

# Scoring School



# Short Putts



ORBISgolf™

# Contents

- 3 **Class Timetable**
- 6 **Class Objectives and Setup**
- 10 **Practice Stations and Game Cards**
- 15 **Scoring Skills Challenges**



# Session Timetable

**4** Scoring School Break 75 - Swing

## Class Timetable

Session Length: 90 Mins | Group Size: 1:8 | Session Focus: Break 75 Swing | Topic: Driver

Technical Focus: Shot Shaping, Developing a Stock Shot | 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>		Class Layout and Setup
5 mins	Introduction	<ul style="list-style-type: none"> <li>Outline the break 75 program to the students 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	Practice Stations Shot Shaping and Stock Shot	<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>X's &amp; O's</li> <li>Stocking up the shot</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 shot shape of the shot with the Driver</li> <li>Demonstrate to the student, how the combination of path and face will influence their shot shape</li> </ul>		<ul style="list-style-type: none"> <li>Draw it in</li> <li>Fade it in</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 75 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>

© 2023 Powered by Orbis Golf

# Class Timetable

**Session Length:**  
90 Mins

**Group Size:**  
1:8

**Session Focus:**  
Break 90  
On The Green

**Topic:**  
Short Putts

**Technical Focus**  
Face Aim  
Attack Angle

**Scoring Challenge**  
Short Putts 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 challenge 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 90 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	Face Aim 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 face aim when putting and the impact that face aim can have on the start line of the putt</li> <li>Using the practice stations and games demonstrate to the student how a misaligned putt will effect the chances of holing out a short 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> </ul>	<ul style="list-style-type: none"> <li>Shut the Gate</li> <li>Alignment to a T</li> </ul>
25 mins	Attack Angle Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> <li>Outline to the students the impact that attack angle has on the roll of the golf ball</li> <li>Using the practice stations and games demonstrate to the student how the attack angle can affect the distance the ball will travel</li> <li>Demonstrate to the student, the optimal attack angle and how alterations affect the outcome of the putt and the impact this can have on short putts</li> </ul>	<ul style="list-style-type: none"> <li>Miss the Money</li> <li>Tear Drop</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 90 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:

**Face Aim** - Introduce the student to the importance of Face Aim:

- Using demonstration and discussion, outline to the student how a misaligned putt will effect the following elements:
  - Start line of the golf ball
  - May lead to manipulation in the stroke and putter face control to allow the student to start the ball on the intended line
  - Strategies for aiming the putter head correctly including features on the putter and a line on the golf ball
  - The impact that aim will have on various breaking putts

**Attack Angle** - Introduce the student to the effects of Attack Angle on short putts using a mixture of discussions and demonstrations. This may include:

- The impact of excessive fall or rise of the putter head into the golf ball and what this looks like
- How these two impact conditions will impact the roll of the golf ball and the resulting distance the ball will travel
- Demonstrating what optimum attack angle looks like and how this impacts the roll of the golf ball
- Demonstrate how the position of the eye over the ball and ball position has an impact on the attack angle that may be created



**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

9 Scoring School *Break 75 - Swing*

## Driver Challenge Setup

30 Yards

Minimum Distance Markers

© 2023 Powered by Orbis Golf

**Equipment Needed**

- Orange safety cone
- 1x Marker cones
- Coloured Cones
- 4x Alignment Sticks
- 4x Foam Noodles

**Setting out the Challenge**

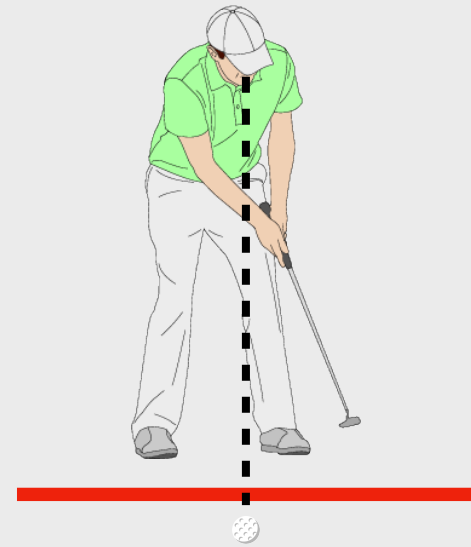
- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- Use the cones to mark out the carry distance lines or use features on the outfield
- Alignment sticks with foam noodles should be used to measure the gate 30 yards wide
- Set out all the markers to enable every student to attempt their challenge for their scoring goal

