

Become a Putting Wizard

Graduate - Avoiding 3 Putts

Basics of Face Control



ORBISgolf™

Contents

- 3 **Class Timetable**
- 5 **Class Objectives and Setup**
- 9 **Practice Stations and Game Cards**
- 14 **Scoring Goal Challenges**



Class Timetable

Skills Pathway *Become a Putting Wizard*

Class Timetable - Week 1

Session Length: 60 Mins	Group Size: 1:8	Skills Pathway Name: Become a Putting Wizard	Skills Pathway Topic: Avoiding 3 Putts	Skills Pathway Stage: Graduate	Technical Focus Basics of Face Control	Scoring Challenge Short Putt Challenge
-----------------------------------	---------------------------	--	--	--	--	--

Time	Focus	Class Content	Games / Drills / Resources
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations of your preference and the scoring challenges for the specific class Be ready to welcome participants 5 minutes before the session starts 	<ul style="list-style-type: none"> Class Layout and Setup
10 mins	Introduction	<ul style="list-style-type: none"> Outline the 12 sessions that make up the 'Become a Putting Wizard' Skills Pathway Outline the specific focus of the Graduate level and the topics of each class Describe the scoring challenge and how this will help the students map progress over time 	<ul style="list-style-type: none"> Club Face Impact Allingment to a T Down the Tunnel Can you Miss? Short Putt Challenge
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending and provide private coaching Instruct students to rotate around the stations Students attempt the practice stations based around technical focus Game station can be attempted individually or in pairs Opportunity for students to attempt the scoring goal challenge 	<ul style="list-style-type: none"> Club Face Impact Allingment to a T Down the Tunnel Can you Miss? Short Putt Challenge
5 mins	Breakout Session	<ul style="list-style-type: none"> Opportunity to engage in group discussion and questions Opportunity to reinforce the technical learning outcomes 	<ul style="list-style-type: none"> Club Face Impact Allingment to a T Down the Tunnel Can you Miss? Short Putt Challenge
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending and provide private coaching Instruct students to rotate around the stations Students attempt the practice stations based around technical focus Game station can be attempted individually or in pairs Opportunity for students to attempt the scoring goal challenge 	<ul style="list-style-type: none"> GLF. Connect App Challenge Scorecard
5 mins	Media on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the student's Student Connect area which may include notes, videos and documents Ask Students to update the GLF. Connect App if they have successfully completed a scoring goal challenge Take time after the class has finished to actively connect new students and build relationships. Ensure everyone is aware of the next next skills pathway class Ensure everyone is aware of the next next skills pathway class Ensure everyone is aware of the next next skills pathway class Ensure everyone is aware of the next next skills pathway class 	<ul style="list-style-type: none"> GLF. Connect App

Class Timetable - Week 1

Session Length: 60 Mins	Group Size: 1:8	Skills Pathway Name: Become a Putting Wizard	Skills Pathway Topic: Avoiding 3 Putts	Skills Pathway Stage: Graduate	Class Focus Basics of Face Control	Scoring Challenge Short Putt Challenge
-----------------------------------	---------------------------	--	--	--	--	--

Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations of your preference and the scoring challenges for the specific class Be ready to welcome participants 5 minutes before the session starts 	<ul style="list-style-type: none"> Class Layout and Setup
10 mins	Introduction	<ul style="list-style-type: none"> Outline the 12 sessions that make up the 'Become a Putting Wizard' Skills Pathway Outline the specific focus of the Graduate level and the topics of each class Describe the scoring challenge and how this will help the students map progress over time 	
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending Explain how to attempt the Scoring Goal Challenge Explain how to attempt the Practice Games and Stations Instruct students to rotate around the stations Opportunity to provide private coaching during Free Practice Stations Game stations and Scoring Goal Challenge can be attempted individually or in pairs 	<ul style="list-style-type: none"> Through the Gate Allingment to a T One Hand Drill Army Putting Short Putt Challenge
5 mins	Breakout Session	<ul style="list-style-type: none"> Opportunity to engage in group discussion and questions Opportunity to reinforce the technical learning outcomes 	
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Opportunity to re-cap on the technical points, introduce any additional information and discuss any questions from the group Instruct students to continue to rotate around the stations Opportunity to provide private coaching during Free Practice Stations Opportunity for students to continue to attempt the Game stations and Scoring Goal Challenge 	<ul style="list-style-type: none"> Through the Gate Allingment to a T One Hand Drill Army Putting Short Putt Challenge
5 mins	Media on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the student's Student Connect area which may include notes, videos and documents Ask Students to update the GLF. Connect App if they have successfully completed a scoring goal challenge 	<ul style="list-style-type: none"> GLF. Connect App Challenge Scorecard
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new students and build relationships Ensure everyone is aware of the next skills pathway class Opportunity to upsell private lessons or additional programs to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App

