On the Green - Green Reading
Monday, November 21st - Sunday, November 27th

GAMEON

GOLF DEVELOPMENT

Class Timetable

Session Length: 60mins	**Group Size:** 1:8

Mastering the Game Focus:
On the Green
Green Reading

Online Whole Golfer Resource
Positive self-talk

Learning the Game:
Severity of slopes

Time	Focus	Class Content	Games / Drills / Resource
5 mins	Introduction	• Objectives - Introduce the concept of green reading • Get the group together to 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	• Severity of slopes
40 Mins	Mastering the Game	• Learners break out to play the games individually, in pairs or groups • A chance to build relationships amongst the group • Opportunity for private coaching	• Practice stations • Game cards • Secondary skill station
10 mins	Challenges and Recap	• Outline the relevant challenges students need to complete for this skill • Recap Mastering the Game and Learning the Game Focus from the session	• Scoring challenge
5 Mins	*my*Game Tracking	• Update notes and challenges in the GLF. Connect App	• GLF. Connect App *my*Game+

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Technical Guidance
Reading Greens

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:

Learning the effect of slope over different distances

- Where to aim if the putt is 10 feet, 20 feet or 30 feet

How to read a green that has multiple slopes

- Splitting the putt into sections and reading each section independently

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.

Mastering the Game

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Severity of Slope

Introduce the concept of learning the severity of the slope.

Using a process like Aimpoint can help to quantify the slope with a rating, e.g. a 1% slope, 5% slope, etc. When introducing this concept choose slopes that are quite extreme so that it is easier for Learners to see and feel the difference between different slopes.

Positive Self Talk

Encourage participants to practice positive self talk is going to help them as they navigate their way through the ups and downs of learning the game of golf.

Practicing and getting into the habit of giving positive reinforcement will help to encourage learners to stick with the process of learning the game even when it becomes very difficult for them with a particular skill.

