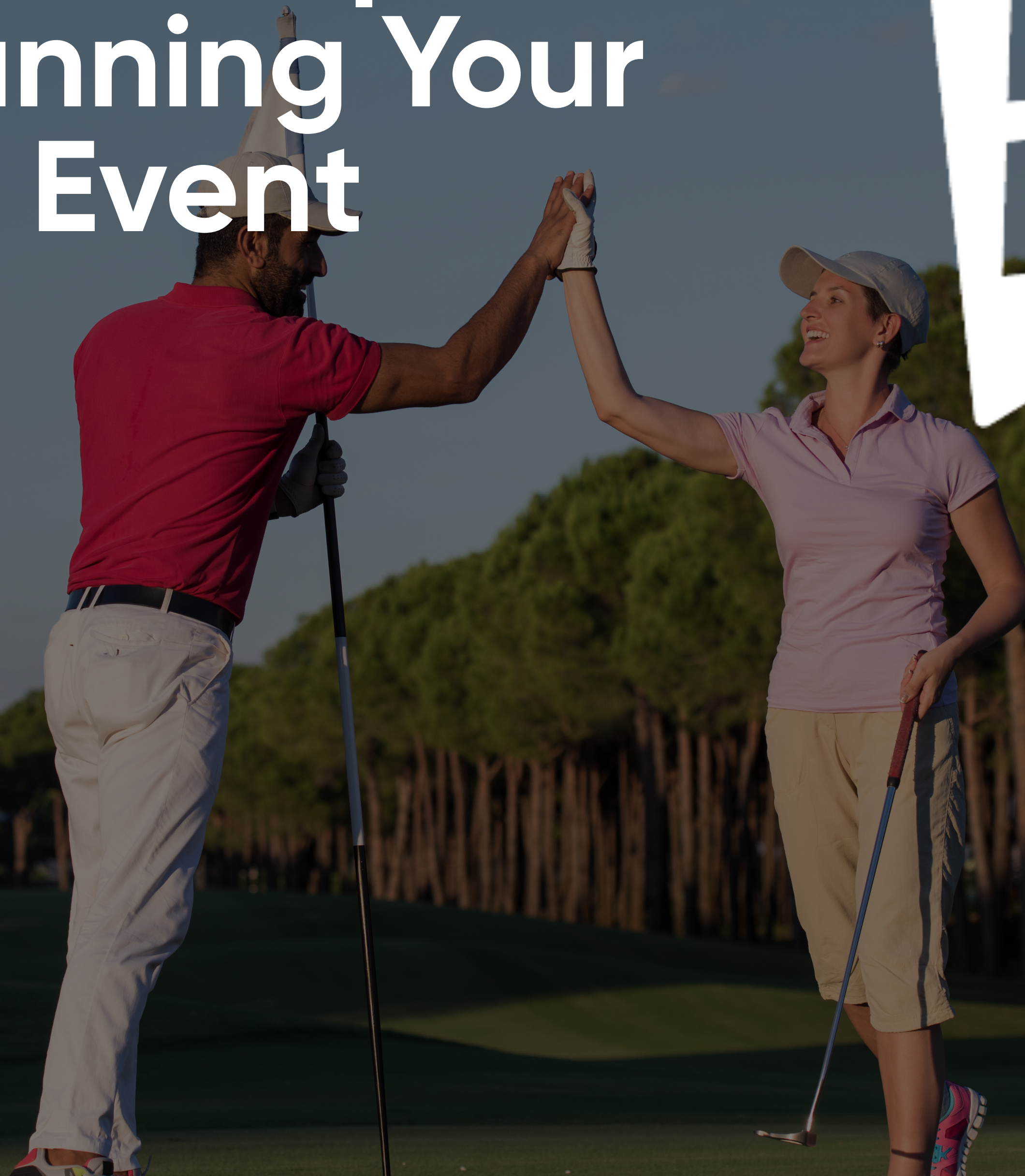


Building Your Adapted Course & Running Your Course Play Event



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Adapted Teeing System



Adapted On Course System – Why is it important?

Getting learners onto the course early drives enjoyment, engagement, and a real sense of the game – but the experience must match their developmental stage. 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.



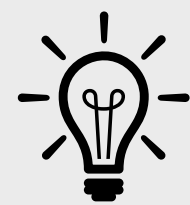
Set Them Up For Success

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 programme.

The Adapted Academy Course

The adapted course you can utilize within your programme links directly to the Junior Golf Academy Adapted 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 an adult 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
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 adults hitting the ball up to 120 yards with a driver and 70 yards with a 7-iron.

ACADEMY COURSE
EAGLE TEE

ACADEMY COURSE
BIRDIE TEE

ACADEMY COURSE
ACADEMY TEE

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 adults hitting the ball up to 160 yards with a driver and 100 yards with a 7-iron.

ACADEMY COURSE
BIRDIE TEE

ACADEMY COURSE
ACADEMY 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 adults hitting the ball up to 200 yards with a driver and 120 yards with a 7-iron.

