

On the Course - Step 2

Rules and Etiquette



GAMEON

Contents

- 3** Class Timetable
- 5** Class Objectives
- 9** Class Layout and Setup
- 9** Adapted Course & Rules to Use



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 - Rules and Etiquette on the Course

Session Length: 90mins	Group Size: 1:8	Mastering the Game Focus: On the Course Rules & Etiquette on the Course	Whole Golfer Focus: Mind Playing in Front of Others	Learning the Game Topic: Orientation	Learning the Game Focus Orientation at the Club	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	<ul style="list-style-type: none"> Introduce the group to some basic rules that will be covered, including; penalty drops, free drops, marking your ball and playing from a bunker Introduce the group to some basic etiquette that will be covered, including; where to stand when partner is hitting, not standing on partners putting line, raking a bunker Introduce the Learning the Game or Whole Golfer focus 	<ul style="list-style-type: none"> Rules and Etiquette on the Course Orientation at the Club
30 mins	Mastering the Game On Course Play and Discussion Private Coaching where appropriate	<ul style="list-style-type: none"> Play 1 or 2 holes on adapted course in a Better Ball or Texas Scramble format. You should ensure safety is the priority Introduce simple rules of golf, creating scenarios to show them the different free and penalty drops Discuss with the group as they play the best club they can select for each shot demonstrating some alternatives 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"> Team Scramble Betterball
5 Mins	Whole Folder 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"> Playing in front of others
30 Mins	Mastering the Game On Course Play and Discussion Private Coaching where appropriate	<ul style="list-style-type: none"> Continue to play 1 or 2 holes from the appropriate adapted teeing position using a Better Ball or Texas Scramble format. Introduce the key golf etiquette rules creating scenarios to show best practice 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"> Team Scramble Betterball
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:

- **Rules** - Introduce some basic key rules which would be suitable for learners early experience on the course. This may include:
 - Introduce the order of play in golf and after hitting their first shot, who play's next
 - Discuss rules on the tee box such as hitting from between the tee marker positions
 - Discuss how to approach lost balls on the course and exploring out of bounds
 - Explore the various hazards that learners may find on the golf course
- **Etiquette** - Introduce some basic concepts related to etiquette which may include:
 - Exploring how learners should start and end a round of golf including shaking hands with playing partners
 - Explore appropriate behaviour of a learner while another playing is hitting their shot



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 at the Club**
 - **Take a Tour of the Clubhouse** - Start your On the Course Class with a tour of the Clubhouse and any surrounding facilities. This is an opportunity to introduce learners to some of the most important areas within the club which may include the check in area for play, the golf shop and relaxation area such as the bar
 - **Key People at the Club** - As you navigate the clubhouse and play out on the course during your class introduce some of the key people at the Club. This may include the management, course maintenance staff and superintendents
 - **Golf Attire** - Exploring the clubhouse is a useful moment to Introduce learners to the appropriate clothing to wear at your facility and also how this may differ from the golf course. As you play focus on educating your learners on what is appropriate so they can develop their understanding and confidence



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:

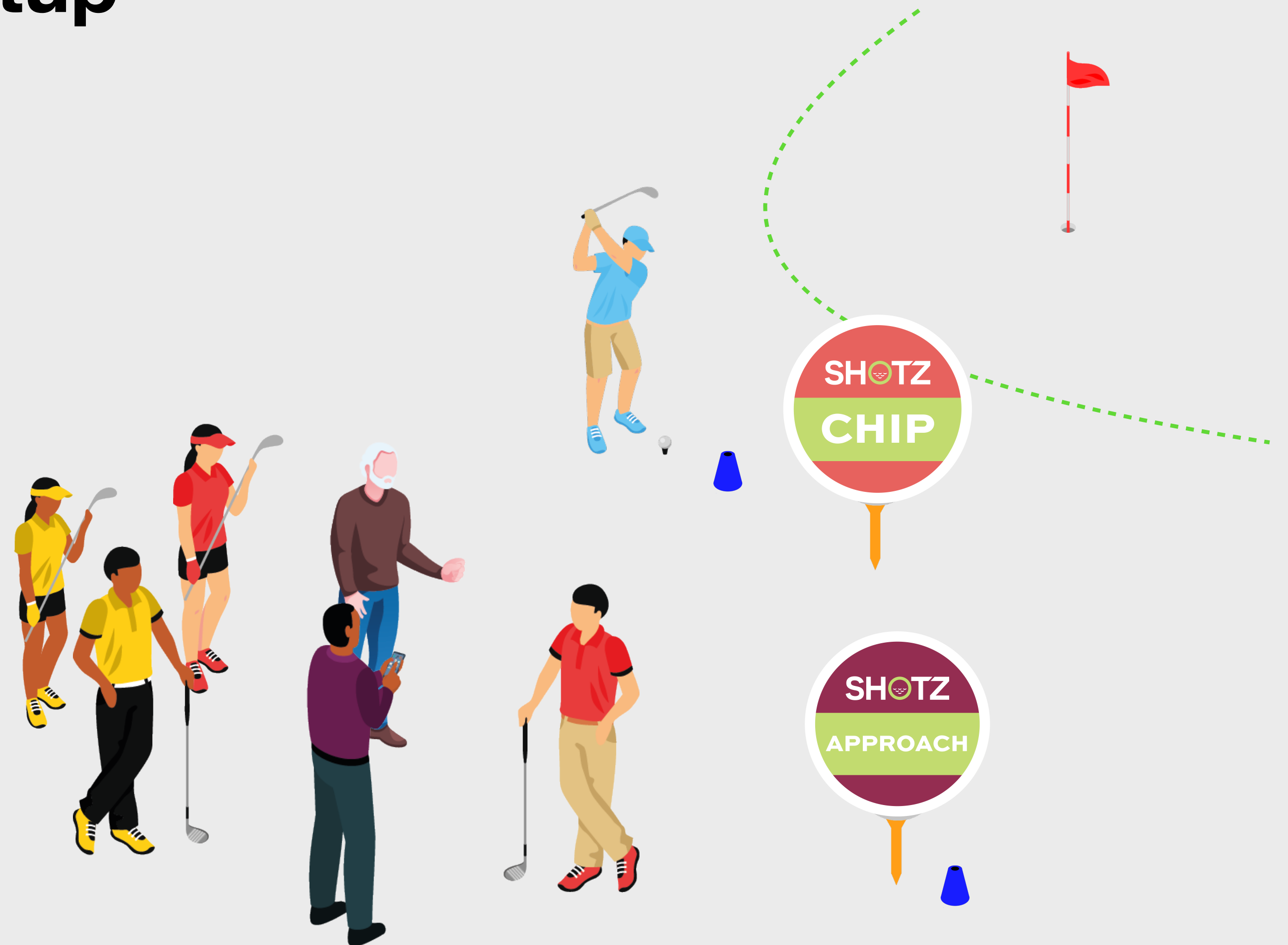
- **Playing in Front of Others**
 - This is an inevitable when playing golf and can sometimes be intimidating for new golfers. Highlight to learners that they need to practice playing in front of other people to build confidence and to understand that it doesn't matter if they hit a poor shot - everyone does it
 - Provide Some Top Tips When Playing in Front of Other Golfers
 - Stick to 1 or 2 practice swings before each shot
 - Don't panic if you mishit or take an air shot
 - There's nothing wrong with picking up if you've taken too many shots, you can try again on the next



