

# On the Course - Level 2

## Rules and Etiquette



# Class Timetable - Rules and Etiquette on the Course

<b>Session Length:</b> 90mins	<b>Group Size:</b> 1:8	<b>Mastering the Game Focus:</b> <b>On the Course</b> <b>Rules &amp; Etiquette on the Course</b>	<b>Whole Golfer Focus: Mind</b> Playing in Front of Others	<b>Learning the Game Topic:</b> Orientation	<b>Learning the Game Focus</b> Orientation at the Club	<b>Mastering the Game Challenge:</b> 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"> <li>Set up the appropriate adapted teeing positions on the holes you are intended to using on the course</li> <li>Ensure you have the appropriate equipment for each learner that is attending</li> <li>Be ready to welcome participants 5 minutes before the session starts</li> </ul>	<ul style="list-style-type: none"> <li>Class Layout and Setup/ Adapted Course</li> </ul>
15 mins	Introduction	<ul style="list-style-type: none"> <li>Introduce the group to some basic rules that will be covered, including; penalty drops, free drops, marking your ball and playing from a bunker</li> <li>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</li> <li>Introduce the Learning the Game or Whole Golfer focus</li> </ul>	<ul style="list-style-type: none"> <li>Rules and Etiquette on the Course</li> <li>Orientation at the Club</li> </ul>
30 mins	Mastering the Game On Course Play and Discussion  Private Coaching where appropriate	<ul style="list-style-type: none"> <li>Play 1 or 2 holes on adapted course in a Better Ball or Texas Scramble format. You should ensure safety is the priority</li> <li>Introduce simple rules of golf, creating scenarios to show them the different free and penalty drops</li> <li>Discuss with the group as they play the best club they can select for each shot demonstrating some alternatives</li> <li>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</li> </ul>	<ul style="list-style-type: none"> <li>Team Scramble</li> <li>Betterball</li> </ul>
5 Mins	Whole Folder Focus	<ul style="list-style-type: none"> <li>Get the group together to introduce/discuss the Learning the Game or Whole Golfer focus</li> <li>Use this opportunity to discuss any situation that have arisen or any questions from the group</li> </ul>	<ul style="list-style-type: none"> <li>Playing in front of others</li> </ul>
30 Mins	Mastering the Game On Course Play and Discussion  Private Coaching where appropriate	<ul style="list-style-type: none"> <li>Continue to play 1 or 2 holes from the appropriate adapted teeing position using a Better Ball or Texas Scramble format.</li> <li>Introduce the key golf etiquette rules creating scenarios to show best practice</li> <li>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</li> </ul>	<ul style="list-style-type: none"> <li>Team Scramble</li> <li>Betterball</li> </ul>
10 Mins	MyGame+ Tracking	<ul style="list-style-type: none"> <li>Add any lesson media to the learner's Student Connect area</li> <li>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</li> <li>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</li> </ul>	<ul style="list-style-type: none"> <li>MyGame+ on GLF. Connect App</li> </ul>
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> <li>Take time after the class has finished to actively connect new learners and build relationships.</li> <li>Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> </ul>



- **Technical Guidance**

- **Rules** - Introduce some basic key rules which would be suitable for learners early experience on the course which may include rules on the tee box, order of play guidance, hazards on the course and dealing with lost golf balls
- **Etiquette** - Introduce some basic concepts related to etiquette which may include behaviour on the course and shaking hands at the start and end of the round



- **Orientation at the Club**

- Take a tour of the clubhouse and surrounding facilities
- Introduce key people at the Club
- Discuss appropriate golf attire on the course and around the facility



- **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

# 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 Ace or The Albatross
- 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



# ACADEMY COURSE Adapted Course

## The Ace

This tee is 20% of the Official Tee Box length you choose on your course.



## The Birdie

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



## The Albatross

This tee is 40% of the Official Tee Box length you choose on your course.



## Academy 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.



## The Eagle

This tee is 60% of the Official Tee Box length you choose on your course.



Recommend to be Maximum

2,800 Yards for 9 Holes

