

EDUCATIONAL PROGRAM

QUARTERLY



WEEK	INTRO GROUP	INTERMEDIATE GROUP	ADVANCED GROUP
1	Learn the basics (grip, posture, stance, swing)	Review fundamentals Checking for swing changes	Trackman data Initial swing changes
2	Improving swing Getting to know the club	Understanding distance Trajectories and carries	Improving swing Perfecting swing changes
3	Fundamentals putting Behaviour on the green	Improving putting Drills, exercises...	Short game Pelz test
4	Long game Fundamentals of driving	Long game Driver, direction, distance	Long game Perfecting driving
5	Short game Fundamental of chipping	Short game Chipping with various clubs	Putting Improving putting
6	Long game Irons play	Long game Improving irons play	Long game Irons play, flight control
7	Etiquette & Rules how to behave on the course	Etiquette & Rules How to behave on the course	Short game Control height and spin
8	Bunker Fundamentals of bunkers	Short game Learn "funky" shots	Course management Play 3 holes
9	Improving driving Driver and woods	Improving driving Driver and woods	Short game How to score around greens
10	Pitch & putt course Short game	Pitch & putt course Short game	Long game Perfecting swing changes
11	On the course Play one hole	On the course Play one hole	Putting Drills, long & short putts
12	Overall revue Global checking	Overall revue Global checking	Overall revue 3 holes competition