

# On the Green - Scoring

Monday, October 17th - Sunday, October 23rd



# GAMEON

GOLF DEVELOPMENT

# Class Timetable

**Session Length:**  
60mins

**Group Size:**  
1:8

**Mastering the Game Focus:**  
On the Green  
The art of scoring

**Online Whole Golfer Resource**  
Practicing and playing with others

**Learning the Game:**  
Etiquette on the Green  
Line of the Putt

Time	Focus	Class Content	Games / Drills / Resource
5 mins	Introduction	<ul style="list-style-type: none"> <li>Objectives - Introduce the concept of putting</li> <li>Get the group together to introduce the Learning the Game and Whole Golfer focus</li> <li>Introduce the Technical Guidance for the class</li> <li>Explain how to play the games and attempt the practice station activities</li> </ul>	<ul style="list-style-type: none"> <li>Etiquette on the Green</li> <li>The line of the putt</li> </ul>
40 Mins	Mastering the Game	<ul style="list-style-type: none"> <li>Learners break out to play the games individually, in pairs or groups</li> <li>Opportunity for private coaching</li> </ul>	<ul style="list-style-type: none"> <li>Practice stations</li> <li>Game cards</li> <li>Secondary skill station</li> </ul>
10 mins	Challenges and Recap	<ul style="list-style-type: none"> <li>Outline the relevant challenges students need to complete for this skill</li> <li>Recap Mastering the Game and Learning the Game Focus from the session</li> </ul>	<ul style="list-style-type: none"> <li>Long putts challenge</li> </ul>
5 Mins	myGame Tracking	<ul style="list-style-type: none"> <li>Add any lesson notes to the learner's Student Connect on GLF. Connect</li> <li>Learners should mark their attendance at the Themed Class in the myJourney section of the myGame area.</li> <li>Direct the learners to the online resources for the Whole Golfer, Learning the Game and Mastering the Game focus in the myGame area of GLF.Connect</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect <i>myGame</i> App</li> </ul>

# Technical Guidance

## Slopes and distance control

The technical guidance we are prescribing is to be delivered as you see fit, use your experience and be sure to link your technical advice to how this will help learners to improve the key skills of:

### 1. Learning the skills required to score well on the Green:

- Hole out well from inside 6 feet
- Get competent at getting long putts to inside 6 feet
- Understand and judge slopes well



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. Encourage practice using different clubs.



## Etiquette on the Green - the line of the putt

Introduce the concept of learning the line of the putt.

Learners should practice working out the line of each putt and making sure they don't tread on that line.

## Practicing and Playing With Others

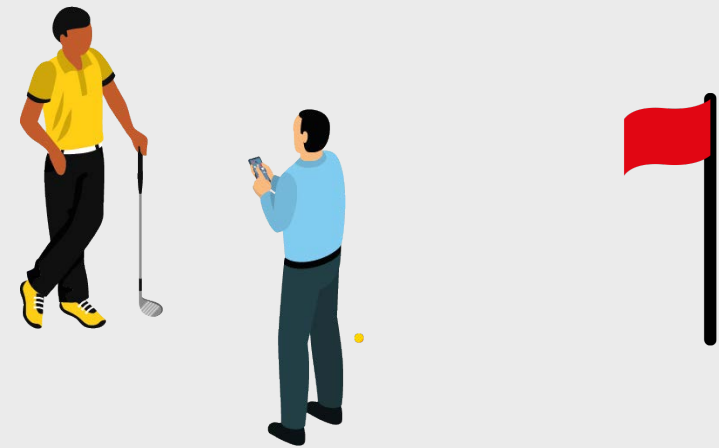


Encourage participants to partner up when completing the games and challenges within the class and also outside of the class.

By actively encouraging learners to meet up outside of the lessons you will be forging stronger social connections within the group.

# Class Layout and Setup

**Station 1:**  
Practice Station  
Understanding Slope



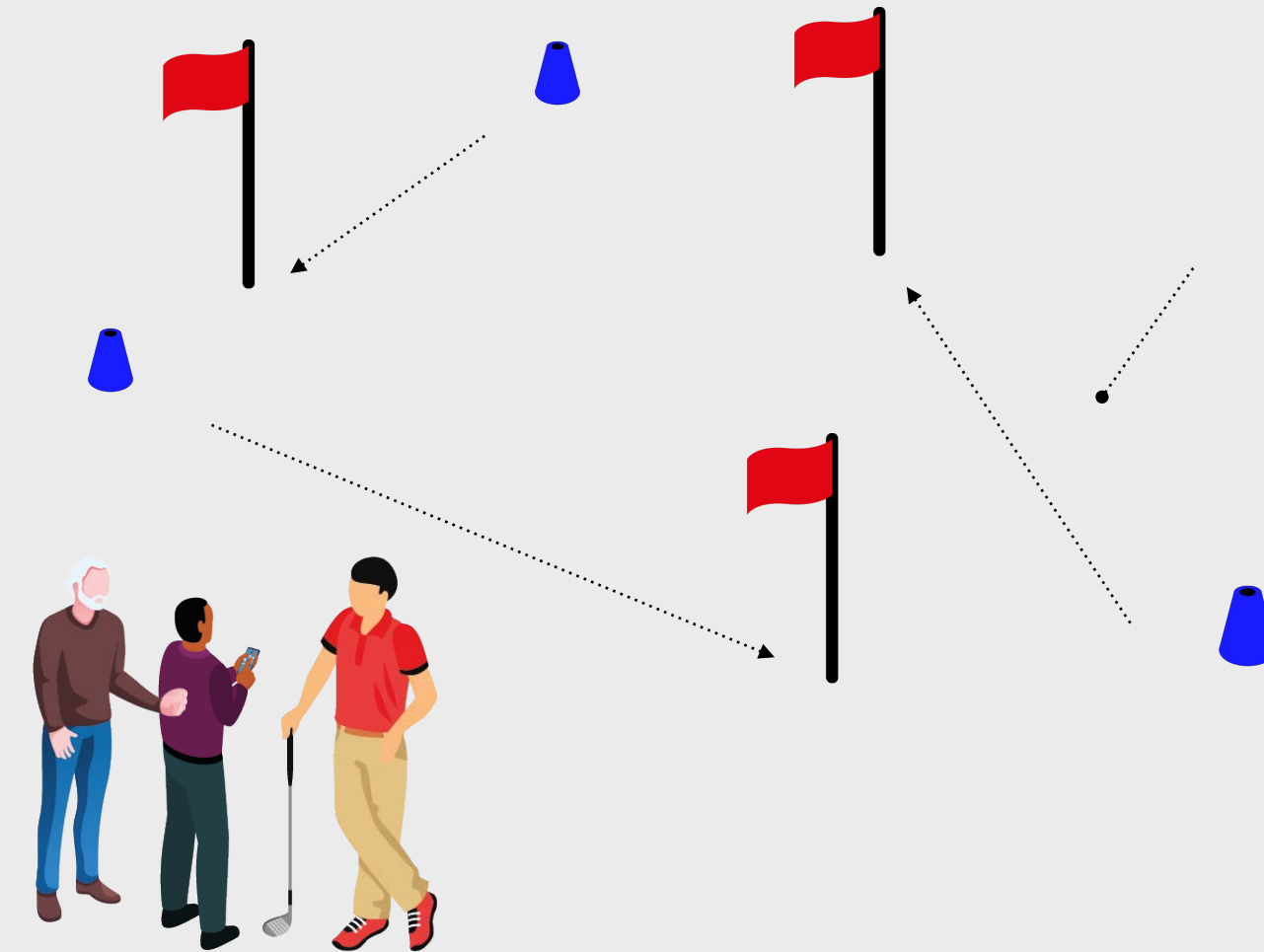
**Station 6:**  
Secondary Skill or  
Challenge Station



