

Building Your Adapted Course & Running Your Playing Event



**JUN/OR_{GOLF}
ACADEMY**

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The Academy Course



Why is an Adapted Golf Course Important?

Implementing the 5-stage teeing system at your club during Junior Playing Events, but also advocating this system to children and their family outside of organized programming is critical to the development of the child and continued engagement in the game. By implementing the 5-stage teeing system and directing your juniors to the correct starting position based on their development it will...



Reduce dropout and drive long term retention in the game



Set the child up for success when playing the game



Level the playing field across the participants by not unnecessarily rewarding children who are developmentally more mature and thus demonstrate a technical ability to hit the ball further



Allow the junior golfers to get a real sense of playing the game and scoring



Build confidence of our junior golfers



Allow them to experience success and shooting low!



Educate the family and parents



Improve pace of play

ACADEMY COURSE Adapted Course

The adapted course you can utilise within your program links directly to the Learn to Play Golf Adapted Course to help you utilize what may already be in place at your club if you are running this program. The adapted course consists of 5 teeing positions and we recommend that you use an Academy Tee on your course as the furthest teeing positions from the green. The tee box you use should fall within the recommended yardage guidelines outlined in this training. The remaining four teeing positions are then based on a percentage calculation of the Academy Tee you choose. The adapted course consists of...

The Ace

This tee is 20% of the Academy Tee Length you choose on your course.

ACADEMY COURSE
ACE TEE

The Albatross Tee

This tee is 40% of the Academy Tee Length you choose on your course.

ACADEMY COURSE
ALBATROSS TEE

The Eagle Tee

This tee is 60% of the Academy Tee Length you choose on your course.

ACADEMY COURSE
EAGLE TEE

The Birdie Tee

This tee is 80% of the Academy Tee Length you choose on your course.

ACADEMY COURSE
BIRDIE TEE

Academy Tee

This tee should be an official tee box on your course that should ideally fall within the recommended yardage guidance below.

It should ideally measure a maximum of 2,800 yards in length for 9 holes and the par's should fall within the following yardage windows:

- Par 3** - Maximum distance of 160 Yards.
- Par 4** - Maximum distance of 320 Yards.
- Par 5** - Maximum distance of 440 Yards.

ACADEMY COURSE
ACADEMY TEE

Academy Tee - Par 3, 4's and Par 5's

We believe that junior golfers should always have the opportunity to learn to play the course and score like an adult golfer. Therefore, your Golf Course should consist of Par 3's, 4s and 5s but at distances whereby the child can reach the green in regulation. There is therefore a recommended maximum guideline for each hole type from the Academy Tee that you choose to use on your course. The yardages for Ace Tee-4 are then based on a percentage calculation of this yardage.

The recommended yardages for each of the hole types from the Academy Tee are...

Par 3

The recommended maximum distance of a Par 3 for the Academy Tee should be 160 yards.

Par 4

The recommended maximum distance of a Par 4 for the Academy Tee should be 320 Yards.





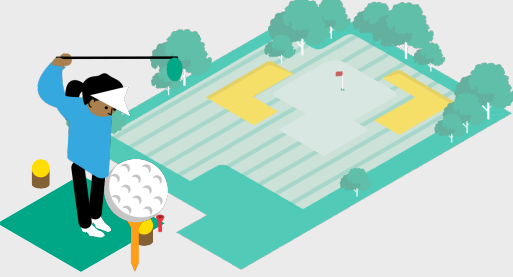
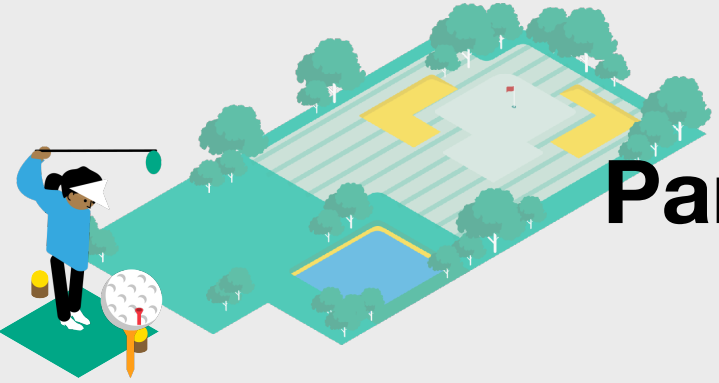
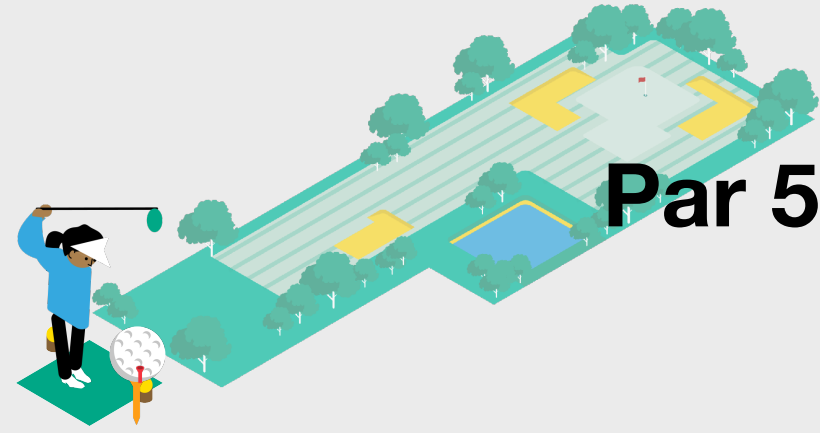
Par 5

The recommended maximum distance of a Par 5 for the Academy Tee should be 440 Yards.



