

Become a Putting Wizard

Master - Down in 2

Intermediate Green Reading



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 Setu
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 3

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 Intermediate Green Reading	Scoring Challenge 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"> 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 weeks 	
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"> 1st Third, 2nd Third & Final Third Map the Putt Enter the Clock Gate Game Scoring 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"> 1st Third, 2nd Third & Final Third Map the Putt Enter the Clock Gate Game Scoring 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 **intermediate green reading** to get it **down in 2**. Some of technical content you may want to explore in this first session may include:

- **Intermediate Green Reading** - Introduce the student to some intermediate green reading principles including:
 - Outline to the students, when taking on a long putt, how breaking the putt into sections can help form a process that will deliver more consistent results
 - Introduce students to the concept of start line and how this links to the journey the ball will take as it moves across the green
 - Discuss how the ball will enter the hole relative to the start line of the ball
 - Demonstrate to the students, how the pace of the putt will affect the impact the slope has on the ball
 - Highlight how to combine a good read with correct alignment

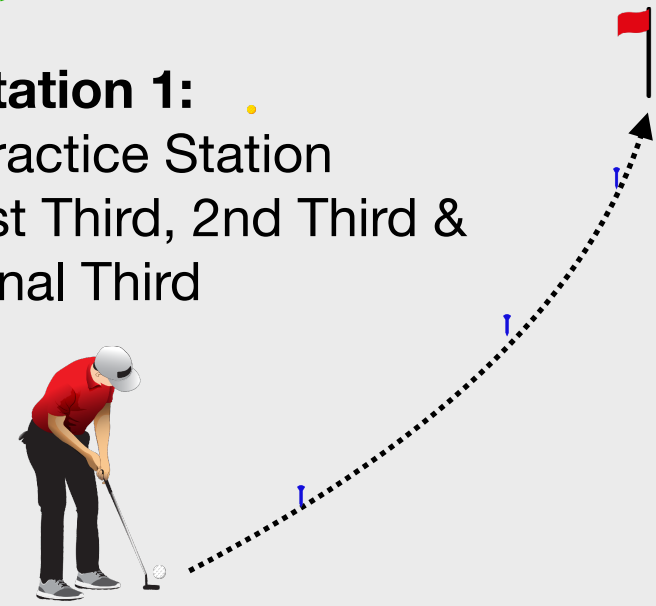


Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.

