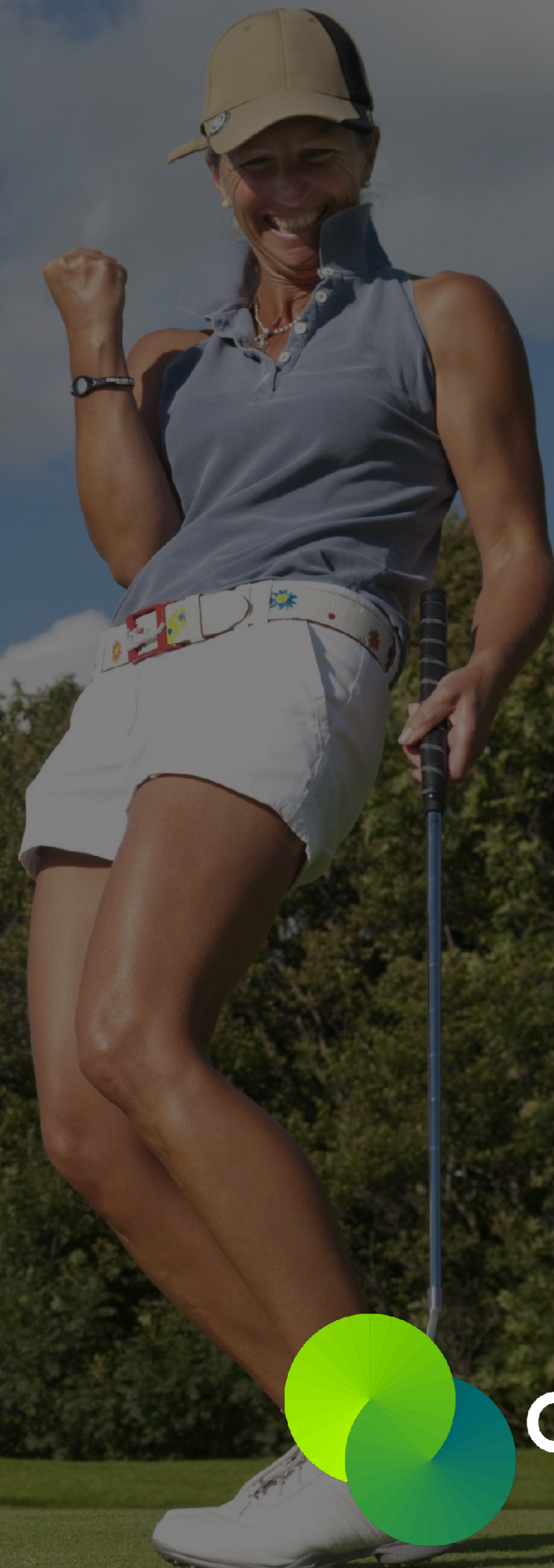


Scoring School



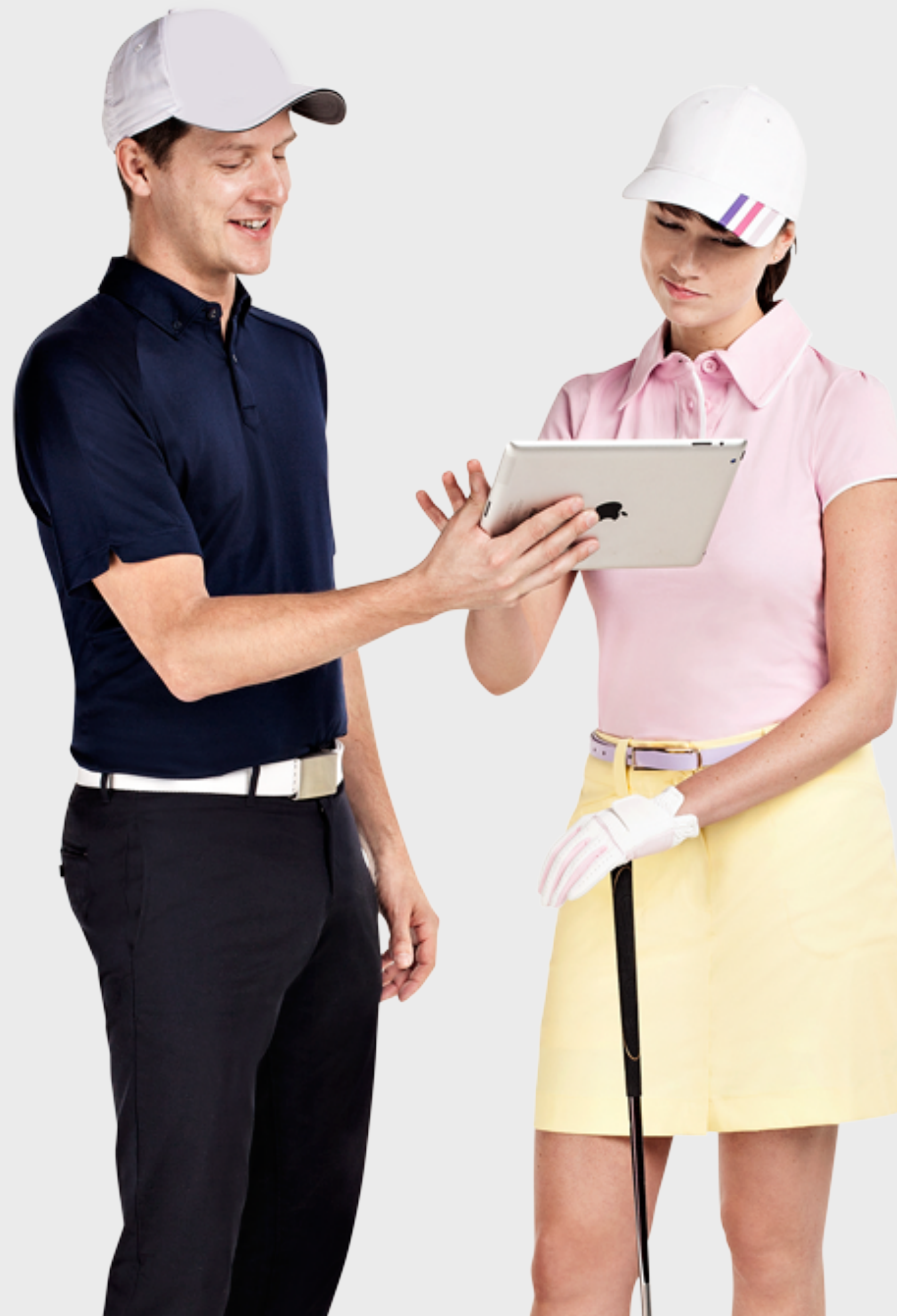
Driver



ORBISgolf™

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- 15 **Scoring Skills Challenges**



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

Session Length:
90 Mins

Group Size:
1:8

Session Focus:
Break 80
Swing

Topic:
Driver

Technical Focus
Adding Speed

Scoring Challenge
Driver Challenge

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 week Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses 	
50 mins	Adding Speed Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Outline the benefits of gaining additional speed with a Driver to on course performance Explain some of the techniques required to gain this additional speed Opportunity to provide private coaching to those attending Introduce and reinforce the technical focus points along with reasons for implementing them You may want to get the students back together halfway through the session for questions, discussions and further demonstration 	<ul style="list-style-type: none"> Late Release Shaft Horizontal Ground Force The need for Speed
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 80 challenge Use the challenge scorecard to record the outcome of each attempt 	<ul style="list-style-type: none"> Driver 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 Scoring School themed class or challenge club class date Opportunity to upsell private lessons to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App

