

LEVEL 2

PLAYER PATHWAY



For a lifetime of golf...

Pathway Overview

Golf is a fun game to play and learn

To make it fun to learn the key fundamentals of the game, U.S. Kids Golf has developed this easy to use **pathway**, which consists of ten levels. The first five are shown in this overview.

Within each level, there are five checkpoints in which Achievement pins may be earned: **Putting, Around the Green, Full Swing, Knowledge, and Scoring**. Once all five are attained, a Mastered pin is awarded, and the player advances to the next level. Players who complete the first five levels are recognized on our website at uskidsgolf.com/mastered.

It is possible for a player to enter the program at Level 3 if the player brings attested scoring information and passes the skill requirements of the previous level.

Level 2 Player's Booklet and Achievement Pins



Player's Booklet



Mastered Pin



Achievement Pins

Pins shown are actual size



Level 2: Optional Gear



Matching Hat



Bag Tag



To provide players with incentive to advance through the levels, achievement pins are earned each time a section of the booklet is completed.



Building on Your Fundamentals

Review your Putting Forms from the Level 1 booklet. In this level, you will develop speed control and aim.

Forms Review

- 1** **Thumbs on Top** *Form Completed*
- 2** **The "Y" Setup** *Form Completed*
- 3** **Eyes Over the Ball** *Form Completed*
- 4** **Backswing= Follow-through** *Form Completed*

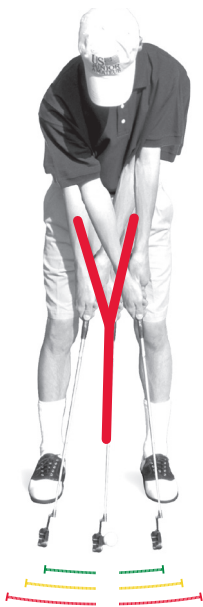


5

Short, Medium, Long Putt

Making a practice stroke, swing the "Y" the same distance and pace back as through with strokes of three different lengths.

Form Completed





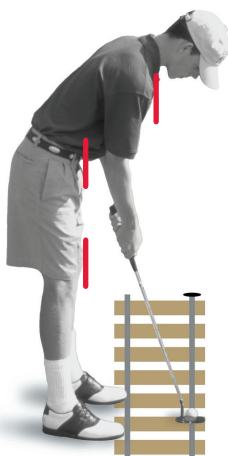
6

Aim the Train

Use a square setup and aim the train at the target. The ball rolls down one rail while your toes touch the other. Notice how the knees, hips, and shoulders are parallel to the rails.



Form Completed



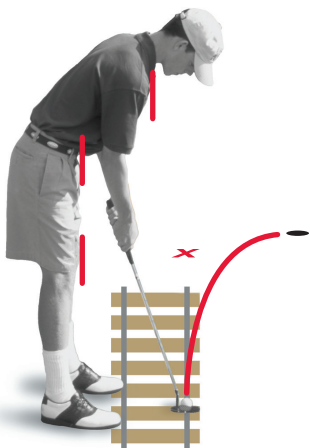
7

Aim the Train at a Spot

Most putts curve or break because of a slope in the green. Aim the train at a spot so the ball will curve toward the target.



