

On the Course - Step 2

Formats and Scoring



GAMEON

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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 challenge
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> GLF Locker /Game App

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GAMEON
GOLF DEVELOPMENT

Class Timetable - Formats and Scoring

Session Length: 90mins	Group Size: 1:8	Mastering the Game Focus: On the Course Formats and Scoring	Whole Golfer Focus: Mind Reacting to Bad Shots	Learning the Game Topic: Orientation	Learning the Game Focus Orientation of the Course Marking a Scorecard	Mastering the Game Challenge: Not Applicable
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Time	Focus	Class Content	Games / Drills / Resource
30 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the appropriate adapted teeing positions on the holes you are intended to using on the course Ensure you have the appropriate equipment for each learner that is attending Be ready to welcome participants 5 minutes before the session starts 	<ul style="list-style-type: none"> Class Layout and Setup/ Adapted Course
15 mins	Introduction & Technical Focus Whole Golfer or Learning the Game Focus	<ul style="list-style-type: none"> Introduce an overview of the 3 different scoring formats stableford, medal and matchplay that will be explored during the session Discuss where these may be played and explain how these different formats are played in the elite ladies and mens tours Introduce the Learning the Game or Whole Golfer focus 	<ul style="list-style-type: none"> 3 different formats The scorecard
30 mins	Mastering the Game On Course Play and Discussion Private Coaching where appropriate	<ul style="list-style-type: none"> Play 1 hole on adapted course using a stableford format. Get the students to use a scorecard to enter score correctly and they can play the hole in teams or pairs using a Texas Scramble format. Play 1 hole on adapted course using a medal format. Explain how to mark the scorecard using this different format and they can play the hole in teams or pairs using a Texas Scramble format. 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 	<ul style="list-style-type: none"> Stableford format Medal format
5 Mins	Whole Golfer or Learning the Game Focus	<ul style="list-style-type: none"> Get the group together to introduce/discuss the Learning the Game or Whole Golfer focus Use this opportunity to discuss any situation that have arisen or any questions from the group 	<ul style="list-style-type: none"> Reacting to Bad Shots The scorecard
30 Mins	Mastering the Game On Course Play and Discussion Private Coaching where appropriate	<ul style="list-style-type: none"> Continue with course play on adapted course. Play 1 hole on adapted course in a matchplay format in teams using a Texas Scramble format. 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 	<ul style="list-style-type: none"> Matchplay format
10 Mins	MyGame+ Tracking	<ul style="list-style-type: none"> Add any lesson media to the learner's Student Connect area Learners should be encouraged to mark their attendance at the Themed Class in the Journey to Club and Course Ready section of the MyGame+ area Encourage the learners to mark the challenge as complete for the Step they have attempted if they are successful within the Mastering the Game program wheel on the MyGame+ area 	<ul style="list-style-type: none"> MyGame+ on GLF. Connect App
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new learners and build relationships. Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App

Class Objectives



Technical Guidance

The technical guidance we are prescribing is to be delivered as you see fit. The On the Course sessions are an important opportunity to explore further the Learning the Game and Whole Golfer topics. There will crossover with these two areas and the technical guidance we provide. When on the course you should assist golfers with their technical skill development where necessary but you shouldn't make this a focus of the class. Some of technical content you may want to explore in this first session may include:

- **Scoring Formats** - Introduce to the learners how there are a variety for scoring formats than can be used in golf and that during the session these will be explored by playing 3 holes in teams or pairs. When playing you can use a Texas Scramble format to make the experience appropriate for the learners. The formats you should explore:
 - **Medal** - Introduce a medal format. Discuss pars, birdies and bogies. Stressed the importance of completing each hole in this format and how it commonly used on professional tours. Reiterate that the handicap system makes this scoring format appropriate for handicap golfers and learners.
 - **Stableford** - Explain the points system involved in a Stableford. Give examples of how many points the student will earn for a birdie, birdie, par and bogie. Explain the difference between a Stableford and medal.
 - **Matchplay** - Outline the matchplay format and where and how it would be played. Explain how a student would win and match and give example of how this format is used in professional events such as the Ryder Cup.



Be wary of focussing of trying to develop a learners technique on the golf course. Focus on the experience of playing and using the appropriate adapted teeing positions as well as rules.

