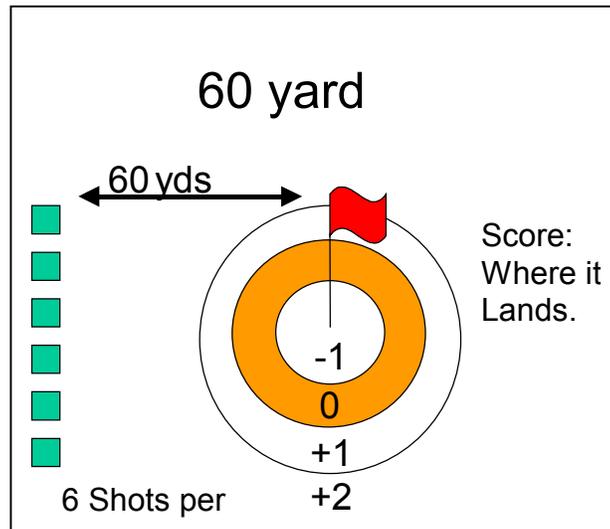


GRADING PROCEDURES: Golf is worth a total of 1000 points.

- 60-yard Pitch Test 200 points
- Chip & Putt Test 200 points
- Full Swing Test 200 points
- Final Exam 200 points
- Instructor Swing Analysis 100 points
- Golf Enhancement Activities 100 points

The 60-yard Pitch Test (200 points) requires pitching 6 golf balls from the same location at a flag with three concentric circles around it. The innermost circle is a radius of 5 yards from the flag. The next circle has a 10-yard radius. The outermost circle has a radius of 15 yards. Scoring is determined by observing where the ball lands. If the ball lands in the innermost circle, score is -1; the middle circle, 0; the outermost circle, +1; outside all circles, +2.



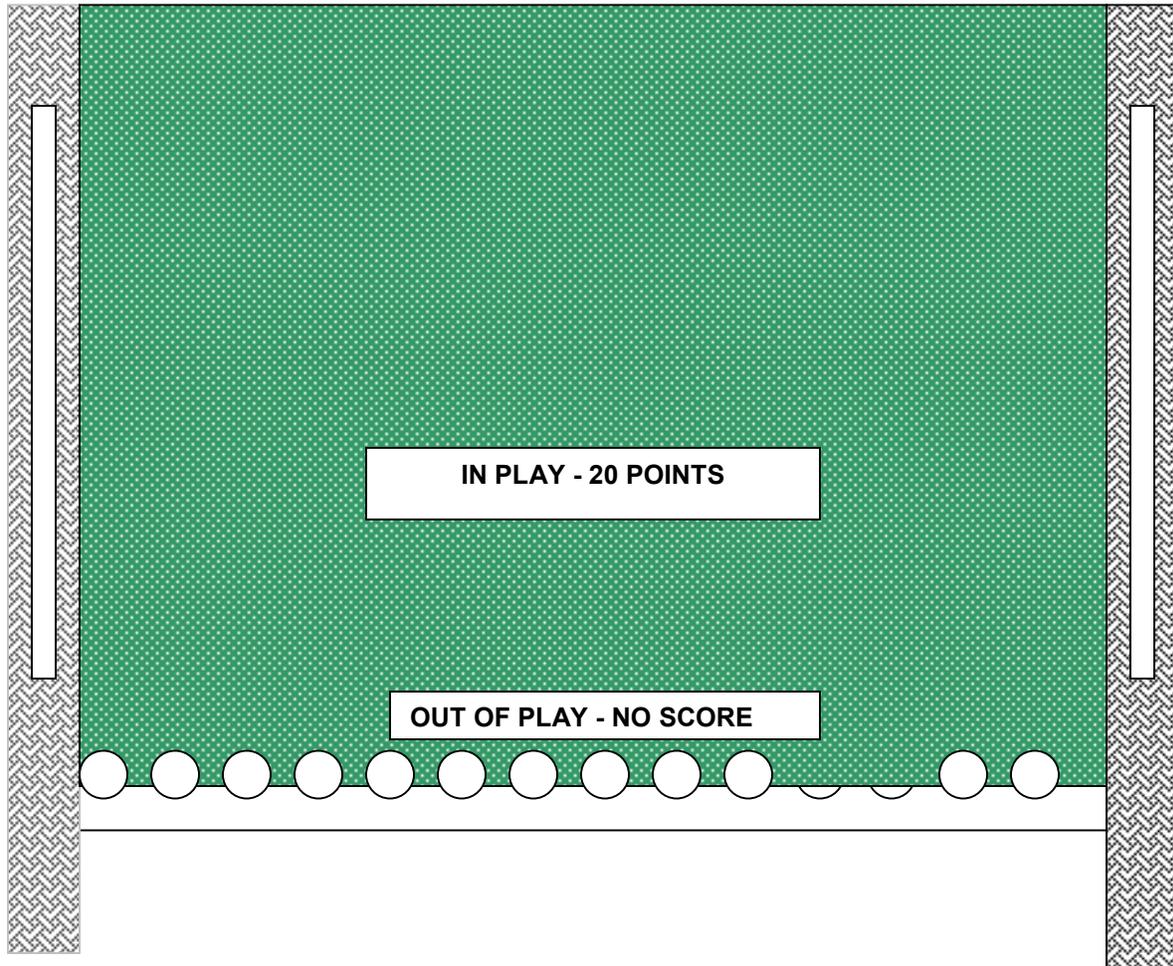
Chip & Putt Skills Test (200 points) requires chipping 6 golf balls from 6 different locations around the green. Once the ball is chipped the ball is then putted into the designated hole on the green. Scoring: If the ball is chipped into the designated hole, score is -2. If 1 putt is required, -1; 2 putts, 0; 3 putts, +1; 4 putts or more, +2.

