On the Course - Course Management Monday, September 5th - Sunday, September 11th





GOLF DEVELOPMENT



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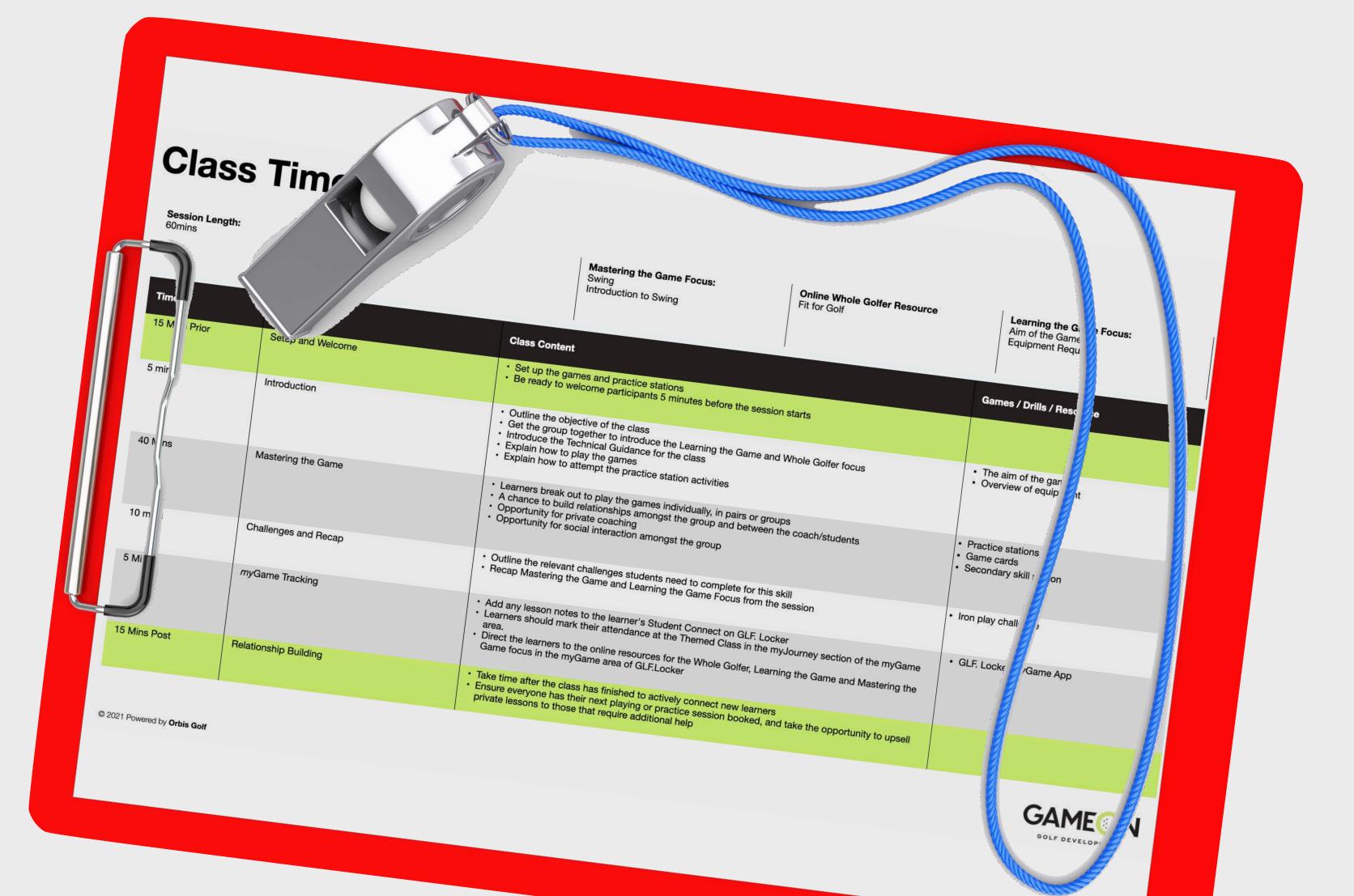




