

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?

The adapted course is one of the most important tools in your junior coaching programme. It allows every child – regardless of age or ability – to experience real golf on a real course, at distances that are genuinely achievable for them. Without an adapted course, juniors are often unable to reach the green in regulation, which leads to frustration, disengagement, and dropout. The adapted course solves this by setting each junior up to succeed from day one. The adapted course is not a simplified version of golf. It is golf played from teeing positions that are appropriate for the junior's current level of development...



Reduces dropout - Juniors who experience early success on the course are significantly more likely to continue playing golf in the long term.



Teaches real scoring - Juniors learn what 'par' means in practice, not just in theory.



Builds confidence - When a child can reach the green in the right number of shots, they feel like a real golfer – because they are.



Sets the child up for success - Every hole is designed so the junior has a genuine chance of reaching the green in regulation.



Levels the playing field - Juniors of different ability levels can play together without one child dominating or struggling far behind.



Improves pace of play - Shorter holes from appropriate tees means rounds move at a pace suitable for younger juniors.



Educates parents - Parents who see their child playing 'proper' golf – making pars and bogeys – become advocates for the programme.



Supports long-term retention - As the junior improves and moves to longer tees, the course grows with them – there is always a next step.

The Adapted Academy Course

The adapted course should consist of three teeing positions and we recommend that you use an existing tee on your golf course, such as a Ladies Tee, for the Academy Tee which should be the furthest teeing position from the green.

Each teeing position should fall within the recommended yardage guidelines to allow a junior to reach the green in regulation based on the distance they hit the golf ball. Further information is provided on how to build each teeing position as you progress through the training...

ACADEMY
COURSE

The Birdie Tee

This tee will typically be visible on the course by using coloured cones, spray paint, or a permanent marker plate. The Birdie Tee 9-hole target length is **1,800 – 2,100 yards**.

This tee is ideally suited for juniors hitting the ball up to 160 yards with a driver and 100 yards with a 7-iron.

ACADEMY
COURSE
BIRDIE TEE

Academy Tee

The Academy Tee should be an existing tee on the course – typically the Red Tee or Ladies Tee. Before adopting an existing tee as your Academy Tee, verify that the 9-hole total from that tee falls as close as possible to within the **2,500–2,800 yards** target course length.

This tee is ideally suited for juniors hitting the ball up to 200 yards with a driver and 120 yards with a 7-iron.

ACADEMY
COURSE
ACADEMY TEE

ACADEMY
COURSE
EAGLE TEE

The Eagle Tee

This tee will typically be visible on the course by using coloured cones, spray paint, or a permanent marker plate. The Eagle Tee 9-hole target length is **1,200 – 1,500 yards**.

This tee is ideally suited for juniors hitting the ball up to 120 yards with a driver and 70 yards with a 7-iron.

ACADEMY
COURSE
ACADEMY TEE

Green In Regulation Principle

Each tee length is based on the principle that a junior should be able to reach the green in regulation based on the distance that they hit the golf ball, which keeps the child's on course experience developmentally appropriate...

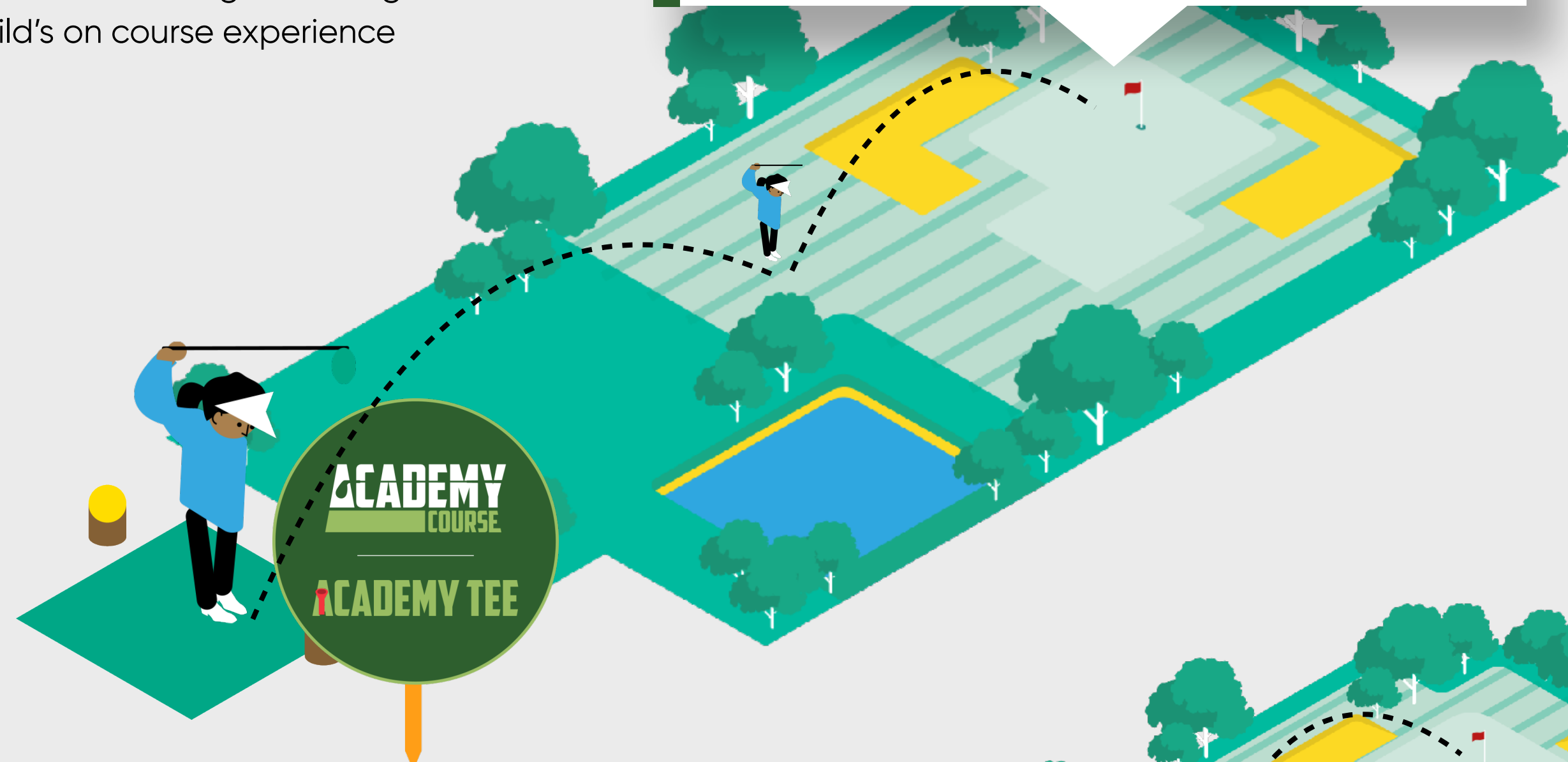
Par 3

The junior should be able to reach the green in 1 shot, using any club from a sand wedge up to a fairway wood.



