

On the Green - Short Putts

Monday, September 12th - Sunday, September 18th



GAMEON

GOLF DEVELOPMENT

Class Timetable

Session Length:
60mins

Group Size:
1:8

Mastering the Game Focus:
On the Green
Short Putts

Online Whole Golfer Resource:
Social - Learn about the game, it's history and top players

Learning the Game:
Rules and Etiquette - How many clubs are you allowed?

Time	Focus	Class Content	Games / Drills / Resource
5 mins	Introduction	<ul style="list-style-type: none"> Objectives - Introduce techniques that can help to improve short putts Introduce the Learning the Game and Whole Golfer focus Introduce the Technical Guidance for the class Explain how to play the games and attempt the practice station activities 	<ul style="list-style-type: none"> Develop technique to hole more putts from inside 6 feet Awareness of clubface aim and start line
40 Mins	Mastering the Game	<ul style="list-style-type: none"> Learners play the games individually, in pairs or groups Opportunity for private coaching 	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill station
10 mins	Challenges and Recap	<ul style="list-style-type: none"> Outline the relevant challenges students need to complete for this skill Recap Mastering the Game and Learning the Game Focus from the session 	<ul style="list-style-type: none"> Short putts challenge
5 Mins	myGame Tracking	<ul style="list-style-type: none"> Update notes and challenges in the GLF. Locker App 	

Technical Guidance

Short Putts

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:

Develop technique to hole more putts inside 6 feet

- How to develop a consistent strike and starting line for short putts
- Awareness of clubface aim and start line

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.





Rules and Etiquette - How many clubs are you allowed?

Discuss with the learners how many golf clubs you are allowed in a golf bag for a typical round of golf. Discuss what the make up of these clubs should be. Things to consider;

- In addition to a driver what are the fairway wood or hybrid clubs would they like to carry
- As well as a putter what are the short clubs will they need for pitching and chipping
- Are there any clubs they should consider bearing in mind the golf course they are playing



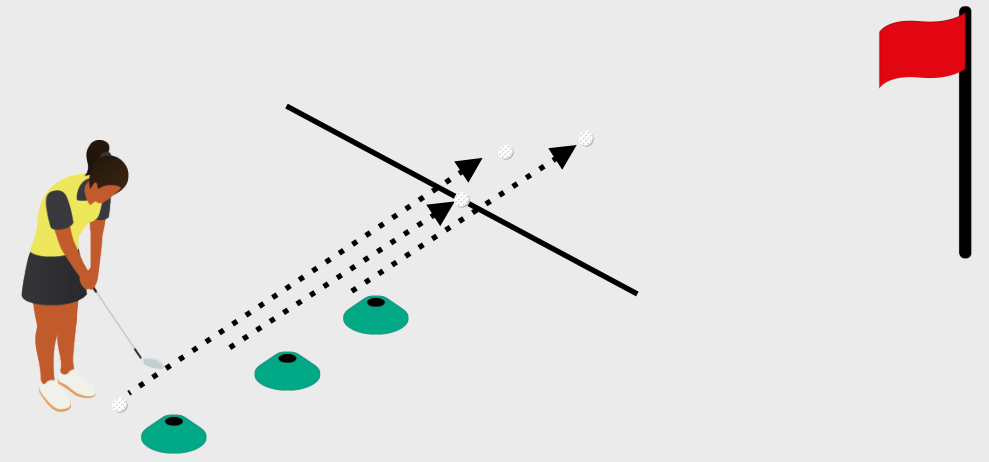
Learn about the game, it's history and top players

Explain to the learners about the rich history of golf. This will add a lot of excitement and enthusiasm to the learner's journey in the game, and inspire them to continue to learn and enjoy the sport.

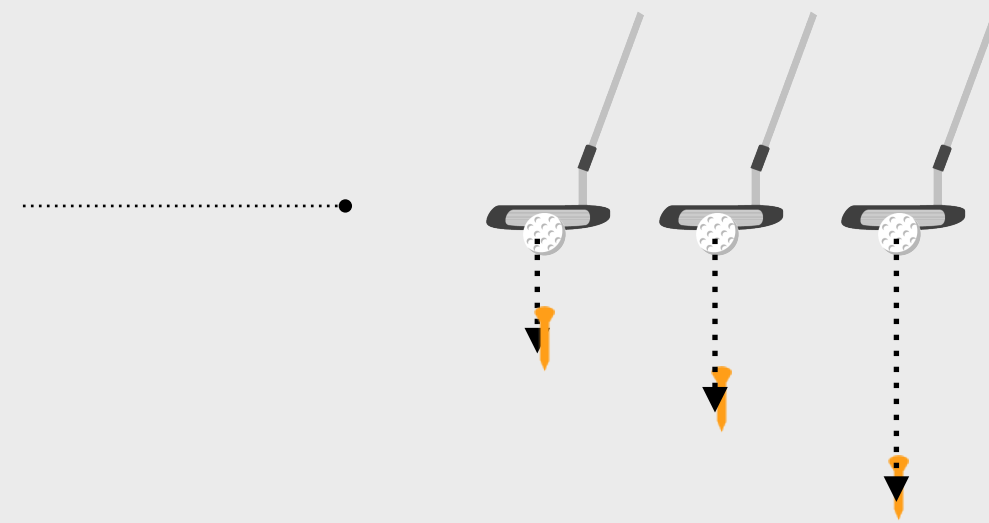
Ask the learner to go away and research some of the top golfers throughout the sports history. Make them aware of major tournaments and Ryder Cup competitions.