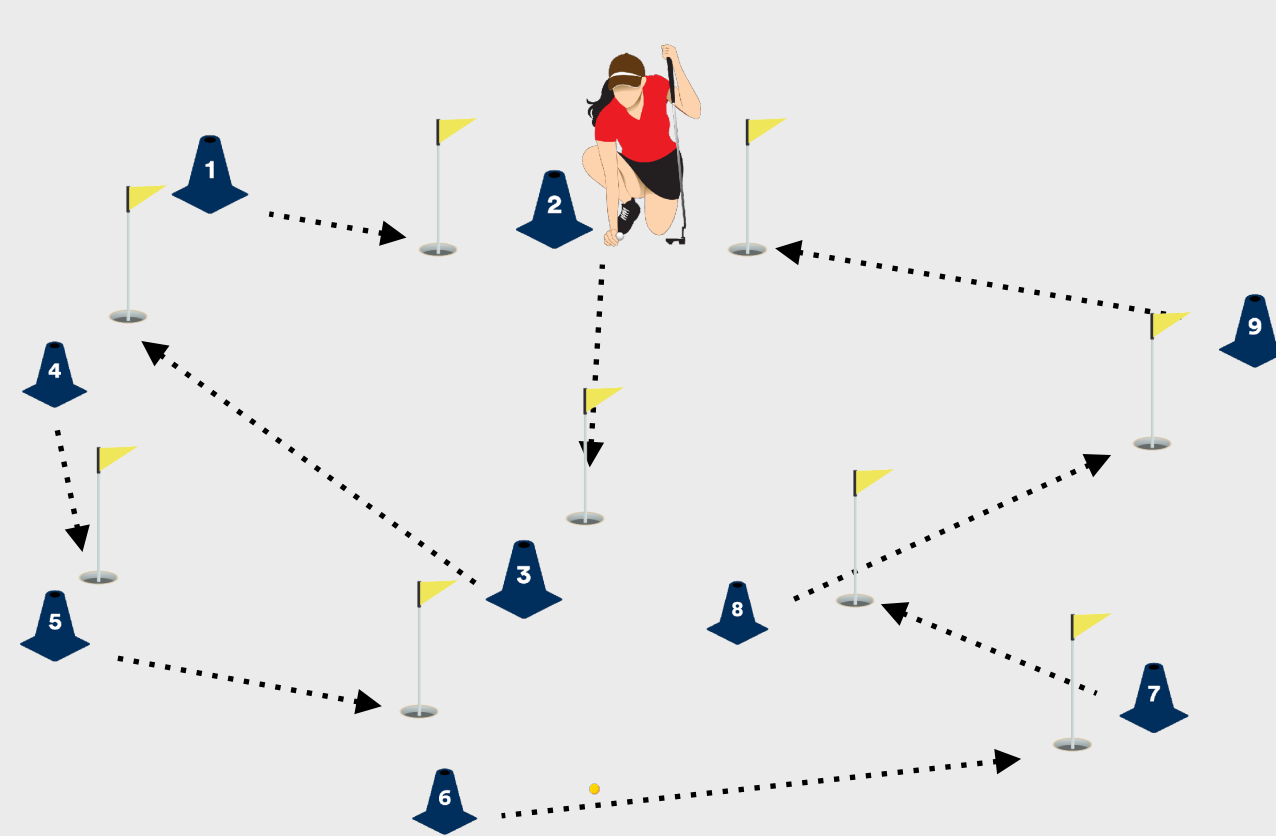


Example Class Layout and Setup

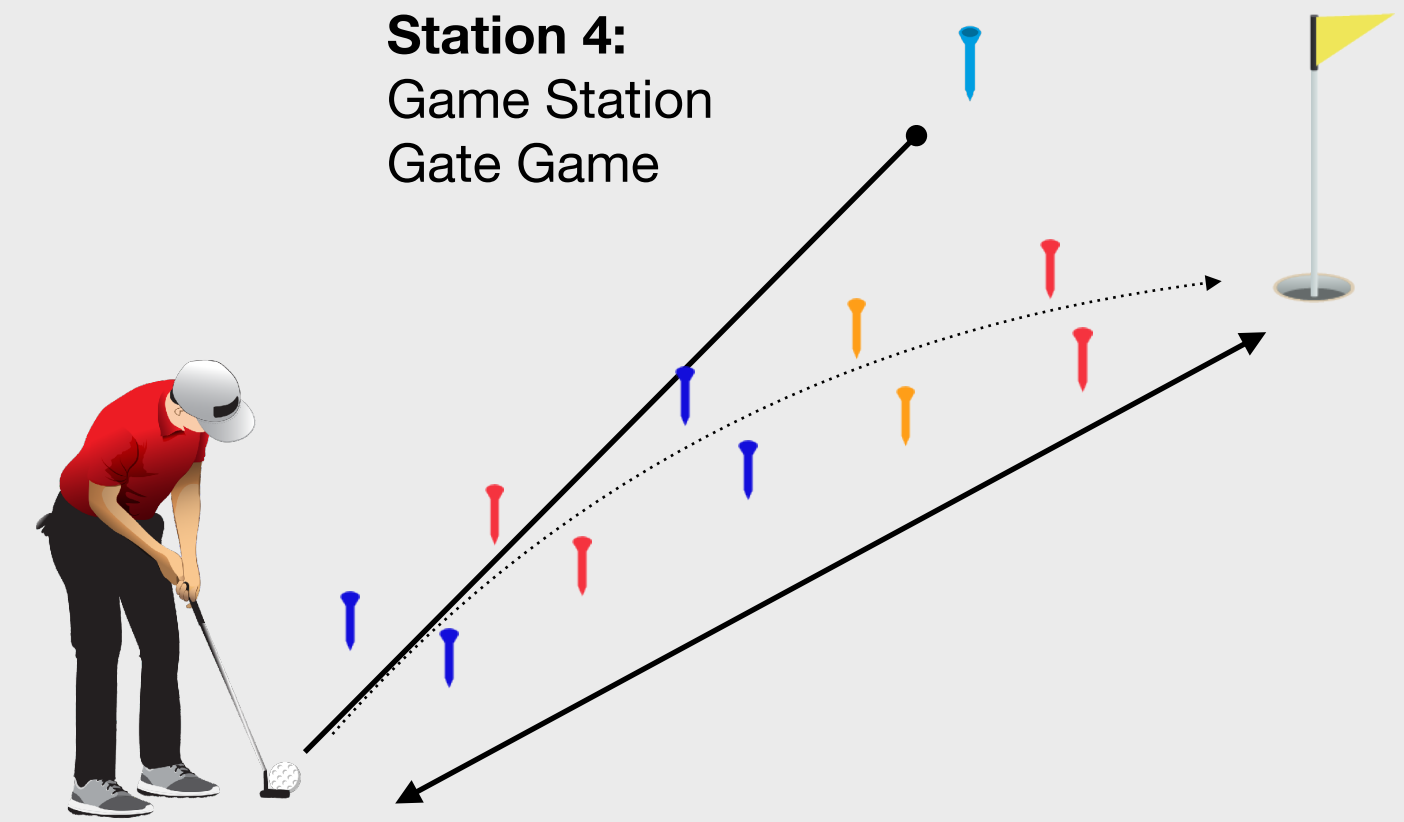
Station 1:
Practice Station
1st Third, 2nd Third &
Final Third



