

# Practice On the Green Scoring

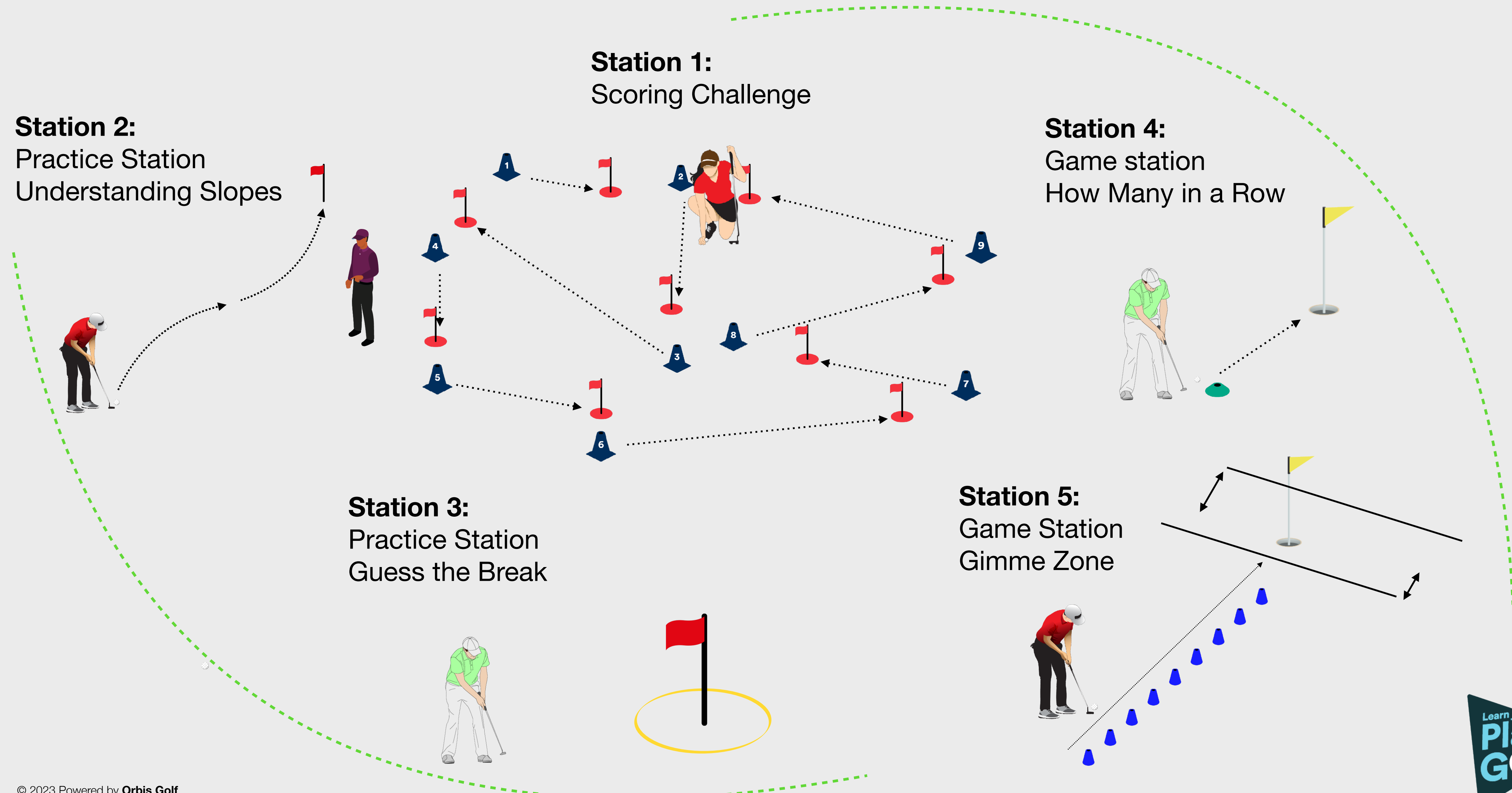


# Class Timetable

<b>Session Length:</b> 60mins	<b>Group Size:</b> 1:12	<b>Mastering the Game Focus:</b> <b>On the Green</b> Scoring	<b>Whole Golfer Focus:</b> <b>Mind</b> Knowing your Challenge Point	<b>Learning the Game Topic:</b> Rules & Etiquette	<b>Learning the Game Focus</b> Line of the Putt	<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 required</li> <li>Be ready to welcome participants 5 minutes before the session starts</li> </ul>	<ul style="list-style-type: none"> <li>Class Layout and Setup</li> </ul>
10 Mins	Introduction and Whole Golfer Focus	<ul style="list-style-type: none"> <li>Outline the objectives which is an opportunity for learners to practice their putting and specifically long putts.</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 if applicable</li> </ul>	<ul style="list-style-type: none"> <li>Knowing your Challenge Point</li> </ul>
20 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> <li>Play the games individually, in pairs or in groups</li> <li>Opportunity for private coaching</li> <li>Develop social connections and allow for self-discovery and guided learning</li> <li>Learners can attempt a Mastering the Game Challenges individual or in pairs</li> </ul>	<ul style="list-style-type: none"> <li>Guess the Break</li> <li>Understanding Slopes</li> <li>Gimme Zone</li> <li>How many in a row</li> </ul>
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> <li>Get the group together to introduce the learning the Game or Whole Golfer focus</li> <li>Learners should have the option to carry on their activity to suit their needs or participate in the group introduction to the Learning the Game or the Whole Golfer focus</li> </ul>	<ul style="list-style-type: none"> <li>Rules &amp; Etiquette - Line of the Putt</li> </ul>
15 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> <li>Play the games individually, in pairs or in groups</li> <li>Opportunity for private coaching</li> <li>Develop social connections and allow for self-discovery and guided learning</li> <li>Learners can attempt a Mastering the Game Challenges individual or in pairs</li> </ul>	<ul style="list-style-type: none"> <li>Guess the Break</li> <li>Understanding Slopes</li> <li>Gimme Zone</li> <li>How many in a row</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>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>