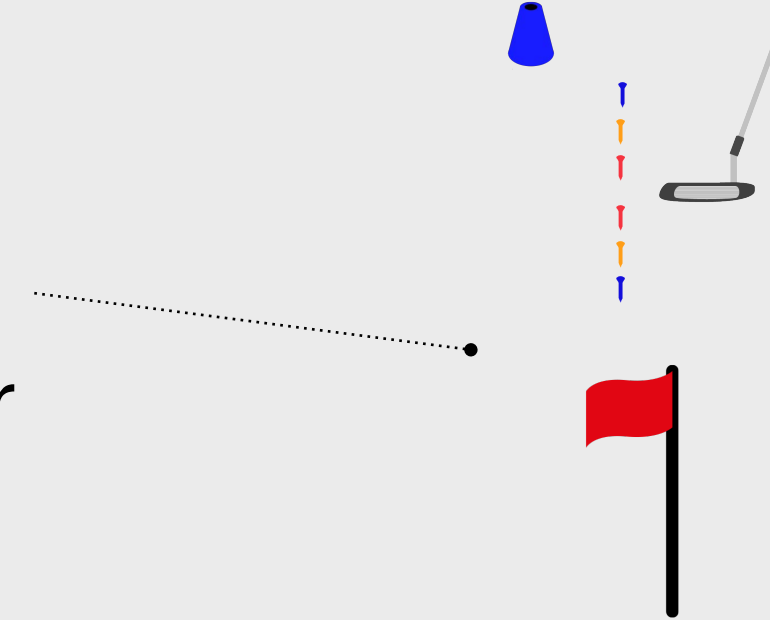
**Station 2:**  
Practice Station  
Pick a Point



