

Team Matchplay Overview



**JUNIOR GOLF
ACADEMY**

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Overview



Team Matchplay Overview

The Team Matchplay event has been build to provide your participating JGA juniors with a competitive but fun experience of the Matchplay format in addition to additional benefits. The Team Matchplay broadly covers the following key aspects....



Two Teams of 18

Similar to Ryder Cup and Solheim Cup events, juniors should be split into two teams for the event. Juniors earn points for their team with overall point winners being declared the winners! You should aim for 18 players on each team.



Pairs Betterball Matchplay Format

The event uses a traditional Betterball Matchplay format. Juniors play in pairs against another pair with the lowest winning score from each contributing to win the hole.



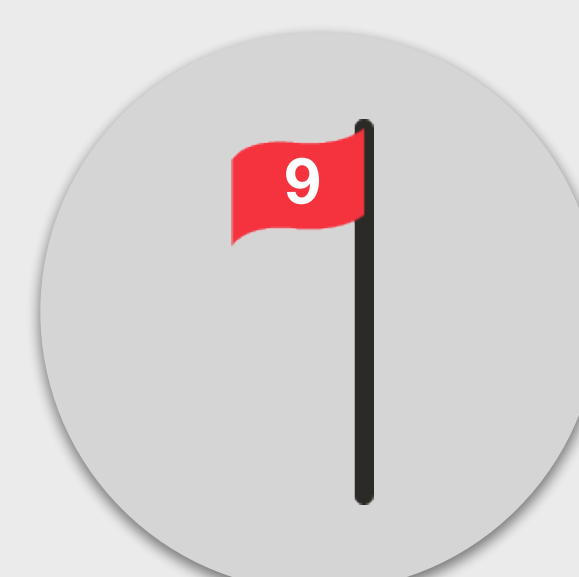
9 Hole Event and Adapted Course

The events should be run over a maximum of 9 holes on your adapted course. This set-up allows everyone to play from the appropriate to their development, improves pace of play, and creates a fun and inclusive atmosphere for all skill levels!



Aimed at JGA Weekly Participants

The Event is specifically targeted at those who are enrolled on your Junior Academy Weekly program and also those who have attended other JGA program events such as Junior Camps.



Play until the Final Hole

The scoring format of the events slightly differs to traditional matchplay in that all teams compete until the final hole. This allows juniors to have an opportunity to claw back holes or increase the points attributed to the overall team score



Chargeable Event

The event should be chargeable to families which will depend on a number of factors and specific to your target demographic.

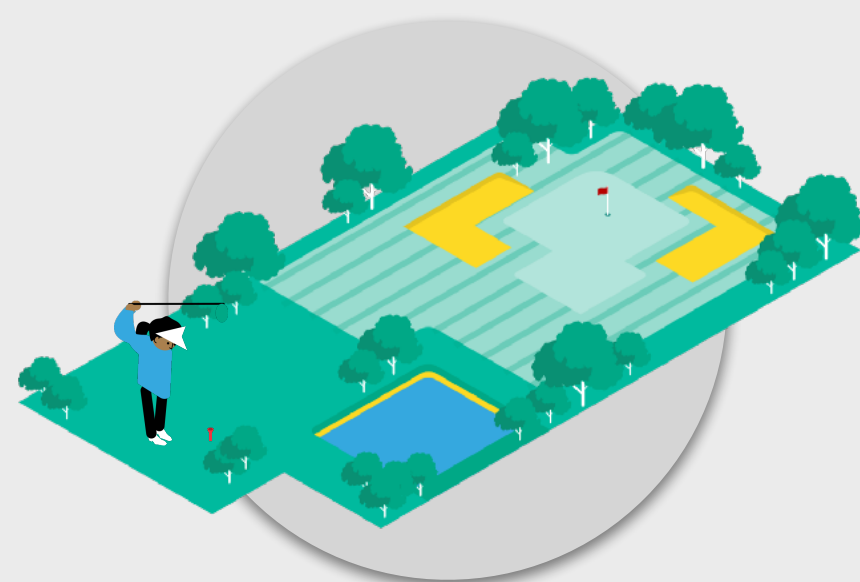
Purpose of the Team Matchplay

The Team Matchplay is designed as an alternative Social Play event specifically to engage participating juniors with a number of benefits. The event will have following benefits...



