

Scoring School



Putting Challenge Week



ORBISgolf™

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Session Timetable

4 Scoring School Break 100 - Swing

Class Timetable

Session Length: 90 Mins | Group Size: 1:8 | Session Focus: Break 100 Swing | Topic: Driver | Technical Focus: Set Up Fundamentals Path and Face | Scoring Challenge: Driver

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 		Class Layout and Setup
5 mins	Introduction	<ul style="list-style-type: none"> Outline to the students, the break 100 program and the structure and format of the week Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses 		
25 mins	Practice Stations Set Up Fundamentals	<ul style="list-style-type: none"> Students play the practice stations individually, in pairs or in groups Opportunity to provide private coaching to those attending Introduce and reinforce the technical focus points along with reasons for implementing them 		<ul style="list-style-type: none"> Perfect Posture Little step, big step Get it forward
25 mins	Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Outline to the students how to control the start line of the shot with the Driver Demonstrate to the student, how the combination of path and face will influence the direction of the shot 		<ul style="list-style-type: none"> Start Line Army Golf
25 mins	Driver Challenge	<ul style="list-style-type: none"> Set up the Driver Challenge and allow students to attempt this to see if they can achieve the Break 100 challenge 		Driver Challenge
10 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. 		GLF. Connect App
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 next skills series date Opportunity to upsell private lessons to those that require additional help 		GLF. Connect App

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Class Timetable - Challenge Week

Session Length:
90 Mins

Group Size:
1:12

Session Focus:
Break 80
Challenge Week

Topic:
Challenges and Benchmarking

Technical Focus
Putting

Scoring Challenge
Putting Challenges

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 to the students the break 80 program and the structure and format of the challenges week Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses 	
25 mins	Scoring challenges Individual coaching Rotation around set up	<ul style="list-style-type: none"> Allow the students to take part in the first rotation of three parts of scoring challenges During this time the students will attempt the short putts challenge Allow the students to rotate around the various challenges, allowing time for breaks and discussions Lay out the games cards and hand out the scoring goal challenges scorecards to the participants 	<ul style="list-style-type: none"> Short Putts Challenge Challenge Scorecard
25 mins	Scoring challenges Individual coaching Rotation around set up	<ul style="list-style-type: none"> Allow the students to take part in the first of three parts of scoring challenges During this time the students will attempt the long putts challenge challenge Allow the students to rotate around the various challenges, allowing time for breaks and discussions Lay out the games cards and hand out the scoring goal challenges scorecards to the participants 	<ul style="list-style-type: none"> Long Putts Challenge Challenge Scorecard
25 mins	Scoring challenges Individual coaching Rotation around set up	<ul style="list-style-type: none"> Allow the students to take part in the first of three parts of scoring challenges During this time the students will attempt the scoring putts challenge Allow the students to rotate around the various challenges, allowing time for breaks and discussions Lay out the games cards and hand out the scoring goal challenges scorecards to the participants 	<ul style="list-style-type: none"> Scoring Putt Challenge Challenge Scorecard
10 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 challenge across the scoring goals 	<ul style="list-style-type: none"> GLF. Connect App
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 next skills series date Opportunity to upsell private lessons to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App

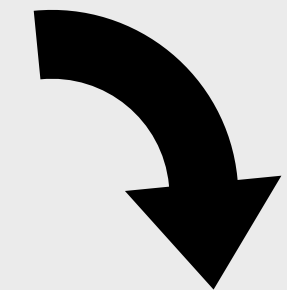
TRACKMAN Integration

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.

Swing

<p>Club Speed</p> <p>The linear speed of the club head's center just prior to first contact with the golf ball</p>	<p>Attack Angle</p> <p>The up or down movement of the club head of contact between the club and ball</p>	<p>Launch Angle</p> <p>The vertical angle the golf ball takes off at relative to the horizon</p>	<p>Club path</p> <p>The in-to-out or out-to-in movement of the club head</p>	<p>Ball Speed</p> <p>The speed of the golf ball's center of gravity at impact</p>	<p>Carry</p> <p>The straight-line distance between where the golf ball was launched from and where it lands</p>
<p>Face Angle</p> <p>The direction the club face is pointing at the point of contact between the club and ball</p>	<p>Face to Path</p> <p>The angle difference between the reported face angle and club path</p>	<p>Low Point</p> <p>Distance from the club head to the lowest point on the swing arc at the time impact</p>	<p>Launch Direction</p> <p>The horizontal angle the golf ball takes off at relative to the target line</p>	<p>Side</p> <p>The perpendicular distance between the target line and where the ball crosses a point</p>	<p>Total</p> <p>The straight-line distance between where the golf ball was launched from and its resting position.</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.

