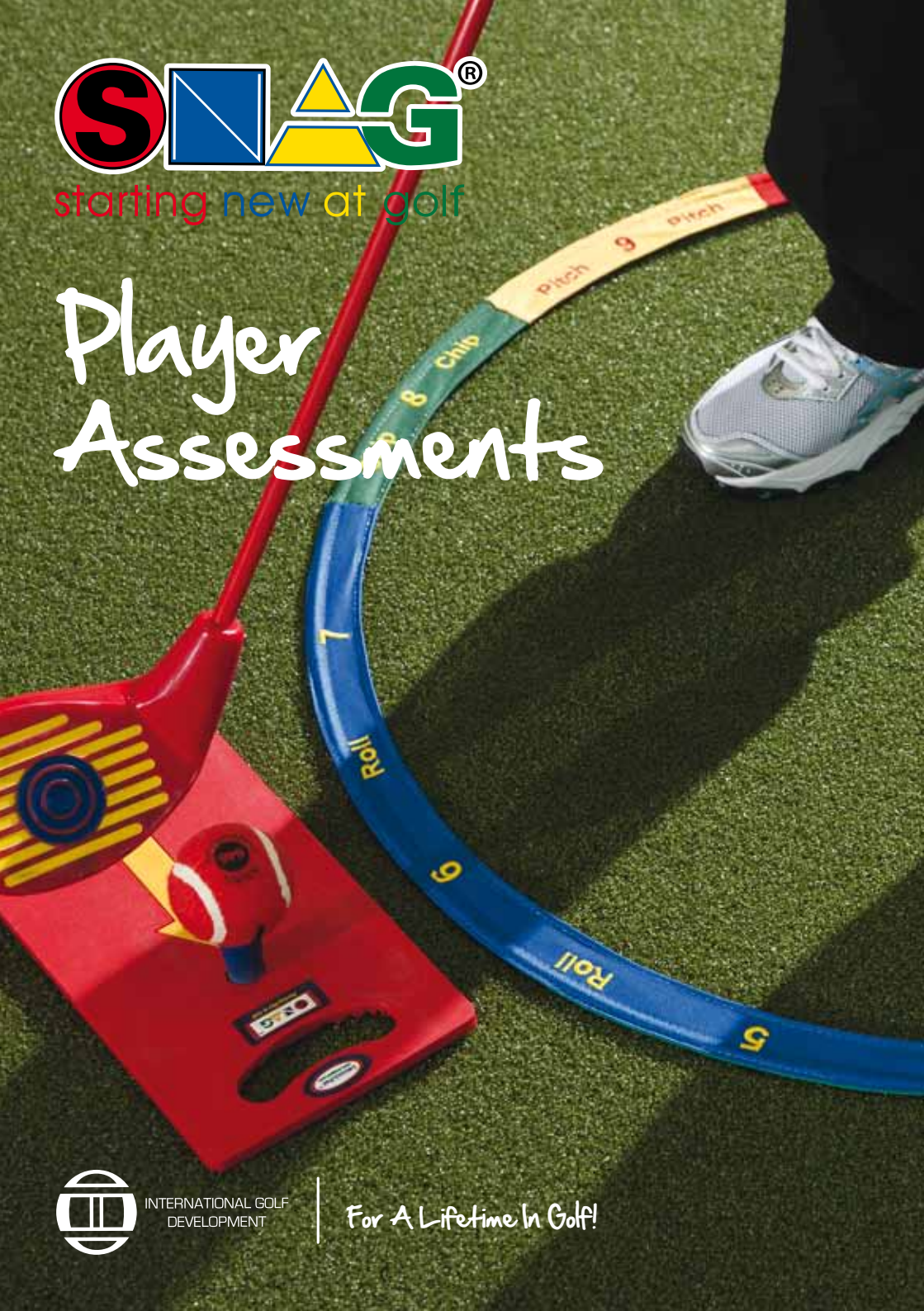




starting new at golf

Player Assessments



INTERNATIONAL GOLF
DEVELOPMENT

For A Lifetime In Golf!

LEVEL 1

Rolling



Club: SNAG Roller

Ball: SNAG Ball

Target: Rollerama

Set-Up: Place Rollerama
two Roller lengths
away from player



Player has six shots at the Rollerama.