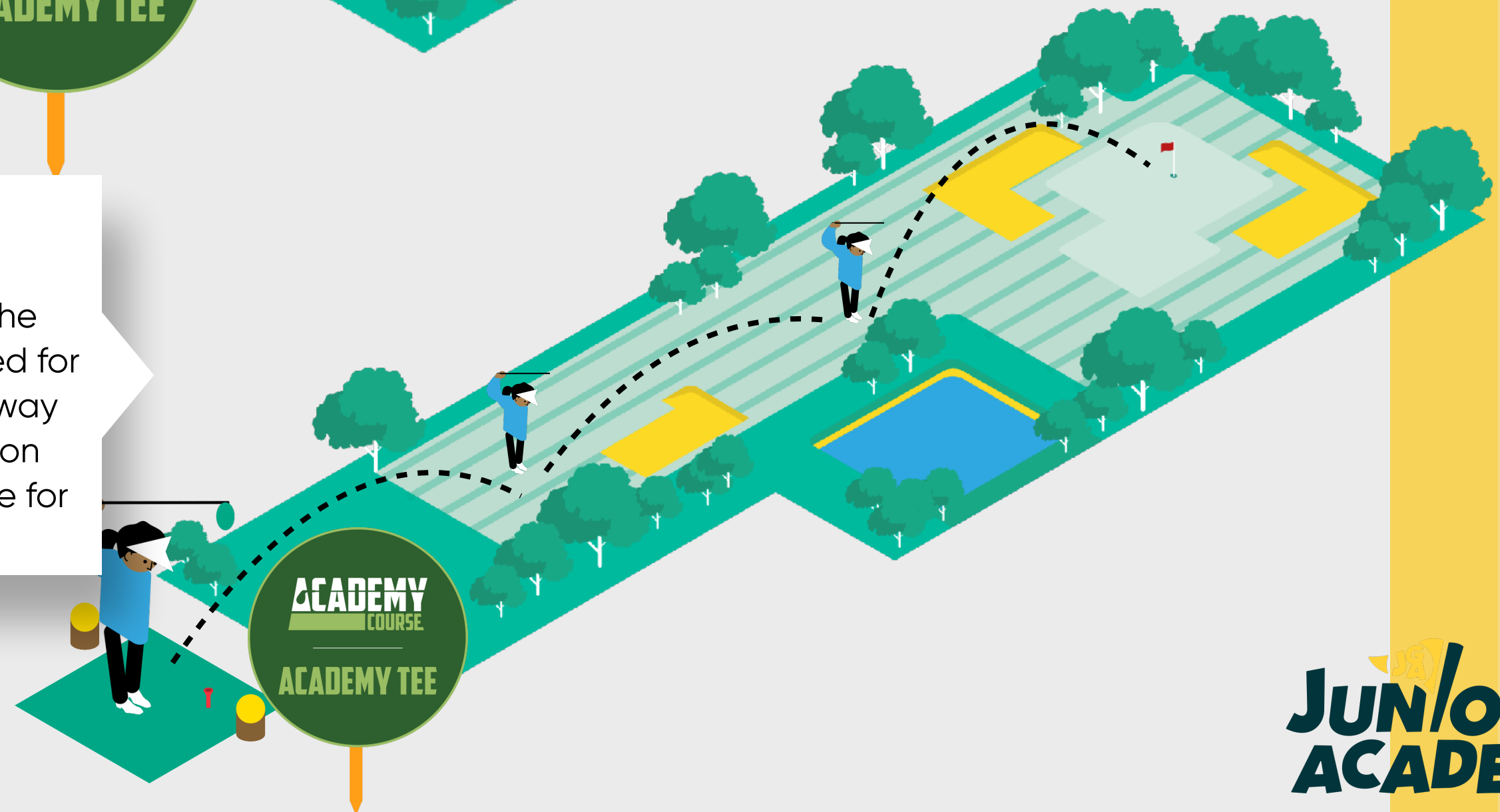
Par 4

The junior should be able to reach the green in 2 shots. The driver may be used for example for shot 1, then any club up to a fairway wood for shot 2.



Par 5

The junior should be able to reach the green in 3 shots. The driver may be used for example for shot 1, on average a fairway wood down to 7-iron for shot 2 and on average a 7-iron down to sand wedge for shot 3.



Selecting an Academy Tee – Par 3, 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. If the course you are based at does not have a teeing position that falls as close as possible to the total target length of 2,500–2,800 yards then the guidelines below can be used to build an Academy Tee 9 hole course with differing hole pars...

Par 3

The recommended distance of a Par 3 for the Academy Tee should be between
120 – 160 yards.

Par 4

The recommended distance of a Par 4 for the Academy Tee should be between
275 – 350 yards.

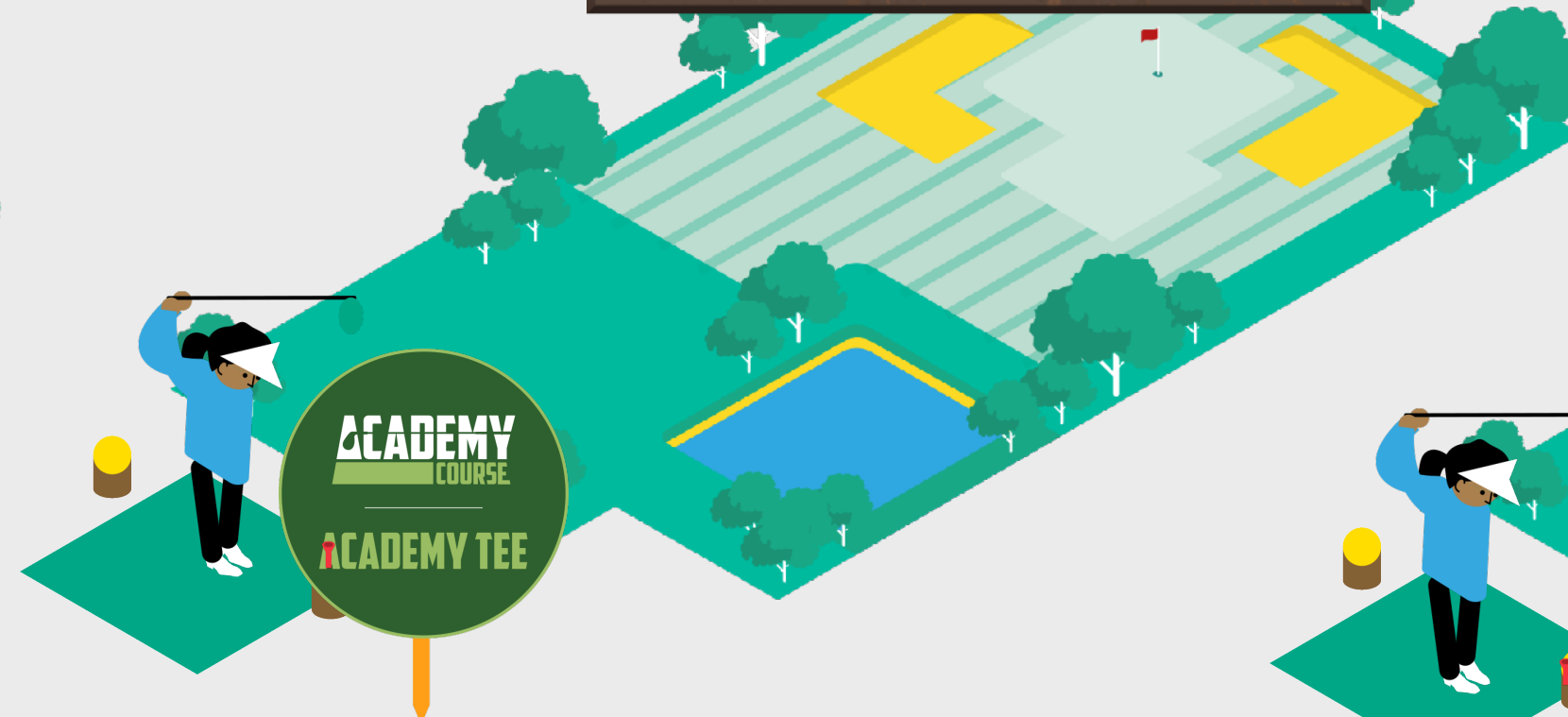
Par 5

The recommended distance of a Par 5 for the Academy Tee should be between
350 – 450 yards