Objectives and Setup

7 Scoring School *Break 100 - Swing*

Example Class Layout and Setup

Group Discussion:
Start, during and end of class

Station 1:
Practice Station
Perfect Posture

Station 2:
Practice Station
Little Step, Big Step

Station 3:
Practice Station
Get it Forward

Station 4:
Practice Station
Start Line

Station 5:
Game Station
Army Golf

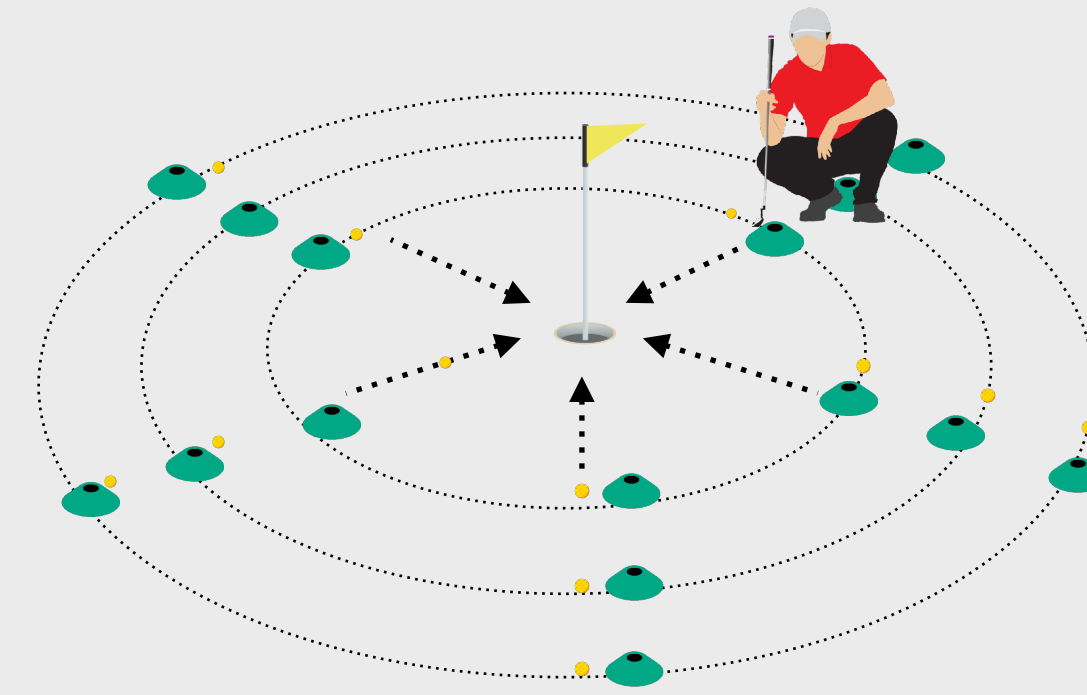
Station 6:
Challenge Station
Driver Challenge

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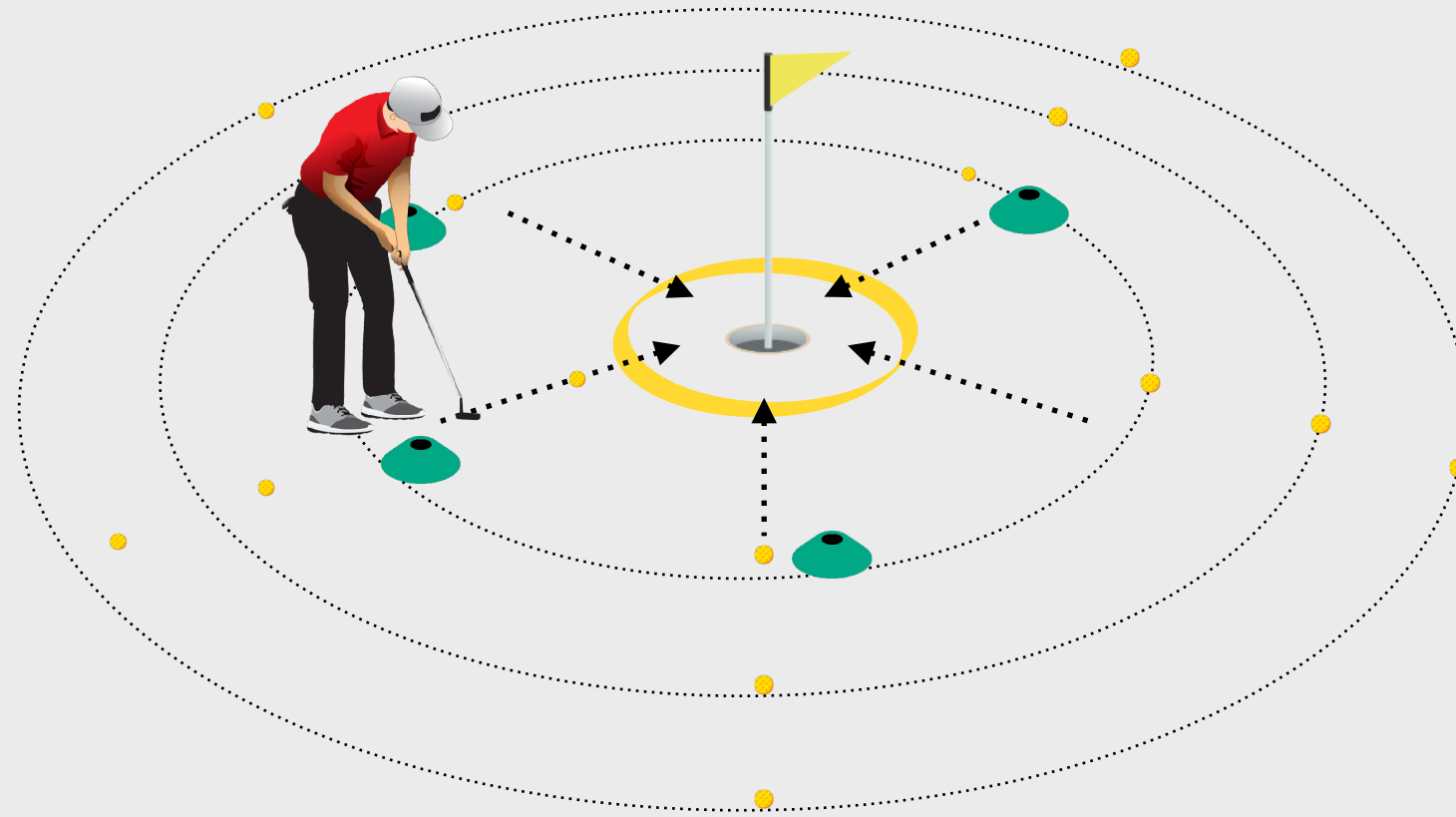
Orbis Golf Programmes