Green In Regulation Principle

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

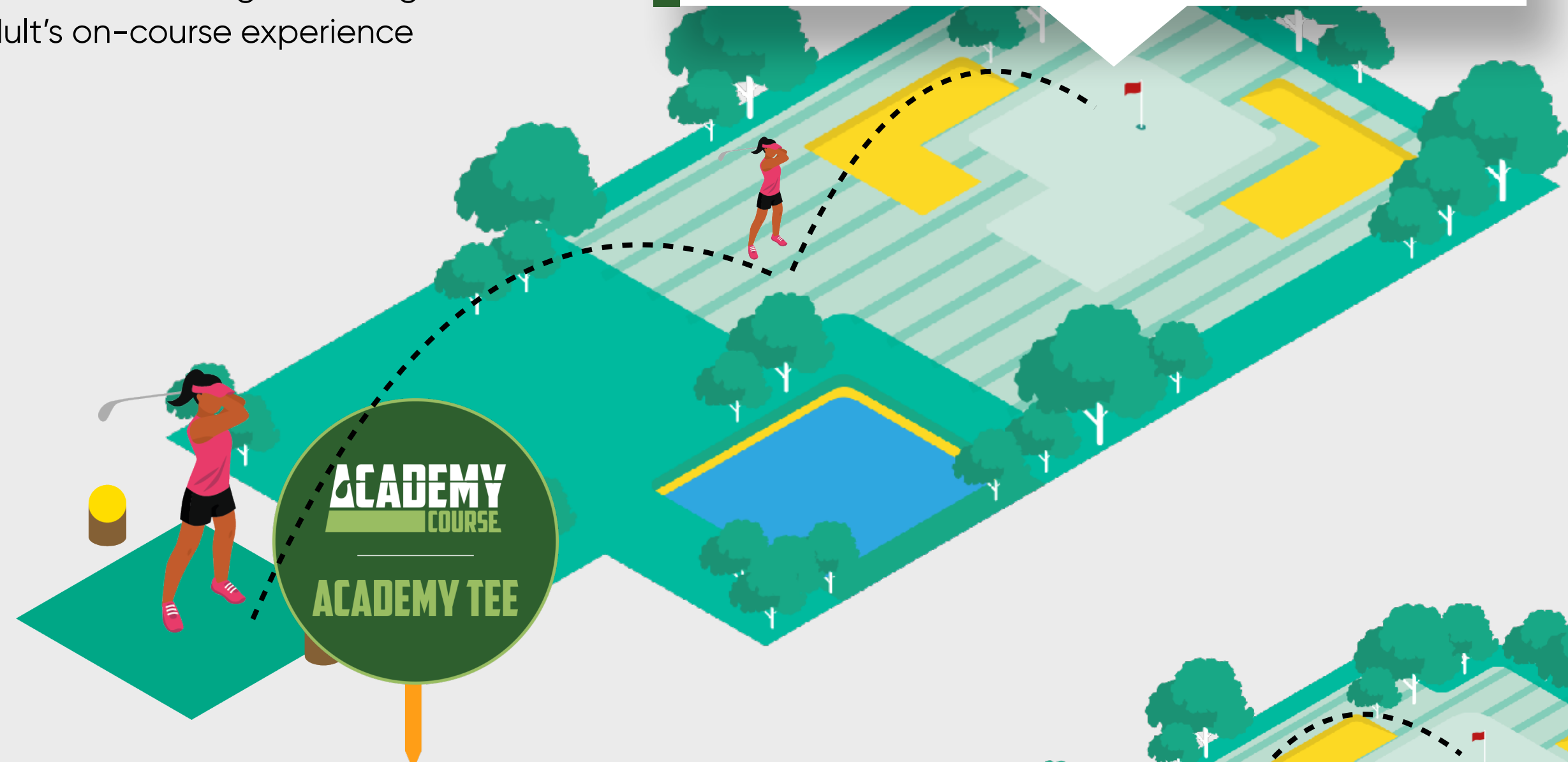
Par 3

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



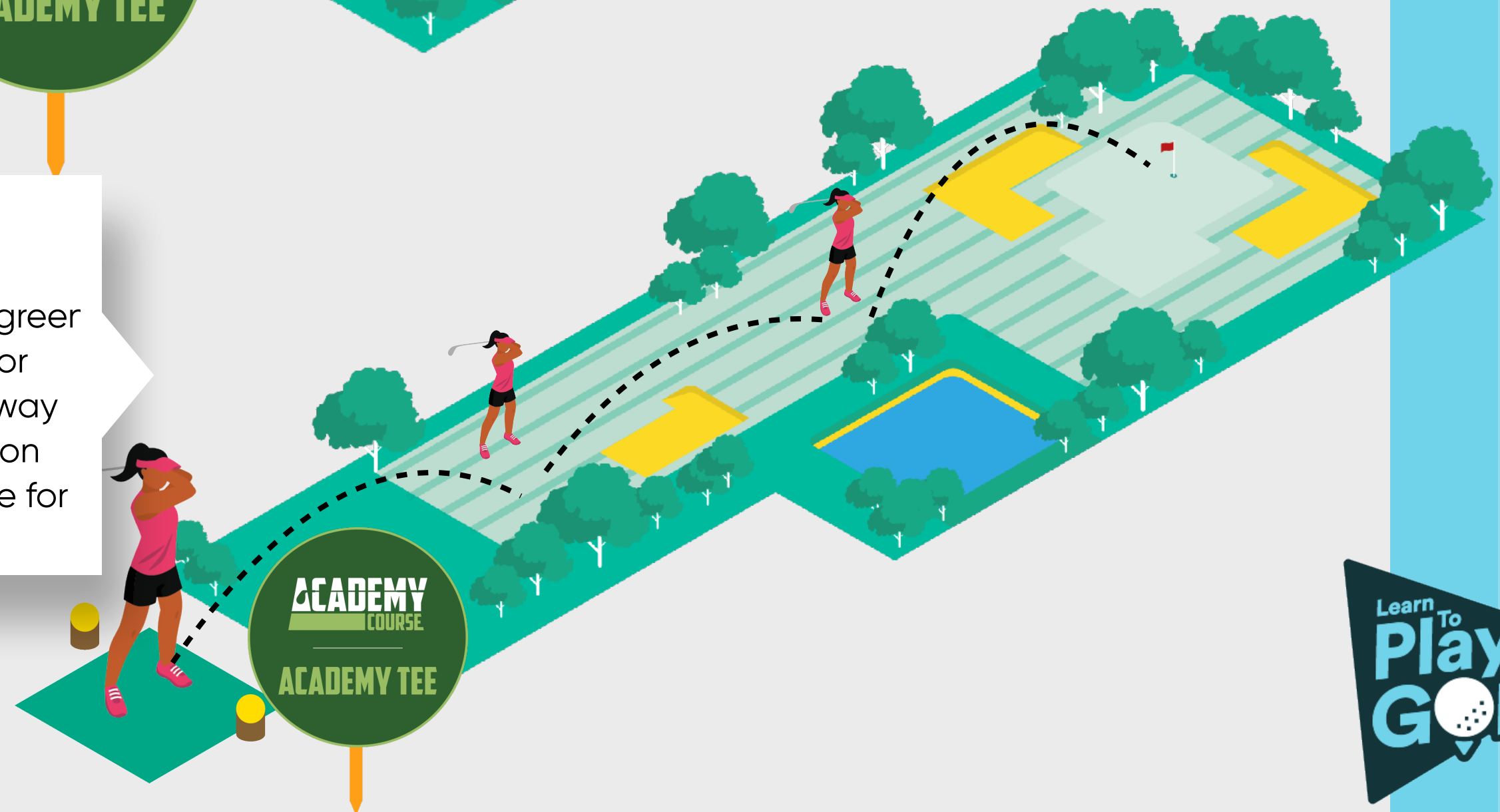
Par 4

The adult 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 adult 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