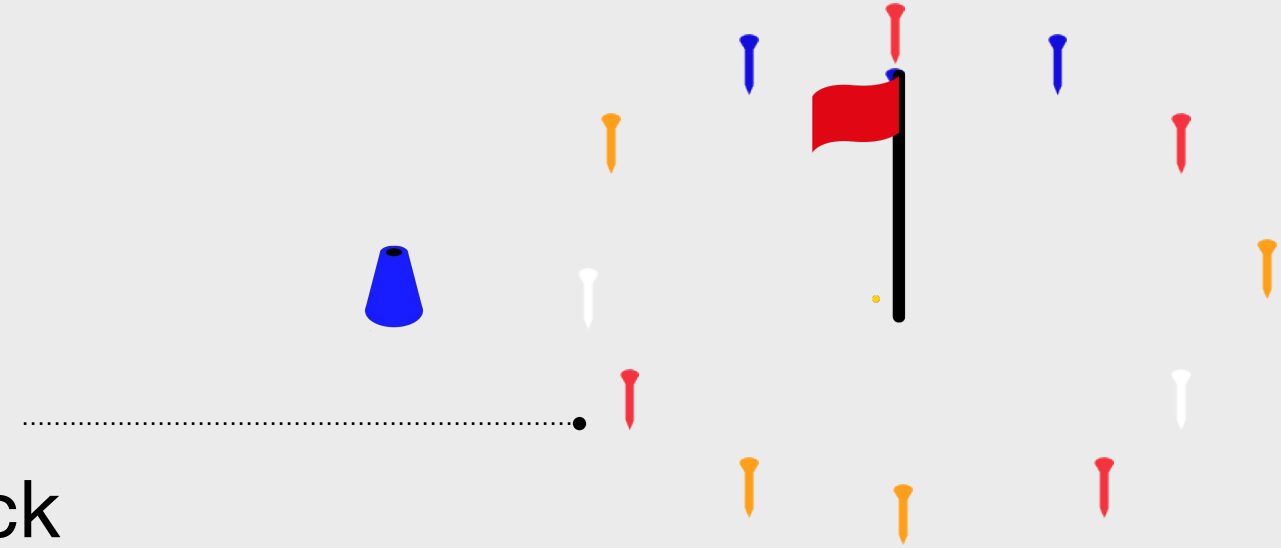
**Station 5:**  
Game Station  
Scoring



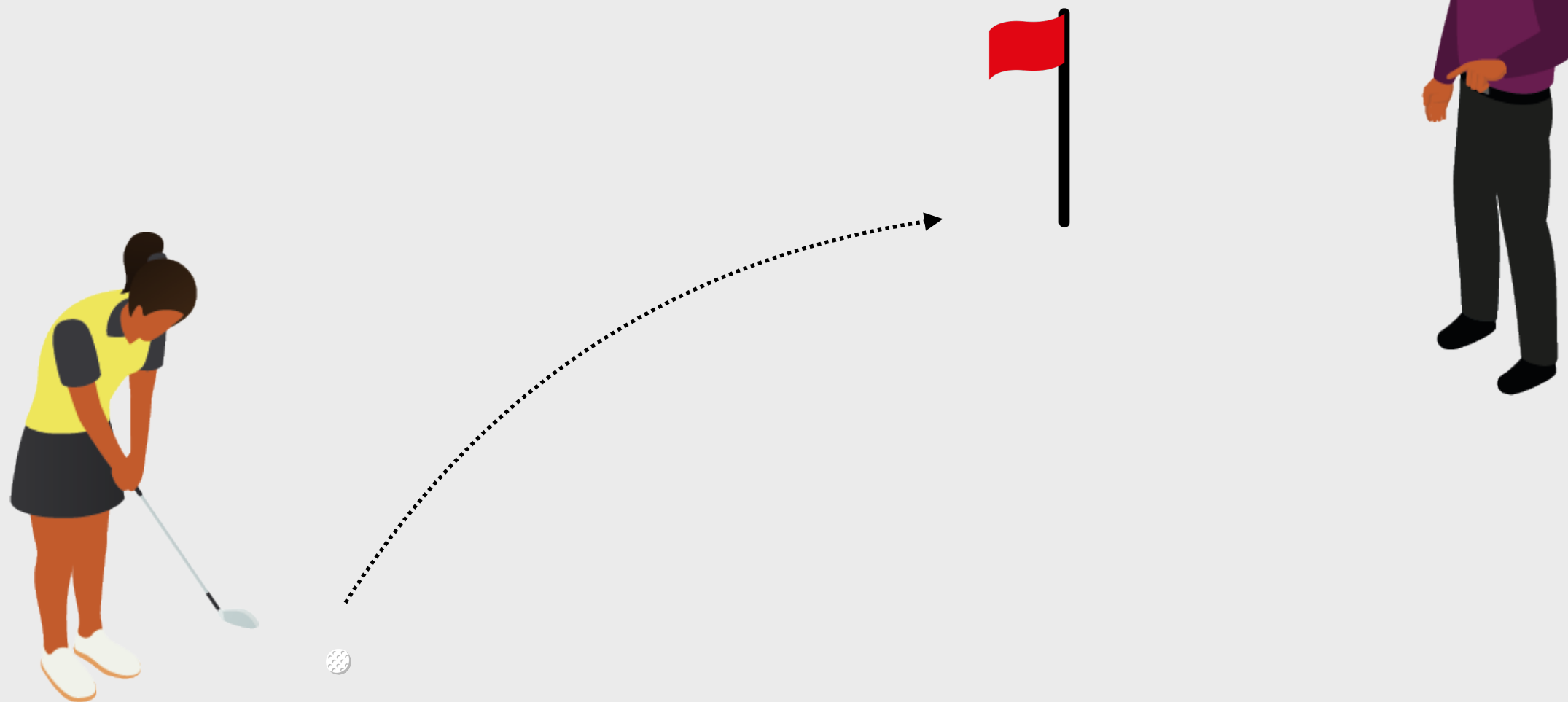
**Station 3:**  
Practice Station  
Swing Length Ladder



