

# Scoring School

**BREAK**  
**85**

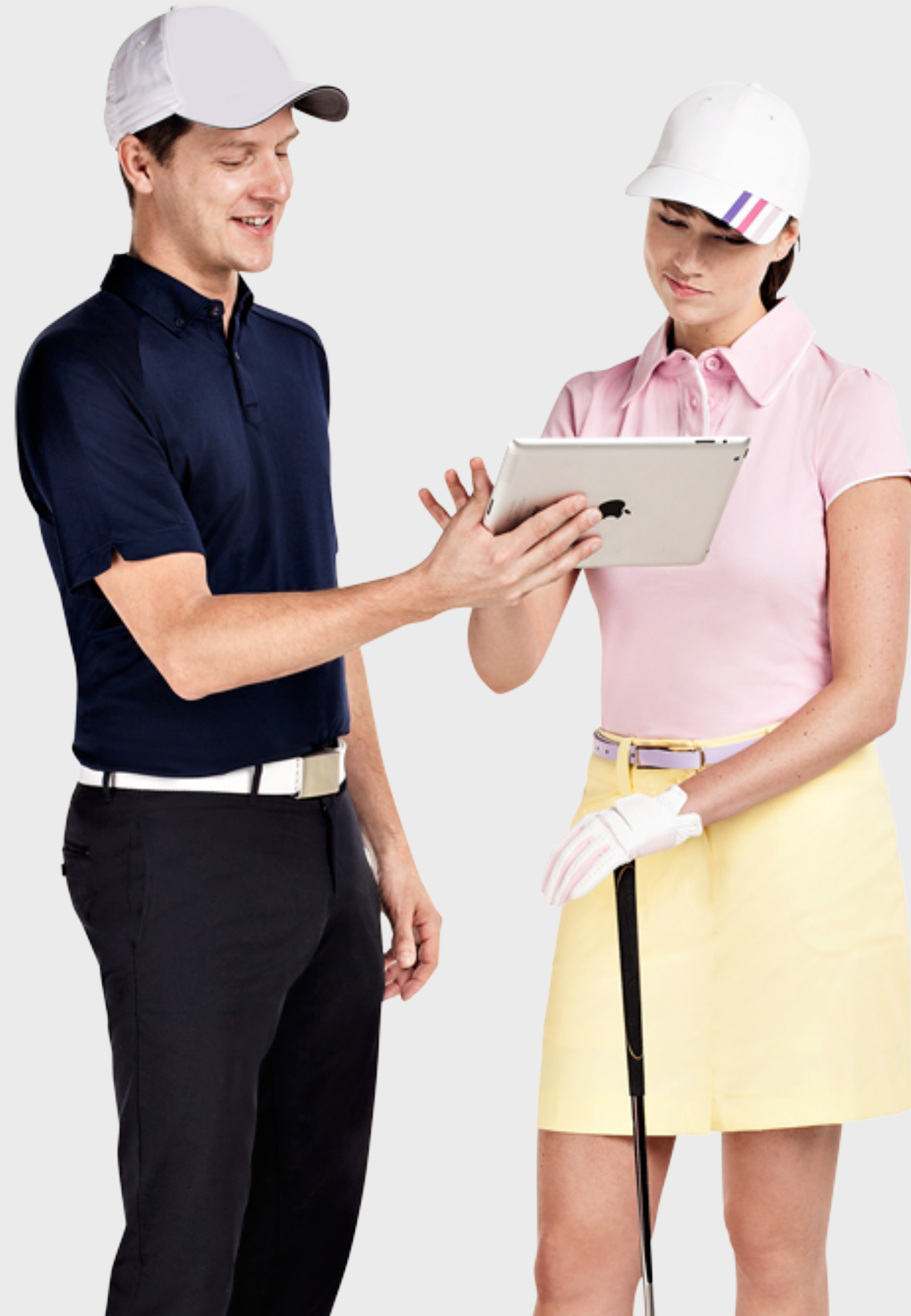
# Short Putts



**ORBISgolf™**

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- 15 **Scoring Skills Challenges**



