

Swing 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 1 Tracker Stickers

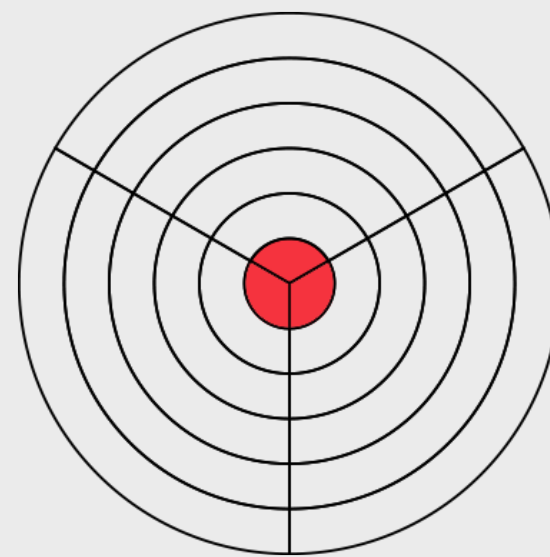
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Swing myProgress Wheel

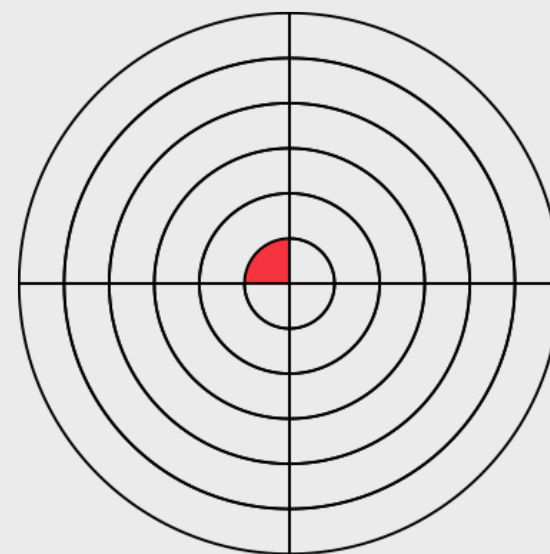
The level 1 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



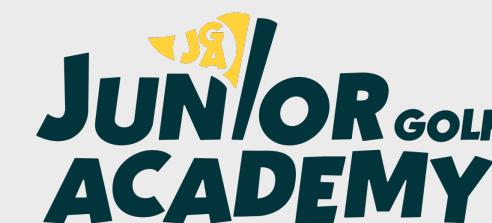
What to do next?

You can now award the child their Level 1 Swing 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 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

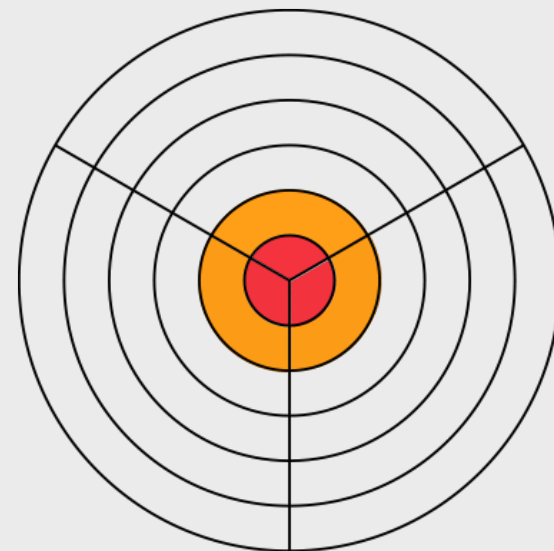
All of the stickers have been added to the tracker sheet within the child's myJunior folder.



Step 2

Around the Green myProgress Wheel

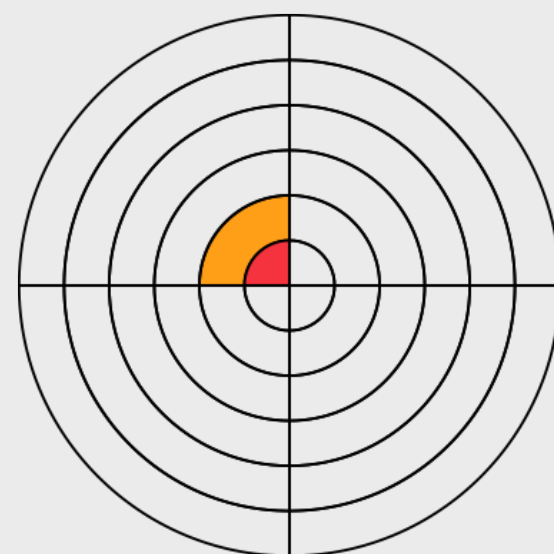
The level 2 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



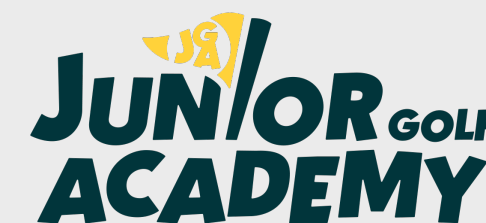
What to do next?

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



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

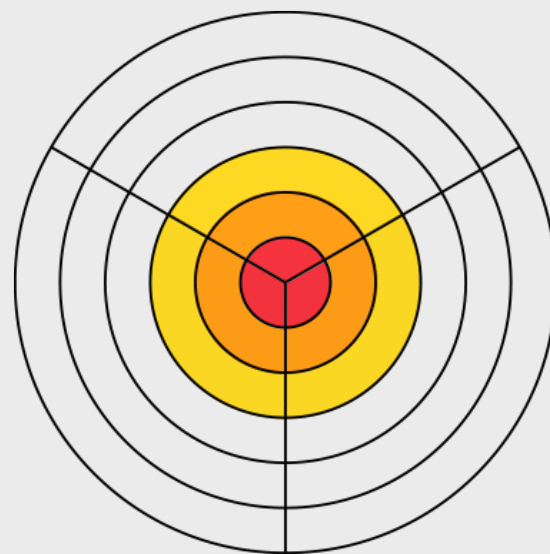
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

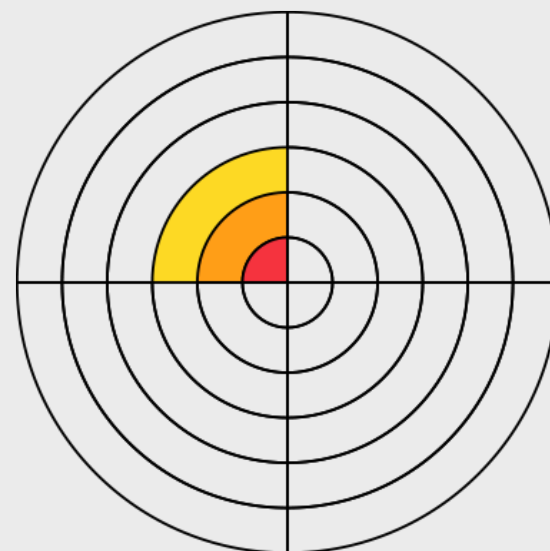
The level 3 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



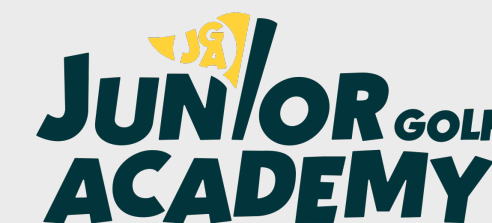
What to do next?

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



Level 4 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 4 Tracker Stickers

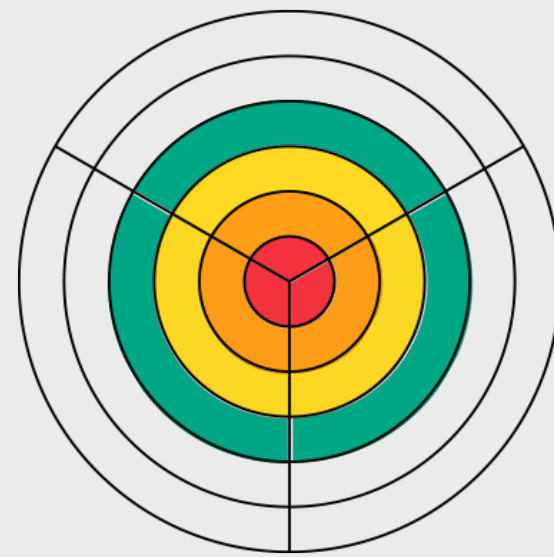
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

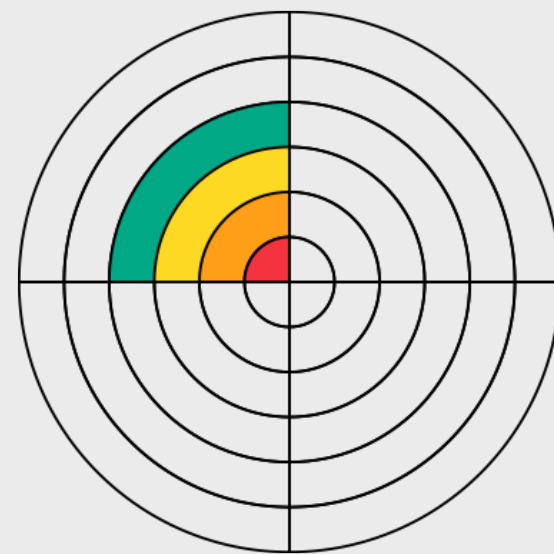
The level 4 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



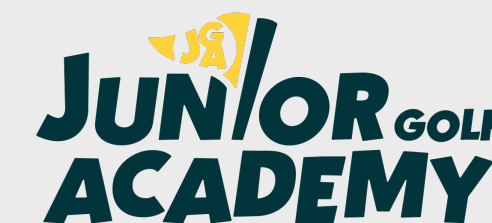
What to do next?

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 4



Level 5 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 5 Tracker Stickers

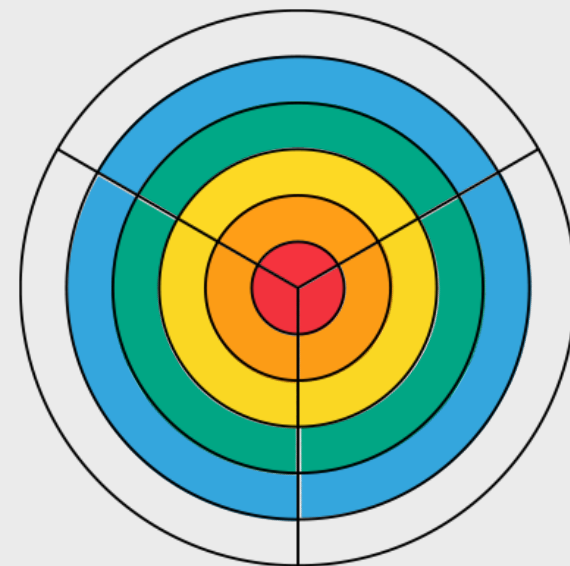
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

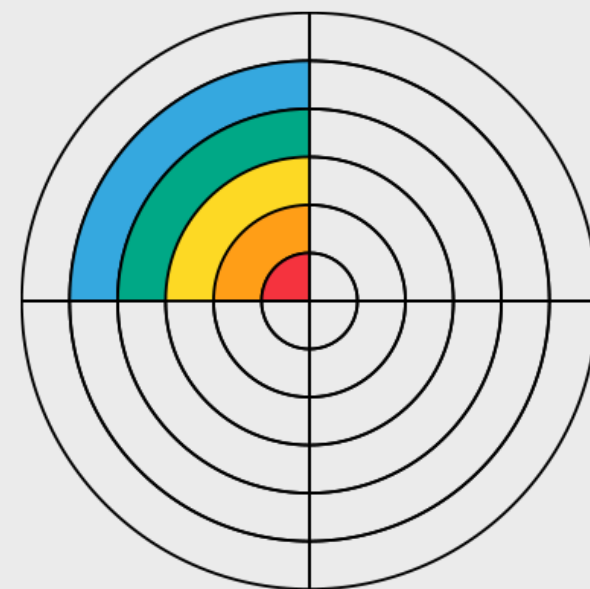
The level 5 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



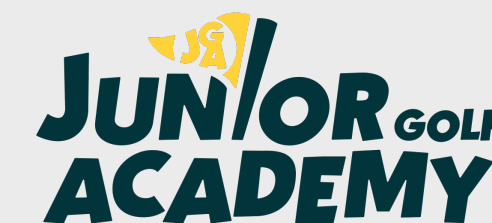
What to do next?

