## Technology \& Volunteer Management in Australian Golf

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## Today's Session

- Volunteering landscape in golf
- Technology implementation
- Our challenges \& solutions



## STRATEGY FOR AUSTRALIAN GOLF 2022-2025

## OUR PURPOSE

More Australians playing more golf

## OUR PHILOSOPHY

All golf is golf and all of us can be golfers

## OUR POSITIONING

A sport for life and fun for all

## Strategic Pillars

Tell our story better
Attract new golfers
Grow our core

Ambition

What is Success?

What will we do?

| Golf is seen as a sport for <br> life and fun for all | More Australians playing <br> more golf - in all its forms | Golf clubs and facilities are <br> vibrant, solvent, sustainable <br> community hubs |
| :---: | :---: | :---: |
| Grow golf's audience and <br> address misconception as a <br> sport for few | More golfers having great <br> golf experiences | Healthy clubs and <br> facilities that reflect their <br> communities |
| Promote the "3Ps" - our <br> purpose, philosophy and <br> positioning - at every <br> opportunity | Rollout national <br> participation programs, <br> embrace off-course <br> facilities and grow golf <br> among women, kids and <br> families | Support clubs and facilities <br> with targeted services <br> and invest in workforce <br> development |

## Strategic Enablers

$\overline{\text { Strategic Enablers }}$

Attract new fans
\& grow revenue

| An exciting summer of <br> golf and new revenue to <br> reinvest in growth | Reduce fragmentation and <br> grow golf as efficiently and <br> collaboratively as possible |
| :---: | :---: |
| Great events and digital <br> products that grow passion <br> and revenue to reinvest | A more aligned, less <br> fragmented industry |
| Create a compelling <br> Summer of Golf' with a <br> simplified commercial <br> proposition, and build our <br> digital portfolio | Continue to work together <br> as an industry, removing <br> duplication and silos |

## Australian Golf Volunteer Strategy

People wanting to work or volunteer choose golf

|  | People wanting to work or volunteer choose golf |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | PURPOSE <br> More Australians playing more golf |  | PHILOSOPHY <br> All golf is golf and all of us can be golfers |  | POSITIONING <br> A sport for life and fun for all |  |
|  | To attract, develop and retain a high-performing and engaged workforce |  | Anyone can work or volunteer in golf, both on and off the course |  | Our workforce provides fun and fulfilling experiences for all |  |
|  | Strategic Pillars |  |  | Strategic Enablers |  |  |
|  | Tell our story better | Attract new golfers | Grow our core | Attract $n$ | fans and grow revenue | Work together |
|  | Golf is seen as a sport for life and fun for all | More Australians playing more golf - in all its forms | Golf clubs and facilities are vibrant, solvent, sustainable community hubs | An exciting new revenu | ummer of golf and reinvest in growth | Reduce fragmentation and grow golf as efficiently and collaboratively as possible |
| Workforce Pillar | Promote, celebrate \& recognise our workforce | Attract \& grow a workforce that is reflective of the community | Empower, develop \& support our workforce | Scale our wor custo | force to maintain quality mer experiences | Coordinate \& connect our workforce |
| Ambition | Golf is seen to be a volunteering destination | Our volunteers are diverse and inclusive | Our volunteers have the appropriate skills and knowledge to have a great experience | Our workfo cus | ce is scalable to meet omer demand | Our volunteers are well coordinated and connected, both within and outside the golf industry |
| What will we do? | Use every opportunity to tell the story of our volunteers both within the industry and externally | Implement initiatives to engage with and attract people from all backgrounds and walks of life | Introduce resources and processes that will set our volunteers up for success | Better unders requirements to support | and seasonal workforce and introduce initiatives riods of peak demand | Facilitate and create avenues for our volunteers to be better coordinated and connected |
| What is success? | - Increased positive awareness of volunteering in golf <br> - Increased attraction, retention \& engagement | - Increased volunteer numbers <br> - Increase in younger volunteers <br> - Increase representation from different minority groups | - Volunteers have the skills to have a great experience <br> - Increased retention \& engagement | - Better qua <br> - Improved <br> - Increased | y customer experiences lunteer experience tention \& engagement | - Reduced fragmentation across golf <br> - Increased collaboration \& coordination |

## Australian Golf Volunteer Strategy



Empower, develop \& support our workforce

Our volunteers have the appropriate skills and knowledge to have a great experience

Introduce resources and processes that will set our volunteers up for success

## Scale our workforce to maintain quality <br> customer experiences

Our workforce is scalable to meet customer demand

Better understand seasonal workforce requirements and introduce initiatives to support periods of peak demand