# 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

**Session Length:**  
90 Mins

**Group Size:**  
1:8

**Session Focus:**  
Break 85  
On The Green

**Topic:**  
Short Putts

**Technical Focus**  
Centred Strike

**Scoring Challenge**  
Short Putts

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 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>	
50 mins	Centred Strike Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> <li>Introduce the student to the importance of centred strike when putting</li> <li>Using the practice stations and games demonstrate to the student how a miss hit putt will effect roll and distance of the putt</li> <li>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</li> <li>You may want to get the students back together halfway through the session for questions, discussions and further demonstration</li> </ul>	<ul style="list-style-type: none"> <li>21</li> <li>Croquet</li> <li>How Many in a Row</li> <li>Cliffhanger</li> </ul>
25 mins	Short Putts Challenge	<ul style="list-style-type: none"> <li>Set up the Short Putts Challenge and allow students to attempt this to see if they can achieve the Break 85 challenge</li> <li>Use the challenge scorecard to record the outcome of each attempt</li> </ul>	<ul style="list-style-type: none"> <li>Short Putts 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> <li>Ask Students to update the GLF. Connect App if they have successfully completed a challenge across the scoring goals</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 Scoring School themed class or challenge club class 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>

# 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:

**Centred Strike** - Introduce the student to the importance of centred strike:

- Outline to the student how a miss hit putt will effect the following elements:
- Start line of the golf ball
- Overall distance of the putt, and in turn the required start line

**Elements Effecting Centred Strike** - Introduce the student to the elements that could effect the quality of strike:

- Set up position of a short putt
- Movement within the putting stroke itself including head and body movement
- Type and suitability of the putting used by the student



**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

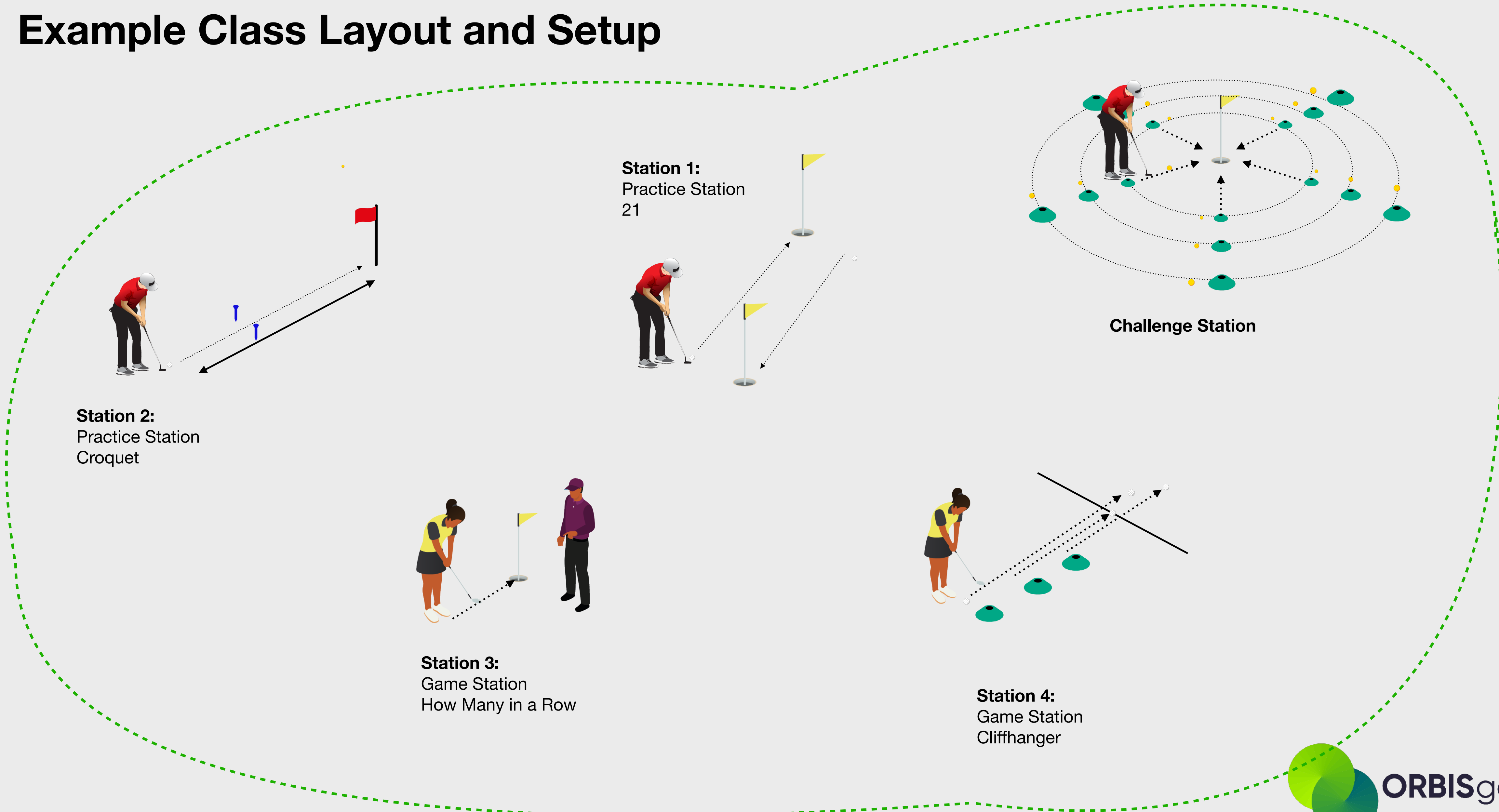
**Station 5:**  
Game Station  
Army Golf

