

Scoring School

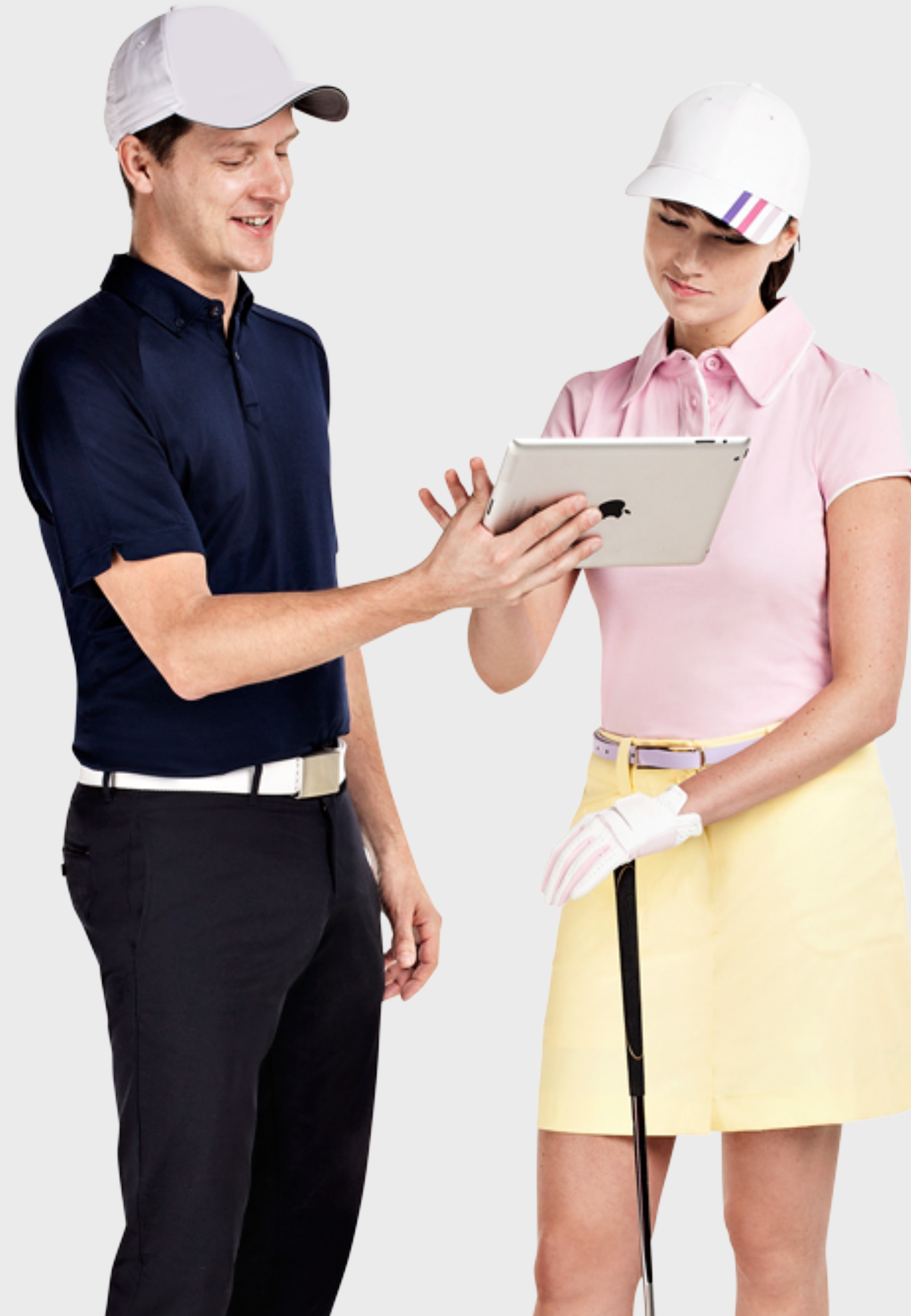


Short Putts



Contents

- 3 **Class Timetable**
- 6 **Class Objectives and Setup**
- 10 **Practice Stations and Game Cards**
- 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
Putting

