

**Intellectual 1:** Players with intellectual impairment and/or Downs Syndrome.

(Virtus ii1 and ii2)

**Intellectual 2:** Players with Autistic Spectrum Disorder (ASD).

(Virtus ii3)

**Sitting 1:** Players with impaired trunk control, lack of consistent static sitting balance and no independent standing balance.

Play seated for the entire round.

Eg High SCL (T12 and above), complete paralysis (e.g. MS/stroke)

**Sitting 2:** Players with active trunk control, dynamic sitting balance, minimal unsupported standing balance and unable to play standing without support.

Play seated for the entire round.

Eg Low complete SCL (L1 and below), ataxia involving more than one limb, bilateral lower limb amputees, moderate paralysis (e.g., MS/stroke)

**Standing 1:** Players with impaired static standing balance with multiple limb impairments or severe single lower limb impairments, such as standing on one leg with no prosthesis. Likely to lose balance during or after the shot-making sequence. Players with significant bilateral arm impairments requiring the use of long-shafted clubs.

Very likely buggy allocation.

Eg Incomplete High SCL, single above knee amputees {no prosthesis}, severe bilateral lower limb impairments and/or multiple limb amputations (e.g., arm and leg, two legs {at least one being above knee} or three limbs), severe hemiplegia or bilateral phocomelia, severe musculoskeletal weakness, spasticity, or ataxia.

**Standing 2:** Players with impaired dynamic standing balance, but able to stand on two legs, with prosthetic limbs if required. Able to maintain standing balance throughout and after the shot-making sequence.

Likely buggy allocation.

Eg Incomplete Low SCL, more extensive single limb amputations (e.g., above knee {with prosthesis}, above and below elbow), bilateral below knee amputees, mild bilateral leg weakness, stiffness or spasticity, extensive reduced spinal ROM involving neck AND back rotation.

**Standing 3:** Players with good dynamic standing balance and mobility, able to grip the club with two hands and swing without losing balance or grip. Usually walk the course using a golf cart or carrying clubs.

No buggy indication

Eg Single below knee amputees, short stature, mild ataxia affecting one limb only, mild grip issues (play two handed), reduced spinal ROM involving back OR neck rotation.

**Visual 1:** Totally blind.(B1)

**Visual 2:** Significant visual impairment.(B2, B3)

# Process

1. Following a recommendation from the IGF, a number of Federations have appointed their National Eligibility Assessors to be the natural conduit to EDGA on eligibility and other issues, to define “disability” in their country in order to confer Access Conditional Passes and to identify players for national teams.
2. Federations can work with their National Eligibility Assessor and use the descriptions below to allocate their players a Sport Class and so a Sport Band. A team will be made up of a player from each Band and one or more women but more detailed rules of the competition are available elsewhere.
3. When a Sport Class has been determined for an individual player by the National Eligibility Assessor, it will need to be verified by the Central Eligibility Team. This may require a further assessment and data entered onto the online system.
4. The eligibility assessors will find that some of their players in the database have been assessed already using an algorithm within the eligibility database. It is important that these players details are reviewed and, when a sport class has been determined, to have it verified by the central eligibility team.
5. Players who have an agreed Sport Class will be asked whether their Sport Class can be made public on our website, appear on their WR4GD Pass and so be available to Federations, tournament organisers etc

# Descriptions

**Intellectual 1:** Players with intellectual impairment and or Downs Syndrome (Virtus ii1 and ii2).

## Media

Players have to work hard to understand and apply training techniques and competition strategies, especially on busy competition courses.



**Intellectual 2:** Players with Autistic Spectrum Disorder (ASD). (Virtus ii3)

## Media

Players have to work hard to choose an appropriate shot in a competition environment, especially in changing conditions such as weather and large spectator crowds.



