

Scoring School



Long Putts



ORBISgolf™

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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"> 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 the break 75 program to the students 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	Practice Stations Shot Shaping and Stock Shot	<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"> X's & O's Stocking up the shot
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 shot shape of the shot with the Driver Demonstrate to the student, how the combination of path and face will influence their shot shape 		<ul style="list-style-type: none"> Draw it in Fade it in
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 75 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 90
On The Green

Topic:
Long Putts

Technical Focus
Optimizing Ball Roll

Scoring Challenge
Long Putts Challenge

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 90 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	Optimising Ball Roll Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Introduce the student to some key principles for optimal ball roll and how this will impact long putts 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 Demonstrate to the student, how the combination of pace and aim in putting will influence the outcome of the putt and over a number of distances what is an acceptable distance for the ball to finish from the hole Outline the various practice stations and allow the students to rotate around these. You may want to get the group back together after 25 minutes for further discussion, demonstration and questions 	<ul style="list-style-type: none"> Finishing Line Dominoes Fringe Master Single Handedly
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 90 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:

Optimising Ball Roll - Introduce the students some principles of how to optimize ball roll and how this will impact the students ability to control the distance the ball travels on long putts. This may include:

- Outlining to the students how optimising ball roll can help to regulate the distance of their long putts
- Understanding what optimum ball roll looks like
- Demonstrate to the students that minor changes at impact can have a large effect on the way the ball travels
- Demonstrate how an excessive downward or upward attack angle will impact the roll of the ball
- Demonstrate how an off centre strike will impact the roll of the ball and resulting distance the ball will travel
- Suggest methods and considerations to improve their ball roll



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

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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

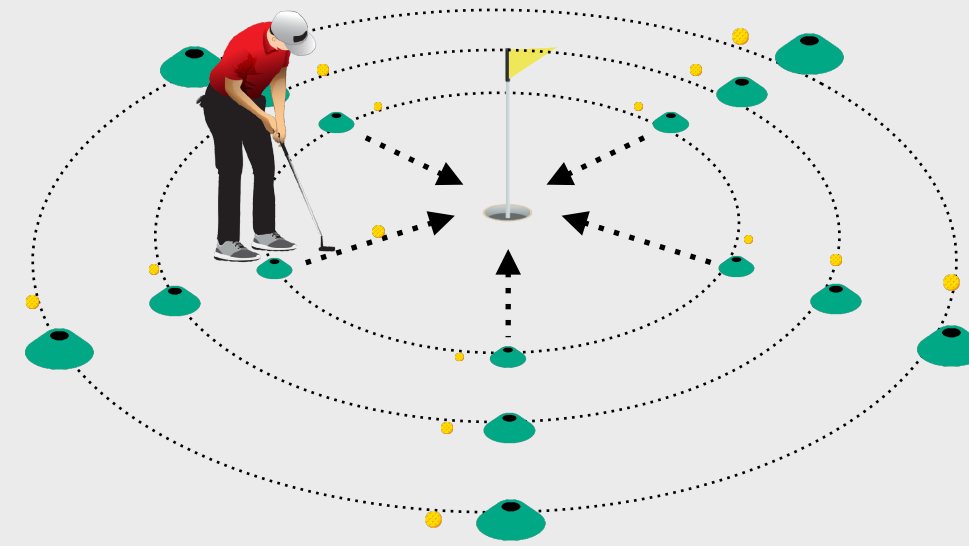
30 Yards

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Example Class Layout and Setup

