

# Building Your Adapted Course & Running Your Course Play Event



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# Adapted Teeing System



# Adapted On Course System - Why is it important?

One of the key elements of the program, is an opportunity to get out onto the golf course from the outset. This will drive enjoyment and engagement but also give learners a real sense of what the game is all about. It is vital however, that the learners experience on the golf course is appropriate to their developmental stage as this will drive the following benefits...



## Develop Confidence

Adapting the experience on the course to the ability of learners will help develop confidence so they continue to be engaged in the learning process.



## Set Them Up For Success

Adapting the on course experience to the developmental stage of the learner will allow them to achieve early success and this will drive enjoyment and continued engagement.



## Manage Expectations

At the early stages, avoiding the use of a full length golf course will help learners to understand their progression rate.



## Drip Feed Understanding

Applying a developmentally appropriate on course system will help you to shape the learners' understanding of playing the game and how this works within a club environment. Starting from simple scoring, through to the pars, stroke indexes and handicaps.



## Level The Playing Field

Applying an adapted on course system will allow learners to play with others of varying abilities and have a social but competitive experience when playing. Learners won't have handicaps and an on course system will help level the playing field.



## Show Progression

The adapted course will help you to demonstrate the progress the learner is making and this links to the 3-Step Progression Pathway within the program.

# ACADEMY COURSE Adapted Course

The adapted course you can utilise within your program links directly to the Junior Golf Academy Adapted Course to help you utilize what may already be in place at your venue 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 the an Academy Tee on your course that should ideally fall within the recommended yardage in the guidance provided in the 3 Level Program Course Play event training.

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

# Yardage of the Academy Tee - Par 3s, 4s and Par 5s

There is a recommended maximum guideline for each hole type from the Academy Tee that you choose to use on your course. The yardages for Tee 1-4 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.





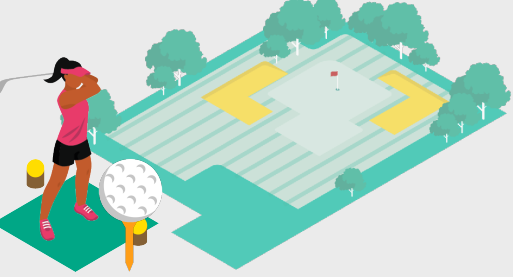
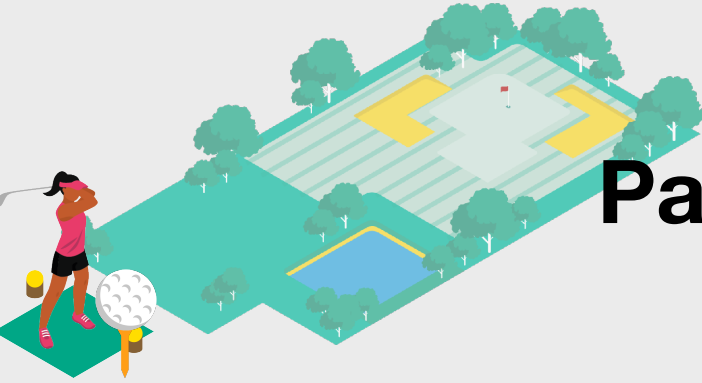
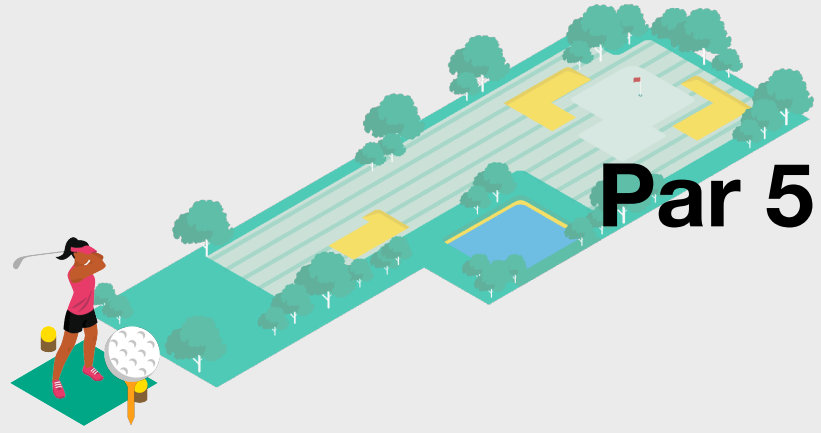
## Par 5

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...