Form Completed



Progress Check

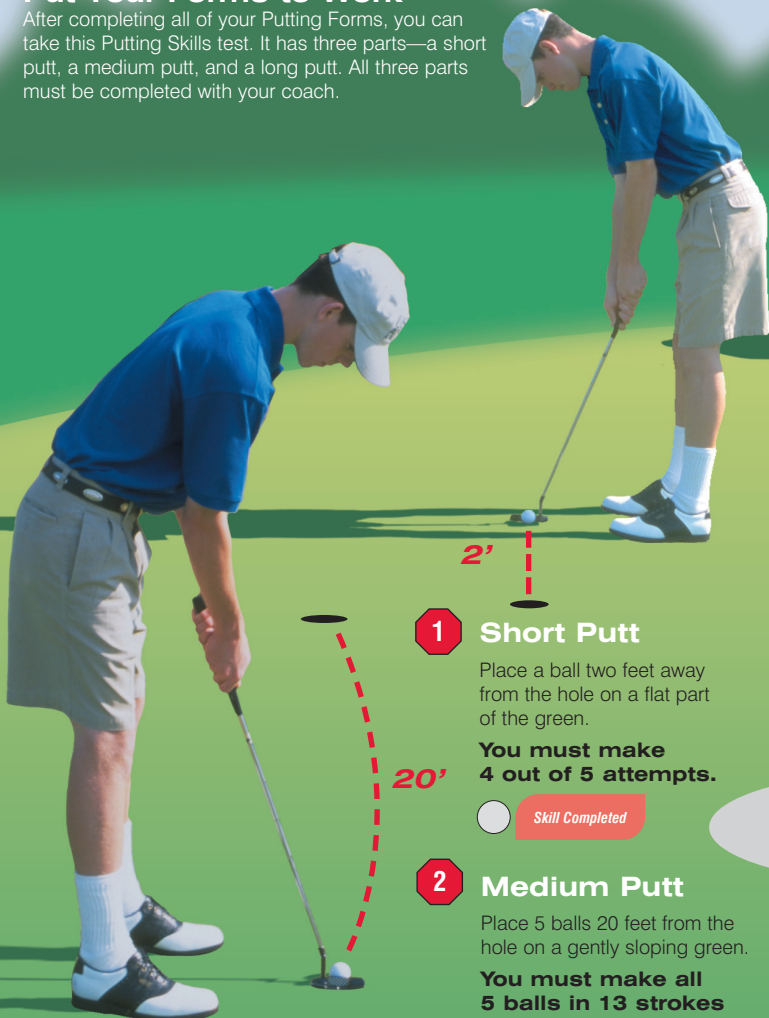
Once Putting Forms are complete, move to Skills and put your Forms to work.

Notes



Put Your Forms to Work

After completing all of your Putting Forms, you can take this Putting Skills test. It has three parts—a short putt, a medium putt, and a long putt. All three parts must be completed with your coach.



1 Short Putt

Place a ball two feet away from the hole on a flat part of the green.

You must make 4 out of 5 attempts.



Skill Completed

2 Medium Putt

Place 5 balls 20 feet from the hole on a gently sloping green.

You must make all 5 balls in 13 strokes or less.



Skill Completed



40'

3

Long Putt

Place 5 balls 40 feet from the hole on a flat part of the green.

You must make all 5 balls in 16 strokes or less.



Skill Completed

Achievement Pin Checkpoint

Once Putting Forms and Skills are complete, congratulations on earning your Putting Achievement Pin.

Date Earned





Just Off the Green

Review your Chipping Forms from the Level 1 booklet. In this level, you will develop speed control and aim. Use your Yard Club, 7-iron or 8-iron to produce a low running shot.

Forms Review

1

Hotdog in the Bun



Form Completed

2

"Y" Setup | Ball in the Middle



Form Completed

3

Backswing = Follow-through



Form Completed



4

Short and Medium Chip

Practice swinging the "Y" the same distance and pace back as through with strokes of two different lengths.



Form Completed





5

Brush the Grass

While swinging through the shot, be sure to brush the grass.



Form Completed



6

Aim the Train at a Spot

Use a square setup and aim the train at the target. The ball flies down one rail while your toes touch the other. Notice how the knees, hips, and shoulders are parallel to the rails.



Form Completed



Progress Check

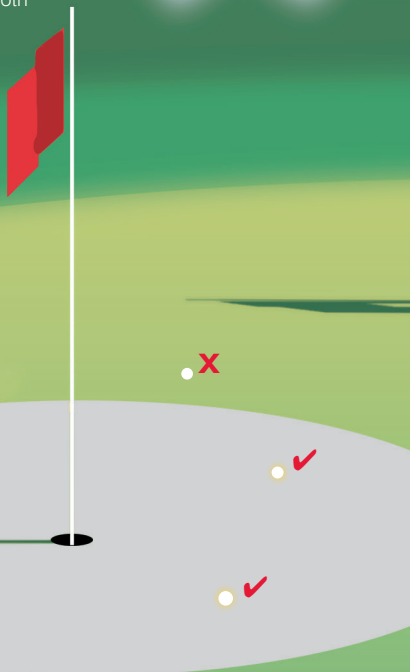
Once Chipping Forms are complete, move to Skills and put your Forms to work.