Topic:
Short Putts

Technical Focus
Face Control and Start Line
Pre-Shot Routine

Scoring Challenge
Short Putts 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 challenges week Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses 	
25 mins	Face Control and Start Line Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Introduce the student to the importance of face control when putting and how face control impacts the intended start line of the putt Using the practice stations and games demonstrate to the student how a poor start line affects the putts outcome on putts inside 10 feet 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 	<ul style="list-style-type: none"> In Front or Beyond Pace and Line
25 mins	Pre-Shot Routine Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Highlight to the student how important set up is for execution of the intended putt and how an effective pre-shot routine can assist them Using the practice stations and games demonstrate to the student effective pre-shot routine methods that will help them executive effective start line control Demonstrate to the student examples of pre-shot routines and strategies they can use to specifically assist with start line control 	<ul style="list-style-type: none"> Through the Gate Round the Clock & Spiral
25 mins	Short Putts Challenge	<ul style="list-style-type: none"> Set up the Short Putts 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"> Short Putts 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 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 putting. Some of technical content you may want to explore in this session may include:

Face Control and Start Line - Introduce the student to the importance of face control and starting the putt on the right line specifically in short putts. Some of the content you may want to explore includes:

- Outline to the students how the position of the putter face plays the most significant impact on the starting line of the golf ball and demonstrate examples of this
- Discuss with students the content of start line, and how start line will link to the journey the ball will take when traveling across slopes
- Highlight how the more control they have on the face, the more accurate and confident they will be on short putts
- Discuss some of the most common technical reasons why a student may be struggling to control the putter face, including aiming at address, control of body movement, the hold on the putter and stability of the wrists during the stroke

Pre-Shot Routine- Discuss with the student some strategies they can use in their pre-shot routine for greater face control and alignment to ensure the ball starts on their intended start line. Some content you may want to explore includes:

- Outline the importance of a pre-shot routine and the importance of consistency in order to achieve consistent results
- Discuss with the student what component parts could make up the routine, including green reading, practice putts, aiming strategies, looking at the hole and executing the stroke or threaten the hole
- Introduce basic aiming strategies to those attending which may include aligning the putter face to a spot in front of the golf ball on their intended start line or using line combinations on the ball to match their preferences and putter head design



