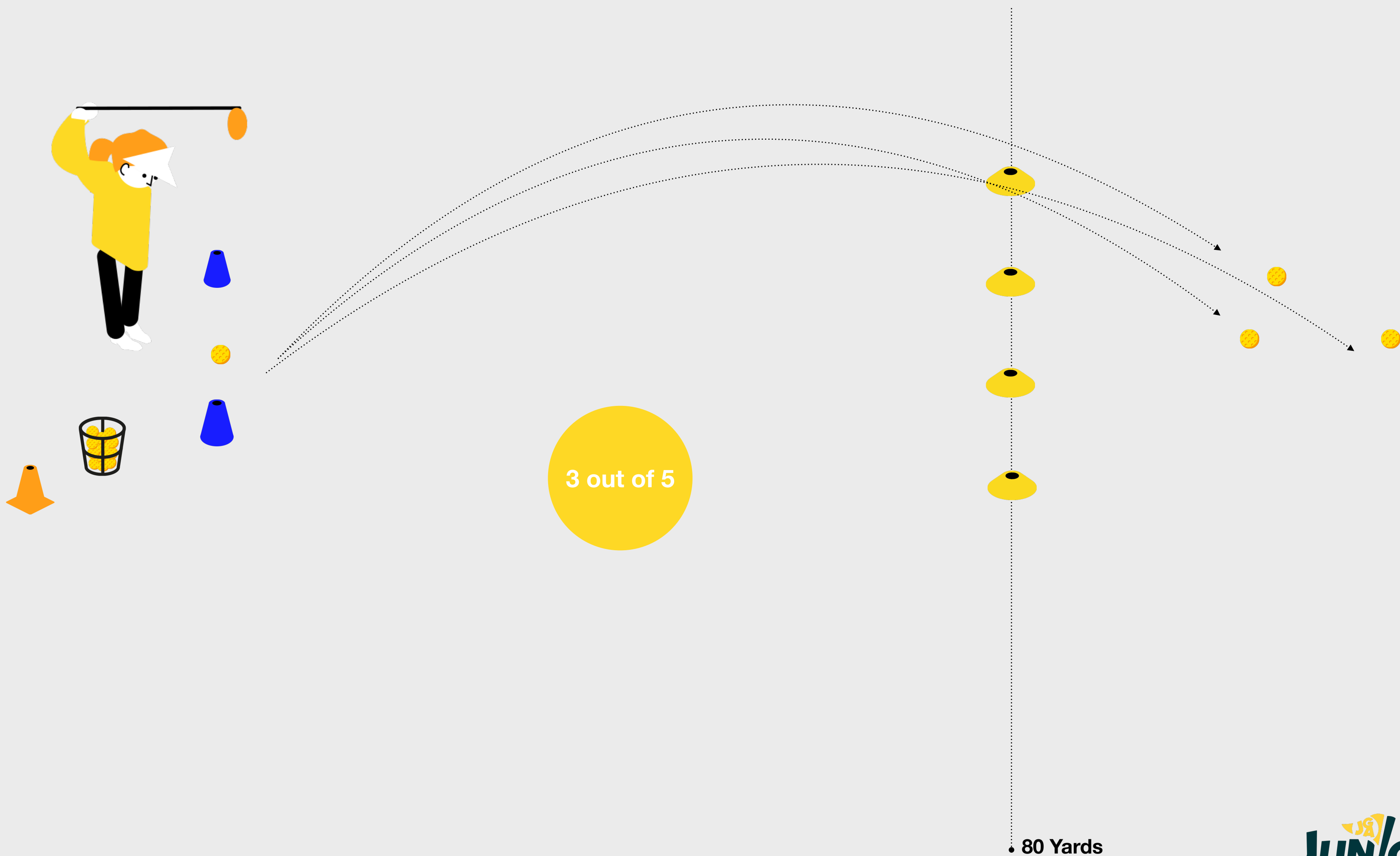


Level 3



Driver Challenge



The Challenge

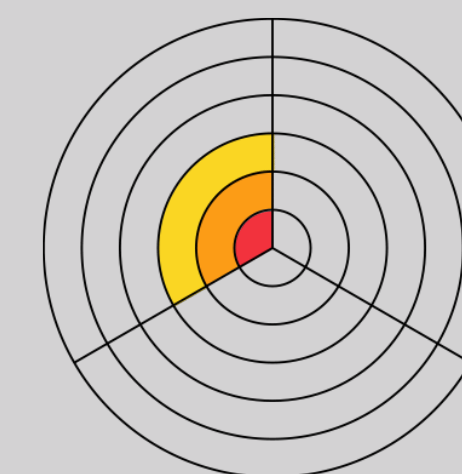
To complete the Level 3 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air, a minimum carry distance of 80 yards.

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

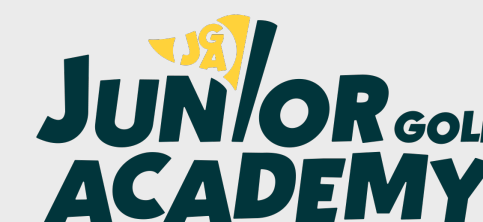
What to do next?

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.

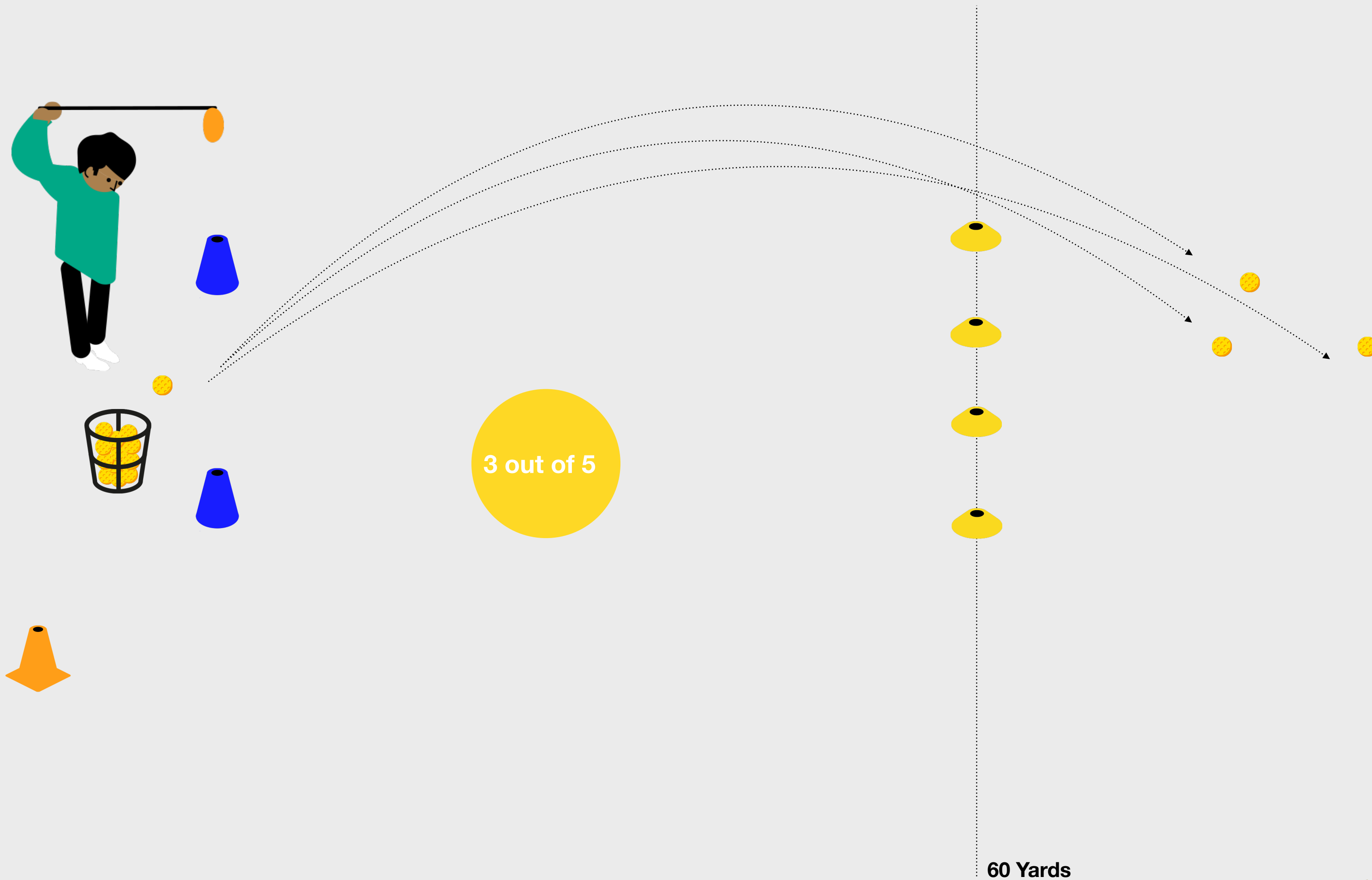
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Driver