SAFETY

30 Yards

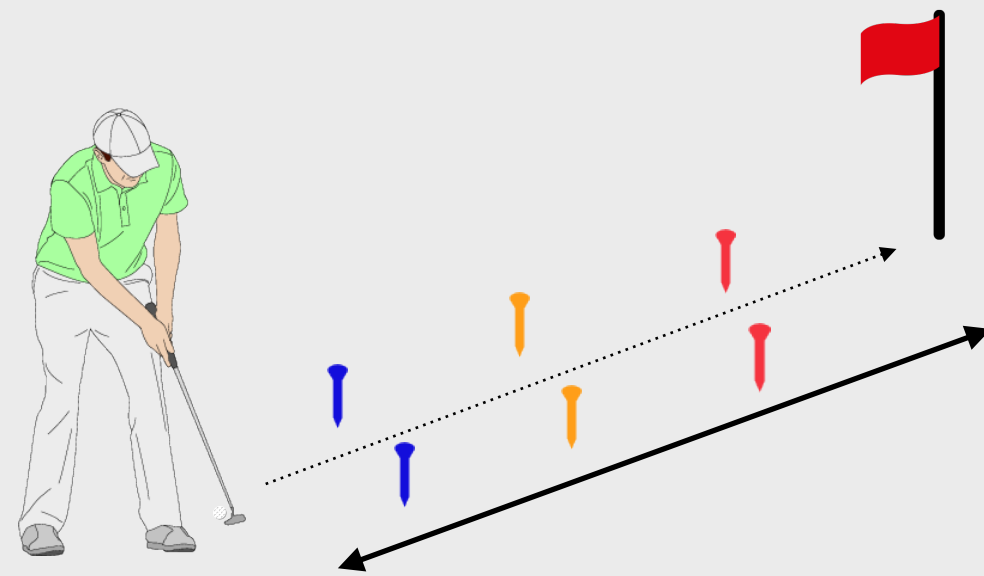
Orbis Golf

# Example Class Layout and Setup

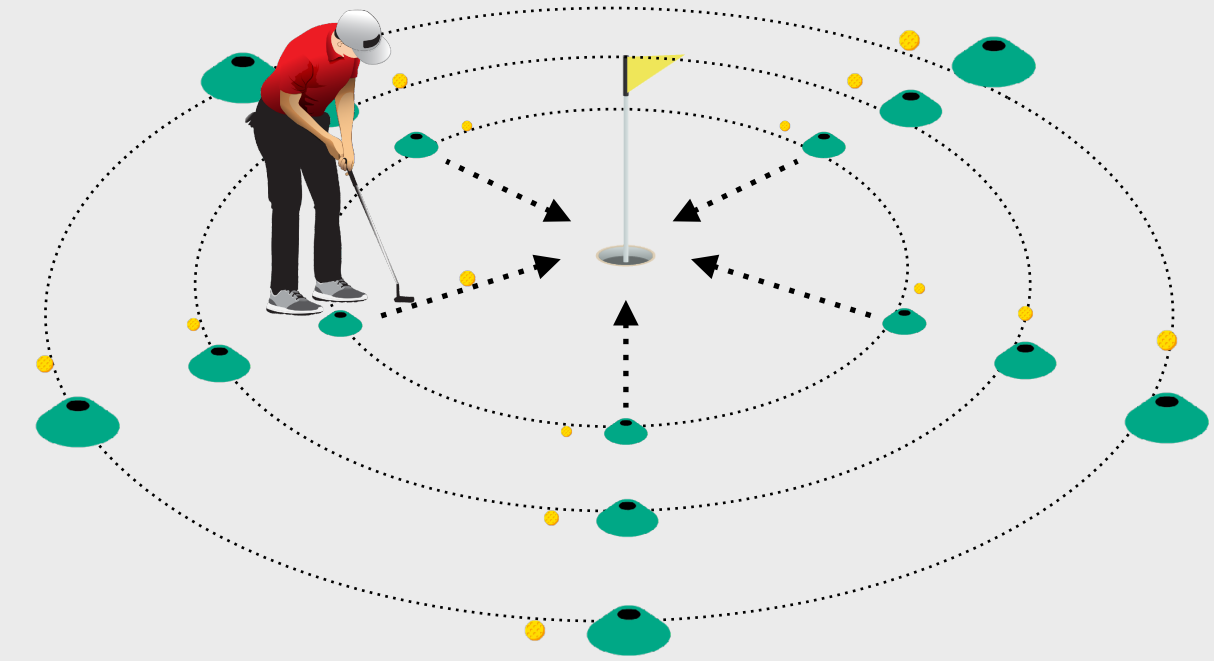


**Station 2:**  
Practice Station  
Tear Drop

**Station 1:**  
Practice Station  
