

# Scoring School

**BREAK  
75**

# Long Putts



**ORBISgolf™**

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# Session Timetable

**4** Scoring School *Break 75 - Swing*

## Class Timetable

**Session Length:** 90 Mins | **Group Size:** 1:8 | **Session Focus:** Break 75 Swing | **Topic:** Driver

**Technical Focus:** Shot Shaping, Developing a Stock Shot | **Scoring Challenge:** Driver

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>		Class Layout and Setup
5 mins	Introduction	<ul style="list-style-type: none"> <li>Outline the break 75 program to the students and the structure and format of the challenges week</li> <li>Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses</li> </ul>		
25 mins	Practice Stations Shot Shaping and Stock Shot	<ul style="list-style-type: none"> <li>Students play the practice stations individually, in pairs or in groups</li> <li>Opportunity to provide private coaching to those attending</li> <li>Introduce and reinforce the technical focus points along with reasons for implementing them</li> </ul>		<ul style="list-style-type: none"> <li>X's &amp; O's</li> <li>Stocking up the shot</li> </ul>
25 mins	Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> <li>Outline to the students how to control the shot shape of the shot with the Driver</li> <li>Demonstrate to the student, how the combination of path and face will influence their shot shape</li> </ul>		<ul style="list-style-type: none"> <li>Draw it in</li> <li>Fade it in</li> </ul>
25 mins	Driver Challenge	<ul style="list-style-type: none"> <li>Set up the Driver Challenge and allow students to attempt this to see if they can achieve the Break 75 challenge</li> </ul>		Driver Challenge
10 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> </ul>		GLF Connect App
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 next skills series date</li> <li>Opportunity to upsell private lessons to those that require additional help</li> </ul>		GLF Connect App

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# Class Timetable

**Session Length:**  
90 Mins

**Group Size:**  
1:8

**Session Focus:**  
Break 75  
On The Green

**Topic:**  
Long Putts

**Technical Focus**  
Holing More Long Putts

**Scoring Goal Challenge**  
Long Putts Challenge

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 goal 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>
5 mins	Introduction	<ul style="list-style-type: none"> <li>Outline to the students, the break 75 program and the structure and format of the challenges week</li> <li>Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses</li> </ul>	
25 mins	Holding more long putts Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> <li>Introduce the student to some principles to holing more long putts</li> <li>Keep your technical instruction to less than 5 minutes, in order to allow maximum time for play and practice and for you to reinforce the key skills with individual tuition</li> </ul>	<ul style="list-style-type: none"> <li>Hole All 3!</li> <li>Only 'IN' Will Do!</li> <li>Long Cliffhanger HOLE IT!</li> <li>Gimme Zone Long Putt</li> </ul>
25 mins	Long Putts Challenge	<ul style="list-style-type: none"> <li>Set up the Long Putts Challenge and allow students to attempt this to see if they can achieve the Break 75 challenge</li> <li>Use the challenge scorecard to record the outcome of each attempt</li> </ul>	<ul style="list-style-type: none"> <li>Long Putts Challenge</li> <li>Challenge Scorecard</li> </ul>
10 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 challenge across the scoring goals</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</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 Scoring School themed class or challenge club class date</li> <li>Opportunity to upsell private lessons to those that require additional help</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> </ul>
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 goal 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>

# 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 pitching. Some of technical content you may want to explore in this session may include:

**Holing More Long Putts** - Discuss with the students how to hole more long putts:

- Outline to the student the importance of a consistent speed, set up, pre putt routine and putting stroke
- Demonstrate distance control concepts to the students and how green and weather conditions can affect this
- Discuss as a group some modern and advanced green reading techniques used by PGA players and how to record these statistics effectively
- Manage expectations within the group and discuss putting psychology and approach needed for holing more longer putts



**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.**



# Objectives and Setup

9 Scoring School *Break 75 - Swing*

## Driver Challenge Setup

30 Yards

Minimum Distance Markers

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Equipment Needed

- Orange safety cone
- 1x Marker cones
- Coloured Cones
- 4x Alignment Sticks
- 4x Foam Noodles

