

Scoring School

**BREAK
85**

Putting Scoring



ORBISgolf™



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Session Timetable

4

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"> 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 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 	<ul style="list-style-type: none"> 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. 	<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 next skills series date Opportunity to upsell private lessons to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App

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Class Timetable

Session Length:
90 Mins

Group Size:
1:8

Session Focus:
Break 100
On The Green

Topic:
Putting Scoring

Technical Focus
Advanced Green Reading

Scoring Challenge
Putting Scoring

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 	
50 mins	Advanced Green Reading Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Introduce the students to some set up principles, the importance of advanced green reading Outline to the students the relevance of green reading and pace and slope in putting Demonstrate to the student, how the combination of green reading will influence the outcome of the putt You may want to get the students back together halfway through the session for questions, discussions and further demonstration 	<ul style="list-style-type: none"> Complex Reads Pick a Point - Speed Round the Clock + Guess the Break
25 mins	Putting Scoring Challenge	<ul style="list-style-type: none"> Set up the Putting Scoring 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"> Putting Scoring 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:

Advanced Green Reading - Introduce the student to some advanced green reading principles including:

- Demonstrate to the students, when taking on a long putt, how breaking the putt into sections can help form a process that will deliver more consistent results
- Discuss with the students how the speed of the green and the type of grass on the green can affect the green reading and where the start line is
- Open a discussion with the group around the type of ball and putter the students have, and what effect that might have on green reading and using equipment to their advantage
- Highlight the part that golf psychology has in long putting. Discuss how managing expectations may lead to more consistent and acceptable results.