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

- **Adding Speed** - Introduce some of the technical changes that can be to gain additional speed with a Driver. Some of the content you may want to explore includes:
 - Outline some of the most important set up changes that will aid students in gaining speed and explain why those changes improve speed. This may include the width of stance and ball position
 - Outline some of the most important swing concepts that match your coaching philosophies for gaining speed. This may include for example exploring how pressure moves through the feet during the swing and also impact conditions between the club face and ball
 - Demonstrate some shots where technique changes are applied showing how speed and resulting distance of the drive will change
 - Explain how gaining speed correlates with improved distance off the tee with a Driver
 - Explain how increased speed and therefore distance off the tee can help improve scoring on the golf course using data to reinforce these concepts
 - Explore how the driver students are using can optimise the speed and resulting distance of their drives



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

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

ORBISgolf™

Example Class Layout and Setup

Group Discussion:
Start, during and end
of class



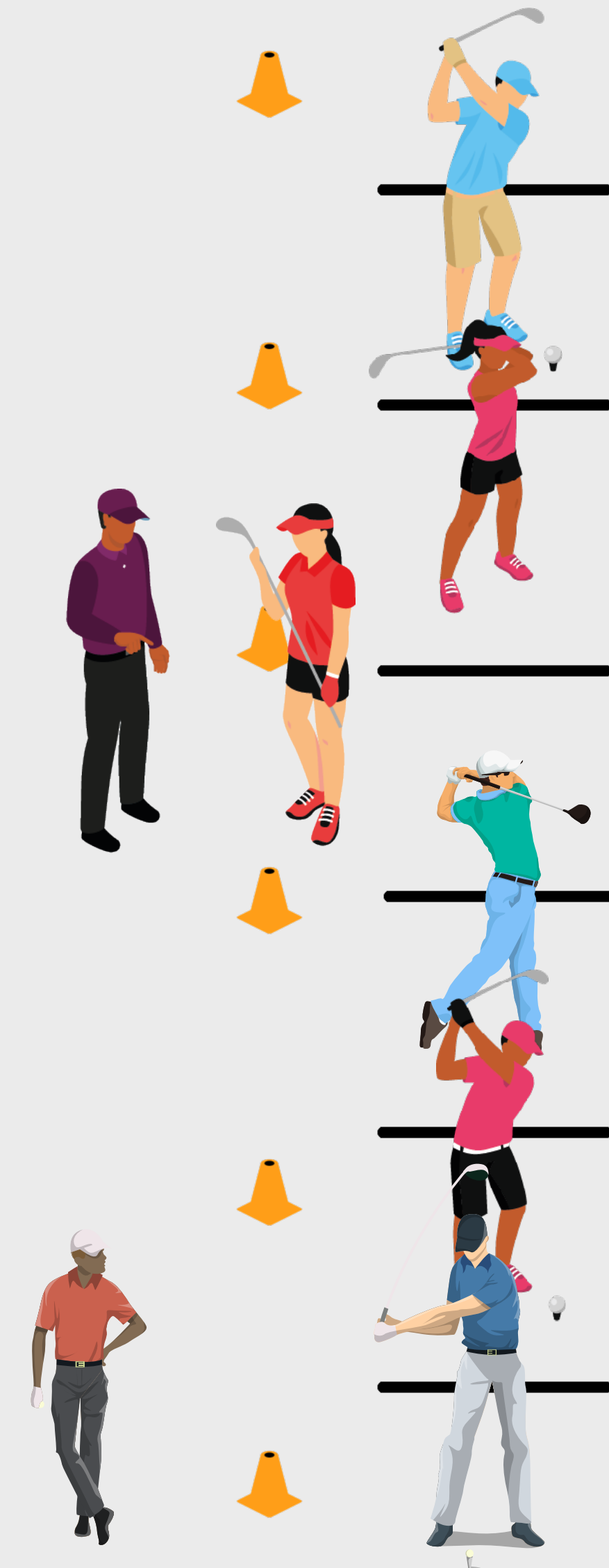
Station 1:
Practice Station
Late Release

