

Practice On the Green Scoring



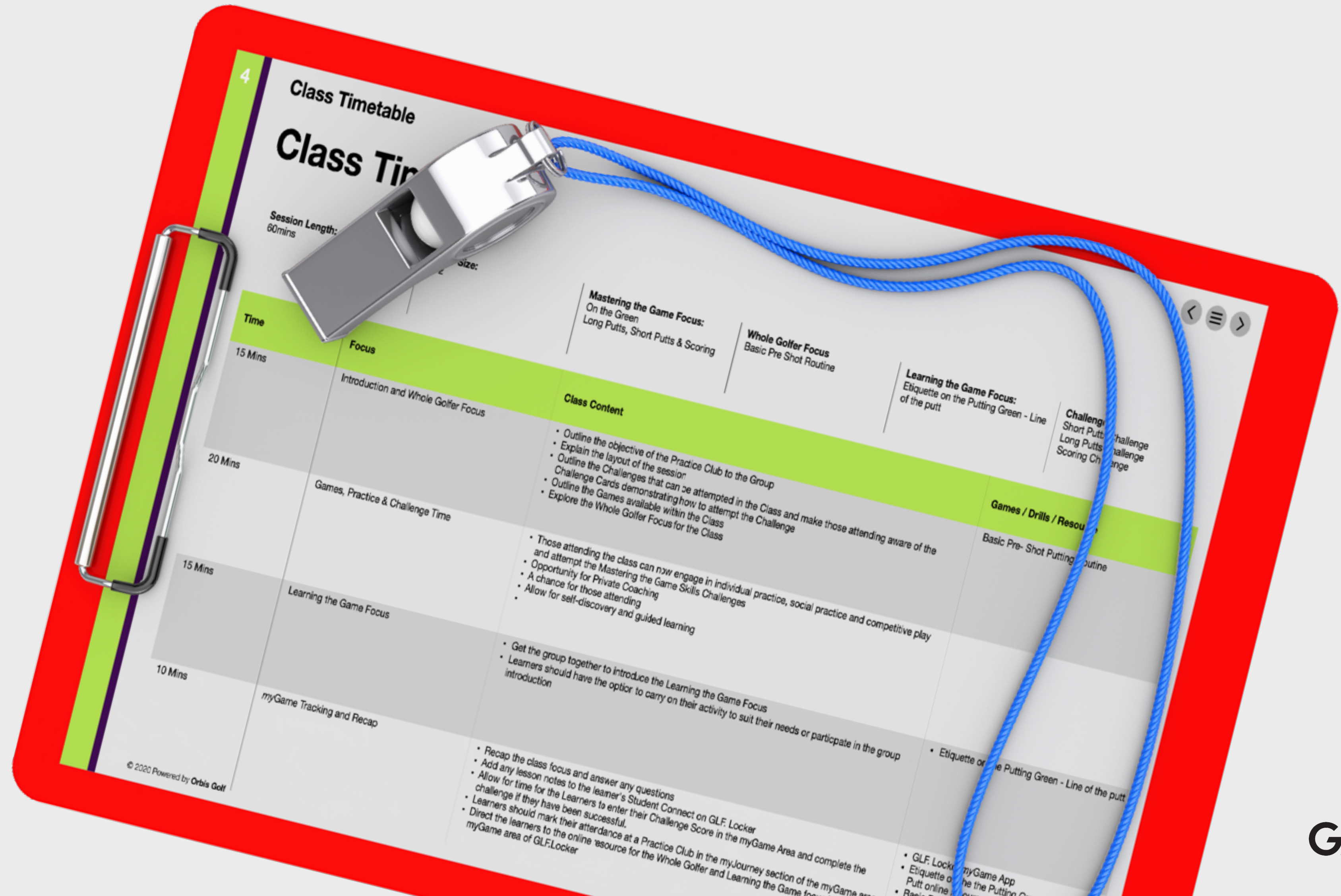
GAMEON

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Class Timetable

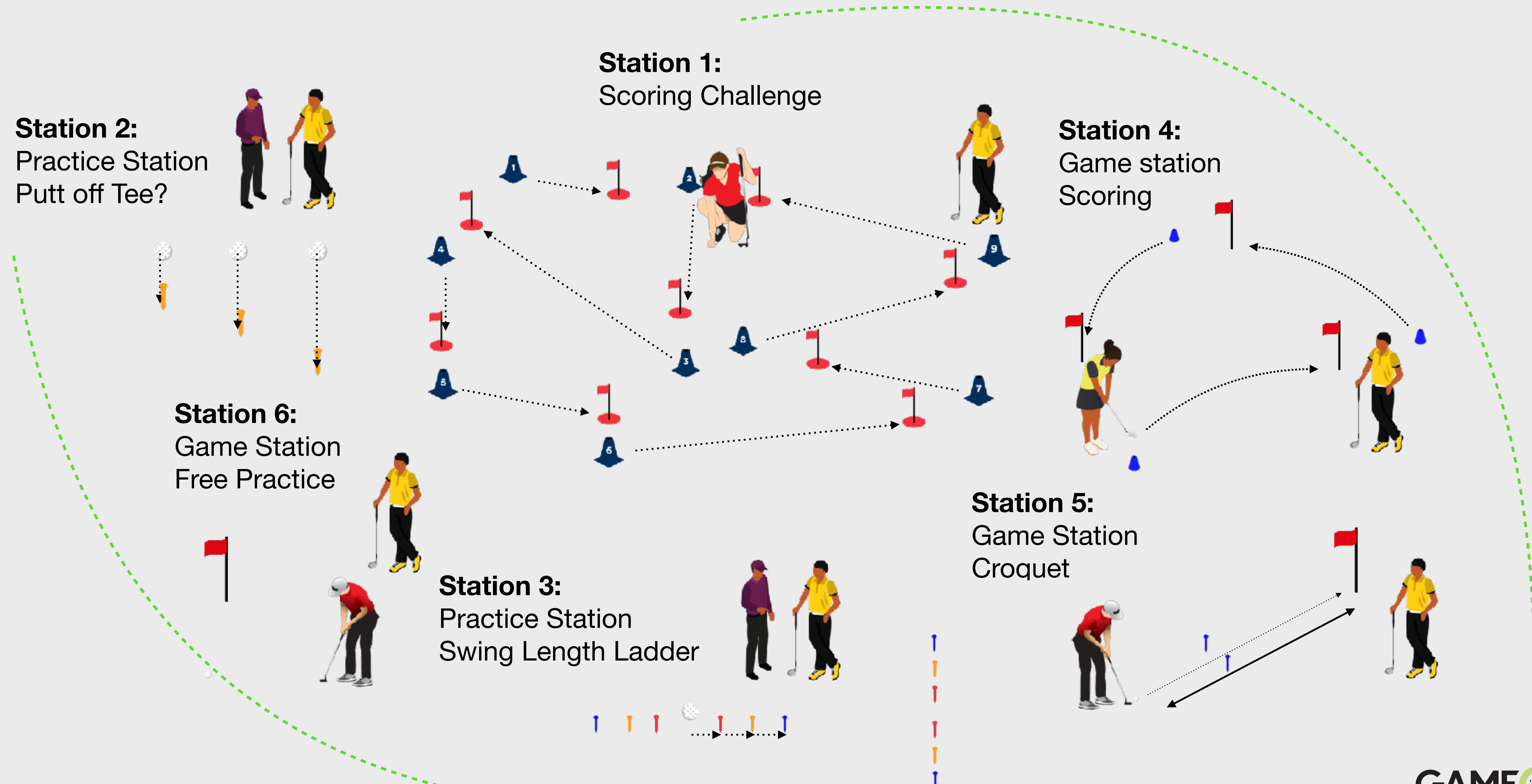


Class Timetable

Session Length: 60mins	Group Size: 1:12	Mastering the Game Focus: On the Green Scoring	Whole Golfer Focus: Mind What is a Handicap Index?	Learning the Game Topic: Preparing to Play	Learning the Game Focus Putting Warm Up	Mastering the Game Challenge: Scoring Challenge
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Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations of your preference and the challenges required Be ready to welcome participants 5 minutes before the session starts 	<ul style="list-style-type: none"> Class Layout and Setup
10 Mins	Introduction and Whole Golfer Focus	<ul style="list-style-type: none"> Outline the objectives which is an opportunity for learners to practice their putting. Introduce the Learning the Game or Whole Golfer focus Explain how to play the games and attempt the practice station activities Explain how to attempt the Mastering the Game Challenges if applicable 	<ul style="list-style-type: none"> What is a Handicap Index?
20 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> Play the games individually, in pairs or in groups Opportunity for private coaching Develop social connections and allow for self-discovery and guided learning Learners can attempt a Mastering the Game Challenges individual or in pairs 	<ul style="list-style-type: none"> Putt off Tee? Swing Length Ladder Croquet Scoring