Class Layout and Setup

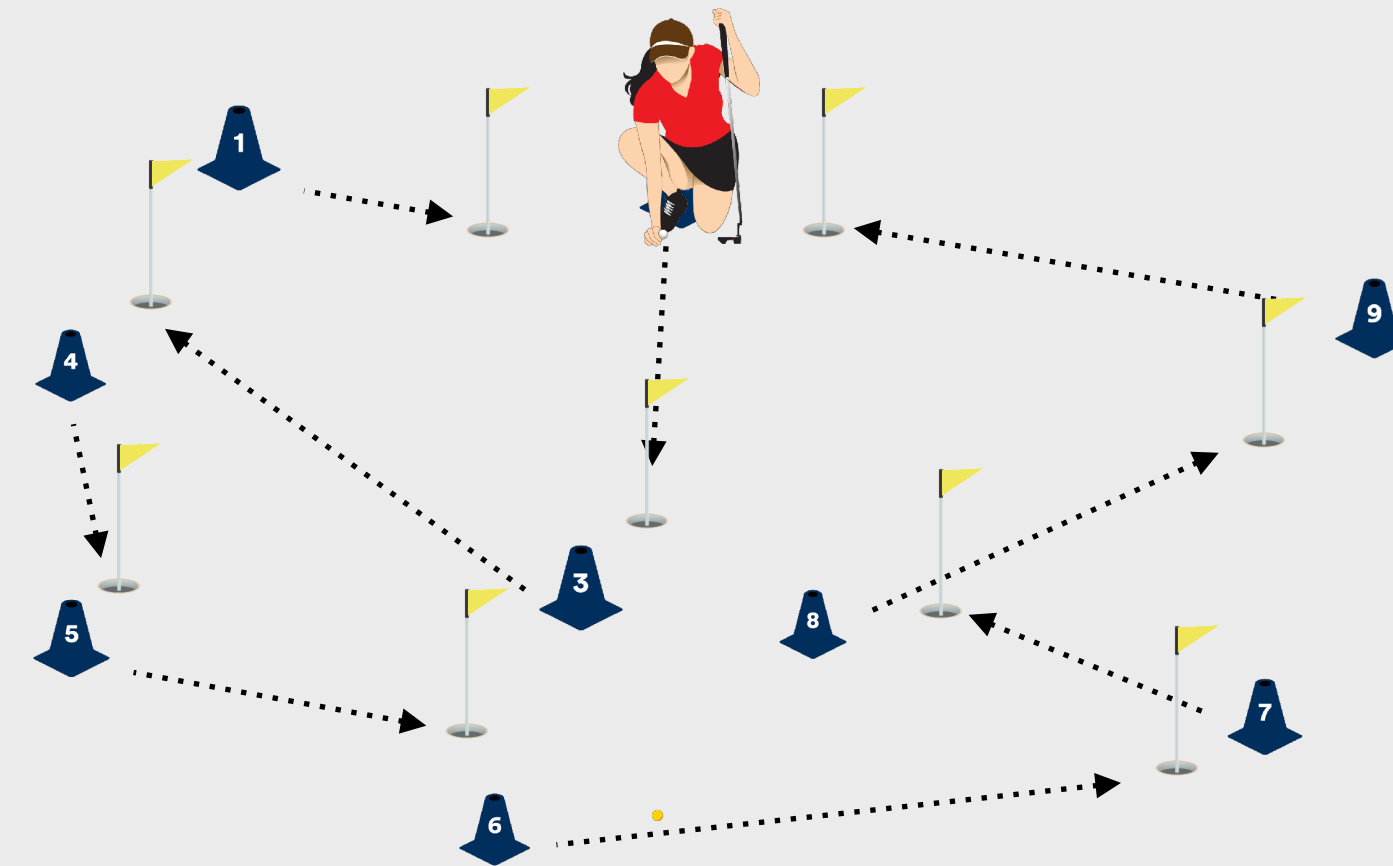
Station 1:
Short Putt Challenge



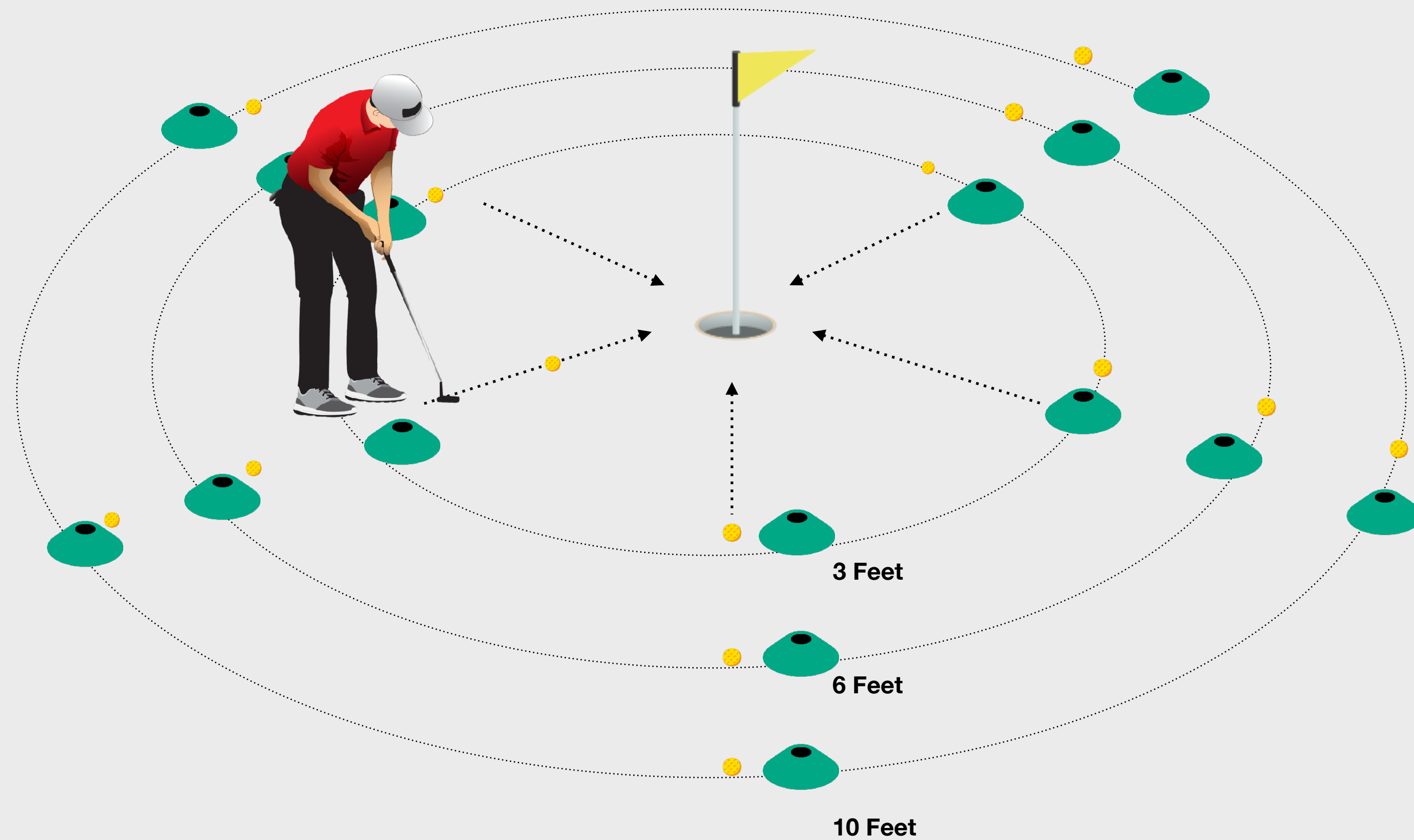
Station 2:
Long Putt Challenge



Station 3:
Scoring Putt Challenge

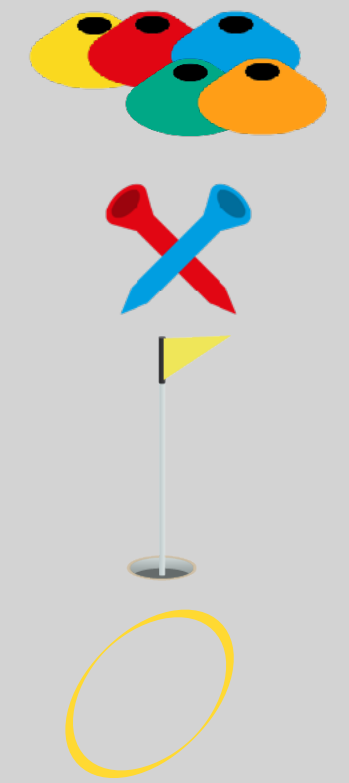


Short Putt Challenge Setup