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



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

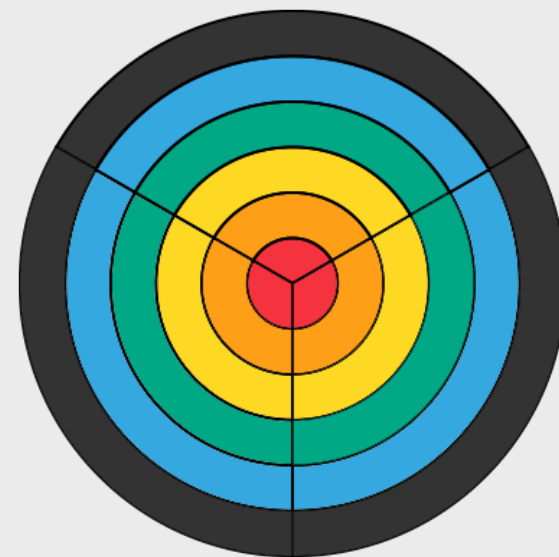
All of the stickers have been added to the tracker sheet within the child's myJunior Folder.



Step 2

Around the Green myProgress Wheel

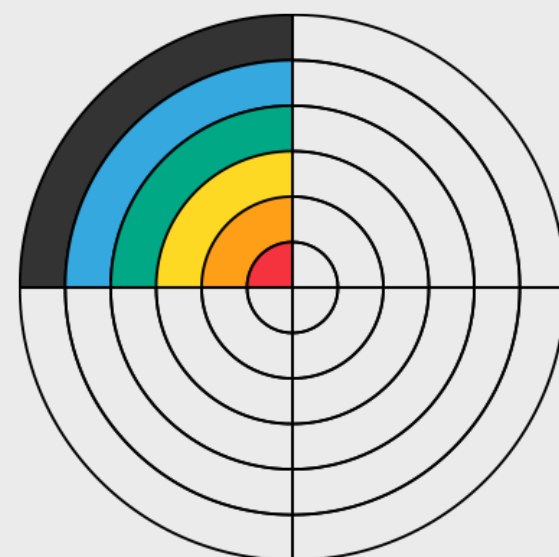
The level 6 circle has been coloured in within the child's myJunior folder.



Step 3

Mastering the Game myProgress Wheel

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



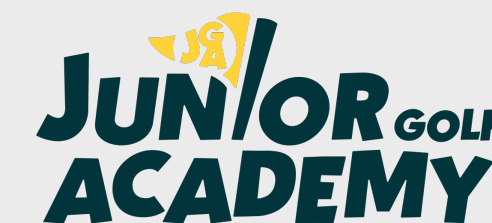
What to do next?

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.



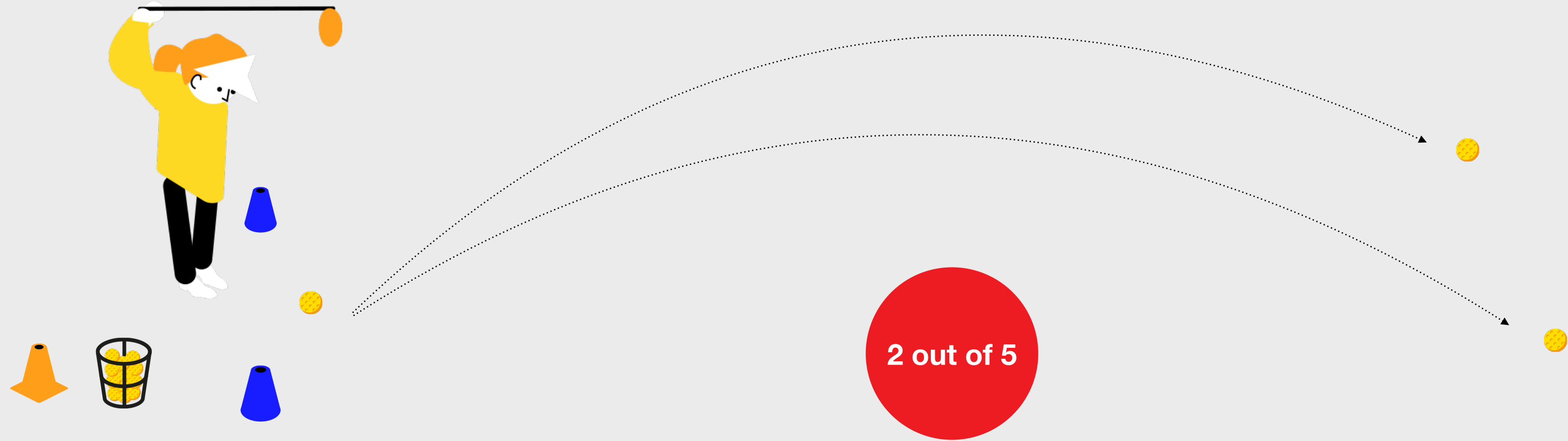
Level 6



Driver



Driver Challenge



The Challenge

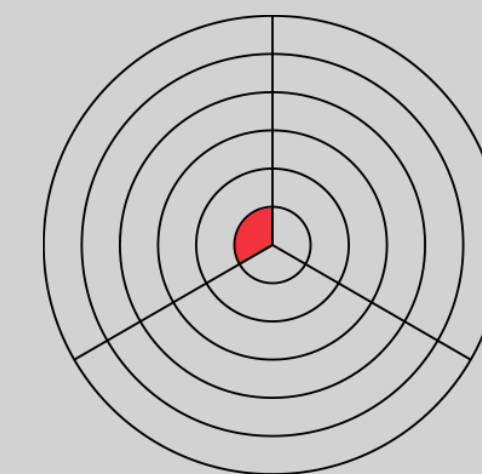
To complete the Level 1 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air.

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

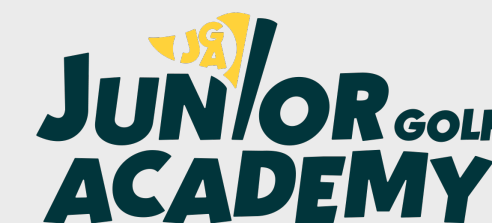
What to do next?

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.

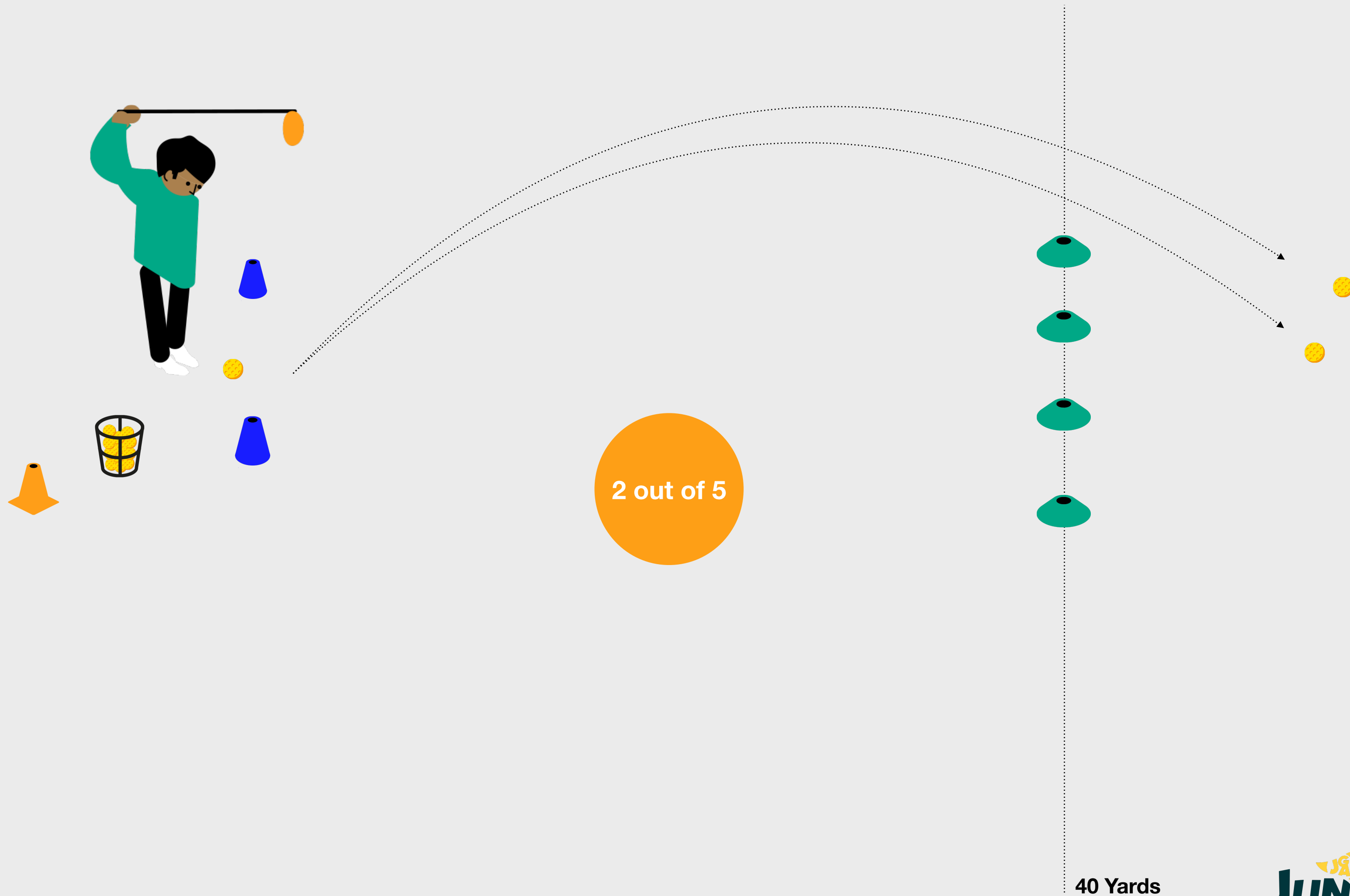
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Driver

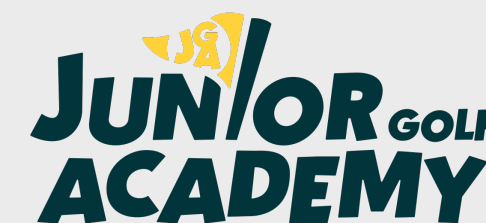


Driver Challenge



2 out of 5

40 Yards



The Challenge

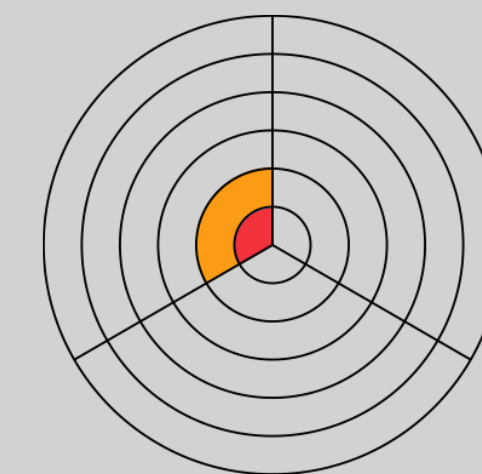
To complete the Level 2 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air, a minimum carry distance of 40 yards.

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.

