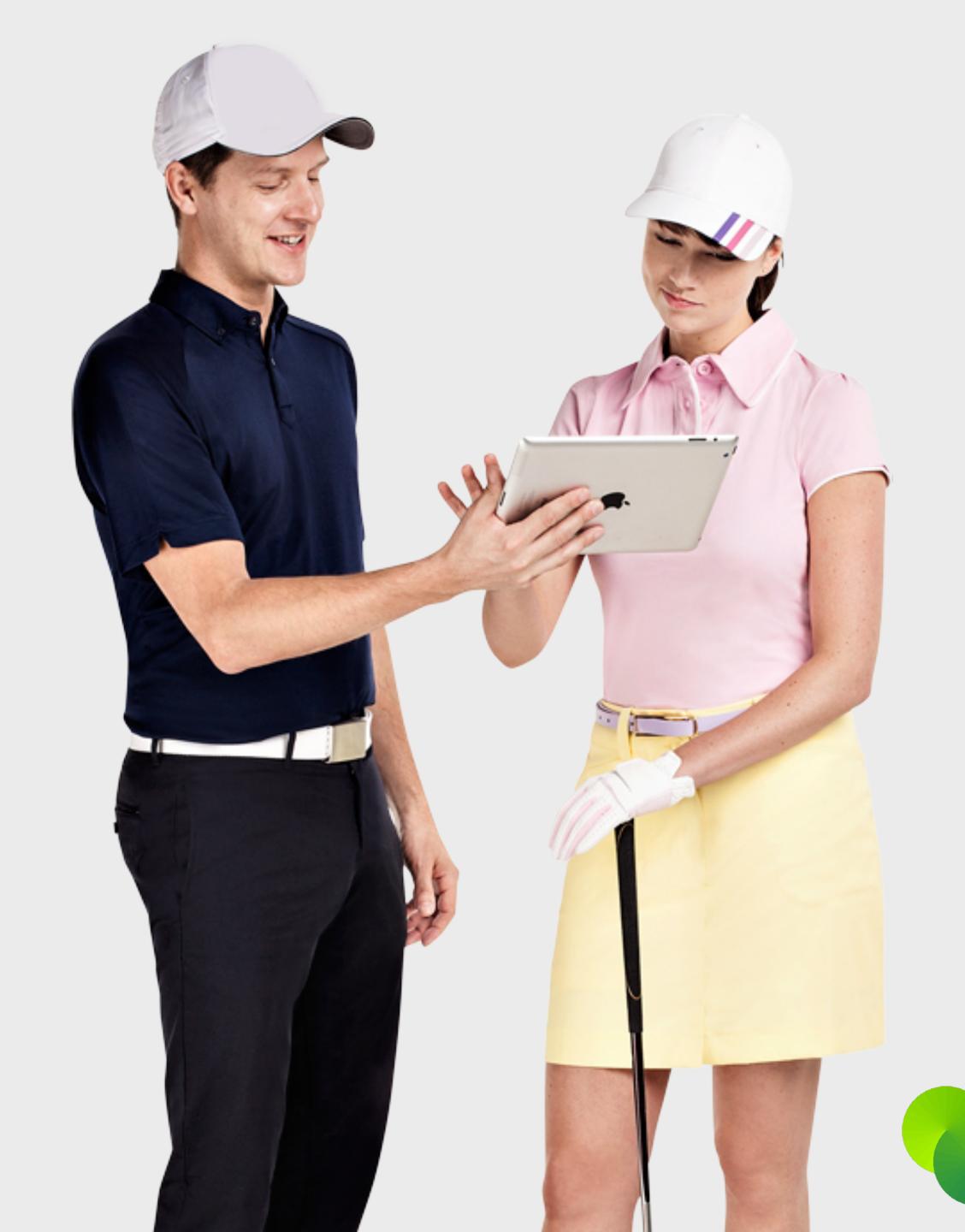


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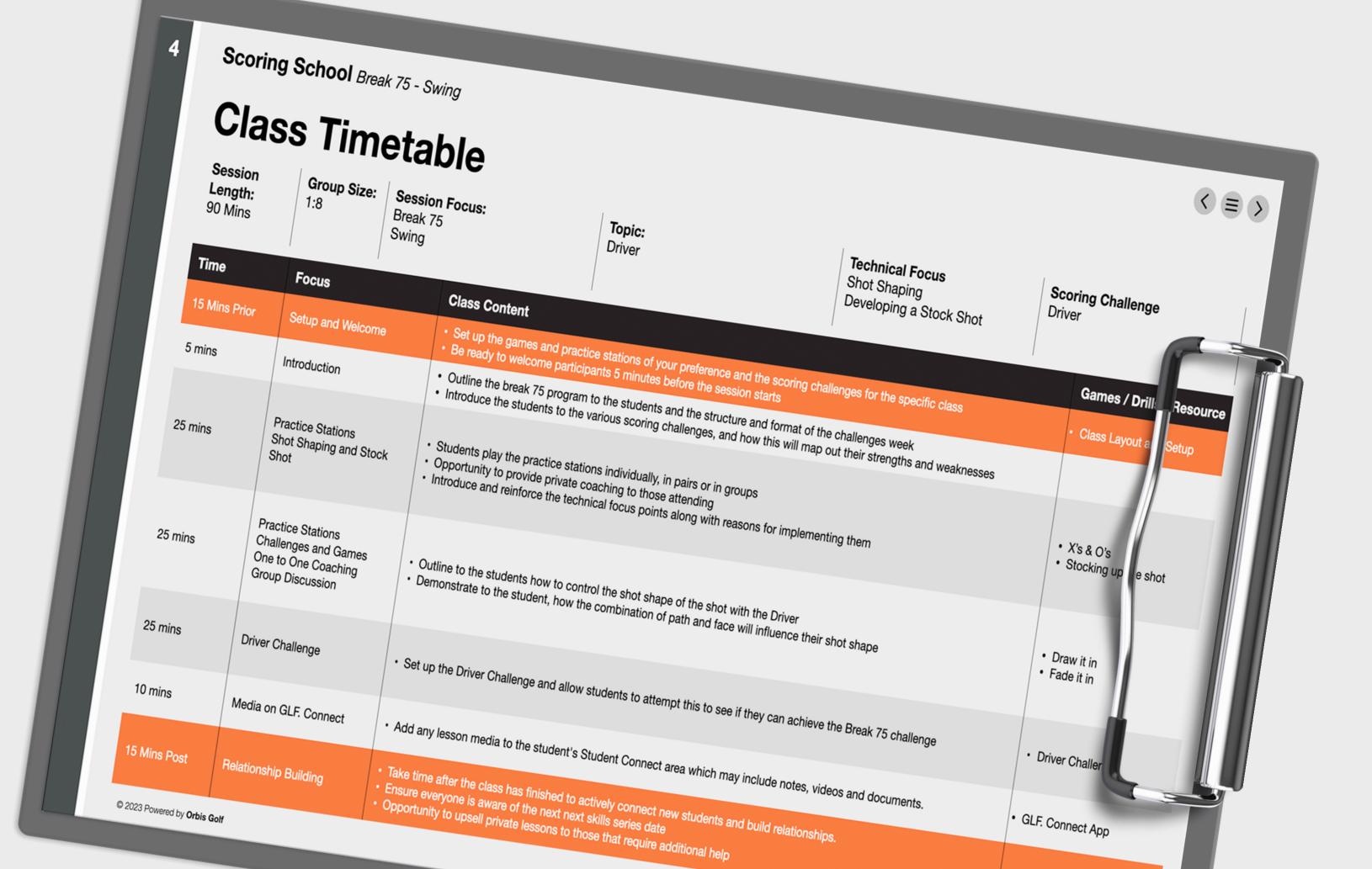


- 3 Class Timetable
- Class Objectives and Setup
- Practice Stations and Game Cards
- Scoring Skills Challenges





## Session Timetable



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### Class Timetable

Session Length: 90 Mins **Group Size:** 

Session Focus: Break 90

Swing

Topic:

Hybrids and Fairway Woods

Technical Focus
Using Hybrids/Fairway woods
from the Tee

Scoring Challenge
Hybrids and Fairway Woods

Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul> <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> <li>Class Layout and Setup</li> </ul>
5 mins	Introduction	<ul> <li>Outline to the students the break 90 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>	
50 mins	Using Hybrids/Fairway Woods from the Tee Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul> <li>Give an introduction for how and when to use Hybrids/Fairway woods and how this links to basic strategy on the golf course</li> <li>Outline to the students how to hit their Hybrid and Fairway Woods from the tee</li> <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> <li>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</li> </ul>	<ul> <li>Tee height for better flight</li> <li>Closing Gate</li> <li>Carry Distance Challenge</li> <li>Fairway Finder</li> </ul>
25 mins	Hybrid and Fairway Wood Challenge	<ul> <li>Set up the Hybrid and Fairway Wood 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><li>Hybrid and Fairway Wood Challenge</li><li>Challenge Scorecard</li></ul>
10 mins	Media on GLF. Connect	<ul> <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>	GLF. Connect App
15 Mins Post	Relationship Building	<ul> <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>	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 hybrids/ fairway woods. Some of technical content you may want to explore in this session may include:

- Using Hybrids and Fairway Woods From the Tee Introduce some key principles for how and when to use these clubs from the tee. This is an opportunity to explore with students how this can be an effective strategy on the golf course and this may include:
  - Discuss the scenarios on the golf course that would require an alternative tee shot to using a Driver
  - Demonstrate to the students how the strike will differ when hitting from a tee peg or from the fairway
  - Outline to the students, how using a tee is suited to this club due to the design of a hybrid of fairway wood
  - Explore the optimum tee height when using a fairway wood and hybrid. Explore how this impacts the strike on the club face
  - You may want to draw up the technical points outlined in the Break 100 plans to assist students with specific technical needs