**Station 6:**  
Challenge Station  
Driver Challenge

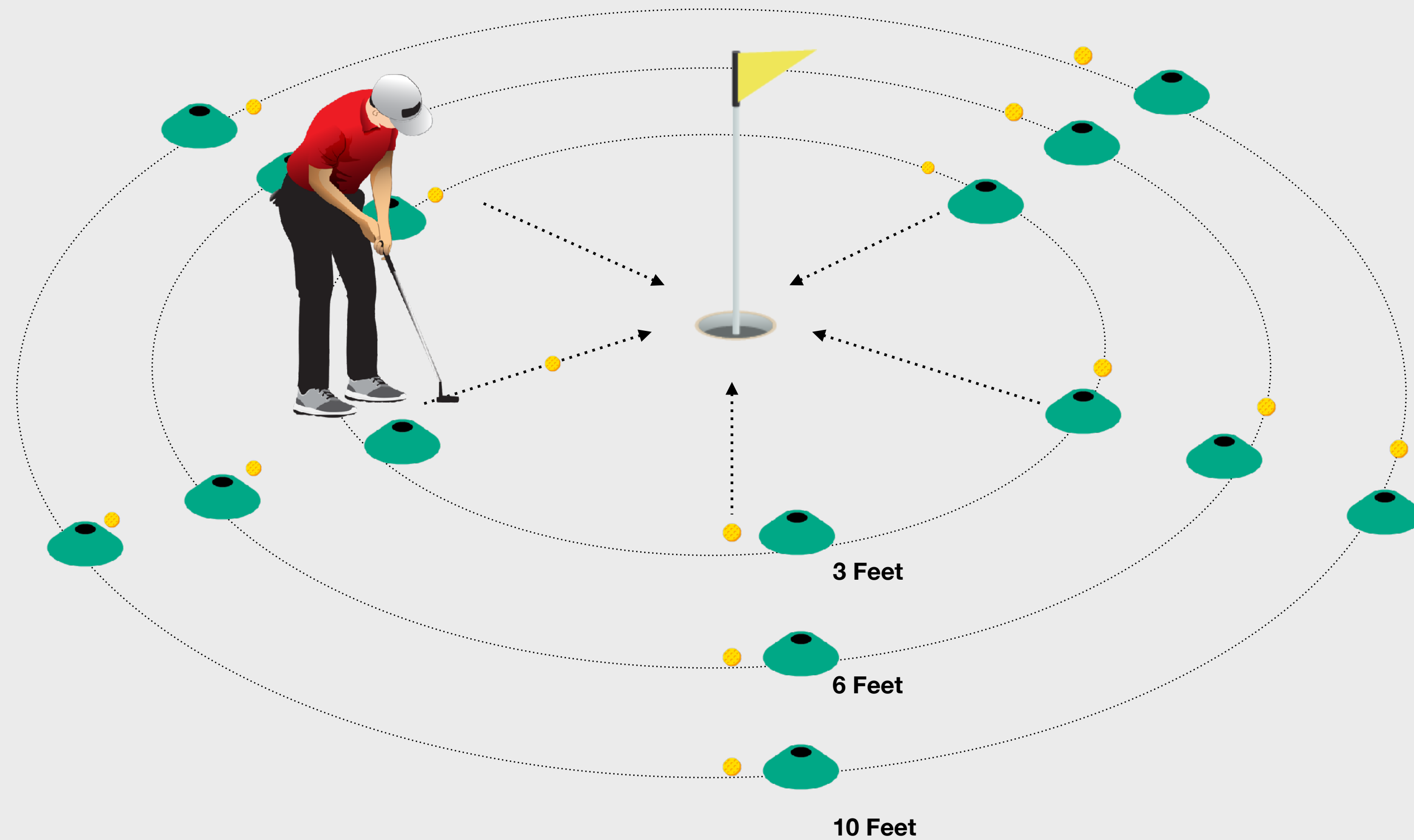
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Orbis Golf Programmes

