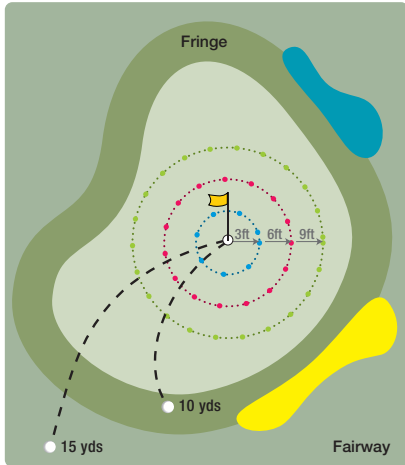


Skills profile tests **Less than full swing**

Test 1 - Chip and run



TEST LAYOUT

Place 3 circles of tee pegs around a hole at 3ft, 6ft and 9ft radius. (Alternatively use a measuring rope marked at 3ft intervals.)

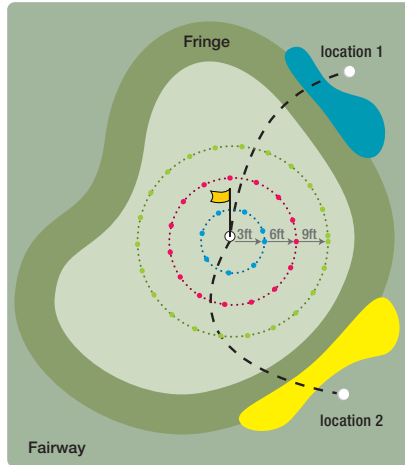
SKILLS TEST

Chip 5 balls to a hole from 10yds from the hole.
Chip 5 balls to a hole from 15yds from the hole.

SCORE	H'CAP	STANDARD SCORING
0-10	22+	Score 1pt for a ball finishing inside 9ft Score 2pt for a ball finishing inside 6ft Score 3pt for a ball finishing inside 3ft Score 4pt for a ball finishing in the hole Score -1 point for not finishing on the green. (Max 40 points)
11-12	21-19	
13-14	18-16	
15-16	15-13	
17-18	12-10	
19-20	9-7	
21-22	6-4	
23-24	3-1	
25-29	0-*1	
30+	*2	

SCORE	H'CAP	ADVANCED SCORING
0-5	22+	• Chip 5 balls from double the distances (20yds and 30yds).
6	21-19	
7	18-16	
8-9	15-13	
10-11	12-10	
12-13	9-7	
14-15	6-4	
16-17	3-1	
18-19	0-*1	
20+	*2	

Test 2 - Lob shot



TEST LAYOUT

Place 3 circles of tee pegs around a hole at 3ft, 6ft and 9ft radius. (Alternatively use a measuring rope marked at 3ft intervals.)

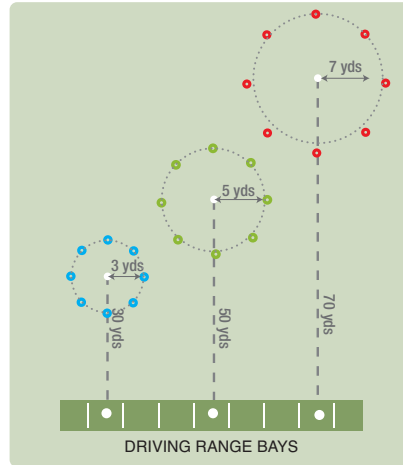
SKILLS TEST

Lob 5 balls over a **hazard** to a hole on a green from 2 **different** locations from fairway cut. (10 balls total)

SCORE	H'CAP	STANDARD SCORING
0-5	22+	Score 1pt for a ball finishing inside 9ft Score 2pt for a ball finishing inside 6ft Score 3pt for a ball finishing inside 3ft Score 4pt for a ball finishing in the hole Score -1 point for not finishing on the green. (Max 40 points)
6	21-19	
7	18-16	
8-9	15-13	
10-11	12-10	
12-13	9-7	
14-15	6-4	
16-17	3-1	
18-19	0-*1	
20+	*2	

SCORE	H'CAP	ADVANCED SCORING
0-5	22+	• Play 10 balls from the rough.
6	21-19	
7	18-16	
8-9	15-13	
10-11	12-10	
12-13	9-7	
14-15	6-4	
16-17	3-1	
18-19	0-*1	
20+	*2	

Test 3 - Pitching



TEST LAYOUT

Place a coned circle at 30yds, 50yds and 70yds from the hitting area. **Note:** the circle radius should equal 10% of the total distance travelled i.e. 30yds = 3yrd circle radius.

