

Facilities:



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

Instruction provided
by:



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

Junior Golf Coordinator:
Max Meier
Max.gatorjunorgolf@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