Fairway Wood Challenge



The Challenge

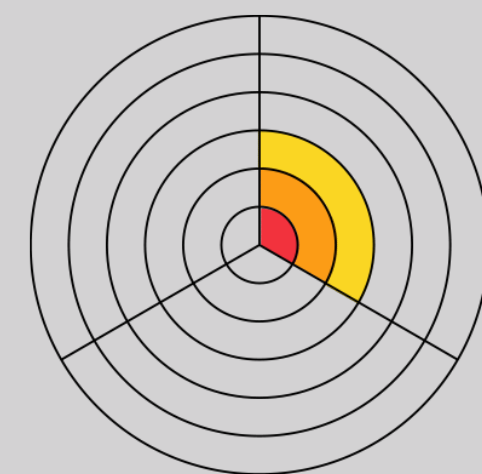
To complete the Level 3 Challenge within the Fairway Woods Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air, a minimum distance of 60 yards.

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

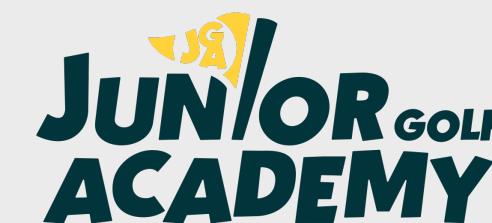
What to do next?

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

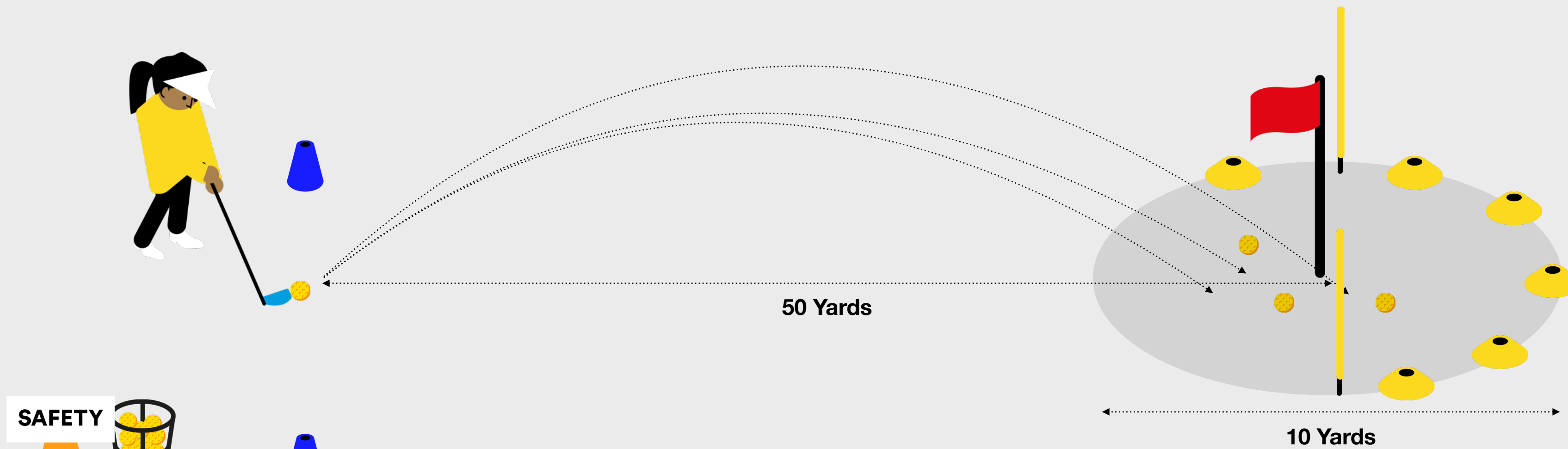
To complete the Level 3 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots where the ball must come to rest within a 10-yard diameter target circle to a target flag 50 yards away.

This challenge can be completed off a tee.

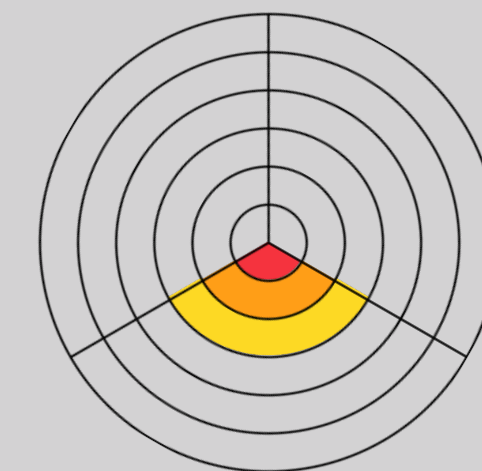
What to do next?

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.

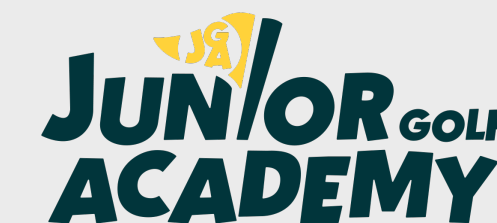
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



3 out of 5



Irons



Level 3 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 3 Tracker Stickers

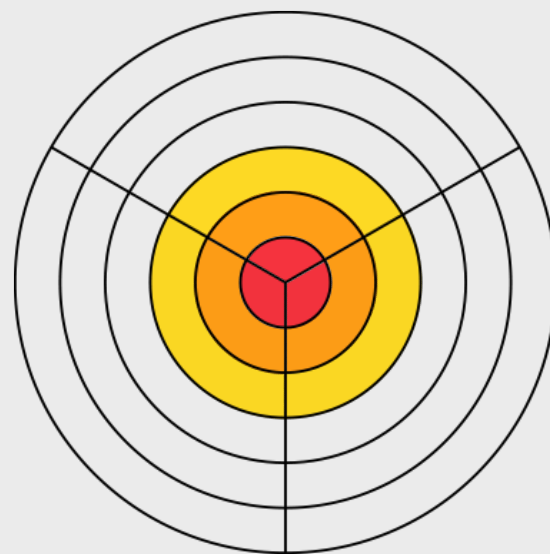
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

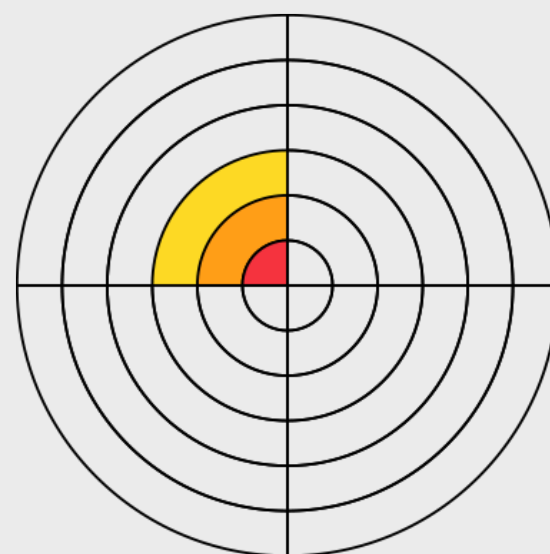
The level 3 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



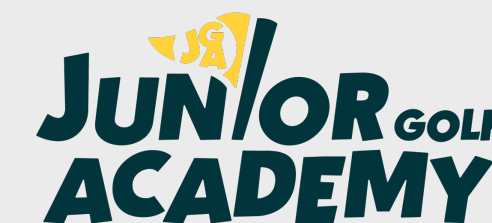
What to do next?

