





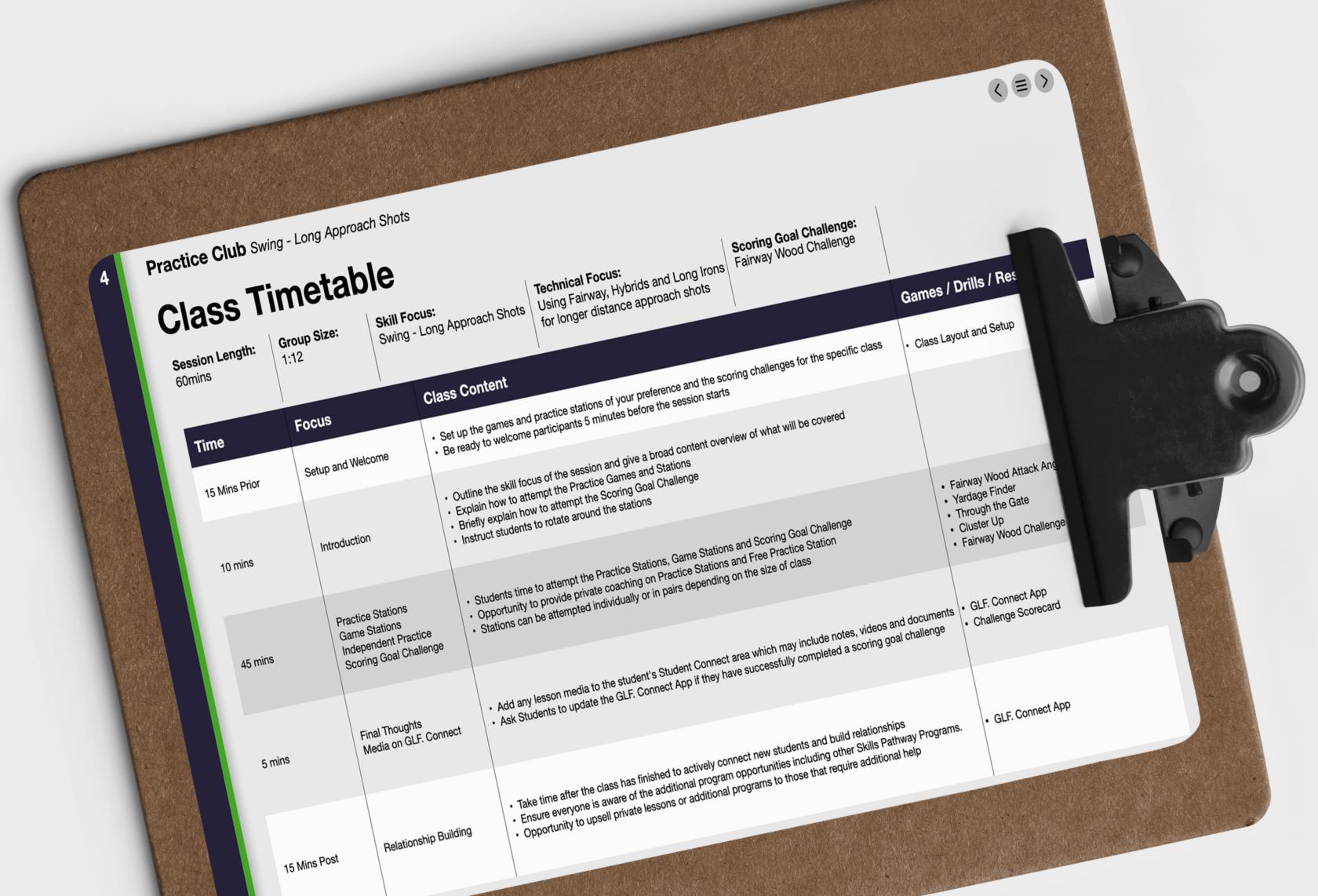
- **Practice Club Timetable**
- 5 Layout and Setup
- Practice Stations and Game Cards
- Scoring Goal Challenges







