

Scheduling



GAMEON

Scheduling Expectations and Guidance

We understand that each venue is different in regards to access to facilities and the size of the coaching team. This will influence the size of your learner program, however, in order to deliver the program components and ensure that the participants can access all of the opportunities within the program there are some minimum expectations for running the Learner Program at your Venue. An overview of the expectations across the three themed class steps are as follows:

Step 2

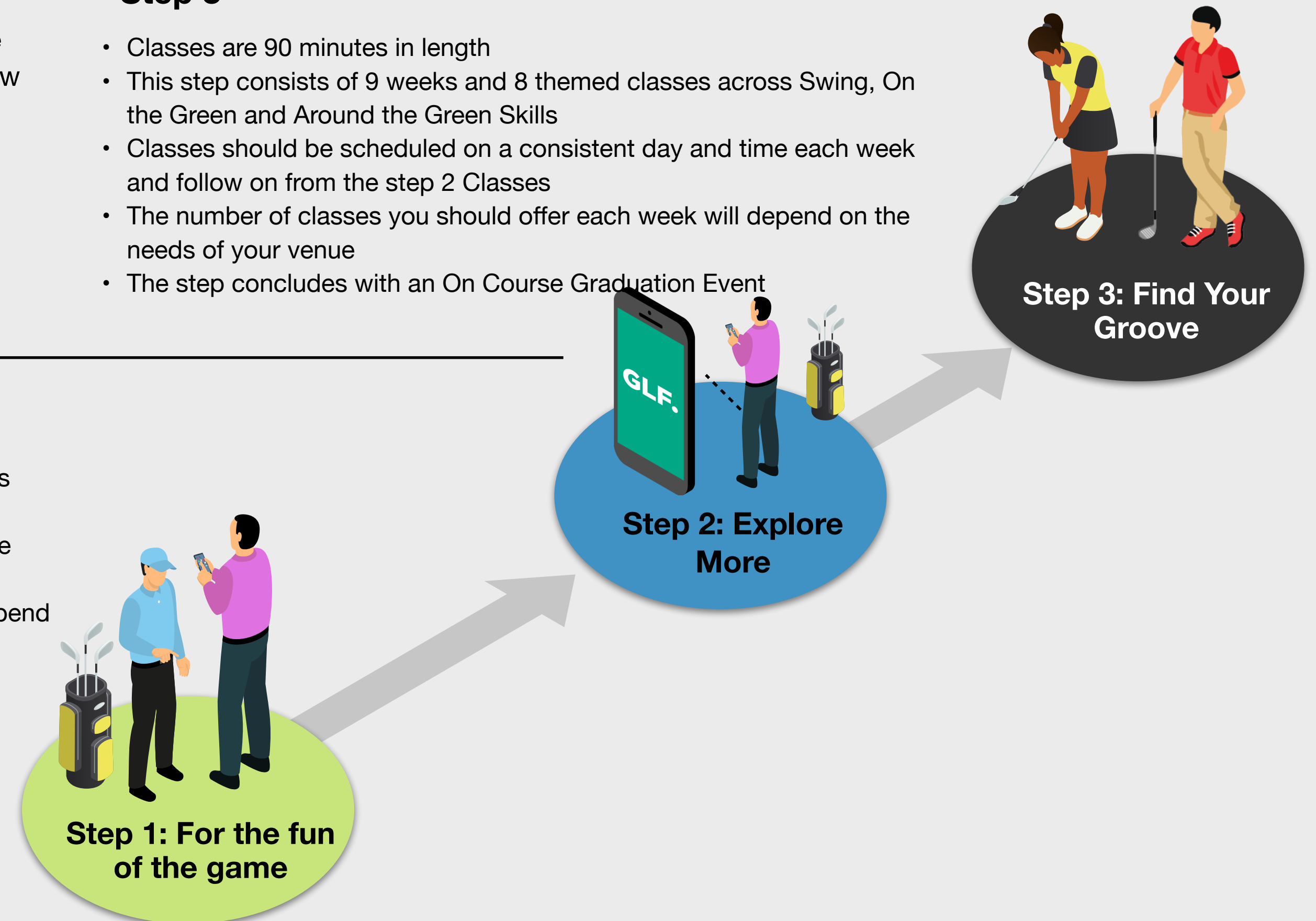
- Classes are 90 minutes in length
- This step consists of 9 weeks and 8 themed classes across Swing, On the Green and Around the Green Skills
- Classes should be scheduling on a consistent day and time each week and follow on from the Introduction Class
- The number of classes you should offer each week will depend on the needs of your venue
- The step concludes with an On Course Graduation Event

Step 1

- Classes are 90 minutes in length
- This step consists of 5 weeks and 4 themed classes including an On Course Introduction
- Classes should be scheduling on a consistent day and time each week
- The number of classes you should offer each week will depend on the needs of your venue
- The step concludes with an On Course Graduation Event

Step 3

- Classes are 90 minutes in length
- This step consists of 9 weeks and 8 themed classes across Swing, On the Green and Around the Green Skills
- Classes should be scheduled on a consistent day and time each week and follow on from the step 2 Classes
- The number of classes you should offer each week will depend on the needs of your venue
- The step concludes with an On Course Graduation Event