You can now award the child their Level Hat Pin.

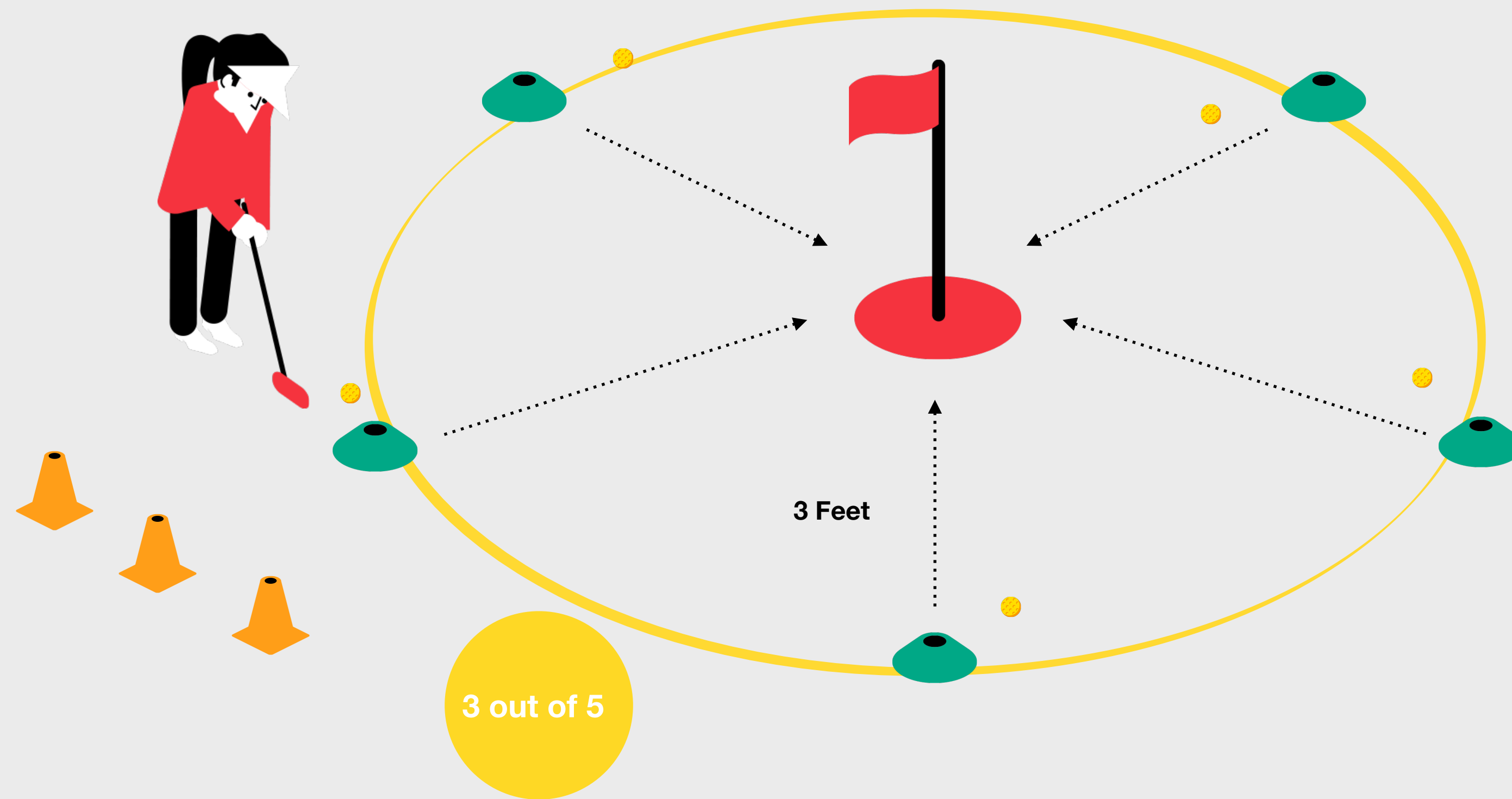
The reward will be issued virtually via the GLF. Connect app within the Junior Golf Academy myGame+ program.



Level 1



Short Putts Challenge



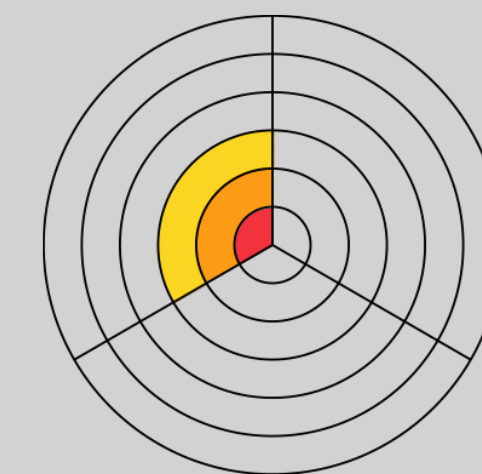
The Challenge

To complete the Level 3 Challenge within the Short Putts skill element, the child has 5 attempts to putt 3 balls into the hole from 5 different positions around the hole from a distance of 3 feet. One putt should be attempted from each position.

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.