Notes



Put Your Forms to Work

After completing all of your Chipping Forms, you can take this Chipping Skills test. It has two parts—a short chip and a medium chip. Both parts must be completed with your coach.



1

Short Chip

Place five balls a few feet off the green, 20 feet away from the hole.

You must chip 4 out of 5 shots within eight feet of the hole.



Skill Completed



2

Medium Chip

Place five balls a few feet off the green, 40 feet away from the hole.

You must chip 2 out of 5 shots within eight feet of the hole.



Skill Completed

Progress Check

Once Chipping Forms and Skills are complete, move on to Pitching.

Notes



Shots Around the Green

Review your Pitching Forms from the Level 1 booklet. In this level, you will develop aim. Use your Yard Club, pitching wedge, or sand wedge.

Forms Review

1

Hotdog in the Bun



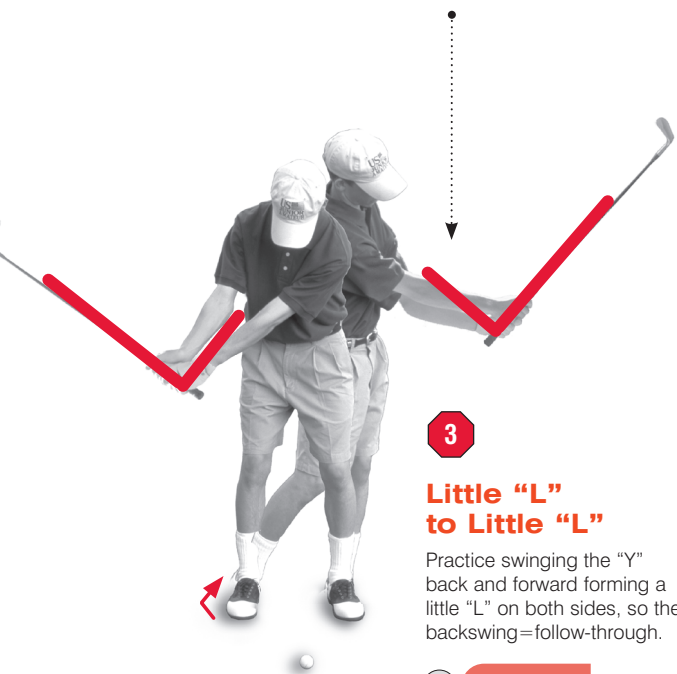
Form Completed

2

"Y" Setup | Ball in the Middle



Form Completed



3

Little "L" to Little "L"

Practice swinging the "Y" back and forward forming a little "L" on both sides, so the backswing = follow-through.



Form Completed



4

Brush the Grass

While swinging through the shot, be sure to brush the grass.



Form Completed



5

Stick the Finish | Show Some Shoe

After swinging little "L" forward, stick the finish and hold there for three seconds, showing some shoe.



Form Completed

6

Aim the Train at a Spot

Use a square setup and aim the train at the target. The ball flies down one rail while your toes touch the other. Notice how the knees, hips, and shoulders are parallel to the rails.



