

# Scoring School

**BREAK  
85**

# Short Game Challenge Week



**ORBISgolf™**

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# Session Timetable

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Scoring School Break 100 - Swing

## Class Timetable

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**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"> <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>	<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 100 program and the structure and format of the 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 Set Up Fundamentals	<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>Perfect Posture</li> <li>Little step, big step</li> <li>Get it forward</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 start line of the shot with the Driver</li> <li>Demonstrate to the student, how the combination of path and face will influence the direction of the shot</li> </ul>	<ul style="list-style-type: none"> <li>Start Line</li> <li>Army Golf</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 100 challenge</li> </ul>	<ul style="list-style-type: none"> <li>Driver Challenge</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> </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 next skills series 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>

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# Class Timetable - Challenge Week

**Session Length:**  
90 Mins

**Group Size:**  
1:12

**Session Focus:**  
Break 85  
Challenge Week

**Topic:**  
Challenges and Benchmarking

**Technical Focus**  
Short Game

**Scoring Challenge**  
Short Game 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 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 learners the break 85 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	Scoring challenges Individual coaching Rotation around set up	<p>Allow the students to take part in the first rotation of three parts of scoring challenges During this time the students will attempt the chipping challenges 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</p>	<ul style="list-style-type: none"> <li>Chipping Challenge</li> <li>Challenge Scorecard</li> </ul>
25 mins	Scoring challenges Individual coaching Rotation around set up	<p>Allow the students to take part in the first of three parts of scoring challenges During this time the students will attempt the pitching challenges 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</p>	<ul style="list-style-type: none"> <li>Pitching Challenge</li> <li>Challenge Scorecard</li> </ul>
25 mins	Scoring challenges Individual coaching Rotation around set up	<p>Allow the students to take part in the first of three parts of scoring challenges During this time the students will attempt the bunker challenges 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</p>	<ul style="list-style-type: none"> <li>Bunker 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> </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 next skills series 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>

# 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

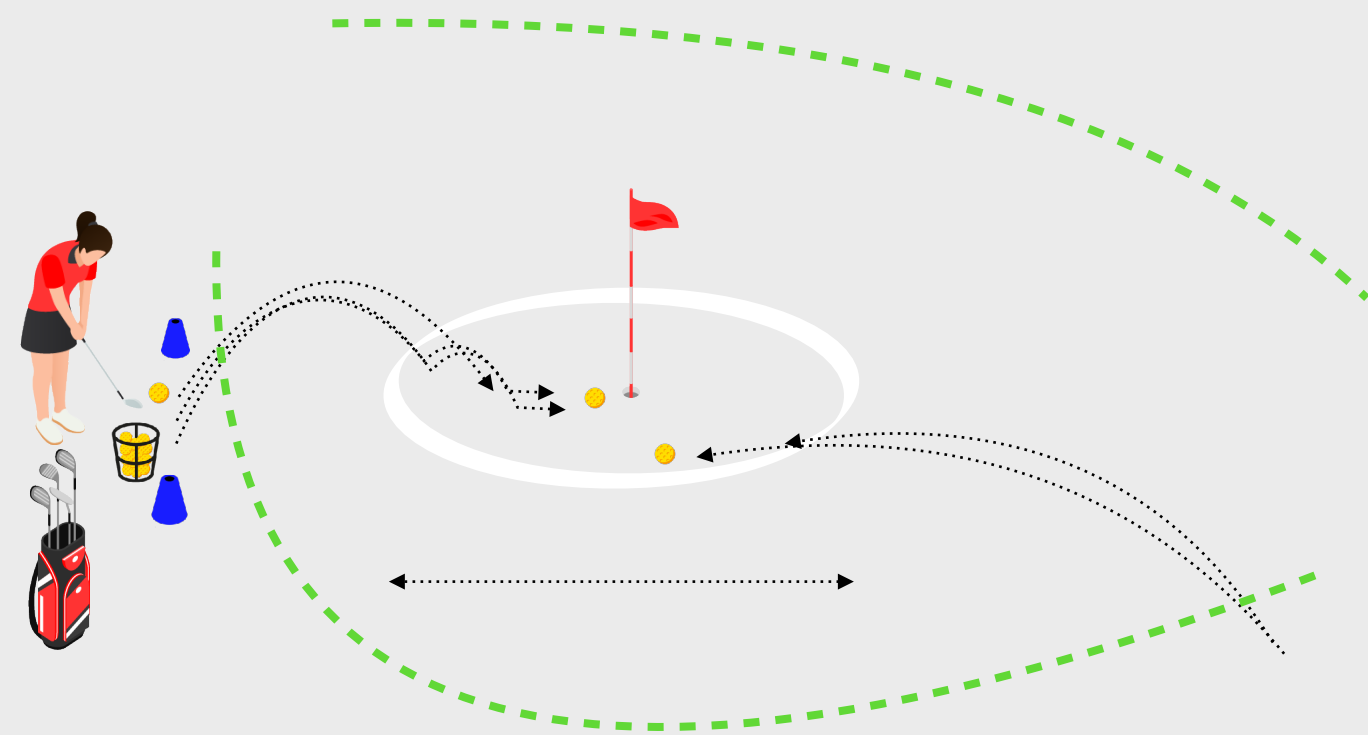
**Station 5:**  
Game Station  
Army Golf

