

On the Course - Step 3

Course Management and Strategy



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 - Course Management & Strategy

Session Length: 90mins	Group Size: 1:8	Mastering the Game Focus: On the Course Course Management & Strategy	Whole Golfer Focus: Mind Enjoy Errorful Practice	Learning the Game Topic: Orientation	Learning the Game Focus Orientation of 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 the concept and importance of course management during a round of golf and outline some of the key concepts that may be explored during the session Introduce the Learning the Game and Whole Golfer focus 	<ul style="list-style-type: none"> Orientation of the Club Enjoy Errorful Practice
30 mins	Mastering the Game On Course Play and Discussion Private Coaching where appropriate	<ul style="list-style-type: none"> Play 1 - 2 holes from the appropriate adapted teeing position using a stableford or medal format. Explore a conservative approach with irons from tees with the emphasis on safety 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"> Course Management & Strategy
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"> Orientation of the Club Enjoy Errorful Practice
30 Mins	Mastering the Game On Course Play and Discussion Private Coaching where appropriate	<ul style="list-style-type: none"> Play 1 - 2 holes from the appropriate adapted teeing position using a stableford or medal format using an aggressive approach with irons from tees with the emphasis on reward vs risk 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"> Course Management & Strategy
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:

- **Individual Scoring Stats** - Introduce the learners to the concept recording stats while on the golf course. The key stats to record may include;
 - Fairways in regulation, greens in regulation, putts per hole, putts per round and sand saves
- **Basics of Strategy** - Cover with the learners an approach to creating an on-course strategy and how this will ultimately benefit the score they achieve on the course. This may include:
 - Assess how the course management and strategy approach will effected the scoring and enjoyment of the holes played
 - Discuss some goal setting and ask the students to assess their strengths and weaknesses so they can build an effective strategy
 - Discuss where different clubs should be used for different shots
 - Discuss when to play safe and went to be more aggressive
 - Outline how this strategy will alter as their game improves
 - Discuss the role that stroke indexes, handicaps and the situation may play in building an effective strategy
- **Dealing with Challenging Situations** - Outline to learn as the inevitability of challenging situations on the golf course and how an effective strategy can help manage these situations. This may include:
 - Describe to the students possible situations they may get themselves into on a golf course. Provide some coping strategies and possible plans to execute to limit the damage to their score



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 Club** - Give the student a comprehensive overview of how to access the course and other facilities at their club. This may include:
 - Explain to the learners how to access the golf course. Explain how this can be through a pay as you play, green fees, academy membership, full membership, and/or corporate memberships depending on the facilities at the club
 - Demonstrate the correct process for signing in and getting the correct equipment for the round
- **Clubhouse Access** - Discuss with the learners at your facility, how to gain access to the clubhouse facilities and areas around the clubhouse. This may include:
 - Explain how clothing, footwear and membership categories may affect this
- **Practice Facility Access** - Discuss with the students how to access practice facilities outside of the structured classes and any important rules when using these facilities
 - Things to consider with the students include possible dress code for practice facilities, how to use ball machines and other practice facilities, including bunker and short game areas



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:

- **Enjoying Error Full Practice**

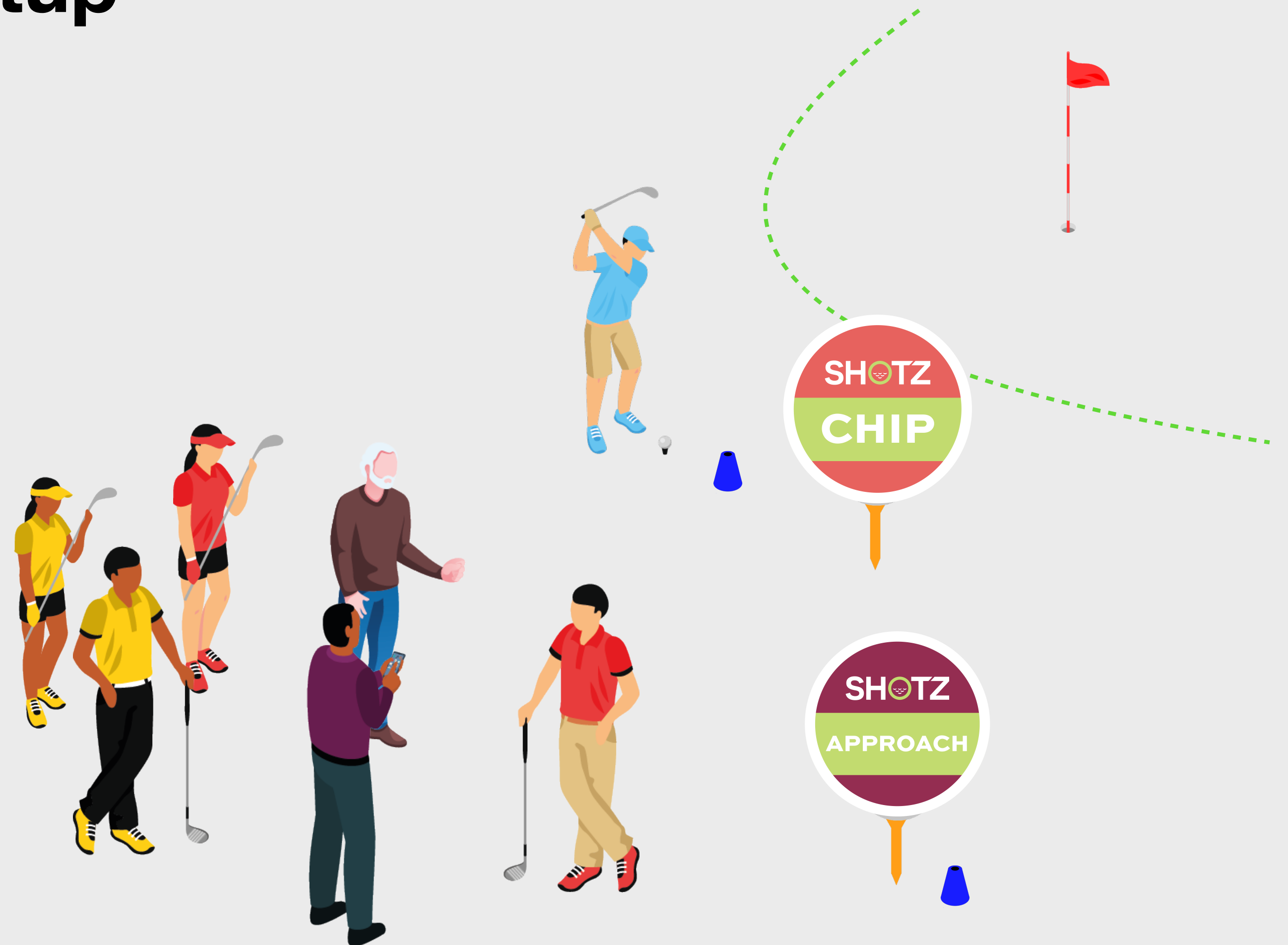
- The Whole Golfer theme this week is to recommend that it is beneficial to learn how to enjoy error full practice. This means understanding that for each attempt that the learners make that doesn't go to plan is helping them to learn how to deliver the skill effectively.
- The purpose of learning how to play shots from awkward lies is due to the fact that all golfers hit the ball into awkward positions. It is a fundamental part of the game, and to start off with an understanding that this is part of the challenge will benefit your learners greatly.



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:

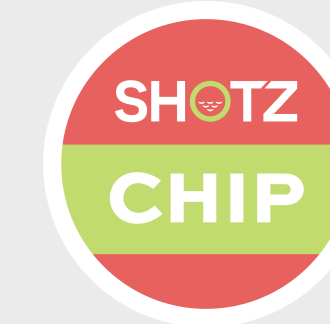
- Take a cone onto the course to indicate where the learners should start from. Use the adapted course guidance to start the learners from an appropriate teeing position and we recommend this to be The Chip or The Approach
- Learners take it in turns to hit their tee shot, the group select the best shot 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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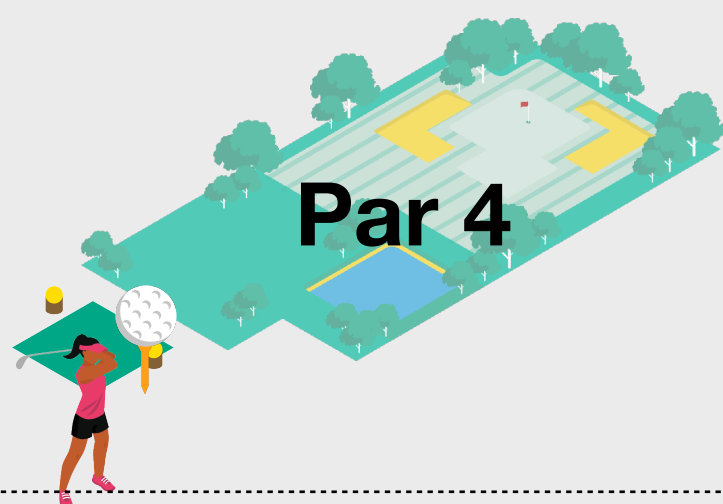


128 Yards or Less

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