

Become a Putting Wizard

Master - Down in 2

Optimizing Ball Roll and
Finding the Right Putter



ORBISgolf™

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Class Timetable

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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
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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 Allignment 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 Allignment 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 Allignment 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 2

Session Length: 60 Mins	Group Size: 1:8	Skills Pathway Name: Become a Putting Wizard	Skills Pathway Topic: Down in 2	Skills Pathway Stage: Master	Class Focus Optimizing Ball Roll and Finding the Right Putter	Scoring Challenge Long Putt Challenge
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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
5 mins	Introduction	<ul style="list-style-type: none"> Outline the focus of session and give a broad content overview of what will be covered Link this to the class focus from the previous week 	
25 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 Briefly 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"> T Setup Finishing Line Find a Match Long Putt Dominoes Long 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"> T Setup Finishing Line Find a Match Long Putt Dominoes Long 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 their skill of **optimizing ball roll** and **finding the right putter** to get it **down in 2**. Some of technical content you may want to explore in this first session may include:

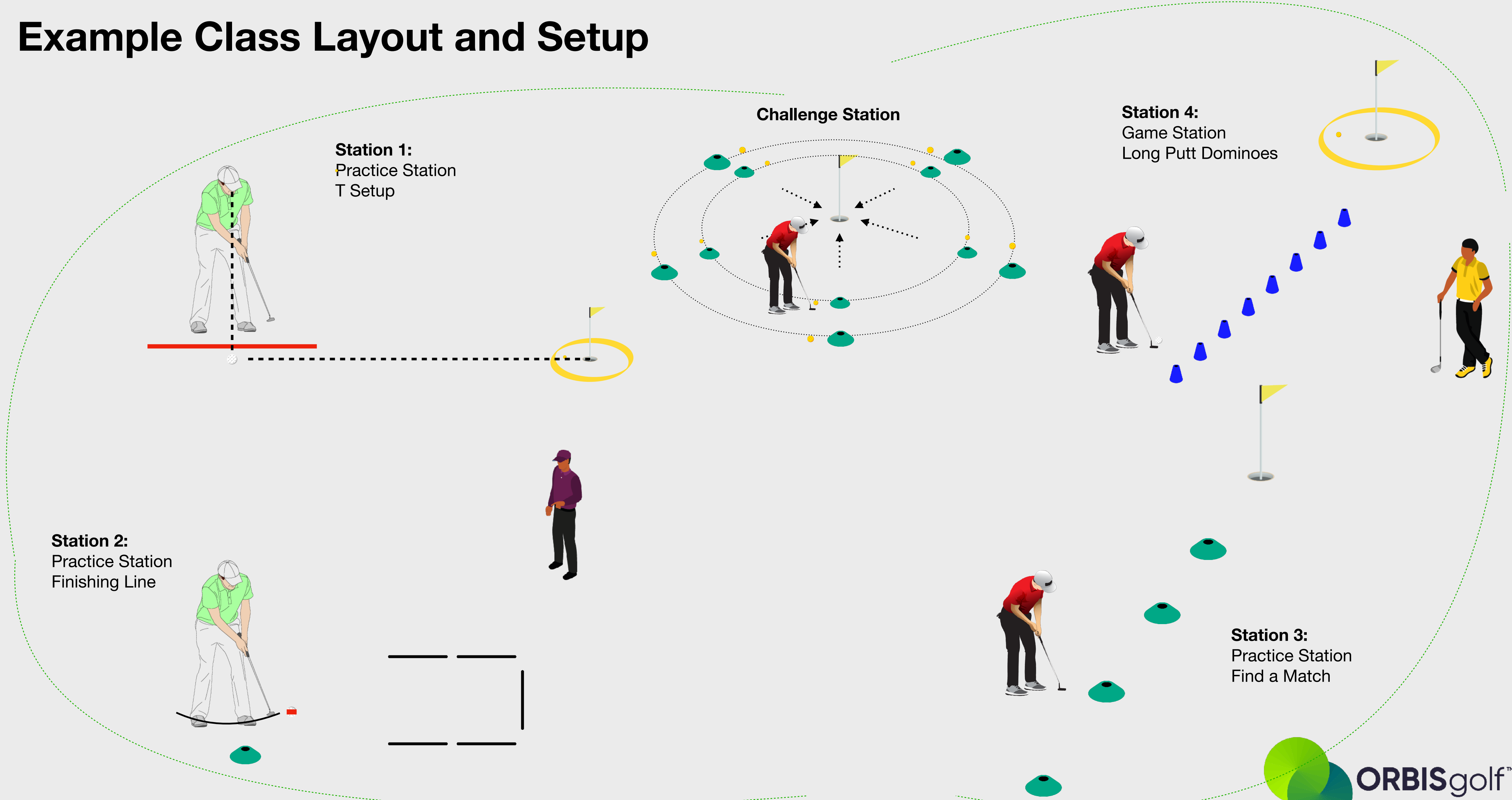
- **Optimizing Ball Roll** - Introduce the students some principles of how to optimize ball roll and how this will impact the students ability to control distance:
 - Outline to the students how optimizing ball roll can help to regulate the distance of their long putts
 - Understanding what optimum ball roll looks like
 - Explain to the students that minor changes at impact can have a large effect on the way the ball travels
 - Demonstrate how an excessive downward or upward attack angle will impact the roll of the ball
 - Discuss how an off centre strike will impact the roll of the ball and resulting distance the ball will travel
 - Suggest methods and considerations to improve their ball roll
- **Finding the Right Putter** - Introduce the students to the concept of finding the right putter and how this can improve their putting:
 - Allow students to experiment with putters throughout the session and even trying each others
 - Demonstrate how the differences in design can affect the ball when using different putters
 - Highlight the head shape, neck, weight and alignment differences between putters
 - Link this back to week 1 and help students to find a putter that will suit their aiming strategy



