

PLAYer

Summary of Learner Objectives

The PLAYer level helps establish the foundation for young people to become life-long PLAYers of the game. Skills include: ability to play independently from tee to green, knowledge of the game's "tools of the trade", to keep an honest and accurate score, to show courtesy for others, and respect for oneself and the course.

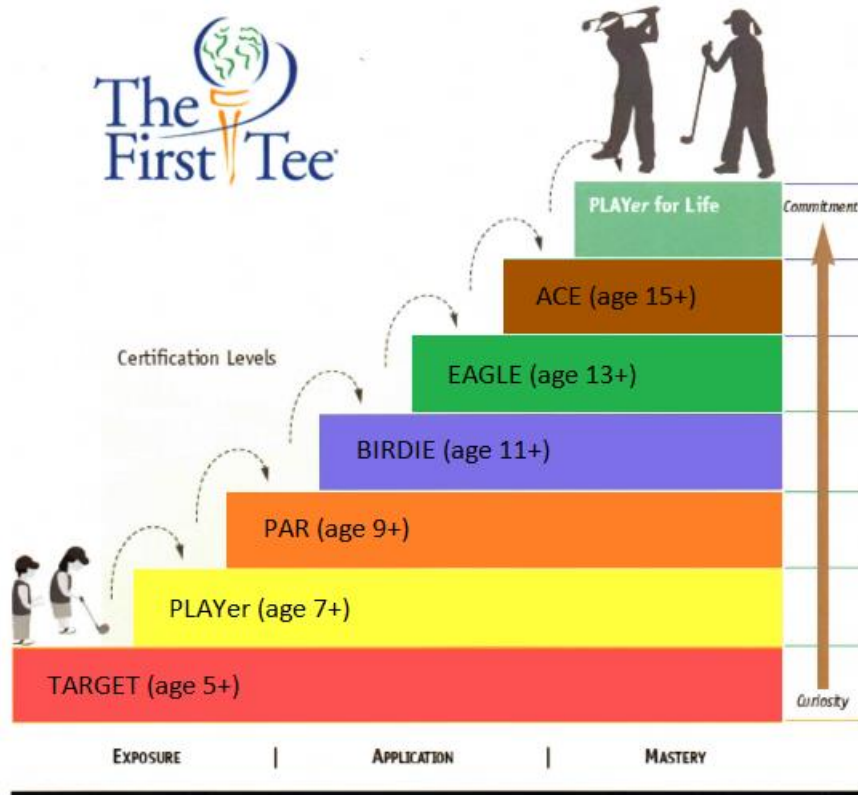
| Level Certification Checklist | | | |
|-------------------------------|--------|--------------|-------------|
| Category | Target | Category | Target |
| Age | 7+ | Putting | 27 (9h) |
| Attendance | 75% | Up-and-In | 18 (3h) |
| Homework | 75% | Approach | 3/6 (10yds) |
| Life Skill Test | 80% | Driving | 3/6 (25yds) |
| Golf Skill Test | 80% | 9h Score | 63 (Par-3) |
| # Sessions | 2-6 | # Rounds | 2 (9h)* |
| Core Lessons | 1-9 | Yardage Book | Complete |

*Includes (1) round in a chapter event (e.g., Week 9 Championship).

Core Lesson Outline

| | |
|---|--|
| 1 | <p>#1 – Respect</p> <p><i>To be kind and nice in one's actions. A PLAYer learns and makes a commitment to the Code of Conduct, which includes respect for: 1) yourself, 2) others, and 3) your surroundings.</i></p> |
| | <p>#2 – Courtesy</p> <p><i>Being or acting polite to others. A round of golf begins and ends with a handshake between PLAYers in a group. You should be still and quiet while others are getting ready to swing and playing a shot.</i></p> |
| | <p>#3 – Responsibility</p> <p><i>It's up to me. I am the one myself and others depend on to make it happen. PLAYers are responsible for their actions on the golf course. It is up to them to keep score, repair divots, rake bunkers, repair ball marks on the green, and keep up with the pace of play.</i></p> |
| 2 | <p>#4 – Honesty</p> <p><i>Telling the truth. Golf is different from other sports because PLAYers regularly call penalties on themselves and report their own score.</i></p> |
| | <p>#5 – Sportsmanship</p> <p><i>Playing by the rules and acting nice to others no matter if you are winning or losing. PLAYers should know the Rules of Golf and be able to behave in a kind and respectful manner toward others even in a competitive game.</i></p> |
| | <p>#6 – Confidence</p> <p><i>A feeling of "I can do it!" PLAYers can increase confidence in their skills every time they play by being positive and focusing on something they are doing well, no matter the outcome.</i></p> |
| 3 | <p>#7 – Judgment</p> <p><i>To make a decision or form an opinion. Using good judgment is very important in golf, whether you are deciding where to hit the ball, which club to use, or while making choices related to Healthy Habits.</i></p> |
| | <p>#8 – Perseverance</p> <p><i>To keep going to matter what. To play well in golf, PLAYers must keep going through tough breaks and their own mistakes. It is important to learn from past mistakes.</i></p> |
| | <p>#9 – Integrity</p> <p><i>Knowing the difference between right and wrong; being responsible for your actions and doing the right thing even when no one is looking. Golf is a game of etiquette (manners) and composure (keeping your cool).</i></p> |