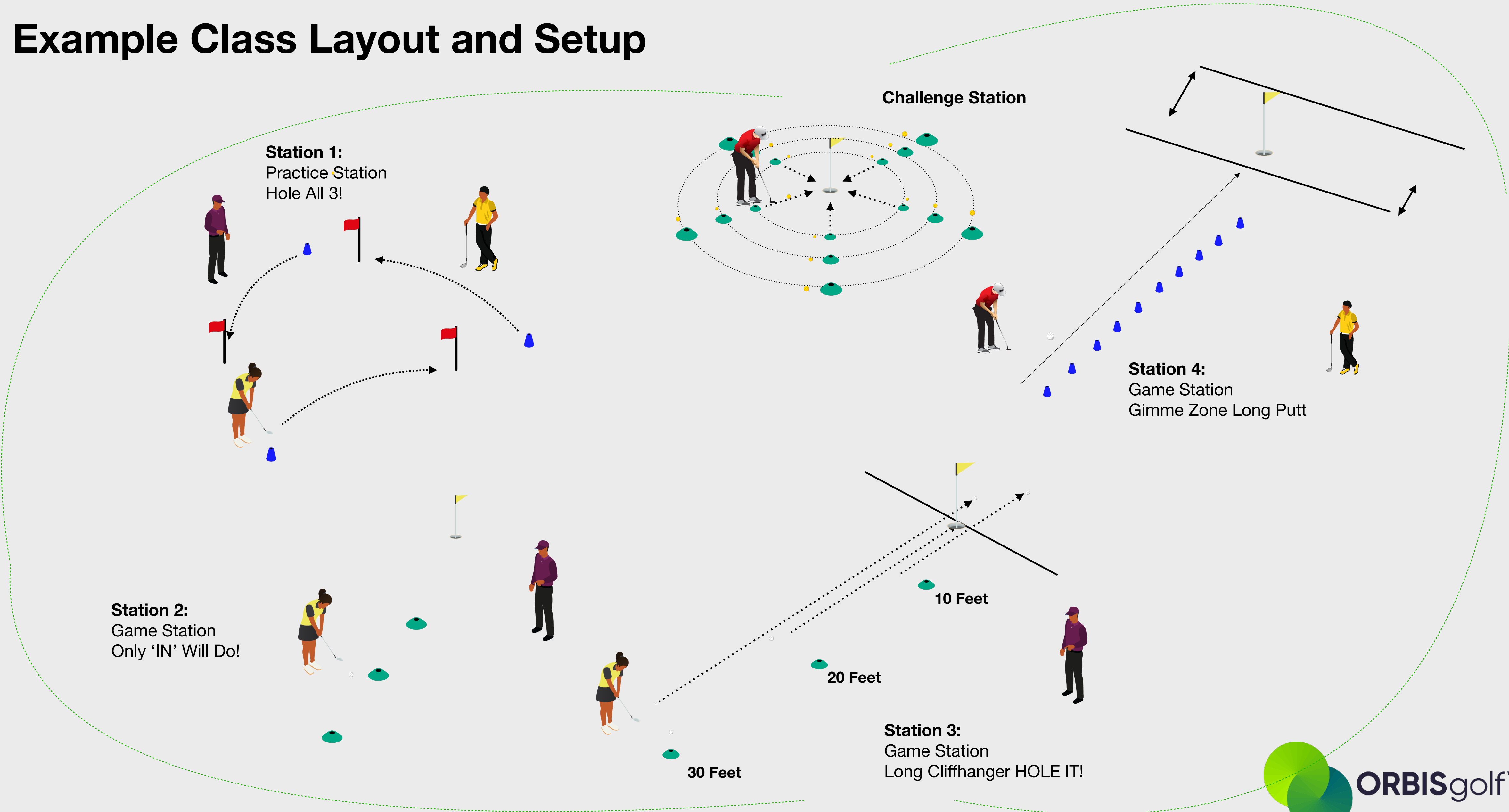
SAFETY

Setting out the Challenge

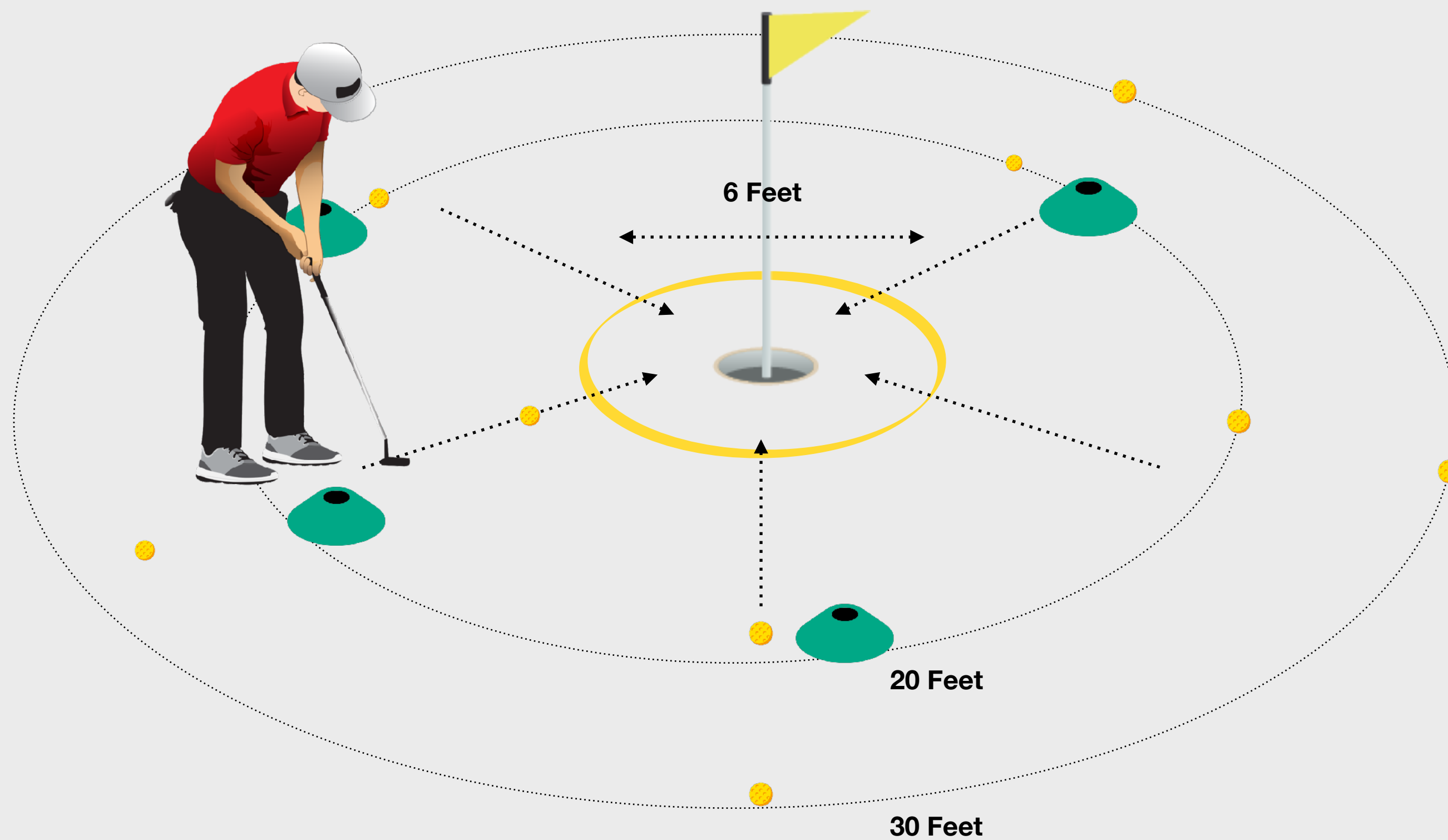
- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- Use the cones to mark out the carry distance lines or use features on the outfield
- Alignment sticks with foam noodles should be used to measure the gate 30 yards wide
- Set out all the markers to enable every student to attempt their challenge for their scoring goal

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# Example Class Layout and Setup

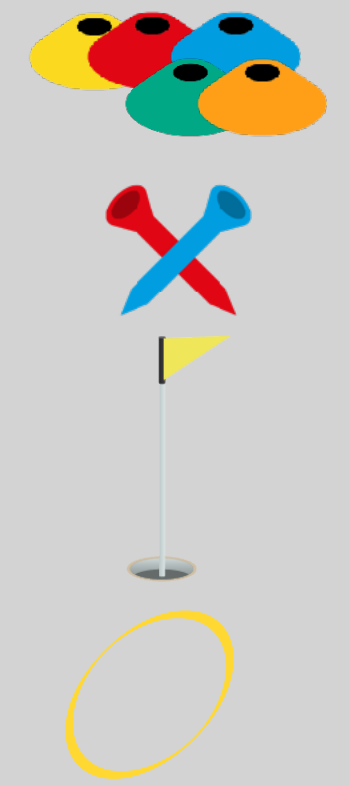


# Long Putt Challenge Setup



## Equipment Needed

- 10 x Coloured 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 a gently 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



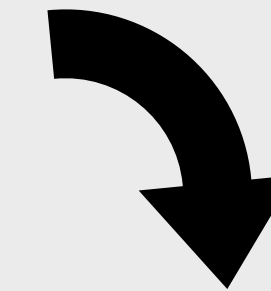
# TRACKMAN Integration

Several of the games and challenges can be enhanced with the integration of a Trackman 4 radar. On the relevant slides you will see a Trackman sticker with the suggested data to enhance the challenge and the feedback to the customer. See below a summary of the key data Trackman 4 will produce.

