

# On the Course - Individual Scoring

Monday, October 31st - Sunday, November 6th



**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
5 mins	Introduction	<ul style="list-style-type: none"> <li>Objectives - Introduce the group to playing safely on the course</li> <li>Introduce the Learning the Game and Whole Golfer focus</li> </ul>	<ul style="list-style-type: none"> <li>Adapted Rules</li> <li>Who Plays First?</li> <li>Using a Scorecard</li> </ul>
50 Mins	Mastering the Game	<ul style="list-style-type: none"> <li>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</li> <li>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</li> </ul>	<ul style="list-style-type: none"> <li>Adapted Rules of Golf</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

## 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.





## 1. Adapted Rules

Understanding some of the adapted rules that can be used to make the game easier when starting to play.

## 2. Who Plays First?

As the group are playing as individuals this time, make sure everyone is aware of who's turn it is to play.

## 3. Using a Scorecard

Introduce the scorecard and how to use it properly to mark your score.



## Playing in Front of Others

### 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

