

Become a Putting Wizard

Wizard - Holing Out

Refining Lag Putting



ORBISgolf™

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Class Timetable

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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 	<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: Holing Out	Skills Pathway Stage: Wizard	Class Focus Refining Lag Putting	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"> Putt with a Wedge Fringe Master Dead Hands Gimme Zone 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"> Putt with a Wedge Fringe Master Dead Hands Gimme Zone 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 refine their **lag putting** to get it **hole out more**. Some of technical content you may want to explore in this first session may include:

- **Lag Putting** - Outline to the students some principles of how to effectively lag putt which may include:
 - Outline to the students how distance control is key to effective lag putting and students are better focusing on controlling speed on long putts than the line of the putt
 - Demonstrate what 'good' speed control looks like on varying putt lengths
 - Highlight to the students how pre-shot routine can play a vital role on lagging it close with long putts
 - Explore some of the most important speed control concepts including:
 - Importance of understanding rhythm and tempo in a stroke and how this relates to stroke length
 - Important of ball roll in refining lag putting
 - Importance of strike on the putter head and how this will impact ball role

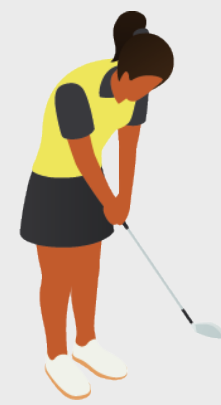


Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.

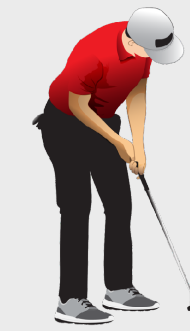
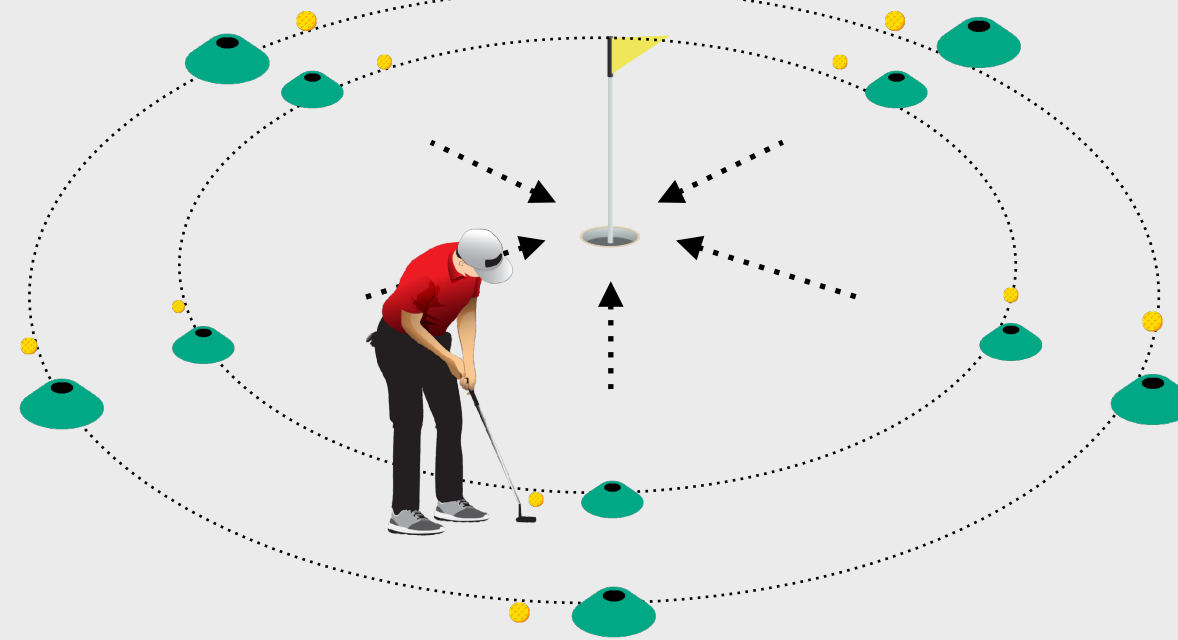