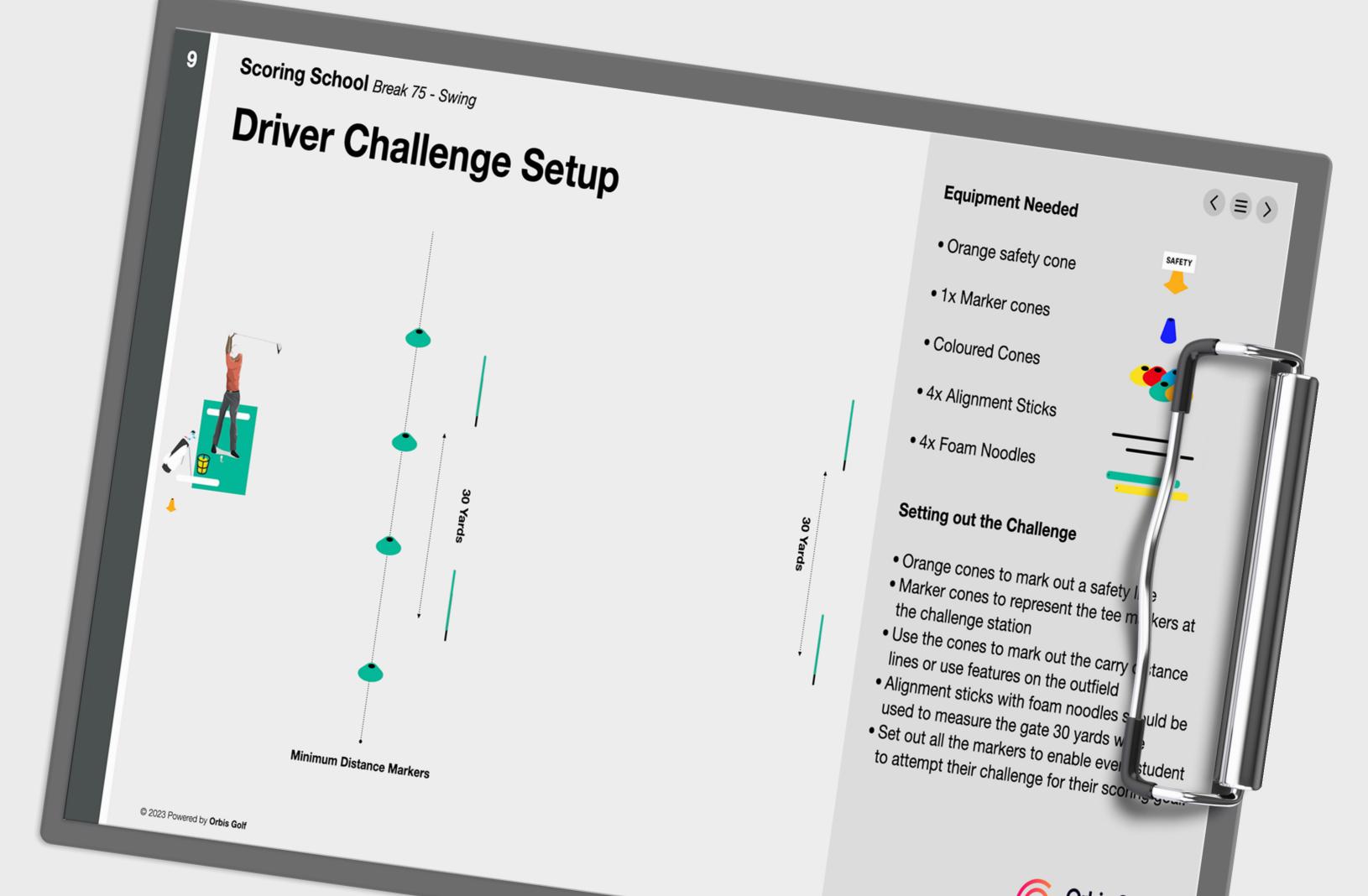


Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.





## Objectives and Setup







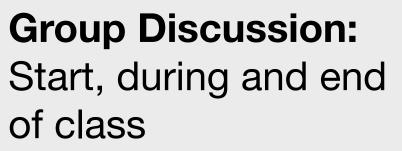


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#### **Station 1:**

**Practice Station** Tee height for better flight

#### **Station 2:**

Game Station Closing Gate

#### **Station 3:**

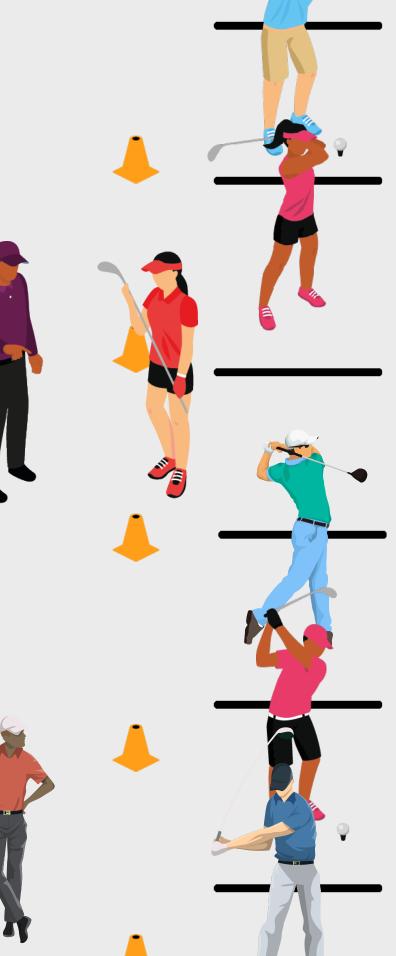
**Practice Station** Carry Distance Challenge