## On the Green

<p><b>Club Speed</b></p> <p>The speed the putter head is traveling immediately prior to impact</p>	<p><b>Backswing Time</b></p> <p>The time the putter head is traveling away from the ball</p>	<p><b>Stroke Length</b></p> <p>The distance the putter head is pulled back from the ball in the backswing</p>	<p><b>Forward Swing Time</b></p> <p>The time the putter head is traveling towards the ball until impact</p>
<p><b>Tempo</b></p> <p>The Backswing time divided by the Forward swing time</p>	<p><b>Skid Distance</b></p> <p>The distance the ball is bouncing/sliding until it starts to roll</p>	<p><b>Launch Direction</b></p> <p>The angle the ball starts right or left in relation to the target line.</p>	<p><b>Ball Speed</b></p> <p>Initial ball speed immediately after separation from the putter face.</p>

Keep an eye out for the Trackman Sticker on the game or challenge cards



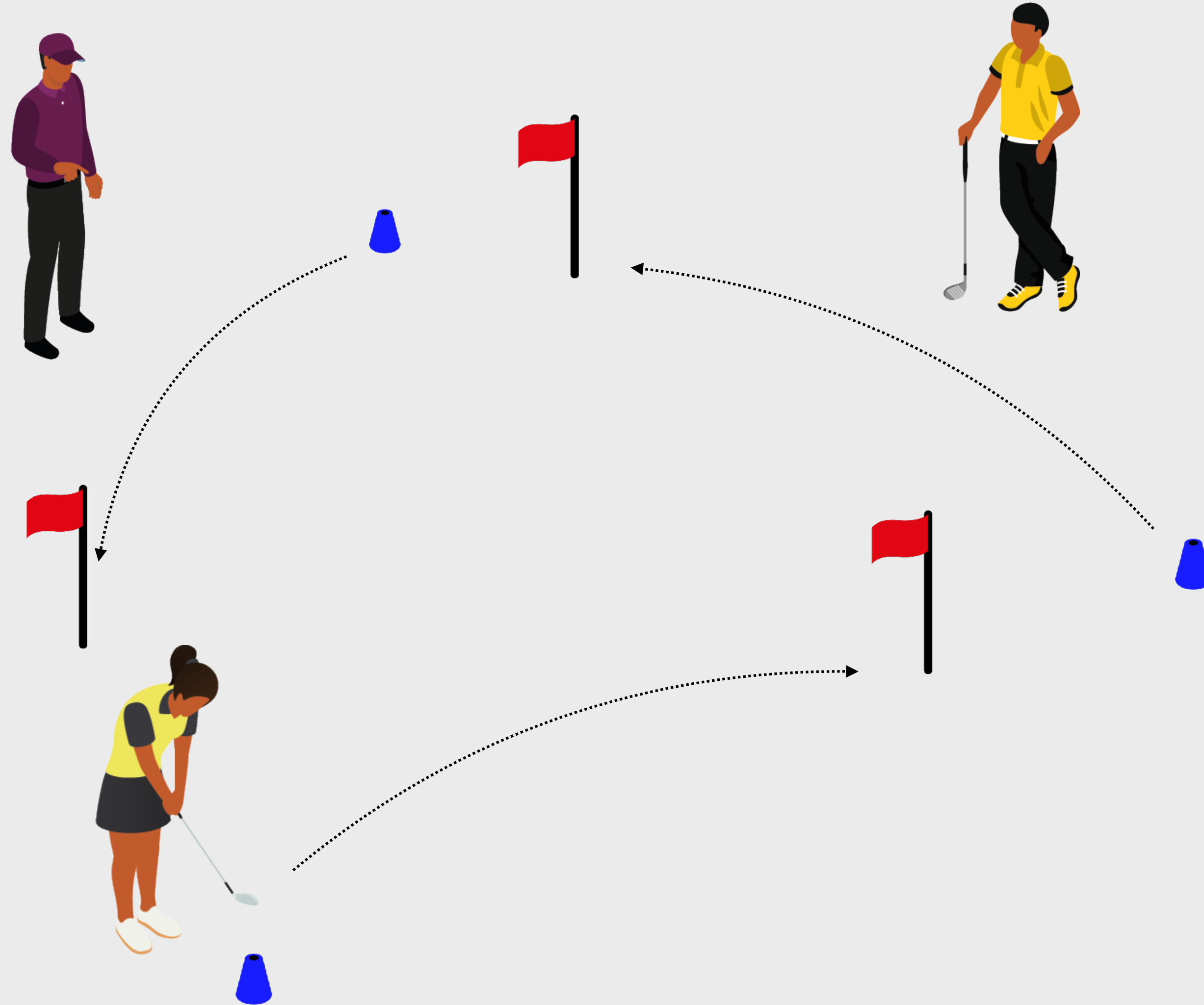
**TRACKMAN**

Use the 'TOTAL', 'CARRY' and 'SIDE' features to enhance the students experience and give some additional feedback.