Yardage of the the Remaining Teeing Positions

The yardages for the remaining teeing positions are then based on a percentage of this yardage of the Academy Tee you have selected. The recommended yardages for each of the hole types are as follows...

	 Birdie Tee	 Eagle Tee	 Albatross Tee	 Ace Tee
 Par 3	128 Yards or Less	96 Yards or Less	64 Yards or Less	32 Yards or Less
 Par 4	129 - 256 Yards	97 - 192 Yards	65 - 128 Yards	33 - 64 Yards
 Par 5	257 - 352 Yards	193 - 264 Yards	129 - 176 Yards	65 - 88 Yards

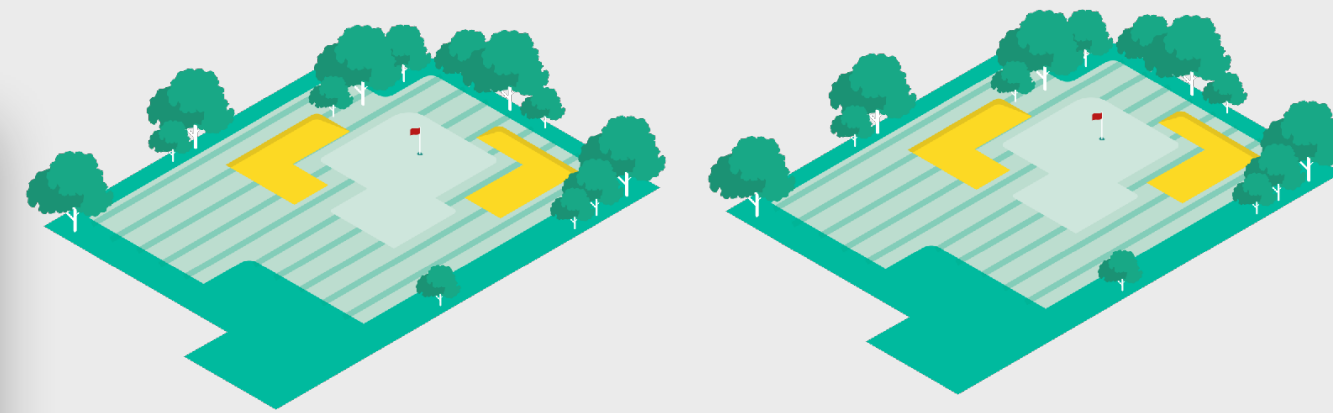
Recommended Make up of a 9-Hole Course

When running your events, you should give your juniors a chance to play on the course up to 9 holes but this will of course depend on your course access, layout and time available. The amount of holes that a junior will complete, will vary depending on their experience, ability and level of the program they are on.

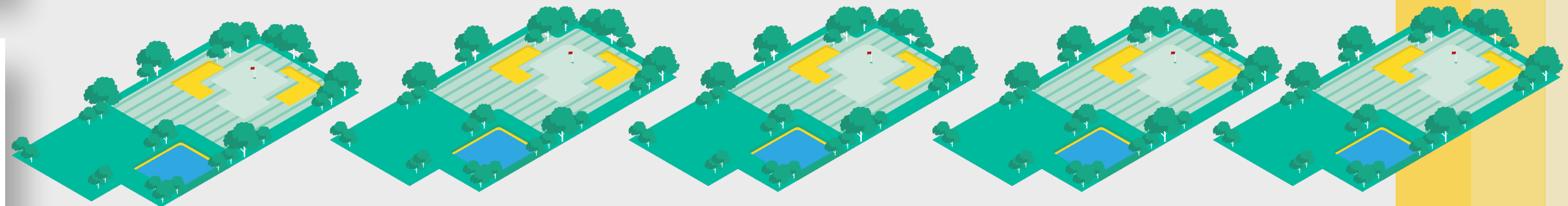
The exact layout of your course will be up to you, but it is recommend that the juniors get a real experience of playing the game and access to varying hole types and lengths. We recommend that your course consists of...