**Station 6:**  
Challenge Station  
Driver Challenge

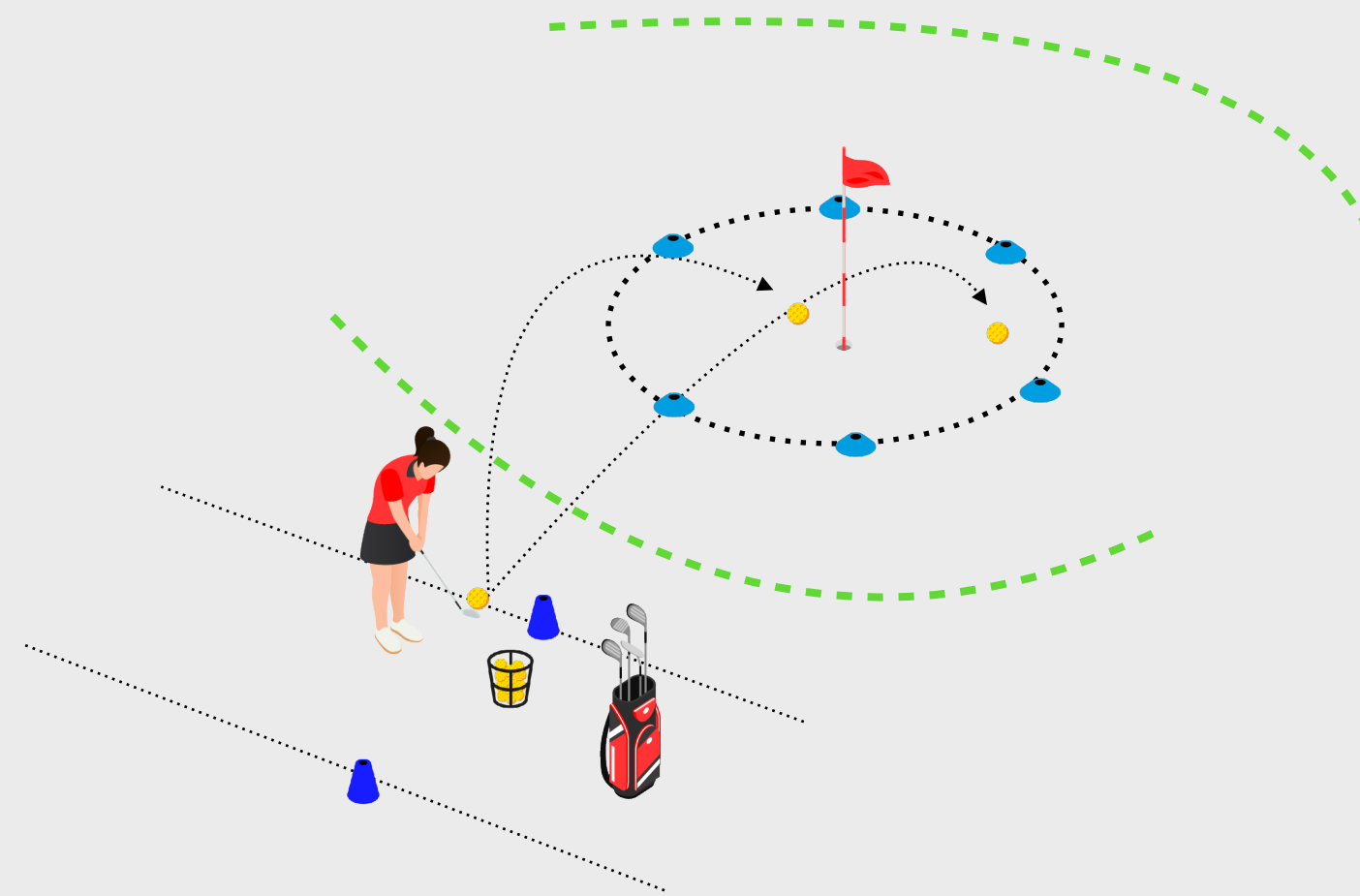
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Orbis Golf Programmes