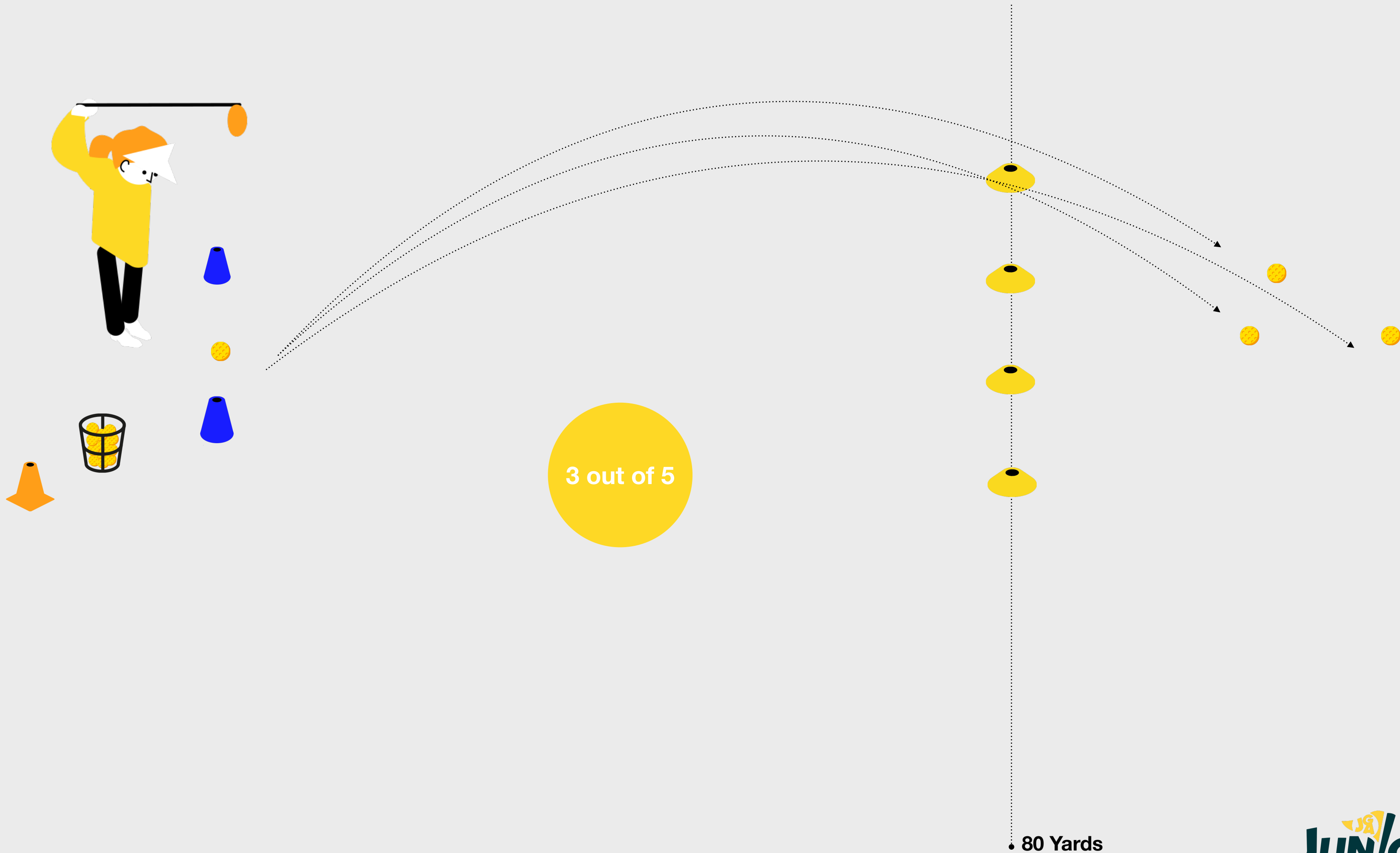
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Driver



Driver Challenge



The Challenge

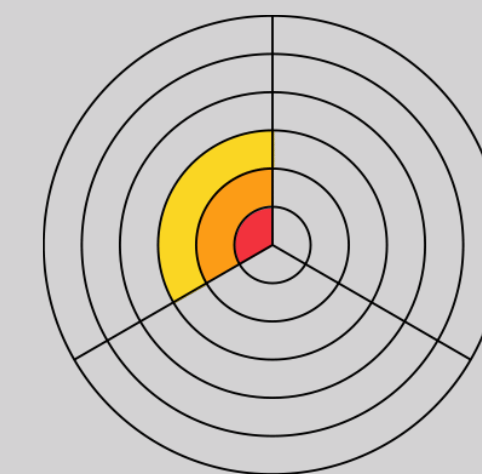
To complete the Level 3 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air, a minimum carry distance of 80 yards.

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

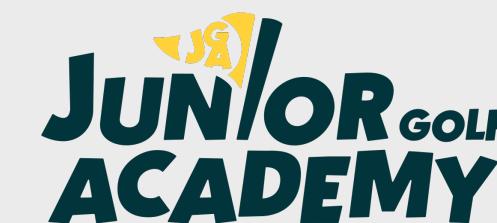
What to do next?

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.

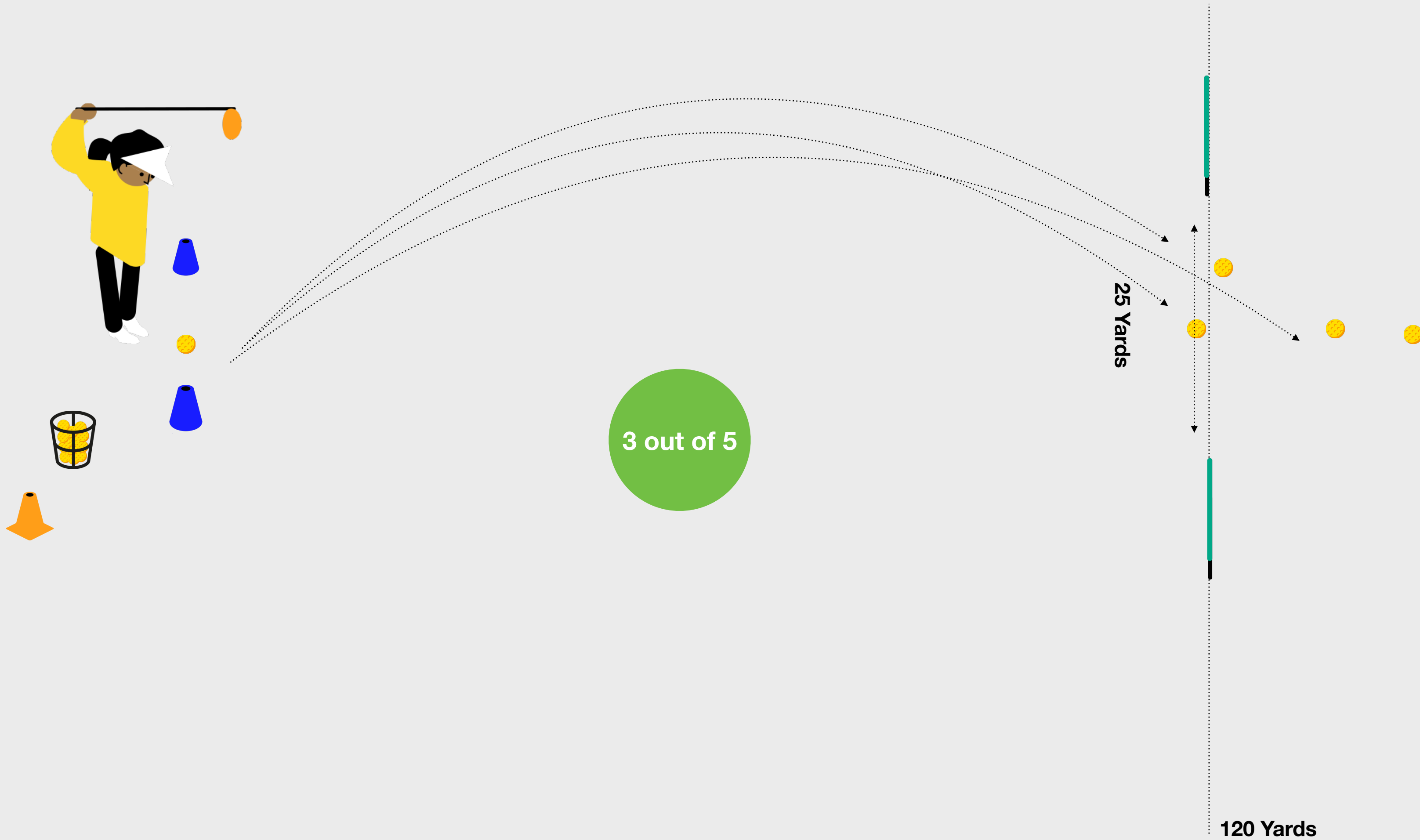
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Driver



Driver Challenge



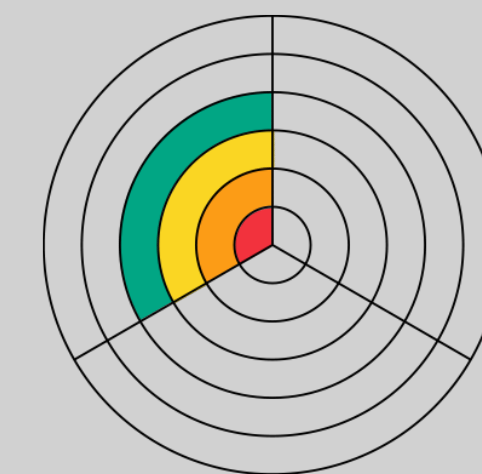
The Challenge

To complete the Level 4 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 total distance of 120 yards and the ball needs to come to rest within a 25-yard-wide gate.

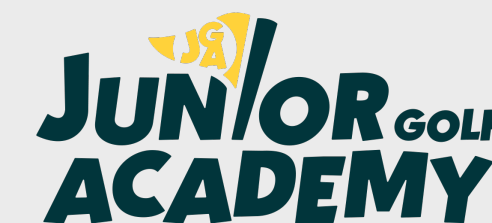
What to do next?

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.

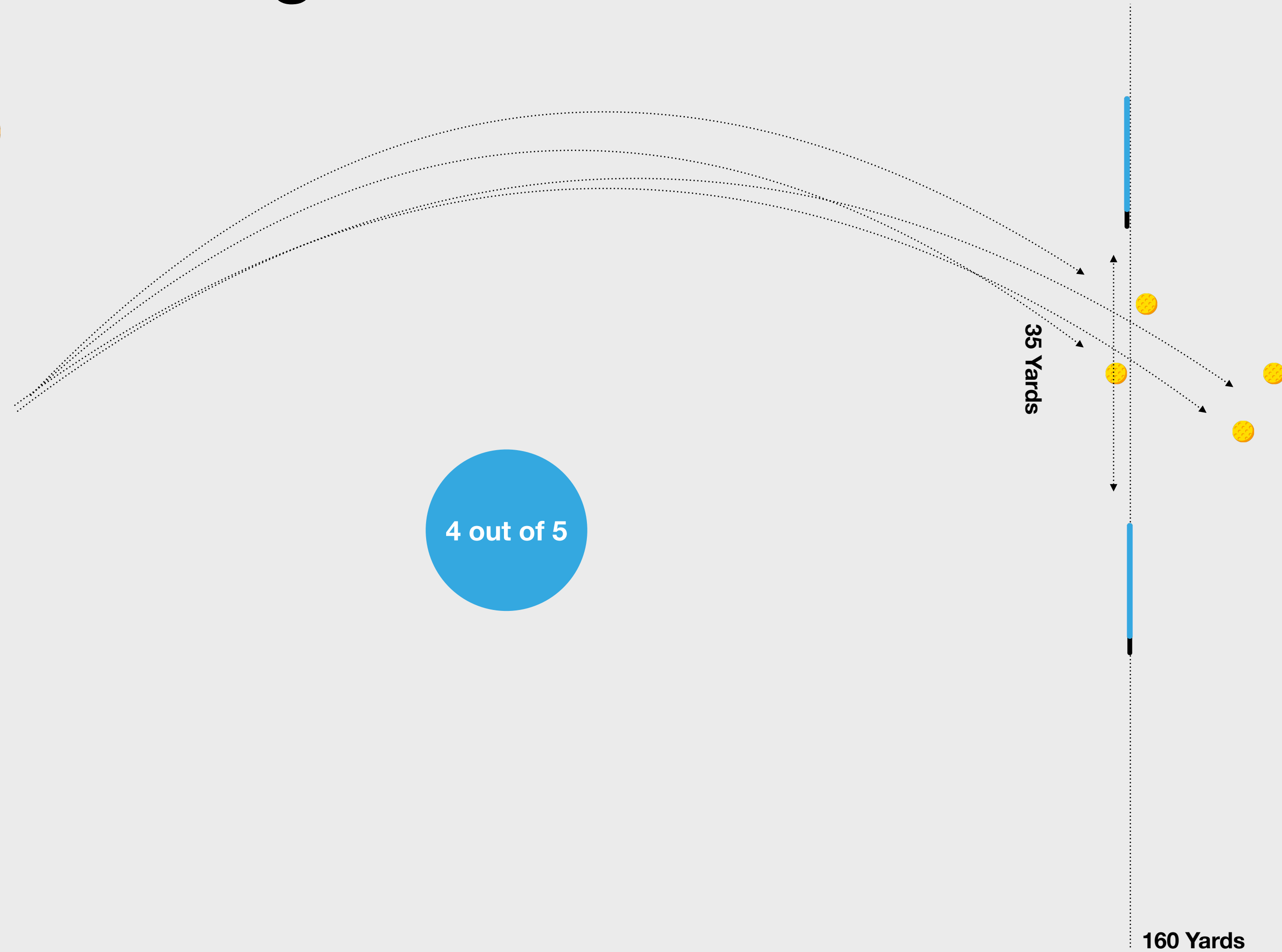
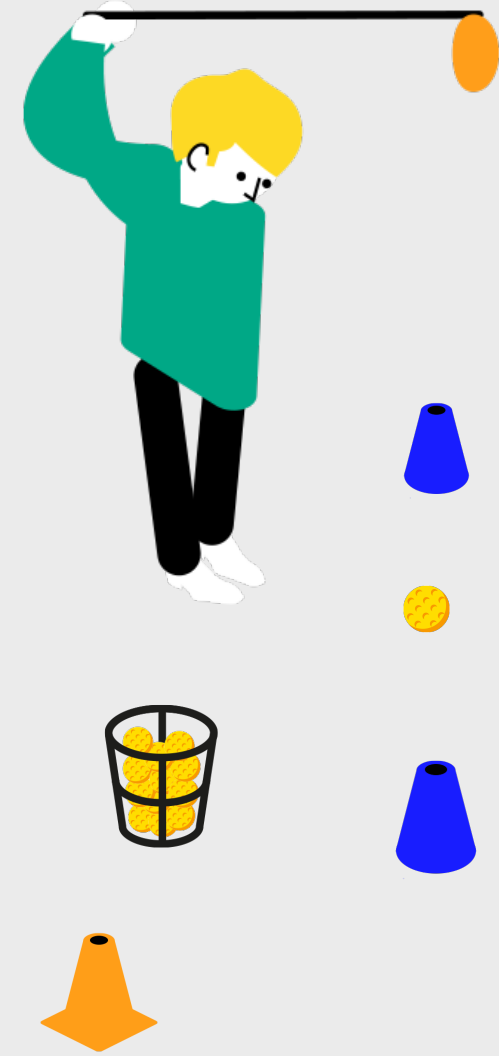
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Driver