Scheduling Expectations and Guidance

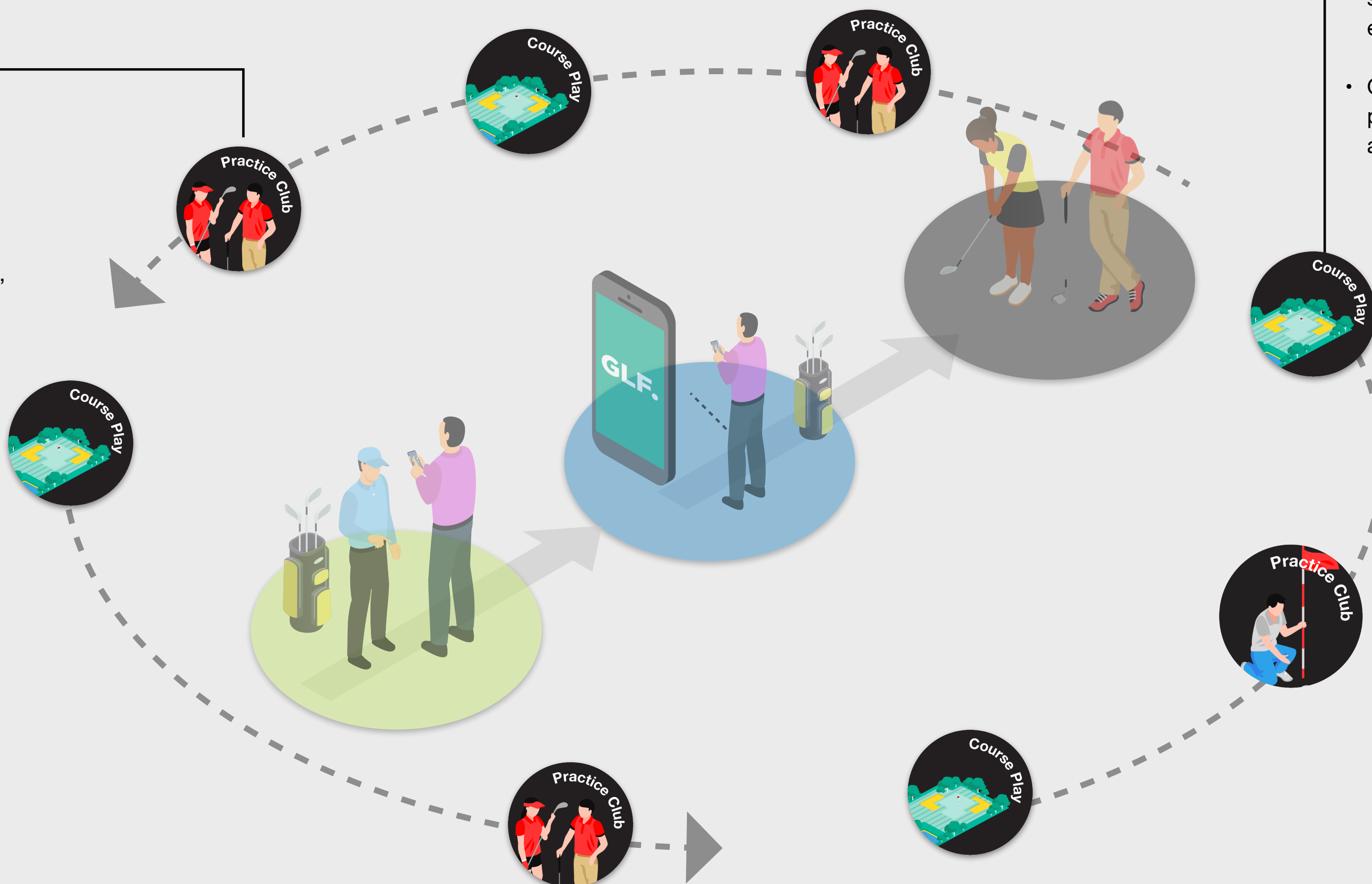
In addition to offering the themed classes across the three steps, there are supplementary components of the program that you need to offer at your venue to support the delivery of the program. An overview of the expectations of these elements are as follows:

Weekly Practice Club

- You should be offering at least one weekly practice club ideally on a rotation across Practice On the Green, Practice Around the Green, Practice your Swing and Practice on the Course Practice Club types.
- They are open to all those enrolled on your program regardless of the step they are attending.
- Each Practice Club is 60 minutes in length apart from the Practice on the Course which is recommend to be 2 hours.

Monthly Course Play Event

- You should be offering a monthly Course Play event as part of your program.
- This should give the learner a chance to play up to 9 holes and therefore you should allow adequate time for your event.
- Open to all those enrolled on your program regardless of the step they are attending.



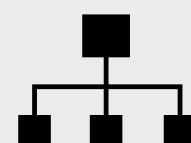
Scheduling Expectations and Guidance Cont...

To successfully implement the program elements, there are also a number of recommended elements in regards to scheduling. Further guidance is also provided in the Expectation and Measuring Success section of the training. These are:



Consistent Class Dates & Times

- When delivering your Themed Class steps you should aim to run the themed classes at a consistent day and time each week to offer continuity for your participants.



Graduation Events

- Depending on the number of classes you are running each week, you will need to assess whether multiple classes can attend the same Graduation Event at the end of each step.