Class Objectives and Setup



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 students to improve the key skill of **face control** to **avoid 3 putts**. Some of technical content you may want to explore in this first session may include:

- **Club Face Control** - Introduce some basic club face principles which may include:
 - Discuss the importance of club face control during the putting stroke
 - Outline how club face control is the most important element when controlling the start line of the putt
 - Demonstrate what an open or closed club face would look like and how this would impact start line
 - Discuss the technical reasons why a student may be struggling to control the putter face including
 - Setup such as position of the putter head at address
 - Basic alignment
 - Stability of the body
 - Stability of the wrists during the stroke
 - Key concepts relating to how the putter should move during the stroke depending on the students unique preferences



Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.

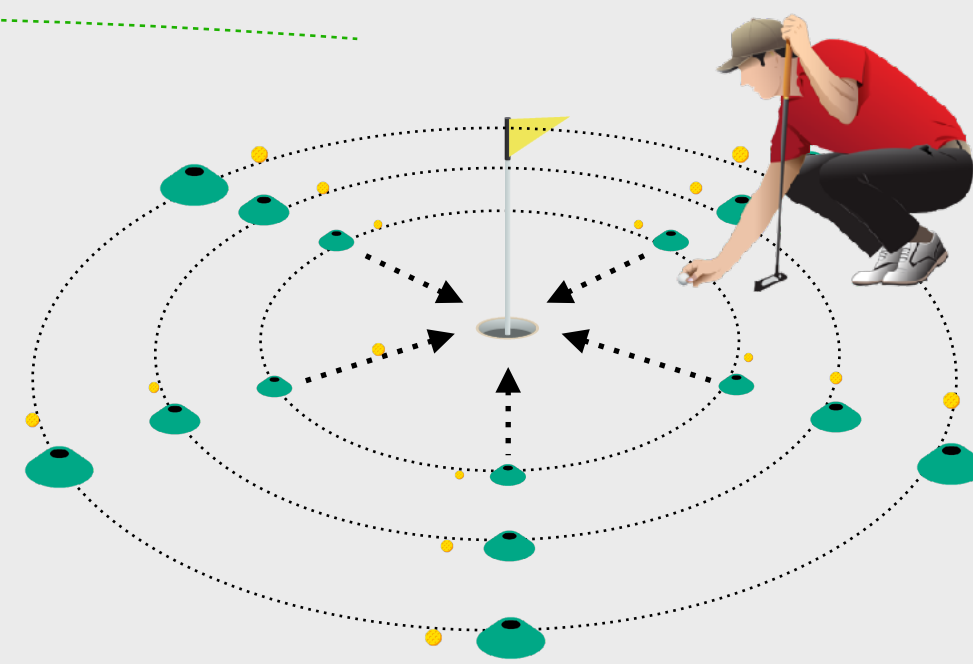