We believe that adult golfers should always have the opportunity to learn to play the course and experience the real game of golf. Therefore, your golf course should consist of Par 3s, 4s and 5s but at distances whereby the adult 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. 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.

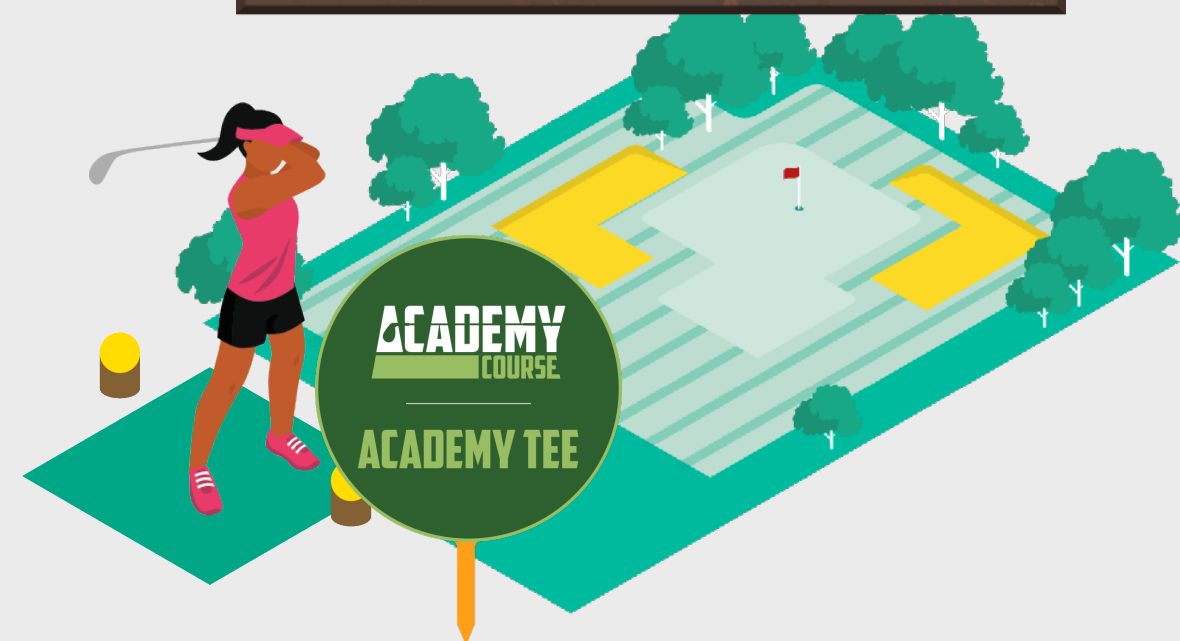
Par 4

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

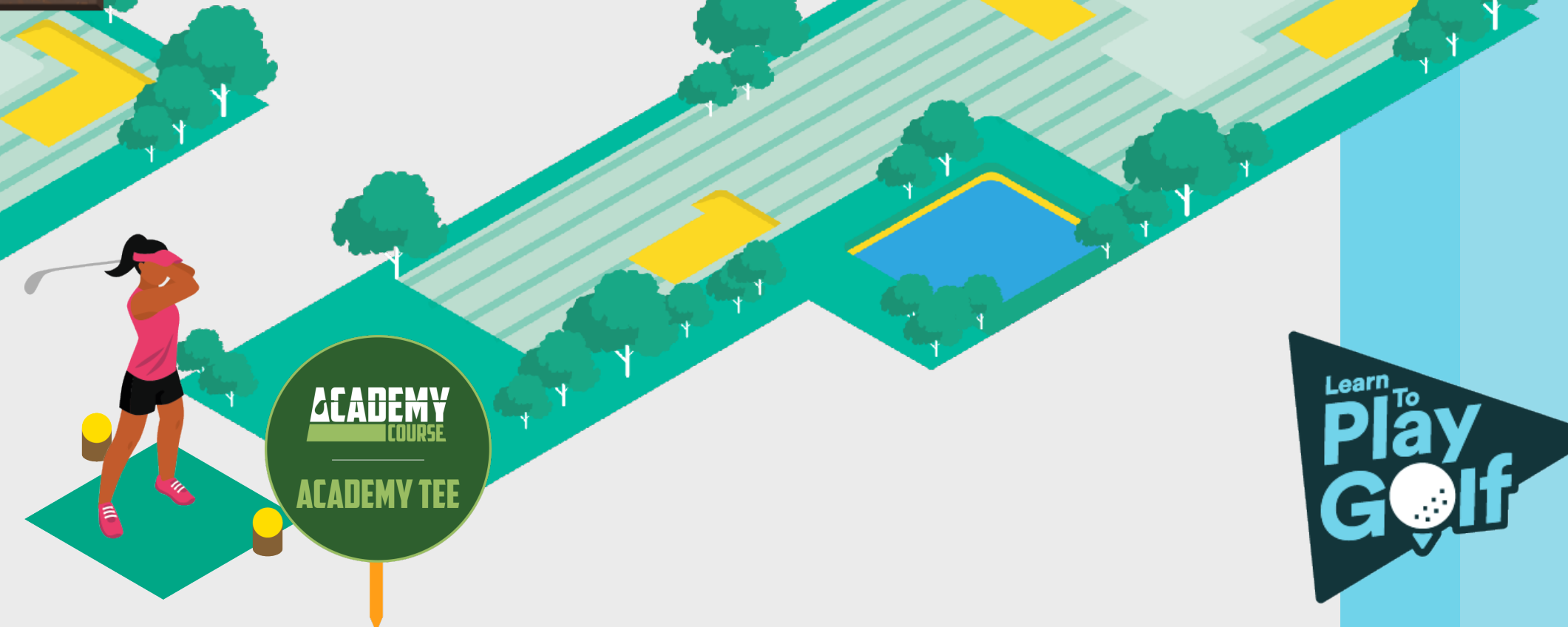
Hole 1
Par 3
160 Yards



Hole 2
Par 4
350 Yards

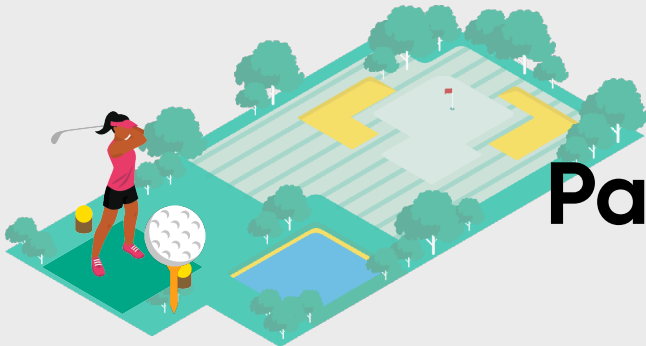
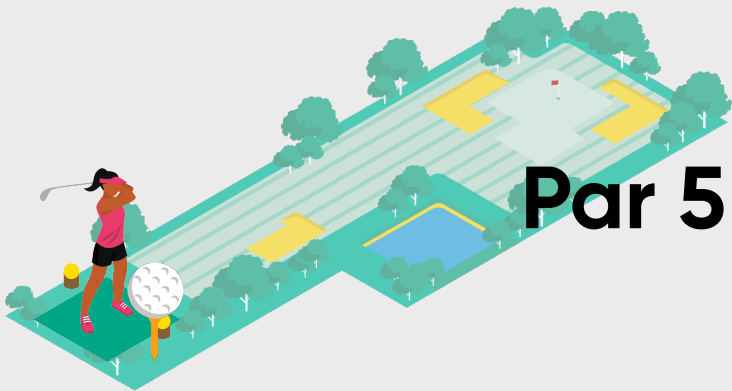


Hole 3
Par 5
450 Yards



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 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.



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.



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.



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, Learners 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 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 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 Course Play page within the LTPG section

2

Enter the yardage of the tee box you are using for the Academy Tee for each hole and the hole par.



Enter Your Academy Tee Yardage for Each Hole									TOTAL PAR & YARDAGE
Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	TOTAL 9 HOLE PAR: 36 TOTAL ACADEMY TEE YARDS: 2650 TOTAL BIRDIE TEE YARDS:
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	

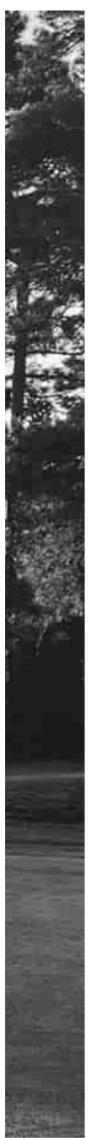




Build your Academy Course

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 PAR & YARDAGE
Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	Hole Par	TOTAL 9 HOLE PAR: 36 TOTAL ACADEMY TEE YARDS: 2650 TOTAL BIRDIE TEE YARDS: 1988 TOTAL EAGLE TEE YARDS: 1325
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	



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.

3

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 programme. 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 by assigning if it falls within and 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 tees, 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 learners 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 adult 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 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 learner's starting position depends on their stage in the progression pathway, the distance they hit the ball, and their personal preference. As the expert guide, you should recommend the best starting position for their development – one that lets them meet the pathway's requirements and keeps pace of play consistent with others on the course.



- Ideally suited for adults hitting the ball 160 - 200 yards with a driver and 100- 120 yards with a 7-iron.
- The Level 1, 2 and 3 Club & Course Ready On Course Score Challenge can be completed from this teeing position.



- Ideally suited for adults hitting the ball up to 120- 160 yards with a driver and 70- 100 yards with a 7-iron.
- The Level 1 and 2 Club & Course Ready On Course Score Challenge can be completed from this teeing position.



- Ideally suited for adults hitting the ball up to 120 yards with a driver and 70 yards with a 7-iron.
- The Level 1 and 2 Club & Course Ready On Course Score Challenge can be completed from this teeing position.