Matchplay Exposure

The event will expose juniors to the Matchplay scoring format. This will provide juniors with further knowledge of the game and a fun competitive experience working in teams.



Exposure to the Course

The event will provide children engaged in your program with a chance to play the golf course using adapted rules and a fun format. This will drive their love for playing the game and their development.



Social Connections and Fun

The Team Matchplay is all about fun, harnessing current social connections and creating new ones. This will also drive social connections across supporting parents.



Provide a Welcoming Environment

The event will help to provide a welcoming environment to all who attend within your club so they can develop confidence and knowledge of the club.

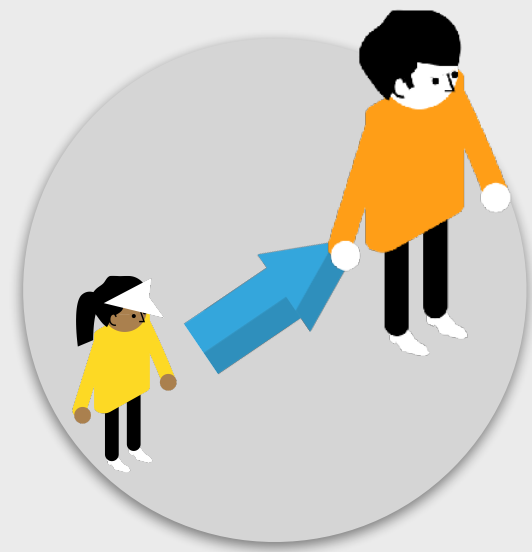


Engage the Family

The event will help to engage the wider family at the club and the program. Families should be encouraged to support the event from the cart path.

What Else You Need to Know

While we are prescribing a recommended structure for the Team Matchplay event, we understand that the exact implementation of your event will vary from club to club. You will also have your own ideas for how you deliver a successful and fun event to suit your program. Below are some of the additional guidelines you need to follow and areas where you have flexibility in delivery at your club...



Junior Age and Abilities

The event has been built to target juniors within the age ranges of 6-16 but younger juniors can join the event. It is targeted towards juniors currently enrolled on the program as well as those juniors who have limited or no experience of playing.



Team Colours

A fun addition to the event will be to use Team Colours. Allocated participants their teams prior to the event and ask each junior to wear a specific colour for their team.



Adapted Course Tees

As the event is delivered in a Fourball Betterball format juniors are encouraged to play from the teeing position on your adapted course which is most appropriate for them.



Flexibility for You

You are the best judge to make a decision on how to best deliver the event to suit the needs of your club and program. You have the flexibility to decide if you want to tailor who the event is targeted towards but you should maintain a focus on engaging participating juniors and their families.



Shotgun Start Format

Your event will best delivered over a shotgun start. This will maximise event attendance and also help with speed of play while families are on the course.



Parental Roles

We recommend that you encourage parents or guardians to play a supporting role during the event. Parents shouldn't be caddies for their child but watch from the cart path and attend the social time after the event conclusion.

Running Your Event



Scheduling on the Day

This graphic provides an example overview of the suggested date of your event using 2024 as an example and how you can allocate time to your event using a shotgun start format. The event should be 3 hours in length to give enough time for all teams to complete 9 holes and attend the award ceremony.

You have the flexibility to schedule the event on a date and time of the day to suit your requirements. The event date in this example is also aligned with the Ryder Cup and Solheim Cups that take place in September biannually to add an additional theme to the event...