Form Completed



Progress Check

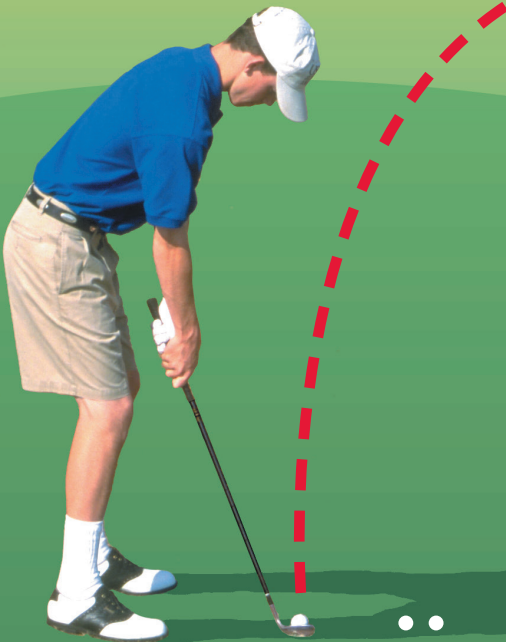
Once Pitching Forms are complete, move to Skills and put your Forms to work.

Notes



Getting on the Green

After completing all of your Pitching Forms, you can take this Pitching Skills test. It must be completed with your coach.





Short Pitch

Place five balls 10 yards from the green.

Your ball must land and stay on the green in 2 out of 5 attempts.



Skill Completed

Progress Check

Once Pitching Forms and Skills are complete, move on to Sand.

Notes



Playing from the Sand

Review your Sand Forms from the Level 1 booklet. In this level, you will learn to hit a golf ball out of a shallow bunker. Use your Yard Club, pitching wedge, or sand wedge.

Forms Review

1

Hotdog in the Bun



Form Completed

2

"Y" Setup | Ball Forward



Form Completed



Don't Touch

When getting ready to hit your shot, you must not touch the sand with your clubhead.



Form Completed

4

"Y" to "L" Swing | Backswing = Follow-through

Practice swinging the "Y" back and forwards, forming an "L" on both sides.



Form Completed



5

Splash the Sand Under the Ball

Swing your clubhead down and through the sand, splashing the ball out of the bunker.



Form Completed



6

Stick the Finish | Show Some Shoe

After swinging the "L" forward, stick the finish and hold there for three seconds, showing some shoe.



Form Completed



Progress Check

Once Sand Forms are complete, move to Skills and put your Forms to work.

Notes



Getting Out of the Sand

After completing all of your Sand Forms, you can take this Sand Skills test from a shallow bunker. It must be completed with your coach.





1

Sand Shot

Place five balls in a shallow bunker.

Your ball must get out of the bunker in 2 out of 5 attempts.



Skill Completed

Achievement Pin Checkpoint

Once Forms and Skills for Chipping, Pitching, and Sand are complete, congratulations on earning your Around the Green Achievement Pin.



Date Earned



Making a Full Swing

Review your Full Swing Forms from the Level 1 booklet. In this level, you will develop aim. Use your Yard Club, 7-iron or 8-iron and learn to hit a driver shot.



1

Hotdog in the Bun

Start with the ten-finger grip and put the hotdog (left thumb) in the bun (right palm).



Form Completed

2

“Y” Setup | Ball Positions

Play your irons more toward the middle of your stance and your driver more forward.



Form Completed



3

“Y” to “L”

Practice swinging the “Y” back until it forms an “L” at the top of your swing.



Form Completed



4

Release the "L" | Brush the Grass

On the downswing, release the "L" to create speed and brush the grass.



Form Completed



5

Stick the Finish | Show Some Shoe

Swing through to the finish position and hold there for three seconds while showing the bottom of the shoe.



Form Completed



6

Aim the Train

Use a square setup and aim the train at the target. The ball flies down one rail while your toes touch the other. Notice how the knees, hips, and shoulders are parallel to the rails.



Form Completed

Progress Check

Once Full Swing Forms are complete, move to Skills and put your Forms to work.

Notes



Put Your Forms to Work

After completing all of your Full Swing Forms, you can take this Full Swing test. It has two parts — an iron shot and a driver shot. Both parts must be completed with your coach.





40

2

Driver Shot

Hit your driver off a tee, flying the ball at least 40 yards in the air.

You must do this in 3 out of 5 attempts.



Skill Completed

25

1

Iron Shot

Hit your 7-iron or 8-iron off the ground, flying the ball at least 25 yards in the air.

