Around the Green Bunker Play

Monday, February 28th - Sunday, March 6th

GAMEON
GOLF DEVELOPMENT

Contents

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Class Timetable

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Session Length: 60mins	Group Size: 1:8	Mastering the Game: Around the Green Bunker Play	Online Whole Golfer Resource: In-Swing Thoughts	Learning the Game: Rules and Etiquette Where to leave your bag

Time	Focus	Class Content		Games / Drills / Resource
15 Mins Prior	Setup and Welcome	• Set up the games and practice stations • Be ready to welcome participants 5 minutes before the session starts		
5 mins	Introduction	• Objectives - Improve contact around the green • Introduce the Learning the Game and Whole Golfer focus • Outline the Technical Guidance for the class • Explain how to play the games and attempt the practice station activities		• Rules and Etiquette • Where to leave your bag on approach to the green
40 Mins	Mastering the Game	• Learners break out to play the games individually, in pairs or groups • A chance to build relationships amongst the group • Opportunity for private coaching		• Practice stations • Game cards • Secondary skill station
10 mins	Challenges and Recap	• Outline the relevant challenges students need to complete for this skill • Recap Mastering the Game and Learning the Game Focus from the session		• Bunker challenge
5 Mins	*my*Game Tracking	• 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 for the Whole Golfer, Learning the Game and Mastering the Game focus in the myGame area of GLF.Locker		• GLF. Locker *my*Game App
15 Mins Post	Relationship Building	• 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		

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Class Objectives

Technical Guidance
Bunker Set-Up Tips

The technical guidance we are prescribing is to be delivered as you see fit, use your experience to deliver this information appropriately:

Introduce some simple set up tips to help learners achieve success in getting the ball out of the bunker. Include stance, ball position, but be sure to highlight the importance of how this helps to create a good impact. Be sure to include these three outcomes:

- **How far behind the ball does the club need to enter the sand?**
- **How much sand should be hit out?**
- **How much speed is required to hit through the sand?**

Learning the Game

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:

Rules and Etiquette - Where to leave your bag

Make sure learners understand the etiquette of where to leave their bag as they approach the green, so that once the hole is completed they can collect their bag and move the next hole without holding up the group behind them.

This logic applies for carrying a bag, or driving a cart, and is a habit that the learners should adopt early on to improve the experience for everyone on the course.

The Whole Golfer

In Swing Thoughts

Highlight to learners that as they are starting out they will have many thoughts running through their heads. Tips they have heard from you, other learners, and more experienced golfers.

Provide some reassurance to learners that they are not expected to remember all the tips provided to them, in fact it is more preferable to think about just one or two things whilst practicing and playing until they become automatic.

Learners should understand why a poor shot has happened, but not have to think of a new thought each swing in order to fix it!

