

Become a Tee Shot Wizard

Master - Hitting More Fairways

Understanding Impact Factors



MASTER



ORBISgolf™

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Class Timetable

Skills Pathway *Become a Tee Shot Wizard*

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

Technical Focus
Understanding Driver Patterns

Scoring Challenge
Driver Challenge

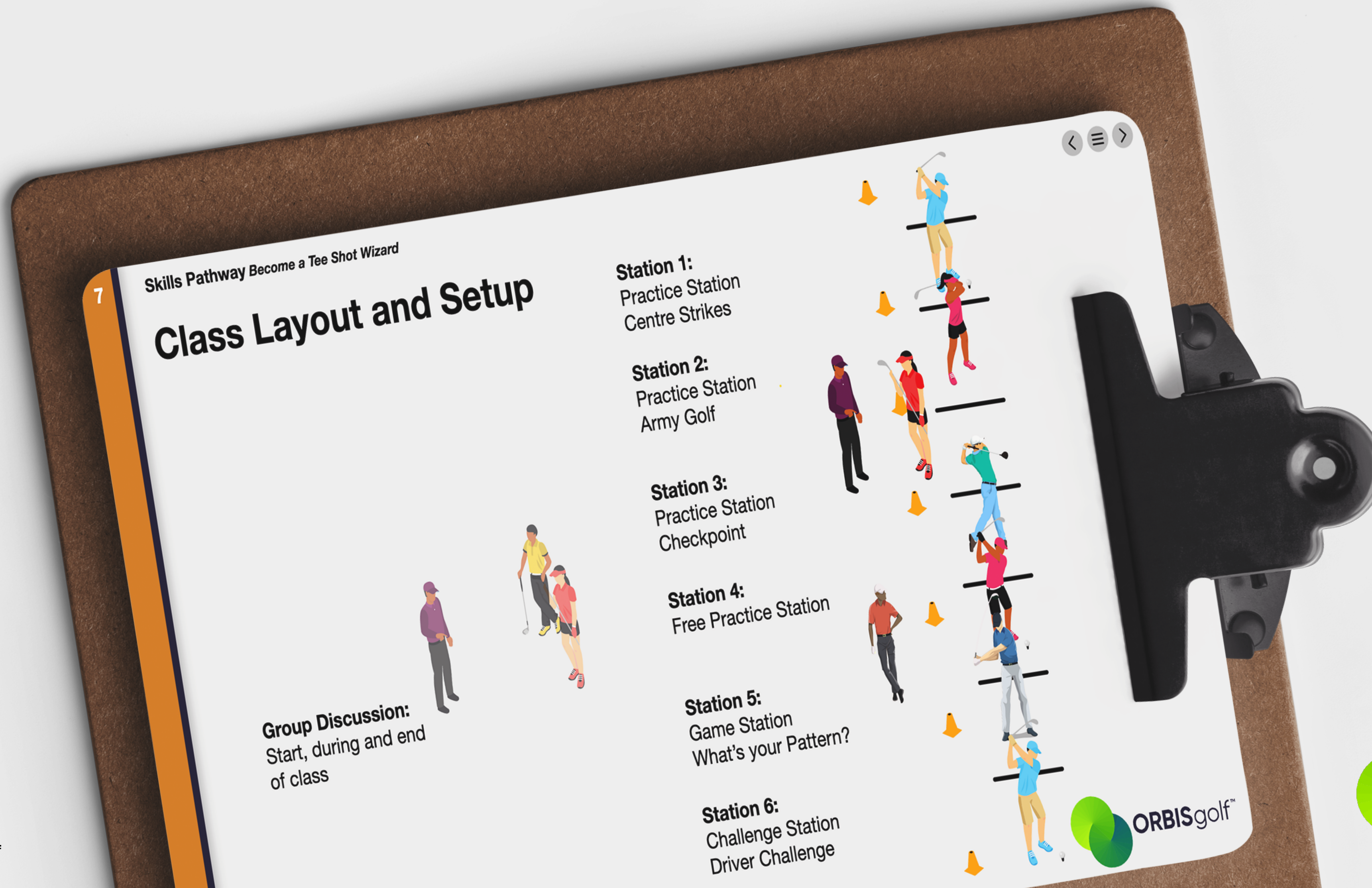
Time	Focus	Class Content	Games / Drills / Resources
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations of your preference and the scoring challenges for the specific class Be ready to welcome participants 5 minutes before the session starts 	<ul 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 'Becoming a Driving Wizard' skills pathway and give a broad content overview Describe the scoring challenge and how this will help the students map progress over time Explain how to play the game and attempt the practice station activities Explain how to attempt the Scoring Challenge 	<ul style="list-style-type: none"> Centre Strikes Army Golf Checkpoint What's your Pattern? Driver 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"> Centre Strikes Army Golf Checkpoint What's your Pattern? Driver 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"> Centre Strikes Army Golf Checkpoint What's your Pattern? Driver 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. Be aware of the next next skills pathway class Identify those that require additional help 	<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 Tee Shot Wizard	Skills Pathway Topic: Hitting More Fairways	Skills Pathway Stage: Master	Class Focus Understanding Impact Factors	Scoring Challenge Driver 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
10 mins	Introduction	<ul style="list-style-type: none"> Outline the 8 remaining sessions that make up the 'Become a Tee Shot Wizard' Skills Pathway Outline the specific focus of the Master 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"> Start Line Down the Tunnel Shallow and Square It Target Finder Driver 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"> Start Line Down the Tunnel Shallow and Square It Target Finder Driver 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



