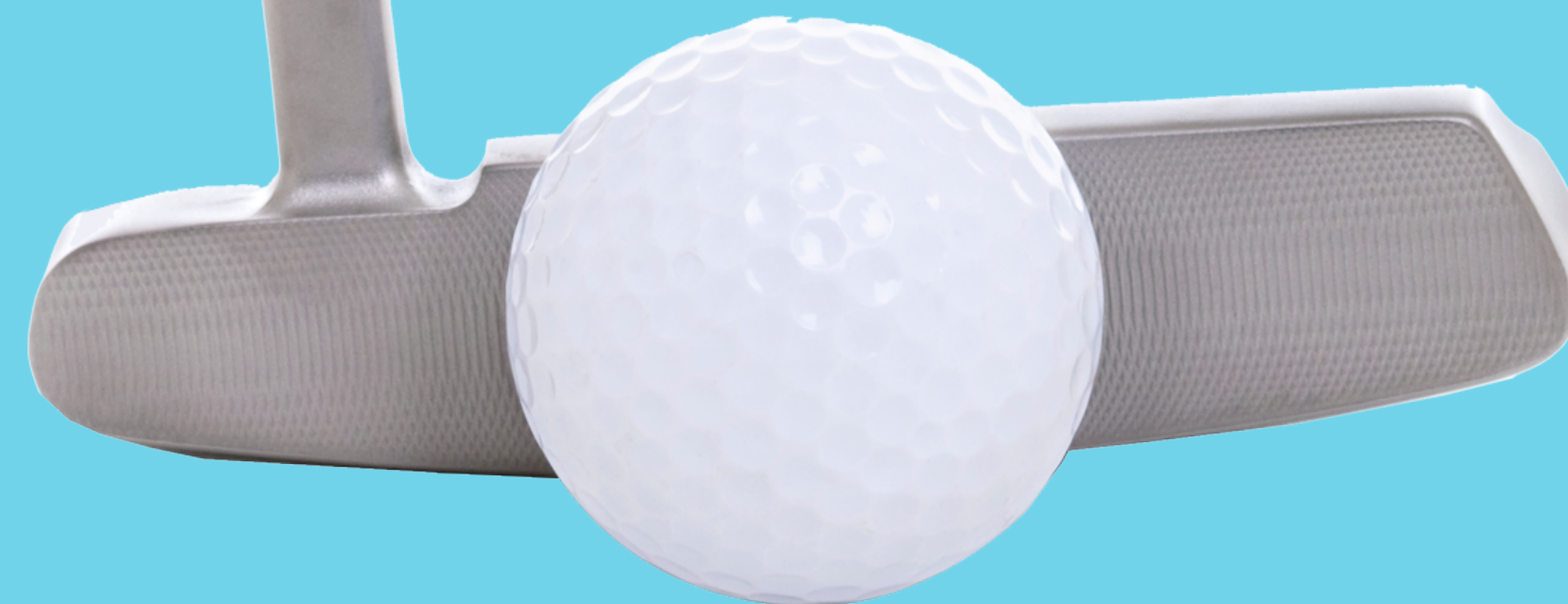


# On the Green - Level 3

## The Art of Scoring



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# Class Timetable

**4** Themed Class Plans - Full  
**Class Timetable**  
**Introduction to Swing**

Session Length: 90mins

Learning the Game Focus: Whole Golfer Focus: Body  
 Fit for Golf Introduction

Learning the Game Topic: Orientation

Learning the Game Focus: Orientation of the Game  
 Orientation of Equipment

Mastering the Game Challenge: Iron Challenge

Time	Class Content	Game Drills / Resources
15 Mins Prior	Introduction and Welcome	
10 mins	Introduction	
30 mins	Mastering the Game Independent and Social Practice Mastering the Game Challenges	Class layout and Setup
5 Mins	Learning the Game and Whole Folder Focus	Orientation of the Game Orientation of the Equipment Fit for Golf Introduction
30 Mins	Mastering the Game Independent and Social Practice	Practice stations Game cards Secondary skill station Mastering the Game Challenges
10 Mins	Challenges and Recap	
	MyGame+ Tracking on GLF Connect	
15 Mins Post	Relationship Building	Practice stations Game cards Secondary skill station Mastering the Game Challenges MyGame+ on GLF Connect App

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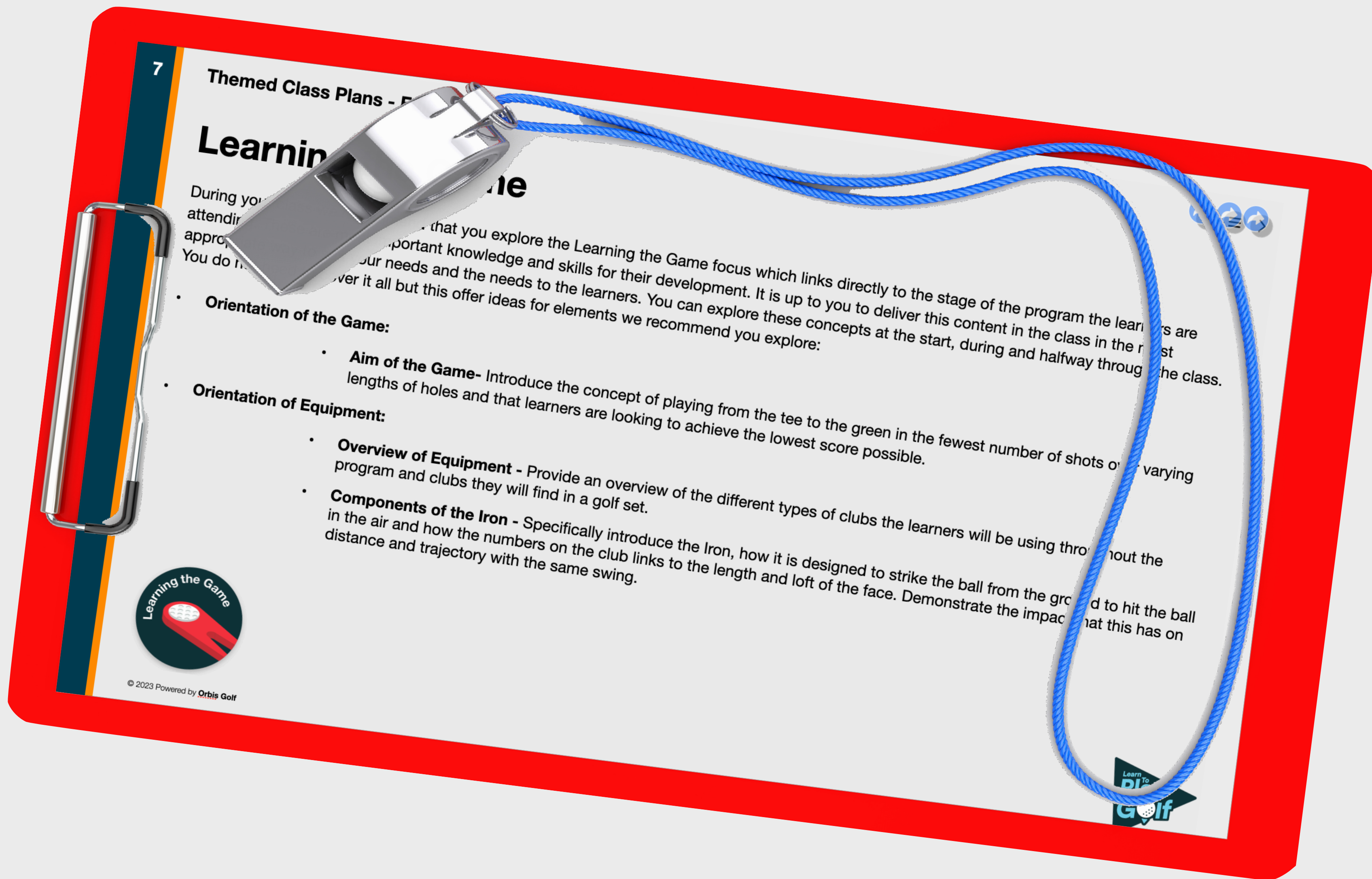