Class Layout and Setup

Station 1:
Practice Station
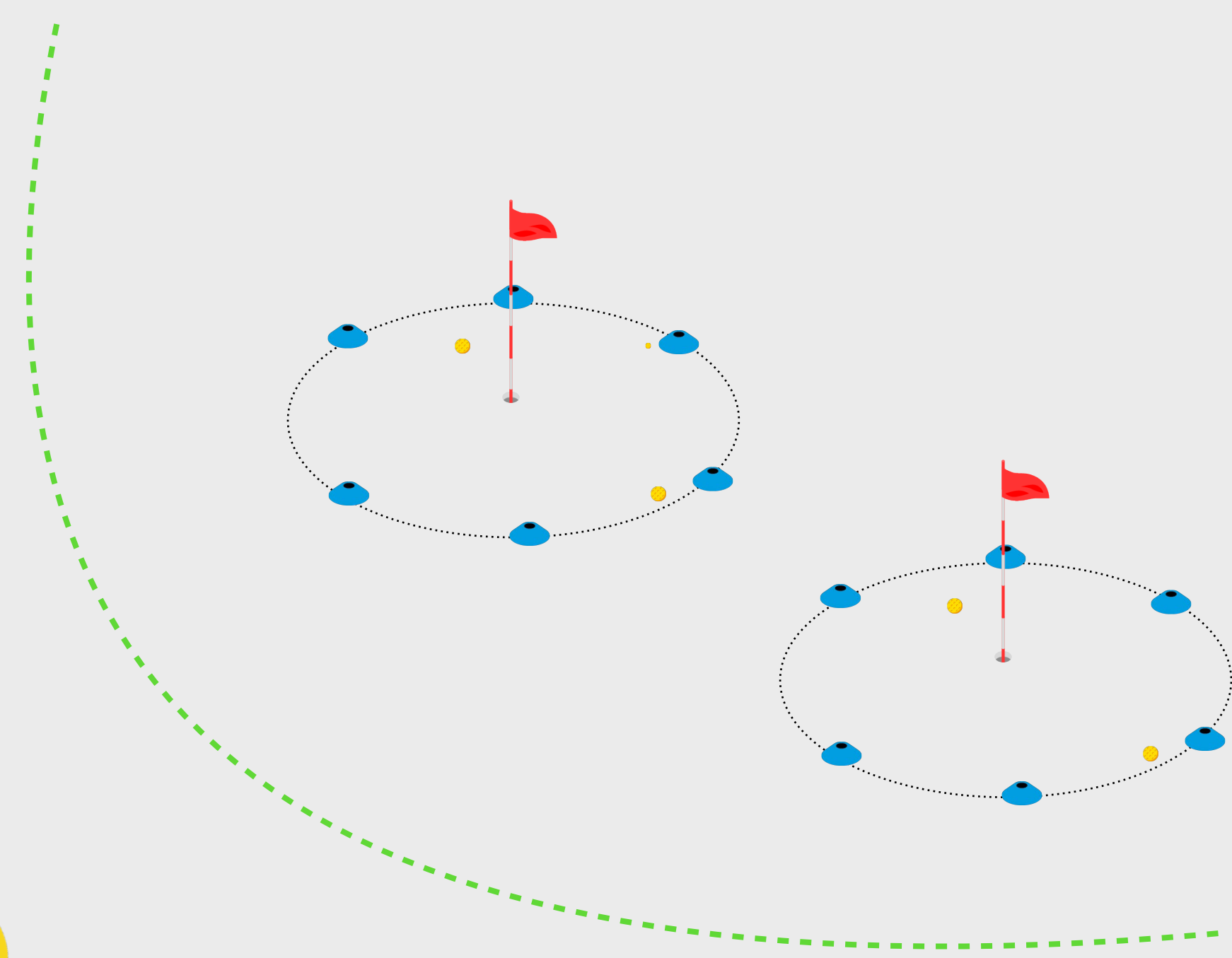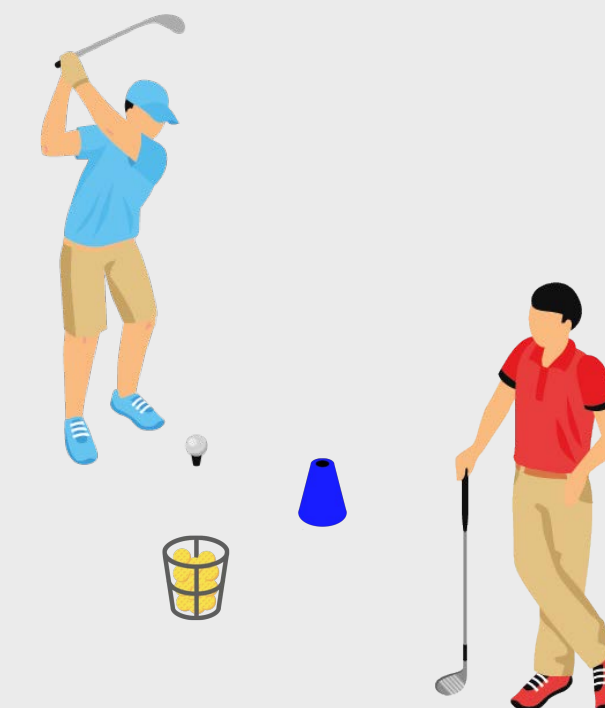Entry point
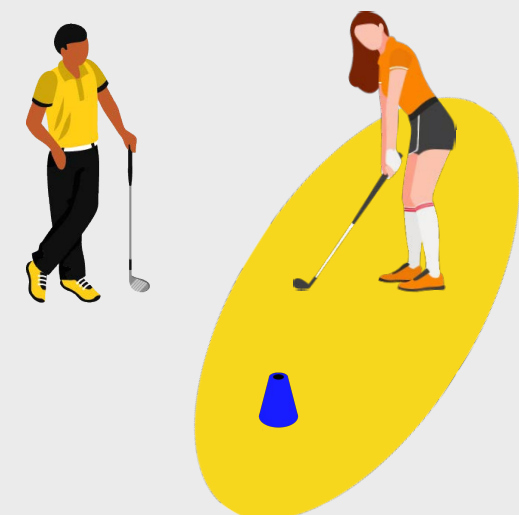
Station 2:
Practice Station
Depth of Sand