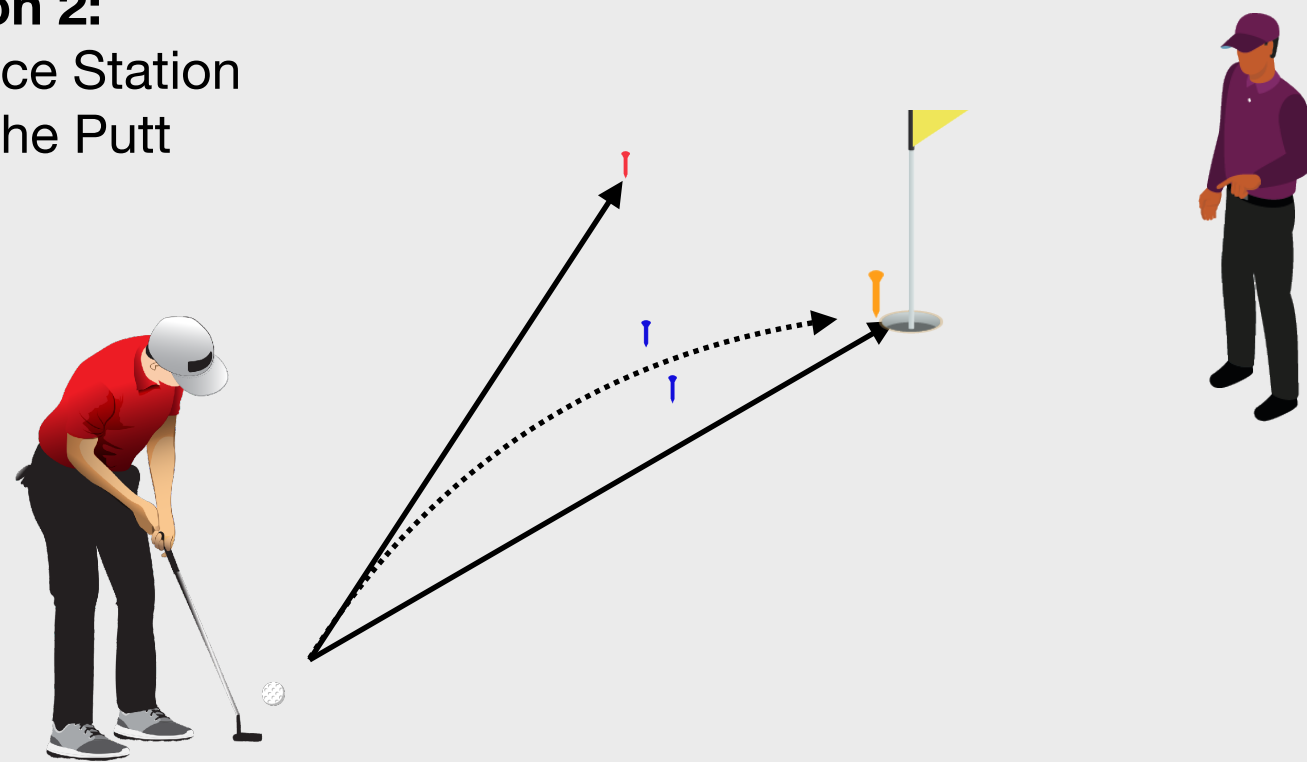
Challenge Station



Station 4:
Game Station
Gate Game



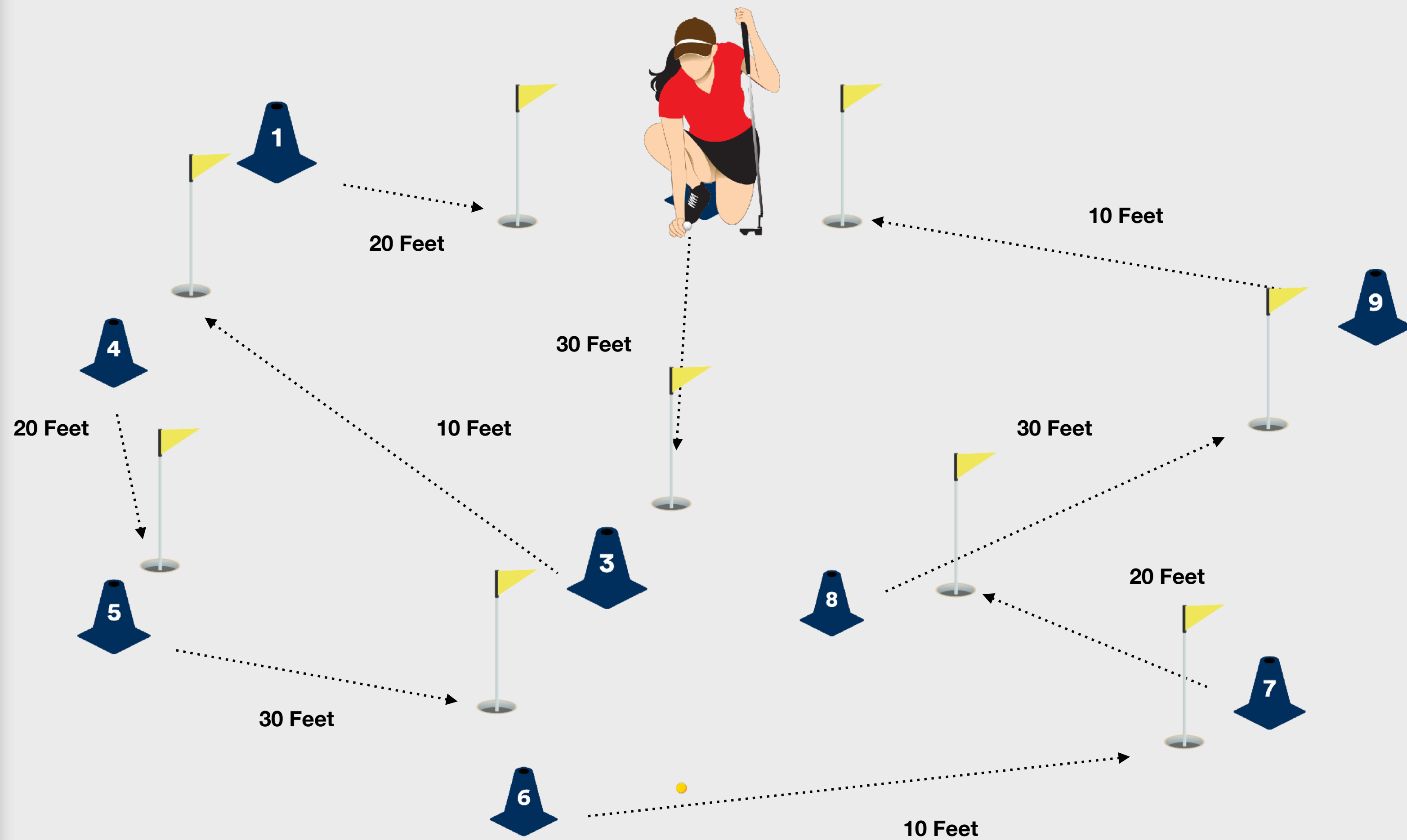
Station 2:
Practice Station
Map the Putt



Station 3:
Practice Station
Enter the Clock



Scoring Challenge Setup



Equipment Needed

- 9 x Numbered Starting Cones
- Scorecard and Pencil
- 9 x Holes on the Green



Setting out the Challenge

- 9/18 holes should be selected on the putting green on an average sloped surface
- 3 cones are placed opposite 3 holes at 10 feet, 3 cones at 20 feet and 3 cones at 30 feet
- Students can attempt the challenge depending on the scoring level they are on by playing the required number of holes and distances