Example Class Layout and Setup

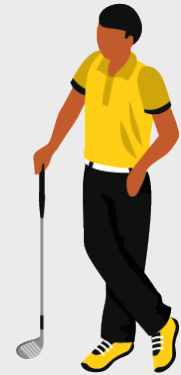
Station 1:
Practice Station
Putt with Wedge



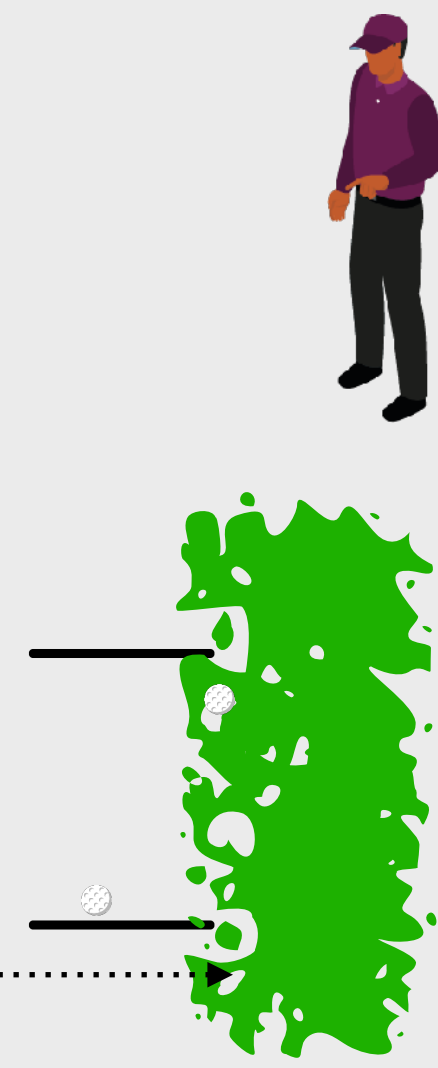
Challenge Station



