

# Become a Putting Wizard

## Wizard - Holing Out

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### Optimizing Start Line



**ORBIS**golf™



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# Class Timetable

4

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"> <li>Set up the games and practice stations of your preference and the scoring challenges for the specific class</li> <li>Be ready to welcome participants 5 minutes before the session starts</li> </ul>	<ul style="list-style-type: none"> <li>Class Layout and Setup</li> </ul>
10 mins	Introduction	<ul style="list-style-type: none"> <li>Outline the 12 sessions that make up the 'Becoming a Driving Wizard' skills pathway and give a broad content overview</li> <li>Describe the scoring challenge and how this will help the students map progress over time</li> <li>Explain how to play the game and attempt the practice station activities</li> <li>Explain how to attempt the Scoring Challenge</li> </ul>	<ul style="list-style-type: none"> <li>Centre Strikes</li> <li>Army Golf</li> <li>Checkpoint</li> <li>What's your Pattern?</li> <li>Driver Challenge</li> </ul>
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> <li>Introduce and reinforce the technical focus points to students attending and provide private coaching</li> <li>Instruct students to rotate around the stations</li> <li>Students attempt the practice stations based around technical focus</li> <li>Game station can be attempted individually or in pairs</li> <li>Opportunity for students to attempt the scoring goal challenge</li> </ul>	<ul style="list-style-type: none"> <li>Centre Strikes</li> <li>Army Golf</li> <li>Checkpoint</li> <li>What's your Pattern?</li> <li>Driver Challenge</li> </ul>
5 mins	Breakout Session	<ul style="list-style-type: none"> <li>Opportunity to engage in group discussion and questions</li> <li>Opportunity to reinforce the technical learning outcomes</li> </ul>	<ul style="list-style-type: none"> <li>Centre Strikes</li> <li>Army Golf</li> <li>Checkpoint</li> <li>What's your Pattern?</li> <li>Driver Challenge</li> </ul>
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> <li>Introduce and reinforce the technical focus points to students attending and provide private coaching</li> <li>Instruct students to rotate around the stations</li> <li>Students attempt the practice stations based around technical focus</li> <li>Game station can be attempted individually or in pairs</li> <li>Opportunity for students to attempt the scoring goal challenge</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> <li>Challenge Scorecard</li> </ul>
5 mins	Media on GLF. Connect	<ul style="list-style-type: none"> <li>Add any lesson media to the student's Student Connect area which may include notes, videos and documents</li> <li>Ask Students to update the GLF. Connect App if they have successfully completed a scoring goal challenge</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> </ul>



# Class Timetable - Week 1

<b>Session Length:</b> 60 Mins	<b>Group Size:</b> 1:8	<b>Skills Pathway Name:</b> Become a Putting Wizard	<b>Skills Pathway Topic:</b> Holing Out	<b>Skills Pathway Stage:</b> Wizard	<b>Class Focus</b> Optimizing Start Line	<b>Scoring Challenge</b> Short 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"> <li>Set up the games and practice stations of your preference and the scoring challenges for the specific class</li> <li>Be ready to welcome participants 5 minutes before the session starts</li> </ul>	<ul style="list-style-type: none"> <li>Class Layout and Setup</li> </ul>
10 mins	Introduction	<ul style="list-style-type: none"> <li>Outline the 4 remaining sessions that make up the 'Become a Short Game Wizard' Skills Pathway</li> <li>Outline the specific focus of the Wizard level and the topics of each class</li> <li>Describe the scoring challenge and how this will help the students map progress over time</li> </ul>	
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> <li>Introduce and reinforce the technical focus points to students attending</li> <li>Explain how to attempt the Scoring Goal Challenge</li> <li>Explain how to attempt the Practice Games and Stations</li> <li>Instruct students to rotate around the stations</li> <li>Opportunity to provide private coaching during Free Practice Stations</li> <li>Game stations and Scoring Goal Challenge can be attempted individually or in pairs</li> </ul>	<ul style="list-style-type: none"> <li>Croquet</li> <li>Start with String</li> <li>Manage your Path</li> <li>Snooker</li> <li>Short Putt Challenge</li> </ul>
5 mins	Breakout Session	<ul style="list-style-type: none"> <li>Opportunity to engage in group discussion and questions</li> <li>Opportunity to reinforce the technical learning outcomes</li> </ul>	
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> <li>Opportunity to re-cap on the technical points, introduce any additional information and discuss any questions from the group</li> <li>Instruct students to continue to rotate around the stations</li> <li>Opportunity to provide private coaching during Free Practice Stations</li> <li>Opportunity for students to continue to attempt the Game stations and Scoring Goal Challenge</li> </ul>	<ul style="list-style-type: none"> <li>Croquet</li> <li>Start with String</li> <li>Manage your Path</li> <li>Snooker</li> <li>Short Putt Challenge</li> </ul>
5 mins	Media on GLF. Connect	<ul style="list-style-type: none"> <li>Add any lesson media to the student's Student Connect area which may include notes, videos and documents</li> <li>Ask Students to update the GLF. Connect App if they have successfully completed a scoring goal challenge</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> <li>Challenge Scorecard</li> </ul>
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> <li>Take time after the class has finished to actively connect new students and build relationships</li> <li>Ensure everyone is aware of the next skills pathway class</li> <li>Opportunity to upsell private lessons or additional programs to those that require additional help</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> </ul>