# Class Layout and Setup

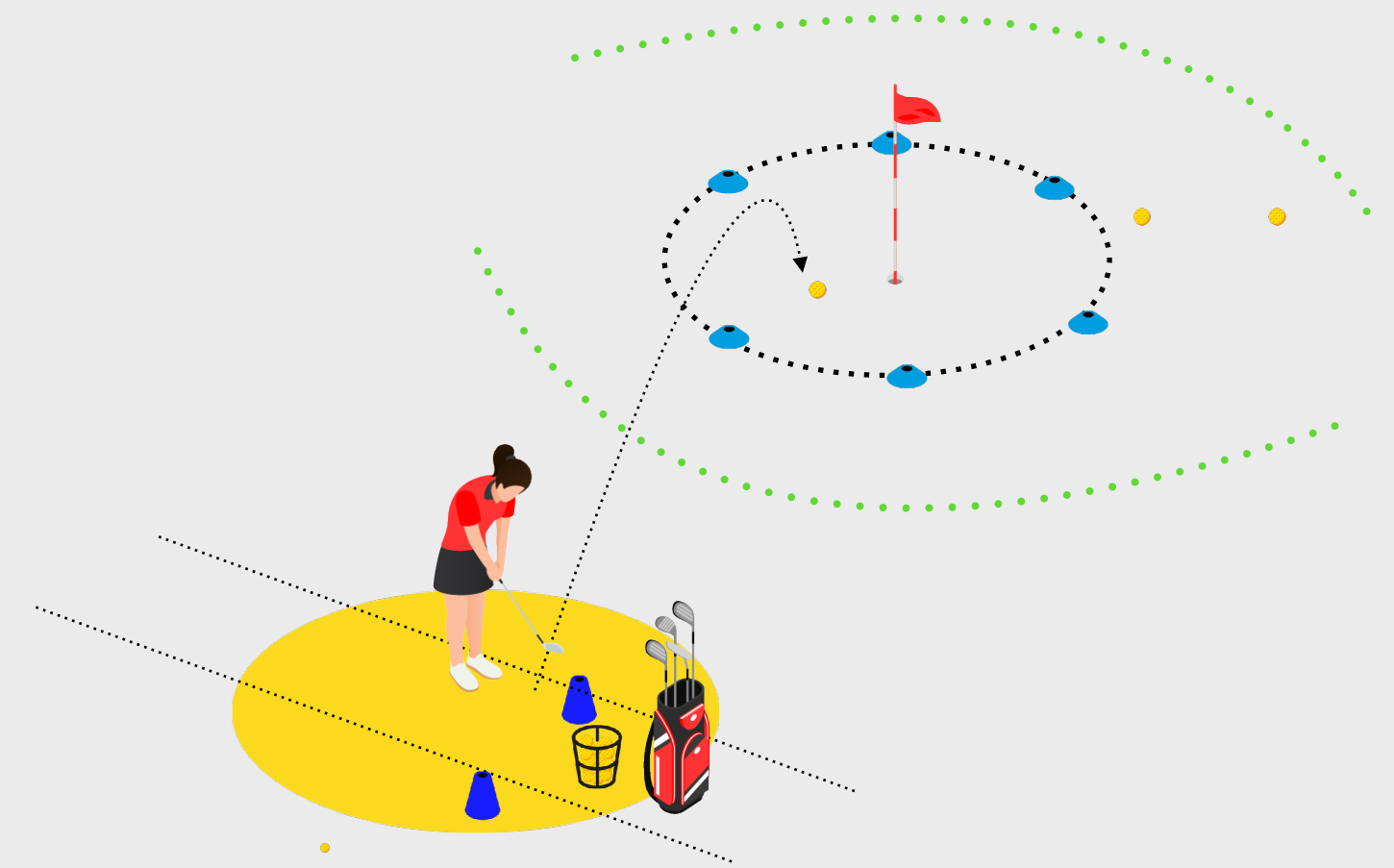


**Station 1:**  
Chipping Challenge

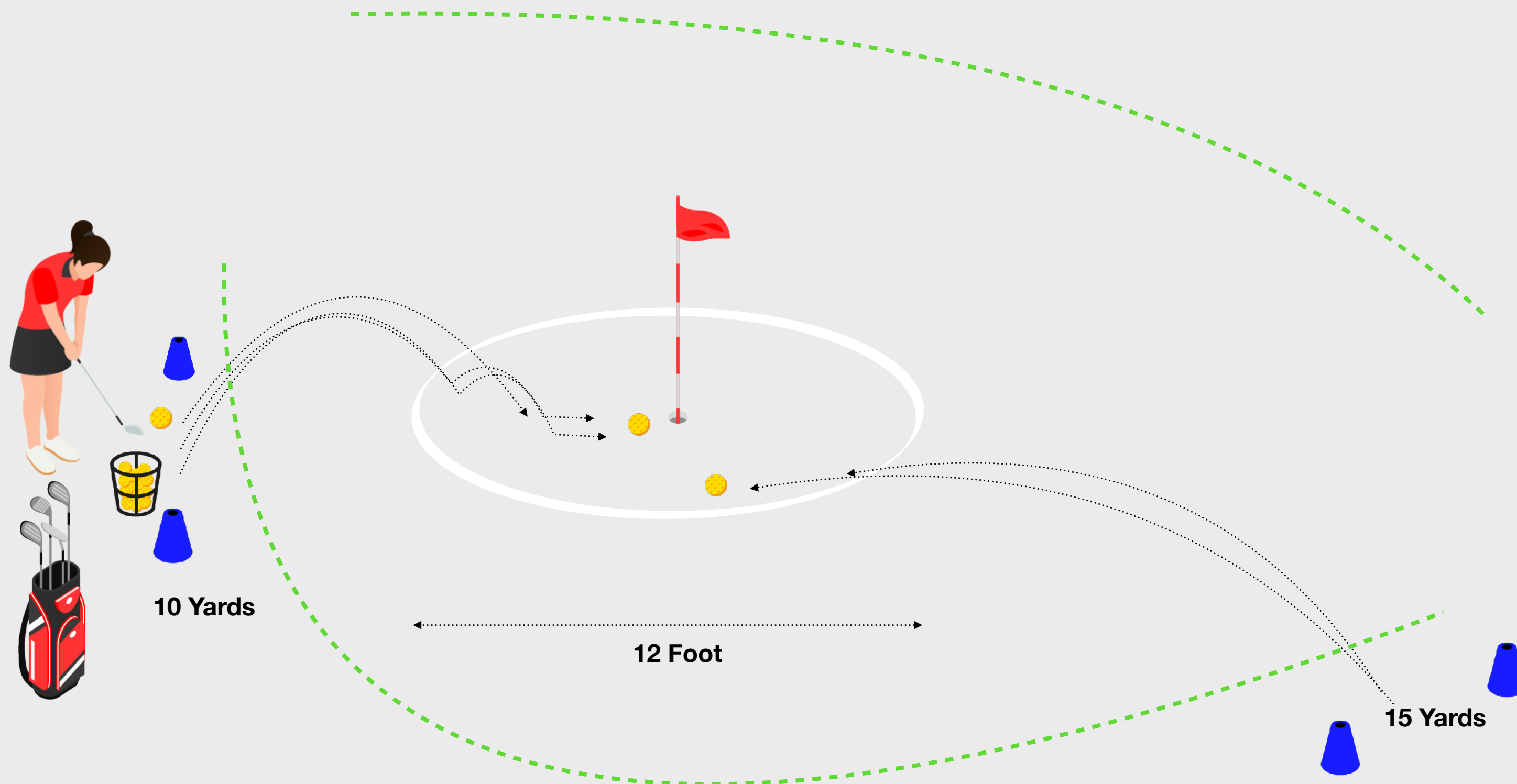


**Station 2:**  
Pitching Challenge

**Station 3:**  
Bunker Challenge