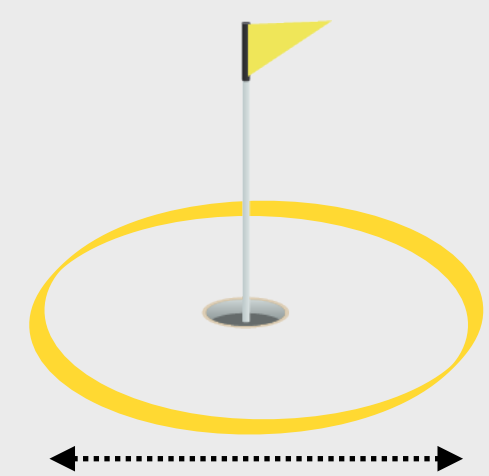
Station 4:
Game Station
Gimme Zone



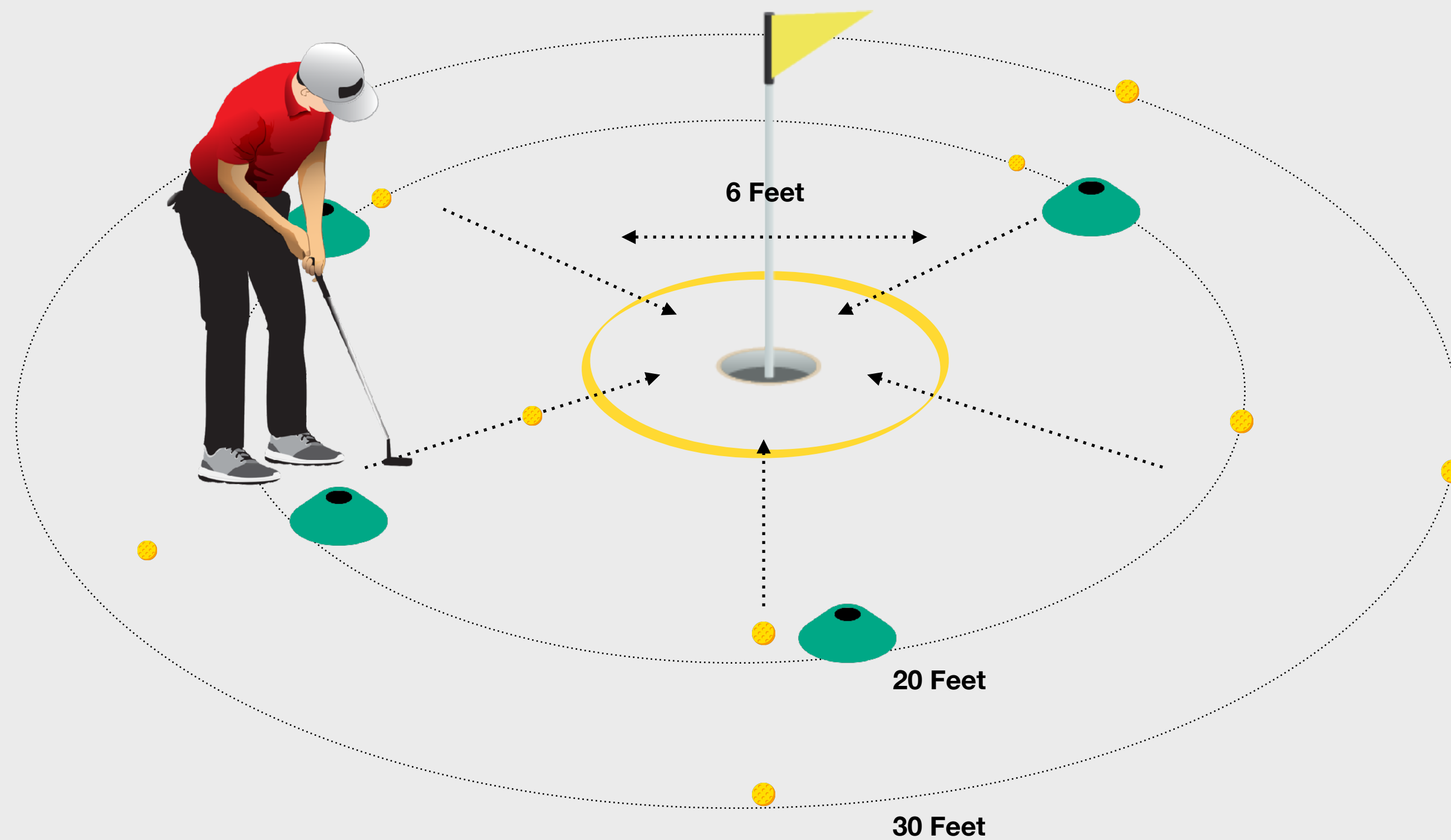
Station 2:
Practice Station
Fringe Master