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

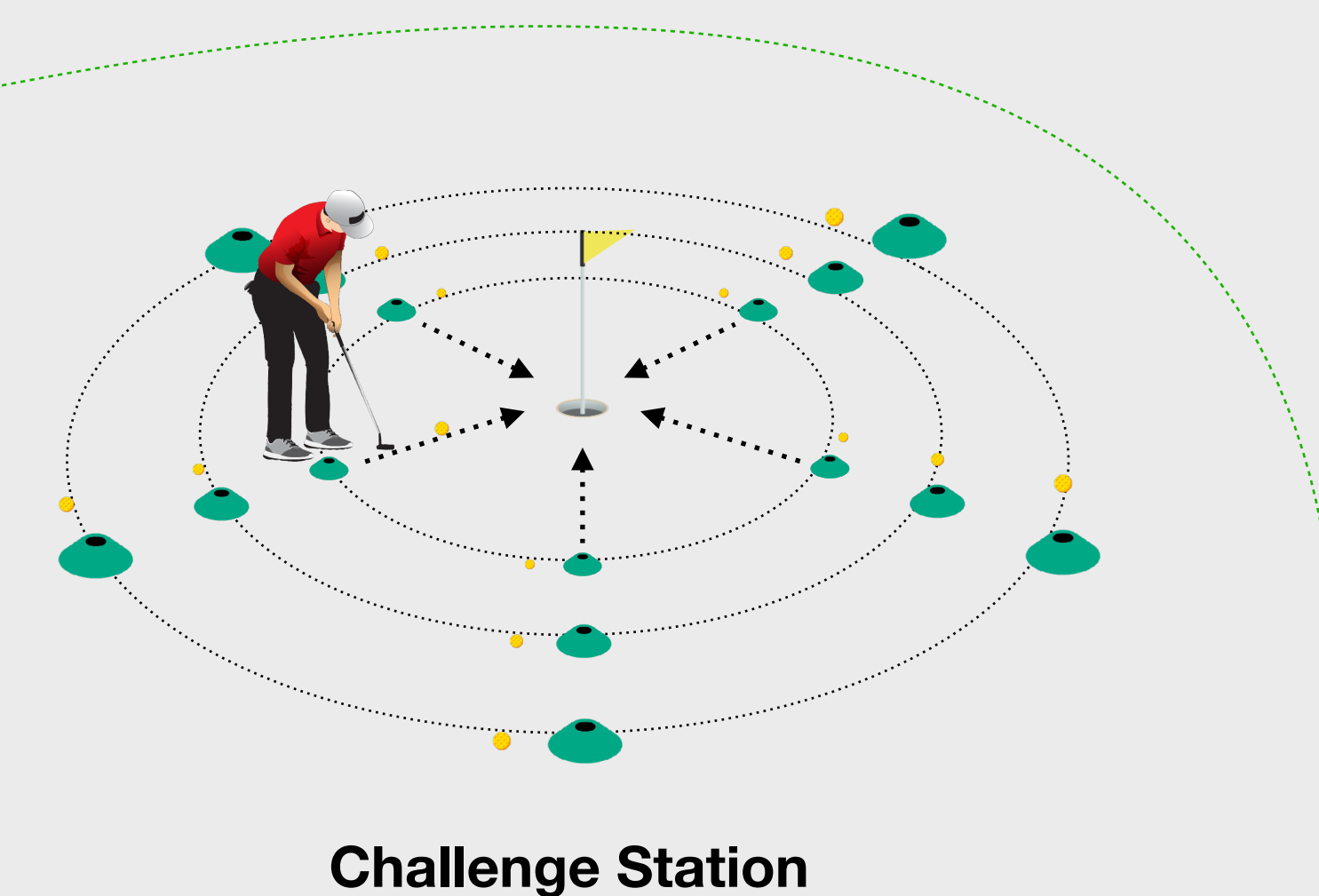