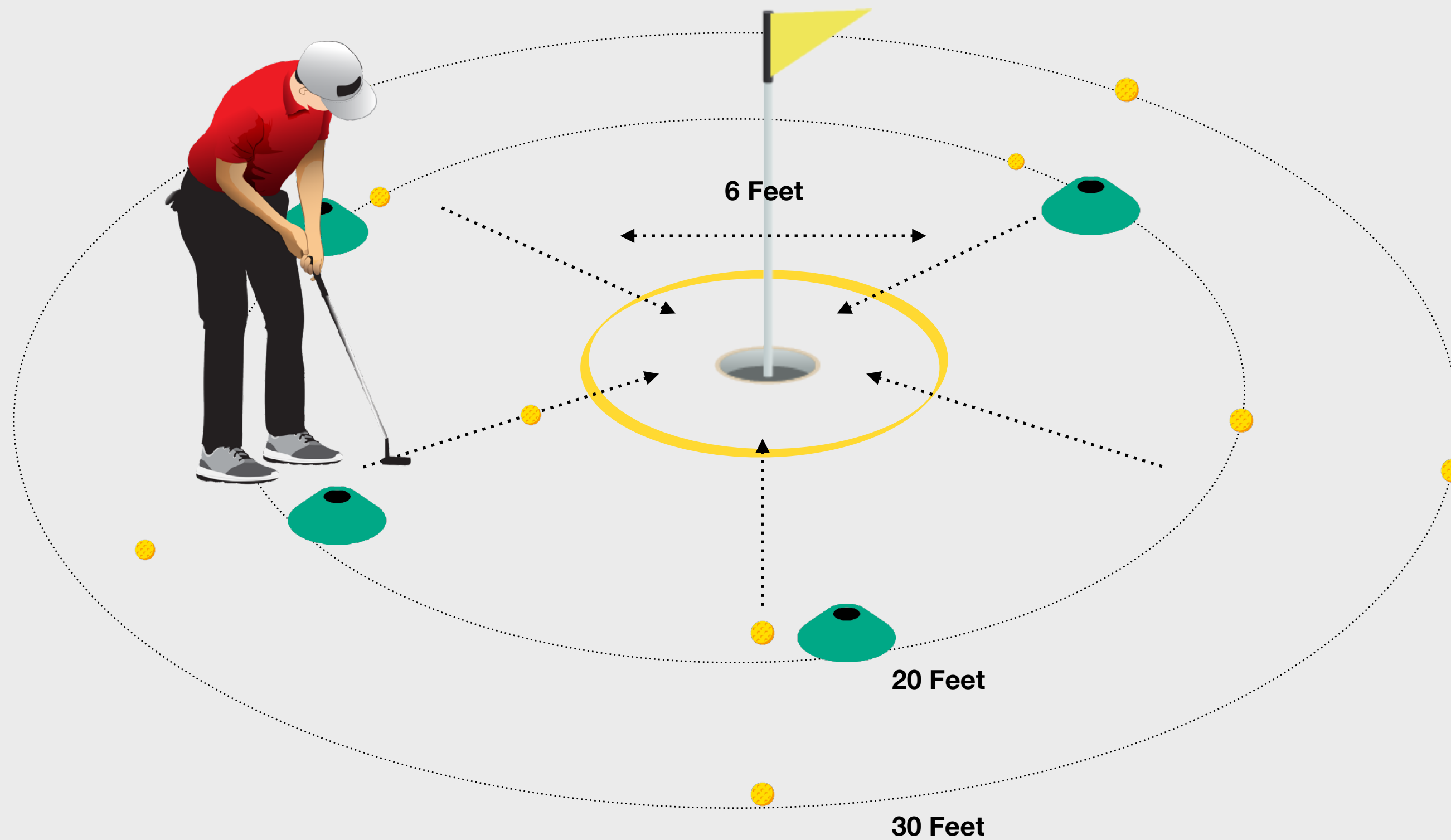
Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.