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Skills Pathway *Become a Tee Shot Wizard*

Class Layout and Setup

Group Discussion:
Start, during and end
of class

Station 1:
Practice Station
Centre Strikes

Station 2:
Practice Station
Army Golf

Station 3:
Practice Station
Checkpoint

Station 4:
Free Practice Station

Station 5:
Game Station
What's your Pattern?

Station 6:
Challenge Station
Driver Challenge



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 the students **understanding impact factors to hit more fairways**. Some of technical content you may want to explore in this first session may include:

- **Start Line** - Introduce some key factors regarding direction control which may include:
 - Explore the role that the club face play in start line of the golf ball
 - Demonstrate how the club face will impact the start line of the golf ball by exploring an open, closed and square club face
 - Link this to Strike and how excessive heel and toe strike locations may impact start line
- **Direction** - Outline some of the key principles of how curvature of the golf ball is created and link this to start line:
 - Explain how curvature is created when their is a mis-match between the club face position at impact and club head direction through impact
 - Demonstrate a shot excessively curving to the right and left
- **Launch and Spin** - Outline how the initial launch of the ball and amount of spin is vital in maximising control in driving. This may include:
 - Explain what an optimum launch looks like as well as excessively low and high launch
 - Explain what optimum spin looks like as well as excessively low and high spin
 - Explore the impact conditions that impact launch and spin



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.



Class Layout and Setup

Group Discussion:
Start, during and end
of class



Station 1:
Practice Station
Start Line

Station 2:
Practice Station
Down the Tunnel

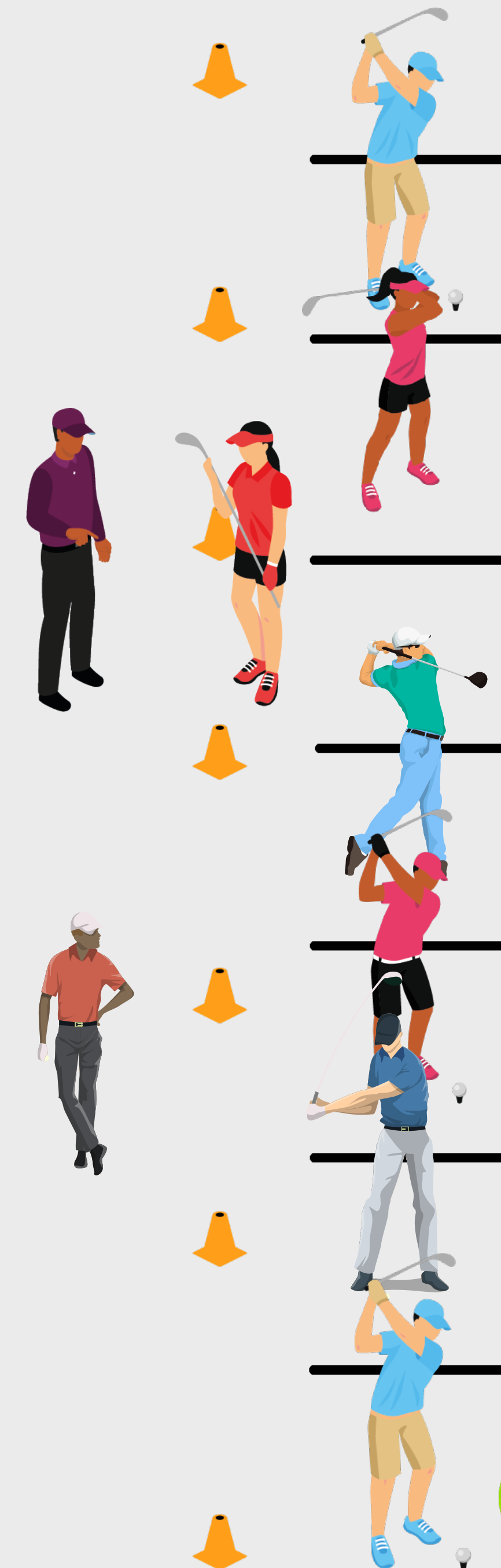
Station 3:
Practice Station
Shallow and Square It