# Class Timetable - The Art of Scoring

<b>Session Length:</b> 90mins	<b>Group Size:</b> 1:8	<b>Mastering the Game Focus:</b> <b>On the Green</b> The Art of Scoring	<b>Whole Golfer Focus: Social</b> Practising and Playing With Others	<b>Learning the Game Topic:</b> Playing and Scoring	<b>Learning the Game Focus</b> Handicap Indexes	<b>Mastering the Game Challenge:</b> Scoring Challenge
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Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> <li>Set up the games and practice stations of your preference and the challenges for the specific class.</li> <li>Be ready to welcome participants 5 minutes before the session starts</li> </ul>	
10 mins	Introduction	<ul style="list-style-type: none"> <li>Outline your preferred technical focus for the class</li> <li>Introduce the Learning the Game or Whole Golfer focus</li> <li>Explain how to play the games and attempt the practice station activities</li> <li>Explain how to attempt the Mastering the Game Challenges</li> </ul>	<ul style="list-style-type: none"> <li>Handicap Indexes</li> <li>Practicing and Playing with Others</li> </ul>
30 mins	Mastering the Game Independent and Social Practice Mastering the Game Challenges	<ul style="list-style-type: none"> <li>Learners play the games individually, in pairs or in groups</li> <li>Opportunity to provide private coaching to learners</li> <li>Learners may attempt the Mastering the Game challenges if applicable independently or socially</li> </ul>	<ul style="list-style-type: none"> <li>Practice stations</li> <li>Game cards</li> <li>The Art of Scoring</li> <li>Secondary skill station</li> </ul>
5 Mins	Learning the Game and Whole Folder Focus	<ul style="list-style-type: none"> <li>Get the group together to introduce the Learning the Game or Whole Golfer focus</li> <li>Opportunity to engage in group discussion and questions</li> </ul>	
30 Mins	Mastering the Game Independent and Social Practice  Challenges and Recap	<ul style="list-style-type: none"> <li>Learners play the games individually, in pairs or in groups</li> <li>Opportunity to provide private coaching to learners</li> <li>Learners may attempt the Mastering the Game challenges if applicable independently or socially</li> </ul>	<ul style="list-style-type: none"> <li>Practice stations</li> <li>Game cards</li> <li>The Art of Scoring</li> <li>Secondary skill station</li> </ul>
10 Mins	MyGame+ Tracking on GLF. Connect	<ul style="list-style-type: none"> <li>Add any lesson media to the learner's Student Connect area</li> <li>Learners should be encouraged to mark their attendance at the Themed Class in the Journey to Club and Course Ready section of the MyGame+ area</li> <li>Encourage the learners to mark the challenge as complete for the Level they have attempted if they are successful within the Mastering the Game program wheel on the MyGame+ area</li> </ul>	<ul style="list-style-type: none"> <li>MyGame+ on GLF. Connect App</li> </ul>
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> <li>Take time after the class has finished to actively connect new learners and build relationships.</li> <li>Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> </ul>

# Class Objectives





# Technical Guidance

The technical guidance we are prescribing is to be delivered as you see fit, you should use your experience, preferences and be sure to link your technical advice to how this will help learners to improve the key skills of **direction control, distance control and judging slopes**. Some of technical content you may want to explore in this first session may include:

- **Pre-Shot Routine** - Introduce your learners to the basics of building an effective pre-shot routine on all putt types which may include:
  - Demonstrate your own pre-shot routine and discuss the importance of having one. Reiterate how this can help handle pressure and build an effective picture and intention for the putt
  - Explore the benefit of analyzing the putt from multiple sides of the hole including from the side of the putt and behind the hole
  - Introduce some basic strategies for aiming the ball at the intended start line and how an alignment on the golf ball may help
  - Explore using rehearsal strokes behind the ball or at the ball
- **Build on the Technical Focus from Short Putts and Long Putts** -
  - Depending on your preferences you may want to further explore some of the fundamentals for short and long putts covered in the previous classes
- **Reinforce Basics of Slopes - Review some of the basic concepts from the last lesson and specifically discuss:**
  - Depending on your preferences you may want to further explore some of the fundamentals for judging the impact of slopes and further expand on this content



**Keep your technical instruction to less than 5 minutes, in order to allow maximum time for play and practice and for you to reinforce the key skills with individual tuition. Exploring skills through discovery and games based learning.**

# Learning the Game

During your class we recommend that you explore the Learning the Game focus which links directly to the stage of the program the learners are attending. These are most important knowledge and skills for their development. It is up to you to deliver this content in the class in the most appropriate way to suit your needs and the needs to the learners. You can explore these concepts at the start, during and halfway through the class. You do not need to cover it all but this offer ideas for elements we recommend you explore:

- **Handicap Indexes**
  - **Explore the role of handicaps in golf** - Discuss with your learners the role of handicaps in golf including why they are used, how they can be used across the world and how can ensure that learns can track their progress once they reach a club level and play competitively with others
  - **Explore how a handicap can be obtained** - Discuss with the learns how they can obtain a handicap once they reach the standard to play the golf course from the shortest teeing position
  - **Explore Stroke Indexes** - Building on the content covered in previous classes relating to the scorecard and explore how each hole as a stroke index and how this relates to a handicap index
  - **Explore net scores** - Discuss with the learners how a nett score will be produced after deduction of the handicap strokes and how this links to scoring formats such stableford and matchplay



# The Whole Golfer

During your class we recommend that you explore the Whole Golfer focus which links directly to the stage of the program the learners are attending. This will help to build their confidence to play the game. It is up to you to deliver this content in the class in the most appropriate way to suit your needs and the needs to the learners. You can explore these concepts at the start, during and halfway through the class. You do not need to cover it all but this offer ideas for elements we recommend you explore:

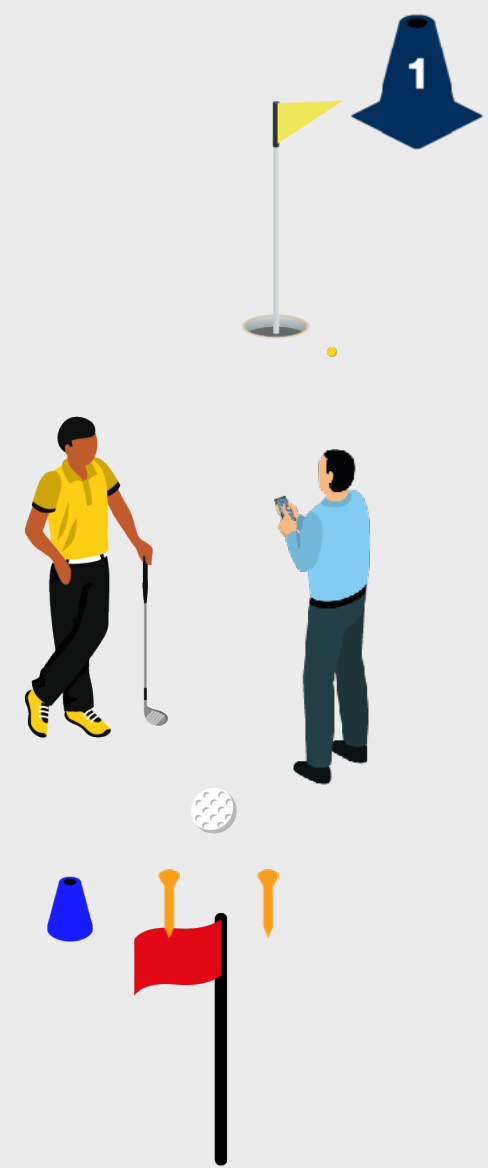
- **Practicing and Playing with Others:**
  - Explore with the learners that one of the great parts of golf is that it is a social game where golfers of a range of abilities and experiences can play with each other
  - Encourage participants to partner up when completing the games and challenges within the class and also outside of the class.
  - By actively encouraging learners to meet up outside of the lessons you will be forging stronger social connections within the group
  - Discuss with the learns how the Mastering the Game challenges can offer an engaging and social element to their practice which will help guide the learns skill development



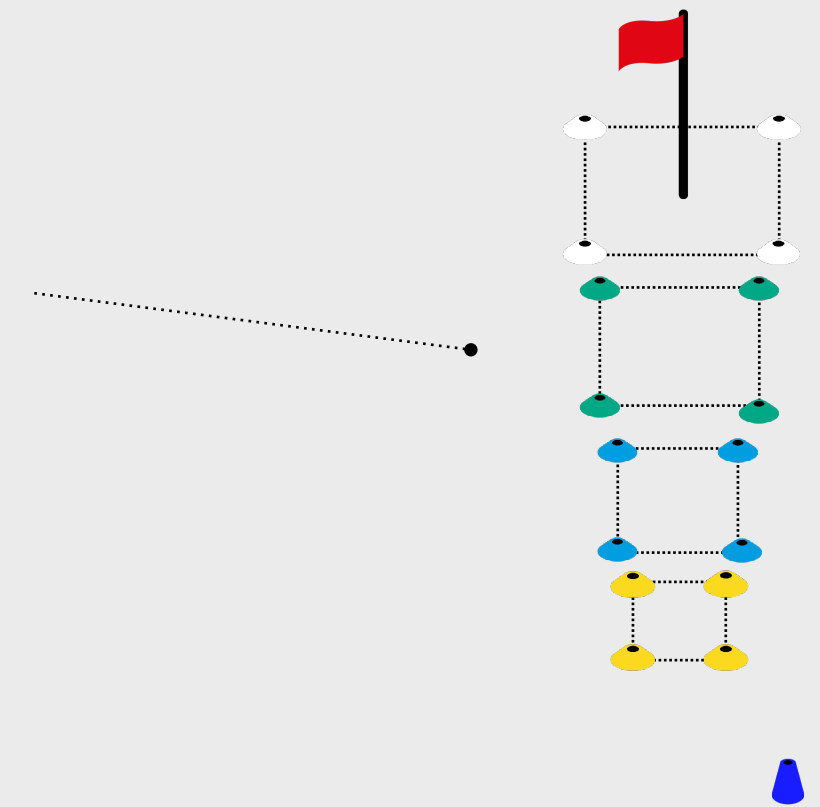


# Class Layout and Setup

**Station 1:**  
Practice Station  
Through the Gate



**Station 2:**  
Practice Station  
Up the Ladder



**Station 3:**  
Game Station  
Build the Spiral

**Group Discussion:**  
Start, during and end  
of class



**Station 6:**  
Challenge Station



**Station 5:**  
Secondary Skill  
Station



**Station 4:**  
Game Station  
Learning to Score



# Practice Stations and Game Cards



Themed Class Plans

## Control Distance

30 Yards

20 Yards

10 Yards

**About**  
The Practice Station Activity has been built to provide an engaging practice element to your class and provide a focused, themed class focus.

**Equipment Needed**

- 12 cones
- Golf balls

**How to Practice**

- Set this activity up in 3 different sized boxes (10, 20 yards and 30 yards) from the learner.
- The learner should practice chipping the ball at different distances using the same club, by varying the speed of the swing.
- Encourage them to start by controlling the length of the stroke, similarly to how they learnt to control the length of the stroke; and then gradually increase the length of the stroke and speed of the stroke to ball further.
- This practice is learnt using the same club as a lower lofted club. e.g. a 7 iron would be best to use.

**Technical Learning Objectives**

- This activity will help the learner to understand the distance of a shot based on the speed of the stroke.
- This activity will help the learner to gain consistency and confidence in chipping around the green by becoming proficient in using one particular type of club.

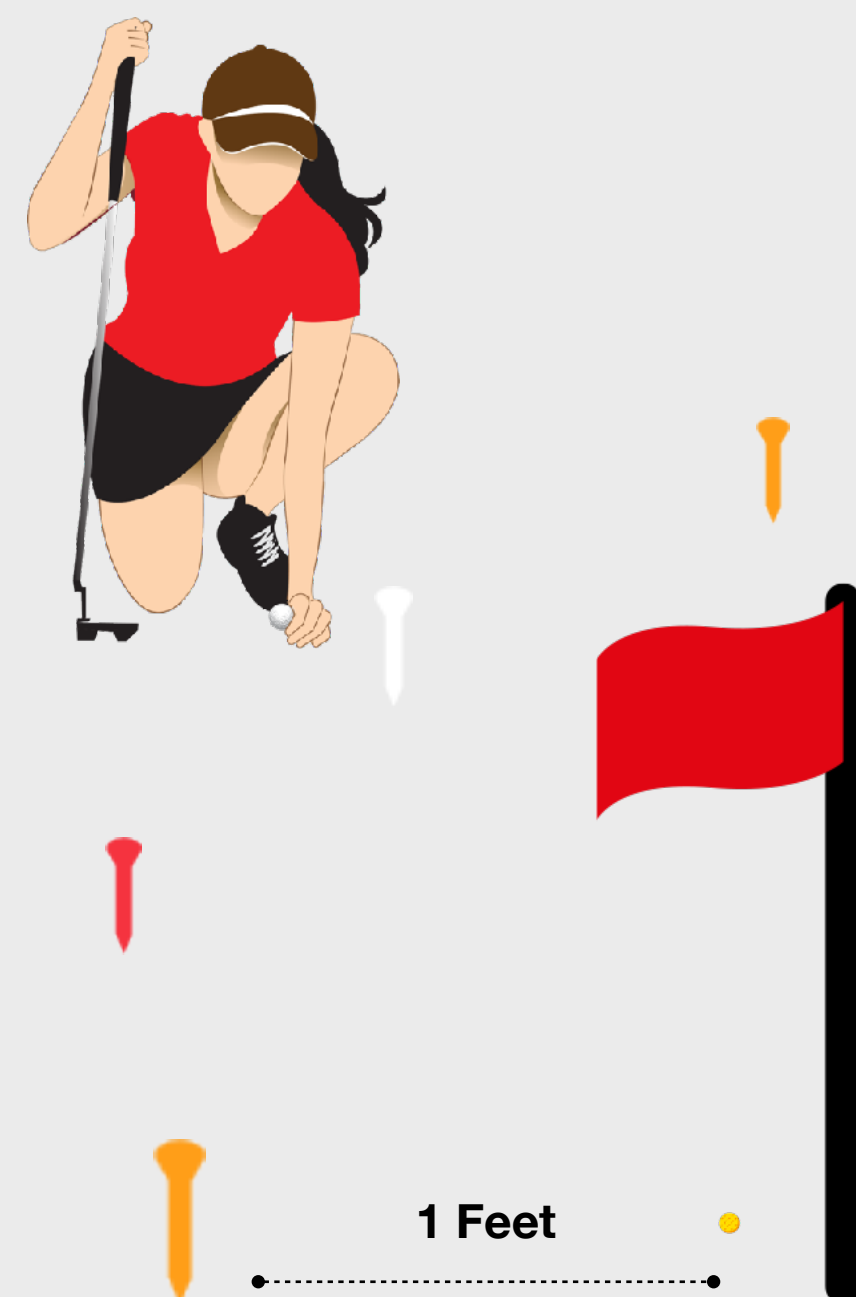
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GAM  
GOLF DEVELOPMENT