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

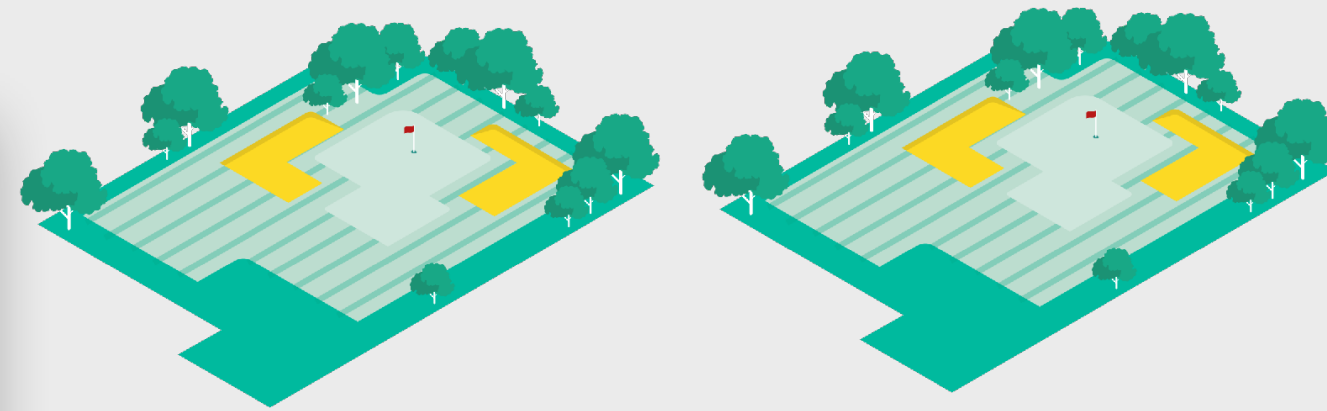
# Recommended Make Up of a 9 Hole Course

When running your events, you should give your learners 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 learner will complete, will vary depending on their experience and ability, however for those working towards achieving the scoring challenges within level 3 of the progression pathway should be playing 9 holes.

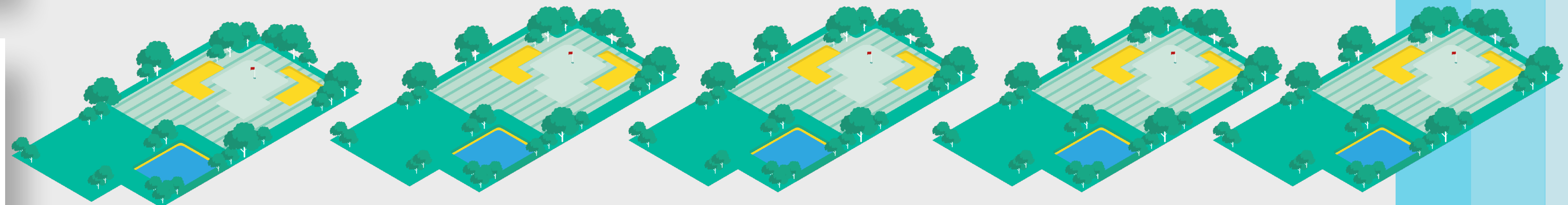
The exact layout of your course will be up to you, but it is recommend that the learners get a real experience of playing the game and access to varying hole types and lengths. We recommend that your course consists of...