# Practice and Games Cards



# Hole All 3!



## Equipment Needed

- Putter
- Cones

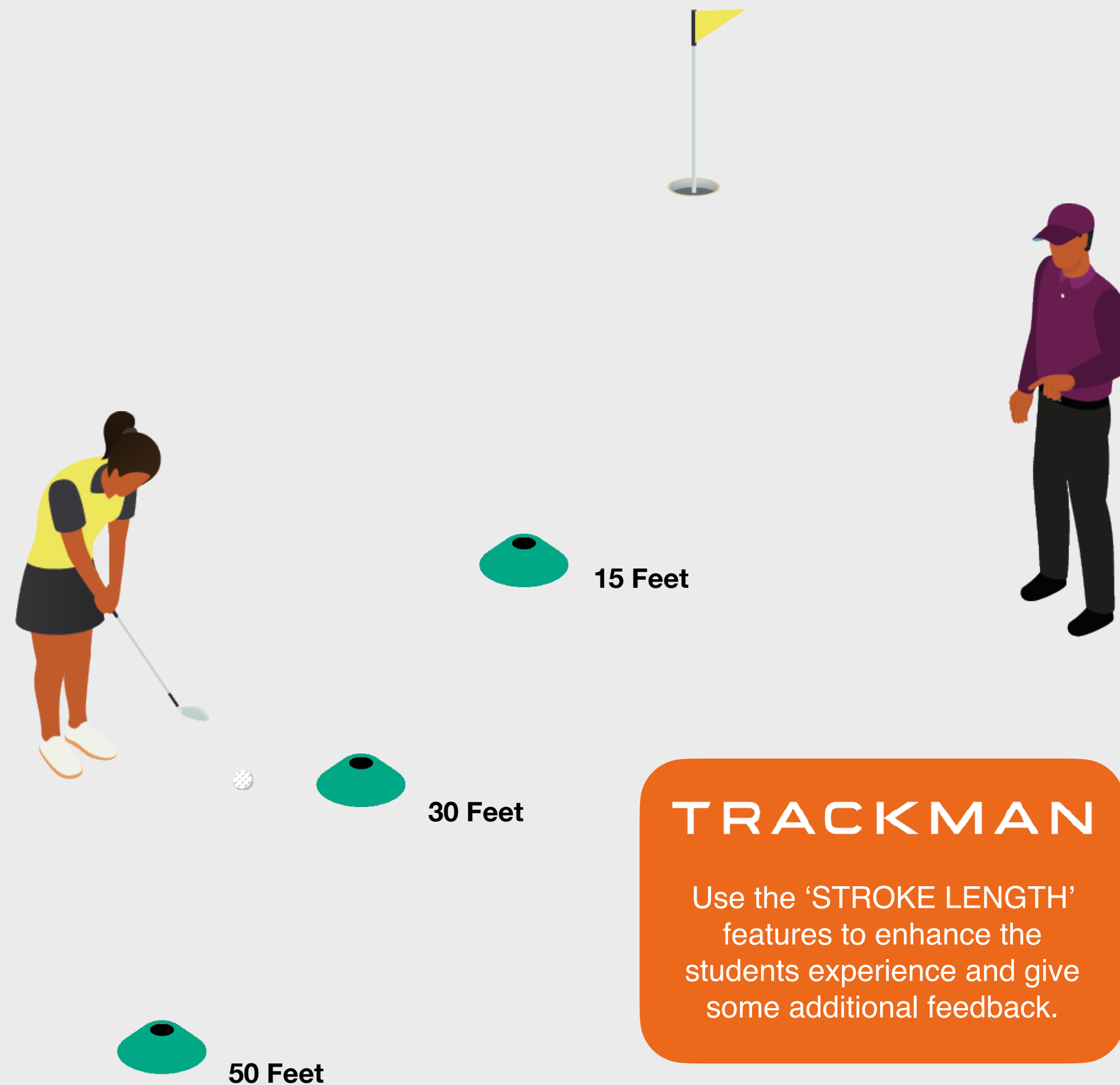
## How to Play

- A student attempts to play three holes trying to hole all 3 long putts
- The holes should be 10 feet to 30 feet in length and on a gently sloping part of the green
- If the student holes the first putt, they can progress onto the second putt, if they miss a putt at any time, they start back on hole one
- This game can be played individually, in pairs or small groups

