



PGA

Kentucky Section

Launch, Pitch & Roll An Adult Golf Experience (Ages 18 & older) Program Details

Name: Launch, Pitch & Roll

Concept: Adults hit three tee shots, three short pitches and three putts to determine a total skills challenge score. Winners from all 9 divisions will advance to the State Championship (The Big Party).

Date & Site of State Championship: Persimmon Ridge Golf Club, Saturday, August 12th, 2017 – afternoon/evening tee times

Local Qualifiers: 25 Local Qualifiers will be held around the state. The first 25 facilities that contact Golf House Kentucky (Kim Shafer, kshafer@kygolf.org or 502-243-8295, ext. 307) will be the hosts for the Local Qualifiers. The deadline for registration is April 1, 2017.

Single vs. Multiple Facilities at the Local Qualifier – A single facility may host their own Local Qualifier or multiple facilities may join together to host a Local Qualifier. There will be 9 divisions of competition. One winner from each of the 9 divisions will advance to the State Championship from each Local Qualifier. If you are a single facility hosting a Local Qualifier then all of the winners will be from your single facility. If you are multiple facilities hosting a Local Qualifier then winners might be from different facilities.

- For example: ABC Club, 123 Club and XYZ Club join forces to host a Local Qualifier at one of their facilities. There will only be one winner from each division advancing to the State Championship, for a grand total of 9 participants advancing. There will NOT be winners from each separate facility for each division, so there will NOT be 27 participants advancing.

Host Responsibilities of the Local Qualifier:

- Determine the date and cost of your event. You have the freedom to select a date of competition between May 1st – July 31st. You may also set your own price for your event. If you would like to provide a party atmosphere and take the bar, appetizers, and stereo system to the range and provide prizes for your Local Qualifier, then you may prefer to set a higher fee. If you prefer to have a simple competition with no party or prizes for your Local Qualifier, then you may

prefer to set a lower fee. You are best qualified to determine the preference of your customers and determine the event that best meets their needs.

- Collect the entry fees for your Local and State Qualifiers and then deliver those entry fees in a single check to Golf House Kentucky. There will be a \$5 Local Qualifier fee. For each participant at your Local Qualifier you will need to collect a \$5 fee. This fee will be used for prizes at the State Championship. For each participant that advances to the State Championship you will need to collect the \$40 State Championship fee. This fee will be used for tee gifts, food & beverage, and prizes at the State Championship.
- Set up & run the competition. Each host will need to set up the driving, chipping and putting contest areas according to the competition guidelines. Suggestions for set up and a “How to Set Up” Guide will be provided to each Local Qualifier.
- Collect the Winners contact information and provide it to Golf House Kentucky so they may inform the participant of the State Championship tee times, itinerary, etc.

Entry Fees: Each Local Qualifier may set their own entry fee, however, it must include a \$5 fee to be delivered to Golf House Kentucky. The State Championship fee will be \$40 for each participant.

Age Requirement: All participants must be 18 years of age as of the date of their local qualifier.

Divisions of Competition:

Men – Handicap of 7.9 and lower

Men – Handicap of 8.0-17.9

Men – Handicap of 18.0 and higher

Men – No Handicap

Women – Handicap of 14.9 and lower

Women – Handicap of 15.0-29.9

Women – Handicap of 30.0 and higher

Women – No Handicap

Professional Division: Each Local Qualifier may send one golf professional to the State Championship. There will be no entry fee for the qualifying professional.

Launch, Pitch & Roll

An Adult Golf Experience

Drive Setup

Place flags, cones, hazard markers (any easily visible item) at regular intervals, preferably every 50 yards, to create a driving range that is at least 300 yards long and 40 yards wide. The grid should be lined with the flags, cones, hazard markers (12 total, six per side, located at 50, 100, 150, 200, 250, 300 yards) and placed on a relatively flat area (either the golf course or driving range). When setting the grid lines and markers, use a range-finder to measure the distance both back to the teeing ground and across the grid. Grid lines are not required but are recommended for the outer edges of the boundary.

Drive Station

1. Players hit three drives into a 40 yard-wide grid, ideally lined with flags, cones, hazard markers so it is easily visible from the teeing ground.
2. 12 total flags are recommended, with 6 per side placed at 50 yard increments.
3. Use a relatively flat area that is at least 300 yards long and 40 yards wide.
4. You may use either the driving range or a fairway.
5. When setting the grid lines and flags, use a range-finder to measure the distance both back to the teeing ground and across the grid. Grid lines are not required but are recommended for the outer edges of the boundary. Spray paint may be used for the grid lines.
6. During competition the markers can also serve as out-of-bounds stakes to determine if a ball is in play or not.
7. You will need a minimum of 2 volunteers at this station. One at the teeing ground to record the score on the scorecard and one in the grid with a range-finder to radio back in the distances. The more volunteers you have in the grid the faster the scores can be recorded. It is recommended for the grid volunteers to use golf carts to get to the golf balls as quickly as possible.

Drive Scoring

1. All shots must finish within the fairway (40 yards wide) to score points.
2. A ball coming to rest on any of the boundary lines is considered in bounds.
3. A ball coming to rest on any of the scoring lines will be scored in the longer of the two scoring grids.
4. In the event of a tie, the contestant's third drive (last) will serve as the tie breaker (followed by the second and then first, if necessary). If a tie still exists, co-champions of the skill will be declared.