# 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 the start line** to get it **hole out more**. Some of technical content you may want to explore in this first session may include:

- **Start Line** - Highlight to the student to the importance starting the putt on the right line
  - Discuss with students how start line will link to the journey the ball will take when traveling across slopes
  - Explain how the more control they have on the face, the more accurate and confident they will be
  - Demonstrate the relationship between start line and how it is affected by speed
  - Explain how the putter face has the most significant impact on the starting line
  - Discuss the technical reasons why a student may be struggling to control start line which may include:
    - Setup fundamentals such as ball position
    - Alignment
    - Stability of the body
    - Stability of the wrists during the stroke
    - Putter face control during the stroke
    - Putter path

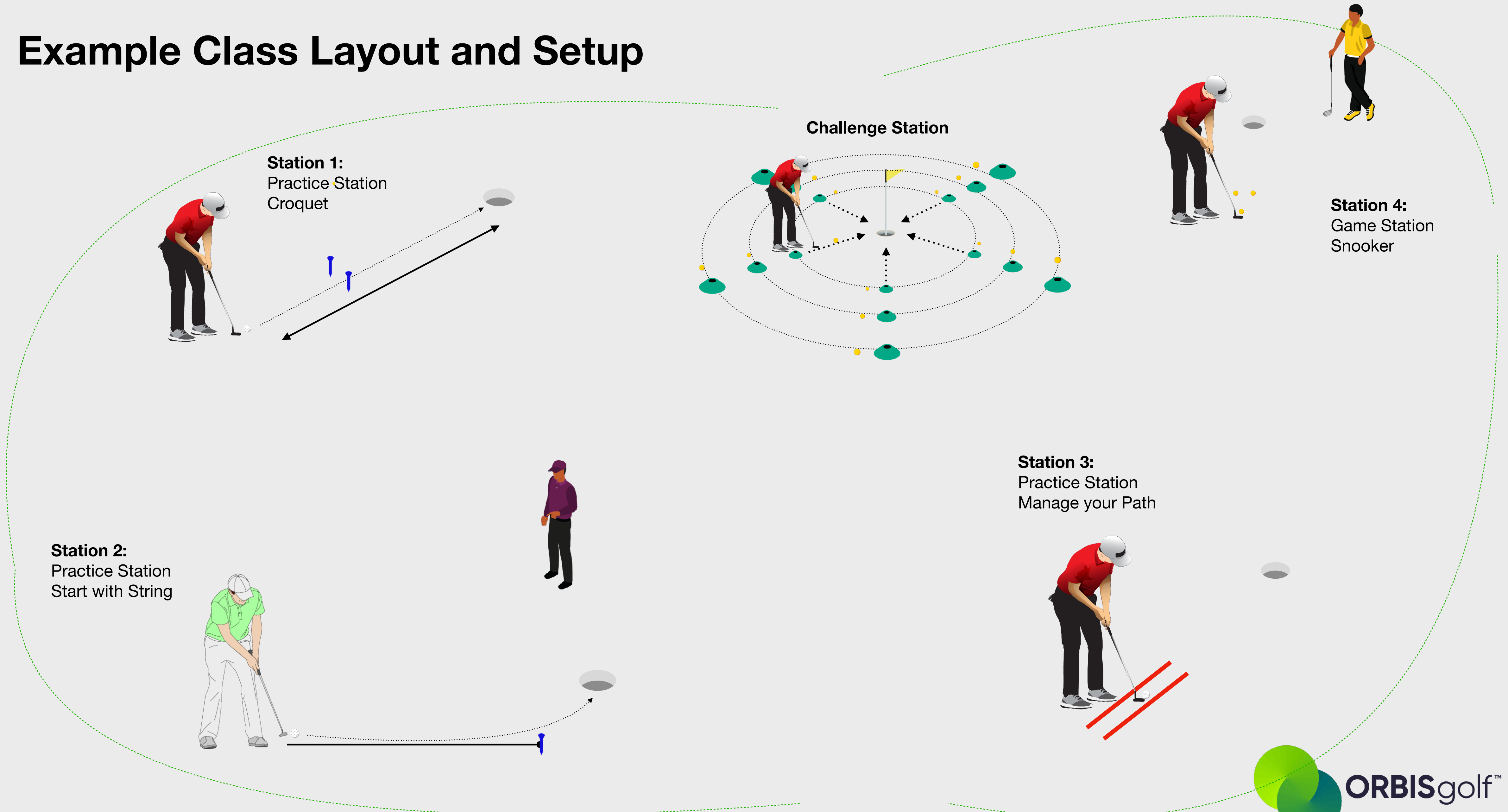


**Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.**





# Example Class Layout and Setup



**Station 1:**  
Practice Station  
Croquet

**Challenge Station**

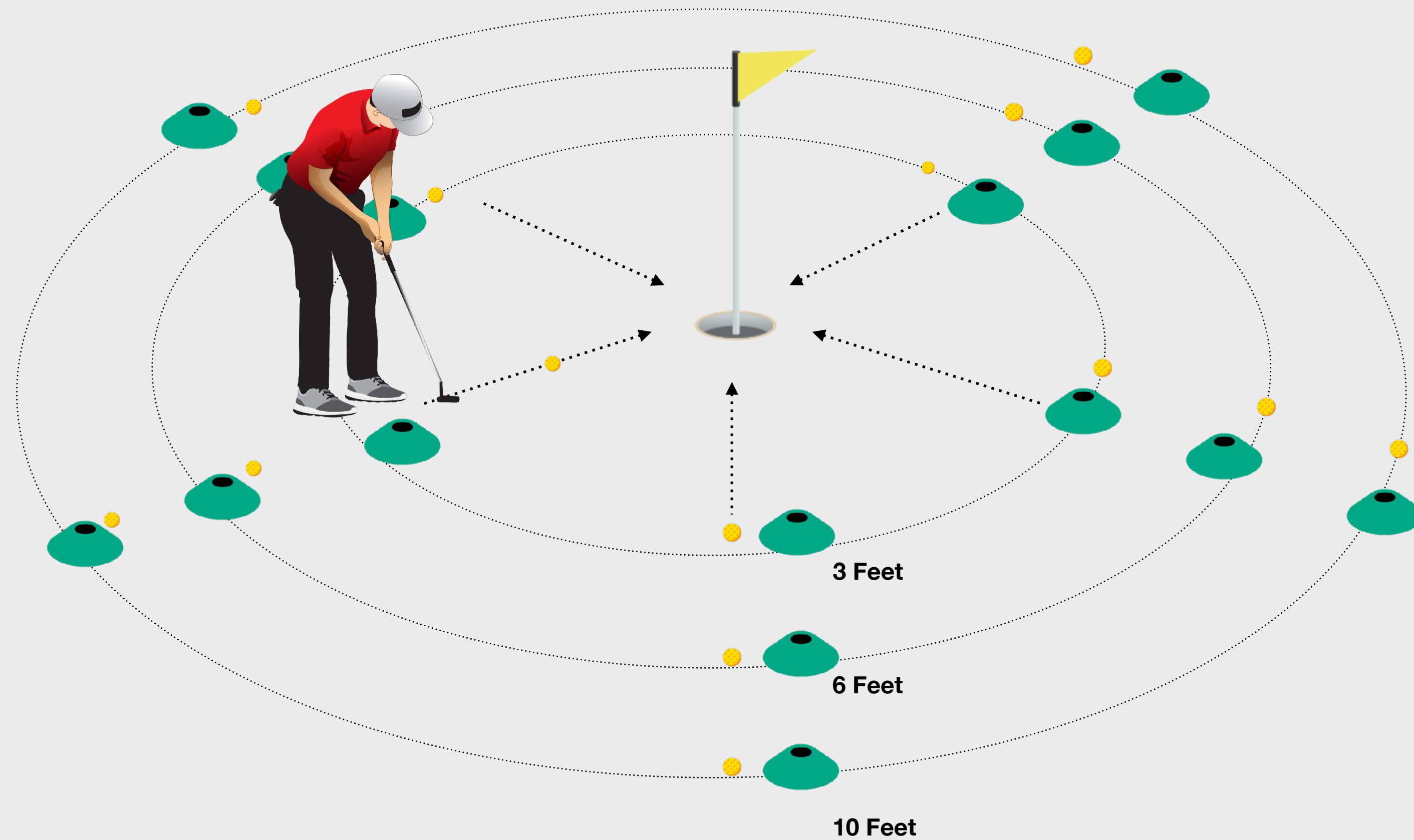
**Station 4:**  
Game Station  
Snooker

**Station 2:**  
Practice Station  
Start with String

**Station 3:**  
Practice Station  
Manage your Path



