

Skills Pathway



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Overview



Overview of the Skills Pathway

This program is designed to provide a group based coaching opportunity covering specific skills within the game over 12 weeks of program content. The exact Skills Pathway program you decide to offer is dependant on the needs of your coaching team and club. An overview of this program includes...

Variety of Program Options

- There are a variety of programs that you can offer across a range of skills such as "Become a Driving Wizard", "Become a Short Game Wizard" and more.



12 Week Programs, Over 3 Levels

- All of the Skills Pathway options are built over 12 weeks of content split across 3 progressive levels. Each level consists of 4 weeks of classes. Students can attempt the 3 levels in order or jump in at the level right for them. It is up to your to decide on the level you offer and how regularly they occur.

Flexibility for You

- This exact Skills Pathway programs you offer at your club and when this is delivered will be specific to your needs and the needs of your student base.

Group Coaching Delivery

- All the Skills Pathway program elements are delivered on a group basis.

Purpose of the Skills Pathway

The skills pathway program is designed with a clear output which will drive value to your customers coaching experience, connect to other programs within the coaching pathway as well delivering clear benefits to you and your club. The purpose of a Skills Pathway program specifically includes...



Drive Game Development within Specific Skills

- Programs are skills based and therefore the focus is on driving game development within skills in the game over 12 weeks of program content consisting of three levels.



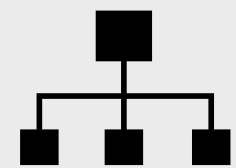
Drive Supplementary Coaching

- These programs provide a supplementary coaching opportunity for those engaged in other elements of coaching pathway such as private coaching programs.



Provide a Long Term Pathway

- The programs provides a long term coaching pathway for students which will keep them engaged in coaching. Students can move seamlessly from one level to the next within the program or attend the specific level that suits their needs.



Connection to Other Programs

- These programs provide the ideal stepping stone from activation events such as Programs and connect to the Scoring School programs as well as be the ideal supporting coaching opportunity when a customer is engaged in private coaching.



Harness and Drive New Social Connection

- These programs will help drive social connections. Those enrolled can crucially meet others across a range abilities all with the common goal to improve their game and specific skills. This will help to drive external practice and play.



Alternative Coaching Proposition

- These programs offer an alternative coaching opportunity for students at your club. Group based coaching will provide the opportunity to develop social interactions as well as offer an attractive price proposition for students.

Target Customers

The programs within the Skills Pathway are designed to target a wide range of customers at your club. The programs have been designed to suit club ready golfers with a range of abilities, experiences, and needs. This may include those looking to develop a specific area of their game or get to know others with similar motivations.

Broadly, the Skills Pathway programs are targeted at the following customer types...

Connected Club Ready Golfers

You should targeted the programs towards current customers family and friendship circles at your club. This is vital for engaging new customers and driving your value proposition to current members which in turn will select back positive to the value you are offering your club.



Current Customers

You should aim to reach, activate and inspire current customers from within your club to join the programs so they can develop their skills, engage with life at your facility and discover what you have on offer.

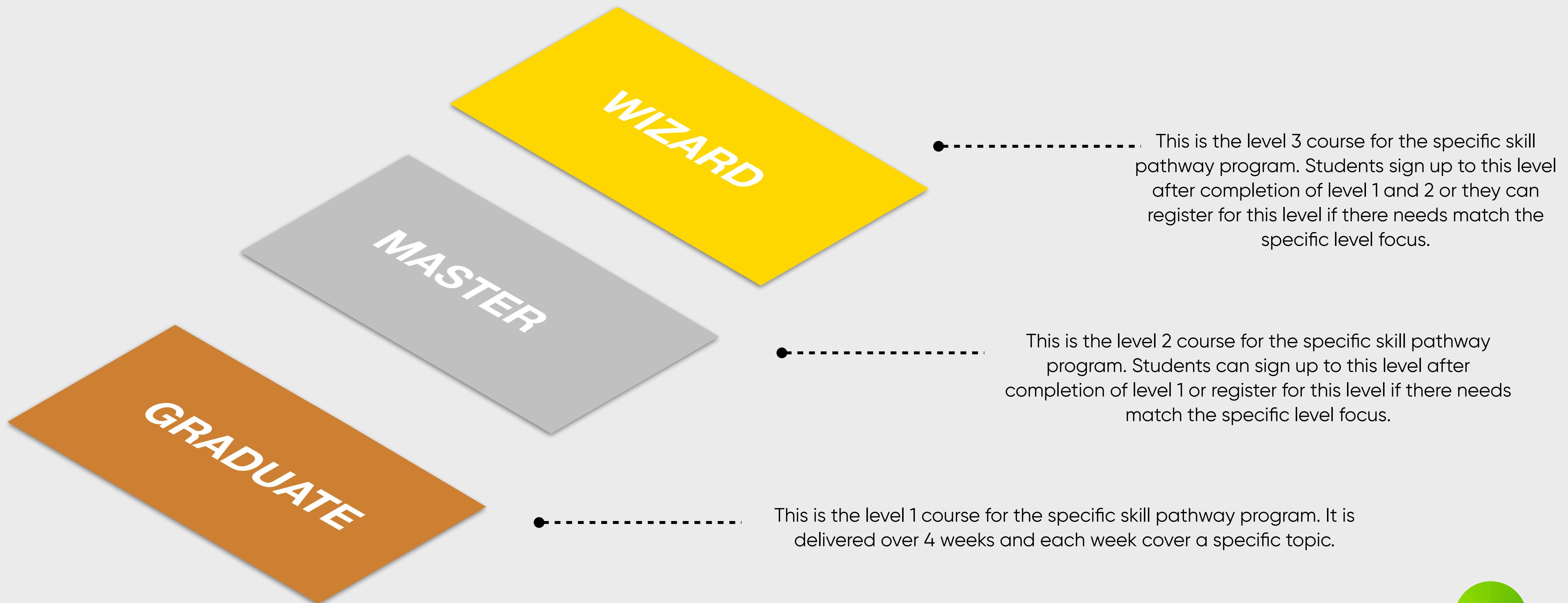
Un-Connected Club Ready Golfers

These programs will be attractive to club ready golfers in your local community without any connection to the club. This will help to drive new membership growth, widen your reach in the local area and inspire these participant's golfing connections to join in.

The Three Program Levels

All of the Skills Pathway programs are built to include 12 weeks of progressive content. You have the choice of which of the specific programs you offer at your club and the specific level within the program that you schedule at different points within your programming year.

All of the Skills Pathway programs are organised across the following three levels.



Example Programs

Within the Skills Pathway, there are a number of programs focussed on specific skills within the game. The structure of the program build the students skills to become a 'Wizard' within the specific skill over the three levels. Each level topic and class builds from the previous so their continuous development for each student.

Example of some of the skills pathway programs are provided below...

