

# Practice Around the Green

Monday, October 3rd - Sunday, October 9th



**GAMEON**  
GOLF DEVELOPMENT

# Class Timetable

**Session Length:**  
60mins

**Group Size:**  
1:12

**Mastering the Game:**  
Around the Green  
Bunker Play

**Whole Golfer Focus:**  
Reacting to Poor Shots

**Learning the Game Focus:**  
Rules and Etiquette  
Course Management

**Challenge:**  
Chipping Challenge  
Pitching Challenge  
Bunker Play Challenge

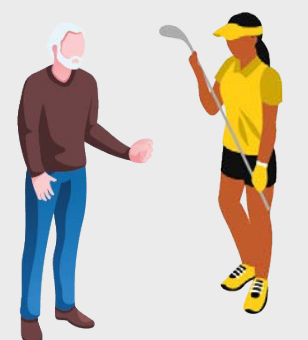
Time	Focus	Class Content	Games / Drills / Resource
10 Mins	Introduction and Whole Golfer Focus	<ul style="list-style-type: none"> <li>Objectives; Opportunity for learners to practice around the green</li> <li>Practice station: Entry Point</li> <li>Game station: Single, Double, Triple</li> <li>Whole Golfer Focus: Reacting to Poor Shots</li> </ul>	
20 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> <li>Allow for self-discovery and guided learning</li> </ul>	Entry Point Single, Double, Triple
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> <li>Get the group together to introduce the Learning the Game Focus</li> </ul>	<ul style="list-style-type: none"> <li>Course Management</li> </ul>
15 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> <li>Allow for self-discovery and guided learning</li> </ul>	Entry Point Single, Double, Triple
10 Mins	<i>myGame</i> Tracking and Recap	<ul style="list-style-type: none"> <li>Learners should enter their Challenge Score in the <i>myGame</i> Area and complete the challenge if they have been successful</li> <li>Learners should mark their attendance at a Practice Club in the <i>myJourney</i> section of the <i>myGame</i> area</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect <i>myGame</i> App</li> </ul>

# Practice Around the Green Class Layout and Setup

**Station 1:**  
Skills Challenge  
Chipping



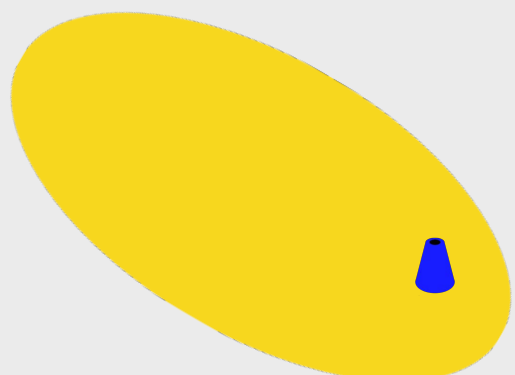
**Station 2:**  
Skills Challenge  
Pitching



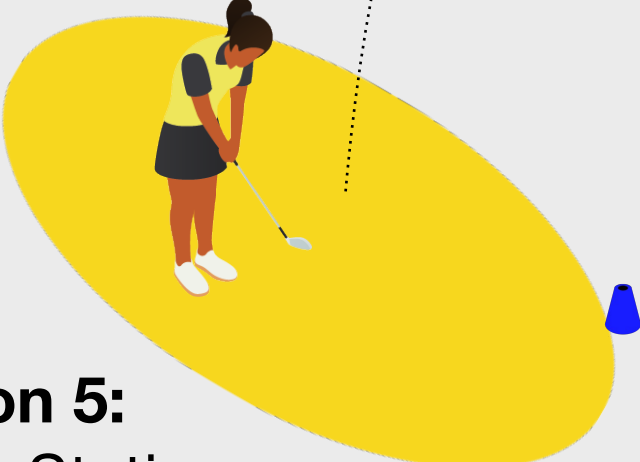
**Station 3:**  
Skills Challenge  
Bunker Play



