

Practice On the Green - Scoring

Monday, October 17th - Sunday, October 23rd



GAMEON

GOLF DEVELOPMENT

Class Timetable

Session Length:
60mins

Group Size:
1:12

Mastering the Game:
On the Green
Scoring

Whole Golfer:
Playing in front of others

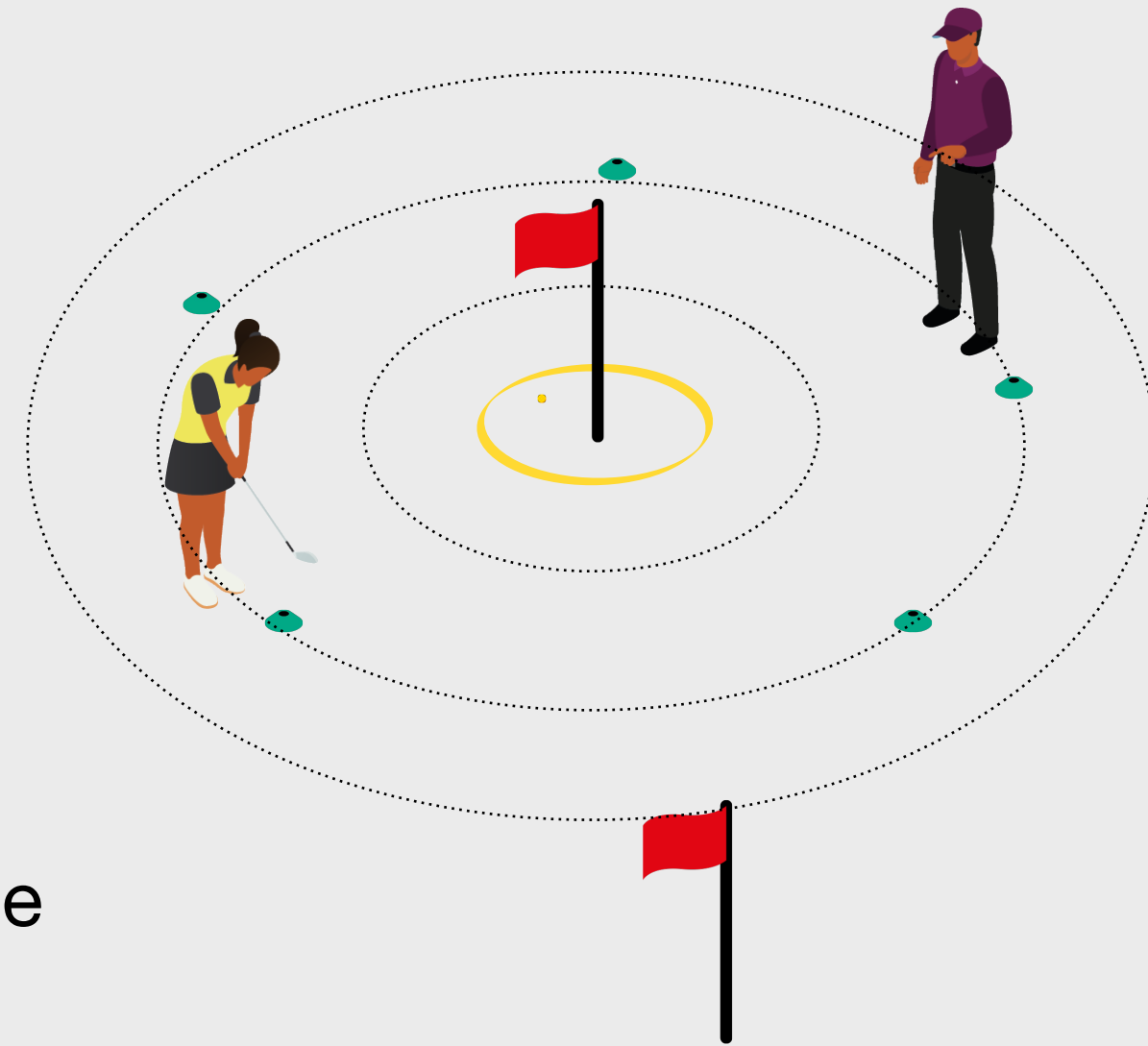
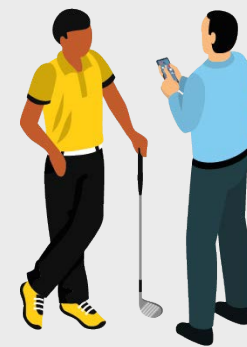
Learning the Game:
Who plays first?
Using a Scorecard

