

Scoring School



Long Putts



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

Session Length:
90 Mins

Group Size:
1:8

Session Focus:
Break 80
Putting

Topic:
Long Putts

Technical Focus
Lag Putting

Scoring Challenge
Long 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 	
50 mins	Lag Putting Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Introduce the student to some key principles for lag putting and how an understanding of managing expectations on long putts can help to ease pressure and develop an improved mindset 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 During practice games and drills you should explore with students technical suggestions that may help to improve their lag putting 	<ul style="list-style-type: none"> Five Feet Further Long Cliffhanger Waterfall Two Putt Spiral Challenge
25 mins	Long Putts Challenge	<ul style="list-style-type: none"> Set up the Long 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"> Long Putts 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 putting. Some of technical content you may want to explore in this session may include:

Lag Putting- Introduce the students to some principles of how to effectively lag putt and give context as to what 'good' lag putting looks like. Some of the content you may want to explore includes:

- 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
- Outline examples of what 'good' speed control looks like on varying putt lengths using examples of the best golfers in the world and how TV coverage can be misleading
- Outline to students how pre-shot routine can play a vital role on long putts and demonstrate to students some of the most important elements of a pre-putt routine. This may include:
 - Analysing the putt from multiple positions such as behind the ball, side on or behind the hole ensuring that the routine needs to be practice on the course
 - Using a rehearsal stroke can help the students can gain increased feel for the putt
 - Visualising the journey and outcome of the putt can help to develop confidence and commitment



