

Facilities:



Gainesville
COUNTRY CLUB
EST 1921

7300 SW 35th Way,
Gainesville, FL 32608
(352) 372-1458

Instruction provided by:

(352) 575-0636
gatorjuniorgolf.org



GATOR JUNIOR GOLF ASSOCIATION

Instructors (Fall 2020)

Max Meier, USGTF (Saturday)
max.gatorjuniorgolf@gmail.com

Max Meier, USGFT (Sunday)
Max.gatorjuniorgolf@gmail.com

Like us on Facebook!



Intermediate Program (Level 2)

Objective:

This course will continue to enhance students' knowledge of the game of golf. We discuss the USGA rules of golf and etiquette, and introduce new skills including bunker and flop shots. We learn about new concepts such as ball flight laws, club selection, bounce angle, and more. The course will introduce more advanced topics that extend from the Beginner Program. Juniors who have gone through the Beginner Program or have been approved by an instructor will be eligible for Intermediate. Golf clubs are recommended but not required, and will be provided as needed.

Week 1

Warm-Up: Introduction of the Coaches, Stretching, Safety Demonstration

Core Value: Respect

Rule of the Day: *Chapter 1 (Introduction)*: Overview of Etiquette and Rules, Quiz 1

Lesson: Review of Fundamentals: GASP and 2D's

Practice: Putting Drills: Ladder, Compass, Alignment Sticks, Short and Lag Putts, etc.; Full Swing

Application: Putting Game

Week 2

Warm-Up: Stretching

Core Value: Courtesy

Rule of the Day: *Chapter 2 (Playing the Ball)*: Playing the Ball, General Rules, Quiz 2

Lesson: Putting – 2-putting and scoring on the green, Lag Putting

Practice: Putting Competitions: 9-hole contest, team 2-putt competition, etc.; Full Swing

Application: Long Putt Contest

Week 3

Warm-Up: Stretching

Core Value: Sportsmanship

Rule of the Day: *Chapter 3 (Parts of the Golf Course)*: Teeing Ground, Parts of the Golf Course, Honors, Quiz 3

Lesson: Chipping – Ball Position and Loft; Club Selection for Chipping

Practice: Chipping and Full Swing

Application: Up-and-down competition (chipping/putting), On-Course

Week 4

Warm-Up: Stretching

Core Value: Honesty

Rule of the Day: *Chapter 3 (Parts of Golf Course)*: Tools to Succeed, Putting Green, Quiz 4

Lesson: Pitching – types of wedges, bounce/club angle, creating loft

Practice: Pitching and Full Swing

Application: Up-and-down competition (pitching/putting), On-Course

Week 5

Warm-Up: Stretching

Core Value: Integrity

Rule of the Day: *Chapter 4 (When you can't play the ball as it lies)*: Out of Bounds, Lost Ball, Provisional Ball, Quiz 5

Lesson: Flopping and Bunker Shots

Practice: Flopping and Bunker Shots, Pitching

Application: Short Game Contest

Week 6

Warm-Up: Stretching

Core Value: Confidence

Rule of the Day: *Chapter 4 (When you can't play the ball as it lies)*: Penalty Areas, Quiz 6

Lesson: Full Swing – Ball Flight Laws (Direction): Swing Path and Clubface

Practice: Full Swing (all clubs)

Application: Full Swing Game, On-Course

Week 7

Warm-Up: Stretching

Core Value: Responsibility

Rule of the Day: *Chapter 4 (When you can't play the ball as it lies)*: Ball Unplayable, Loose Impediments, Quiz 7

Lesson: Full Swing – Ball Flight Laws (Distance): Clubhead Speed, Angle of Attack, Centeredness of Contact

Practice: Full Swing (all clubs)

Application: Full Swing Game

Homework: Extra Credit (optional)

Week 8

Warm-Up: Stretching

Core Value: Perseverance

Rule of the Day: *Chapter 4 (When you can't play the ball as it lies)*: Abnormal Ground Conditions, Movable and Immoveable Obstructions/Cart Paths, Quiz 8

Lesson: Playing on the golf course

Practice: Driving and Full Swing

Application: On-Course

Homework: Finish all 8 quizzes!

Week 9

Warm-Up: Stretching, turn in all 8 quizzes

Core Value: Judgment

Lesson: Review for Progress Report

Practice: Cumulative Review

Application: Review Game

Hand out Level 2 Review Sheet

Week 10

Level 2 Progress Report