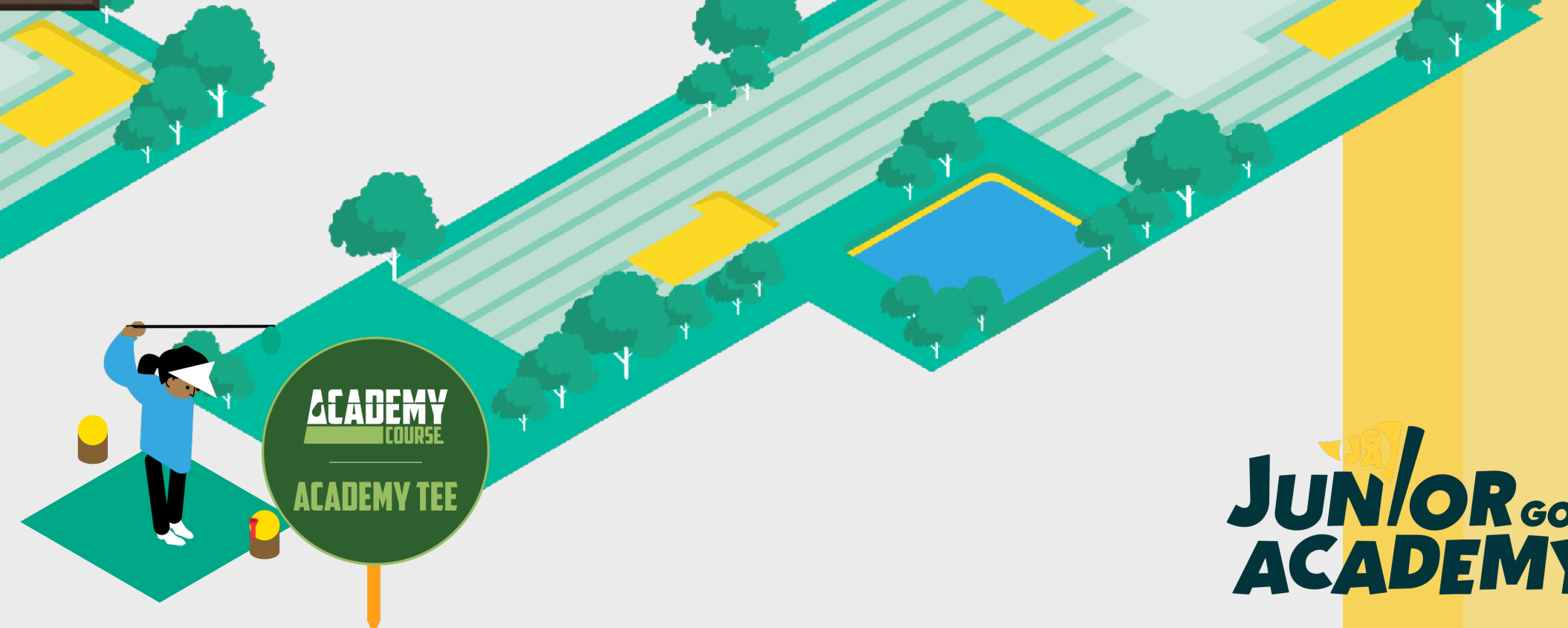
Hole 1
Par 3
160 Yards



Hole 2
Par 4
350 Yards

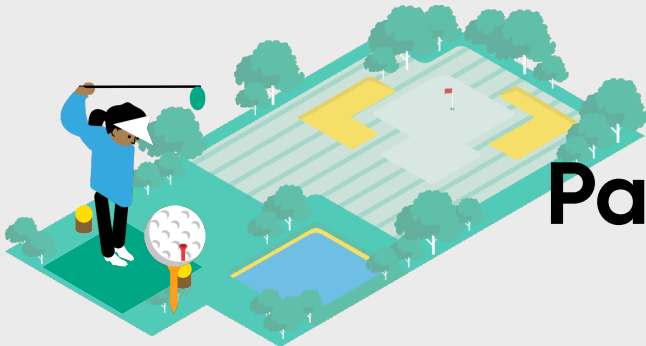
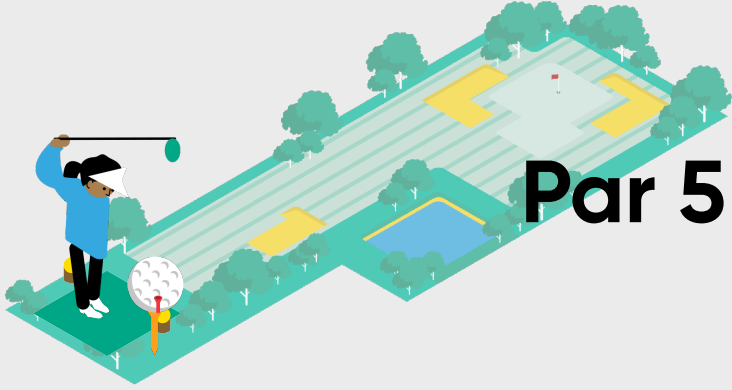


Hole 3
Par 5
450 Yards



Yardage of the Remaining Teeing Positions

The yardages for the two remaining teeing positions are then banded giving the coach flexibility to find a suitable position on each hole for each teeing position. The Birdie Tee sits at roughly 75% of the Academy Tee distance and the Eagle Tee sits at roughly 50%. The recommended yardages for each of the hole types are as follows...

	 Academy Tee	 Birdie Tee	 Eagle Tee
 Par 3	120 – 160 yards	75 – 120 yards	Up to 75 yards
 Par 4	275 – 350 yards	200 – 250 yards	Up to 175 yards
 Par 5	350 – 450 yards	275 – 350 yards	Up to 250 yards

Example 9 Hole Scorecard

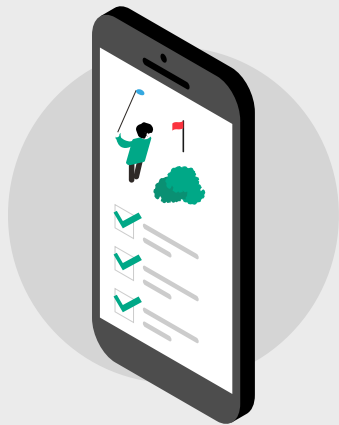
The table below shows an illustrative 9-hole course setup across all three tees. This is based on a course using a Par 36 layout with 5 x Par 4s, 2 x Par 3s and 2 x Par 5s. Depending on the specific layout of your course, the number of hole combinations and therefore the yardage of each hole type the yardages will vary from club to club. This may mean that the total course length falls slightly over or under the yardage bands...