Example Class Layout and Setup

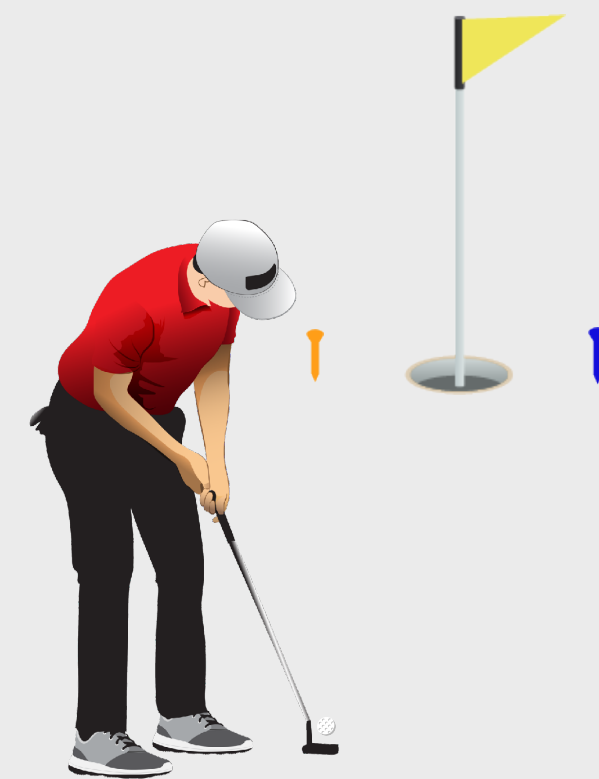
Station 1:
Practice Station
Through the Gate



Challenge Station



Station 4:
Game Station
Army Putting



Station 2:
Practice Station
Alignment to a T



Station 3:
Practice Station
One Hand Drill



Practice Stations and Game Cards

Skills Pathway *Become a Putting Wizard*

11

Alignment to a T

Ball to Target Line

Equipment Needed

- 2 x Alignment Sticks
- Putter

How to Practice

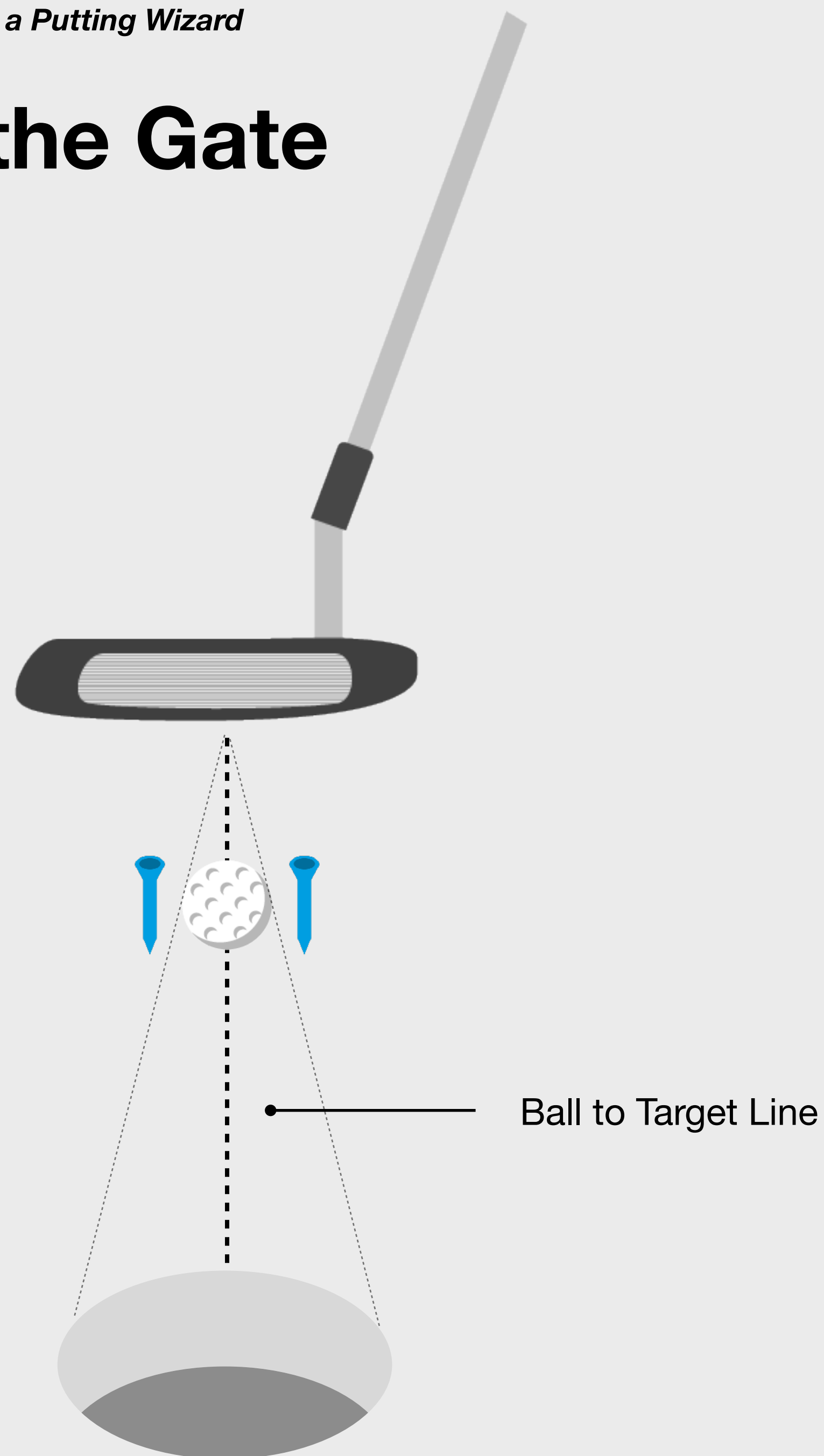
- Set up the student a maximum distance of 10 feet away from the target
- Ask them to place a golf ball inside the heel of the putter head
- Place an alignment stick with the centre of the golf ball parallel to the putter head's centre line (ball-to-target line)
- Remove the golf ball
- Create a T-shape by placing a second alignment stick perpendicular to the first one
- Align the putter head with the second alignment stick
- The goal is for the student to practice both with and without the alignment sticks to develop a sense of square alignment for the club