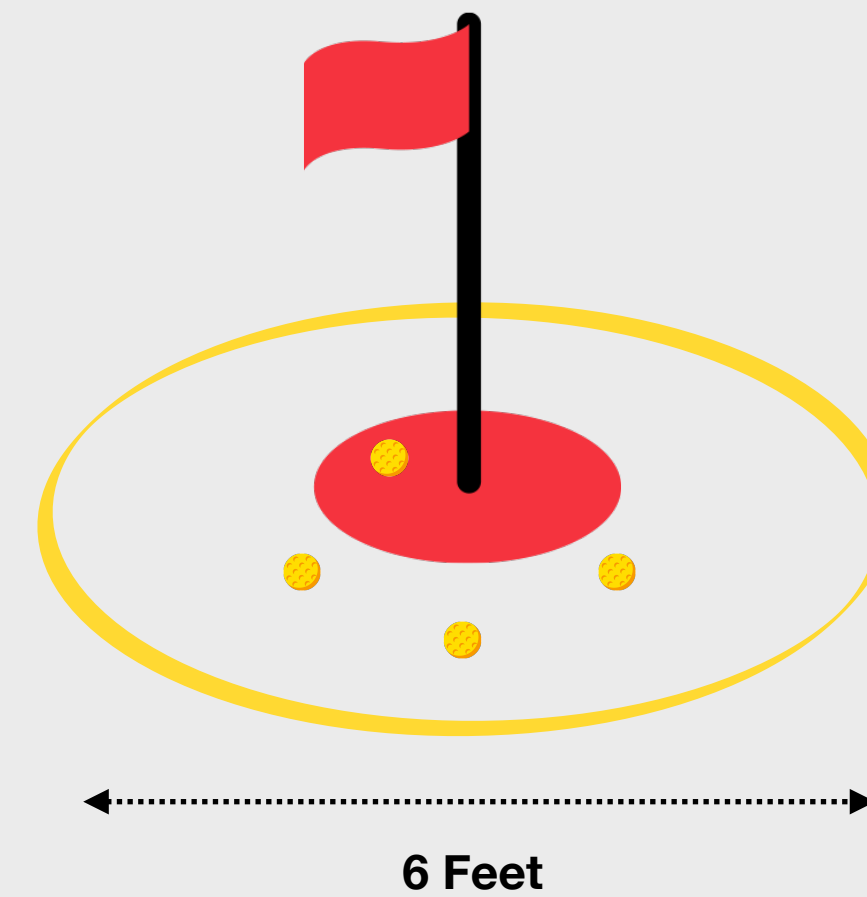
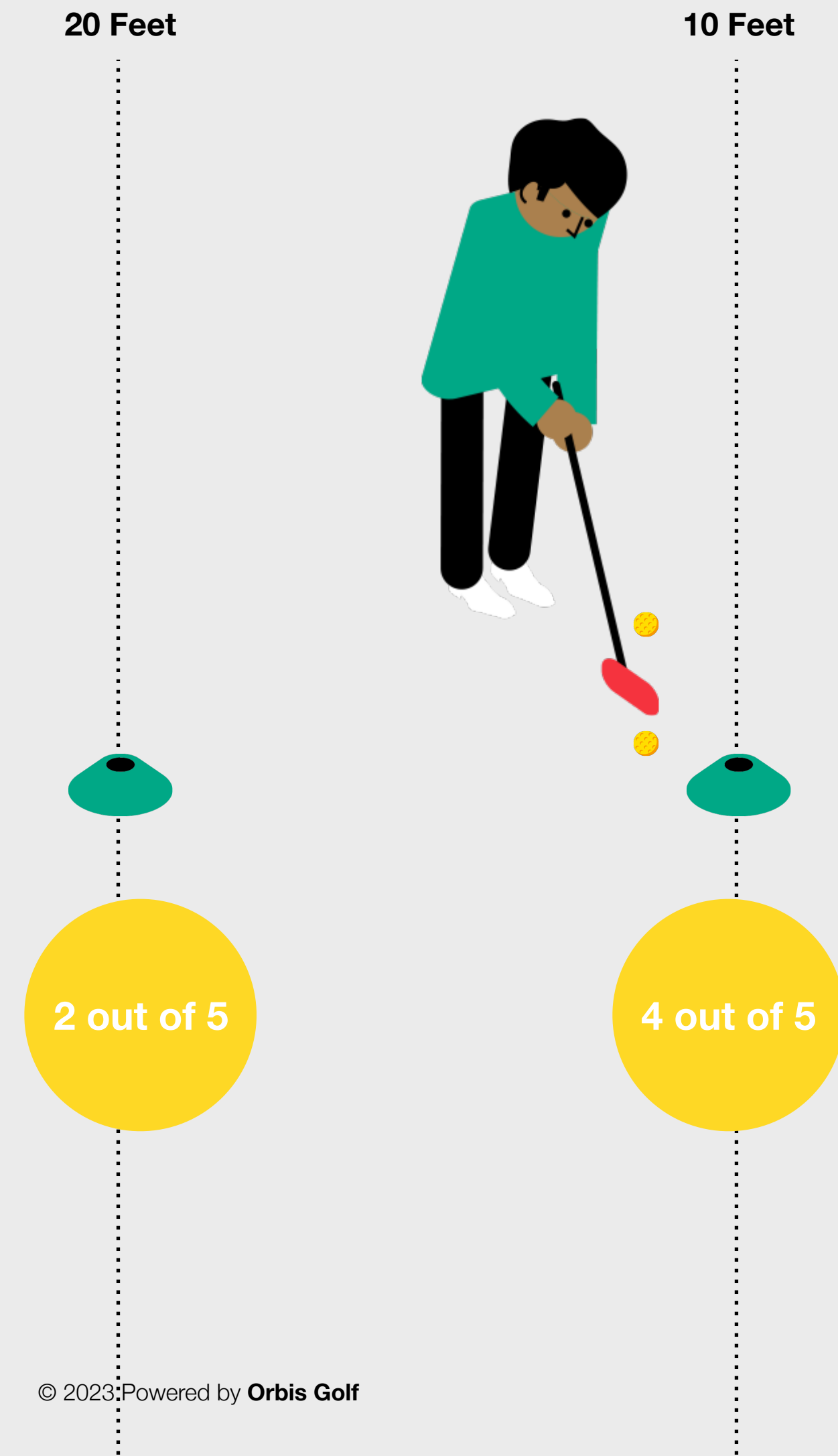
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Short Putts



Long Putts Challenge



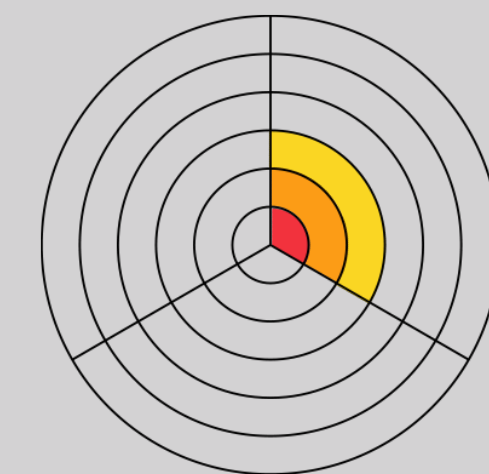
The Challenge

To complete the Level 3 Challenge within the Long Putts skill element, the child needs to putt 4 balls from a distance of 10 feet & 2 balls from a distance of 20 feet to within a 6 foot diameter circle around the hole. Both distances should be attempted from a single position on the same side of the hole. The child should have 5 attempts from each distance.

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.