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Understanding Slopes
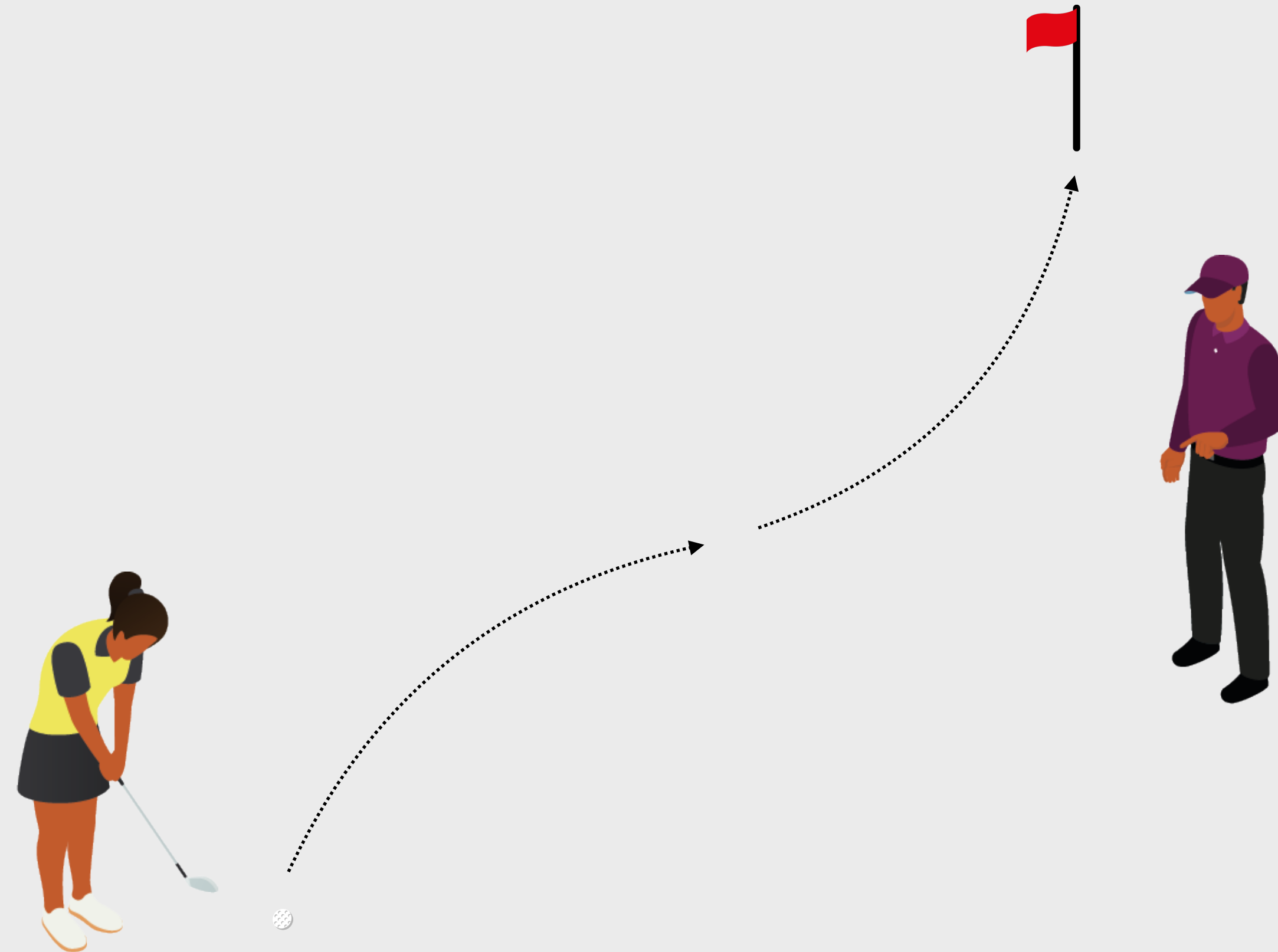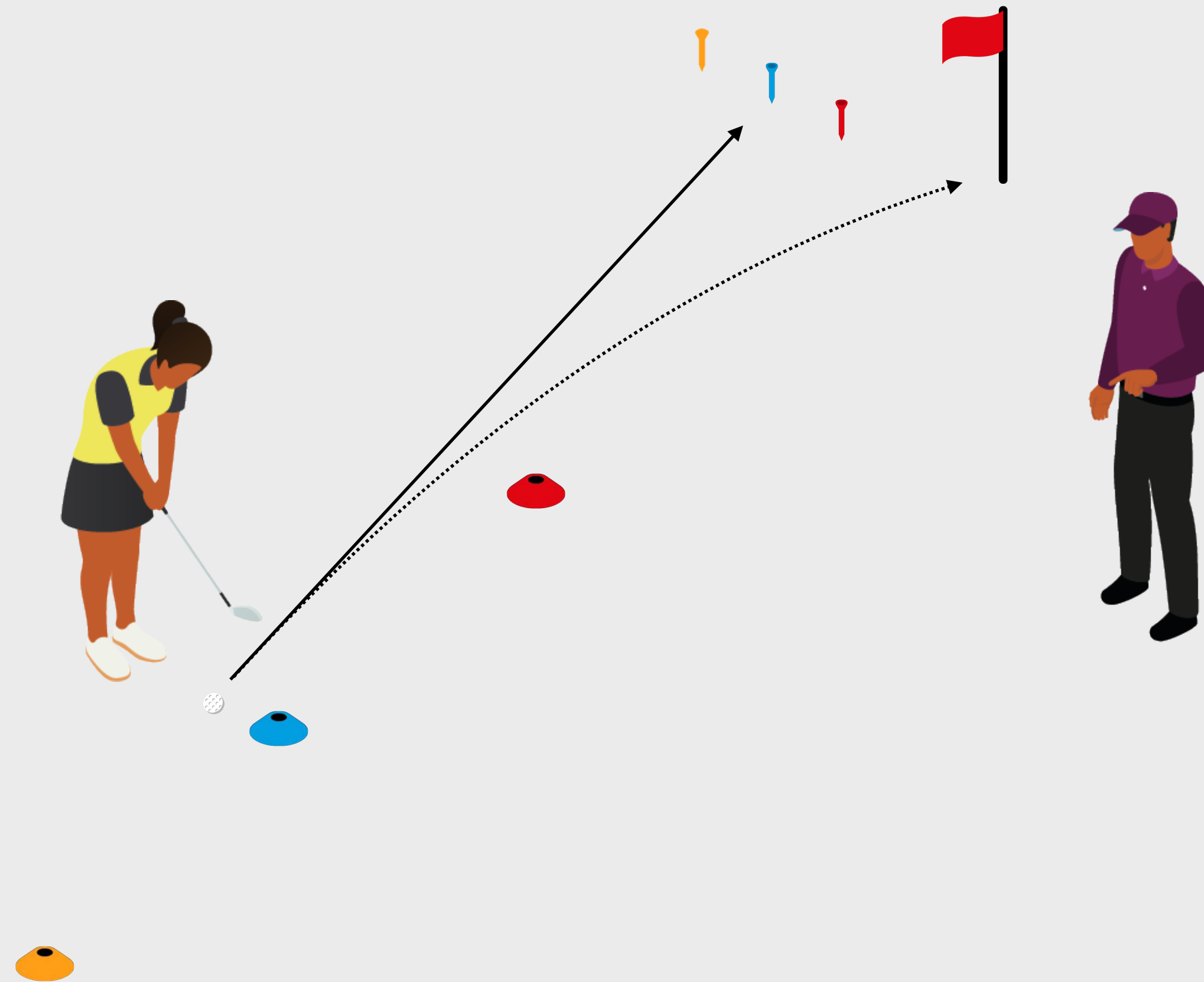
Equipment Needed

