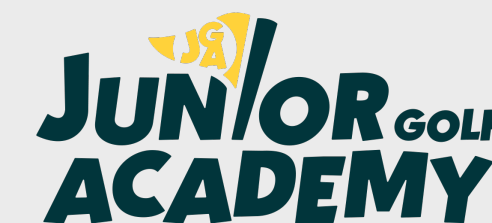
### What to do next?

If the child completes the challenge, they can colour in the specific level of correct category for *myGame Wheel* in there 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.



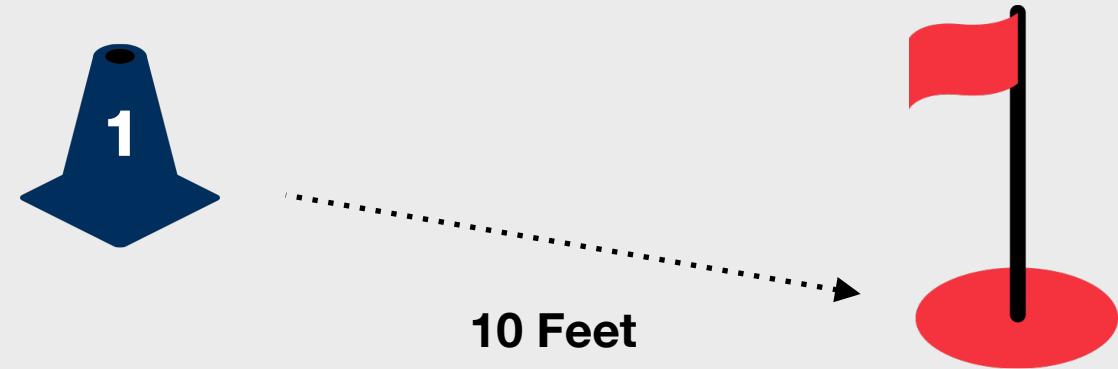
### Long Putts





# Scoring Challenge

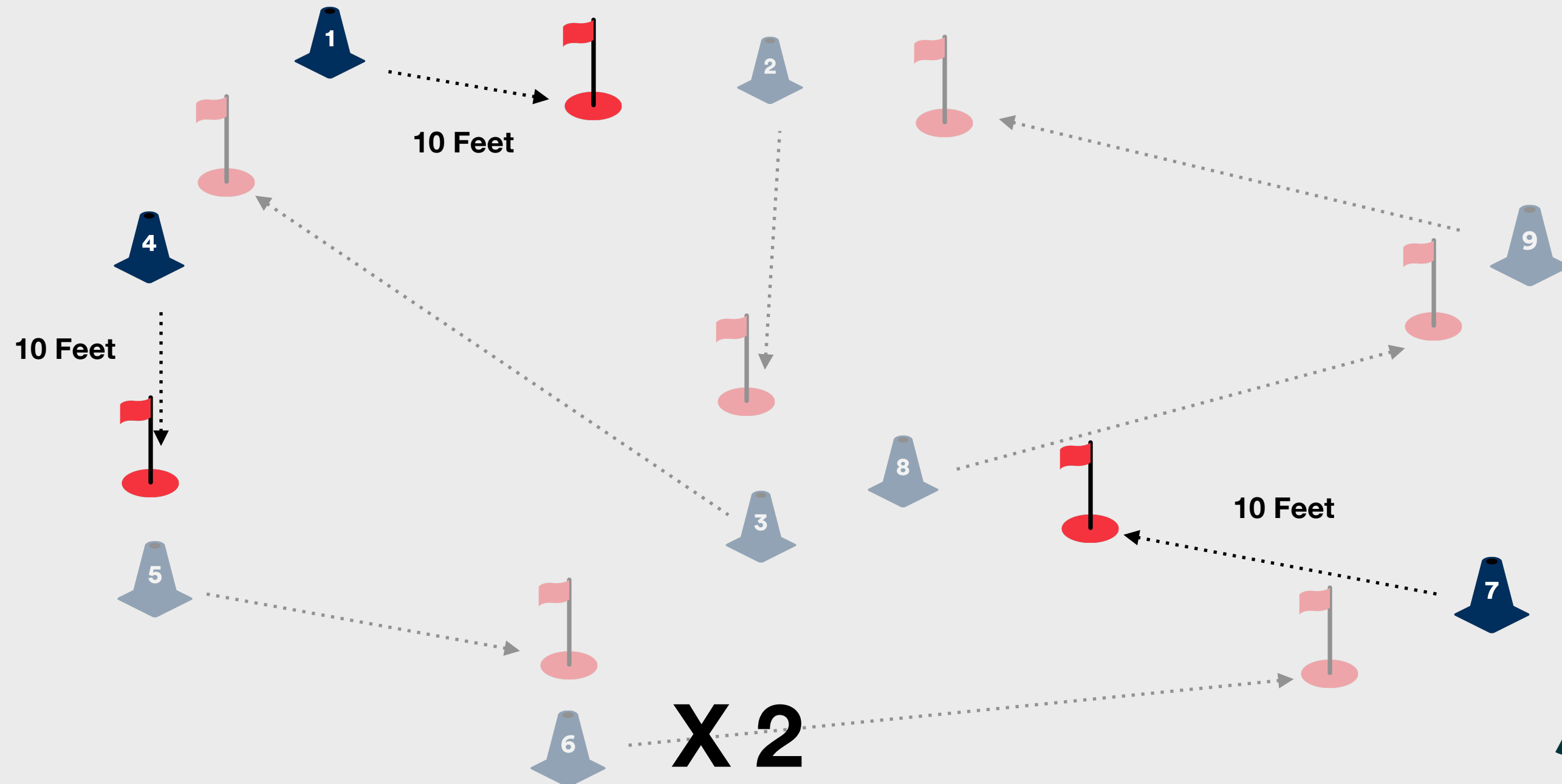
Option 1



X 6

21 putts or less

Option 2



X 2



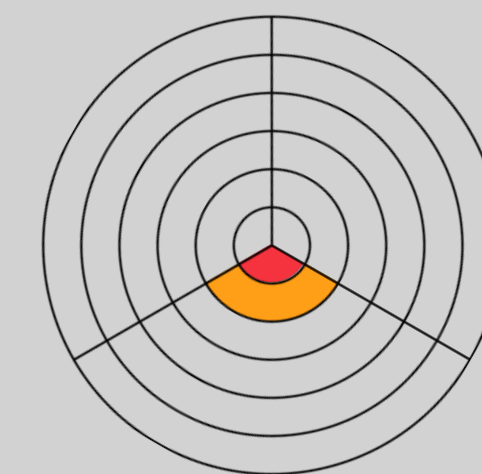
