On the Course - Level 1 An Introduction to On the Course







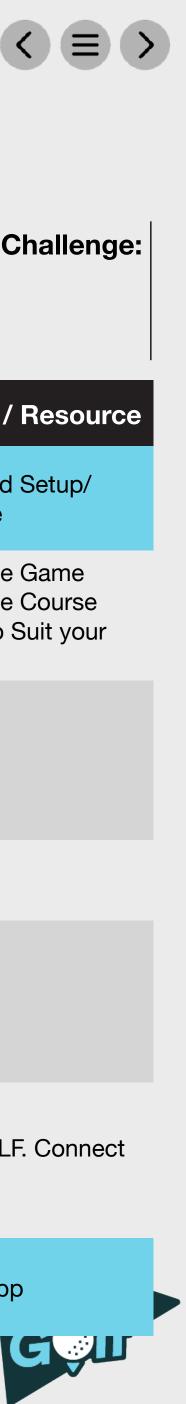
Class Timetable - Introduction to the Course

Session	Group	Mastering the Game Focus:	Whole Golfer Focus: S
Length:	Size:	On the Course	Play a Course to Suit yo
90mins	1:8	An Introduction to the Course	Ability

Time	Focus	Class Content	Games / Drills / Res
15 Mins Prior	Setup and Welcome	 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 	 Class Layout and Setu Adapted Course
10 mins	Introduction	 Distribute equipment required for the class to each learner Introduce the Learning the Game or Whole Golfer Focus 	 Orientation of the Gam Orientation of the Cour Play a Course to Suit y Ability
30 mins	Mastering the Game On Course Play and Discussion Private Coaching where appropriate	 Play a hole or two from the appropriate adapted teeing position. We recommend you use The Chip or The Approach. We recommend you play in a Texas Scramble format You should ensure safety is the priority and don't place any emphasis on individual performance This is a key time to build relationships between the group, encourage conversation and questions 	Team Scramble
5 Mins	Learning the Game and Whole Folder Focus	 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 	
30 Mins	Mastering the Game On Course Play and Discussion Private Coaching where appropriate	 Play a hole or two from the appropriate adapted teeing position. We recommend you use The Chip or The Approach. We recommend you play in a Texas Scramble format You should ensure safety is the priority and don't place any emphasis on individual performance This is a key time to build relationships between the group, encourage conversation and questions 	Team Scramble
10 Mins	<i>MyGame</i> + Tracking on GLF. Connect	 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 Level they have attempted if they are successful within the Mastering the Game program wheel on the MyGame+ area 	 MyGame+ on GLF. Cor App
15 Mins Post	Relationship Building	 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 	GLF. Connect App

Social your Learning the Game Topic: Orientation Learning the Game Focus Orientation of the Game Orientation of the Course

Mastering the Game Challenge: Not Applicable





Technical Guidance

Safety guidelines - Introduce some basic key safety concepts appropriate for the learners first experience on the course. Introduction to putting motion

Play - Introduce some basic concepts related to play such as the amount of time it takes to play a golf hole and course. Introduce the order of play after the first shot



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Introduce tops such as the areas on a golf the hole, the layout of the course at the Club as well surrounding facilities





Orientation of the Course and the Club

Explore the concept of score with learners

Adapting the Experience to Suit your Needs

Introduce to learners how the structure of a golf hole and the rules that are used can be adapted to the needs of each learner

This is an ideal opportunity to discuss the adapted golf course and rules



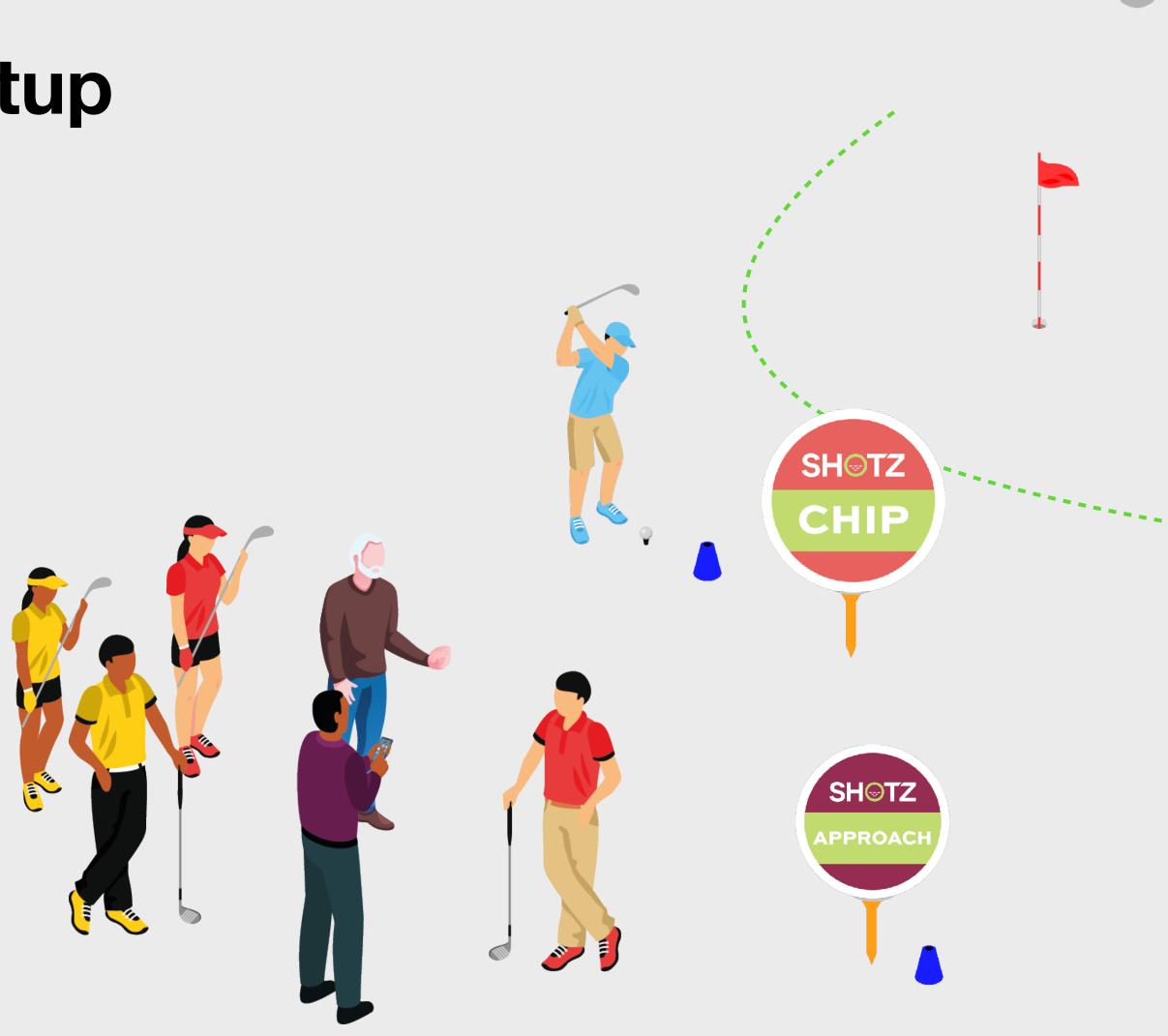




Course Play Layout and Setup

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
- Remember this class is about discussion and discover. It is 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







SH@TZ Adapted Course



SH@TZ DRIVE

The DRIVE

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

Recommend to be Maximum **2,800 Yards** *for 9 Holes*

SHOTZ APPROACH USHOTZ 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.