Become a Tee Shot Wizard

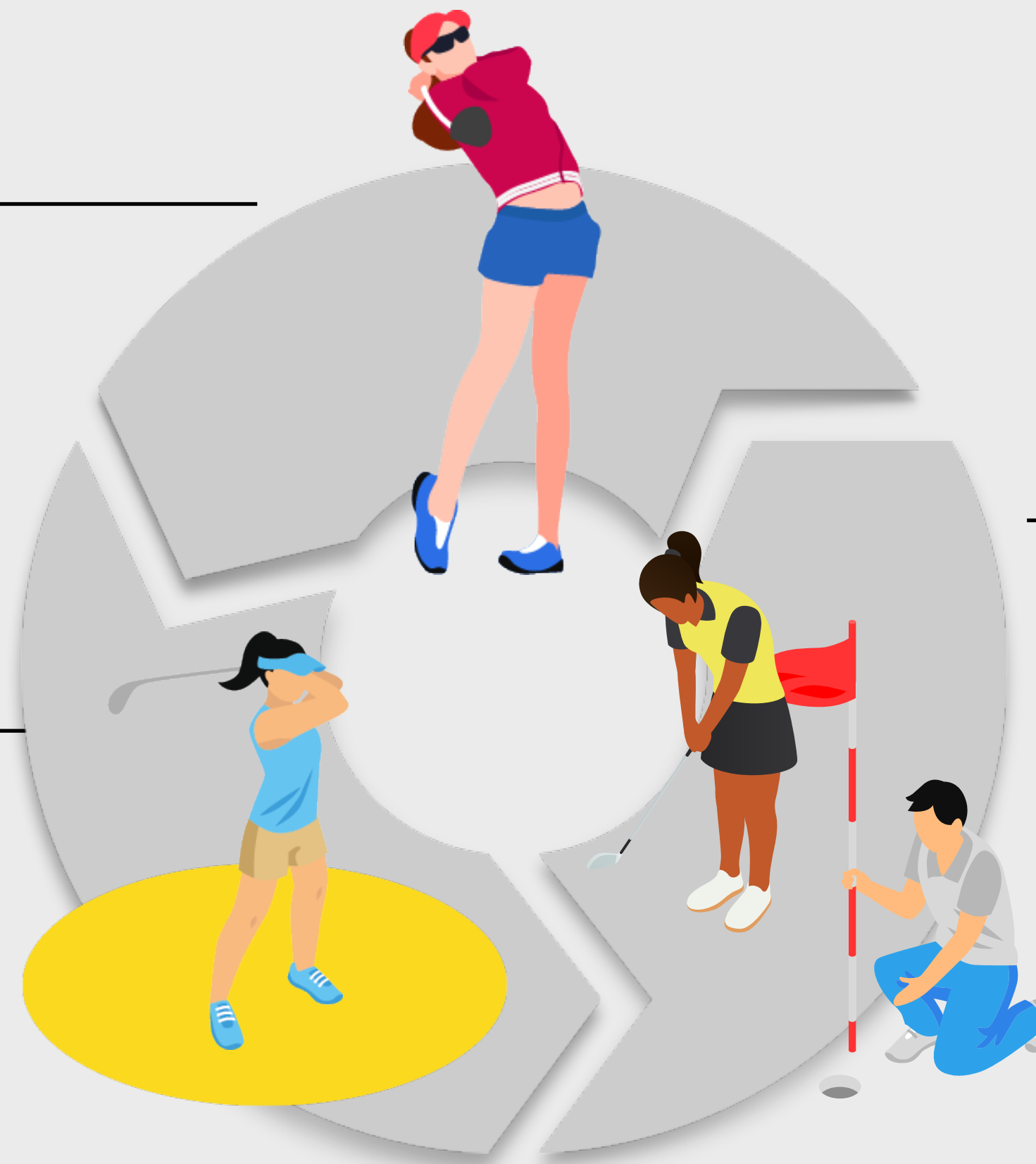
This program focuses on developing the students skill within shots off the tee. The topics across each level includes building skills to *Reduce the Big Miss*, Hit More Fairways and ultimately *hit it longer*. Some of the topics included within this program are...

- Pre shot Routine
- Aiming Strategies
- Develop a Stock Shot
- Adding Speed through Swing Mechanics

Become a Short Game Wizard

This program focuses on developing the students skills around the green. The topics across each level includes building skills to get *On the Green in One*, *Gain Control* and *Knock it Close*. Some of the topics included within this program are...

- Shot Selection
- Distance Control
- Challenge Lies
- Stats and Effective Practice



Become a Putting Wizard

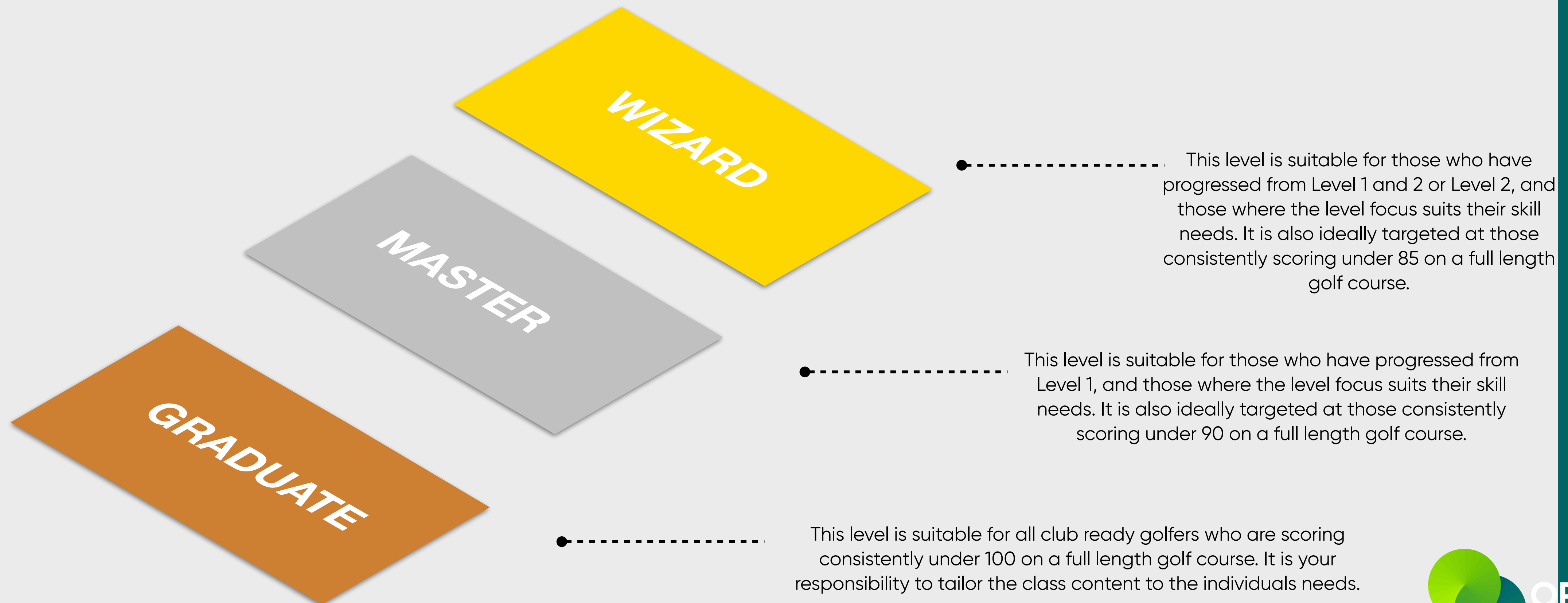
This program focuses on developing the students skills on the green. The topics across each level includes building skills to *Avoid 3 Putts*, *Get Down in 2* and *Hole Out*. Some of the topics included within this program are...

- Face Control
- Speed Control
- Green Reading
- Tour Drills and Handling Pressure

Signposting Each Level

Whilst the programs have been built so that students can move seamlessly across the 12 weeks and 3 levels in sequential order, students are able to join the program at the specific skill level that is most appropriate for their needs.

Whilst you will be the expert guide in directing a students to correct level of an individual program that is right for them, we have provided guidance below for signposting your students to join the level of the program that is right for there skill level and goals...

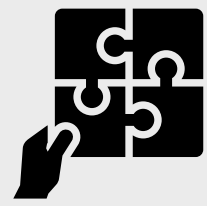


Scheduling and Pricing



Scheduling Overview

The needs of your venue will be unique and therefore this will influence the exact Skills Pathway program and the regularity and amount of program options you choose to offer at one time and throughout your program year. However, there are some crucial scheduling recommendations to make the programs a success and this includes...



Utilise the Scheduling Guides

- In the Skills Pathway page of the Coaches Toolbox you can access a scheduling step by step guide which will help you with a number of recommended actions during this step of implementation.



Level Connection and Availability

- When scheduling your programs you should aim to ensure that these appear to the range of students within your facility. You should look to have each level within a program available and look to connect each level together so that students can move fluidly from one level to the next if appropriate.



