



Junior Membership Handbook

Player  Par  Birdie  Master 



Welcome to the Beyond Golf Chico Junior Membership Program (Ages 5-17)

Get ready to tee off on an incredible journey—because at Beyond Golf Chico, the game is **free for our members**, and the opportunity is priceless!

The Beyond Golf Chico Junior Membership is more than just access to a course; it's your child's passport to the world of golf, character development, and future success. We are dedicated to tearing down financial barriers so every young person can experience the fun, skill, and values this great sport offers.

What the Membership Delivers:

- **The Best Part: It's Free!** As a Beyond Golf Chico member (ages 5-17), you pay **no initiation fee** and receive **free access** to green fees, range fees, simulator bays, and the putting course.*
- **Progressive Levels:** The program is structured into progressive levels that build upon one another, allowing participants to grow in both golf and life skills as they advance.
- **Structured Training & Coaching:** Benefit from **Free Saturday Clinics** and a low-cost, structured **After School Program** focused on developing golf and life skills.
- **Year-Round Access:** Enjoy the game with **FREE*** golf (with Youth on Course/YOC qualification, and paying adult), plus **FREE*** **mini-range access** during designated hours.
- **Tools for Success:** Qualify for access to specialized resources like **equipment, mindset coaching, and golf-specific fitness training**.
- **Path to Opportunity:** Your Master level membership includes a **Youth on Course (YOC) membership** and eligibility to apply for **First Tee scholarships** and prepaid tournament fees through junior golf organizations.

We are building a community where golf elevates beyond the course to focus on education, mentorship, and career development. Join us and your child will gain not just golf skills, but the life skills of **discipline, integrity, and respect**.

**Some restrictions apply. Access may be restricted to certain times of the day, demonstration of proficiency/safety, and memberships renewed annually based on participation and program capacity.*



CODE OF CONDUCT

Along with teaching the game of golf to young players, the goal of the foundation is to teach junior golfers core values and golf etiquette. As a parent or coach playing with junior golfers, please help us by encouraging the young players to follow the following rules and golf course etiquette.

RESPECT FOR THE GOLF COURSE

1. Replace divots in the fairways
2. Rake bunkers
3. Walk carefully in newly seeded fescue areas. Muddy footprints on the greens are damaging
4. Place golf bags and pins off the green surface
5. Use designated paths or natural turf areas when going from greens to tees
6. Take 2 club lengths from staked trees to protect the tree no penalty
7. Use putters only on green surfaces
8. Tee off from designated tee, not natural turf areas [except snag tees]
9. Metal spiked shoes are not allowed
10. Running on greens is prohibited

RESPECT FOR FELLOW AND OTHER GOLFERS

1. Play the proper tees for your skill level
2. Yell FORE if you hit an errant shot
3. Keep up with the group in front. [a foursome is expected to play the course in 1 hour 15 minutes] Marshalls may ask you to let groups behind to go through if you are behind
4. Limit extra shots [mulligans] if you are not up to the group in front.
5. Don't stand in the line of another player or too close when they are making a shot

SAFTY

1. Make sure players ahead are cleared before hitting
2. Enter rock areas carefully and at your own risk.
3. Before swinging make sure all players are clear
4. Do not enter the lake on number 9, be careful when retrieving a ball in or near the lake

RULES

1. 2 club lengths from protective nets no penalty
2. Drop areas on 3 and 9 [blue stakes] 1 shot penalty
3. Out of bounds over golf perimeter fence 2 shot penalty
4. USGA rules apply

ALL PLAYERS ARE LIABLE FOR DAMAGE CAUSED BY ERRANT SHOTS

Junior Golfer: _____

Parent/Guardian: _____

Date: _____

THE LEVELS

Player Level

- Entry level for all juniors
- Access to practice facilities for free - SNAG area, mini-range, putting green and practice bunker
- Access to loaner golf equipment
- Learn the basics of golf including safety, rules, and vocabulary
- Pass skills proficiency and etiquette quiz to move onto the par level

Skills proficiency-

- Putting: Ladder Drill - must make 5 out of 10 puts: 2ft, 4ft, 6ft, 8ft (6ft and 8ft within rings)
- Snag: Hit within the circle 5 times out of 10 attempts
- Hitting Bay: using the Fullswing monitor, Carry the ball within 10 yards of a target 5 out of 10 attempts. Targets - 40/55 yards
- Play one round on the course with BGC staff supervision. Demonstrate safety, respect of the course, and pace of play

Par Level

- Play the course! The Par level golfer can play the course with an adult chaperone. This chaperone may be a paying adult player, an adult spectator or a Beyond Golf staff/mentor.
- Youth on Course membership provided
- To move onto Birdie level complete 20 rounds of 9-hole play at Beyond Golf Chico
- Demonstrate safety, respect of course, pace of play
- Pass etiquette quiz to move onto Birdie level

Birdie Level

- Juniors are allowed to play the course without adult chaperon (junior must be 12 or older or staff may make exceptions to age restriction)
- Pass etiquette quiz to move on to Master level

Master Level

- Continued access to Beyond Golf facilities
- You can now mentor other juniors golfers
- Eligible for mindset and physical training programs
- Assistance with tournament entry fees
- Equipment assistance
- Assistance applying for scholarships



Written or verbal testing

- Passing a written or verbal test with 80% or better will be required to graduate onto the each level
- These tests will cover safety, vocabulary, etiquette and rules of golf
- The juniors will be provided this information during Saturday clinic, camps and self study

PLAYER LEVEL SKILLS DRILLS FOR TESTING



Ladder Drill for Putting (Distance Control)

Set-Up: Choose a hole on the practice green. Determine distances of 2, 4, 6, 8 feet from the hole.

Execution (Climbing the Ladder):

- Start at the shortest distance (2 feet) and attempt to **hole the putt** or get it to stop just past the hole (often aiming to get it into a "speed zone" 12-18 inches past the hole, but never short).
- If you succeed, move to the next marker
- Continue this progression, hitting one or more putts from each increasing distance until you reach the furthest marker.

Goal: The primary goal is to **control your speed and distance** with your putting stroke so that you consistently cover the required distance.

The Bullseye Chipping Challenge

Set up: Chipping Area: Drop a handful of balls (e.g., 10 balls) at your chosen chipping spot just off the snag (5-15 yards).

Goal: The primary objective is to land your chipped golf ball on the target, specifically aiming for the center bullseye. This drill is designed to improve your landing area control and overall consistency.

Distance Control Drill: The Fullswing Wedge Ladder

This drill focuses on learning the **carry distance** for multiple, partial-swing shots with a single club, or for a specific distance with multiple clubs.

Setup and Calibration

- **Choose Your Club:** Start with a wedge (e.g., 54 or 58-degree) as distance control is most critical in the short game. You will use this one club for the whole drill.
- Use the **Target Practice** mode on the Fullswing simulator.
- **Identify Target Distances:** Based on your current full-swing wedge yardage, choose a sequence of three or more specific, challenging carry distances. A good ladder might be 40 yards and 55 yards.

Benefits of the Drill

- **Creates a "Distance Map":** You learn what specific swing lengths or effort levels produce a verifiable carry distance.
- **Improves Consistency:** By focusing on the *consistency* of your carry distance, you improve your ability to repeat the motion required.
- **Refines Feel:** By contrasting your intended swing feel with the actual Fullswing data, you recalibrate your internal distance control.