Station 3:
Game Station
Singe, Double, Triple

Station 4:
Challenge Station

Station 5:
Secondary Skill

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Practice Stations and Game Cards

Entry Point

Equipment Needed

- Sand Wedge
- Golf balls

How to Practice

- The learner should draw a line in the sand, and then attempt to strike the line in order to practice getting the entry point consistent
- The learner should hit two or three practice swings, hitting the line each time, and then place a ball just an inch ahead of the line and repeat their swing in order to hit the ball out of the sand

Technical Link

- This activity will help learners build an awareness of where their club is entering the sand

Depth of Sand

Equipment Needed

- Sand Wedge
- Golf balls

How to Practice

- Learners should deliberately hit shallow and deep divots to enable them to start to build an awareness of how this effects the flight of the ball
- Once a learner has hit a shallow divot, followed by a deep divot they should be able to decide which is more effective at hitting the ball out of the bunker

Technical Link

- This activity will help the learner to understand depth of divot and the effect on ball flight

Around the Green

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Single, Double, Triple

Equipment Needed

- Sand Wedge
- Cones
- Golf balls

How to Play

- Players take it in turns to hit their shots, they can have either 1, 2 or 3 attempts each turn
- The learner receives 1 point if they hit the ball out of the bunker, 2 points if they hit the ball onto the green and 3 points if they hit the ball inside the 10 yard circle of cones