On completion of the six shots, points are totalled.

Passes are awarded for the following scores:

Passes are awarded for the following scores:

Amateur: 15, 16, 17 or 18 points scored

Professional: 13 or 14 points scored

Champion: 12 points or under scored

LEVEL 1

Chipping



- Club:** SNAG Launcher
- Ball:** SNAG Ball
- Target:** Rollerama
- Set-Up:** Place Rollerama two Launcher lengths away from player



Player has six shots at the Rollerama.

On completion of the six shots, points are totalled.

Passes are awarded for the following scores:

Passes are awarded for the following scores:

Amateur: 15, 16, 17 or 18 points scored

Professional: 13 or 14 points scored

Champion: 12 points or under scored

LEVEL 1

Pitching



- Club:** SNAG Launcher
- Ball:** SNAG Ball
- Target:** Bullseye
- Set-Up:** Place the Bullseye on the Rollerama, two Launcher lengths away from player



Player has six shots at the Bullseye.

On completion of the six shots, points are totalled.

REMEMBER: SNAG = 0pts, 10 = 1pt, 20 = 2pts, 30 = 3pts, 40 = 4pts, 50 = 5pts, 60 = 6pts, Missed Target = 7pts

Passes are awarded for the following scores:

Amateur: 25, 26, 27, 28, 29 or 30 points scored

Professional: 19, 20, 21, 22, 23 or 24 points scored

Champion: 18 points or under scored

LEVEL 2

Rolling



- Club:** SNAG Roller
- Ball:** SNAG Ball
- Target:** Rollerama
- Set-Up:** Place Rollerama three Roller lengths away from player



Player has six shots at the Rollerama.

On completion of the six shots, points are totalled.

Passes are awarded for the following scores:

Passes are awarded for the following scores:

Amateur: 15, 16, 17 or 18 points scored

Professional: 13 or 14 points scored

Champion: 12 points or under scored

LEVEL 2

Chipping



Club: SNAG Launcher

Ball: SNAG Ball

Target: Rollerama

Set-Up: Place Rollerama three Launcher lengths away from player



Player has six shots at the Rollerama.

On completion of the six shots, points are totalled.

Passes are awarded for the following scores:

Passes are awarded for the following scores:

Amateur: 15, 16, 17 or 18 points scored

Professional: 13 or 14 points scored

Champion: 12 points or under scored

LEVEL 2

Pitching



- Club:** SNAG Launcher
- Ball:** SNAG Ball
- Target:** Bullseye
- Set-Up:** Place the Bullseye on the Rollerama, three Launcher lengths away from player



Player has six shots at the Bullseye.

On completion of the six shots, points are totalled.

REMEMBER: SNAG = 0pts, 10 = 1pt, 20 = 2pts, 30 = 3pts, 40 = 4pts, 50 = 5pts, 60 = 6pts, Missed Target = 7pts

Passes are awarded for the following scores:

Amateur: 25, 26, 27, 28, 29 or 30 points scored

Professional: 19, 20, 21, 22, 23 or 24 points scored

Champion: 18 points or under scored

LEVEL 3

Rolling



Club: SNAG Roller

Ball: SNAG Ball

Target: Rollerama

Set-Up: Place Rollerama
four Roller lengths
away from player



Player has six shots at the Rollerama.

On completion of the six shots, points are totalled.

Passes are awarded for the following scores:

Passes are awarded for the following scores:

Amateur: 15, 16, 17 or 18 points scored

Professional: 13 or 14 points scored

Champion: 12 points or under scored

LEVEL 3

Chipping



Club: SNAG Launcher

Ball: SNAG Ball

Target: Rollerama

Set-Up: Place Rollerama
four Launcher
lengths away from
player



Player has six shots at the Rollerama.

On completion of the six shots, points are totalled.

Passes are awarded for the following scores:

Passes are awarded for the following scores:

Amateur: 15, 16, 17 or 18 points scored

Professional: 13 or 14 points scored

Champion: 12 points or under scored

LEVEL 3

Pitching



- Club:** SNAG Launcher
- Ball:** SNAG Ball
- Target:** Bullseye
- Set-Up:** Place the Bullseye on the Rollerama, four Launcher lengths away from player



Player has six shots at the Bullseye.

On completion of the six shots, points are totalled.