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

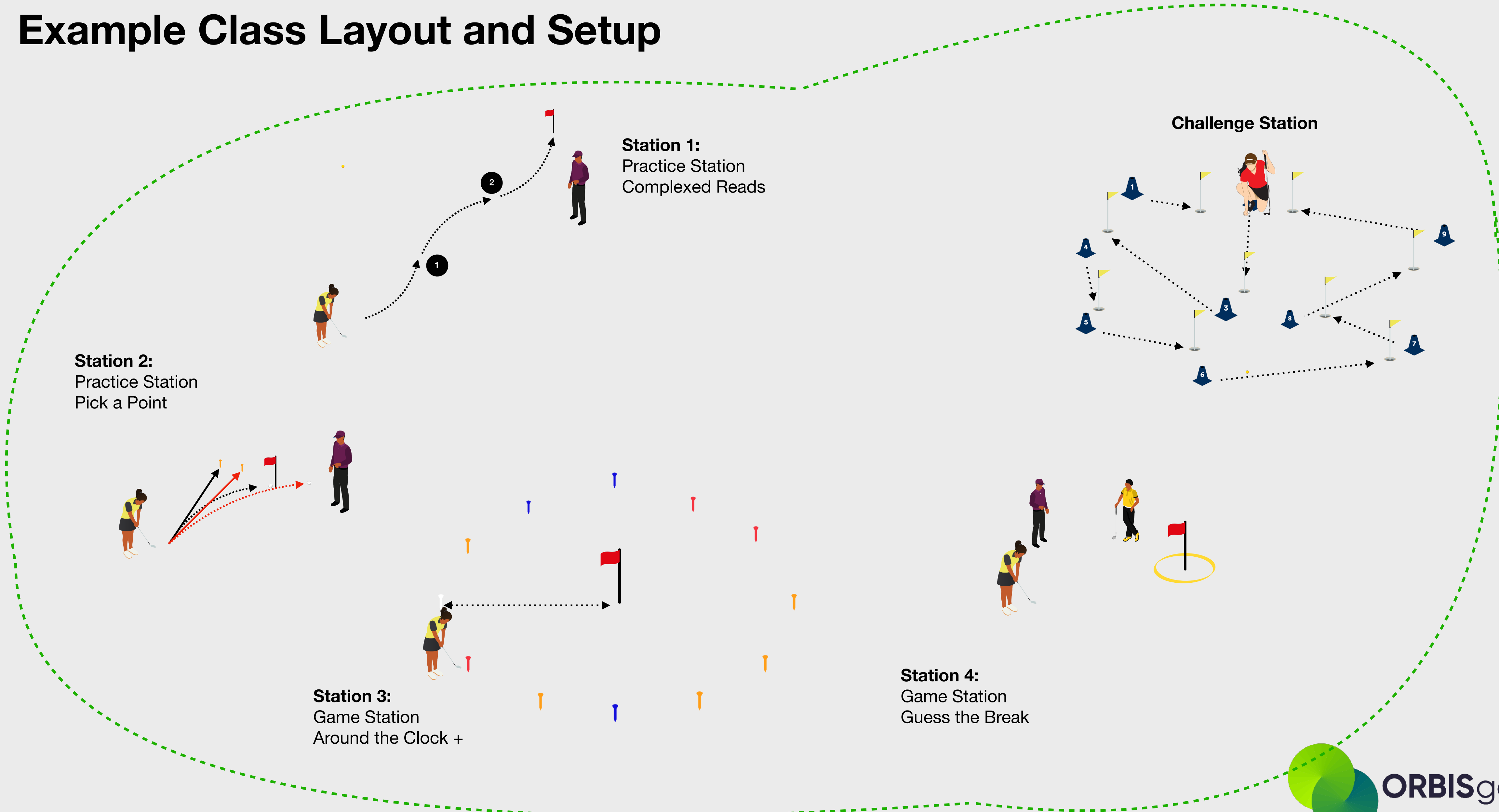
Station 5:
Game Station
Army Golf

Station 6:
Challenge Station
Driver Challenge

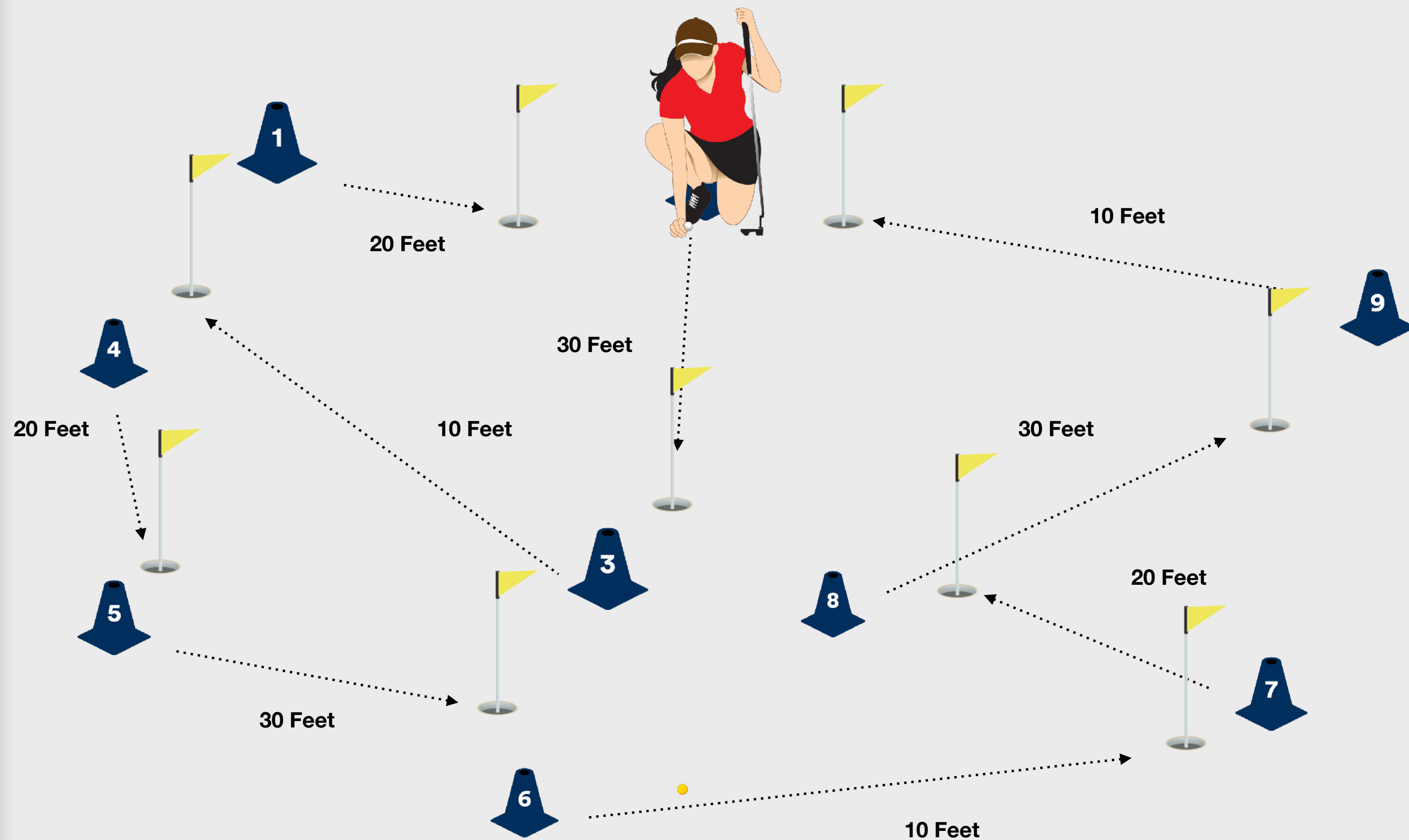
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Orbis Golf Programmes