# Practice on the Green Class Layout and Setup



# Understanding Slopes



## Equipment Needed

- Putter
- Golf Ball
- Tee Pegs

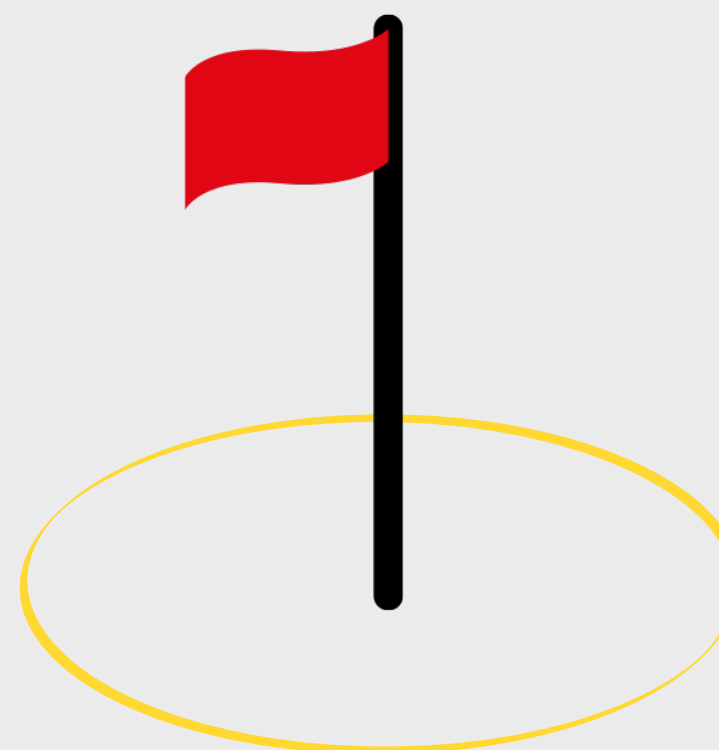
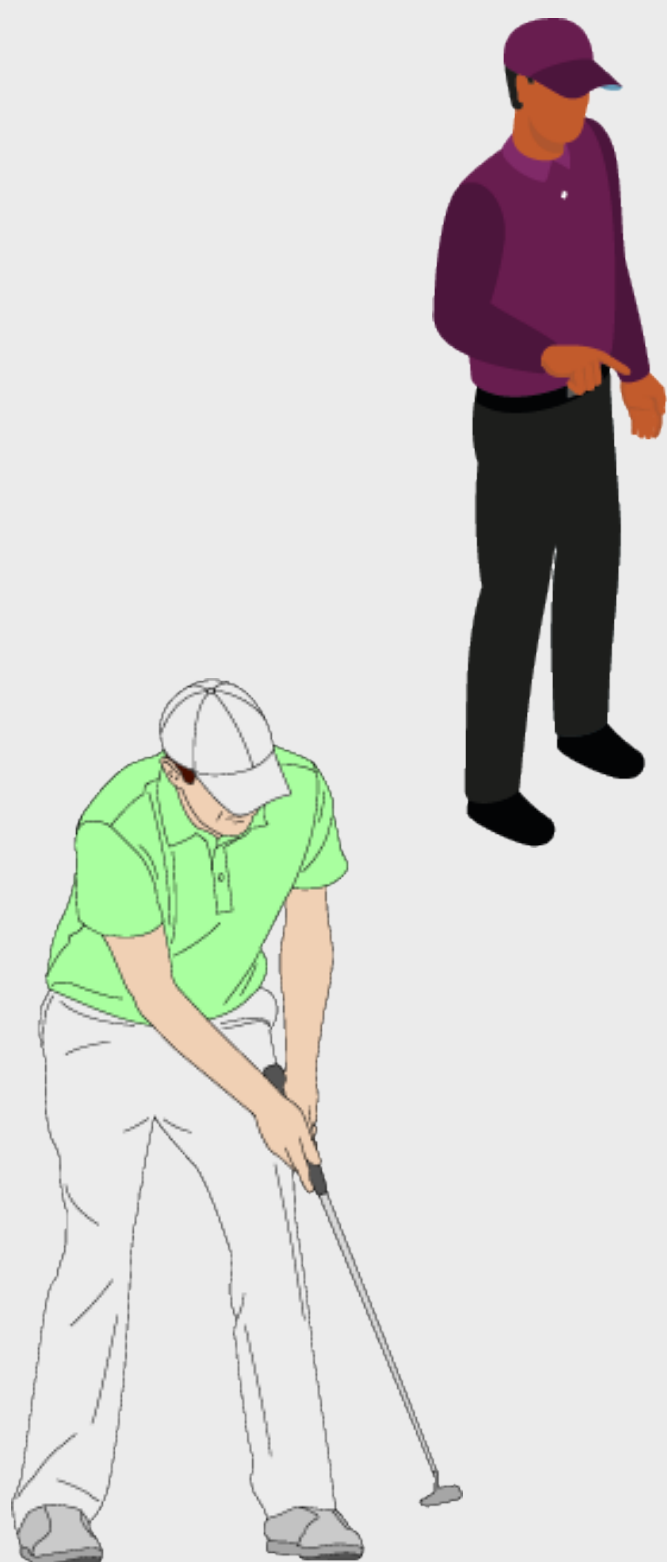
## How to Practice

- Set this activity up on a multiple sloped part of the green where there is a hole
- Let the learner choose a putt with multiple break
- Before taking their putt they should split the putt into sections and mark the low point of each slope with a tee peg
- The learner should now be able to determine the starting line of the putt

## Technical Link

- This activity will help the learner to understand how to read a green that has multiple breaks