Class Timetable









Class Timetable

Session Length: 60mins

Group Size: 1:12

Skill Focus:Swing - Tee Shots

Technical Focus:Using Driver and alternative clubs for Tee Shots

Scoring Goal Challenge: Driving Challenge

Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	 Set up the games and practice stations of your preference and the scoring challenges for the specific class Be ready to welcome participants 5 minutes before the session starts 	Class Layout and Setup
10 mins	Introduction	 Outline the skill focus of the session and give a broad content overview of what will be covered Explain how to attempt the Practice Games and Stations Briefly explain how to attempt the Scoring Goal Challenge Instruct students to rotate around the stations 	
45 mins	Practice Stations Game Stations Independent Practice Scoring Goal Challenge	 Students time to attempt the Practice Stations, Game Stations and Scoring Goal Challenge Opportunity to provide private coaching on Practice Stations and Free Practice Station Stations can be attempted individually or in pairs depending on the size of class 	 Down the Tunnel Tee Strategy Practice Carry Distance Challenge Stocking up the Shot Driver Challenge
5 mins	Final Thoughts Media on GLF. Connect	 Add any lesson media to the student's Student Connect area which may include notes, videos and documents Ask Students to update the GLF. Connect App if they have successfully completed a scoring goal challenge 	 GLF. Connect App Challenge Scorecard
15 Mins Post	Relationship Building	 Take time after the class has finished to actively connect new students and build relationships Ensure everyone is aware of the additional program opportunities including other Skills Pathway Programs. Opportunity to upsell private lessons or additional programs to those that require additional help 	GLF. Connect App



Layout and Setup







Station 1:

Practice Station

Down the Tunnel

Station 2:

Practice Station Tee Strategy Practice

Station 3:

Game Station
Carry Distance Challenge

Station 4:

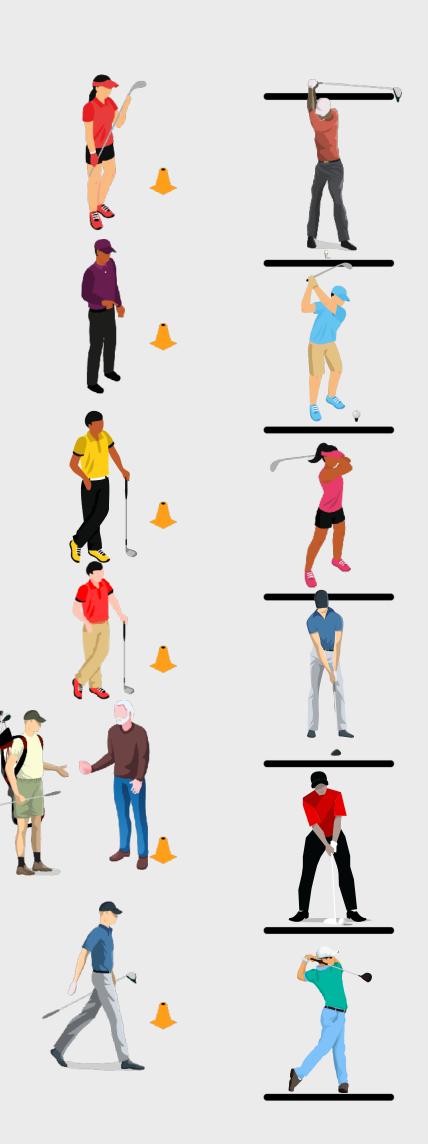
Game Station
Stocking up the Shot

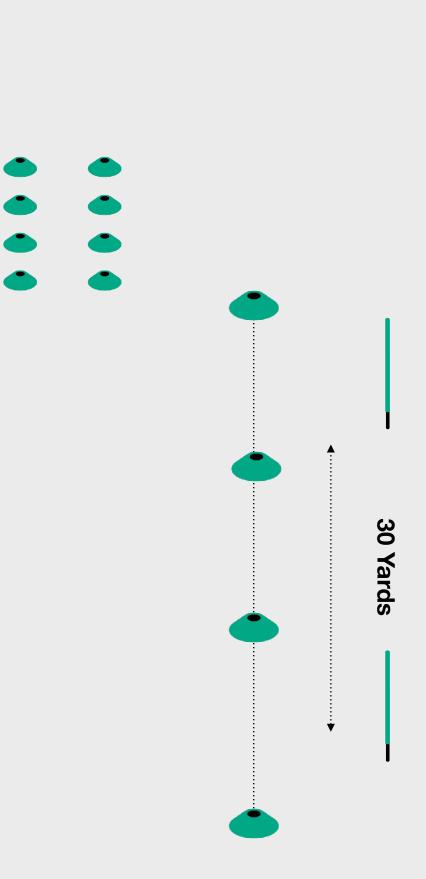
Station 5:

Challenge Station Driving Challenge

Station 6:

Free Practice



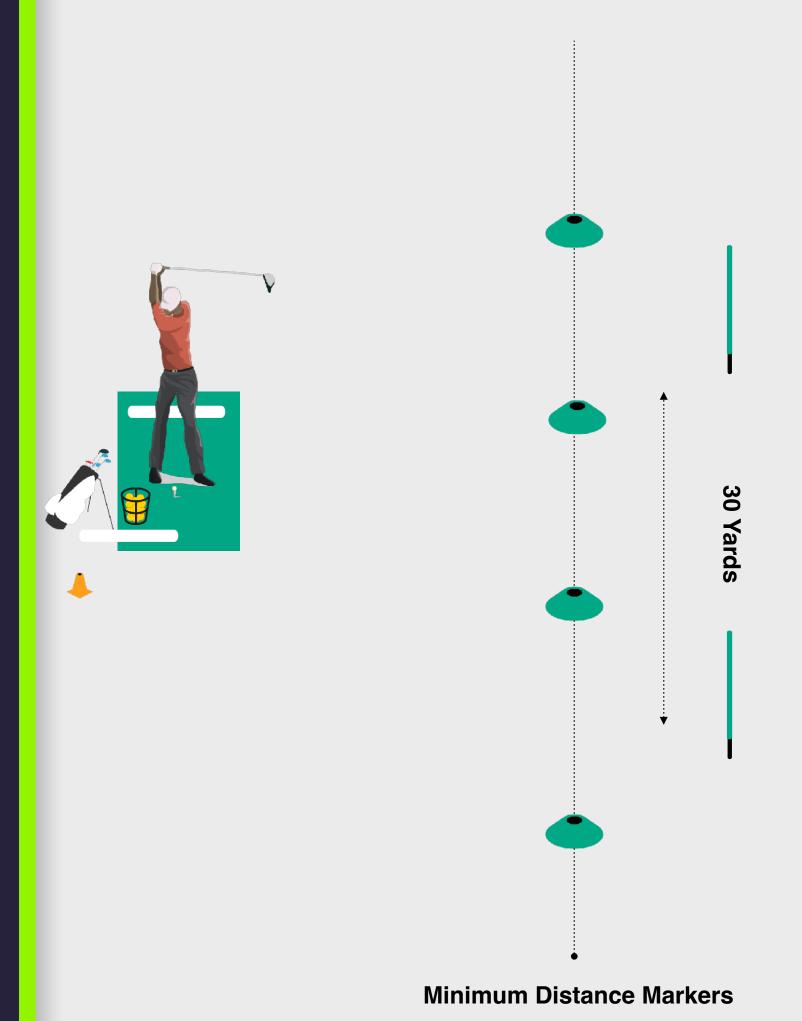




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Equipment Needed

Orange safety cone



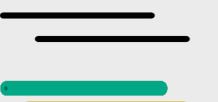
• 1x Marker cones



Colored Cones



4x Alignment Sticks



4x Foam Noodles



- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- Use the cones to mark out the carry distance lines or use features on the outfield
- Alignment sticks with foam noodles should be used to measure the gate 30 yards wide
- Set out all the markers to enable every student to attempt their challenge for their scoring goal.