## The Challenge

To complete the Level 2 Challenge within the Scoring skill element, the child needs to score 21 putts or less over 6 holes on the putting green starting 10 feet away on each hole.

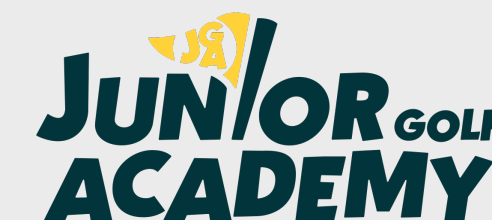
## What to do next?

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.



Scoring





# Level 2 Challenges

## Awarding a On 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

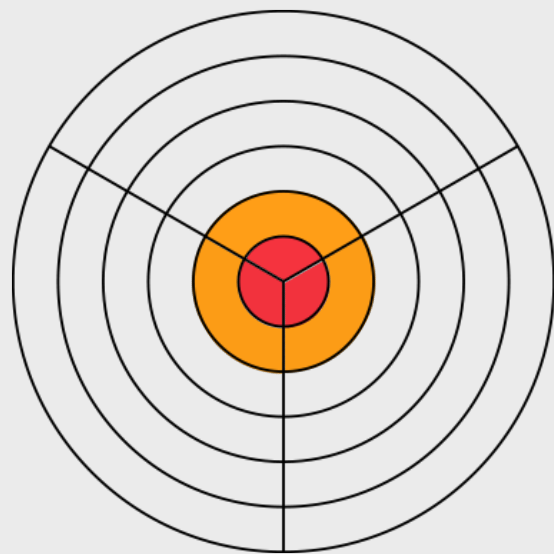
All of the stickers have been added to the tracker sheet within the child's myJunior folder.