Technical Link

- This exercise will help the student to learn the when the putter head is square at address
- Additionally, it will help the student to learn effective aiming strategies for their own game

ORBISgolf™

Through the Gate



Equipment Needed

- 2 x Tee Pegs
- Alignment stick / Chalk
- Putter

How to Practice

- Get the student to putt from a maximum of 10 feet from the hole on a flat surface
- Firstly create ball to target line using an alignment stick or chalk
- Depending on the length of the putt and the skill of the student, place a golf ball on the intended target line around 12 inches in front of the golf ball
- Place a tee peg either side of the golf ball to create a gate and remove the golf ball
- The idea is that the student practices attempting to put the ball through the gate and create an effective aiming strategy to control the putter face
- The length of the putt and width of the gate should be adjusted based on the skill of the student

Technical Link

- This exercise will improve the students face control
- It will reinforce effective aiming strategies and pre-putt routine

Alignment to a T

Equipment Needed

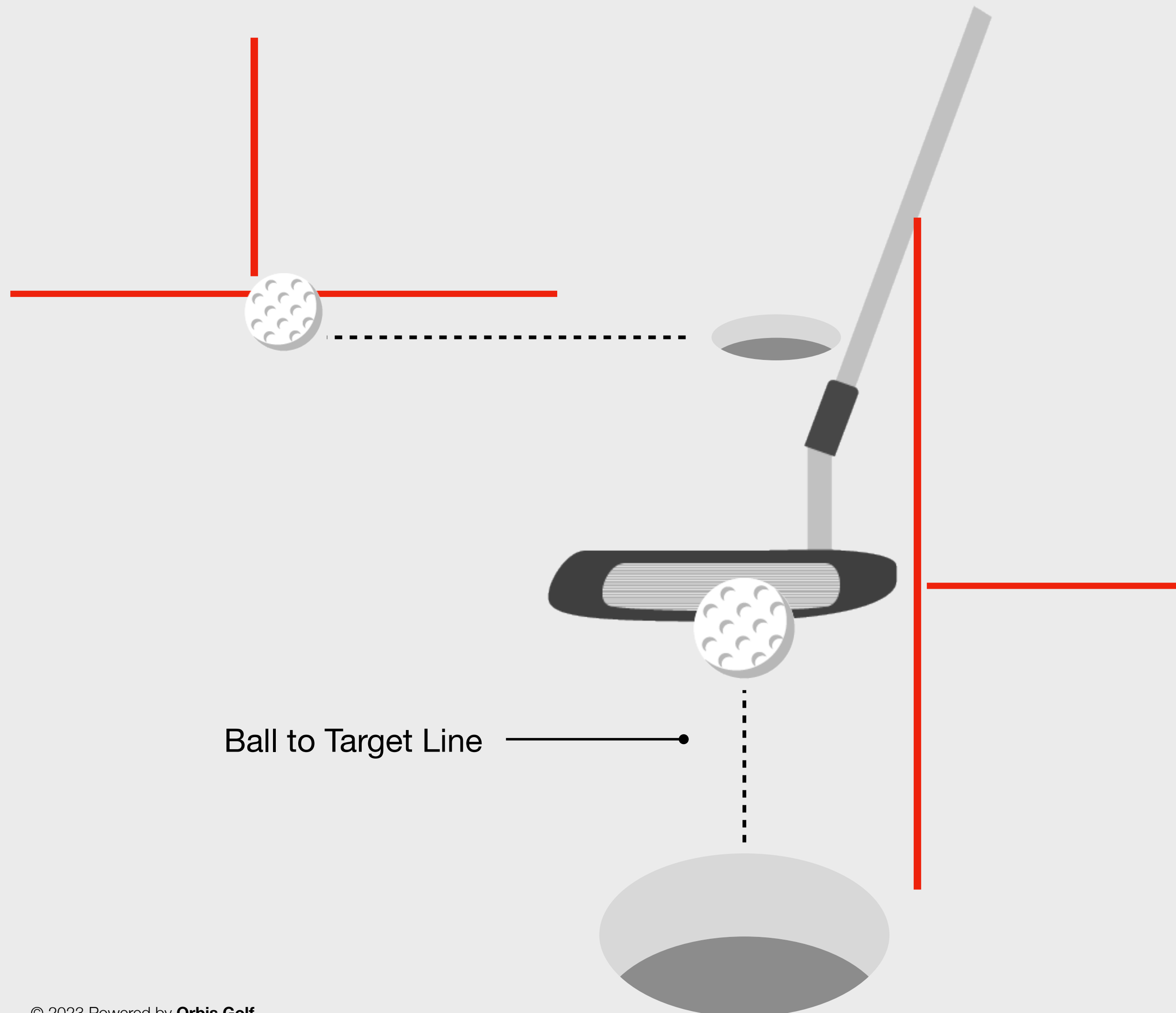
- 2 x Alignment Sticks
- Putter

How to Practice

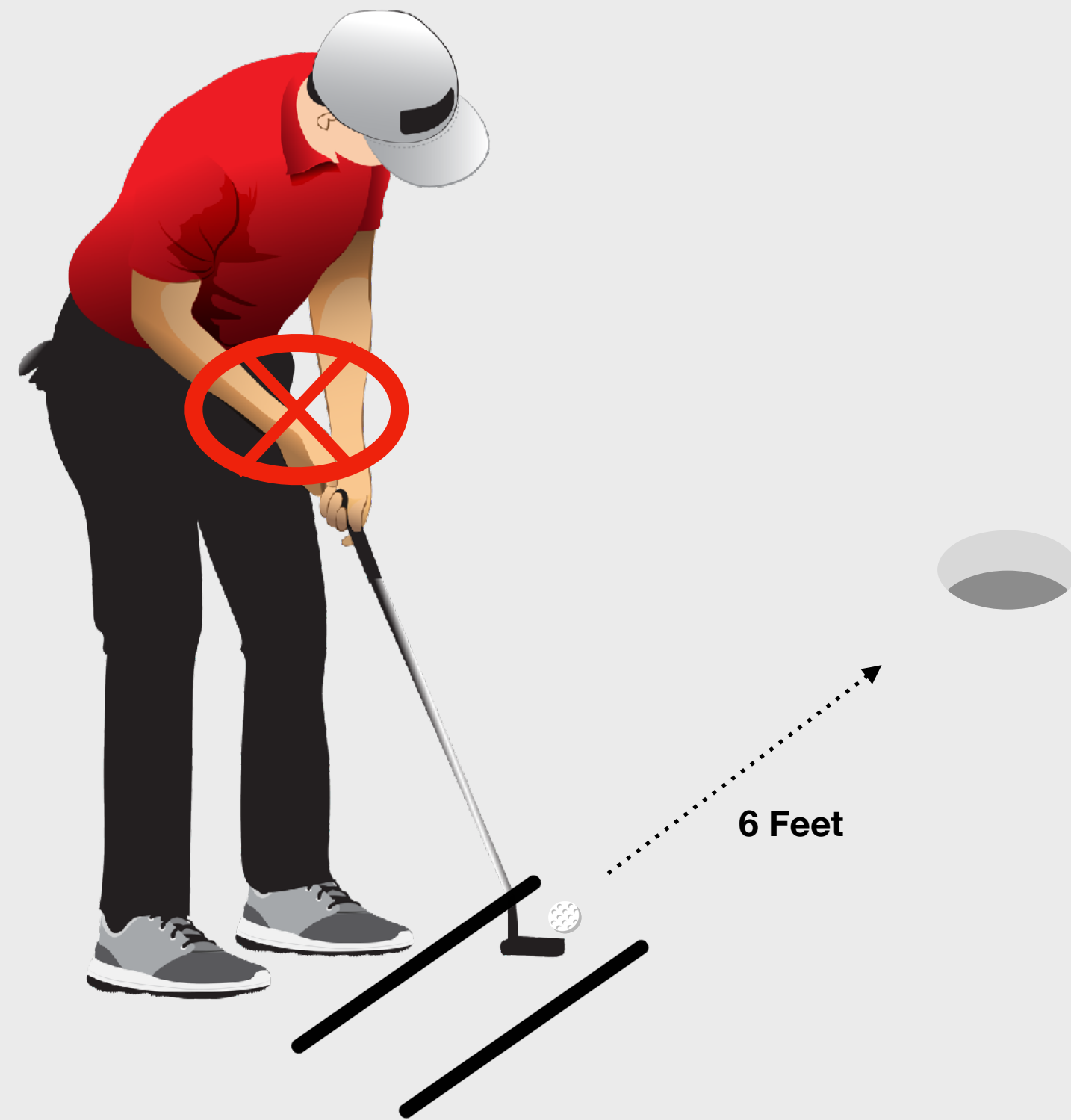
- Set up the student a maximum distance of 10 feet away on a flat surface
- Ask them to place a golf ball inside the heel of the putter
- Place an alignment stick with the centre of the golf ball, running parallel to the putter head's centre line (ball-to-target line)
- Remove the golf ball
- Create a T-shape by placing a second alignment stick at a 90-degree angle to the first one
- Align the putter head with the second alignment stick
- The goal is for the student to practice both with and without the ball to develop a sense of square alignment for the club face

Technical Link

- This exercise will help the student to learn when the putter face is square at address
- Additionally, it will help the student to learn effective aiming strategies for their own game



