

On the Course - Individual Scoring

Monday, January 24th - Sunday, January 30th



GAMEON

GOLF DEVELOPMENT

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Class Timetable

Class Timetable

Session Length: 60mins

Mastering the Game Focus:
Swing
Introduction to Swing

Online Whole Golfer Resource
Fit for Golf

Learning the Game Focus:
Aim of the Game
Equipment Requirements

Time	Class Content	Games / Drills / Resources
15 Mins Prior	Setup and Welcome	
5 mins	Introduction	
40 Mins	Mastering the Game	<ul style="list-style-type: none"> The aim of the game Overview of equipment
10 mins	Challenges and Recap	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill : on
5 Mins	myGame Tracking	<ul style="list-style-type: none"> Iron play challenge
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> GLF Locker /Game App

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GAMEON
GOLF DEVELOPMENT

Class Timetable

Session Length:
60mins

Group Size:
1:8

Mastering the Game Focus:
On the Course
Individual Scoring

Online Whole Golfer Resource
Social - Playing in front of others

Learning the Game Focus:
Adapted Rules
Who Plays First?
Using a Scorecard

Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations Be ready to welcome participants 5 minutes before the session starts 	
5 mins	Introduction	<ul style="list-style-type: none"> Objectives - Introduce the group to playing safely on the course Introduce the Learning the Game and Whole Golfer focus 	<ul style="list-style-type: none"> Adapted Rules Who Plays First? Using a Scorecard
50 Mins	Mastering the Game	<ul style="list-style-type: none"> Play a hole or two from adapted tee A or B, in a Better Ball format. Ensure safety is the priority, introduce simple rules of golf This is a key time to build confidence playing in a group, in front of other golfers and not feeling self-conscious about bad shots 	<ul style="list-style-type: none"> Adapted Rules of Golf
5 Mins	Recap and <i>myGame</i> Tracking	<ul style="list-style-type: none"> Add any lesson notes to the learner's Student Connect on GLF. Locker Learners should mark their attendance at the Themed Class in the myJourney section of the myGame area. Direct the learners to the online resources in the myGame area of GLF.Locker 	<ul style="list-style-type: none"> GLF. Locker <i>myGame</i> App
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new learners Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help 	

Class Objectives



Technical Guidance

Individual Scoring and Using a Scorecard

The technical guidance we are prescribing is to be delivered as you see fit, use your experience and be sure to link your technical advice to how this will help learners to enjoy playing the game.

Introduce the target scores for each of the levels in the Game On program;

Level 1 = Score 24 or less over 3 holes starting from any tee box using adapted rules

Level 2 = Score 45 or less over 6 holes starting from any tee box using adapted rules

Level 3 = Score 60 or less over 9 holes starting from Tee Box E using Rules of Golf

Adapted Rules should include; a maximum number of shots on a hole, a drop to the side if ball is lost in long grass or hazard, 3 attempts in a bunker and then drop it out. Feel free to add your own to help your learners progress.



Learning the Game

- 1. Adapted Rules**
- 2. Who Plays First?**
- 3. Using a Scorecard**

Provide a brief overview of the learning the game theme and remind learners that they can access the content online to review and learn more about this topic.

The Learning the Game theme this week is about understanding some of the adapted rules that can be used to make the game easier when starting to play. As the group are playing as individuals this time, make sure everyone is aware of who's turn it is to play. Introduce the scorecard and how to use it properly to mark your score.

Understanding these elements will prepare the learner for playing in the monthly course play event.



The Whole Golfer

Playing in Front of Others

Provide a brief overview of the whole golfer theme and remind learners that they can access the content online to review and learn more about this topic.

The Whole Golfer theme this week is to learn about playing in front of other golfers at the club. This is an inevitability when playing golf and can sometimes be intimidating for new golfers. Highlight to learners that they need to practice playing in front of other people to build confidence and to understand that it doesn't matter if they hit a poor shot - everyone does it!

Provide Some Top Tips When Playing in Front of Other Golfers

- Stick to 1 or 2 practice swings before each shot
- Don't panic if you mishit or take an airshot
- There's nothing wrong with picking up if you've taken too many shots, you can try again on the next hole



Course Play Layout and Setup

The graphic opposite provides an example image of how we suggest you manage your group on the course so that the course play activity can be delivered in a safe, fun and engaging manner:

- Take a cone onto the course to indicate where the learners should start from. Use the adapted course guidance to start the learners from an appropriate teeing position, Tee A or B
- Learners play the hole individually from the forward tees, using adapted rules and a scorecard to count their score
- Safety is your top priority when on the course, ensure the group understand some of the key principles to playing golf safely on the course;
 - Players should never go in front of the learner hitting the shot
 - Learners should always be aware of other golfers on the course
 - Learners should understand what to do when they hear the shout of “fore” and that they should shout “fore” when their ball is travelling towards someone