**X 2****Par 3**

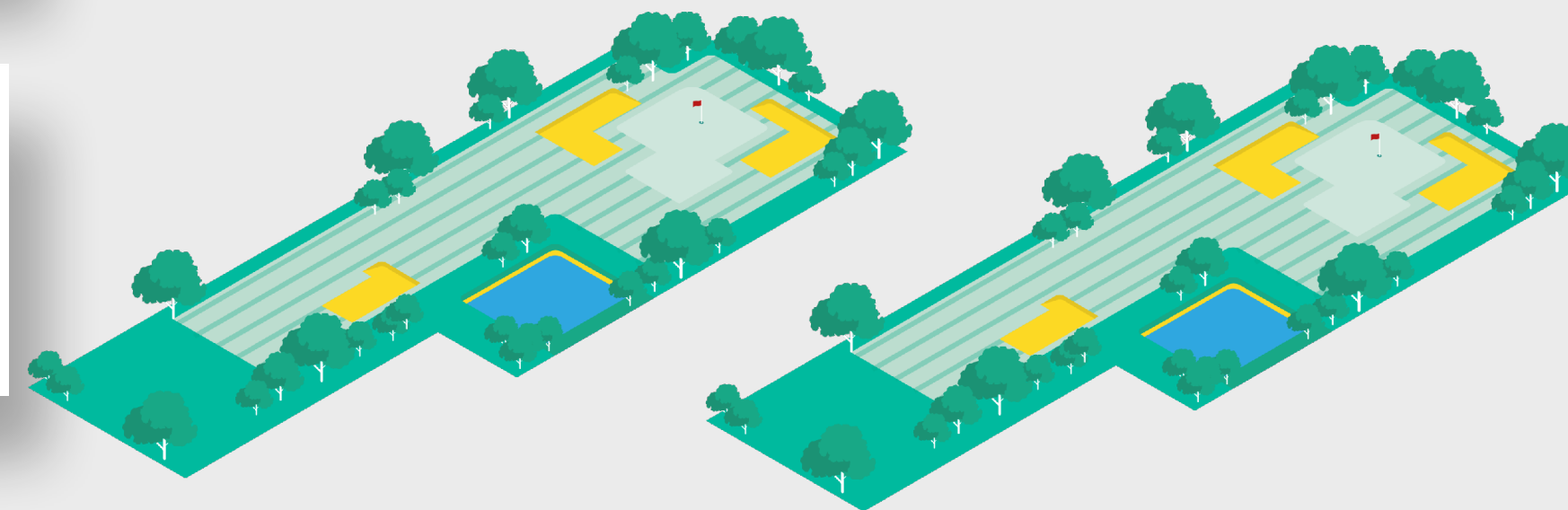
There are recommended to be two Par 3's on your 9 hole course

**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 venue to venue...



- 
**Tee 5 - Academy Tee 2,800 yards**

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- 
**Tee 4 - Birdie Tee 2,240 yards**

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- 
**Tee 3 - Eagle Tee 1,680 yards**

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- 
**Tee 2 - Albatross Tee 1,120 yards**

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- 
**Tee 1 - 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
<b>Total</b>	<b>36</b>	<b>2800</b>	<b>2240</b>	<b>1680</b>	<b>1120</b>	<b>560</b>

# 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 learners play outside of organized course play 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 venue. You can access this on the LTPG Course Play 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 Learner Where to Play From

You should clearly guide each Learner to the most appropriate starting position for them based on their development progress and journey through the 3-Level Club and Course Ready Pathway.



## Spray Paint the Tee Positions on the Cart Path

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



## Make Available Your Learner Scorecard

You can edit and print off a Learner Scorecard from the Marketing Toolbox. Make this available to Learners 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 learners 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 recommend teeing position to consider using on each hole. Follow the steps below...

1

Navigate to the calculator at the bottom of the Course Play page within the LTPG 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	<b>1950</b>
Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	TOTAL BIRDIE TEE YARDS

### Build your Academy Course

Use the calculator below to calculate the yards for each teeing position on your Academy Course and the total course yardage...

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	<b>1950</b>
Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	TOTAL BIRDIE TEE YARDS
<b>200</b>	<b>160</b>	<b>80</b>	<b>120</b>	<b>240</b>	<b>96</b>	<b>224</b>	<b>320</b>	<b>120</b>	<b>1560</b>
Eagle	Eagle	Eagle	Eagle	Eagle	Eagle	Eagle	Eagle	Eagle	TOTAL EAGLE TEE YARDS
<b>150</b>	<b>120</b>	<b>60</b>	<b>90</b>	<b>180</b>	<b>72</b>	<b>168</b>	<b>240</b>	<b>90</b>	<b>1170</b>
Albatross	Albatross	Albatross	Albatross	Albatross	Albatross Tee	Albatross	Albatross	Albatross	TOTAL ALBATROSS TEE YARDS
<b>100</b>	<b>80</b>	<b>40</b>	<b>60</b>	<b>120</b>	<b>48</b>	<b>112</b>	<b>160</b>	<b>60</b>	<b>780</b>
Ace	Ace	Ace	Ace	Ace	Ace	Ace	Ace	Ace	TOTAL ACE TEE YARDS
<b>50</b>	<b>40</b>	<b>20</b>	<b>30</b>	<b>60</b>	<b>24</b>	<b>56</b>	<b>80</b>	<b>30</b>	<b>390</b>

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 venue 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 venue. You can also utilize the JGA course if this already in place at your venue 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 learners 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 learner 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 Learner



# Where Should Learners Play From?

The starting position that the learner will play from during organized course play events, and independently/socially outside of these events, will depend on a few factors, including the stage of the program and progression pathway the learner is on, the distance the learner can hit the ball and the personal wishes of the learner. You need to be the expert guide, educating the learner of the best starting position for their development. The starting position acts as a guideline for the learner to achieve the requirements within the progression pathway or so they can access experiences that are developmentally appropriate. It is also to ensure that they can deliver the necessary speed of play so that their activity doesn't impact the enjoyment of others on the course.