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

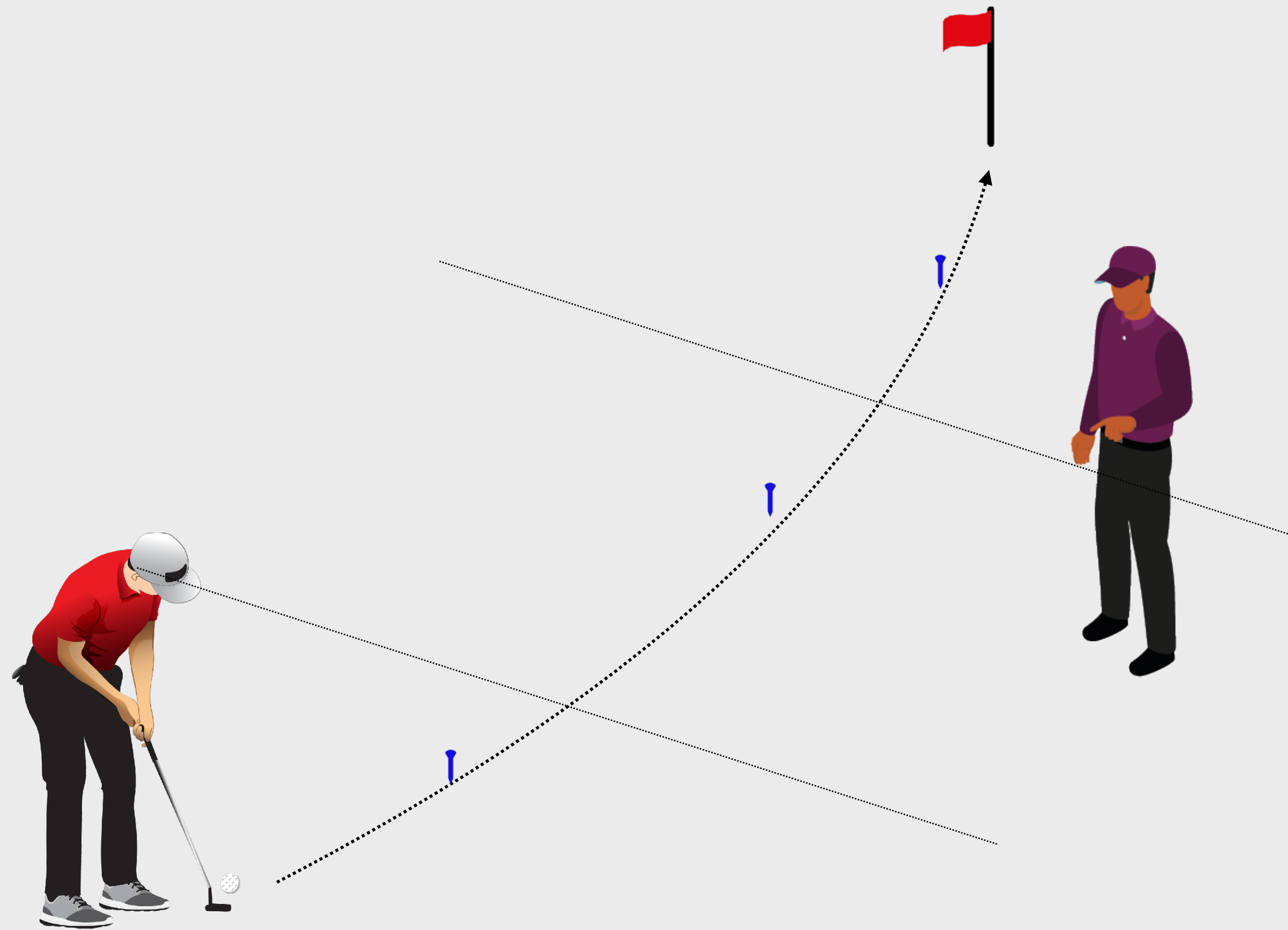
- Set up the student a maximum distance of 10 feet away from the green surface
- Ask them to place a golf ball inside the heel of the putter head
- Place an alignment stick with the centre of the golf ball parallel to the putter head's centre line (ball-to-target line)
- Remove the golf ball
- Create 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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1st Third, 2nd Third & Final Third