• Putter
• Golf Ball

How to Practice

• Help learners to choose a putt with multiple break
• Before taking their putt they should split the putt into sections and be able to tell you or their partner the break of each section of the putt
• The learner should be able to more easily determine the starting line of the putt once they have worked out the different slopes that are having an impact on the line of the putt
• 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 a green that has multiple break

On the Green

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Pick a Point

Equipment Needed
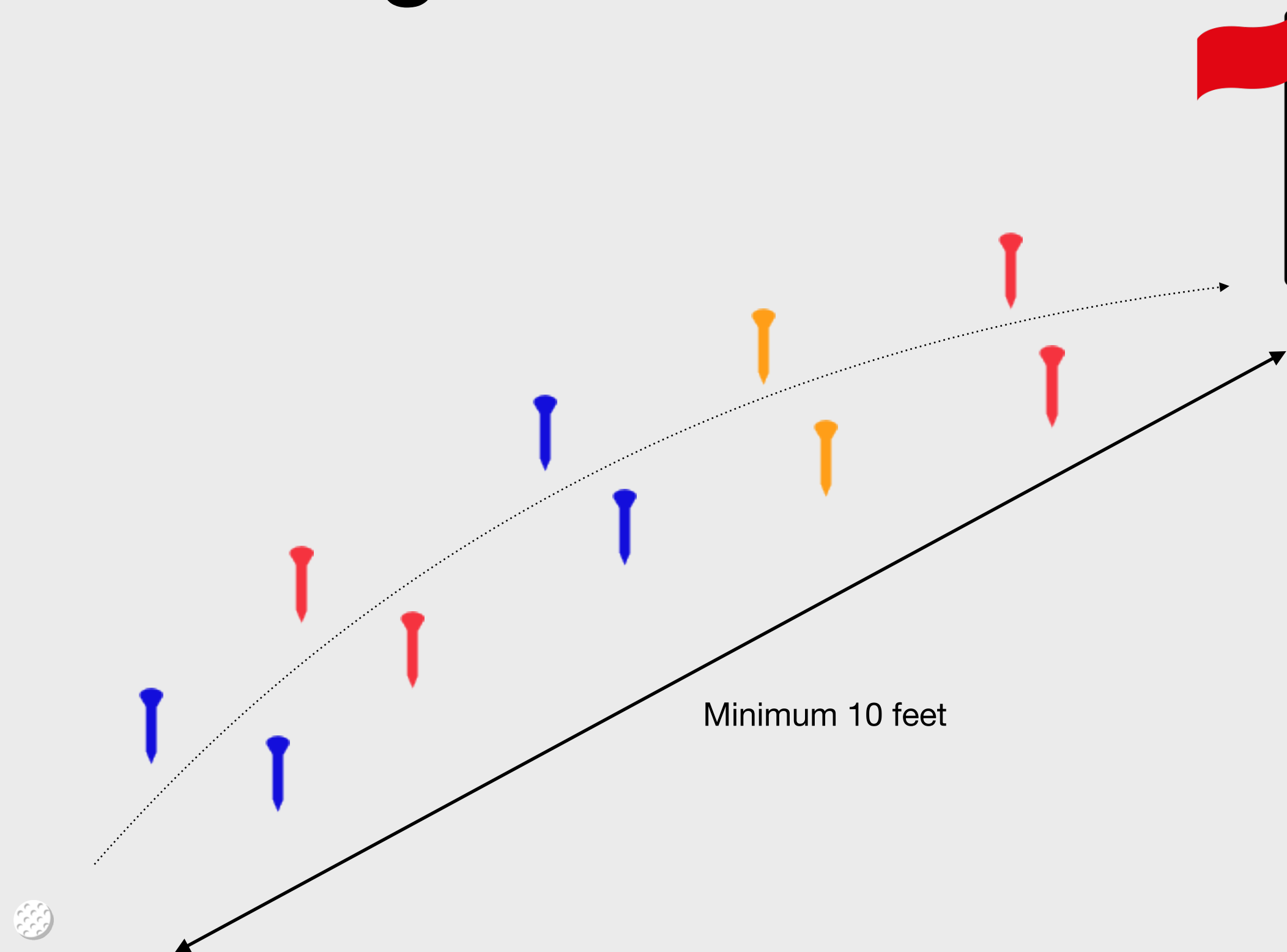
- 3 Tee Pegs
- 3 Cones
- Putter
- Golf Ball

How to Practice

- Set this activity up on a sloped surface with 3 cones placed at 10, 20 and 30 feet from the hole
- Get the learner to place the corresponding tees level with the hole, and explain how even though the putt is the same direction there are differing amounts of break due to the length of the putt
- The learner should attempt the putts and based on the feedback of whether the ball missed high or low they should adjust their aim (and the tee position) accordingly
- Be sure to help the learner understands that speed of putt will have an effect on how soon the putt breaks, and therefore this should be taken into account when choosing where to aim
- Encourage the learners to work in pairs here to ensure correct aim at the start and to notice if a putt was just misaligned or mis-hit