# Guess the Break



## Equipment Needed

- A coin or ball marker

## How to Practice

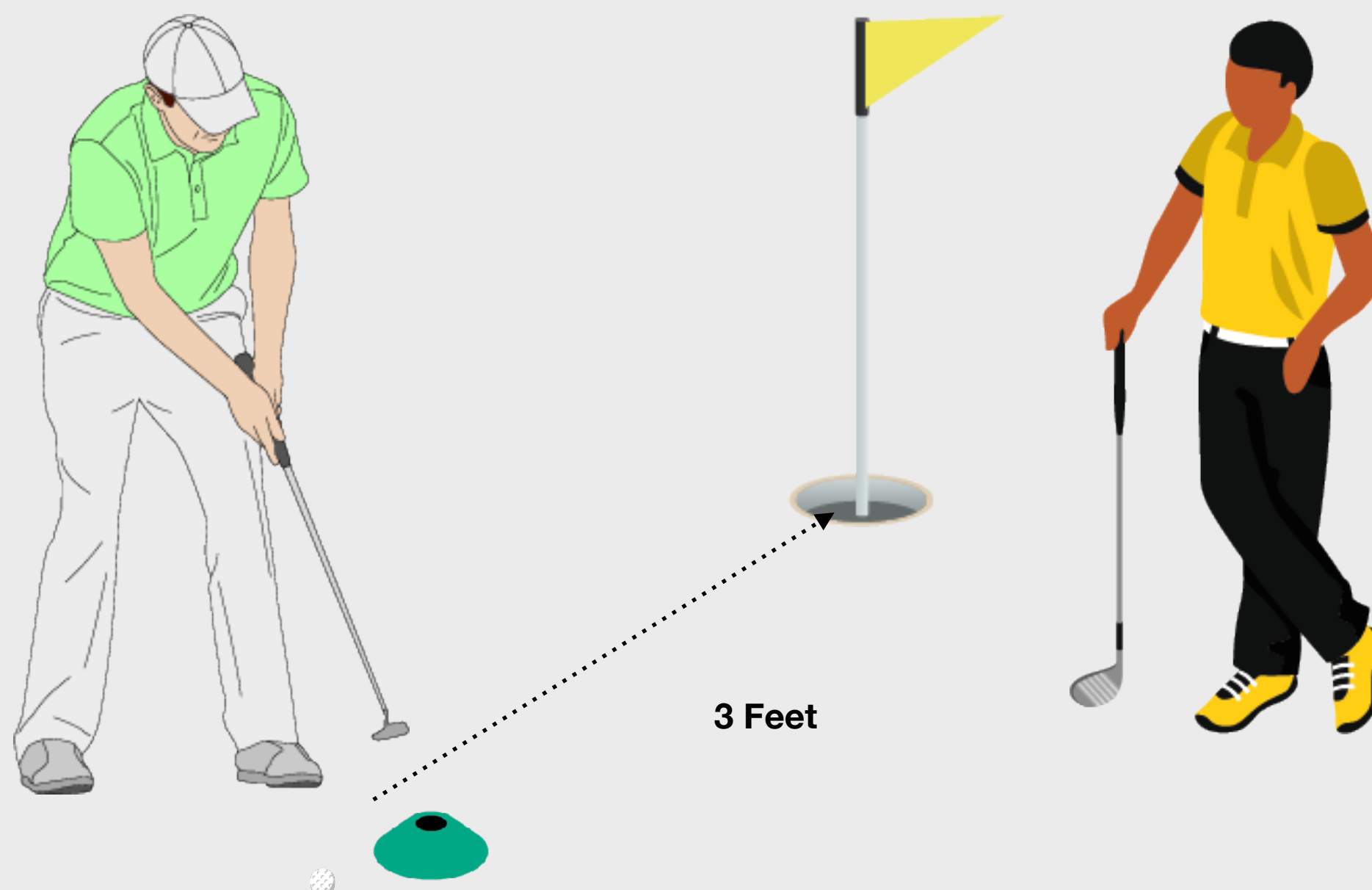
- Set this activity up on a sloped part of the green where there is a hole
- The aim is for the learner to predict the half-way point of the putt
- This is to highlight how slope changes around the hole and therefore the learner needs to adapt where they are aiming
- Frame this as an opportunity for the learner to understand the slope on a green
- See how many putts the learner can hole from their original predictions

## Progression Ideas

- Play on a more severely sloped surface
- Introduce a competitive element
- Increase or decrease the length of the putts



# How many in a row?



## Equipment Needed

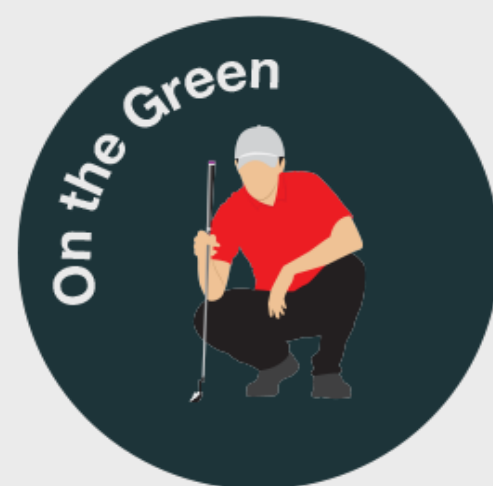
- Cones
- Putter
- Golf balls
- Golf hole