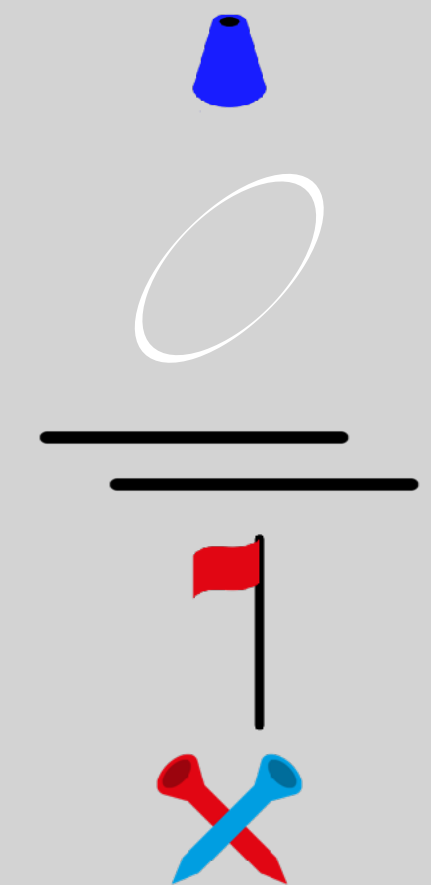


# Chipping Challenge Setup



## Equipment Needed

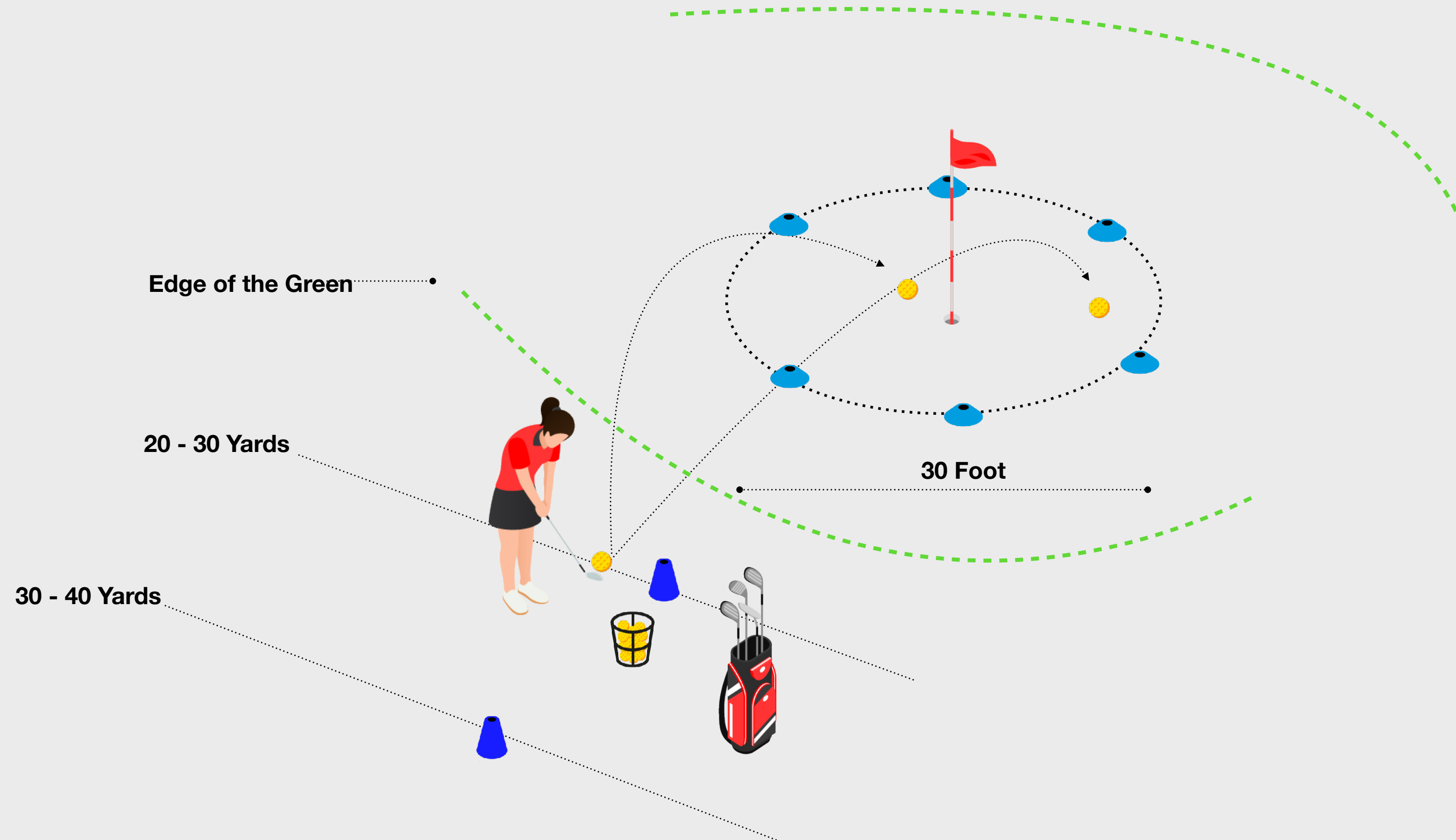
- 4x Marker cones
- 12 Foot Diameter Hoop
- 1x Alignment Sticks
- 1x Flagstick
- Tee Pegs