Station 4:
Free Practice Station

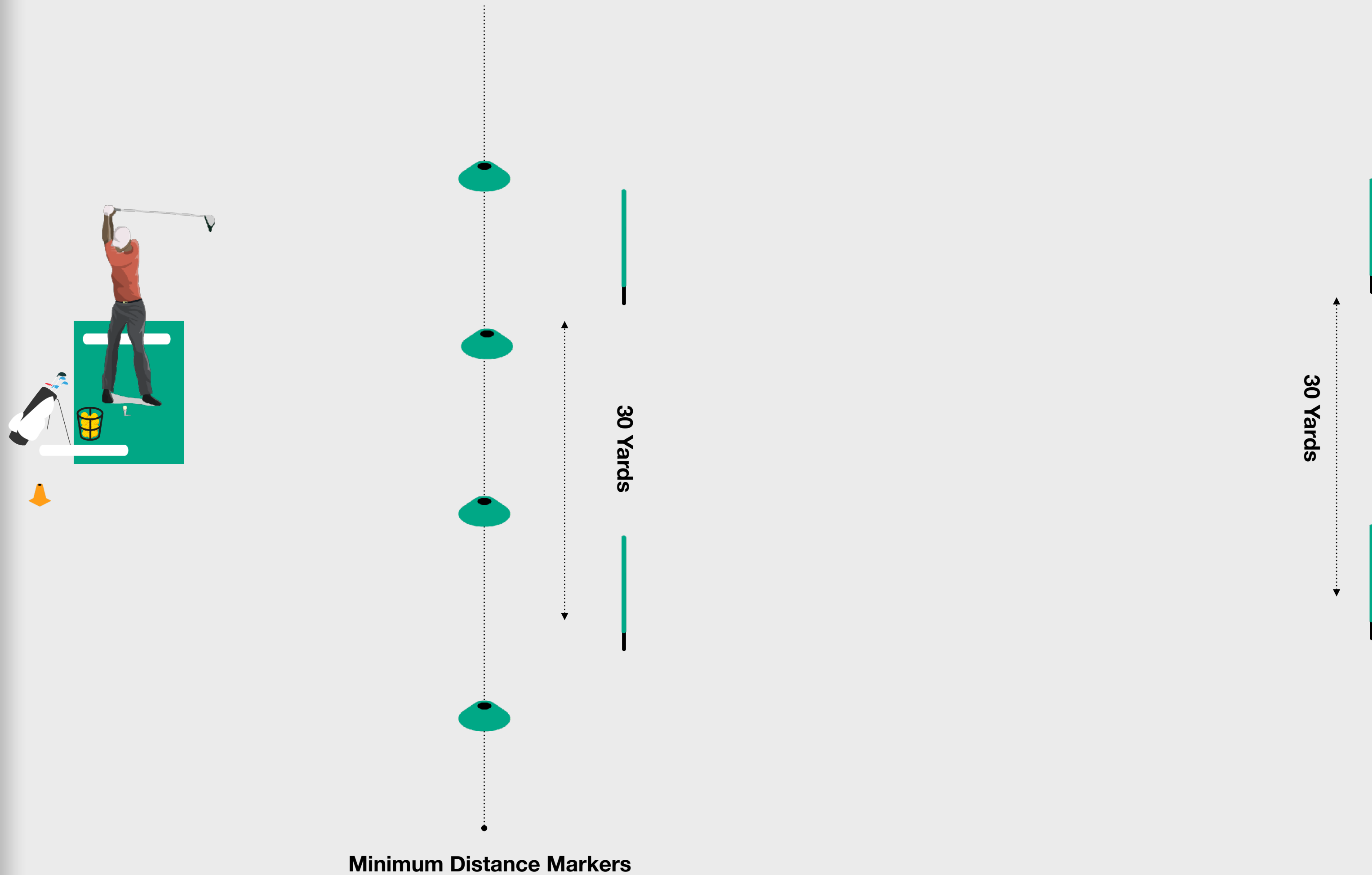
Station 5:
Free Practice Station

Station 5:
Game Station
Target Finder

Station 6:
Challenge Station
Driver Challenge

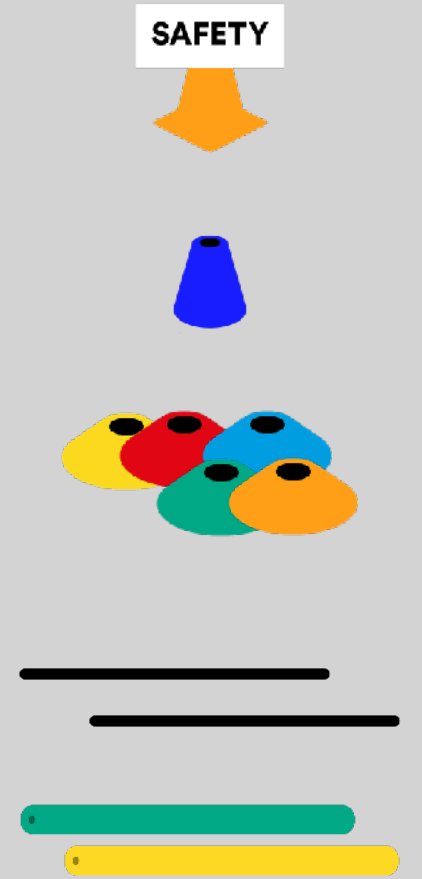


Driver Challenge Setup



Equipment Needed

- Orange safety cone
- 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

13 Skills Pathway *Become a Tee Shot Wizard*

What's your Pattern?

Dispersion Pattern

Equipment Needed

- Driver
- Pencil and Paper

How to Play

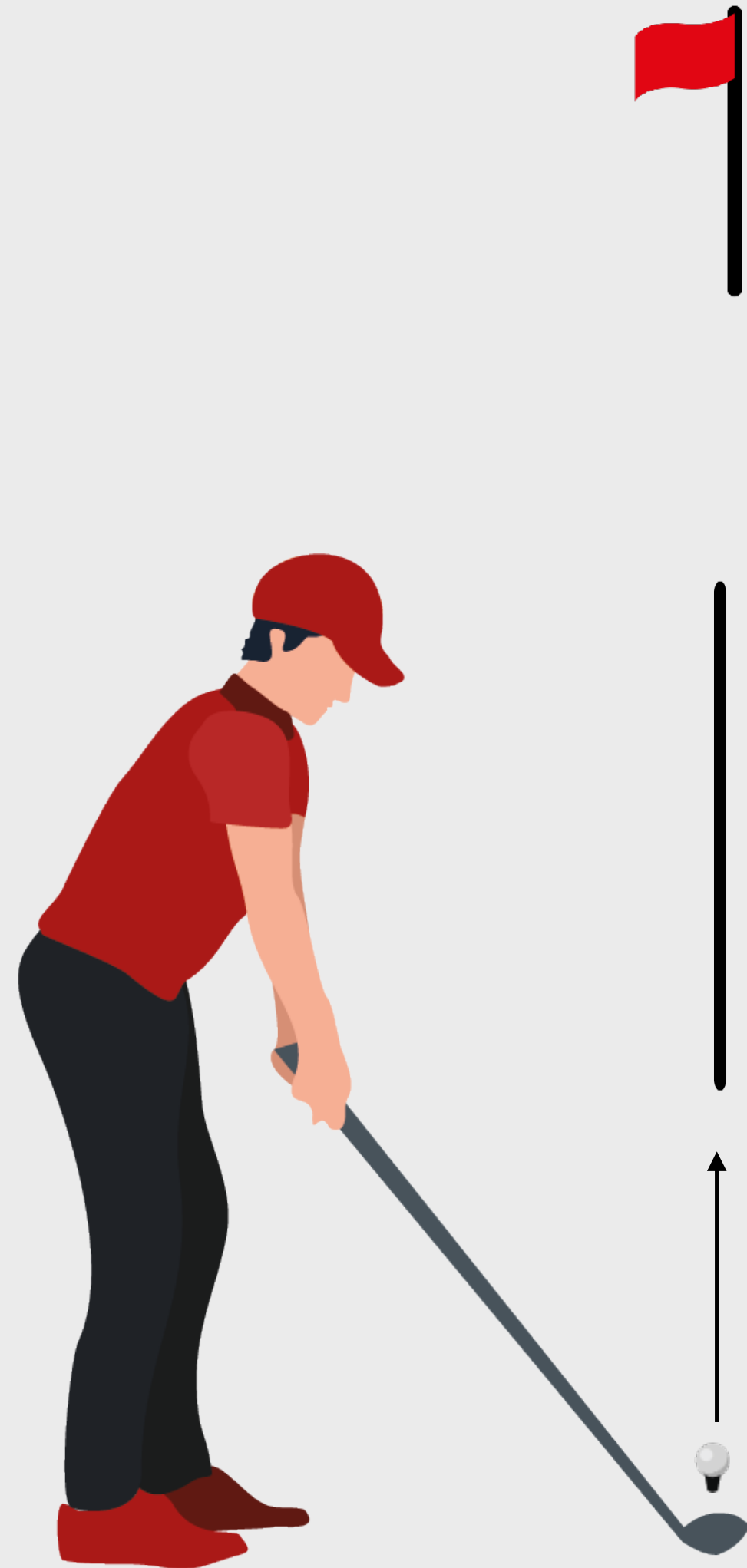
- Pick a fairway target on the driving range or practice ground
- The student hits 10-20 shots depending on the time available
- The student marks on paper the landing position of each shot relevant to the target
- After all shots have been hit the student will have a dispersion pattern
- The student 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 dispersion patterns and help them produce a plan to improve it
- Knowing their common miss and general pattern should help them adjust their aim on the course