## How to Play

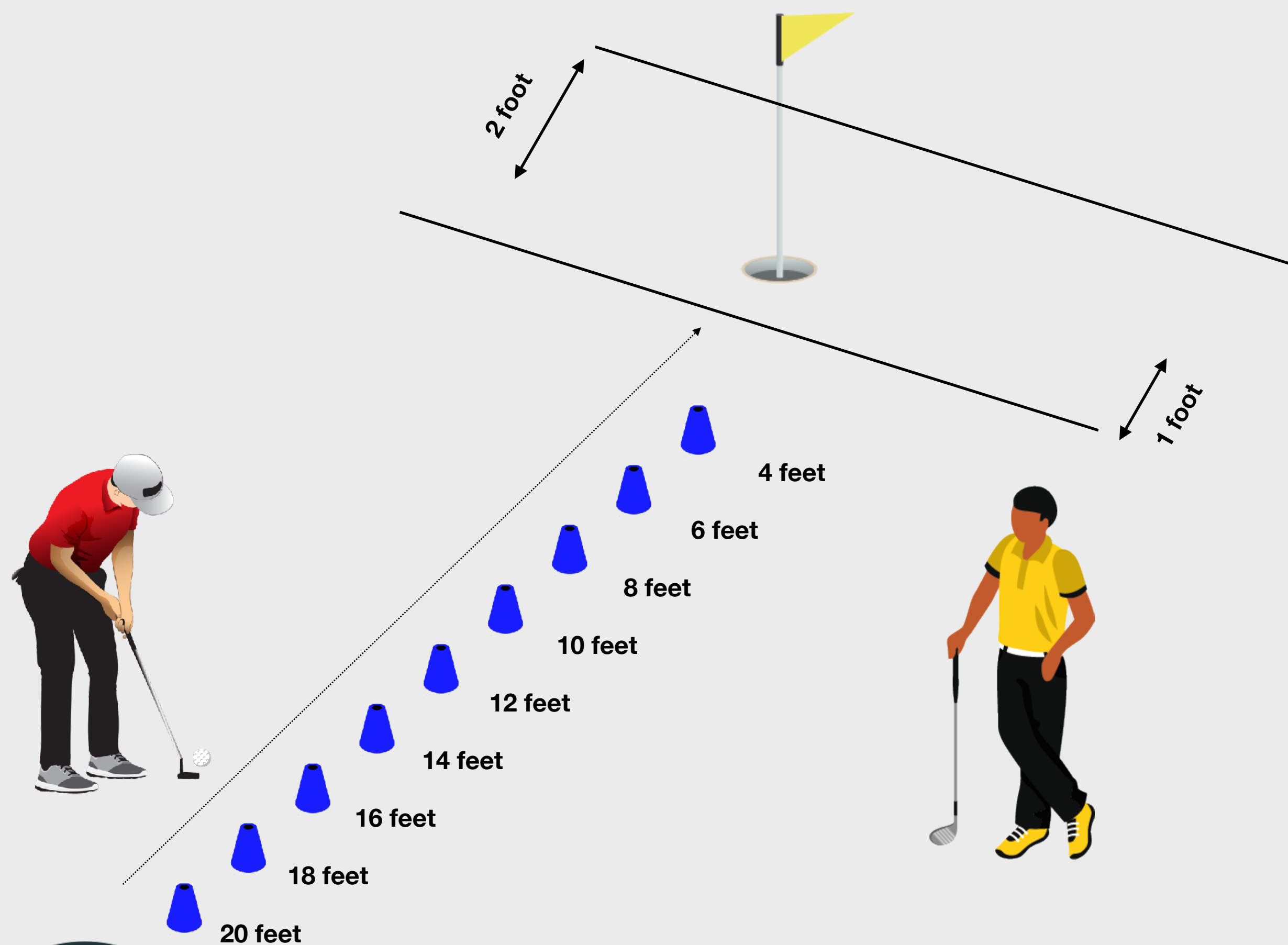
- Set this activity up with a cone 3 feet away from a hole
- Give the learner five balls
- See how many putts in a row the learner can hole from 3 feet
- If they miss they have to start back at zero
- Set the learner a concentration drill and see how many they can get in a row

## Technical Link

- This activity will help the learner to improve their consistency and concentration on short putts
- Repetition of technique and concentration is the technical skill for this activity



# Gimme Zone



Scoring system:

PAR = Putts finishing inside the target zone

BIRDIE = Make the putt

BOGEY = Putts finishing outside the target zone

## Equipment Needed

- Putter
- Marker Cones
- Target line (string, alignment stick)
- Golf balls

## How to Play

- Learners must perform 2 putts from each station placed at distances of 4 feet away from the hole, then every 2 feet back up to 20 feet in a straight line.
- This totals 18 putts from 9 stations.
- They are attempting to hole or get within the target zone as many as they can to get the best score.