# Short Putt Challenge Setup



## Equipment Needed

- 15 x Coloured Cones
- 15 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 3 foot distance, then additional distance markers can be measured from this.
- 5 tee pegs/cones should be placed around the hole at each distance 3 feet, 6 feet and 10 feet.



# Practice Stations and Game Cards

11 Skills Pathway *Become a Putting Wizard*

## 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 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**

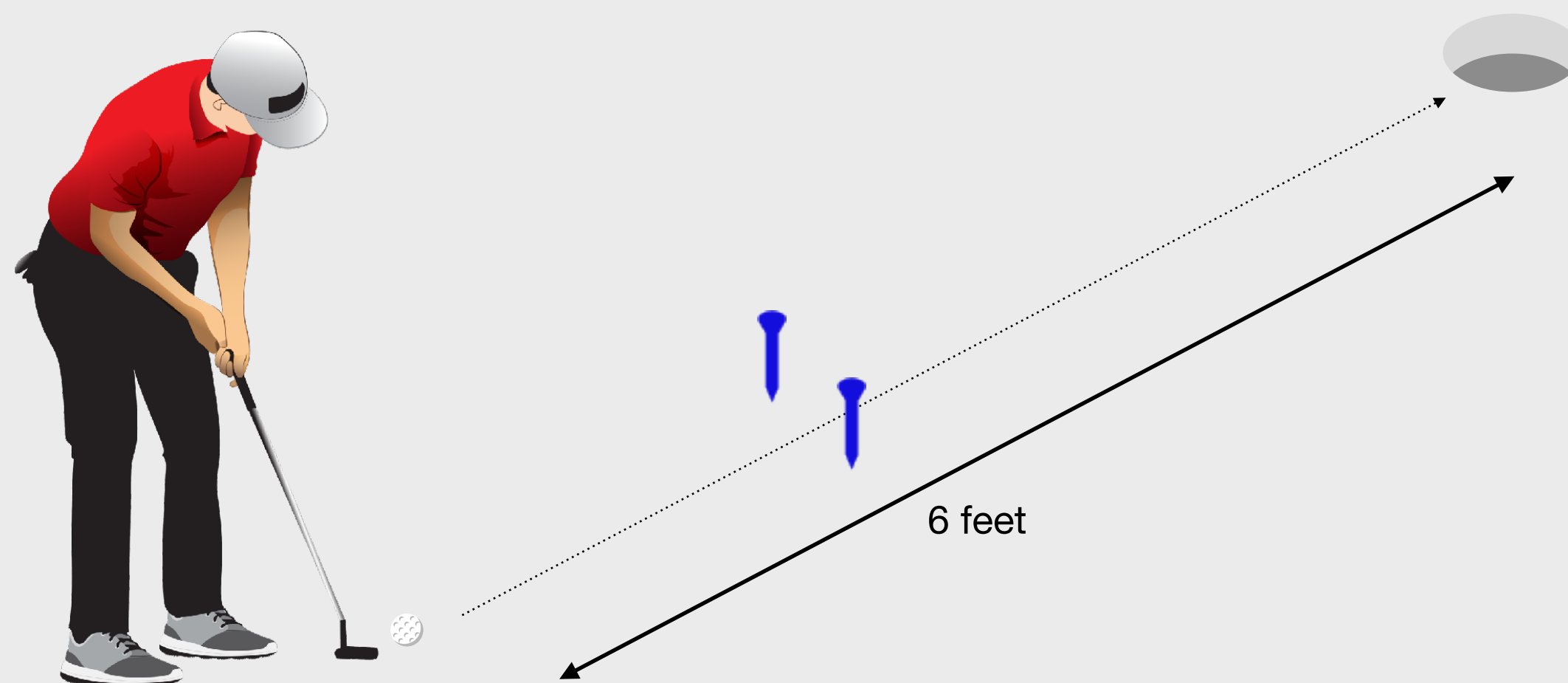
- This exercise will help the student to learn the when the putter head is square at address
- Additionally, it will help the student to learn effective aiming strategies for their own game