One Hand Drill



Equipment Needed

- 2 x Alignment Sticks
- Putter

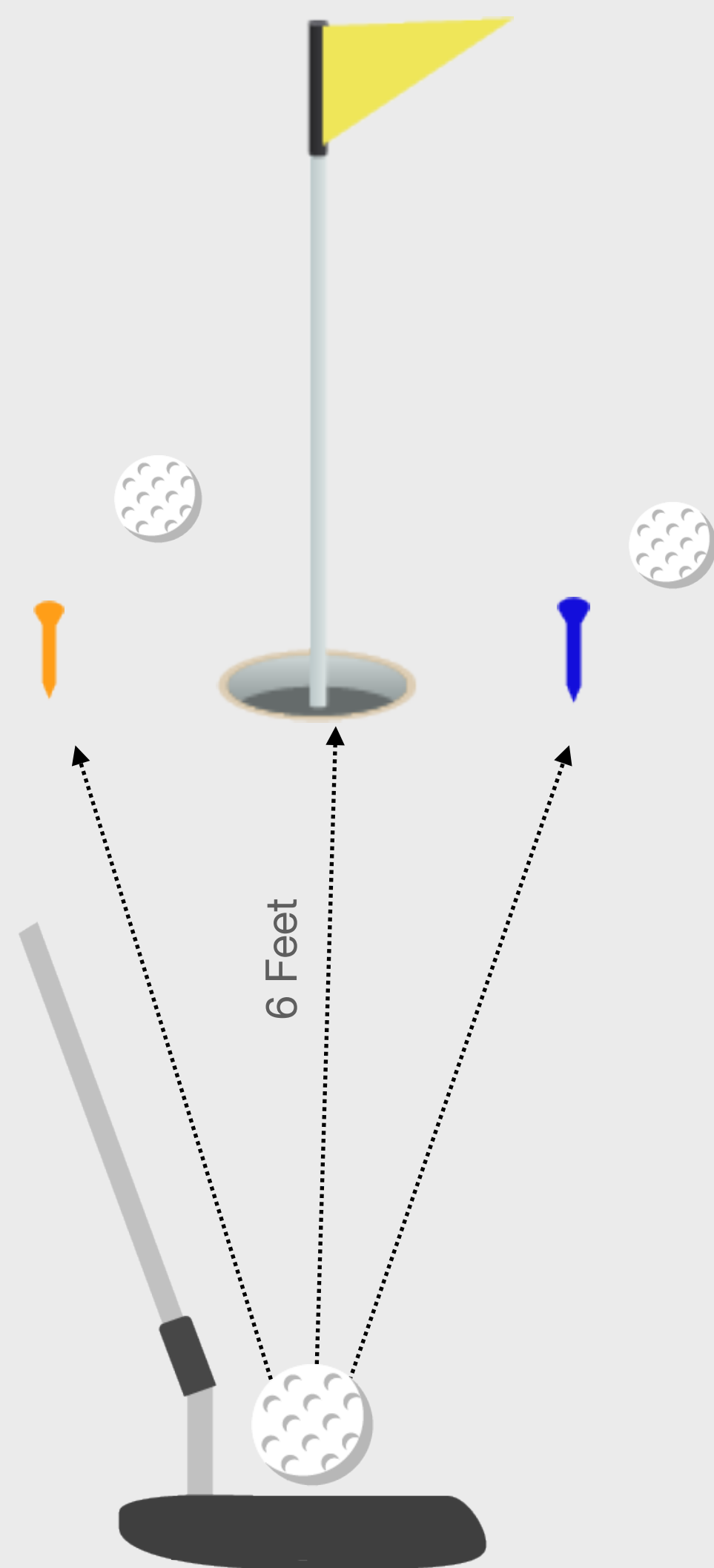
How to Practice

- Set up the student around 6 feet from a hole and lay 2 alignment sticks down to make train tracks for the club path to follow
- The student must putt with only one hand and keep the club face within the alignment sticks during the stroke
- They can start with their lead hand and then swap to their trail hand once they have holed a putt
- They continue this pattern throughout the activity in order to get a feel for how to control their putt with either hand

Technical Link

- This activity should give the student a good feel for the release phase of the putt

Army Putting



Equipment Needed

- Tee pegs to mark the 2 points left and right of the hole
- Putter

How to Play

- Position the golf ball 6 feet from the hole
- Place two tees 1 foot either side of the hole
- Alternate between putting towards the left tee, right tee and the hole by only turning the putter face and keeping everything else the same
- Emphasise the importance of the student maintaining their body position
- A point is awarded each time the student hits a tee or holes a putt depending on their intention of the putt
- This game can be played individually or in pairs