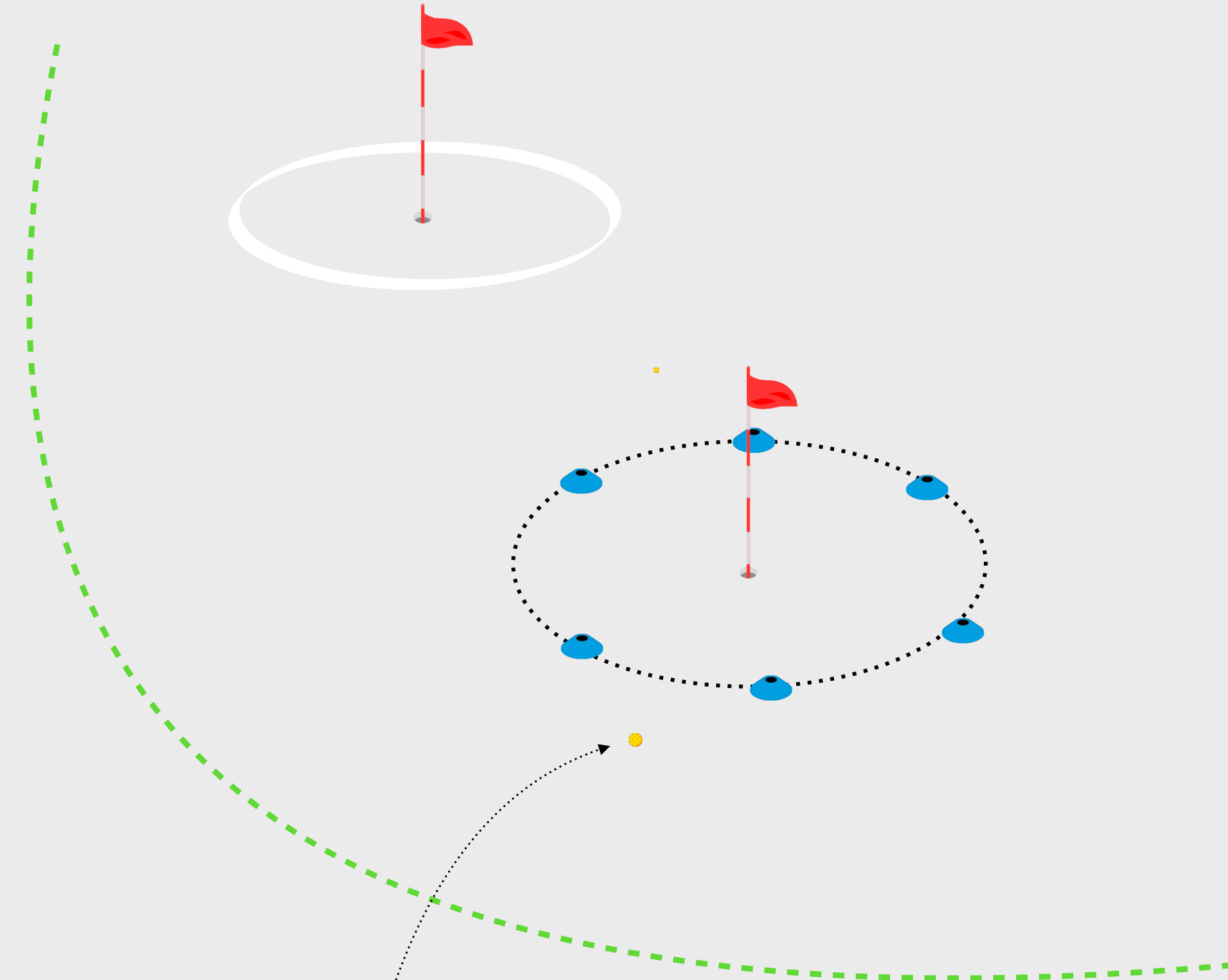
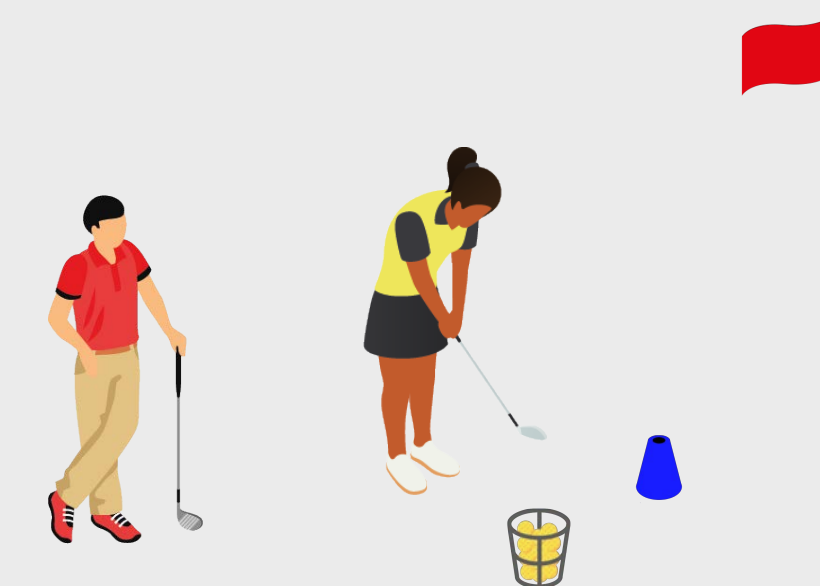
**Station 4:**  
Practice Station  
Entry Point