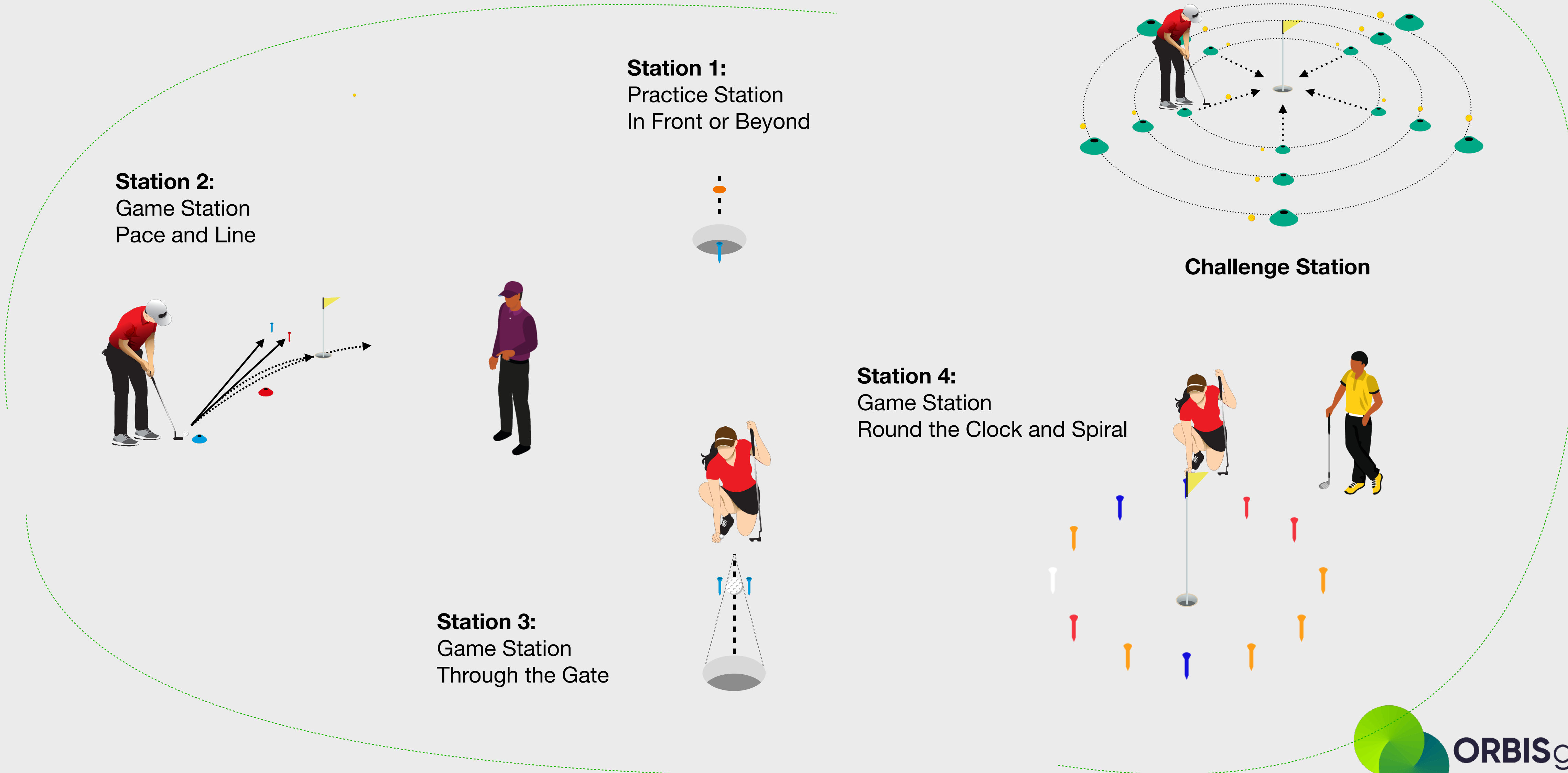
Station 5:
Game Station
Army Golf