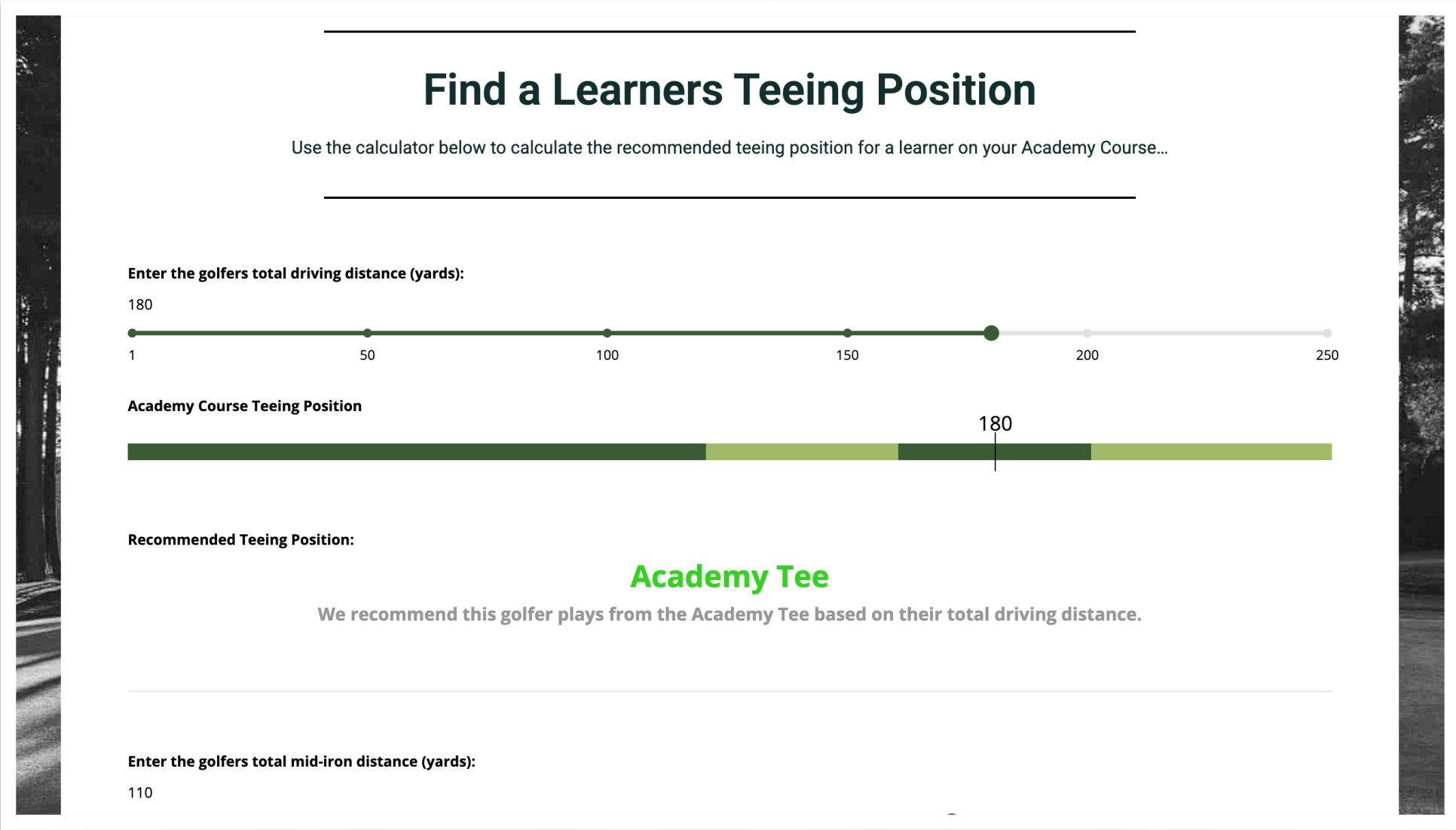


Using the Toolbox Calculator

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

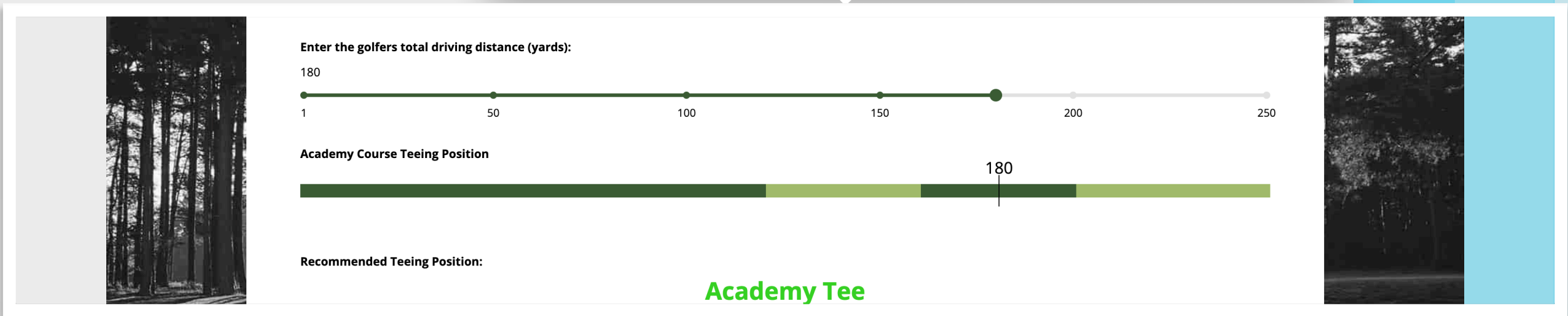
1

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



2

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



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

3



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 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 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 3rd 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	Eagle and Birdie Tee	Levels 1 and 2
Air Shot Rule	Eagle and Birdie Tee	Levels 1 and 2
Pick and Place Rule	Eagle and Birdie Tee	Levels 1 and 2
Lost Ball Rule	Eagle and Birdie Tee	Levels 1 and 2
Bunker Grounding	Eagle and Birdie Tee	Levels 1 and 2
3 Attempt Rule in Bunkers	Eagle and Birdie Tee	Levels 1 and 2
Tee it Up Rule	Eagle and Birdie Tee	Levels 1 and 2



Further Guidance

The guidance in this section has been built to help you navigate the learners' journey through the programme. However, the choice the learner makes is vital. It is important that they buy into their experience on the programme to drive long term retention in the programme. 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 programme to build their confidence and enjoyment on the course.

They Make the Choice

- Remember, those enrolled in your programme 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 programme.