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> Get the group together to introduce the learning the Game or Whole Golfer focus Learners should have the option to carry on their activity to suit their needs or participate in the group introduction to the Learning the Game or the Whole Golfer focus 	<ul style="list-style-type: none"> Putting Warm Up
15 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> Play the games individually, in pairs or in groups Opportunity for private coaching Develop social connections and allow for self-discovery and guided learning Learners can attempt a Mastering the Game Challenges individual or in pairs 	<ul style="list-style-type: none"> Putt off Tee? Swing Length Ladder Croquet Scoring
10 Mins	MyGame+ Tracking on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the learner's Student Connect 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

Practice on the Green Class Layout and Setup



Practice Stations and Game Cards

Themed Class Plans
Control Distance

About
The Practice Station Activity has been built to provide an engaging practice element to your class and themed class focus.

Equipment Needs

- 12 cones
- Golf balls

How to Practice

- Set this activity up with 3 different sized boxes at 10, 20 yards and 30 yards from the learner.
- The learner should practice chipping the ball at these distances using the same club, by varying the speed of the swing.
- Encourage them to start by controlling the length of the stroke, similarly to how they learnt to control the ball further and then gradually increase the length of the stroke and speed of the stroke to ball further.
- This practice is learnt using the same club and speed of the stroke to ball further.