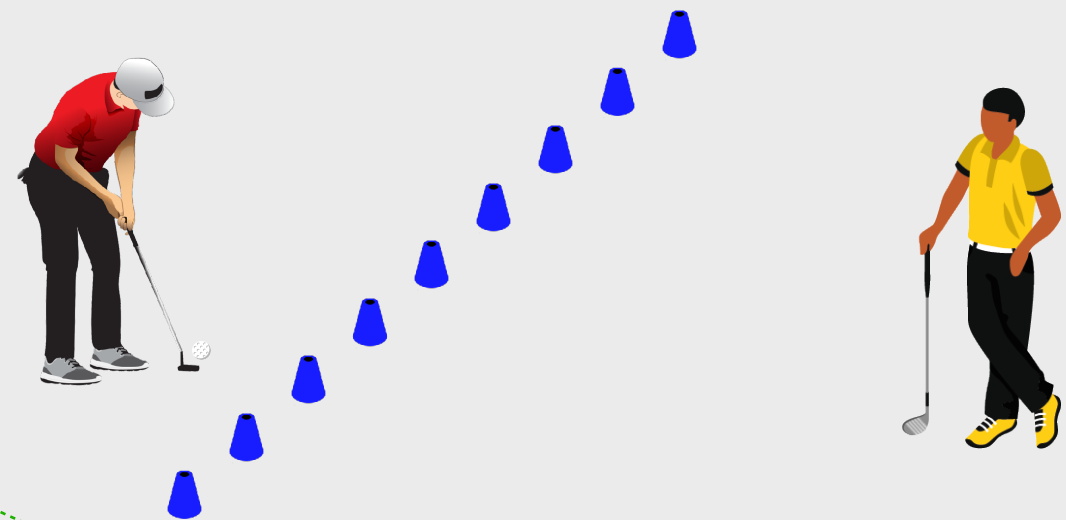
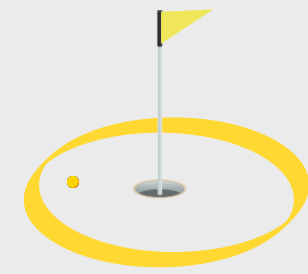


Station 1:
Practice Station
Finishing Line

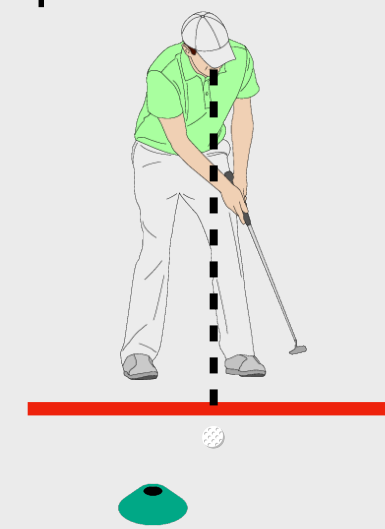


Challenge Station

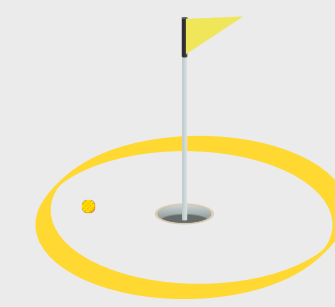
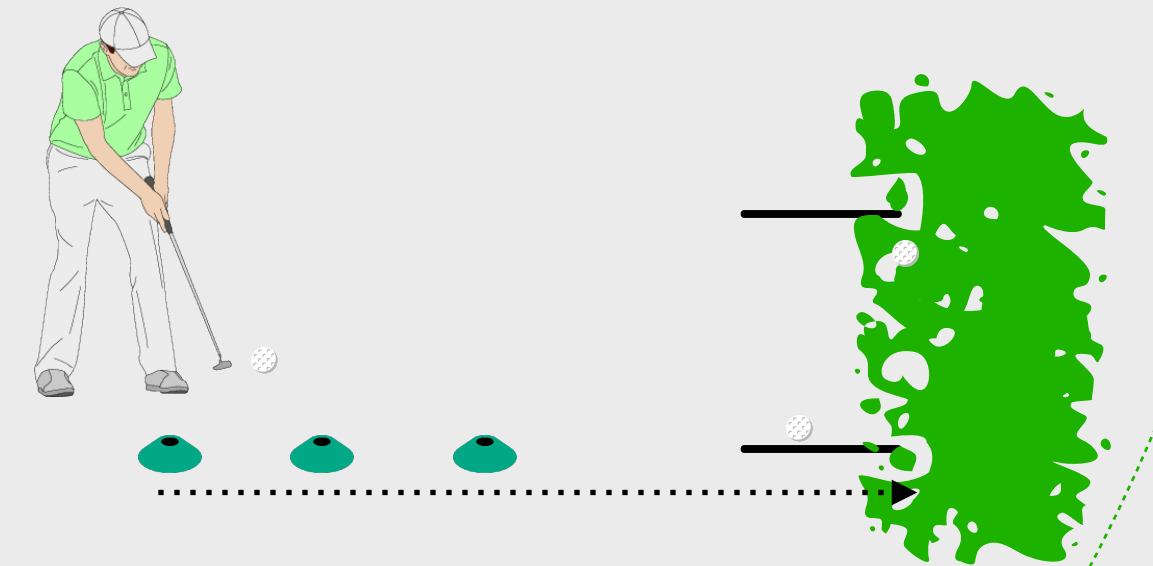
Station 2:
Game Station
Long Putts
Dominoes