Equipment Needed

- Putter
- Tee pegs

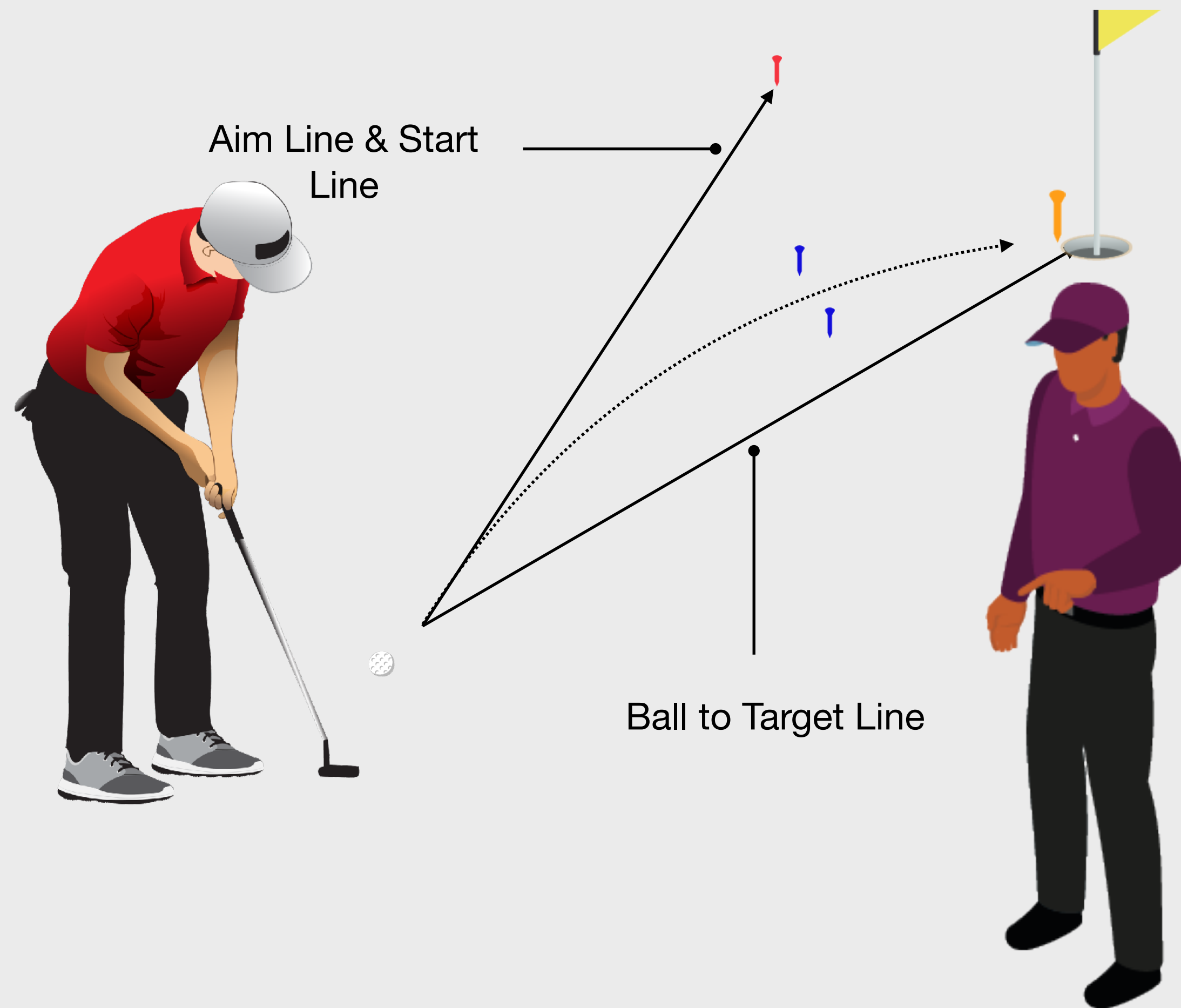
How to Practice

- Help the student to choose a long putt with single or multiple breaks
- Before taking their putt they should split the putt into three sections and mark where they believe the ball will be at different points of the putt
- The student should be able to determine the starting line of the putt easier once they have worked out the different slopes that are having an impact on the putt and where the ball will be at different points
- After they have marked out the points, they must attempt the putt and watch the journey of the putt
- Ask the students to adjust the tee pegs after each one based off feedback from the putt

Technical Link

- This activity will help the student to learn how to understand the journey the ball takes as it moves across the green and where it will be at different points

Map the Putt



Equipment Needed

- 4 Tee Pegs
- Putter

How to Practice

- Set this activity up on a sloped surface
- The student should attempt to read the putt and place a tee peg adjacent to the hole where the putt this should be aimed for it's intended start line
- Get the student to place another tee peg where they think the ball will enter the hole
- Ask the student to place a gate created with the remaining two tee pegs in the final third of the putt (the ball should travel through this gate)
- The student should attempt the putt and based on the feedback as to where the ball was in different segments, attempt the putt again

Technical Link

- This activity will help the student to understand how to aim effectively on a sloped surface
- The speed of the putt will have an effect on how soon the putt breaks, and therefore this should be taken into account when aiming

