

Scoring School

**BREAK
85**

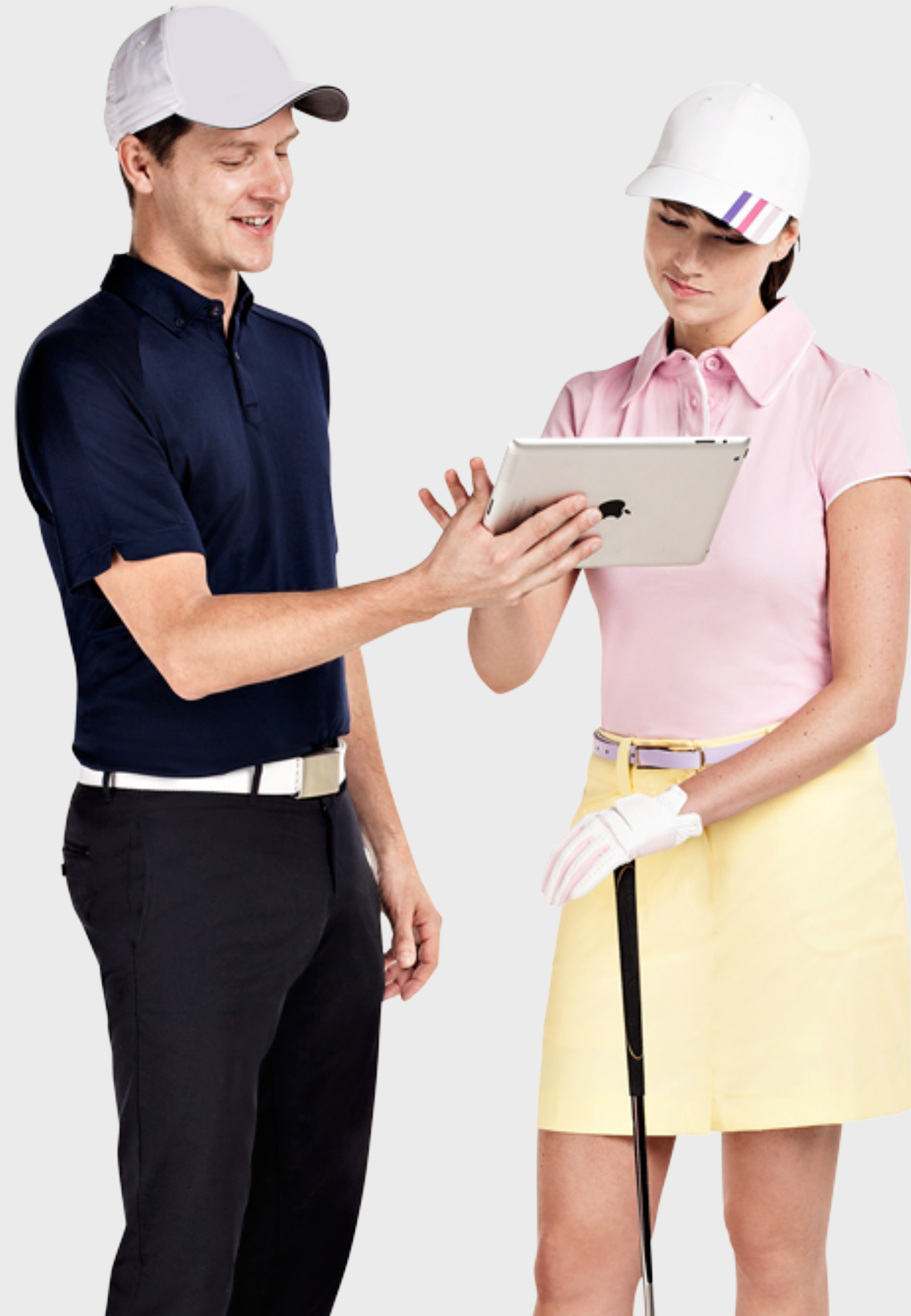
Long Putts



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 85
On The Green

Topic:
Long Putts

Technical Focus
Speed of Stroke
Distance Control Concepts

Scoring Challenge
Long Putts

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 85 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	Speed of Stroke Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Introduce the student to some speed of stroke principles, the importance of speed of stroke 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"> Swing Length Ladder 15, 30 and 50 Feet
25 mins	Distance Control Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Outline to the student, the relevance distance control concepts Demonstrate to the student, how the combination of pace and aim in putting will influence the outcome of the putt 	<ul style="list-style-type: none"> Long Putts Ladder + Gimme Zone Long Putt
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 85 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:

Speed of Stroke- Introduce the students to some basic principles around speed of stroke

- Outlining to the student the importance of a consistent speed of putting stroke
- Suggest some possible rhythm techniques to regulate the speed of the backswing and downswing of a putt
- Demonstrate to the students how changing the speed of stroke automatically affects the finish position of a long putt

Distance Control Concepts - Introduce the students some basic principles of distance control, including:

- Outlining to the students how to regulate the distance of their long putts by changing the length of their putting stroke
- Demonstrate to the students that minor changes in the length of their stroke may have a dramatic impact on the total distance the ball will travel
- Suggest methods and considerations to change how the student shortens and lengthens their putting stroke



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

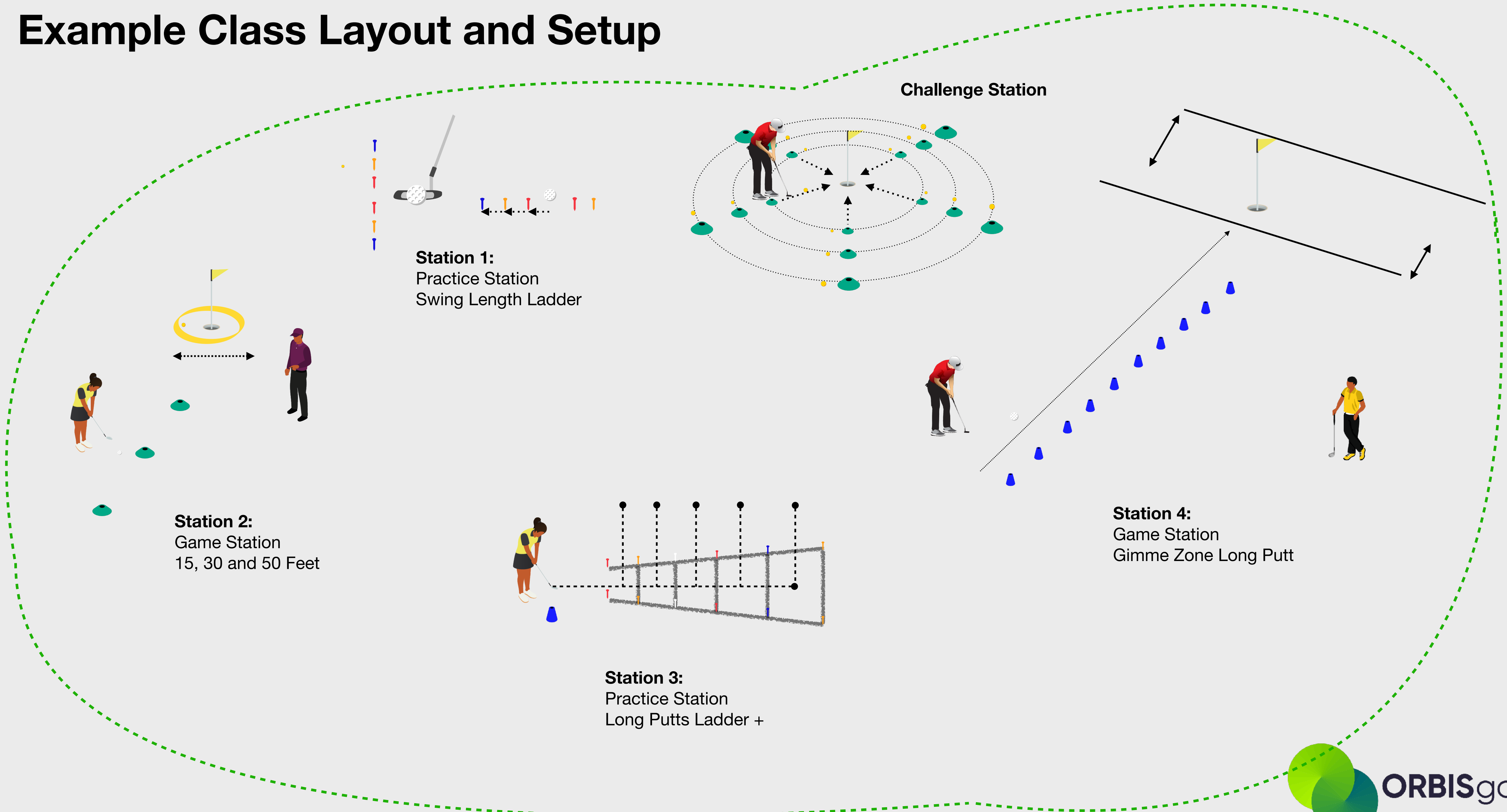
Challenge Station

Station 1:
Practice Station
Swing Length Ladder

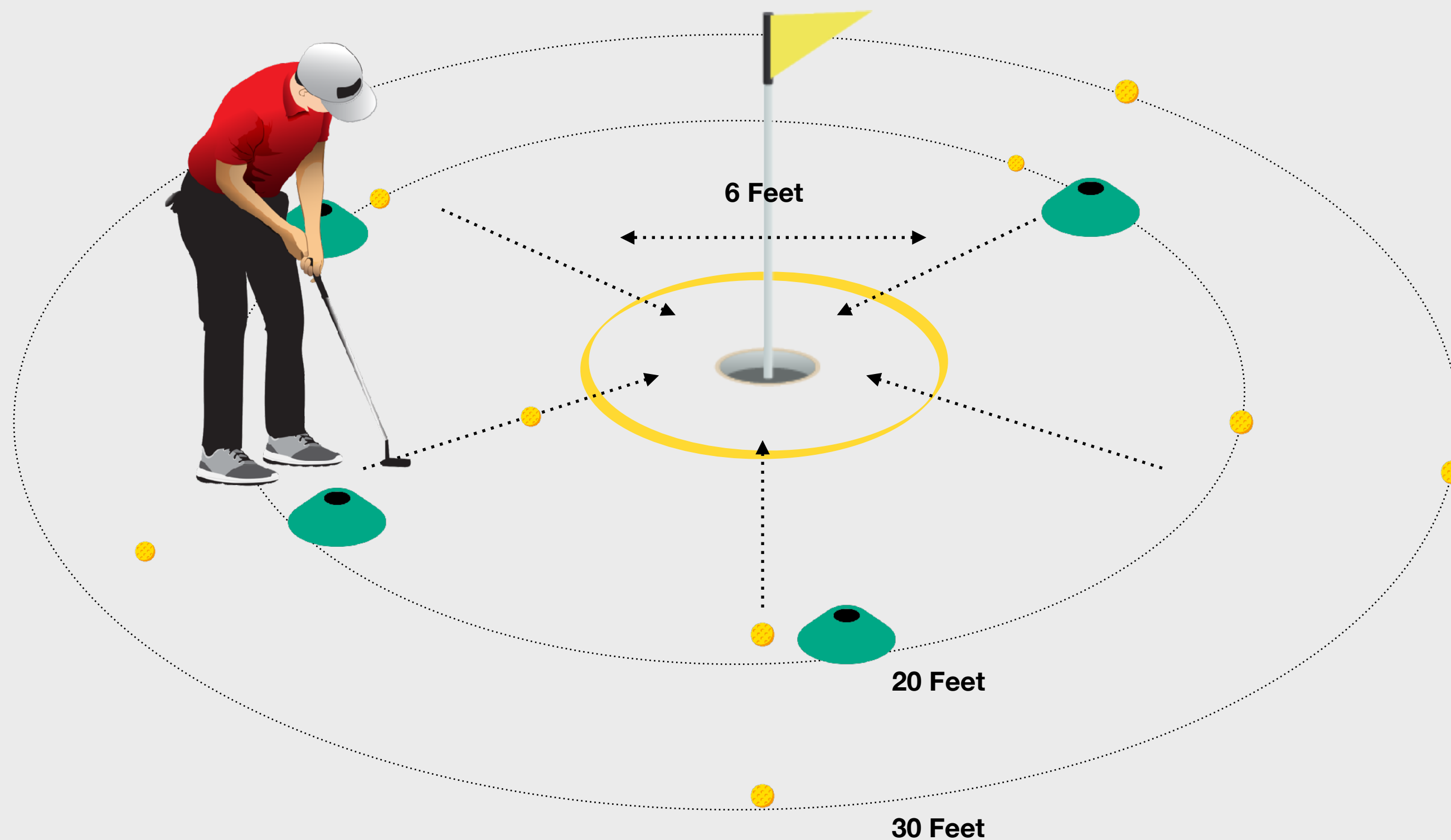
Station 2:
Game Station
15, 30 and 50 Feet