Example Class Layout and Setup



Scoring Challenge Setup



Equipment Needed

- 9 x Numbered Starting Cones
- Scorecard and Pencil
- 9 x Holes on the Green



Setting out the Challenge

- 9/18 holes should be selected on the putting green on an average sloped surface
- 3 cones are placed opposite 3 holes at 10 feet, 3 cones at 20 feet and 3 cones at 30 feet
- Students can attempt the challenge depending on the scoring level they are on by playing the required number of holes and distances

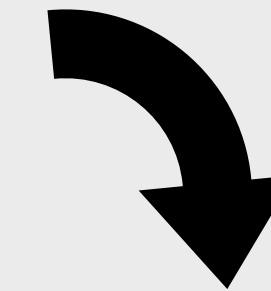
TRACKMAN Integration

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



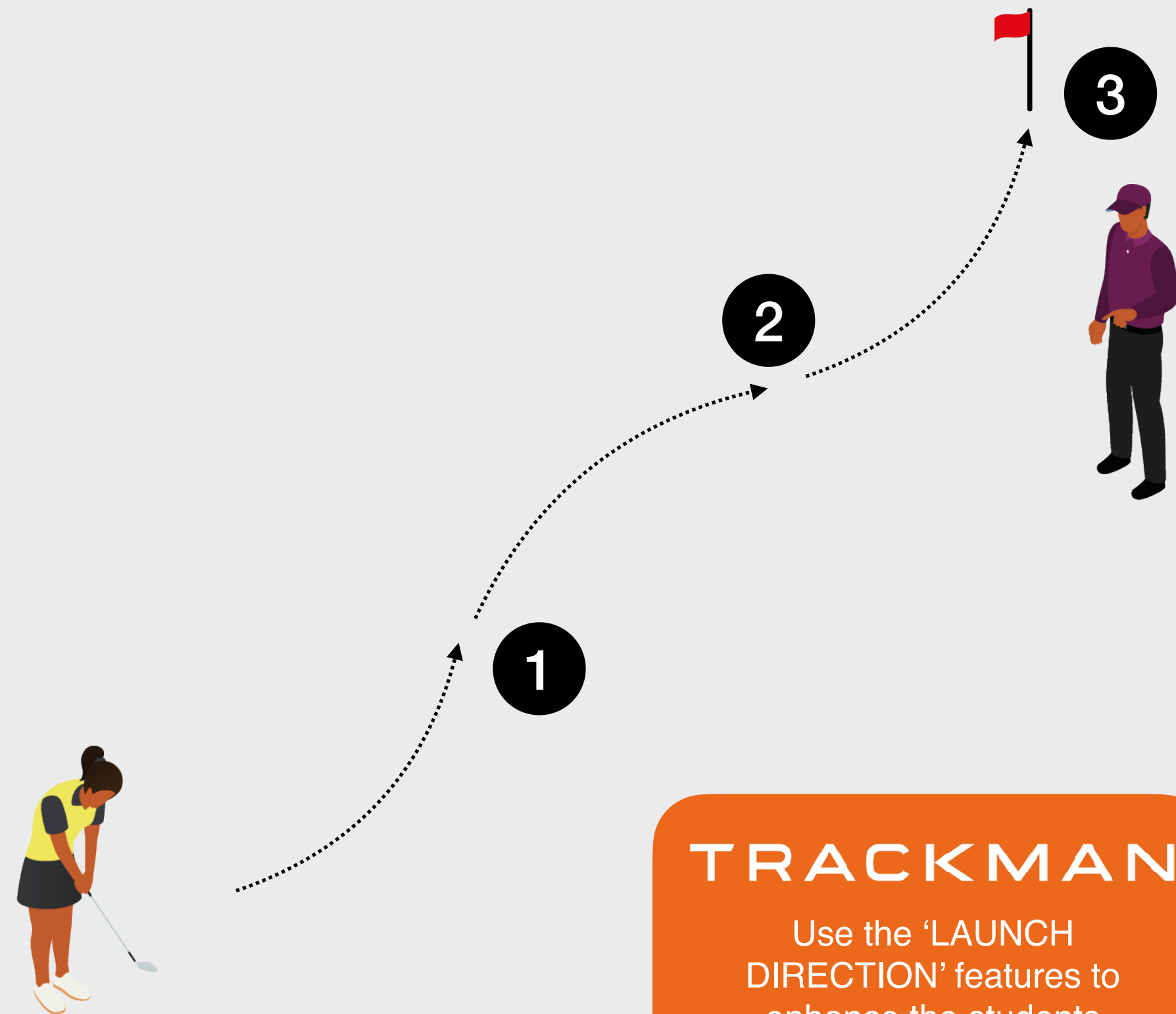
TRACKMAN

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

Practice and Games Cards



Complexed Reads



TRACKMAN

Use the 'LAUNCH DIRECTION' features to enhance the students experience and give some additional feedback.