Challenge:
Short Putts Challenge
Long Putts Challenge
Scoring Challenge

Time	Focus	Class Content	Games / Drills / Resource
10 Mins	Introduction and Whole Golfer Focus	Objectives - Opportunity for learners to practice their putting Practice Station: Pick a Point Game Station: Round the Clock Whole Golfer Focus: Playing in front of other golfers	
20 Mins	Games, Practice and Challenge Time	Play the games individually, in pairs or in groups	Pick a Point Round the Clock
5 Mins	Learning the Game Focus	Get the group together to introduce the Learning the Game Focus	<ul style="list-style-type: none"> Who plays first? Using a scorecard
15 Mins	Games, Practice and Challenge Time	Play the games individually, in pairs or in groups	Pick a Point Round the Clock
10 Mins	<i>myGame</i> Tracking and Recap	Recap and add any lesson notes to the learner's Student Connect on GLF. Connect Learners should mark their attendance at a Practice Club in the myJourney section of the myGame area	<ul style="list-style-type: none"> GLF. Connect <i>myGame</i> App Whole golfer online resource Learning the game online resource

Practice on the Green Class Layout and Setup

Station 1:
Short Putts Challenge



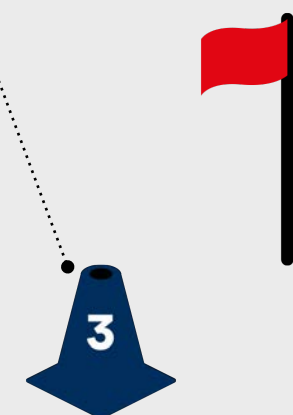
Station 6:
Secondary Skill
Irons and Swing



