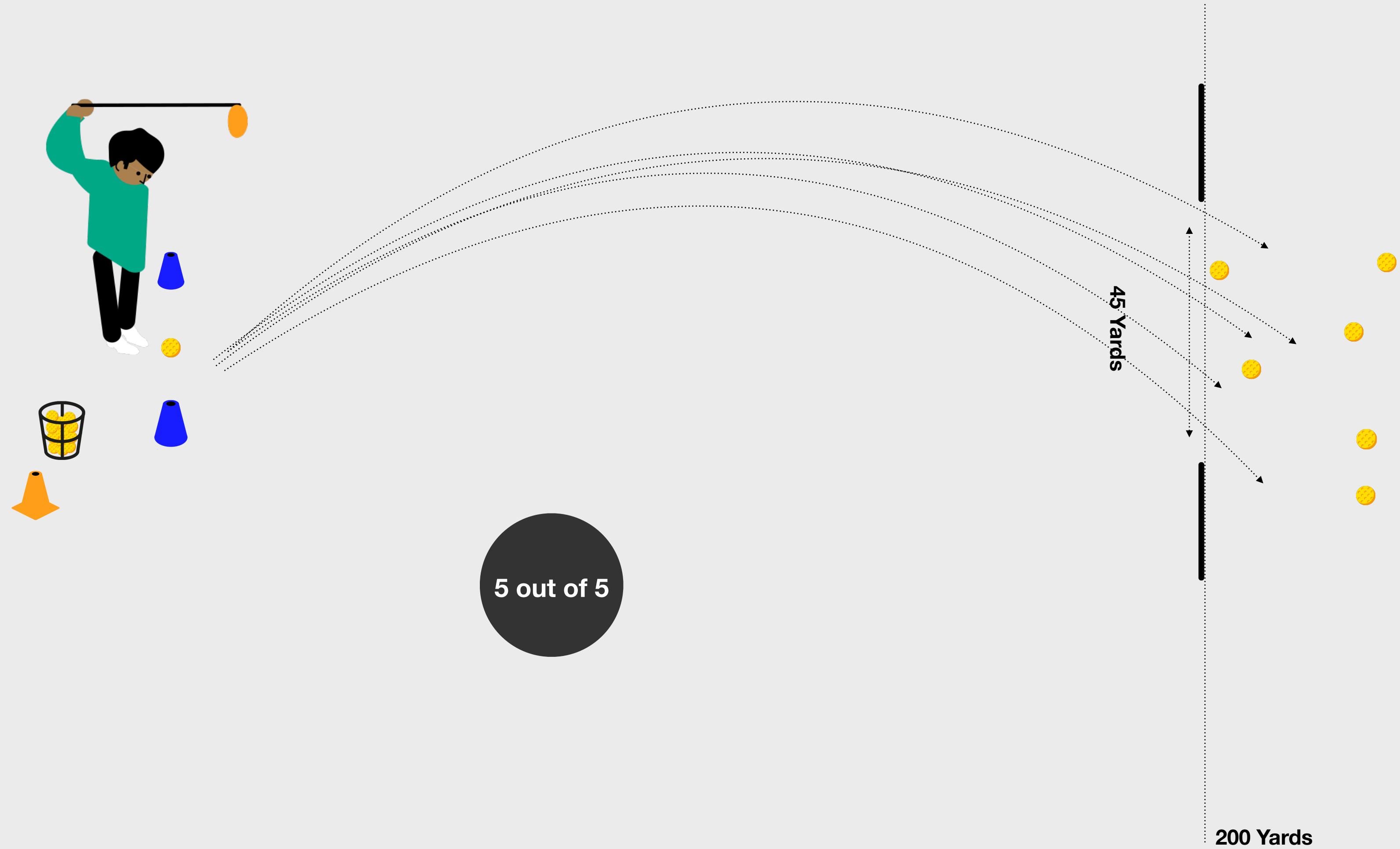


Level 6



Driver Challenge



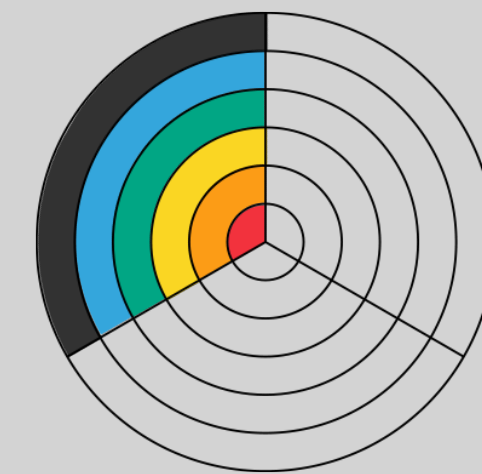
The Challenge

To complete the Level 6 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 5 out of 5 shots in the air, a minimum total distance of 200 yards. The ball needs to come to rest through a 45-yard-wide gate.

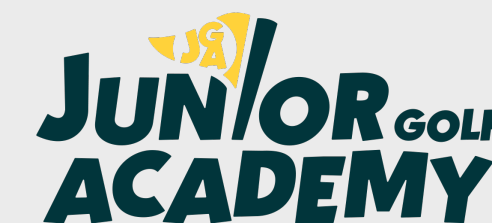
What to do next?

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.

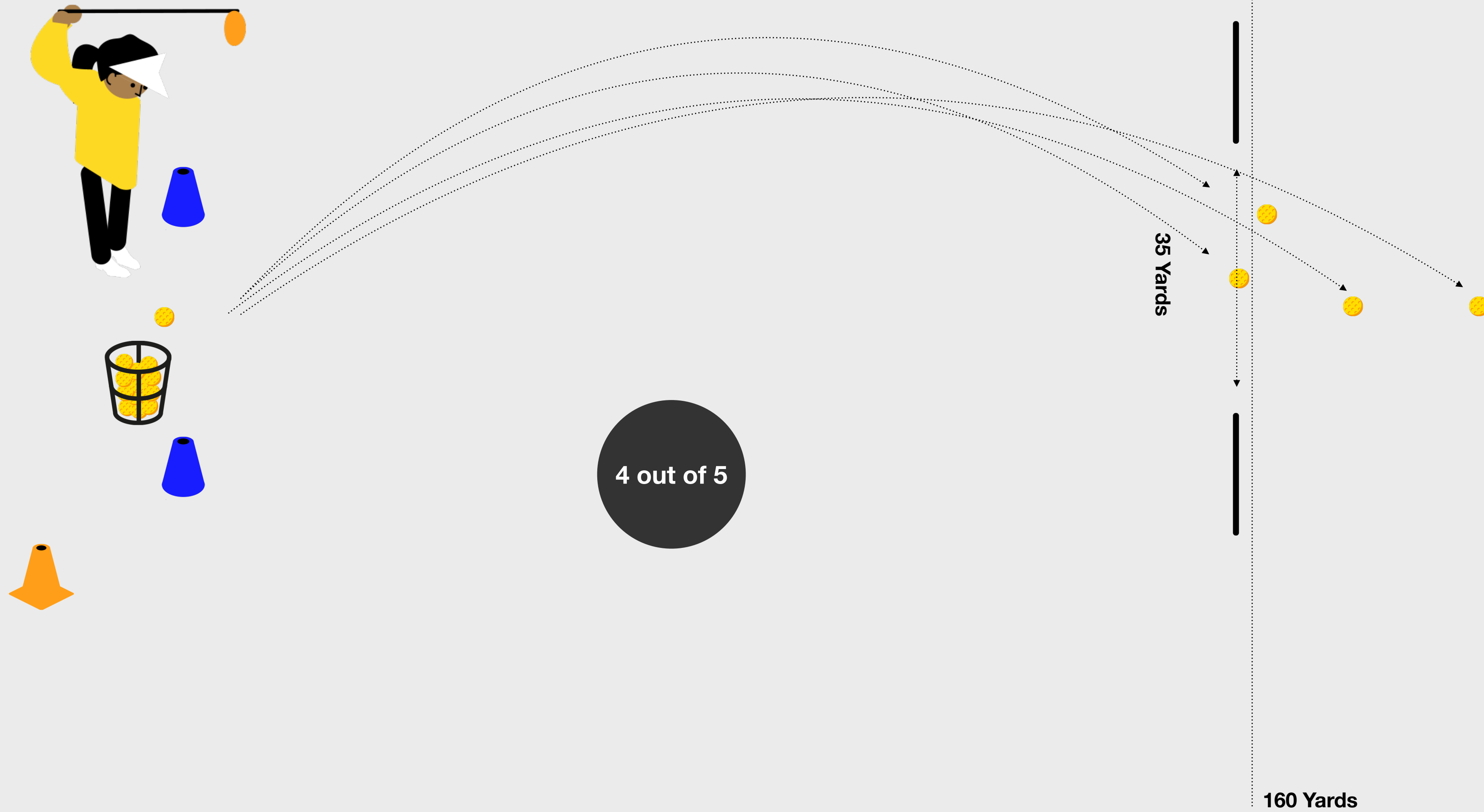
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Driver