Equipment Needed

- Putter
- Golf Ball

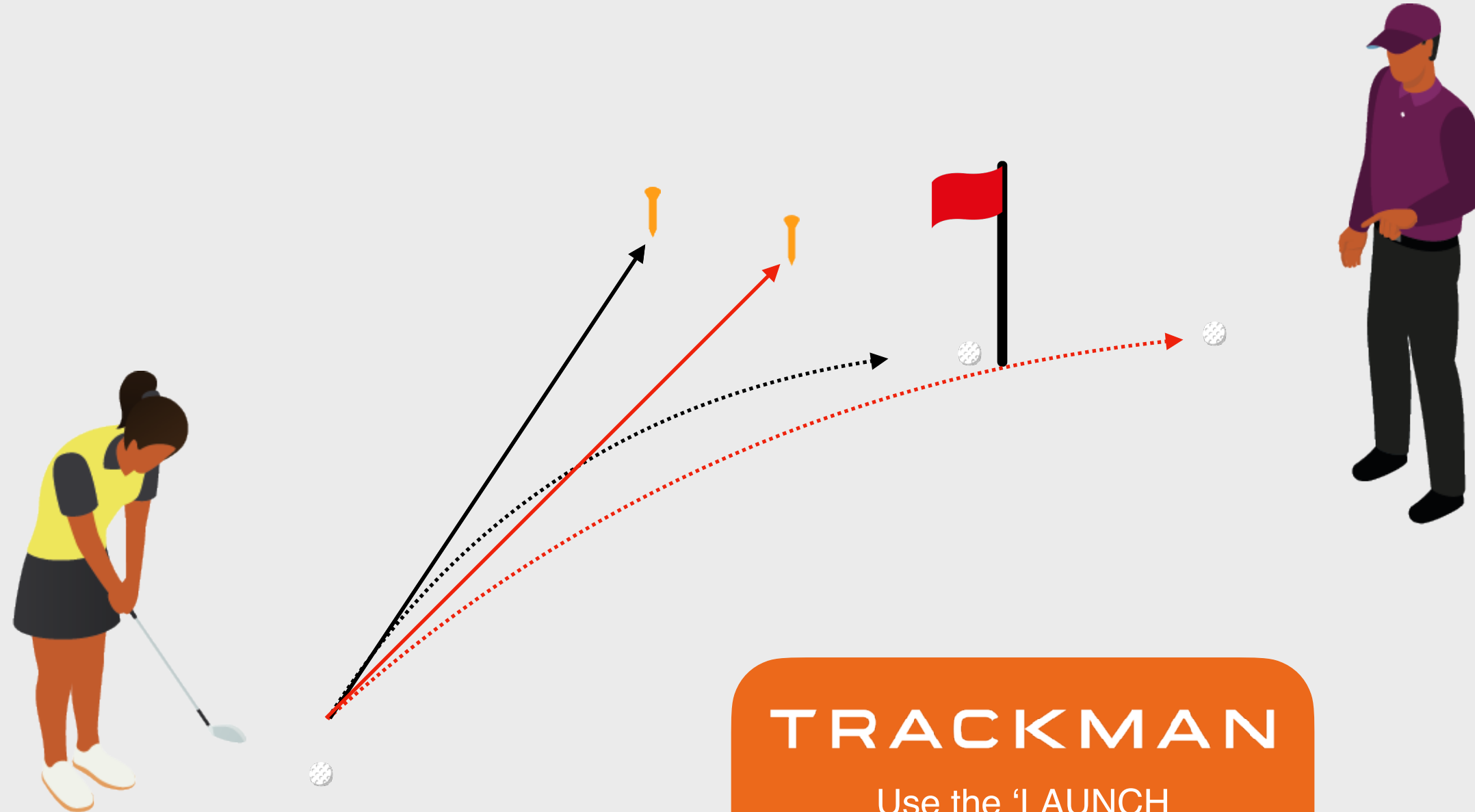
How to Practice

- Ask the students to choose a putt on the green with multiple breaks
- Before taking their putt they should take the time to walk around the green to find the various breaks on the putt
- The student to build the putt in sections and imagine the ball taking the various slopes
- Ask the student to execute the pop and provide feedback and conduct another attempt

Technical Link

- This activity will help the student to understand how to read the slope on a green in sections and build an approach to a challenging putt

Pick a Point - Speed



TRACKMAN

Use the 'LAUNCH DIRECTION' features to enhance the students experience and give some additional feedback.