## Setting out the Challenge

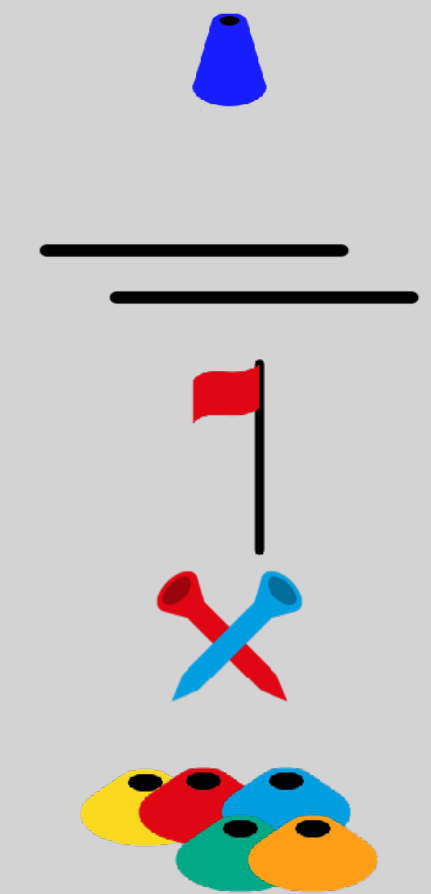
- 1 flag should be selected on the green. Alignment sticks could be used where this isn't possible
- Your 12-foot target circle from your equipment bag is placed around the flag or alignment stick
- Three starting points are positioned around the green at 10 yards and over 15 yards
- Each starting position should be placed close to the edge of the green
- These starting positions should offer variation in lie and angle to the target

# Pitching Challenge Setup



## Equipment Needed

- 2x Marker cones
- 1x Alignment Sticks
- 1x Flagstick
- Tee Pegs
- 6x Coloured Cones