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

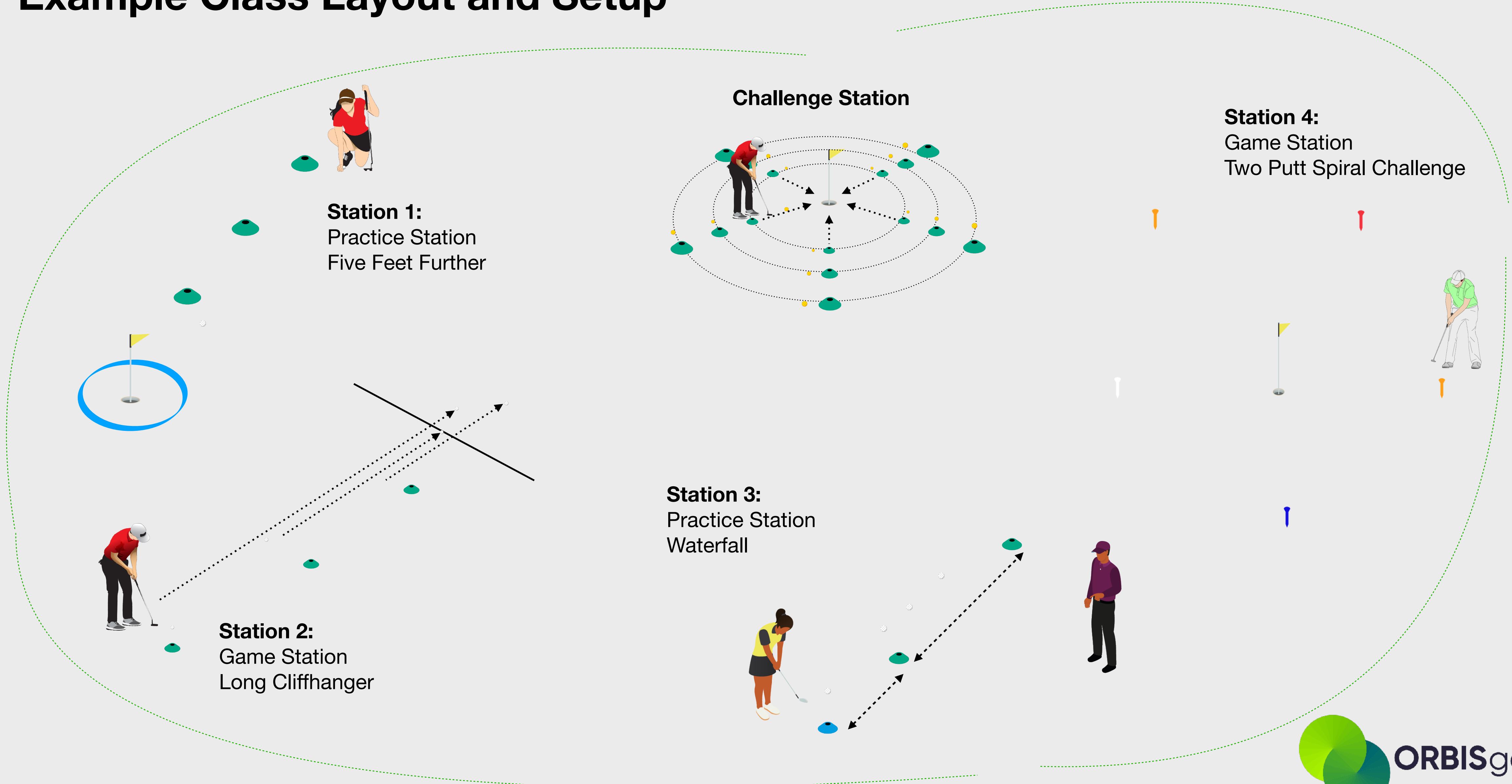
Station 5:
Game Station
Army Golf

Station 6:
Challenge Station
Driver Challenge

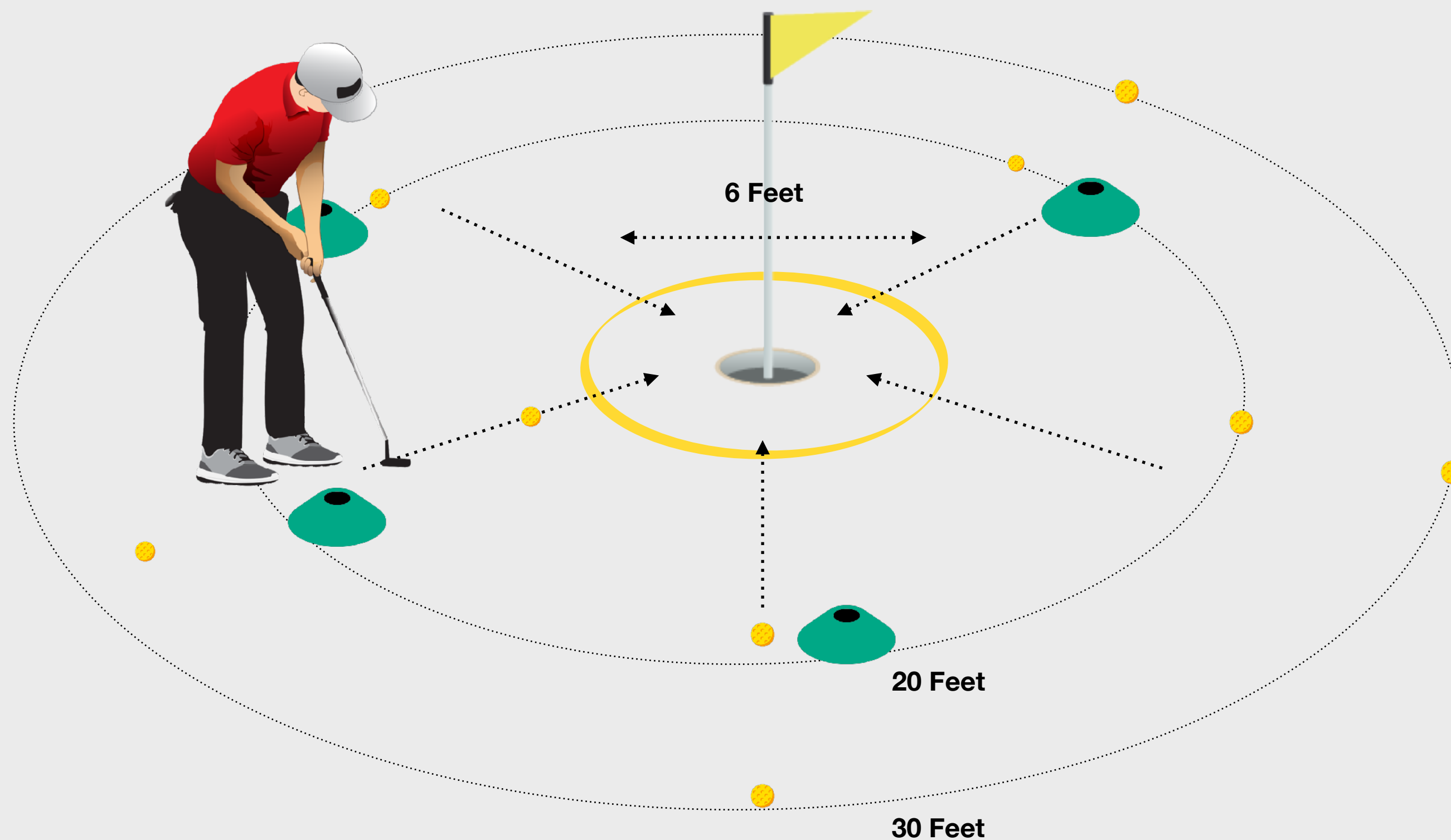
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Orbis Golf Programmes