Station 3:
Practice Station
Dead Hands

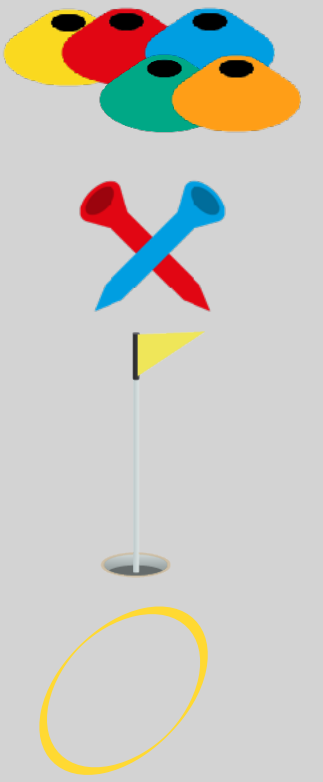


Long Putt Challenge Setup



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

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 clubface

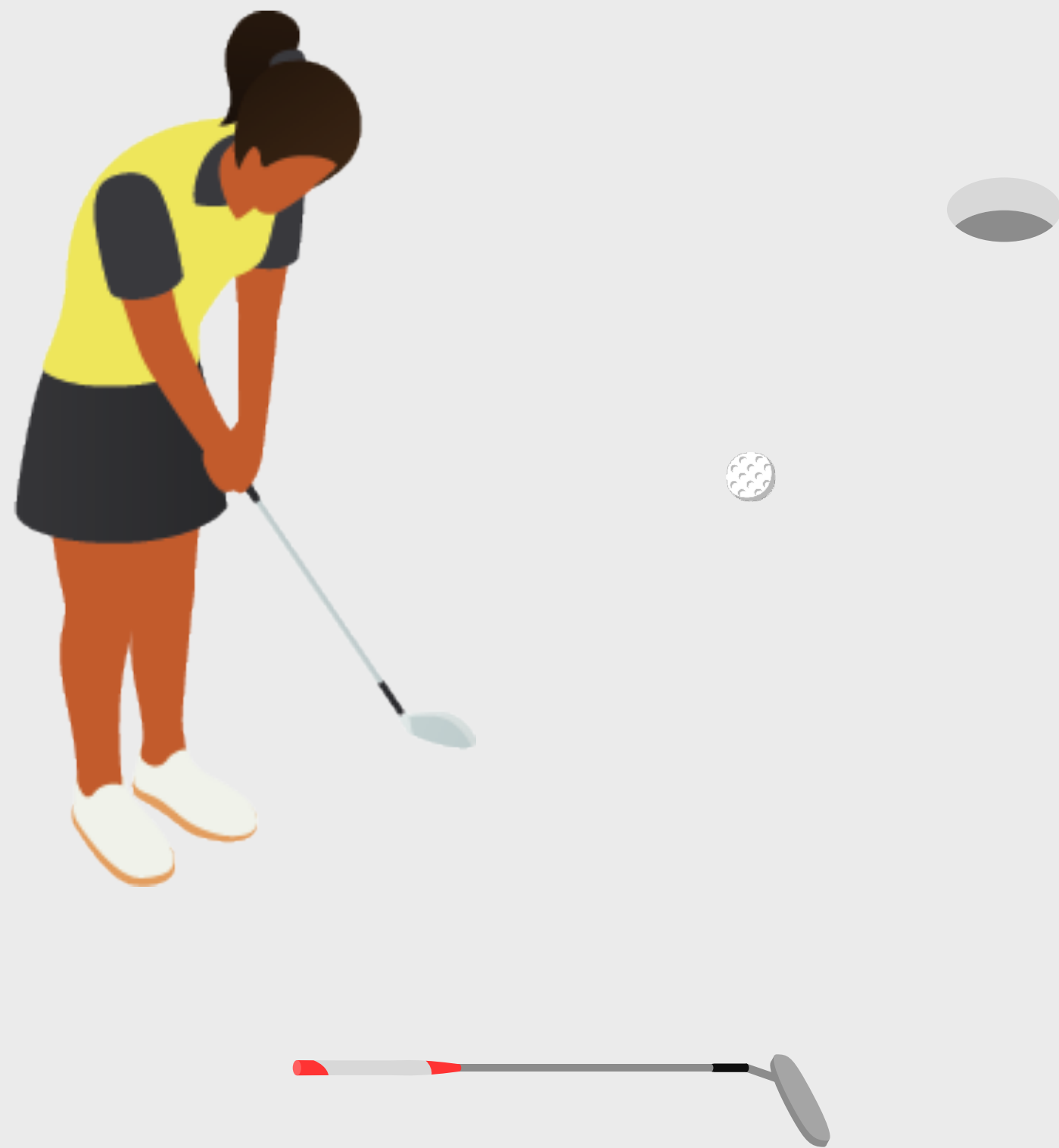
Technical Link

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

Ball to Target Line

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Putt with a Wedge



Equipment Needed

- Wedge
- Putter

How to Practice

- The student should pick a putt on the green of around 10 - 20 feet
- The student should setup to the ball in the normal putting setup position but instead use the wedge
- The student should attempt to hit putts using the wedge and gain feedback each time
- The student is aiming to use the leading edge of the wedge to strike the correct part of the golf ball
- This will help to promote the correct strike point on the face and attack angle to produce optimum ball roll
- After a few attempts the student should take the same feel with their putter