# Example Class Layout and Setup

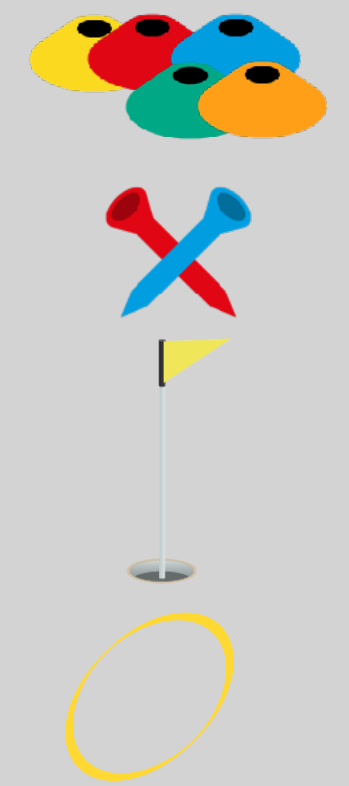


# Short Putt Challenge Setup



## Equipment Needed

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



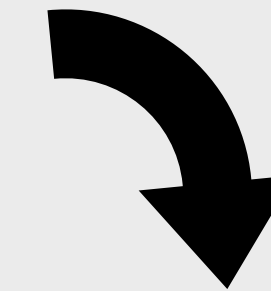
# TRACKMAN Integration

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



## 21

**TRACKMAN**

Use the 'CLUB SPEED' features to enhance the students experience and give some additional feedback.