Technical Link

- This activity will help the learner to understand how to aim effectively on a sloped surface, especially with respect to longer putts

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Gate Challenge

Equipment Needed

• 10 Tee Pegs
• Putter
• Golf Ball

How to Practice

• Set up the tee pegs on a slope as gates for the learners to try and hit the putt through at the appropriate pace for the ball to miss the tees
• As the learner improves, narrow the size of the gates, or increase the number of gates/distance of the putt

Technical Link

• This activity will help the learner to understand the break of a putt over the length of the putt as a whole
• It will help them to understand how length of putt affects the break and how to aim appropriately

Minimum 10 feet

Guess the Break
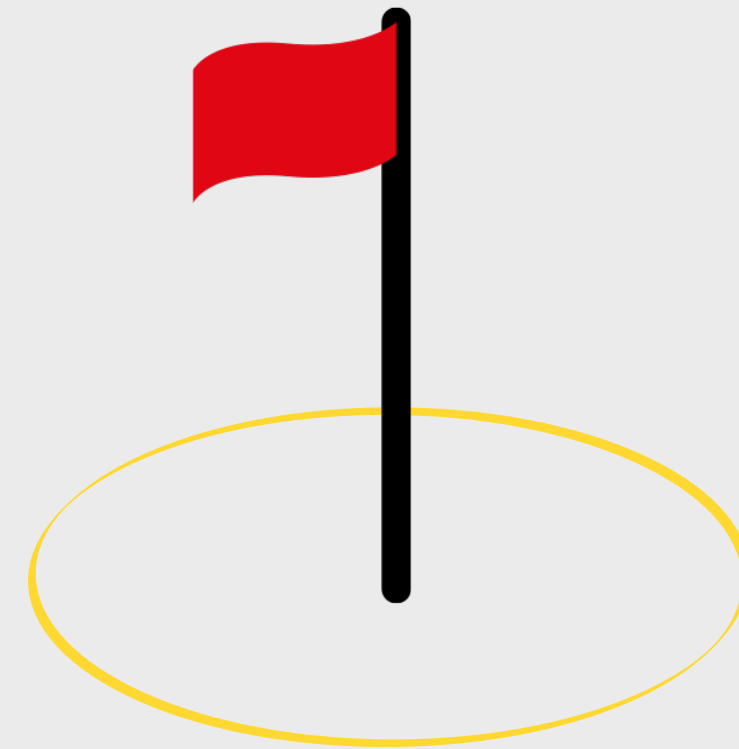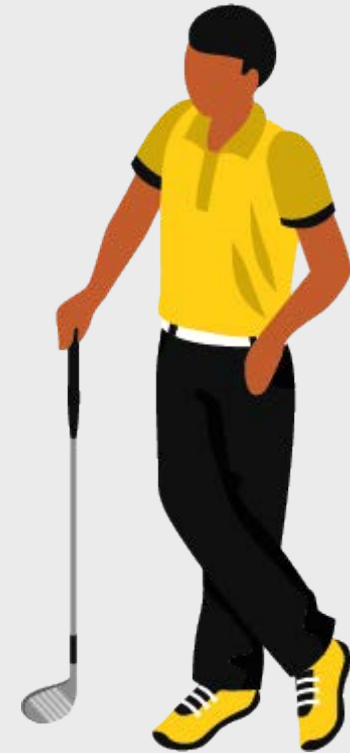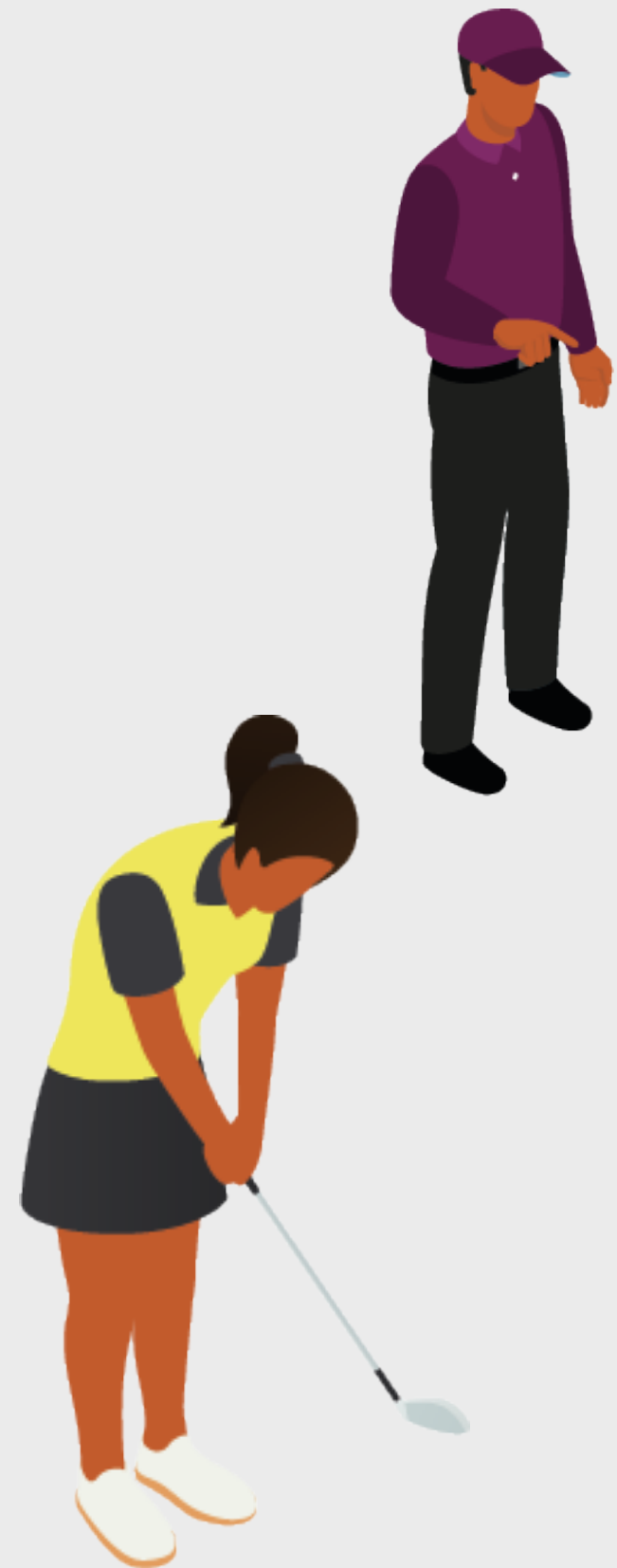
### Equipment Needed