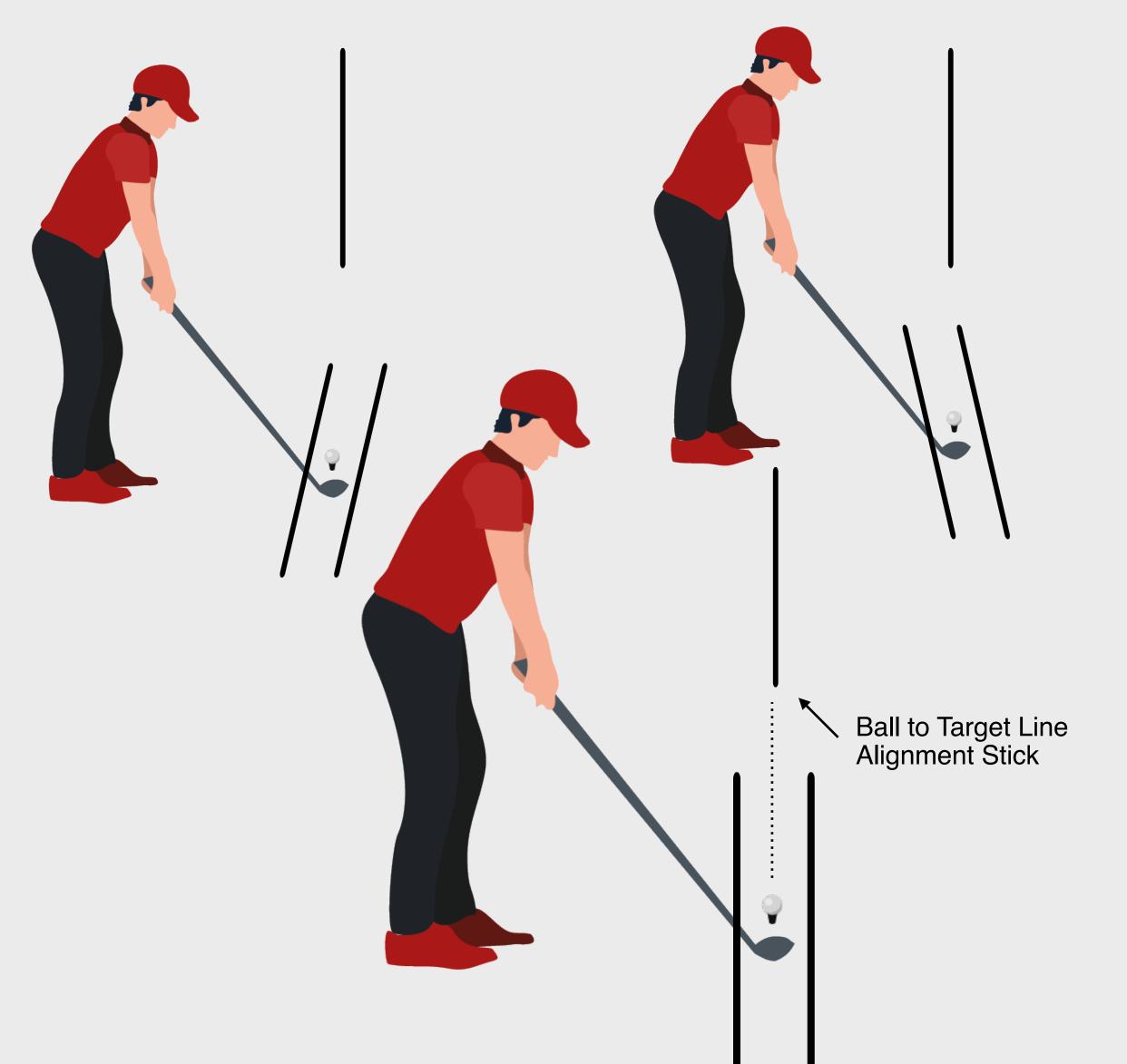
Practice Stations and Game Cards







Down the Tunnel



Equipment Needed

- Tees
- Driver
- Alignment Sticks

How to Practice

- Students should place an alignment stick on the ball to target line approximately 5-10 yards ahead of where the ball is tee'd up
- The student will then have a better perspective of what a straight start line is from their address position
- The student then place an alignment stick either side of the club head at a safe distance away parallel to the ball to target line
- The student should experiment with what it feels like to get the club head travelling through the alignment stick tunnel
- The student should then alter the alignment sticks so they aim left and right of the target, but parallel to one another
- The student should experiment with getting the club to travel down the alignment sticks and see the resulting ball flights