Example Class Layout and Setup

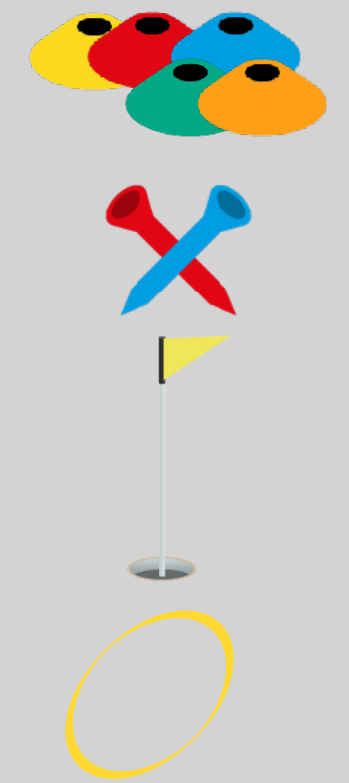


Long Putt Challenge Setup



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 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

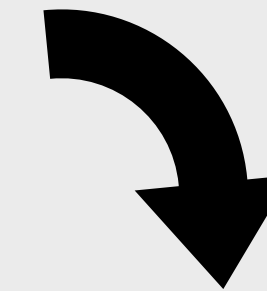
TRACKMAN Integration

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

Practice and Games Cards



Five Feet Further



Equipment Needed

- Putter
- Cones
- Various sizes of hoops
- Golf ball

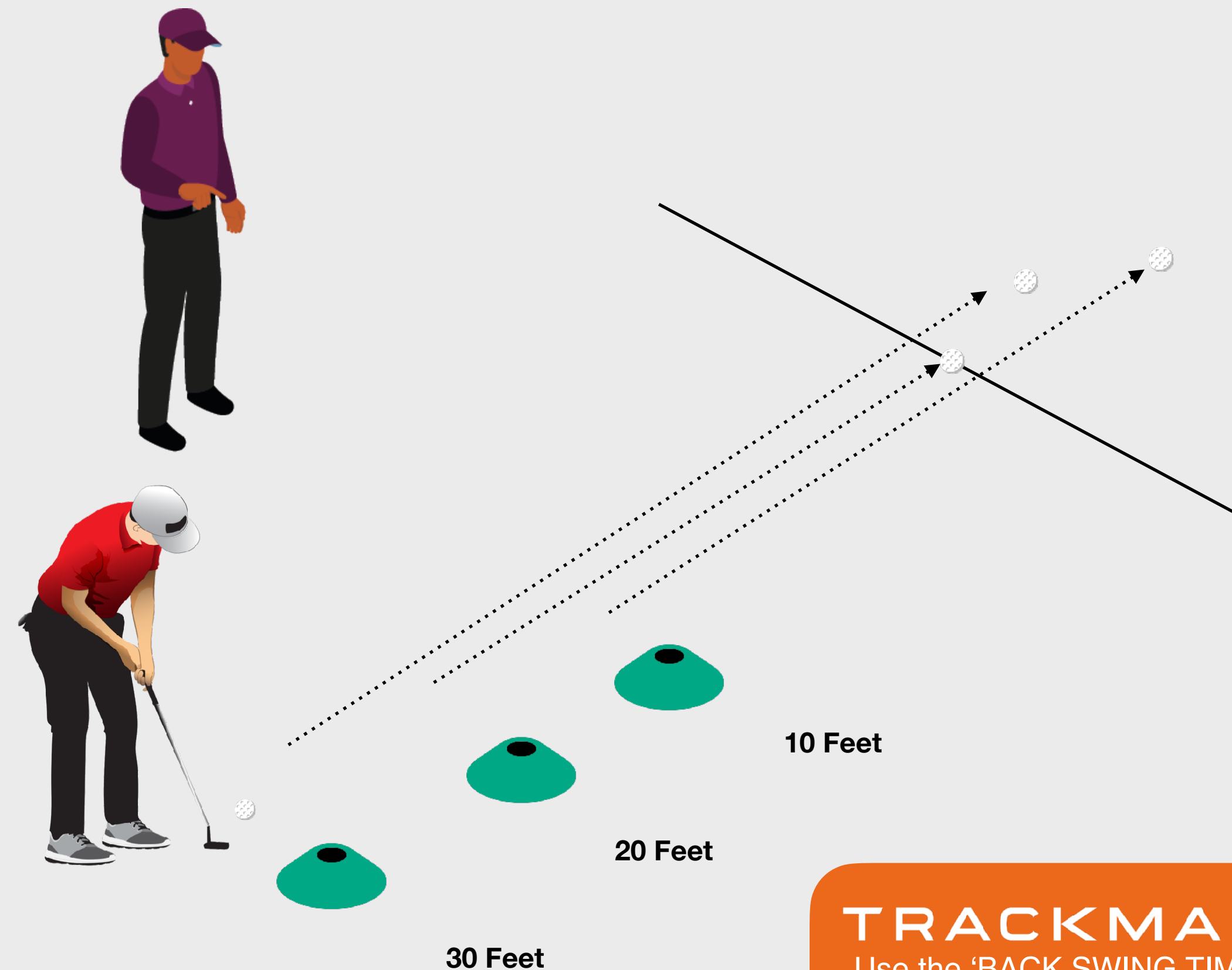
How to Practice

- Students attempt to putt the ball into the 6 foot circle from each distance
- 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, 20 and 25 feet into the 6 foot circle, without missing
- If the students complete this then reduce the size of the circle to make it more difficult

Technical Link

- This activity will help the student to improve the pace and accuracy of their medium to long range putting and appreciate the challenge of having to do this under pressure