Station 2:
Game Station
Shaft Horizontal

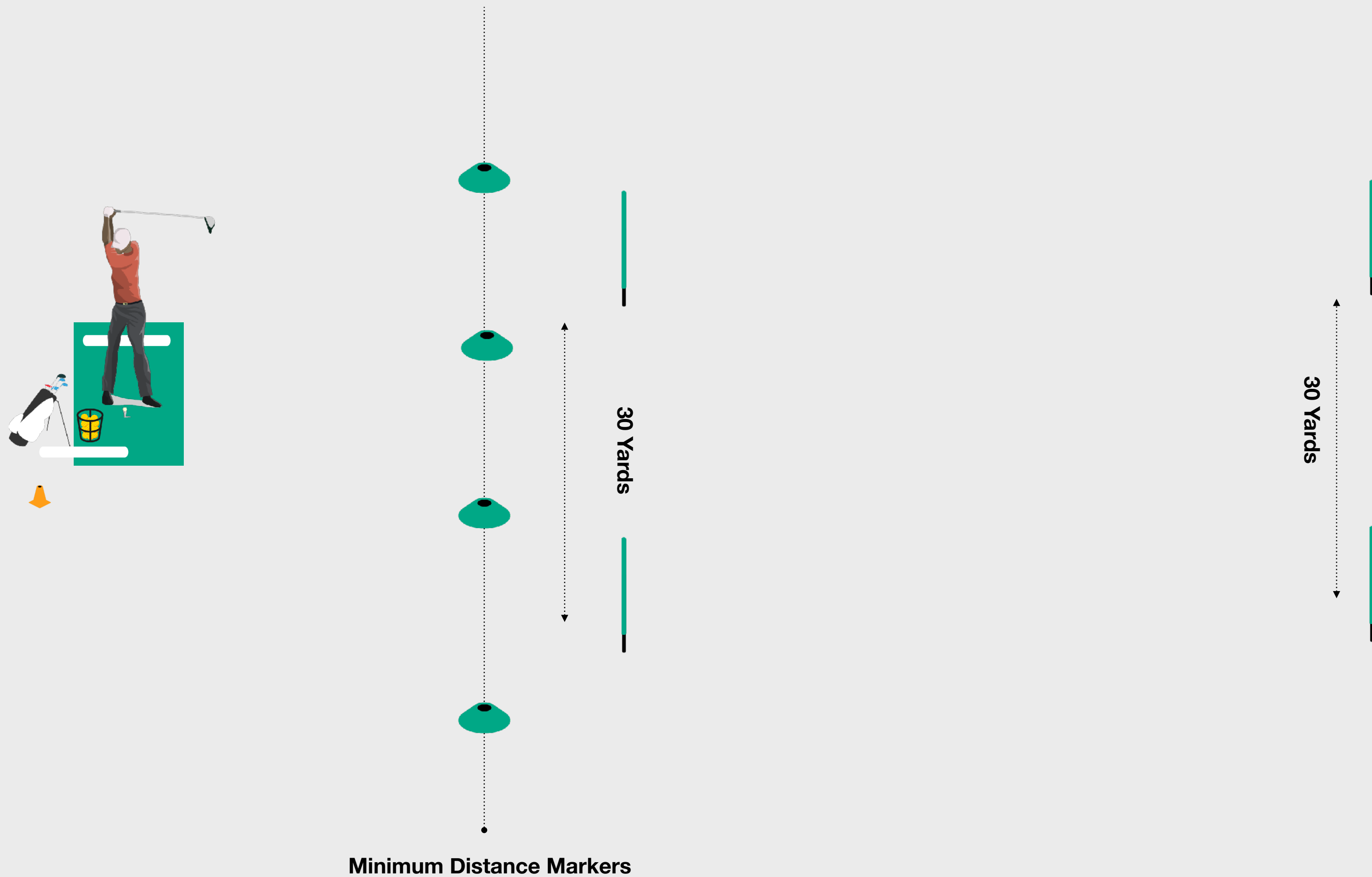
Station 3:
Practice Station
Ground Force