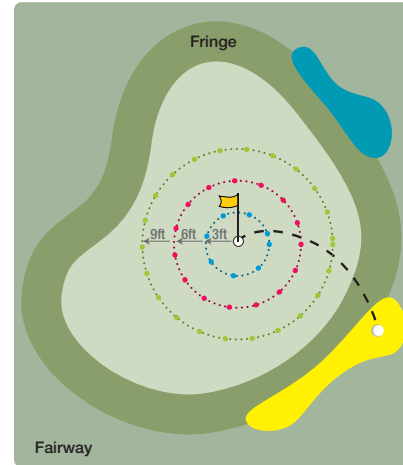
SKILLS TEST

Play 10 balls to each target circle.

SCORE	H'CAP	STANDARD SCORING
0-10	22+	Score 1 point for each ball landing in the nominated circle. (Max 30 points)
11-12	21-19	
13-14	18-16	
15-16	15-13	
17-18	12-10	
19-20	9-7	
21-22	6-4	
23-24	3-1	
25-26	0-*1	
27-30	*2	

SCORE	H'CAP	ADVANCED SCORING
0-5	22+	• Play 10 balls to each circle and the ball must finish in the circle.
6	21-19	
7	18-16	
8-9	15-13	
10-11	12-10	
12-13	9-7	
14-15	6-4	
16-17	3-1	
18-19	0-*1	
20+	*2	

Test 4 - Bunker shot



TEST LAYOUT

Place 3 circles of tee pegs around a hole at 3ft, 6ft and 9ft radius. (Alternatively use a measuring rope marked at 3ft intervals.)

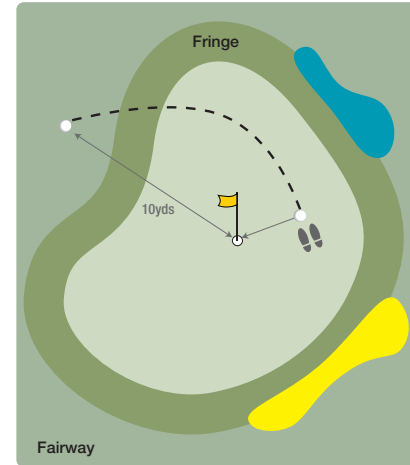
SKILLS TEST

Play 10 balls from a bunker onto a green to a hole, all from the same position.

SCORE	H'CAP	STANDARD SCORING
0-5	22+	Score 1pt for a ball finishing inside 9ft Score 2pt for a ball finishing inside 6ft Score 3pt for a ball finishing inside 3ft Score 4pt for a ball finishing in the hole Score -1 point for not finishing on the green. (Max 40 points)
6	21-19	
7	18-16	
8-9	15-13	
10-11	12-10	
12-13	9-7	
14-15	6-4	
16-17	3-1	
18-19	0-*1	
20+	*2	

SCORE	H'CAP	ADVANCED SCORING
0-5	22+	• Play 10 balls from 10 different positions in a bunker.
6	21-19	
7	18-16	
8-9	15-13	
10-11	12-10	
12-13	9-7	
14-15	6-4	
16-17	3-1	
18-19	0-*1	
20+	*2	

Challenge - 6 of 1



TEST LAYOUT

Choose a location to chip from within 10 yards of the hole.

SKILLS TEST

Using one golf club, Play 12 chips onto the green, but hole out with a putter after you play each chip. **Note:** you must only putt when the ball is on the green.

SCORE	H'CAP	STANDARD SCORING
41-40	22+	Count all shots until all 12 balls are holed to give you a total score.
39-37	21-19	
36-35	18-16	
34-33	15-13	
32-31	12-10	
30-29	9-7	
28-27	6-4	
26-25	3-1	
24-23	0-*1	
22-12	*2	

SCORE	H'CAP	ADVANCED SCORING
0-5	22+	• Play 12 balls with 6 different clubs, 2 shots per club. (one being a hybrid or fairway wood).
6	21-19	
7	18-16	
8-9	15-13	
10-11	12-10	
12-13	9-7	
14-15	6-4	
16-17	3-1	
18-19	0-*1	
20+	*2	