Fairway Wood Challenge



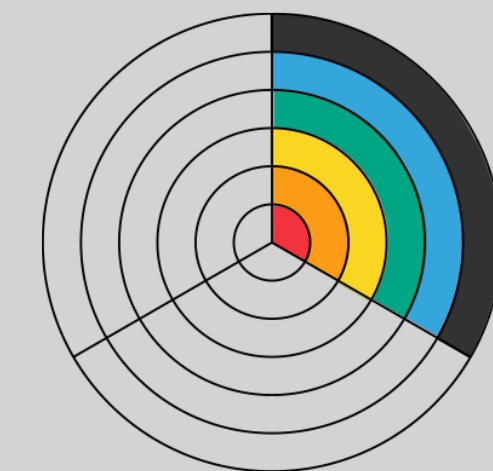
The Challenge

To complete the Level 6 Challenge within the Fairway Woods Skill element, the child needs to demonstrate the ability to hit 4 out of 5 shots a minimum total distance of 160 yards. The ball should come to rest through a 35-yard wide gate. This challenge should be attempted with the ball on the ground.

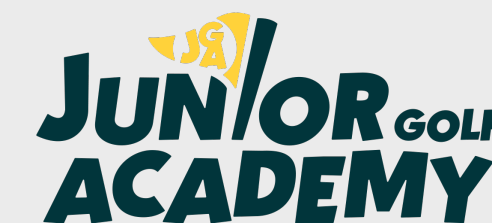
What to do next?

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.

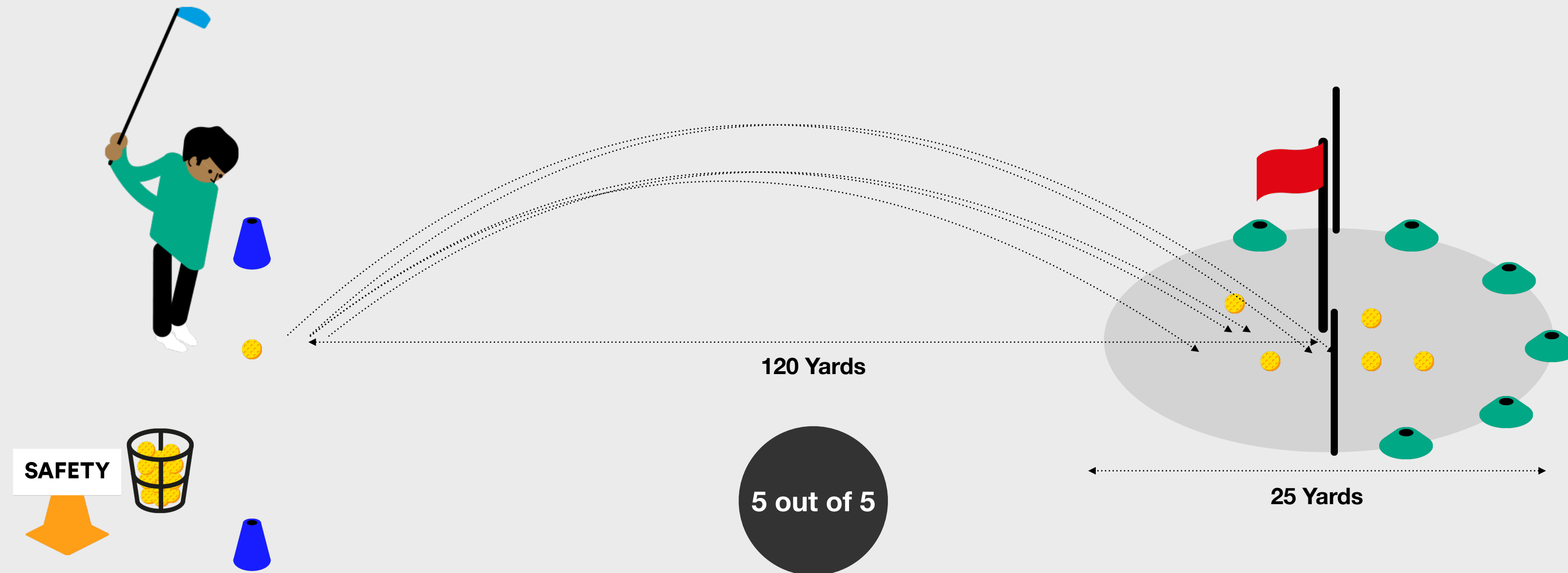
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Fairway Woods



Iron Challenge



The Challenge

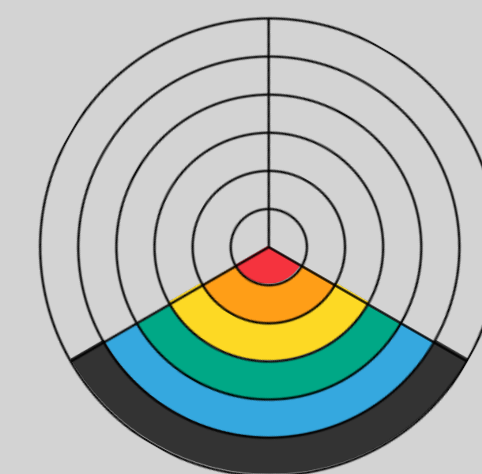
To complete the Level 5 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 4 out of 5 shots where the ball must come to rest within a 20-yard diameter target circle 100 yards away.

This challenge should be completed with the ball on the ground.

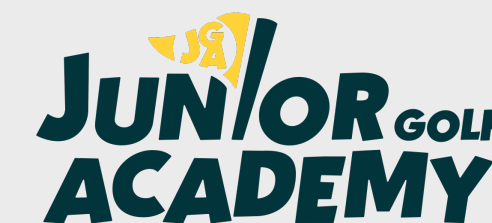
What to do next?