- If the learner chose to have just 1 attempt they get to triple the points scored, if they chose 2 attempts they double the points scored for that round
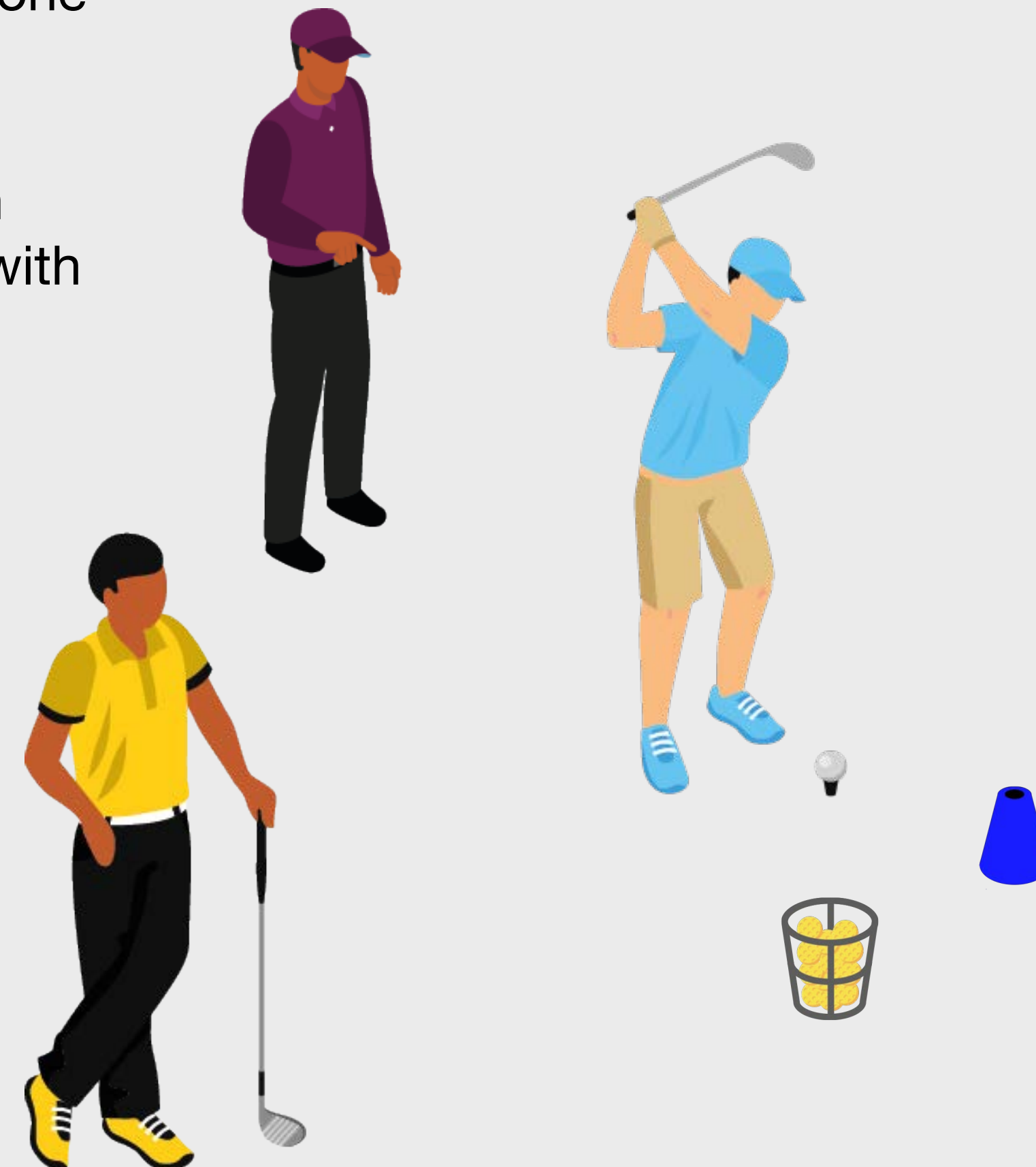- The winner is the learner that scores the most points each round

Progression Ideas

- Increase the difficulty of the challenge by asking learners to choose how many attempts their opponent needs to take each round

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Secondary Skill

To allow for variety of practice during the session, and to enable those that may have missed a class to catch up on practicing some of the other skills we recommend having one of the stations set up as a secondary skill.

This week's secondary skill is swing, providing learners an opportunity to practice their swing and specifically shots with the driver.

Mastering the Game

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Bunker Play Challenge

10 Yards

1 out of 5

Green Level 1

Around the Green

The Challenge

To complete the Level 1 Challenge the Learner needs to hit 1/ 5 shots to finish anywhere out of the bunker.

Equipment you Need

The equipment you will need for this challenge:
• Cones to mark the starting position
• Golf Balls

What should the Learner do next?

After attempting the challenge, the learner should:

• Log in to the GLF.Locker App
• If they complete the challenge, mark it as complete in the Challenge Section

Bunker Play

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Bunker Play Challenge

10 Yards

2 out of 5

Around the Green

The Challenge

To complete the Level 1 Challenge the learner needs to hit 2 out of 5 shots to finish anywhere on the green.