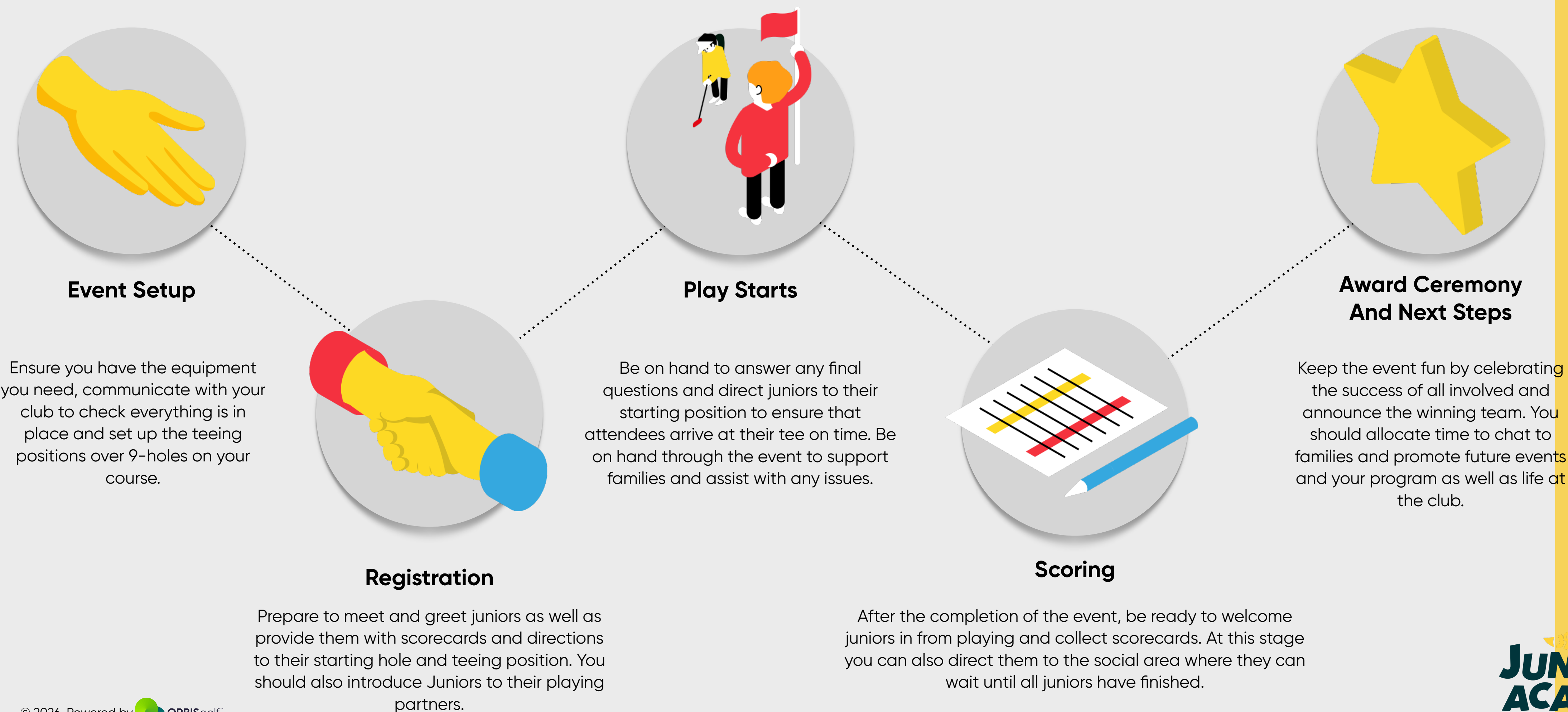


Saturday September 14th - Team Matchplay

Time	Session
2pm	Registration Opens and Warm Up
2pm - 2.15pm	Introduction and Warm Up
2.30pm - 4.30pm	Play Starts - Shotgun Start Format (Approx. 36 Players)
4.30pm - 4.45pm	Collect Scorecard's and Social Time
4.45pm	Award Ceremony
5pm	Tidy Down