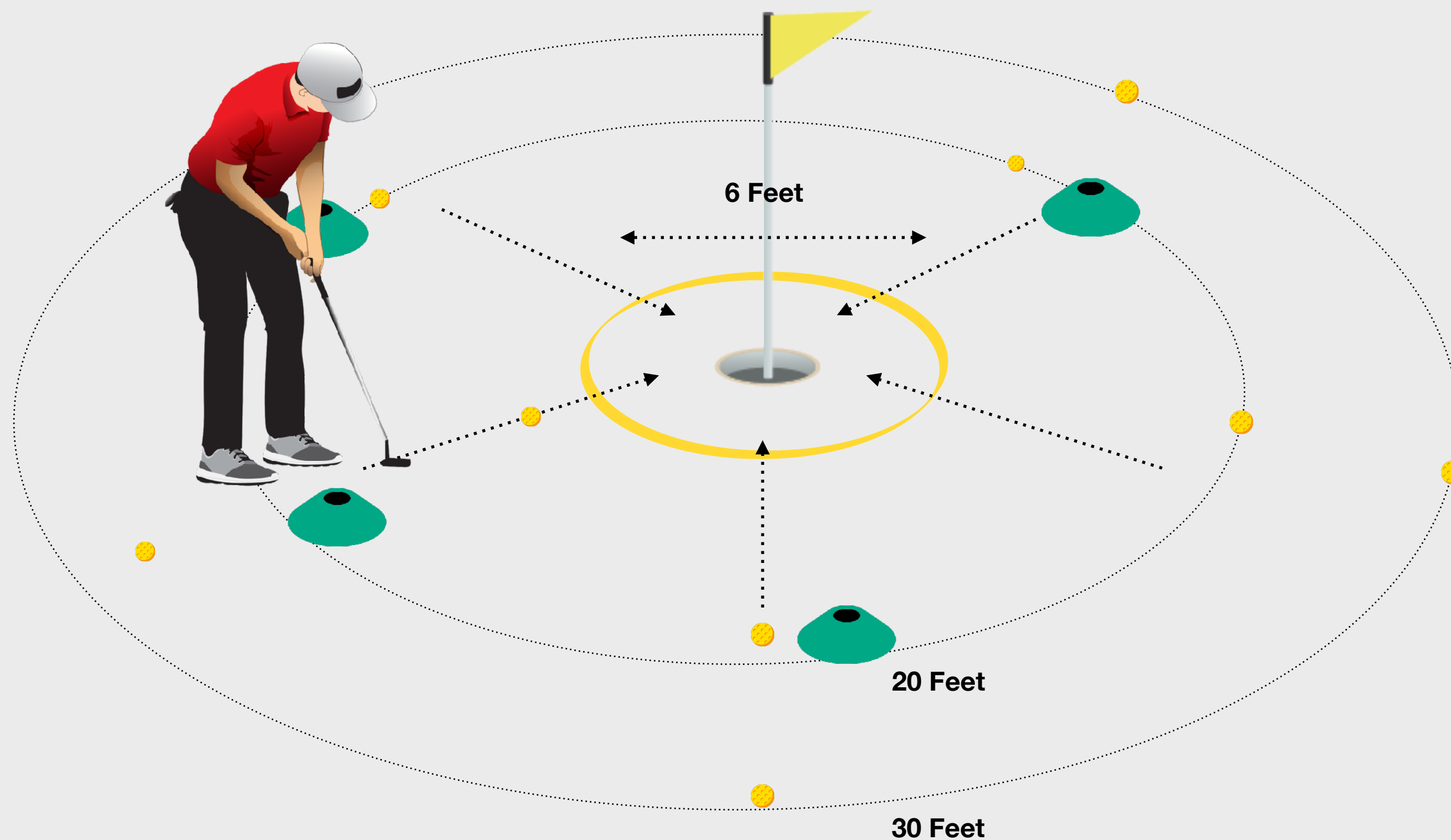
Station 3:
Practice Station
T Setup



Station 4:
Game Station
Fringe Master



Long Putts 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

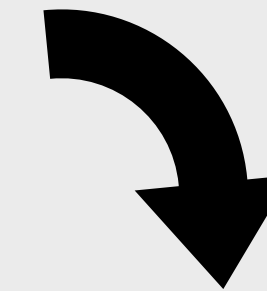
TRACKMAN Integration

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



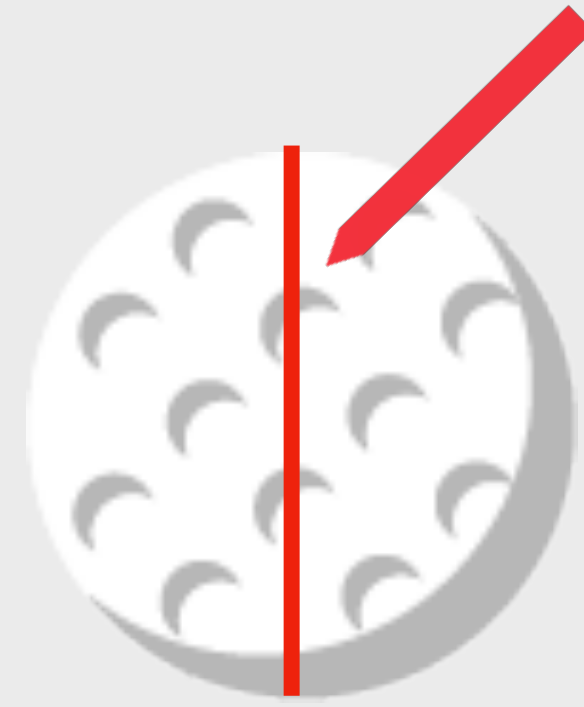
TRACKMAN

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

Practice and Games Cards



Finishing Line



Equipment Needed

- 5 x Alignment sticks
- Putting