Long Putts



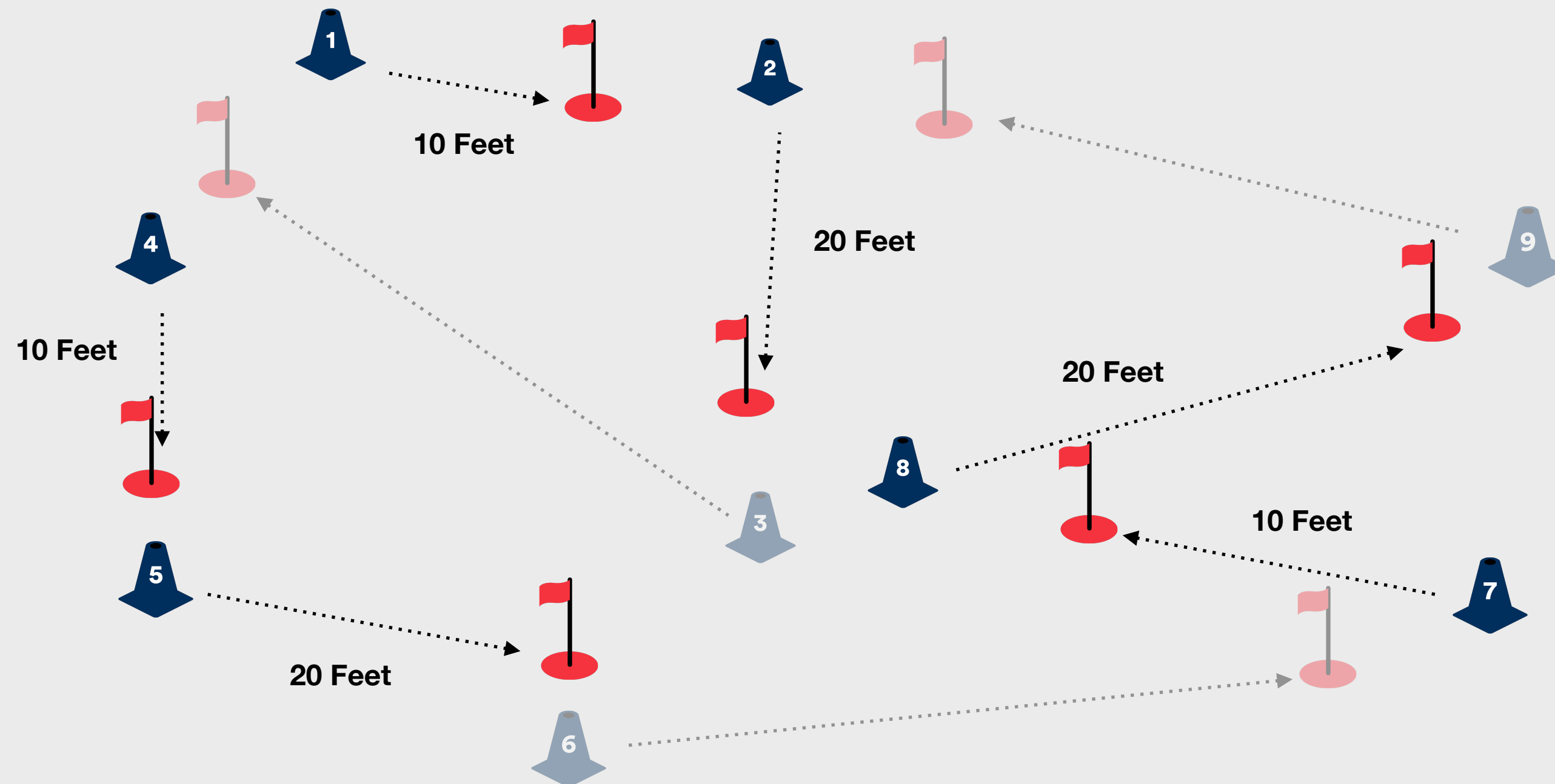
Scoring Challenge

Option 1



18 putts or less

Option 2



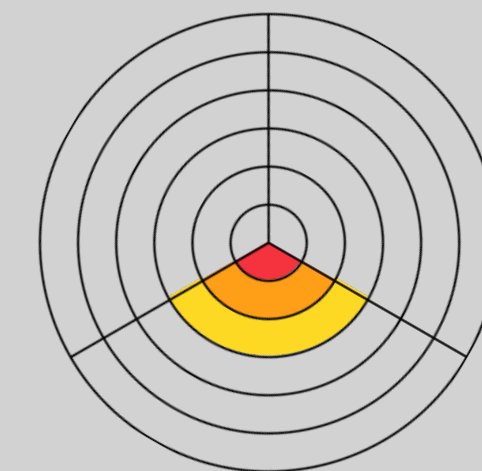
The Challenge

To complete the Level 3 Challenge within the Scoring skill element, the child needs to score 18 putts or less for 6 holes on the putting green, playing 3 holes at a starting distance of 10 feet and 3 holes at a starting distance of 20 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, Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Scoring



Level 3 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 3 Tracker Stickers

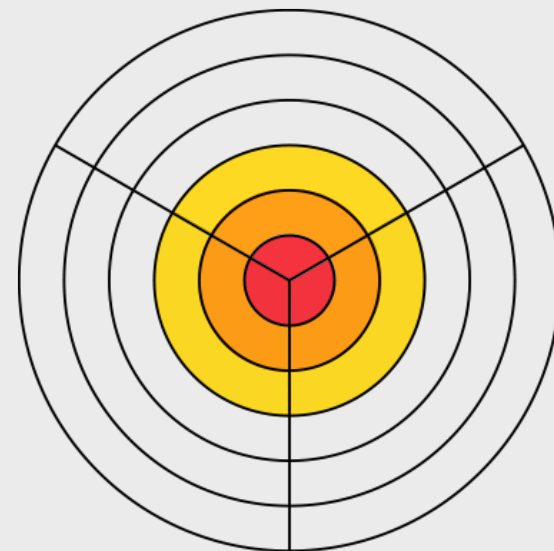
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

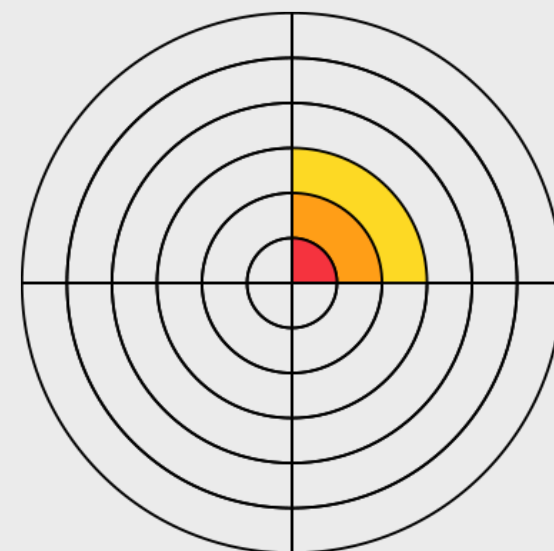
The level 3 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



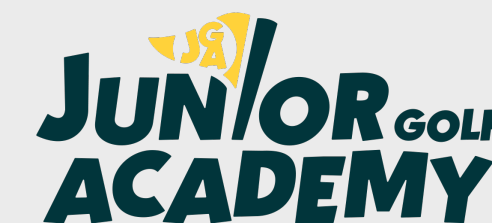
What to do next?

You can now award the child their Level Hat Pin.

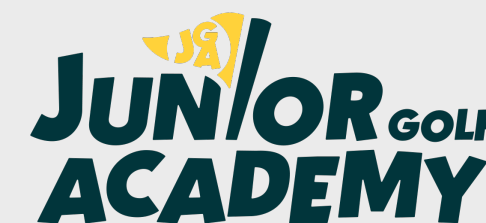
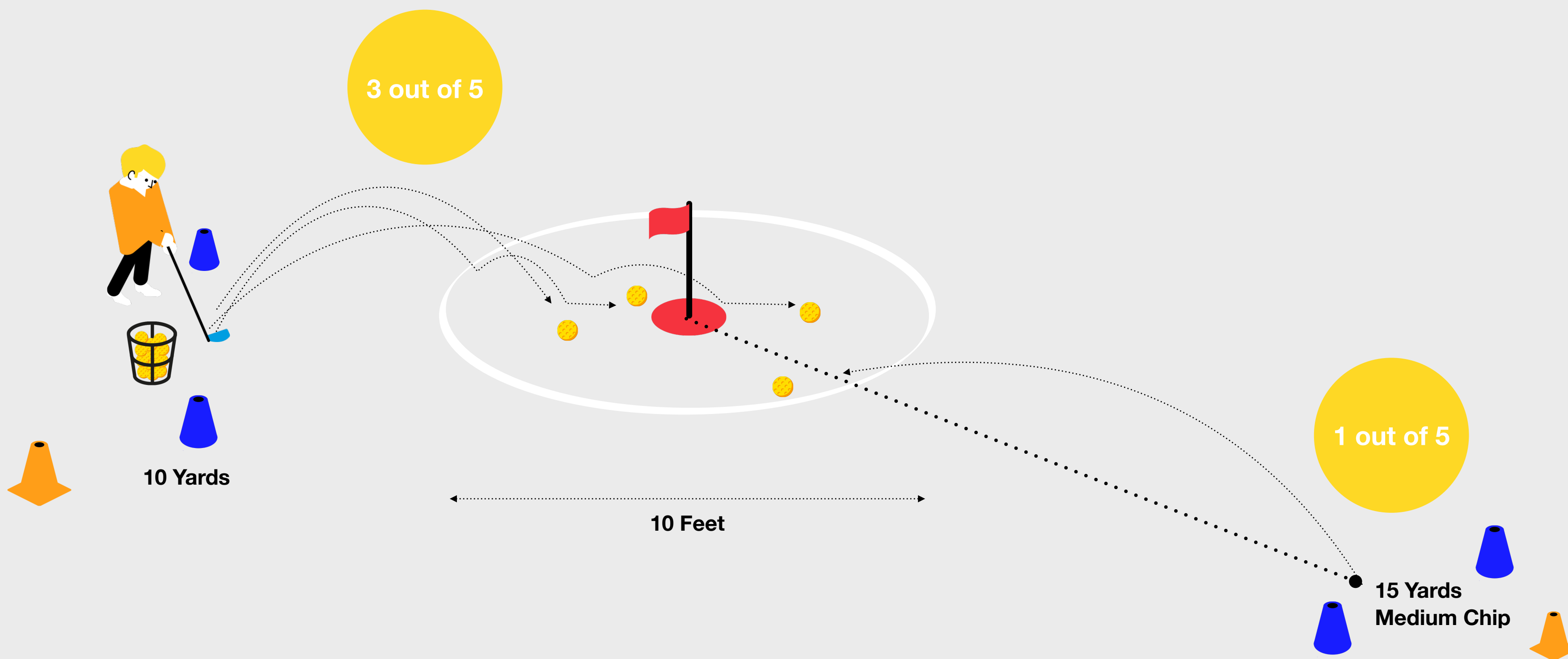
The reward will be issued virtually via the GLF. Connect app within the Junior Golf Academy myGame+ program.