Enter the Clock



Equipment Needed

- Putter
- Tee peg

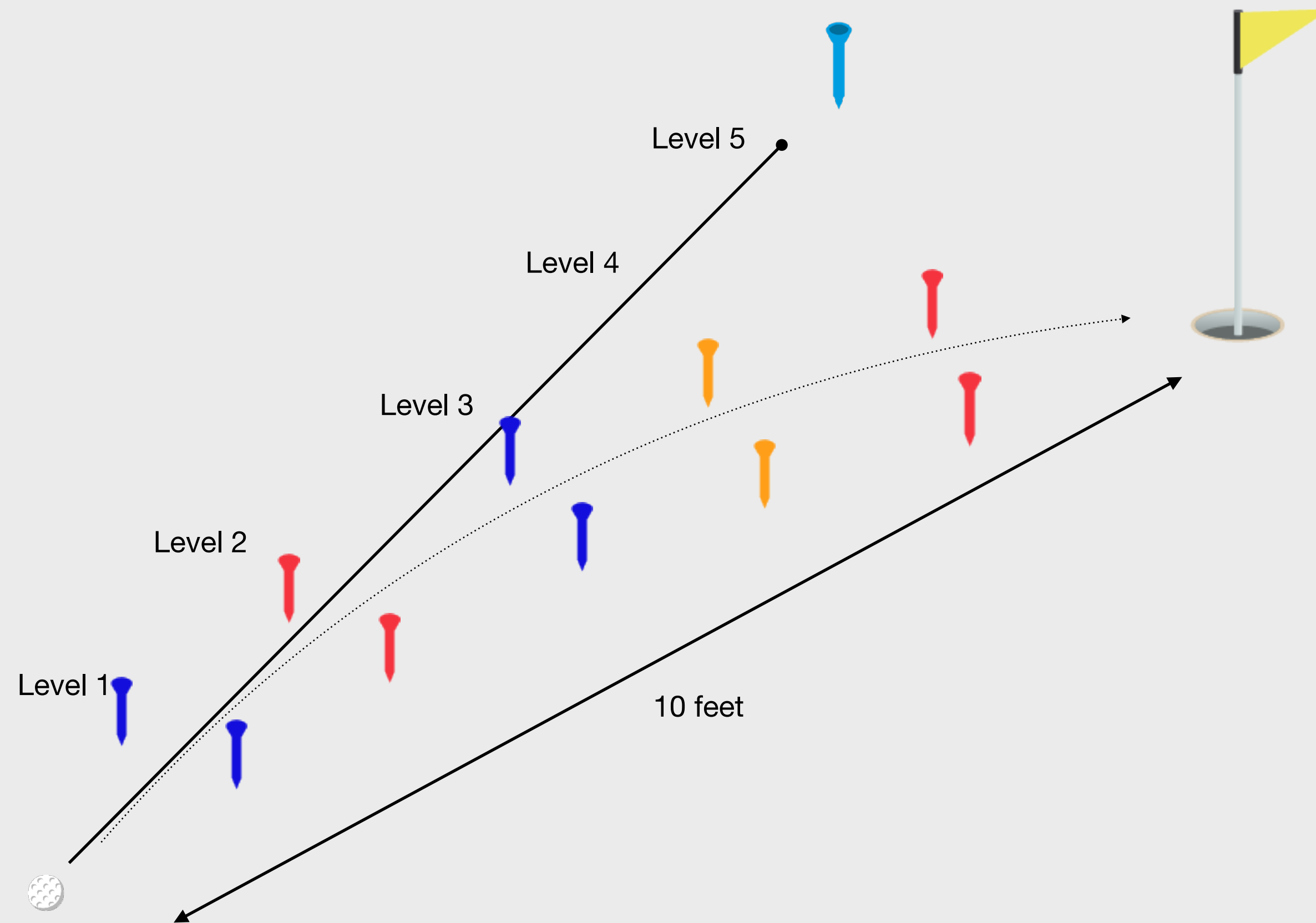
How to Practice

- This activity requires the student to find a hole on the green with a sloped surface and pick a position around the hole to putt from
- The student should complete their pre shot routine but ensure they walk behind the hole
- In this exercise the student is attempting to imagine a clock face around the hole with 6 o'clock intersecting a line between the ball and the centre of the hole
- The student should place a tee peg in a position around the hole where they think the ball will enter the hole
- After hitting the putt the student should watch the journey of the ball and re-adjust on the next attempt

Technical Link

- This activity will help the student to practice their green reading skills and notice if there are any patterns with their misses
- It will help the student to build a more effective picture of the putt but thinking about how the ball enters the hole

Gate Game



Equipment Needed

- 10 Tee Pegs
- Putter

How to Play

- Set up the tee pegs on a slope as gates for the students to try and hit the putt through at the appropriate pace for the ball to miss the tees
- Set up 5 gates for the different levels for the students to try and achieve
- The further the ball travels through the gates without leaving a gate the higher they will score
- 1 point per gate up to a maximum of 5 point with a bonus point if the ball goes into the hole
- The students can play up to 10 rounds with the winner being the student with the most points