Technical Link

- This activity will help students to learn how to deliver the putter head into the golf ball for optimum ball roll

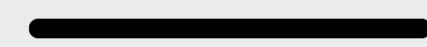
Fringe Master



30 Feet

25 Feet

20 Feet



Equipment Needed

- 2 x Alignment sticks / Tee Pegs
- Putting

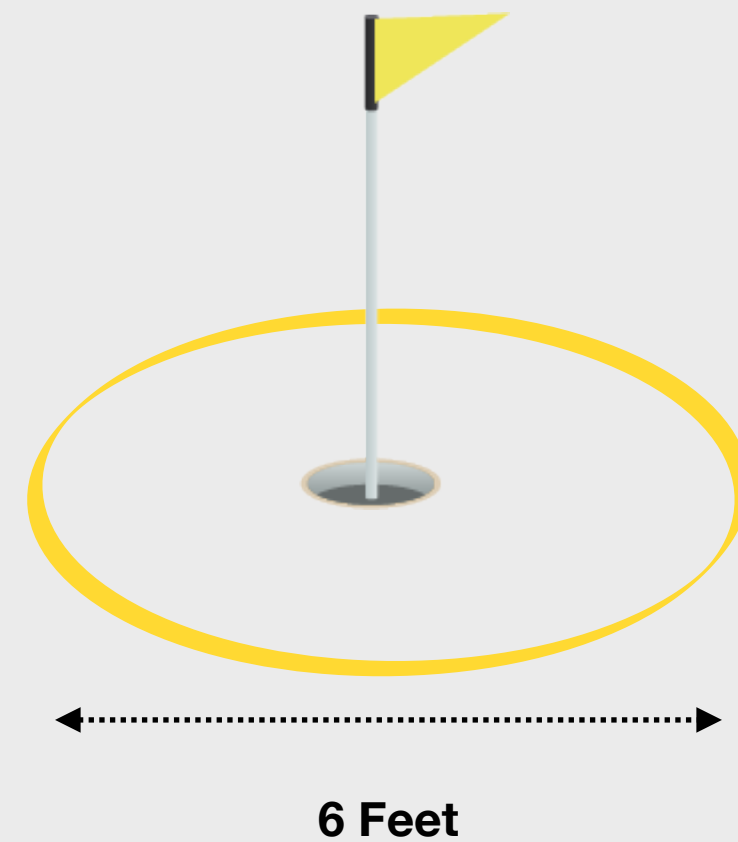
How to Practice

- Set up two alignment sticks around 10 feet apart on the edge of the green
- Take 9 balls and place 3 at each starter cone
- Aim to putt the balls between the alignment sticks and stop as close to the fringe as possible

Technical Link

- This activity should help the student to improve their distance control from a variety of distances and promote caution of putting into a specific area
- This activity also removes the concept of having a specific target and so the student is fully focused on lagging the ball to the fringe