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 6 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 6 Tracker Stickers

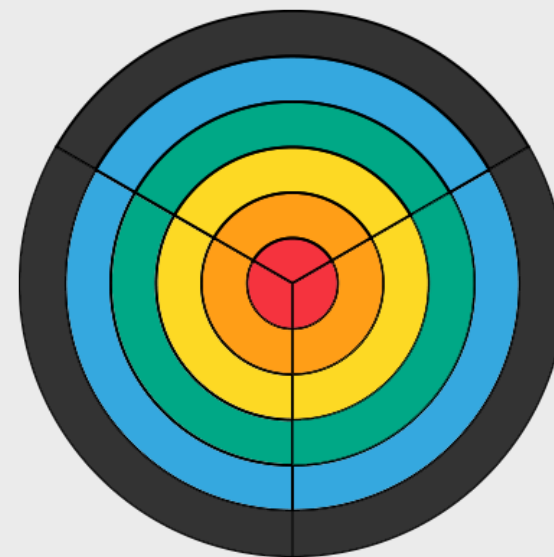
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

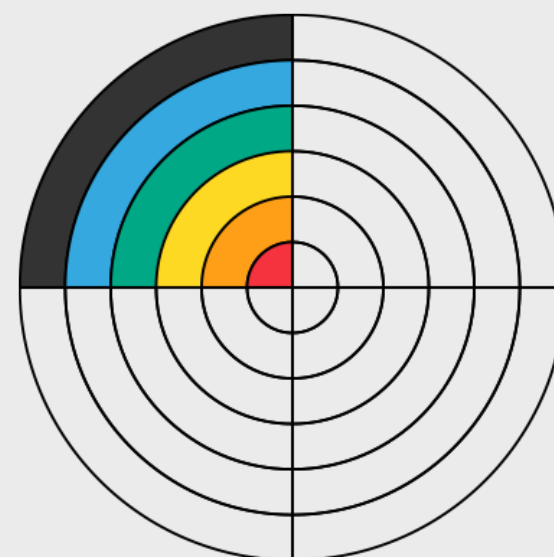
The level 6 circle has been coloured in within the child's myJunior folder.



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.

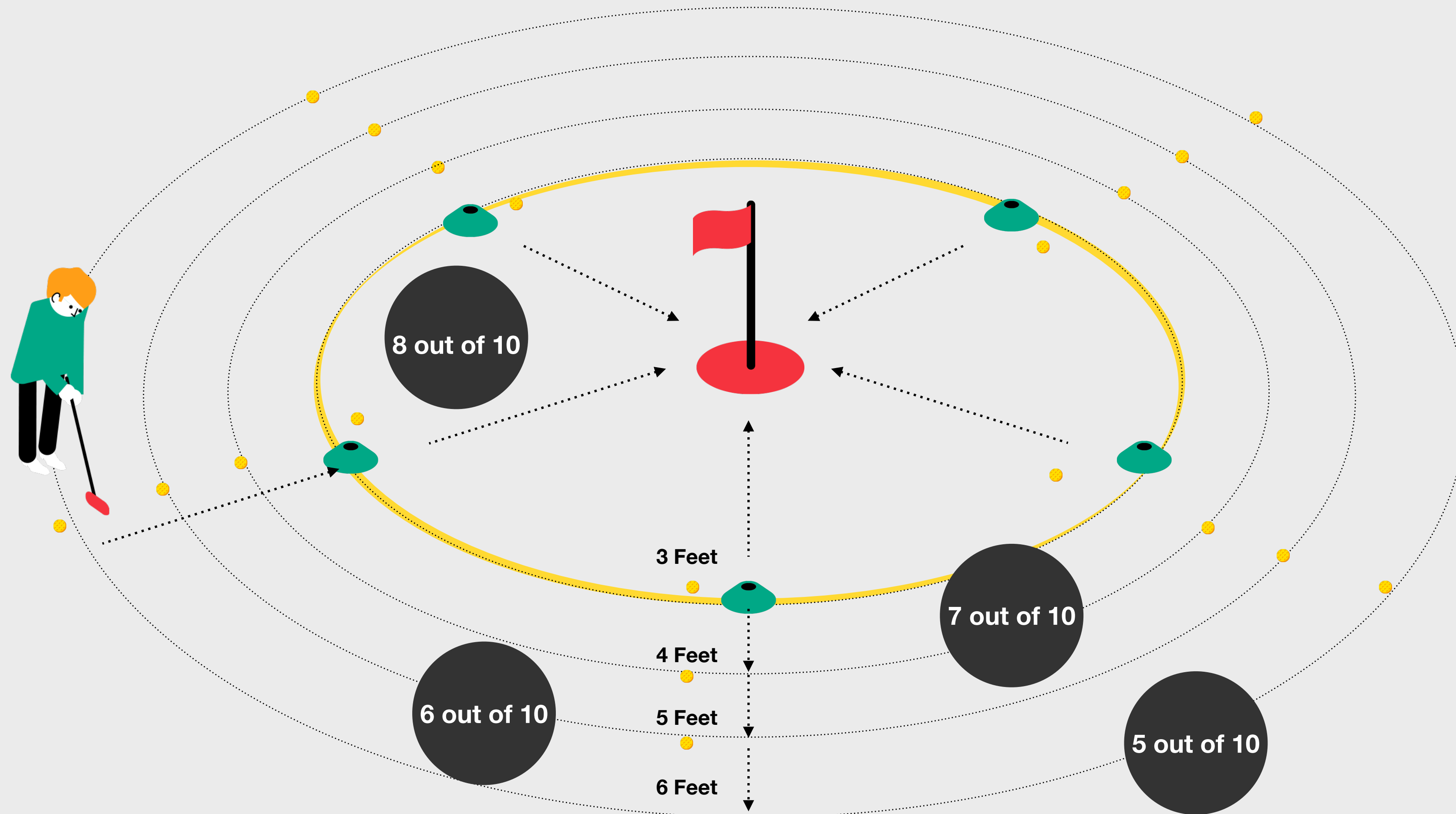


Level 6



**JUNIOR GOLF
ACADEMY**

Short Putts Challenge



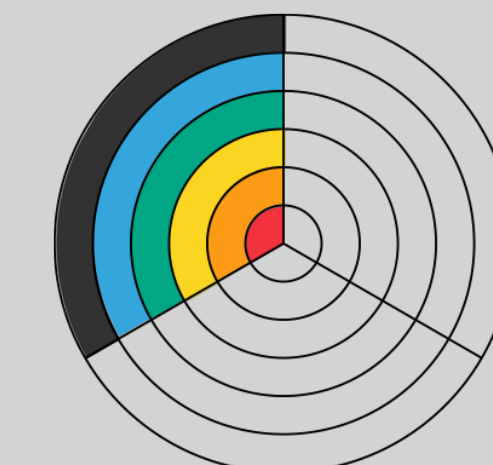
The Challenge

To complete the Level 6 Challenge within the Short Putts skill element, the child needs to putt the ball into the hole 8 times from 3 feet., 7 times from 4 feet, 6 times from 5 feet & 5 times from 6 feet. You have 10 attempts at each distance and one putt should be attempted from 5 different positions around the hole.

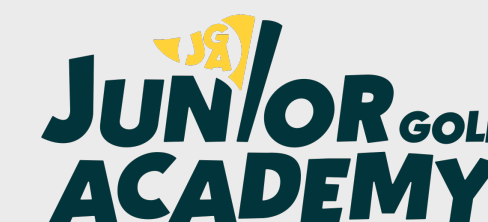
What to do next?