**Step 2**

### Around the Green myProgress Wheel

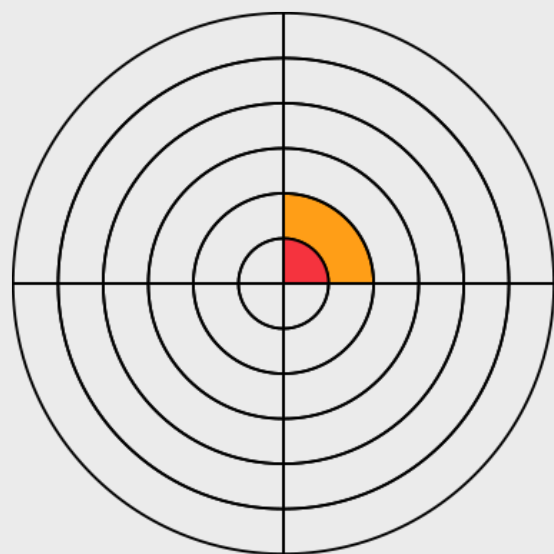
The level 2 circle has been coloured in within the child's myJunior folder.



**Step 3**

### Mastering the Game myProgress Wheel

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



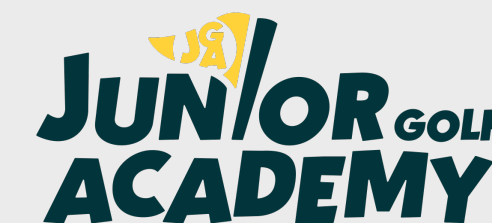
### What to do next?

You can now award the child their Level Hat Pin.

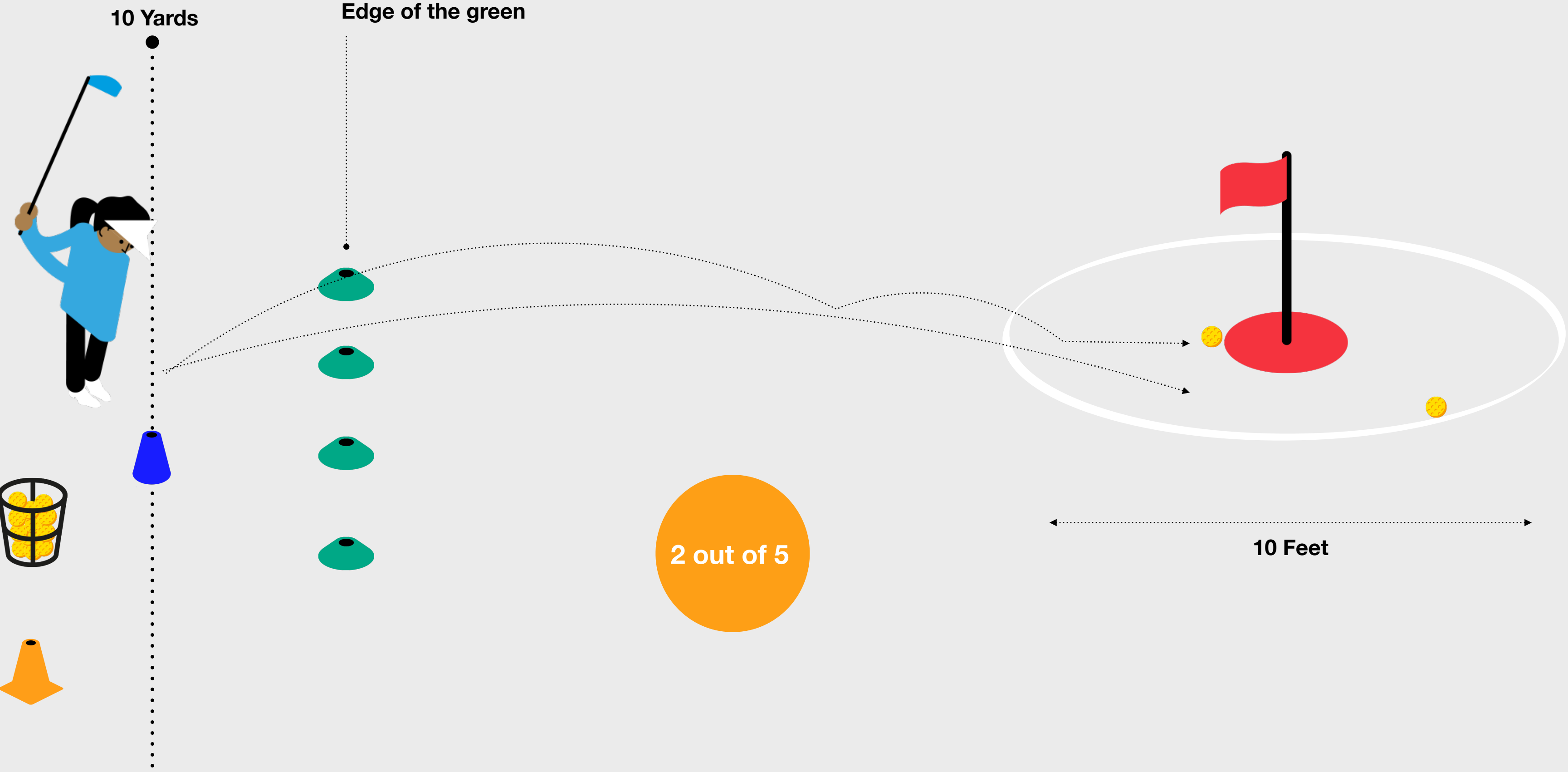
The reward will be issued virtually via the GLF. Connect app within the Junior Golf Academy myGame+ program.