Station 4:
Game Station
The need for Speed

Station 5:
Challenge Station
Driver Challenge

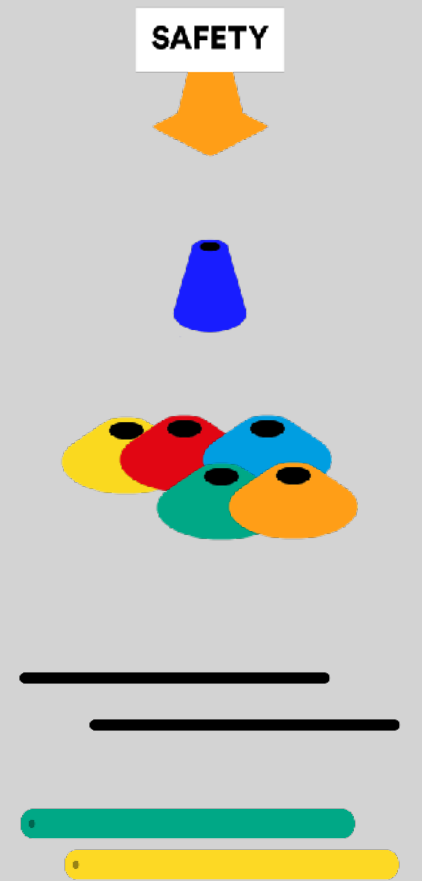


Driver Challenge Setup



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

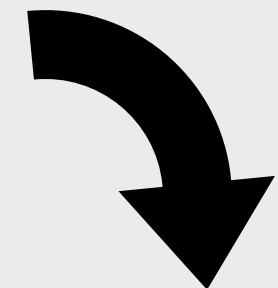
TRACKMAN Integration

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



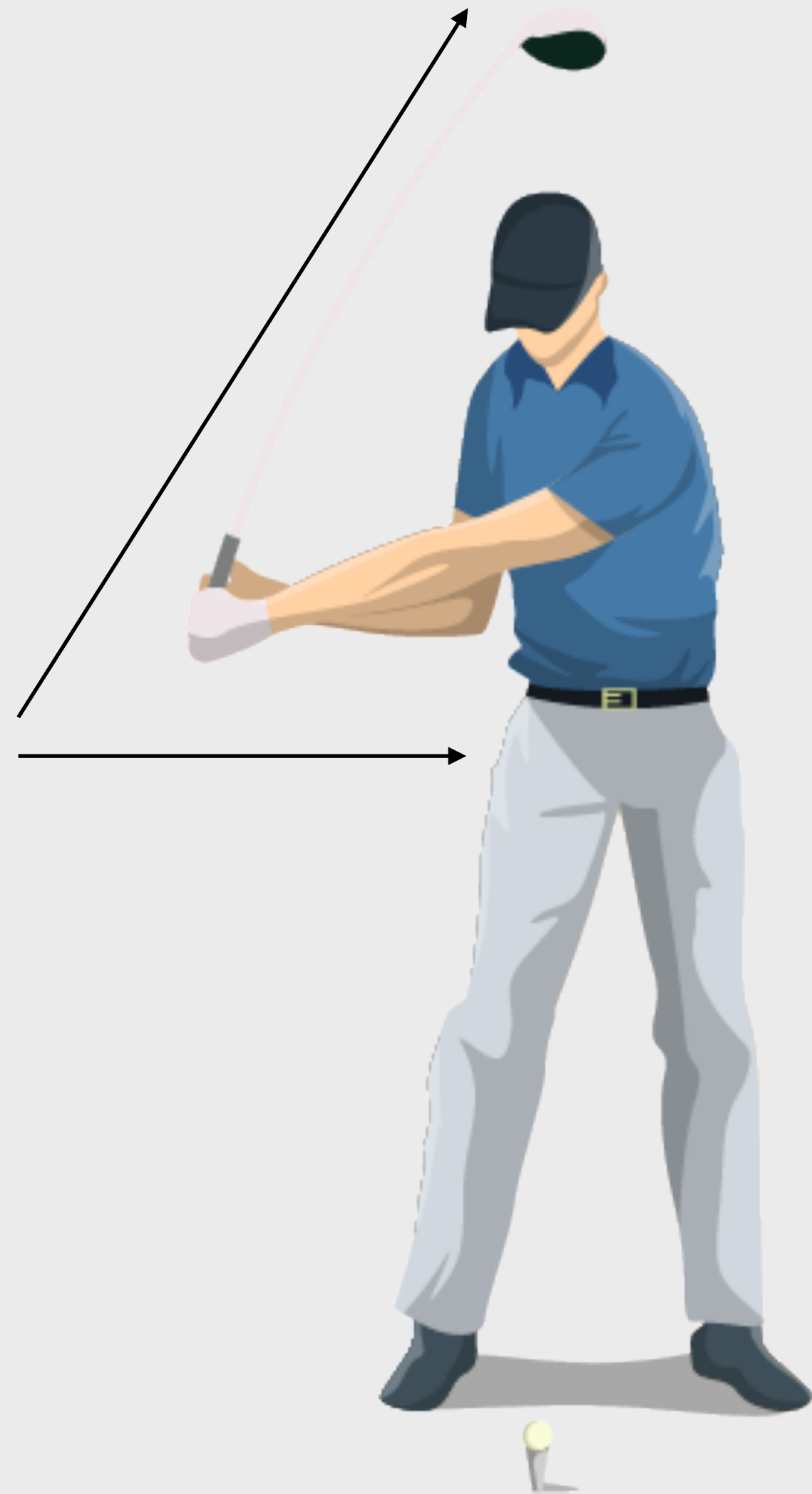
TRACKMAN

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

Practice and Games Cards



Later Release



Equipment Needed

- Tees
- Driver
- Golf Balls

How to Practice

- Ask the student to create a later hit during the downswing
- Explain to the student their hand and arms feel like they release the ball after their body has moved through
- Outline how this relates to the golf swing's "late hit", the body pulling through the arms and then the club

Technical Link

- Explain to the students the greater the lag between club head and hands the greater the club head speeds will need to be to catch up and create a more explosive impact

Shaft Horizontal



Equipment Needed

- Tees
- Driver
- Golf Balls

How to Play

- Ask the students to grip the driver up by the head, and hold the shaft horizontally out in front of them
- Explain to the students it is easier to create and experience speed when making a flat, baseball-style swing
- Ask the students to swing the club around them, keeping the shaft horizontal
- In pairs get them to see who can make the loudest swish
- Ask them to try and increase the speed and sound of the swing each round
- 10 rounds with 1 point for the winner per round

Technical Link

- Explain how the driver swing is different to an iron strike and the combination of a higher tee and upwards trajectory leads to a more baseball-style swing