Technical Li

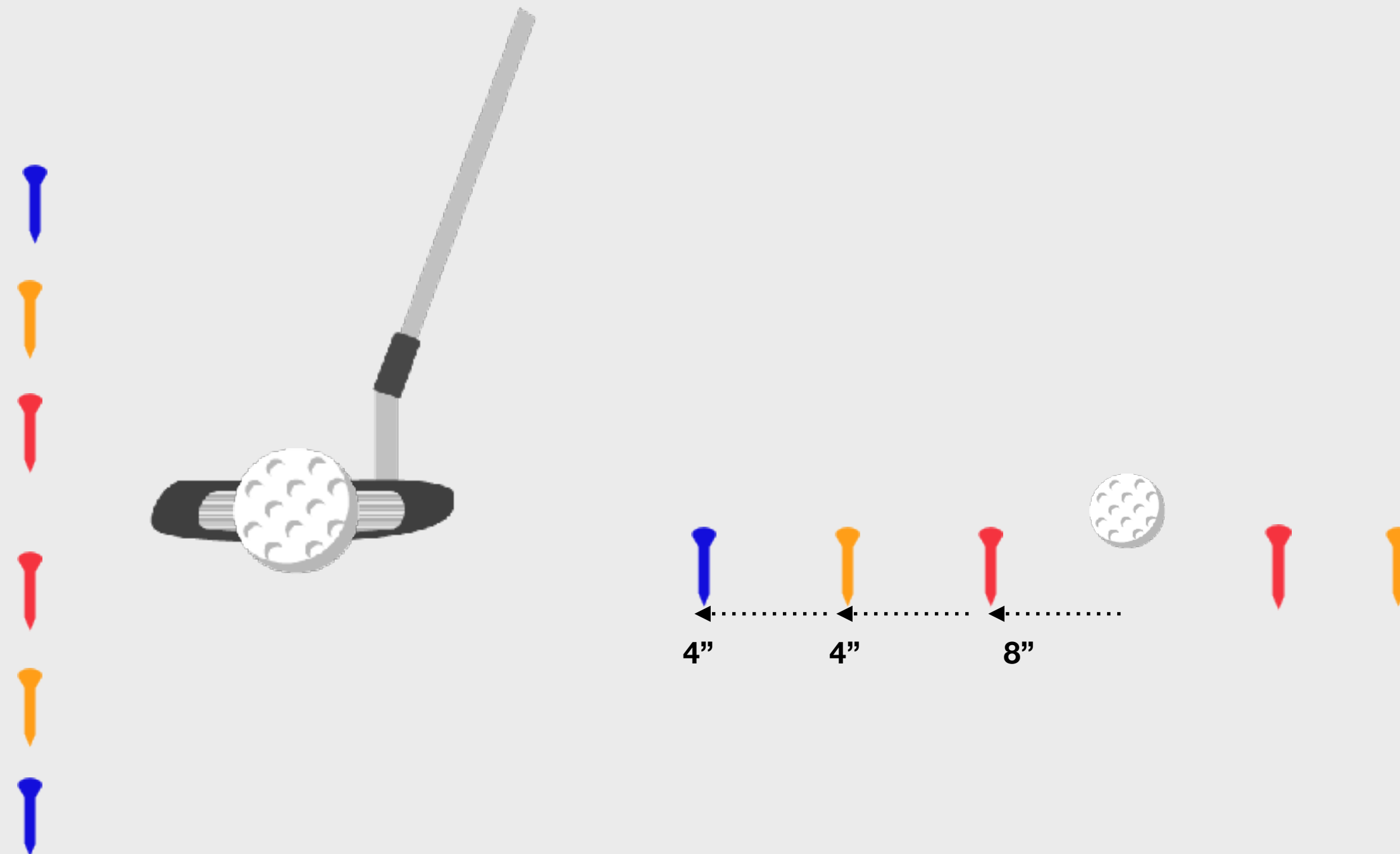
- This activity help the learner to understand the distance of a shot based on the speed of the stroke.
- This activity help the learner to gain confidence around the green by becoming consistent with one particular type of club.