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Class Timetable



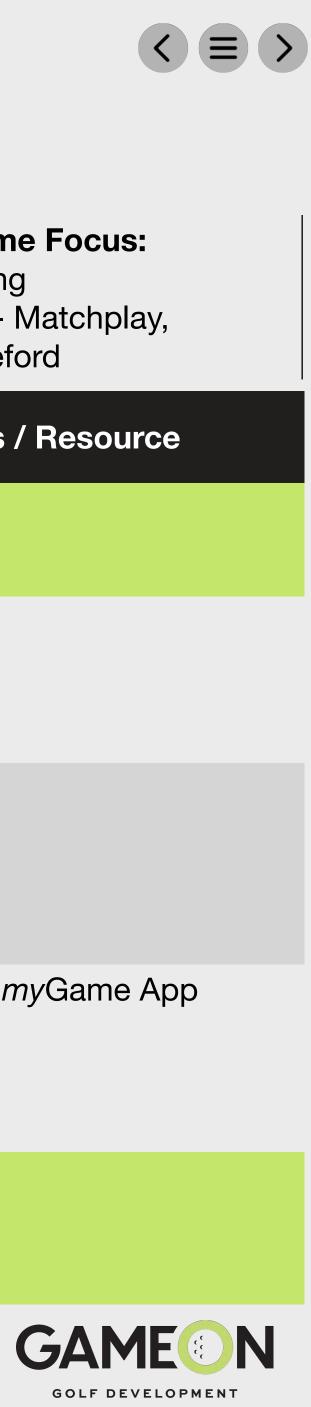




Class Timetable

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	 Set up the games and practice stat Be ready to welcome participants 5 		
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 		hat
50 Mins	Mastering the Game	examples of course management	ere the group can see some good and b nese situations will lower their scores	ad
5 Mins	Recap and <i>my</i> Game Tracking	Learners should mark their attenda section of the myGame area.	r's Student Connect on GLF. Locker nce at the Themed Class in the myJour ources in the myGame area of GLF.Loc	
15 Mins Post	Relationship Building	Ensure everyone has their next play	ed to actively connect new learners /ing or practice session booked, and ta sons to those that require additional he	

Ses 60m	nins	1:8	Size: Mastering the Game Fo On the Course Course Management	Cus: Body - Nutrition on the cou	3
Tim	e	Focus	Class Content		Games / Drills / Resource
15 N	Mins Prior	Setup and We		actice stations rticipants 5 minutes before the session st	arts
5 m	ins	Introduction	it means	 Objectives - Introduce the group to concept of course management and what it means Introduce the Learning the Game and Whole Golfer focus 	
50 N	Vins	Mastering the	examples of course manHighlight how those that	 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 M	ins	Recap and <i>my</i> Tracking	Learners should mark the section of the myGame a	 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 	
15 N	Mins Post	Relationship E	Ensure everyone has the	has finished to actively connect new lear ir next playing or practice session booked private lessons to those that require addi	d, and take



Class Layout and Setup

Class Objectives



Provide

Themed Class Plan

The

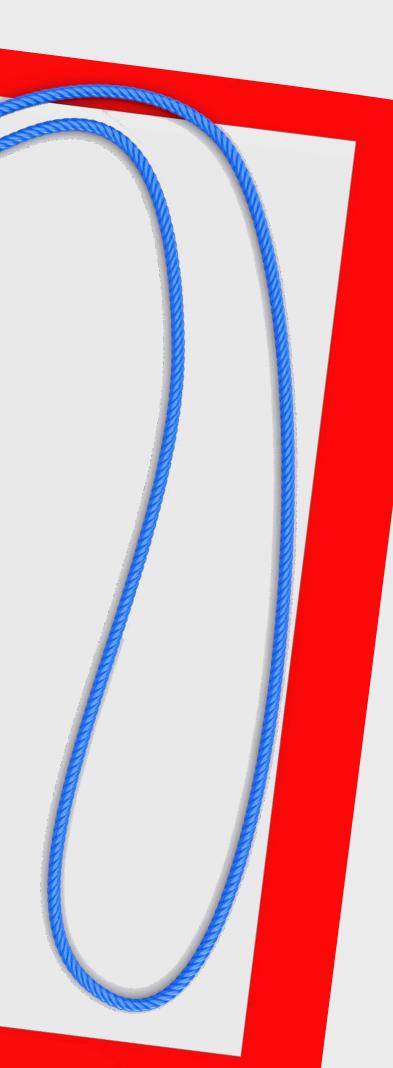
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verview of the whole golfer theme and remind learners that they can access the content online to review and learn more about this topic. The Whole Golfer theme this week is about dispelling myths. Some of the common misconceptions that learners have 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 Provide some key stats about the inconsistencies of top players to give some

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



ole Golfer J Myths in Putting







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?



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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