**Equipment Needed**

- 2 Putters
- 2 Golf balls
- 2 Golf holes

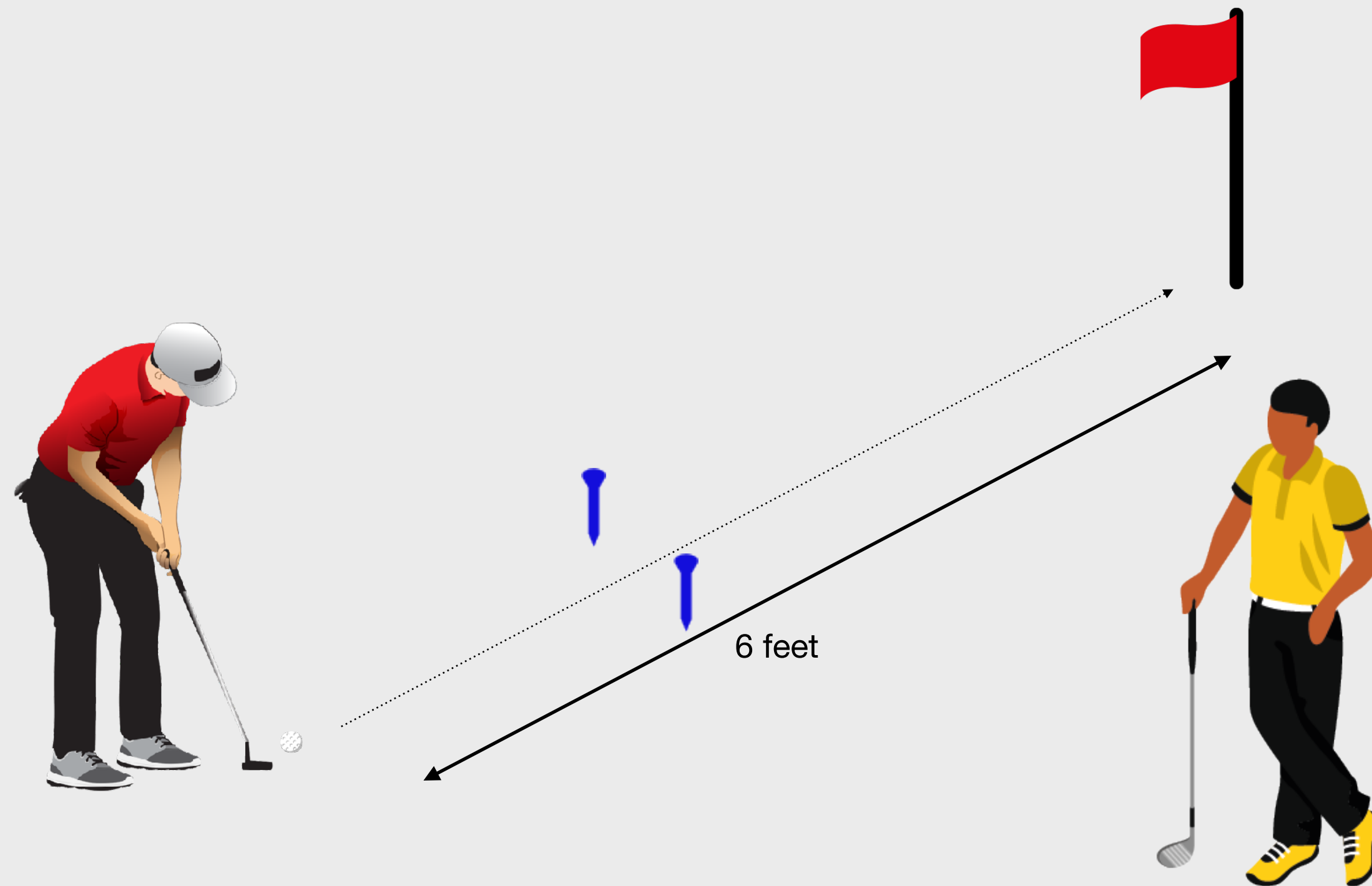
**How to Play**

- Pick two holes on the practice green and each stand at one hole aiming at the other hole
- Putts made on the first shot are worth three points, a lip out on the first putt is worth 2 points, 2 putts are worth one point and a 3-putt is -1 point
- After each golfer sinks their putt, turn around and putt for the opposite hole
- The winner is the first person to make it to exactly 21 points

**Technical Link**

- This activity will help the student to improve their consistency and their repetition of a skill

# Croquet



## Equipment Needed

- 2 Tee Pegs
- Putter
- Golf Ball

## How to Play

- Set up your ball for a 6 foot putt that is fairly straight.
- Halfway between your ball and the hole, place two tees just wide enough apart for a ball to roll through
- Attempt with your putts to roll the ball between the markers and into the hole
- The game can be played with others on a point system, with 1 point for making it through the markers and 2 points for also sinking the putt

## Technical Link

- This game will help you align putts
- This game helps with visualizing your putts
- This game will improve your accuracy from focusing on a smaller target

# How many in a row?



## Equipment Needed

- Cones
- Putter
- Golf balls
- Golf hole

## How to Practice

- Set this activity up with a cone 3 feet away from a hole
- Give the student five balls
- See how many parts in a row the student can hole from 3 feet
- If they miss they have to start back at zero
- Set the student a concentration drill and see how many they can get in a row