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.



Short Putts



Long Putts Challenge



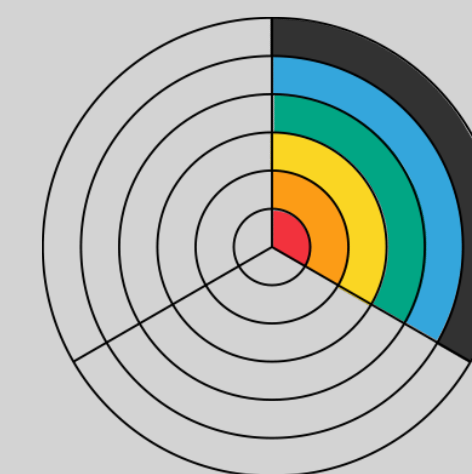
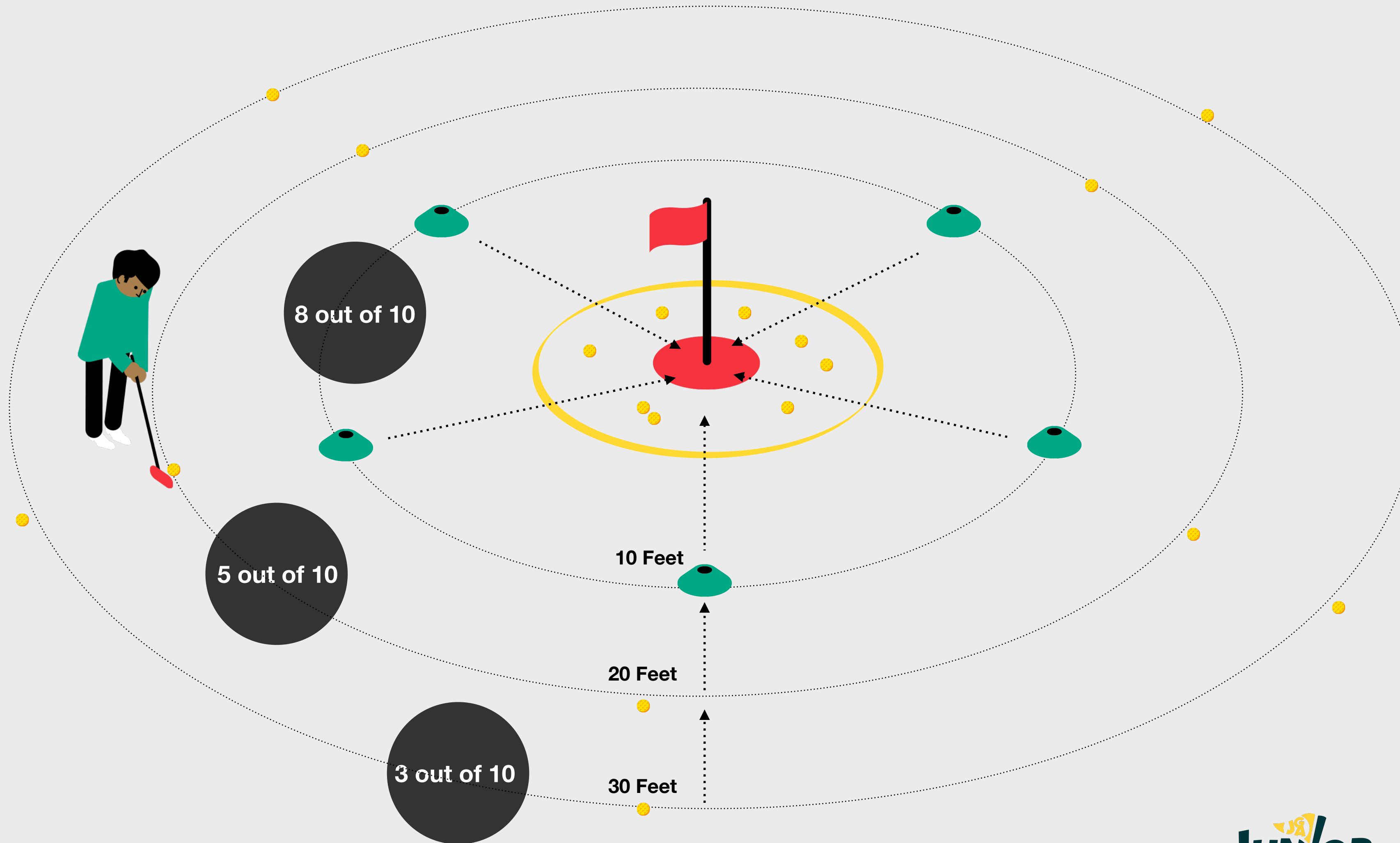
The Challenge

To complete the Level 6 Challenge within the Long Putts skill element, the child needs to putt 8 balls from a distance of 10 feet, 5 balls from a distance of 20 feet & 3 balls from a distance of 30 feet to within a 6 foot diameter circle around the hole. All three distances should be attempted from five positions around the hole and the child has 5 attempts from each distance. They should attempt one putt from each position.

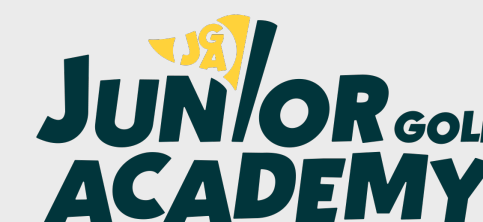
What to do next?

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.



Long Putts



Scoring Challenge



The Challenge

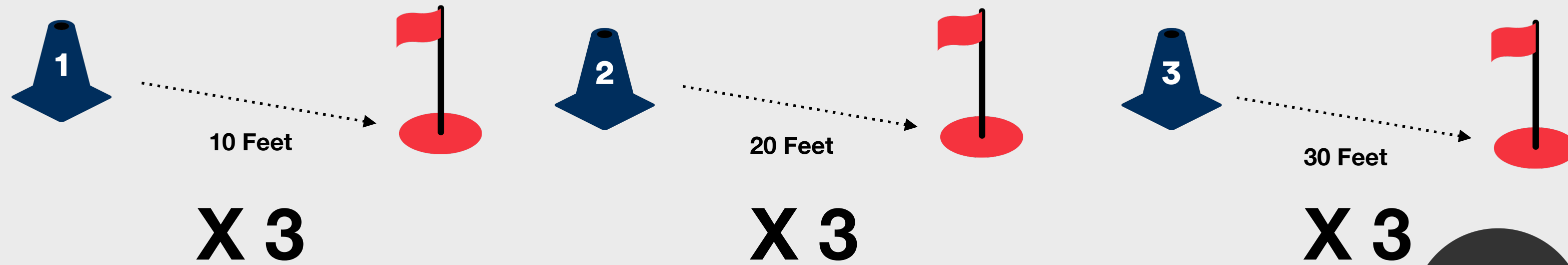
To complete the Level 6 Challenge within the Scoring skill element, the child needs to score 18 putts or less for 9 holes on the putting green, with 3 holes at a starting distance of 10 feet, 3 holes at a starting distance of 20 feet and 3 holes at a starting distance of 30 feet from the hole.

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.