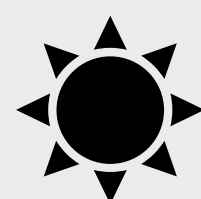
Accessibility for Participants

- When scheduling your classes and events, consider running these on a mixture of days and times to suit the needs of your target demographic and participants.



GLF. Connect

- All Learner Program classes and events should be scheduled and bookings processed through your GLF. Connect system.



Climate Dependent

- The length of the program that you can offer and therefore the number of class each week and events will be dependent on the climate in which your venue operates.



Flexibility to You

- You have flexibility to schedule your learner program classes and events to suit you and your venue. This includes:
 - The number of class blocks you offer across each step
 - The time and days your classes run
 - The number of coaches delivering your class
 - The number of events you offer each month
 - The number of practice clubs you offer each week.



On Course Themed Classes

- Built into the step 1, 2 and 3 classes are classes that should take place out on the golf course. You need to consider access to the course when scheduling these.
- If you cannot accommodate on course access at your venue then there is an option to switch to a different class plan but authorization is required from the DOG.



Practice on the Course

- You should be offering a weekly practice club and ideally on a rotation across the four practice club types. One of the practice clubs is on the course and you will need to consider access to the course when scheduling these.

Class and Event Sizes

It is important to ensure that you deliver a great experience for each learner enrolled onto the program, and therefore maintaining a suitable number of places on each class and event you run is vital. The balance between maximizing revenue, social connection opportunities and also ensuring they receive adequate contact time with you is vital. We recommend the following ratio and number of places for each component of the program:

36 Places*

- *The number of places will vary depending on the amount of course access at your club. However, the guidance above is based on 9 tee times with 4 in a group.

1:8

- These classes should run for a maximum of 8 students per coach to ensure you can implement the class plan components effectively.

Step 1: For the fun of the game

Step 2: Explore More

Step 3: Find Your Groove

Course Play

Practice Club

1:12

- The Practice your Swing, Practice Around the Green and Practice On the Green practice clubs are designed to have an increased social focus and less emphasis on prescribed learning outcomes. Therefore, 12 students can attend these for every one coach.

1:5

- The On Course Practice Clubs should run for a maximum of 5 students per coach.

Scheduling Based on Climate and Region

The learner program should be scheduled in line with the climate and therefore region that you operate. You should offer the learner program opportunities across the following programming months:



Year Round

- Classes, Practice Clubs and Course Play events should be offered year round.