**Station 4:**  
Game Station  
Round the Clock



# Understanding Slope



## Equipment Needed

- Putter
- Golf Ball

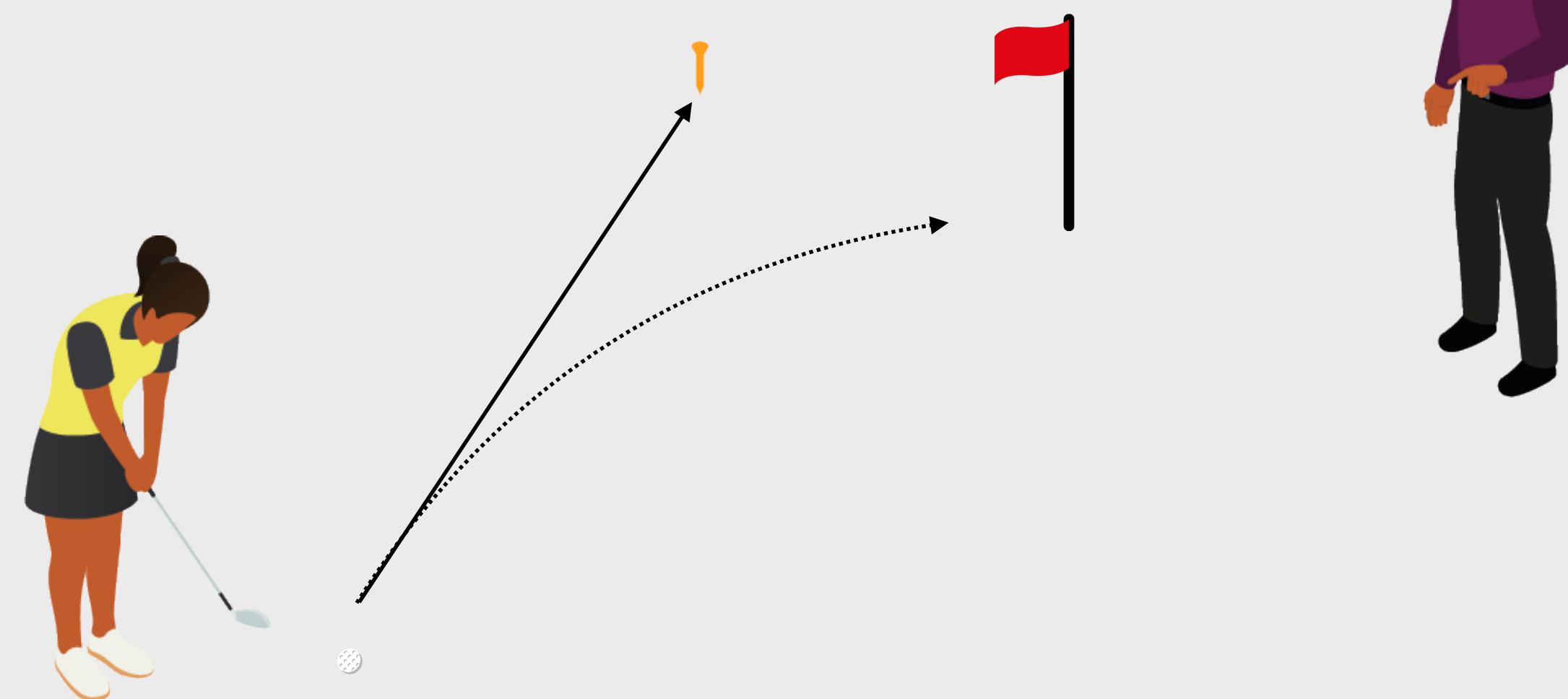
## How to Practice

- Ask the learners to choose a random putt on the green
- Before taking their putt they should take the time to walk around the green to find the lowest point
- The learner should be able to more easily determine the slope of the putt once they have found the lowest point on the putting surface
- Encourage working in pairs so that learners can openly discuss and help each other learn how to accurately read the slope on the green

## Technical Link

- This activity will help the learner to understand how to read the slope on a green
- This activity will provide feedback to the learner about how much or little a slope can affect the break on a putt

# Pick a Point



## Equipment Needed

- 2 Tee Pegs
- Putter
- Golf Ball

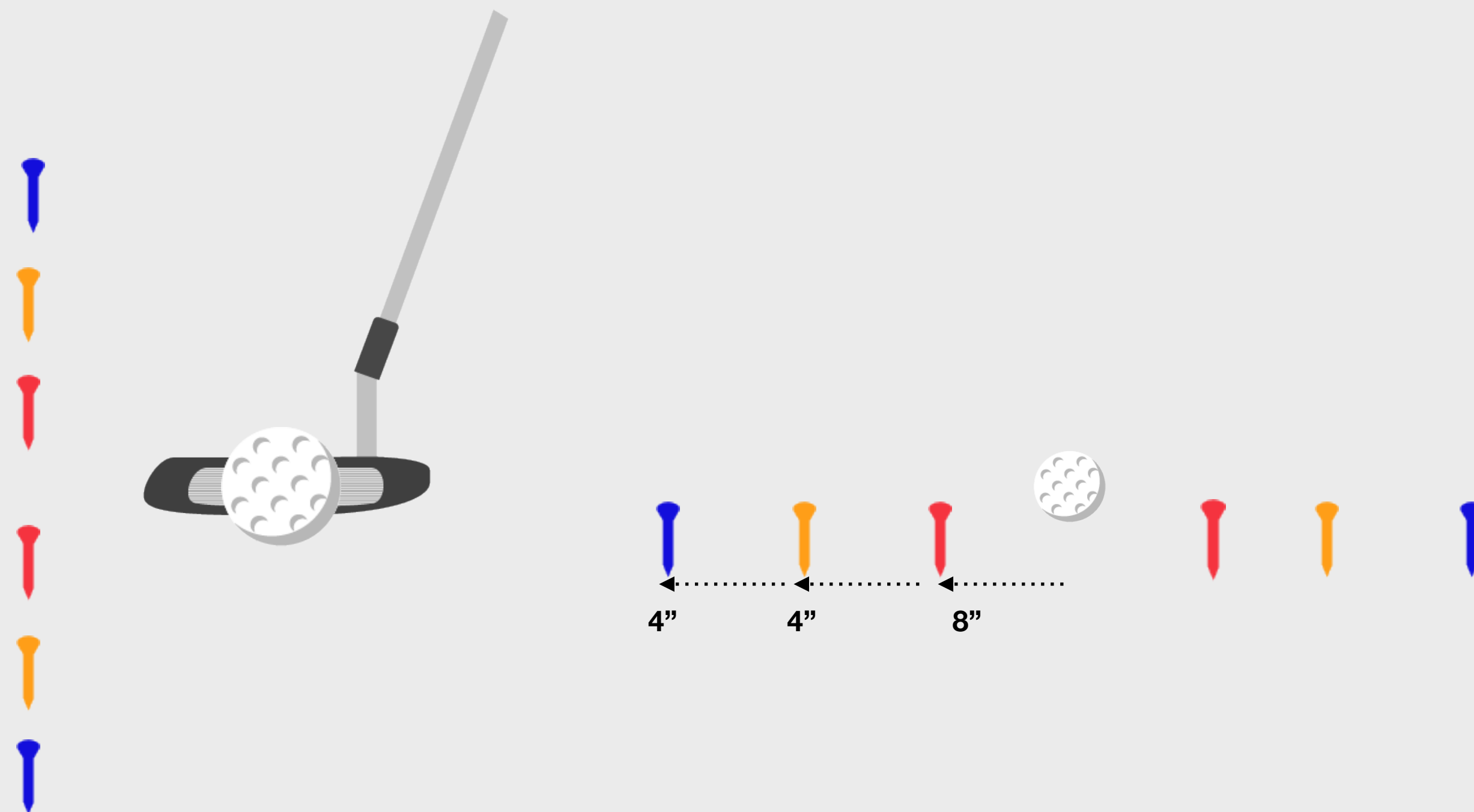
## How to Practice

- Set this activity up on a sloped surface with a tee peg where the ball should be placed
- Get the learner to place another tee in a straight line to where they think that they should aim in order to hole the putt
- The learner should attempt the putt and based on the feedback of whether the ball missed high or low should adjust their aim (and the tee position) accordingly
- Be sure to help the learner understand that speed of putt will have an effect on how soon the putt breaks, and therefore this should be taken into account when choosing the position to aim at
- Encourage the learners to work in pairs here and discuss why a certain position is correct or not

## Technical Link

- This activity will help the learner to understand how to aim effectively on a sloped surface and simplify the process with respect to sloping putts

# Swing Length Ladder



## Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

## How to Practice

- Get the learner 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 learner 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.