Level 1



Chipping Challenge



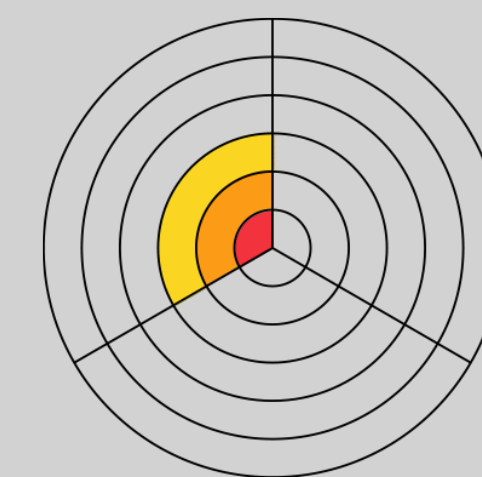
The Challenge

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.

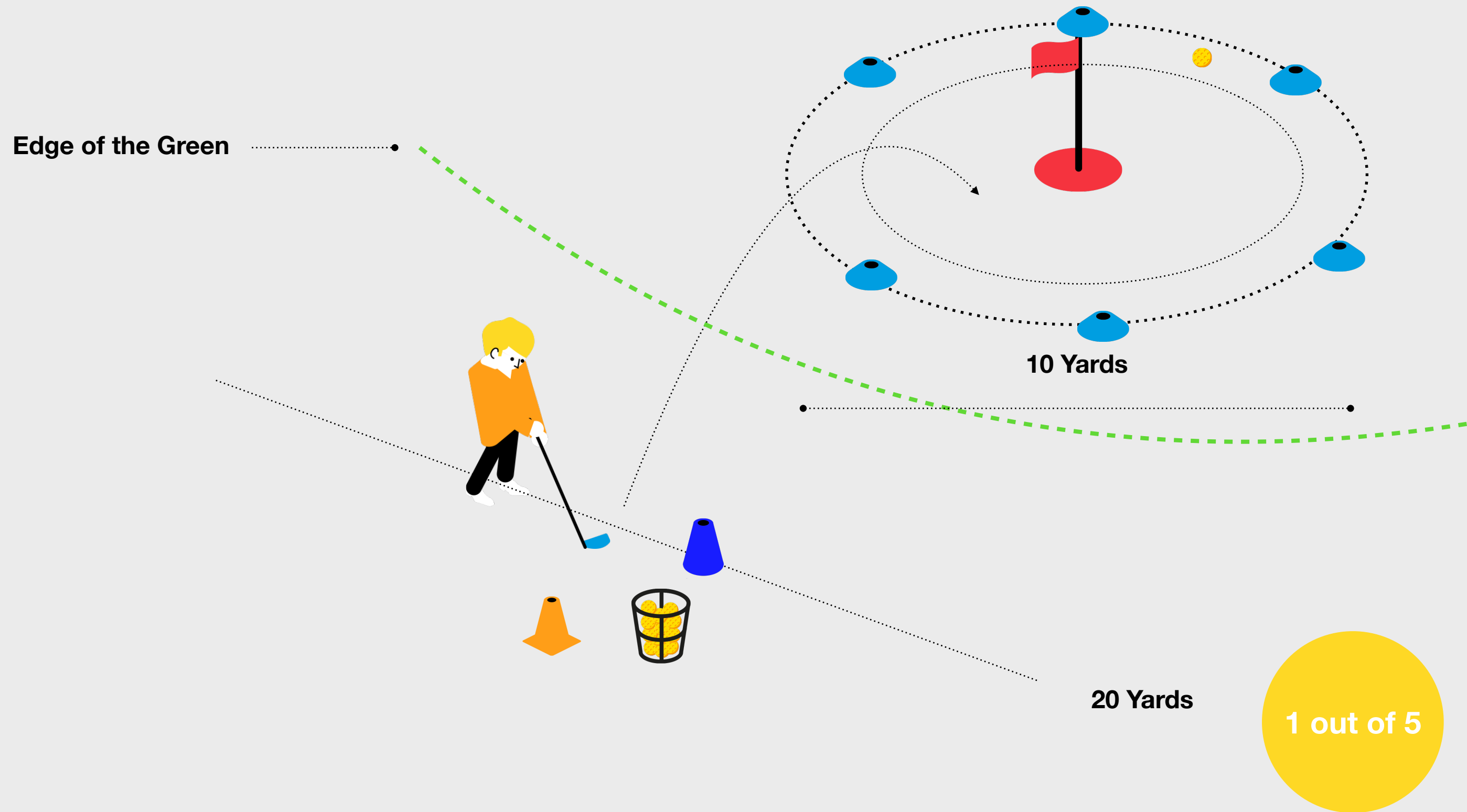
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Chipping



Pitching Challenge



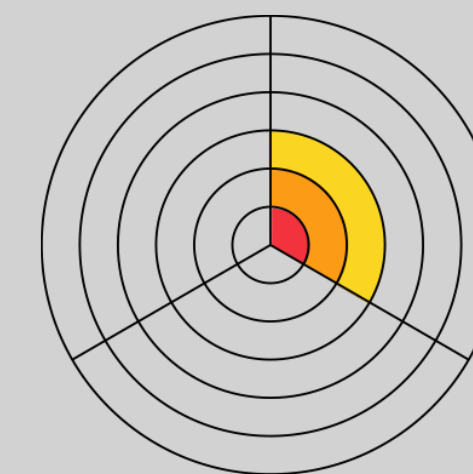
The Challenge

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.

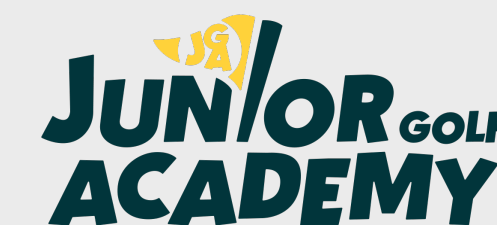
What to do next?

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.