X 2**Par 3**

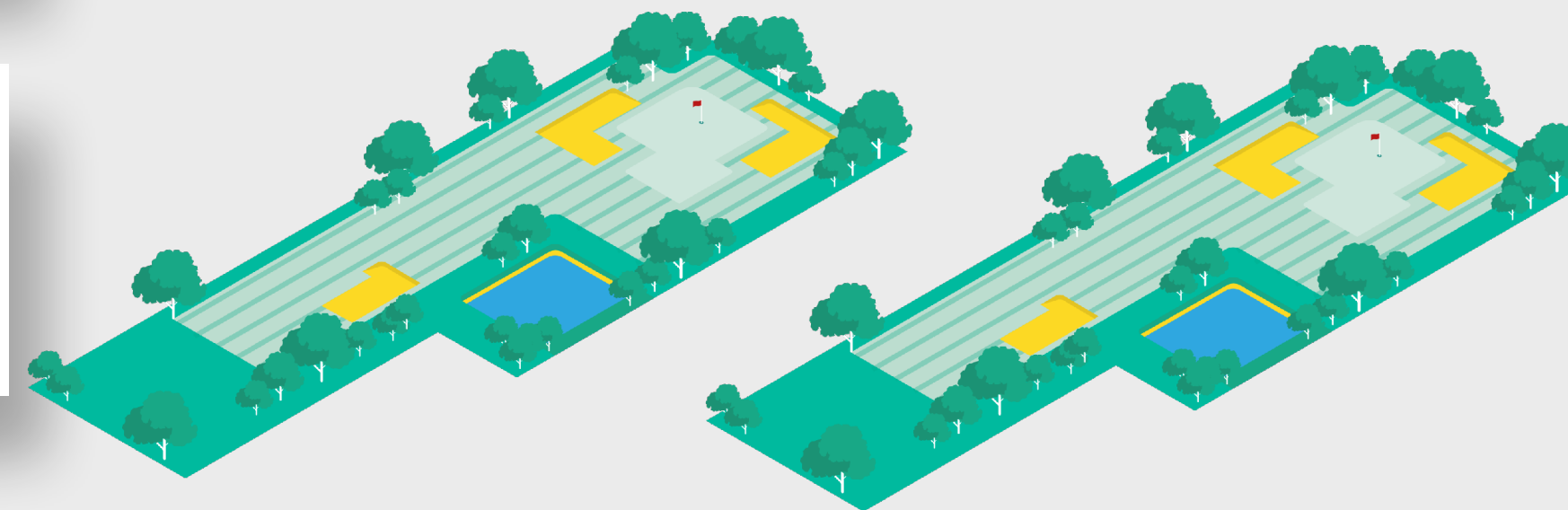
There are recommended to be two Par 3's on your 9 hole course

**X 5****Par 4**

There are recommended to be five Par 4's on your 9 hole course

**X 2****Par 5**

There are recommended to be two Par 5's on your 9 hole course



Recommended Maximum 9-Hole Yardage

Using the recommended maximum yardages for each teeing position and suggested course layout, we can produce a maximum recommended 9-hole course yardage. Depending on the specific layout of your course, the number of hole combinations and yardage of each hole type the yardages will vary from club to club...



Tee 5 - Academy Tee 2,800 yards



Birdie Tee - Birdie Tee 2,240 yards



Eagle Tee - Eagle Tee 1,680 yards



Albatross Tee - Albatross 1,120 yards

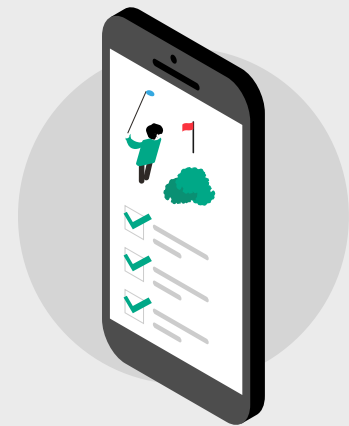


Ace Tee - Ace Tee 560 yards

Hole	Par	Academy Tee	Birdie Tee	Eagle Tee	Albatross Tee	Ace Tee
1	4	320	256	192	128	64
2	4	320	256	192	128	64
3	3	160	128	96	64	32
4	4	320	256	192	128	64
5	5	440	352	264	176	88
6	3	160	128	96	64	32
7	4	320	256	192	128	64
8	5	440	352	264	176	88
9	4	320	256	192	128	64
Total	36	2800	2240	1680	1120	560

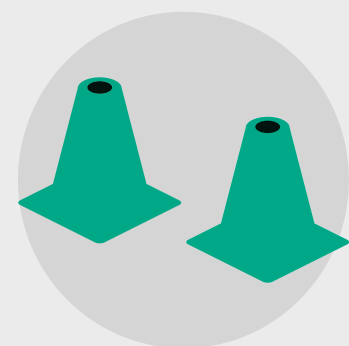
Setting Up Your Course

It is your responsibility to make these teeing positions as visible as possible on your course during your events and for when your juniors play outside of organized Junior Playing Events. When setting up your course we recommend the following...



Utilize the Coaches Toolbox Resources

In the Coaches Toolbox there are a variety of resources to support the setup of the adapted course at your club. You can access this on the Junior Playing Event page.



Use Cones or Markers During Events

During your on course events and classes you can lay out the teeing positions using coloured cones



Guide the Junior Where to Play From

You should clearly guide each Junior to the most appropriate starting position for them based on their development progress and journey through the 6 Level program.



Spray Paint the Tee Positions on the Cart Path

The teeing positions can be identified on the cart path adjacent to each hole, Juniors can find the marker and tee the ball up anywhere in line with this mark.



Make Available Your Junior Scorecard

You can edit and print off a Junior Scorecard from the Marketing Toolbox. Make this available to Juniors through your golf shop or welcome area so they can use it during independent play.



Add Permanent Marker Plates

Choose a place on each of your holes and add a permanent marker. These can then be found by the juniors when playing the course.

Using the Toolbox Calculator

In the Coaches Toolbox accessible via GLF. Connect, you can access a Building your Academy Course calculator. This calculator allows you to enter the yardage of your Academy Teeing positions for each hole you are using on your course and it will calculate for you the recommended teeing position to consider using on each hole. Follow the steps below...