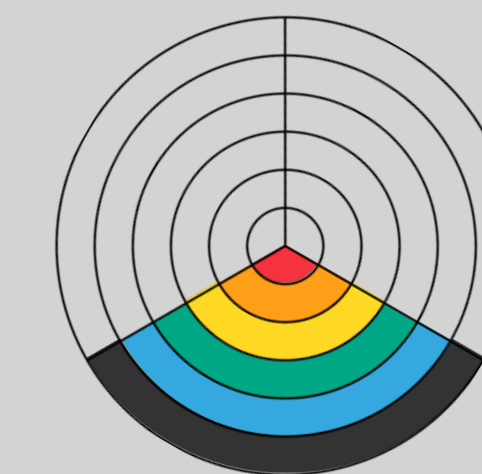
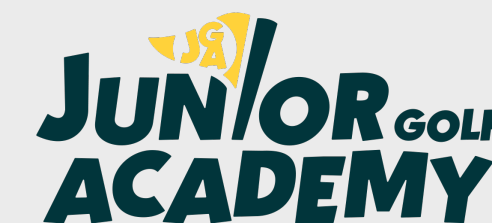
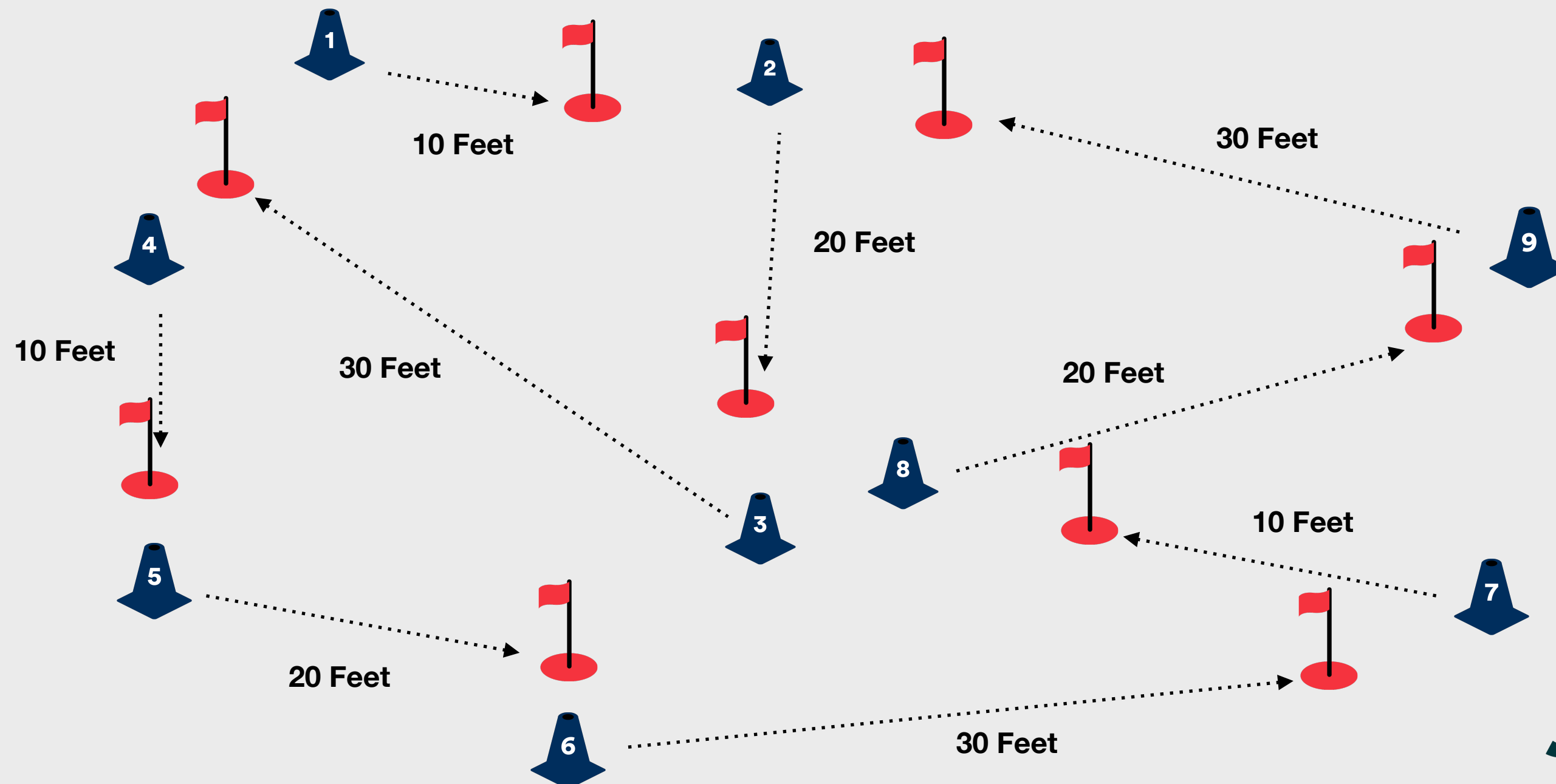
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.

Option 1



18 putts or less

Option 2



Scoring



Level 6 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 6 Tracker Stickers

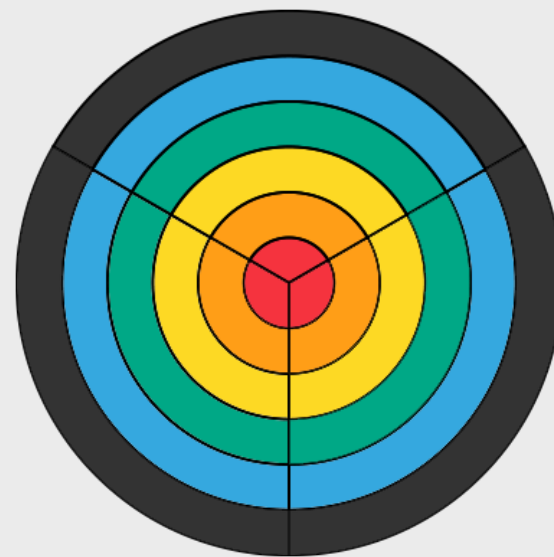
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

On the Green myProgress Wheel

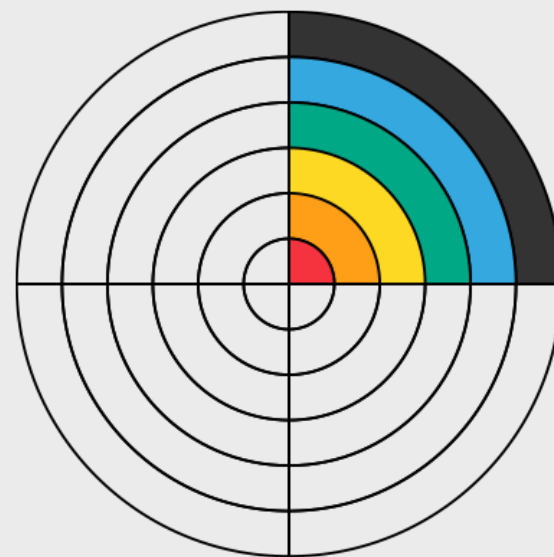
The level 6 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



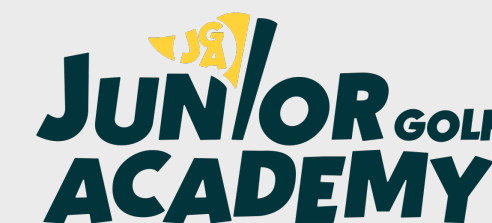
What to do next?

You can now award the child their Level Hat Pin.