Driver Challenge



4 out of 5

35 Yards

160 Yards



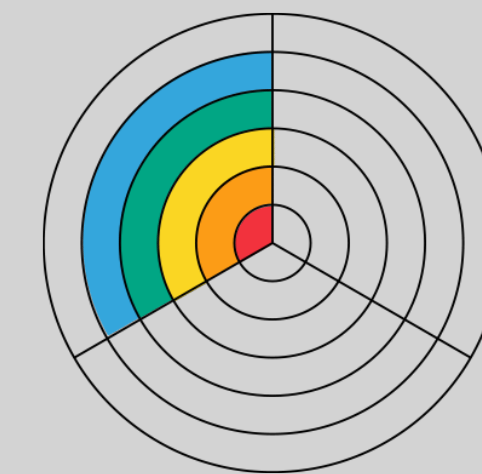
The Challenge

To complete the Level 5 Challenge within the Driver Skill element, the child needs to demonstrate the ability to hit 4 out of 5 shots in the air, a minimum total distance of 160 yards. The ball needs to come to rest through a 35-yard-wide gate.

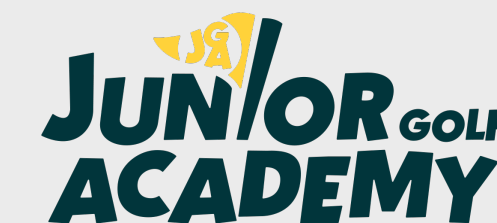
What to do next?

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.

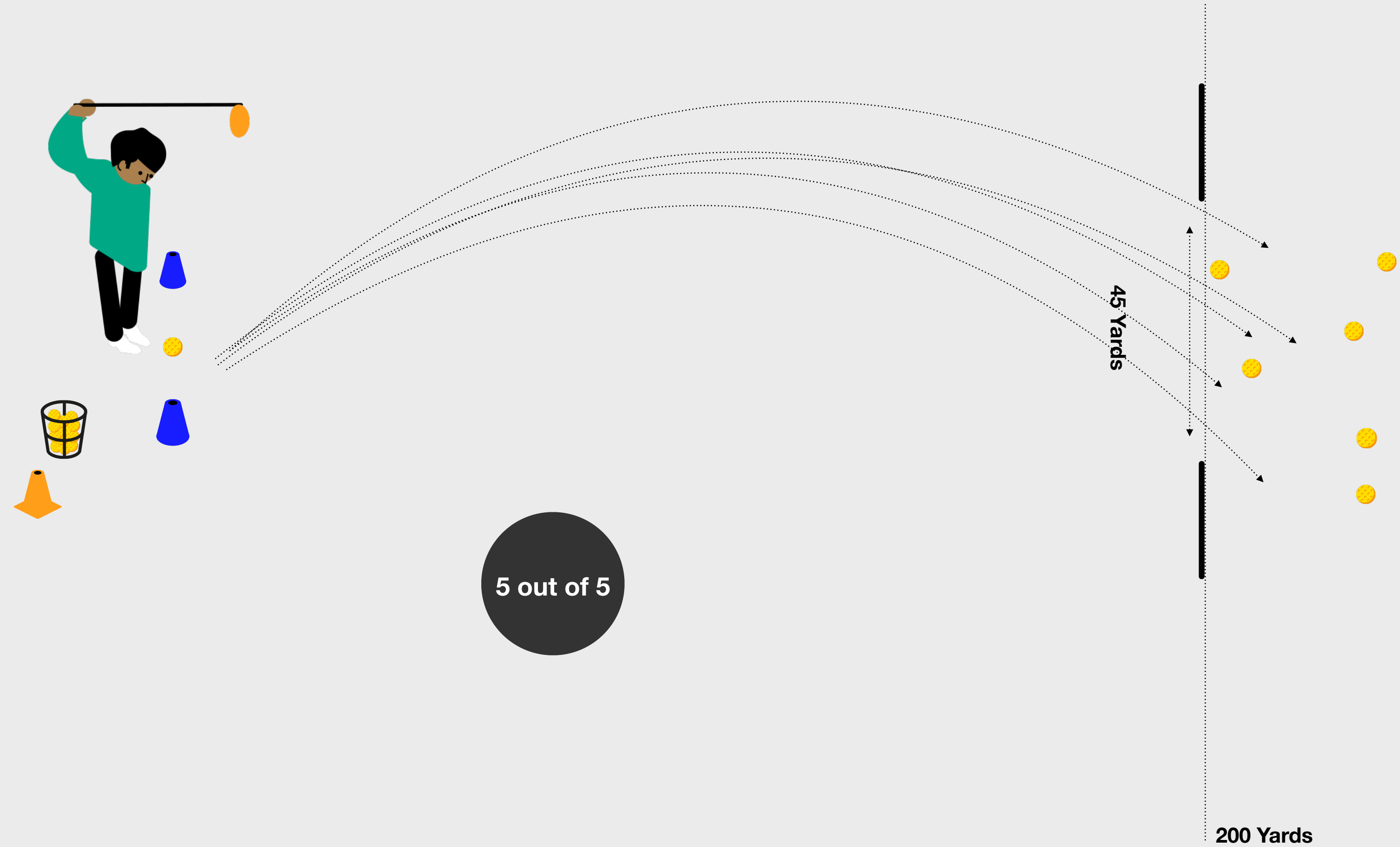
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Driver



Driver Challenge



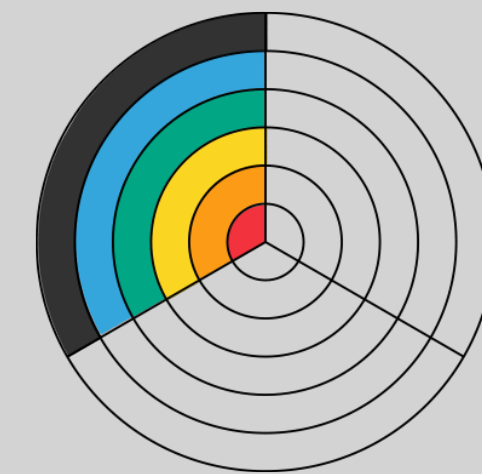
The Challenge

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.

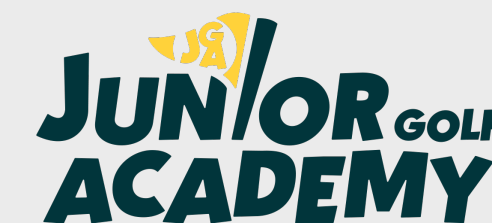
What to do next?

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.



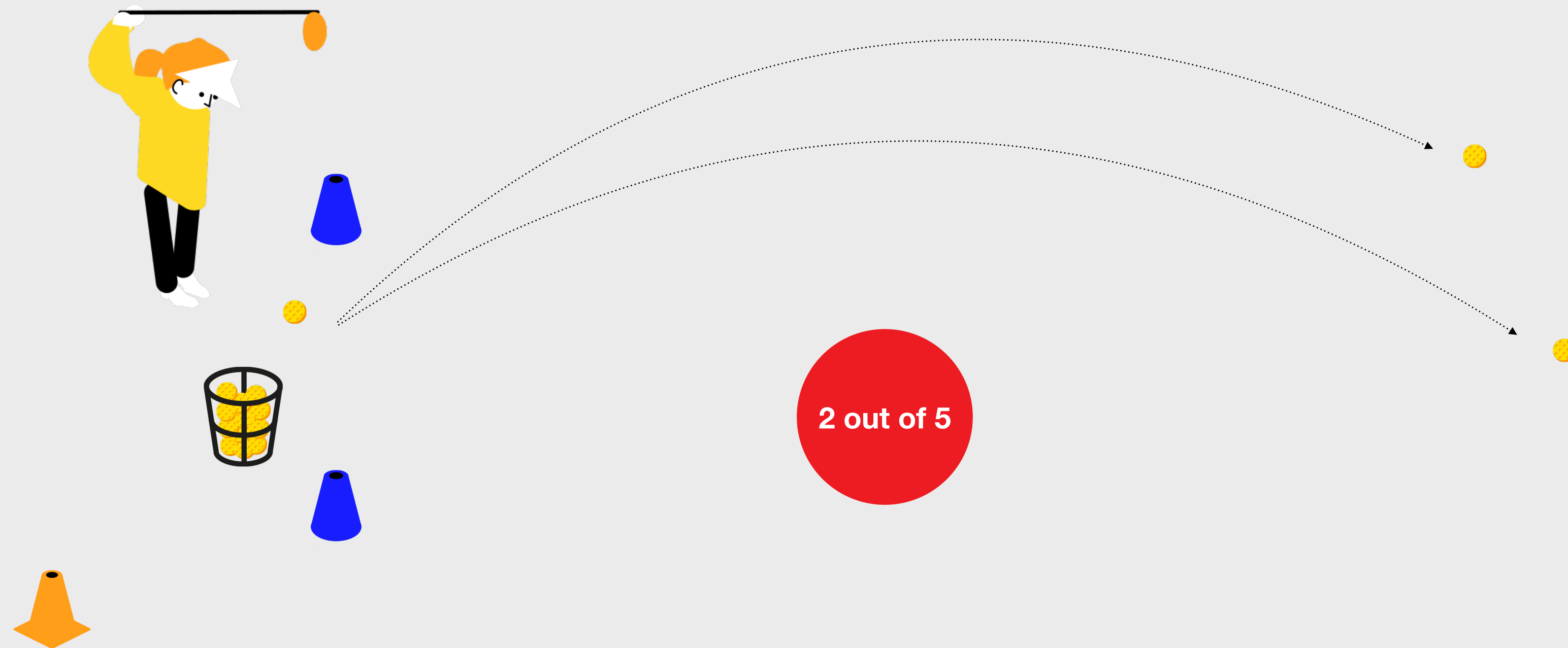
Driver



Fairway Woods



Fairway Wood Challenge



2 out of 5

**JUNIOR GOLF
ACADEMY**



The Challenge

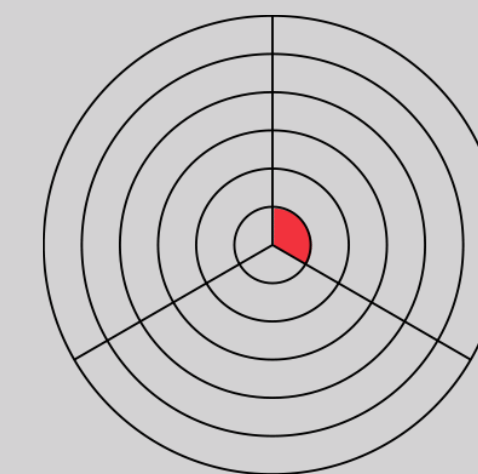
To complete the Level 1 Challenge within the Fairway Woods element, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air.