1

Navigate to the calculator at the bottom of the Playing Event page within the JGA section.

2

Enter the yardage of the official tee box you are using for the Academy Tee

Enter Your Academy Tee Yardage for Each Hole									TOTAL YARDAGE
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	TOTAL ACADEMY TEE YARDS
250	200	100	150	300	120	280	400	150	1950

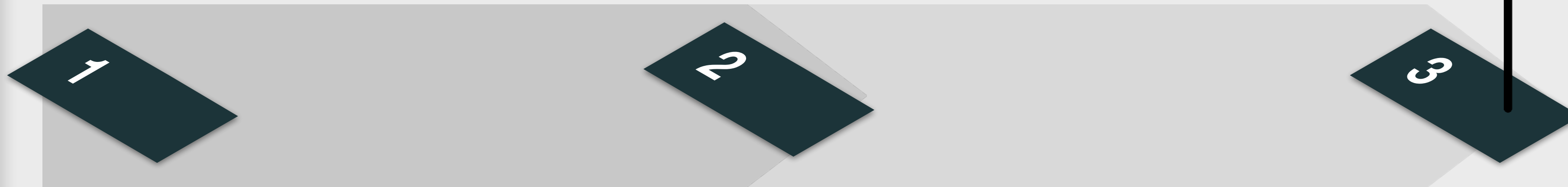
Enter Your Academy Tee Yardage for Each Hole									TOTAL YARDAGE
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	TOTAL ACADEMY TEE YARDS
250	200	100	150	300	120	280	400	150	1950
Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	TOTAL BIRDIE TEE YARDS
200	160	80	120	240	96	224	320	120	1560
Eagle	Eagle	Eagle	Eagle	Eagle	Eagle	Eagle	Eagle	Eagle	TOTAL EAGLE TEE YARDS
150	120	60	90	180	72	168	240	90	1170
Albatross	Albatross	Albatross	Albatross	Albatross	Albatross	Albatross	Albatross	Albatross	TOTAL ALBATROSS TEE YARDS
100	80	40	60	120	48	112	160	60	780
Ace	Ace	Ace	Ace	Ace	Ace	Ace	Ace	Ace	TOTAL ACE TEE YARDS
50	40	20	30	60	24	56	80	30	390

3






The remaining teeing positions and total yardage will be calculated for you. You should then assess each of these yardages on the course before transferring to your scorecards.

Guidance On Building Your Course






As every club will be different in respect of the course layout and position relative to your clubhouse, you will need to spend some time building a course that is appropriate for you and your club. You can also utilize the LTPG course if this already in place at your club if you are operating this program. Here are a few things to consider and steps to take when building your course...





Before you Begin:

-  Make use of the resources available to you within the Coaches Toolbox.
-  Assess the 9 holes on your golf course that allow for a loop which is accessible to the clubhouse.
-  Try to select 9 holes with 5 x Par 4's, 2 x Par 3's and 2 x Par 5's to make a par 36, 9 hole course.
-  Add the yardages for the Academy Tee to the Building your Course Calculator.
-  The remaining tee yardages will automatically be calculated for you and will therefore guide you for going out onto the course and select the exact position for the tees.

On the Course

-  Based on the recommended yardages for the remaining tee's you should assess the best position for these tee boxes on your course.
-  Position the teeing positions where possible on a flat piece of land and at favorable angle for the juniors to approach the green or run the ball up to the green
-  Add variation to the lengths of each holes but ensuring you positioning the tee markers within the recommended hole yardage bracket
-  Try to create interesting hole layouts by positioning the tee markers in position that will challenge and engage the child in the hole.
-  Make a note of the exact yardages for the teeing positions ready to transfer to your Scorecard Builder.

Prior to the Event

-  Add the exact yardages for each teeing position to your template scorecard on the Marketing Toolbox.
-  Print your scorecards locally ready to give to each junior attending your event.
-  Use cones or spray paint your cart path to mark each of your teeing positions if these are not permanently positioned.

Directing the Child



Where to Start a Child?

The starting position that is recommended to a child when attending Junior Playing Events should be driven by the ability of the child to hit the ball a certain yardage and their physical maturity. The matrix below gives you a guideline of how this can be assessed by you so you can provide guidance to juniors and their family. You as the expert, should also make consideration to the child's confidence, age and friendship groups when determining their starting position.

If a child, can achieve a distance beyond this, then it is recommended that the child attends the Junior Playing Events from the adult tee boxes...



Driver Total Distance (yards)	Fairway Wood Total Distance (yards)	Mid Iron Total Distance (yards)	Recommended Tee
200 yards	160 yards	120 yards	Academy Tee
160 yards	120 - 130 yards	90 - 100 yards	Birdie Tee - 80%
120 yards	90 - 100 yards	70 - 80 yards	Eagle Tee - 60%
80 yards	60 - 70 yards	40 - 50 yards	Albatross Tee - 40%
40 yards	30 - 40 yards	20 - 30 yards	Ace Tee - 20%

How Many Holes?

