

On the Course - Step 2

Formats and Scoring



Class Timetable - Formats and Scoring

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|----------------------------------|---------------------------|---|--|--|--|--|
| 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 |
|----------------------------------|---------------------------|---|--|--|--|--|

| 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 |



- **Technical Guidance**

- **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.
 - **Medal**
 - **Stableford**
 - **Matchplay**

- **Orientation of the Course - The Scorecard**

- Finding the scorecard at your club
- Introduce learners to your Shotz scorecard
- Introduce learners to how to create the Scorecard
- Switching scorecards at the start
- Using the scorecard information
- Marking the scorecard
- Signing the scorecard

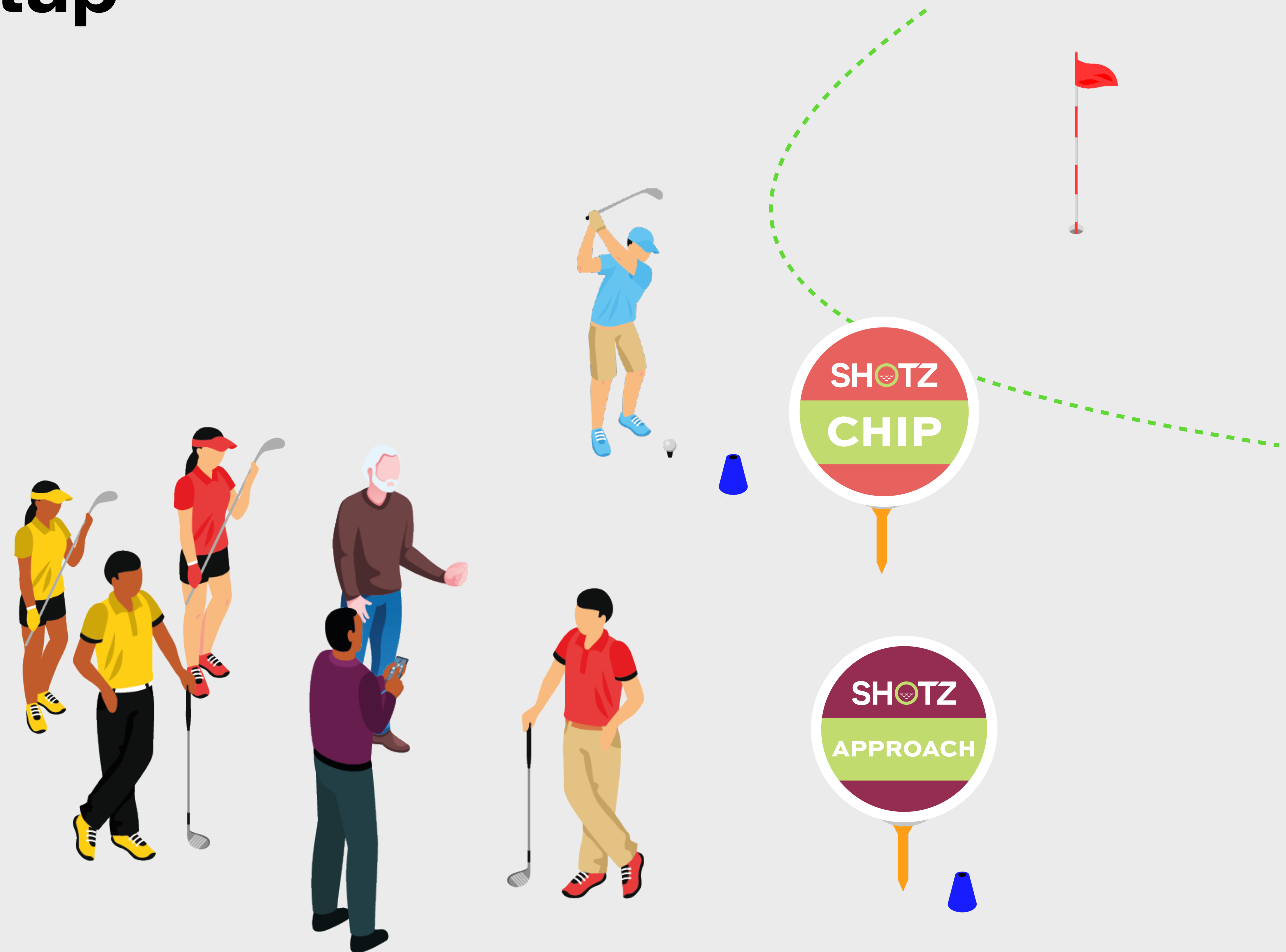
- **Reacting to Bad Shots**

- 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.

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



SHOTZ Adapted Course

THE CHIP

This tee is 20% of the Official Tee Box length you choose on your course.

SHOTZ
CHIP

THE DRIVE

This tee is 80% of the Official Tee Box length you choose on your course.

SHOTZ
DRIVE

Recommend
to be
Maximum
2,800 Yards
for 9 Holes

THE APPROACH

This tee is 40% of the Official Tee Box length you choose on your course.

SHOTZ
APPROACH

SHOTZ
CHIP

SHOTZ
APPROACH

SHOTZ
STINGER

SHOTZ
DRIVE

FORWARD OFFICIAL TEE BOX

This tee should be the an official tee box on your course that falls within the recommended yardage in the guidance provided in the Game On Course Play event training.

It should ideally measure a maximum of 2,800 yards in length for 9 holes and the par's should fall within the following yardage windows:

- Par 3 - Maximum distance of 160 Yards.
- Par 4 - Maximum distance of 320 Yards.
- Par 5 - Maximum distance of 440 Yards.

THE STINGER

This tee is 60% of the Official Tee Box length you choose on your course.

SHOTZ
STINGER

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