

On the Course - Personal Best

Monday, October 3rd - Sunday, October 9th



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 chall
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
Personal bests

Online Whole Golfer Resource
Social - Reacting to poor shots

Learning the Game Focus:
Playing and scoring
Course management theory

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 concept of course management theory Introduce the Learning the Game and Whole Golfer focus 	
50 Mins	Mastering the Game	<ul style="list-style-type: none"> 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 <i>myGame</i> Tracking	<ul style="list-style-type: none"> Add any lesson notes to the learner's Student Connect on GLF. Connect 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.Connect 	<ul style="list-style-type: none"> GLF. Connect <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

Personal best scores

Explain to the learners the importance of keeping an accurate record of their scoring and performance and the important role that plays in their goal-setting in the short medium and longer term.

Ask the learners...

What is next for them?

Which parts of the game have developed strongly?

Which parts of the game still require some work?

What is their best score on a par 3, 4 or 5?

What are your goals for the next month, six months and 12 months?



Learning the Game

Playing and Scoring

Course Management Introduction

Describe to the learner the benefits of having a strategy before and during the round of golf. Outline how this course management strategy should be based around their strengths and weaknesses.

It is important for the players to play within themselves and choose the correct shots at the right moments. Describe the relationship between having a good course management theory and recovering from bad shots or holes.



The Whole Golfer

Reacting to bad shots

Outline to the learner the inevitability of hitting bad shots.

It is an intrinsic part of golf and it's something that the learners must accept and instead of fighting it, develop a strategy to recover from these bad shots.

Describe the crucial link between course management theory and reacting positively to bad shots. Develop a strategy such as the five pace rule, when after a bad shot you are allowed to dwell on the shot for five paces and then move on and stick to the course management strategy.



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 course management theory
- 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