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

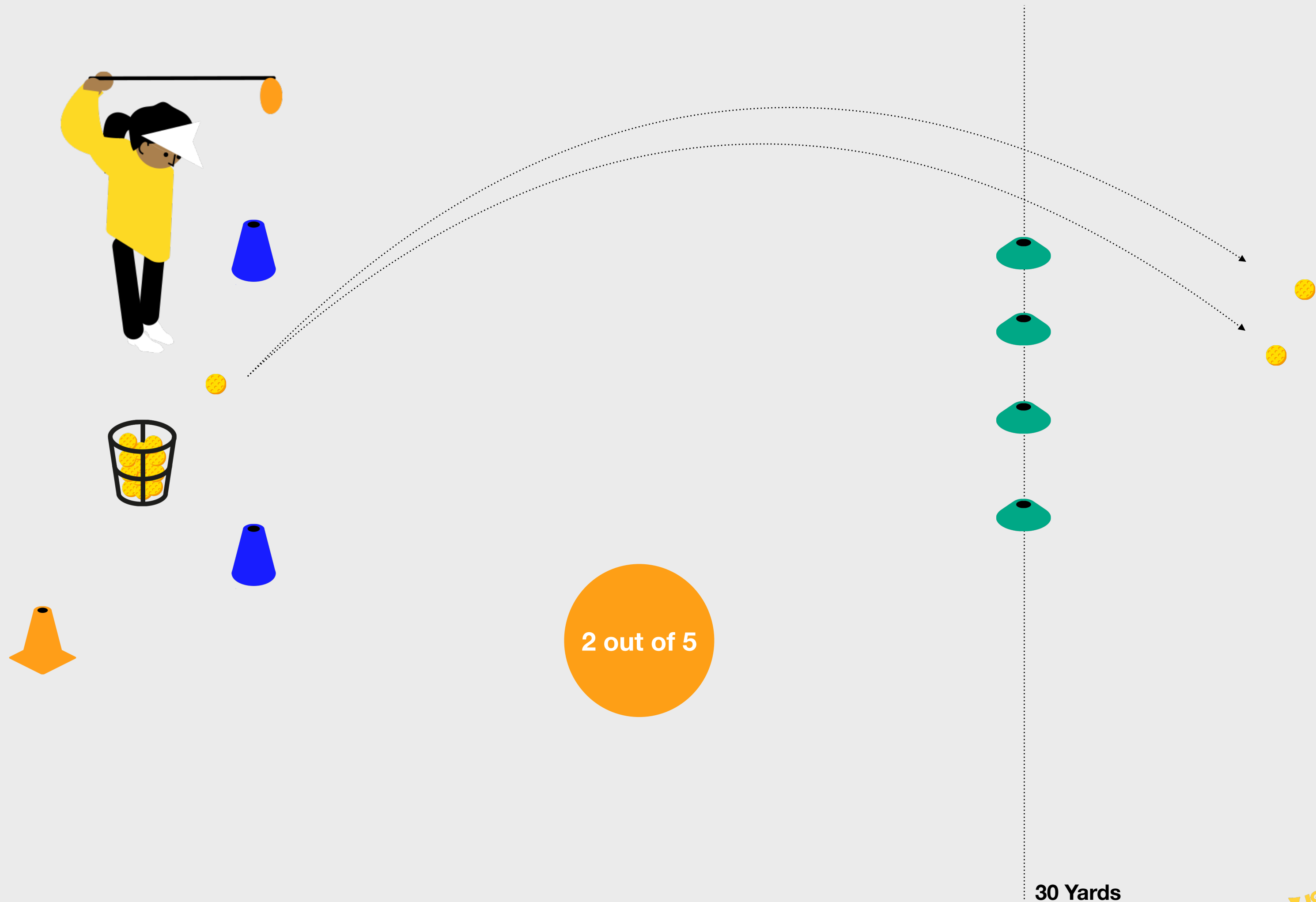
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, the challenge can be marked as complete and the virtual rewards will be issued automatically.



Fairway Woods

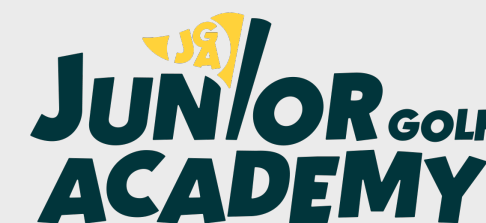


Fairway Wood Challenge



2 out of 5

30 Yards



The Challenge

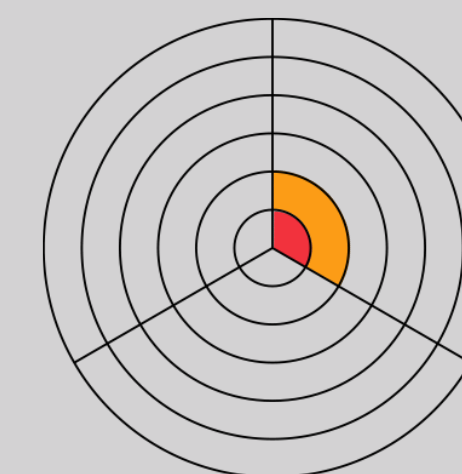
To complete the Level 2 Challenge within the Fairway Woods Skill element, the child needs to demonstrate the ability to hit 2 out of 5 shots in the air, a minimum carry distance of 30 yards.

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.

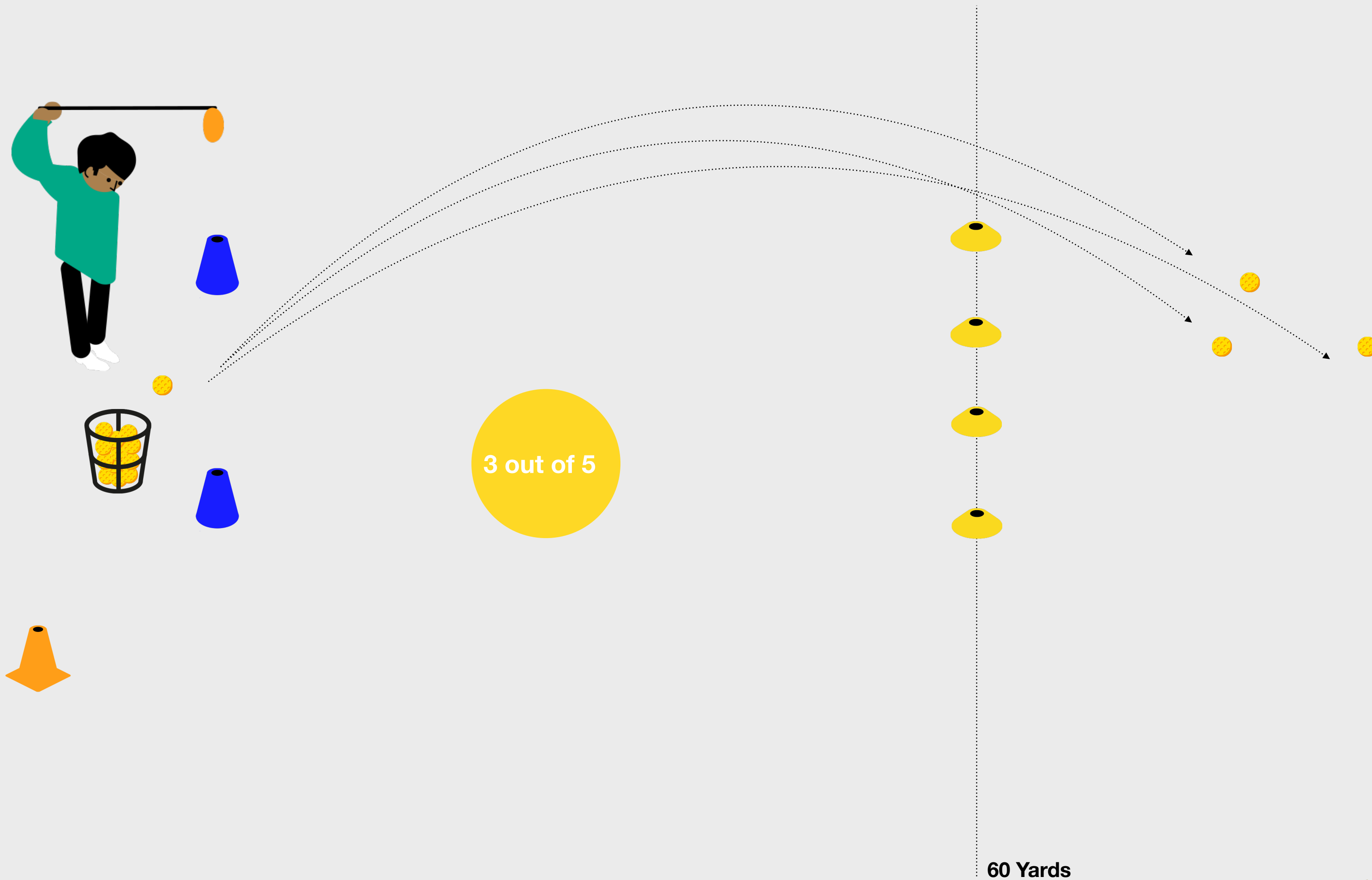
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Fairway Woods



Fairway Wood Challenge



The Challenge

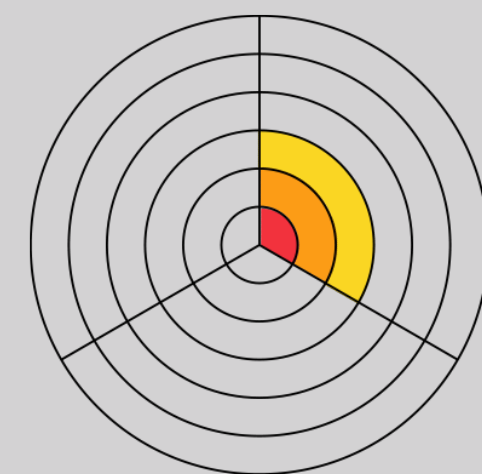
To complete the Level 3 Challenge within the Fairway Woods Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air, a minimum distance of 60 yards.

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

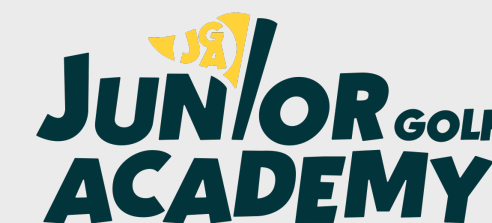
What to do next?

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.