## Progression Ideas

- Play on a more severely sloped surface
- Increase or decrease the length of the putts

# Only 'IN' Will Do!



## Equipment Needed

- Putter
- Cones
- Golf ball

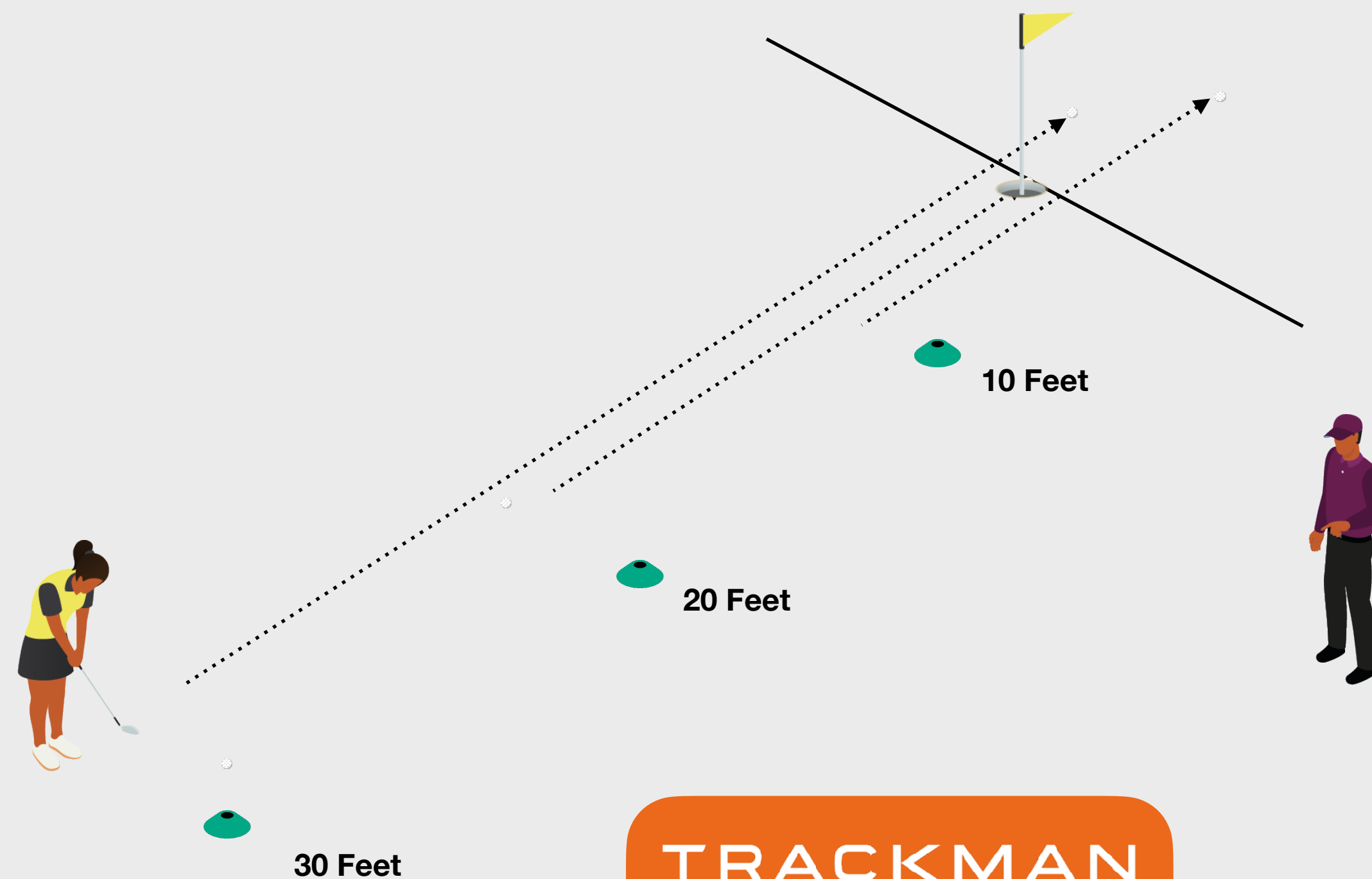
## How to Practice

- Students should attempt to putt the ball into the hole from each distance
- Despite the unlikelihood of holing the putt, the student should approach each putt within the intention to hole it
- Allow students to practice from each distance whilst providing technical guidance to improve their distance control
- Once the student has gained some confidence, allow them to play a competitive game in order to challenge their skills
- The challenge is to putt a ball from 15, 30 and 50 feet and try and hole it
- The students can play in pairs or groups, and the first person to hole from each distance, wins the cone

## Technical Link

- This activity will help the student to improve the likely hood of holing a long putt by setting high expectations

# Long Cliffhanger HOLE IT!



## TRACKMAN

Use the 'BACK SWING TIME' and 'FORWARD SWING TIME' features to enhance the students experience and give some additional feedback.