Station 3:
Practice Station
Long Putts Ladder +

Station 4:
Game Station
Gimme Zone Long Putt

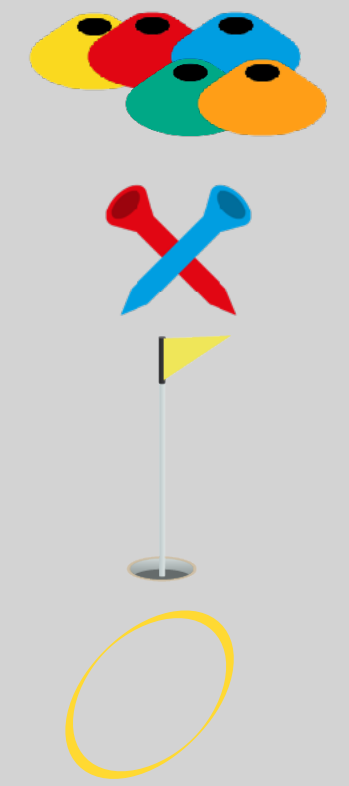


Long Putt Challenge Setup



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

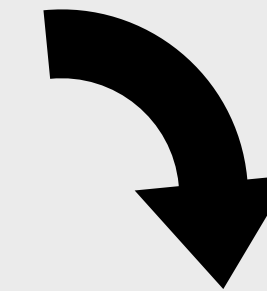
TRACKMAN Integration

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



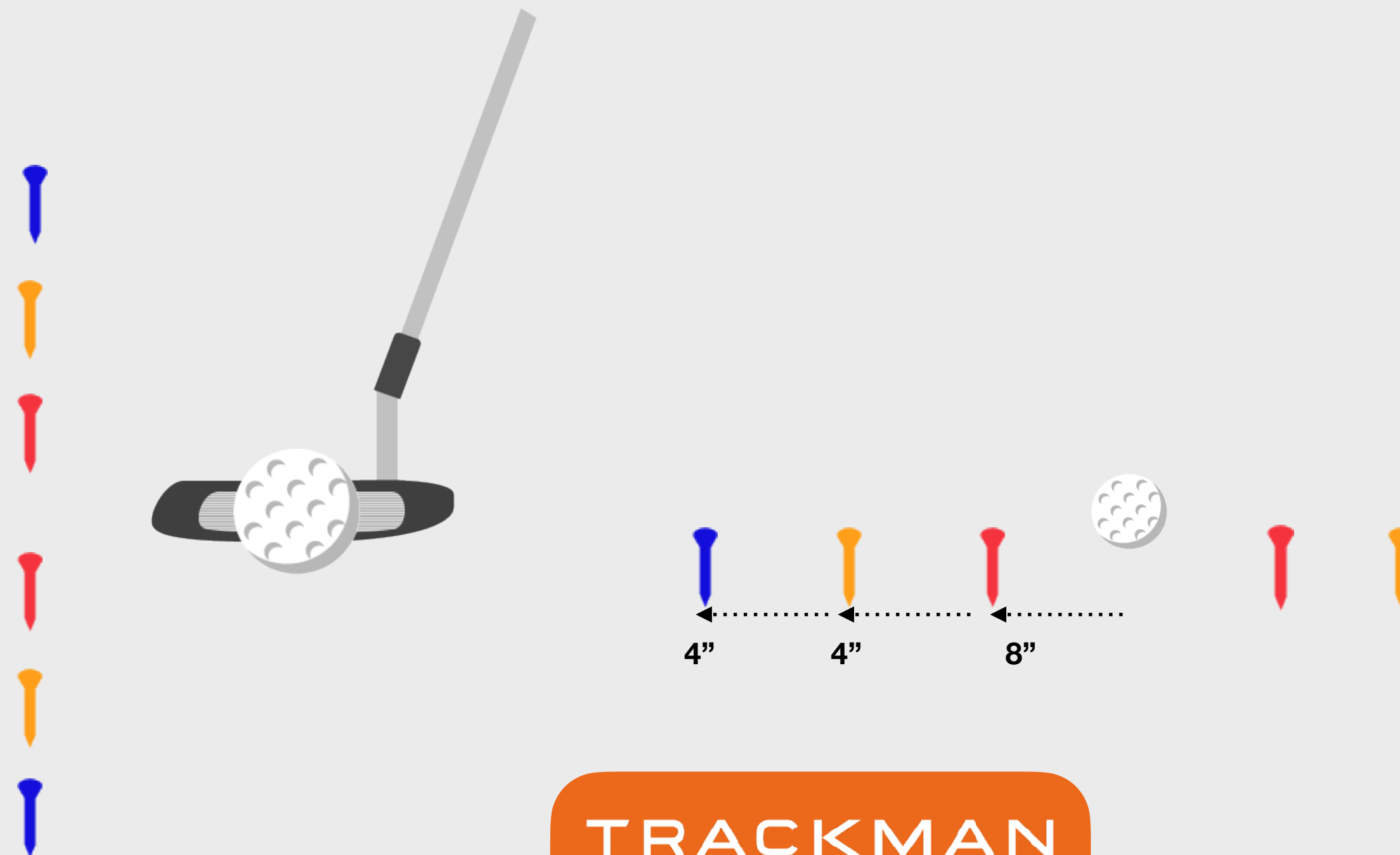
TRACKMAN

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

Practice and Games Cards



Swing Length Ladder



TRACKMAN

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

Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

How to Practice

- Get the student to practice swinging the putter from and to the first tee pegs either side of the ball (red)
- As they practice, get them to count 1, 2. They should time the end of the backstroke with the the one count and the end of the through stroke with the two count
- Get them to hit a few putts and see how far the ball travels
- Next, get the student to swinging the putter from and to the second tee pegs either side of the ball (red). Again they should reproduce the count of 1, 2
- Get them to hit a few putts and see how the ball travels further
- Finally, replicate for the final set of tee pegs

Technical Link

- This activity will help the student to understand the concept of Swing Length, Rhythm and Tempo
- It will help the student to understand that as swing length changes, the distance the ball travels changes