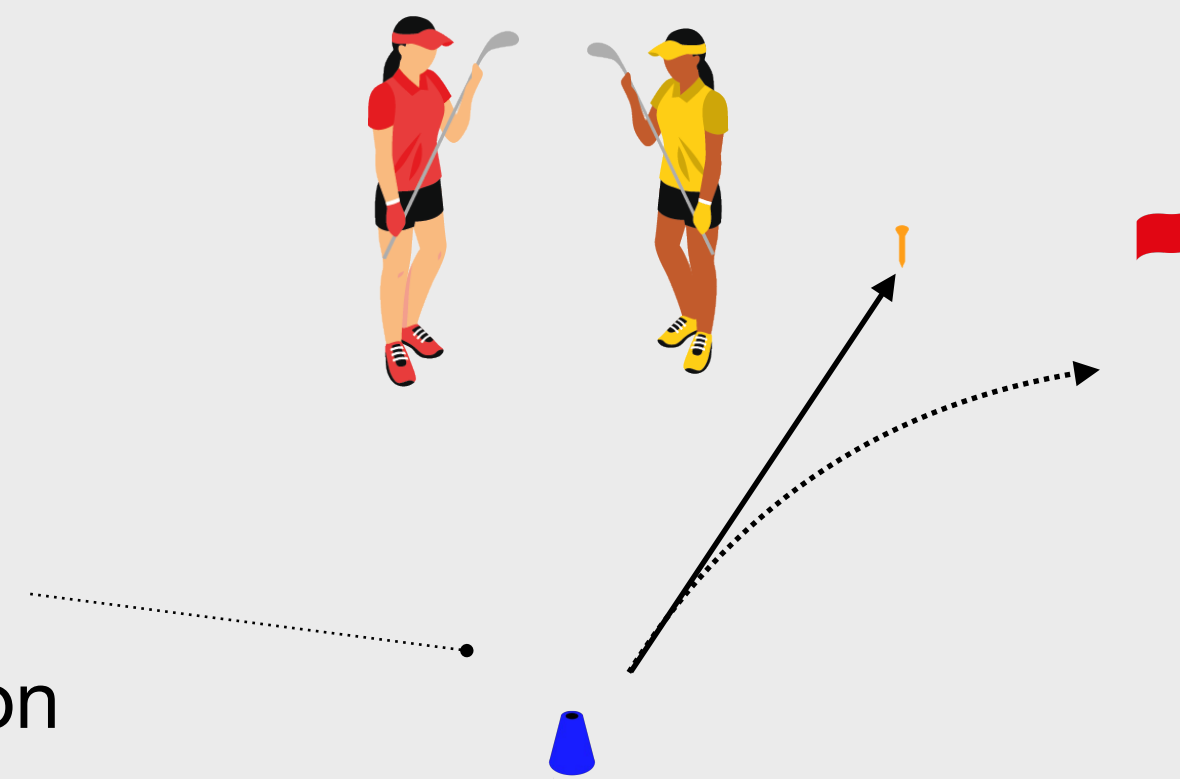
Station 2:
Long Putts Challenge



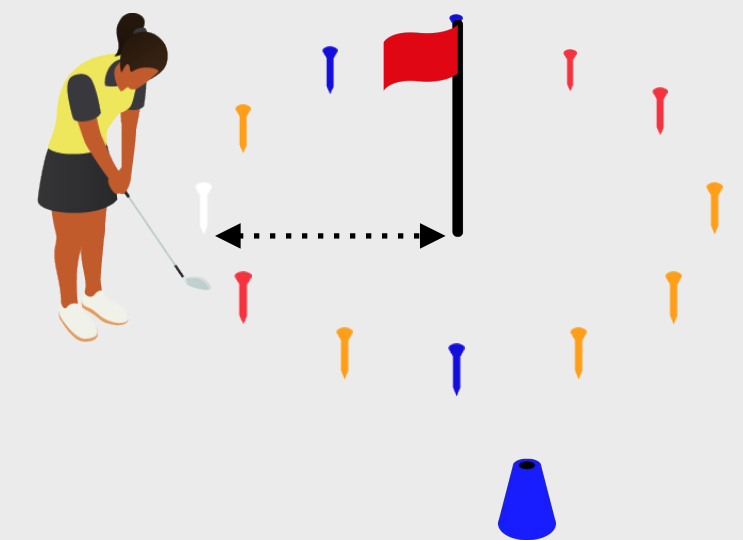