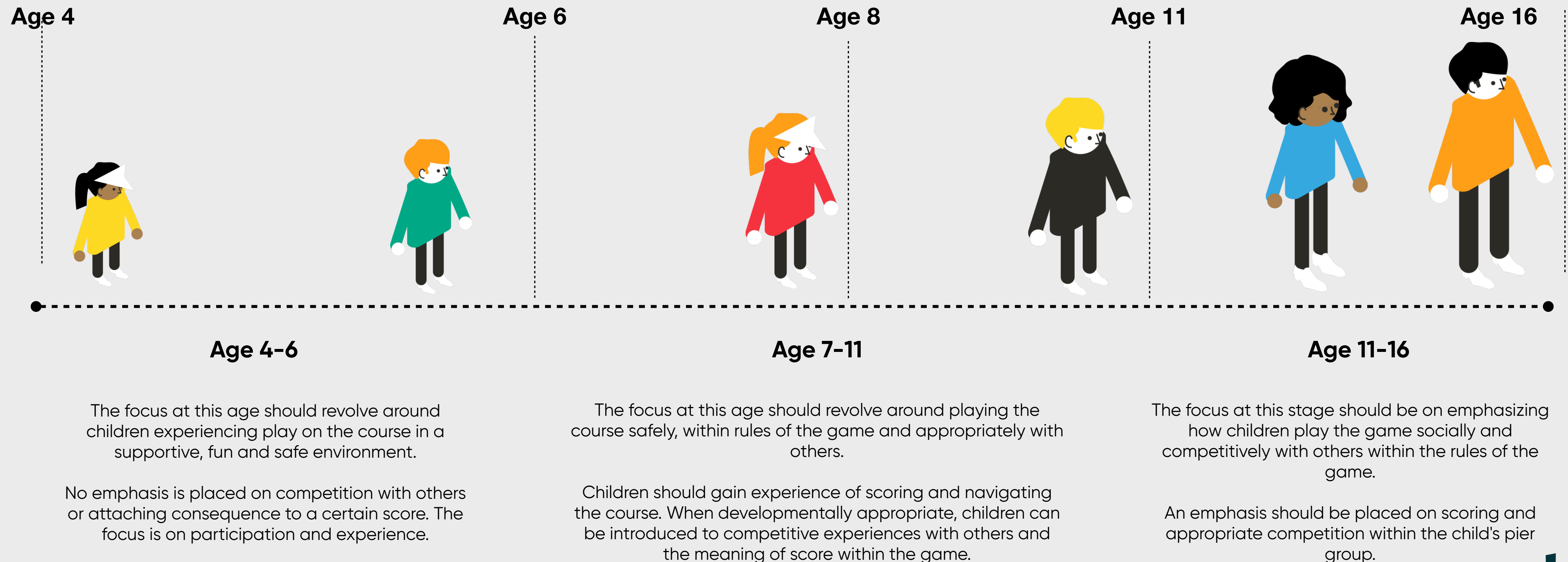
The number of holes that juniors play during Playing Events will firstly be driven by the feasibility of the number of holes that can be mapped out at your club. This will depend on the proximity to the clubhouse and course layout. However, where it is possible, we recommend that juniors have the option to participate in your Junior Playing Events over 3, 6 or 9 holes.

The physical maturity of each child, will also influence the number of holes that may then be suitable for them. You will need to bear this in mind at your club, but also be flexible in that what may be right for one child, isn't right for another. Use the recommended guide below but you have the flexibility to determine this at your club...

	Age Guidance	Tee Guidance	Level Guidance
<p>3 Holes</p> <p>Those children aged between 4-6 and participating in Junior Playing Events from the Ace Tee (20%) and Albatross Tee (40%) starting positions are recommended to play 3 holes with your Junior Playing Events. Those participating in the events over 3 holes can also attempt the challenges within Level 1 - 3 of the progression pathway.</p>	<p>Ages 4- 6 Ages 6-11</p>		
<p>6 Holes</p> <p>Those children aged 6+ and participating from Eagle Tee (60%) & Birdie Tee (80%) starting positions are recommended to play 6 holes within your Junior Playing Events. Those participating in the events over 6 holes can also attempt the challenges within Level 4 of the progression pathway.</p>	<p>Ages 6 -11 Ages 11-16</p>		
<p>9 Holes</p> <p>Those children aged 6+ and participating from Birdie Tee (80%,) and Tee 5 (Academy Tee) starting positions are recommended to play 9 holes within your Junior Playing Events. Those participating in the events over 9 holes can also attempt the challenges within Level 5 & 6 of the progression pathway.</p>	<p>Ages 6 -11 Ages 11-16</p>		

When is Competition Appropriate?

The Junior Playing Events present your juniors with an opportunity to experience playing the course, scoring and competitive experiences with others. However, as every child is different, competition should be introduced at the right time in the child's development. You as the coach are best placed to make this judgement given the personal relationship you will have with the child. However, we have put together some guidance on the focus of the Junior Playing Events across the three age brackets...



Moving Starting Positions

Juniors will develop their competency as well as their confidence and maturity on the golf course at different rates. All this is considered when moving juniors to the next teeing position. Consideration should also be made to the fact that the child will engage positively when they can play with children within their friendship groups or those of a similar age.

Starting positions are also linked into the Progression Pathway and level challenges. There may be instances where a child has completed the Score Challenge within a level but isn't ready physically to move to the next starting position. In this instance, the focus should be shifted towards the *myPlay* Course Play Challenges in the *myJunior* folder and transition to the next teeing position only when the child is developmentally ready.

Moving a child from one teeing position to another should be based on when the child can hit the ball the specified distance with each of the clubs specified for each starting position...