# Putting Spiral



1 Feet

5 Feet



## Equipment Needed

- Putter
- 9 Tee Pegs

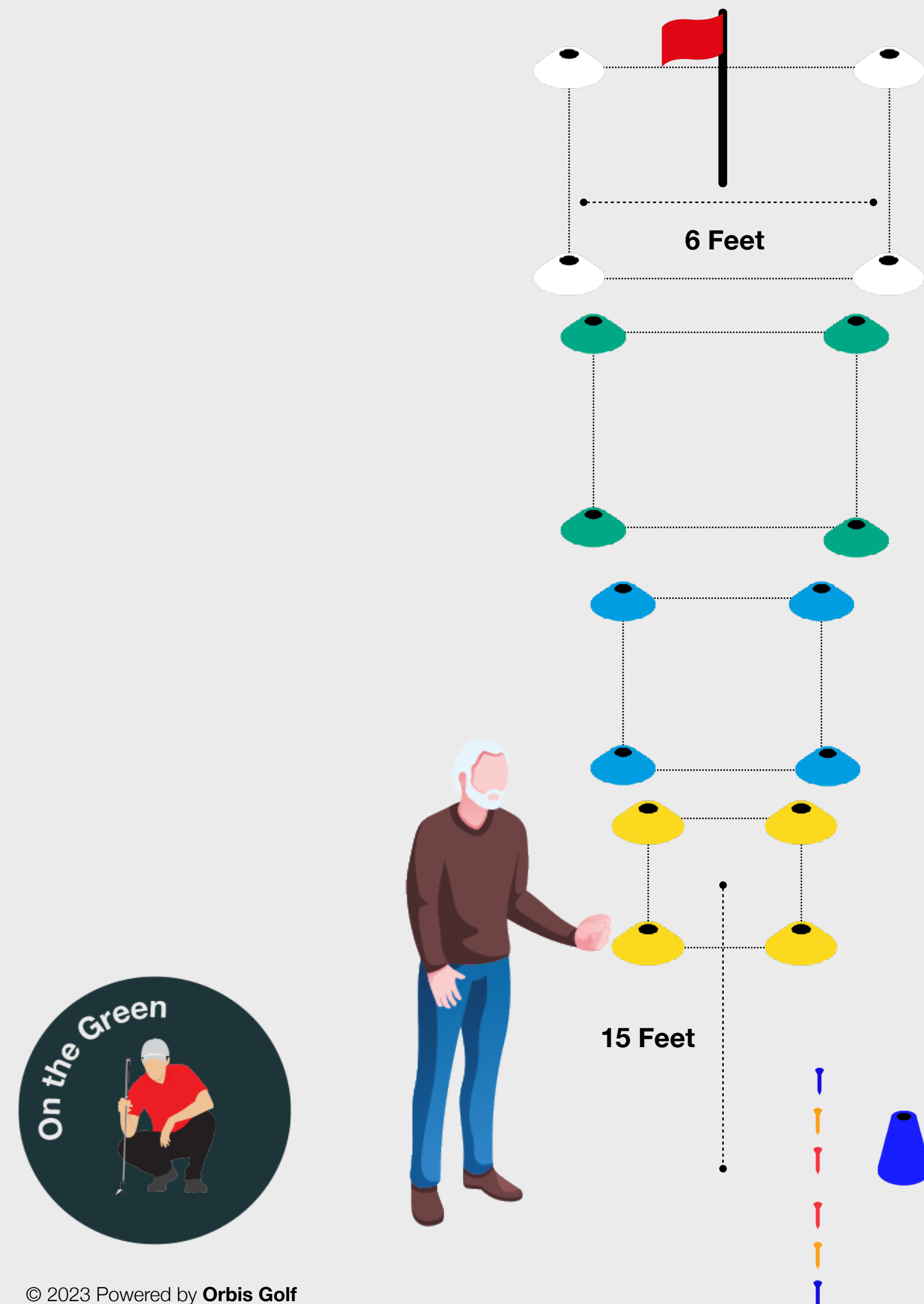
## How to Play

- A learner attempts to hole each putt consecutively round the spiral
- The first putt is attempted from the 1ft distance
- The learners moves round the spiral attempting each putt in order with every putt increasing by .05ft each time
- If the learner misses they should move back to the start
- The Learner should attempt each putt and focus on building an effective pre-shot routine

## Progression Ideas

- Play on a more or less severely sloped surface
- Increase or decrease the length of the putts
- Play from a single position around the hole or use a circle from a fixed distance for each putt that is attempted

# Up the Ladder



## Equipment Needed

- Putter
- Tee Pegs
- Sting
- Cones

## How to Play

- A learner attempts to move up the ladder of boxes from the same starting position marked by the single cone
- The first putt is to the box 15 feet away from the starting position
- After the learner putts the ball into the box, they attempt to putt their ball into the second box which is 5 more feet away
- If the learner misses they should move back to the start or back a box
- The learner should attempt each putt and focus on building an effective pre-shot routine