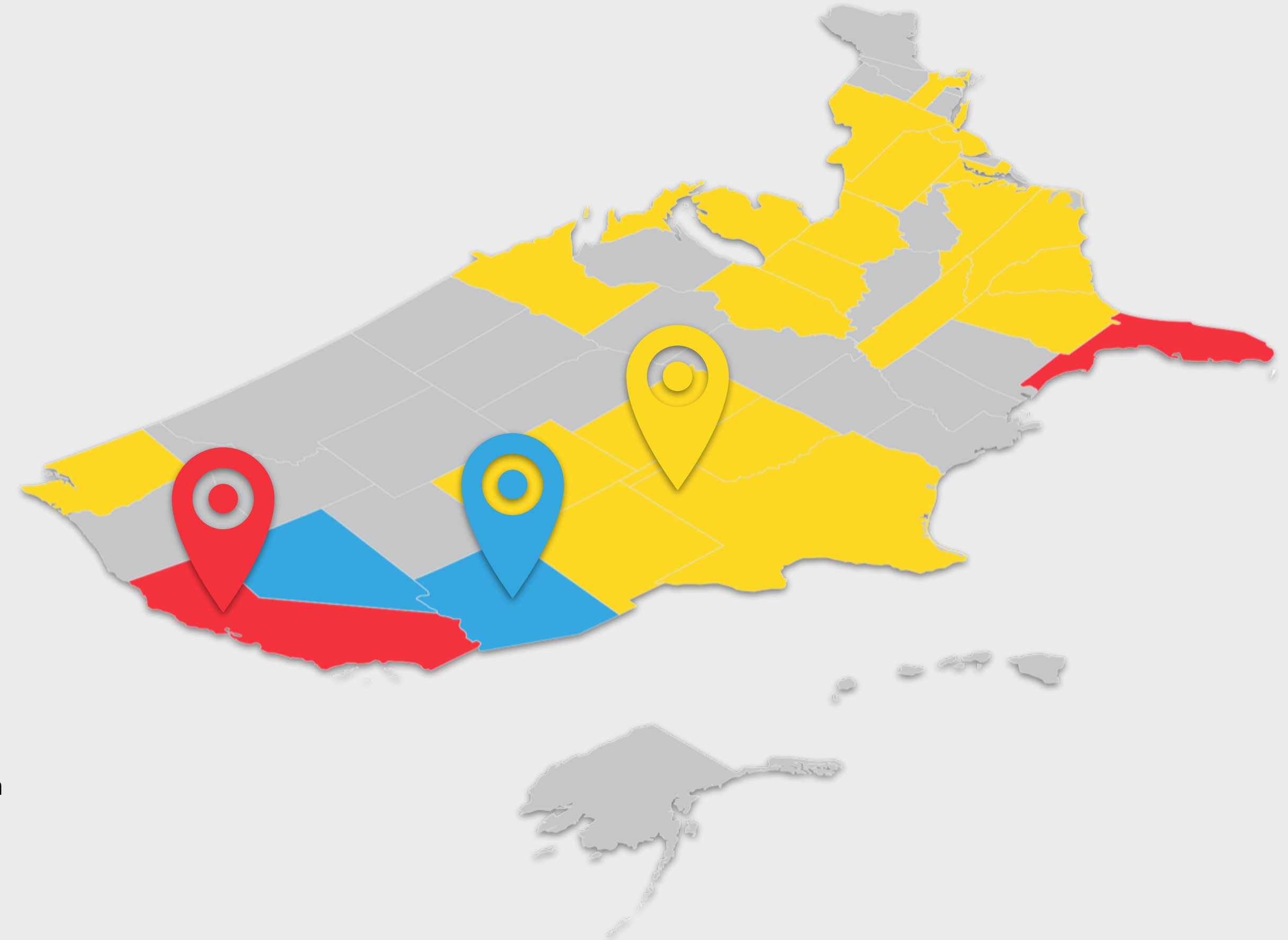
Seasonal - April - October

- Classes, Practice Clubs and Course Play events should be offered between April - October.



Desert - October - April

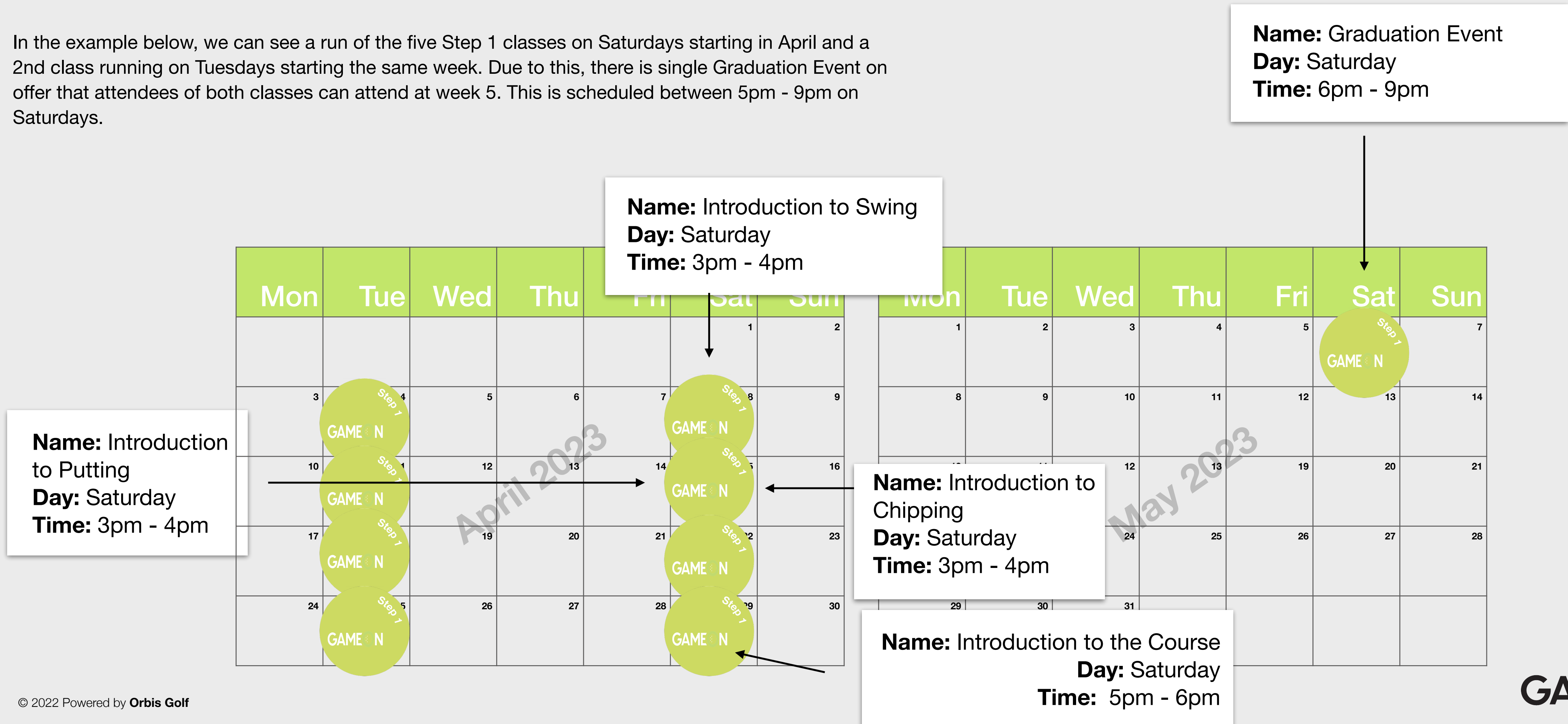
- Classes, Practice Clubs and Course Play events should be offered between October - April.



Scheduling of Step 1 Themed Classes

In order to give your students an opportunity to enter the program you need to offer a block of 5 weeks of Step 1 classes. This includes 4 themed classes and a Graduation Event at the end. These should be scheduled the same day and time of the week to offer consistency for your participants but you will of course need to consider course access for the on course themed class and the Graduation Event.