### Level 1



# Chipping Challenge



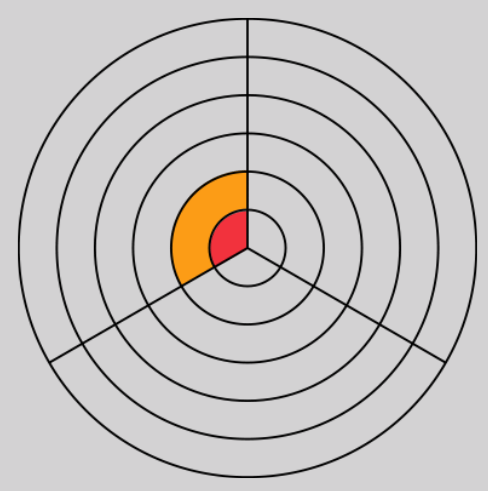
### The Challenge

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.

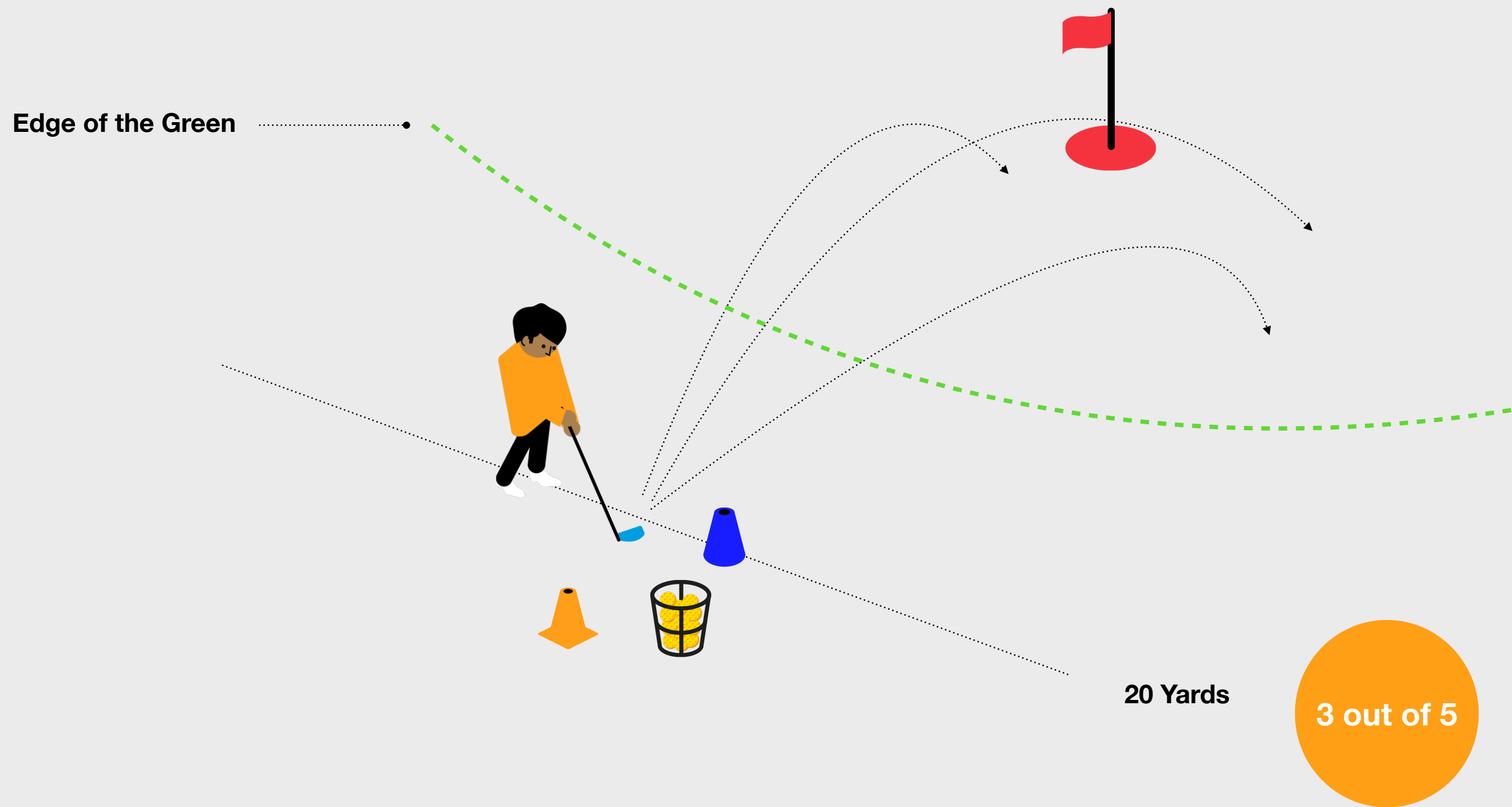
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