Learning the Game

During your class we recommend that you explore the Learning the Game focus which links directly to the stage of the program the learners are attending. These are most important knowledge and skills for their development. It is up to you to deliver this content in the class in the most appropriate way to suit your needs and the needs to the learners. You can explore these concepts at the start, during and halfway through the class. You do not need to cover it all but this offer ideas for elements we recommend you explore:

- **Orientation of the Course - The Scorecard**
 - **Finding the Scorecard** - Introduce to the learners where they can find a scorecard in your club and how this generally works across different facilities.
 - **Introduce Learners to your Shotz Scorecard** - Use the Shotz scorecard and the main scorecard at your course so they are aware of playing using the adapted tees.
 - **Introduce Learners to how to Create the Scorecard** - Explore with the learners the main requirements for creating the scorecard ready to use on the course including adding names of players, tee times and date.
 - **Switching Scorecards** - Get your learners to switch scorecards on the first tee and explore the reasons why this is common practice in golf.
 - **Using Scorecard Information** - Introduce learners to the information they will find on the scorecard to help them navigate the hole.
 - **Mark the Scorecard** - Explore with the learners how to mark the scorecard across a variety of of formats and when is the best etiquette to mark the scorecard.
 - **Sign the Scorecard** - Outline to the learners when a scorecard should be signed and why this is best practice when playing golf.



The Whole Golfer

During your class we recommend that you explore the Whole Golfer focus which links directly to the stage of the program the learners are attending. This will help to build their confidence to play the game. It is up to you to deliver this content in the class in the most appropriate way to suit your needs and the needs to the learners. You can explore these concepts at the start, during and halfway through the class. You do not need to cover it all but this offer ideas for elements we recommend you explore:

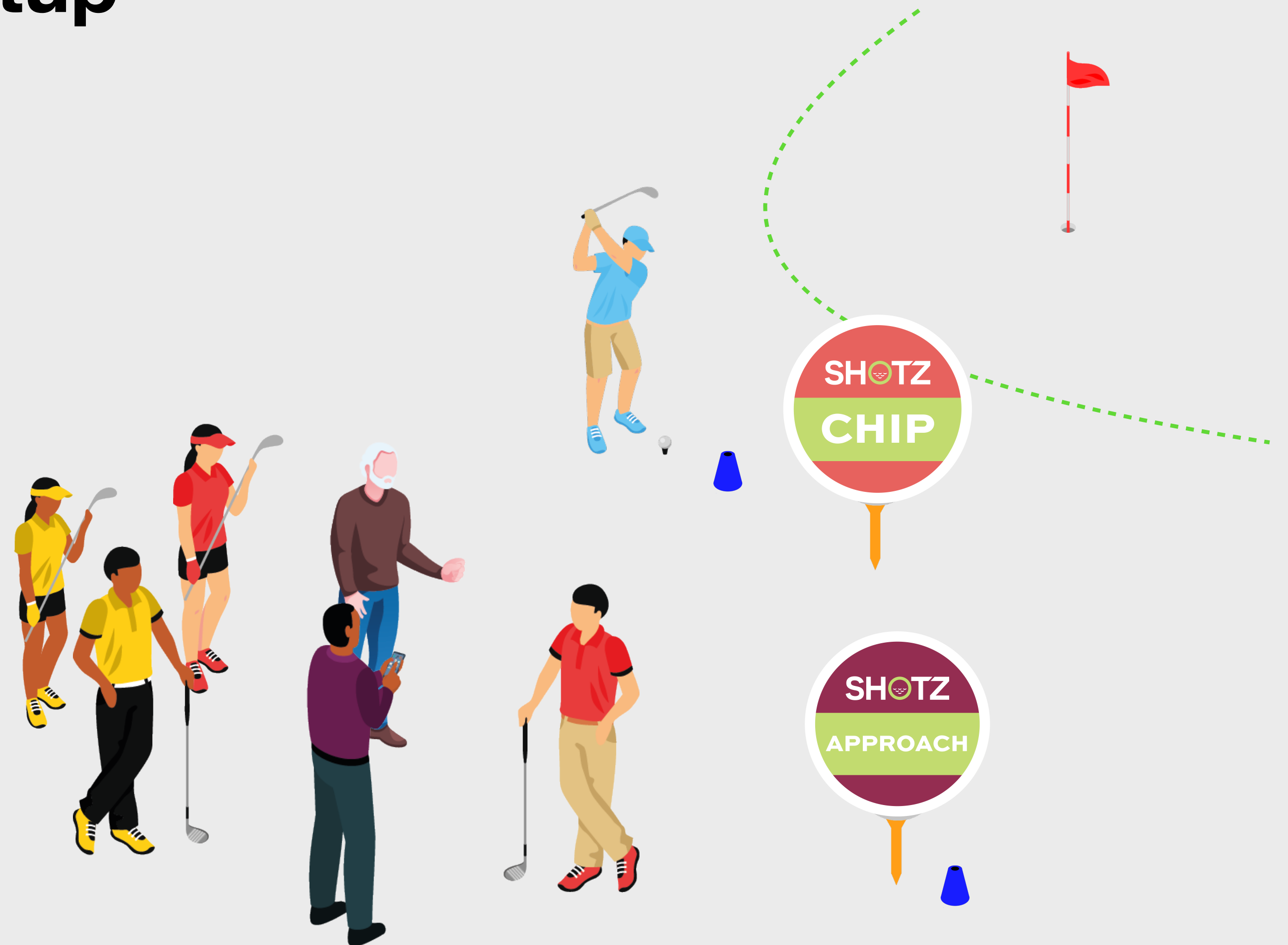
- **Reacting to Bad Shots**
 - Outline to the learner the inevitability of hitting bad shots.
 - It is an intrinsic part of golf and it's something that the learners must accept and instead of fighting it, develop a strategy to recover from these bad shots.
 - Describe the crucial link between course 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.