Class Layout and Setup

Station 1:
Cliffhanger



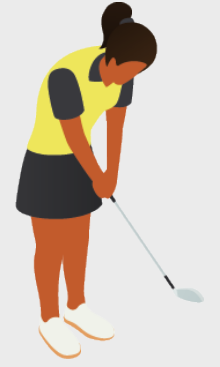
Station 2:
Putt to a Tee



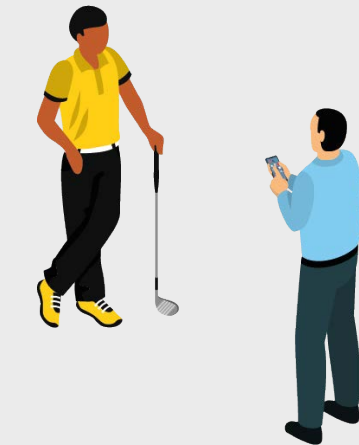
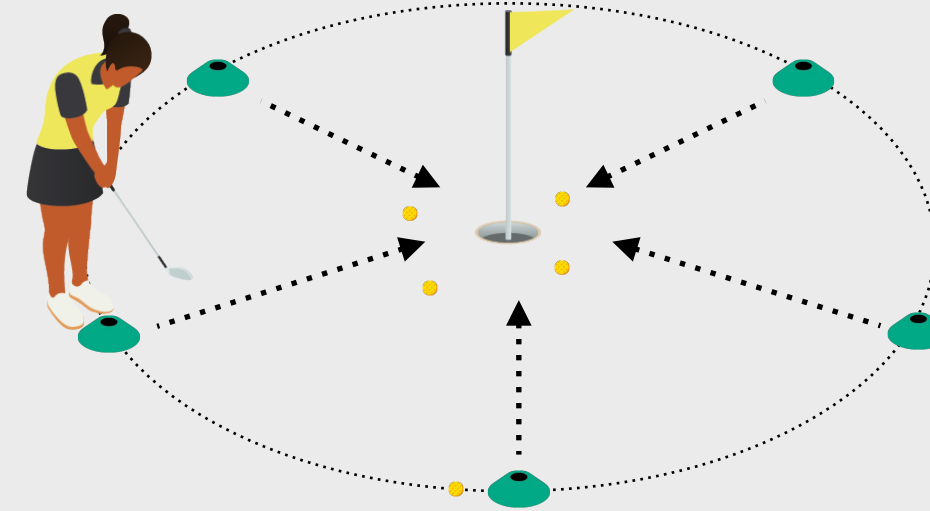
Station 3:
How many in a row?