Alignment to a T



**Station 3:**  
Game Station  
Shut the Gate

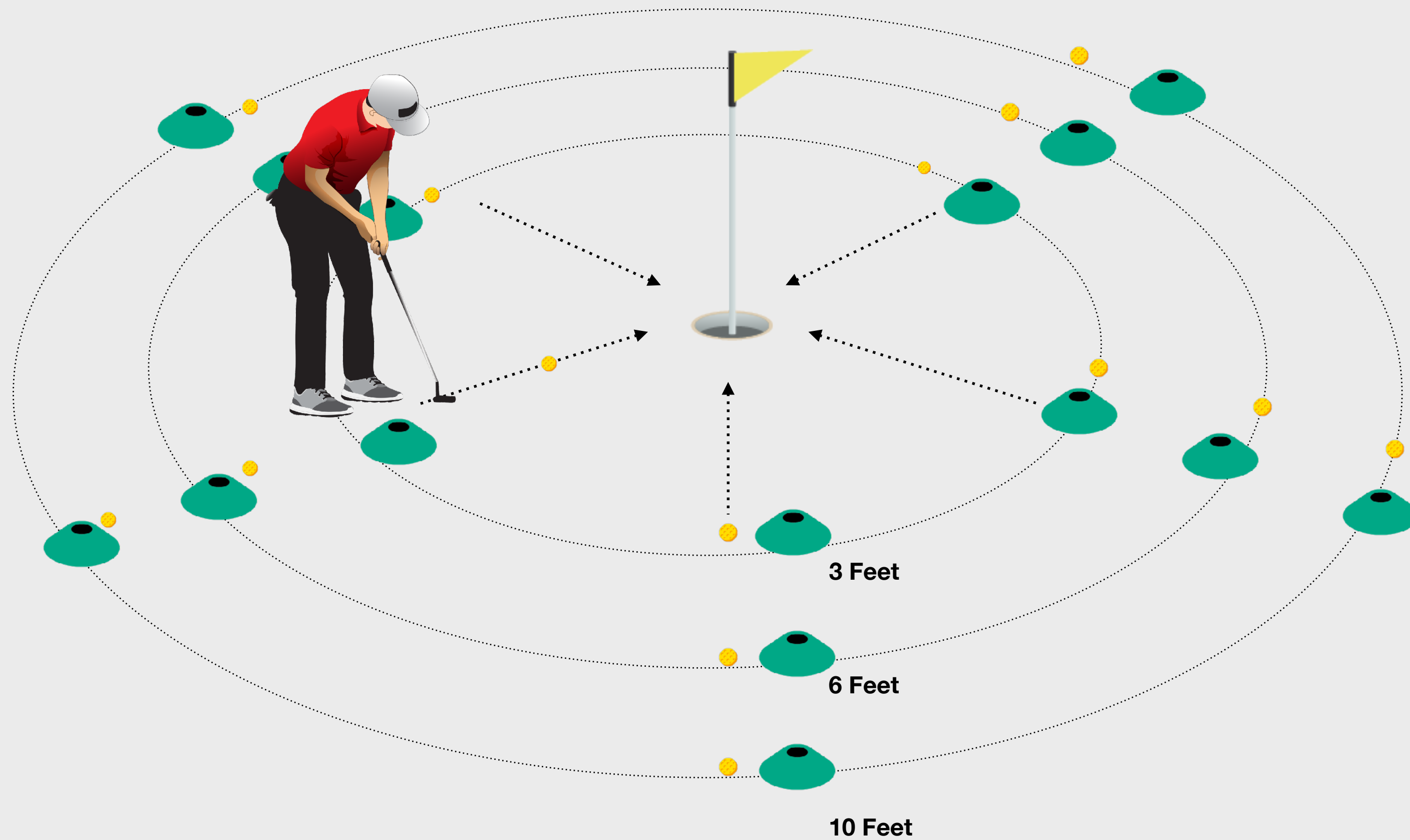


**Challenge Station**



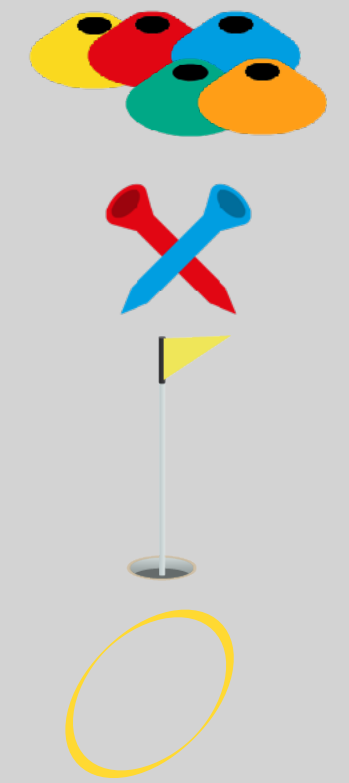
**Station 4:**  
Game Station  
Miss the Money