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GAMEON
GOLF DEVELOPMENT



Swing Length Ladder



Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

How to Practice

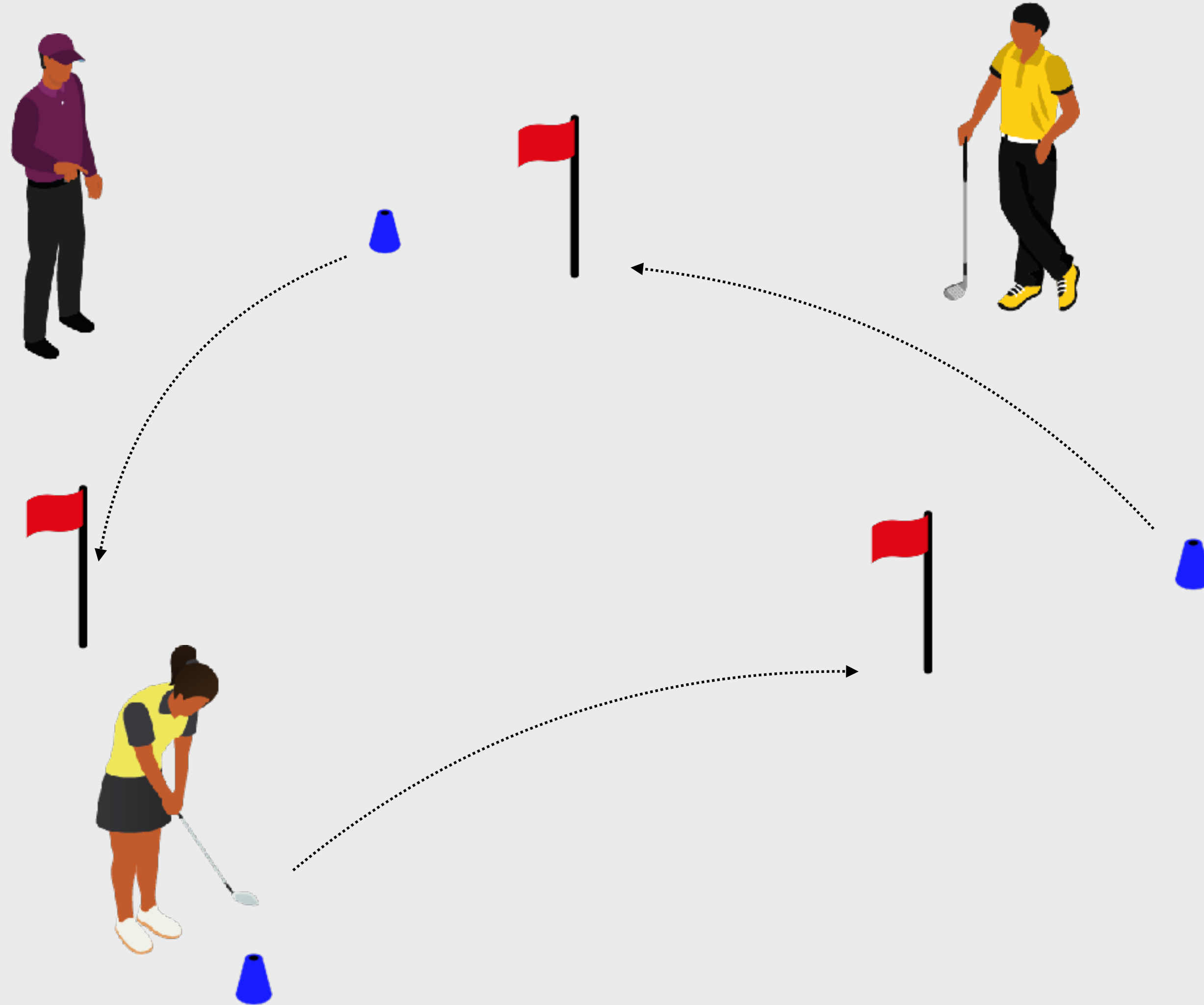
- Get the learner to practice swinging the putter from and to the first tee pegs either side of the ball (red)
- As they practice, get them to count 1, 2. They should time the end of the backstroke with the the one count and the end of the through stroke with the two count
- Get them to hit a few putts and see how far the ball travels
- Next, get the learner to swinging the putter from and to the second tee pegs either side of the ball (red). Again they should reproduce the count of 1, 2.
- Get them to hit a few putts and see how the ball travels further
- Finally, replicate for the final set of tee pegs.

Technical Link

- This activity will help the learner to understand the concept of Swing Length, Rhythm and Tempo
- It will help the learner to understand that as swing length changes, the distance the ball travels changes
- It will help them to understand how length of swing transfers to distance