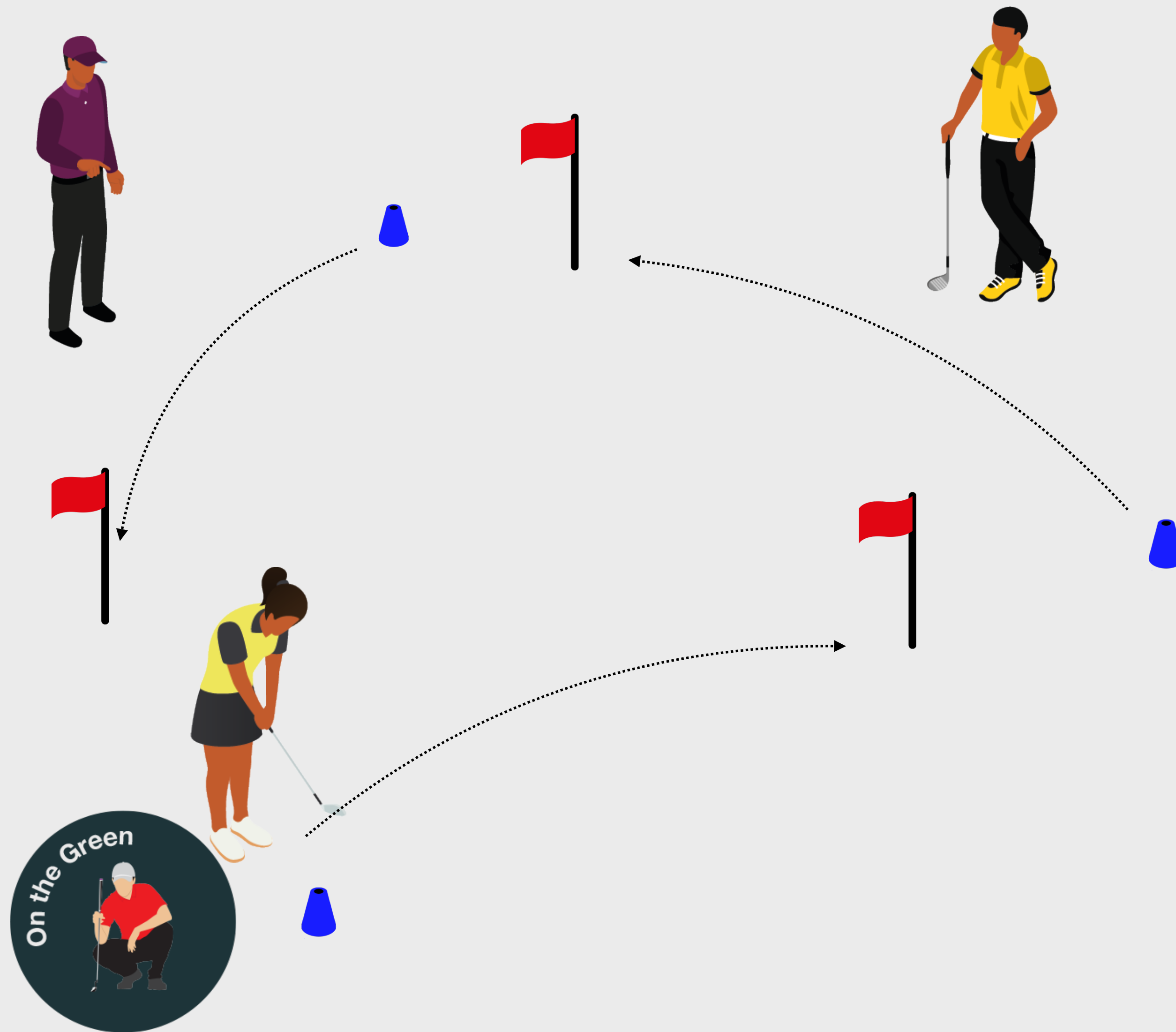
## Progression Ideas

- Play on a sloped surface
- Increase or decrease the distance to the centre of the boxes
- Increase or decrease the size of the boxes





# Learning to Score



## Equipment Needed

- Putter

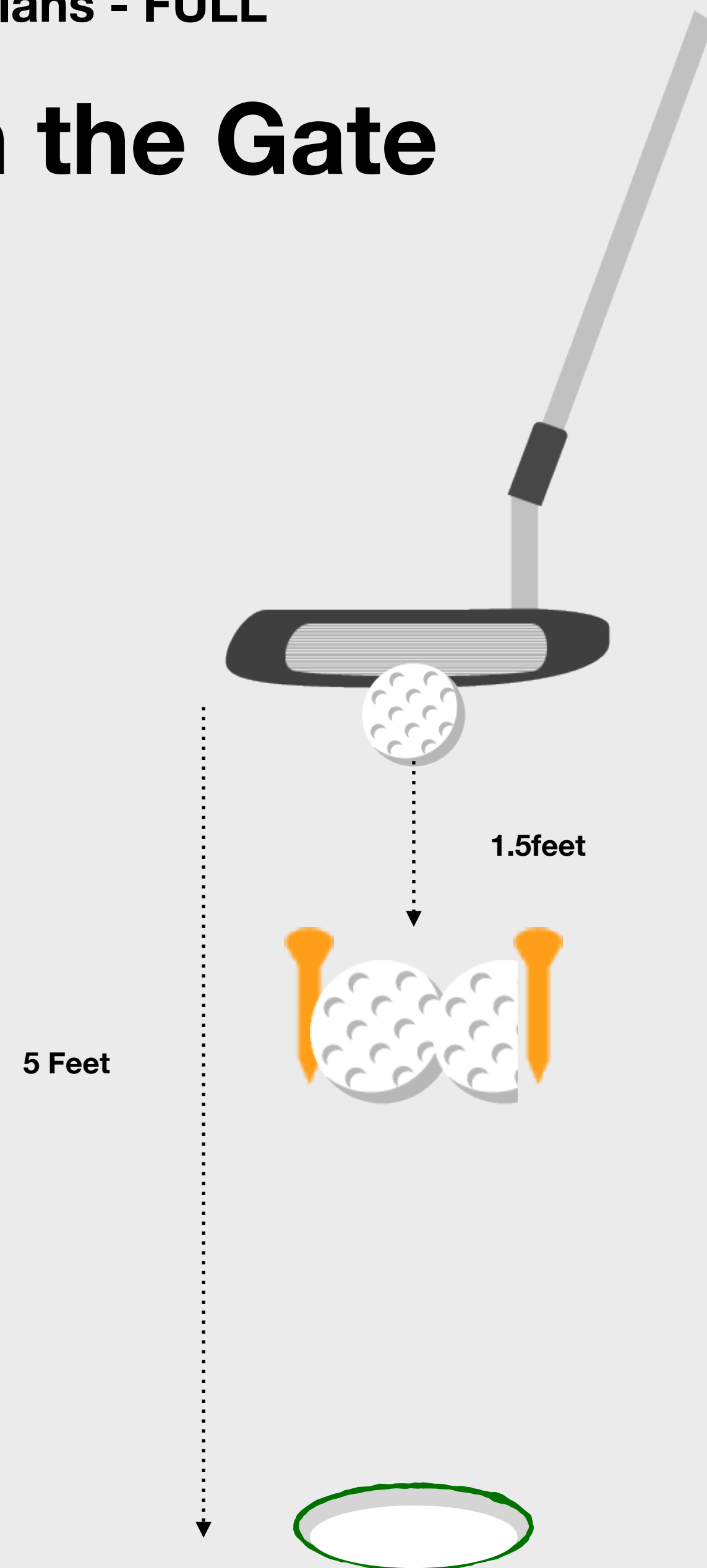
## How to Play

- A learner attempts to play three - six holes in the fewest number of putts possible
- The holes should be 10 feet to 30 feet in length and on a gently sloping part of the green
- We suggest linking these to the theme of handicap indexes. Give the learner a handicap index and even give each hole a stroke index
- Get the learner to mark a scorecard and correctly work out their nett score based on their handicap index
- This game can be played individually, in pairs or small groups
- This game can also be played using other formats such as stableford and matchplay