Equipment you Need

The equipment you will need for this challenge:
- Cones to mark the starting positions
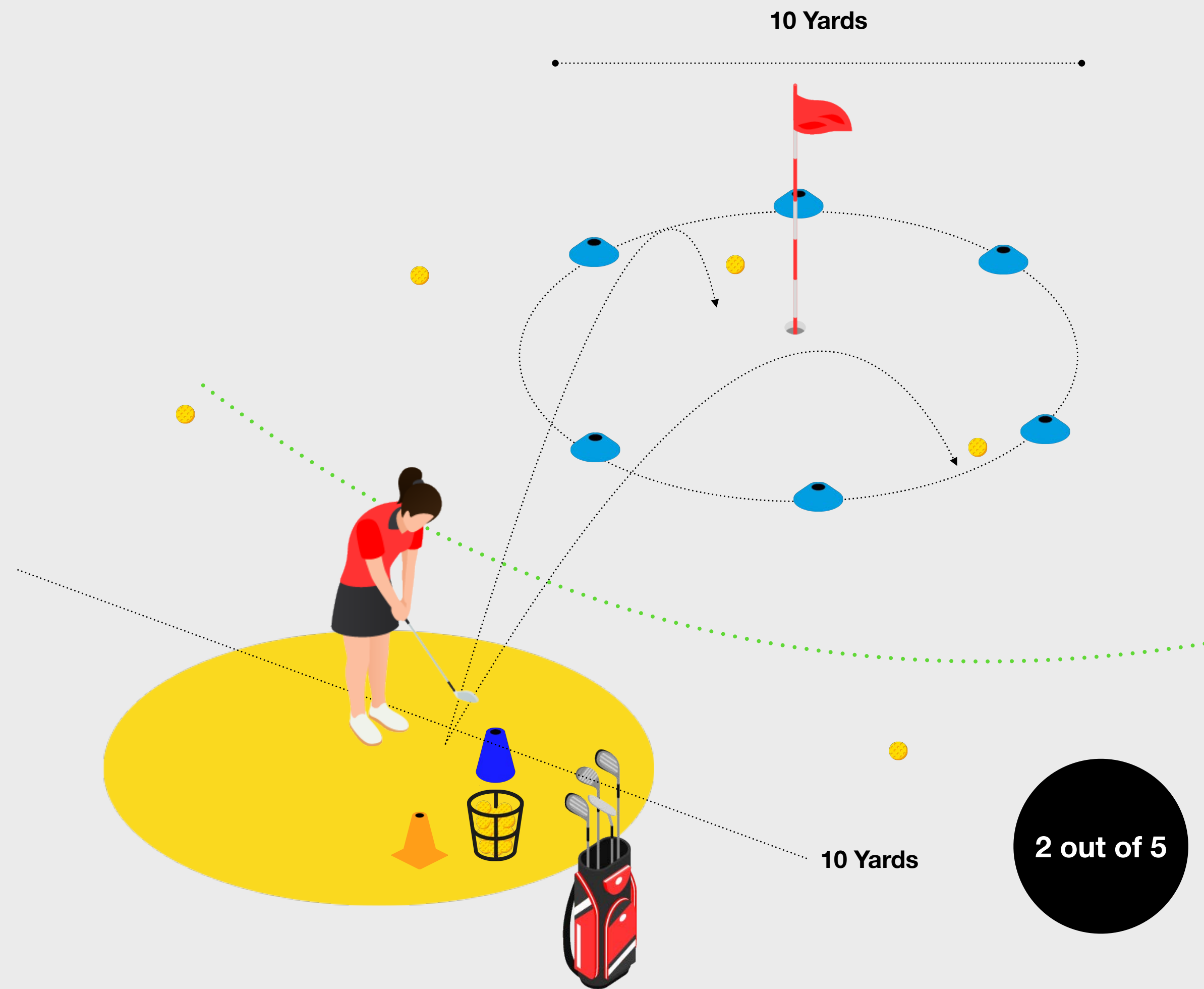- Golf Balls

What should the Learner do next?

After attempting the challenge, the learner should:

- Log in to the GLF.Locker App
- If they complete the challenge, mark it as complete in the Challenge Section

Bunker Play

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Bunker Play Challenge

10 Yards

10 Yards

2 out of 5

Around the Green

The Challenge

To complete the Level 3 Challenge the learner needs to hit 1 out 5 shots to come to rest within a 10-yard diameter target circle and all shots must finish out of the bunker

Equipment you Need

The equipment you will need for this challenge:
- Cones to mark the starting positions
- Cones to mark the perimeter of the 10-yard target circle
- Golf Balls

What should the Learner do next?

After attempting the challenge, the learner should:

- Log in to the GLF.Locker App
- If they complete the challenge, mark it as complete in the Challenge Section

Bunker Play

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