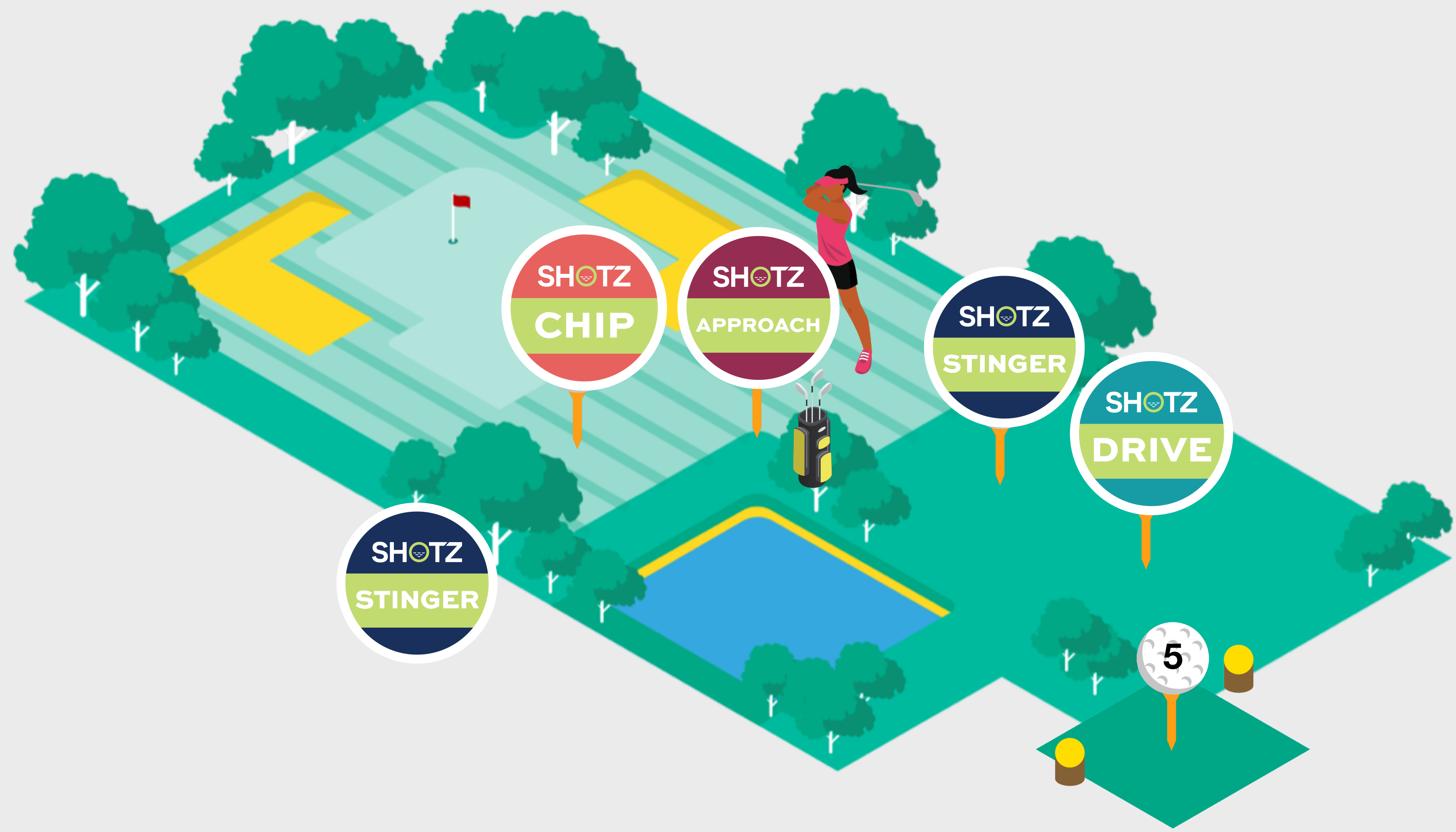
Course Play Layout and Setup

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



SHOTZ Adapted Course



Yardage of the Remaining Teeing Positions



THE DRIVE

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



THE STINGER

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



THE APPROACH

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



THE CHIP

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



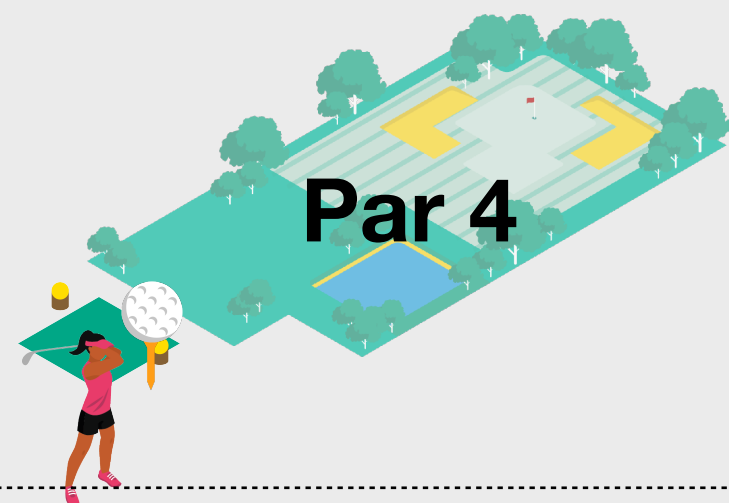
Par 3

128 Yards or Less

96 Yards or Less

64 Yards or Less

32 Yards or Less



Par 4

129 - 256 Yards

97 - 192 Yards

65 - 128 Yards

33 - 64 Yards



Par 5



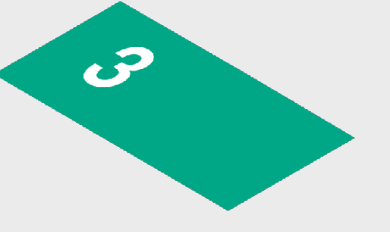




257 - 352 Yards

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