Station 6:
Secondary Skill
Chipping



Station 4:
Short Putts Challenge



Cliffhanger



Equipment Needed

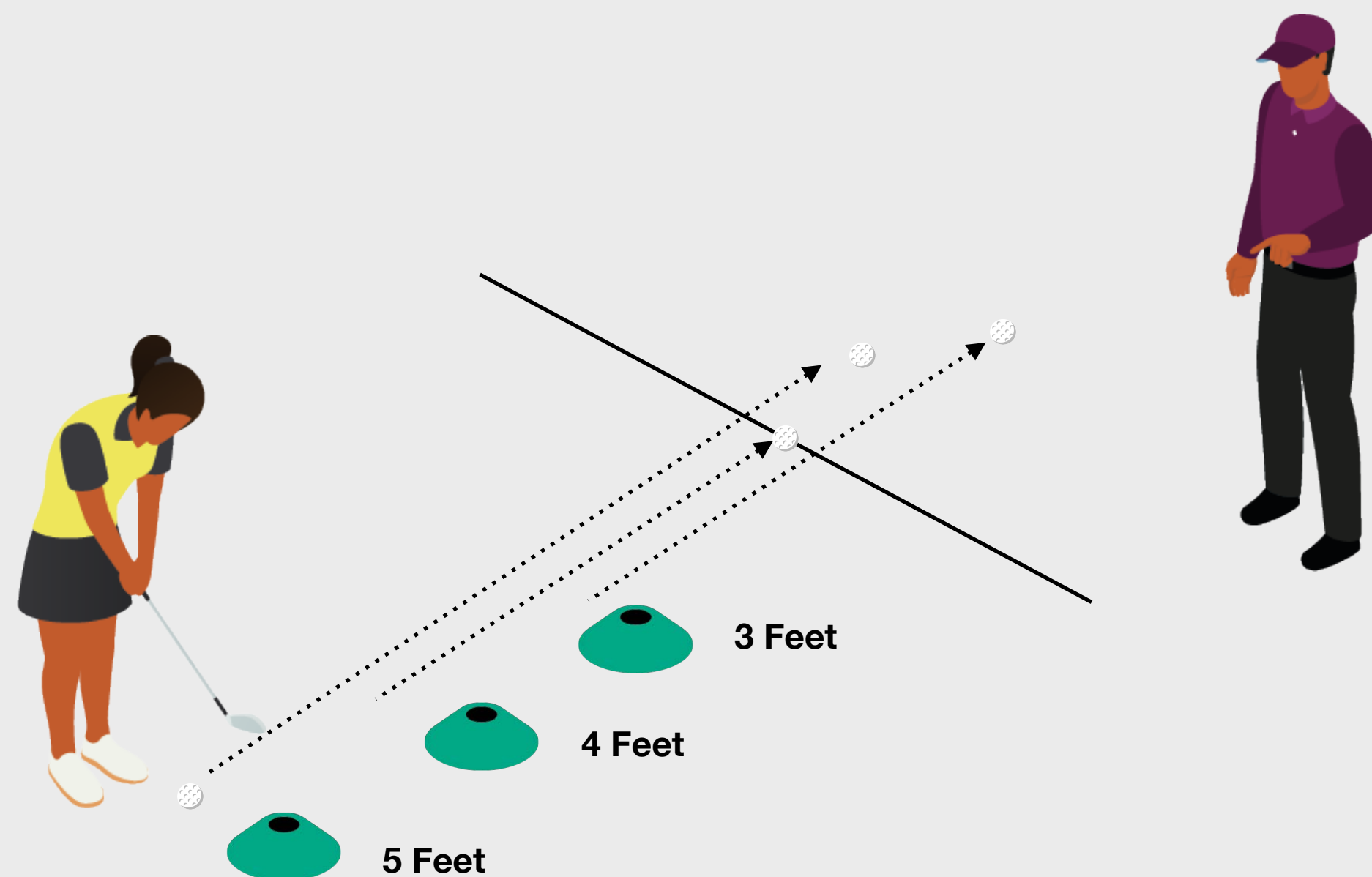
- Putter
- Cones
- Target line (string, alignment stick)
- Golf balls

How to Practice

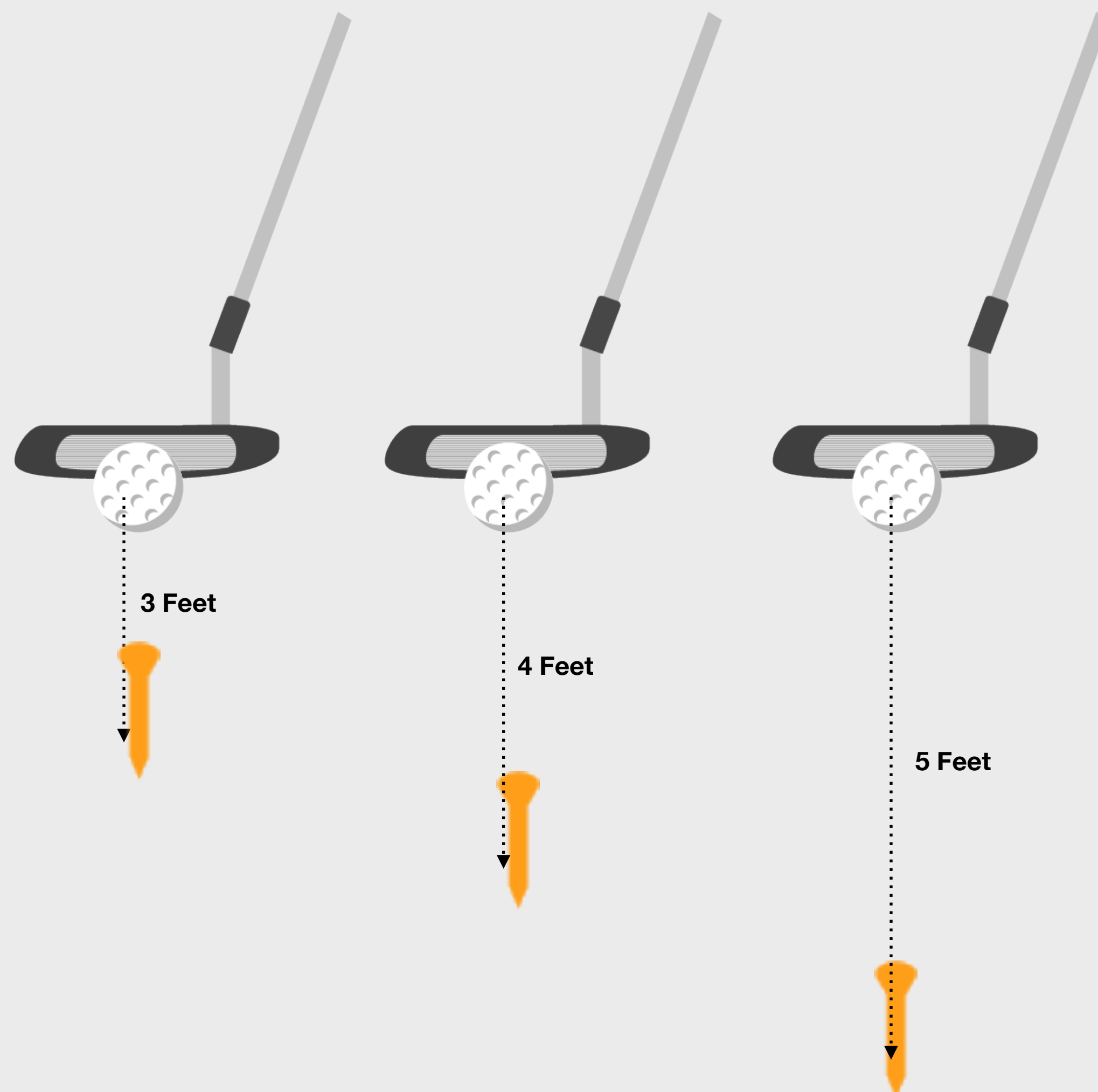
- Learners should part from the three different start points
- Randomise the cone that the learner starts from
- The learner is trying to pop the ball as close to the line as they can without going over it
- They can play against other learners and the ball that is closest to the line without going over it is the winner. Award minus points for parts that go over the line

