

# On the Course - Level 3

## Course Management and Strategy



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# Class Timetable

**4** Themed Class Plans - Full

## Class Timetable

Session Length: 90mins

**Introduction to Swing**

Learning the Game Focus: Whole Golfer Focus: Body Fit for Golf Introduction

Learning the Game Topic: Orientation

Learning the Game Focus: Orientation of the Game Orientation of Equipment

Mastering the Game Challenge: Iron Challenge

Time	Class Content	Learning the Game	Mastering the Game
15 Mins Prior	Introduction and Welcome		
10 mins	Introduction	<ul style="list-style-type: none"> <li>Set up the games and practice stations of your preference and the challenges for the specific class.</li> <li>Be ready to welcome participants 5 minutes before the session starts</li> </ul>	
30 mins	Mastering the Game Independent and Social Practice Mastering the Game Challenges	<ul style="list-style-type: none"> <li>Outline your preferred technical focus for the class</li> <li>Introduce the Learning the Game or Whole Golfer focus</li> <li>Explain how to play the games and attempt the practice station activities</li> <li>Explain how to attempt the Mastering the Game Challenges</li> </ul>	<ul style="list-style-type: none"> <li>Class layout and Setup</li> </ul>
5 Mins	Learning the Game and Whole Folder Focus	<ul style="list-style-type: none"> <li>Learners play the games individually, in pairs or in groups</li> <li>Opportunity to provide private coaching to learners</li> <li>Learners may attempt the Mastering the Game challenges independently or socially</li> </ul>	<ul style="list-style-type: none"> <li>Orientation of the Game</li> <li>Orientation of the Equipment</li> <li>Fit for Golf Introduction</li> </ul>
30 Mins	Mastering the Game Independent and Social Practice	<ul style="list-style-type: none"> <li>Get the group together to introduce the remaining Learning the Game or Whole Golfer focus</li> <li>Opportunity to engage in group discussion, questions and re-visit any technical elements</li> </ul>	<ul style="list-style-type: none"> <li>Practice stations</li> <li>Game cards</li> <li>Secondary skill station</li> <li>Mastering the Game Challenges</li> </ul>
10 Mins	Challenges and Recap	<ul style="list-style-type: none"> <li>Learners play the games individually, in pairs or in groups</li> <li>Opportunity to provide private coaching to learners</li> <li>Learners may attempt the Mastering the Game challenges if applicable independently or socially</li> </ul>	
15 Mins Post	MyGame+ Tracking on GLF. Connect	<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> <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>Practice stations</li> <li>Game cards</li> <li>Secondary skill station</li> <li>Mastering the Game Challenges</li> </ul>

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# Class Timetable - Course Management & Strategy

<b>Session Length:</b> 90mins	<b>Group Size:</b> 1:8	<b>Mastering the Game Focus:</b> <b>On the Course</b> Course Management & Strategy	<b>Whole Golfer Focus: Mind</b> Enjoy Errorful Practice	<b>Learning the Game Topic:</b> Orientation	<b>Learning the Game Focus</b> Orientation of 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 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</li> <li>Introduce the Learning the Game and Whole Golfer focus</li> </ul>	<ul style="list-style-type: none"> <li>Orientation of the Club</li> <li>Enjoy Errorful Practice</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 - 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</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>Course Management &amp; Strategy</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>Orientation of the Club</li> <li>Enjoy Errorful Practice</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 - 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</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>Course Management &amp; Strategy</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 Step 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>

# Class Objectives

7 Themed Class Plans - FULL

## Learning the Game

During your... attending... appro... You do... that you explore the Learning the Game focus which links directly to the stage of the program the learners are... important knowledge and skills for their development. It is up to you to deliver this content in the class in the most... 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... offer it all but this offer ideas for elements we recommend you explore:

- **Orientation of the Game:**
  - **Aim of the Game-** Introduce the concept of playing from the tee to the green in the fewest number of shots of varying lengths of holes and that learners are looking to achieve the lowest score possible.
- **Orientation of Equipment:**
  - **Overview of Equipment** - Provide an overview of the different types of clubs the learners will be using throughout the program and clubs they will find in a golf set.
  - **Components of the Iron** - Specifically introduce the Iron, how it is designed to strike the ball from the ground to hit the ball in the air and how the numbers on the club links to the length and loft of the face. Demonstrate the impact that this has on distance and trajectory with the same swing.

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# 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 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



# Adapted Course

## ACADEMY COURSE



# 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



# Yardage of the Remaining Teeing Positions



## The Birdie

The recommended yardages across the three hole types for this teeing position are:



## The Eagle

The recommended yardages across the three hole types for this teeing position are:



## The Albatross

The recommended yardages across the three hole types for this teeing position are:



## The Ace

The recommended yardages across the three hole types for this teeing position are:



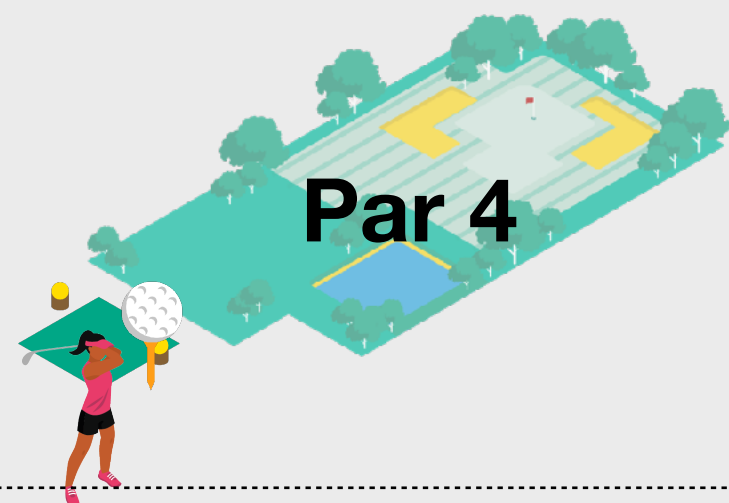
**Par 3**

**128 Yards or Less**

**96 Yards or Less**

**64 Yards or Less**

**32 Yards or Less**



**Par 4**

**129 - 256 Yards**

**97 - 192 Yards**

**65 - 128 Yards**

**33 - 64 Yards**



**Par 5**




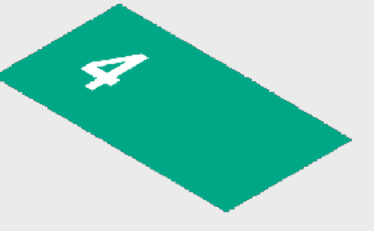








**257 - 352 Yards**

**193 - 264 Yards**

**129 - 176 Yards**

**65 - 88 Yards**

# Adapted Rules

	Adapted Rules	Tee Guidance	Level Guidance
	10 Shot maximum	 Tee 1-4	 Levels 1 and 2
	Air Shot Rule	 Tee 1-4	 Levels 1 and 2
	Pick and Place Rule	 Tee 1-4	 Levels 1 and 2
	Lost Ball Rule	 Tee 1-4	 Levels 1 and 2
	Bunker Grounding	 Tee 1-4	 Levels 1 and 2
	3 Attempt rule in Bunkers	 Tee 1-4	 Levels 1 and 2
	Tee it Up Rule	 Tee 1-4	 Levels 1 and 2