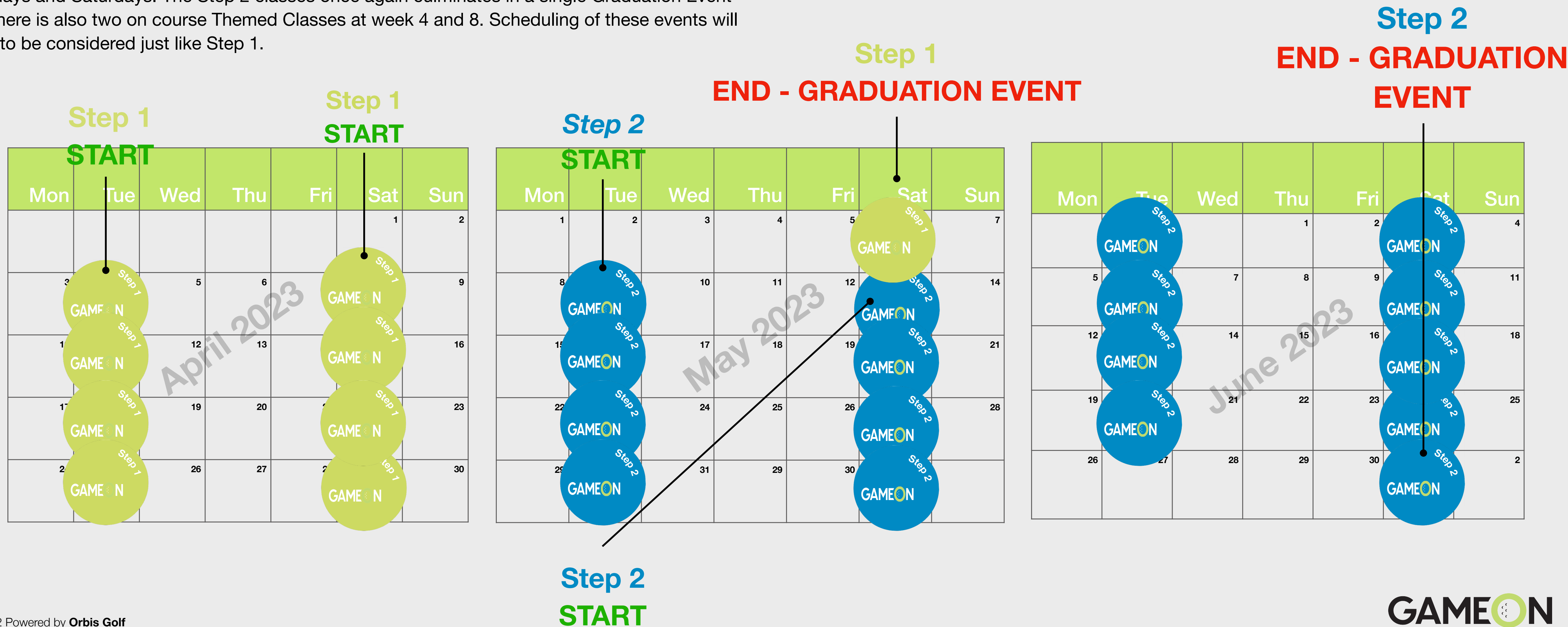
In the example below, we can see a run of the five Step 1 classes on Saturdays starting in April and a 2nd class running on Tuesdays starting the same week. Due to this, there is single Graduation Event on offer that attendees of both classes can attend at week 5. This is scheduled between 5pm - 9pm on Saturdays.



Scheduling of Step 2 Themed Classes

Students should transition from the Step 1 Themed Class stage to Step 2. Therefore, you should schedule your Step 2 classes so that this offers students the greatest opportunities to continue their journey through the program.

In the example below the Step 2 classes continue immediately from the Step 1 Classes on both Tuesdays and Saturdays. The Step 2 classes once again culminates in a single Graduation Event and there is also two on course Themed Classes at week 4 and 8. Scheduling of these events will need to be considered just like Step 1.



Scheduling on the Day for your Graduation Event

Included in each step of the themed class is a Graduation Event. This event is designed to be delivered in a Texas Scramble format over 9 holes using the adapted teeing positions. You will need to decide on when the event is scheduled depending on access to the course at your venue and then number of simultaneous step classes running each week. If multiple classes are running simultaneously then one event can be scheduled so that all learners regardless of the class they are on can attend.

An example of the event timetable is as follows using a Shotgun Start format and you should allow 3 hours for the event:

Step 1 Graduation Event - Saturday 6th May

Mon	Tue	Wed	Thu	Fri	Sat	Sun
1	2	3	4	5	6 Step 1 GAMEON	7
8 Step 2 GAMEON	9	10	11	12 Step 2 GAMEON	13	14
15 Step 2 GAMEON	16	17	18	19 Step 2 GAMEON	20	21
22 Step 2 GAMEON	23	24	25	26 Step 2 GAMEON	27	28
29 Step 2 GAMEON	30	31	1	2	3	4

May 2023

Time	Session
6pm	Registration Opens and Scorecard Collection
6.15pm	Group Introduction & Warm up
6.30pm	Play Starts - Shotgun Start Format & Text Scramble from the specific Teeing Position (Approx. 36 Players)
8.30pm	Social Time, Promote the Next Step & MyGame+ Update
9pm	Event Finishes

Scheduling of Step 3 Themed Classes

Once again students should transition from the Step 2 Themed Class stage to Step 3 and you should continue to offer continuity for students in the scheduling of these classes.