#### **Station 4:**

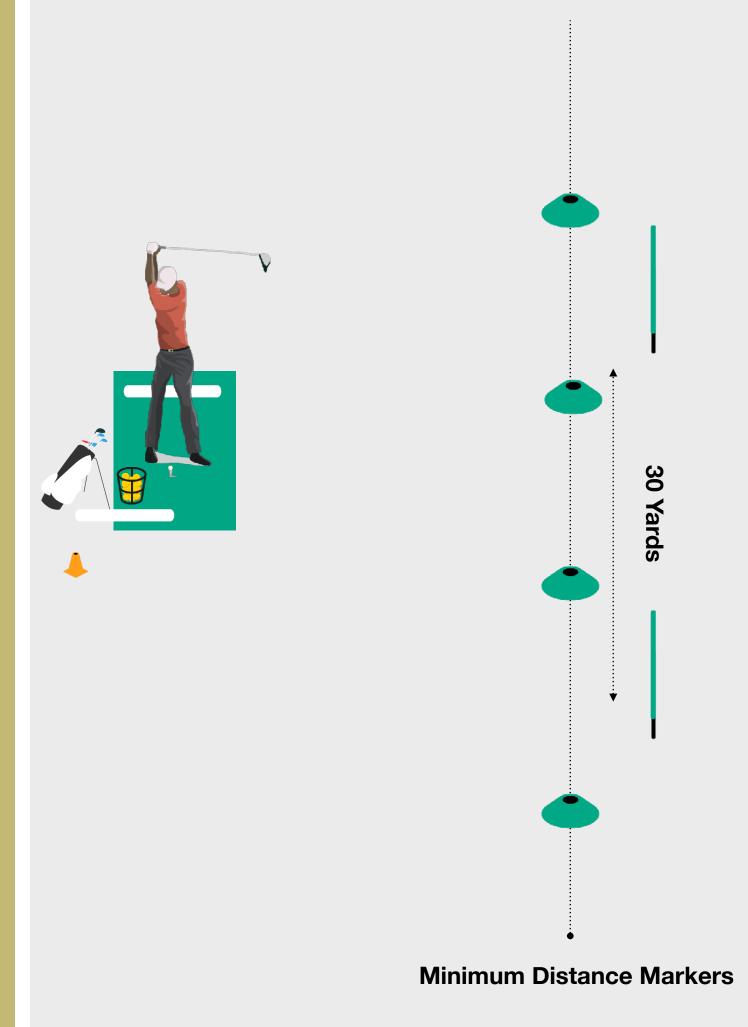
Game Station Fairway Finder

#### **Station 5:**

Challenge Station Hybrid and Fairway Wood Challenge



### Fairway Wood Challenge Setup











• 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









### 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.

#### Swing

Club Speed  The linear speed of the club head's center just prior to first contact with the golf ball	Attack Angle  The up or down movement of the club head of contact between the club and ball	Launch Angle  The vertical angle the golf ball takes off at relative to the horizon	Club path  The in-to-out or out-to-in movement of the club head	Ball Speed  The speed of the golf ball's center of gravity at impact	Carry  The straight-line distance between where the golf ball was launched from and where it lands
Face Angle  The direction the club face is pointing at the point of contact between the club and ball	Face to Path  The angle difference between the reported face angle and club path	Low Point  Distance from the club head to the lowest point on the swing arc at the time impact	Launch Direction  The horizontal angle the golf ball takes off at relative to the target line	Side  The perpendicular distance between the target line and where the ball crosses a point	Total  The straight-line distance between where the golf ball was launched from and its resting position.

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







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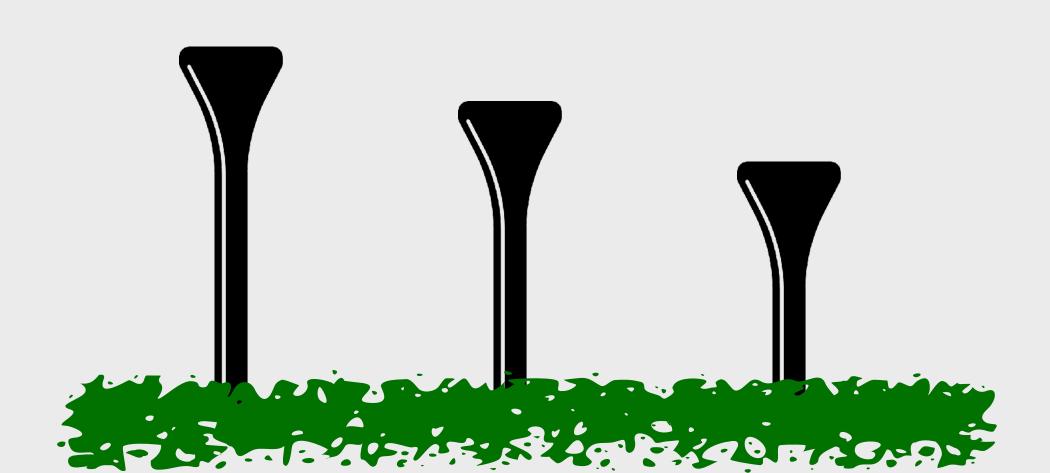
- Tees
- Driver
- Golf Balls
- Launch monitor or similar (optional)

#### **How to Practice**

- Provide the student with a variety of tees so they can change the tee height during practice, or use automatic tees on a range bay
- Ask the student to hit golf balls using 3 different tee heights
- Measure the height, carry and distance of the shot with the 3 different tees
- Ask the student to pay attention to the types of shots produced by each tee height and discuss what one would be most effective on the course

#### **Technical Link**

- Finding the correct tee height is crucial to enable the students to strike the ball from higher on the club face to maximise the strike potential
- This activity should demonstrate how teeing it high with a hybrid/ fairway wood is not advantageous because the correct way to strike it is with a slight descending blow to send the ball into the air



