

Education

- **Etiquette & Game Procedures**
We believe that you don't need to know the rules of the game to be able to play casual golf. Our programs try to instill proper course etiquette, pace of play requirements, game procedures and many more traditions of the game.
- **Rules of Golf**
As our Juniors progress, we want them to start maintaining a handicap, so that they are able to play in all forms of competition. Players are first exposed to the language of the Rules Book. We then help them find rulings in a quick and easy manner by understanding language keys.

Playing

- **Casual Golf**
We know that after completing all this education, our Juniors have the knowledge and understanding of the game to play golf with anyone and anywhere in the world.
- **Club Tournaments**
Our club tournament series exposes our Juniors to several forms of competition. Tournaments include Stroke and Match Play events and Team Competitions.

Contact The Redwoods Golf Shop 604-882-5132
or visit www.redwoods-golf.com
for information on our annual
Junior Pass Programs.



Skills Testing Schedule

(Complimentary)

LEVEL II

Saturday, March 13th - 4:00 - 5:15pm

Sunday, June 20th - 11:00 -12:15pm

Saturday, July 24th - 2:00 - 3:15pm

Saturday, August 28th - 4:30 - 5:45pm

Saturday, September 25th - 4:30 - 5:45pm

LEVEL III

Saturday, May 29th - 5:00 - 6:15pm

Saturday, October 30th - 4:30 - 6:00pm

2010

CAMP REDWOODS

INSTRUCTION PROGRAMS



LEVEL II & III

LESSON & SKILLS TESTING

SCHEDULE AND OUTLINES

Instruction

- **Level II**
Advanced swing theories and lower scoring through improvement of short game techniques are part of Level II. We introduce basic course etiquette that includes golf's three "R's"
 1. **R**epair Ball Marks
 2. **R**eplace Divots
 3. **R**ake Bunkers
- **Level III**
Hitting the ball is only part of the game. Practicing correctly to include not just the physical but also the mental is our focus. We introduce basic rules in a classroom session and also in practical applications.

Testing

(Complimentary)

- **Skills Testing**
Juniors wishing to advance to the next level of lessons must first show that they have practiced and become proficient with the skills learned. They must also demonstrate proper etiquette and as they advance, and also how to mark, lift, measure and correctly drop a ball in free relief and penalty situations.
- **Playing Tests**
Juniors wishing to become part of our annual pass holder program must demonstrate their abilities on course. Three (3) and nine (9) hole playing tests are required, during which Juniors must be able to maintain an appropriate pace of play, demonstrate proper safety procedures, show consideration for fellow competitors and keep the course in as good, if not better, condition as when they started playing.

Golf Shop: (604) 882-5132

E-mail: golf@redwoods-golf.com

www.redwoods-golf.com

2010 Camp Redwoods Junior Programs - Level II & Level III

Level II Instruction

Level II - \$150.00 + GST

During these eight sessions, players will improve their knowledge and understanding of the basics.

Our focus is to improve three specific areas:

1. Full Swings
2. Putting
3. Less than Full Swings

Weekly Schedule

Spring

Saturdays - 3:30 - 4:50pm
March 20th thru April 24th
May 1st thru June 5th

Summer

Tuesday thru Friday - 1:00 - 3:00pm
June 29th thru July 2nd
July 20th thru July 23rd
August 17th thru August 20th

Fall

Wednesdays - 3:30 - 4:50pm
September 15th thru October 20th

Contact Canadian P.G.A. Teaching Professional,
Doug Morgan at golf.pro@shaw.ca
or online at www.dougorgangolfservices.com
to register for these lessons or a Skills Test.

Level II Physical Testing

Upon completion of the Level II group lessons, players are required to successfully pass the Level II Skills Test (complimentary) to proceed to the Level III Instruction Program.

Skills Test - Level II - Par = 58

Putting - Par 19

- Hole five (5) balls out from four (4) feet
- Hole five (5) balls out from twenty-eight (28) feet

Chipping - Par 15

- Chip five (5) balls from the edge of the putting surface, over an obstacle, to a flagstick ten (10) yards away and putt each ball into the hole

Iron Swings - Par 7

- Swing with an iron five (5) times and count the number of swings to make contact
- Penalty strokes added for misses or off balanced finishes

Wood Swings - Par 7

- Swing with a wood five (5) times and count the number of swings to make contact
- Penalty strokes added for misses or off balanced finishes

Etiquette - Par 10

- Safety guidelines adhered to
- Appropriate driving range and short game area behaviour
- Demonstrate ball marking and ball mark repair techniques
- Complete the Etiquette-Game Procedures Exam

The Level III Skills Test is a pre-requisite for the Junior Restricted Annual Pass Program.

Level III Instruction

Level III - \$400.00 + GST

Sixteen hours of group instruction will refine each players physical techniques of swinging with irons, woods and wedges. Lower scores will happen through improved short game skills plus players will learn how to practice properly.

Weekly Schedule

Spring

Wednesdays - 4:00 - 5:30pm
March 24th thru June 2nd

Summer

Thursdays - 3:30 - 5:30pm
June 24th thru September 2nd

Winter

Saturdays - 1:00 - 2:30pm
November 20th thru December 18th 2010
(no classes on December 25, 2010 & January 1, 2011)
...continues
January 8th thru February 12th, 2011

Contact Canadian P.G.A. Teaching Professional,
Doug Morgan at golf.pro@shaw.ca or
on-line at www.dougorgangolfservices.com
to register for these lessons or a Skills Test.

Level III Physical Testing

Upon completion of the Level III group lessons, players are required to successfully pass the Level III Skills Test (complimentary) to proceed to the Players Annual Pass Program.

Skills Test - Level III - Par = 95

Putting - Par 16

- Hole five (5) balls out from four (4) feet
- Hole five (5) balls out from thirty-three (33) feet

Short Game - Par 45

- Chip five (5) balls from the edge of the putting surface, over an obstacle, to a hole fifteen (15) yards away and putt each ball into the hole
- Pitch five (5) balls from five (5) yards off the putting surface to a hole twenty-five (25) yards from your starting position and putt each ball into the hole
- Blast five (5) balls from a greenside bunker to a target fifteen (15) yards away:
 - * 0 points - ball landing within four (4) yards
 - * 2 points - ball landing within six (6) yards
 - * 4 points - ball landing outside six (6) yards

Iron Swings - Par 7

- Swing an iron five (5) times and count the number of swings to make contact
- Penalty strokes added for misses, off balanced finishes or for a ball that does not get airborne

Wood Swings - Par 12

- Swing a wood five (5) times and count the number of swings to make contact
- Penalty strokes added for misses, off balanced finishes, for a ball that does not get airborne, does not exceed 100 yards or is more than 30 yards off the intended target

Etiquette - Par 15

- Demonstrate correct procedure for moving and replacing a ball marker on the green
- Demonstrate correct marking, lifting, measuring and dropping when taking relief from a cart path

The Level III Skills Test is a pre-requisite for the Players Annual Pass Program.