Station 3:
Scoring Challenge



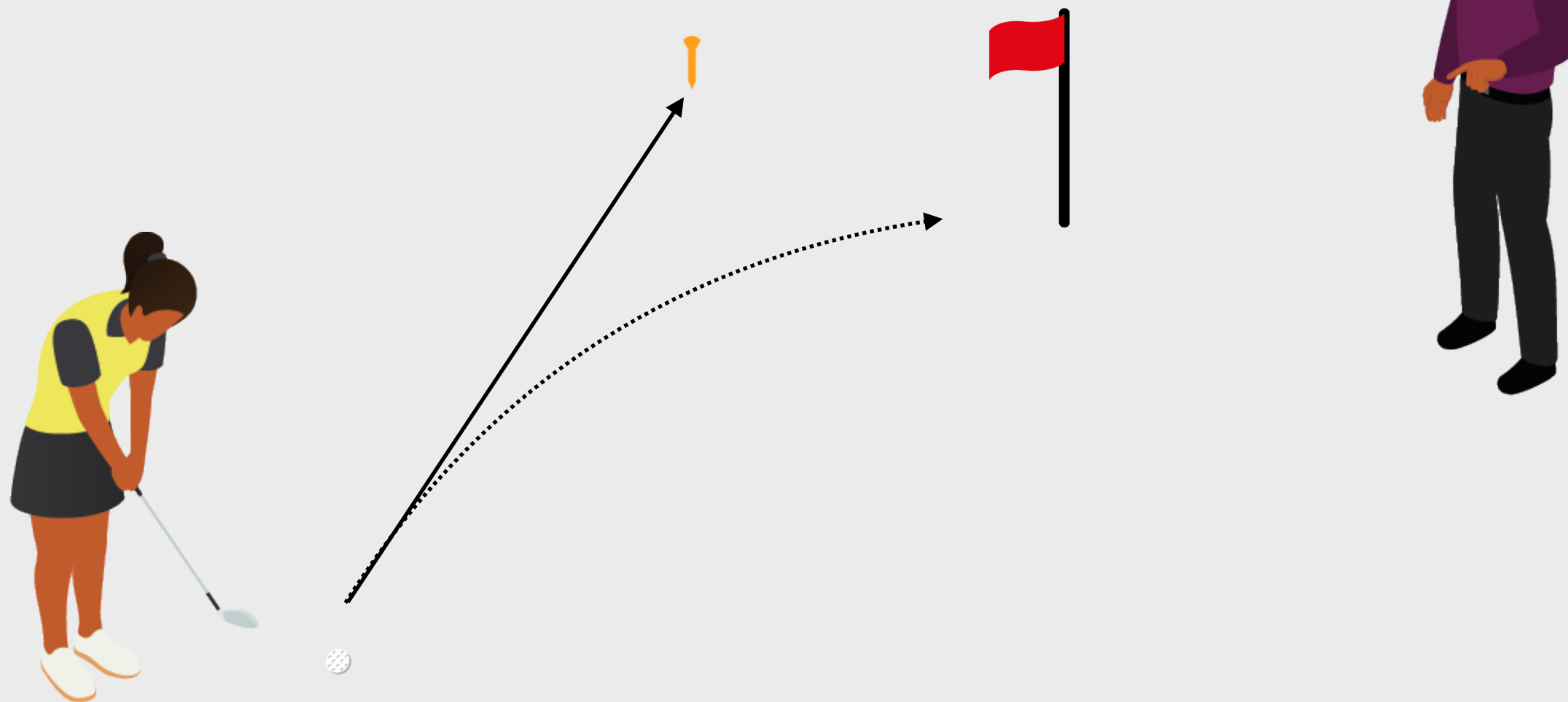
Station 4:
Practice Station
Pick a Point