Tee Height for Better Flight



## **Closing Gate**

# TRACKMAN Use the 'FACE CONTACT' features to enhance the students experience and give some additional feedback.

#### **Equipment Needed**

- Tees
- Hybrid/ Fairway Wood
- Golf Balls

#### **How to Play**

- Ask the students set up a 'gate' using tees starting with 2 inches either side of the club head
- Tee up a ball in the middle of this gate
- The students must attempt to hit balls keeping the club passing through the gate
- Move the tees in 0.2 inches per shot. 1 hit per round for 10 rounds
- The winner is the student that progresses the furthest through the 10 rounds without hitting the tee with their hybrid/ fairway wood

#### **Technical Link**

- Highlight to the students how the path of the club can affect where on the face is impacted
- Explain how miss hit shots off the tee can have a huge impact on distance

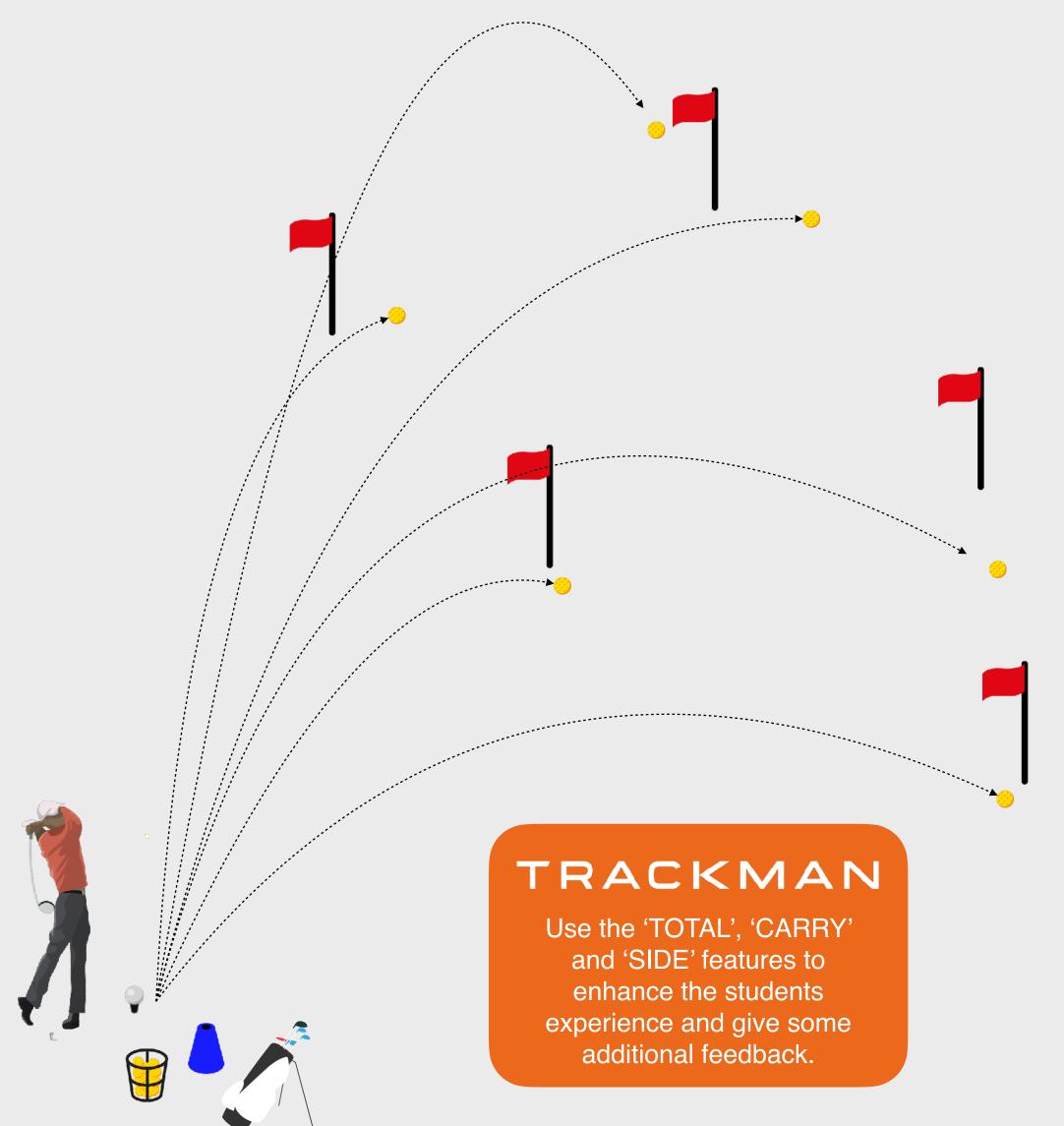