### Chipping



# Pitching Challenge



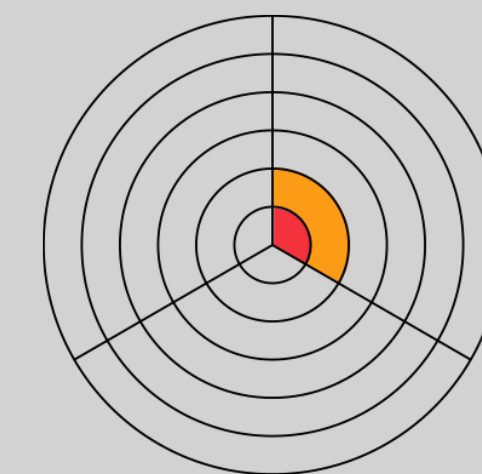
## The Challenge

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.

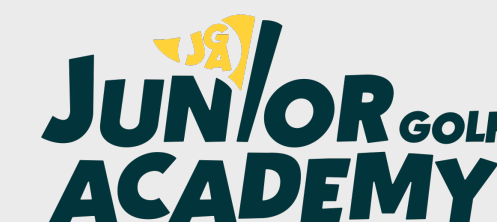
## What to do next?

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



# Bunker Play Challenge



10 Yards

1 out of 5



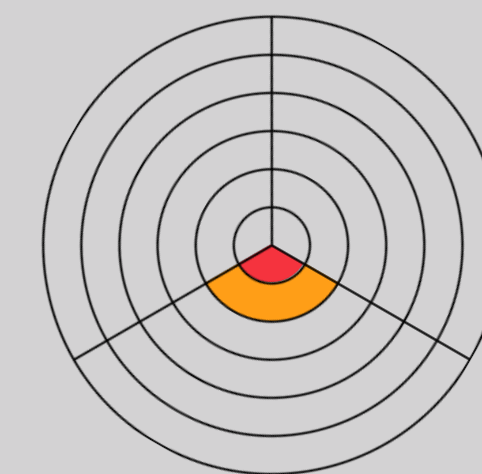
## The Challenge

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





# 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

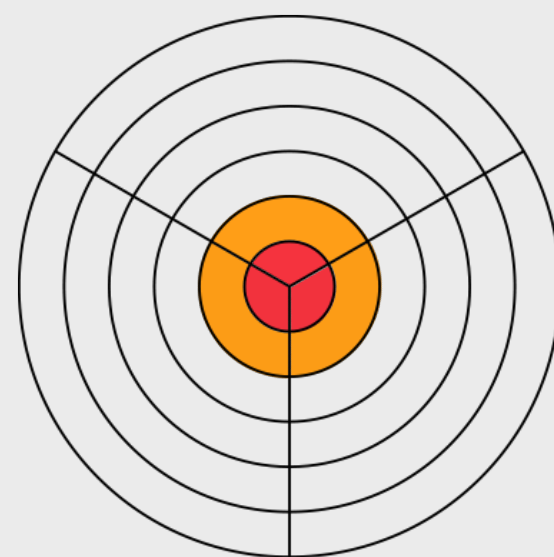
All of the stickers have been added to the tracker sheet within the child's myJunior folder.



