

# On the Course - Course Management

Monday, September 5th - Sunday, September 11th



# 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"> <li>The aim of the game</li> <li>Overview of equipment</li> </ul>
10 mins	Challenges and Recap	<ul style="list-style-type: none"> <li>Practice stations</li> <li>Game cards</li> <li>Secondary skill : on</li> </ul>
5 Mins	myGame Tracking	<ul style="list-style-type: none"> <li>Iron play challenge</li> </ul>
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> <li>GLF Locker /Game App</li> </ul>

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**GOLF DEVELOPMENT**

# Class Timetable

**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	<ul style="list-style-type: none"> <li>Set up the games and practice stations</li> <li>Be ready to welcome participants 5 minutes before the session starts</li> </ul>	
5 mins	Introduction	<ul style="list-style-type: none"> <li>Objectives - Introduce the group to concept of course management and what it means</li> <li>Introduce the Learning the Game and Whole Golfer focus</li> </ul>	
50 Mins	Mastering the Game	<ul style="list-style-type: none"> <li>Find some areas on the course where the group can see some good and bad examples of course management</li> <li>Highlight how those that practice these situations will lower their scores through making better decisions</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. Locker</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.Locker</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Locker <i>myGame</i> App</li> </ul>
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> <li>Take time after the class has finished to actively connect new learners</li> <li>Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help</li> </ul>	



# Class Objectives



# 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