In the example below the Step 3 classes continue immediately from the Step 2 Classes on both Tuesdays and Saturdays. The Step 3 classes will continue for 9 weeks with 8 weeks of themed classes and it culminates in the final graduation event.

Step 3 START

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3 GAME N Step 1	4	5	6	7	8 GAME N Step 1	9
10 GAME N Step 1	11	12	13	14	15 GAME N Step 1	16
17 GAME N Step 1	18	19	20	21	22 GAME N Step 1	23
24 GAME N Step 1	25	26	27	28	29 GAME N Step 1	30

Mon	Tue	Wed	Thu	Fri	Sat	Sun
1	2	3	4	5	6 GAME N Step 1	7
8	9 GAME ON Step 2	10	11	12	13 GAME ON Step 2	14
15	16 GAME ON Step 2	17	18	19	20 GAME ON Step 2	21
22	23 GAME ON Step 2	24	25	26	27 GAME ON Step 2	28
29	30 GAME ON Step 2	31	29	30	31 GAME ON Step 2	

Mon	Tue	Wed	Thu	Fri	Sat	Sun
			1	2	3 GAME ON Step 2	4
5 GAME ON Step 2	6	7	8	9	10 GAME ON Step 2	11
12 GAME ON Step 2	13	14	15	16	17 GAME ON Step 2	18
19 GAME ON Step 2	20	21	22	23	24 GAME ON Step 2	25
26 GAME ON Step 2	27	28	29	30		

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1 GAME ON Step 2	2
3 GAME ON Step 2	4	5	6	7	8 GAME ON Step 2	9
10 GAME ON Step 2	11	12	13	14	15 GAME ON Step 2	16
17 GAME ON Step 2	18	19	20	21	22 GAME ON Step 2	23
24 GAME ON Step 2	25	26	27	28	29 GAME ON Step 2	30

Step 3 START

Scheduling of Weekly Practice Clubs

You should also aim to schedule a weekly Practice Club across the four practice club types. The exact practice club you should be running each week will be up to you and the specific needs of your venue, coaching team and program.

The Practice your Swing, Practice Around the Green and Practice On the Green practice clubs should run for 60 minutes and the practice on the Course should run for 2 hours. You should aim to offer these practice clubs on a rotation basis. It is your discretion to decide on the day and time that the practice club should run at your venue, and the number of practice clubs you should offer each week.

In the example below, the Practice Clubs are scheduled on a Wednesday evening and the Practice On the Course club is scheduled on the same day but up until 8pm. We can see how this links to the Themed Class blocks across each Step.

Name: Practice Club
Theme: Around the Green, On the Green and Swing
Day: Wednesday
Time: 6pm - 7pm

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	GAME N	Practice Club	6	7	GAME N	9
10	GAME N	Practice Club	13	14	GAME N	16
17	GAME N	Practice Club	20	21	GAME N	23
24	GAME N	Practice Club	27	28	GAME N	30

Mon	Tue	Wed	Thu	Fri	Sat	Sun
1	2	Practice Club	4	5	GAME N	7
8	GAME N	Practice Club	11	12	GAME N	14
15	GAME N	Practice Club	18	19	GAME N	21
22	GAME N	Practice Club	25	26	GAME N	28
29	GAME N	Practice Club	29	30	GAME N	31

Mon	Tue	Wed	Thu	Fri	Sat	Sun
			1	2	GAME N	4
5	GAME N	Practice Club	8	9	GAME N	11
12	GAME N	Practice Club	15	16	GAME N	18
19	GAME N	Practice Club	22	23	GAME N	25
26	GAME N	Practice Club	29	30		

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					GAME N	2
3	GAME N	Practice Club	6	7	GAME N	9
10	GAME N	Practice Club	13	14	GAME N	16
17	GAME N	Practice Club	20	21	GAME N	23
24	GAME N	Practice Club	27	28	GAME N	30
21						

Name: Practice Club
Theme: On the Course
Day: Wednesday
Time: 6pm - 8pm

Scheduling of Course Play Events

Within the program is a supplementary opportunity for the learners to attend a Course Play event each month and you should schedule this event at a time and date that will maximize engagement in the event. We recommend that you schedule this event on a consistent day, week and time each month to offer consistency for learners and your team.

You should also ensure that your event does not conflict with your themed classes and practice clubs. In the example below the Course Play event is scheduled on the first Sunday of the month with the event starting at 2pm.