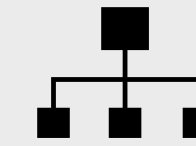
60 Minute Classes

- Each of the classes within each level are recommend to 60 minutes in length in order to cover the program learning opportunities and engage the students.



Scheduling and Bookings through GLF. Connect.

- All program levels should be scheduled and bookings processed through your GLF. Connect system. This will ensure that you can add value to the customers experience, track your events sign ups, engage with participants and measure the events success.



3 Levels and 4 Classes

- Each level is recommended to consist of 4 weeks of classes which have a specific topic linking to the level theme. Within a specific skill, there are 3 levels of programs you can offer.



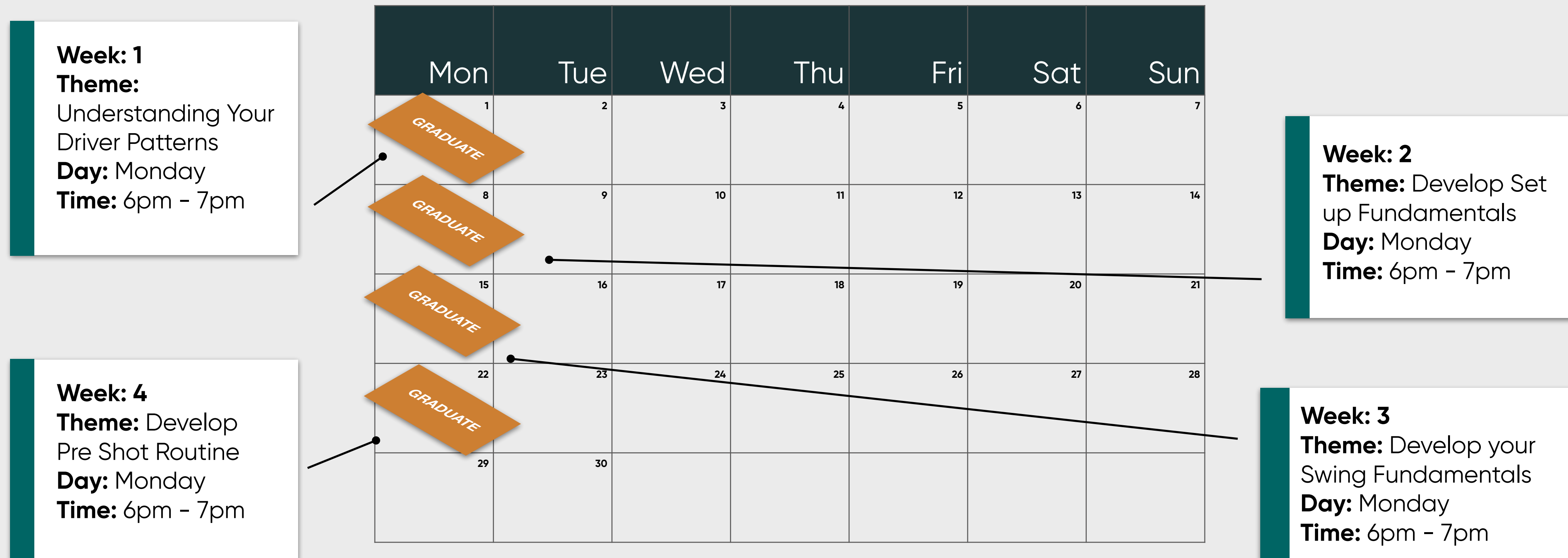
Flexibility for You

- You have the flexibility to decide on the specific skills pathway program you offer at your club, the exact level of the program you offer and when these are scheduled through the program year.

Scheduling a Program Level

As mentioned, each of the Skills Pathway programs is designed over 12 weeks, including three levels containing four weeks of classes. You will need to decide on the program and the level you offer to suit the needs of your students and facility.

An example below shows the Level 1 Graduate course for the 'Become a Tee Shot Wizard' program. It is scheduled over 4 weeks, with each class 60 minutes in length and running on the same day and time each week to offer consistency for participants.



Connecting Levels

We recommend that you look to schedule your Skills Pathway program so that there is clear progression from one level to the next and that your programs appeals to a wide range of your student basis with differing skills levels and aspirations. It is up to decide on the frequency of the levels you offer and the scheduling gap between the levels on each program but you should ensure that there is always an opportunity for students to transition from one level to the next or find the right level of program for them.

In the example below, we can see how the Level 2 and 3 programs for the 'Become a Driving Wizard' skills pathway program are scheduled consecutively on the same day and time over a 3 month period following from Level 1.



Level 3 Wizard Program

Level 2 Master Program

Scheduling through GLF. Connect

It is important that when scheduling a Skills Pathway program that you schedule it correctly on your GLF. Connect system. The different supporting resources including the Step by Step Guides and Training elements from the GLF. Connect support team have been built based on the elements being scheduled in a specific way...

Further training is available from the GLF. Connect support team to help you setup your event correctly within the Support and a specific training video is available within the Scheduling section on the Coaches Toolbox Skills Pathway page.

The Skills Pathway program types are categorised under the Skills Pathway Program filter. Sub filters are provided across graduate, master and wizard levels.

Scheduling Resources

Get started with scheduling your Skills Pathway program with the support videos below built from the GLF. Connect Support Team!



Building a Skills Pathway Level

[Click Here](#)



Generating your Skills Pathway Short Link

[Click Here](#)

The screenshot displays the GLF. Connect user interface for scheduling Skills Pathway programs. At the top, there's a 'Skills Pathway' header with a sub-header 'Become a Master with our group based program over 3...'. Below this, there are three large buttons labeled 'GRADUATE', 'MASTER', and 'WIZARD'. The 'GRADUATE' button is highlighted. Above these buttons, there's a section titled 'SELECT FROM THE OPTIONS BELOW' with three columns: 'Become a Graduate' (Stage 1 Graduate 4 week program focused on specific...), 'Become a Master' (Stage 2 Master 4 week program focused on specific ski...), and 'Stage 3 Wizard 4 week program focused on specific ski...'. The interface also includes a 'Manager' dropdown menu and navigation links like 'Schedule', 'Reports', 'Booking Admin', and 'Coach Admin'. At the bottom, there are links for 'Terms & Conditions', 'Privacy Policy', and 'GLF.Connect Privacy Policy', and a 'POWERED BY: GLF. Connect' logo.

Guidance for Pricing your Skills Pathway

The price of your programs will vary depending on a number of factors that will be specific to your coaching business and club. However, we recommend that you should charge for each level of the Skills Pathway program and each level includes four weeks of 60 minute classes

When pricing your program levels and events we recommend that you consider the following...



Guidance for Cost of Each Program Element

Using an hourly rate of \$100, we have provided an example of the pricing structure that can be implemented below. There are no additional extras provided on each element and the minimum number of students required is provided.

The prices have also been adapted to reflect the supervised nature of the practice clubs and course play events as well as being price point that will be an attracting proposition for the target customers...

	GRADUATE	MASTER	WIZARD
	4 x 60 Minute Classes	4 x 60 Minute Classes	4 x 60 Minute Classes
Price	\$200	\$200	\$200
Minimum Students	2	2	2
Extras	No Extras. Golf Balls and equipment included free of charge.	No Extras. Golf Balls and equipment included free of charge.	No Extras. Golf Balls and equipment included free of charge.




Running a Skills Pathway Program



Levels and Weeks Content

As explored in chapter 1, each of the Skills Pathway programs is run over 12 weeks, split into three levels of four weeks. Each level explores a focus and then each week has a specific topic. The focus and topics build from one week to the next on the students journey to *Become a Wizard* so that when appropriate students can move fluidly from one level to the next. The programs has also been designed so that a student can join at the level appropriate for them and access content appropriate to their goals and aspirations.

In the example below we can see that the focus of the Level 1 Graduate within the Become a Driving Wizard program is 'Avoiding the Big Miss'. Week 1 of the program explores key concepts for helping students to understanding impact and strike on the driver face.