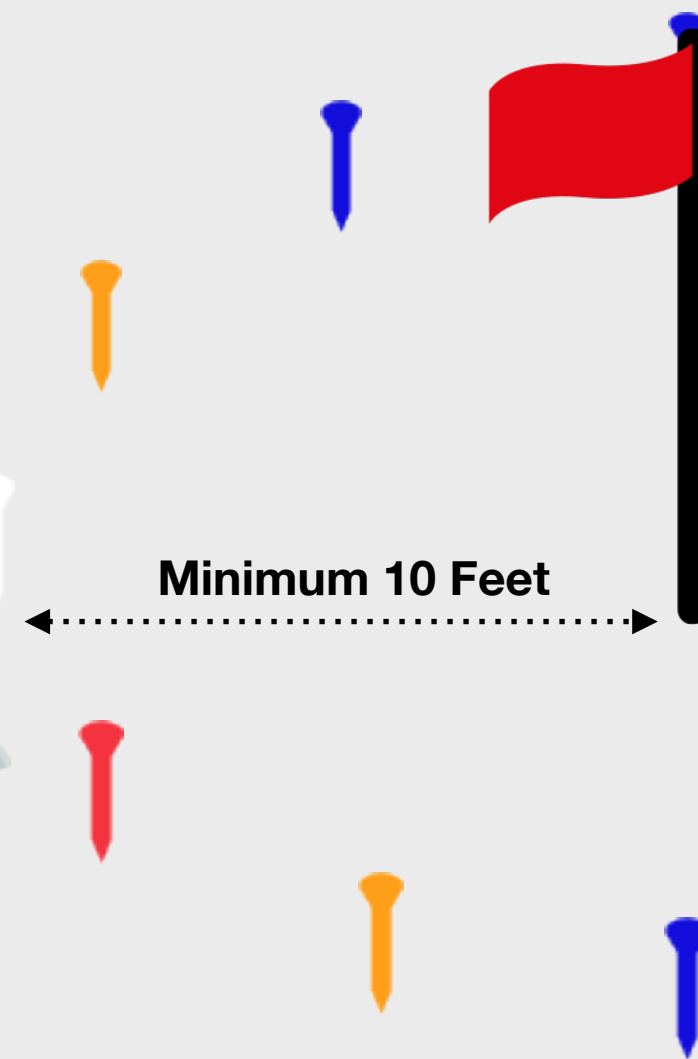
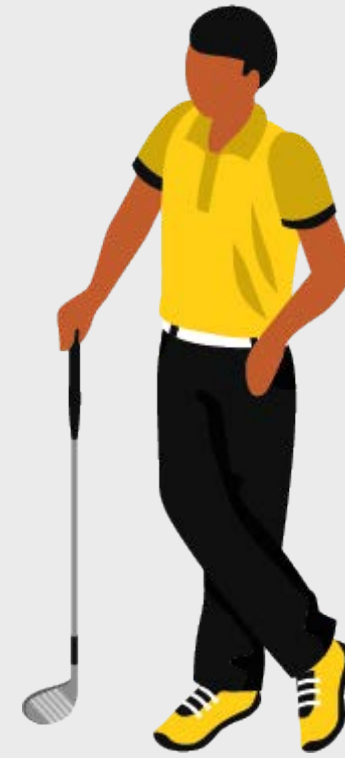
## Technical Link

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





# Round the Clock



## Equipment Needed

- Tee pegs to mark the 12 points on a clock at least 10 feet from the hole on a sloped part of the green