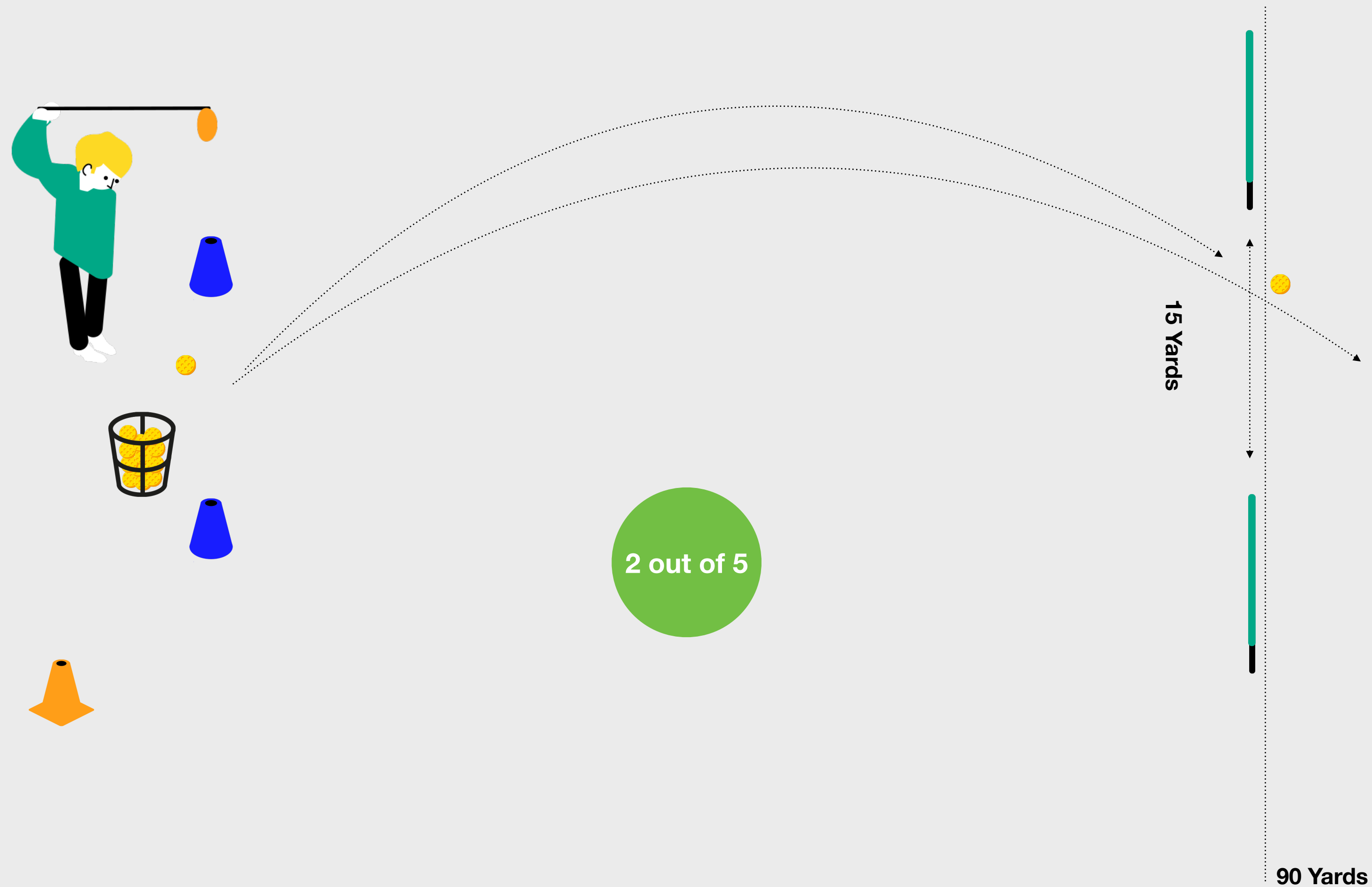
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Fairway Woods



Fairway Wood Challenge



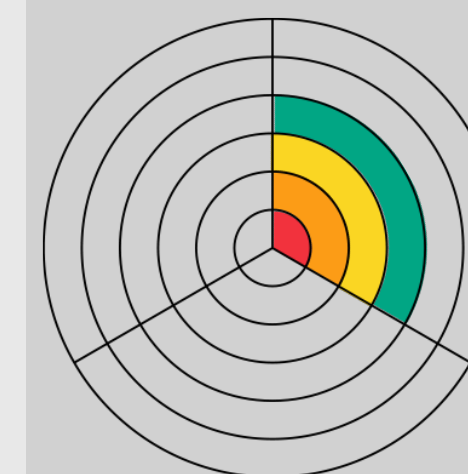
The Challenge

To complete the Level 4 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 total distance of 90 yards. The ball must come to rest within a 15-yard-wide gate. This challenge should be attempted with the ball on the ground.

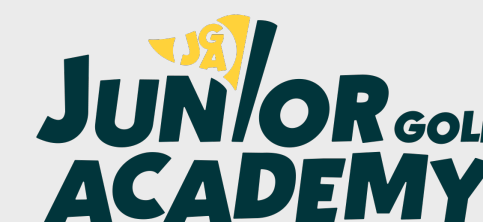
What to do next?

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.

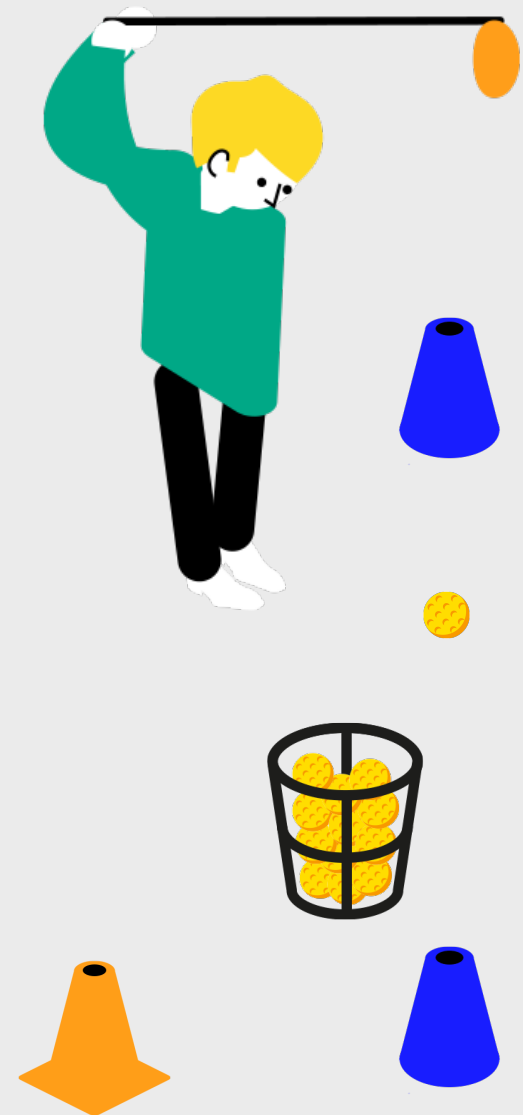
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Fairway Woods



Fairway Wood Challenge



3 out of 5



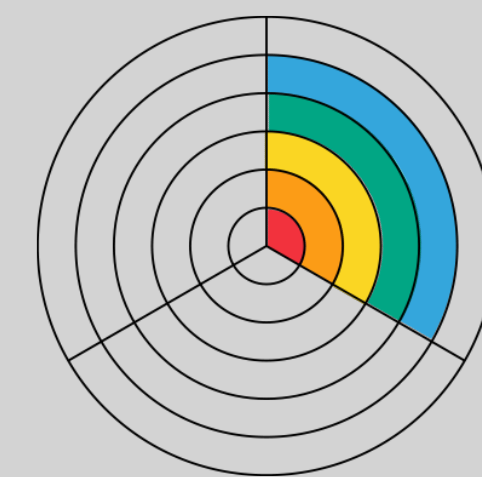
The Challenge

To complete the Level 5 Challenge within the Fairway Wood Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air, a minimum total distance of 120 yards. The ball must come to rest through a 25-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.

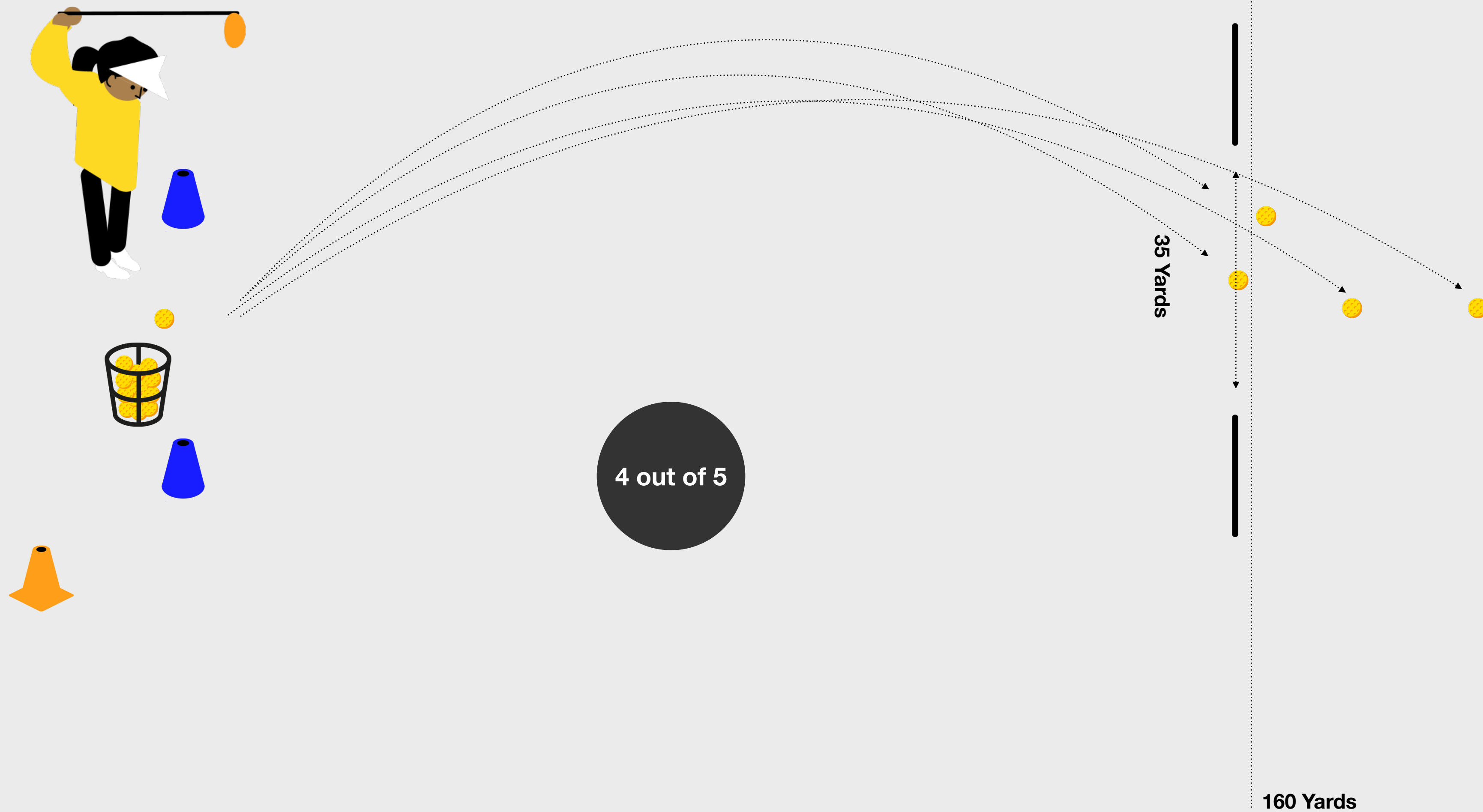
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Fairway Woods



Fairway Wood Challenge



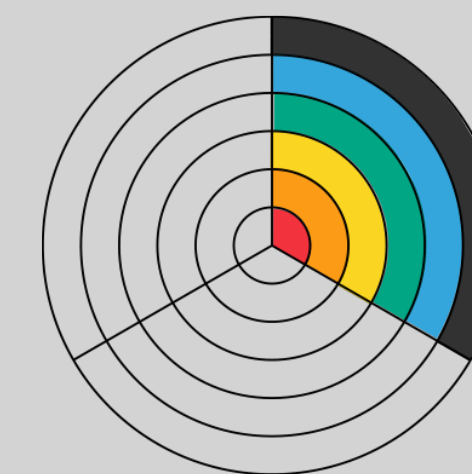
The Challenge

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.

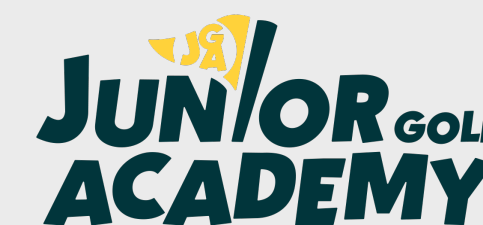
What to do next?

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.