**Step 2**

### Around the Green myProgress Wheel

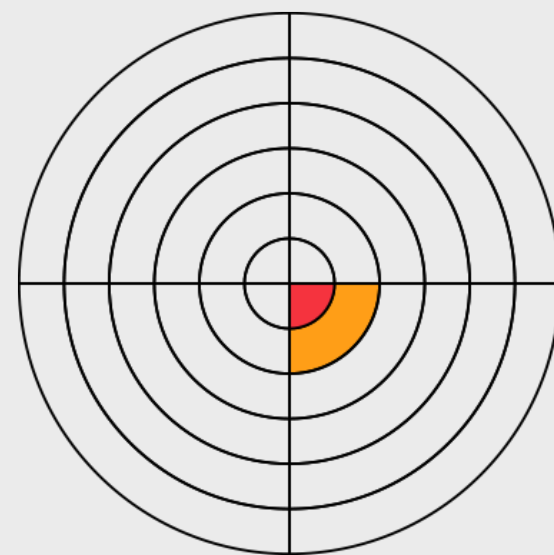
The level 2 circle has been coloured in within the child's myJunior folder.



**Step 3**

### Mastering the Game myProgress Wheel

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



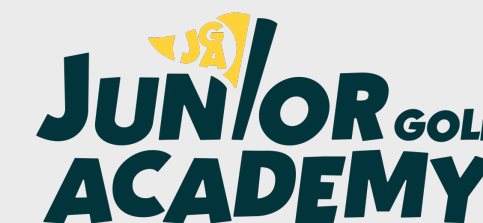
### What to do next?

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



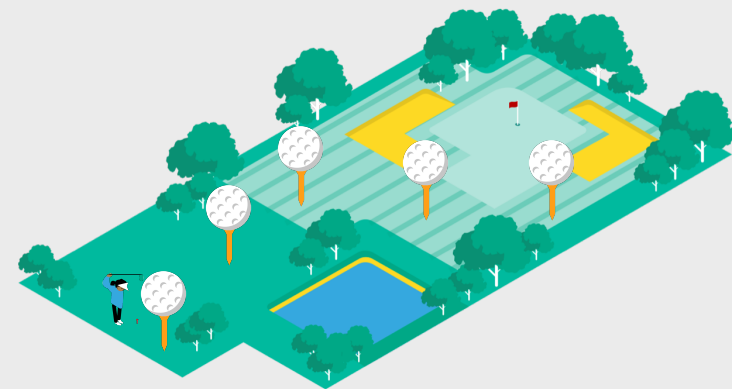
# On the Course Challenges

 On the Course Challenge
 
 < &#9432 >
 


## Scoring

### The Challenge

To complete the Level 2 Scoring Challenge, the child needs Score 24 or less over 3 holes from any starting tee.



## Attendance

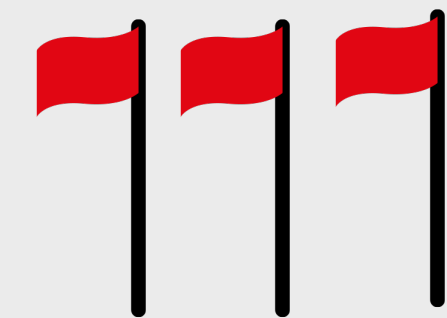
### The Challenge

To complete the Level 2 Scoring Challenge, the child needs to Attend 2 Course Play Events.

## Holes

### The Challenge

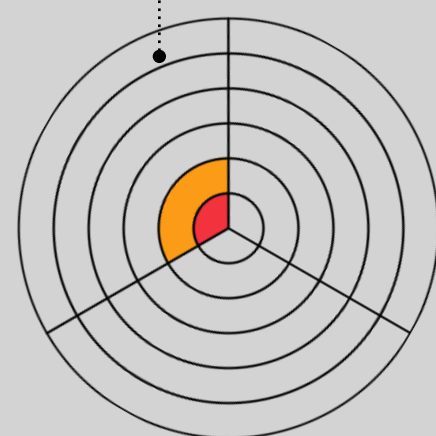
To complete the Level 2 Scoring Challenge, the child needs to complete 3 Holes on the Course from any starting tee.