Station 6:
Challenge Station
Driver Challenge

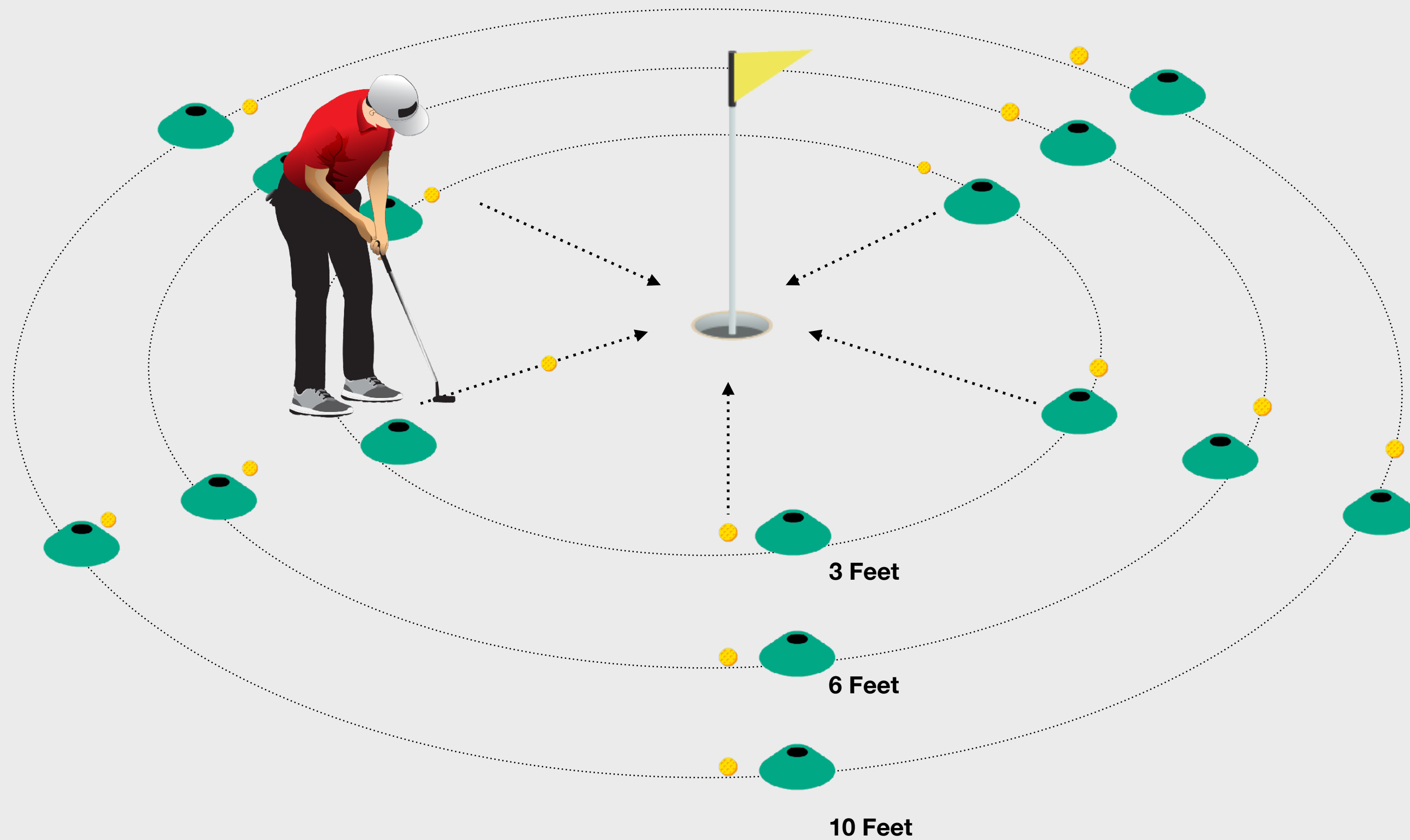
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Orbis Golf Programmes