Station 5:
Game Station
Clock Challenge



Pick a Point



Equipment Needed

- 2 Tee Pegs
- Putter
- Golf Ball

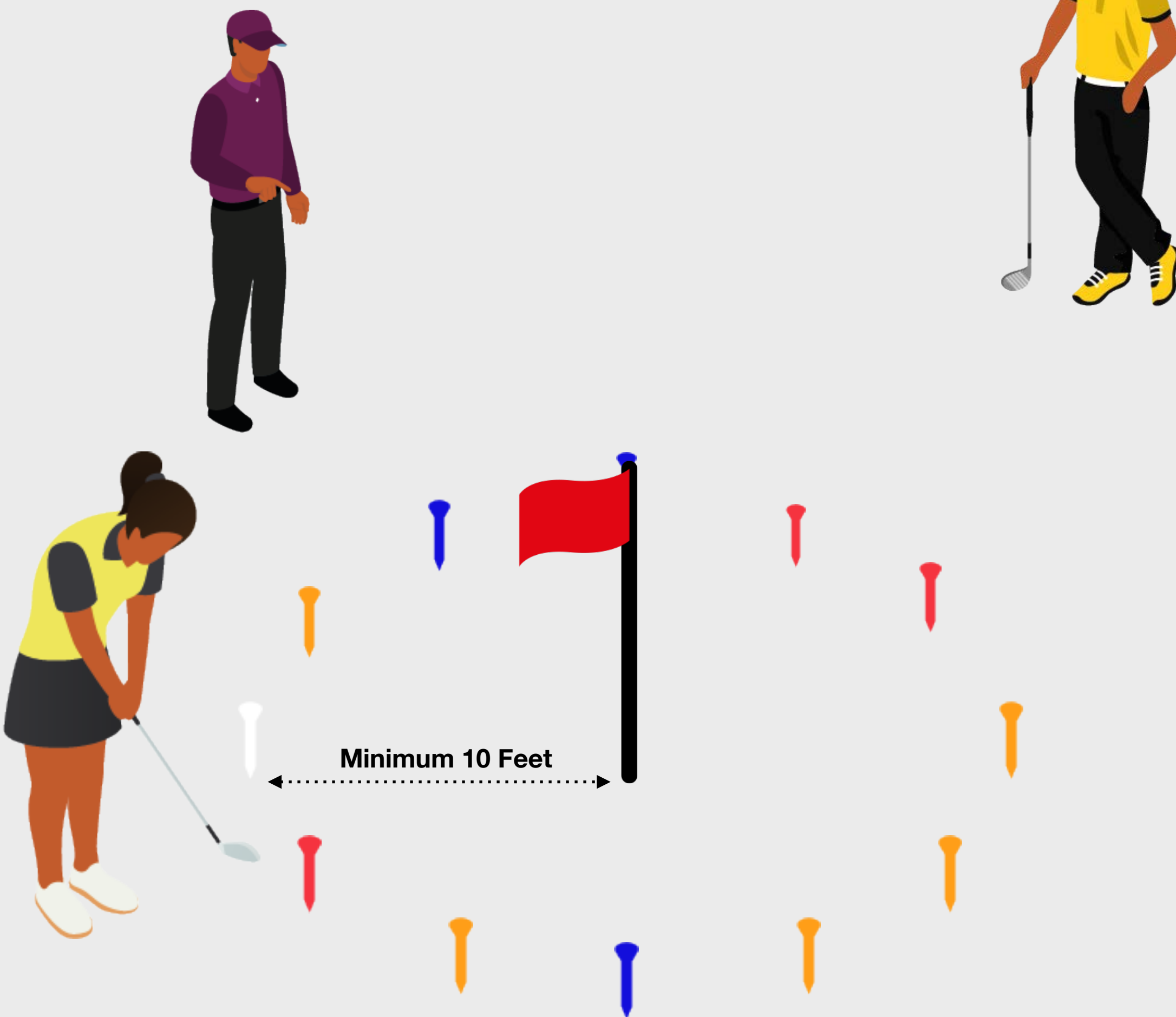
How to Practice

- 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

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



1. Who Plays First?

2. Using a Scorecard

The Learning the Game theme this week is about understanding who's turn it is to play. This can be learnt when playing the scoring challenge. You can also introduce the scorecard and how to use it properly to mark your score.

Understanding these elements will prepare the learner for playing in the monthly course play events.



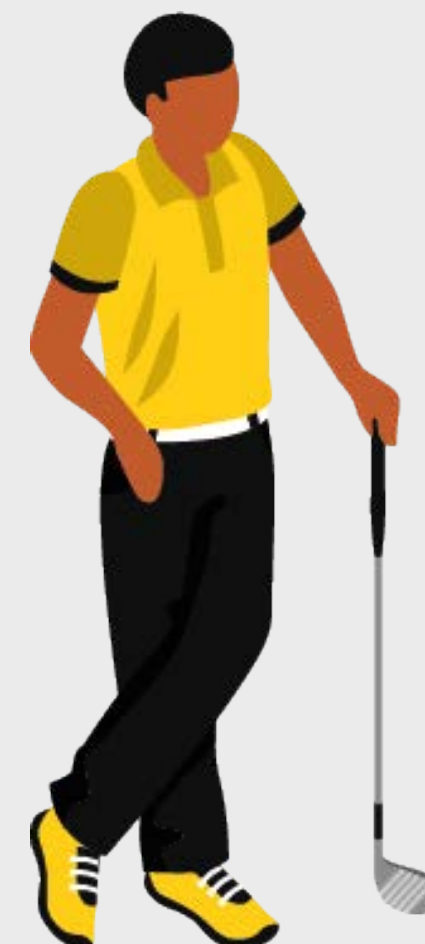
Playing in Front of Other Golfers

Highlight to learners that they need to practice playing in front of other people to build confidence and to understand that it doesn't matter if they hit a poor shot - everyone does it!