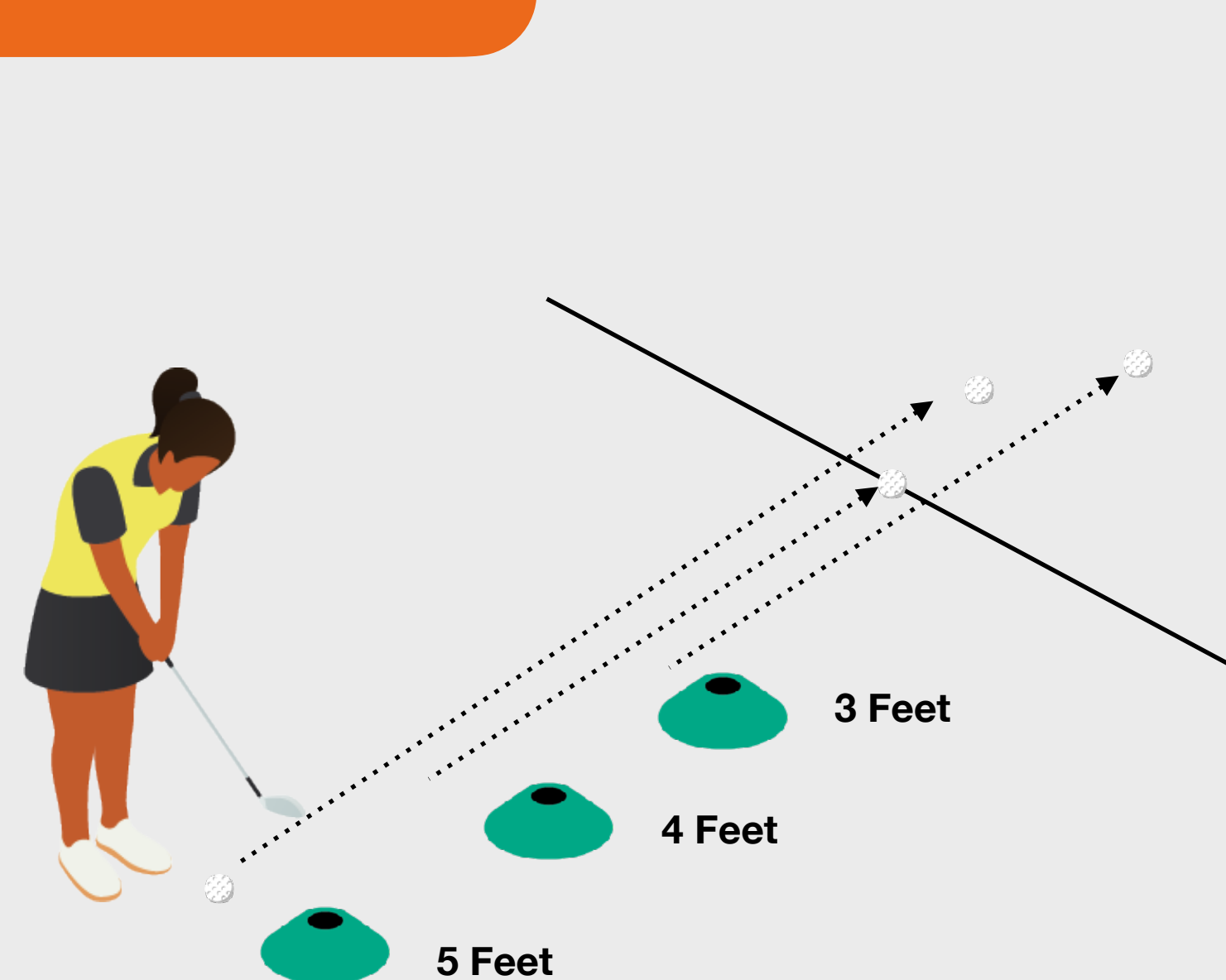
## Technical Link

- This activity will help the student to improve their consistency and concentration on short putts
- Repetition of technique and concentration is the technical skill for this activity