REMEMBER: SNAG = 0pts, 10 = 1pt, 20 = 2pts, 30 = 3pts,
40 = 4pts, 50 = 5pts, 60 = 6pts, Missed Target = 7pts

Passes are awarded for the following scores:

Amateur: 25, 26, 27, 28, 29 or 30 points scored

Professional: 19, 20, 21, 22, 23 or 24 points scored

Champion: 18 points or under scored

LEVEL 4

Rolling



- Club:** SNAG Roller
- Ball:** SNAG Ball
- Target:** Rollerama
- Set-Up:** Place Rollerama five Roller lengths away from player



Player has six shots at the Rollerama.

On completion of the six shots, points are totalled.

Passes are awarded for the following scores:

Passes are awarded for the following scores:

Amateur: 15, 16, 17 or 18 points scored

Professional: 13 or 14 points scored

Champion: 12 points or under scored

LEVEL 4

Chipping



- Club:** SNAG Launcher
- Ball:** SNAG Ball
- Target:** Rollerama
- Set-Up:** Place Rollerama five Launcher lengths away from player



Player has six shots at the Rollerama.

On completion of the six shots, points are totalled.

Passes are awarded for the following scores:

Passes are awarded for the following scores:

Amateur: 15, 16, 17 or 18 points scored

Professional: 13 or 14 points scored

Champion: 12 points or under scored

LEVEL 4

Pitching



- Club:** SNAG Launcher
- Ball:** SNAG Ball
- Target:** Bullseye
- Set-Up:** Place the Bullseye on the Rollerama, five Launcher lengths away from player



Player has six shots at the Bullseye.

On completion of the six shots, points are totalled.

REMEMBER: SNAG = 0pts, 10 = 1pt, 20 = 2pts, 30 = 3pts, 40 = 4pts, 50 = 5pts, 60 = 6pts, Missed Target = 7pts

Passes are awarded for the following scores:

Amateur: 25, 26, 27, 28, 29 or 30 points scored

Professional: 19, 20, 21, 22, 23 or 24 points scored

Champion: 18 points or under scored

LEVEL 5

Rolling



- Club:** SNAG Roller
- Ball:** SNAG Ball
- Target:** Rollerama
- Set-Up:** Place Rollerama six Roller lengths away from player



Player has six shots at the Rollerama.

On completion of the six shots, points are totalled.

Passes are awarded for the following scores:

Passes are awarded for the following scores:

Amateur: 15, 16, 17 or 18 points scored

Professional: 13 or 14 points scored

Champion: 12 points or under scored

LEVEL 5

Chipping



Club: SNAG Launcher

Ball: SNAG Ball

Target: Rollerama

Set-Up: Place Rollerama six Launcher lengths away from player



Player has six shots at the Rollerama.

On completion of the six shots, points are totalled.

Passes are awarded for the following scores:

Passes are awarded for the following scores:

Amateur: 15, 16, 17 or 18 points scored

Professional: 13 or 14 points scored

Champion: 12 points or under scored

LEVEL 5

Pitching



- Club:** SNAG Launcher
- Ball:** SNAG Ball
- Target:** Bullseye
- Set-Up:** Place the Bullseye on the Rollerama, six Launcher lengths away from player



Player has six shots at the Bullseye.

On completion of the six shots, points are totalled.

REMEMBER: SNAG = 0pts, 10 = 1pt, 20 = 2pts, 30 = 3pts, 40 = 4pts, 50 = 5pts, 60 = 6pts, Missed Target = 7pts

Passes are awarded for the following scores:

Amateur: 25, 26, 27, 28, 29 or 30 points scored

Professional: 19, 20, 21, 22, 23 or 24 points scored

Champion: 18 points or under scored



INTERNATIONAL GOLF
DEVELOPMENT

For A Lifetime In Golf!

© i-KAN GC Ltd

Roller
Roller Brush
Launcher
Flagsticky
Bulls-eye
Sticky Suit
Hoop Clock
SNAG-o-matic
SNAGazoo
Snapper
Launch Pad
Are registered trade marks

International Golf Development

16 Redcliff Road
Monks Way West
Melton
East Yorkshire, HU14 3RS

+44 (0) 1482 333123
info@internationalgolfdevelopment.com



Exclusive to International
Golf Development