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#### **Equipment Needed**

- Golf balls
- Hybrid/ Fairway Wood
- Equipment to measure driver distance (launch monitor or similar)

#### **How to Practice**

- Identify a number of targets on the driving range, at different distances
- Students must be using a tee for their hybrid/ fairway wood and should aim to carry their shots over the intended targets
- The targets should be seen as hazards in order to encourage the students to hit shots with sufficient flights
- Ask them to start with closer range targets and then advance to further targets each time they achieve one

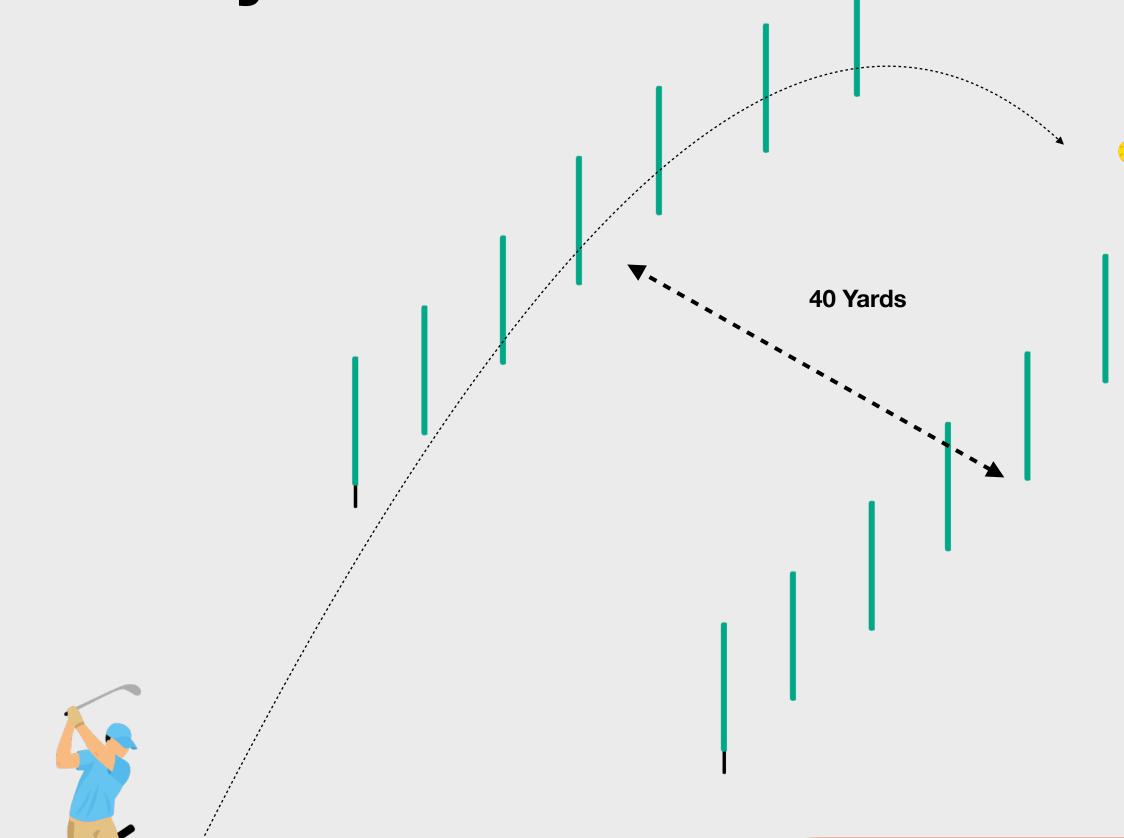
#### **Technical Link**

• This activity will give the student an idea of how far they can carry each hybrid/fairway wood as well as the total distance achievable for each off the tee









#### TRACKMAN

Use the 'HORIZONTAL LAUNCH' feature to enhance the students experience and give some additional feedback.