Equipment Needed

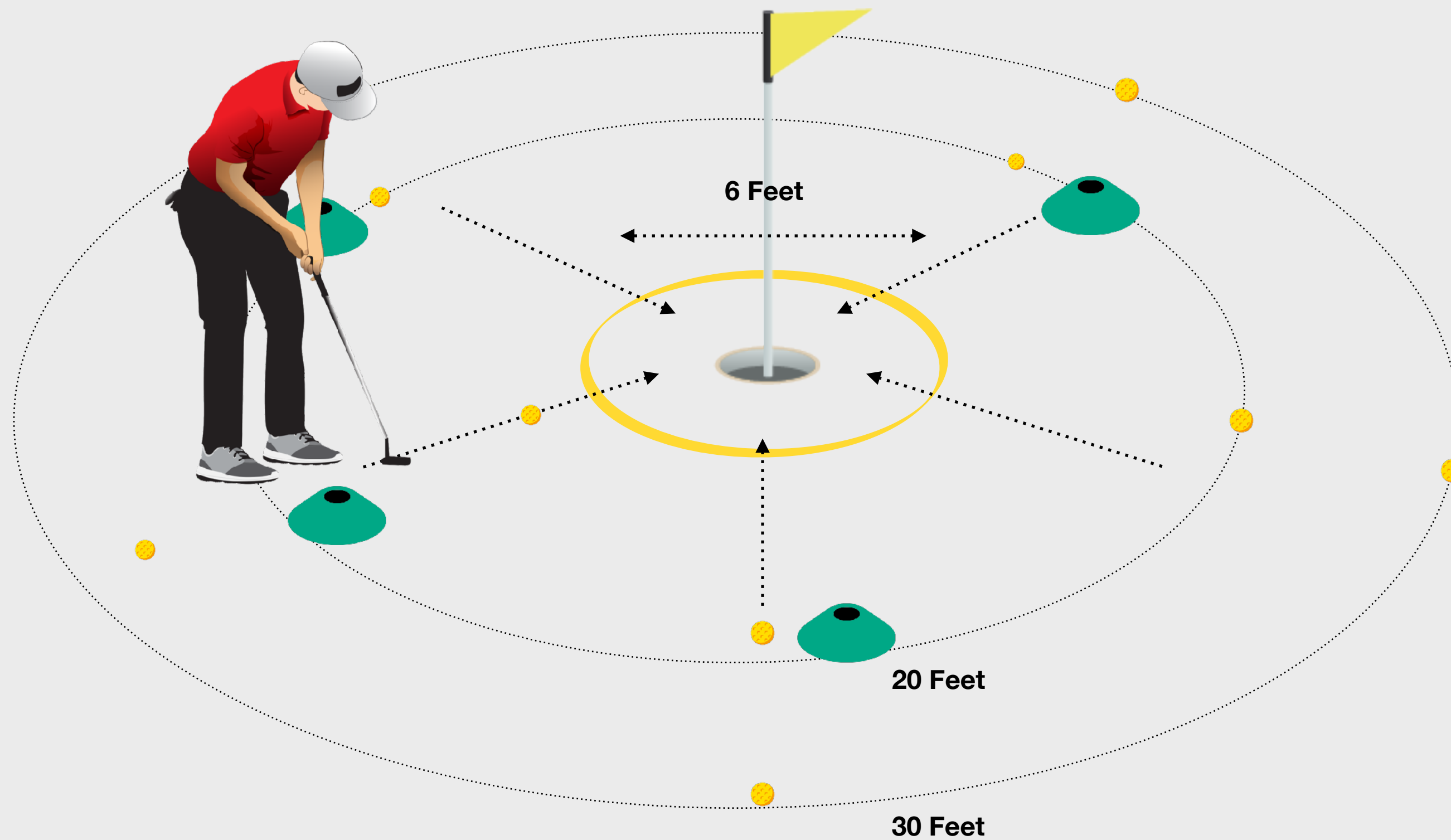
- 15 x Colored Cones
- 15 x tee pegs
- Hole on the Green
- 6 Foot Diameter Hoop



Setting out the Challenge

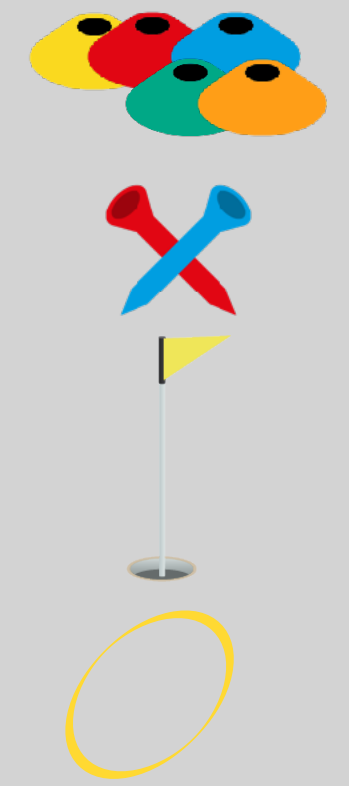
- Hole should be selected on the putting green on an average sloped surface
- The 6 foot diameter ring from your equipment bag can be used to mark the 3 foot distance, then additional distance markers can be measured from this
- 5 tee pegs/cones should be placed around the hole at each distance 3 feet, 6 feet and 10 feet