Scoring



Equipment Needed

- Putter

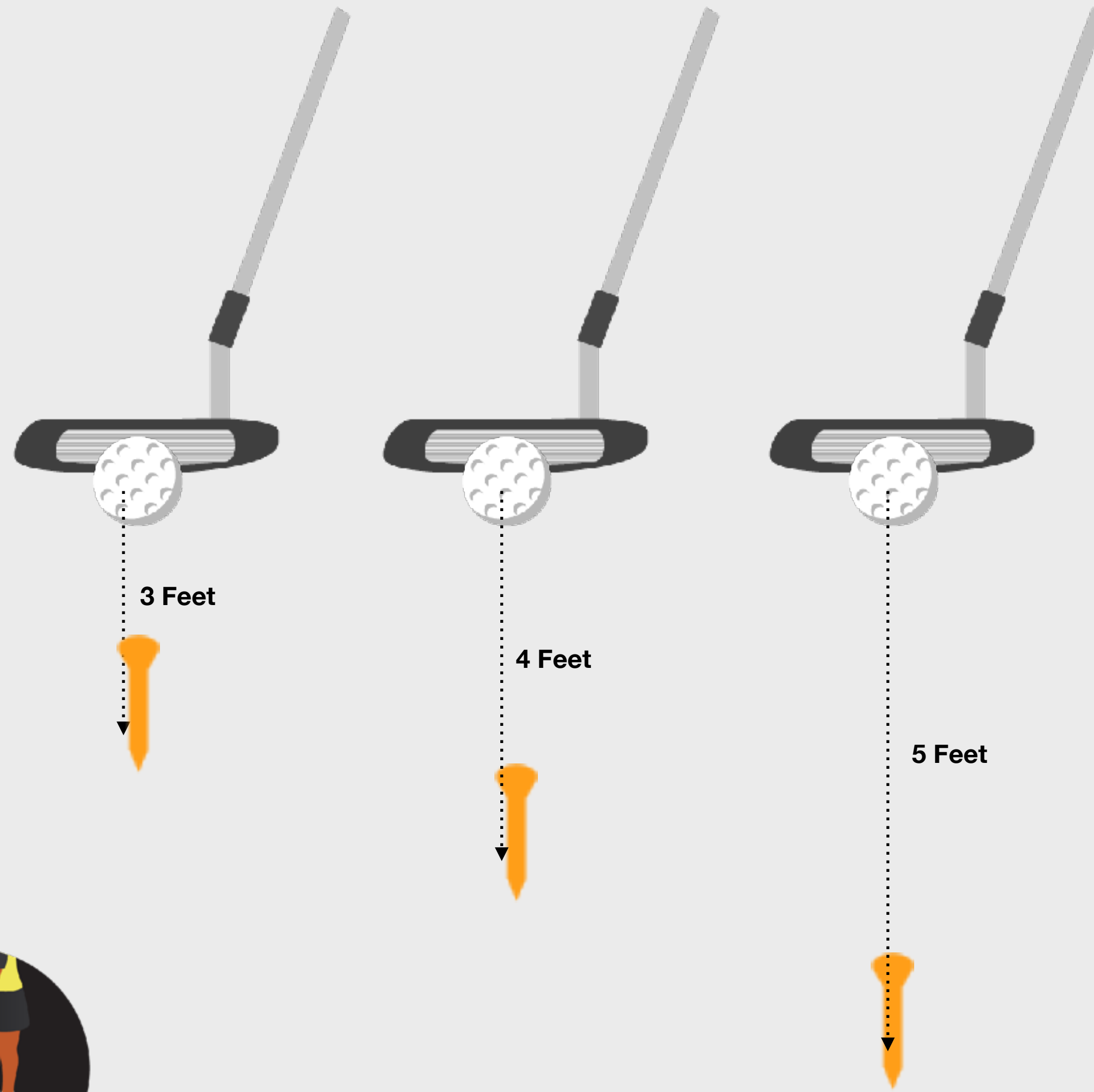
How to Play

- A learner attempts to play three holes in the fewest number of putts possible
- The holes should be 10 feet to 30 feet in length and on a gently sloping part of the green
- We suggest providing some context to the scores, indicating that to complete level 1 of the program learners need to score 24 over 6 holes
- This game can be played individually, in pairs or small groups

Progression Ideas

- Play on a more severely sloped surface
- Increase or decrease the length of the putts

Putt of tee?



Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

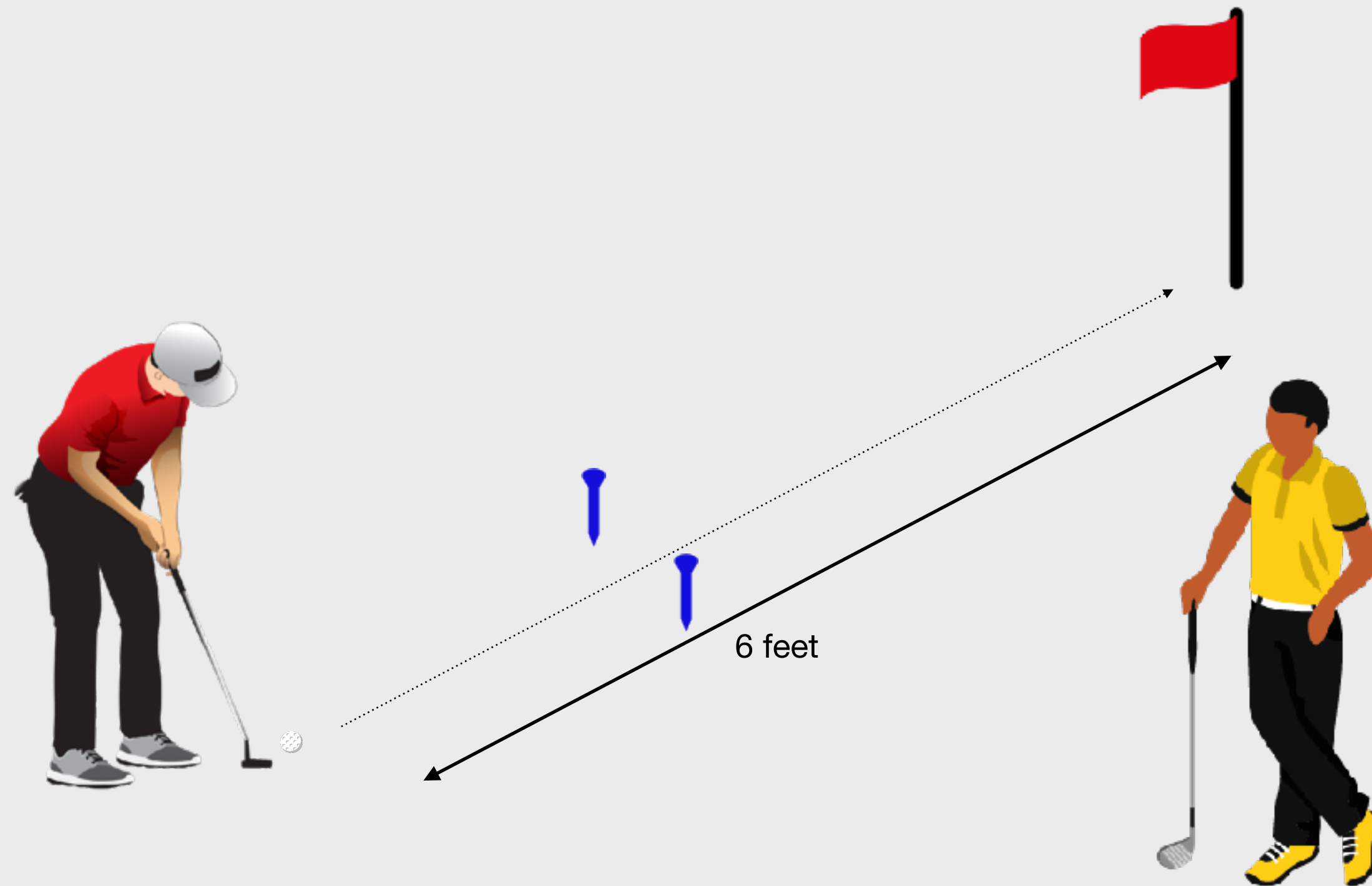
How to Practice

- Get the learner to putt from 3, 4 and 5 feet
- Place of golf tee at 3, 4 and 5 feet from the learner
- Allow the learner to put at the three different length practice drills.
- The idea is that the learner tries to hit the golf tee instead of the hole

Technical Link

- Because the golf tee is much smaller it focuses their attention on the very centre of the golf hole when they move back to putting to a hole
- Reinforce the following technical elements;
 - Face angle impact
 - Centered strike on the putter face
 - Rhythm and tempo of the putting stroke

Croquet



Equipment Needed

- 2 Tee Pegs
- Putter
- Golf Ball

How to Play

- Set up your ball for a 6 foot putt that is fairly straight.
- Halfway between your ball and the hole, place two tees just wide enough apart for a ball to roll through.
- Attempt with your putts to roll the ball between the markers and into the hole.
- The game can be played with others on a point system, with 1 point for making it through the markers and 2 points for also sinking the putt.

Technical Link

- This game will help you align putts.
- This game helps with visualizing your putts.
- This game will improve your accuracy from focusing on a smaller target.



Learning the Game

Due to the limitation on time and also the recommendation to get practicing using the prescribed games and activities, we recommend you explore the following to supplement what is being delivered in themed classes. However it is at your discretion to add further information and you should also react to any questions or situations that arise during the practice session:

- **Putting Warm Up**

- Introduce a putting warm-up to the group whereby they can learn the speed of the greens on a given day, improve their green reading and be confident in holing short putts.
- Here is a basic routine you can use or adapt your own to provide learners:
 - Hit 5 putts the length of the putting green to get a feel for how fast the ball is rolling
 - Hit 5 putts of different distances, between 10 feet and 30 feet in length
 - Hit 5 putts of different distances, across different slopes, from 10 feet to 30 feet in length
 - Place 5 balls around the hole at 6 feet and attempt to hole all of them
 - Place 5 balls around the hole at 3 feet and attempt to hole all of them



Whole Golfer

Due to the limitation on time and also the recommendation to get practicing using the prescribed games and activities as the primary focus, we recommend you explore the following to supplement what is being delivered in themed classes briefly. You can also further explore this during the class using the variety of games and activities:

- **What is a Handicap Index?**

- Explain to your learners what a handicap index is, and how by the end of the programme they will be at a standard to achieve a handicap index that will allow them to play and enjoy their golf at different courses around the world.
- “A Handicap Index provides every golfer, regardless of age, gender or skill level, with a universal measure of playing ability under the World Handicap System™.”