## Coordinate \& connect our workforce

Our volunteers are well coordinated and connected, both within and outside the golf industry

Facilitate and create avenues for our volunteers to be better coordinated and connected

## Volunteer Workforce Numbers

- 1,500 volunteers across our major events
- Almost 14,000 board members at our clubs
- Almost 2,000 Community Instructors

At least 30,000 volunteers contributing to golf every year

## Volunteer Management System Timeline

- Manual
- Paper
- Fragmentation
- No data
- Significant resistance
- Unconvinced stakeholders
- Reversion to manual process
- Use at 2 major events
- Still some resistance
- Almost 4,000 volunteers in the system



## Volunteer Demographics

| Total | 266 |  |
| :---: | :---: | :---: |
| Male | 206 |  |
| Female | 60 |  |
| Not GC Members | 22 |  |
| Non-golfers | 1 |  |
| Social | 15 |  |
| Driving range | 1 |  |
| Simulator | 1 |  |
| Alternative | 4 |  |
| Average Age | 57 years |  |
| Median Age | 61 Years |  |
| Under 20 | 5 | 2\% |
| Under 30 | 8 | 3\% |
| Under 40 | 22 | 9\% |
| Under 50 | 27 | 11\% |
| Over 50 | 178 | 74\% |
| NSW | 6 |  |
| QLD | 258 |  |
| WA | 2 |  |
| Clubs represented | 64 |  |

Ashgrove Golf Club
Ayr Golf Club
Beerwah Golf Club
Bribie Island Golf Club
Brisbane River Golf Club
Brookwater Golf Club
Bulimba Golf Club
Burleigh Golf Club
Caboolture Golf Club
Caloundra Golf Club
Carbrook Golf Club
Future Golf
Gailes Golf Club
Gladstone Golf Club
Headland Golf Club
Indooroopilly Golf Club
Keperra Country Golf Club
Lismore Workers Golf Club
Maleny Golf Club
Maroochy River Golf Club
Maryborough Golf Club
McLeod Golf Club
Meadowbrook Golf Club
Mount Warren Park Golf Club
Murwillumbah Golf Club
Nambour Golf Club
Nanango Golf Club

Nudgee Golf Club
Oakey Golf Club
Oxley Golf Club
Pacific Golf Club
Palm Meadows Golf Course
Parkwood International Golf Club
Pelican Waters Golf Club
RACV Royal Pines Resort Golf
Club
Redcliffe Golf Club
Redland Bay Golf Club
Riverlakes Golf Club
Roma Golf Club
Rosewood Golf Club
Rowes Bay Golf Club
Royal Queensland Golf Club
Sandgate Golf Club
Sandy Gallop Golf Club
Southport Golf Club
The Brisbane Golf Club
Tin Can Bay Country Club
Townsville Golf Club
Virginia Golf Club
Wantima Golf Club
Windaroo Lakes Golf Club
Wolston Park Golf Club
Woodford Golf Club
Wynnum Golf Club

Armidale Golf Club
Club Banora Golf Club
Coolangatta and Tweed Heads Golf Club
Harrington Waters Golf Club
Long Reef Golf Club
Murwillumbah Golf Club
Ocean Shores Country Club
Teven Valley Golf Course
Woodburn-Evans Head Golf Club
Broome Golf Club
Wanneroo Golf Club


500\% increase in 3 days

Volunteer Numbers - 2023 Cathedral Invitational


100 volunteers needed 55 within 3 days 74 sourced 57 from target pool

## Technology implementation challenges \& solutions

| Challenge |
| :--- |
| Resistance to change |
| User technology literacy issues |
| Complexities of implementation |
| Time needed for implementation |


| Solution |
| :--- |
| Education on benefits |
| User training and support |
| Resource(s) to drive the process |
| Resource(s) to drive the process |

## Technology supporting our volunteer ambitions

GUIDING PRINCIPLES
Underlying values across every area of the plan
 heart of community sport - supported, recognised and valued
 accessible and welcoming experiences in sport volunteering


Harness the collective value of sport volunteers
 from diverse backgrounds to volunteer in sport




OVERALL INDICATORS OF SUCCESS

More people volunteering in sport more often

Volunteers feel fulfilled and have an enjoyable and positive experience

Volunteering is a strategic priority for the sport sector

Social and economio contribution of volunteers in
sport realised

## Key Takeaways

- Technology is our friend
- Change is hard
- Communication and support for volunteers