Equipment Needed

- 3 Tee Pegs
- Putter
- Golf Ball

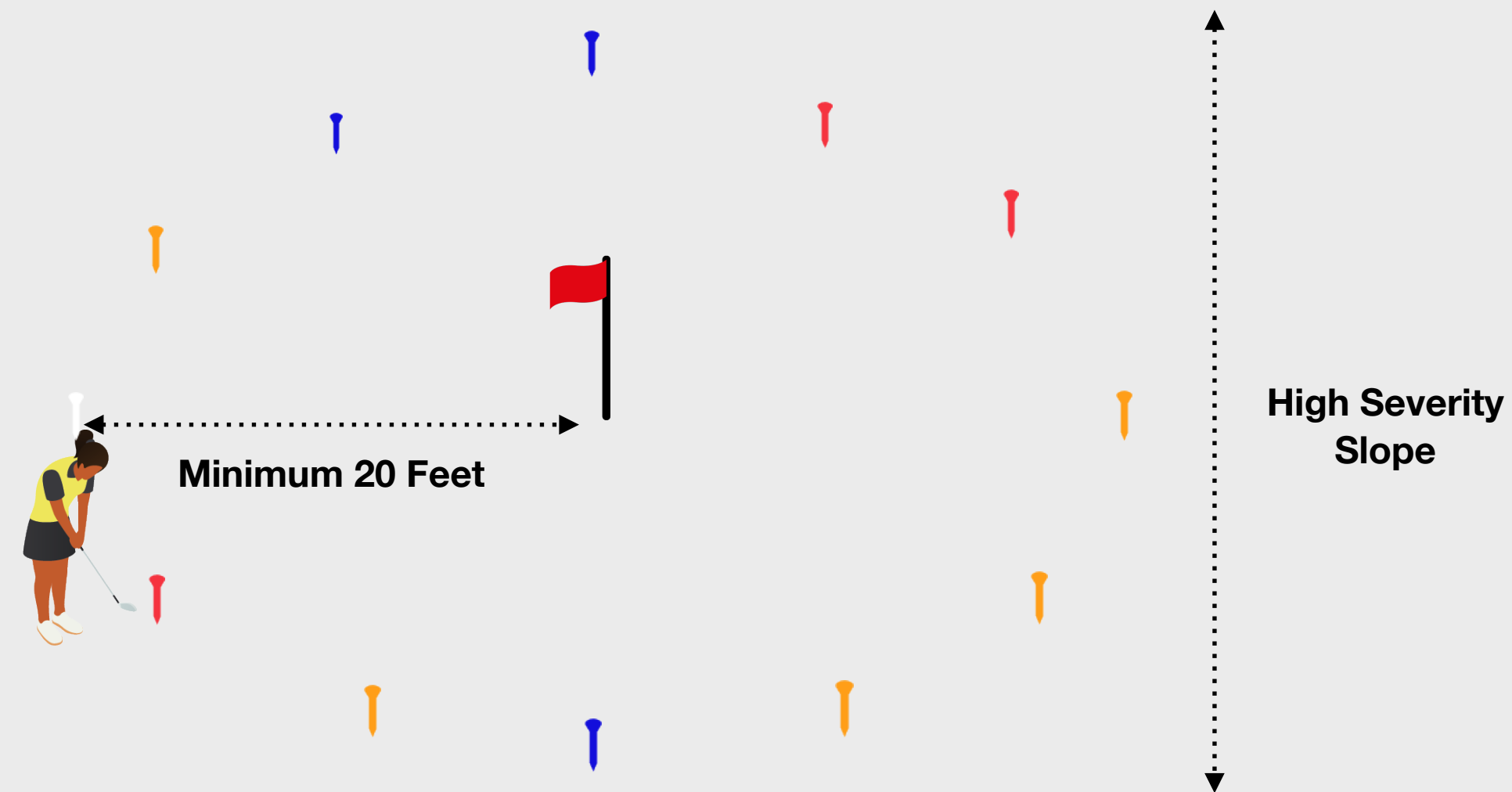
How to Practice

- Set this activity up on a sloped surface with a tee peg where the ball should be placed
- Get the student to place another tee in a straight line to where they think that they should aim in order to get the putt to then hole side
- Place another tee where the student thinks the ball should start if they want to ball to finish 3 feet past the hole
- The student should attempt the putts and based on the feedback of whether the ball missed high or low should adjust their aim (and the tee position) accordingly

Technical Link

- This activity will help the student to understand how to aim effectively on a sloped surface and simplify the process with respect to sloping putts
- It will show them how the speed up the putt they want to hit will dictate the start line of the putt

Round the Clock +



Equipment Needed

- Tee pegs to mark the 12 points on a clock at least 20 feet from the hole on a high severity slope sloped part of the green