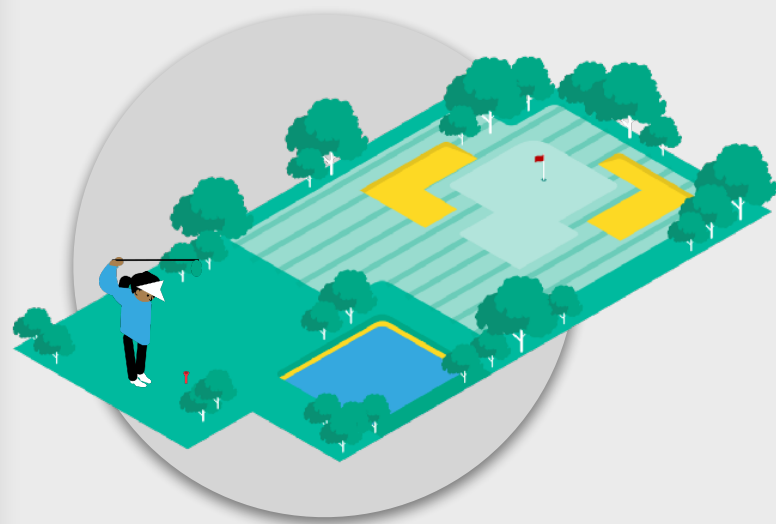
Recommend Flow of the Event

The exact timings of your event will vary and be specific to the needs of your day. The flow of the event and recommendations for the role you play are as follows...



How it Works?

We understand that each club may need to make their own modifications to the event. However, some of the most important recommend information to run the event formats successfully is as follows...



Fourball Betterball Matchplay Format

The event uses a traditional betterball Matchplay format. Juniors play in pairs against another pair with the lowest score from each pair contributing. The lowest score wins the hole.



Maximum of 9 Holes

The events should be run over a maximum of 9 holes on your adapted course. Guidance is provided on how you should position players on the adapted started positions however you have the flexibility to adapt the event to suit your needs.



Adapted Rules

Due to the varying nature of abilities participating in your event, you may need to adapt some of the rules to make it inclusive and enjoyable. For example some of those participating may be able to tee up the ball anywhere on the hole or air shots are not counted.



Adapted Course

It is recommended that you setup a golf course using specific tees on your adapted course. This set-up allows everyone to play from the appropriate to their development, improves pace of play, and creates a fun and inclusive atmosphere for all skill levels!



Scoring System

The scoring format of the events slightly differs to tradition matchplay in that all teams compete until the final hole. This allows juniors to have an opportunity to claw back holes or increase the points a team earns. Final points are added together for an overall team score. The winner is the team with the most points across the matches.



In Event of a Tie

You have the discretion to decide how handle a tie in the overall team score. Where appropriate you can attend a fun element to the event by sending a pair of juniors on each team out for a playoff hole to decide the winners.

Playing a Hole

Further guidance is provided below on how juniors play a hole using the event format and adapted course. You have the discretion to amend the guidelines on how juniors complete each hole but our recommended guidance is as follows...

- ✓ Two pairs competing on each hole
- ✓ Juniors play their own golf ball
- ✓ Juniors play from their designated teeing position
- ✓ Juniors play using adapted rules if required
- ✓ Lowest individual score on each hole contributes to the pairs score
- ✓ Lowest team score wins the hole
- ✓ Parents support from the cart path





Event Name: *Match 1*
.....

	Red Team		Blue Team		
Hole	Player 1	Player 2	Player 3	Player 4	Score
1	5	6	4	5	1 UP
2					
3					
4					
5					
6					
7					
8					
9					
Total					

Scoring System

The scoring system that you are recommend to use during your event differs slightly from the traditional Fourball Betterball Matchplay format. Traditionally the match finishes if one team has won more holes than there are holes remaining to be played meaning the match finishes. However, it is important in your event is as inclusive as possible and allows them to maximise time out on the golf course.

Therefore, we recommend that each match continues until the end of the 9th hole regardless of the score. This will allow juniors to have an opportunity to claw back holes or extend their lead. It is this score that continues to the overall team score to decide the winners...

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Junior Social Play

Match Number: **Match 1**

	Red Team		Blue Team		
Hole	Player 1	Player 2	Player 3	Player 4	Score
1	5	6	4	5	1 UP
2	4	5	7	5	1 UP
3	7	8	6	6	2 UP
4	4	5	4	5	2 UP
5	5	6	4	4	1 UP
6	4	4	5	6	2UP
7	5	4	5	5	3UP
8	3	5	4	4	2UP
9	4	4	5	6	1UP

On right we can see the scores across the nine matches. The total scores are added up with ties counting as half a point. The Blue Team are the overall team winners!