Long Putt Challenge Setup



Equipment Needed

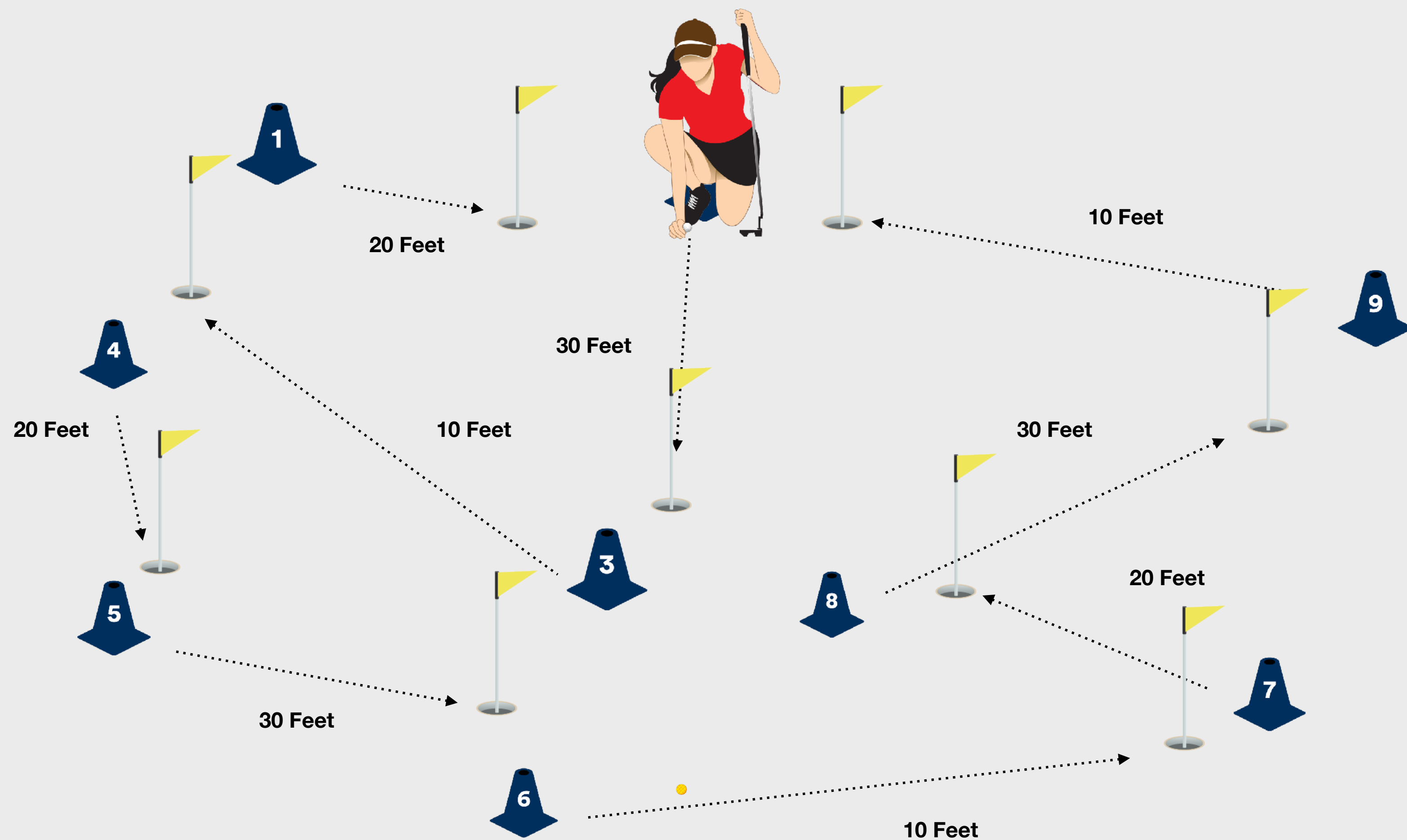
- 10 x Colored Cones
- 10 x tee pegs
- Hole on the Green
- 6 Foot Diameter Hoop