- Ideally suited to learners who can strike the ball 20 - 30 yards in the air with a mid-iron and a total distance of 40 yards with a driver.
- The Level 1 Club & Course Ready On Course Score Challenge can be completed from this teeing position.



- It is ideally suited to learners who can strike the ball 40 - 50 yards in the air with a mid-iron and a total distance of 80 yards with a driver.
- The Level 1 Club & Course Ready On Course Score Challenge can be completed from this teeing position.



- It is ideally suited to learners who can strike the ball 70 - 80 yards in the air with a mid-iron and a total distance of 120 yards with a driver.
- The Level 1 and 2 Club & Course Ready On Course Score Challenge can be completed from this teeing position.



- It is ideally suited to learners who can strike the ball 90 - 100 yards in the air with a mid-iron and a total distance of 160 yards with a driver.
- The Level 1 and 2 Club & Course Ready On Course Score Challenge can be completed from this teeing position.



- Ideally suited to learners who can strike the ball 120 yards in the air with a mid-iron and a total distance of 200 yards with a driver.
- The Level 1, 2 and 3 Club & Course Ready On Course Score Challenge can be completed from the Academy Tee.

# Adapted Rules

While it is essential that your learners get a true experience of playing the course, it is important that we nurture the confidence of learners and help them to enjoy playing the course and achieve success. Therefore, you can guide your learners to play the course using adapted rules. These rules will also help to promote speed of play during your events and when your learners 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 learner hits 10 shots, they pick up their ball



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



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



**Lost Ball Rule** – Learners 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** – Learners can ground the club in a bunker as long as they are not deliberately attempting to improve their lie



**3 Attempt Rule in Bunkers** – Learners can attempt a maximum of 3 shots in the bunker. If after an unsuccessful 3<sup>rd</sup> attempt, the learner is able to pick up their ball and drop it to the side of the bunker without penalty



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

# Who Plays Using Adapted Rules?

Ultimately, you are the guide on the learners' journey and they have a choice to decide where they play from on the course and the rules they use. However, it is important that learners develop the competency and understanding to play the golf course under the normal rules of golf in order to become Club and Course Ready. This will set them up for future involvement in the club and when playing with others socially and competitively. As can be seen below, it is only those who are working to achieve the On Course Challenge for Level 3 of the Club and Course Ready progress wheel that we recommend should not play using adapted rules....

Adapted Rules	Tee Guidance	Step Guidance
10 Shot maximum	Tee 1-4	Levels 1 and 2
Air Shot Rule	Tee 1-4	Levels 1 and 2
Pick and Place Rule	Tee 1-4	Levels 1 and 2
Lost Ball Rule	Tee 1-4	Levels 1 and 2
Bunker Grounding	Tee 1-4	Levels 1 and 2
3 Attempt Rule in Bunkers	Tee 1-4	Levels 1 and 2
Tee it Up Rule	Tee 1-4	Levels 1 and 2



# Further Guidance

The guidance in this section has been built to help you navigate the learners' journey through the program. However, the choice the learner makes is vital. It is important that they buy into their experience on the program to drive long term retention in the program. Consider the following when building your course and running your events...

## Number of Holes

- You should guide the learner to play the amount of holes that may be appropriate for their experience and ability. Consider the impact on those playing in your events and other golfers on the golf course.

## Be the Expert

- You should be bold when guiding the learner on playing the course and the experience that will be right for them. Provide them with the information as to why you are making the recommendation.



## Stroke Play or Texas Scramble

- The events are designed to give your learners a chance to play the course and play their own ball. However, from time to time it may be appropriate to make up small teams to play a Texas Scramble format. This will help those new to the program to build their confidence and enjoyment on the course.

## They Make the Choice

- Remember, those enrolled in your program are playing for a hobby and will be motivated by playing with their friends. Let them make a choice about which tees to use in order to keep them engaged in the program.

# Running Your Event



# Timings on the Day for your Course Play Event

You have the flexibility to schedule your Course Play event at a time and date to suit your venue. You should allow enough time for learners 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 those on the program to meet each other and reflect on their experience.