You must do this in 3 out of 5 attempts.



Skill Completed

Achievement Pin Checkpoint

Once Full Swing Forms and Skills are complete, congratulations on earning your Full Swing Achievement Pin.



Date Earned



Your Manners on the Course

This is a 10 question test with YES or NO answers (pre-checked).
Select 5 out of the 10 questions for your student to answer. The student
must correctly answer 5 out of 5 questions to pass this section.

- 1** If you have the highest score on a hole, do you have the “honor” to hit first on the next tee?
 Yes No
- 2** Is it a good idea to put a mark on your ball to show that it’s yours?
 Yes No
- 3** Is it ever okay to step in another player’s line of play on the putting green?
 Yes No
- 4** Is it your turn to play when you’re farthest from the hole?
 Yes No
- 5** If other players in your group are playing slower than you are, is it okay to go ahead of them?
 Yes No





- 6** If another player asks me to attend (hold) the flagstick, is it my responsibility to make sure that his or her ball doesn't strike the flagstick?
- Yes No
- 7** Should you record your score immediately after each hole?
- Yes No
- 8** If your group is playing too slowly, can the course ranger tell you to play faster?
- Yes No
- 9** Do some golf courses have a dress code that you must follow?
- Yes No
- 10** Is it okay to tee off without checking with the starter or in the golf shop first?
- Yes No



5 out of 5 Correct

Progress Check

Once the Etiquette portion is complete, move to the Rules section.



Playing by the Rules

This is a 10 question test with YES or NO answers (pre-checked).
Select 5 out of the 10 questions for your student to answer. The student must correctly answer 5 out of 5 questions to pass this section.

- 1** When playing in a tournament, are you responsible for checking your scorecard for accuracy, hole by hole, and signing the correct scorecard?
 Yes No

- 2** Can you use another player's club to hit your shot?
 Yes No

- 3** Other than on the putting green, if you accidentally cause your ball to move once it is in play, is there a penalty?
 Yes No

- 4** Are you penalized for accidentally hitting the wrong ball?
 Yes No

- 5** When you're hitting out of a sand bunker, is it okay to hit the sand during your practice swing?
 Yes No





- 6** If you find your ball and it's out of bounds, do you have to add a penalty stroke to your score and replay your shot?
 Yes No
- 7** If you hit your ball into a Penalty Area, such as a lake or creek, and you can't find it, do you have to add a penalty stroke to your score?
 Yes No
- 8** Before you play a stroke from the putting green, can you pick up a leaf or twig that is between your ball and the hole?
 Yes No
- 9** If you lost your ball, do you have to add a stroke and replay your shot from where you last played?
 Yes No
- 10** Are you allowed to drop your ball without a penalty if it ends up on a paved cart path?
 Yes No



5 out of 5 Correct

Progress Check

Once the Rules portion is complete, move to the Equipment section.



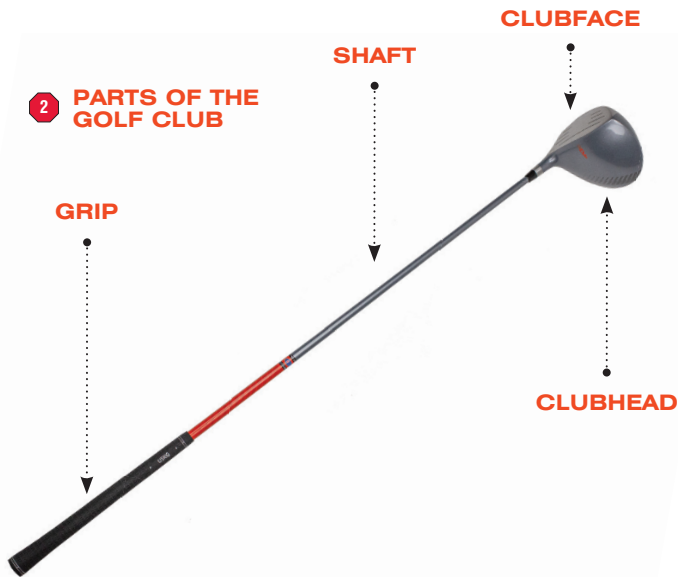
Identifying the Parts of a Golf Club

The student must review the three basic types of golf clubs and the parts of the club described in the Level 1 booklet. In this level, the student must identify the parts of a clubhead to pass this section.