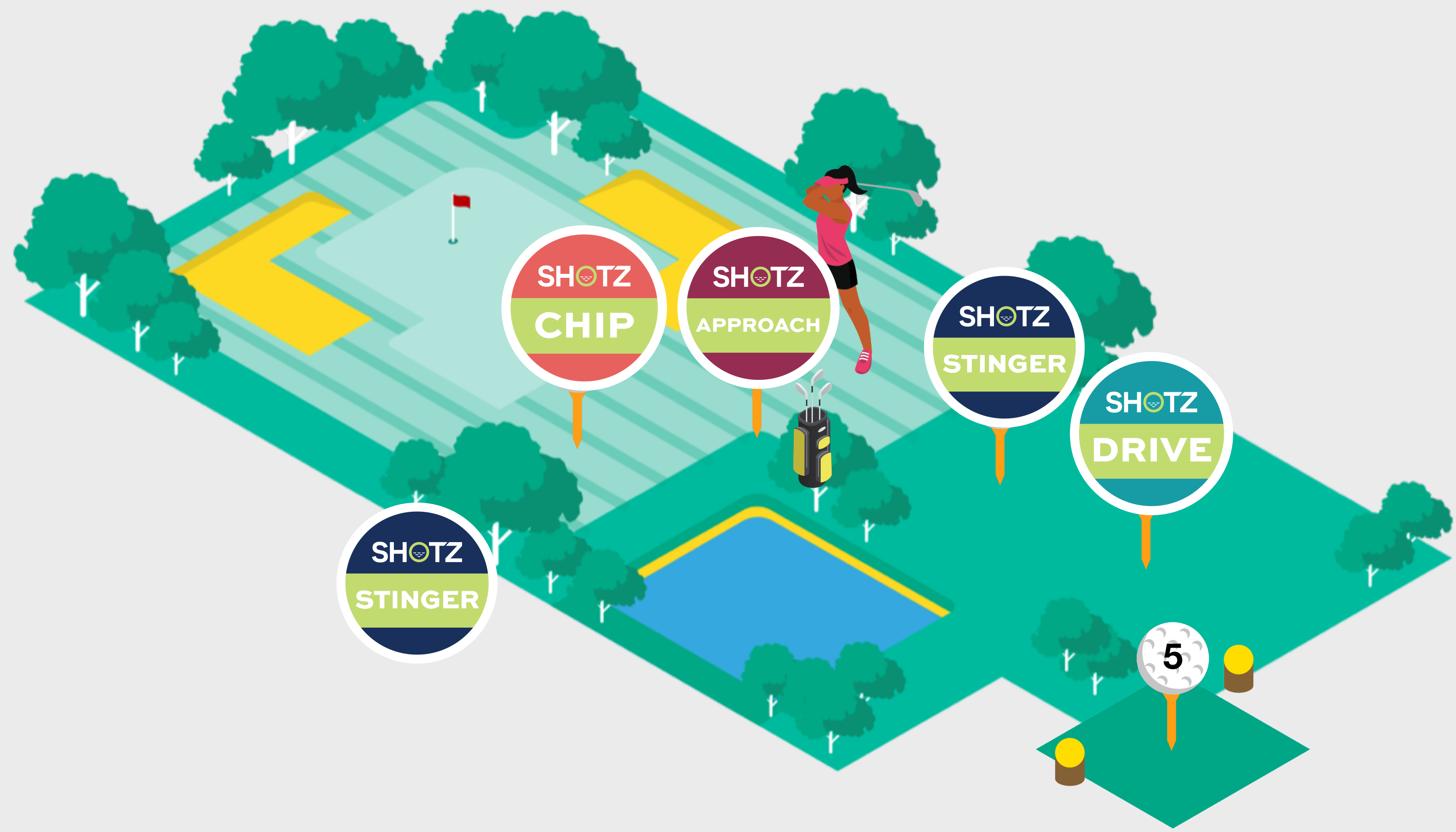
Course Play Layout and Setup

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:

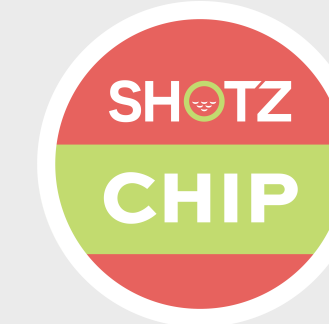
- Take a cone onto the course to indicate where the learners should start from. Use the adapted course guidance to start the learners from an appropriate teeing position and we recommend this to be The Chip or The Approach
- Learners take it in turns to hit their tee shot, the group select the best shot and then all learners take a shot from there or alternatively they play in pairs playing the hole individually and picking the best score at the end of the hole in the better ball format
- Remember this class is about discussion and discovery. It isn't primarily intended to be a playing opportunity. Take the time to promote questions, discussion and demonstrations
- 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