## Progression Ideas

- Play on a more severely sloped surface
- Increase or decrease the length of the putts
- Add additional holes

# Through the Gate



## Equipment Needed

- Putter
- Tee Pegs

## How to Play

- A learner attempts to putt the golf ball through the gate of tee pegs and into the hole
- The starting position should be 5 feet from the hole and on a putt which is flat surface or straight uphill
- The tee peg gate should be setup around 1.5 feet from the starting position with the tee pegs evenly spaced either side of the ball to target line
- The width of the tee peg should be around 1.5 golf balls wide

## Progression Ideas

- Increase or decrease the width of the gate to a minimum of 1 golf balls width
- Increase or decrease the length of the putt
- Increased or decrease the distance of the gate from the starting position



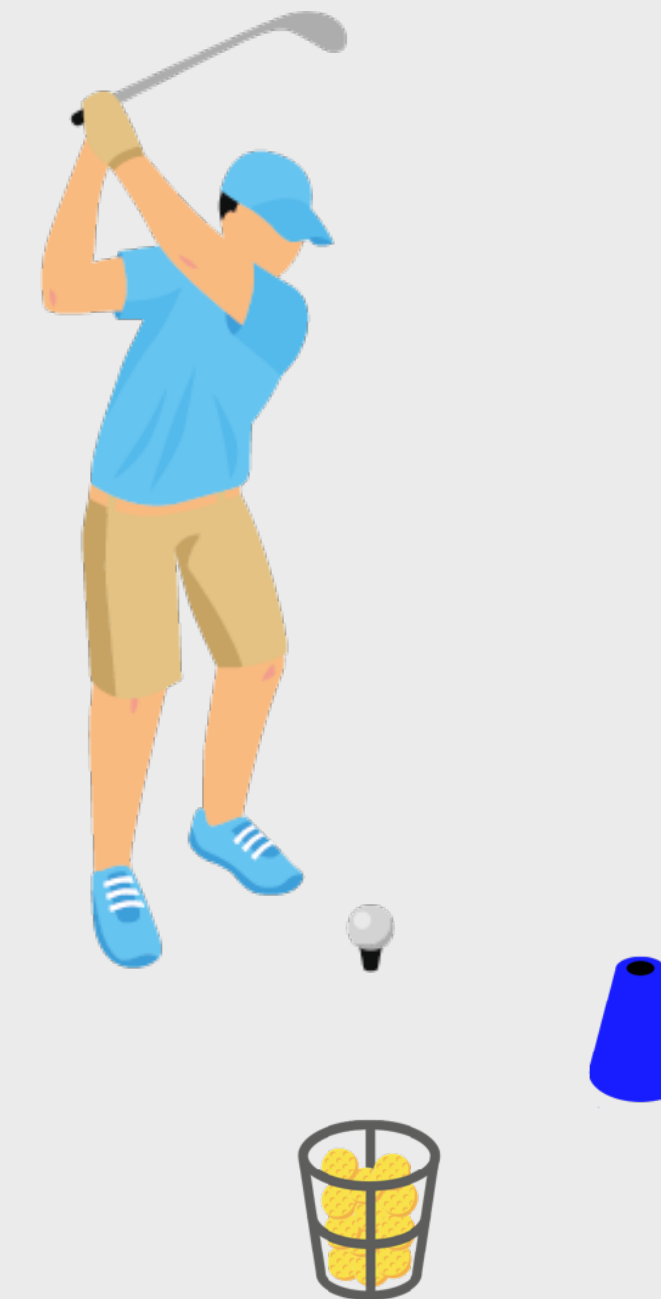
# Secondary Skill



# Secondary Skill

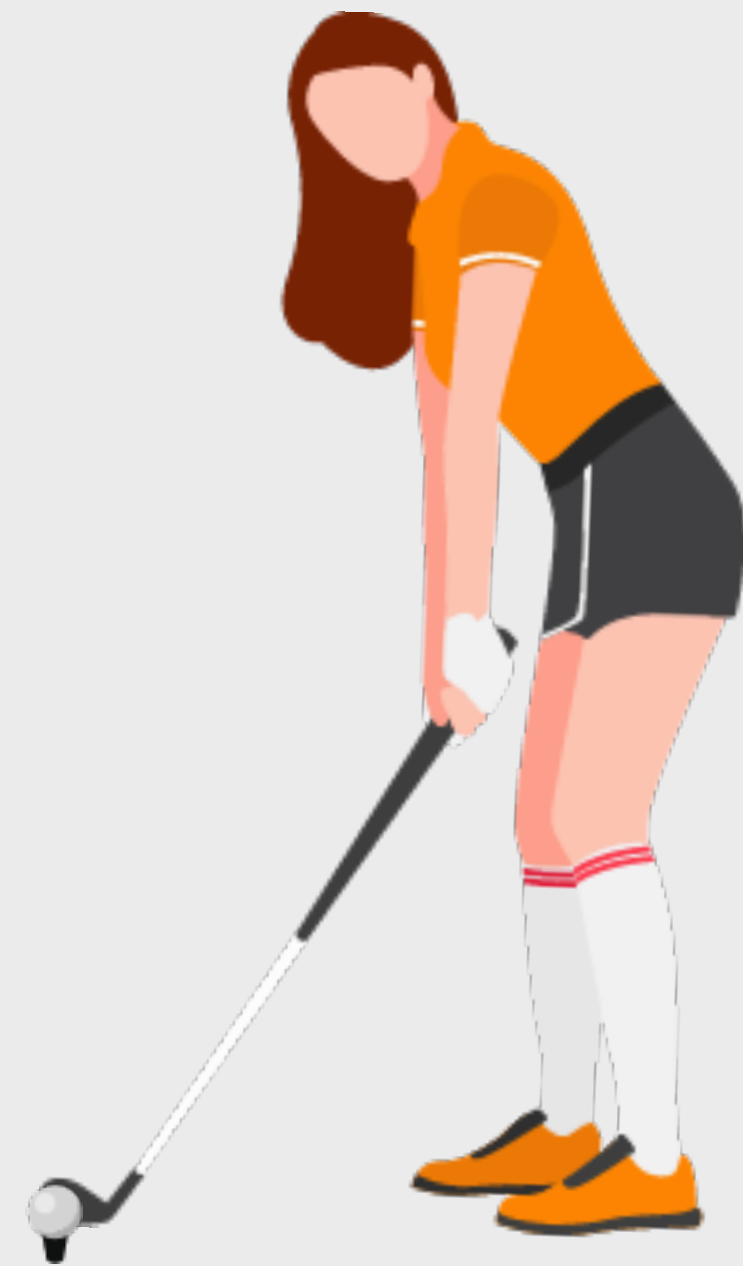
To allow for variety of practice during the session, and to enable those that may have missed a class to catch up on practicing some of the other skills we recommend having one of the stations set up as a secondary skill.

This week's secondary skill is **Swing**, providing learners an opportunity to practice what was learnt in their swing classes specifically with the Irons.