1 TYPES OF GOLF CLUBS



2 PARTS OF THE GOLF CLUB





6 out of 6 Correct

Progress Check

Once the Equipment portion is complete, move to the Sportsmanship section.





Qualities of a True Champion

In this Sportsmanship section, one quality of a true champion is of utmost importance, and the student must briefly describe how a golfer can show:

1 RESPECT FOR OTHERS

A golfer can show respect for fellow players in many ways. Some of these are:

- playing quickly
- practicing golf course etiquette
- playing by the rules
- helping other players search for their ball
- showing respect for his or her instructor

Can you think of others?

Achievement Pin Checkpoint

Once portions for Rules, Etiquette, and Sportsmanship are complete, congratulations on earning your Knowledge Achievement Pin.

Date Earned





GOLF WORDS AND PHRASES

Best Ball	a team competition where the lowest individual score on a hole is the team score for that hole
Cart Attendant	the person who helps you when you rent a cart. You must be 16 to drive a golf cart at most courses.
Fat Shot	term used when the ground is struck before making contact with the ball
Handicap	a numerical measurement of a player's ability. It is based on the scores you shoot and is calculated using a formula.
In the Leather	a short putt which lies within the distance covered between the putter head and the beginning of the grip
Making the Turn	you are making the turn when you move from the ninth green to the tenth tee. The term originated in Scotland when players turned around and played back to the clubhouse since courses played out in one direction and played back the opposite way.
Out of Position	you are out of position when your group is playing too slowly and over the time par for the course
Playing it Down	term used to describe that the ball will be played as it lies anywhere on the course
Ranger	the person who patrols the course to assist you and monitor the pace of play
Scramble	a team competition where all players hit, then select the best shot of the group, and continue to play that way until the ball is holed
Skulled or Bladed Shot	a shot produced when the leading edge of the club strikes the ball on its equator

What other golf words do you know?



Player Pathway: Level 2



Scoring Test Level 1

- **To pass Level 1 Scoring**, you must score 6 or less three times from 50 yards.
-



Scoring Test Level 2

- **To pass Level 2 Scoring**, you must score 6 or less three times from 100 yards.
-



Scoring Test Level 3

- **To pass Level 3 Scoring**, you must score 6 or less three times from 150 yards.

Level 4 and 5: Transitioning to the Course

Generally speaking, many golf courses are not set up well for beginners. The holes, even from the shortest of tees, are simply too long and this means that those new to the game will not be able to play without feeling rushed. However, once a player has passed the Level 3 scoring test and can shoot a score of 6 on a 150-yard hole three times, it is time to transition to the course.



Scoring Test Level 4

- **Level 4 course set up:** Set the course up with 100-yard par 3's, 150-yard par 4's and 200-yard par 5's to total approximately 1,350 yards.
 - The 9-hole requirement can be met by playing a complete 9-holes or consecutive 3-hole increments.
 - **To pass Level 4 scoring test**, you must score 54 or less one time that is attested by another player.
-



Scoring Test Level 5

- **Level 5 course set up:** Set the course up with 100-yard par 3's, 150-yard par 4's and 200-yard par 5's or approximately 1,350 yards.
- **To pass Level 5 scoring test**, you must score 51 or less twice and have it attested by another player.



Scoring Requirement for Levels 1-5

	Required Score	Number of Holes to Play	Frequency	Length
LEVEL 1	6	As needed	3 times	50 yard hole
LEVEL 2	6	As needed	3 times	100 yard hole
LEVEL 3	6	As needed	3 times	150 yard hole
LEVEL 4	54	9	1 time	1,350 yard course
LEVEL 5	51	9	2 times	1,350 yard course

	Score 1	Score 2	Score 3
LEVEL 2			



Scoring Requirement Completed

Achievement Pin

Once the Scoring portion is complete, congratulations on earning your Scoring Achievement Pin.