Hole	Par	Eagle Tee	Birdie Tee	Academy Tee
1	4	180 yards	240 yards	300 yards
2	3	80 yards	110 yards	145 yards
3	4	190 yards	250 yards	310 yards
4	5	240 yards	320 yards	420 yards
5	4	170 yards	230 yards	290 yards
6	3	75 yards	105 yards	140 yards
7	4	185 yards	245 yards	305 yards
8	5	235 yards	315 yards	415 yards
9	4	195 yards	260 yards	325 yards
Total	36	1,550 yards	2,075 yards	2,650 yards

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...



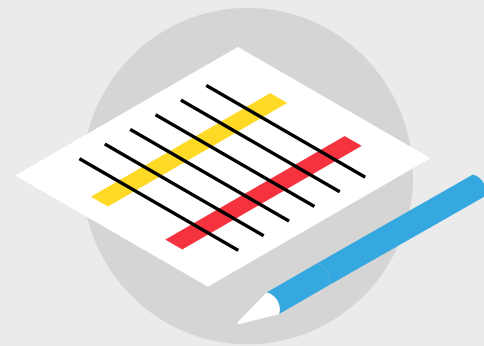
Utilize the Coaches Toolbox Resources

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.



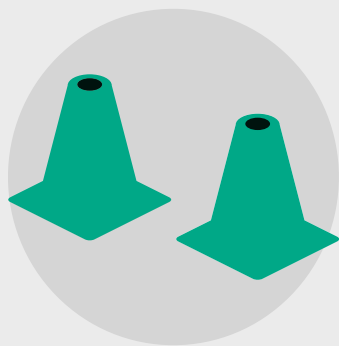
Guide the Junior Where to Play From

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 programme.



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.



Use Cones or Markers During Events

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



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.



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 the recommended teeing position for you to consider using on each hole so that the Birdie and Eagle Tee fall between the yardage bands for each hole type. 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 tee box you are using for the Academy Tee for each hole.



Enter Your Academy Tee Yardage for Each Hole

Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par
4	3	4	5	4	3	4	5	4
1st ⓘ	2nd ⓘ	3rd ⓘ	4th ⓘ	5th ⓘ	6th ⓘ	7th ⓘ	8th ⓘ	9th ⓘ
300	145	310	420	290	140	305	415	325

TOTAL PAR & YARDAGE

TOTAL 9 HOLE PAR:
36

TOTAL ACADEMY TEE YARDS:
2650

TOTAL BIRDIE TEE YARDS:



3

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

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

Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par
4	3	4	5	4	3	4	5	4
1st ⓘ	2nd ⓘ	3rd ⓘ	4th ⓘ	5th ⓘ	6th ⓘ	7th ⓘ	8th ⓘ	9th ⓘ
300	145	310	420	290	140	305	415	325
Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	Birdie	Birdie
225	109	233	315	218	105	229	311	244
Eagle	Eagle	Eagle	Eagle	Eagle	Eagle	Eagle	Eagle	Eagle
150	73	155	210	145	70	153	208	163

TOTAL PAR & YARDAGE

TOTAL 9 HOLE PAR:
36

TOTAL ACADEMY TEE YARDS:
2650

TOTAL BIRDIE TEE YARDS:
1988

TOTAL EAGLE TEE YARDS:
1325

Guidance On Building Your Course

Since every club differs in layout and clubhouse position, you'll need to build a course that suits your own club. 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 4s, 2 x Par 3s and 2 x Par 5s to make a par 36, 9 hole course.
- ✓ Select a tee box already on your course for the Academy Tee if it falls within or close to the 9 hole target length of **2,500–2,800 yards**.
- ✓ Use the Building your Course Calculator in the Toolbox to calculate the Eagle & Birdie Tees. These will be a guide for you when going out onto the course and selecting the exact tee positions.

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 favourable angle for the juniors to approach the green or run the ball up to the green
- ✓ Add variation to the length of each hole, ensuring you position 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 on the Course Builder Map for the teeing positions ready to transfer to your Scorecard Builder.

Prior to the Event

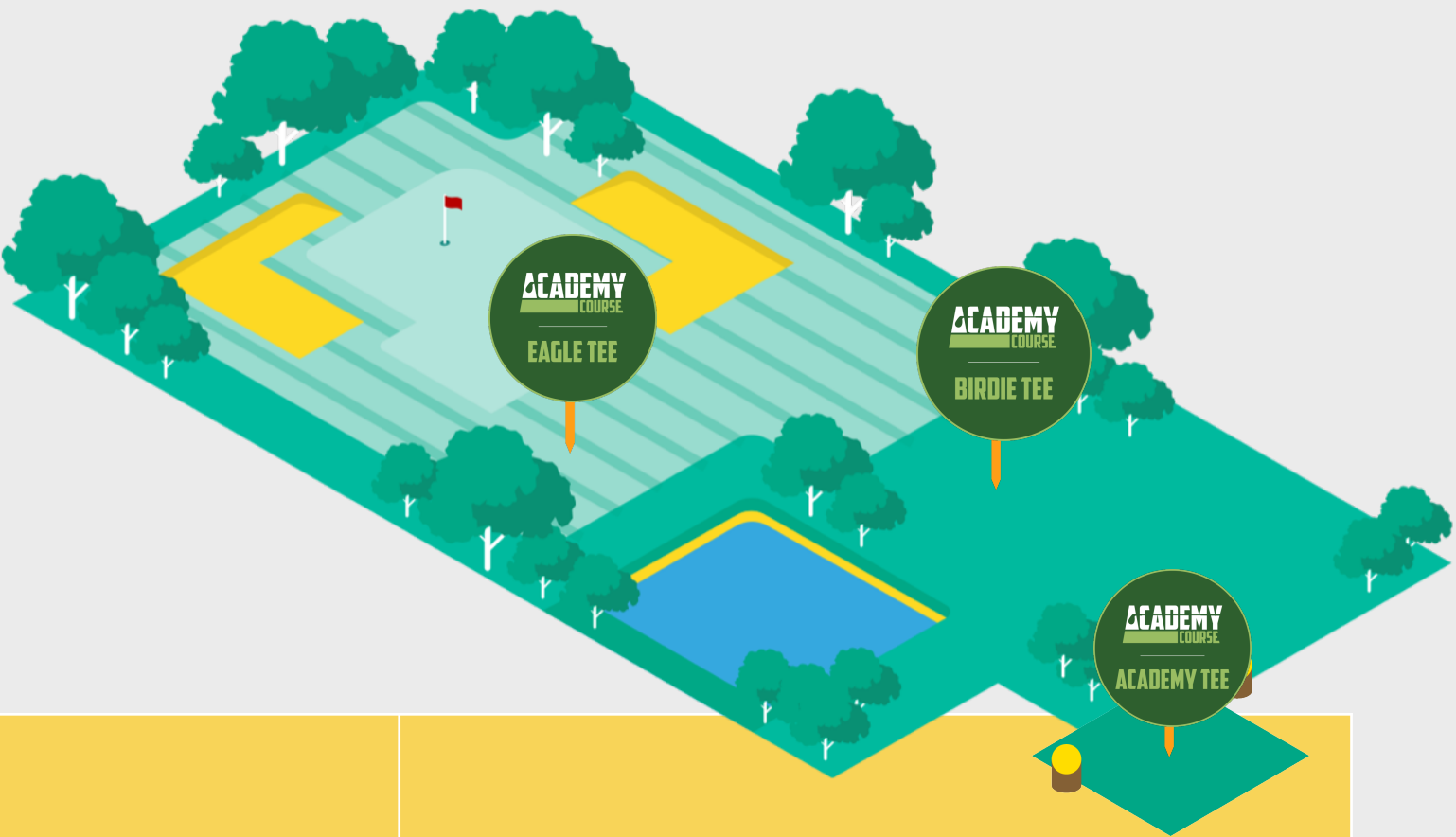
- ✓ Add the exact yardages for each teeing position to your template scorecard on the Marketing Toolbox.
- ✓ Print your scorecards locally ready to give to each junior attending your event.
- ✓ Use cones or spray paint your cart path to mark each of your teeing positions if these are not permanently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

Directing the Junior



Where to Start a Child?