## Technical Link

- This activity will help the learner to improve their distance control from a variety of distances



## • Rules & Etiquette - Line of the Putt

- The Learning the Game focus this week is about understanding the line of the putt, and the etiquette of not treading on someone's line.
- You should highlight to your learners best practice of understanding a player's line of putt and to make sure you respect it by stepping over or walking around it.
- Make sure players understand this isn't a rule of golf but an important part of learning how to behave on the course.



## • Knowing Your Challenge Point

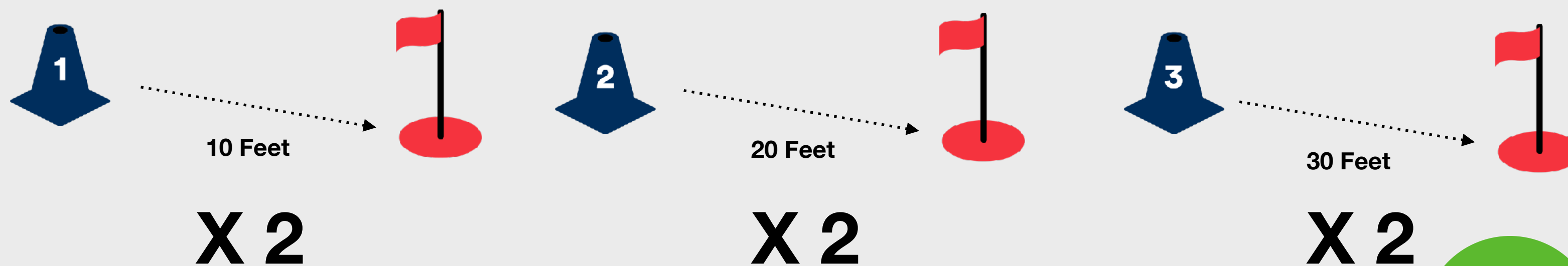
- The Whole Golfer theme this week is for learners to understand what level they are at and what type of challenges and successes they should expect.
- Understanding how difficult the challenge needs to be so that it is an appropriate challenge for their ability is a very important part of starting and developing in golf.