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Start Line



Equipment Needed

- Tees
- Driver

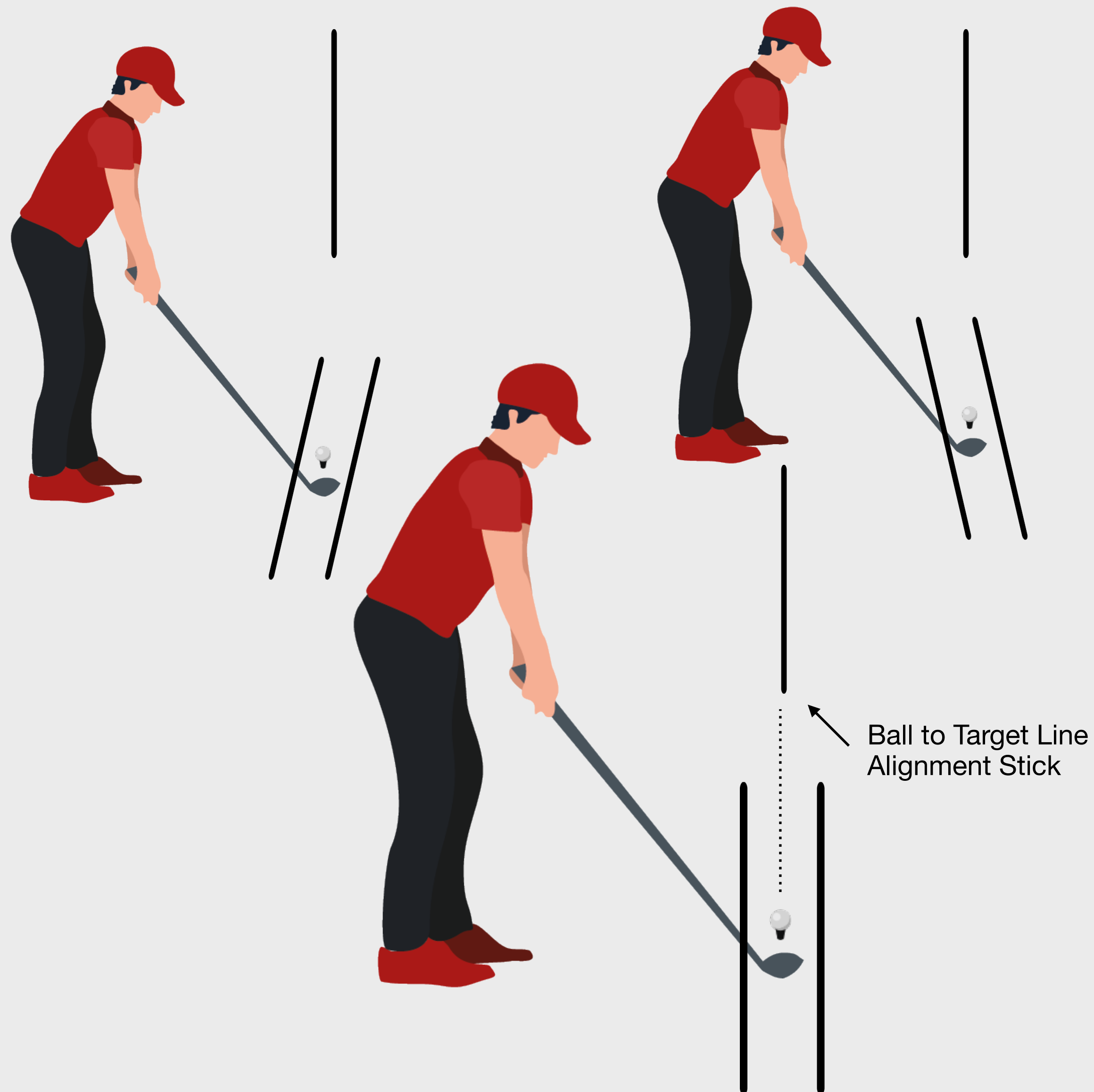
How to Practice

- Students should place an alignment stick on the ball to target line approximately 1 yard ahead of where the ball is tee'd up
- The student will then have a better perspective of what a straight start line is from their address position
- The student should experiment with what it feels like to start the ball to the right and left of the ball to target line in order to build awareness

Technical Link

- This activity will help the student to understand how their perception relates to what is actually happening as they take aim
- This activity will help students to gain a deeper understanding of how to achieve the correct start line