Ball to Target Line

ORBISgolf™



# Croquet



## Equipment Needed

- 2 Tee Pegs
- Putter

## How to Practice

- Set up the student with a 6 foot putt on a flat surface
- Halfway between the ball and the hole, the student must place two tees just wide enough apart for a ball to roll through
- The student then attempts to roll the ball between the markers and into the hole from their putts
- After they feel comfortable with this, they can move onto a sloped surface for increased difficulty

## Technical Link

- Start line is key with this one because the ball won't roll through the tees if they are misaligned
- This activity will improve students accuracy because they are focusing on a smaller target, which should psychologically make holing out a putt seem more achievable



# Start with String



## Equipment Needed

- Tee Peg
- String
- Putter

## How to Practice

- Set up the student with a 10 foot putt on a sloped surface
- Use a piece of string to mark a straight start line that stretches to adjacent to the hole
- At the end of the line use a tee to secure the line in position
- Ask the student to ensure their putter face is at a right angle to the string start line
- The student must attempt to putt the ball along the start line with the right pace so that it catches the break at the right point and drops in the hole at the intended entry point
- After they feel comfortable with this, they can move onto a sloped surface for increased difficulty

## Technical Link

- This activity uses a visual aid to help students visualise their start line better
- It also demonstrates the relationship between speed and start line because the students will notice different break points when they putt at different speeds