• A coin or ball marker

How to Play

• A learner predicts the half-way point of the putt
• 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
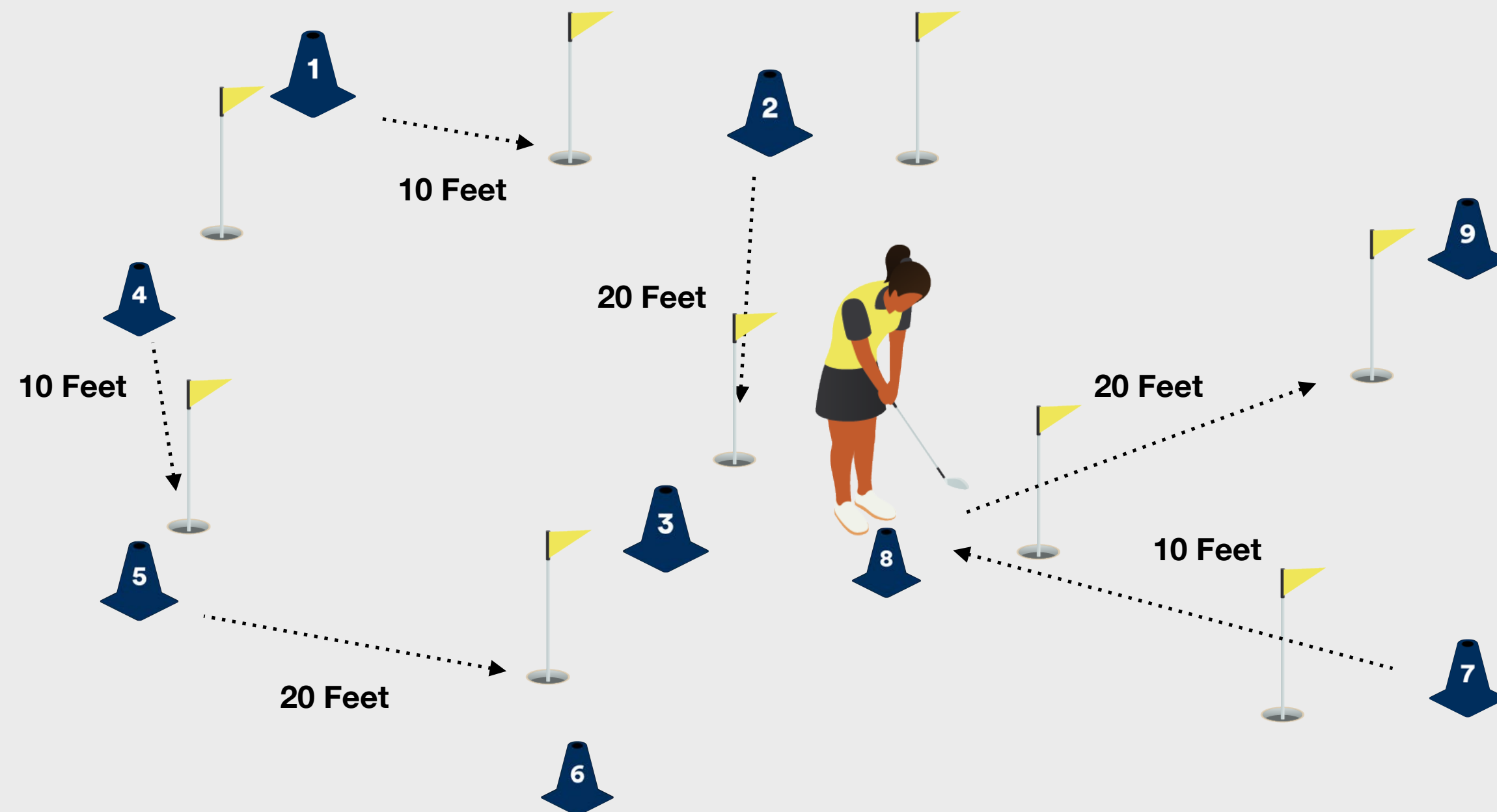• Increase or decrease the length of the putts