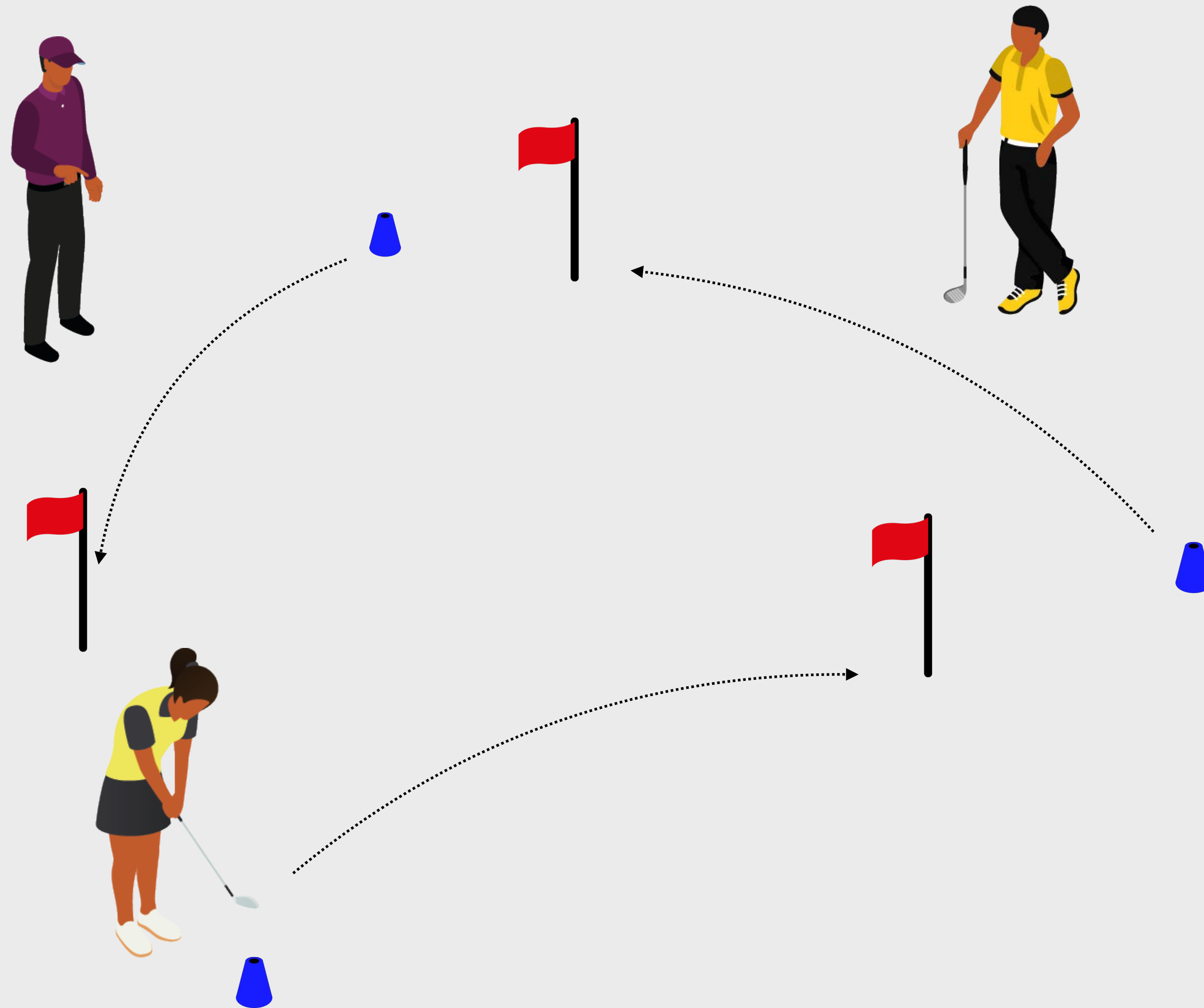
## How to Play

- A learner attempts one putt from each tee peg
- The purpose is to note how the slope changes around the hole and therefore the learner 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 learner 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

# Scoring



## Equipment Needed

- Putter

## How to Play

- A learner attempts to play three holes in the fewest number of putts possible
- The holes should be 10 feet to 30 feet in length and on a gently sloping part of the green
- We suggest providing some context to the scores, indicating that to complete level 1 of the program learners need to score 24 over 6 holes
- This game can be played individually, in pairs or small groups

