Become a Tee Shot Wizard Graduate - Avoiding the Big Miss

Understanding Driver Patterns







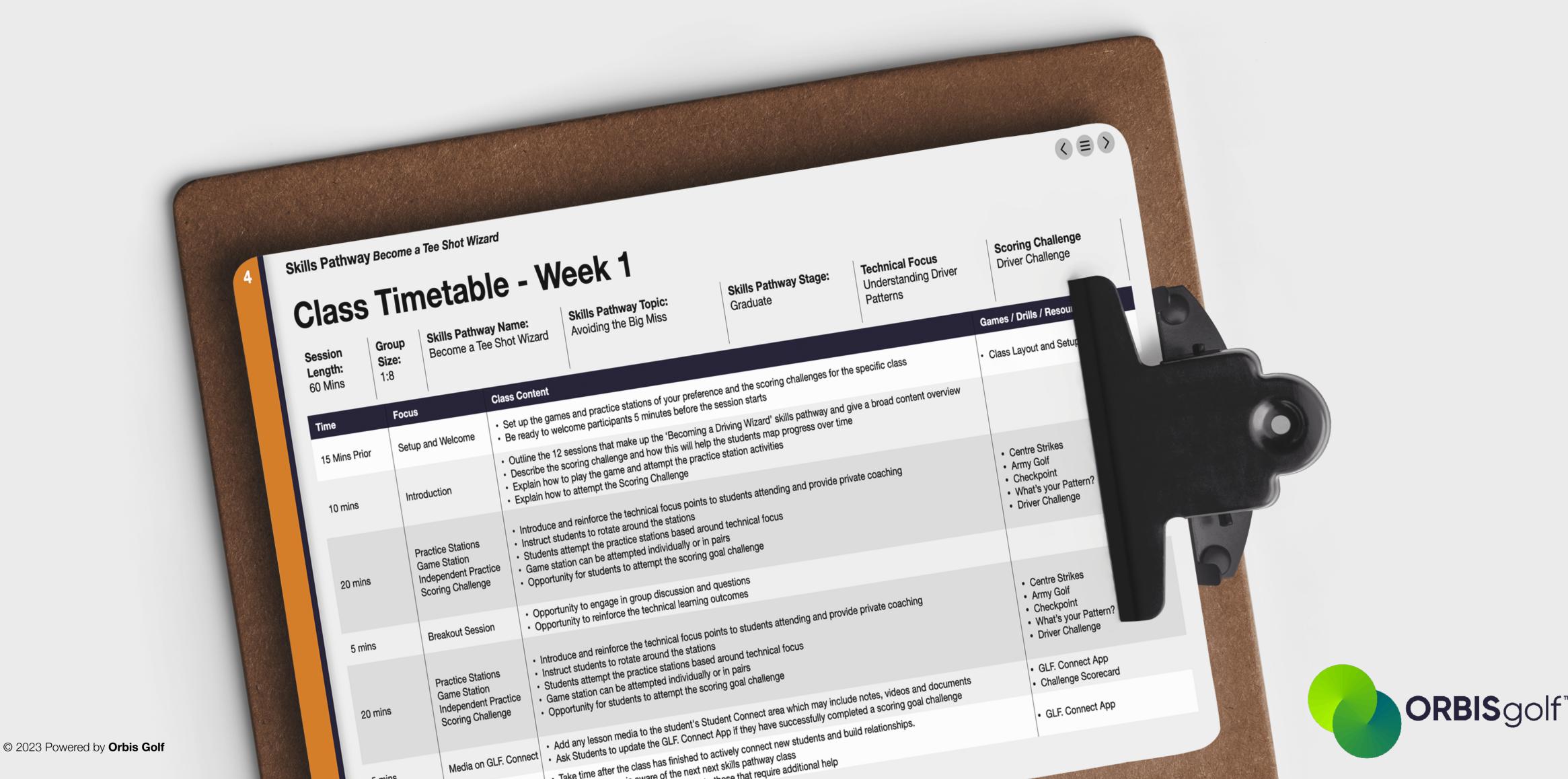


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- Scoring Goal Challenges





Class Timetable





Class Timetable - Week 1

Session Length: 60 Mins

Group Size: 1:8

Skills Pathway Name: Become a Tee Shot Wizard

Skills Pathway Topic: Avoiding the Big Miss

Skills Pathway Stage: Graduate

Class Focus Understanding Driver Patterns

Scoring Challenge Driver Challenge

Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	 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 	Class Layout and Setup
10 mins	Introduction	 Outline the 12 sessions that make up the 'Become a Tee Shot 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	 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 	 Centre Strikes Army Golf Through the Gate What's your Pattern? Driver Challenge
5 mins	Breakout Session	 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	 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 	 Centre Strikes Army Golf Through the Gate What's your Pattern? Driver Challenge
5 mins	Media on GLF. Connect	 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 	GLF. Connect AppChallenge Scorecard
15 Mins Post	Relationship Building	 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 	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 their understanding of driver patterns to avoid the big miss off the tee. Some of technical content you may want to explore in this first session may include:

- Ball Flights- Introduce some of the most common ball flights and explore how the impact conditions that create these ball flights. This may include:
 - Demonstrate a shot excessively curving to the right and left
 - Demonstrate a shot starting left and travelling left
 - Demonstrate a shot starting right and travelling right
 - As you demonstrate these ball flights discuss the impact conditions creating these ball flights including:
 - The position of the club face
 - The attack angle/ club delivery
 - The direction of the club head through impact
- **Strike-** Introduce some key club face principles which may include:
 - Discuss how striking the ball off the heel, toe, high and low off the face affects the flight of the ball
 - Discuss the effect of this on the launch angle and ultimately the spin and distance imparted on the ball
 - Discuss what the optimum strike location is and ideal impact conditions



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.



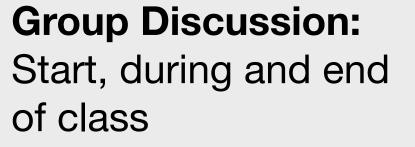


ORBISgolf™



Class Layout and Setup







Station 1:

Practice Station Centre Strikes

Station 2:

Practice Station Army Golf

Station 3:

Practice Station Through the Gate

Station 4:

Free Practice Station

Station 5:

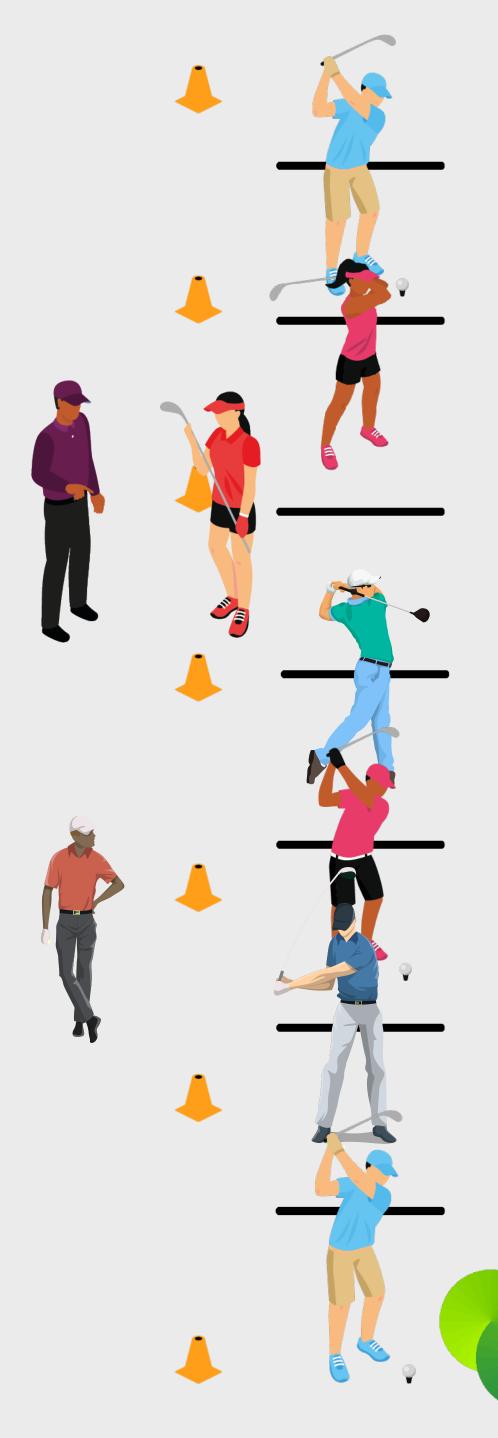
Free Practice Station

Station 6:

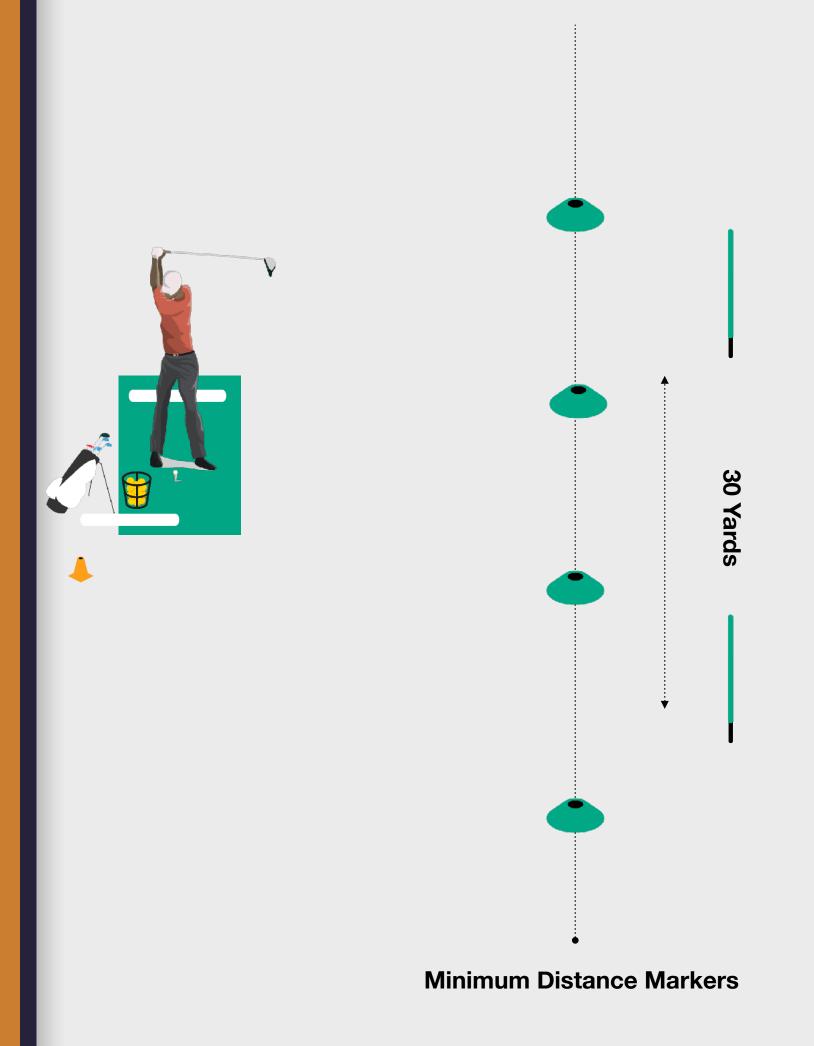
Game Station What's your Pattern?

Station 7:

Challenge Station Driver Challenge



Driver Challenge Setup











• 1x Marker cones



Coloured Cones



• 4x Alignment Sticks



• 4x Foam Noodles

Setting out the Challenge

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- Use the cones to mark out the carry distance lines or use features on the outfield
- Alignment sticks with foam noodles should be used to measure the gate 30 yards wide
- Set out all the markers to enable every student to attempt their challenge for their scoring goal.





Practice Stations and Game Cards

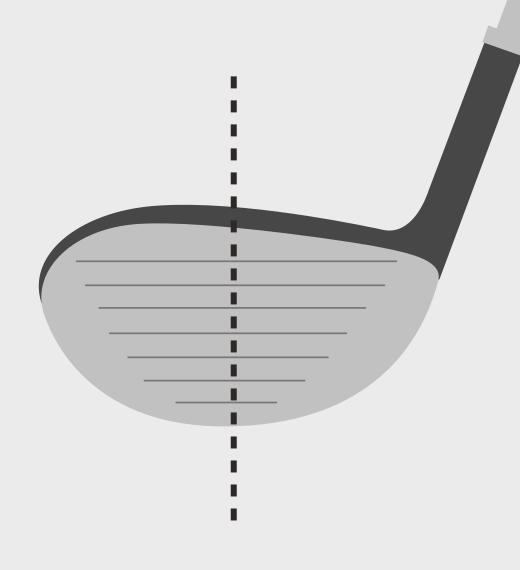












- Impact Tape / Spray
- Driver
- Tees

How to Practice

- A student starts by attempting to strike the ball using a club that has impact tape on the face
- After each shot they should check to see where the ball was struck on the face
- The student should try to deliberately strike the ball using the toe and the heel of the club to build awareness of what it feels like when the ball is struck there
- Once they have experimented with hitting different parts of the face, they must return to trying to impact the middle of the face