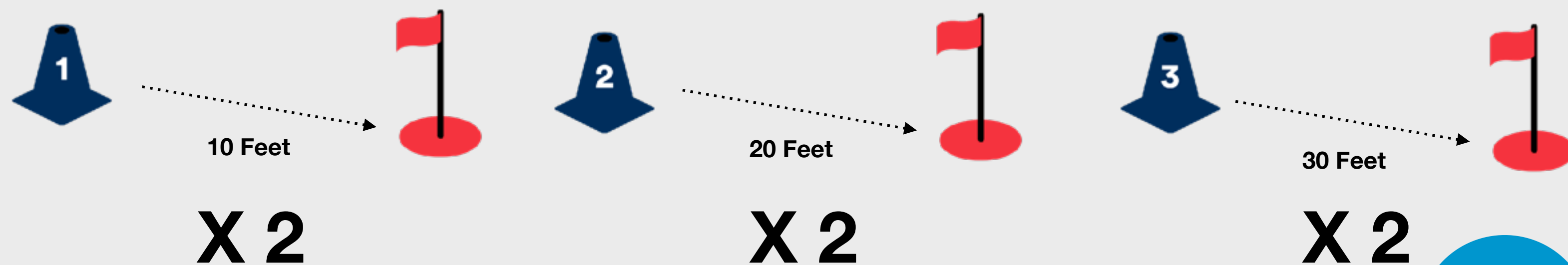
Mastering the Game Challenges



Scoring Challenge

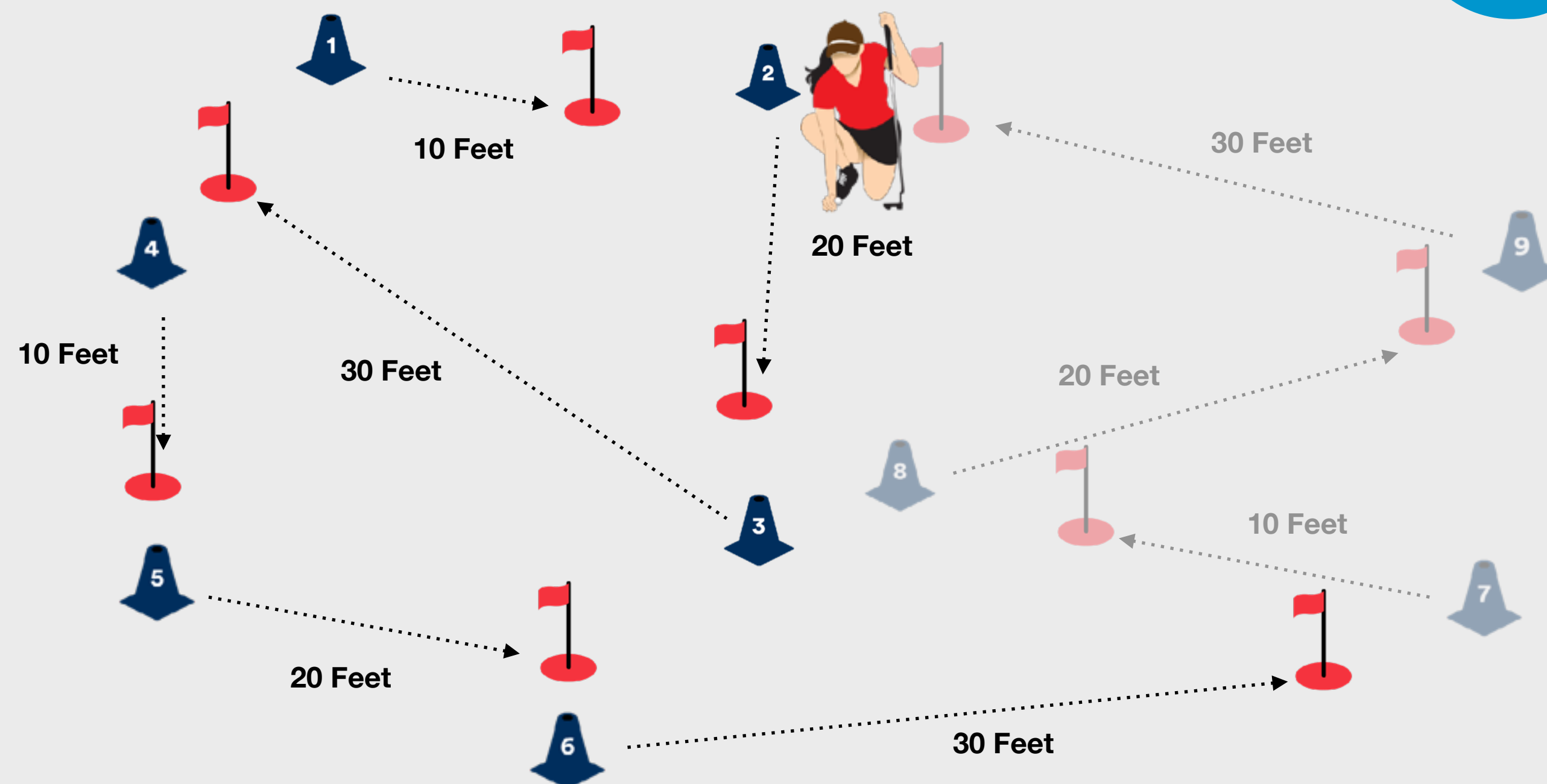


Option 1



18 putts or fewer

Option 2



The Challenge

To complete the Step 2 Challenge within the Scoring skill element, the learner needs to score 18 putts or fewer over 6 holes on the putting green starting 10 feet away on 2 holes, 20 feet away on 2 holes and 30 feet away on 2 holes.

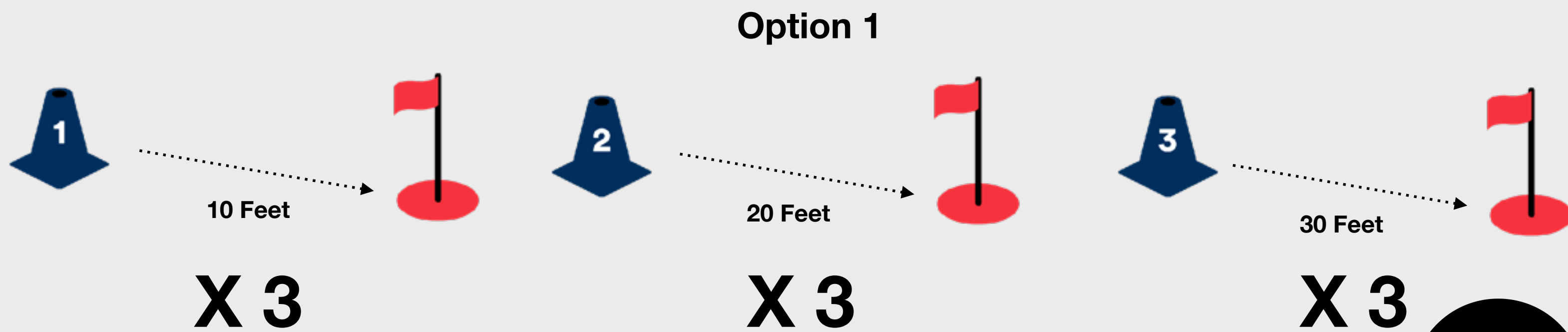
What should the Learner do next?