Technical Link

- This activity will help the learner to improve their distance control on short putting
- Explain to the learner that the weight of a short putt is very important and that having the correct weight of putt makes the hole bigger



Putt to a Tee



Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

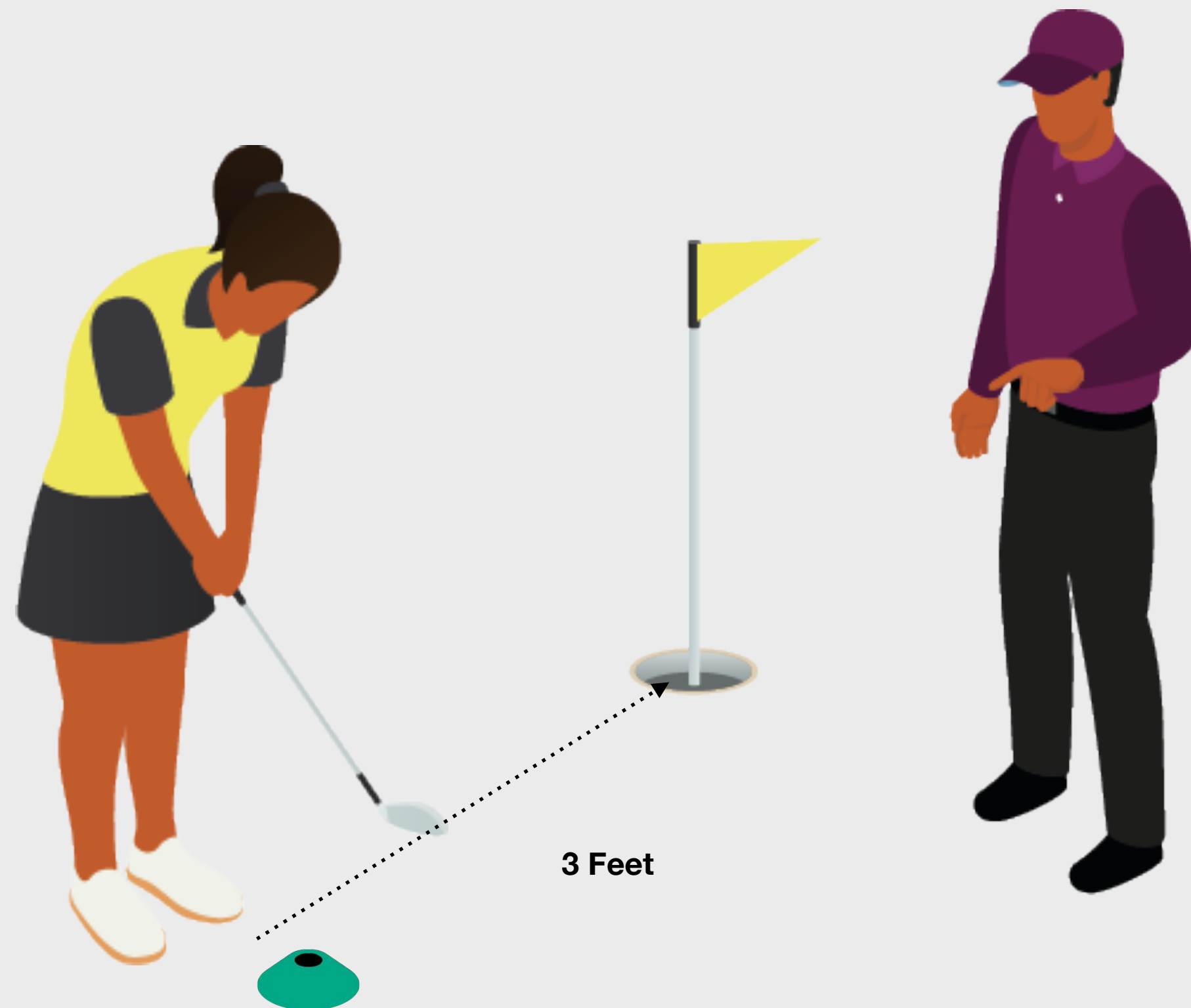
How to Practice

- Get the learner to putt from 3, 4 and 5 feet
- Place of golf tee at 3, 4 and 5 feet from the learner
- Allow the learner to putt at the three different length practice drills.
- The idea is that the learner tries to hit the golf tee instead of the hole

Technical Link