## Equipment Needed

- Putter
- Cones
- Target line (string, alignment stick)
- Golf balls
- Hole and flag

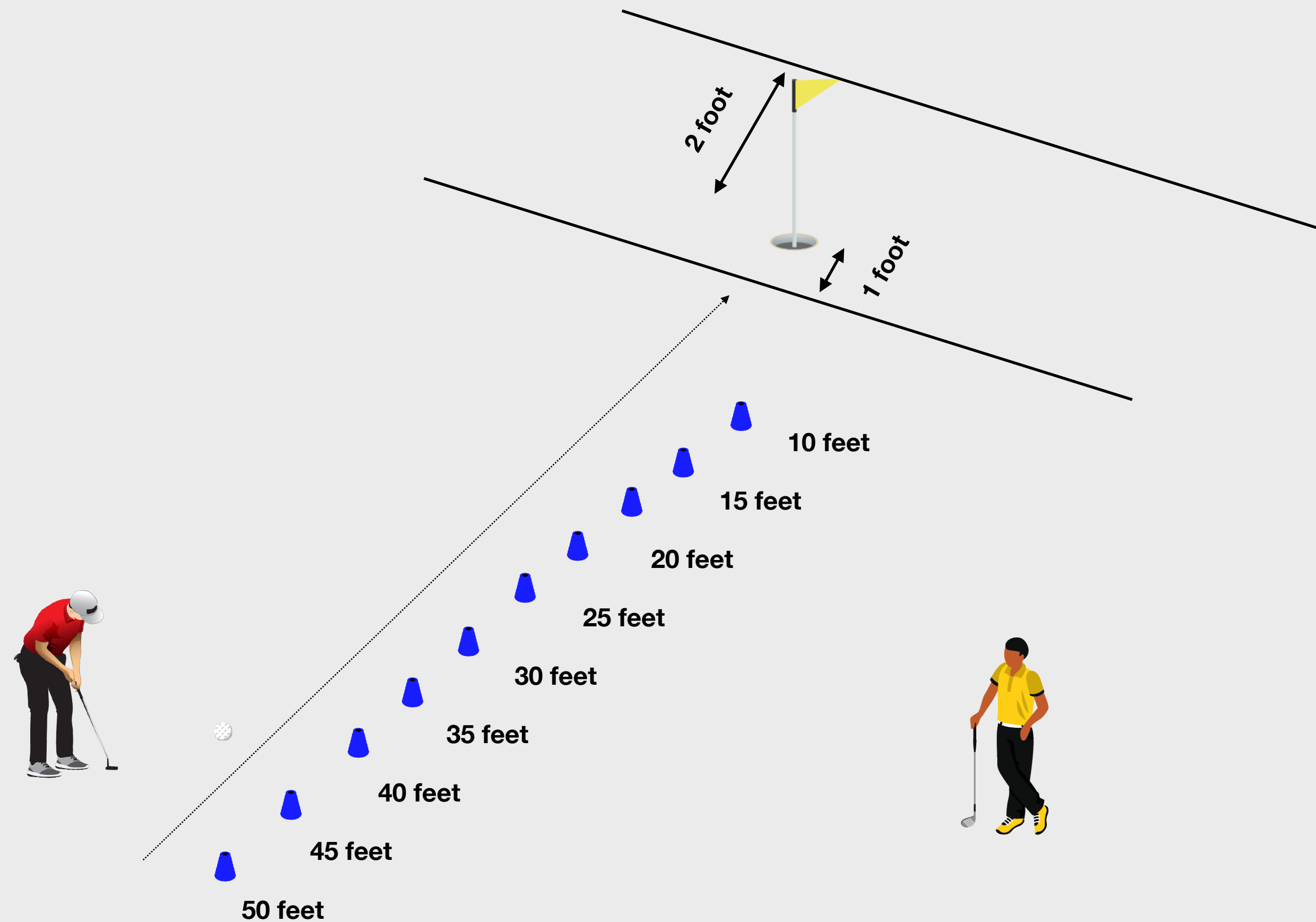
## How to Practice

- Students should putt from the three different start points
- Randomise the cone that the student starts from
- The student is trying to putt the ball as close to the line as they can without going over it. Or better still hole the putt dead weight
- They can play against other students and the ball that is closest to the line without going over it is the winner. Award minus points for parts that go over the line. If they hole the putt the win the round automatically

## Technical Link

- This activity will help the student to improve their distance control on long putts as well as adding on direction with the attempt to hole the putt dead weight

# Gimme Zone Long Putt



## Equipment Needed

- Putter
- Marker Cones
- Target line (string, alignment stick)
- Golf balls

## How to Play

- Students must perform 2 putts from each station placed at distances of 10 feet away from the hole, then every 5 feet back up to 50 feet in a straight line.
- 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.