What are the Adapted Rules?

While it is essential that your juniors get a true experience of playing the course, it is important that we nurture the confidence of juniors and help them to enjoy playing the course and achieve success. Therefore, you can guide your juniors to play the course using adapted rules. These rules will also help to promote speed of play during your events and when your juniors may be playing independently or socially outside of the program. The adapted rules are added to the scorecard you can access within the Marketing Toolbox.



10 Shot Maximum - A maximum of 10 shots on each hole . Once the junior hits 10 shots, they pick up their ball



Air Shot Rule – If a junior does not connect with the ball, a stroke is not counted



Pick and Place Rule – Juniors can pick and place the ball anywhere on the golf course excluding within hazards



Lost Ball Rule – Juniors can drop the ball next to a hazard or where they believe a ball was lost such as going out of bounds at a penalty of 1 shot



Bunker Grounding – Juniors can ground the club in a bunker as long as they are not deliberately attempting to improve their lie



3 Attempt Rule in Bunkers – Juniors can attempt a maximum of 3 shots in the bunker. If after an unsuccessful 3rd attempt, the junior is able to pick up their ball and drop it to the side of the bunker without penalty



Tee It Up Rule – Where required, juniors can tee up their golf ball anywhere on the golf course excluding hazards

Who Plays Using Adapted Rules?

While it is important to nurture the child's confidence and enjoyment of the game, there will be a stage when a child reaches the maturity and development to get a true sense of playing the game under the rules of golf. Therefore, we have put together guidance below of when child should play under the adapted rules. As a general overview, those participating in Junior Playing Events from the Academy Tees should be playing under the Rules of Golf and local rules of your club...

Adapted Rules	Age Guidance	Tee Guidance	Level Guidance
10 Shot Maximum	All Ages		
Air Shot Rule	All Ages		
Pick & Place Rule	All Ages		
Lost Ball Rule	All Ages		
Bunker Grounding	All Ages		
3 Attempt rule in Bunkers	All Ages		
Tee it Up Rule	All Ages		

Running a Playing Event



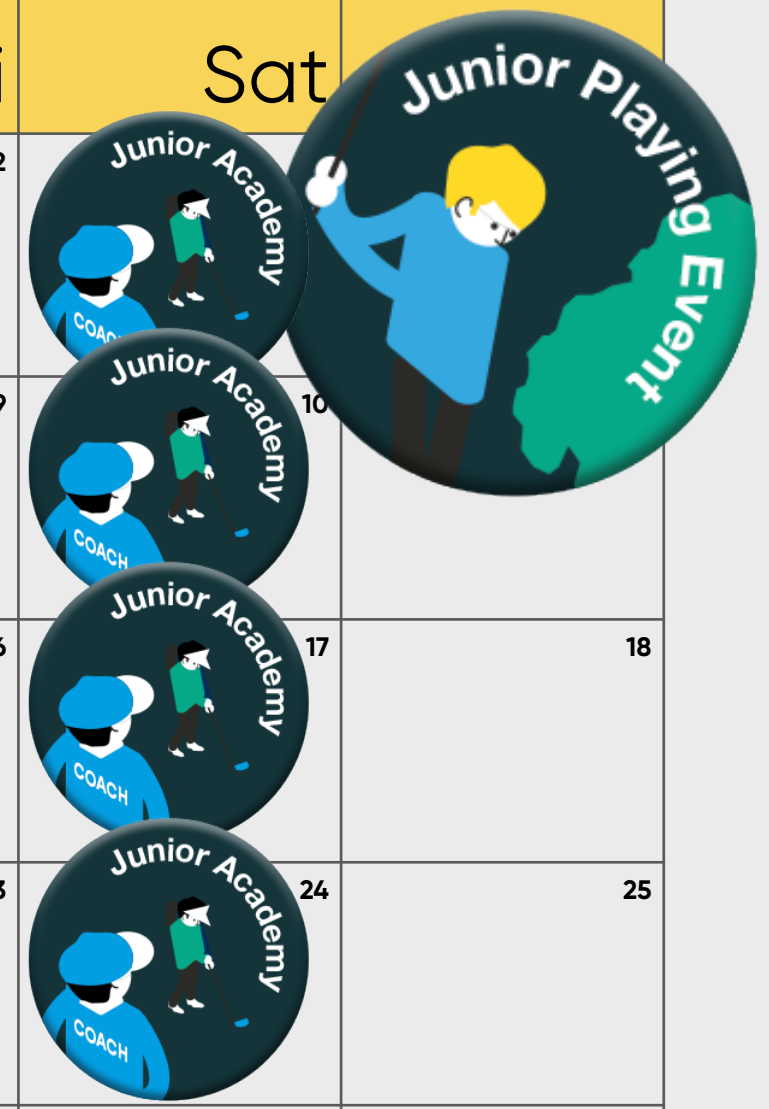
Timings on the Day for your Playing Event

You have the flexibility to schedule your Junior Playing event at a time and date to suit your venue. You should allow enough time for juniors attending the event to arrive and collect a scorecard, warm up, meet their playing partners, get to the tee and complete up to 9 holes on the course. You may also decide to run a short award ceremony after the event. It is also recommended that you allow time at the end of the event for juniors and their families to socialise and get familiar with the club environment.