Technical Link

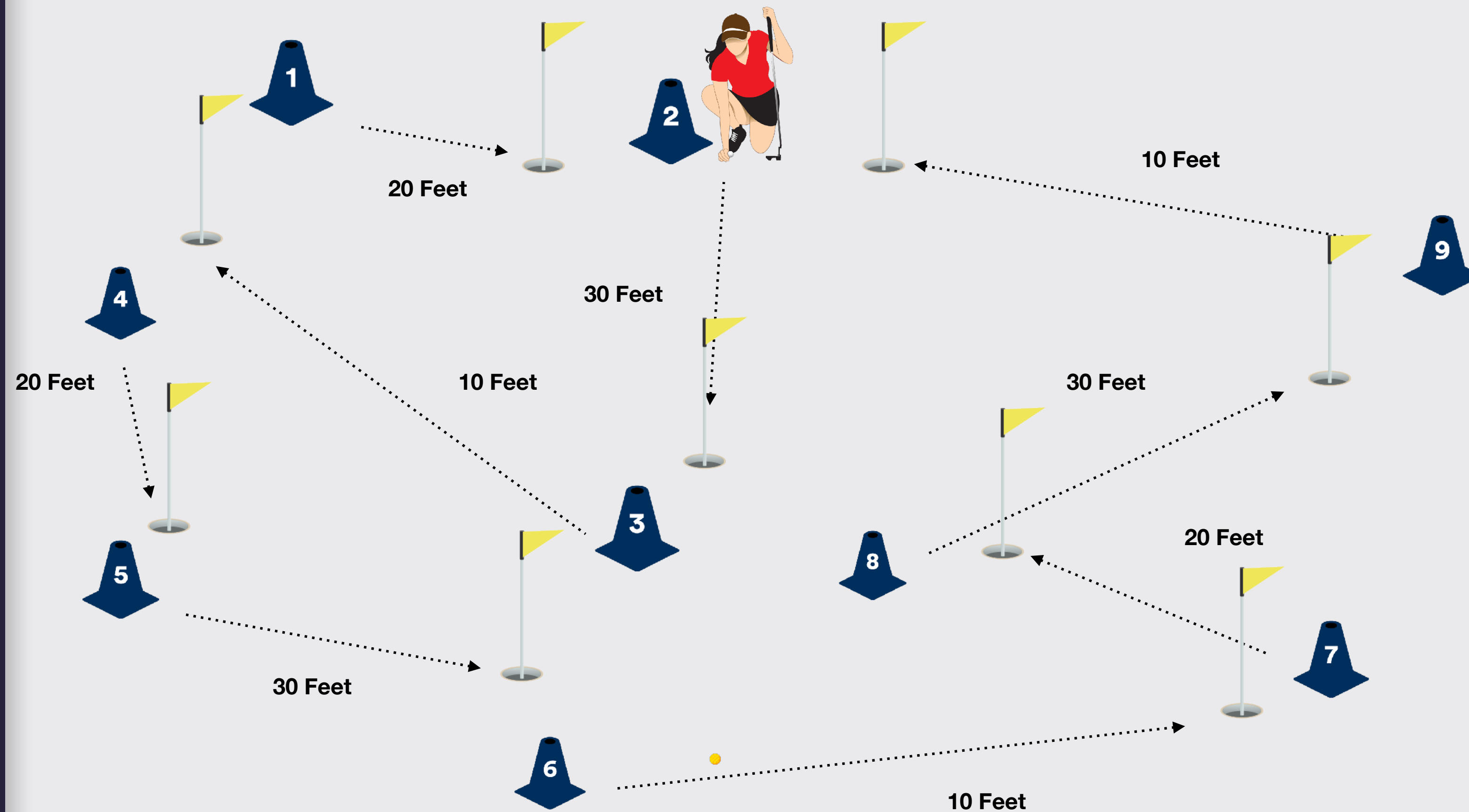
- This activity will help the student to understand how to aim effectively on a sloped surface and match the speed to break

Scoring Goal Challenges

Putting



Scoring Putting Challenge



Attempting the Challenge

- Students play 18 holes around the green completing six holes from three different starting distance in a random order.
- Record the total number of putts for each hole on the Challenge Scorecard.

The Challenge

- Complete an 18 hole circuit on the green attempting 6 putts from a starting position 10 feet from the hole, 6 putts from 20 feet and 6 putts from 30 feet from 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

Score 42 putts or less over 18 holes

90

Score 40 putts or less over 18 holes

85

Score 38 putts or less over 18 holes

80

Score 36 putts or less over 18 holes

75

Score 34 putts or less over 18 holes