## Technical Link

- This activity will help the student to improve their distance control from a variety of distances

Scoring system:

PAR = Putts finishing inside the target zone

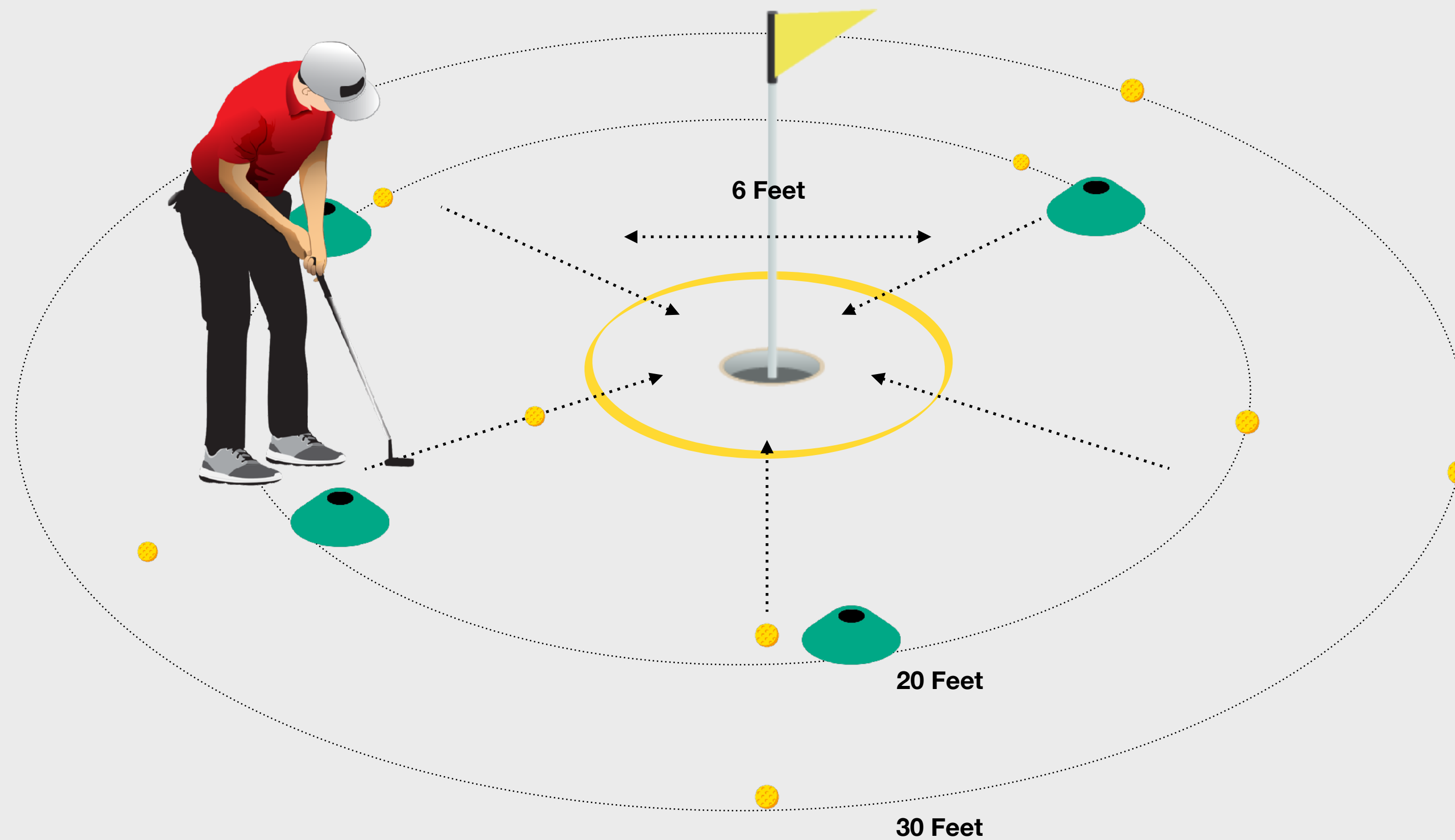
BIRDIE = Make the putt

BOGEY = Putts finishing outside the target zone

# Long Putts Challenge



# 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

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

## 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



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