Secondary Skill

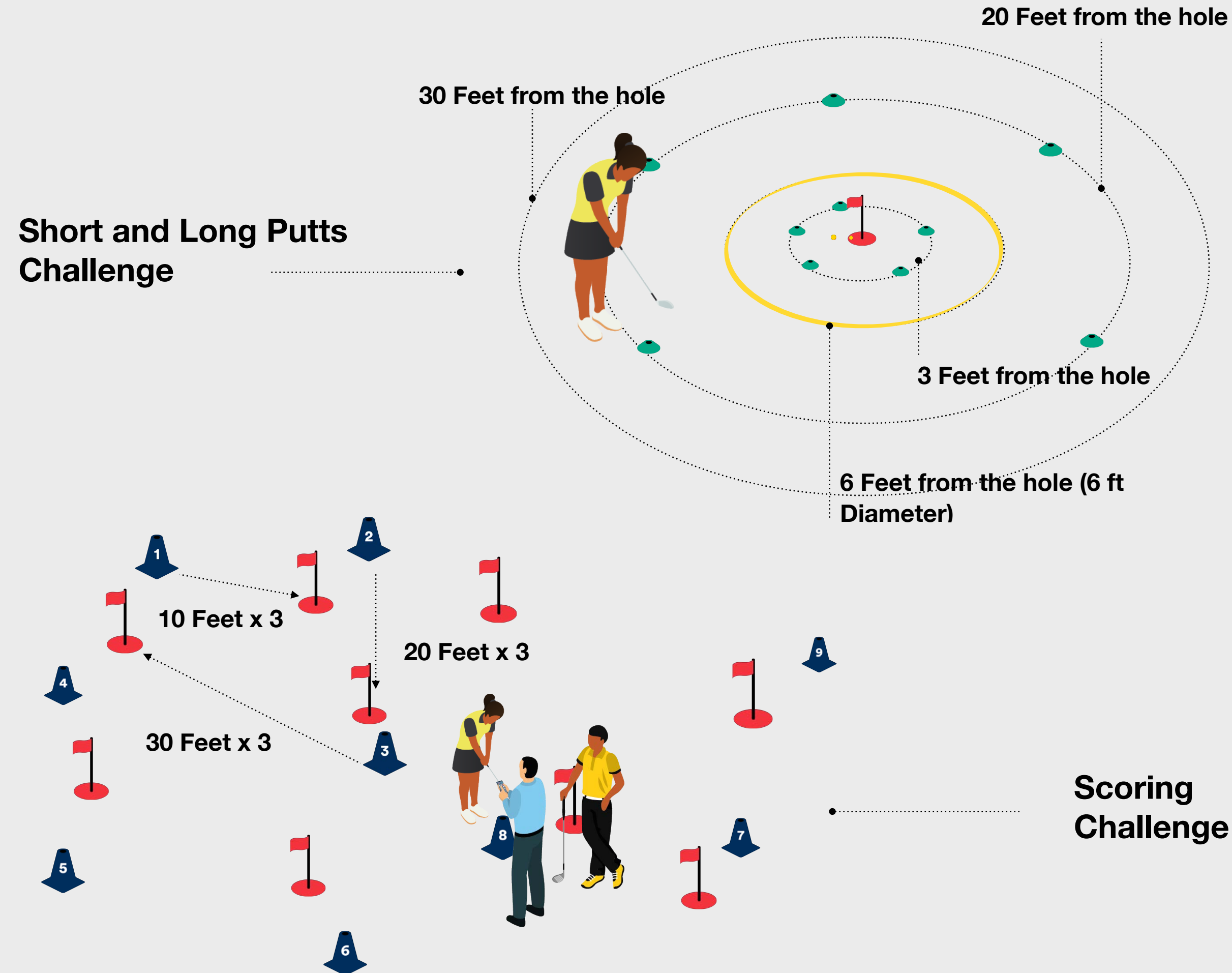
To allow for variety of practice during the session, and to enable those that may have missed a class to catch up on practicing some of the other skills we recommend having one of the stations set up as a secondary skill.

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



On the Green Challenges Layout and Set Up

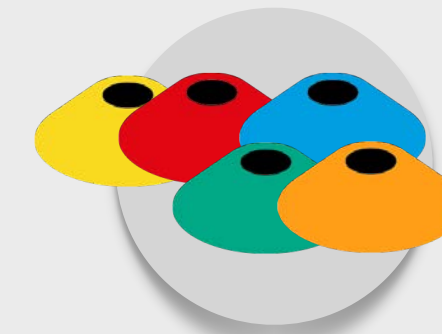
The graphic below provides an example of how each of the challenges connect together when laid out on your putting green:



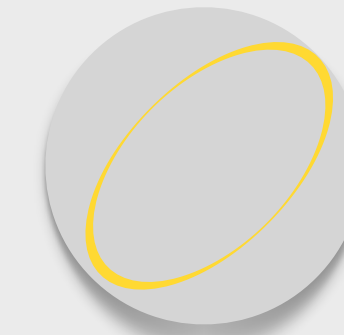
Please find below a list of the equipment you require for these challenges:



Numbered Putting Cones



Mixed Colored Cones



6 ft diameter hoop



Tee Pegs



On the Green Challenges

Short Putts

- 1 2 / 5 putts from 3 feet
 - 2 2 / 5 putts from 3 feet*
 - 3 3 / 5 putts from 3 feet*
1 / 5 putts from 6 feet*
- *Starting from 5 different positions around the hole

Long Putts

- 1 3 / 5 putts from 20 feet to within a 6 foot circle
 - 2 4 / 5 putts from 20 feet
2 / 5 putts from 30 feet to within a 6 foot circle
 - 3 4 / 5 putts from 20 feet*
2 / 5 putts from 30 feet* to within a 6 foot circle
- *Starting from 5 different positions around the hole

Scoring

- 1 21 putts or fewer over 6 holes
3 x 10 foot putts
3 x 20 foot putts
- 2 18 putts or fewer over 6 holes
2 x 10 foot putts
2 x 20 foot putts
2 x 30 foot putts
- 3 21 putts or fewer over 9 holes
3 x 10 foot putts
3 x 20 foot putts
3 x 30 foot putts