	Focus	Week 1	Week 2	Week 3	Week 4
	Avoid the Big Miss	Understanding Your Driver Patterns	Develop Set up Fundamentals	Develop Swing Fundamentals	Develop Pre Shot Routine
	Hitting More Fairways	Understanding Impact Factors	Developing Aiming Strategy	Develop a Stock Shot	Improve Tee Strategy
	Go Longer	Impact Factors Affecting Distance	Optimizing Setup for More Distance	Adding Speed through Swing Mechanics	Optimizing Driver, Tracking Stats and Effective Practice

Structure of a Class

Each class is focused on exploring a topic which will help the students develop the skills to achieve the focus of the level. The class content and supporting resources have been designed in each class to help you effectively deliver the class and provide the students with the opportunities to develop their skills. In a Skills Pathway class you should include...

Included in a Themed Class

- ✓ Opportunity for group discussion and demonstrations on the specific topic and class setup
- ✓ Practice games that can be completed in pairs or groups
- ✓ Effective practice drills that can be completed on a private basis
- ✓ Opportunity for private coaching
- ✓ Opportunity for social interactions across students in attendance
- ✓ Optional Scoring Goal Challenge opportunity for the specific skill focus for the Skills Pathway

Station 1-4

Practice Stations including drills and private coaching

Group Discussion:

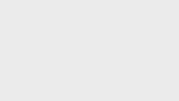
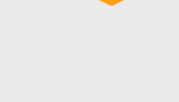
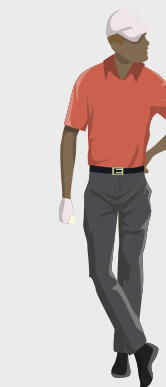
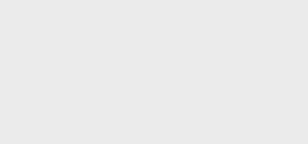
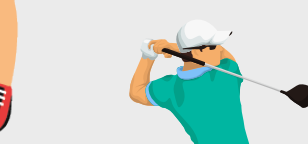
Start, during and end of class

Station 7:

Optional Challenge Station

Station 5 and 6

Game Stations in pairs or groups



Included in the Event Plan

To assist you in planning and organising your Skills Pathway programs, you can access downloadable class plans through the Coaches Toolbox for each of the skills pathway programs and the levels within each. Visit the Skills Pathway page and choose the relevant program. You can view these via the Hub or download them to your device. These include...

Class Layout and Setup



- The "Class Layout and Setup" section will provide you with recommendations on how to arrange each section of your event, ensuring that it is delivered safely and effectively meets the learning outcomes.

Event Timetable



- The timetable provides you with an overview of what is delivered in the event and how the event is broken down across the duration.

Technical Guidance



- Technical guidance ideas are provided in the class plan to help you to deliver content to those attending during group discussions and throughout the class.

Games/ Practice Station Cards



- Each event plan includes game cards and practice stations that you can utilise in your event to ensure the event is engaging for your attendees.

Scoring Goal Challenges



- The plans will include scoring goal challenges that are specifically related to the skills being covered in your program. At your discretion, you can choose to incorporate these scoring goal challenges into your event.

4 Skills Pathway *Become a Tee Shot Wizard*

Class Timetable - Week 1

Session Length:	Group Size:	Skills Pathway Name:	Skills Pathway Topic:	Skills Pathway Stage:	Class Focus	Scoring Challenge
60 Mins	1:8	Become a Tee Shot Wizard	Avoiding the Big Miss	Graduate	Understanding Driver Patterns	Driver Challenge
Time	Focus	Class Content			Games / Drills / Resource	
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> 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 			<ul style="list-style-type: none"> Class Layout and Setup 	
10 mins	Introduction	<ul style="list-style-type: none"> Outline the 12 sessions that make up the 'Become a Tee Shot Wizard' Skills Pathway Outline the specific focus of the Graduate level and the topics of each class Describe the scoring challenge and how this will help the students map progress over time 				
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending Explain how to attempt the Scoring Goal Challenge Explain how to attempt the Practice Games and Stations Instruct students to rotate around the stations Opportunity to provide private coaching during Free Practice Stations Game stations and Scoring Goal Challenge can be attempted individually or in pairs 			<ul style="list-style-type: none"> Centre Strikes Army Golf Through the Gate What's your Pattern? Driver Challenge 	
5 mins	Breakout Session	<ul style="list-style-type: none"> Opportunity to engage in group discussion and questions Opportunity to reinforce the technical learning outcomes 				
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Opportunity to re-cap on the technical points, introduce any additional information and discuss any questions from the group Instruct students to continue to rotate around the stations Opportunity to provide private coaching during Free Practice Stations Opportunity for students to continue to attempt the Game stations and Scoring Goal Challenge 			<ul style="list-style-type: none"> Centre Strikes Army Golf Through the Gate What's your Pattern? Driver Challenge 	
5 mins	Media on GLF Connect	<ul style="list-style-type: none"> 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 			<ul style="list-style-type: none"> GLF Connect App Challenge Scorecard 	
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new students and build relationships Ensure everyone is aware of the next skills pathway class Opportunity to upsell private lessons or additional programs to those that require additional help 			<ul style="list-style-type: none"> GLF Connect App 	

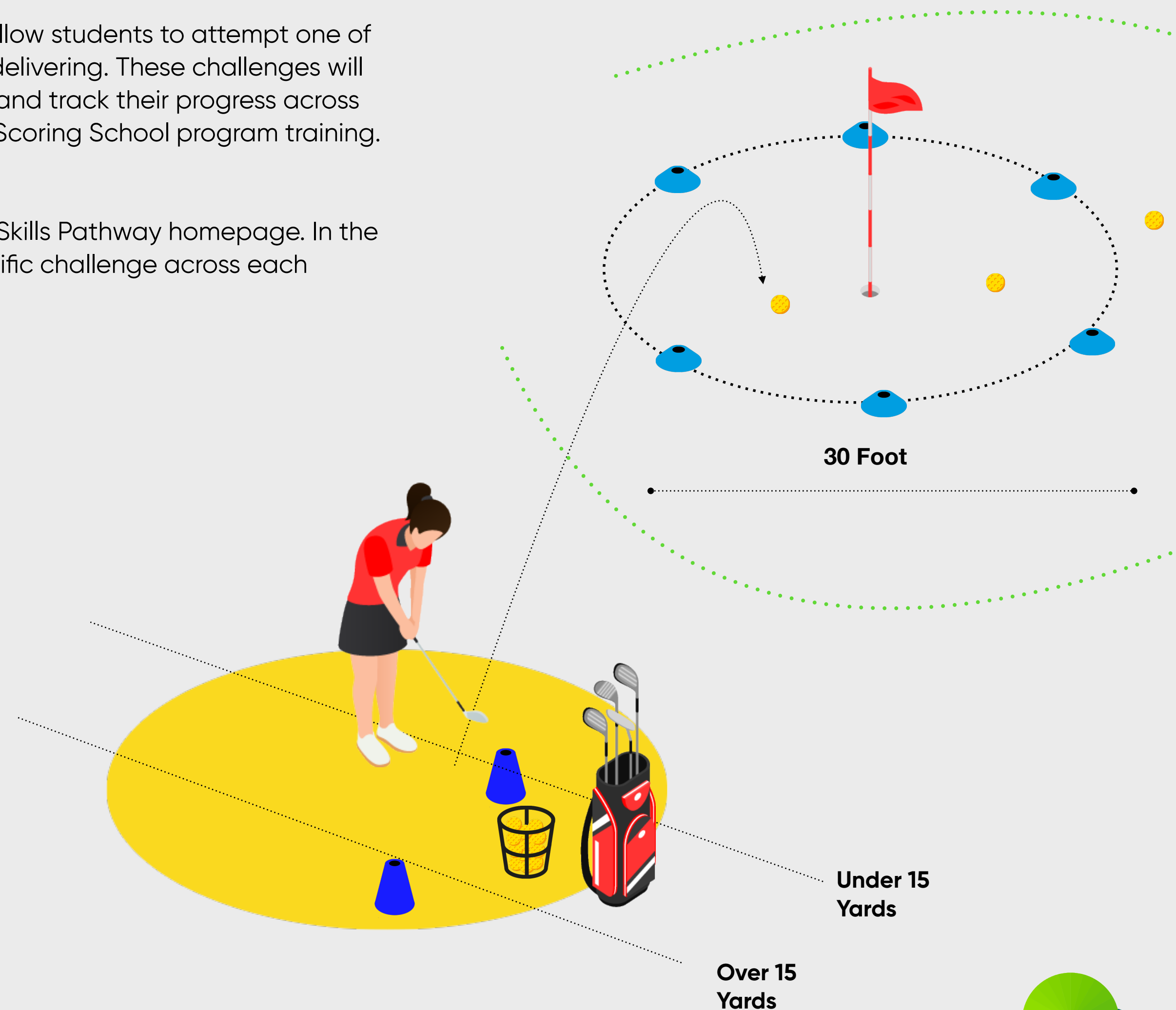
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Scoring Goal Challenges