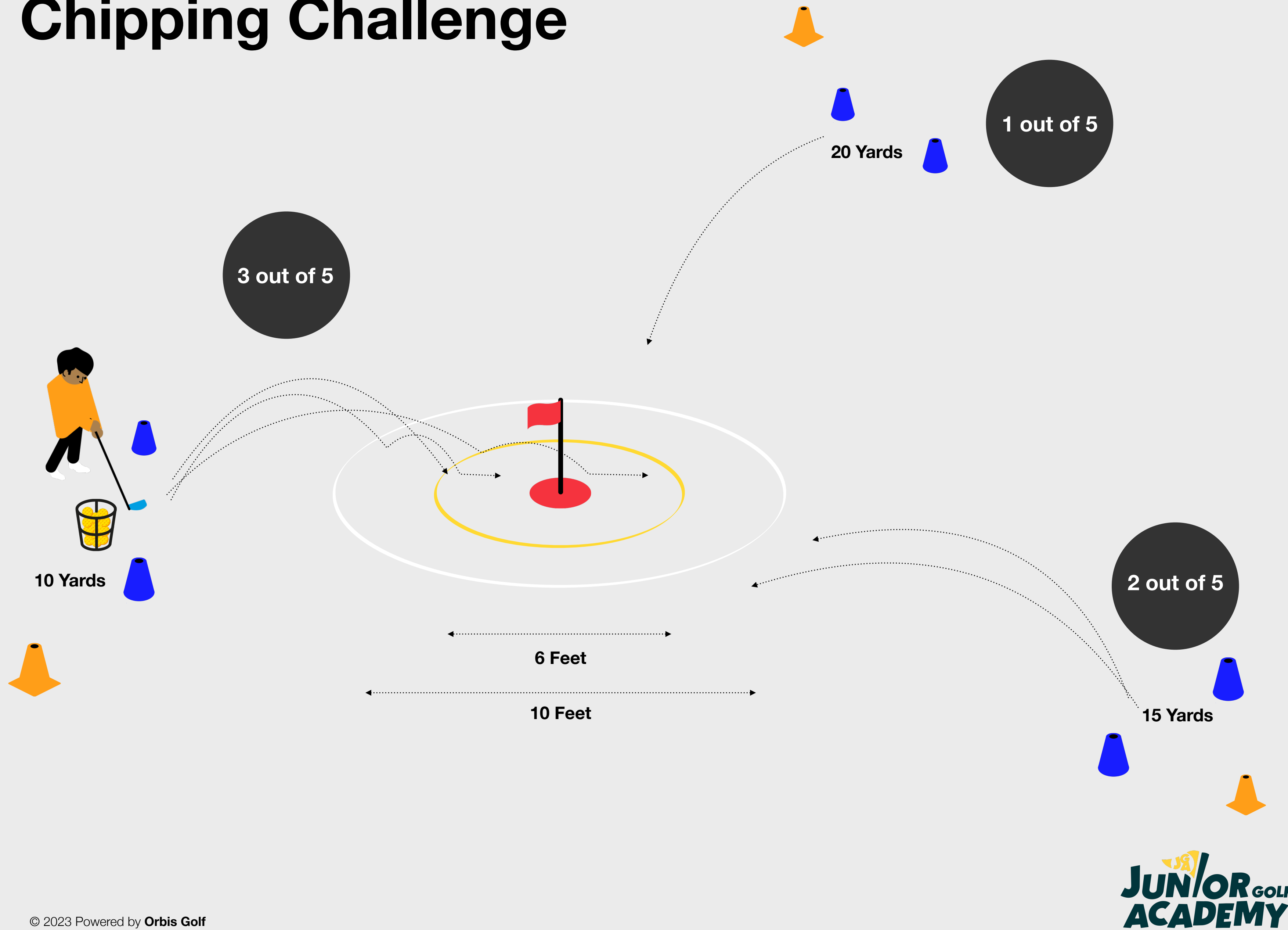
The reward will be issued virtually via the GLF. Connect app within the Junior Golf Academy myGame+ program.



Level 6



Chipping Challenge



The Challenge

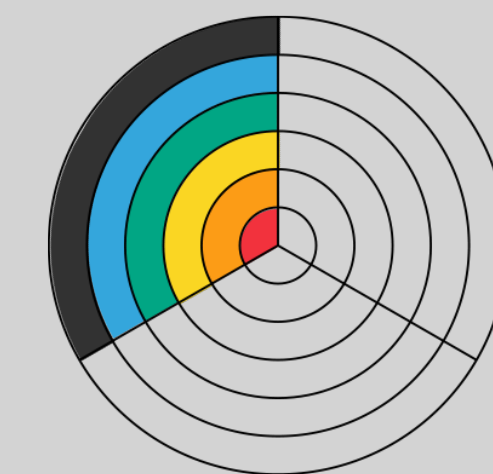
To complete the Black Sticker Challenge within the Chipping skill element, the child needs to get 3 out of 5 from 10 yards, 2 out of 5 from 15 yards and 1 out of 5 from 20 yards to finish within a 6-foot diameter circle.

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

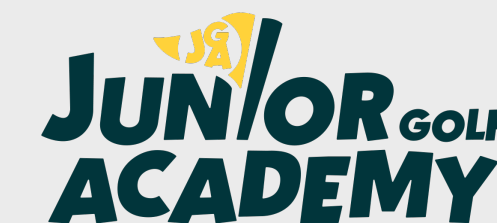
What to do next?

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 Challenge



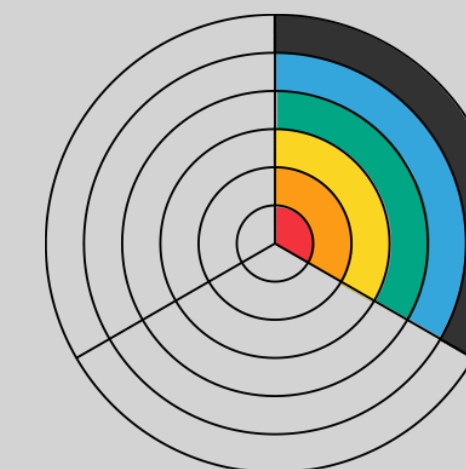
The Challenge

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.

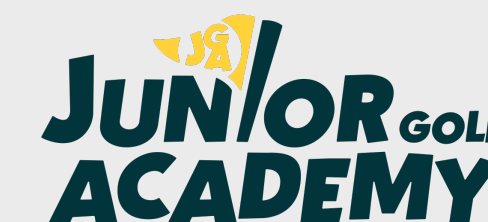
What to do next?

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.