Ground force



Equipment Needed

- Tees
- Driver
- Golf Balls

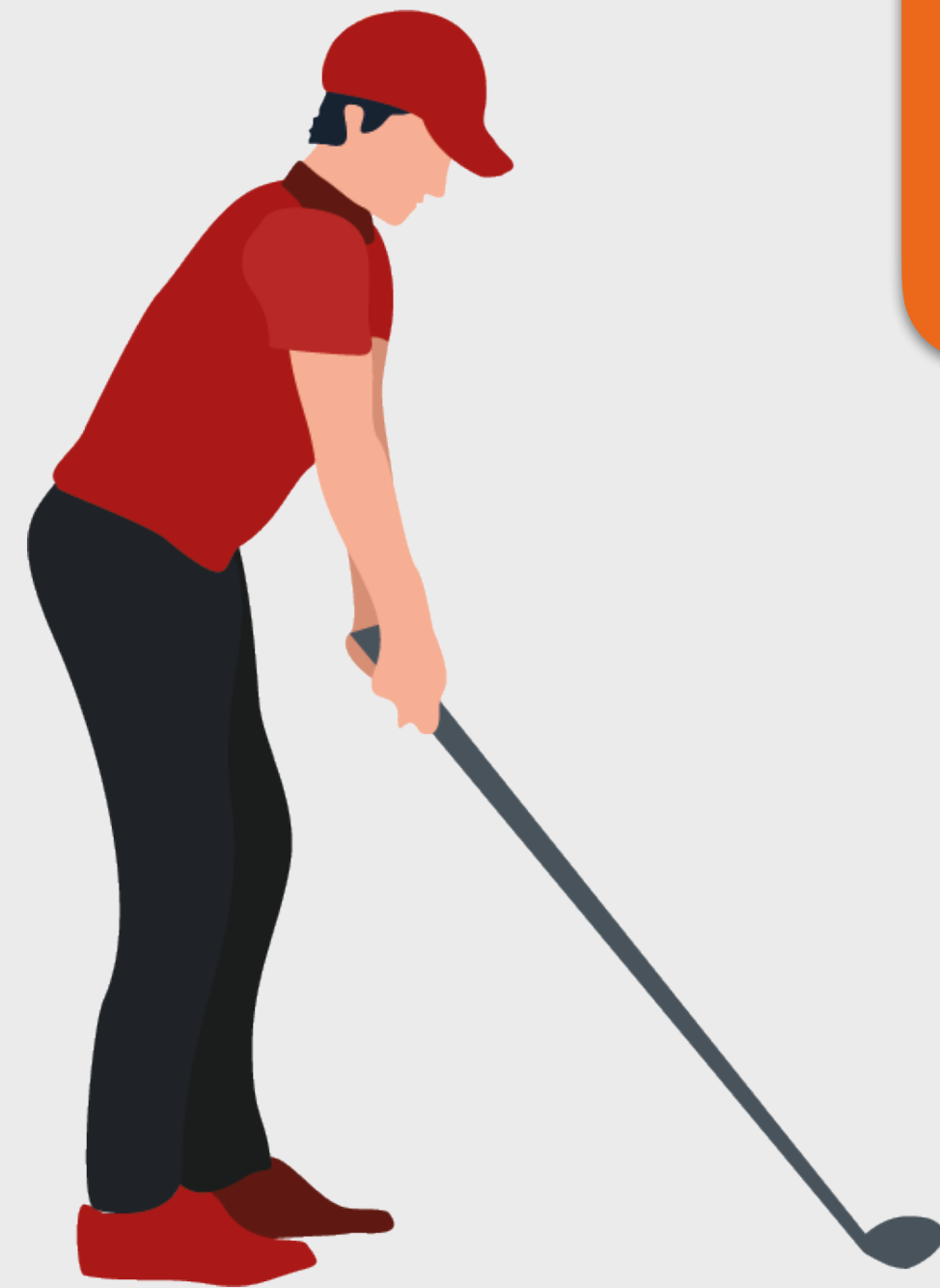
How to Practice

- Ask the students to start by flexing the knees and make a big backswing whilst keeping balanced
- Start the downswing with an aggressive turn towards their target keeping the knees flexed
- Explain to the students to turn and open their hips and as the downswing develops, the ground force will come into play as they push off the turf and their legs straighten generating greater club head speed

Technical Link

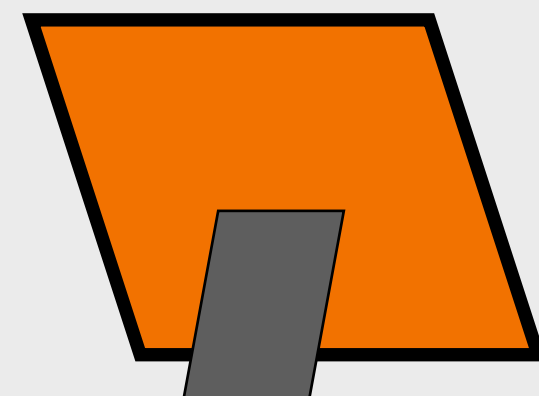
- The ground can help you generate more speed because you have the opportunity to push off the ground while swinging down into impact
- Developing overall strength and flexibility in the core, legs, and upper body can help with optimising this move in the swing

The need for SPEED!