Scoring Challenge

On the Green
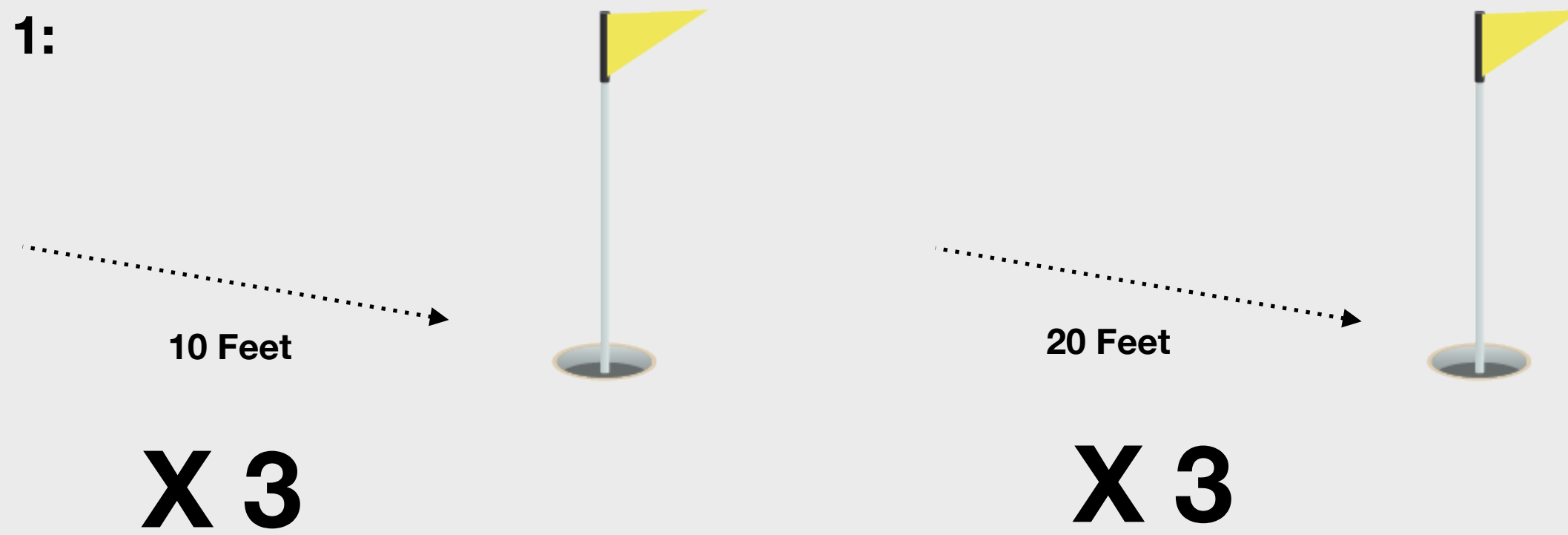
The Challenge

To complete the Level 1 Challenge the learner needs score 24 putts or less over 6 holes. 3 putts should be attempted starting from 10 feet and 3 putts from 20 feet from the hole.

Equipment you Need

The equipment you will need for this challenge:
- Numbered cones from your equipment bag to mark the starting positions.
- Golf Balls
- Scorecard and pencil

What should the Learner do next?