# Launch Angle



## Equipment Needed

- Alignment Stick
- Driver
- Golf balls

## How to Practice

- Introduce the best way to create an optimal launch angle for the driver, include ball position, tee height and intention to hit the ball as the club is travelling up
- One posture tip could be to tilt the spine angle away from the target, to encourage the launch angle required to maximise distance
- If you have a launch monitor available measure the learner's launch angle so they understand how they launch the ball and what they need to do differently to increase their carry distance

## Technical Link

- This activity will help the learner to increase their carry distance with the driver

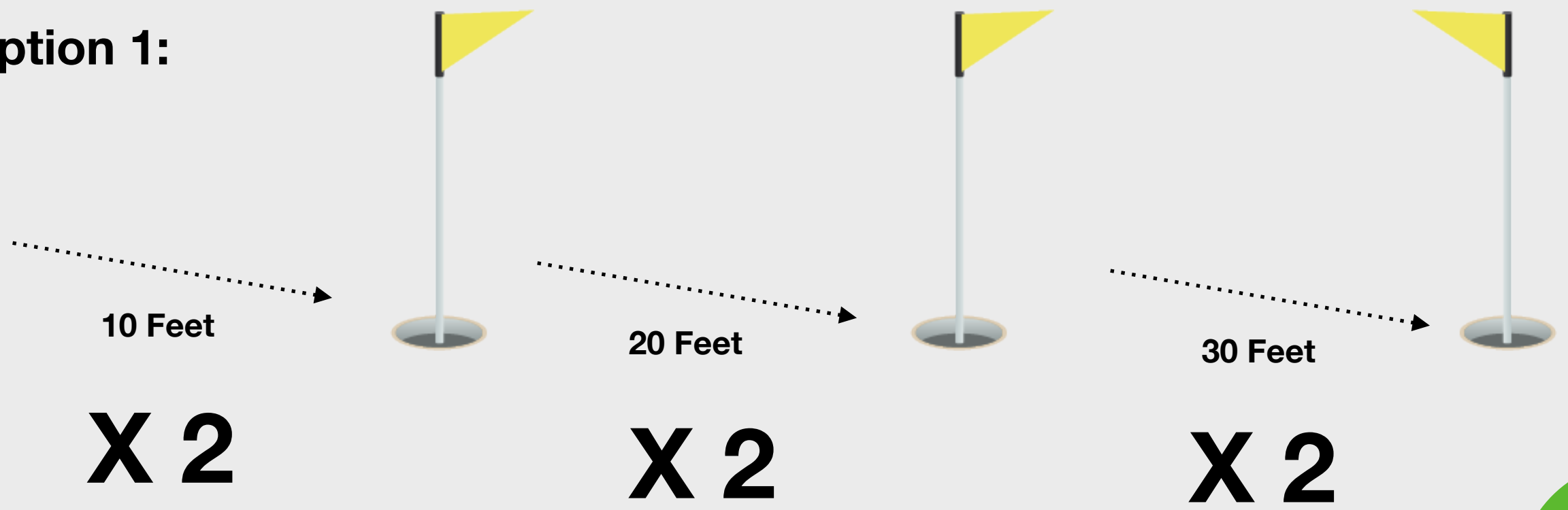
# Mastering the Game Challenges





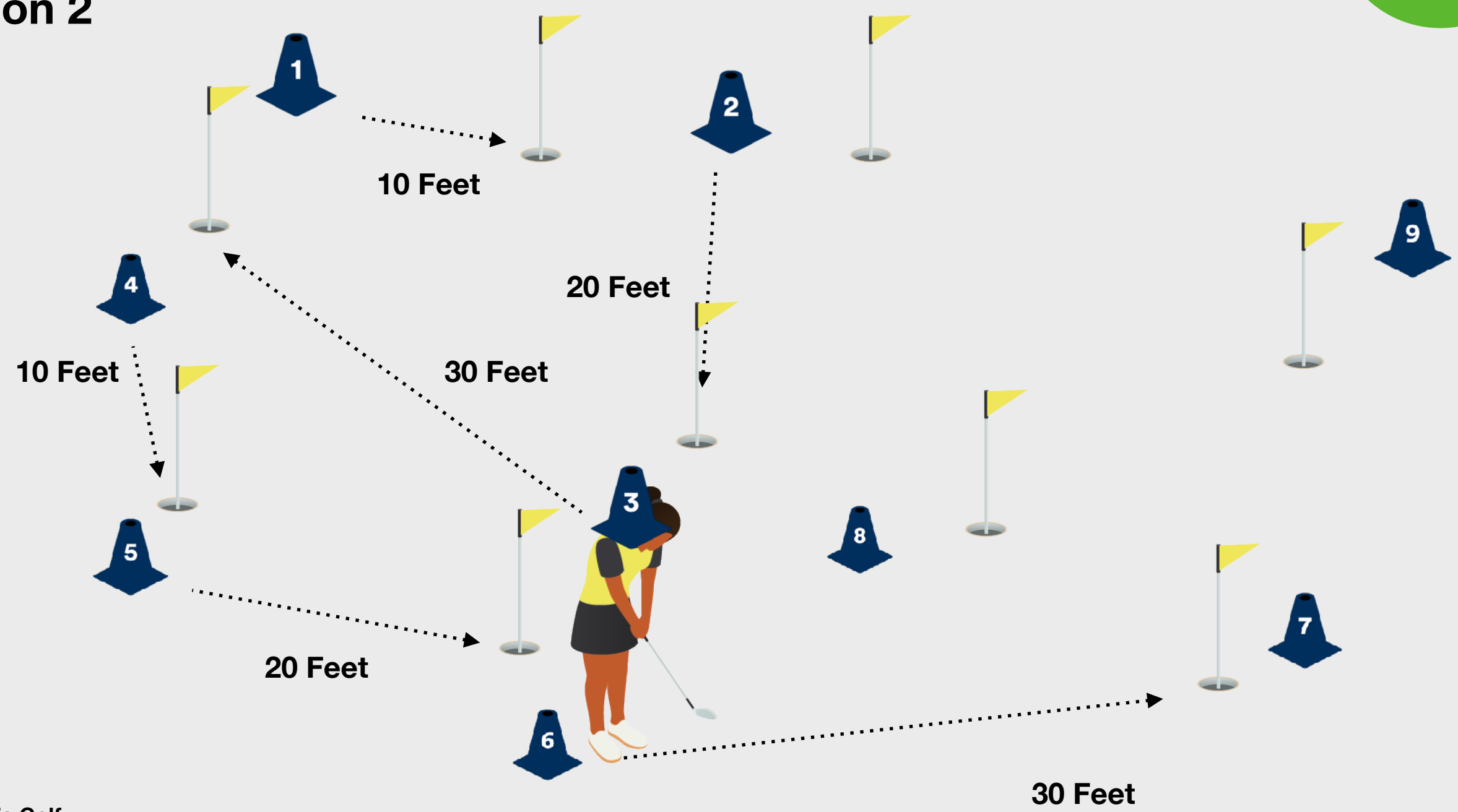
# Scoring Challenge

Option 1:



21 putts or fewer

Option 2



## The Challenge

To complete the Level 2 Challenge the learner needs score 21 putts or less over 6 holes. 2 putts should be attempted from a starting position 10 feet, 2 putts from 20 feet and 2 putts from 30 feet from the hole.