Example Class Layout and Setup



Long Putt Challenge Setup



Equipment Needed

- 10 x Colored Cones
- 10 x tee pegs
- Hole on the Green
- 6 Foot Diameter Hoop



Setting out the Challenge

- Hole should be selected on the putting green on an average sloped surface
- The 6 foot diameter ring from your equipment bag can be used to mark the target circle for this challenge
- The 5 distances at 20 feet and 30 feet should be placed using the 10-foot markers as a guide
- 5 tee pegs/cones should be placed around the hole at each distance 20 feet and 30 feet

Practice Stations and Game Cards

Skills Pathway *Become a Putting Wizard*

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Alignment to a T

Ball to Target Line

Equipment Needed

- 2 x Alignment Sticks
- Putter

How to Practice

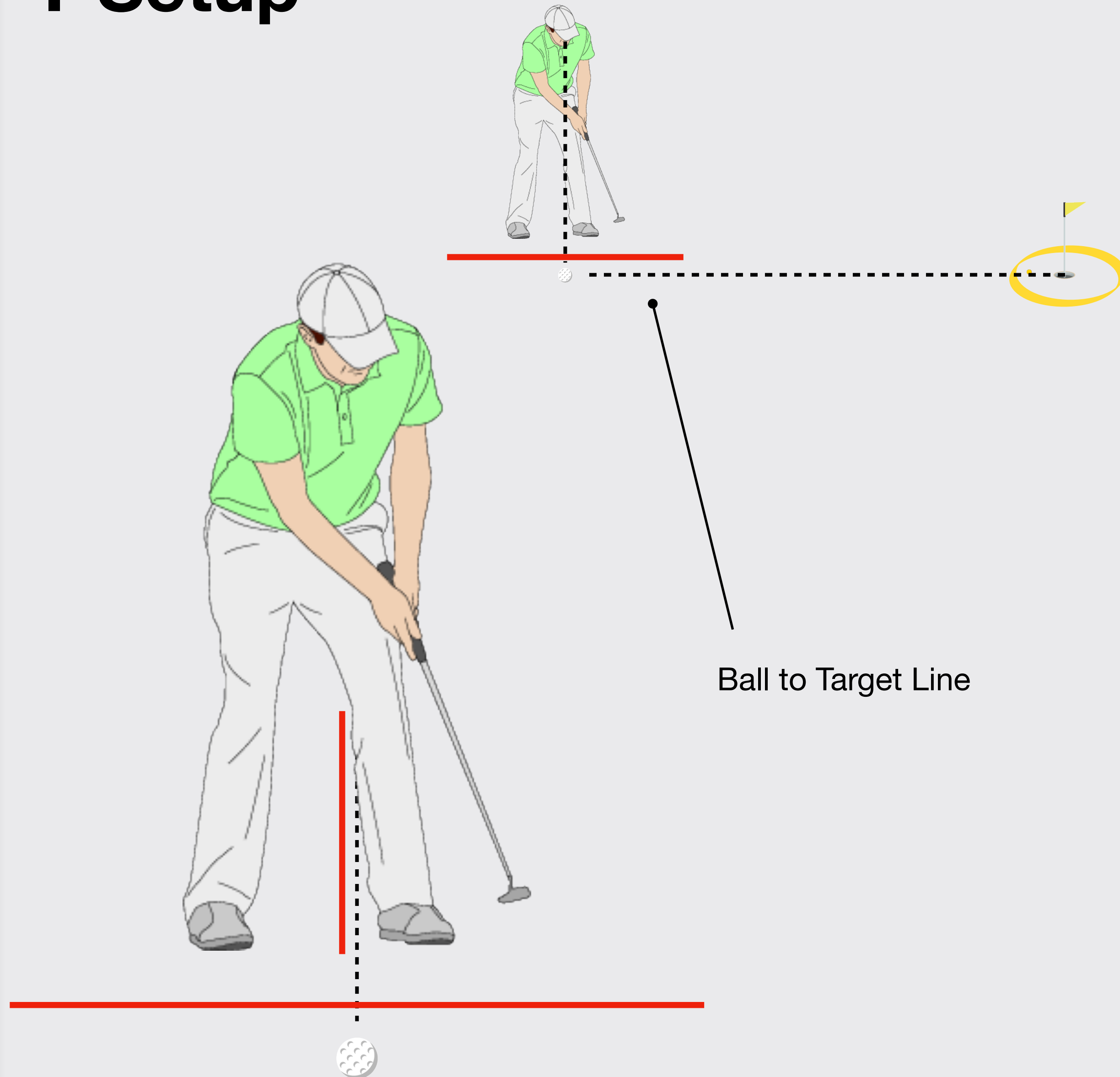
- Set up the student a maximum distance of 10 feet away from the target at the surface
- Ask them to place a golf ball inside the heel of the putter head
- Place an alignment stick with the centre of the golf ball parallel to the putter head's centre line (ball-to-target line)
- Remove the golf ball
- 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 face is square at address
- Additionally, it will help the student to learn effective aiming strategies for their own game