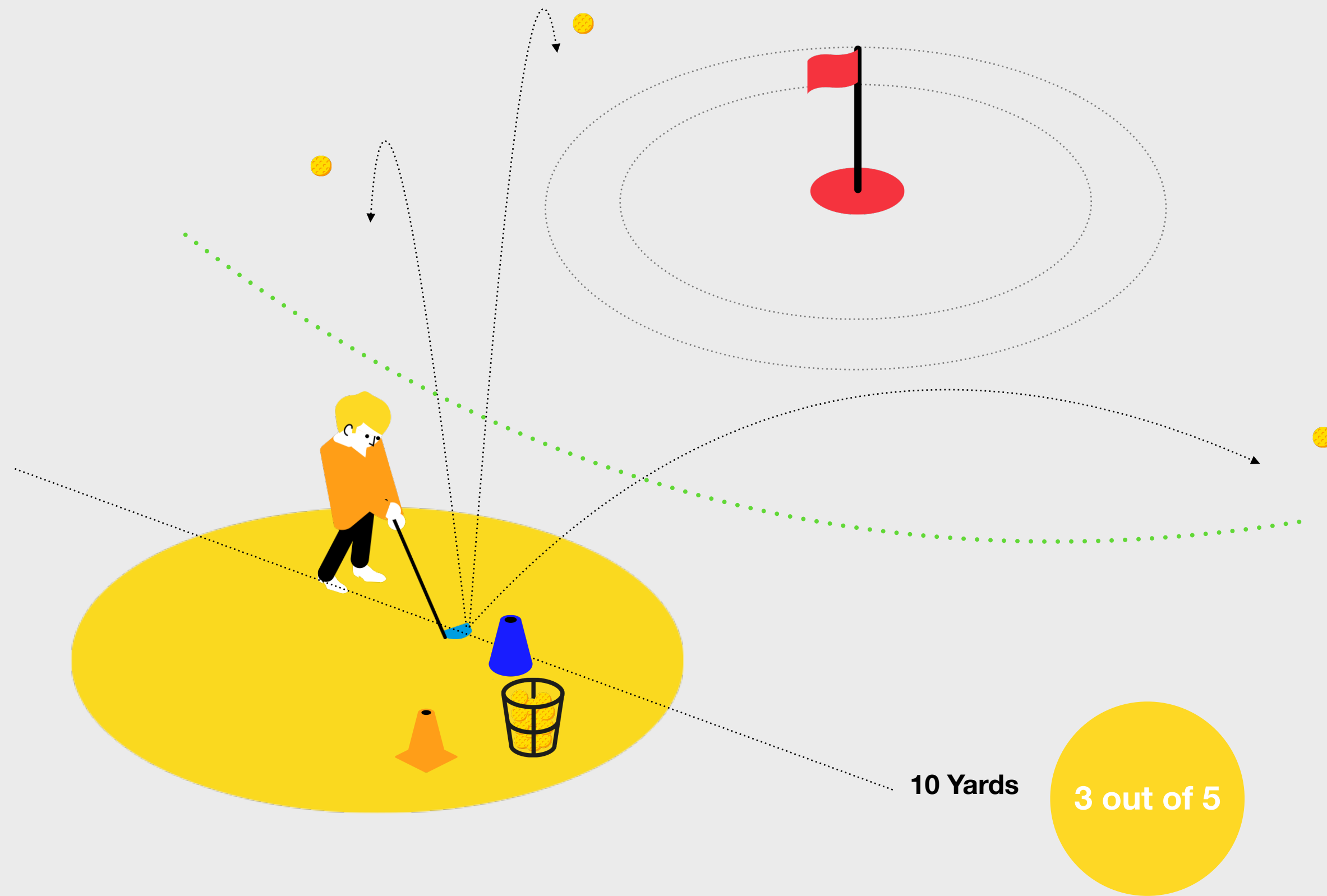
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Pitching



Bunker Play Challenge



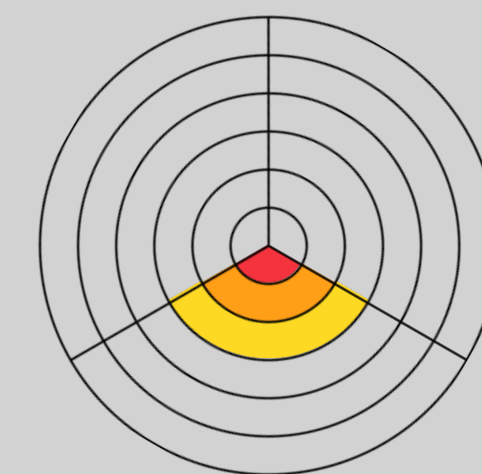
The Challenge

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.

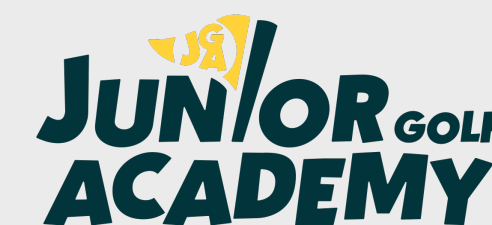
What to do next?

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



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

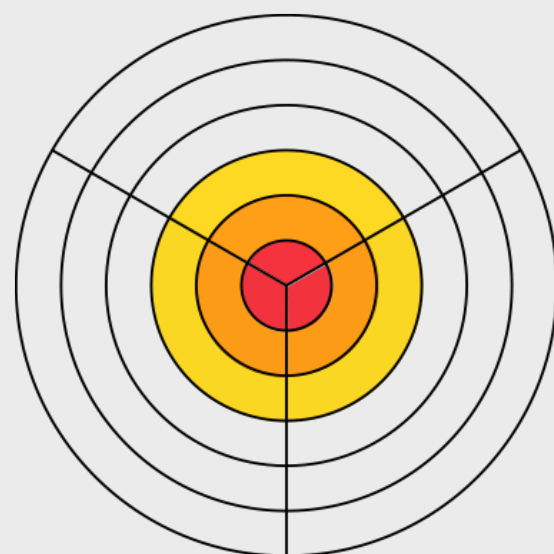
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

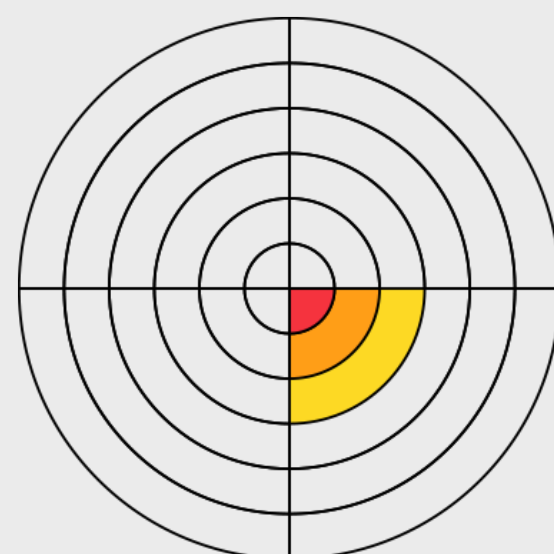
The level 3 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



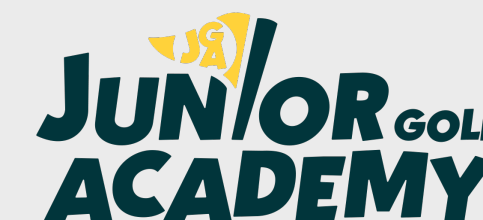
What to do next?

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



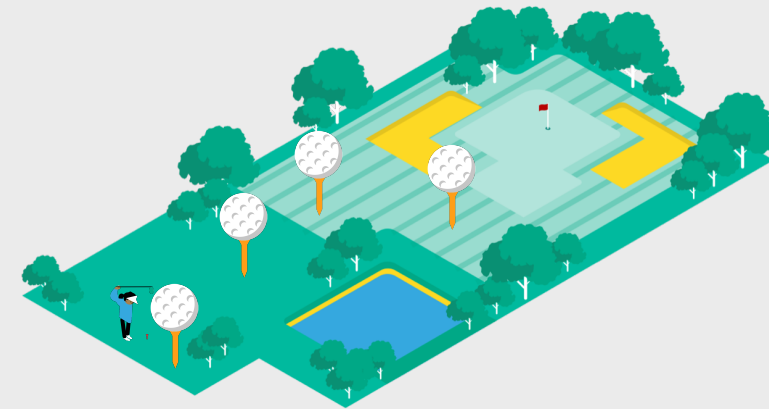
On the Course Challenges



Scoring

The Challenge

To complete the Level 3 Scoring Challenge, the child needs score 21 or less over 3 holes from Albatross Tee (40%), 3 (60%), 4 (80%) or Tee 5 (Academy tee)



Attendance

The Challenge

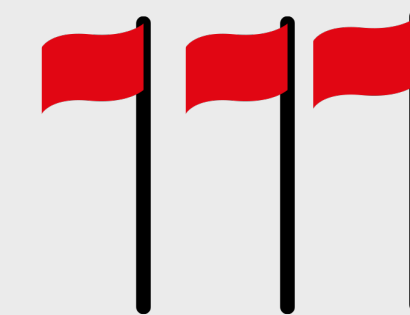
To complete the Level 3 Scoring Challenge, the child needs to attend 5 Course Play Events.