Down the Tunnel



Equipment Needed

- Tees
- Driver
- Alignment Sticks

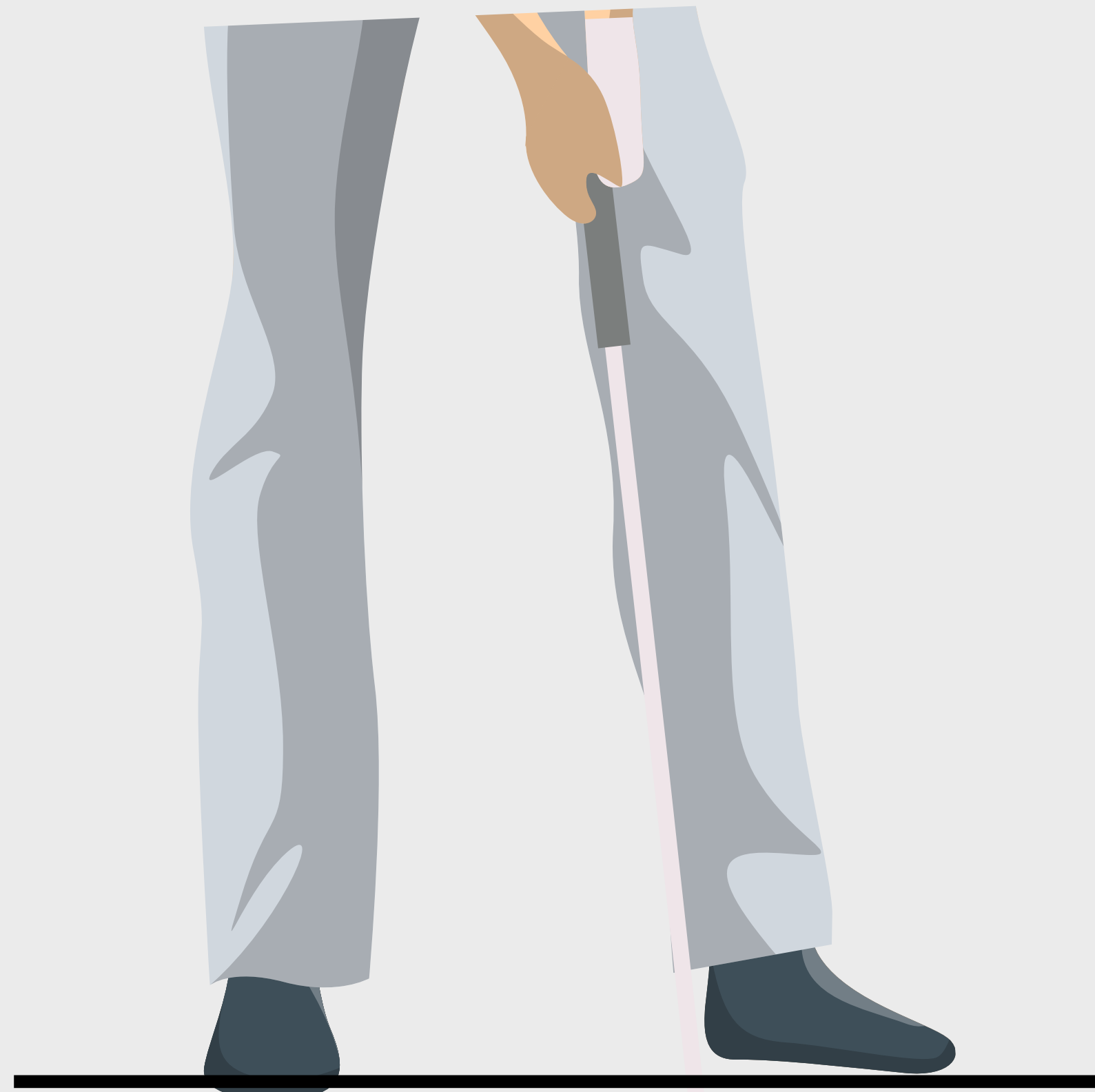
How to Practice

- Students should place an alignment stick on the ball to target line approximately 5-10 yards ahead of where the ball is tee'd up
- The student will then have a better perspective of what a straight start line is from their address position
- The student then place an alignment stick either side of the club head at a safe distance away parallel to the ball to target line
- The student should experiment with what it feels like to get the club head travelling through the alignment stick tunnel
- The student should then alter the alignment sticks so they aim left and right of the target, but parallel to one another
- The student should experiment with getting the club to travel down the alignment sticks and see the resulting ball flights

Technical Link

- This activity will help the student to understand how the direction of the club head through impact effects the trajectory of the ball