- Golf Ball

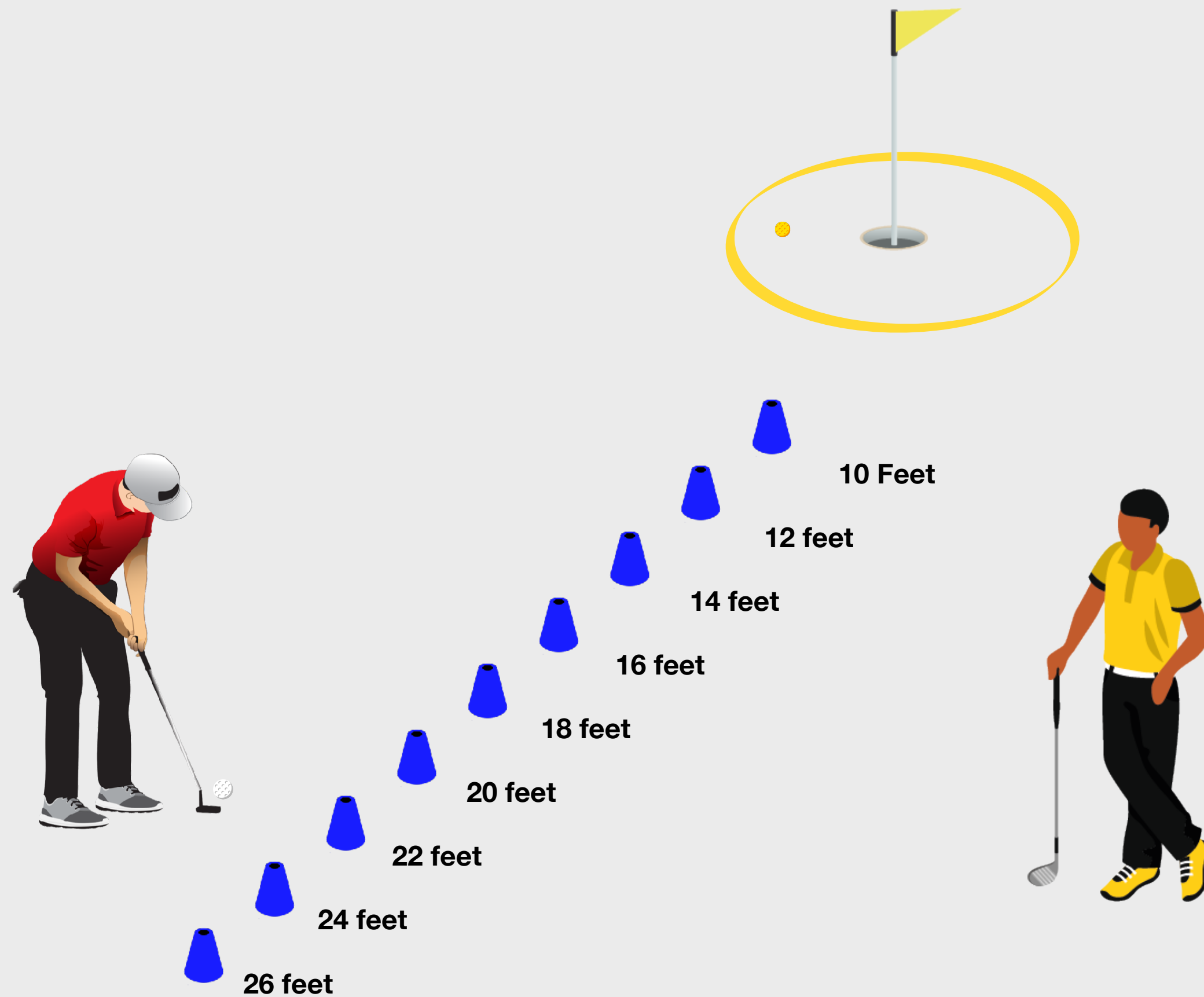
How to Practice

- Get the student to mark a straight line around the middle of a ball
- They must putt from the starter cone to the end alignment stick with the marked ball (on a flat part of the green)
- The main aim is for the line marked on the ball to finish as straight as possible once the ball has stopped
- The student must simultaneously try to get the ball as close to the alignment stick as possible without hitting it
- This can also be played in pairs as a game where a point is given for the marked ball that ends with the straightest trajectory
- A point is then also given for the closest ball to the end alignment stick

Technical Link

- An optimal roll from a putt will mean the ball revolves around that straight line and this requires a small upwards angle of attack on impact and square club face
- Any deviance to this is a sign of a sub optimal attack angle, or misalignment of the club face at impact, and that can result in unwanted spin on the ball