# 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



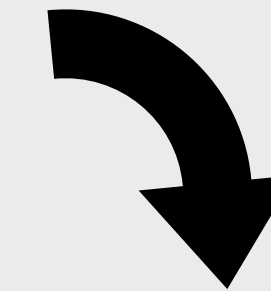
# TRACKMAN Integration

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



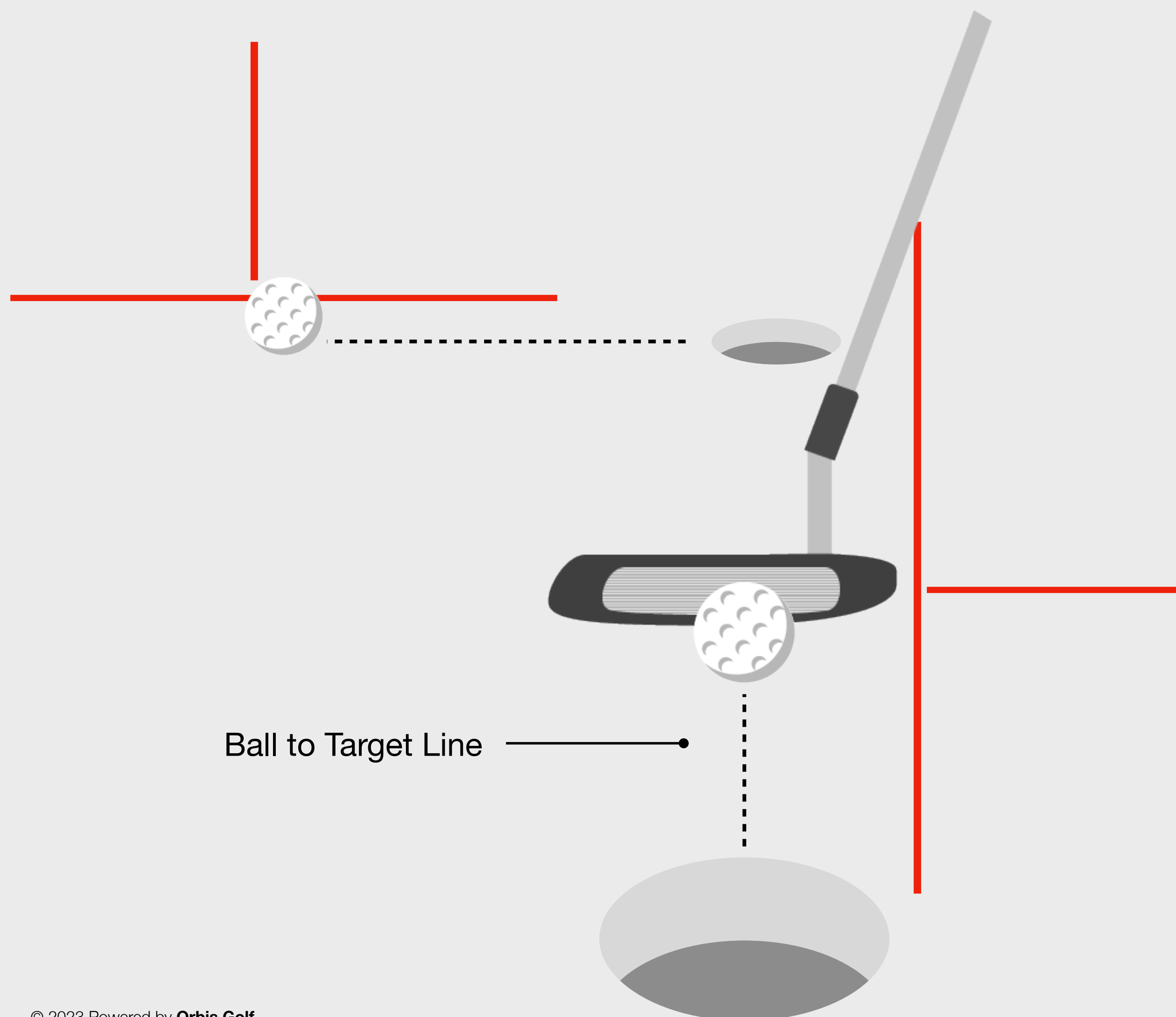
**TRACKMAN**

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

# Practice and Games Cards



# Alignment to a T



## Equipment Needed

- 2 x Alignment Sticks
- Putter
- Golf Balls

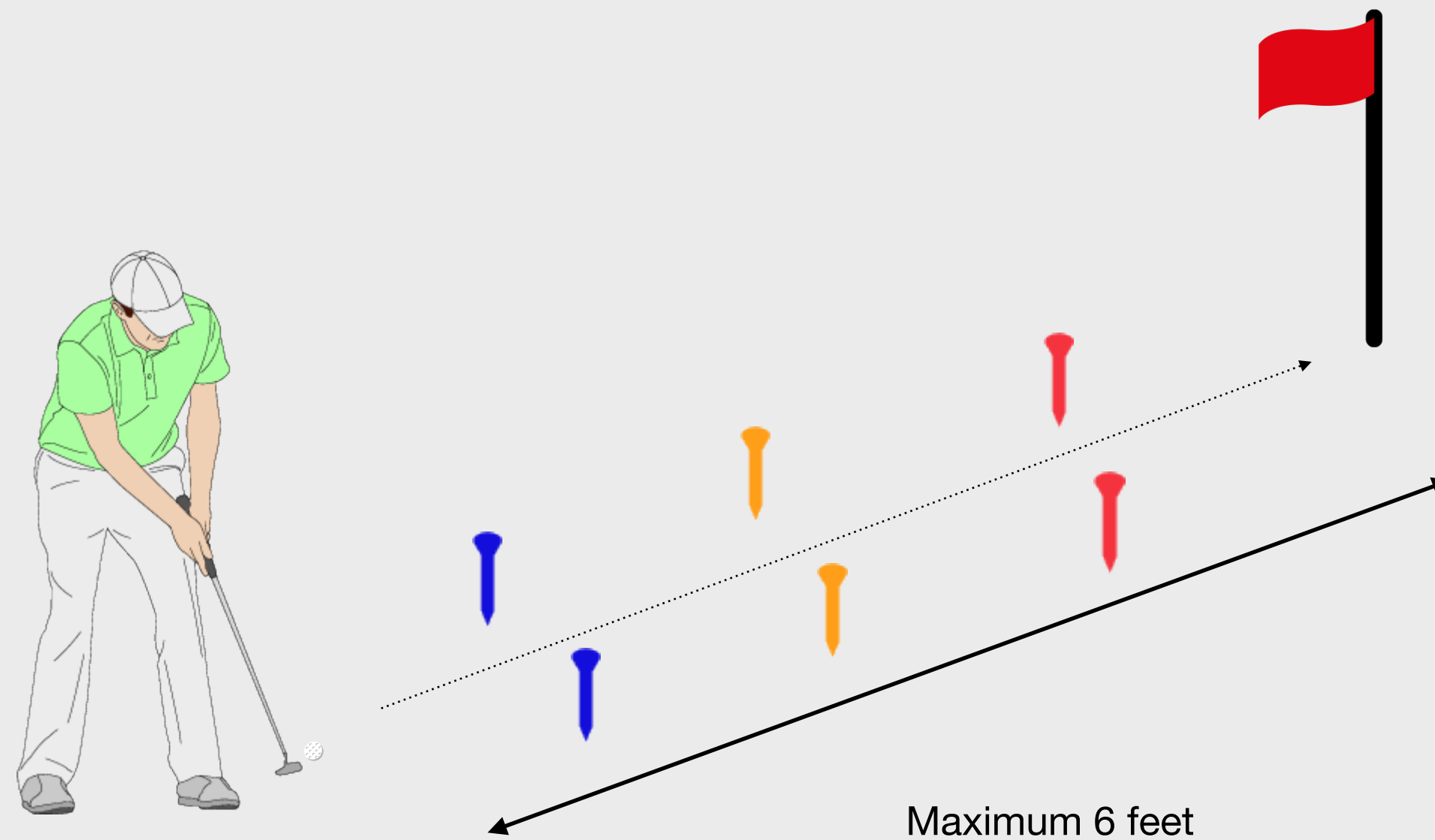
## How to Practice

- Get the student to putt from a maximum of 10 feet from the hole on a flat surface
- Place an alignment stick parallel to the centre line of the putter head (ball to target line)
- Place the second alignment stick at 90 degrees to the first, therefore making a T-shape
- Align the putter head to the 2nd alignment stick
- The idea is that the student practices with and without the golf ball getting a sense of square alignment of the putter head
- This exercise can be used in conjunction with other aids such as string line or chalk lines

## Technical Link

- This exercise will help the student to learn when the putter face is square at address
- It will help the student to learn effective aiming strategies for their own game