**Station 5:**  
Game Station  
Single Double Triple



**Station 6:**  
Secondary Skill  
Putting



# Entry Point



## Equipment Needed

- Sand Wedge
- Golf balls

## How to Practice

- The learner should draw a line in the sand, and then attempt to strike the line in order to practice getting the entry point consistent
- The learner should hit two or three practice swings, hitting the line each time, and then place a ball just an inch ahead of the line and repeat their swing in order to hit the ball out of the sand

## Technical Link

- This activity will help learners build an awareness of where their club is entering the sand



# Single, Double, Triple



## Equipment Needed

- Sand Wedge
- Cones
- Golf balls

## How to Play

- Players take it in turns to hit their shots, they can have either 1, 2 or 3 attempts each turn
- The learner receives 1 point if they hit the ball out of the bunker, 2 points if they hit the ball onto the green and 3 points if they hit the ball inside the 10 yard circle of cones
- If the learner chose to have just 1 attempt they get to triple the points scored, if they chose 2 attempts they double the points scored for that round
- The winner is the learner that scores the most points each round

## Progression Ideas

- Increase the difficulty of the challenge by asking learners to choose how many attempts their opponent needs to take each round



## 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.



## Reacting to Poor Shots

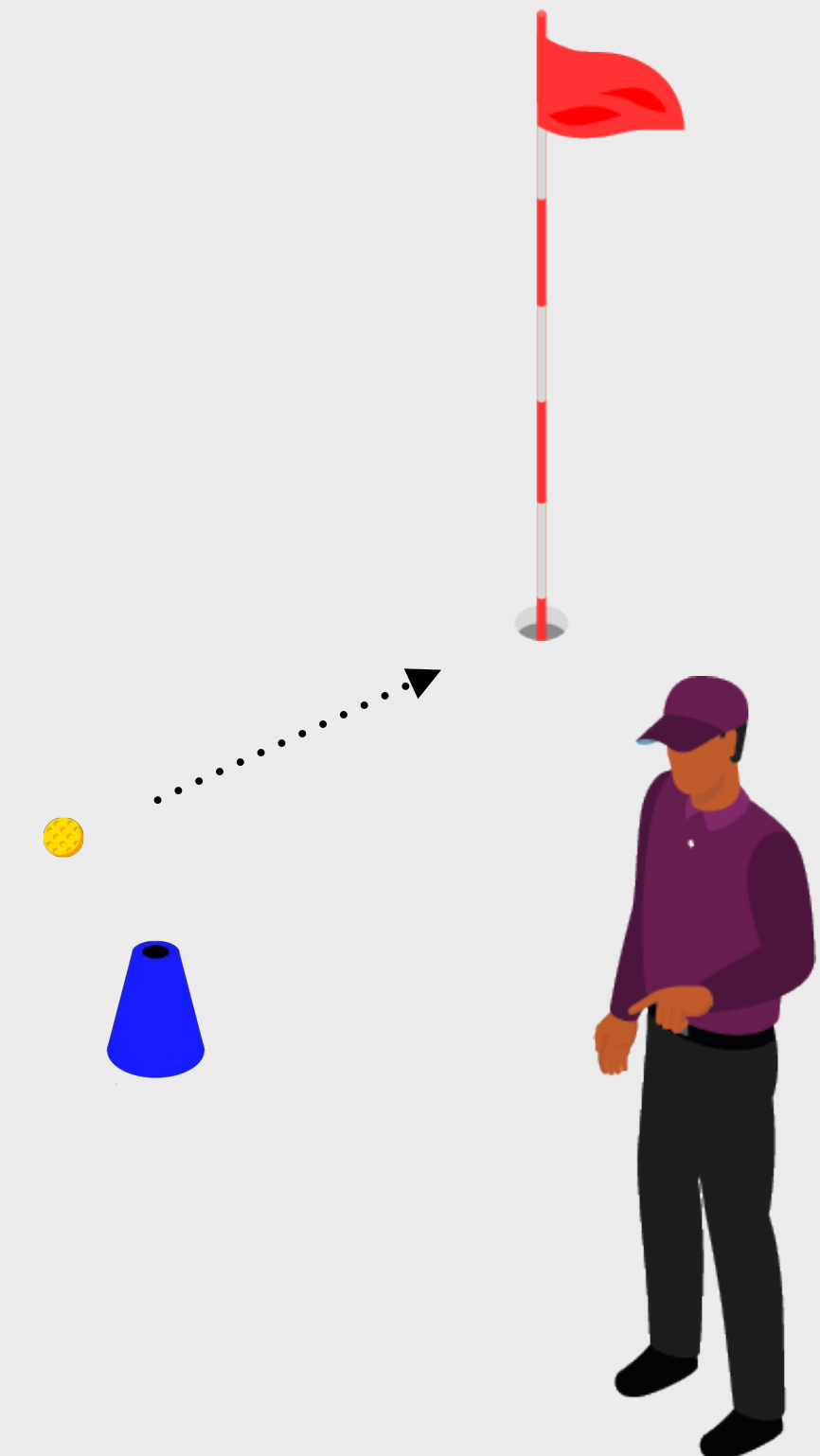
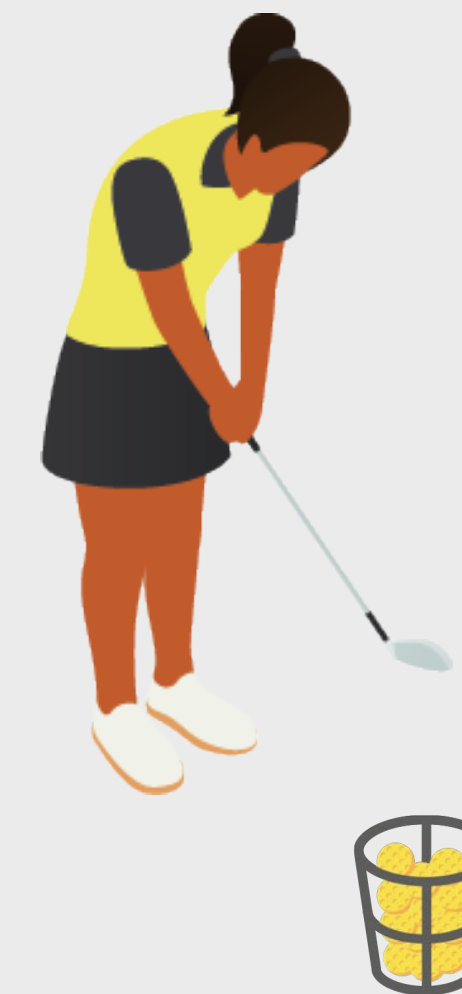
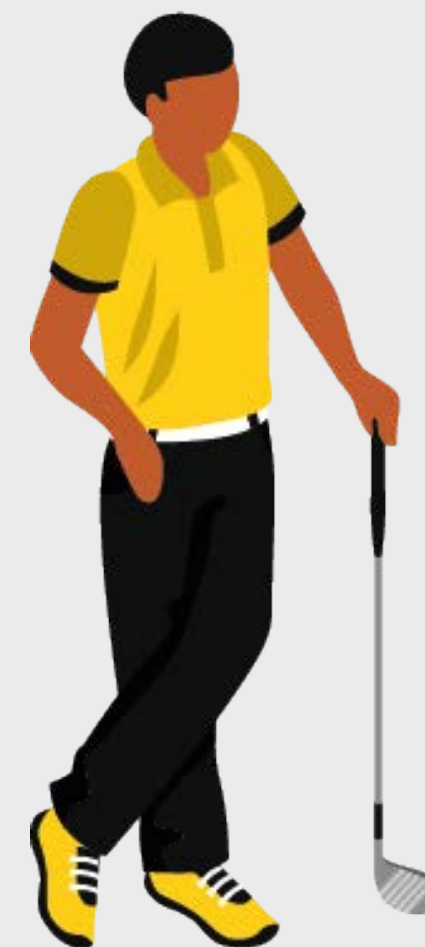
Outline to the learner the inevitability of hitting bad shots. It is an intrinsic part of golf and it's something that the learners must accept and instead of fighting it, develop a strategy to recover from these bad shots.

