

# On the Course - Awkward Lies

Monday, July 25th - Sunday, July 31st



**GAMEON**  
GOLF DEVELOPMENT

# Class Timetable

**Session Length:**  
60mins

**Group Size:**  
1:8

**Mastering the Game Focus:**  
On the Course  
Awkward Lies

**Online Whole Golfer Resource**  
Mind - Enjoy error full practice

**Learning the Game Focus:**  
Rules and Etiquette  
Play the ball as it lies

Time	Focus	Class Content	Games / Drills / Resource
5 mins	Introduction	<ul style="list-style-type: none"> <li>Objectives - Introduce the group to awkward lies they may find in on course situations</li> <li>Introduce the Learning the Game and Whole Golfer focus</li> </ul>	<ul style="list-style-type: none"> <li>Play the ball as it lies</li> <li>Swing and a miss counts as a shot!</li> </ul>
50 Mins	Mastering the Game	<ul style="list-style-type: none"> <li>Find some areas on the course where the group can play from tricky situations</li> <li>Highlight how those that practice these situations will</li> </ul>	
5 Mins	Recap and <i>myGame</i> Tracking	<ul style="list-style-type: none"> <li>Add any lesson notes to the learner's Student Connect on GLF. Connect</li> <li>Learners should mark their attendance at the Themed Class in the myJourney section of the myGame area.</li> <li>Direct the learners to the online resources in the myGame area of GLF.Connect</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect <i>myGame</i> App</li> </ul>

# Technical Guidance

## Awkward Lies

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 some of the awkward lies that learners may encounter on the course, and provide guidance as to how to overcome these. Use your experience to decide which situations to cover, here are a few suggestions:

- **Ball above feet and ball below feet**
- **Playing from long grass**
- **Chipping out under trees**
- **Restricted backswing**







## Play the ball as it lies

The Learning the Game theme this week is about understanding that in the rules of golf the ball must be played as it lies, and that air shots still count as a stroke!

Be sure to reinforce that whilst they are learning the adapted rules we have provided them with will be enough to help them as they learn, but as they play with more golfers at the club they need to be aware of the rules of golf.



## Enjoy Error Full Practice

The Whole Golfer theme this week is to recommend that it is beneficial to learn how to enjoy error full practice. This means understanding that for each attempt that the learners make that doesn't go to plan is helping them to learn how to deliver the skill effectively.

The purpose of learning how to play shots from awkward lies is due to the fact that all golfers hit the ball into awkward positions. It is a fundamental part of the game, and to start off with an understanding that this is part of the challenge will benefit your learners greatly.

# 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 place on the hole where you can discuss and demonstrate each awkward lie
- Allow learners the opportunity to practice the different shots if you are able to do this safely on the course
- Encourage your learners to play regularly so they can practice these shots and play them competently out on the course