# Shut the Gates



## Equipment Needed

- 6 Tee Pegs
- Putter
- Golf Ball

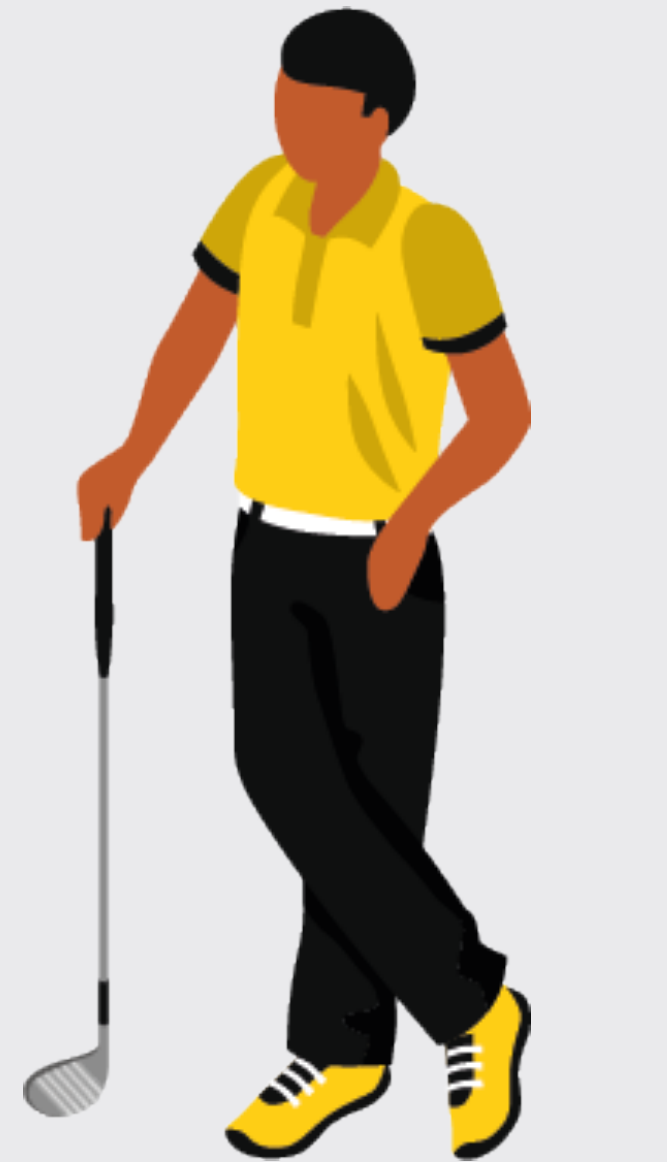
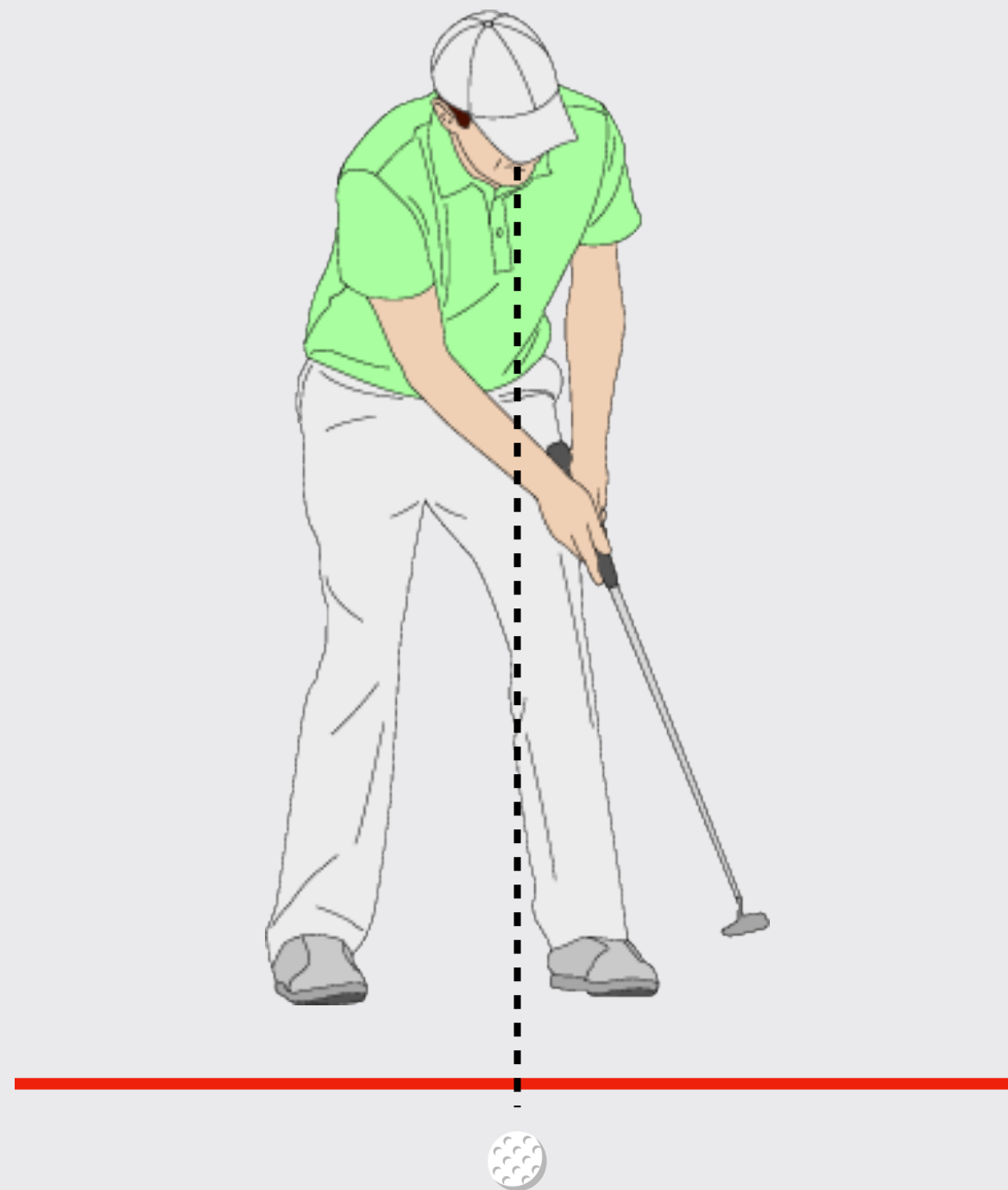
## How to Play