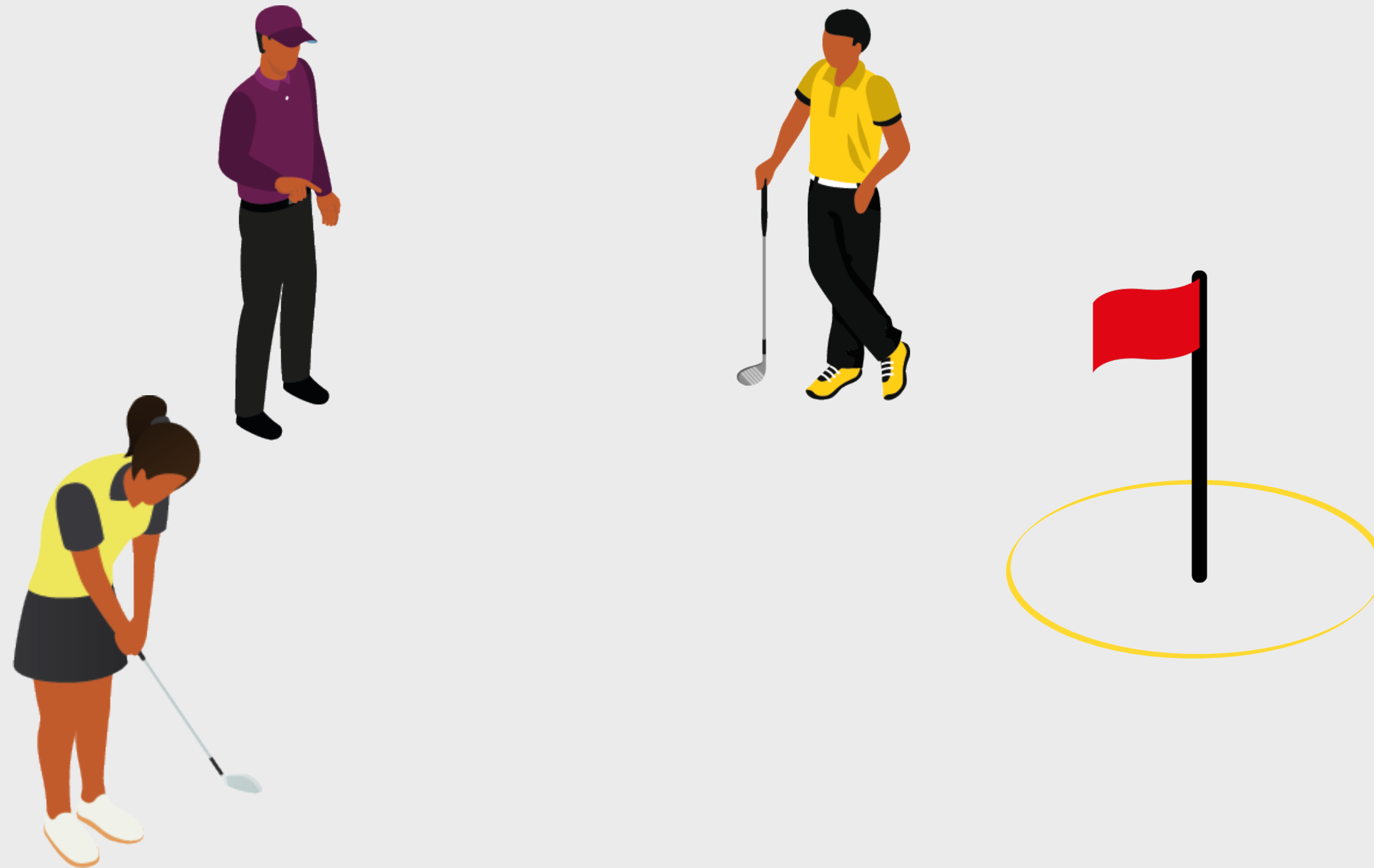
How to Play

- A student attempts one putt from each tee peg
- The purpose is to note how the severe 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

Progression Ideas

- Introduce a competitive element
- Increase or decrease the length of the putts

Guess the Break



Equipment Needed

- A coin or ball marker

How to Play

- A student predicts the half-way point of the putt
- 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