Chip & Putt Assessment

Chip & Putt Out 6Xs

1 Stroke = -2
2 Strokes = -1
3 Strokes = 0
4 Strokes = +1
5 Strokes = +2

Full Swing Test (200 points) requires each cadet to hit 5 shots with a #5 Iron and 5 shots with a #3 Wood. Any shot landing on the fly in the **"IN PLAY"** area and never contacts the retaining fence is counted as "20 points". Any shots that fail to clear the netted area over the creek on the fly or hits the retaining screens, either on the fly or rolling, will count as a score of "zero" for that attempt.



Final Exam (200 points) focuses on Rules, Etiquette, golf technique and Glossary Terms. The test is based on material covered on class and in the text readings.

Instructor Stroke Evaluation involves the instructor evaluating the cadet's grip, stance, and swing during practice, skill testing, and/or on videotape. Scores will be determined using the following rubric:

Golf Swing Analysis Rubric

SWING ANALYSIS	WEAK	GOOD	EXCELLENT
GRIP	<13	14-17	18-20
20 Points	<ul style="list-style-type: none"> • Fails to control club at impact • Grip restricts swing • Multiple grip errors 	<ul style="list-style-type: none"> • Conforms to most grip check points • Too tight or too loose 	<ul style="list-style-type: none"> • Left thumb down left center of shaft • 2 knuckles visible on left hand • V of thumb and index finger over R shoulder • Fingers extended down shaft. (No choke) • Interlock or overlap • L hand covers R thumb • R thumb across shaft
STANCE	<13	14-17	18-20
20 Points	<ul style="list-style-type: none"> • Multiple uncorrected errors • Unorthodox Stance • Off balance 	<ul style="list-style-type: none"> • Conforms to most stance check points • Stands too close or too far from the ball • Contrived stance 	<ul style="list-style-type: none"> • Square to target • Club head flat on ground & facing target • Legs Flexed • Balanced & Athletic • Straight line from L shoulder to club head • Bent at the waist
SWING	<48	48-53	54-60
60 Points	<ul style="list-style-type: none"> • Fails to make solid contact regularly • Multiple uncorrected errors • Excessive head and body movement • Unorthodox swing pattern 	<ul style="list-style-type: none"> • Conforms to most swing checkpoints • Coordinated swing motion • Usually makes solid ball contact 	<ul style="list-style-type: none"> • Club straight back from the ball • Blended wrist flex • Head pivots only • Left Arm straight • Top of back swing - club parallel to ground & pointing to target • Makes consistent solid contact • Follow-through balances & toward pin • Most shots straight toward target • Fluid coordinated swing

Golf Enhancement Activities (Any 2 @ 50 Points each = 100 Points)

- Play golf, 9 holes or more (not miniature Golf!)
- Hit balls at driving range
- Extra lesson with experienced golfer
- Review Golf article or magazine (3X5 card bullet summary)
- Internet golf resource summary (3X5 card bullet summary)
- Approved AI session with instructor
- Report on recent golf competition (3X5 card bullet summary)
- Give a lesson to a friend (3X5 card bullet summary)
- Price golf equipment in store or on web and identify equipment features and selection criteria. (3X5 card bullet summary)
- Other instructor approved activity

**DPE GOLF SKILL TEST
CONVERSION SCALES**

Chip & Putt		Pitch (60 Yards)		Full Swing	
Points	Grade	Points	Grade	In Play	Grade
-6	200	-6	200	10	200
-5	192	-5	190	9	180
-4	184	-4	182	8	160
-3	178	-3	176	7	140
-2	174	-2	172	6	120
-1	168	-1	168	5	100
0	164	0	164	4	80
+1	160	+1	160	3	60
+2	156	+2	156	2	40
+3	152	+3	152	1	20
+4	146	+4	146	0	0
+5	142	+5	142		
+6	140	+6	140		
+7	132	+7	132		
+8	130	+8	130		
+9 >	120	+9 >	120		