Included within the Skills Pathway program is the opportunity to setup and allow students to attempt one of the scoring goal challenges specific to the skill and top of the class you are delivering. These challenges will help you and students to benchmark their performance, practice effectively and track their progress across the Skills Pathway program. Further guidance on this element is available in Scoring School program training. It will also help to signpost students to the Scoring School program.

Resources can be accessed within the scoring goal page accessible via the Skills Pathway homepage. In the example below you can see the setup of the Bunker Challenge and the specific challenge across each scoring goal...

- 
2/10 shots in target circle from under 15 yards
0/10 shots in target circle from over 15 yards
- 
4/10 shots in target circle from under 15 yards
2/10 shots in target circle from over 15 yards
- 
6/10 shots in target circle from under 15 yards
4/10 shots in target circle from over 15 yards
- 
7/10 shots in target circle from under 15 yards
5/10 shots in target circle from over 15 yards
- 
8/10 shots in target circle from under 15 yards
7/10 shots in target circle from over 15 yards

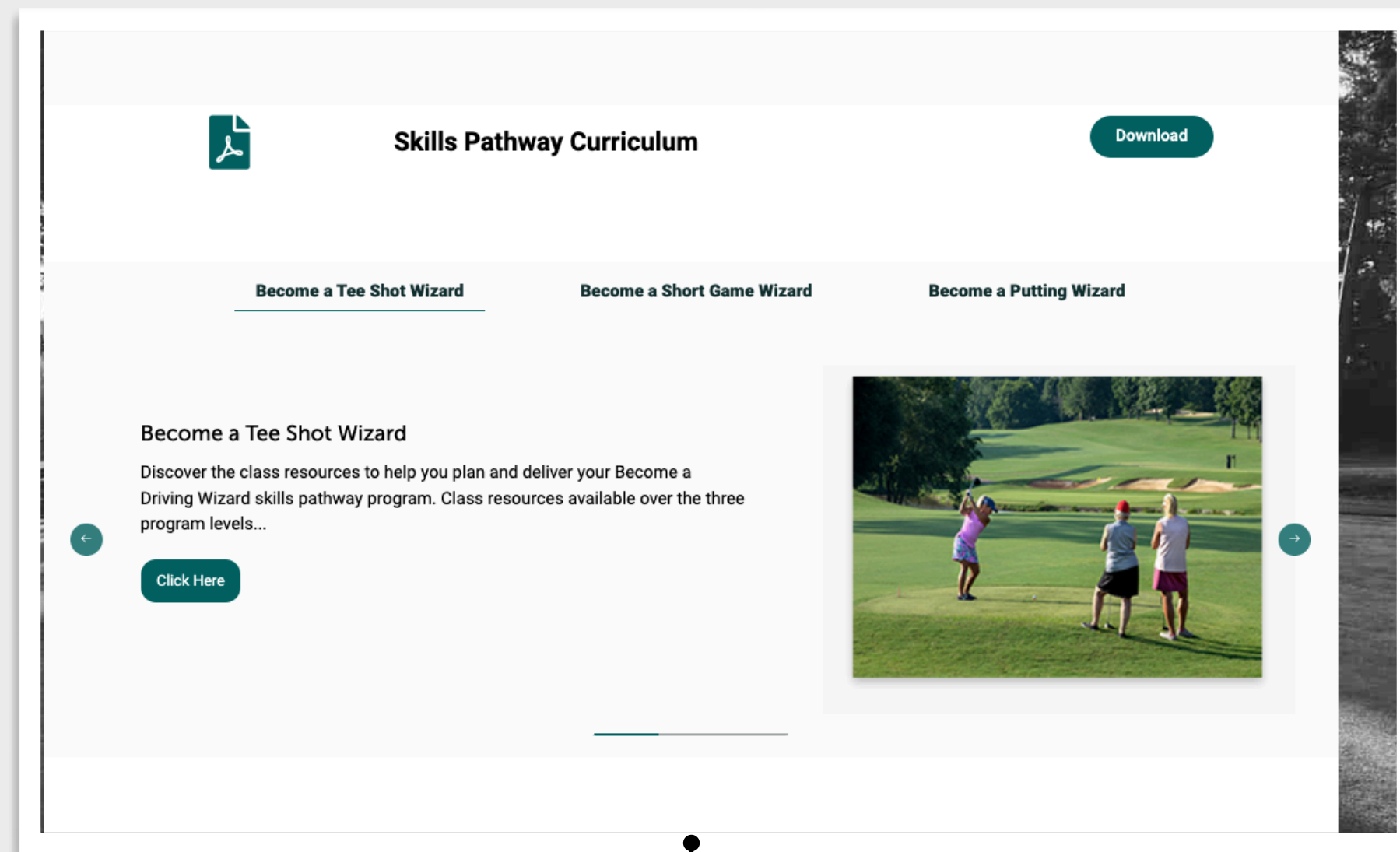
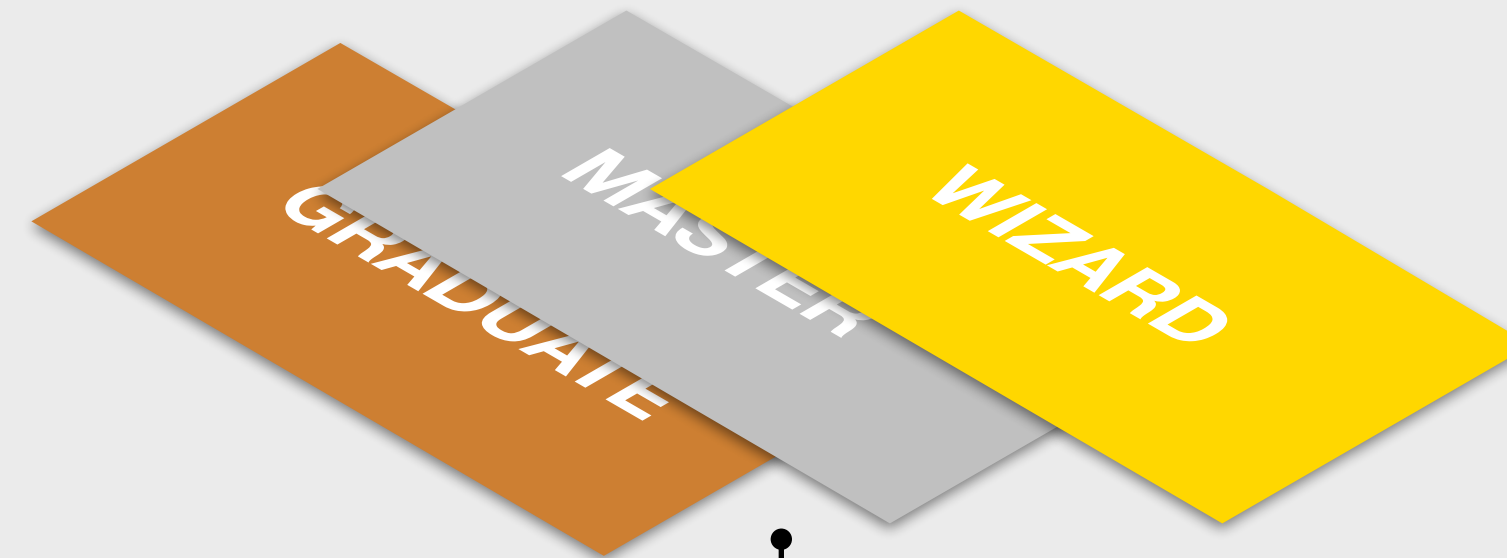


Implementation



Decide on your Program & Level Scheduling

The first step after completion of your training is for you and your coaching team to assess the Skills Pathway programs and decide on the programs you would like to offer at your venue. Once you have decided on the programs you would like to offer you should then plan the scheduling of the specific levels within the program and how these link together to cater for a range of students skills and offer progression for those looking to move from one level to the next...