Shallow and Square It



Equipment Needed

- Tees
- Driver

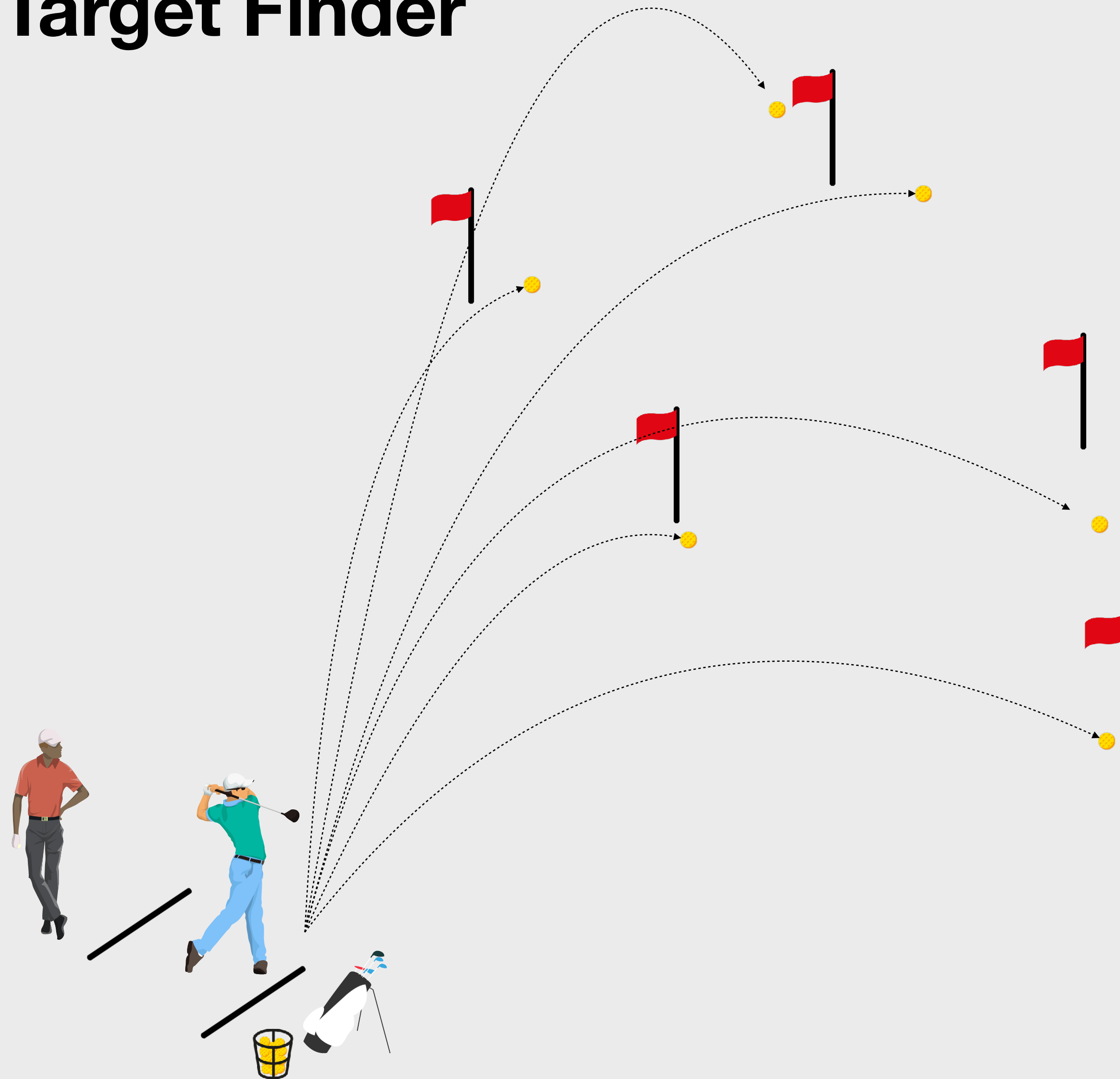
How to Practice

- Ask the students to set up a ball on an average driver height tee
- They begin with attempting to hit drives with a reduced driver swing (half swing) where they connect with the ball and the tee is unaffected
- This means shallowing the swing and hitting on an upwards trajectory
- If they are successful with this they can move on to full swings with the same intention of striking the ball and not the tee

Technical Link

- This exercise should promote changes in the swing and set up to produce a positive attack angle
- Discuss how a negative attack angle with a driver can produce unwanted spin on the ball, which reduces distance and causes loss of direction control

Target Finder



Equipment Needed

- Driver
- Driving range targets

How to Play