Long Putt Dominoes



Equipment Needed

- Putter
- Cones or Tee Pegs
- Balls

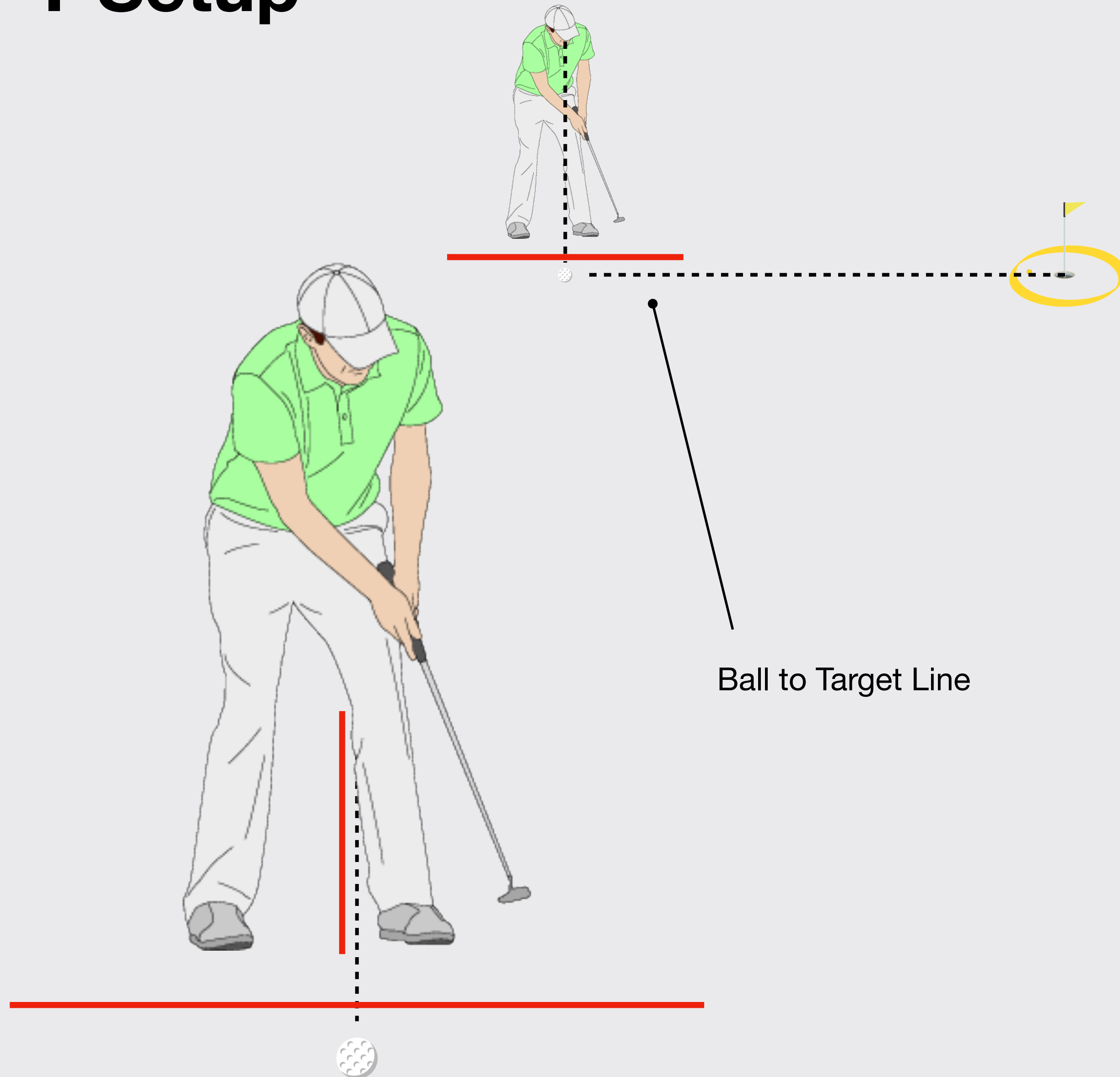
How to Play

- A student attempts to put the ball into the circle from each starting distance on a flat surface
- The student should start at the 10 feet cone or tee peg. If they putt the ball into the circle they should move to the next starting position
- If the student misses they should move back a step or go back to the start for added difficulty

Technical Link

- This game should give the student the chance to rehearse their stroke from different distances without having to adjust aim
- The student should focus on having a consistent stroke on each attempt and only altering the length of the stroke
- This will help the student to increase their skill and understand of how to improve the roll of the ball on long putts