Technical Link

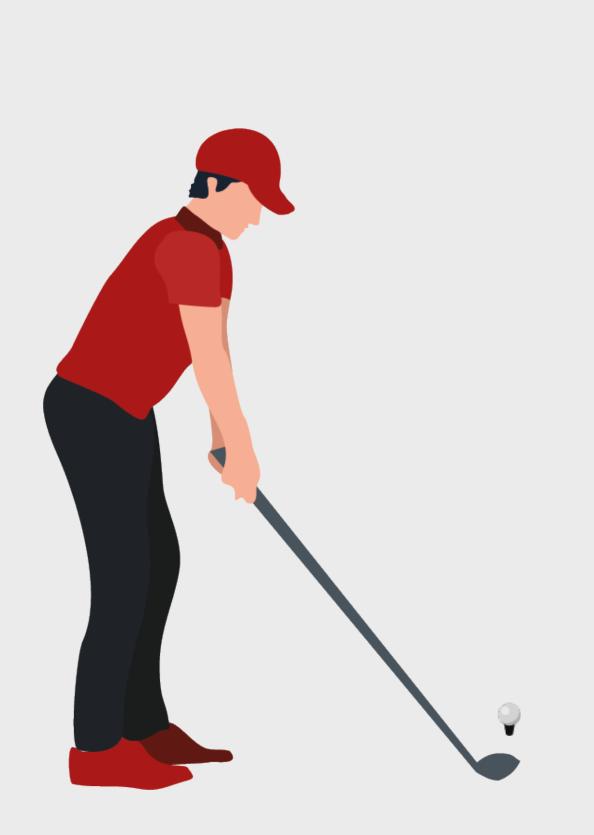
• Building awareness of impacting different areas on the club face will lead to greater ability to strike it out the middle











- Alignment Stick and Foam Noodle
- Driver
- Tees

How to Practice

- Let the student practice hitting the ball in different directions
- Ask them to aim directly at the foam noodle, then deliberately hit the ball to the left and to the right of the noodle
- Highlight how so long as the ball is struck well, the club face is the primary influence over the direction the ball travels
- If there is a tendency for the student to hit the ball a particular direction ask them to deliberately practice hitting the ball in the opposite direction in order to break the pattern

Technical Link

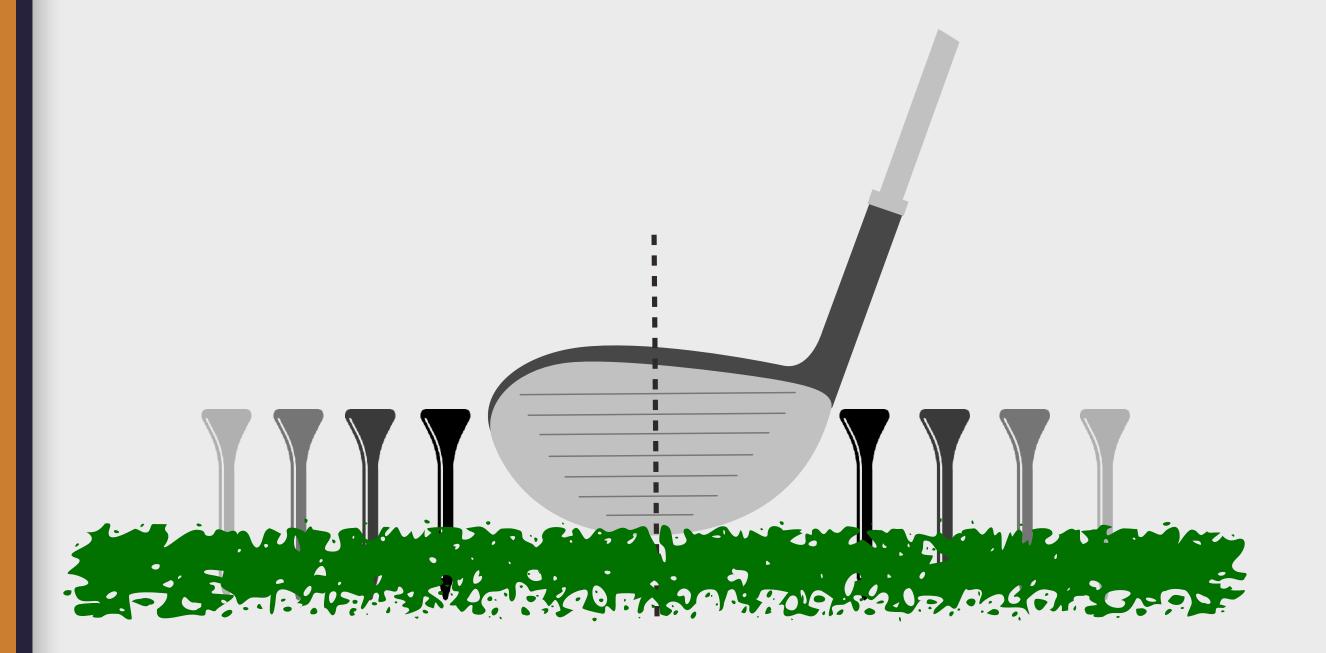
- By purposely attempting to hit the ball either side of the target, the student will gain a greater awareness of what they are changing to create that shot
- This understanding of their misses will help them to gain more control over the direction of their shot, which should tighten their dispersion