Example Class Layout and Setup



Short Putt Challenge Setup



Equipment Needed

- 15 x Coloured Cones
- 15 x tee pegs
- Hole putting
- 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

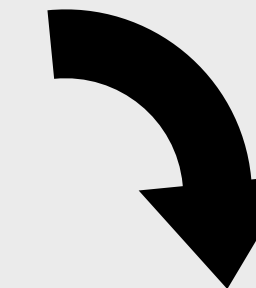
TRACKMAN Integration

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



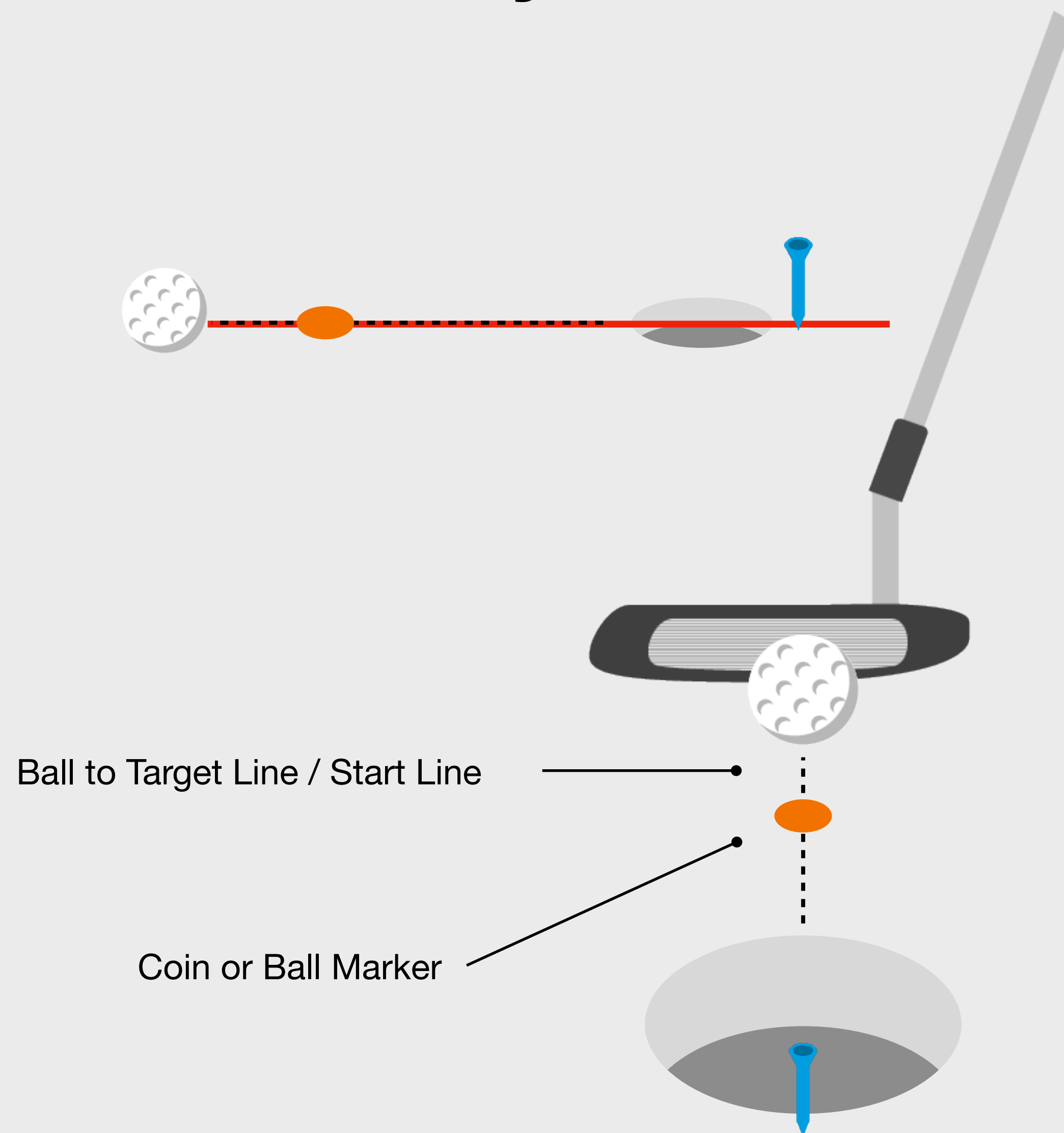
TRACKMAN

Use the 'STROKE LENGTH' features to enhance the students experience and give some additional feedback.

Practice and Games Cards



In Front or Beyond



Equipment Needed

- 1 x Alignment Sticks
- Putter
- Golf Balls
- Coin
- Tee Peg
- Ball Marker

How to Practice

- Get the student to putt from a maximum of 10 feet from the hole on a flat surface
- Place a ball marker on the ground which will indicate where the putter head will be placed on each attempt
- Place an alignment stick running between the ball marker and the centre of the hole. This is the ball to target line.
- Place a coin on the ground on the intended start line (underneath the alignment stick) no more than 6 inches in front of the golf ball
- Place a tee peg behind the centre of the hole
- Remove the alignment stick
- Place the golf ball in front of the ball marker and position the putter head on the marker on each attempt
- The idea is that the student practices developing a strategy of where to aim the putt head either in front of the putt or behind the hole. They will also get feedback how to how effective their start line control is.

Technical Link

- It will help the student to learn effective aiming strategies and an understanding of their start line tendencies and where to focus during their pre-shot routine and setup

Pace and Line



TRACKMAN

Use the 'STROKE LENGTH' and 'TEMPO' features to enhance the students experience and give some additional feedback.

Equipment Needed

- 2 Tee Pegs
- 2 Cones
- Coin
- Putter
- Golf Ball

How to Play

- Set this activity up on a sloped surface with 2 cones placed at 5 and 10 feet from the hole
- Place two tees level with the hole
- Explain how even though the putt is the same direction there are differing amounts of break due to the length of the putt
- The student must attempt the putts and adjust their aim based on the feedback of whether the ball missed high or low
- Vary the tee peg positions and explain how the pace they hit their putt at needs to match the intended start line
- Use a coin to help the student understand the start line of the putt as the break varies and how they can develop an appropriate routine

Technical Link

- This activity will help the student to understand start line corresponds with pace and how they must be matched for consistent results
- Understanding and mastering this technique is key to improving putting ability from all ranges and lowering scores

Through the Gate



TRACKMAN

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

Ball to Target Line

Equipment Needed

- 2 x Tee Pegs
- Putter
- Golf Balls

How to Practice

- Get the student to putt from a maximum of 10 feet from the hole on a flat surface
- Firstly create ball to target line using an alignment stick or a chalk line
- Depending on the length of the putt and the skill of the student, place a golf ball on the intended target line around 12 inches in front of the golf ball
- Place a tee peg either side of the golf ball to create a gate and remove the golf ball
- The idea is that the student practices attempting to put the ball through the gate and create effective aiming strategy swell control of the putter face
- The length of the putt and width of the gate should be adjusted based on the skill of the student

Technical Link

- This exercise will improve the students face control
- It will reinforce effective aiming strategies and pre-putt routine

Round the Clock & Spiral



Equipment Needed

- Tee pegs to mark the 12 points on a clock at least 6 feet from the hole on a sloped part of the green

How to Play

- A student attempts one putt from each tee peg
- The purpose is to note how the slope changes around the hole and therefore the student needs to adapt where they are aiming
- We suggest framing this as an opportunity to learn the slope on a green, although it can be played competitively, seeing how many putts each student can hole
- This game can be played individually, in pairs or small groups
- The student should focus on developing their pre-shot routine as they complete the game