A child’s starting position should be based on the distance they hit the ball 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...



Key Guidance

- Driver distance is the primary indicator. Assess this first.
- Where driver and 7-iron point to different tees, always default to the more conservative (shorter) tee. Do not place a junior on a longer tee unless both indicators support it.
- Distance bands are a starting guide. A junior hitting exactly on a boundary point should be placed on the shorter tee until they are consistently reaching greens in regulation from that position.
- A junior hitting 200 yards or more with their driver should be considered for adult tees at the coach's discretion.

Driver Total Distance (yards)	Mid Iron Total Distance (yards)	Recommended Tee
Consistently 200 + yards	Consistently 120 + yards	Academy Tee or Adult Tee Box
160 – 200 yards	100 – 120 yards	Academy Tee
120 – 160 yards	70 – 100 yards	Birdie Tee
Up to 120 yards	Up to 70 yards	Eagle Tee

Using the Toolbox Calculator

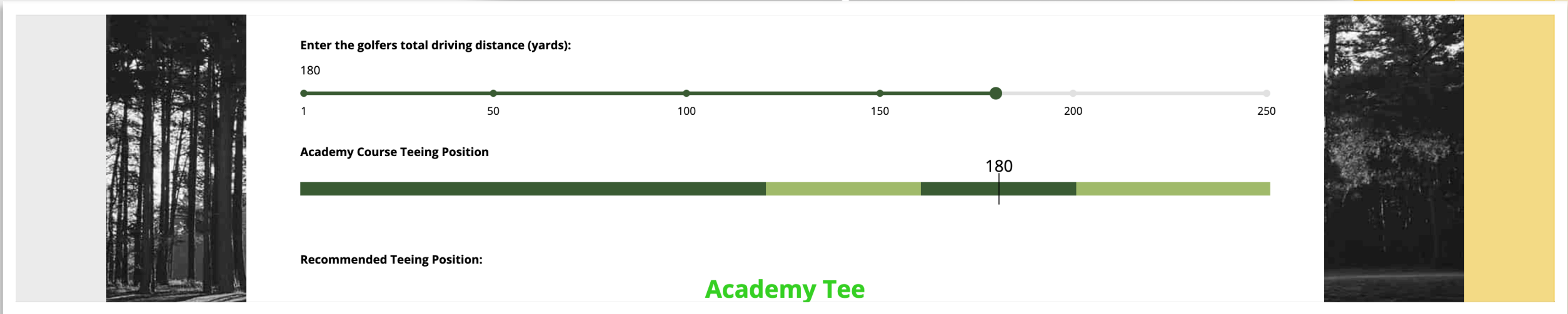
In the Coaches Toolbox accessible via GLF. Connect, you can access a Find the Junior's Teeing Position Course calculator. This calculator allows you to enter the yardage of the child's Driver & 7 Iron total distance and it will calculate the recommended teeing position for this junior. Follow the steps below...

1

Navigate to the calculator at the bottom of the course play page within the LTPG section.

2

Enter the yardage of the juniors Driver & 7 Iron total distance.



3

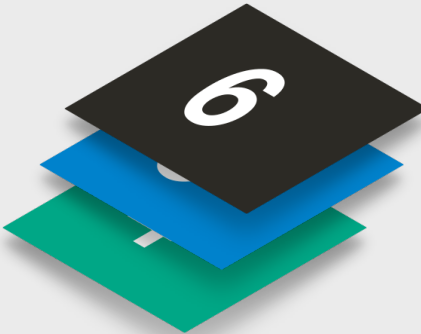
The recommend teeing position for this junior will be calculated for you.



How Many Holes?

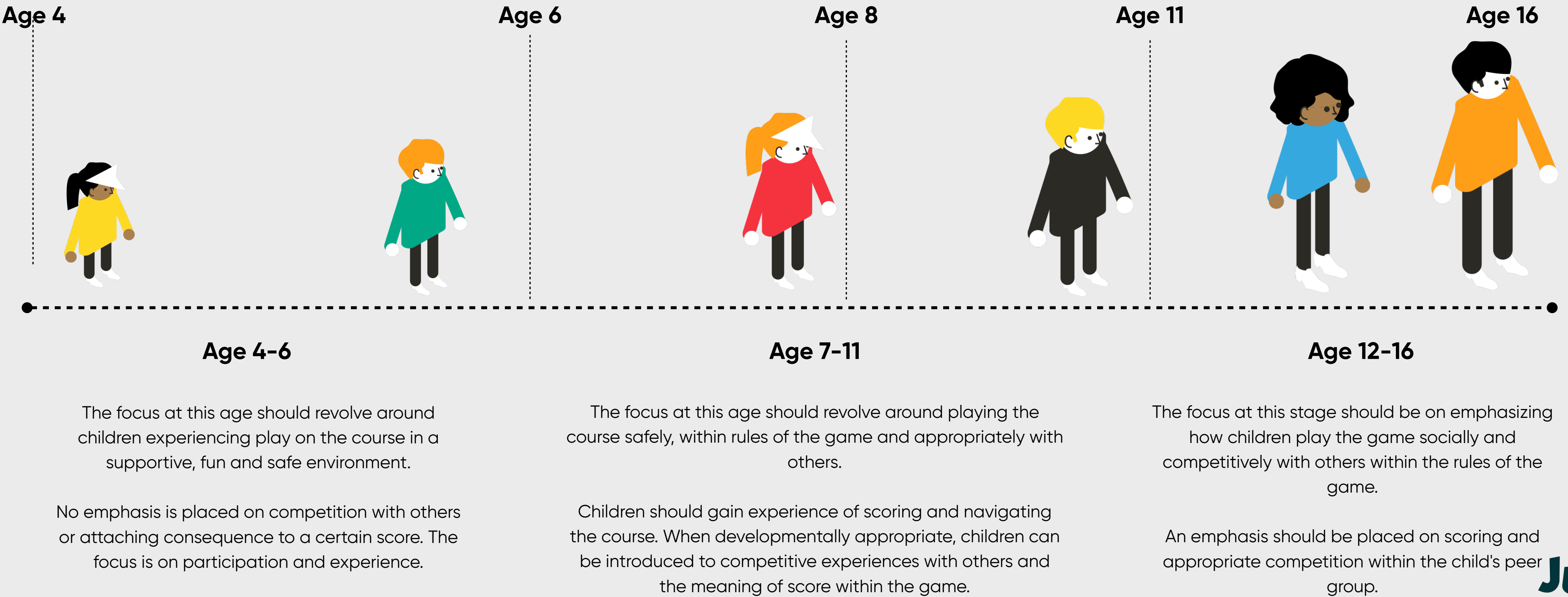
The number of holes that juniors play during Playing Events will firstly be driven by the feasibility of the number of holes that can be mapped out at your club. This will depend on the proximity to the clubhouse and course layout. However, where it is possible, we recommend that juniors have the option 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
3 3 Holes Those children aged between 4–6 and participating in Junior Playing Events from the Eagle Tee 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.	Ages 4–6 Ages 6–11		
6 6 Holes Those children aged 6+ and participating from Eagle Tee & Birdie Tee 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 1 – 3 of the progression pathway.	Ages 6–11 Ages 11–16		
9 9 Holes Those children aged 6+ and participating from Birdie Tee and the 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 4, 5 & 6 of the progression pathway.	Ages 6–11 Ages 11–16		