- Because the golf tee is much smaller it focuses their attention on the very centre of the golf hole when they move back to putting to a hole
- Reinforce the following technical elements;
 - Face angle impact
 - Centered strike on the putter face
 - Rhythm and tempo of the putting stroke

How many in a row?



Equipment Needed

- Cones
- Putter
- Golf balls
- Golf hole

How to Practice

- Set this activity up with a cone 3 feet away from a hole
- Give the learner five balls
- See how many parts in a row the learner can hole from 3 feet
- If they miss they have to start back at zero
- Set the learner a concentration drill and see how many they can get in a row

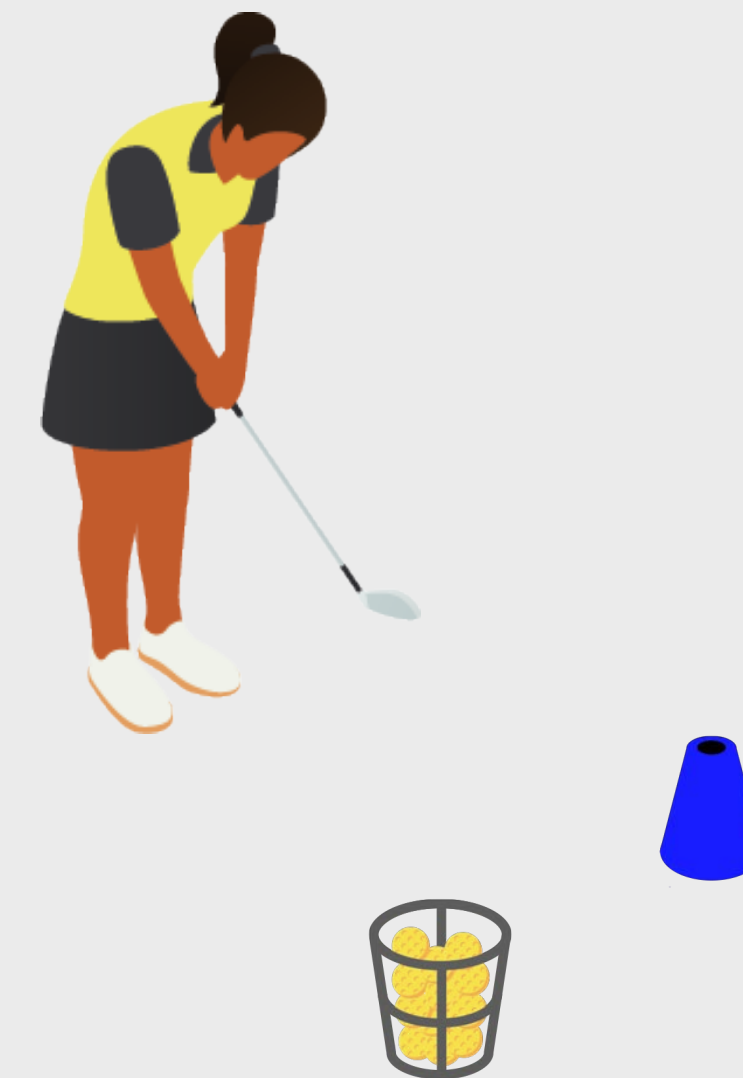
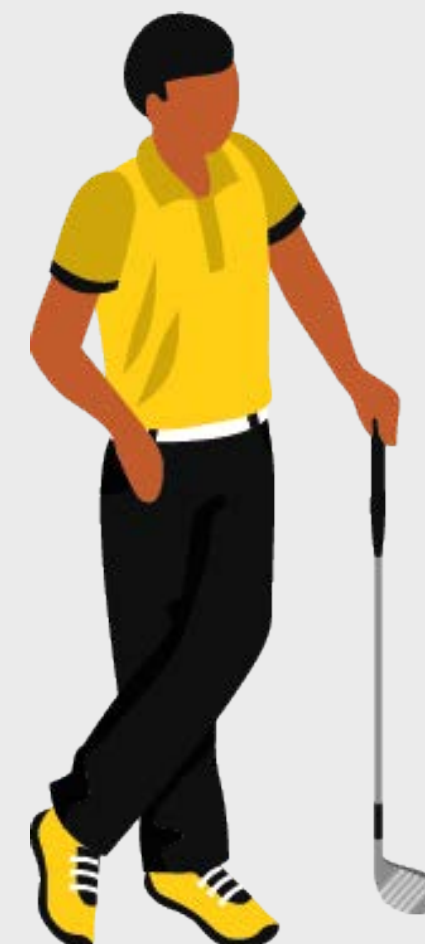
Technical Link