## What should the Learner do next?

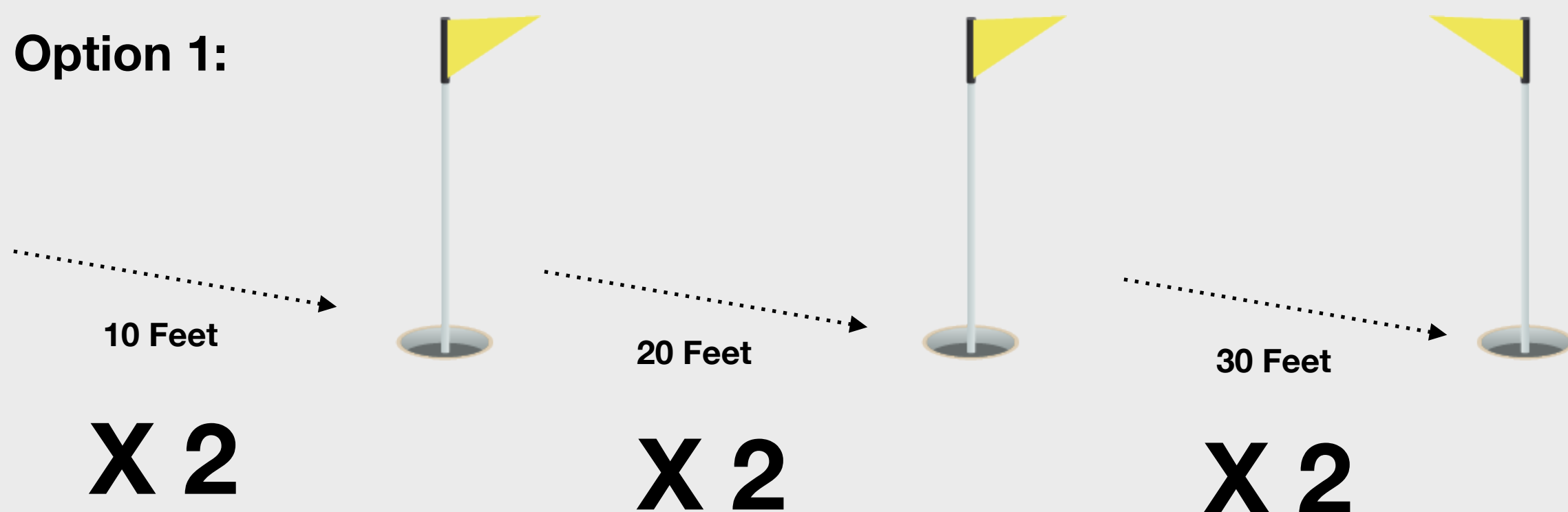
After attempting the challenge, the learner should:

- Log in to the GLF. Connect App
- If they complete the challenge, mark it as complete in the Challenge Section



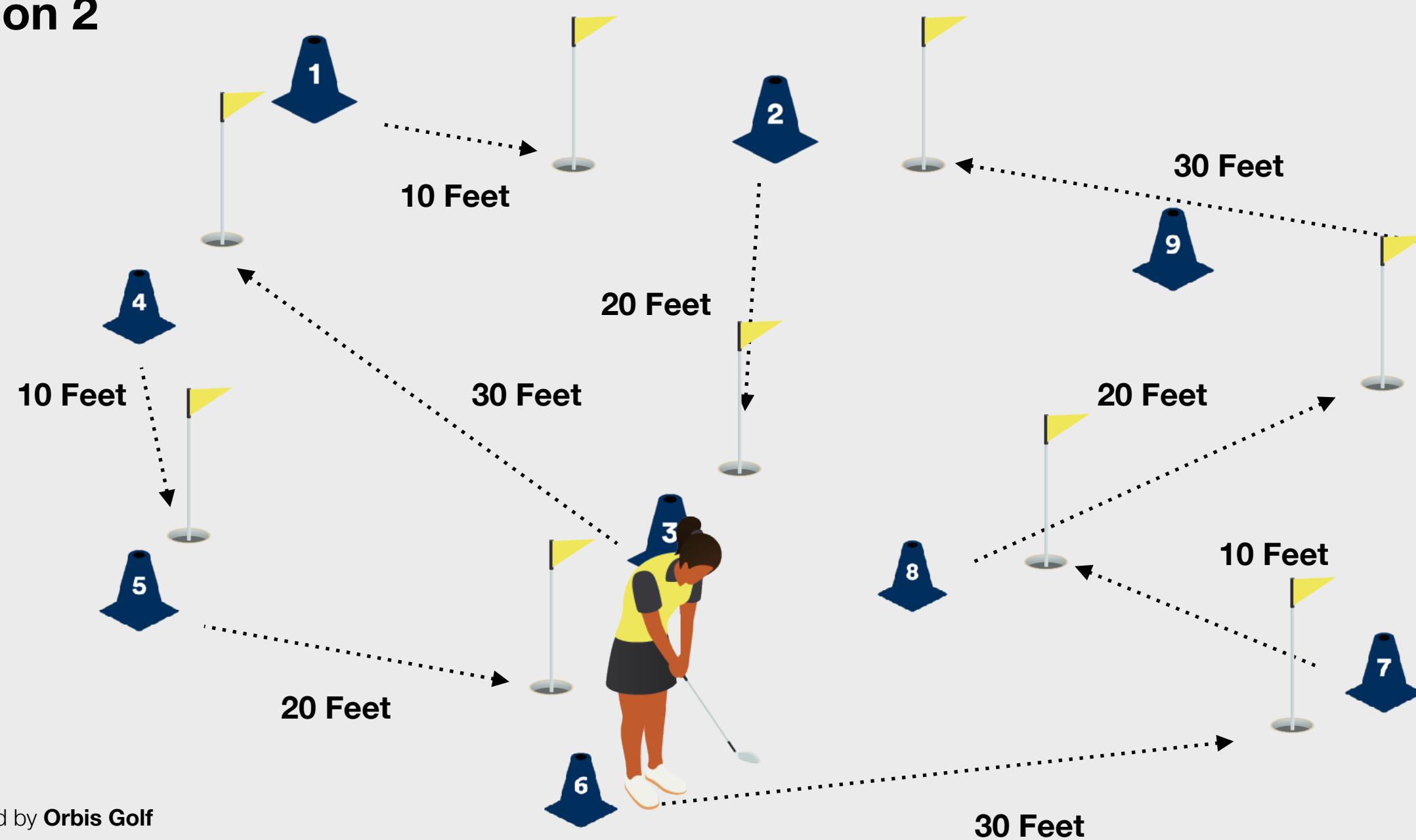
# Scoring Challenge

Option 1:



24 putts or fewer

Option 2



## The Challenge

To complete the Level 3 Challenge the learner needs score 21 putts or less over 9 holes. 3 putts should be attempted from a starting position 10 feet, 3 putts from 20 feet and 3 putts from 30 feet from the hole.

## What should the Learner do next?

After attempting the challenge, the learner should:

- Log in to the GLF. Connect App
- If they complete the challenge, mark it as complete in the Challenge Section

Scoring