1

Within the Skills Pathway page, review the available programs covering specific skills within the game over 12 weeks of content and 3 Levels.

2

Review the themes of each level within the program. Decide on when you can schedule each level and how these link together over your program year.

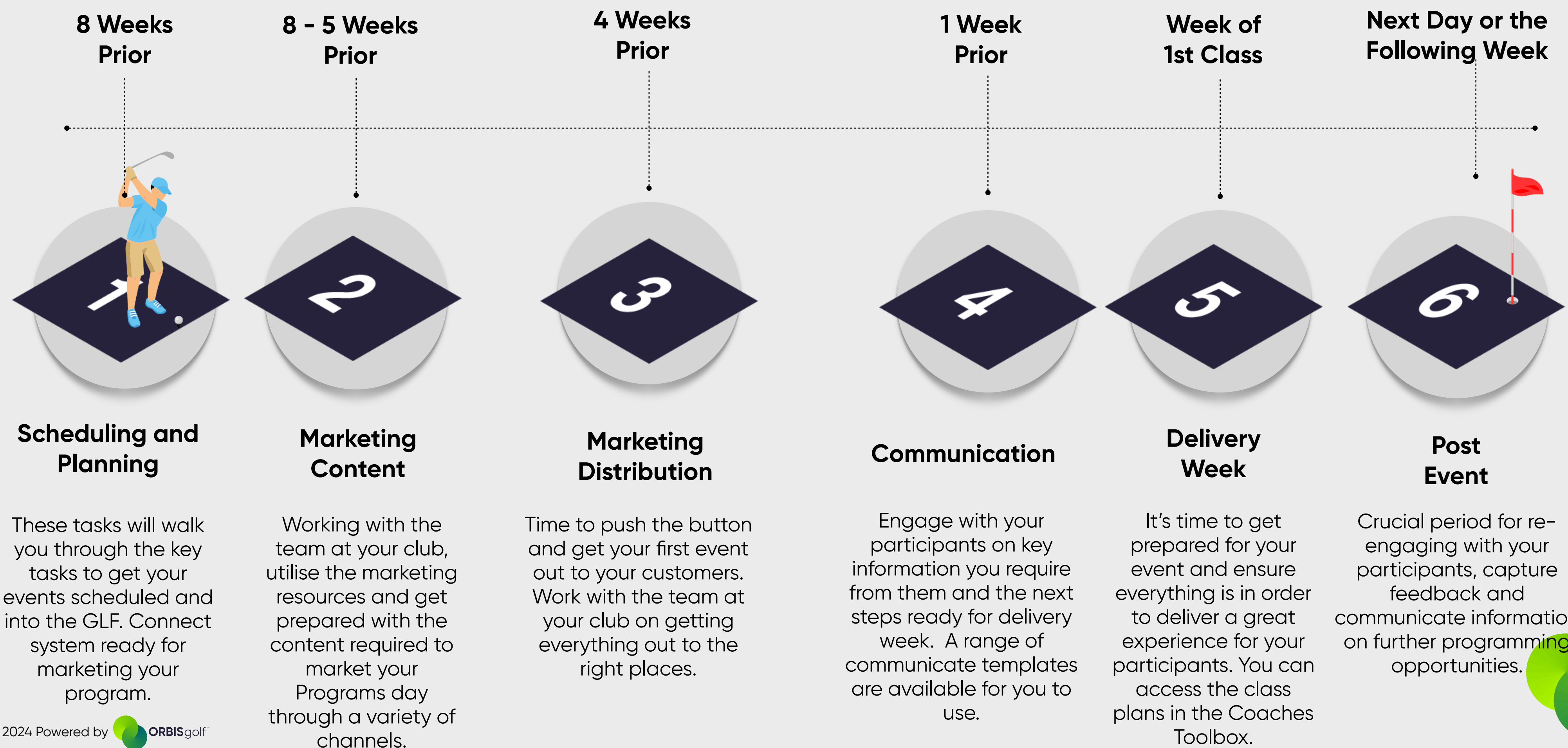
3

Complete the Scheduling and Planning actions within the Step by Step Guide. This including scheduling the levels you are offering into your GLF. Connect system so that you are ready for the marketing phase.



Build up to Your First Class

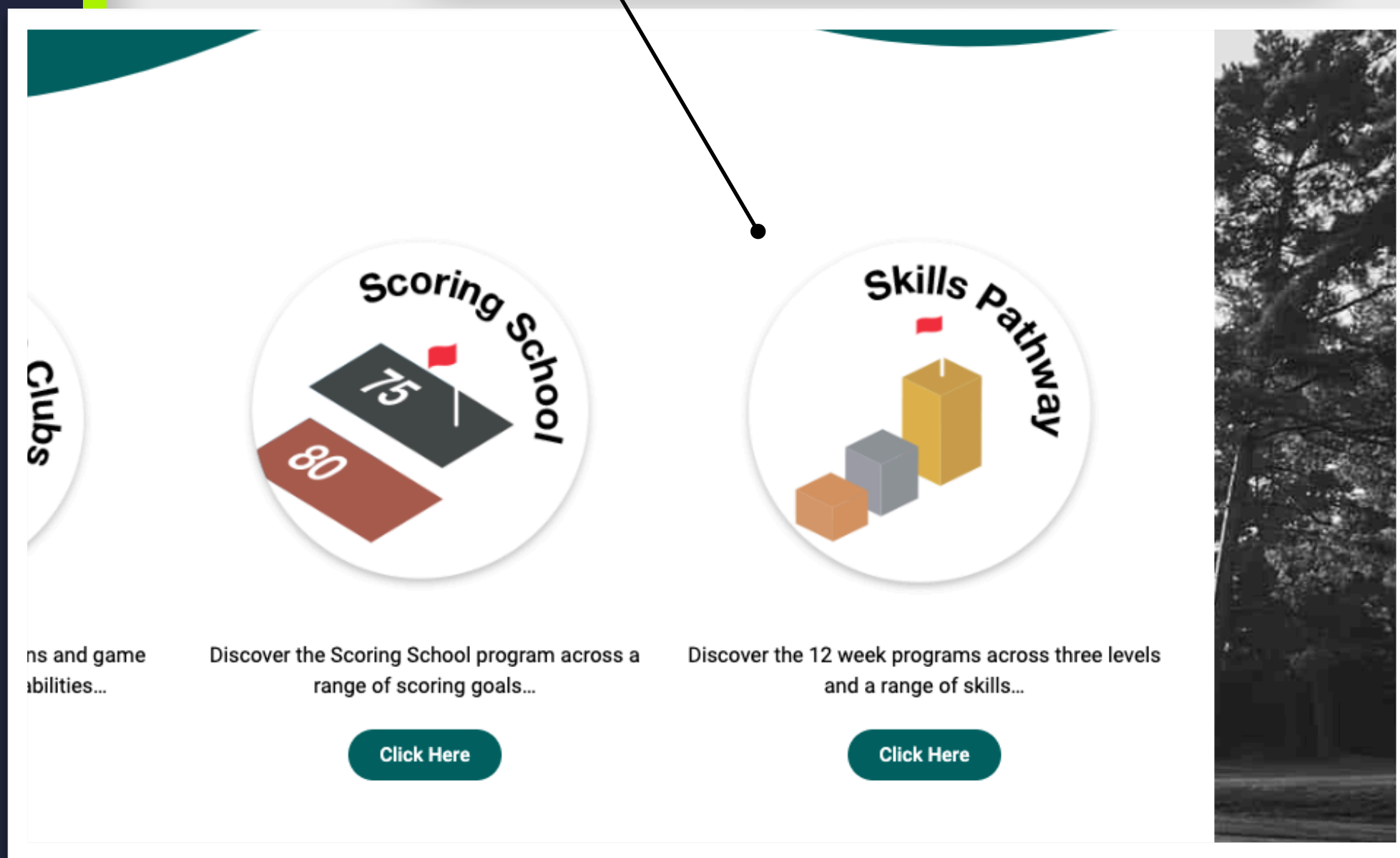
Once you have completed your Skills Pathway training and you have selected the Skills Pathway program you want to run you are ready to follow the next stages of implementation. We recommend this starts around 8 weeks prior to the first class of the level of program you are offering. This will ensure that you have adequate time to work through each stage, and be able to work effectively with your team as well as the GLF. Connect support team and the team at RetailTribe. The recommended implementation stages are as follows:



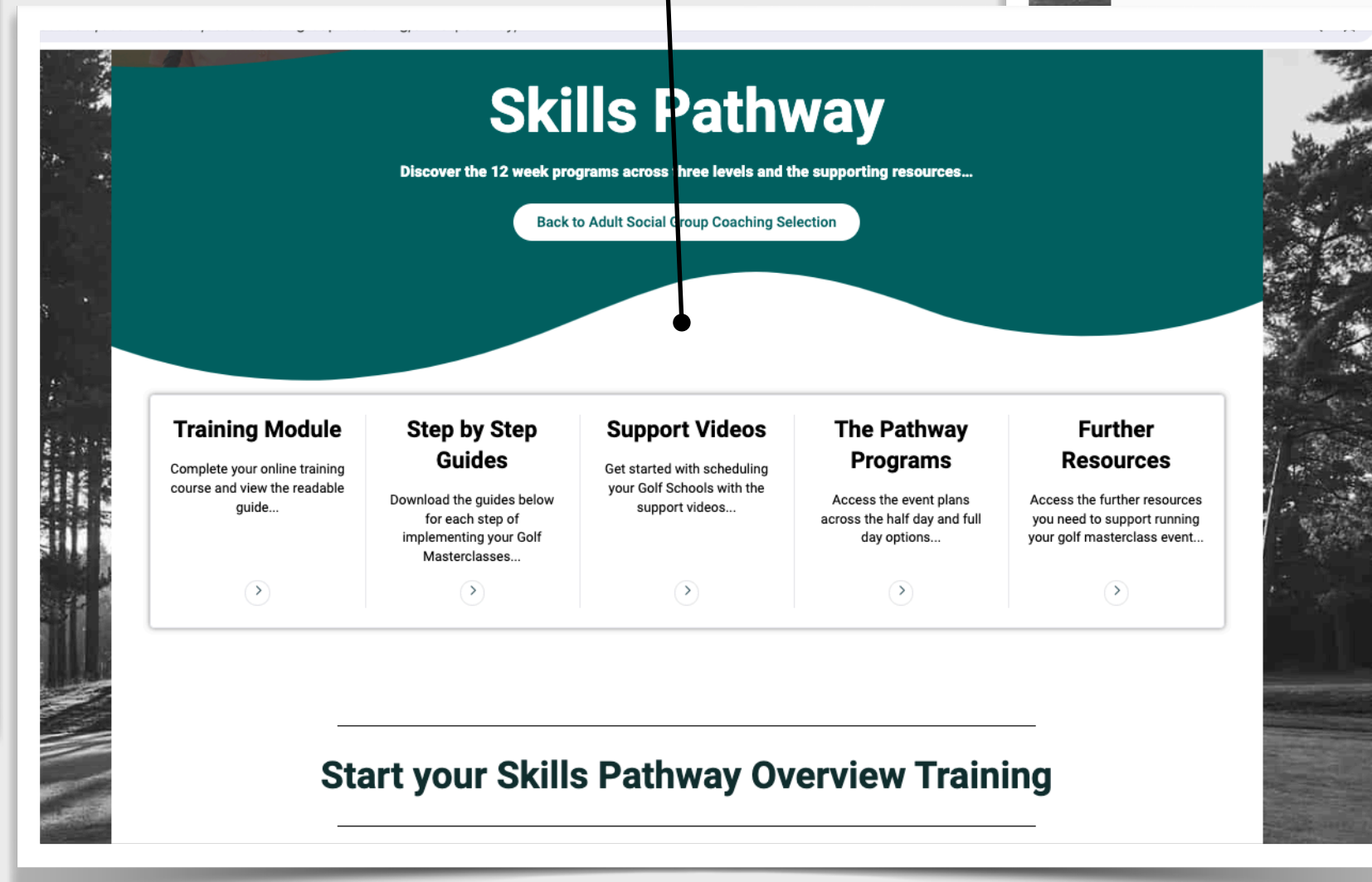
Access Skills Pathway Support

Via the Coaches Toolbox on the GLF. Connect system you can access a number of support resources specifically for your Skills Pathway program you are running. Follow the steps below to access all of the support resources you need to make the event a success...

Select the Skills Pathway Program from the Adult Social Coaching Page:



Access the Resources you need on this page including the Step by Step Guides and links to further resources:



The Programs

Discover the Skills Pathway programs below and access the curriculum and class plans...



Skills Pathway Curriculum

Download

Become a Tee Shot Wizard

Become a Short Game Wizard

Become a Putting Wizard

Become a Tee Shot Wizard

Discover the class resources to help you plan and deliver your Become a Driving Wizard skills pathway program. Class resources available over the three program levels...