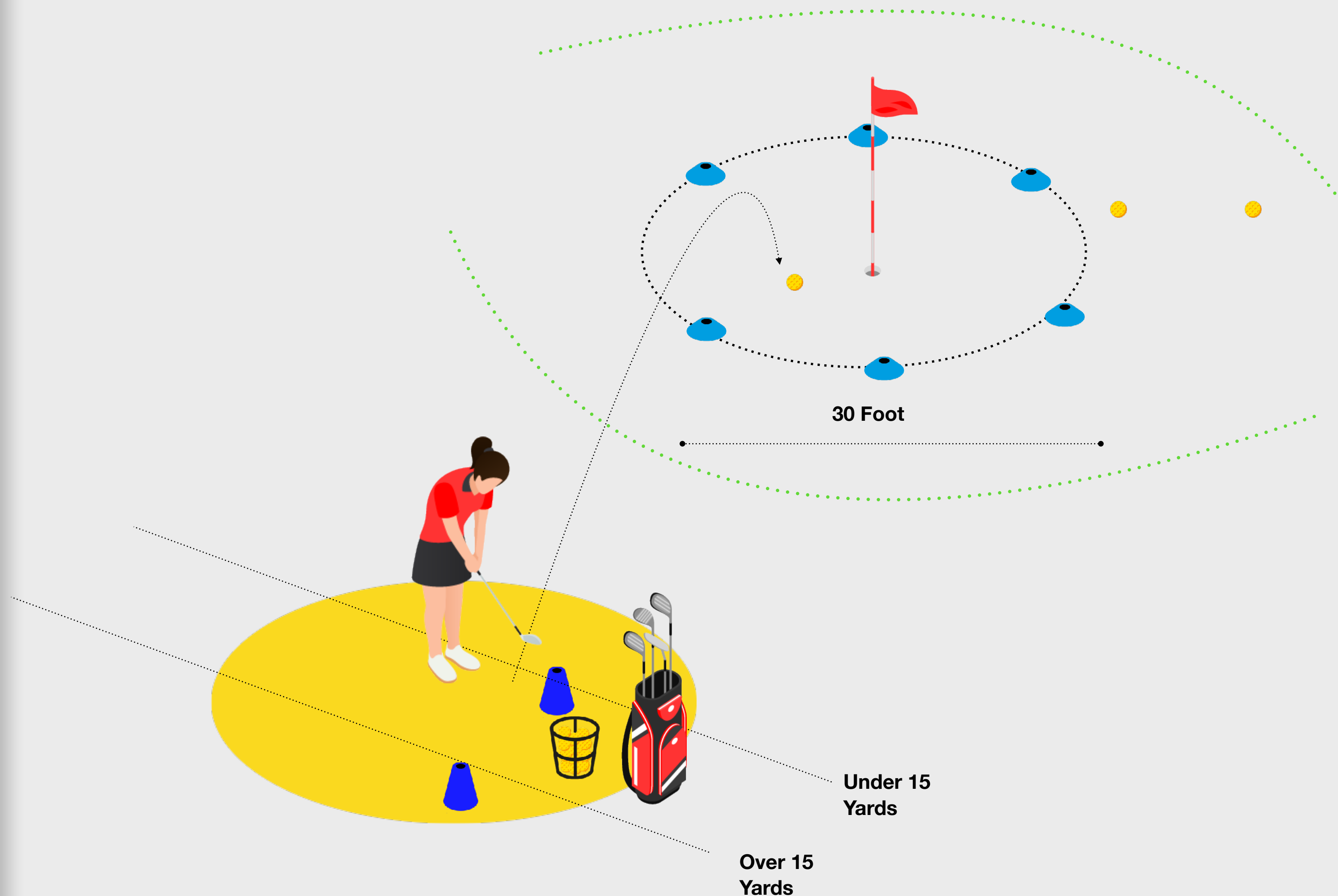


## Setting out the Challenge

- Create a 30 foot diameter target circle around the flag/alignment stick using the coloured cones
- Using marker cones create starting points positioned in a row at distances of 20 - 30 yards and 30 - 40 yards

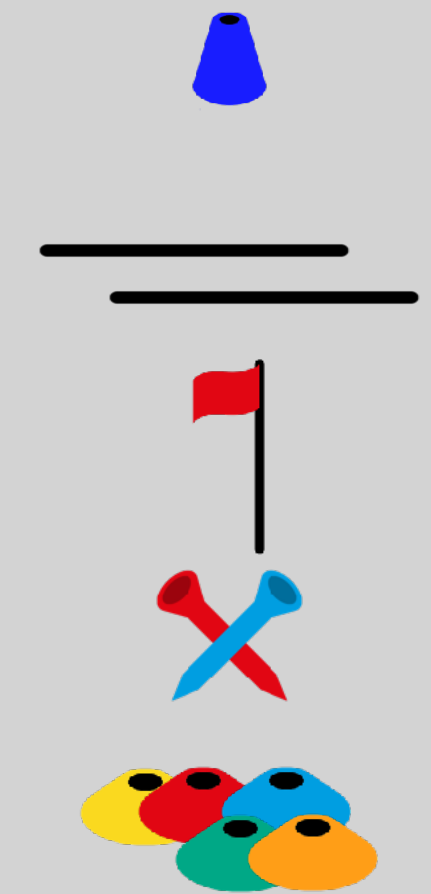


# Bunker Challenge Setup



## Equipment Needed

- 2x Marker cones
- 2x Alignment Sticks
- 2x Flagstick
- Tee Pegs
- 6x Coloured Cones