Long Cliffhanger



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

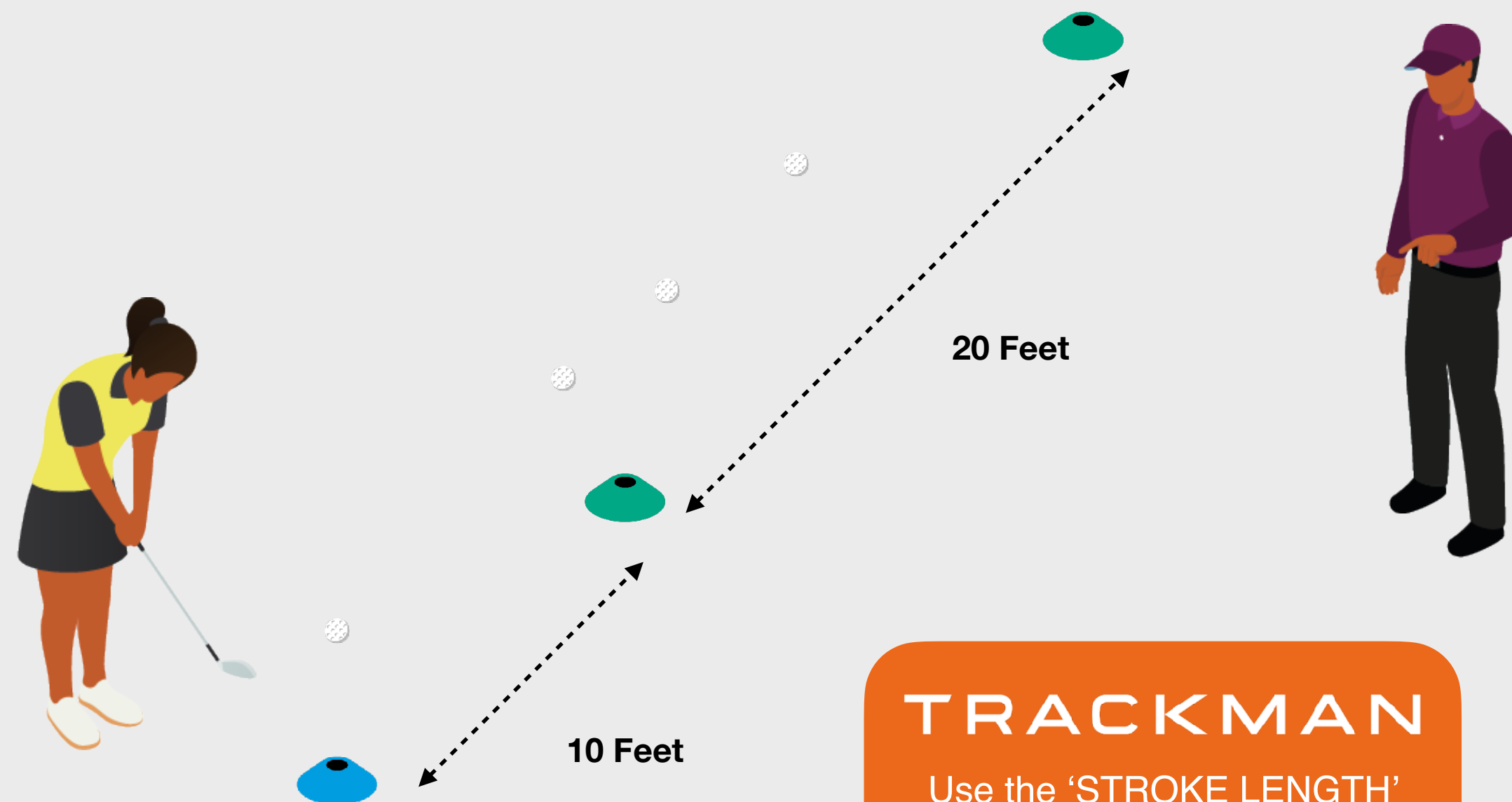
How to Play

- Students should part from the three different start points
- Randomise the cone that the student starts from
- The student is trying to pop the ball as close to the line as they can without going over it
- They can play against other students and the ball that is closest to the line without going over wins a point
- Award a minus point for balls that go over the line

Technical Link

- This activity will help the student to improve their distance control on short putting
- Explain to the student that getting the pace of a putt correct will help them lag it closer and avoid three putting, which will improve their scores on the course

Waterfall



TRACKMAN

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

Equipment Needed

- Cones
- Putter
- Golf balls

How to Practice

- Set this activity up with the cones 10 feet and 30 feet away
- The aim of the game is to get as many balls between the cones as possible
- The student always starts from the blue cone and should attempt to putt their first ball just past the first cone, 10 feet away
- If successful the student then attempts to putt their second ball just past their first ball but not too far as this would reduce the space they have to aim for their next ball
- The student continues until either they fail to get their ball past their previous attempt, or they putt it past the furthest cone

Technical Link

- This activity will help the student to improve their distance control, as it requires a small, incremental difference in each putt

Two Putt Spiral Challenge



Equipment Needed

- Tee pegs
- Putter
- Golf balls

How to Play

- Set up tee pegs surrounding a hole on a sloped surface ranging in distance from 10 feet to 20 feet
- A student attempts one putt from each tee peg and the aim is to two putt or hole out from each tee peg consecutively
- If it takes more than two putts they must start the spiral again
- Ask the students to note how the slope changes around the hole and therefore how they need to adapt their starting line
- This game can be played individually, in pairs or small groups