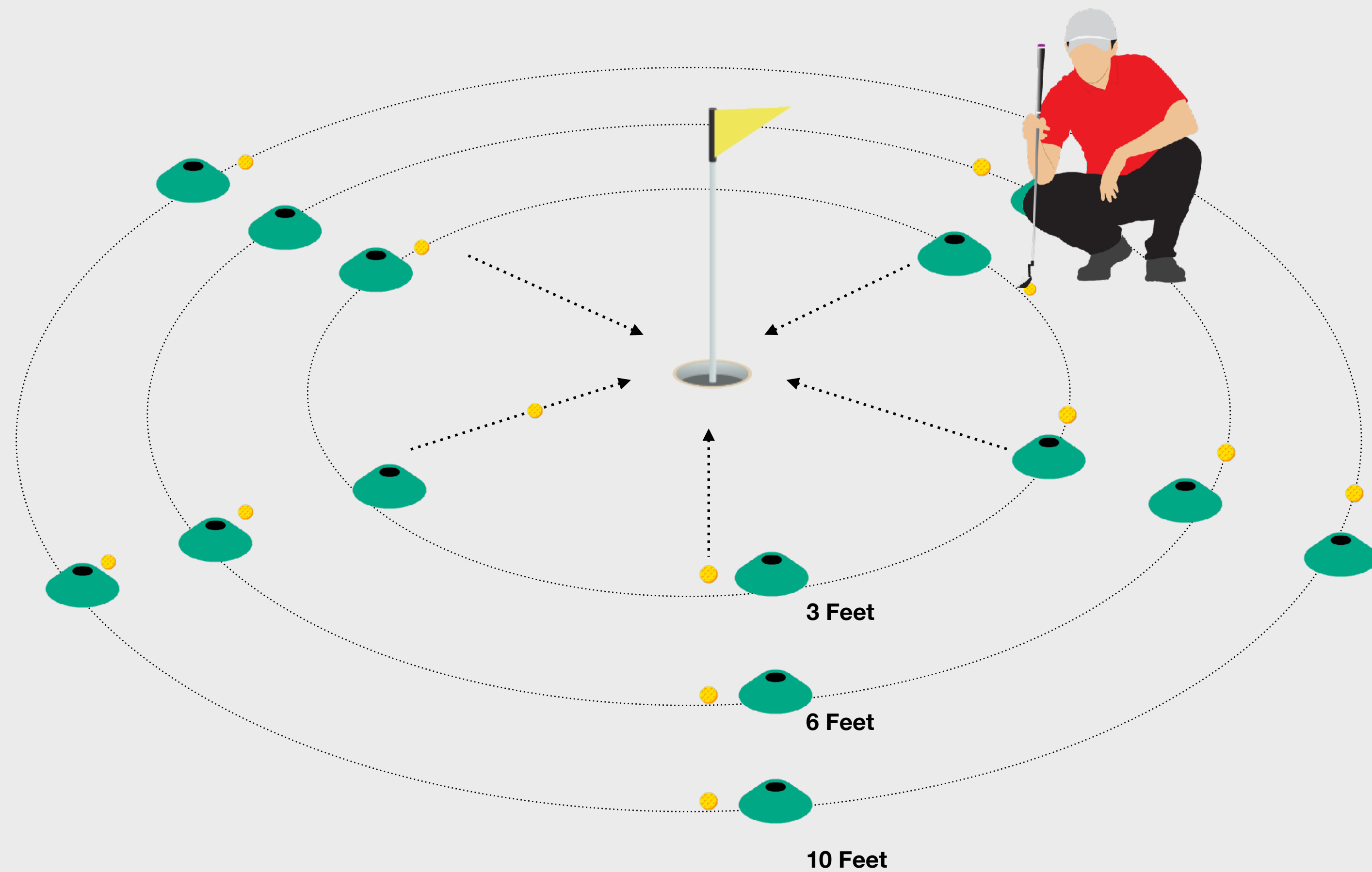
Progression Ideas

- Play on a more severely sloped surface
- Introduce a competitive element
- Increase or decrease the length of the putts by creating a spiral around the hole

Short Putts Challenge



Short Putts 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