T Setup



Equipment Needed

- 2 x Alignment Stick
- Putter
- Golf Balls
- Hoop or tee pegs around the hole

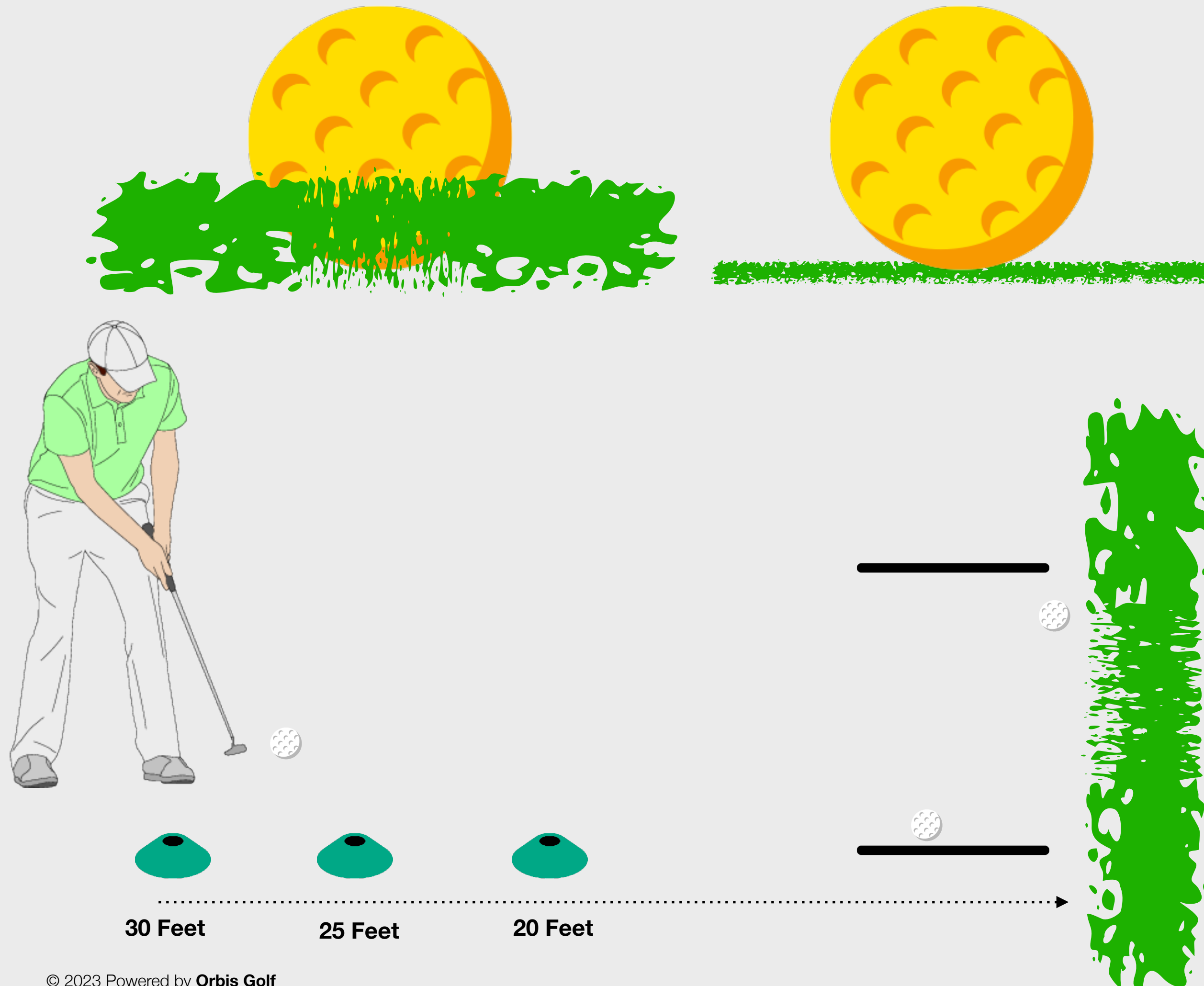
How to Practice

- Get the student to putt from a maximum of 30 feet from the hole on a flat surface depending on their skill level
- Place an alignment stick parallel to a line running between the golf ball and the centre of the hole (Ball to Target Line)
- Place the second alignment stick at 90 degrees to the first alignment stick therefore making a T-shape
- Get the student to place their feet comfortably either side of the alignment stick and assume their setup position
- Get the student to observe where stick is relative to the front and rear feet
- Outline to the students what the optimal position is of the feet and golf ball relative to the alignment stick
- Get the student to hit putts with the alignment stick excessively forward or backwards relative to their feet and observe the resulting ball roll and outcome
- Get the student to find the optimal position for them

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

Fringe Master



Equipment Needed

- 2 x Alignment sticks / Tee Pegs
- Putting
- Golf Ball

How to Play

- Set up two alignment sticks around 10 feet apart on the edge of the green
- Take 9 balls and place 3 at each starter cone
- Aim to putt the balls between the alignment sticks and stop as close to the fringe as possible
- Use this scoring system:
 - Ball touching the fringe = 5 points
 - Ball within 1ft = 3 points
 - Ball within 2ft = 2 points
 - Ball within 3ft = 1 point
 - Ball on the Fringe = -1 point

