



**Australian Government**

# **SISSGLF201 Perform the A-Grade skills of golf**

**Release: 1**

## SISSGLF201 Perform the A-Grade skills of golf

### Modification History

The release details of this endorsed unit of competency set are in the table below. The latest information is at the top.

Release	Comments
1	Replaces and is equivalent to SISSGLF201A Perform the A Grade skills of golf. Code changed. No changes to competency outcome. Updated to differentiate it from SISGLF304A. Elements 2 and 3 amended. Reference to competitive situations deleted. Referring to games and rounds only.

### Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to perform the A-Grade skills of golf. A-Grade golf is defined as a handicap of 5 to 12 for males and females and a National Skills Test score in the range of 50 to 60. This unit focuses on the development and performance of A-Grade golf skills through participation in drills, activities and games.

### Application of the Unit

This unit applies to athletes who want to pursue a career in golf at a regional, state, territory or national level.

### Licensing/Regulatory Information

No licensing, regulatory or certification requirements apply to this unit at the time of endorsement.

### Pre-Requisites

Not applicable.

### Employability Skills Information

This unit contains employability skills.

## Elements and Performance Criteria Pre-Content

### Elements and Performance Criteria

#### ELEMENT

#### PERFORMANCE CRITERIA

Elements describe the essential outcomes of a unit of competency.

Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.

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|---|---|
| 1. Prepare for drills, activities and games.    | 1.1 Access and interpret golf <b><i>rules, regulations and policies</i></b> .<br>1.2 Determine <b><i>basic biomechanical principles</i></b> as they apply to golf.<br>1.3 Identify <b><i>A-Grade skills of golf</i></b> and determine observable body movements for each stage of these skills in priority of importance when performing the skills.<br>1.4 Select appropriate <b><i>learning aids, equipment and environment</i></b> to enhance acquisition of A-Grade skills. |
| 2. Participate in drills, activities and games. | 2.1 Undertake <b><i>drills, activities and games</i></b> according to <b><i>organisation policies and procedures</i></b> .<br>2.2 Link and perform the A-Grade skills of golf.<br>2.3 Maintain effective communication with coach during drills, activities and games.  |
| 3. Review A-Grade skills performance.           | 3.1 <b><i>Review</i></b> performance and identify strengths and areas requiring improvement.<br>3.2 Identify <b><i>conditions and external influences</i></b> affecting conduct of activities.  |

## Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

### Required skills

- communication skills to:
  - communicate with coaches and or professionals
  - follow instructions during drills, activities and games
  - clarify rules and seek feedback on performance
- self-management skills to:
  - review and reflect on own performance
  - organise time and priorities effectively
  - set short, medium and long term goals
- ability to play golf at a sufficient standard to obtain and retain a specified official golf handicap according to the Golf Australia handicapping system.

### Required knowledge

- legislation and organisational policies and procedures to enable safe participation during golf drills, activities, games and competitions
- best practice codes and etiquette in order to play at a sufficient standard to obtain an official golf handicap according to the Golf Australia handicapping system
- biomechanical principles to enable development and application of A-Grade golf skills
- self-reflection principles to identify strengths and weaknesses
- equipment and technological aids used in golf drills, activities, and games to facilitate the development of A-Grade skills
- safety requirements and practices during golf drills, activities and games
- communication systems used between players, coaches and support staff and officials during golf drills, activities and games.

## Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

### Overview of assessment

Critical aspects for assessment and evidence required to demonstrate competency in this unit

Evidence of the ability to:

- utilise knowledge and interpretation of A-Grade skills of golf, and relevant rules, regulations and policies to achieve a handicap of 5 to 12 under competition conditions over a minimum of five rounds on a minimum of three 18 hole golf courses and achieves a score in the range of 50 to 60 on the National Skills Test
- identify observable body movements for each stage of A-Grade skills and link these together during practice drills, activities and games
- communicate with coach, officials and support staff throughout drills, activities and games and respond to feedback
- review own performance to identify strengths and areas requiring improvement.

Context of and specific resources for assessment

Assessment must ensure:

- achievement of a handicap of 5 to 12 under competition conditions over a minimum of 5 x 18 hole rounds or equivalent
- achievement of a score in the range of 50 to 60 on the National Skills Test to demonstrate competency and consistency of performance.

Assessment must also ensure access to:

- golf training and competition facilities
- a coach or professional to instruct athletes
- suitably qualified golfing officials and support staff
- technological aids and equipment
- information outlining the A-Grade skills of golf
- current legislation and organisational policies and procedures that impact on the conduct of drills, activities and games.

Method of assessment

A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:

- observation of performance of A-Grade skills of golf during drills, activities and games
- oral or written questioning to assess knowledge of relevant rules and regulations, etiquette of golf and the various A-Grade skills of golf

- third-party reports from coaches or professionals detailing performance.

Guidance information for assessment Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended. Industry has determined that this unit should be assessed with the following units:

- SISSGLF202 Apply the A-Grade tactics and strategies of golf.

## Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the individual, accessibility of the item, and local industry and regional contexts) may also be included.

***Rules, regulations and policies*** may include:

- Golf Australia handicapping system
- best practice codes of ethics and policies of organisations such as:
  - Golf Australia
  - Professional Golfers Association (PGA) of Australia
  - Registered Golf Clubs
  - Australian Sports Commission (ASC).

***Basic biomechanical principles*** may include:

- balance and base of support
- centre of gravity
- Newton's laws; linear and angular motion
- forces and torques
- linear and angular momentum, moment of inertia
- levers
- projectile motion
- power.

***A-Grade skills of golf*** must include:

- pre-swing fundamentals:
  - grip
  - aim and alignment
  - stance
  - ball position
  - posture
- in-swing fundamentals:
  - full swing concept
  - stages of the full swing
  - full swing principles
- short game fundamentals:
  - pitching
  - chipping
  - bunker play
  - putting.

***Learning aids, equipment and environment*** may include:

- golf equipment
- golf course

***Drills, activities and games*** may include:

- golf range
- putting green
- mirrors
- impact bags
- alignment aids
- lie boards
- computer software and technological devices.
- warm-up and cool-down activities
- drills and activities for pre-swing fundamentals
- drills and activities for in-swing fundamentals
- drills and activities for short game fundamentals
- on-course modified games such as, two-ball worst-ball
- range-based games such as Aussie rules
- National Skills Test or modified equivalent
- activities using computer swing and or video analysis
- activities using technological devices.

***Organisation policies and procedures*** may include:

- work health and safety
- conflict resolution
- communication protocols
- training and scheduling commitments
- code of ethics or behaviour
- golf course etiquette and local rules.

***Review*** may include:

- individual evaluation
- video review
- statistical recording and analysis
- modified game scores
- scores on skills tests.

***Conditions and external influences*** may include:

- environmental and or weather conditions
- other facility users
- support staff
- parents
- referees and administrators
- other coaches or professionals.

## Unit Sector(s)

Sport



## **Competency Field**

Golf