### What to do next?

If the child completes the challenge, they can also colour the correct section of the myProgress Wheel and add a Sticker to the correct level Tracker Sheet. Rewards will be issued automatically via GLF. Connect when the challenge is marked as completed.

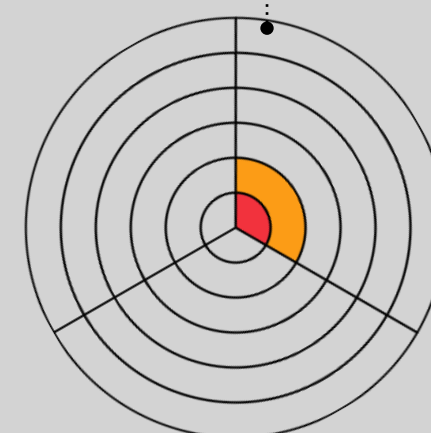
#### Scoring



### What to do next?

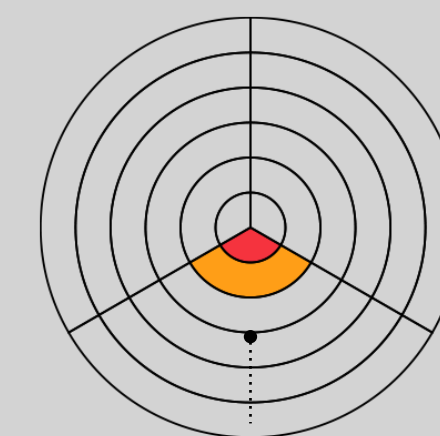
If the child completes the challenge, they can also colour the correct section of the myProgress Wheel and add a Sticker to the correct level Tracker Sheet. Rewards will be issued automatically via GLF. Connect when the challenge is marked as completed.

#### Attendance



### What to do next?

If the child completes the challenge, they can also colour the correct section of the myProgress Wheel and add a Sticker to the correct level Tracker Sheet. Rewards will be issued automatically via GLF. Connect when the challenge is marked as completed.



#### Holes



## Level 2 Challenges

# Awarding a On the Course 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 1 Tracker Stickers

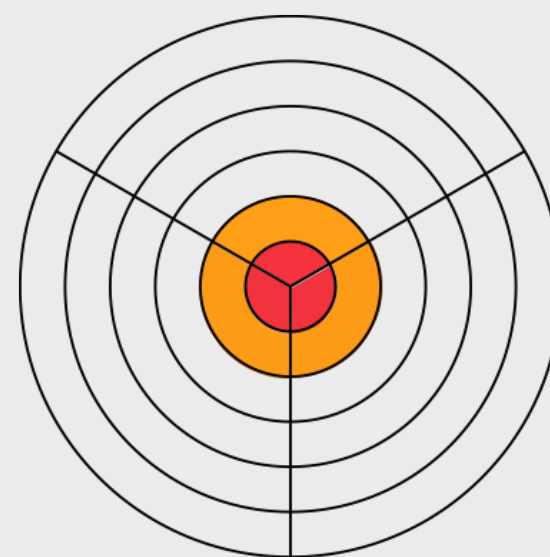
All of the stickers have been added to the tracker sheet within the child's myJunior folder.



**Step 2**

### Play myProgress Wheel

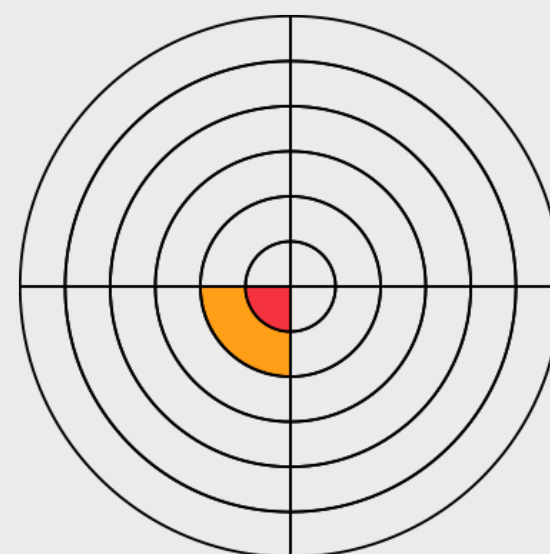
The level 2 circle has been coloured in within the child's myJunior folder.