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 primarily 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 programme. 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

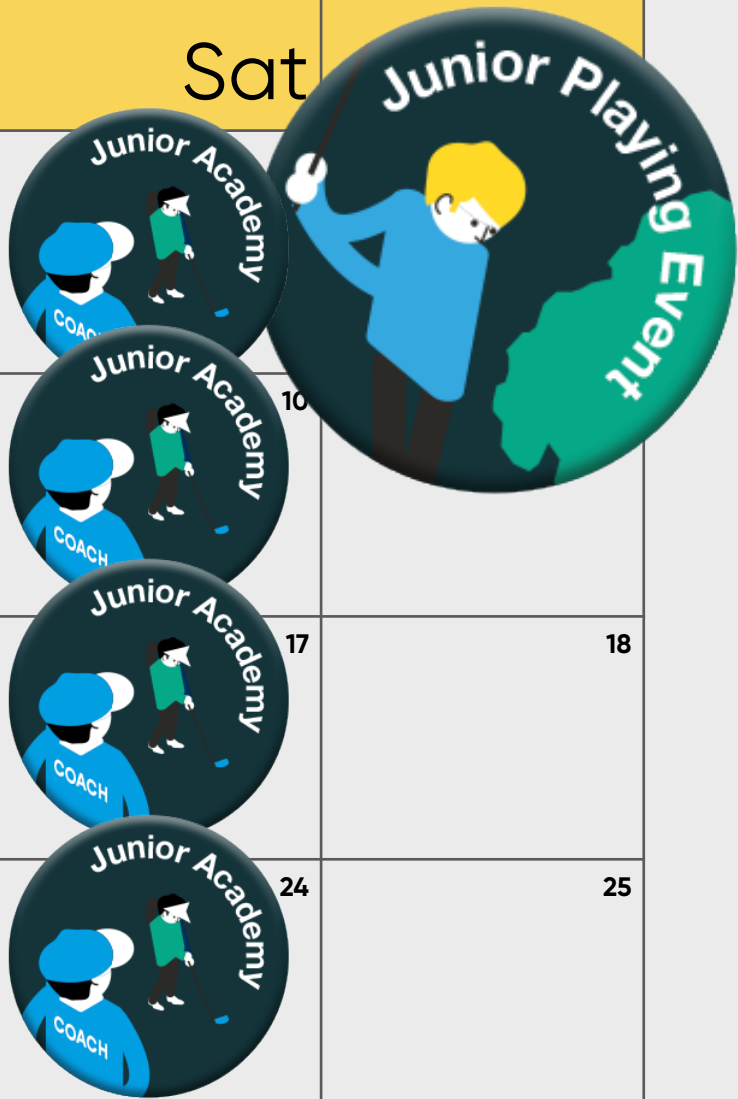
You have the flexibility to schedule your Junior Playing event at a time and date to suit your venue. You should allow enough time for juniors attending the event to arrive and collect a scorecard, warm up, meet their playing partners, get to the tee and complete up to 9 holes on the course. You may 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	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	

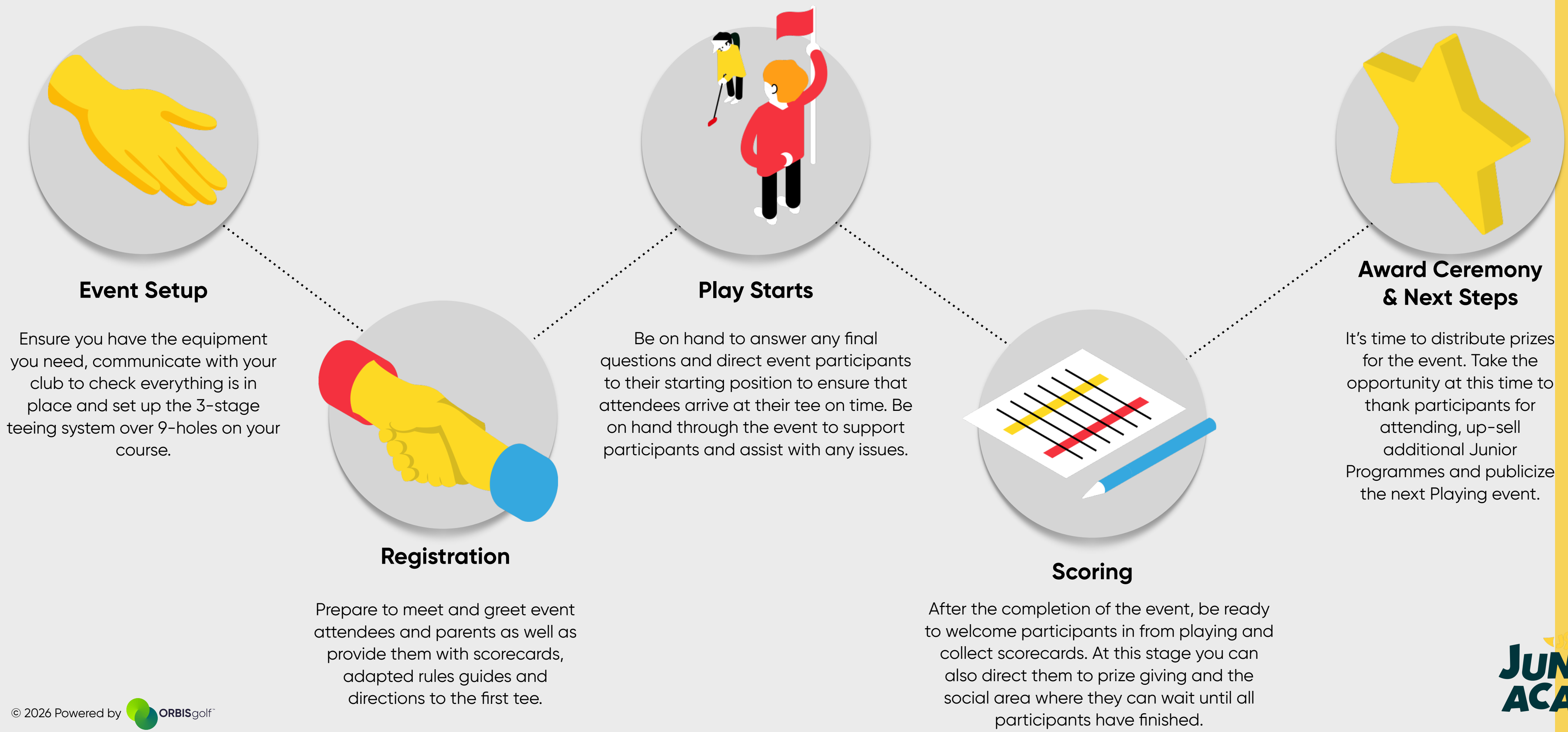
August 2024



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 juniors, especially those new to the programme. 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 JGA Stickers, Certificates and pins if a child successfully completes the required challenges within each element and level.