15, 30 and 50 Feet



TRACKMAN

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

Equipment Needed

- Putter
- Cones
- 4 feet diameter hoop
- Golf ball

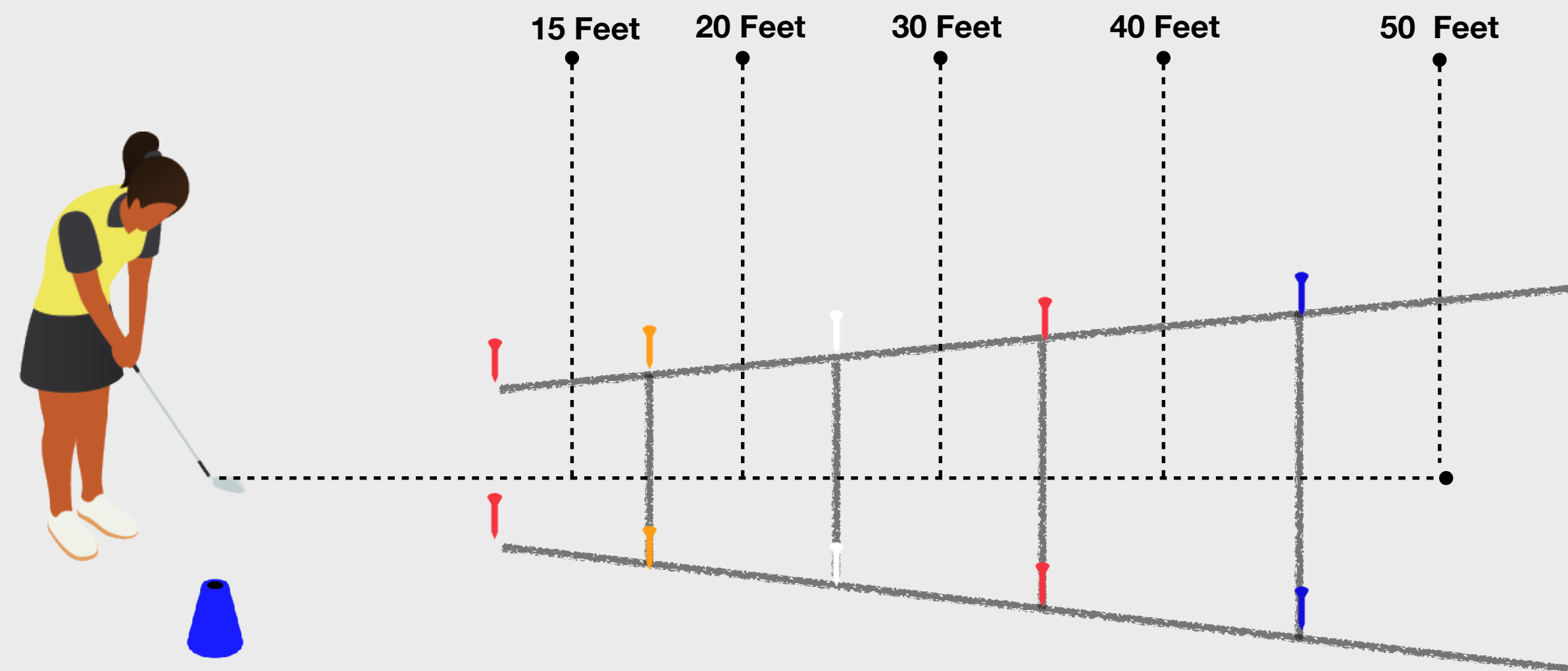
How to Practice

- Students should attempt to putt the ball into the 4 foot circle from each distance
- Allow students to practice from each distance whilst providing technical guidance to improve their distance control
- 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, 30 and 50 feet into the 6 foot circle, without missing

Technical Link

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

Long Putts Ladder +



TRACKMAN

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

Equipment Needed

- String for the target boxes
- 12 tee pegs cones to mark the edge of the boxes
- A single cone to represent the starting position