- Tell the students to pick up to 5 different targets on the range and tell them to hit 2 shots to each target
- Students should alter their target after each shot so they are constantly adjusting their alignment and set up
- Encourage the students to take their time between each shot and perform their usual pre-shot routine and set up
- This game should be played in pairs and the closest to the target for each shot earns a point with the winner being the student that achieves the highest points over the ten shots

Technical Link

- By changing the target each shot it focuses the student on making the required adjustments in their alignment and replicates the course environment

Scoring Goal Challenges

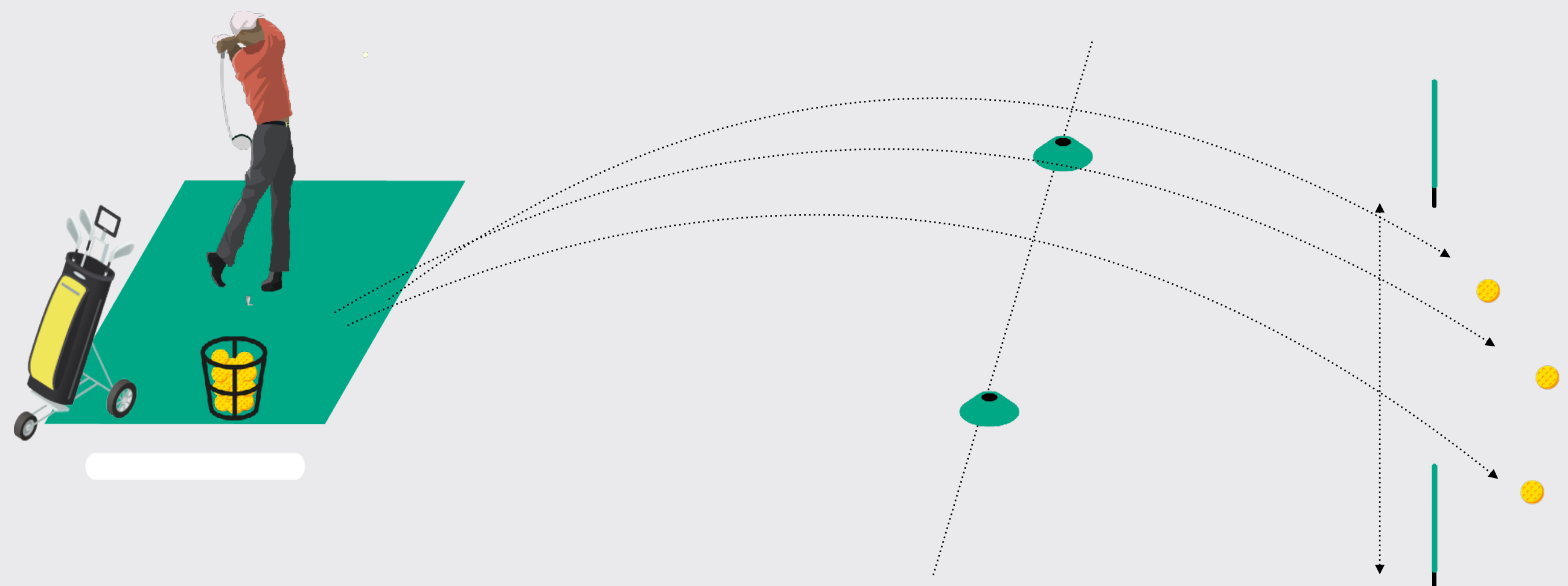
Driver



Driver Challenge

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

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



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

75 8/ 10 shots between a target gate