

# On the Course - Level 3

## Course Management and Strategy



# 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>



## • Technical Guidance

- **Individual Scoring Stats** - Introduce the learners to the concept recording stats while on the golf course.
- **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.
- **Dealing with Challenging Situations** - Outline to learner the inevitability of challenging situations on the golf course and how an effective strategy can help manage these situations.



## • Orientation

- **Signing in to Play** - 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.
- **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.



## • Enjoy 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



# 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:



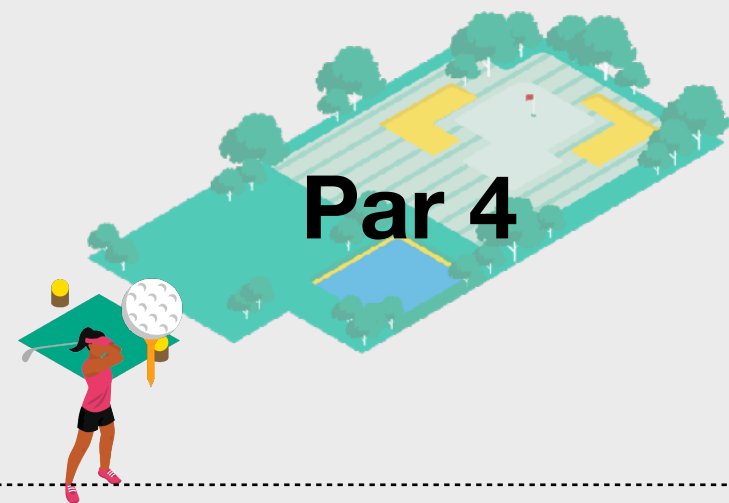
**Par 3**

**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