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

Scoring Challenge Setup



Equipment Needed

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



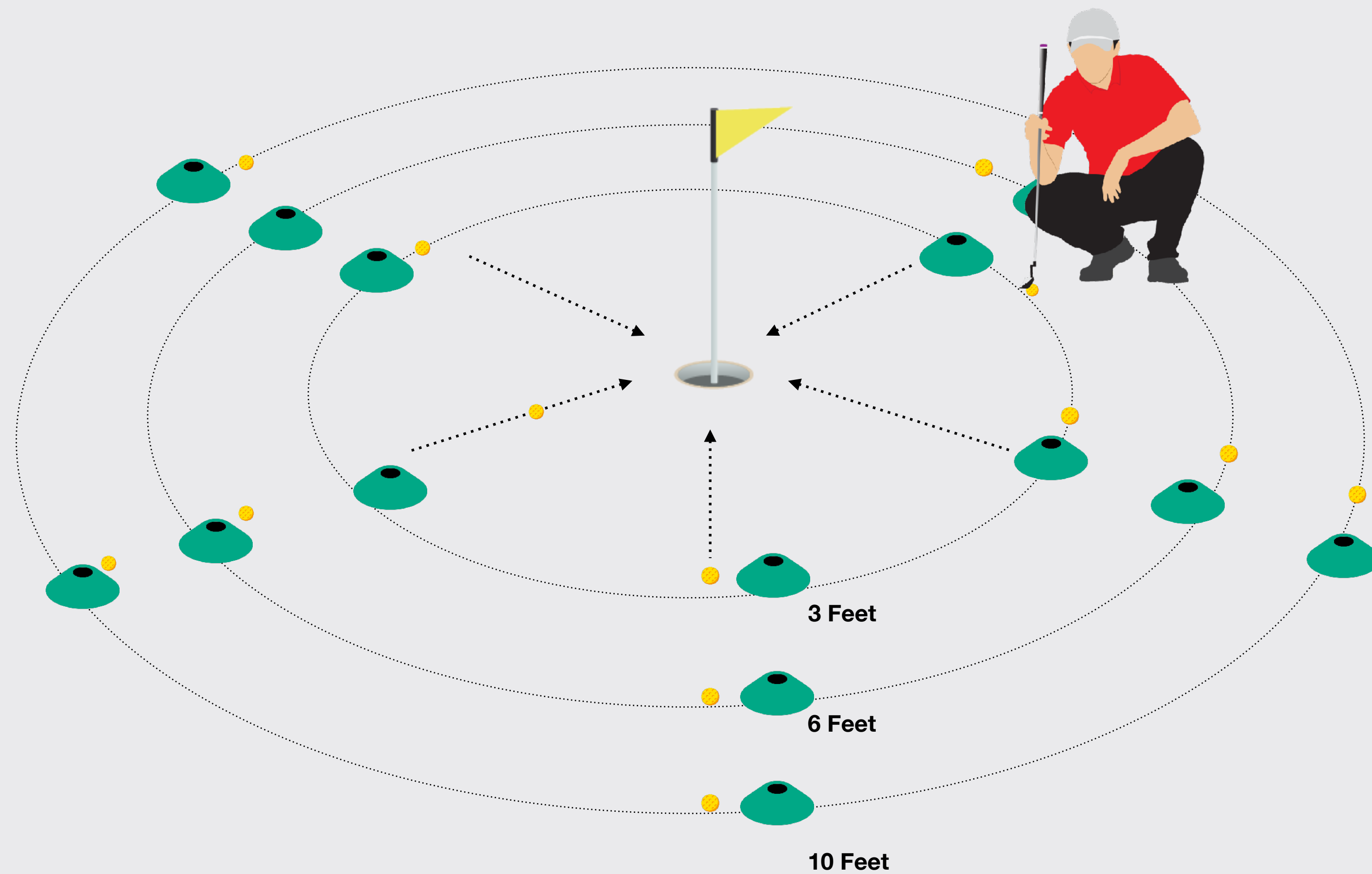
Setting out the Challenge

- 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

Scoring Challenges



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

- **8/10 putts made from 3 feet**
- **6/10 putts made from 6 feet**
- **4/10 putts made from 10 feet**

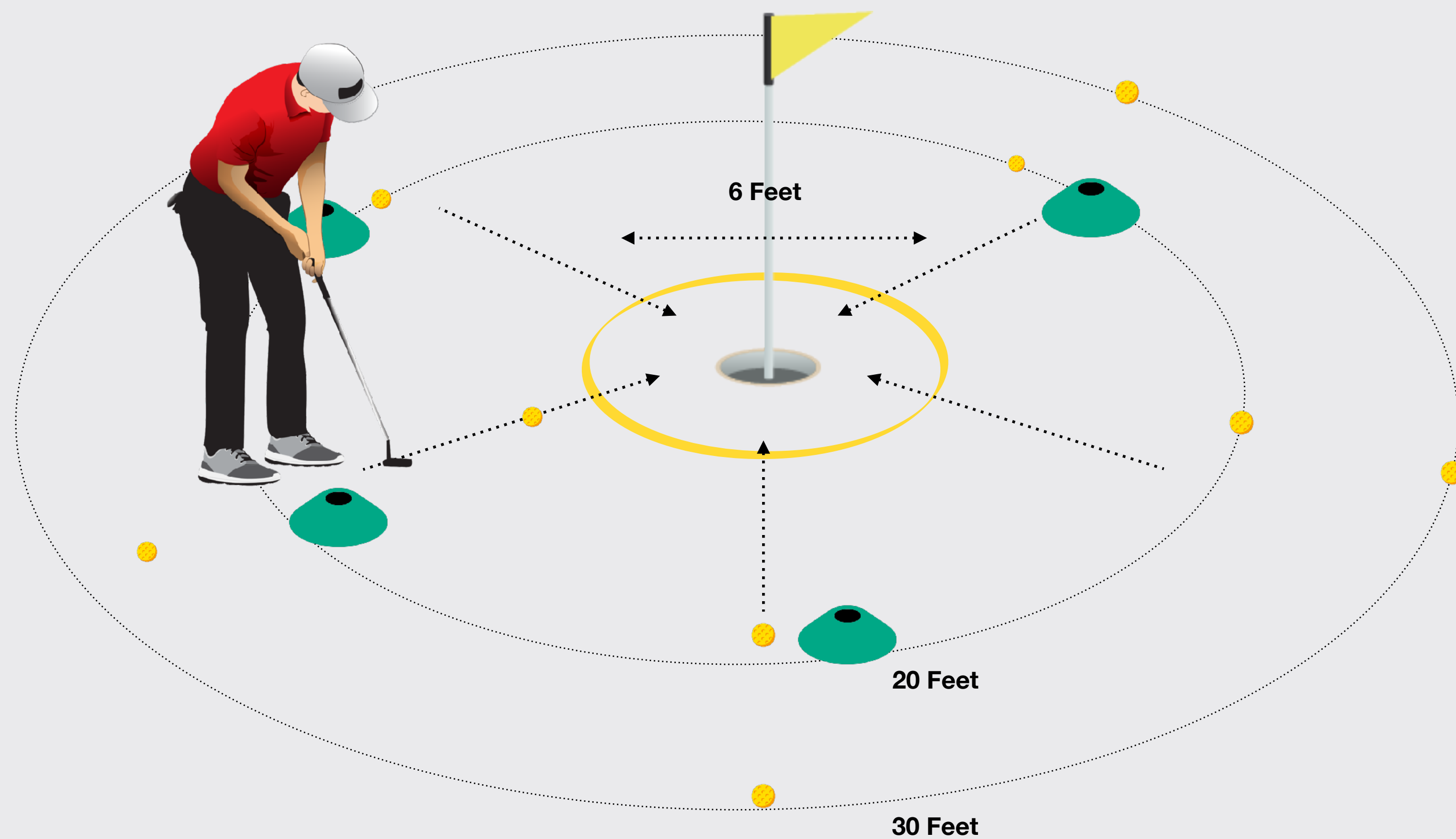
What to do Next:

- 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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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

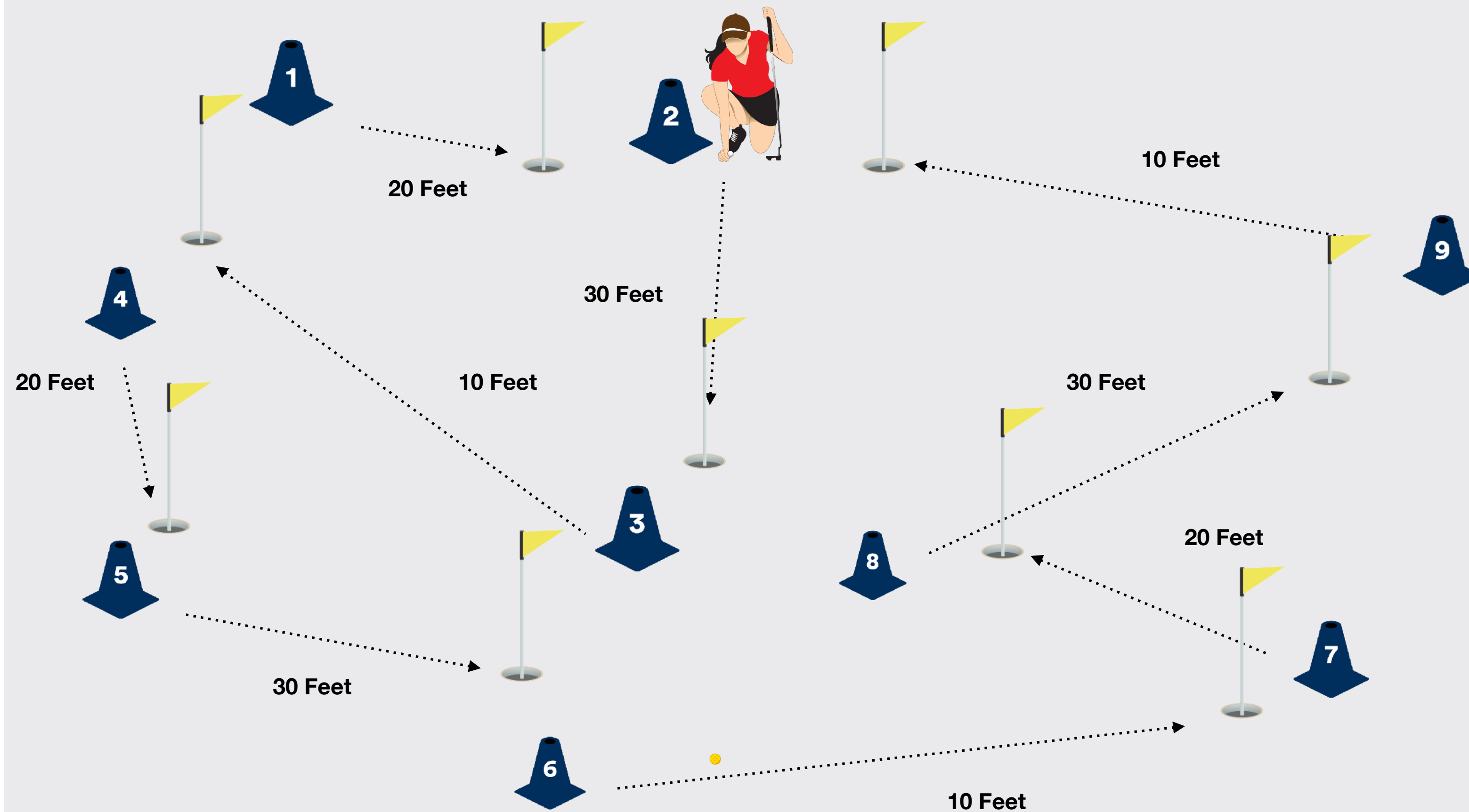
- Putt the ball to within 3 feet of the hole from distances of 10 feet, 20 feet and 30 feet. You should attempt 10 putts from each starting position and putts are attempted evenly from 5 different positions around the hole
 - **8/10 putts in target circle from 20 feet**
 - **7/10 putts in target circle 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



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

- **Score 36 putts or less over 18 holes**

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