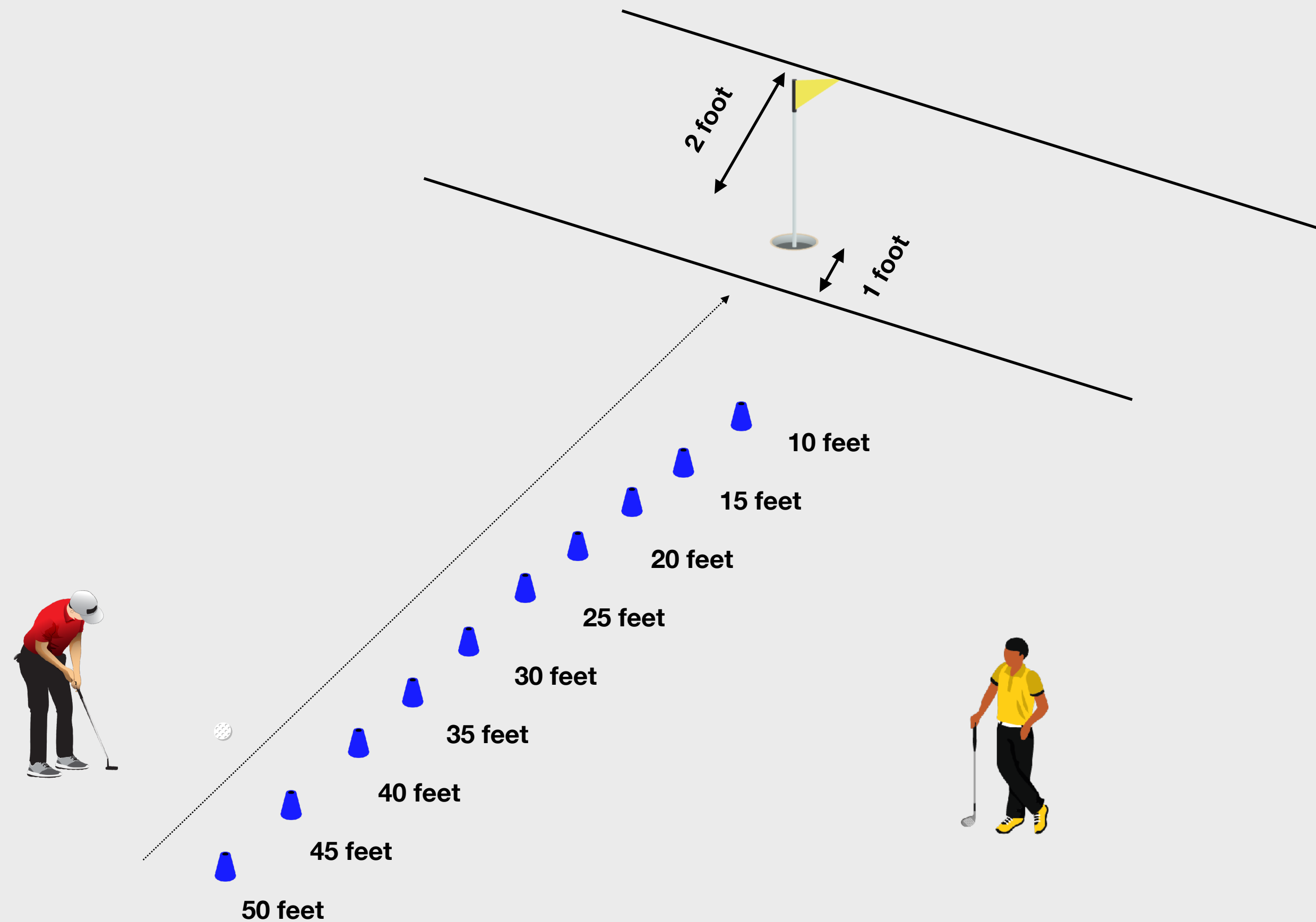
How to Play

- A student starts by attempting to putt their ball into the first and smallest box on the ladder
- If they are successful, they return to the starting position and attempt their next go to the second box
- If unsuccessful they repeat their attempt to the first box
- The student's attempts to complete all steps on the ladder to complete the game
- This game can be played individually, in pairs or groups

Progression Ideas

- Vary the size of the boxes
- Vary the distance between the starting point around and the boxes
- Increase the number of shots that must go into the boxes before the box is completed
- Attempt the boxes in reverse
- Add a consequence to the game by limiting the number of attempts before moving back a box

Gimme Zone Long Putt



Scoring system:

PAR = Putts finishing inside the target zone

BIRDIE = Make the putt

BOGEY = Putts finishing outside the target zone

Equipment Needed

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

How to Play

- Students must perform 2 putts from each station placed at distances of 10 feet away from the hole, then every 5 feet back up to 50 feet in a straight line
- This totals 18 putts from 9 stations
- They are attempting to hole or get within the target zone as many as they can to get the best score