Drive Scoring	
Distance (yards)	Points
< 25	1
25 - 50	2
50 - 75	3
75 - 100	4
100 - 110	5
110 - 120	6
120 - 130	7
130 - 140	8
140 - 150	9
150 - 160	10
160 - 170	11
170 - 180	12
180 - 190	13
190 - 200	14
200 - 210	15
210 - 220	16
220 - 230	17
230 - 240	18
240 - 250	19
250 - 260	20
260 - 270	21
270 - 280	22
280 - 290	23
290 - 300	24
300+	25

5.

Chip Setup

To mark the scoring holes, you will need chalk or baby powder, a tape measure and string. Use the tape measure 10 feet from the center of the hole. Place a tee at the 2, 4, 6, 8 and 10 feet distances. Utilizing these reference points, use the string (with no slack,

wrapped around the flagstick) and chalk, create your scoring circles. Place your tee markers off the green, in the fringe, approximately 10-15 yards from the hole.



Chip Station

1. Players will hit three chips from one location, approximately 10 to 15 yards off the green. Identify the starting location with tee markers or a ball marker.
2. Ideally, the shot should encourage imagination by the player and be receptive to both a 7-iron or wedge.
3. To mark the scoring holes, you will need chalk or baby powder, a tape measure and string. Use the tape measure 10 feet from the center of the hole. Place a tee at the 2, 4, 6, 8 and 10 feet distances. Utilizing these reference points, use the string and chalk/baby powder, create your scoring circles.
4. Use either a practice green or a golf course green.
5. With safety in mind, ensure that the chipping station is not setup aimed at a location where other contestants or spectators will be present.
6. You will need one volunteer at this station to assist the player, determine the point totals and record the scores on the scorecards.



Chip Scoring

- Each participant will attempt three 10 to 15 yard shots at the scoring hole
- All shots will be measured from the center of the hole with a string clearly marking the scoring rings
- A ball coming to rest of any of the scoring lines will be scored in the higher of the two point rings
- In the event of a tie, the contestant's third chip (last) will serve as the tie breaker (followed by the second and then first, if necessary). If a tie still exists, co-champions of the skill will be declared.

Chip Scoring	
Distance (feet)	Points
On Green	1
4' - 5'	2
3' - 4'	5
2' - 3'	10
1' - 2'	15
0' - 1'	20
Make	25

Putt Setup

To mark the scoring holes, you will need chalk or baby powder, a tape measure and string. Use the tape to measure 5 feet from the center of the hole. Place a tee at the 5, 4, 3, 2 and 1 foot distances. Utilizing these reference points, use the string and chalk/baby powder, create your scoring circles. You can utilize one cup and set of scoring rings by placing your three tee markers (6, 15 and 30 feet) on opposite sides of the same hole.



Putting Station

1. Players will hit three putts, with one each from 6, 15 and 30 feet.
2. To mark the scoring holes, you will need chalk or baby powder, a tape measure and string. Use the tape measure 5 feet from the center of the hole. Place a tee at the 5, 4, 3, 2 and 1 foot distances. Utilizing these reference points, use the string and chalk/baby powder, create your scoring circles.
3. Use either a practice green or a golf course green
4. You can utilize one cup and set of scoring rings by placing your three tee markers (6, 15 and 30 feet) on opposite sides of the same hole.
5. You will need one volunteer at this station to assist the player, determine the point totals and record the scores on the scorecards.



Putting Scoring

- Each participant will attempt one putt from each distance: 6, 15 and 30 feet.
- Putts will be measured from the center of the hole with a string clearly marking the scoring rings
- A ball coming to rest of any of the scoring lines will be scored in the higher of the two point rings
- In the event of a tie, the contestant's third putt (last) will serve as the tie breaker (followed by the second and then first, if necessary). If a tie still exists, co-champions of the skill will be declared.

Putt Scoring	
<u>Distance (feet)</u>	<u>Points</u>
10' +	1
8' - 10'	2
6' - 8'	5
4' - 6'	10
2' - 4'	15
0' - 2'	20
Make	25

Supplies Checklist

To ensure a smooth and successful Drive, Chip and Putt clinic series, use the below checklist to ensure you, your staff and facility are prepared:

- Three Water Coolers (One at each skills station)
- Two (2) Tables (One for registration and one for scoring)
- Two (2) Chairs (One for registration and one for scoring)
- One (1) Scoreboard
- Adequate Supply of Range Balls
- Two (2) Radios for Scoring Communication (Driving Skill)
- Demo Clubs (Available for those players that don't have clubs)
- Chalk, Baby Powder or Flour for the scoring lines
- String
- Tape Measure
- Range finder for Driving competition
- Range Markers (flags, cones, hazard markers) to designate boundaries on the driving skill (ideally set every 50 yards)
- Chipping Green Flag
- Facility and In-Shop Signage
- Three (3) Clip Boards – One for each starter/scorekeeper at the 3 skills stations
- Score sheets
- Scorecards

- Scoreboards
- Scoreboard Markers

Event Wrap-Up

- Collect all of the entry fees from your participants.
- Award all of your Local Qualifier prizes. You may choose to provide no prizes, overall prizes for each division, prizes for each individual skills contest or gag prizes for last place. You may determine the prizes at your Local Qualifier.
- Deliver a check to Golf House Kentucky for the following amounts:
 - \$5 per each participant at your local qualifier
 - \$40 per each participant that will be competing at the State Championship
- Deliver the Contact Information including Name, Address, Email Address and Phone Number to Golf House Kentucky for each one of the State Qualifiers.
- Thank each one of your participants and encourage them to visit the golf facility again in the near future!!!