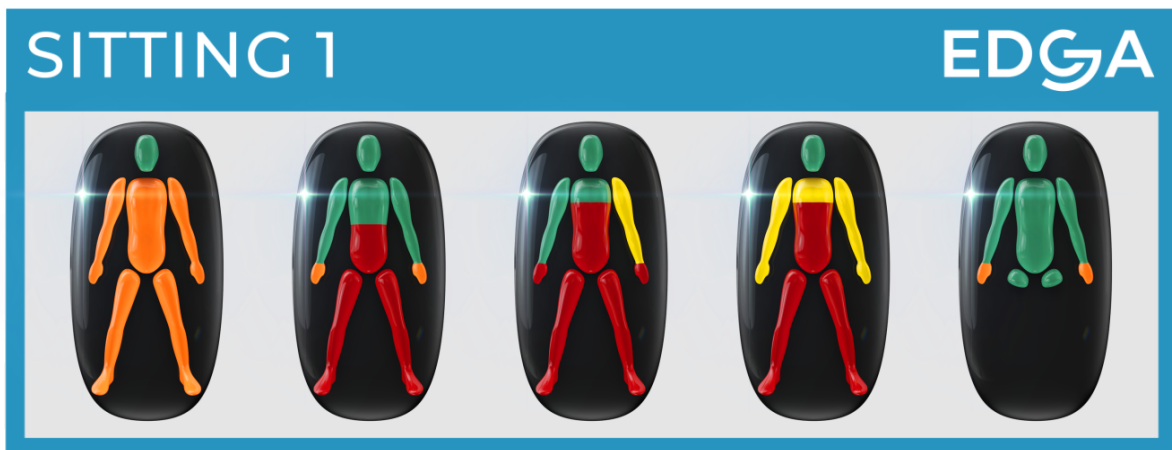
**Sitting 1:** Players with impaired trunk control, lack of consistent static sitting balance and no independent standing balance.

Play seated for the entire round.

Eg High complete Spinal Cord Lesion (SCL) (T12 and above), complete paralysis (e.g., MS/severe stroke)

**Media**

Players have difficulty with core control and so play seated and are likely to hold on with one hand and play with the other.

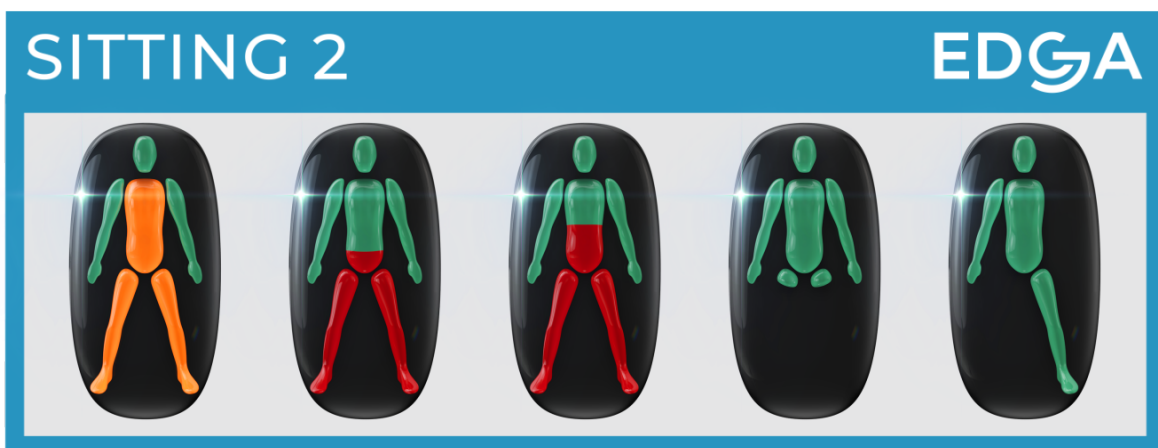


**Sitting 2:** Players with active trunk control, dynamic sitting balance, minimal unsupported standing balance and unable to play standing without support. Play seated for the entire round.

Eg Low complete SCL (L1 and below), ataxia involving more than one limb, bilateral lower limb amputees, moderate paralysis (e.g., MS/stroke)

**Media**

Players have core control, but still play seated, and can stabilise and generate reasonable power and are likely to grip the club with two hands.



**Standing 1:** Players with impaired static standing balance with multiple limb impairments or severe single lower limb impairments, such as standing on one leg with no prosthesis. Likely to lose balance during or after the shot-making sequence. Players with significant bilateral arm impairments requiring the use of long-shafted clubs.

Very likely buggy allocation.

Eg Incomplete High SCL, single above knee amputees (no prosthesis), severe bilateral lower limb impairments and/or multiple limb amputations (e.g., arm and leg, two legs {at least one being above knee} or three limbs), severe hemiplegia or bilateral phocomelia, severe musculoskeletal weakness, spasticity or ataxia.

### Media

Players with impaired standing balance with more than one limb affected (amputations, weakness or altered muscle tone). Will usually have a buggy allocation



**Standing 2:** Players with impaired dynamic standing balance, but able to stand on two legs, with prosthetic limbs if required. Able to maintain standing balance throughout and after the shot-making sequence.