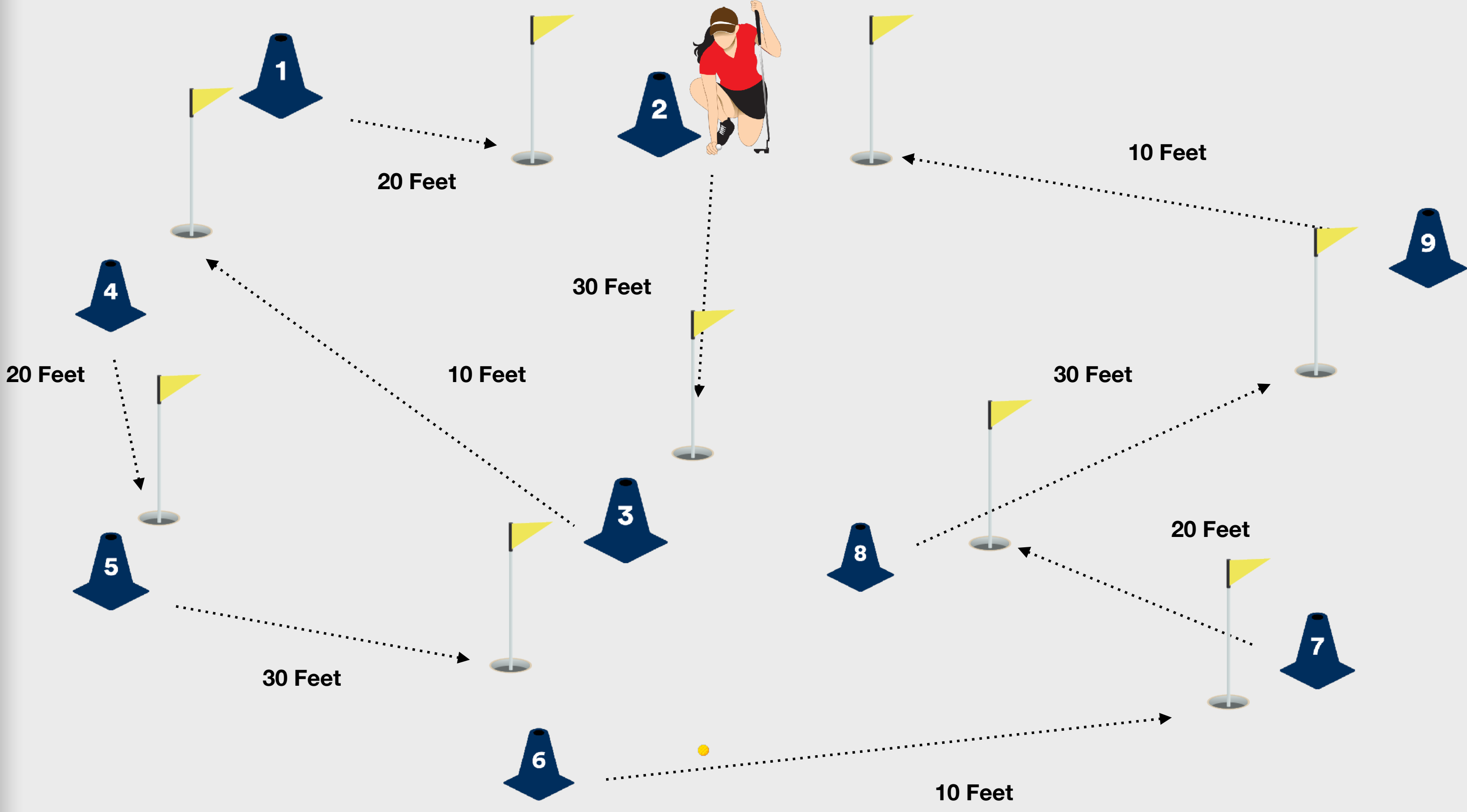
Progression Ideas

- Play on a more severely sloped surface
- Introduce a competitive element
- Increase or decrease the length of the putts

Putting Scoring Challenge



Scoring Putting Challenge



Attempting the Challenge



- Students play 18 holes around the green completing six holes from three different starting distance in a random order
- Record the total number of putts for each hole on the Challenge Scorecard

The Challenge

- Complete an 18 hole circuit on the green attempting 6 putts from a starting position 10 feet from the hole, 6 putts from 20 feet and 6 putts from 30 feet from the hole

• **Score 38 putts or less over 18 holes**

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