Technical Link

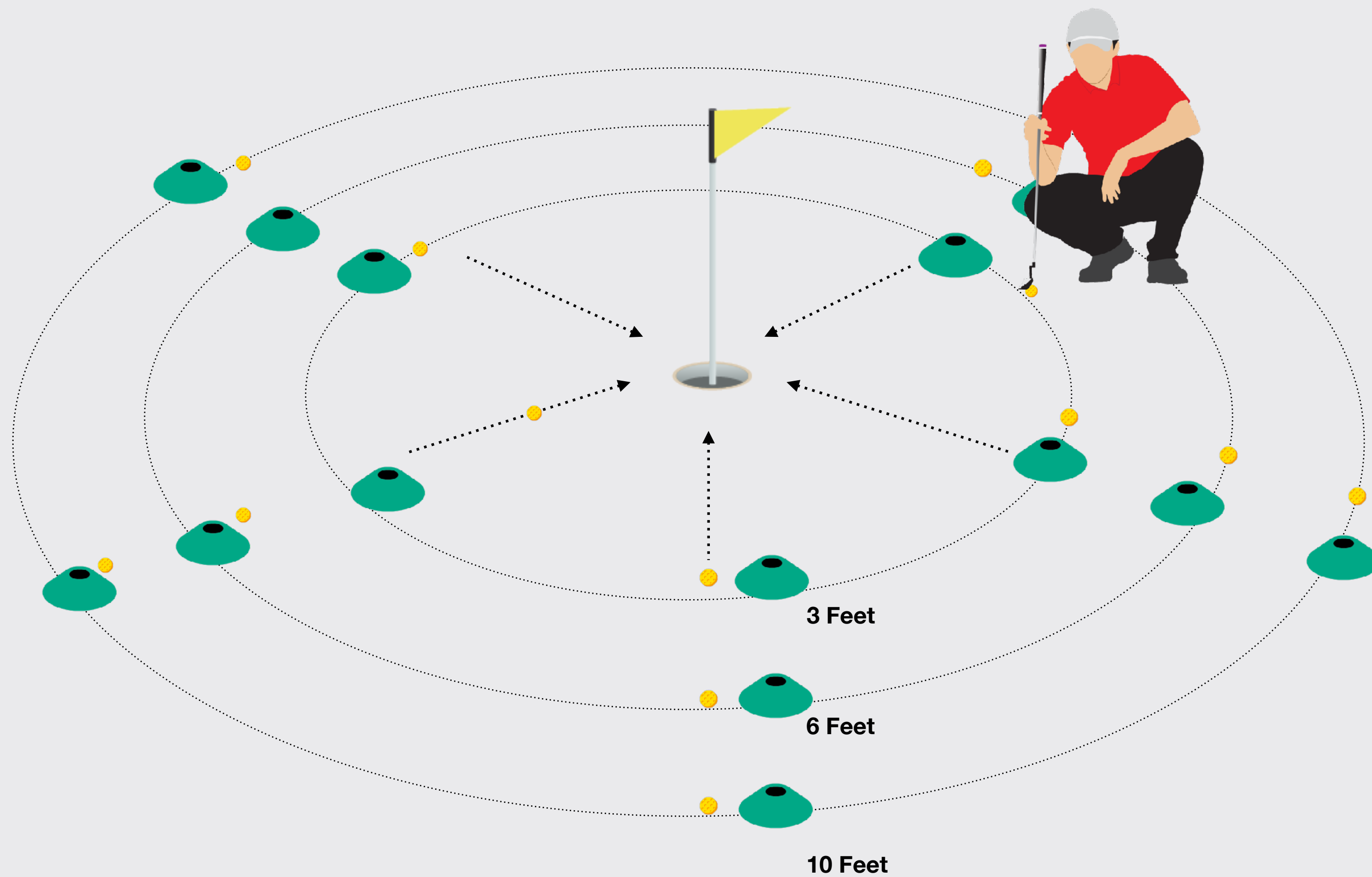
- This activity will improve the students ability to control the direction of the putter face and become more aware when the face is not square

Scoring Goal Challenges

Putting



Short Putt Challenge



Attempting the Challenge

- Students hit 10 putts in a random order from each starting position from five positions around the hole.
- Record the result of each attempt on the Challenge Scorecard.

The Challenge

- Hole out from starting positions 3 feet, 6 feet and 10 feet from the hole. You should attempt 10 putts from each distance and putts must be taken evenly from 5 different positions around the hole on a gently sloped surface.

What to do Next:

- On the GLF. Connect App, the student should mark the challenge as complete for scoring goal they complete to achieve their virtual reward.

100

6/10 putts made from 3 feet
4/10 putts made from 6 feet
1/10 putts made from 10 feet

90

7/10 putts made from 3 feet
5/10 putts made from 6 feet
2/10 putts made from 10 feet

85

7/10 putts made from 3 feet
6/10 putts made from 6 feet
3/10 putts made from 10 feet

80

8/10 putts made from 3 feet
6/10 putts made from 6 feet
4/10 putts made from 10 feet

75

9/10 putts made from 3 feet
7/10 putts made from 6 feet
5/10 putts made from 10 feet