Likely buggy allocation.

Eg Incomplete Low SCL, more extensive single limb amputations (e.g., above knee {with prosthesis}, above and below elbow), bilateral below knee amputees, mild bilateral leg weakness, stiffness or spasticity, extensive reduced spinal ROM involving neck AND back rotation.

**Media**

Players can stand unaided, but still have significant balance impairments related to playing golf. Likely to be more limited to a single limb (arm or leg) or mild multi-limb (both legs) or spine.



**Standing 3:** Players with good dynamic standing balance and mobility, able to grip the club with two hands and swing without losing balance or grip. Usually walk the course using a golf cart or carrying clubs.

No buggy indication.

Eg Single below knee amputees, short stature, mild ataxia affecting one limb only, mild grip issues (play two handed), reduced spinal ROM involving back OR neck rotation.

### Media

Players with almost full function and able to correct for minor instability in balance, body rotation, range of movement or size. These players normally walk the course and can carry their clubs or use a cart, but not normally a buggy.

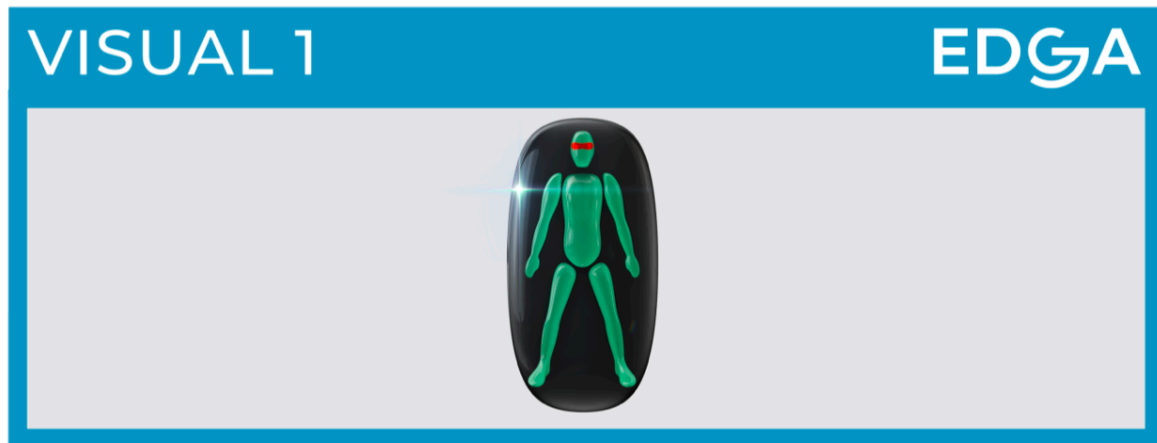


## Visual 1: Totally blind.

### Players

### Media

Visual 1 is for players with a near-total visual impairment. All play with a fully sighted guide to assist with shot direction and distance.



## Visual 2: Significant visual impairment.

### Players

### Media

Players with a significant visual impairment. Most able to make out the ball when it is at their feet.





## Team Events: BANDING

- **Bands** are -groups of Players in *sport classes* of similar levels of overall impairment all contributing to a team score
- **Why Bands?** Many Federations will not have competitive players in all *sport classes*

SPORT CLASS			Band 1	Band 2	Band 3	Band 4
Sitting	Si1	most impaired				
	Si2	least impaired				
Standing	St1	most impaired				
	St2					
	St3	least impaired				
Visual	Vi1	most impaired				
	Vi2	least impaired				
Intellectual	In1	most impaired				
	In2	least impaired				

Sport Classes	BANDS	
Standing 3 (ST3)	4	Least impaired
Intellectual 2 (In2)		
Standing 2 (ST2)	3	
Visual 2 (V2)	2	
Sitting 2 (Sit2)		
Standing 1 (St1)		
Intellectual 1 (In1)		
Sitting 1 (Sit1)	1	Most impaired
Visual 1 (V1)		

**Dr Roger Hawkes**

Director of Eligibility, EDGA

**Mark Smith**

Training Lead, EDGA

Work carried out by Mark Smith/Roger Hawkes and the Central Eligibility Team in collaboration with Giles Long of Lexi and then reviewed at the International Eligibility Assessors Meeting at Vila Sol in November 2023.