# Scoring Challenge

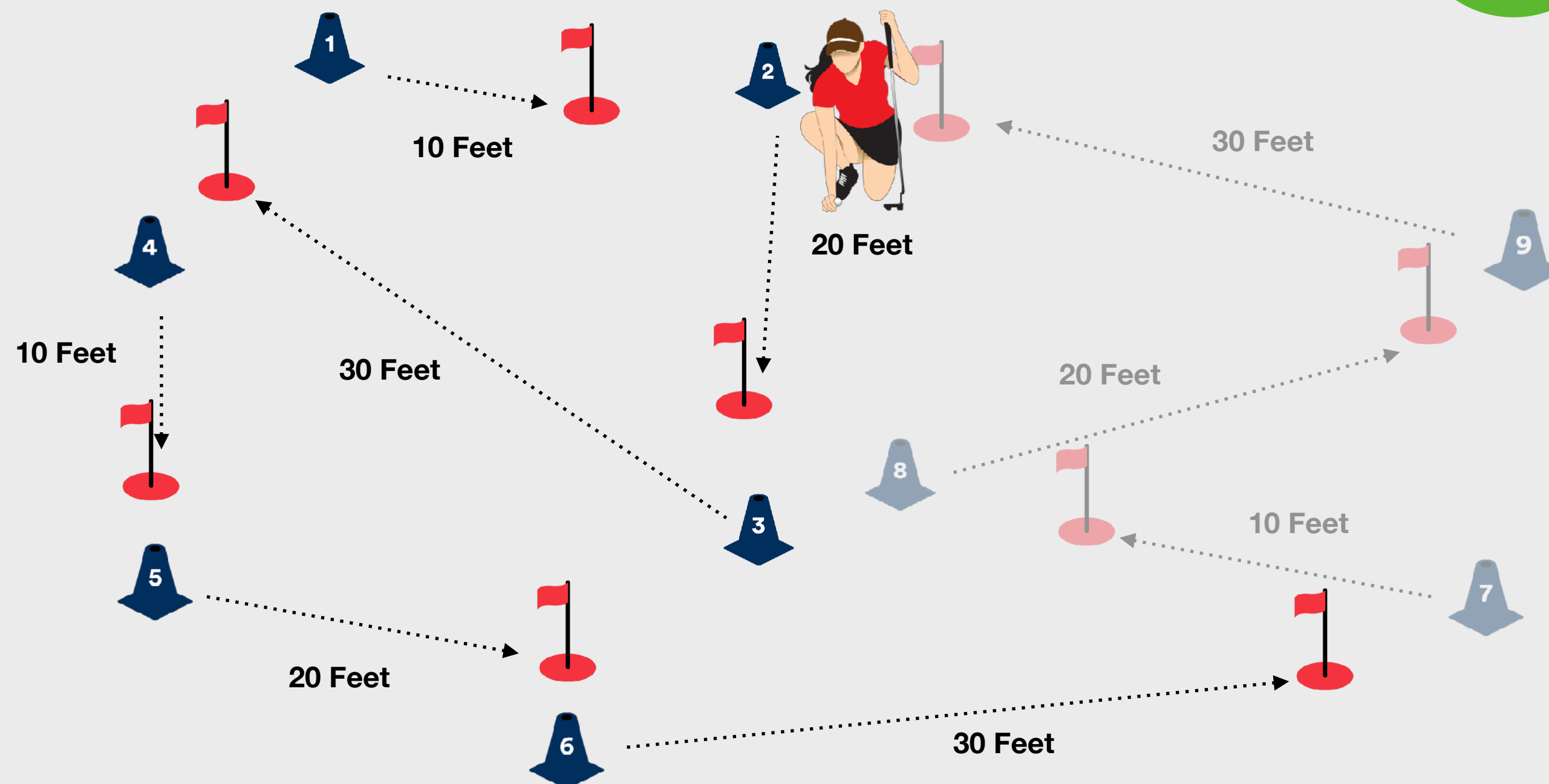


## Option 1



18 putts or fewer

## Option 2



## The Challenge

To complete the Level 2 Challenge within the Scoring skill element, the learner needs to score 18 putts or fewer over 6 holes on the putting green starting 10 feet away on 2 holes, 20 feet away on 2 holes and 30 feet away on 2 holes.

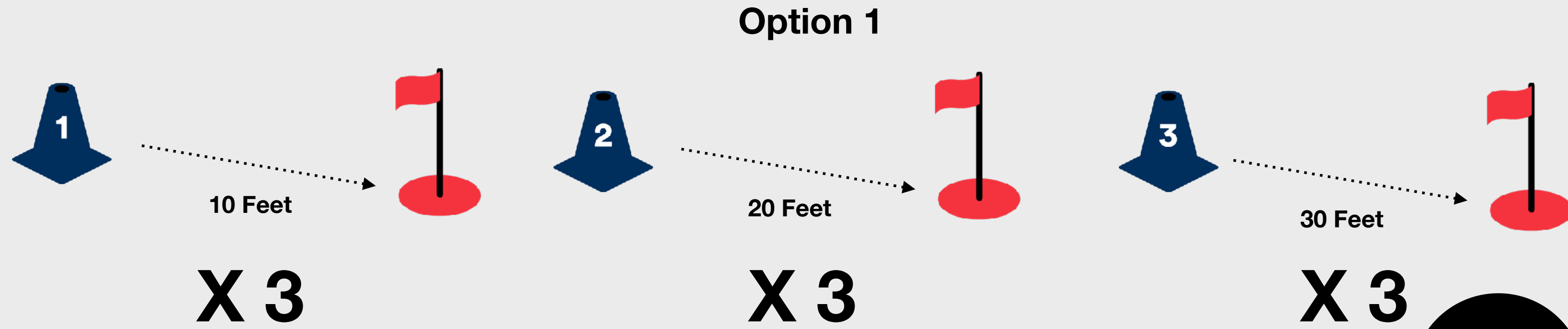
## What should the Learner do next?