Level Progression Guidelines



| Level | Primary Course Played During Class Time | Life Skill Focus |
|---------------|---|---|
| TARGET | Par-3 Course <i>Modified Distances</i> | Enjoy Yourself in Golf, Rules and Formats, and Game Play |
| PLAYer | Par-3 Course <i>Modified Distances</i> | Nine Core Values and Interpersonal Skills |
| PAR | Par-3 Course <i>Standard Distances</i> | Self-Management, Self-Assessment, and Personal Par |
| BIRDIE | Par-3 Course <i>Some Regulation Course</i> | Goal-Setting, Dreams & Goals and Dealing with Challenges |
| EAGLE | Regulation Course | Planning for the Future, Building a Go-To Team, Staying Well for Life |
| ACE | Regulation Course | Career Planning, Interview Skills, and Community Service |

CERTIFICATION GUIDELINES

2017

| Category | Description | PLAYer | Par | Birdie | Eagle | Ace |
|---|---|----------------|---|---------------|---------------|-----------|
| Age Guideline | <i>Required Minimum</i> | 7 | 9 | 11 | 13 | 15 |
| | <i>Eligibility is determined by the season following a participant's birthday, and given the completion of the following certifications.</i> | | | | | |
| Core Lesson Mastery | Sessions Per Level | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 |
| | Class Attendance | 75% | 75% | 75% | 75% | 75% |
| | Homework/Assignments | 75% | 75% | 75% | 75% | 75% |
| | <i>These are recommended averages per season to achieve optimal exposure to and practice with each core lesson.</i> | | | | | |
| Written Tests | Golf Knowledge | 8/10 | 12/15 | 16/20 | 20/25 | Custom |
| | Life Skills Knowledge | 10/12 | 15/18 | 20/24 | 25/30 | Custom |
| Short Game | Putting Course (10-30 ft) | 27 (9h) | 23 (9h) | 21 (9h) | 18 (9h) | 15 (9h) |
| | Up-and-in Course (2-20 yd) | 18 (3h) | 12 (3h) | 21 (6h) | 27 (9h) | 23 (9h) |
| Full Swings | Approach Shots | 10+ yd | 25+ yd | 55+ yd | 80+ yd | 100+ yd |
| | Driving/ Tee Shots | 25+ yd | 50+ yd | 100+ yd | 160+ yd | 200+ yd |
| | <i>From this distance, players must achieve a score of 50% (ball comes to rest on green/fairway).</i> | | | | | |
| Course Play (9h) | Minimum # Complete Rounds | 2 | 2 | 5 | 10 | 10* |
| | <i>Must include at least one tournament and one non-tournament round at each level (scoring guidelines below). Must be stroke play format and outside of regular class session (Week 8 does not qualify). *Ace rounds must include 10 different golf courses.</i> | | | | | |
| | Target Score | 63 | 54 | 45 | 108 | 92 |
| <i>9h - Par-3 Course (recommended 1,500+yd)</i> | | | <i>18h - Regulation Course (5,000+yd)</i> | | | |
| Other | Completion of Yardage Book | PLAYer (white) | Par (orange) | Birdie (blue) | Eagle (green) | Ace |

NOTES:

- Certification guidelines are designed and administered by The First Tee, World Golf Foundation and the governing bodies of golf to provide reasonable goals and structure for each level in the program.
- There is no certification process for the **Target** level; the Life Skills Experience (LSE) officially begins at PLAYer.
- In order to advance to the next level, a player must: 1) be age eligible (no exceptions), and 2) be fully certified (all items complete). Exceptions can be made to allow players to progress to the next level, but their record will need to reflect outstanding performance in one or more other categories. *No exceptions are made for the **age** requirements listed above.*