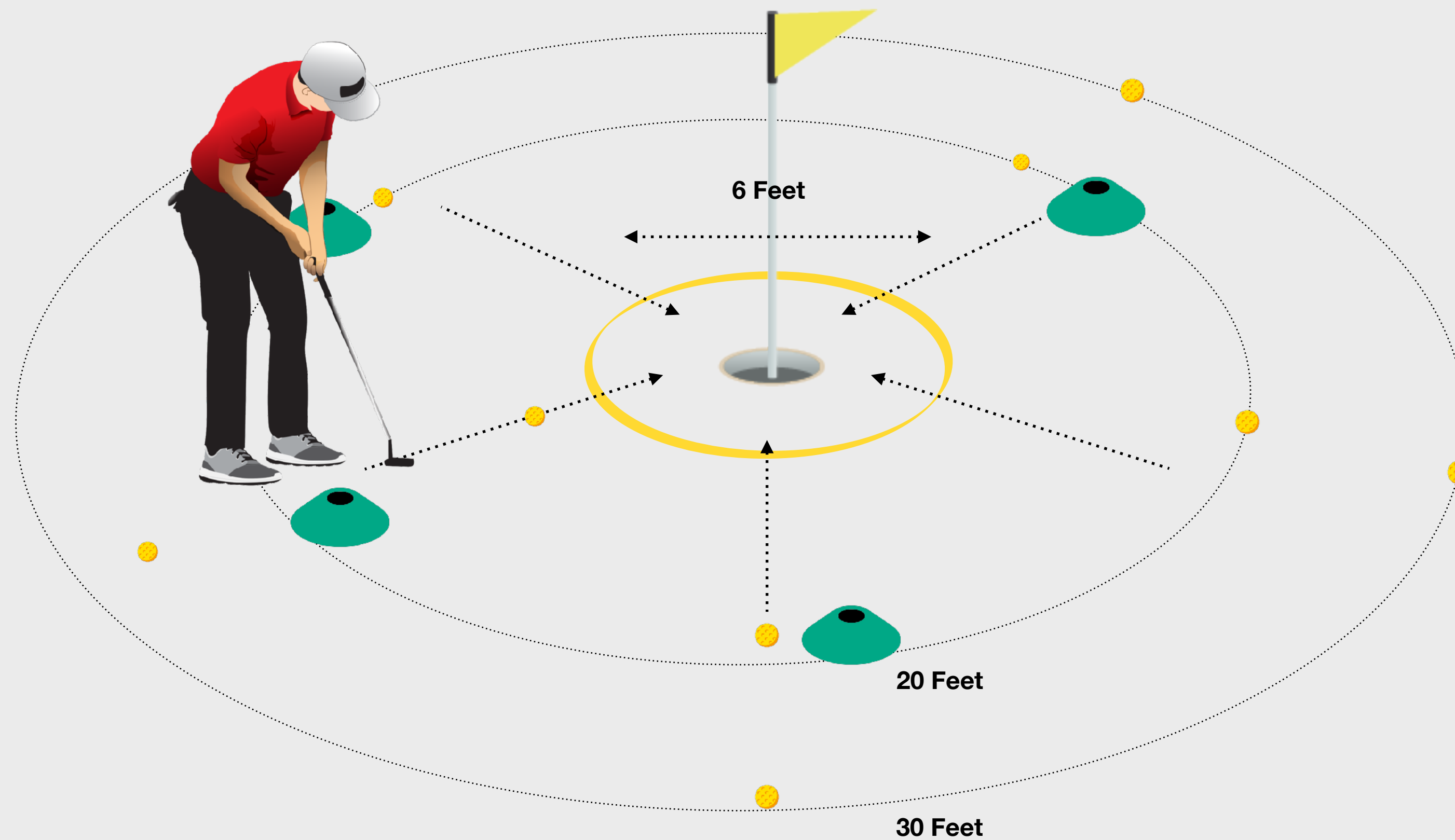
Technical Link

- This activity will help the student to improve their distance control from a variety of distances

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

- **7/10 putts in target circle from 20 feet**
- **6/10 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



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