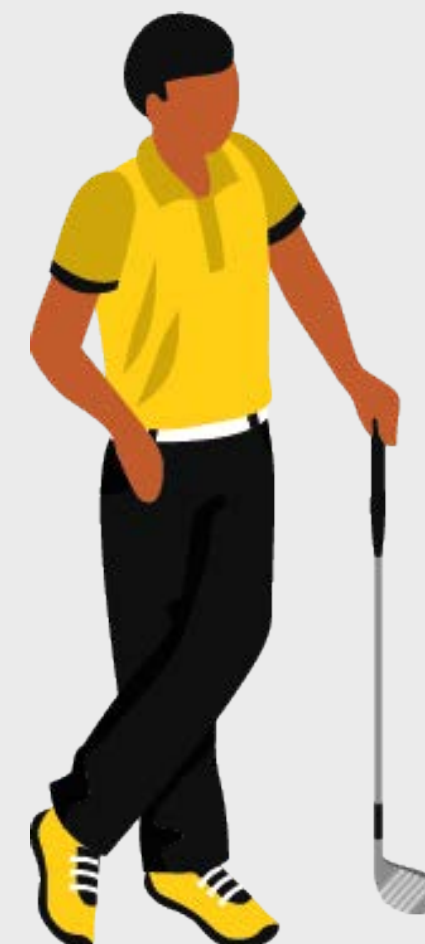
## Progression Ideas

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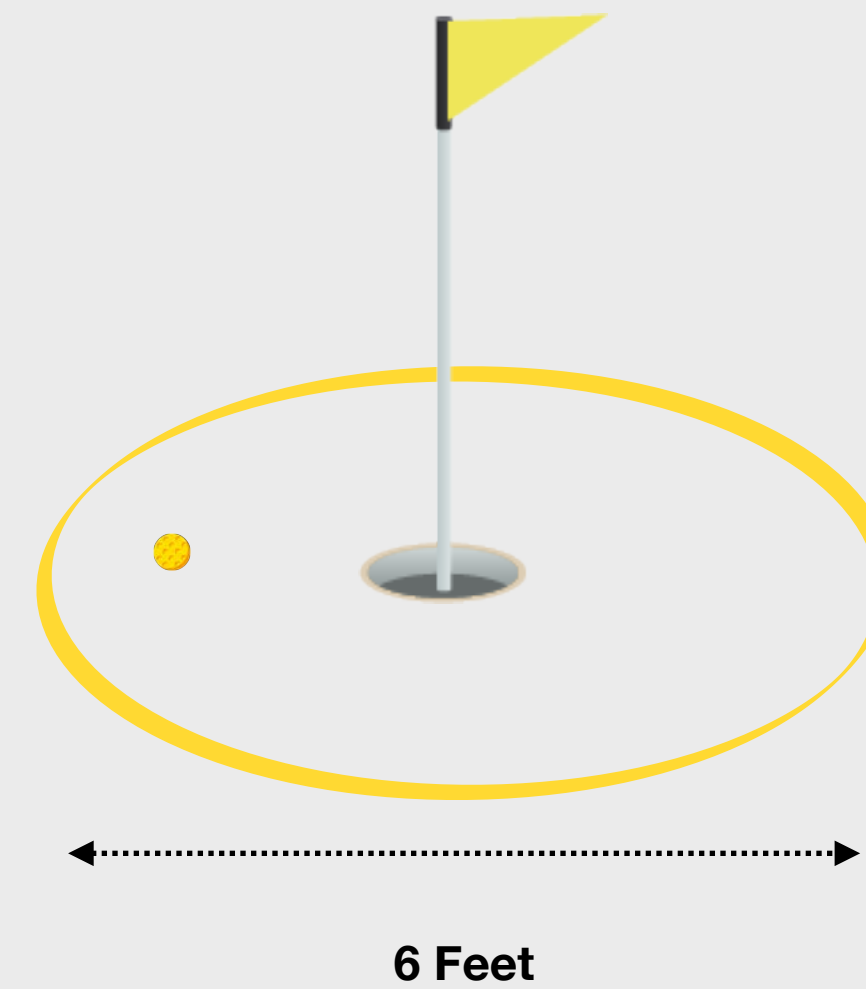
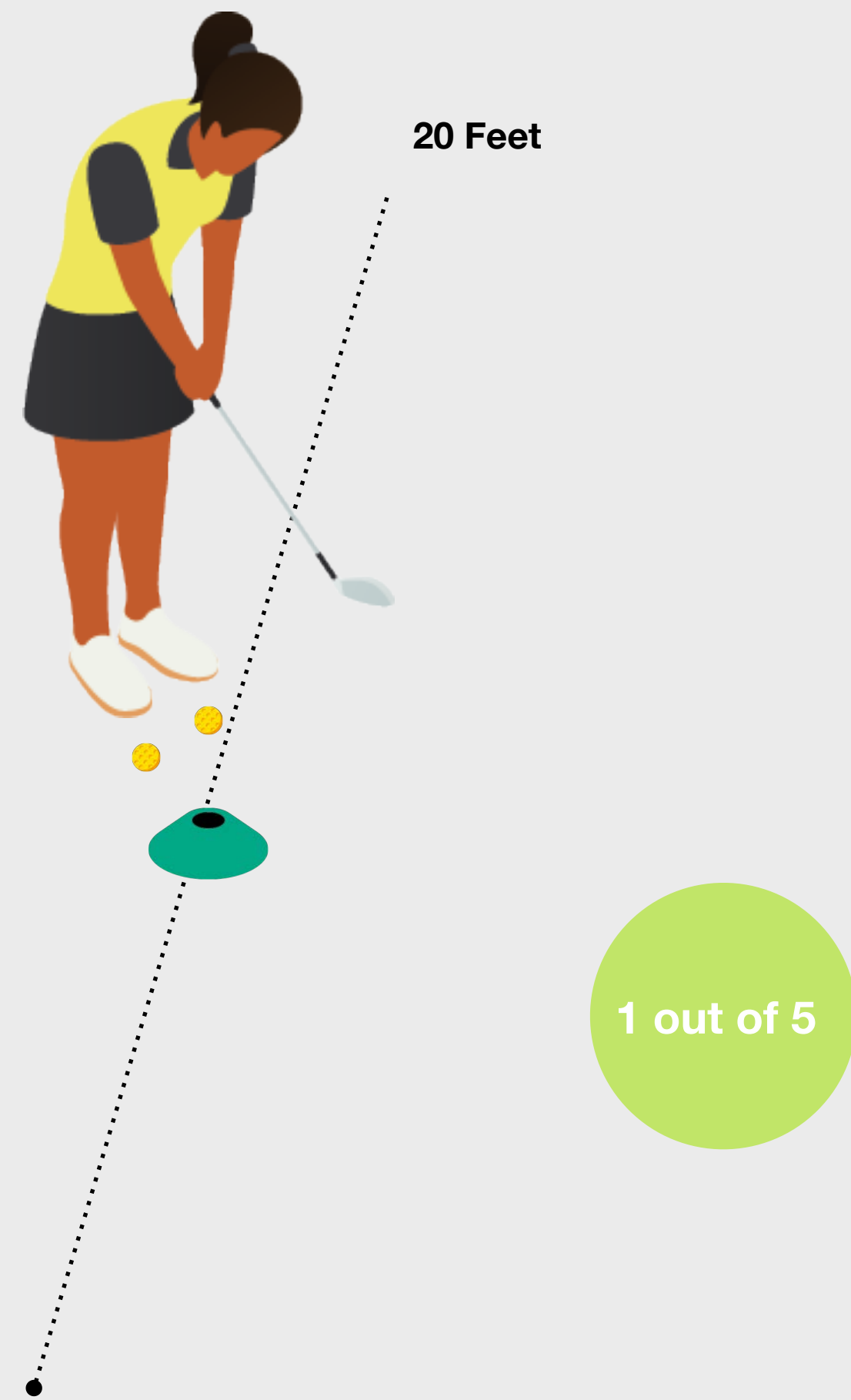
# Secondary Skill

To allow for variety of practice during the session, and to enable those that may have missed a class to catch up on practicing some of the other skills we recommend having one of the stations set up as a secondary skill.

This week's secondary skill is swing, providing learners an opportunity to practice what was learnt in their swing classes.



# Long Putts Challenge



## The Challenge

To complete the Level 1 Challenge the learner needs to putt 1/ 5 balls to finish within a 6-foot diameter target circle 20 feet from one side of the hole.

## Equipment you Need

The equipment you will need for this challenge:

- Cones to mark the starting position
- Golf Balls
- 6-foot target circle from your equipment bag