Technical Link

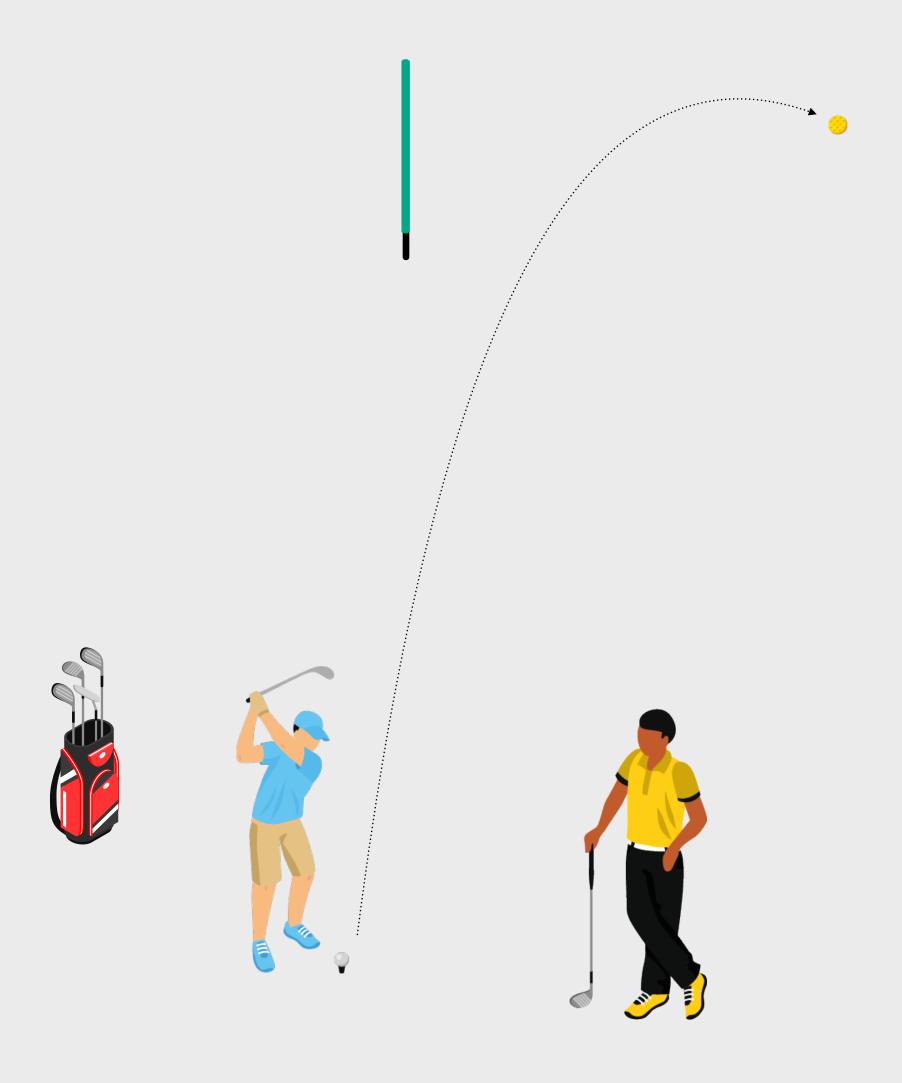
 This activity will help the student to understand how the direction of the club head through impact effects the trajectory of the ball







Tee Strategy Practice



Equipment Needed

- Driver, Fairway Wood or Iron
- Tees

How to Practice

- Ask the students to work in pairs, and take it in turns to pick a hole on the course that the other one has to make a decision on which club to hit
- Pick out appropriate targets on the driving range that would simulate the width of the fairway on the hole that they have chosen and give the student **ONE** chance to hit the fairway with their choice of club
- Make this situation feel as real as possible, engage the wider group and have everyone watch as one person attempts to find the fairway

Technical Link

• This activity promotes an understanding of course strategy and planning, as well as performance under pressure