- This activity will help the learner to improve their consistency and concentration on short putts
- Repetition of technique and concentration is the technical skill for this activity

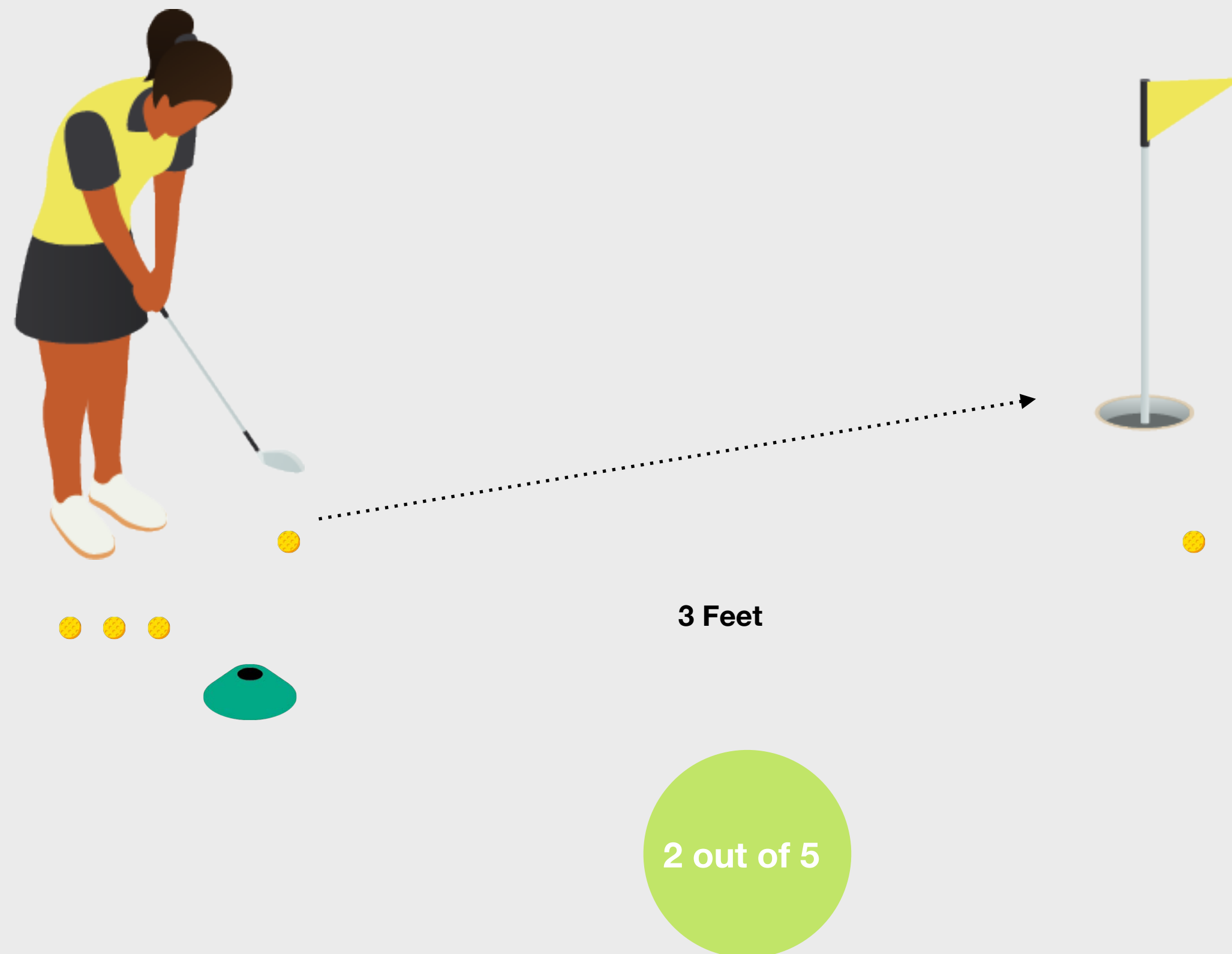
Secondary Skill

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 **chipping**, providing learners an opportunity to practice what was learnt in the around the green class.