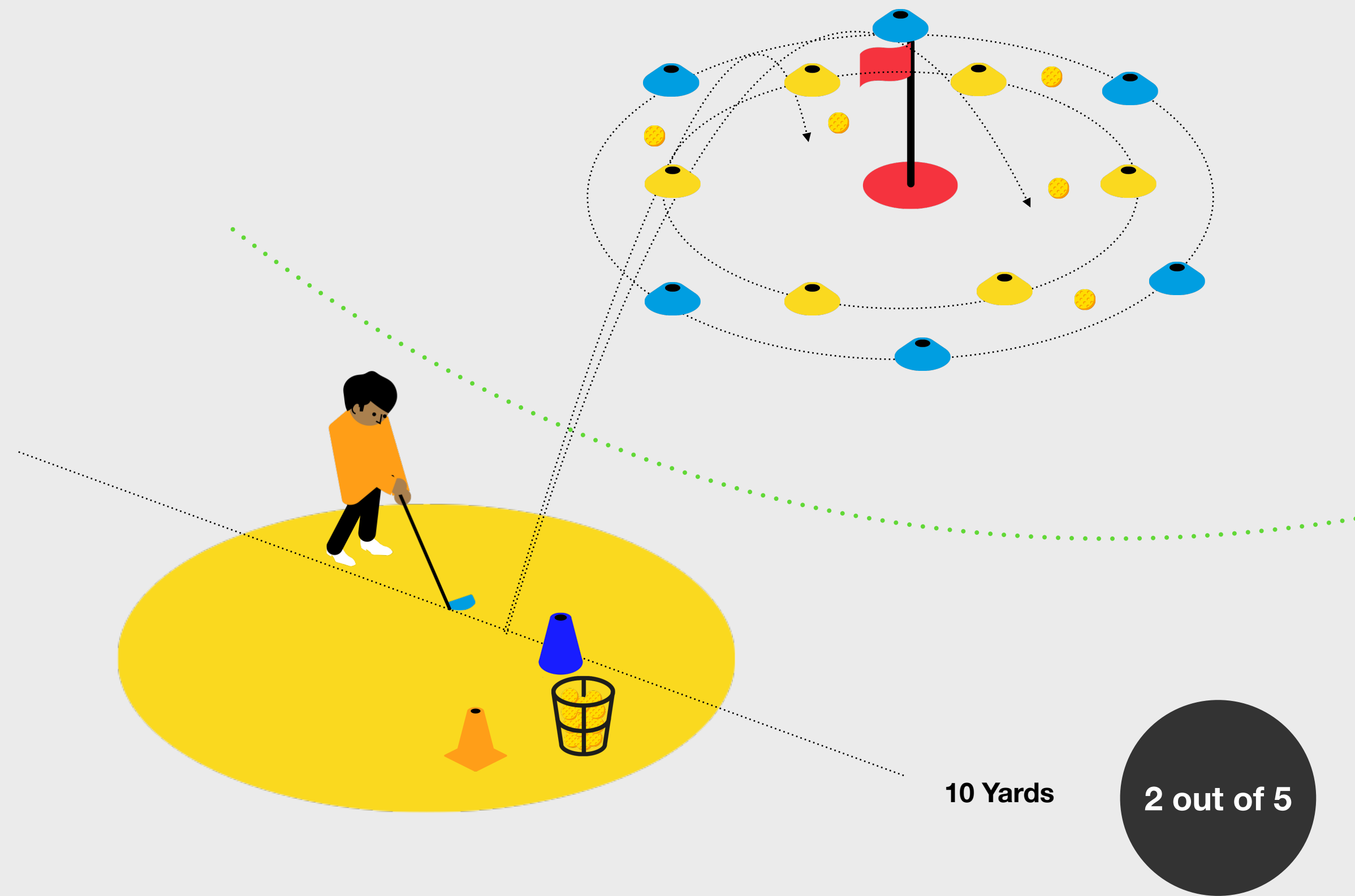
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Pitching



Bunker Play Challenge



10 Yards

2 out of 5



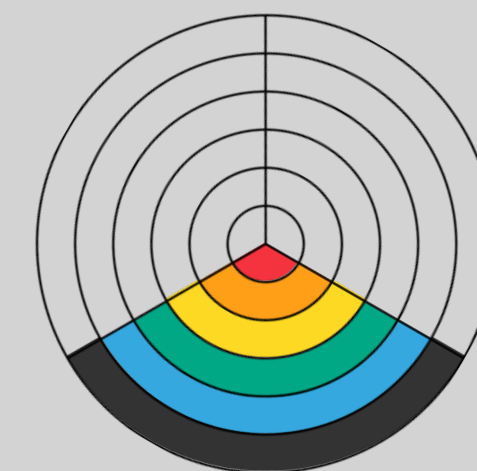
The Challenge

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.

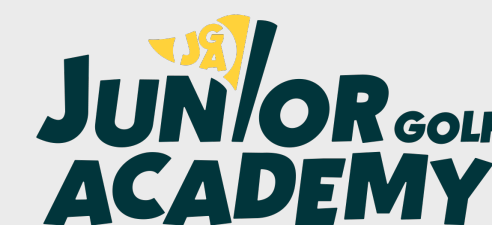
What to do next?

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



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

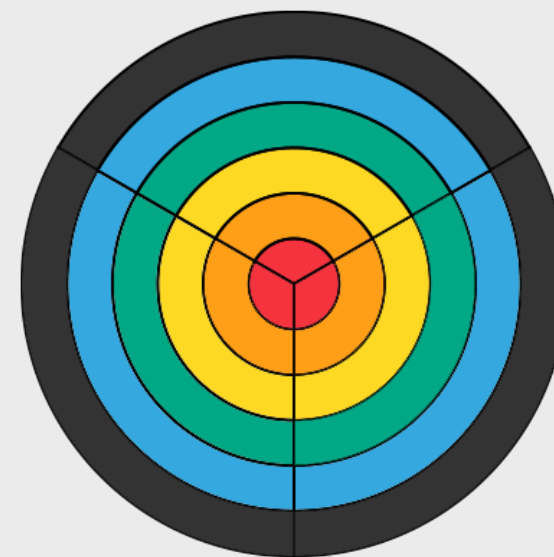
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

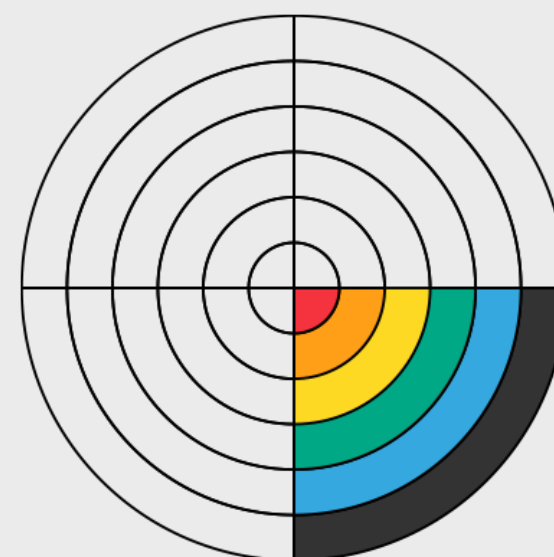
The level 6 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



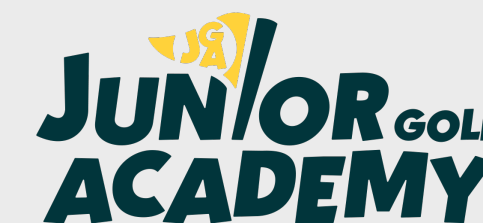
What to do next?

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



On the Course Challenges



Scoring

The Challenge

To complete the Level 3 Scoring Challenge, the child needs score 40 or less over 9 holes from Tee 5 (Academy Tee)



Attendance

The Challenge

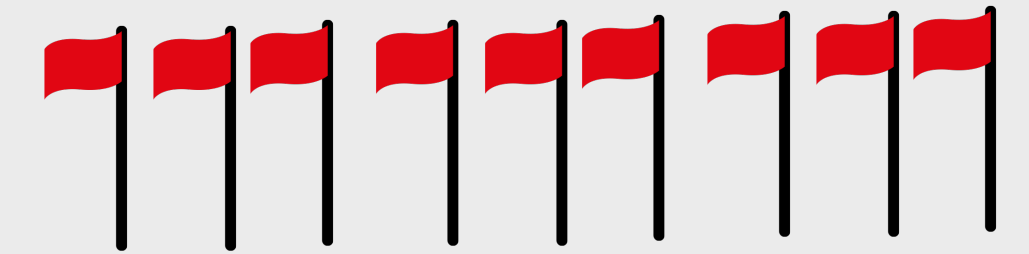
To complete the Level 6 Scoring Challenge, the child needs to attend 12 Course Play Events.