Spare Equipment

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



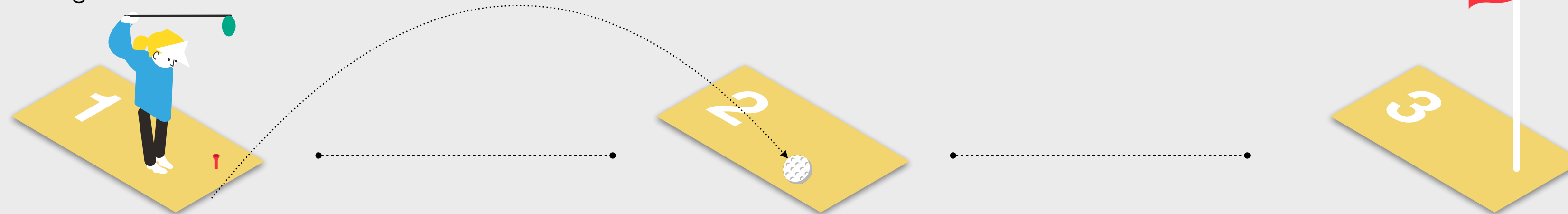
Basic Equipment

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 blocked into your schedule prior to the event start time on GLF. Connect
- Message parents on GLF. Connect or via email reminding them of the event, tee times and equipment required.

1 Hour Prior to the Event

It is the day of the event and you should ensure you arrive at least 1 hour 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 to 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 programme and development of each junior. 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 Programme Opportunities

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

Adding a Competition Element



Why Add a Competition Element?

This is an entirely optional layer for those coaches and academies who want to add an extra, engaging element to Course Play events. It sits on top of the adapted course principles – it never changes them...

1. Extra motivation

Podium places and fun challenges give juniors something to aim for on top of simply completing the round.

2. Recognition, not pressure

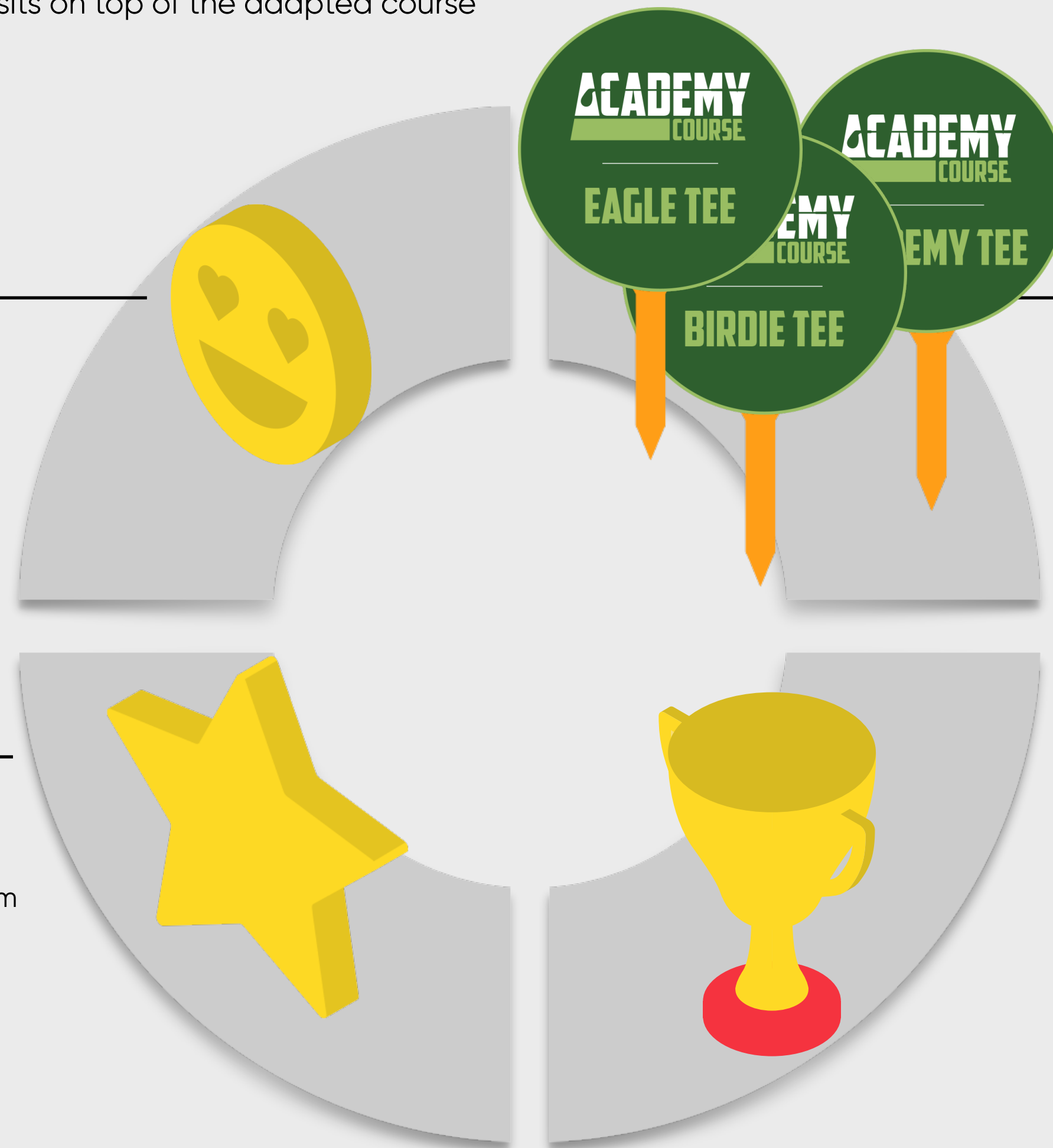
Every junior can be recognised – for a podium finish, a fun-element win, or simply for taking part.

3. Flexible

Compatible with all three teeing positions and all three hole combinations – 3, 6 and 9 holes.

4. A pathway, not a one-off

The Order of Merit element turns single events into a season-long journey toward the Grand Final.



1st, 2nd and 3rd for Each Event

When running your events, you can award trophies for 1st, 2nd and 3rd places within each teeing position and each format separately, so juniors are only ever compared to others playing the same set-up. You can simplify this for smaller events, for example, only running the formats and tees that are in use that day. You can tailor this approach to suit the needs of your junior attendees and programme.

Teeing Position	3 Holes	6 Holes	9 Holes
Eagle Tee	1st · 2nd · 3rd	1st · 2nd · 3rd	1st · 2nd · 3rd
Birdie Tee	1st · 2nd · 3rd	1st · 2nd · 3rd	1st · 2nd · 3rd
Academy Tee	1st · 2nd · 3rd	1st · 2nd · 3rd	1st · 2nd · 3rd

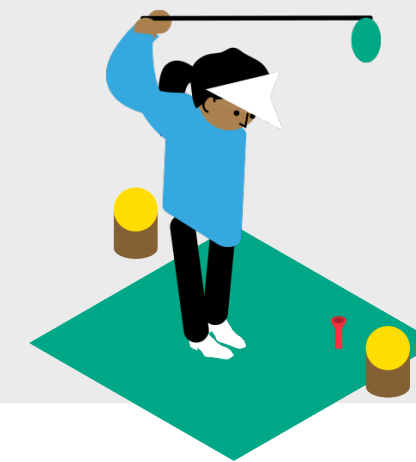
Fun Event Competitions

Add an extra, engaging element to your events by running two light-hearted challenges to run alongside the podium places. These should be simple to set up, simple to judge, and a great way to keep every hole engaging for every junior attending...