- Tees
- Driver

How to Practice

- Ask the students set up a 'gate' using tees starting with 5 cm either side of the driver
- Ask the students to hit balls keeping the club passing through the gate to improve the centre of strike
- Move the tees in 0.5cm per shot. 1 hit per round for 10 rounds
- Students attempt to complete the 10 rounds without hitting the tee with their driver

Technical Link

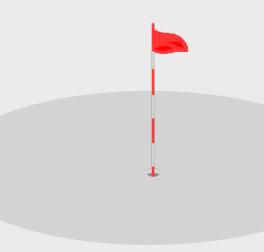
- This activity highlights how the path of the club can impact the centerdness of their strike
- It will also show how miss hit shots can have a huge impact on the distance of a driver shot

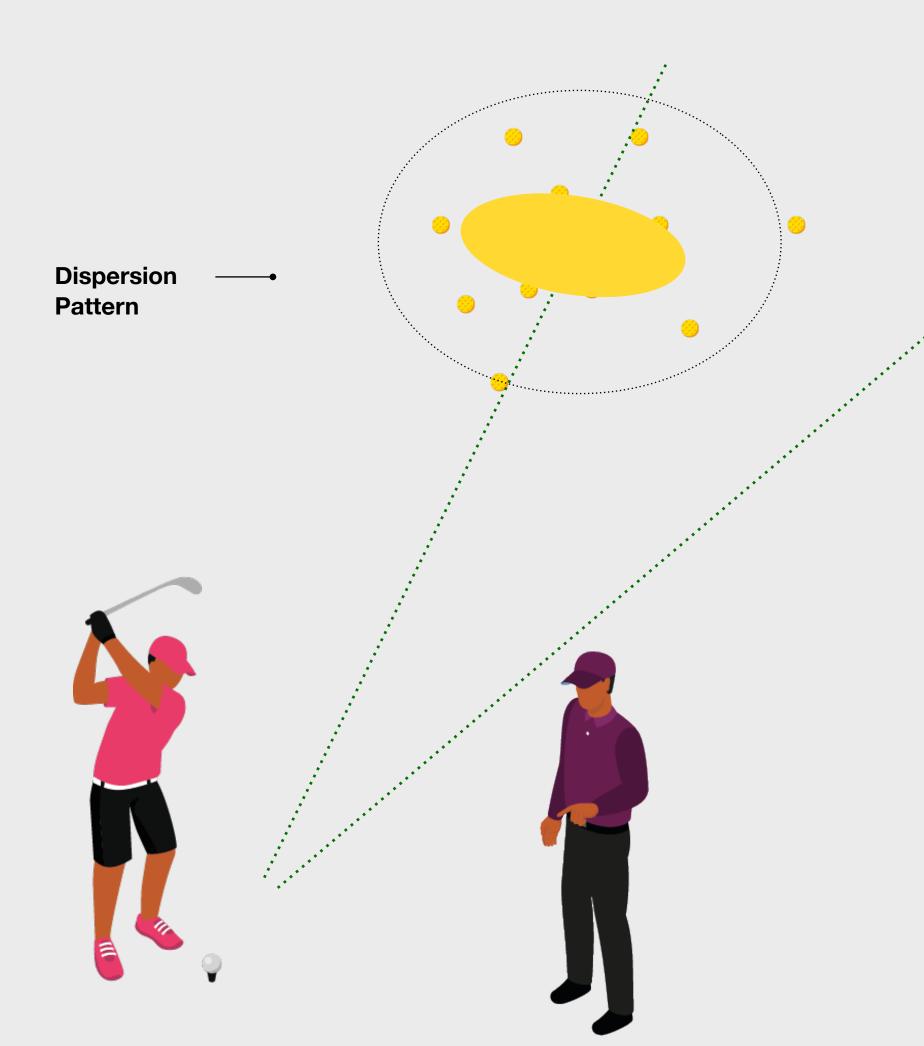












- Driver
- Pencil and Paper

How to Play

- Pick a fairway target on the driving range or practice ground
- The student hits 10-20 shots depending on the time available
- The students marks on paper the landing position of each shot they hit relevant to the target
- After all shots have been hit the student will have a dispersion pattern
- The student can re-attempt this using an alternative strategy to compensate for their miss

Technical Link

- This activity will help the student to build an awareness of their shot patterns and help them produce a plan to improve it