Name: Course Play Event
Day: 1st Sunday Month
Time: 2pm Start

Mon	Tue	Wed	Thu	Fri	Sat	Sun
						1 Course Play
3	4 GAME N	5 Practice Club	6	7	8 GAME N	9
10	11 GAME N	12 Practice Club	13	14	15 GAME N	16
17	18 GAME N	19 Practice Club	20	21	22 GAME N	23
24	25 GAME N	26 Practice Club	27	28	29 GAME N	30

Mon	Tue	Wed	Thu	Fri	Sat	Sun
1	2	3 Practice Club	4	5	6 GAME N	7 Course Play
8	9 GAMEON	10 Practice Club	11	12	13 GAMEON	14
15	16 GAMEON	17 Practice Club	18	19	20 GAMEON	21
22	23 GAMEON	24 Practice Club	25	26	27 GAMEON	28
29	30 GAMEON	31 Practice Club	29	30	31 GAMEON	

Mon	Tue	Wed	Thu	Fri	Sat	Sun
			1	2	3 GAMEON	4 Course Play
5	6 GAMEON	7 Practice Club	8	9	10 GAMEON	11
12	13 GAMEON	14 Practice Club	15	16	17 GAMEON	18
19	20 GAMEON	21 Practice Club	22	23	24 GAMEON	25
26	27 GAMEON	28 Practice Club	29	30		

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1 GAMEON	2 Course Play
3	4 GAMEON	5 Practice Club	6	7	8 GAMEON	9
10	11 GAMEON	12 Practice Club	13	14	15 GAMEON	16
17	18 GAMEON	19 Practice Club	20	21	22 GAMEON	23
24	25 GAMEON	26 Practice Club	27	28	29 GAMEON	30
31						

Scheduling on the Day for your Course Play Event

You have the flexibility to schedule your Course Play event at a time and date to suit your venue. You should allow enough time for participants attending the event to arrive and collect a scorecard, warm up, meet their playing partners, get to the tee and complete up to 9 holes on the course. You may also decide to run a short award ceremony after the event. It is also recommended that you allow time at the end of the event for those on the program to meet each other and reflect on their experience.

An example of the event timetable is as follows using a Shotgun Start format:

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
		3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

 →
 









Course Play Event - Sunday, June 4th

Time	Session
2pm	Registration Opens and Warm Up
2.15pm	Group Introduction and Warm Up
2.30pm	Play Starts - Shotgun Start Format (Approx. 36 Players)
4.30pm	Social Time and MyGame+ Update
5pm	Event Finishes

Example 6 Month Delivery


Below shows an example of the delivery across 6 months between the delivery months of April - September. It shows how the four program elements link together.

Over the course of the six month period, there are themed classes across the 3 steps running on a continuous basis and the additional program elements running on a supplementary basis.




Practice your Swing, Practice Around the Green and Practice On the Green Practice Club

- Wednesdays at 6pm - 7pm




Practice on the Course Practice Club

- Wednesdays at 6pm - 8pm



Course Play Event

- 1st Sunday of the Month at 2pm



Step 1, 2 & 3

- Running weekly with each step following on from the previous.
- Each Step Culminates with a Graduation Event

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	
3			6	7		9
10			13	14		16
17			20	21		23
24			27	28		30

Mon	Tue	Wed	Thu	Fri	Sat	Sun
1	2	3	4	5		
	9		11	12		14
	16		18	19		21
	23		25	26		28
	30					

Mon	Tue	Wed	Thu	Fri	Sat	Sun
			1	2		
	6		8	9		11
	13		15	16		18
	20		22	23		25
	27		29	30		

Mon	Tue	Wed	Thu	Fri	Sat	Sun
	4		6	7		9
	11		13	14		16
	18		20	21		23
	25		27	28		30

Mon	Tue	Wed	Thu	Fri	Sat	Sun
	1		3	4		
	8		10	11		13
	15		17	18		20
	22		24	25		27
28	29		31			

Mon	Tue	Wed	Thu	Fri	Sat	Sun
				1		
	5		7	8		10
	12		14	15		17
	19		21	22		24
	26		28	29		

Scheduling on GLF. Connect

It is important that when scheduling the different program elements, that you schedule these correctly on your GLF. Connect system. The different supporting resources including the Step by Step Guides and Training elements from the GLF. Connect support team have been built based on the elements being scheduled in a specific way.

Game On Step 1

5 week courses available within the Game On Step 1 Filter including the Graduation Event

Game On Experience Days

Experience Day events will be categorized until this filters as Single Day Events