Adapted Course



Yardage of the Remaining Teeing Positions



THE DRIVE

THE STINGER

THE APPROACH

THE CHIP

The recommended yardages across the three hole types for this teeing position are:

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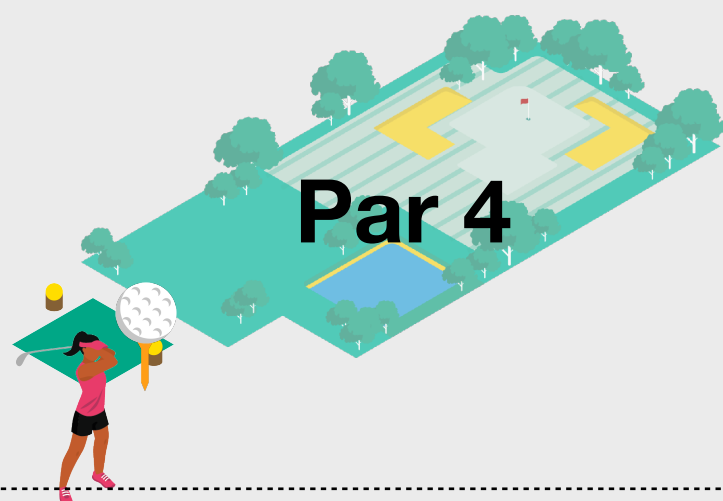


128 Yards or Less

96 Yards or Less

64 Yards or Less

32 Yards or Less



129 - 256 Yards

97 - 192 Yards

65 - 128 Yards

33 - 64 Yards




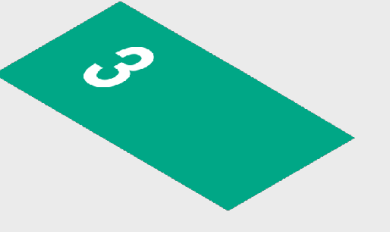



257 - 352 Yards

193 - 264 Yards

129 - 176 Yards

65 - 88 Yards

Adapted Rules

	Adapted Rules	Tee Guidance	Step Guidance
	10 Shot maximum	 Tee 1-4	 Steps 1 and 2
	Air Shot Rule	 Tee 1-4	 Steps 1 and 2
	Pick and Place Rule	 Tee 1-4	 Steps 1 and 2
	Lost Ball Rule	 Tee 1-4	 Steps 1 and 2
	Bunker Grounding	 Tee 1-4	 Steps 1 and 2
	3 Attempt rule in Bunkers	 Tee 1-4	 Steps 1 and 2
	Tee it Up Rule	 Tee 1-4	 Steps 1 and 2