An example of the event timetable is as follows using a Shotgun Start format...

Junior Playing Event - Sunday, August 4th

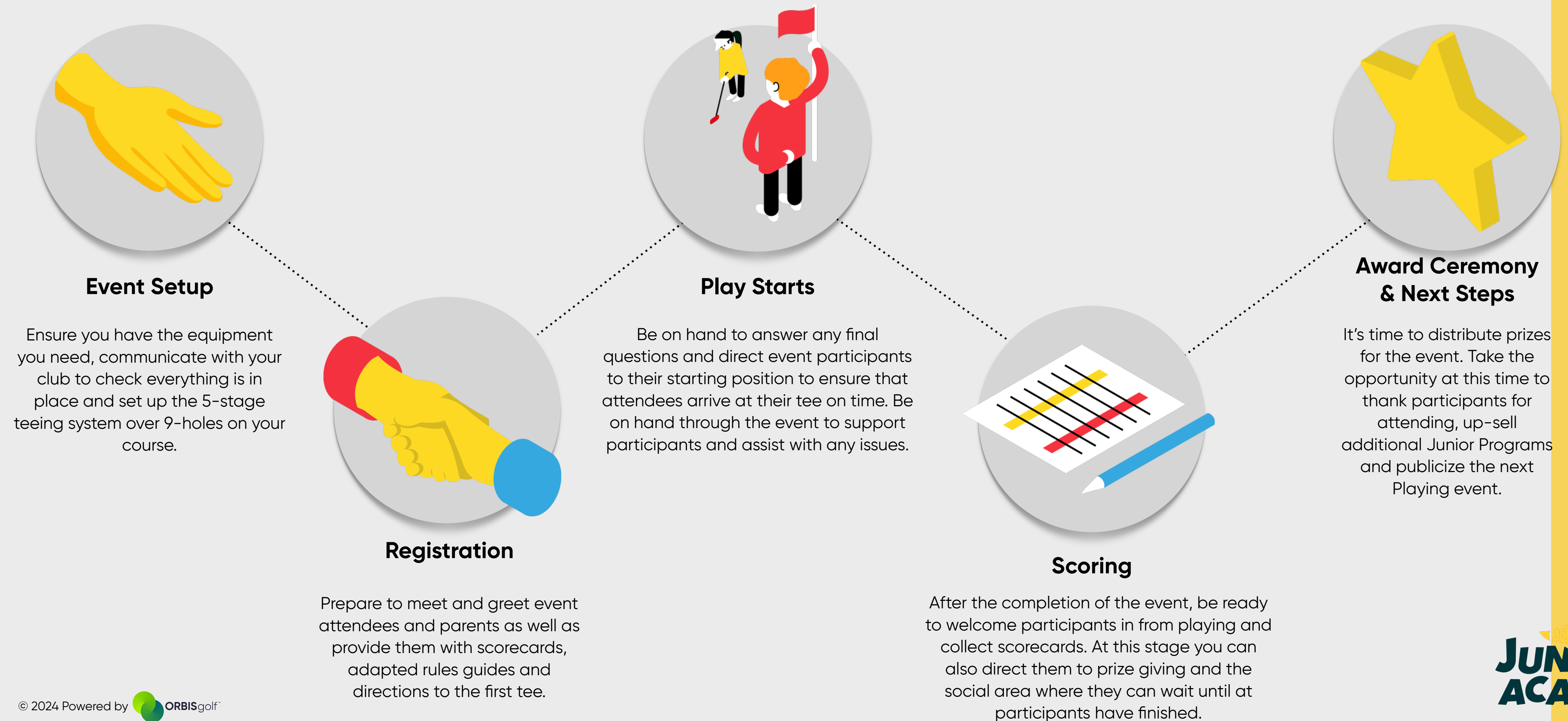
Mon	Tue	Wed	Thu	Fri	Sat
			1	2	3
5	6	7	8	9	10
12	13	14	15	16	17
19	20	21	22	23	24
26	27	28	29	30	31



Time	Session
2pm	Registration Opens and Warm Up
2.15pm	Group Introduction and Warm Up
2.30pm	Play Starts - Shotgun Start Format (Approx. 36 Players)
4.30pm	Social Time and MyGame+ Update
5pm	Event Finishes

Flow of the Day

The exact timings of your event will vary and be specific to the needs of your day, however, the flow of the event and role you are recommended to play on on the day are as follows...



Equipment you Need

To run your event effectively, you will need some equipment and you may also need to supply this to your juniors, especially those new to the program. Where necessary, this is available to you within the Coaches Toolbox. The equipment we recommend you will need for your event includes...



Scorecards

You will need Scorecards for each participant and these can be downloaded from the Coaches Toolbox and this also includes the adapted rules.



Welcome Table

You should organize a welcome table to add a professional impression of your event and ensure you have all the equipment available to those attending and any information about your event.



Tee Markers

You should set up your Academy Course and the relevant starting positions using at least colored cones. Where feasible, the starting positions can also be sprayed at the relevant yardage on the cart path or be a permanent addition to the course.