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

## Course Play Event - Sunday, August 4th

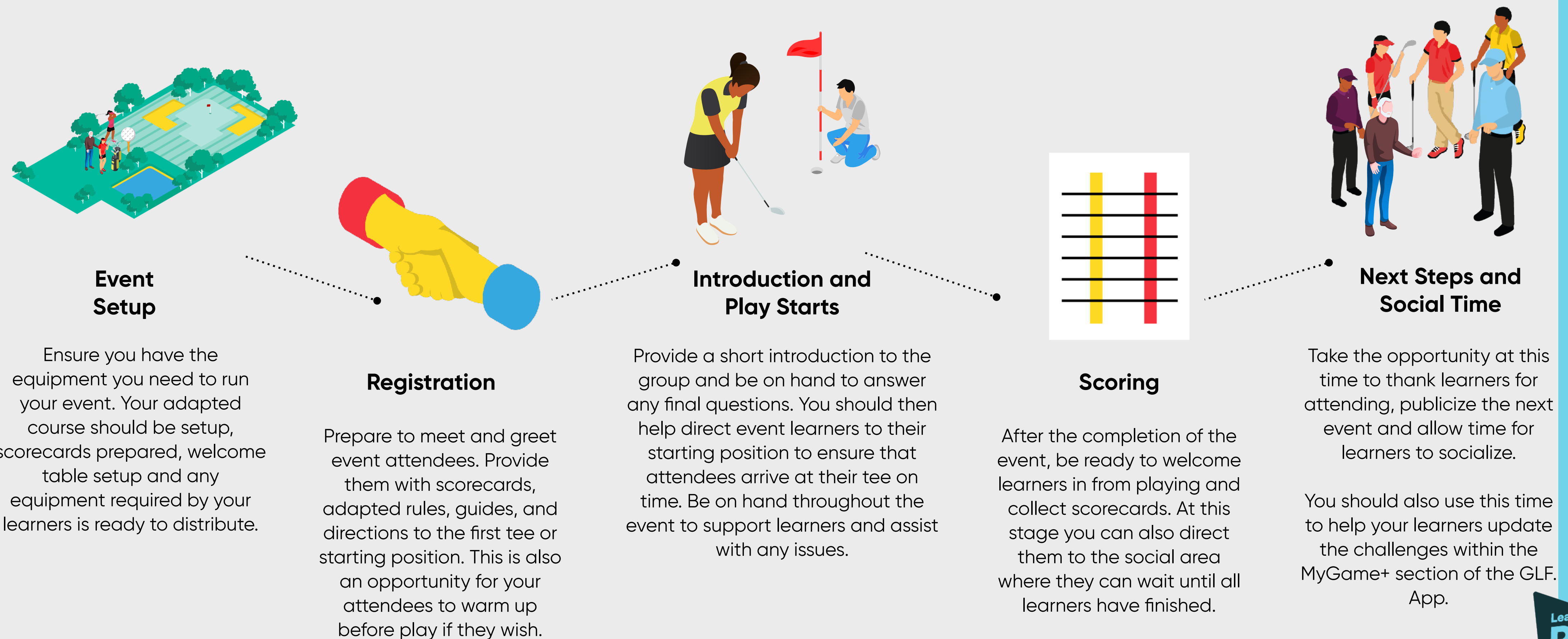
Mon	Tue	Wed	Thu	Fri	Sat	Sun
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

The calendar shows a sequence of activities from Monday to Sunday. On Monday, Tuesday, and Saturday, there are 'LEVEL 3' icons. On Wednesday, Thursday, and Sunday, there are 'Practice Clubs' icons. A large blue circular icon with a flag and the text 'Course Play' is positioned over the Sunday 4th date, with a line pointing to the event timetable table on the right.

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 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 learners, 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.