Short Putts Challenge



The Challenge

To complete the Level 1 Challenge the learner needs to putt 2/ 5 balls in the hole from 3 feet on a flat green surface from one position around the hole.

Equipment you Need

The equipment you will need for this challenge:

- Cones to mark the starting position
- Golf Balls

What should the Learner do next?

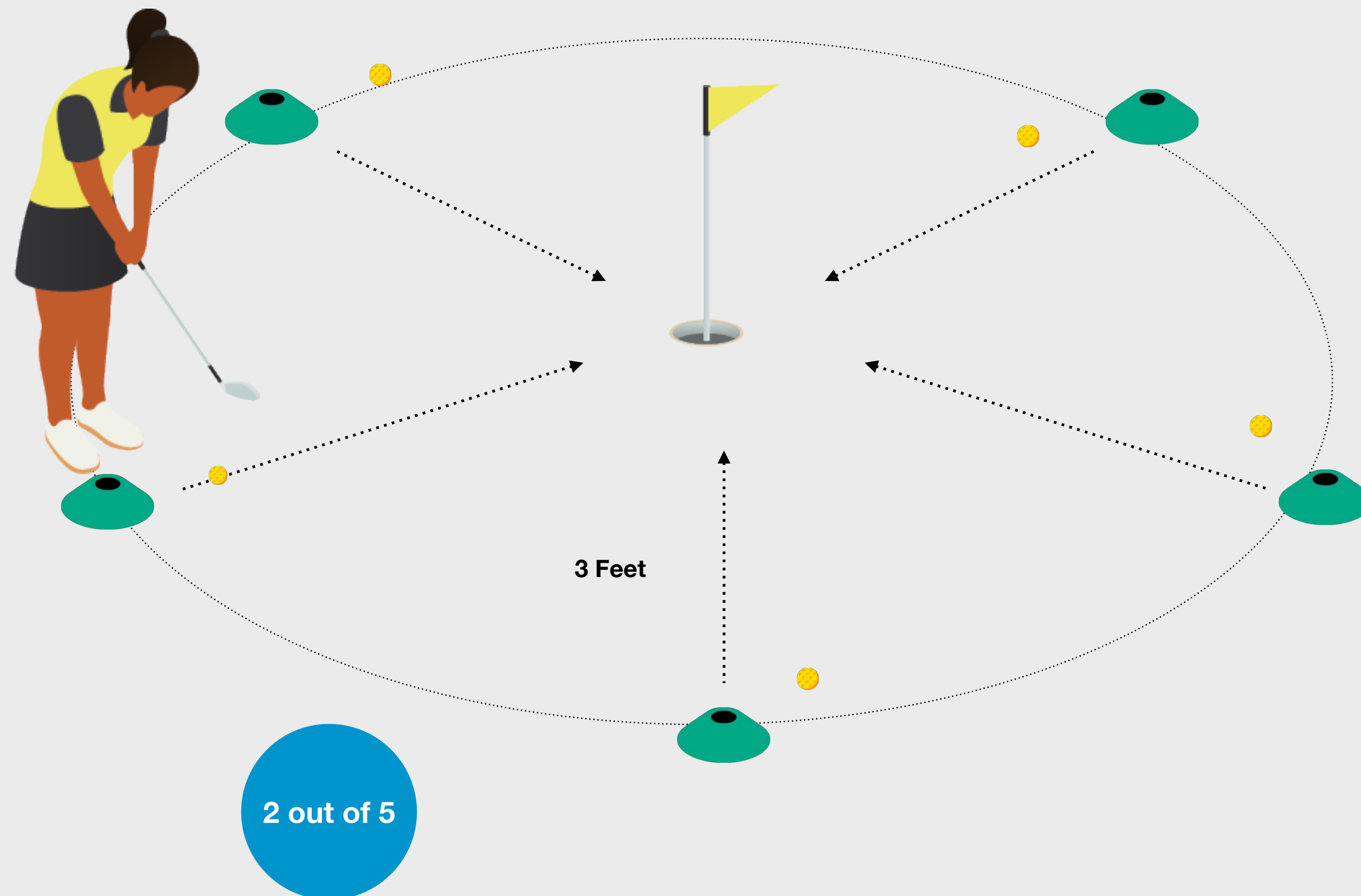
After attempting the challenge, the learner should:

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

Short Putts



Short Putts Challenge



The Challenge

To complete the Level 2 Challenge the learner needs to hole 2 out of 5 putts from a distance of 3 feet from 5 different positions around the hole.