- Knowing their common miss and general pattern should help guide their aim on the course









Scoring Goal Challenges

Driver

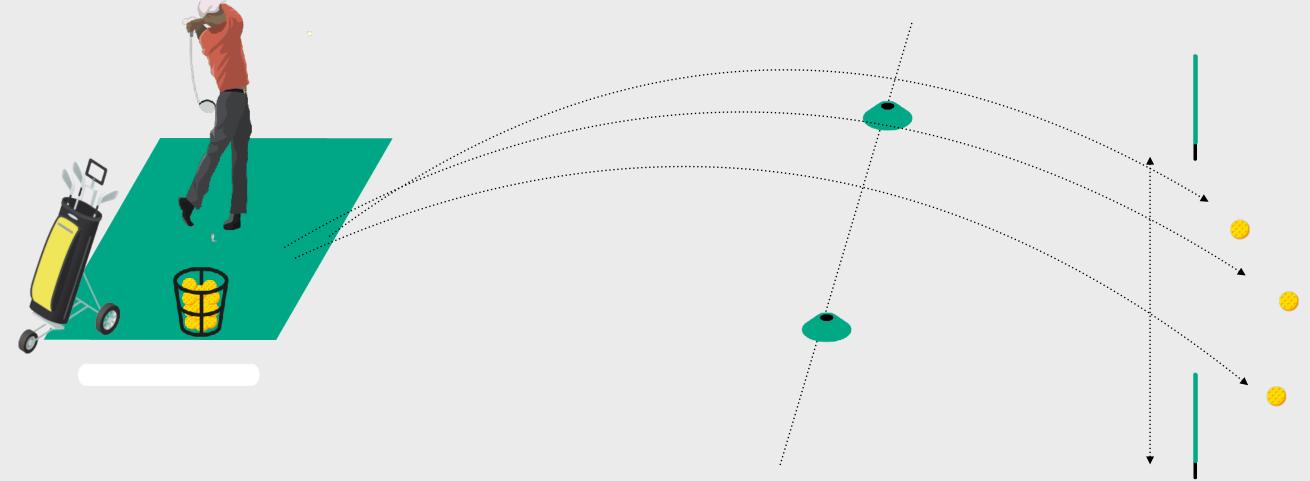


Driver Challenge

	Course Length	100	90	Break 85	Break 80	Вгеак 75
	< 4500 Yards	120	130	140	150	160
Minimum	4500 -5500 Yards	160	170	180	190	200
Distance	5500 -6500 Yards	180	190	200	210	220
	> 6500 Yards	210	220	230	240	250

Use the 'TOTAL', 'CARRY' and 'SIDE' features to provide accurate measurement

TRACKMAN



Minimum Distance Markers



30 Yard Wide Target Gate

Attempting the Challenge





- Students should select the minimum distance based on their home club course length from the table opposite.
- Next, attempt to hit each shot to finish within the target gate and for each shot and note the total distance of each shot relative to the distance markers.
- Record the result of each attempt on the Challenge Scorecard.

The Challenge

 Hit the number of required shots through the 30 yard wide target gate using a Driver. The student has a total of 10 attempts.

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 2/ 10 shots between a target gate

90 4/ 10 shots between a target gate

85 5/ 10 shots between a target gate

80 6/ 10 shots between a target gate

8/ 10 shots between a target gate