# Manage your Path



## Equipment Needed

- 2 Tee Pegs
- 2 Alignment Sticks
- Putter

## How to Practice

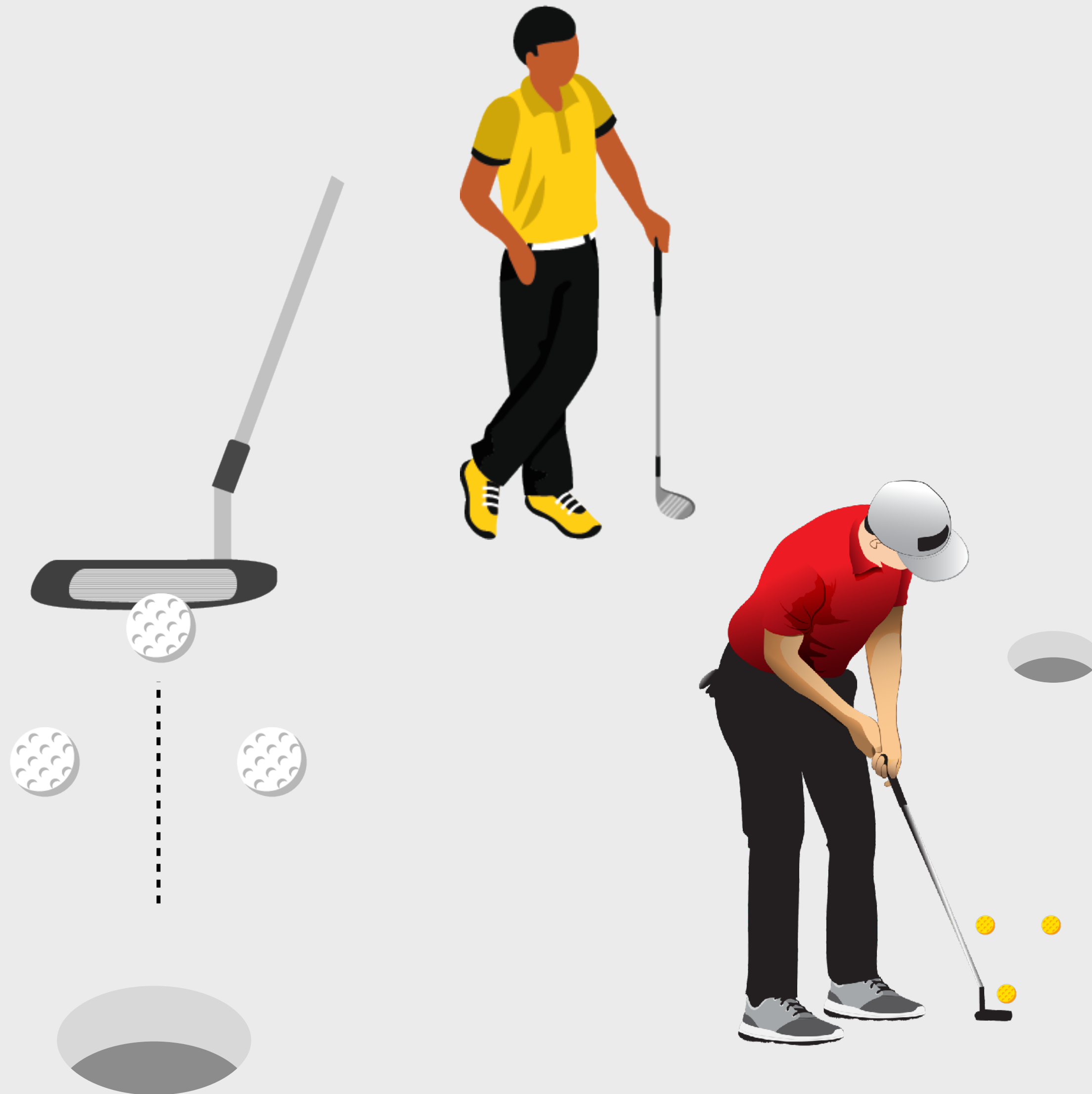
- The setup of this practice drill will depend on the students preferences and you should guide them accordingly
- An alignment stick should be placed on the outside of the toe of the putter parallel to the ball to target line
- For those looking to achieve a neutral/ square putter path and therefore limited face rotation a second stick should be placed on the inside of the putters heel, leaving a small gap for a slightly inward movement of the putter head
- For those looking to achieve an arcing stroke with increased face rotation, an alignment stick can be mapped in a visual curve using tee pegs to hold each end in place
- The student should also track the journey of the putter face at different points in the stroke relative to the path

## Technical Link

- This activity will help the student to understand how the putter face needs to match their preference for stroke shape



# Snooker



## Equipment Needed

- Putter

## How to Play

- Set up the golf balls as a gate for the students to try and putt through towards the hole
- Start with the balls widest apart for the first gate and decrease the width they are apart after each successful hole out
- The student continues to putt with the same width gate until they are successful and they can move on
- The aim is to hole putts and decrease the width till the balls are just a ball width apart
- When playing, each putt is a round:
  - 3 points are awarded if the ball goes through and in the hole
  - 1 Point is awarded if it goes through the balls and misses
  - -1 Point is received if the balls are hit
- The winner at the end is the student with the highest score

