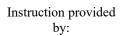
Facilities:



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





(352) 575-0636 gatorjuniorgolf.org

Instructor (Fall 2021): Greg Betz, Head Pro at Gainesville Country Club golf@gainesvillecc.com

Junior Golf Coordinator: Max Meier

Max.gatorjuniorgolf@gmail.com

Like us on Facebook!



Playing Program (Level 3)

Objective:

This course will introduce intermediate golfers to the golf course and apply skills learned in Intermediate. The class will emphasize swing analysis, USGA rules of golf, practice techniques and drills, scorekeeping, and how to play and score a hole properly in a tournament setting. Students will also have the opportunity to review the course management skills learned in Intermediate. Juniors who have gone through our Intermediate class or compete in local tournaments will be eligible for this program. Class size is limited. Classes are 2 hours, composed of a 1 hour clinic and 1 hour on-course.

Week 1

Warm-Up: Introduction of the Coaches, Course Policies, Safety Demonstration, Tools to Succeed (Ball, Tee, Ball Marker, Divot Repair Tool, Rules Book) Core Value: Respect Rule of the Day: Review of Intermediate Rules (no lecture) Lesson: Pre-Shot Routine, How to Practice Practice: Putting, Full Swing Application: Golf Course (Focus: Tee box and tee shot, identifying your ball) Homework: Quiz 1

Week 2

Core Value: Courtesy, turn in Quiz 1 Rule of the Day: *Chapter 5 (Ball Moved):* Ball at Rest Moved (Rule 9) Lesson: Putting vs. Chipping Practice: When to putt vs. chip (can you putt if you're off the green?), Full Swing Application: Golf Course (Focus: Face-to-face is the safest place, order of play, honors, ready golf) Wrap-Up: Quiz 2 (Chapter 5.1)

Week 3

Core Value: Sportsmanship Rule of the Day: *Chapter 5 (Ball Moved):* Ball in Motion Deflected (Rule 11) Lesson: Chipping vs. Pitching Practice: Pitching, Full Swing Application: Golf Course (Focus: Pars, course markings, club selection) Wrap-Up: Quiz 3 (Chapter 5.2)

Week 4

Core Value: Honesty Rule of the Day: *Chapter 6 (Competition):* Clubs, Balls, Equipment (Rule 4) Lesson: Bunker and Flop Shots Practice: Bunker and Flop Shots, Pitching Application: Golf Course (Focus: pace of play) Wrap-Up: Quiz 4 (Chapter 6.1)

Week 5

Core Value: Integrity Rule of the Day: *Chapter 6 (Competition):* Dropping/Lifting/Marking/Cleaning Balls (Rule 14) Lesson: Uneven lies and Punch shots Practice: Uneven lies, punch shots, full swing Application: Golf Course (Focus: pace of play) Homework: Quiz 5 (Chapter 6.2)

Week 6

Core Value: Confidence Rule of the Day: *Chapter 7 (When you can't play the ball as it lies, part 2):* Abnormal Ground Conditions, Dangerous Animals, Embedded Ball (Rule 16) Lesson: Full Swing: 9 ball flight possibilities, review clubface and swing path relationship Practice: Full Swing: using ball flight possibilities Application: Golf Course (Focus: pace of play) Homework: Quiz 6 (Chapter 7)

Week 7

Core Value: Responsibility Rule of the Day: *Chapter 8 (Scorekeeping):* Scorekeeping Lesson: Full Swing: club selection and yardage charts Practice: Full Swing: filling out yardage chart Application: Golf Course (Focus: keeping score) Homework: Quiz 7 (Chapter 8.1), Extra Credit (your favorite golfer)

Week 8

Core Value: Perseverance Rule of the Day: *Chapter 8 (Scorekeeping):* Stroke Play vs. Match Play (Rules 1-3) Lesson: Dynamic Loft (review of ball flight laws), Approach Shots Practice: Approach Shots and Full Swing Application: Golf Course (Focus: putting green, match play) Homework: Quiz 8 (Chapter 8.2)

Week 9

Core Value: Judgment Rule of the Day: Review, All quizzes due! Lesson: Review of skills Practice: Skills Component of Progress Report Application: Golf Course (review)

Week 10

Level 3 Progress Report: On-Course and Approach Shot Components