Game On Step 3

9 Week Game On class available within the Game On Step 3 Filter including the Graduation Event

Game On Step 2

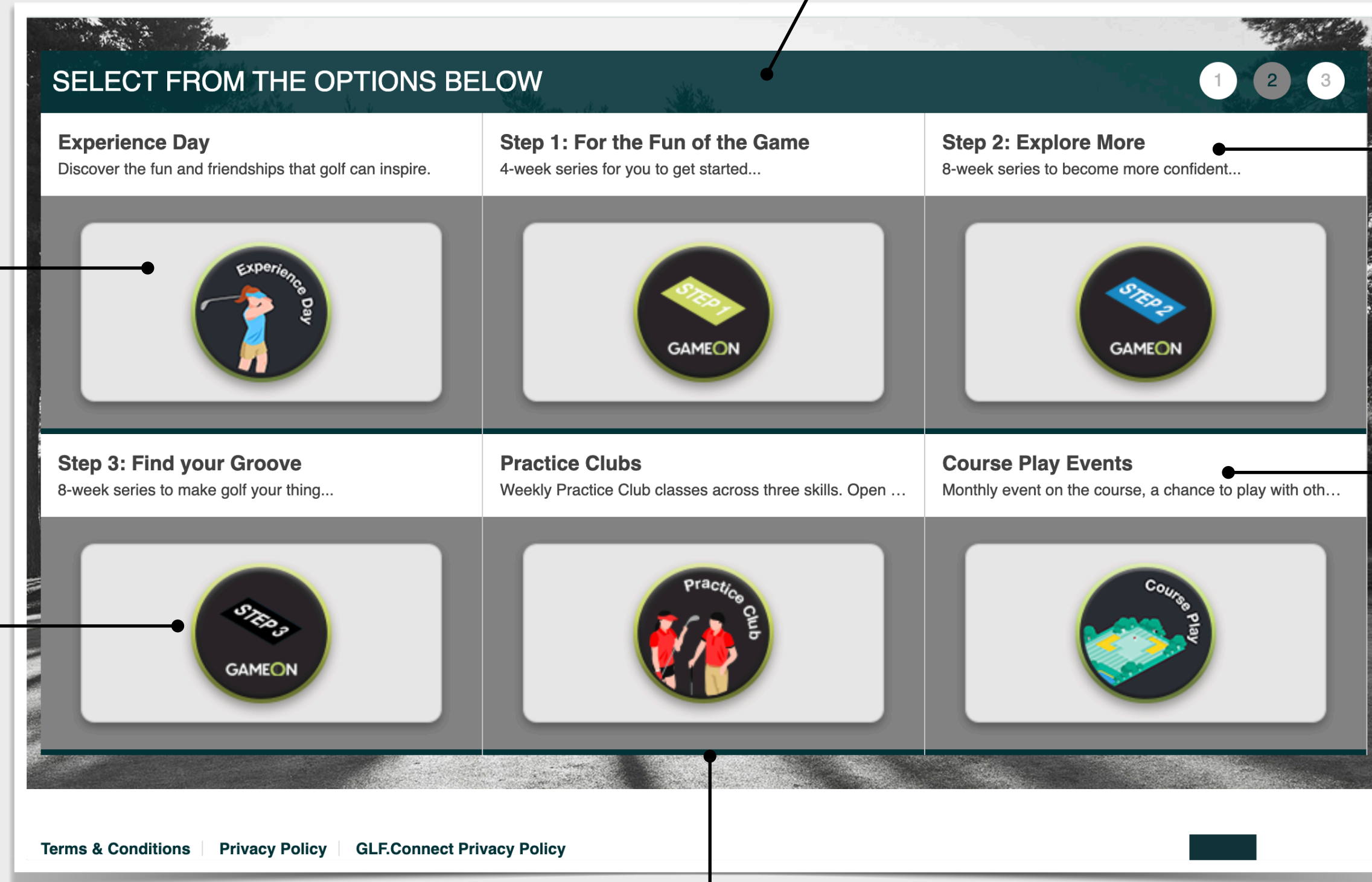
9 Week course available within the Game On Step 2 Filter including the Graduation Event

Monthly Course Play Event

Monthly Course Play Event Setup within the Course Play event filter.

Weekly Practice Club

60 minute & 2 hour On Course Practice Clubs setup within the Practice Club Filter. Bookable on a per event basis.



Scheduling on GLF. Connect

The program elements are recommended to be setup as follows on the GLF. Connect system but further training is available from the support team within the Training Hub and Knowledge Base.

						
Sub-Filter	<ul style="list-style-type: none"> • Game On Step 1 	<ul style="list-style-type: none"> • Game On Step 2 	<ul style="list-style-type: none"> • Game On Step 3 	<ul style="list-style-type: none"> • Practice on the Course 	<ul style="list-style-type: none"> • Game On Practice Clubs 	<ul style="list-style-type: none"> • Game On Course Play Events
Number of Classes	<ul style="list-style-type: none"> • 5 weekly 	<ul style="list-style-type: none"> • 8 weekly 	<ul style="list-style-type: none"> • 8 weekly 	<ul style="list-style-type: none"> • 1 per week 	<ul style="list-style-type: none"> • 1 per week 	<ul style="list-style-type: none"> • 1 per month
Class Duration	<ul style="list-style-type: none"> • 90 minutes • 180 minute Graduation Event 	<ul style="list-style-type: none"> • 90 minutes • 180 minute Graduation Event 	<ul style="list-style-type: none"> • 90 minutes • 180 minute Graduation Event 	<ul style="list-style-type: none"> • 120 minutes 	<ul style="list-style-type: none"> • 60 minutes 	<ul style="list-style-type: none"> • 180 minutes
Number of Students	<ul style="list-style-type: none"> • 8 per Class 	<ul style="list-style-type: none"> • 8 per Class 	<ul style="list-style-type: none"> • 8 per Class 	<ul style="list-style-type: none"> • 5 per Class 	<ul style="list-style-type: none"> • 12 per Class 	<ul style="list-style-type: none"> • 36 per Event
GLF. Class Type	<ul style="list-style-type: none"> • Class Type 3 	<ul style="list-style-type: none"> • Class Type 3 	<ul style="list-style-type: none"> • Class Type 3 	<ul style="list-style-type: none"> • Class Type 1 or 3 	<ul style="list-style-type: none"> • Class Type 1 or 3 	<ul style="list-style-type: none"> • Class Type 1 or 3

Thank you.

GAMEON