## What should the Learner do next?

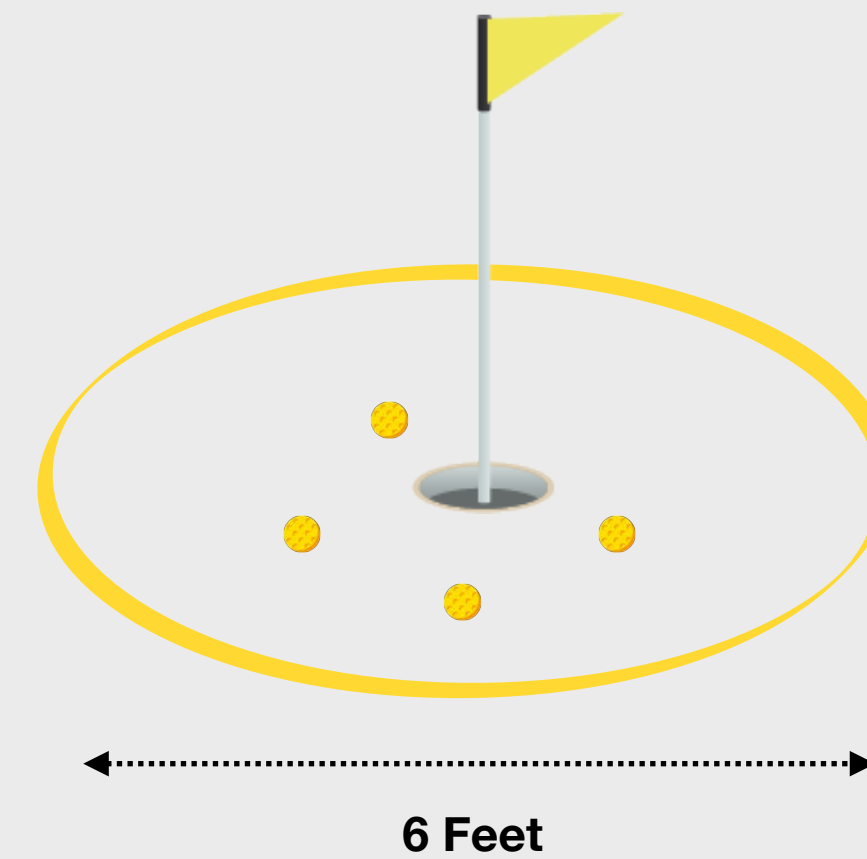
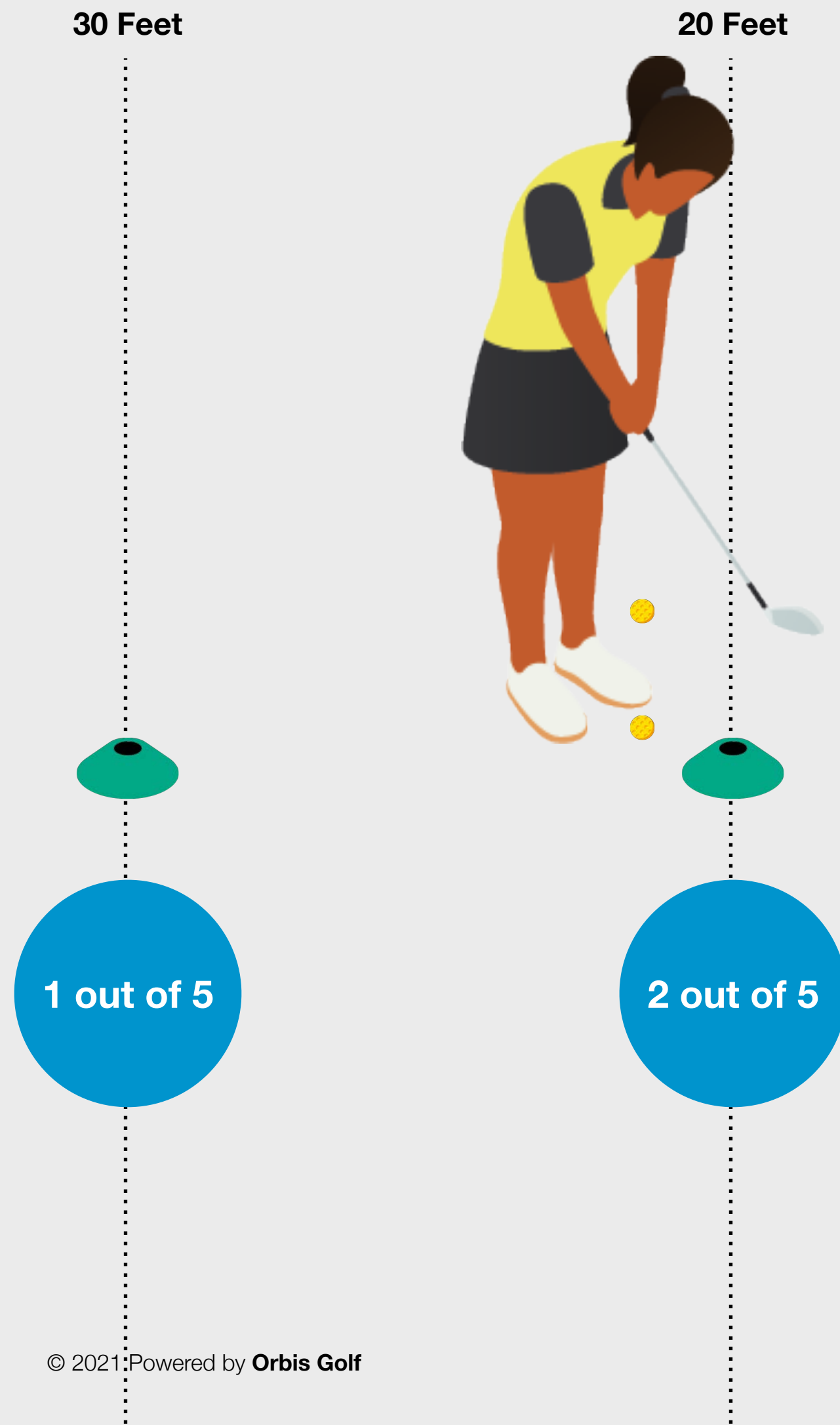
After attempting the challenge, the learner should:

- Log in to the GLF.Connect App
- If they complete the challenge, mark it as complete in the Challenge Section

## Long Putts



# Long Putts Challenge



## The Challenge

To complete the Level 2 Challenge the learner needs to putt 2 out of 5 putts from 20 feet and 1 out of 5 from 30 feet inside a 6-foot diameter target circle from one side of the hole.

## Equipment you Need

The equipment you will need for this challenge:

- Colored cones to mark the two starting positions
- 6-foot target circle from your equipment bag
- Golf Balls

## What should the Learner do next?

After attempting the challenge, the learner should:

- Log in to the GLF.Connect App
- If they complete the challenge, mark it as complete in the Challenge Section

## Long Putts



# Long Putts Challenge



## The Challenge

To complete the Level 3 Challenge the learner needs to putt 3 out of 5 putts from 20 feet and 1 out of 5 from 30 feet within a 6-foot diameter circle from 5 positions around the hole.

## Equipment you Need

The equipment you will need for this challenge:

- Colored cones to mark the starting positions around the hole
- 6-foot target circle from your equipment bag
- Golf Balls

## What should the Learner do next?

After attempting the challenge, the learner should:

- Log in to the GLF.Connect App
- If they complete the challenge, mark it as complete in the Challenge Section

## Long Putts