# Cliffhanger

## TRACKMAN

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



## Equipment Needed

- Putter
- Cones
- Target line (string, alignment stick)
- Golf balls

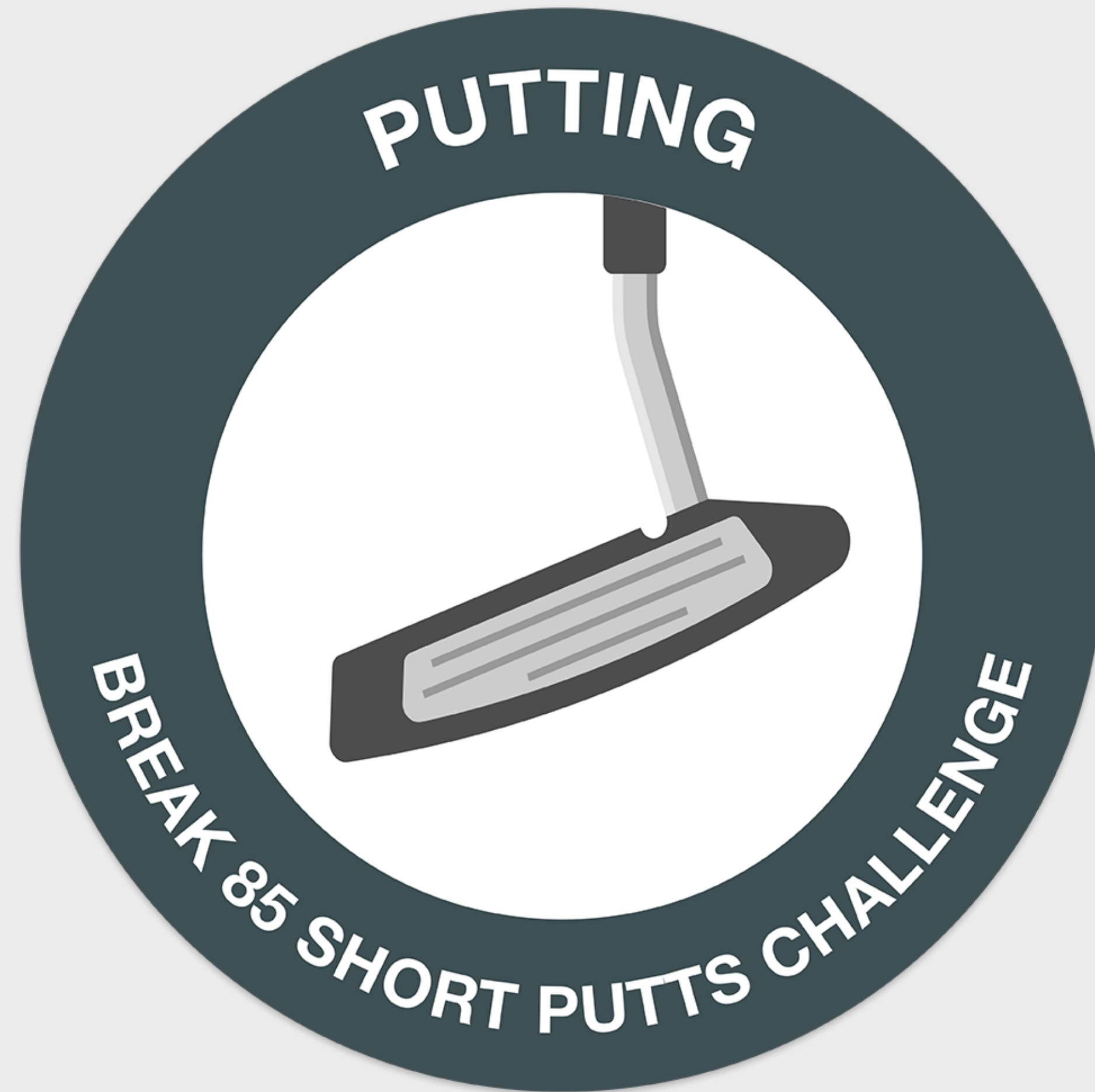
## How to Practice

- Students should putt from the three different start points
- Randomise the cone that the student starts from
- The student is trying to putt 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 it is the winner. Award minus points for putts that go over the line