Holes

The Challenge

To complete the Level 3 Scoring Challenge, the child needs to complete Complete 9 Holes on the Course from 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.

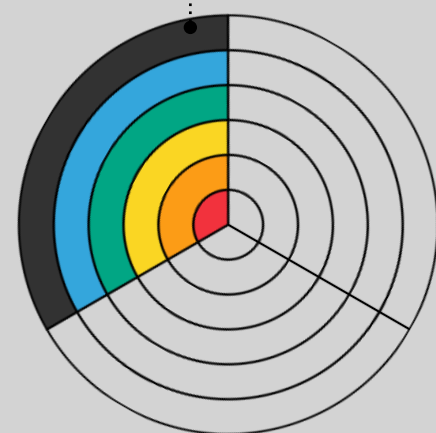
What to do next?

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.

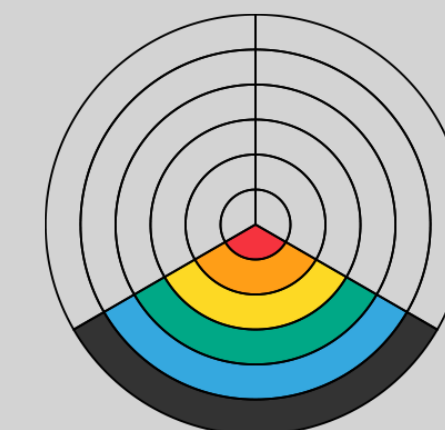
What to do next?

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



Attendance



Holes



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 6 Tracker Stickers

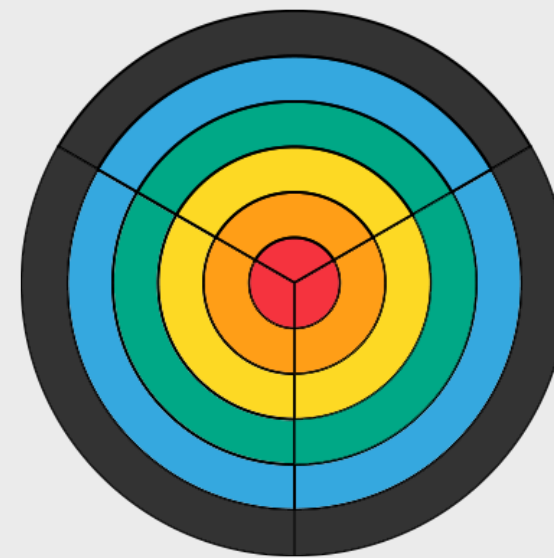
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Play myProgress Wheel

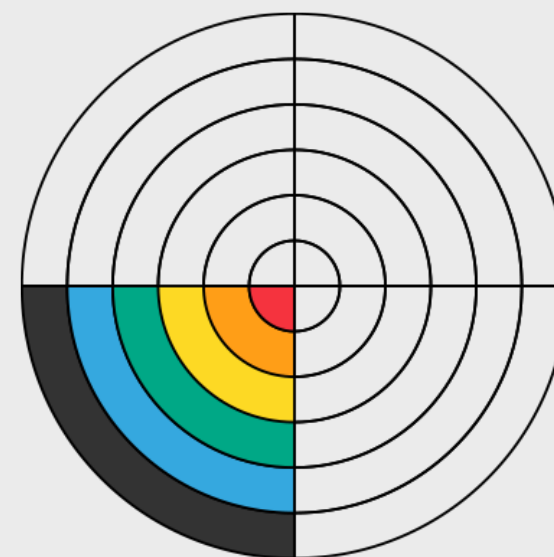
The level 6 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



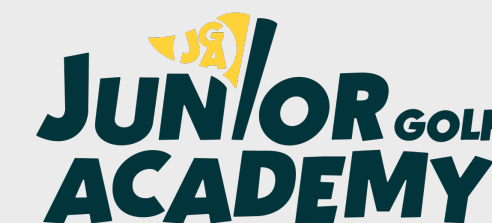
What to do next?

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



Awarding a Level 6 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 6 Tracker Stickers

All 12 stickers have been added to the tracker



Step 2

Skill Hat Pins

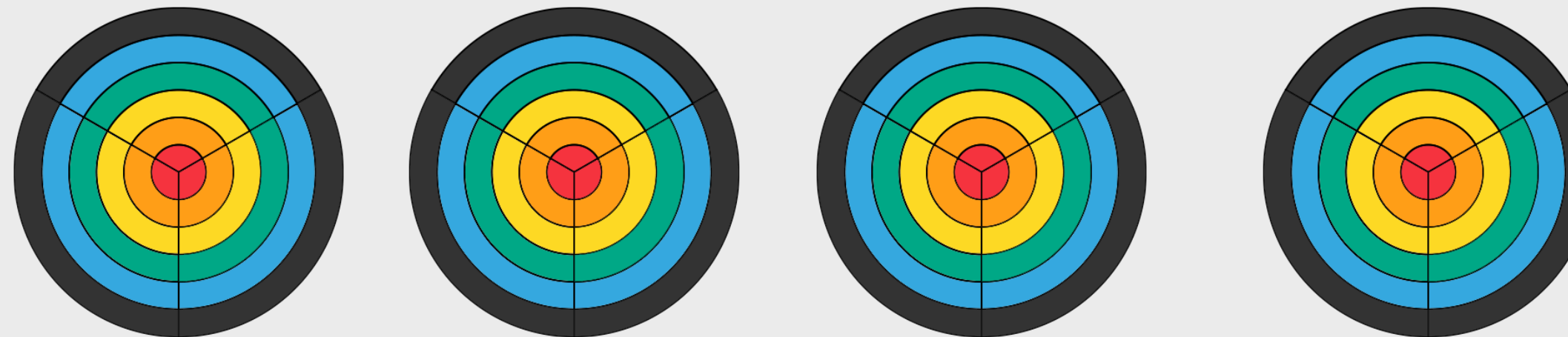
All of the Skill Hat Pins have been collected.



Step 3

Skill myProgress Wheels

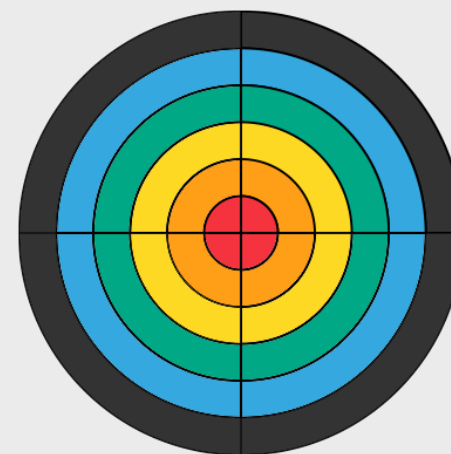
All Level 6 sections of the Skill myProgress wheels have been coloured in.



Step 4

Mastering the Game myProgress Wheels

The level 6 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 6