Holes

The Challenge

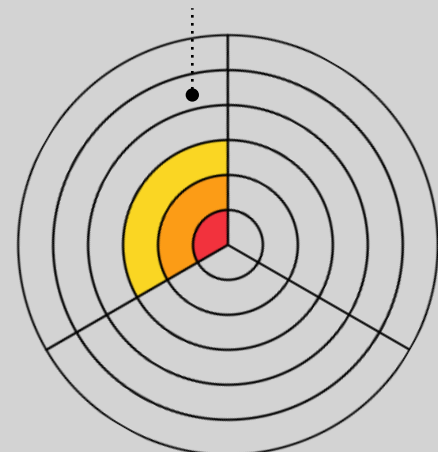
To complete the Level 3 Scoring Challenge, the child needs to complete 3 Holes from Albatross Tee (40%), 3 (60%), 4 (80%) or Tee 5 (Academy tee)



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.

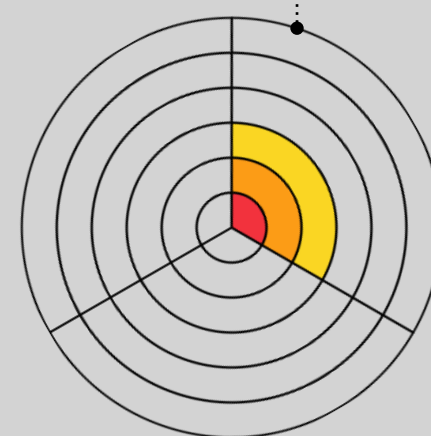
Scoring



What to do next?

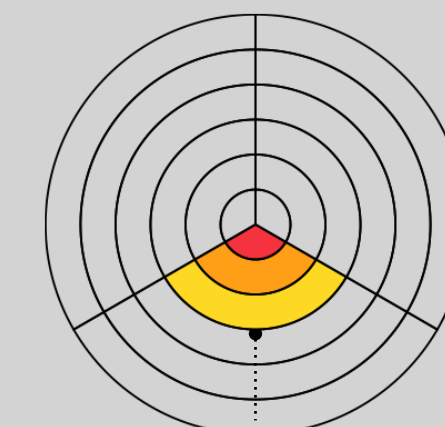
If the child completes the challenge, they can also colour the correct section of the myProgress Wheel and add a Sticker to the correct level Tracker Sheet. Rewards will be issued automatically via GLF. Connect when the challenge is marked as completed.

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 3 Challenges

Awarding a On the Course 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

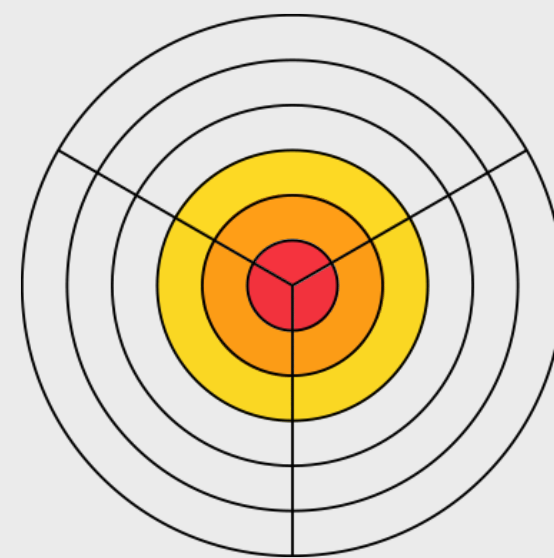
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Play myProgress Wheel

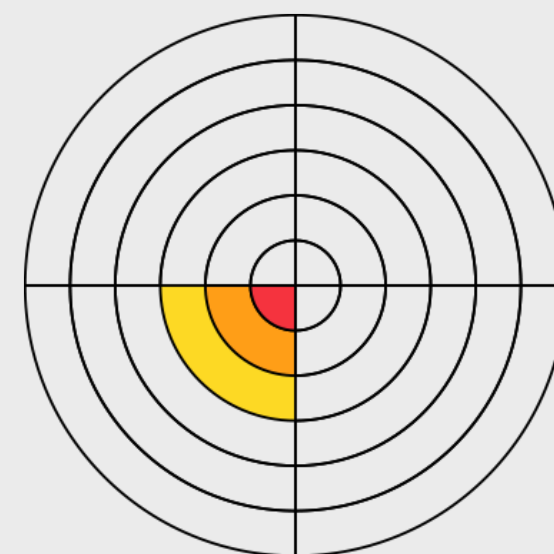
The level 3 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



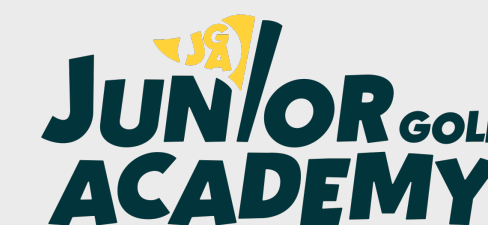
What to do next?

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



Awarding a Level 3 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 3 Tracker Stickers

All 12 stickers have been added to the tracker sheet.



Step 2

Skill Hat Pins

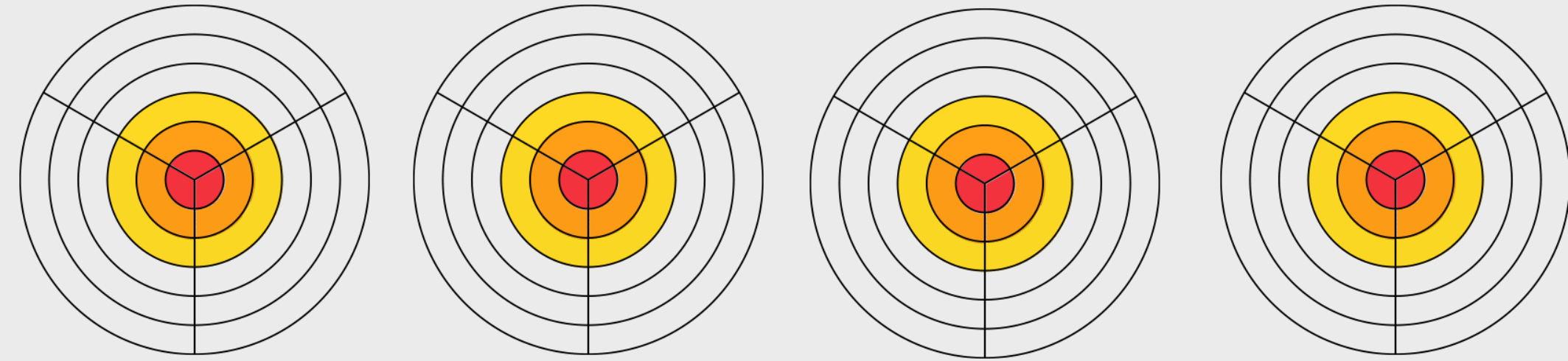
All of the Skill Hat Pins have been collected.



Step 3

Skill myProgress Wheels

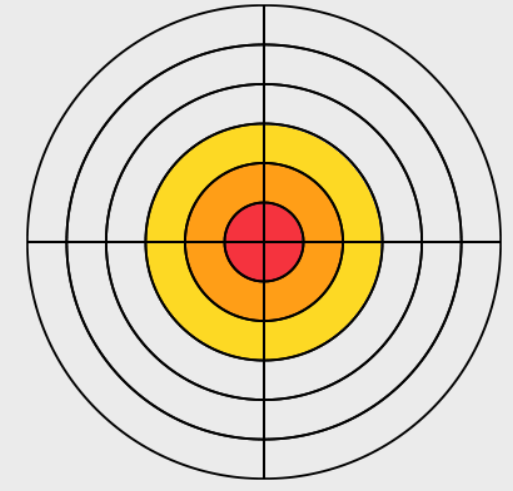
All Level 3 sections of the Skill myProgress wheels have been coloured in.



Step 4

Mastering the Game myProgress Wheels

The level 3 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 3