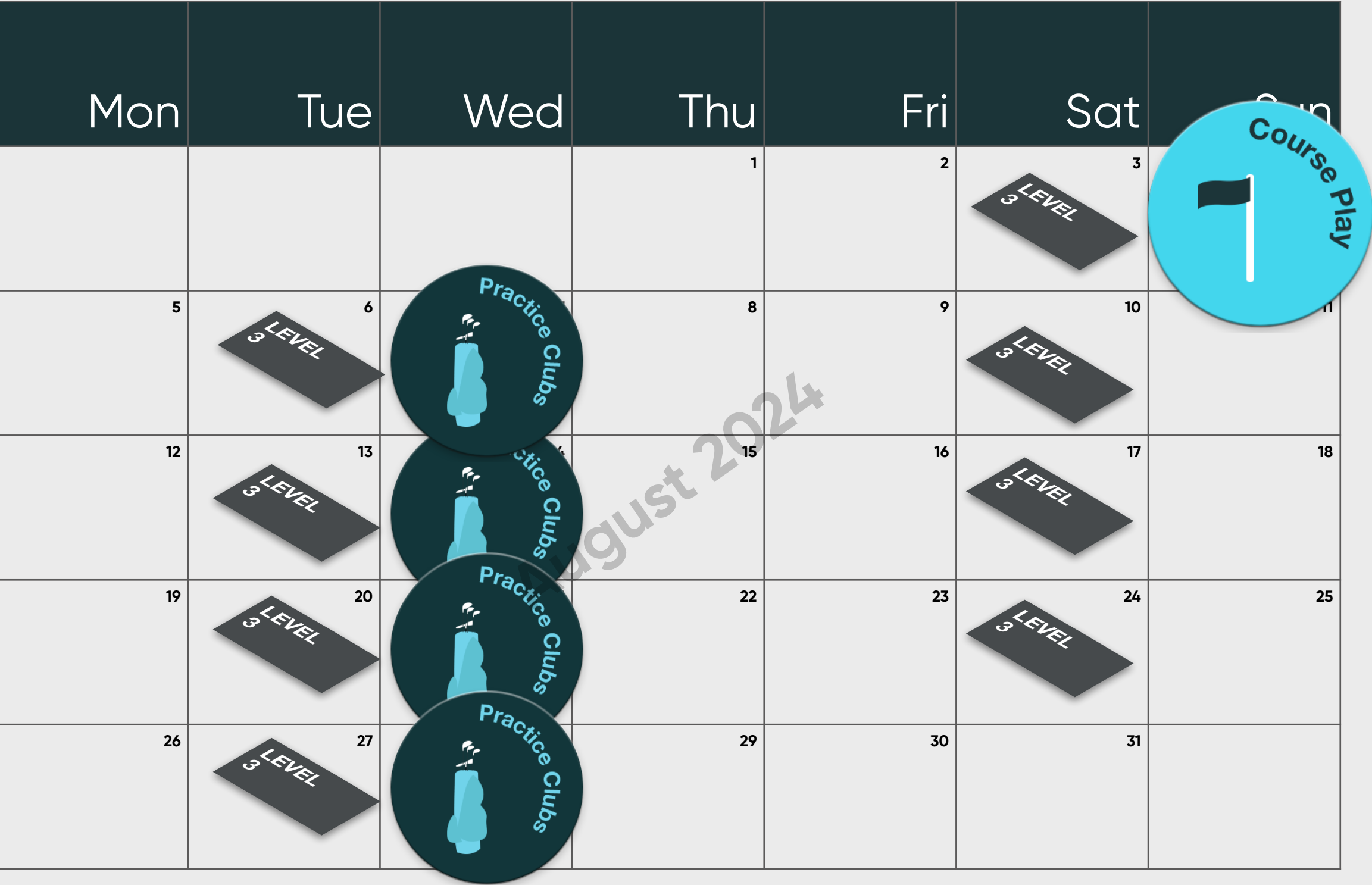
Running Your Event



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 programme to meet each other and reflect on their experience.

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



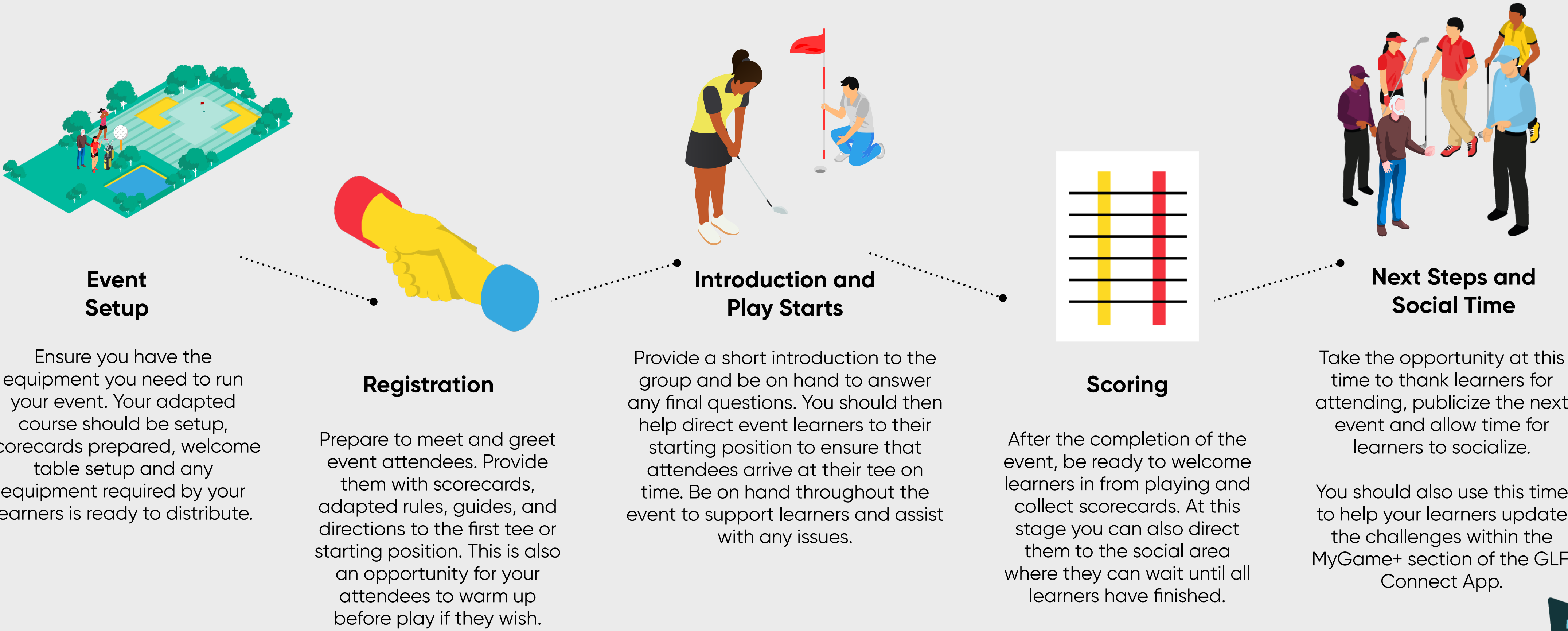
Course Play Event - Sunday, August 4th

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 the role you are recommended to play on the day are as follows...