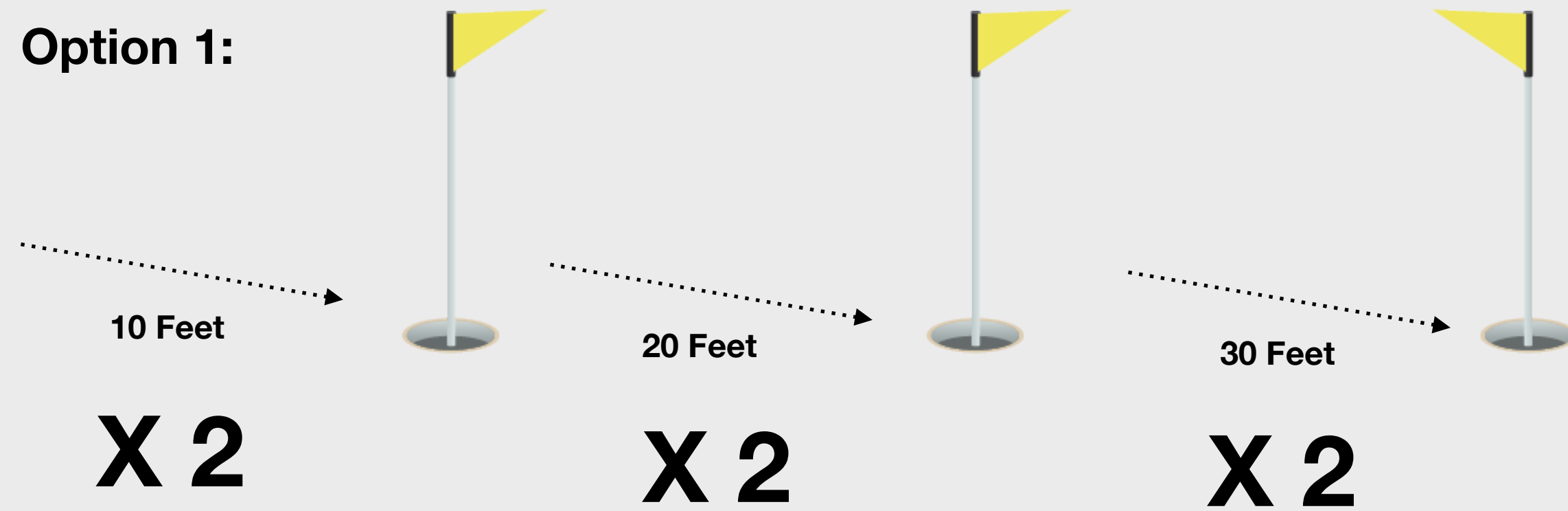After attempting the challenge, the learner should:

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

Option 1:

10 Feet

20 Feet

X 3

X 3

24 putts or fewer

Option 2:

1

10 Feet

2

20 Feet

4

10 Feet

9

20 Feet

5

3

8

10 Feet

7

20 Feet

6

Scoring

1

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Scoring Challenge

Option 1:

10 Feet

20 Feet

30 Feet

X 2

X 2

X 2

21 putts or fewer

Option 2

1

2

9

4

10 Feet

20 Feet

30 Feet

10 Feet

3

8

5

20 Feet

7

6

30 Feet

On the Green

The Challenge

To complete the Level 2 Challenge the learner needs score 21 putts or less over 6 holes. 2 putts should be attempted from a starting position 10 feet, 2 putts from 20 feet and 2 putts from 30 feet from the hole.

Equipment you Need

The equipment you will need for this challenge:

- Numbered cones from your equipment bag to mark the starting positions.
- Golf Balls
- Scorecard and pencil