- Set up the tee pegs as gates for the students to try and hit the putt through towards the hole
- Start with the widest gate first and decrease the size of gates as they get closer to the hole
- The aim is to hole a putt where the ball passes through all the gates
- Each time a putt is holed, the gates must be rearranged and the width of each gate decreased
- This can be played until the gates are just a ball width apart

## Technical Link

- This activity will help the student to understand the importance of face aim on start line of a putt and end result
- It is also a test of speed control because the ball must have enough pace to surpass the gates and finish in the hole

# Tear Drop



## Equipment Needed

- Alignment Stick
- Putter
- Golf Ball

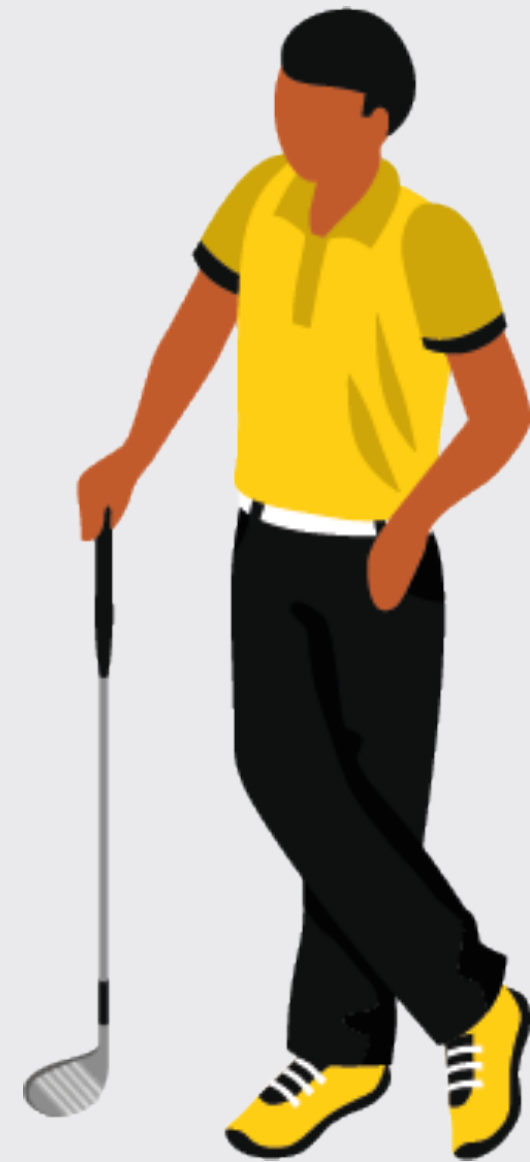
## How to Practice

- Place a ball in front of an alignment stick
- Ask the student to align themselves to the ball with feet behind the alignment stick and shoulder width apart
- Hold a ball just below their left eye (for a right handed player) and then drop it when the student is happy it's blocking their vision of the original golf ball
- If they are set up correctly when this ball is dropped it should come into contact with the stationary ball on the ground
- Repeat this exercise until the student sets up naturally in the right position with eye directly over the ball and following this allow them to take some putts in this optimal position