Equipment you Need

The equipment you will need for this challenge:

- Colored cones to mark the five starting positions
- Golf Balls

What should the Learner do next?

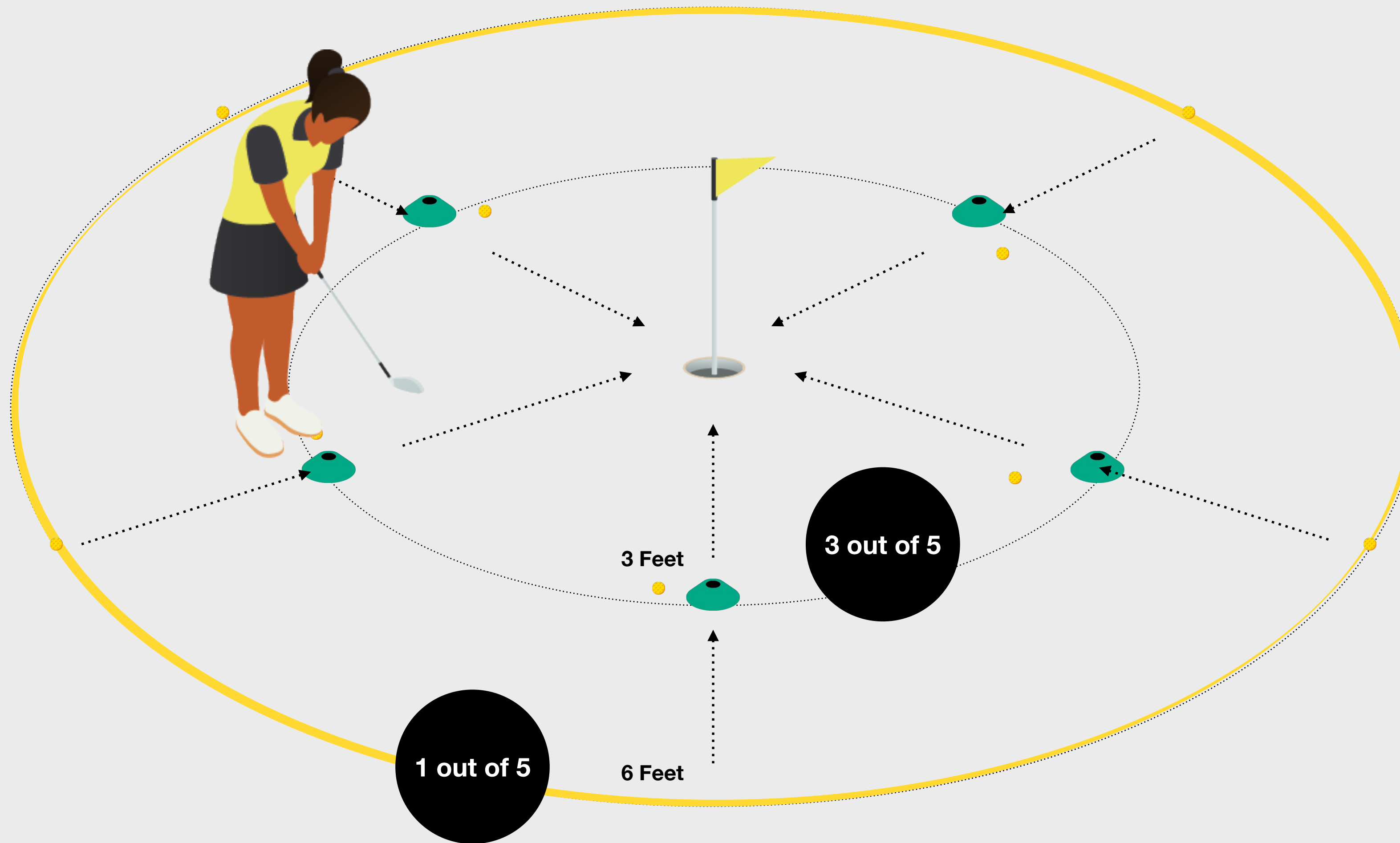
After attempting the challenge, the learner should:

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

Short Putts



Short Putts Challenge



The Challenge

To complete the Level 3 Challenge the learner needs to hole 3 out of 5 putts from a distance of 3 feet and 1 out of 5 putts from 6 feet from 5 different positions around the hole.

Equipment you Need

The equipment you will need for this challenge:

- Colored cones to mark the five starting positions
- Golf Balls

What should the Learner do next?

After attempting the challenge, the learner should:

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

Short Putts