In Match 1, the Blue Team has won the match 3 and 2 at hole 7 using the traditional format. However, the match continues until end of the 9th hole allowing the red team to win the remaining two holes

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Junior Social Play

TEAM MATCHPLAY

BLUE TEAM		RED TEAM
	Match 1	
2 UP	Match 2	
TIED	Match 3	TIED
	Match 4	1 UP
	Match 5	2 UP
	Match 6	TIED
	Match 7	1 UP
	Match 8	TIED
	Match 9	
	TOTAL	
9.5 POINTS		6.5 POINTS

Ideas to Expand or Tailor Your Event

It is up to you to develop your event to suit the needs of your club and expand on the event to drive engagement and enjoyment. There are additional ways that you can add to the event that have provided successful at other facilities and this includes...

Family Games & Clinics

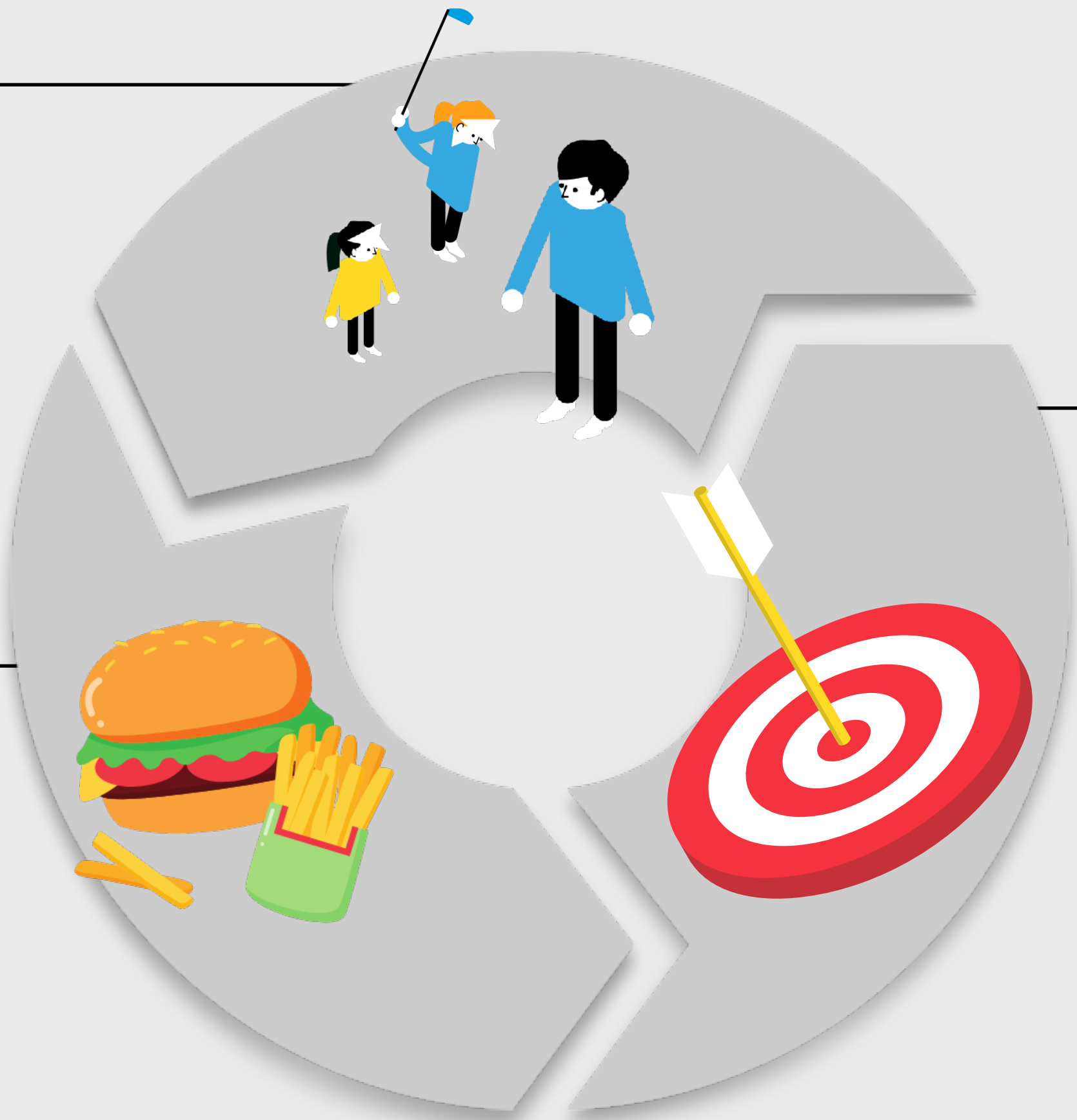
Prior to or after your event you could organise fun games to include the whole family such as a fun putting competition. This will build inclusion for all and sense of fun and comradery. You can also run a clinic for juniors across a range of skills.

