On the Course - Course Management
Monday, April 18th - Sunday, April 24th
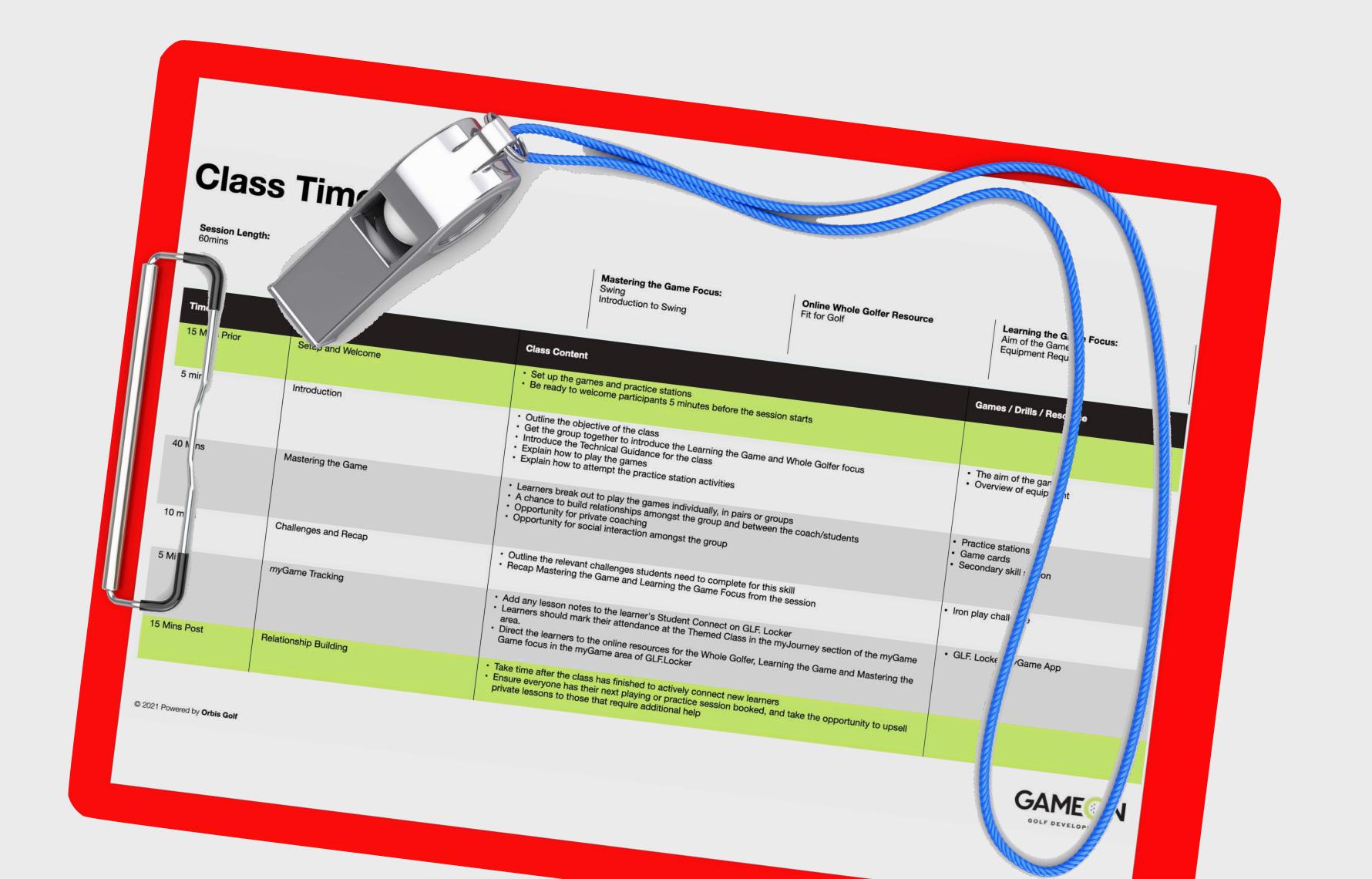
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GAMEON

GOLF DEVELOPMENT

Class Timetable

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Session Length: 60mins	Group Size: 1:8	Mastering the Game Focus: On the Course Course Management	Online Whole Golfer Resource Body - Nutrition on the course	Learning the Game Focus: Playing and scoring Different formats - Matchplay, Strokeplay, Stableford

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 - Introduce the group to concept of course management and what it means • Introduce the Learning the Game and Whole Golfer focus		
50 Mins	Mastering the Game	• Find some areas on the course where the group can see some good and bad examples of course management • Highlight how those that practice these situations will lower their scores through making better decisions		
5 Mins	Recap and *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 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

Themed Class Plan

The Whole Golfer
Dispelling Myths in Putting

Provide an 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 about dispelling myths. Some of the common misconceptions that learners have about the ability they need to get to in order to play the game with others need to be addressed early in their development in order to motivate and encourage them when they will inevitably come up against challenges in their learning experience.

Provide some key stats about the inconsistencies of top players to give some perspective to those new to the game:

Average putts made % on PGA Tour from 8 feet = 49%

Technical Guidance

Individual Scoring Stats

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 improve the key skills of:

Explain to the learner that the better they can get to know the game, the more focused their practice sessions will become. Help them to understand that identifying strengths and weaknesses will shape their practice going forward.

Ask the students to consider the following stats. This information will help them to understand which areas of the game to focus their practice on.

1. How many shots does it take them to get from the tee to within 100 yards of the hole?
2. How many shots does it take them to get the ball into the hole once they are inside 100 yards of the hole?
3. How many putts do they take per hole?

Learning the Game

Strategy and Management

Help the learner to develop a strategy for how to play a golf hole.

Identify potential hazards and risks and develop strategies to mitigate this. Allow the learner to manage a golf hole and play to their strengths.

Allow the group to experience some different scoring formats. Introduce matchplay, strokeplay, stableford.

Highlight the importance of understanding their own game and which areas of the game they need to improve in order to improve their score.

The Whole Golfer

Don't Run Out of Steam

Outline to the learners the importance of nutrition in golf and particularly when playing a round on the golf course.

Discuss that some rounds of golf can burn as many as 2,000 calories. Give some perspective and stress that's the recommended daily intake for women and 500 short of the daily recommended intake for men.

If they haven't consumed enough calories, golfers become tired and are far more likely to make bad decisions and mistakes.

Identify some good food and snacks that learners can eat whilst out playing golf.

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:

- Choose a hole where you can discuss different course management strategies

- Allow learners the opportunity to think about where they should aim and which clubs to choose in order to navigate the hole in the lowest score

- Encourage your learners to try different strategies when they play and practice in order to learn which works best for them

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