NEAREST TO THE PIN

Nearest the Pin (Par 3)

- Pick one Par 3 hole for the event, played from each junior's own tee.
- Every tee shot on that hole is marked and measured.
- Closest ball to the pin at the end of the round wins – run it separately for each teeing position.
- A marker or coach records the distance on the scorecard. If a junior misses the green, they simply don't feature in that competition – no penalty to their score.



Longest Drive (Par 4 or 5)

- Pick one Par 4 or Par 5 hole for the event.
- The tee shot must finish in the fairway or defined playing area to count – this keeps it fair and safe.
- Longest fairway ball for each teeing position wins, so an Eagle Tee junior is never compared to an Academy Tee junior.
- Mark balls with a peg as the group plays through, then confirm the winner at the end of the event.

Bringing it Together on Event Day

In addition to the guidance already provided in the build to and on the day of running an event, those offering the competition element should consider the following additional actions to ensure your event runs smoothly...

- 1

Before the event...

Decide which fun elements you'll run (Nearest the Pin / Longest Drive) and pick the holes. Ensure you organize markers to be used by the juniors. Make sure you educate juniors on the competitive elements for the event.
- 2

During the round

Juniors record finishing position for the fun challenge elements and each junior's score is recorded on their scorecard.
- 3

At the finish

Collate the scores by tee and format so you can announce the 1st, 2nd and 3rd for each teeing position, and collect the markers for the fun-challenge element winners.
- 4

Presentation

Announce every result together in front of juniors and parents. Announce the fun challenge elements first and then 1st, 2nd and 3rd place for each teeing position, Medals can be considered for each winner as an optional extra.

The Order of Merit

An additional extra could be to run a year-long competition for juniors playing 9 holes from the Academy Tee – rewarding consistent play across the season, not just on a single event. Every junior earns points based on where they finish at each qualifying 9-hole event culminating in the final event of the year and the champion of the year...

Example Event Points System

Every junior who takes part earns at least a participation point. No participating junior leaves with zero points.

Finish Position	1st	2nd	3rd	4th	5th	6th+	Took part
Points	20	18	16	14	12	10	2

Example Order of Merit Leaderboard

Junior Name	Event 1	Event 2	Event 3	Event 4	Event 5	Event 6	Event 7	Event 8	Event 9	Event 10	Event 11	Event 12	Total
Aisha Patel	10	0	10	12	20	10	2	2	18	0	18	10	112
Liam O'Connor	16	12	0	10	20	2	10	12	12	2	12	12	120
Mateo Rodriguez	14	14	0	12	12	20	16	14	10	2	10	0	124
Zoe Chen	2	0	2	12	12	14	2	12	14	2	14	20	106
Kwame Mensah	16	12	10	0	0	12	16	0	10	2	0	10	88
Ava Thompson	2	14	20	12	0	14	2	14	18	10	20	0	126
Youssef El-Amin	14	2	2	12	14	12	12	18	0	0	2	10	98
Sofia Nowak	2	0	12	2	12	10	16	10	0	14	18	14	110
Daniel Kim	20	12	2	0	2	20	12	20	16	12	20	0	136
Priya Sharma	0	18	16	12	10	2	14	20	20	0	2	12	126
Jack Williams	18	12	2	2	14	10	16	10	2	16	2	12	116
Amara Okafor	14	2	10	10	18	20	16	10	0	14	0	2	116



Champion of the Year

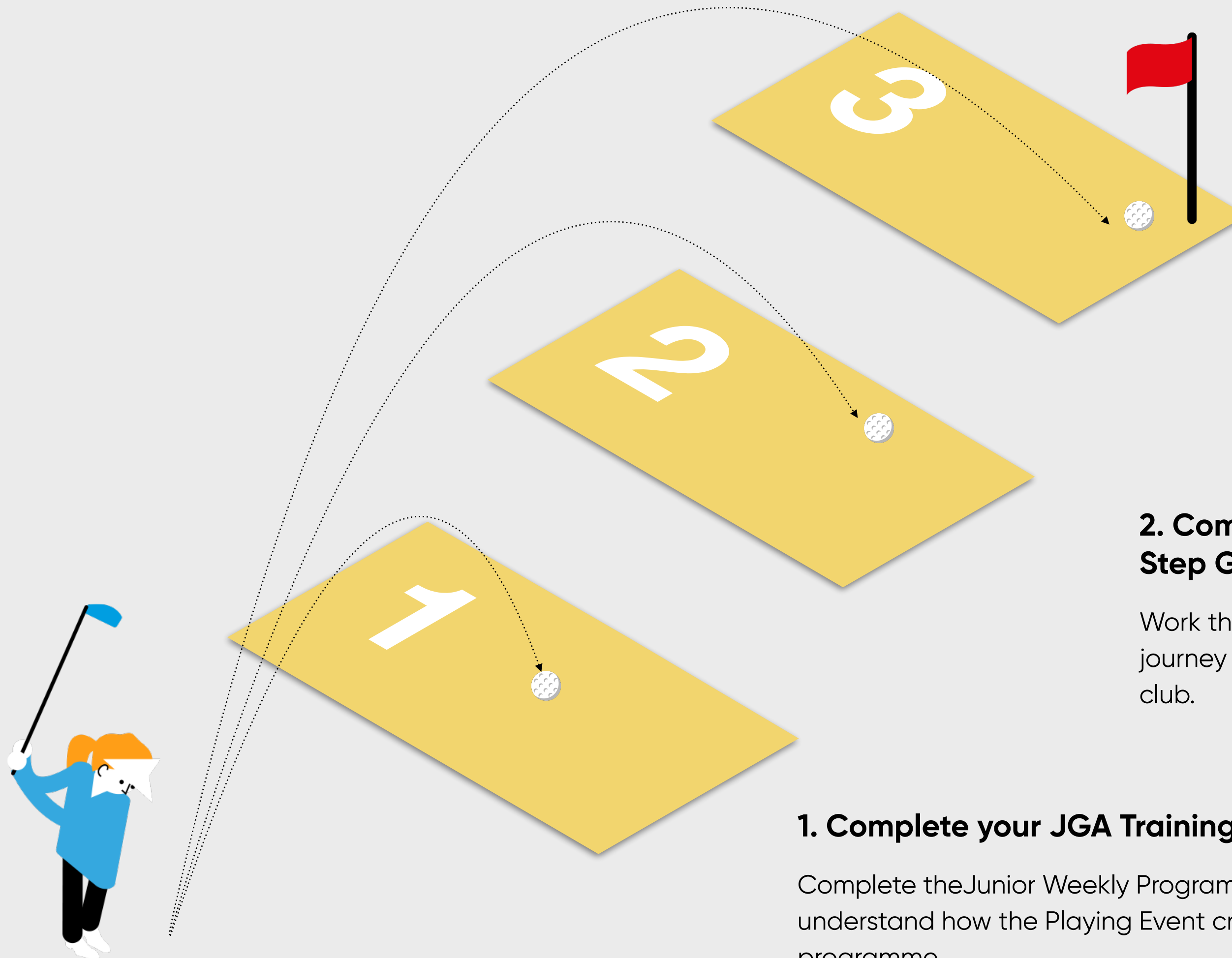
Awarded to the junior with the most Order of Merit points accumulated across the season. Celebrate every participant on the day – it's a celebration of the whole season, not just the winner.

Next Steps



Next Steps

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



1. Complete your JGA Training

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

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.

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

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

Thank you.

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