Food and Beverage

Consider including a fun food and beverage component, like a BBQ cookout or a light buffet following the event. This can be included in your event fee or at an additional cost.

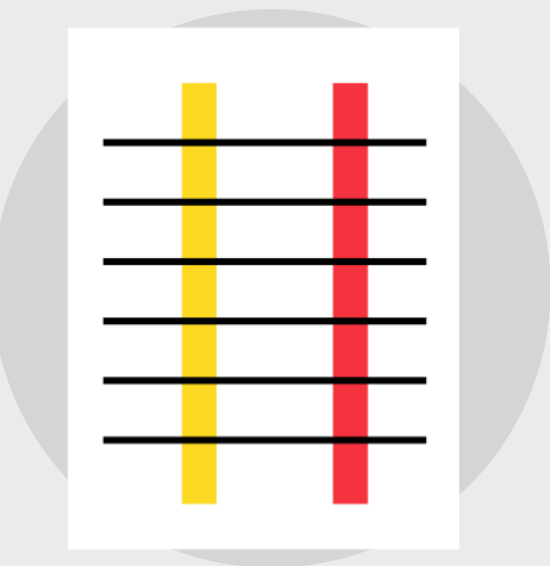
Hole Challenges

During the event you can organize a series of challenges on each hole. This may include 'longest drive' or nearest to pin'. This will add an additional engaging element to the event.



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 team and these can be downloaded from the Coaches Toolbox and this also includes the adapted rules that can be used.



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.



Challenge Markers

You should clearly identify any challenges on the course using a marker. You should also ensure participants can log their attempt and when required use a marker to mark the position of the hole ball.



Spare Equipment

Some juniors attending your event will not have equipment and you need to make sure you can supply left and right handed equipment in the correct size and weight.



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.

Additional Guidance

How well you prepare, plan and execute the event on the day will make your event a success at your club and make a huge impact on your JGA program and activity at the club. Therefore, we have put together some additional best practice guidance below for ensuring your event is a success...



Promote Your Program

You should be organised with material to help you promote your program and the club. Ensure you allocate enough time in your schedule to engage with juniors and their families at the end of the event.



Be There to Welcome

Prioritize the time spent at the start of your event. Make sure you are there at the welcome area to meet the juniors. This will create a friendly and welcoming atmosphere.



Supportive and Fun

Remember the event is built to welcome the juniors to the club, give them an experience of playing the game in an alternative format and make new social connections. Keep the day fun and be supportive to all.



Awarding Event Winners

You should recognise success by awarding the team winners at the end of your event and you should also award any hole challenge winners. However, try not to focus too much on winning as the event is about fun and inclusivity!