## Technical Link

- The demonstration of this correct set up is essential for optimising the attack angle on the ball for all putts
- This optimal attack angle allows the student to produce a slightly upwards strike, which creates a more consistent roll and greater speed control
- Correct application of this technique is under the assumption that the students head is neutral and not ahead or behind the ball

# Miss the Money



## Equipment Needed

- Coin
- Putter
- Golf Ball

## How to Play

- Set up around 5 feet from a hole and place a coin half an inch behind where the ball is going to be putt from
- The aim is to hole the putt, but without the putter touching/moving the coin behind it
- Once the putt has been holed the first time, see how many times in a row it is possible to repeat this

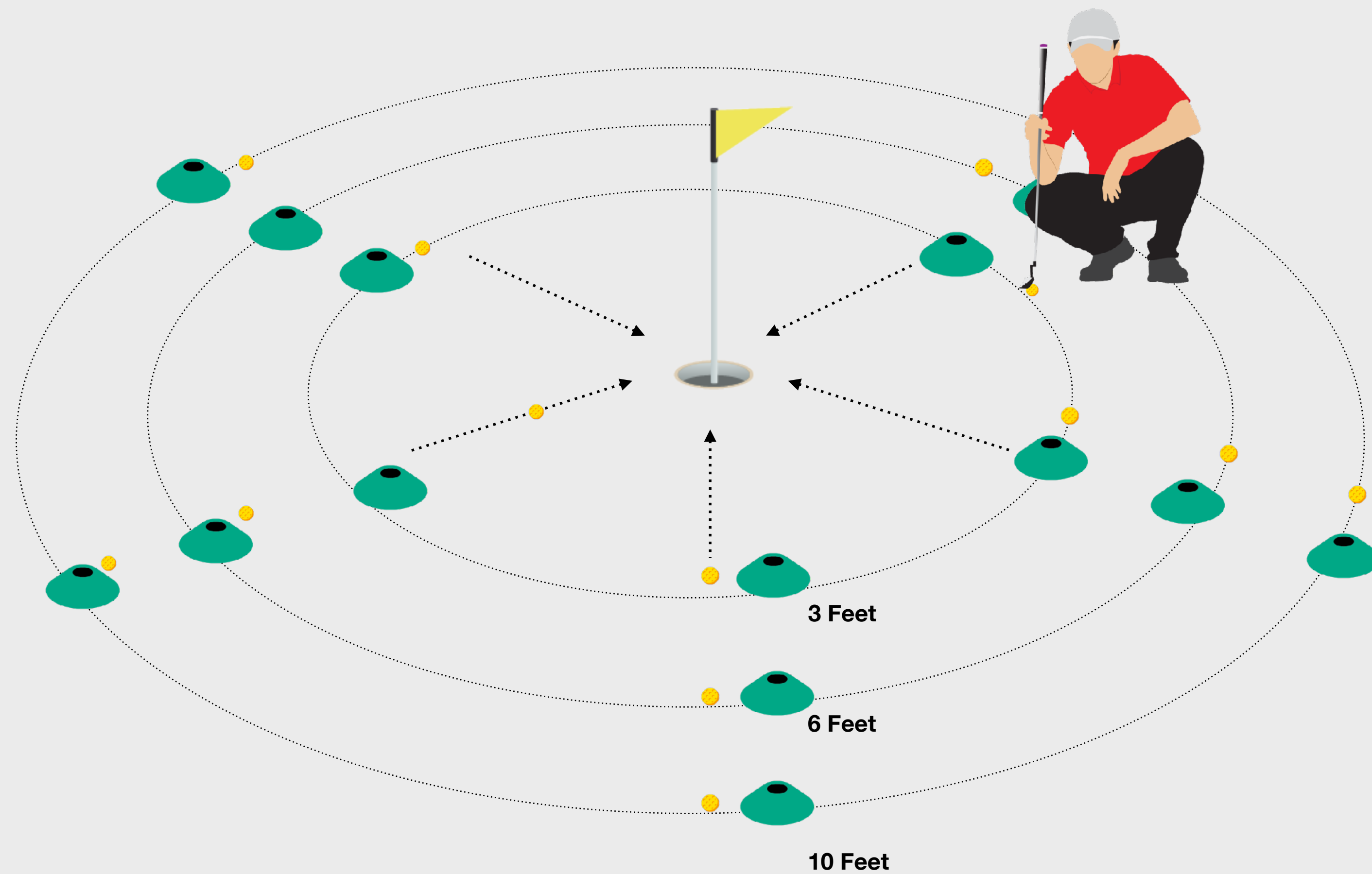
## Technical Link

- This activity should promote an upwards attack angle on the ball and simultaneously the student will be rehearsing their short putting technique

# 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**
- **5/10 putts made from 6 feet**
- **2/10 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