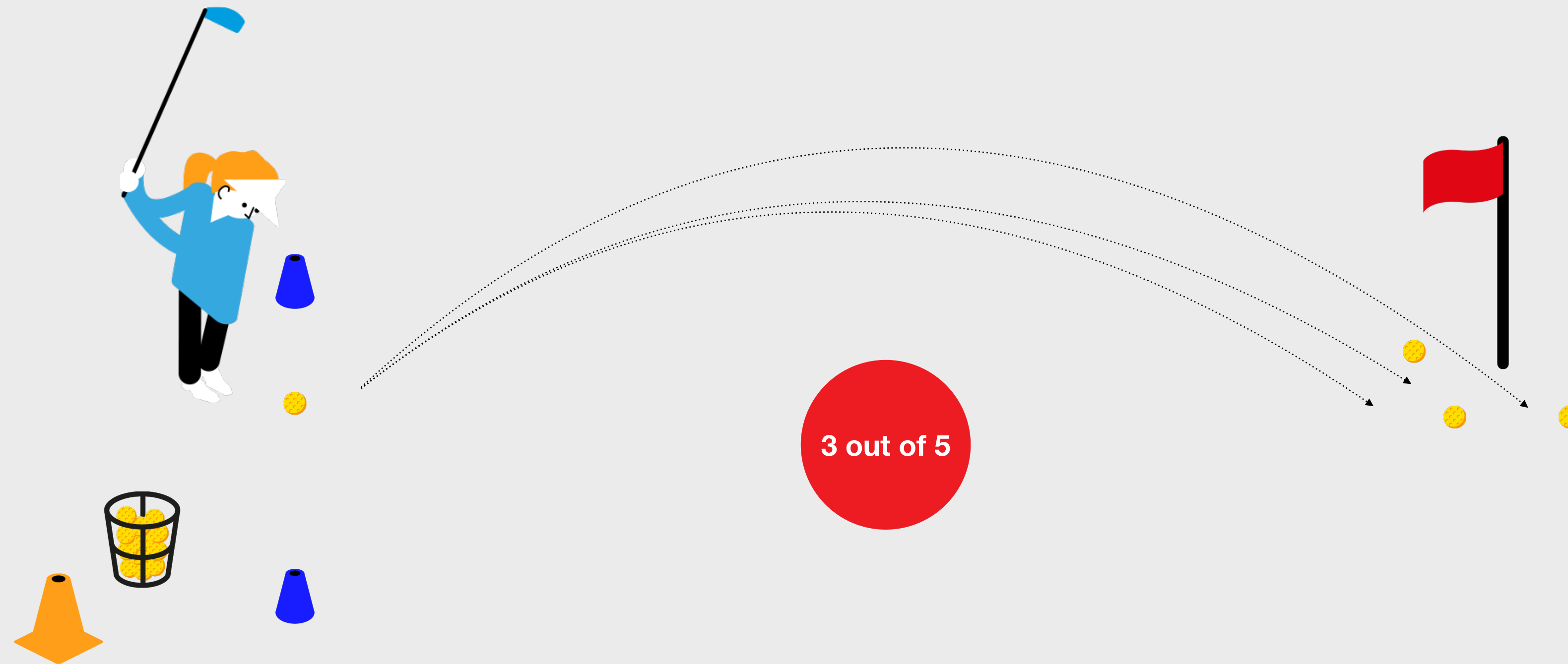
Fairway Woods



Irons



Iron Challenge



3 out of 5

**JUNIOR GOLF
ACADEMY**



The Challenge

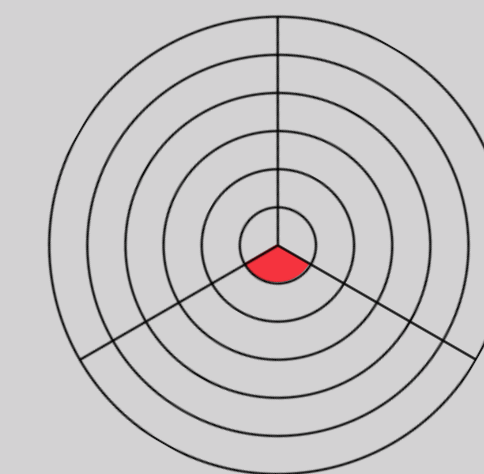
To complete the Level 1 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air.

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

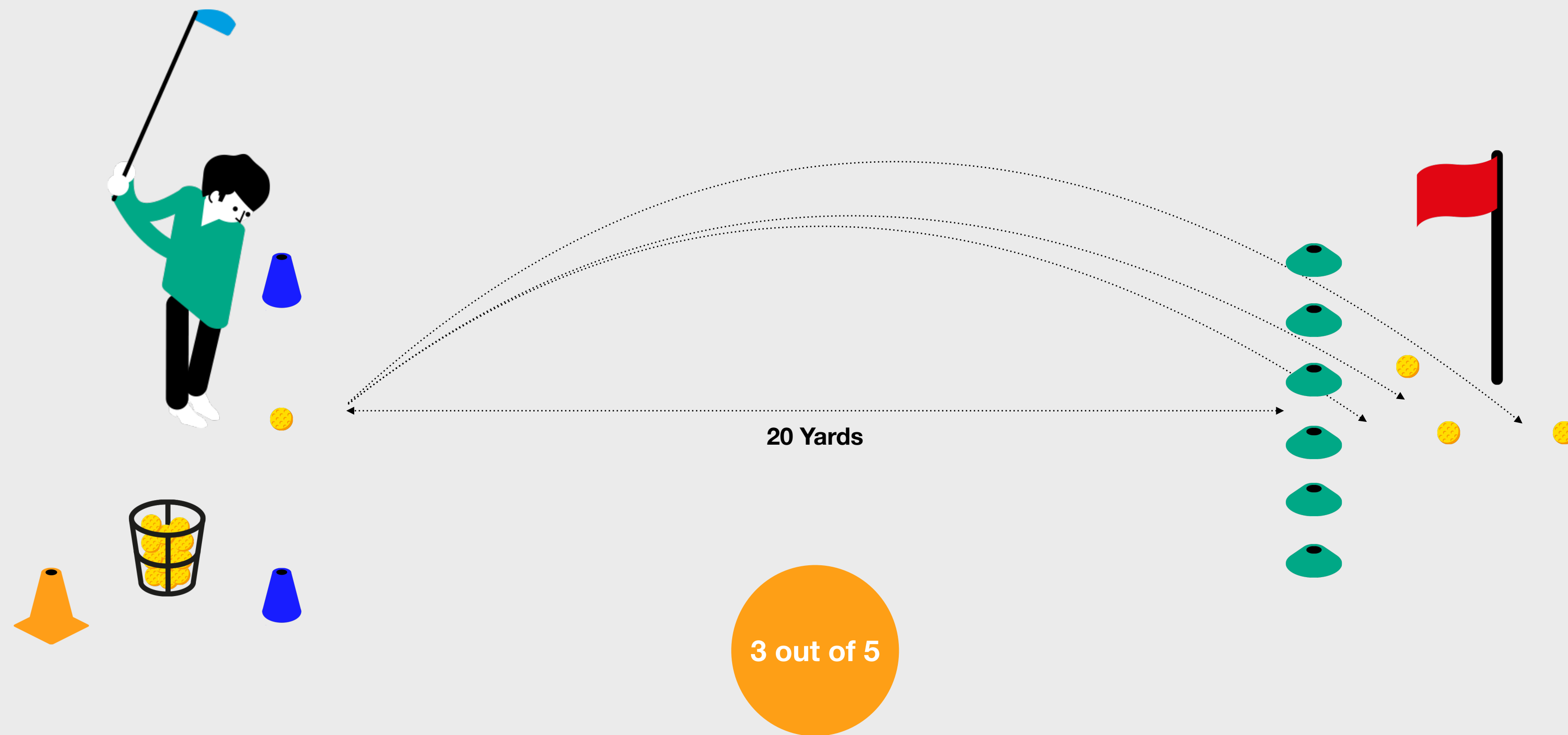
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF, the challenge can be marked as complete and the virtual rewards will be issued automatically.



Irons



Iron Challenge



**JUNIOR GOLF
ACADEMY**



The Challenge

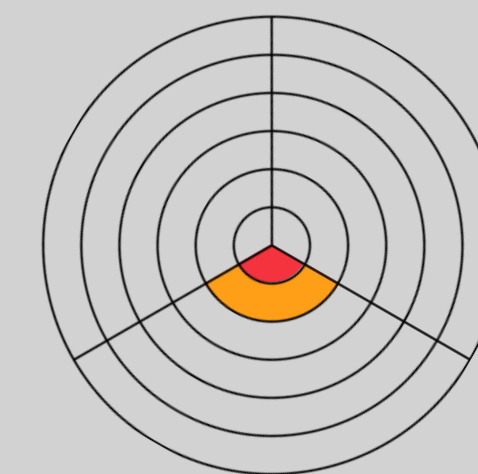
To complete the Level 2 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots in the air, a minimum carry distance of 20 yards.

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, the challenge can be marked as complete and the virtual rewards will be issued automatically.



Irons



Iron Challenge



The Challenge

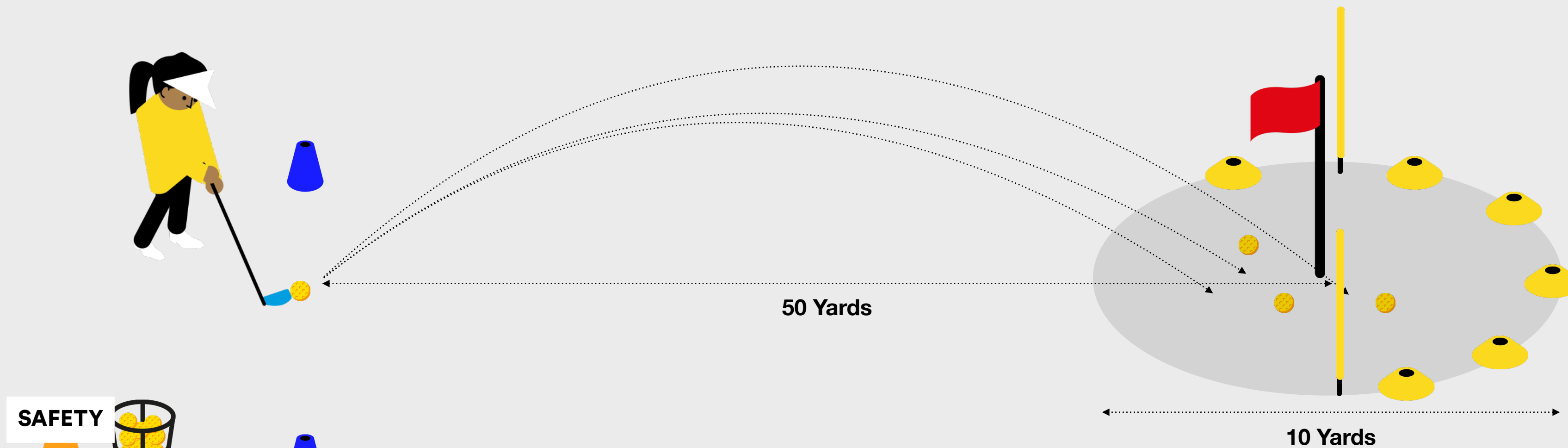
To complete the Level 3 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots where the ball must come to rest within a 10-yard diameter target circle to a target flag 50 yards away.

This challenge can be completed off a tee.

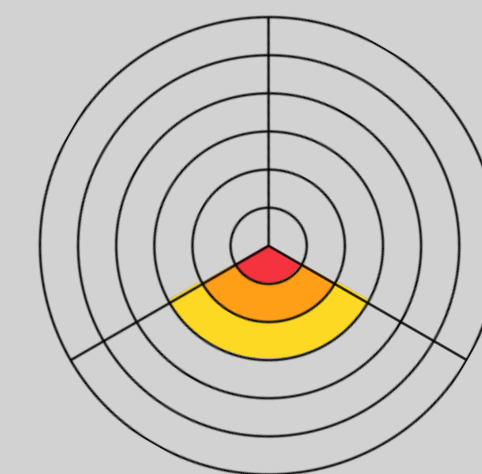
What to do next?

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.

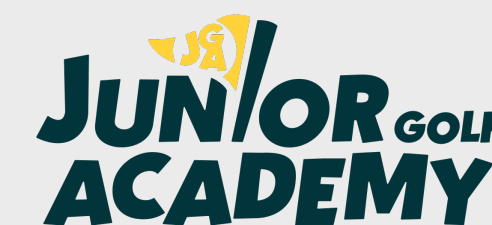
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



3 out of 5



Irons



Iron Challenge



The Challenge

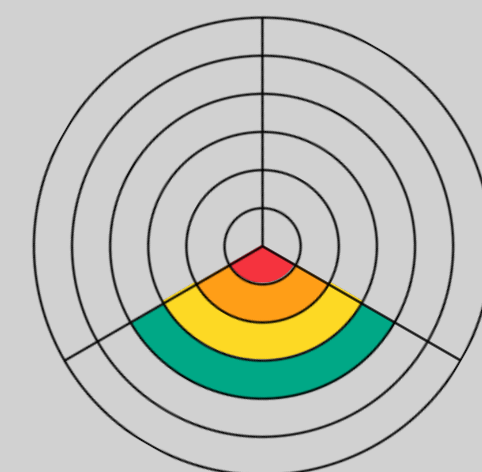
To complete the Level 4 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 3 out of 5 shots where the ball must come to rest within a 15-yard diameter target circle 70 yards away.