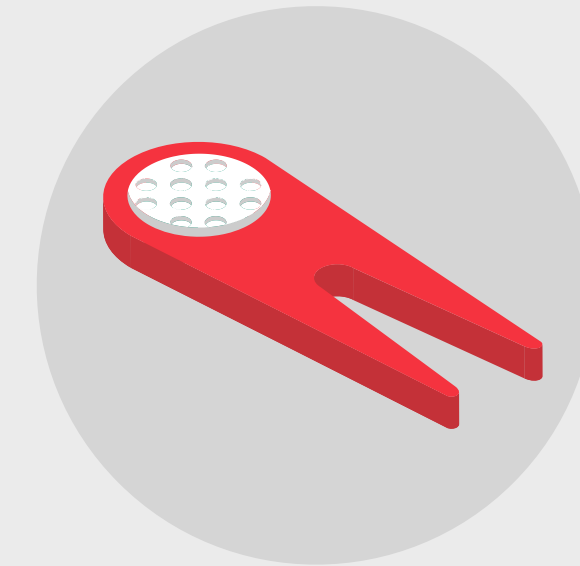
Reward Components

On the day, you may need to distribute Crush it Hats or Hat pins if a child successfully completes the required challenges within each element and level.



Spare Equipment

Although you should be recommended that parents purchase the correct equipment for attendees, you should be ready to supply participants with an equipment bag if they require it.



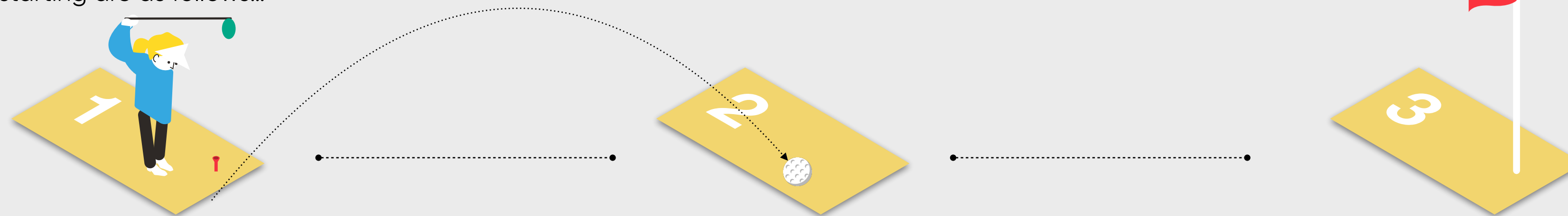
Basic Equipment

You may choose to supply basic on course equipment such as pencils, balls, ball markers and pitchforks. This will also help with the education of those attending.

Before The Event Begins

As this event takes place on the course it is vital that you are organized for the event. The event should offer your juniors the chance to play the course from the Academy Course and therefore you need to ensure you set this up prior to the event beginning.

The Step by Step guides available in the Coaches Toolbox will help you prepare but some of the key actions just prior to your event starting are as follows...



Week Prior

In the week prior or a few days before your event we recommend:

- Ensure you have reserved access to the Golf Course
- Organize the equipment you need for the event including clubs, basic equipment and scorecards
- Ensure you have some time block into your schedule prior to the event start time on GLF.
- Message parents on GLF. or via email reminding them of the event, tee times and equipment required.

30 Minutes Prior to the Event

It is the day of the event and you should ensure you arrive at least 30 minutes prior in order to:

- Ensure the specific adapted course teeing positions are setup on the holes you are using for the event
- Ensure you have all of the equipment required, including spare clubs
- Be available 5 minutes prior in order meet and greet the juniors
- Ensure you have scorecards, ball markers, pitchforks and other essential equipment

Run Your Event!

It's time to run your event and deliver a great Junior Playing Event experience at your club!

The End of Each Event

Providing a knockout experience to those attending the event doesn't just stop with delivering the event itself. What you deliver at the end of the event is just as important to the success of the program and development of each learner. At the end of the event, we recommend you take the time to...

Encourage Social Connections

Taking time at the end of your event to actively encourage social connections between juniors and the family will allow friendships to be formed and confidence to be built at the club.

This is also a great chance to engage with juniors and their parents on a one to one basis, to receive feedback on how they felt the event went and to provide additional support if needed.



Promote Further Program Opportunities

This event is an opportunity to promote the other opportunities within the program and you should be prepared with all of the information you need to promote the other program elements.

Encourage Playing Opportunities

Juniors should be encouraged to play together outside of the weekly classes and monthly playing events. Facilitating the opportunity to play together will help to improve the juniors ability, enjoyment and confidence on the course as well as promote club membership.



Recording Progress myGame on GLF.Connect & myAcademy Folder

To record the juniors progress through the 6-Level Progression Pathway, the GLF.Connect myGame+ feature and the myAcademy folder can be used. Juniors may have completed On Course Challenges during the event and should be encourage to log their scores.

Next Steps



Next Steps

Take the next steps towards a launching your Course Play Program...



3. Move to Step 2 - Marketing Content Step by Step Guide and Follow the Remaining Steps

Get prepared for marketing your event to the learners enrolled in your program and follow the remaining step by step guides.

2. Complete the Scheduling and Planning Step by Step Guide

Work through the steps listed within this guide to begin your journey to implementing the Junior Playing Event at your club.

1. Complete your JGA Training

Complete the Junior Weekly Program Training so you can understand how the Playing Event crucially connects to this program.

Thank you.

Please review the **Step 1 Scheduling and Planning Step by Step Guide** within the **Junior Playing Event** page of the **Coaches Toolbox**.