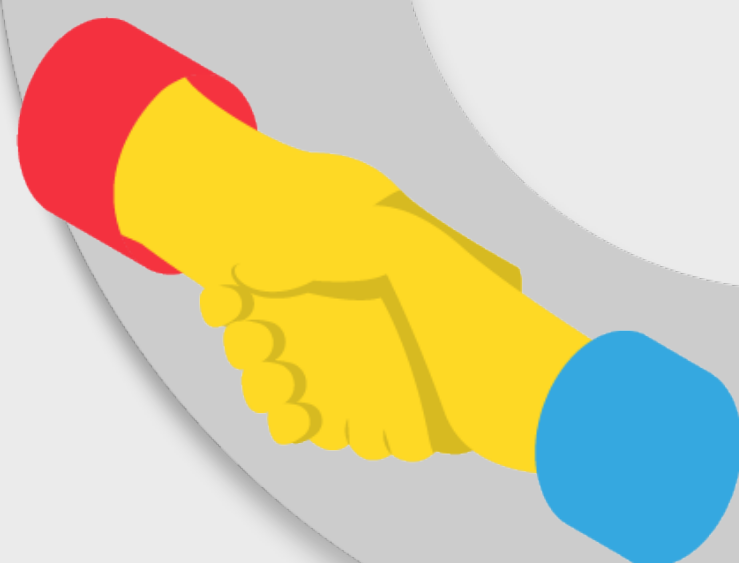
## Basic Equipment

- 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.



## 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.



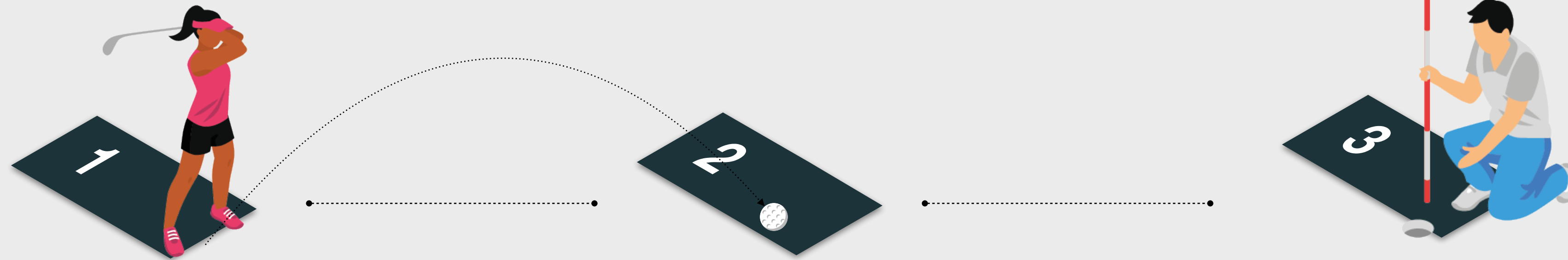
## Spare Equipment

- Although you should be recommending that learners purchase the correct equipment for the program, you should be ready to supply learners with an equipment bag if they require it.



# 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 learners 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 your students 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 learners
- 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 Course Play 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 learners will allow those who may not have been confident in starting a conversation the opportunity to engage with others in the group.

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

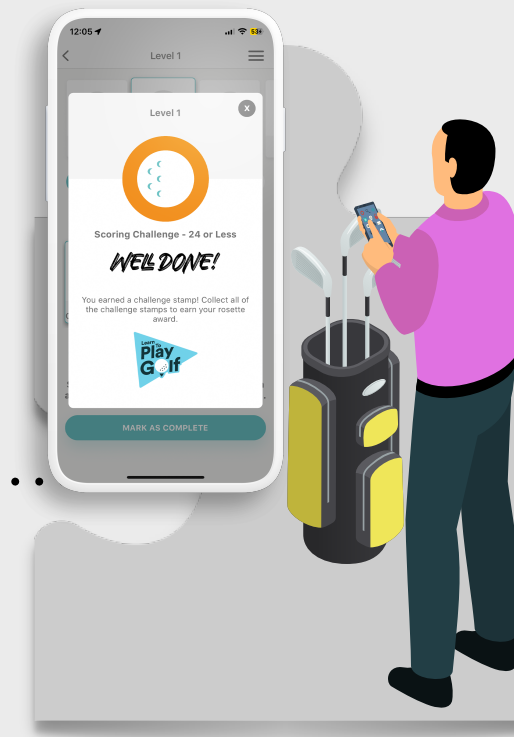
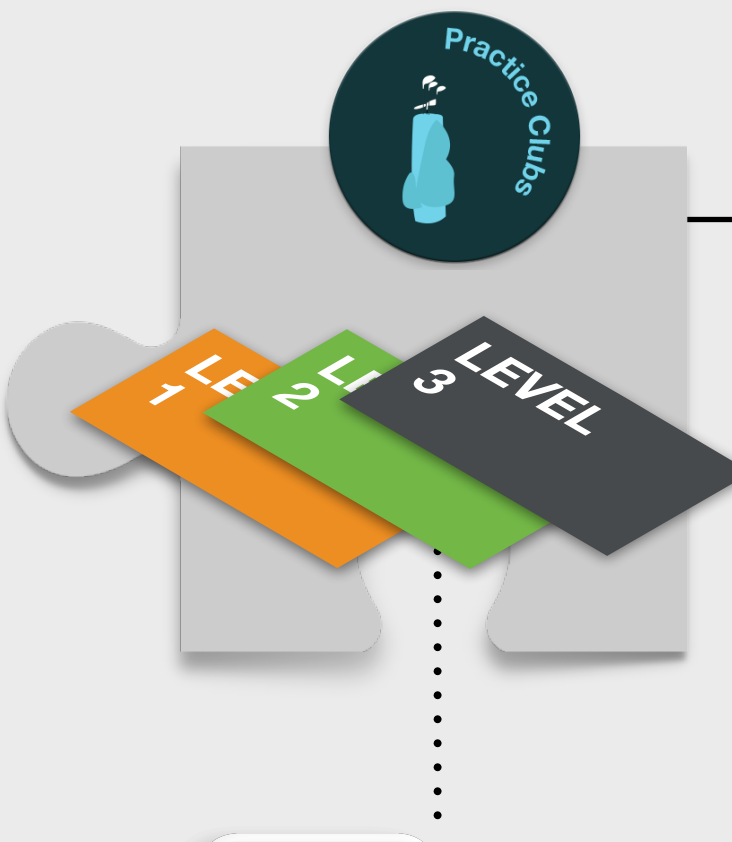


