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JUNIOR GOLF PASSPORT



The Junior Golf Passport

How it works

Five core elements of the game are covered with six levels of targets that get progressively more challenging.

The scheme can be adapted to the pace of the individual so that a player can progress down a skill or horizontally across an ability level covering all skills. Certificates can be awarded on completion of a level.

"The local club professional can assess our pupils performance at the golf club using the Junior Golf Passport and we can then put that measurement towards their PE assessment. This is a great example of out-of-school learning."

Chris Jew, Sports Development Officer, Windsor Sports College

Preliminary Level: Tri-Golf

For children using the Tri-Golf equipment and resources.

Levels 1-2: Start

For those ready to make the transition to using conventional golf equipment.

Levels 3 - 4 - 5: Play

Relates to the experience of playing on a golf course, having developed an understanding of the fundamental skills of the game.

Your coach or group leader will tick each box as you complete each challenge						
	GOLFER'S CODE	PUTTING	SHORT GAME	LONG GAME	PLAYING	
	<input type="checkbox"/> Play games safely <input type="checkbox"/> Take part in 2 weeks Tri-Golf game	<input type="checkbox"/> Use a putter <input type="checkbox"/> Take part in 2 Tri-Golf putting games	<input type="checkbox"/> Use a chipping club <input type="checkbox"/> Take part in 2 Tri-Golf chipping games	<input type="checkbox"/> Swing with balance <input type="checkbox"/> Take part in 2 Tri-Golf long games	<input type="checkbox"/> Score a Tri-Golf round <input type="checkbox"/> Play a Tri-Golf course	
START	LEVEL 1	<input type="checkbox"/> Answer safety questions <input type="checkbox"/> Demonstrate knowledge of how to play a golf hole	<input type="checkbox"/> Demonstrate setup for chipping <input type="checkbox"/> Hit 20 balls, a partner's length from the hole	<input type="checkbox"/> Demonstrate setup for long game <input type="checkbox"/> Hit 30 shots onto a green	<input type="checkbox"/> Demonstrate correct hold of the club <input type="checkbox"/> Hit 35 shots in the air	<input type="checkbox"/> Play a par 3 hole <input type="checkbox"/> Play a par 3 hole in 7 shots or better
	LEVEL 2	<input type="checkbox"/> Demonstrate knowledge of club and etiquette relating to the green <input type="checkbox"/> Show an understanding of how to mark a green	<input type="checkbox"/> Demonstrate distance control <input type="checkbox"/> Complete 9 putting holes in 20 or better	<input type="checkbox"/> Demonstrate set up for putting <input type="checkbox"/> Hit 30 push shots onto a green	<input type="checkbox"/> Demonstrate correct stance and posture for the swing <input type="checkbox"/> Hit 35 shots 100 yards in the air or better	<input type="checkbox"/> Play a par 3 hole <input type="checkbox"/> Play a par 3 hole in 10 shots or better
PLAY	LEVEL 3	<input type="checkbox"/> Demonstrate knowledge of club relating to hazards <input type="checkbox"/> Take part in a rules and etiquette quiz	<input type="checkbox"/> Develop a putting routine <input type="checkbox"/> Complete 9 putting holes in 20 or better	<input type="checkbox"/> Demonstrate setup for greenside bunker shots <input type="checkbox"/> Hit 30 greenside bunker shots onto a green	<input type="checkbox"/> Develop a pre-shot routine for the swing <input type="checkbox"/> Hit 35 shots 100 yards into a 'bunker'	<input type="checkbox"/> Play 9 par 3, or 5 full course holes in 40 shots or better
	LEVEL 4	<input type="checkbox"/> Show an understanding of off-putting and scoring hazards <input type="checkbox"/> Demonstrate knowledge of preparation for a round of golf	<input type="checkbox"/> Hit 30 push shots a partner's length from the hole <input type="checkbox"/> Complete 9 putting holes in 20 shots or better	<input type="checkbox"/> Hit 30 push shots onto a hole or bunk within 2 flag lengths of the hole <input type="checkbox"/> Hit 30 push shots onto a hole or bunk within 2 flag lengths of the hole	<input type="checkbox"/> Hit 35 shots on to a 100 yard hole at distance 100 yards <input type="checkbox"/> Hit 35 shots on to a 100 yard hole at distance 100 yards	<input type="checkbox"/> Play 9 full course holes in 70 shots or better <input type="checkbox"/> Play 9 full course holes in 65 shots or better
	LEVEL 5	<input type="checkbox"/> Understand how to obtain a golf handicap <input type="checkbox"/> Play a Round of Golf	<input type="checkbox"/> Hit 30 push shots a partner's length from the hole <input type="checkbox"/> Complete 9 putting holes in 20 shots or better	<input type="checkbox"/> Hit 30 greenside bunker shots onto a hole <input type="checkbox"/> Hit 30 greenside bunker shots onto a hole	<input type="checkbox"/> Hit 35 shots on to a 100 yard hole at distance 100 yards <input type="checkbox"/> Hit 35 shots on to a 100 yard hole at distance 100 yards	<input type="checkbox"/> Play 9 full course holes in 60 shots or better <input type="checkbox"/> Play 18 full course holes in 110 shots or better

The Junior Golf Passport is promoted and endorsed by all partners of the England Golf Partnership as the National Learning Programme. As well as in England, it is also recognised in Scotland and Wales as being:

High quality. Designed by PGA Professionals and golf development specialists to encourage fun, learning and progression. The Junior Golf Passport is motivational for young people and easy to use for coaches.

Adaptable. It can be implemented at golf facilities, schools and sports centres.

Cost effective. It allows coaching to remain open and accessible to all children by keeping the cost of resources to a minimum.

Pupil centred. It encourages pupils to develop skills at their own pace and allows groups of differing ability to work together. This helps foster friendship and progression within a supportive atmosphere.

Games and activities led. It encourages learning through a host of games and activities that make an introduction to golf fun and interesting rather than a test.

Linked to education. The Junior Golf Passport levels are matched to assessment levels on the curriculum.

An effective tool for school club links. It encourages pupils to move from schools into club coaching sessions.



"One of the best resources I have seen from any sport. If all sports had resources like this my job would be much easier!"

Nigel Maddock, Director of Sport, Minster College, Herefordshire.

Golfer's code – using the rules and etiquette CD

The rules and etiquette CD is an enjoyable introduction to the key rules and behaviour expected on a golf course run through a fun and interactive quiz format. Junior Golf Passport users will see children experience different scenarios on a golf course followed by multiple choice questions about the correct way to behave. The style of learning is great fun and provides a perfect wet weather option for your coaching session as well as a simple and easy way of introducing young people to the intricacies of golf etiquette that are so important for developing Skills for Life such as respect, honesty and co-operation. Many adult golfers would benefit from this CD!