Gather Feedback

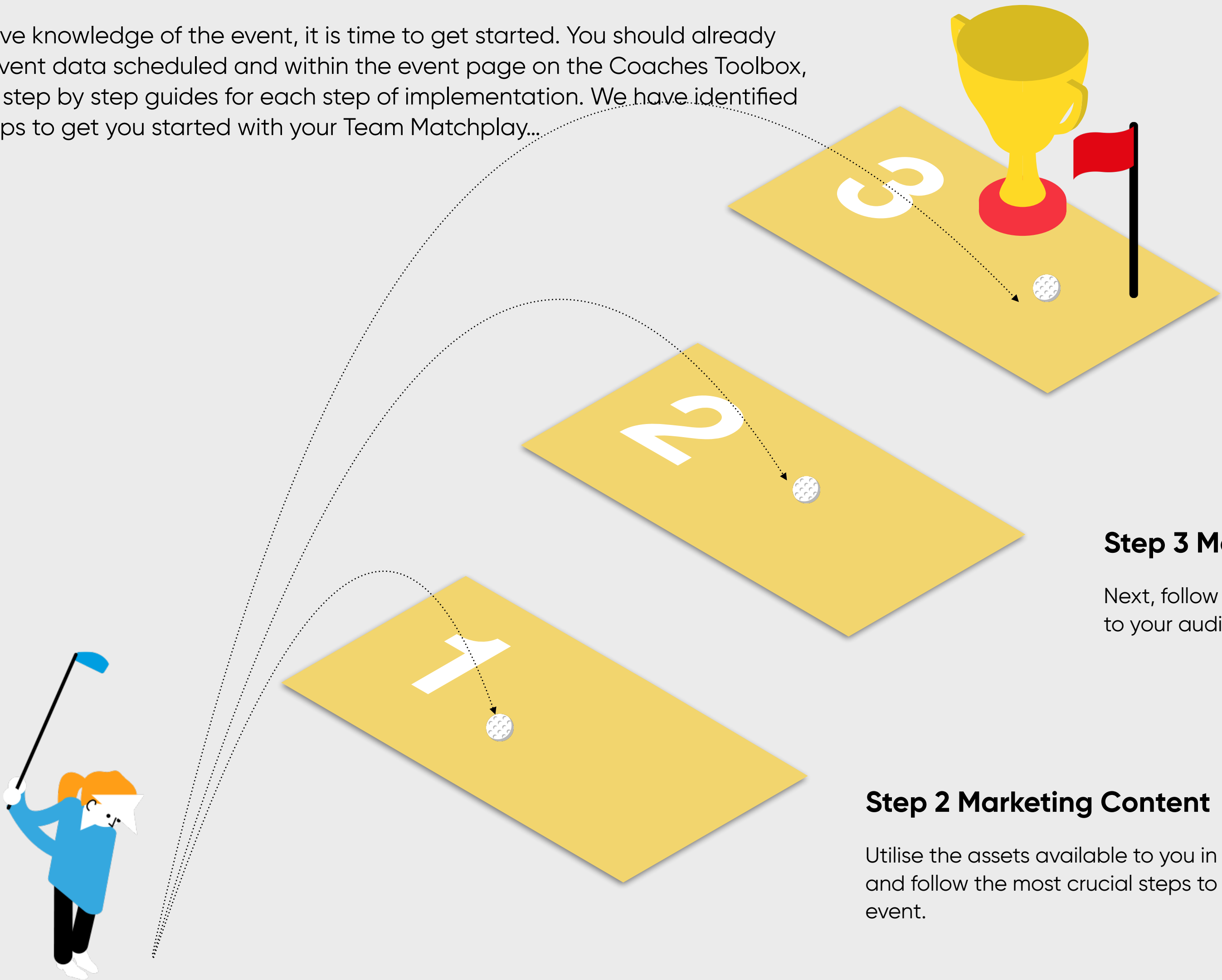
At the end of the event, take some time to gather feedback from those attending to help shape any future event you run. You can also gather testimonials, imagery and engaging video content to promote your program and the club.

Next Steps



Next Steps

Now you have knowledge of the event, it is time to get started. You should already have your event data scheduled and within the event page on the Coaches Toolbox, you will find step by step guides for each step of implementation. We have identified the next steps to get you started with your Team Matchplay...



Step 4 Communication

Follow the Communication step by step guide to communicate the most important information with your those registered on the event.

Step 3 Marketing Distribution

Next, follow the most crucial steps to get your marketing distributed to your audience.

Step 2 Marketing Content

Utilise the assets available to you in the event page on the Coaches Toolbox and follow the most crucial steps to get your marketing ready to publicize your event.

Thank you.

Please now review the Marketing Content Step by Step Guide within the Team Matchplay page of the Coaches Toolbox.