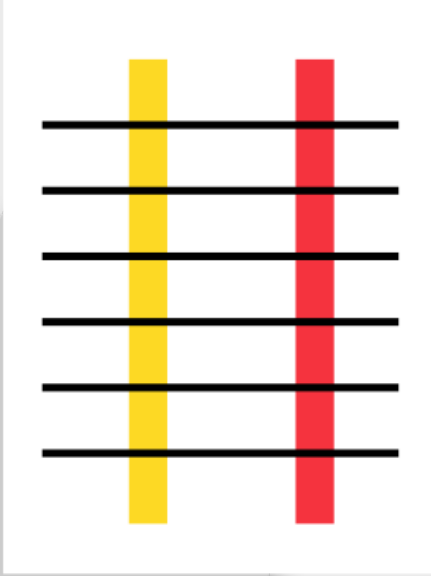


Equipment You Need

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 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.



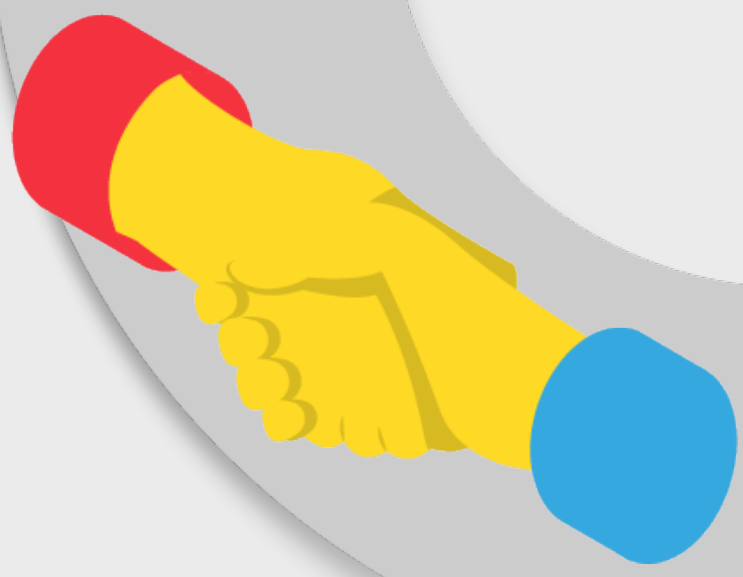
Basic Equipment

- 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.



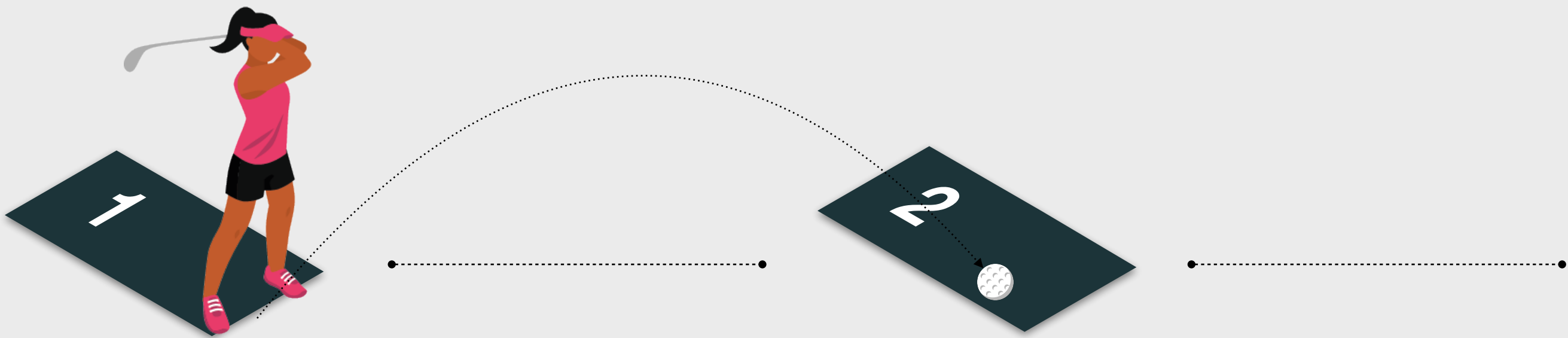
Spare Equipment

- Although you should be recommending that learners purchase the correct equipment for the programme, 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. Connect
- Message your learners on GLF. Connect or via email reminding them of the event, tee times and equipment required.

60 Minutes Prior to the Event

It is the day of the event and you should ensure you arrive at least 60 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 to 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 programme 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

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.



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.