Equipment Needed

- Cones
- Driver
- Tees

How to Play

- Set up a number of targets on the driving range, at different distances to enable students to know how far they are hitting the ball
- The students should take it in turns to hit each ball slightly further than their last shot
- The students should start with a small swing and see how many shots in a row they can increase the distance they carry the ball

Technical Link

 This activity is a good test of students ability to improve their distance and use their knowledge of impact factors on distance









Equipment Needed

- Driver
- Tees
- Alignment sticks or Existing Targets

How to Play

- Set up a fairway on the driving range using existing targets or alignment sticks
- The students attempt to hit golf balls on the target fairway using their stock shot
- Ask the students to hit 10 shot and see how many out of 10 they can hit the fairway
- After this they may repeat to try and beat their score

Technical Link

- By having visual aids on the driving range it focuses the students minds on their target and stock shot shape
- It shows them what an average fairway width of roughly 40 yards looks like and highlights how consistent they are at finding it









Driver

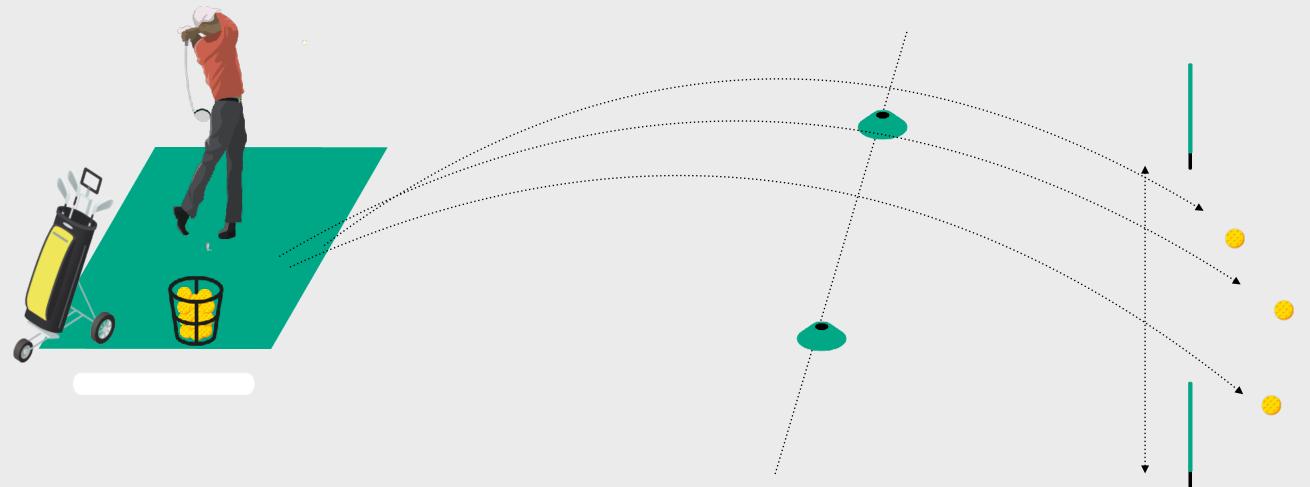


Driver Challenge

	Length	100	90	85	80	75
	< 4500 Yards	120	130	140	150	160
Minimum	4500 -5500 Yards	160	170	180	190	200
Distance	5500 -6500 Yards	180	190	200	210	220
	> 6500 Yards	210	220	230	240	250

Use the 'TOTAL', 'CARRY' and 'SIDE' features to provide accurate measurement

TRACKMAN



Minimum Distance Markers



30 Yard Wide Target Gate

Attempting the Challenge





- Students should select the minimum distance based on their home club course length from the table opposite.
- Next, attempt to hit each shot to finish within the target gate and for each shot and note the total distance of each shot relative to the distance markers.
- Record the result of each attempt on the Challenge Scorecard.

The Challenge

 Hit the number of required shots through the 30 yard wide target gate using a Driver. The student has a total of 10 attempts.

What to do Next:

• On the GLF. Connect App, the student should mark the challenge as complete for scoring goal they complete to achieve their virtual reward.

2/ 10 shots between a target gate

90 4/ 10 shots between a target gate

85 5/ 10 shots between a target gate

80 6/ 10 shots between a target gate

8/ 10 shots between a target gate