## Promote Further Program Opportunities

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

Learners should be encouraged to play together outside of the weekly classes, practice clubs and monthly course play events. Facilitating the opportunity to play together after a class will help to improve the learner's ability, enjoyment and confidence on the course.



## Recording Progress myGame on GLF.Connect

To record the learners progress through the 3-Level Progression Pathway and the skill based challenges, the GLF.Connect myGame+ feature can be used. Learners may have completed On Course Challenges during the event and can also log their score on the Course Play section of the App.

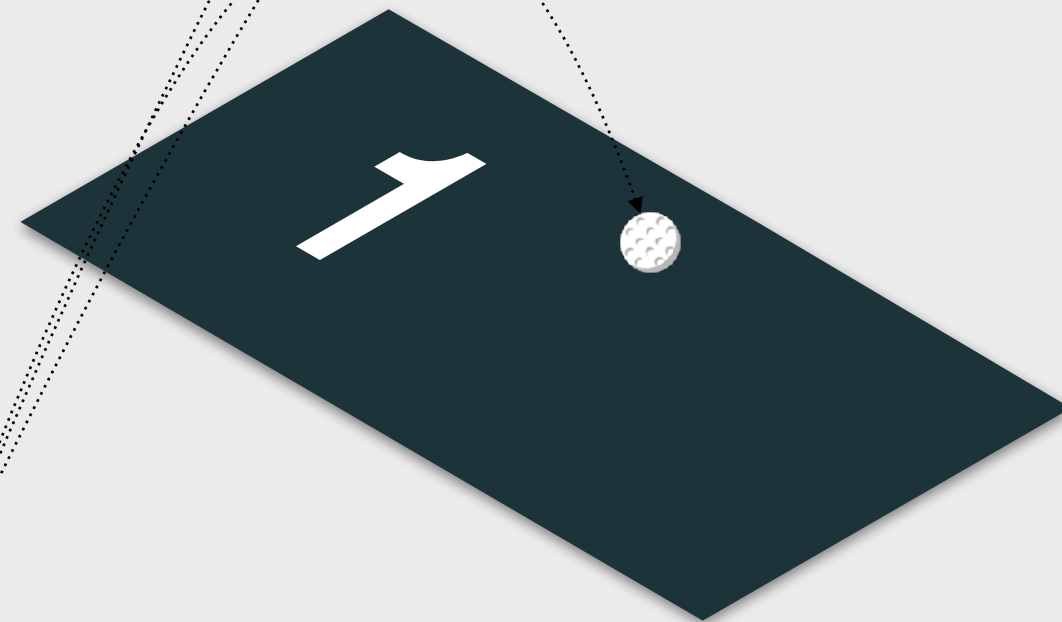
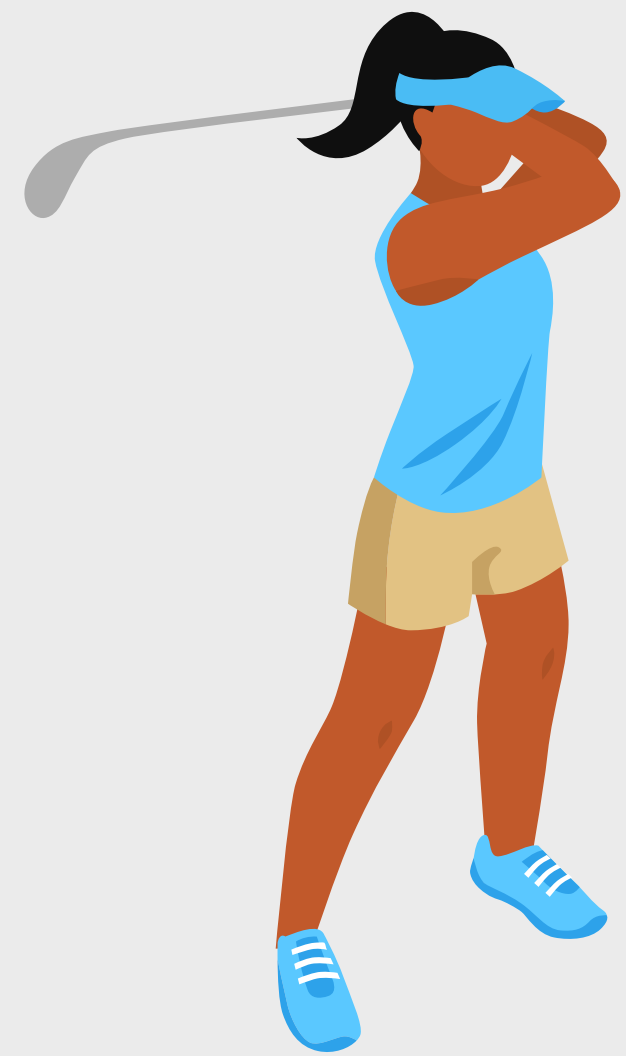
# Next Steps