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

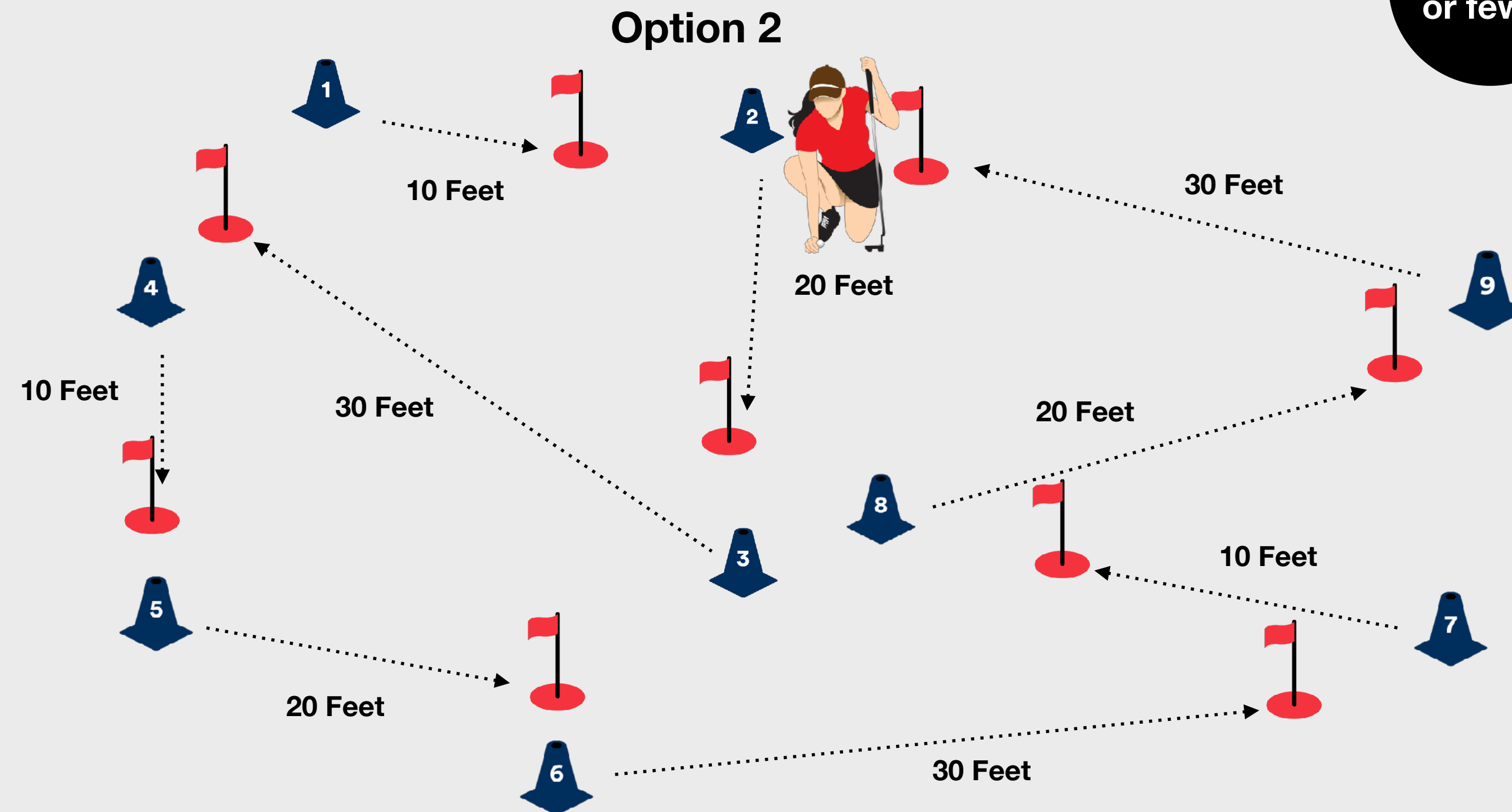
## Scoring



# Scoring Challenge



**21 putts or fewer**



## The Challenge

To complete the Level 3 Challenge within the Scoring skill element, the learner needs to score 18 putts or fewer for 9 holes on the putting green, playing 3 holes at a starting distance of 10 feet, 3 holes at a starting distance of 20 feet and 3 holes from a starting distance of 30 feet from the hole.

## What should the Learner do next?

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