Click Here



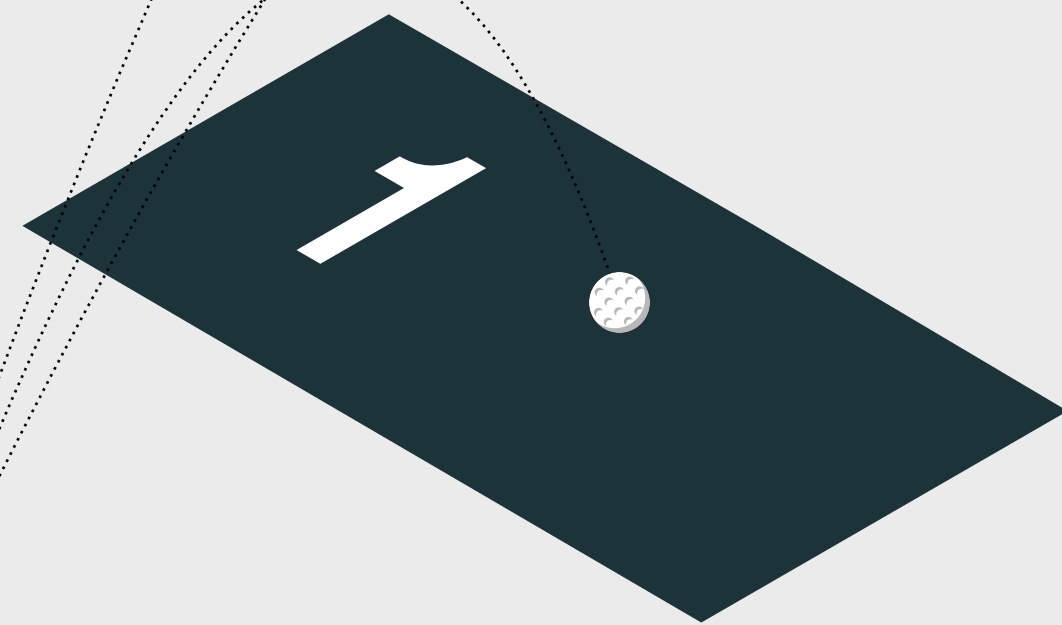
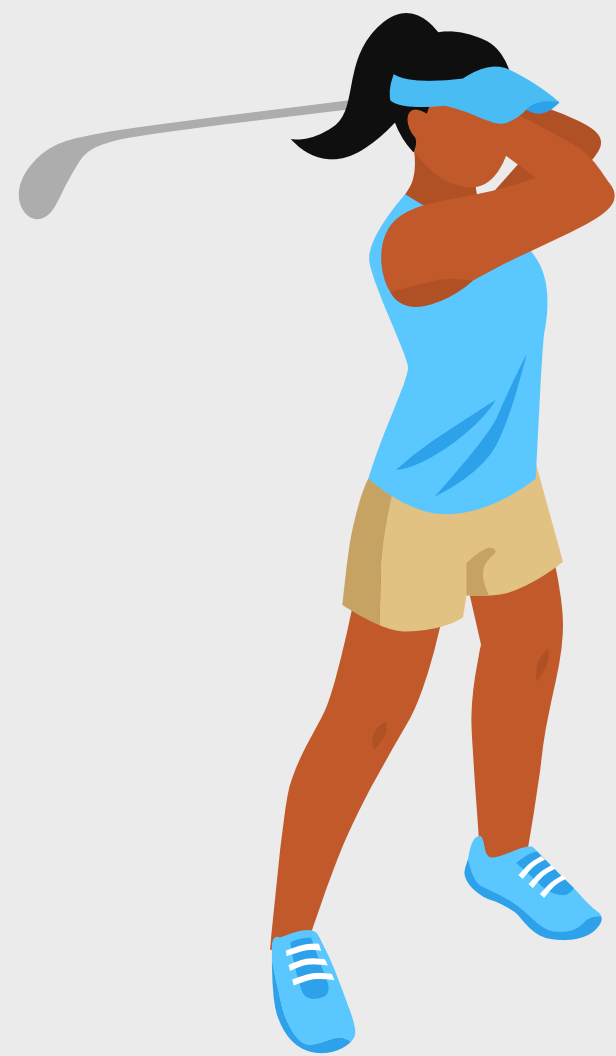
After selecting 'The Programs' you can select the specific Skills Pathway program you are running to access the resources.

Next Steps



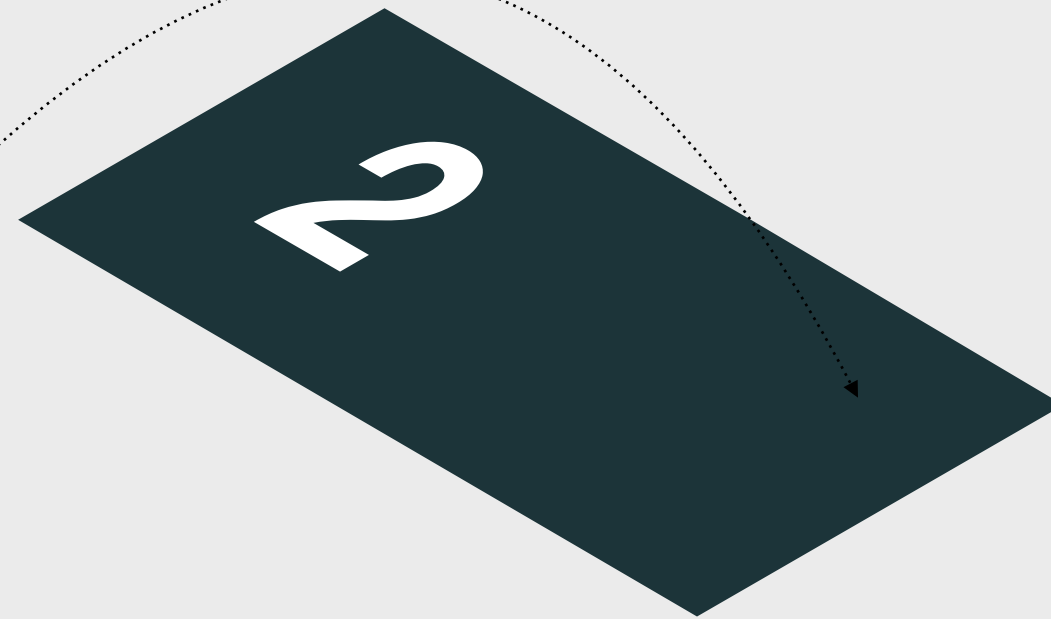
Next Steps

Take the next steps towards launching your Skills Pathway program by following the recommended next steps below...



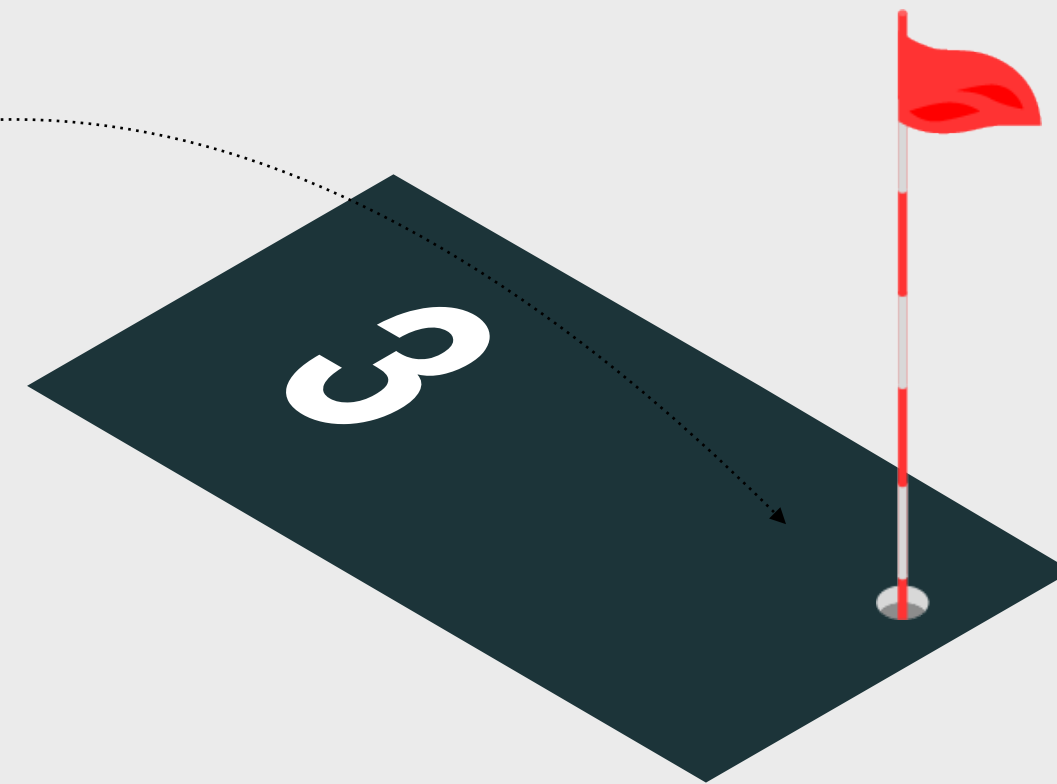
1. Navigate the Programs Selection Page

- Navigate the different Skills Pathway programs within the Coaches Toolbox from the Skills Pathway home page. Decide which program to run at your club.



2. Action the Scheduling and Planning Tasks

- Within the Skills Pathway page in the Coaches Toolbox download the Scheduling and Planning Step by Step guide. Complete the tasks to get up and running with your program.



3. Action the Marketing Tasks

- Within the Skills Pathway page in the Coaches Toolbox download the Marketing Step by Step guide. Complete the tasks to get up prepared and market your program to your audience.

Thank you.

Please review the Skills Pathway programs within the Skills Pathway page of the Coaches Toolbox and move to complete the Step by Step Guides.