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T Setup



Equipment Needed

- 2 x Alignment Stick
- Putter
- Hoop / Tee pegs around the hole

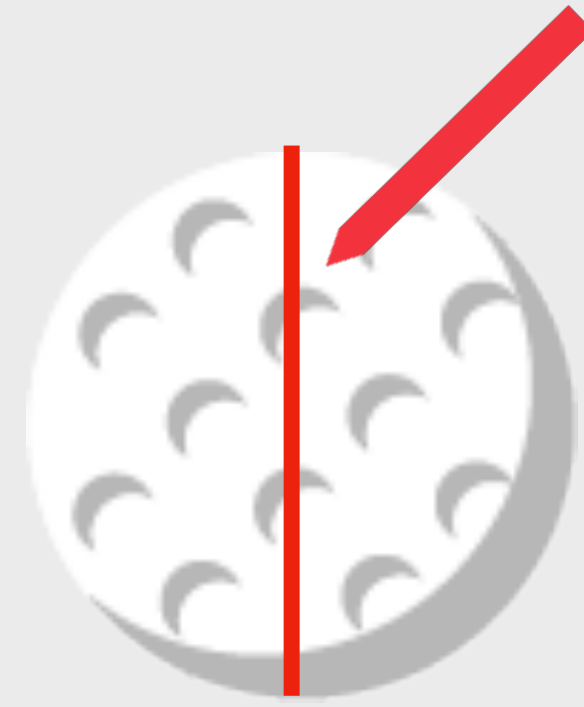
How to Practice

- Set up a target circle around the hole 6 feet in diameter
- Get the student to putt from 20-30 feet from the hole on a flat surface
- Place an alignment stick parallel to a line running between the golf ball and the centre of the hole (Ball to Target Line)
- Place the second alignment at 90 degrees to the first alignment stick therefore making a T-shape
- Get the student to place their feet comfortably either side of the alignment stick and assume their setup position
- Get the student to observe where the stick is relative to the front and rear feet
- Outline to the students what the optimal position is of the feet and golf ball relative to the alignment stick
- Get the student to hit putts with the alignment stick excessively forward or backwards relative to their feet and observe the resulting ball roll and outcome
- Get the student to find the optimal position for them

Technical Link

- The demonstration of this correct set up is essential for optimizing the attack angle on the ball for all putts
- This optimal attack angle allows the student to produce a slightly upwards strike, which creates a more consistent roll and greater speed control
- Correct application of this technique is under the assumption that the students head is neutral and not ahead or behind the ball