**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



**JUNIOR GOLF  
ACADEMY**



## Awarding a Level 2 Hat

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

**Step 1**

### Level 2 Tracker Stickers

All 12 stickers have been added to the tracker sheet.



**Step 2**

### Skill Hat Pins

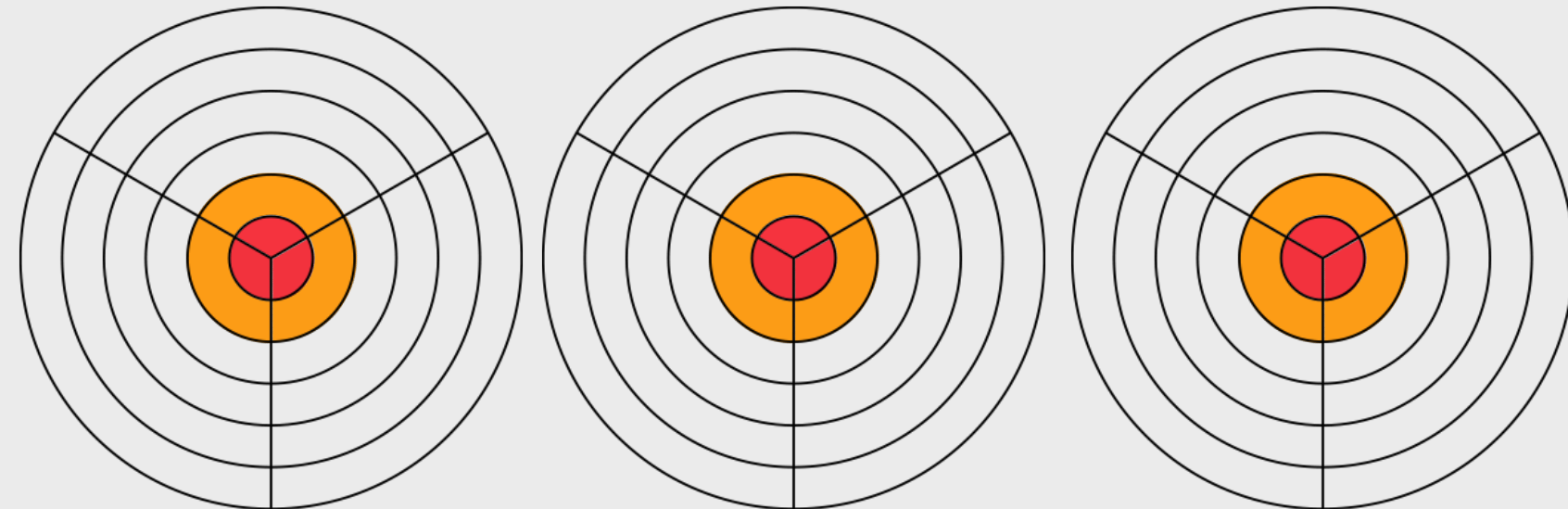
All of the Skill Hat Pins have been collected.



**Step 3**

### Skill myProgress Wheels

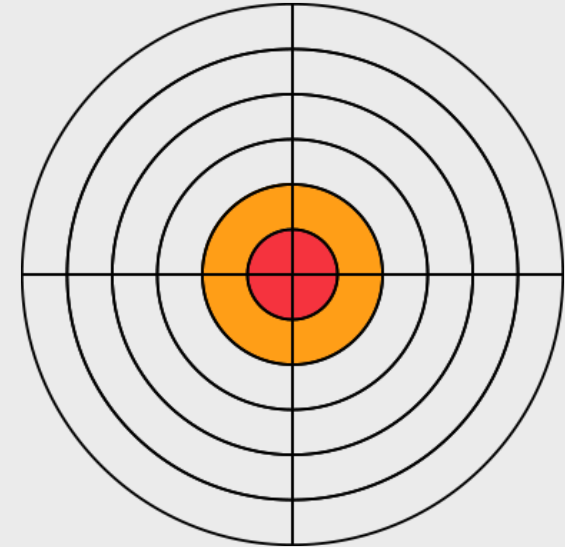
All Level 2 sections of the Skill myProgress wheels have been coloured in.



**Step 4**

### Mastering the Game myProgress Wheels

The level 2 section of the Mastering the Game myProgress wheel has been coloured in



### What to do next?

You can now award the child their Level Hat!

Through the GLF. Connect App, the child will automatically be awarded their virtual hat pin reward and virtual certificate:



### Level 2