TRACKMAN

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



Equipment Needed

- Tees
- Driver
- Golf Balls
- Launch monitor or similar (optional)

How to Play

- Students will play across 10 rounds and try and increase the club head speed in each round
- Each round consists of one-shot, recorded on a launch monitor
- The winner of the game will be the person that increases their club head speed the most between shot 1 and 10
- Carry and total distance can also be used as a measure to try and increase

Technical Link

- Explain that speed should still be controlled and a well-timed transition from the backswing to the downswing is critical
- Within the activity remind the students that accuracy should not be completely sacrificed for speed and to avoid this build the speed incrementally with control

Driver Challenge



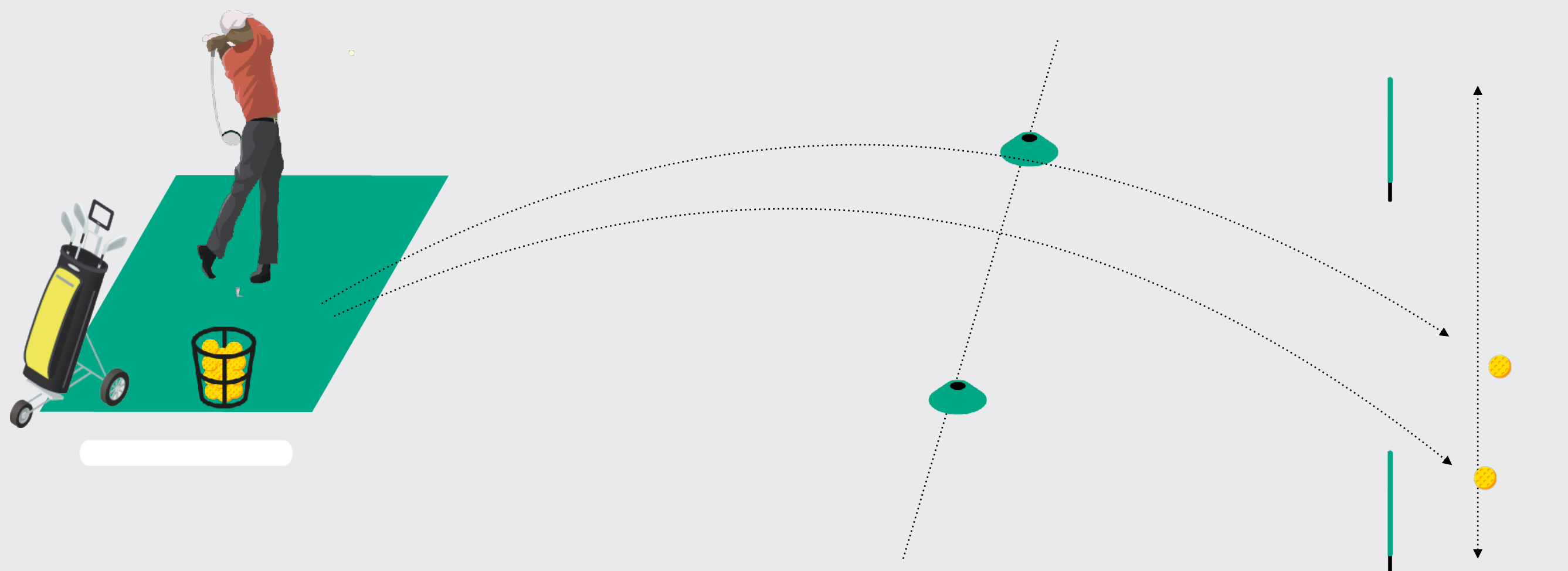
Driver Challenge

TRACKMAN

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

Select the Appropriate Minimum Distance for your chosen Course Length

	Course Length	Minimum Distance
Select the Appropriate Minimum Distance for your chosen Course Length	< 4500 Yards	150
	4500 -5500 Yards	190
	5500 -6500 Yards	210
	> 6500 Yards	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

• **8/ 10 shots between a target gate**

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