Finishing Line



Equipment Needed

- 5 x Alignment sticks
- Putter
- Marker

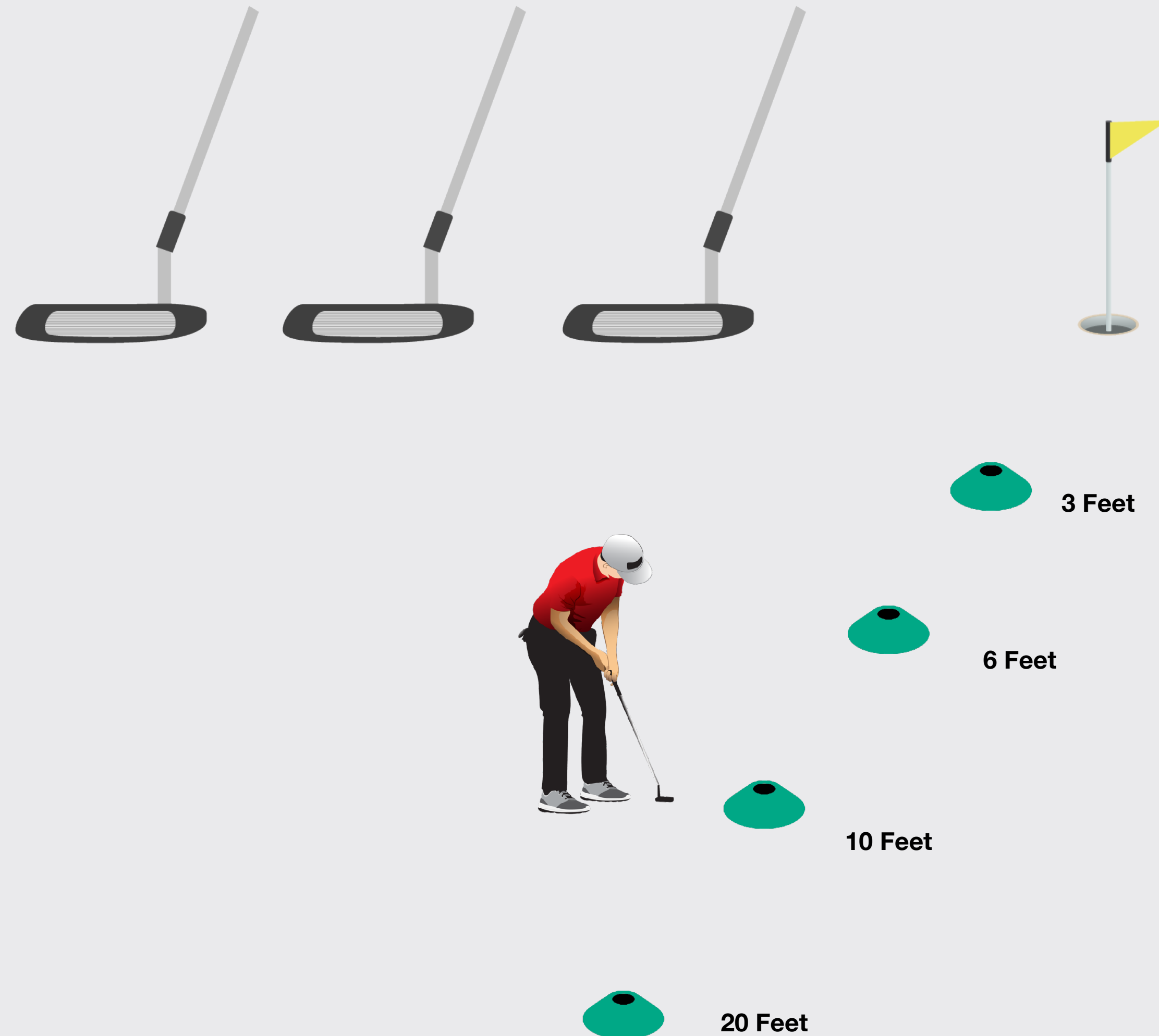
How to Practice

- Get the student to mark a straight line around the middle of a ball
- They must putt from the starter cone to the end alignment stick with the marked ball (on a flat part of the green)
- The main aim is for the line marked on the ball to finish as straight as possible once the ball has stopped
- The student must simultaneously try to get the ball as close to the alignment stick as possible without hitting it

Technical Link

- An optimal roll from a putt will mean the ball revolves around that straight line and this requires a small upwards angle of attack on impact and square club face
- Any deviance to this is a sign of a sub optimal attack angle, or misalignment of the club face at impact and that can result in unwanted spin on the ball

Find a Match



Equipment Needed

- 4 x Cones
- Selection of Putters

How to Practice

- Set up 4 cones at different distances from the hole to simulate common lengths of putts that would occur on the course
- Now present the student with a selection of putters that have different styles of head to them, which should consist of various forms of Blades and Mallets
- Each putter will have a different alignment, weight, neck and shape, which will affect how they feel and work
- The aim of the activity is for the student to experiment with these different designs and find what works for them most effectively
- Get the students to attempt making the putts from the various distances and switch putters regularly through the activity

Technical Link

- Using the right equipment is an important factor for optimizing the ability level of the students
- The putter is the most used club in the bag and so finding the right match for their stroke and feel is a key element for improvement in putting

Long Putt Dominoes

Equipment Needed

- Selection of Putters
- 8x Cones or Tee Pegs

How to Play

- A student attempts to put the ball into the circle from each starting distance on a flat surface
- The student should start at the 10 feet cone or tee peg. If they putt the ball into the circle they should move to the next starting position
- If the student misses they should move back to the start and switch putters

Technical Link

- The key to completing all 8 distances in a row is distance control, which requires a consistent ball roll
- This will help the student to increase their skill and understand of how to improve the roll of the ball on long putts