Date Earned



Scaling the Course

Advancing to Levels 6-10

Once Level 5 is completed, players have a solid base in golf's fundamental forms and skills. From there, players may move on to Levels 6-10.

Before beginning Level 6, players should have an evaluation of their skills, including driver carry distance. With this information, please see the chart to the right to determine your recommended course length. On-course play and scoring requirements will be matched to the player's carry distance throughout the program.

By playing a course that is "scaled," every golfer will have the opportunity to reach Level 10. Players reaching Level 10 have achieved the pinnacle of skills necessary to compete at the highest level.



ASGCA
FOUNDATION

Shooting Par or Below

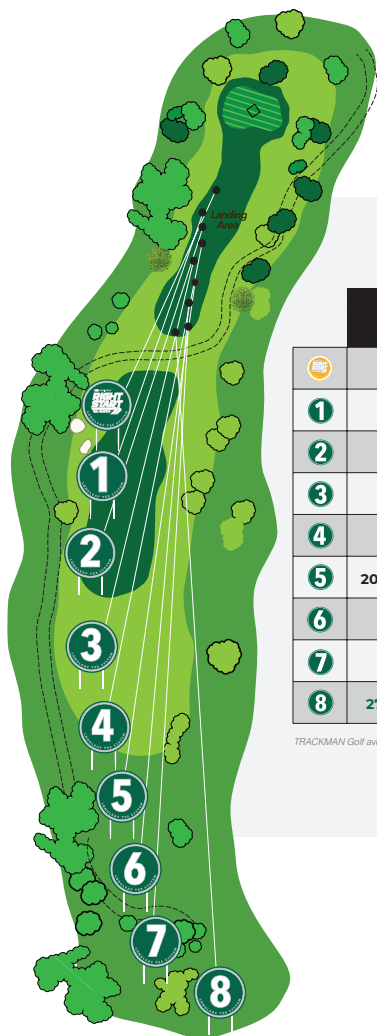
To excel as a golfer, players must learn to shoot low scores. In order to do so, it is imperative to play the course from a length that matches the player's driver distance. The Longleaf Tee System, shown to the right, provides you with the recommended course length and jointly promoted by the American Society of Golf Course Architects Foundation and U.S. Kids Golf Foundation.

Scoring Requirements for Levels 6 - 10

Level	Scores*
LEVEL 6	48 or better 2 times
LEVEL 7	45 or better 2 times
LEVEL 8	42 or better 2 times
LEVEL 9	39 or better 3 times
LEVEL 10	36 or better 3 times

To learn how to set up a course using the Longleaf Tee System visit www.longleafteesystem.com

The Longleaf Tee System



	DRIVER CARRY DISTANCE	TOTAL DISTANCE WITH ROLL	RECOMMENDED 18-HOLE YARDAGE
	75	100	2400-3000
1	100	125	3000-3600
2	125	150	3600-4200
3	150	175	4200-4800
4	175	200	4800-5400
5	200 (*LPGA TOUR)	225	5400-6000
6	225	250	6000-6600
7	250	275	6600-7200
8	275 (*PGA TOUR)	300	7200-7800

TRACKMAN Golf average driver carry distance: LPGA Tour: 218 yards/PGA Tour: 275 yards

ABOUT THE PLAYER PATHWAY

New golfers learn best when engaged in a program that is clear, fun, easy to learn and rewarding.

These essential elements are provided in the U.S. Kids Golf **Player Pathway** as players advance from level to level as their skills improve.

Completion of Levels 1-5 establishes the basic fundamentals to ensure a lifetime of enjoyment and knowledge of the game. Advancing through Levels 6-10 provides the skills to successfully compete in tournament play.



Created by the U.S. Kids Golf Coaches Institute

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