- Log their score on the GLF.Connect App
- If they complete the challenge, mark it as complete in the Challenge Section

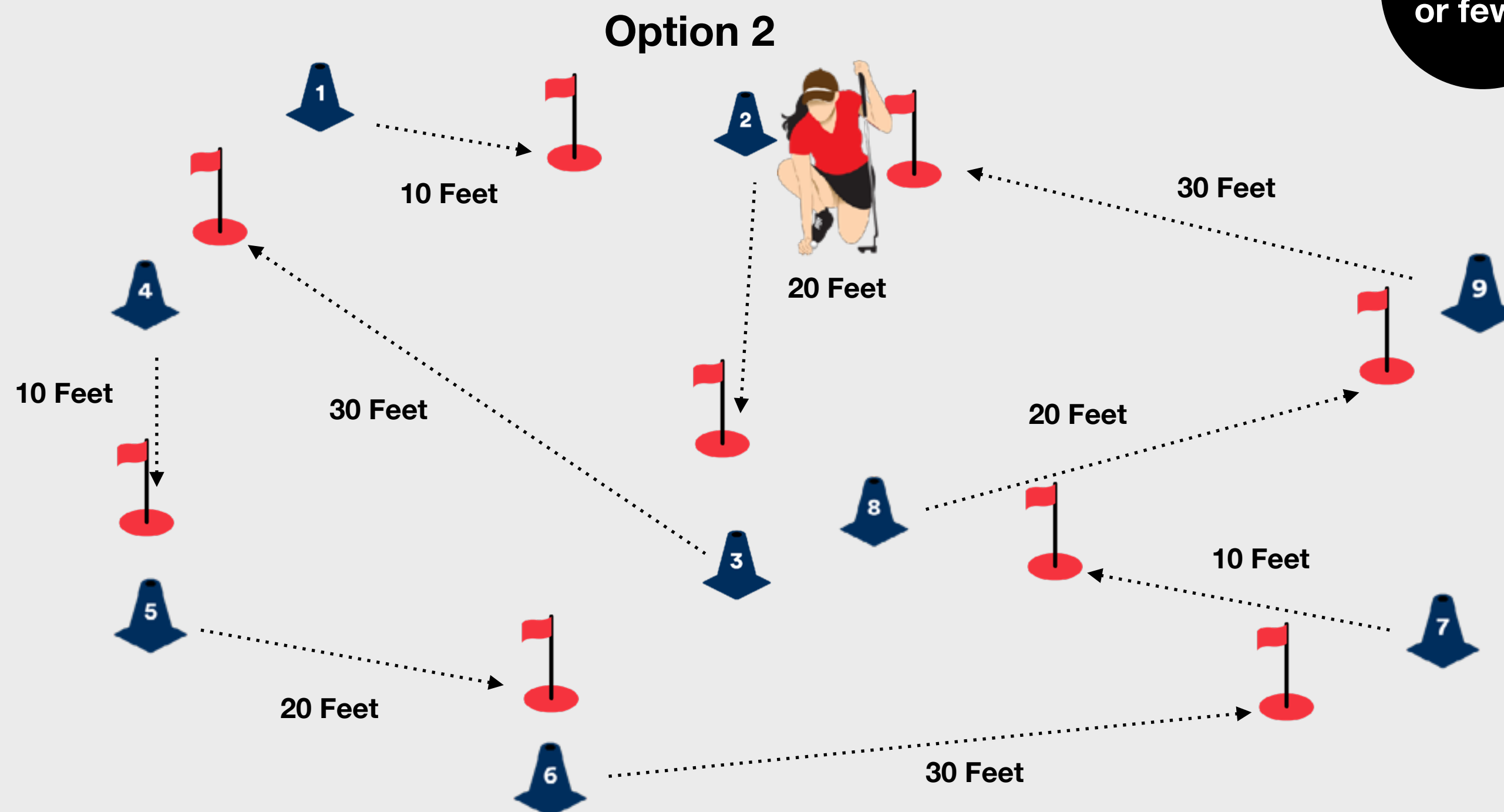
Scoring



Scoring Challenge



21 putts or fewer



The Challenge

To complete the Step 3 Challenge within the Scoring skill element, the learner needs to score 18 putts or fewer for 9 holes on the putting green, playing 3 holes at a starting distance of 10 feet, 3 holes at a starting distance of 20 feet and 3 holes from a starting distance of 30 feet from the hole.

What should the Learner do next?

- Log their score on the GLF.Connect App
- If they complete the challenge, mark it as complete in the Challenge Section