Recording Progress MyGame+ on GLF. Connect

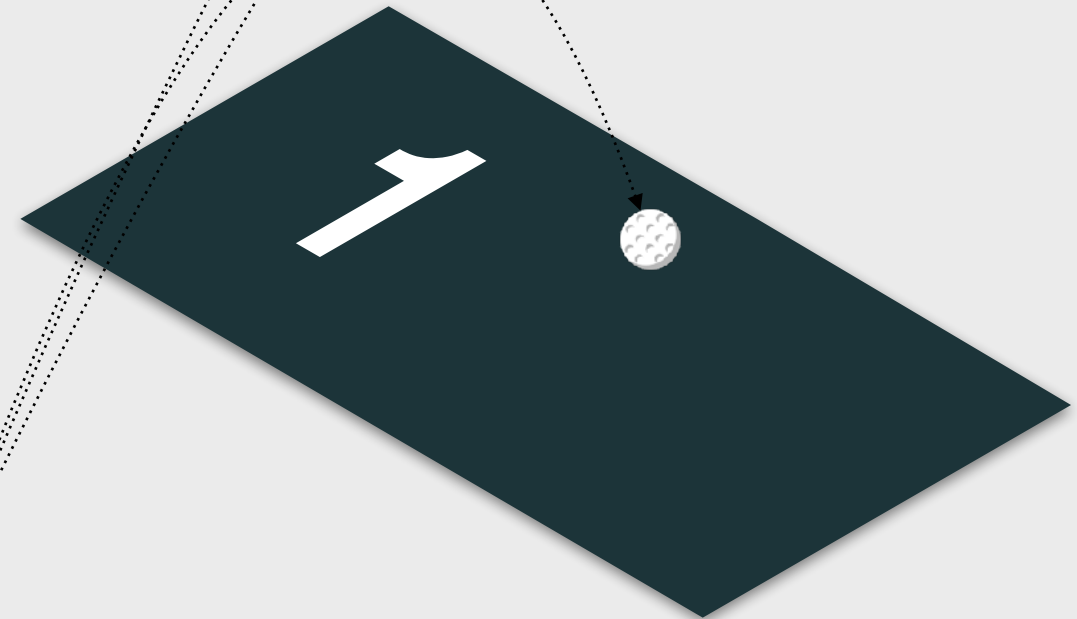
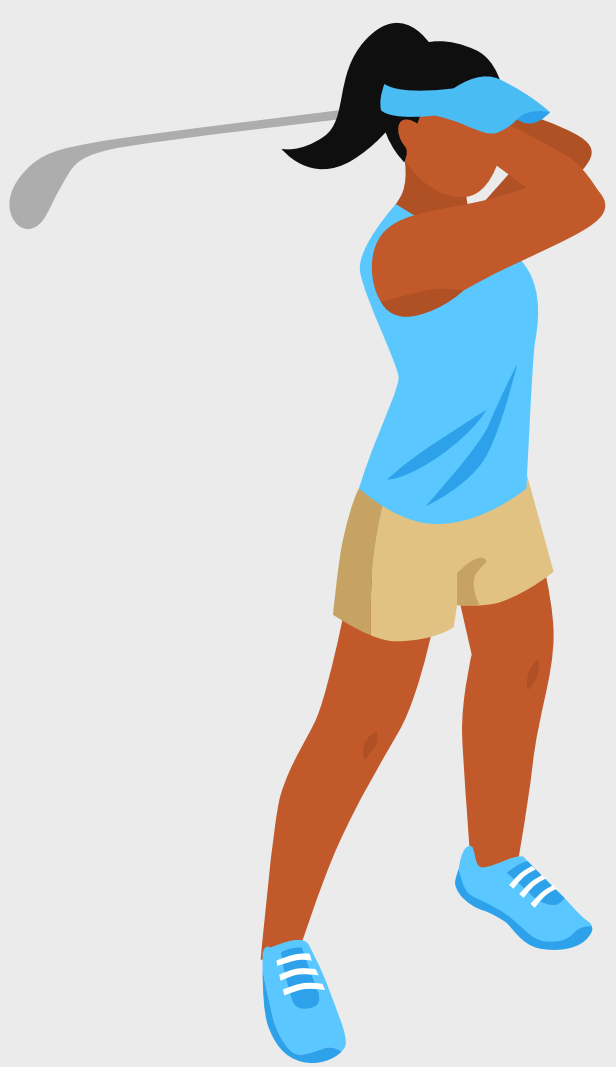
To record the learners progress through the 3-Level Progression Pathway and the skill based challenges, the GLF. Connect MyGame+ feature can be used. Learners may have completed On Course Challenges during the event and can also log their score on the Course Play section of the App.

Next Steps



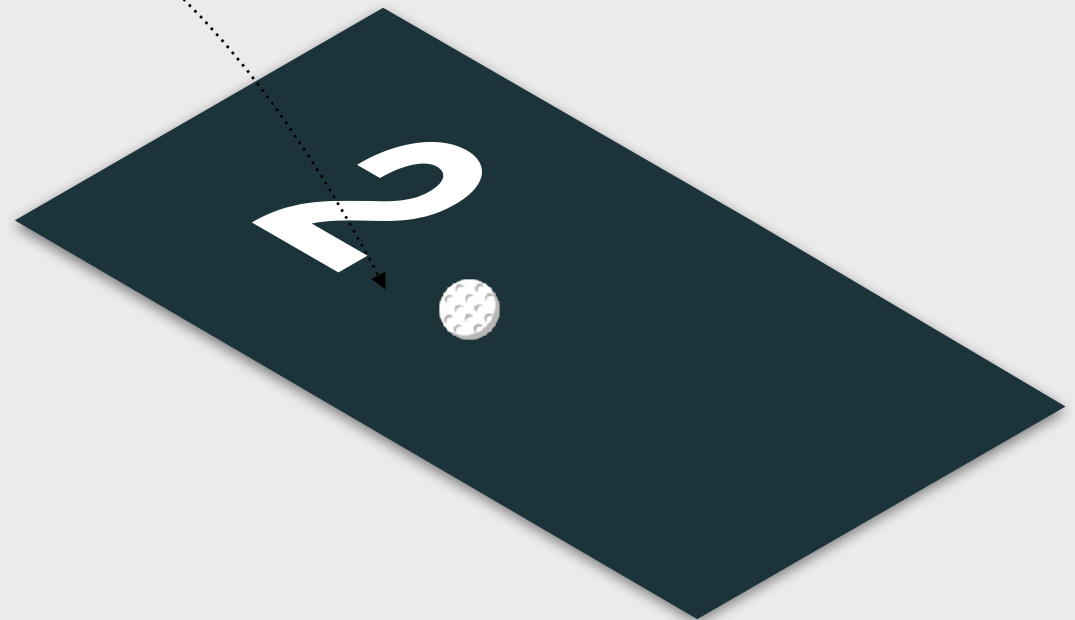
Next Steps

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



1. Complete your Learner Programme Training

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



2. Complete the 'Step 1 - 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 programme 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 programme 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.

