

Redwoods Golf Course

2015 Junior Program

Level I Skills Test

All participants must demonstrate their skills in the following areas and must achieve a score that matches or breaks par before graduating to the next level

The Level I Skills Test is a requirement for the "BUDDY" Playing Program

Level 1 - Skills Test - Par = 50

- Putting - Par = 23
 - Hole five (5) balls out from four (4) feet – **total strokes**
 - Hole five (5) balls out from twenty (20) feet – **total strokes**
 - Chipping - Par = 12
 - Chip three (3) balls, to a flagstick thirty-nine (39) feet away and putt each ball into the hole – **total strokes**
 - Iron Swings - Par = 5
 - Swing with an iron three (3) times – count number of swings to make contact
 - Add strokes for misses or off-balanced finishes
 - Wood Swings - Par = 5
 - Swing with a wood three (3) times – count number of swings to make contact
 - Add strokes for misses or off-balanced finishes
 - Etiquette - Par = 5
 - Appropriate course behavior and safety protocol
 - Maintaining proper Order of Play
 - Know the only three (3) objects permitted within the circumference of the hole
 - Know how many ball marks each player is responsible for on every putting surface
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Level II Skills Test

All participants must demonstrate their skills in the following areas and must achieve a score that matches or breaks par before graduating to the next level

The Level II Skills Test is a requirement for the “RESTRICTED” Playing Program

Level 2 - Skills Test - Par = 60

- Putting - Par = 19
 - Hole five (5) balls out from four (4) feet – **total strokes**
 - Hole five (5) balls out from twenty-seven (27) feet – **total strokes**
- Chipping - Par = 15
 - Chip five (5) balls from the edge of the putting surface, over a knee high obstacle, to a flagstick fifteen (15) yards away and putt each ball into the hole – **total strokes**
- Iron Swings - Par = 7
 - Swing with an iron five (5) times – count number of swings to make contact
 - Add a stroke for misses or off-balanced finish
- Hybrid-Wood Swings - Par = 7
 - Swing with a wood five (5) times – count number of swings to make contact
 - Add a stroke for misses or off-balanced finish
- Etiquette - Par 12
 - Appropriate course behavior and safety protocol
 - Maintain proper Order of Play
 - Demonstrate
 - Ball Mark Repair
 - Ball Marking Procedures
 - Divot Replacement or Sand ‘n Seed
 - Bunker Raking Procedures

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Level III Skills Test

All participants must demonstrate their skills in the following areas and must achieve a score that matches or breaks par before graduating to the next level

The Level III Skills Test is a requirement for the
“PLAYERS” Playing Program

Level 3 - Skills Testing - Par = 90

- Putting - Par = 17
 - Hole five (5) balls out from four (4) feet – **total strokes**
 - Hole five (5) balls out from thirty-nine (39) feet – **total strokes**
- Chipping & Putting - Par = 13
 - Chip five (5) balls from the edge of the putting surface, over an obstacle, to a hole fifteen (15) yards away – continue putting until each ball is holed – **total strokes**
- Pitching & Putting - Par = 16
 - Pitch five (5) balls from nine (9) yards off the putting surface, to a hole twenty-four (2) yards from the edge of the putting surface – continue putting until each ball is holed – **total strokes**
- Sand Traps & Putting - Par = 16
 - Blast five (5) balls from a greenside bunker to a target fifteen (15) yards away – continue putting until each ball is holed – **total strokes**
- Iron Swings - Par = 6
 - Swing with an iron five (5) times from the turf– count number of swings to make contact.
 - Add a stroke for misses, off-balanced finish or a ball that doesn't get airborne
- Hybrid-Wood Swings - Par = 7
 - Swing with a wood five (5) times – three (3) balls tee'd and two (2) balls from the turf - count number of swings to make contact
 - Add a stroke for misses, off-balanced finish, for a ball that is not airborne, does not exceed 100 yards or is more than 30 yards off-line
- Etiquette-Rules - Par 15
 - Appropriate course behavior and safety protocol
 - Maintain proper Order of Play
 - Demonstrate
 - Ball Mark Repair
 - Ball Marking, Moving and Replacing Procedures
 - Divot Replacement or Sand 'n Seed
 - Bunker Raking Procedures
 - Dropping Procedures for free relief or penalty situation
 - Recite the time saving procedure for a potential lost ball or ball out of bounds