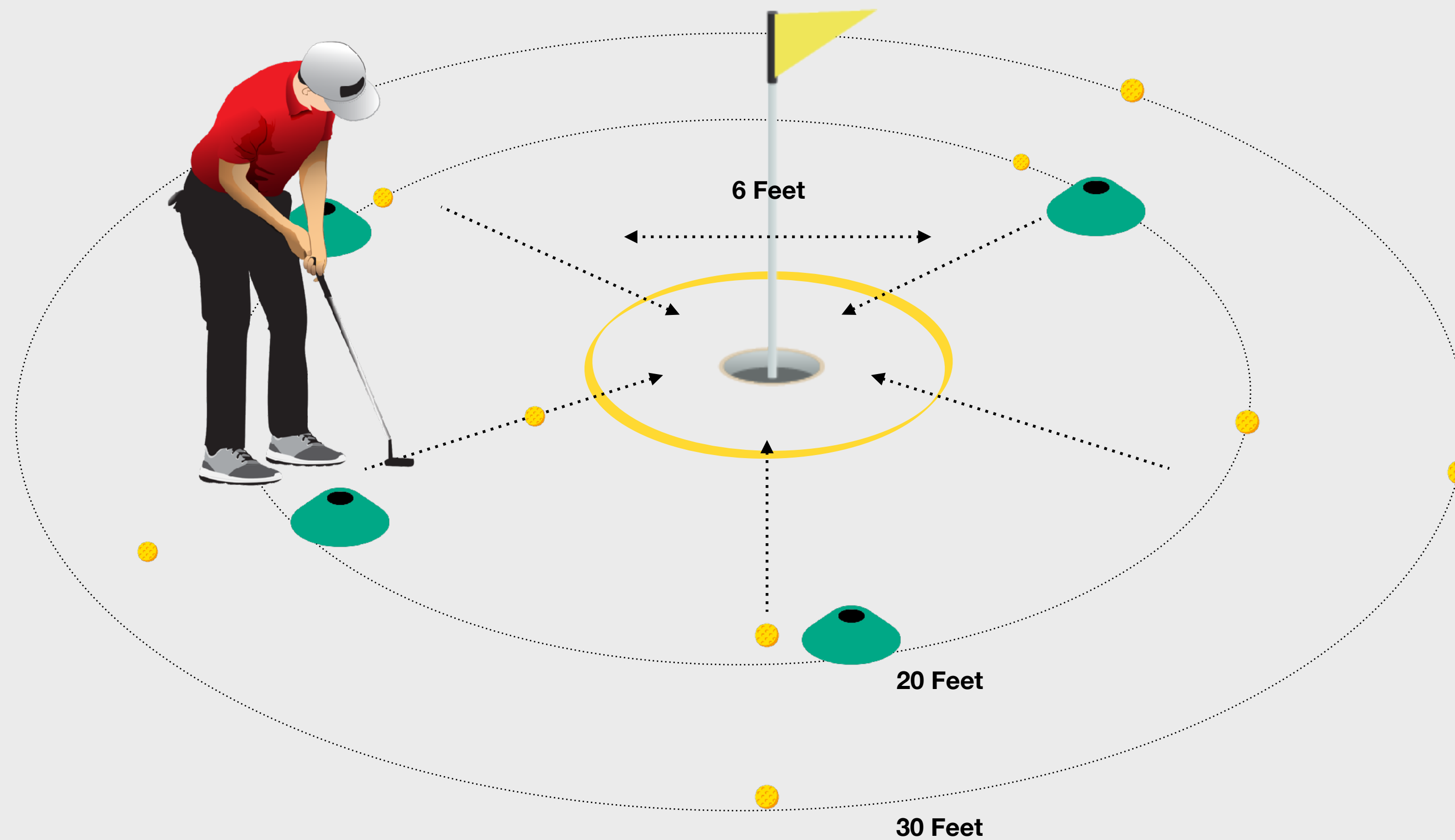
Technical Link

- This activity not only challenges the students lag putting ability, but also tests their ability to finish it off in two putts under pressure and this is a way of emulating an on course scenario
- This activity will also help the students to understand how a slope can affect the putt from different positions around the same hole and this should focus them on their start line and green reading

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