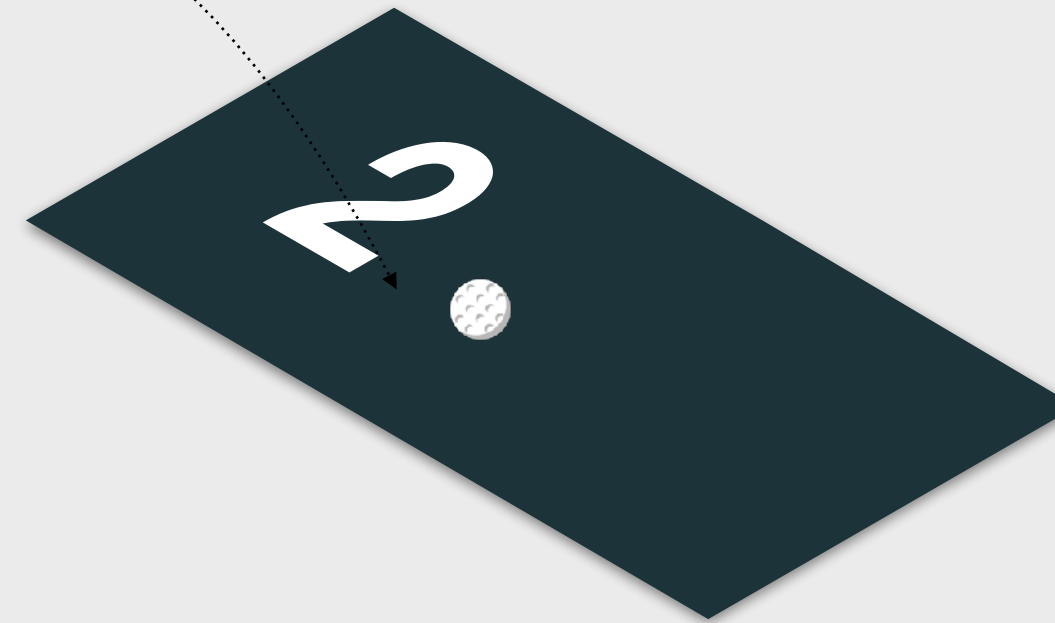
# Next Steps

Take the next step towards running your course play event at your club...



## 1. Complete your Learner Program Training

Make sure you have completed the three training modules relating to the Learner Program as well as your Experience Day Training.



## 2. Complete the Scheduling and Planning Step by Step Guide

This step-by-step guide will walk you through the steps to schedule your course play events across the program year.



## 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.

# Thank you.

Please complete the Step 1 Scheduling and Planning Tasks within the Course Play Resources section in the Coaches Toolbox.