Dead Hands



Equipment Needed

- Putter
- 6 foot diameter hoop

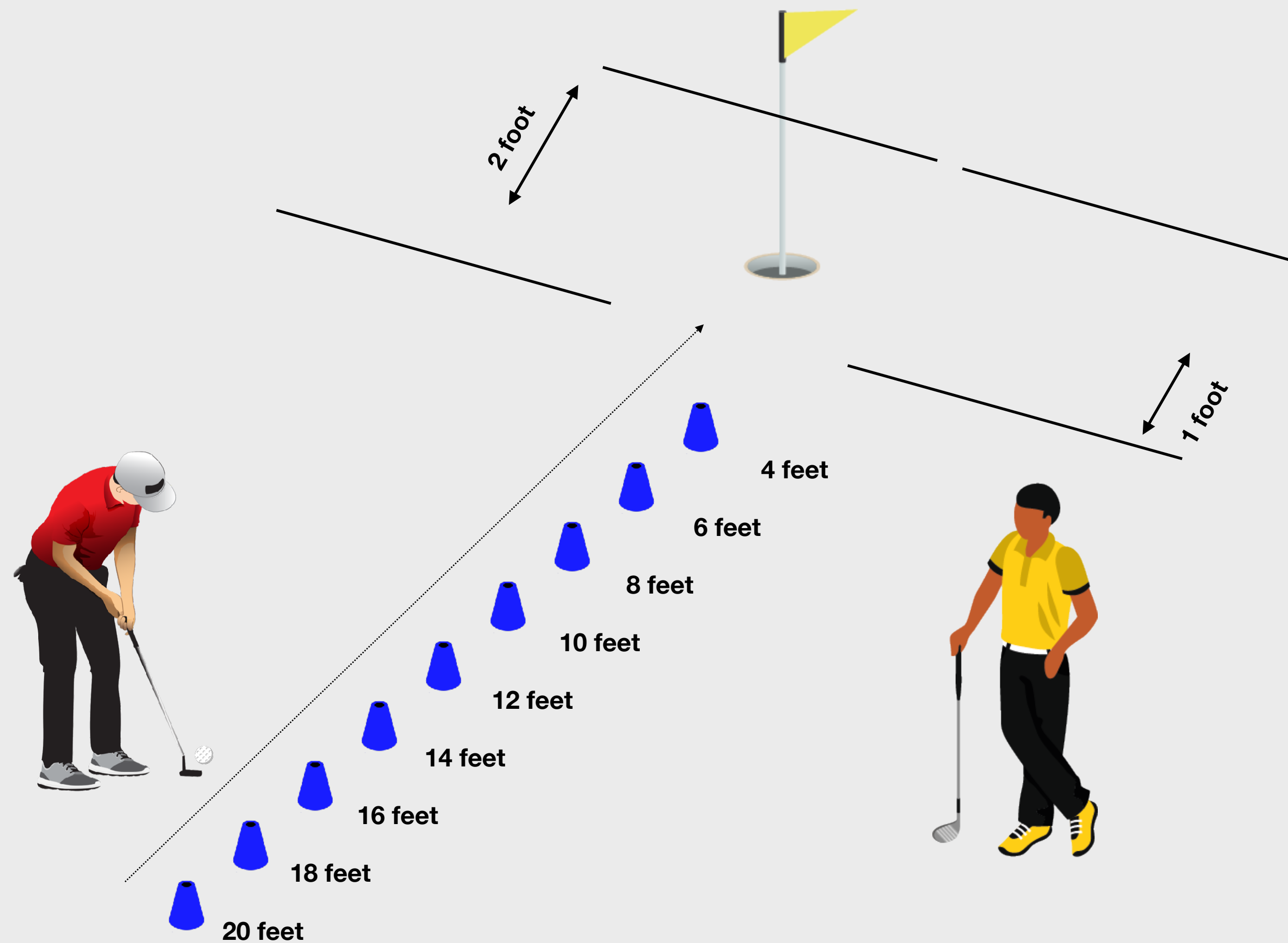
How to Practice

- Set up a cone 20 feet from the hole with a 6 foot diameter target circle surrounding it
- The aim of this activity is to give the student a better feel when lag putting by exploring methods of holding the putter including:
 - Putt 1 = normal
 - Putt 2 = use more wrist action and less arm action
 - Putt 3 = use dead hands (less wrist action, more arm action)
 - Putt 4 = grip the club as tight as possible
 - Putt 5 = grip the club as loose as possible
- Students should attempt to hole the putt or finish the ball within the target circle
- Encourage the student to reflect after each putt on the result and the difference in feel

Technical Link

- By experimenting with these feels for putting, the student should gain a greater understanding of the correct grip pressure and the benefit of using larger levers for the stroke motion and not wrists
- Great drill for learning effective lag putting

Gimme Zone



Equipment Needed

- Putter
- Marker Cones
- String
- 4 x alignment sticks

How to Play

- Set up 9 stations in line with the hole from 4-20 feet with 2 feet increments and place down a string target line along the floor running parallel to the stations
- Students must perform 2 putts from each station placed and this totals 18 putts from 9 stations
- They are attempting to hole or get within the target zone as many as they can to get the best score
- This game can be played individually or in pairs

Technical Link

- This activity will encourage a technical focus on speed control and the gradual increases in distance should promote subtle changes in stroke length