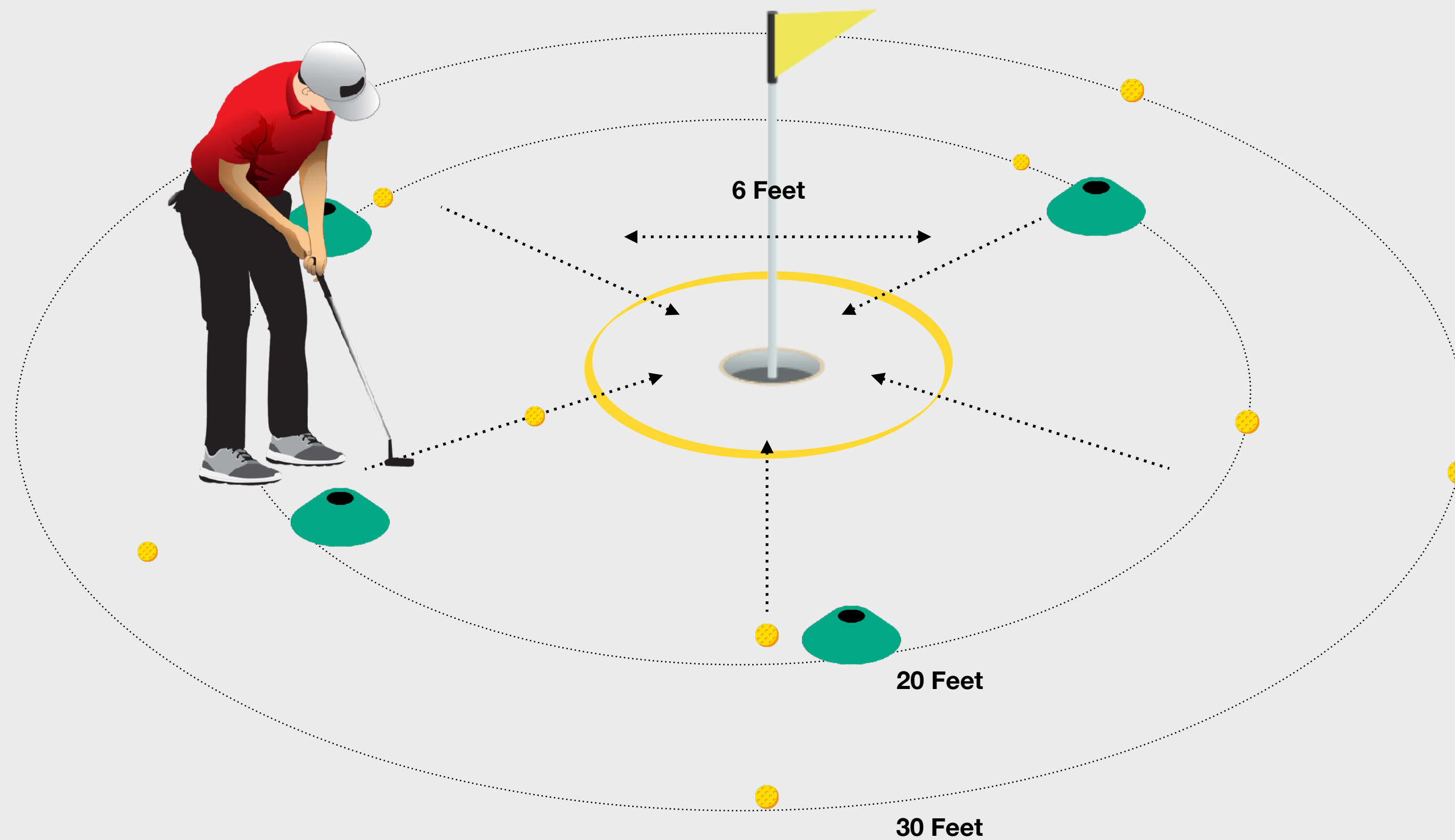
Technical Link

- This game should help the student to improve their distance control from a variety of distances and promote caution of putting into a specific area

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

- **6/10 putts in target circle from 20 feet**
- **5/10 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