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.

# Secondary Skill

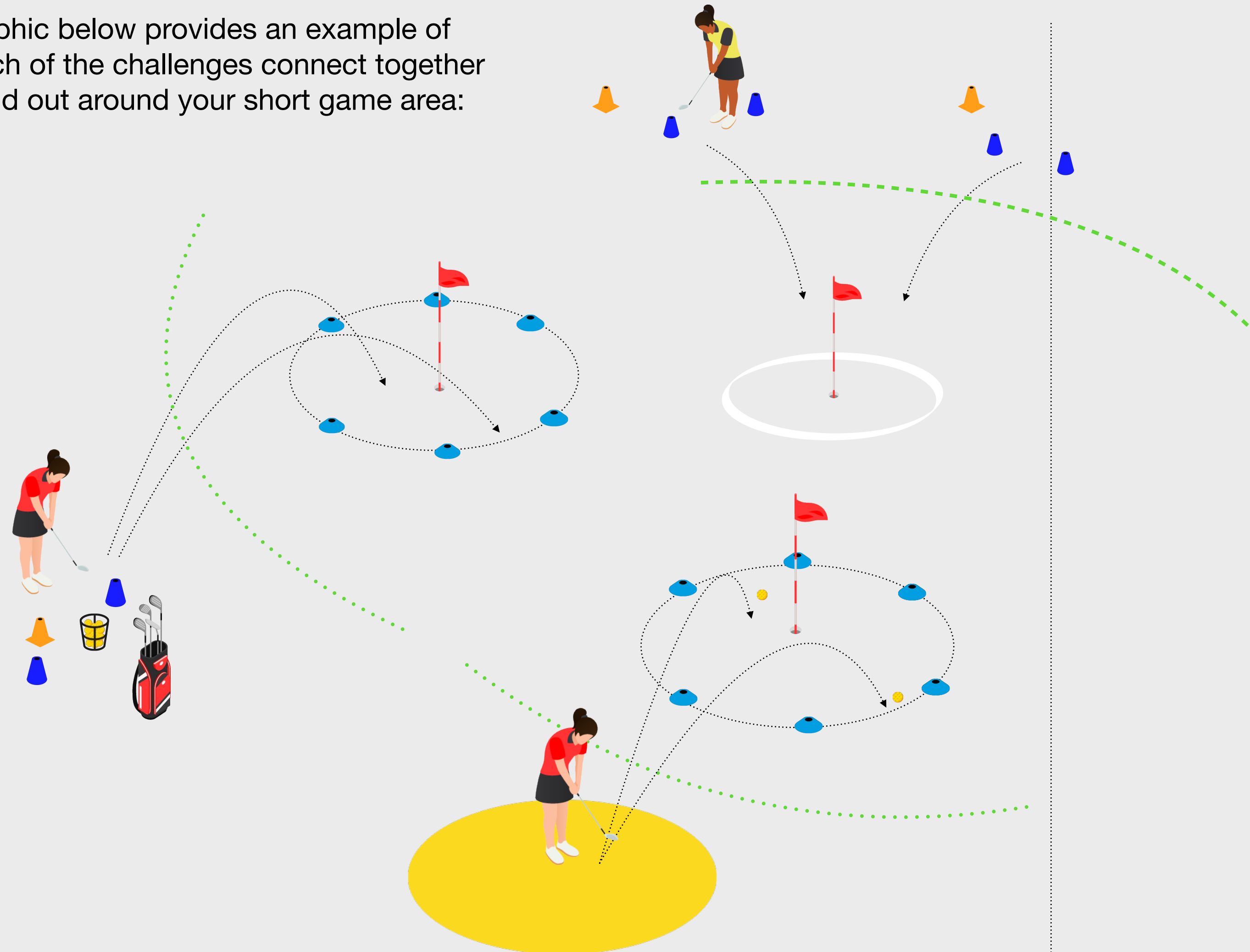
To allow for variety of practice during the session, and to enable those that may have missed a class to catch up on practicing some of the other skills we recommend having one of the stations set up as a secondary skill.

This week's secondary skill is **putting**, providing learners an opportunity to practice what has been taught in their putting classes.



# Around the Green Challenges

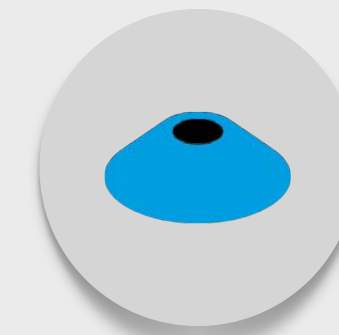
The graphic below provides an example of how each of the challenges connect together when laid out around your short game area:



Please find below a list of the equipment you require for these challenges:



**Cones to mark the starting position**



**Colored Cones to mark the 10 yard Target Circles**



**10 ft diameter hoop**



**Safety Cones**





# Around the Green Challenges

## Chipping

- 1 / 5 shots from 10 yards to within a 10 foot circle
- 2 / 5 shots from 10 yards  
1 / 5 shots from 15 yards to within a 10 foot circle
- 3 / 5 shots from 10 yards  
2 / 5 shots from 15 yards  
1 / 5 shots from 20 yards to within a 10 foot circle

## Pitching

- 2 / 5 shots from 20 yards to finish anywhere on the green
- 1 / 5 shots from 20 yards to within a 10 yard circle
- 3 / 5 shots from 20 yards  
1 / 5 shots from 30 yards to within a 10 yard circle

## Bunker Play

- 1 / 5 shots from 10 yards to anywhere out of the bunker
- 2 / 5 shots from 10 yards to finish anywhere on the green
- 1 / 5 shots from 10 yards to within a 10 yard circle, all shots must finish out of the bunker