#### **Equipment Needed**

- Driving range
- Alignment sticks, cones or other targets
- Golf balls

#### **How to Play**

- Set up a fairway on the driving range using existing targets, cones or alignment sticks
- Ask students to hit balls off a tee and try and hit the fairway using their stock hybrid/fairway wood shot
- Ask the students to hit 10 shots and see how many out of 10 they can hit the fairway

#### **Technical Link**

- A key reason to use a hybrid/fairway wood off the tee rather than a driver would be for accuracy, which this activity focuses on
- It shows what an average fairway width of roughly 40 yards looks like and gives them an idea of the percentage of fairways they can expect to hit when they play





## Hybrid and Fairway Wood Challenge



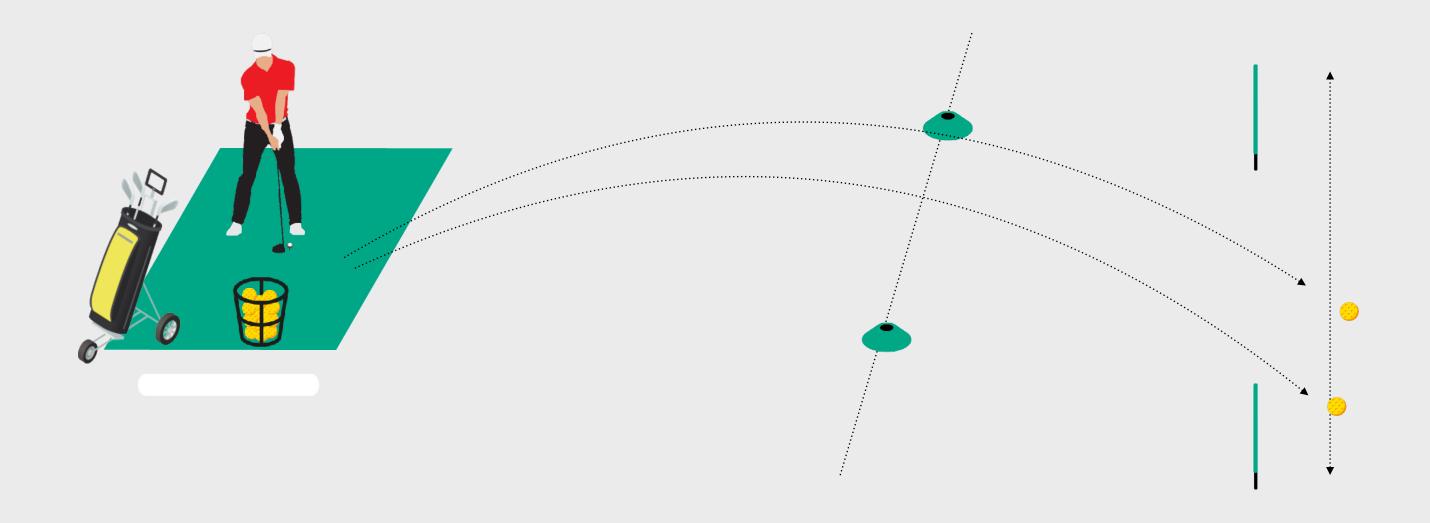


# Fairway Wood Challenge

#### TRACKMAN

Use the 'TOTAL', 'CARRY' and 'SIDE' features to provide accurate measurement

	Course Length	Minimum Distance
	< 4500 Yards	115
Select the Appropriate Minimum Distance	4500 -5500 Yards	150
for your chosen  Course Length	5500 -6500 Yards	170
	> 6500 Yards	200



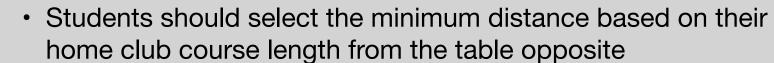
**Minimum Distance Markers** 

**30 Yard Wide Target Gate** 

#### **Attempting the Challenge**







- Next, attempt to hit each shot to finish within the target gate and for each shot and note the total distance of each shot relative to the distance markers
- Record the result of each attempt on the Challenge Scorecard

#### The Challenge

- Hit the number of required shots through the 30 yard wide target gate using a Fairway Wood/Hybrid. The student has a total of 10 attempts
  - 4/ 10 shots between a target gate

#### 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