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

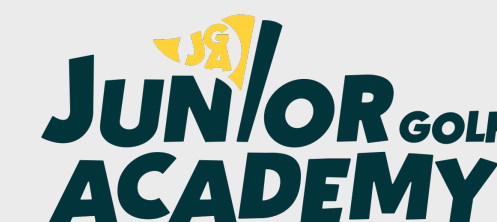
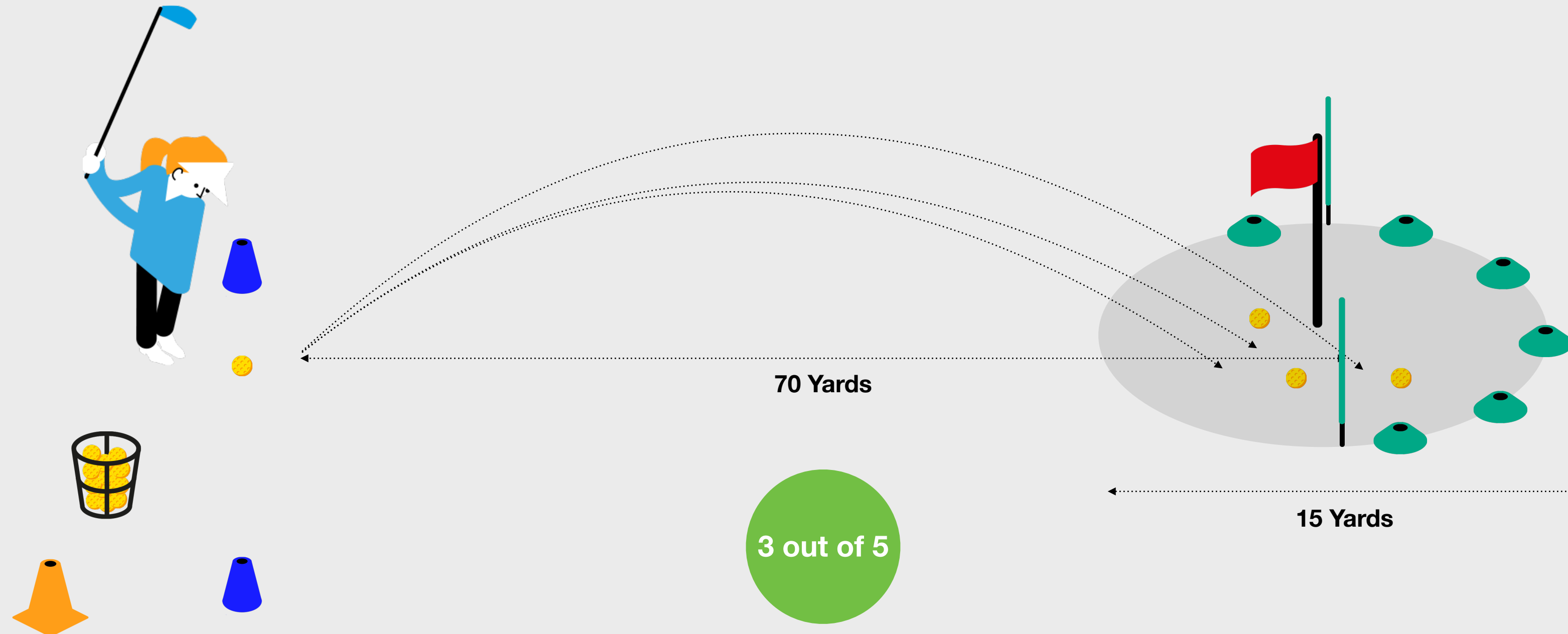
What to do next?

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.

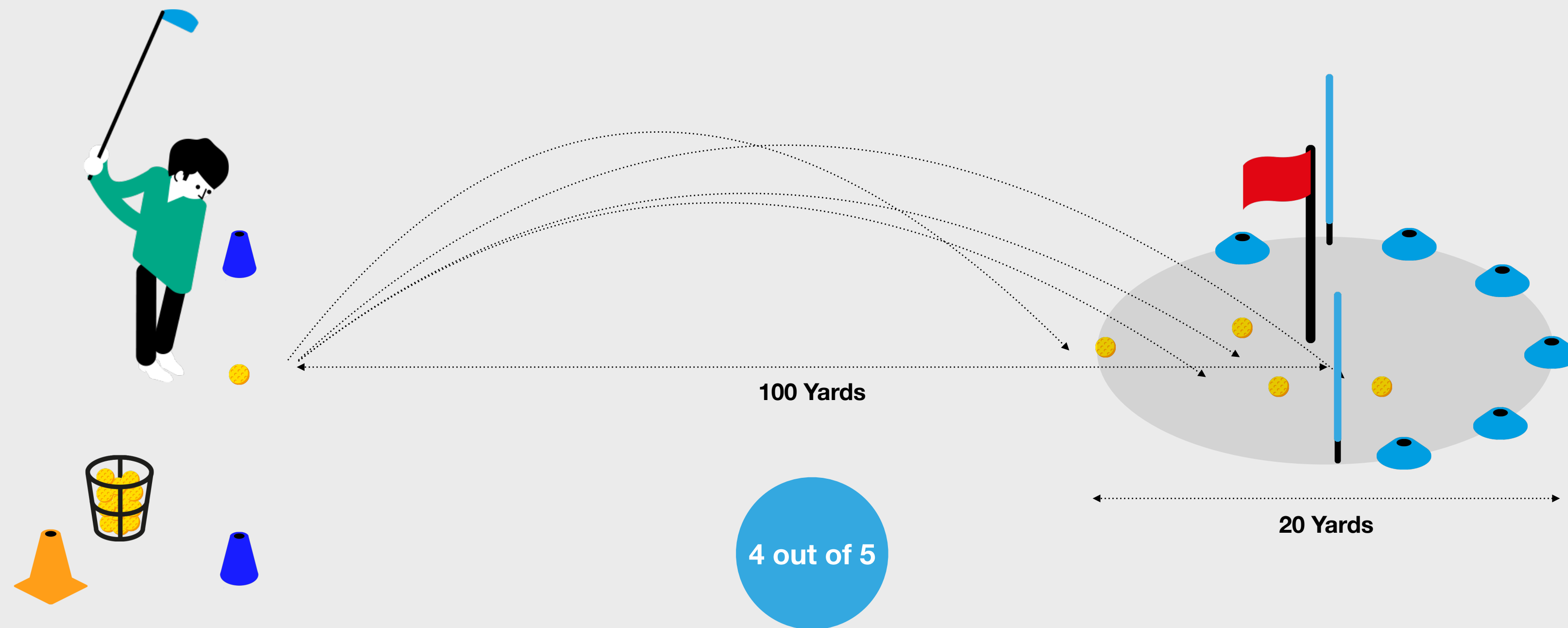
If they are also assigned to the Junior Golf Academy *myGame+* program on GLF. Connect the challenge can be marked as complete and the virtual rewards will be issued automatically.



Irons



Iron Challenge



The Challenge

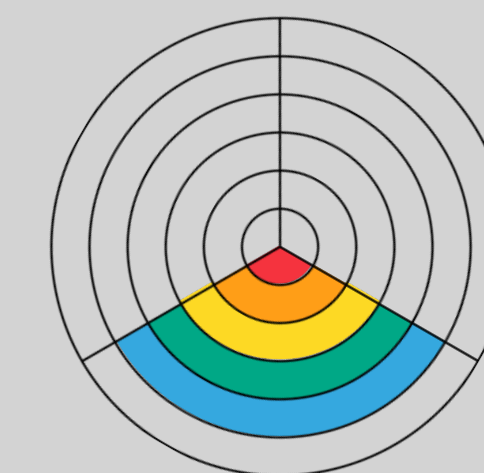
To complete the Level 5 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 4 out of 5 shots where the ball must come to rest within a 20-yard diameter target circle 100 yards away.

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.

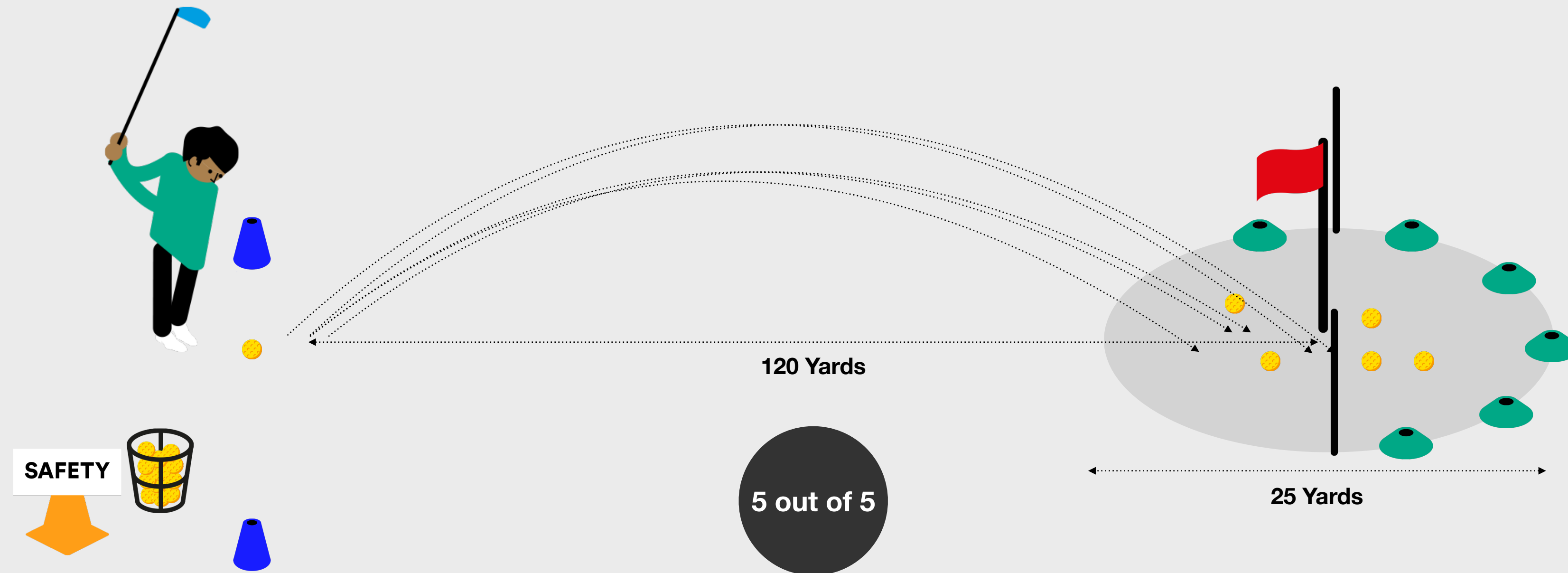


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Iron Challenge



The Challenge

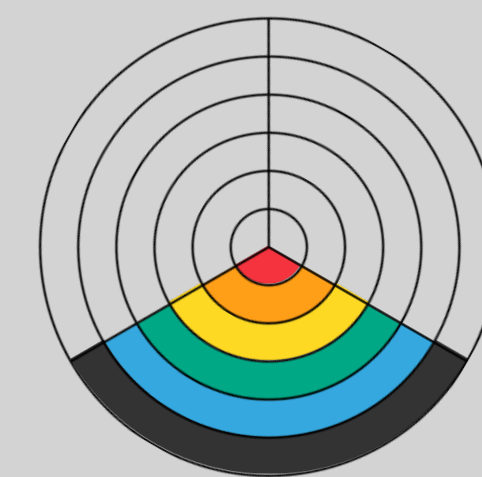
To complete the Level 5 Challenge within the Iron Skill element, the child needs to demonstrate the ability to hit 4 out of 5 shots where the ball must come to rest within a 20-yard diameter target circle 100 yards away.

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