## Technical Link

- This game will improve the students ability to start the ball on the right line and keep a solid stroke under pressure



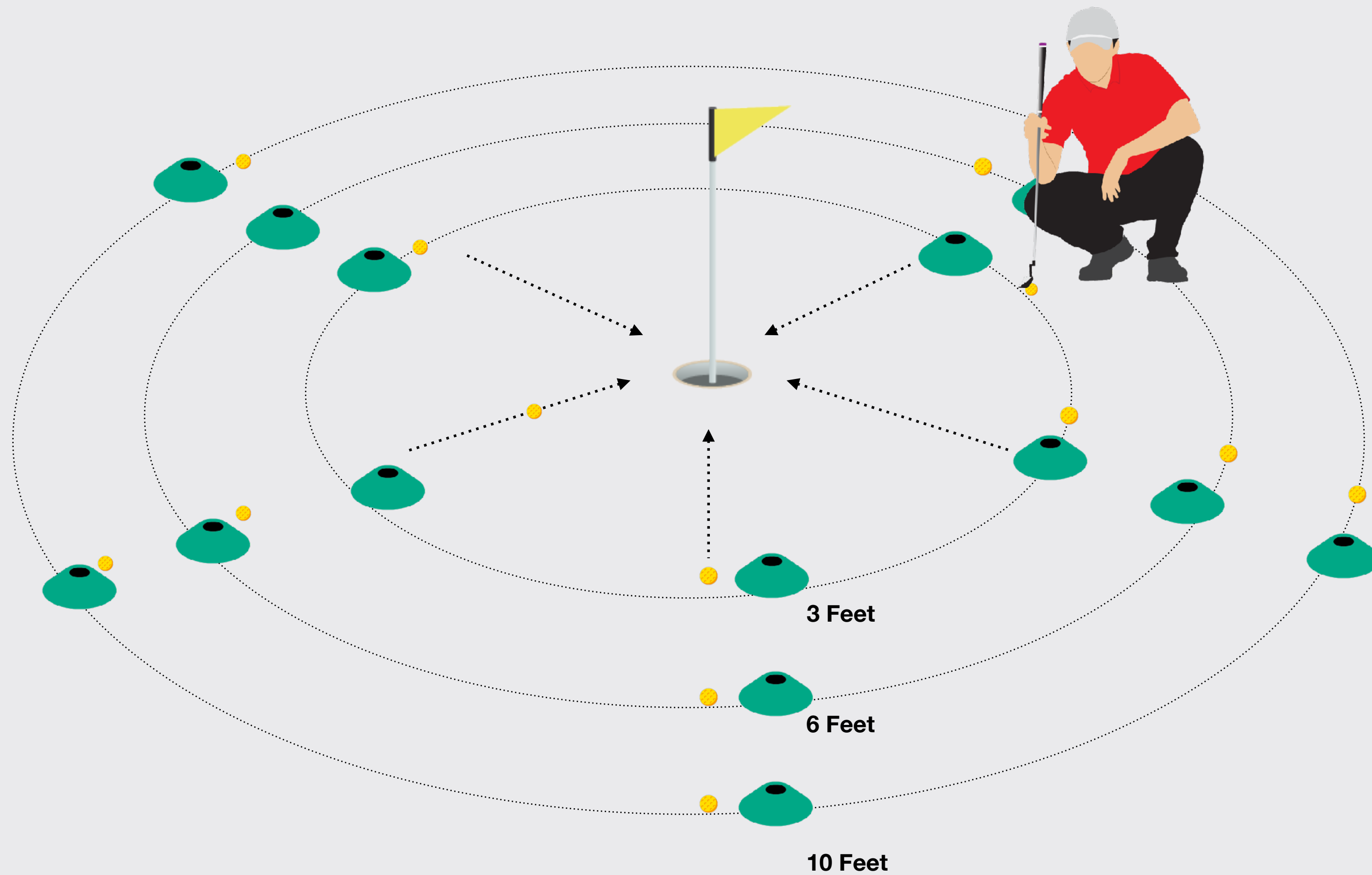
# Scoring Goal Challenges

## 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