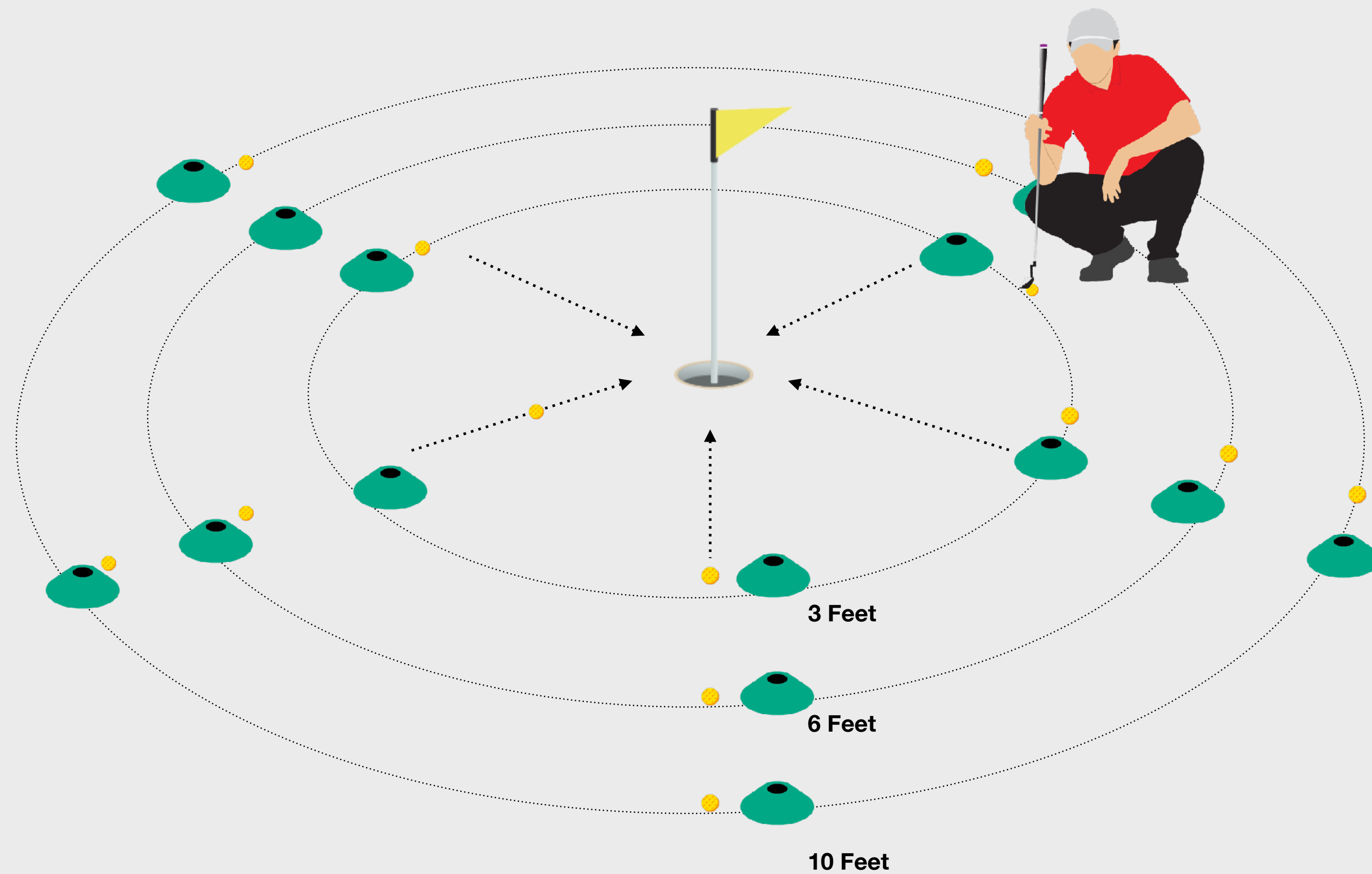
## Technical Link

- This activity will help the student to improve their distance control on short putting
- Explain to the student that the weight of a short putt is very important and that having the correct weight of putt makes holing putts more likely

# Short Putts Challenge



# 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

- **7/10 putts made from 3 feet**
- **6/10 putts made from 6 feet**
- **3/10 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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