Scoring system:

PAR = Putts finishing inside the target zone

BIRDIE = Make the putt

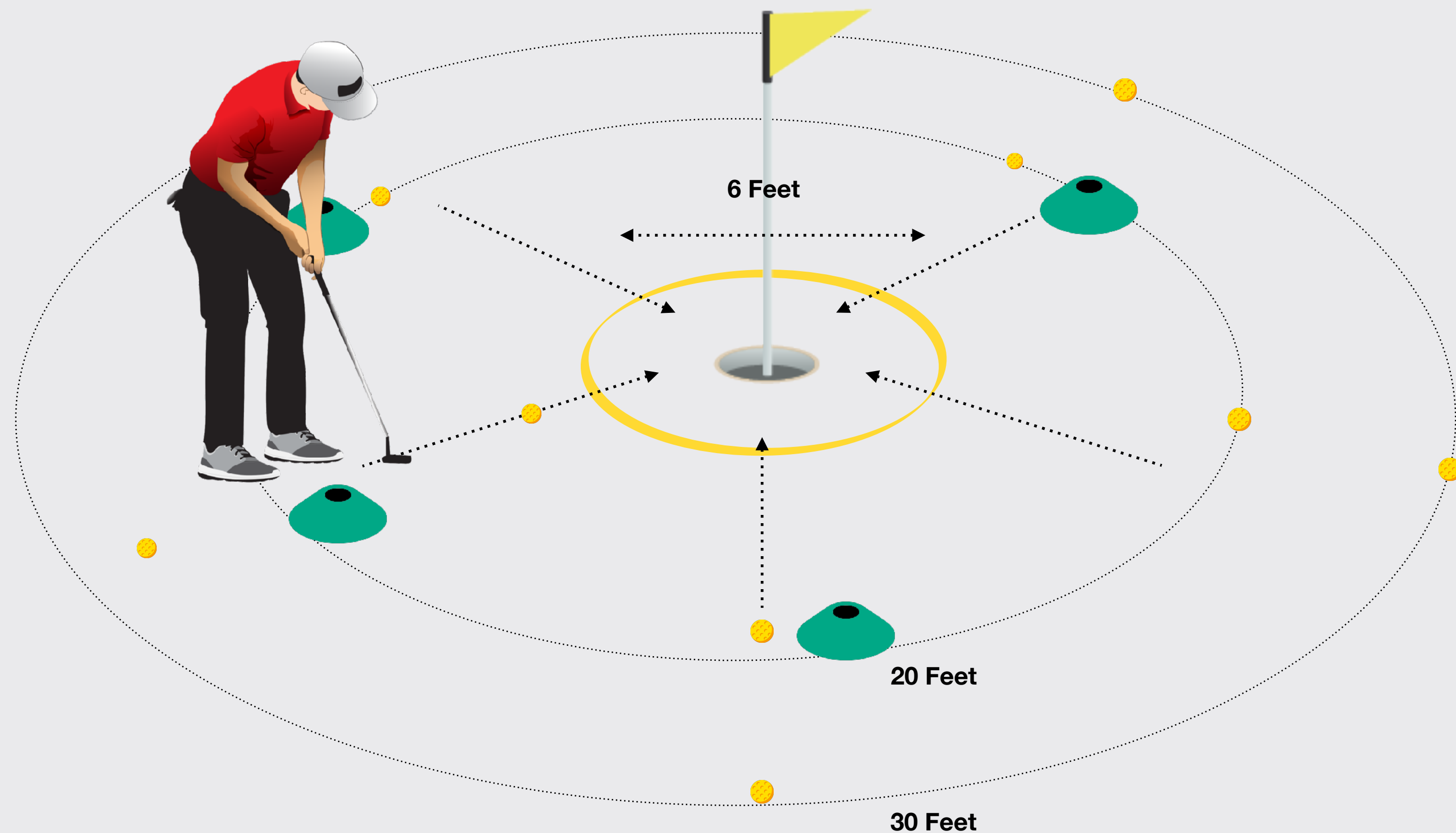
BOGEY = Putts finishing outside the target zone

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