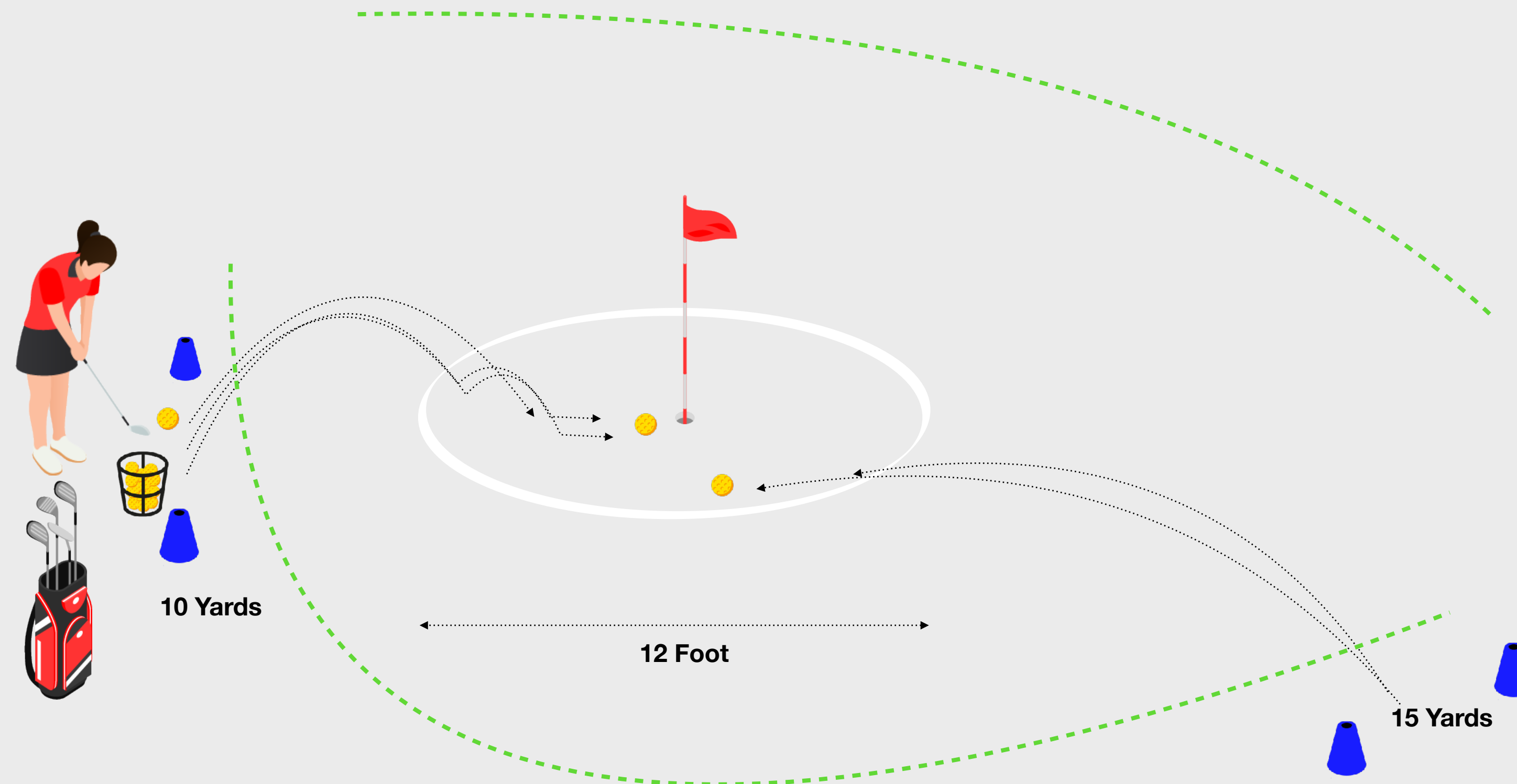
## Setting out the Challenge

- Create a 30 foot diameter target circle around the flag/alignment stick using the coloured cones
- Using marker cones create 2 starting points positioned in the bunker at distances of under 15 yards and over 15 yards

# Short Game Challenges



# Chipping Challenge



## Attempting the Challenge



- Students hit 10 shots in a random order from each starting position to finish with the target circle
- Record the result of each attempt on the Challenge Scorecard
- Students should drop the ball on each attempt

## The Challenge

- Attempt to chip the ball to within the target circle from each position around the green. Students should attempt 10 shots from each starting position
  - **7/10 chips within target circle from 10 yards**
  - **5/10 chips within target circle from 15 yards**

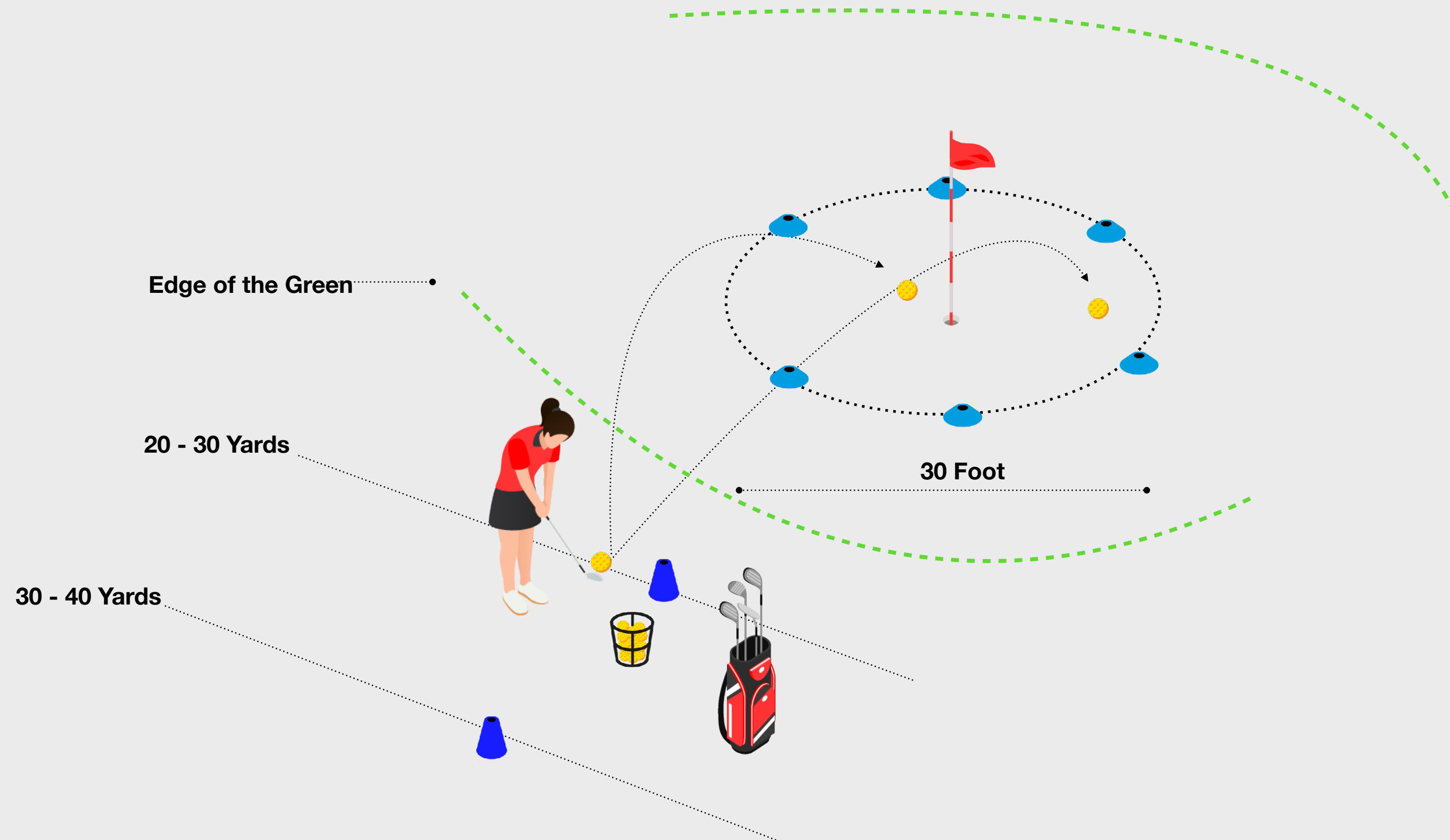
## What to do Next:

- 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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# Pitching Challenge



## Attempting the Challenge

- Students hit 10 shots in a random order from each starting position to finish with the target circle
- Record the result of each attempt on the Challenge Scorecard
- Students should drop the ball on each attempt

## The Challenge

- Attempt to pitch the ball to within the target circle from each position around the green. Students should attempt 10 shots from each starting position

- **6/10 pitches within target circle from 20 - 30 yards**
- **3/10 pitches within target circle from 30 - 40 yards**

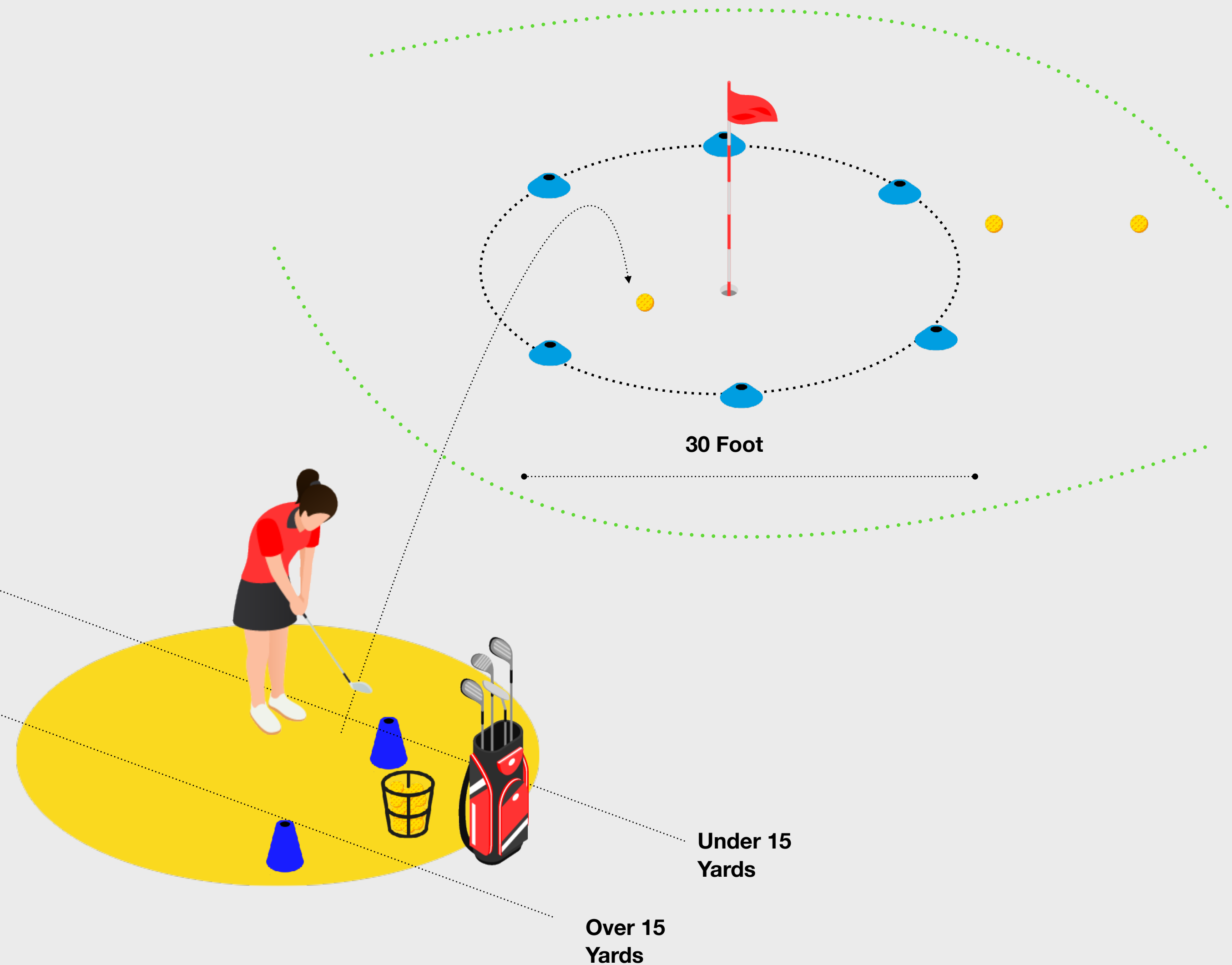
## What to do Next:

- 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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# Bunker Challenge



## Attempting the Challenge

- Students hit 10 shots in a random order from each starting position to finish with the target circle
- Record the result of each attempt on the Challenge Scorecard
- Students can place or roll the ball into the bunker on each attempt

## The Challenge

- Attempt to pitch the ball to within the target circle from each position in the green side bunker. Students should attempt 10 shots from each starting position

- **6/10 shots in the target circle from under 15 yards**
- **4/10 shots in the target circle from over 15 yards**

## 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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