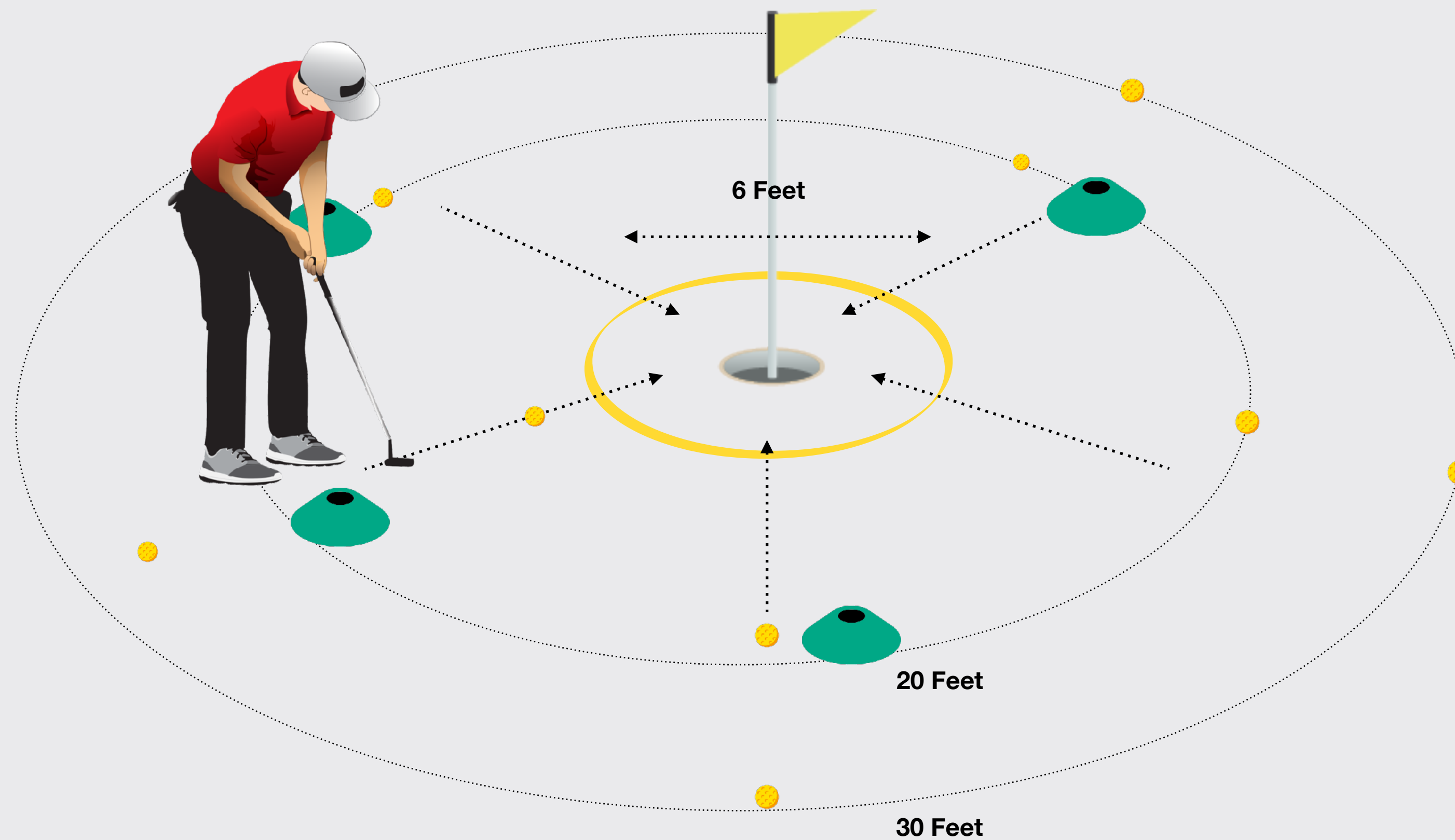


Scoring Goal Challenges

Putting



Long Putt Challenge



Attempting the Challenge

- Students hit 10 putts in a random order from the two starting positions from five positions around the hole to finish within the target circle.
- Record the result of each attempt on the Challenge Scorecard.

The Challenge

- Putt the ball to within 3 feet of the hole from distances of 10 feet, 20 feet and 30 feet. You should attempt 10 putts from each starting position and putts are attempted evenly from 5 different positions around the hole.

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

5/10 putts in target circle from 20 feet
4/10 putts in target circle from 30 feet

90

6/10 putts in target circle from 20 feet
5/10 putts in target circle from 30 feet

85

7/10 putts in target circle from 20 feet
6/10 putts in target circle from 30 feet

80

8/10 putts in target circle from 20 feet
7/10 putts in target circle from 30 feet

75

8/10 putts in target circle from 20 feet
7/10 putts in target circle from 30 feet