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
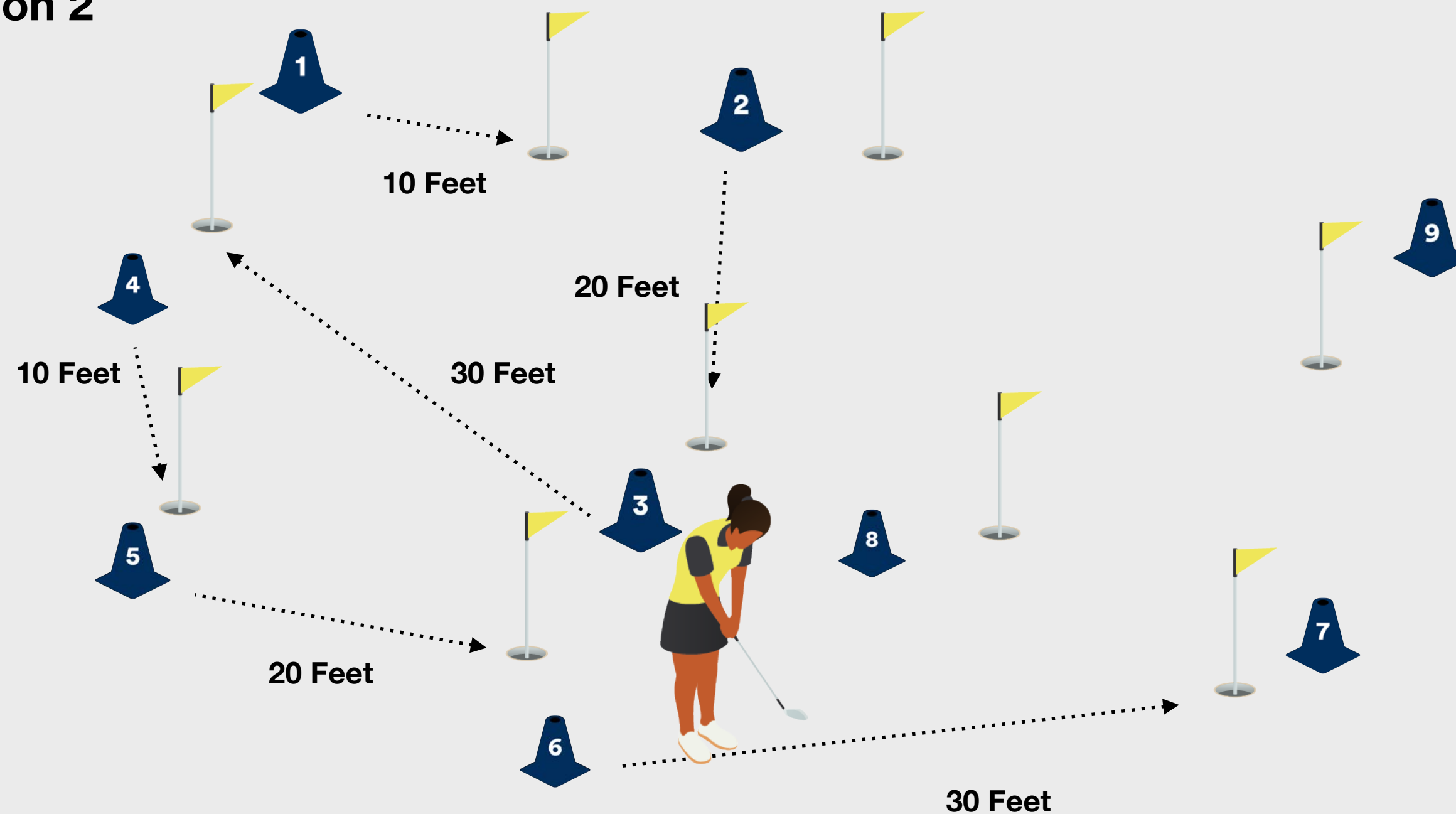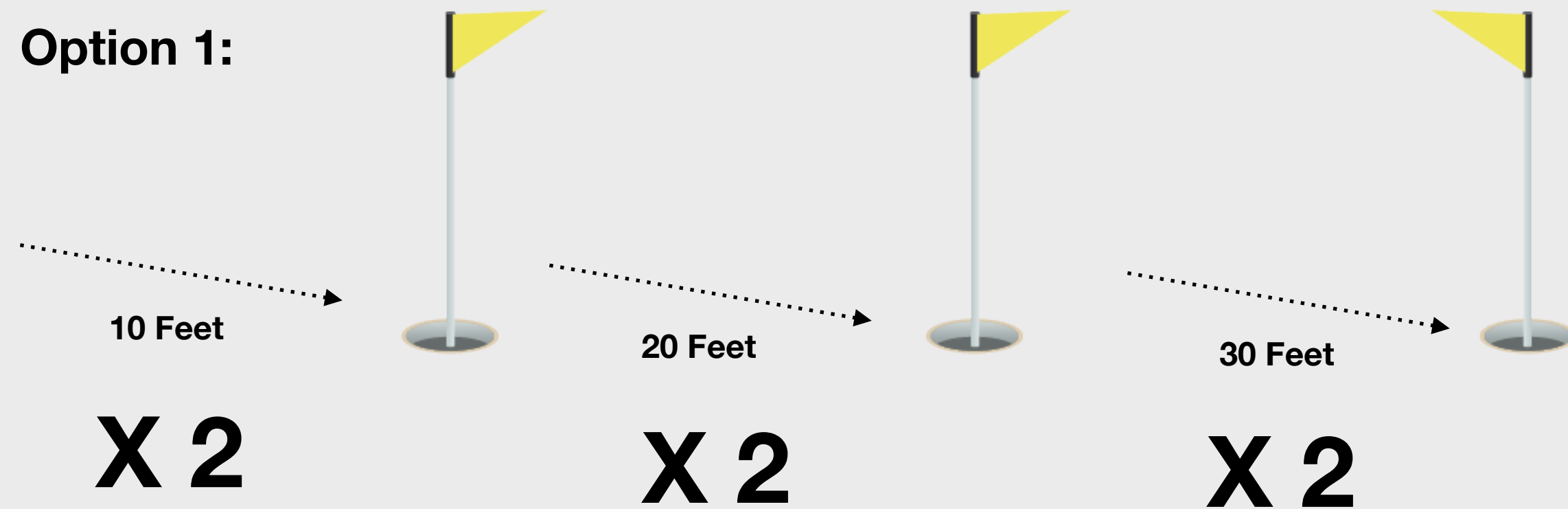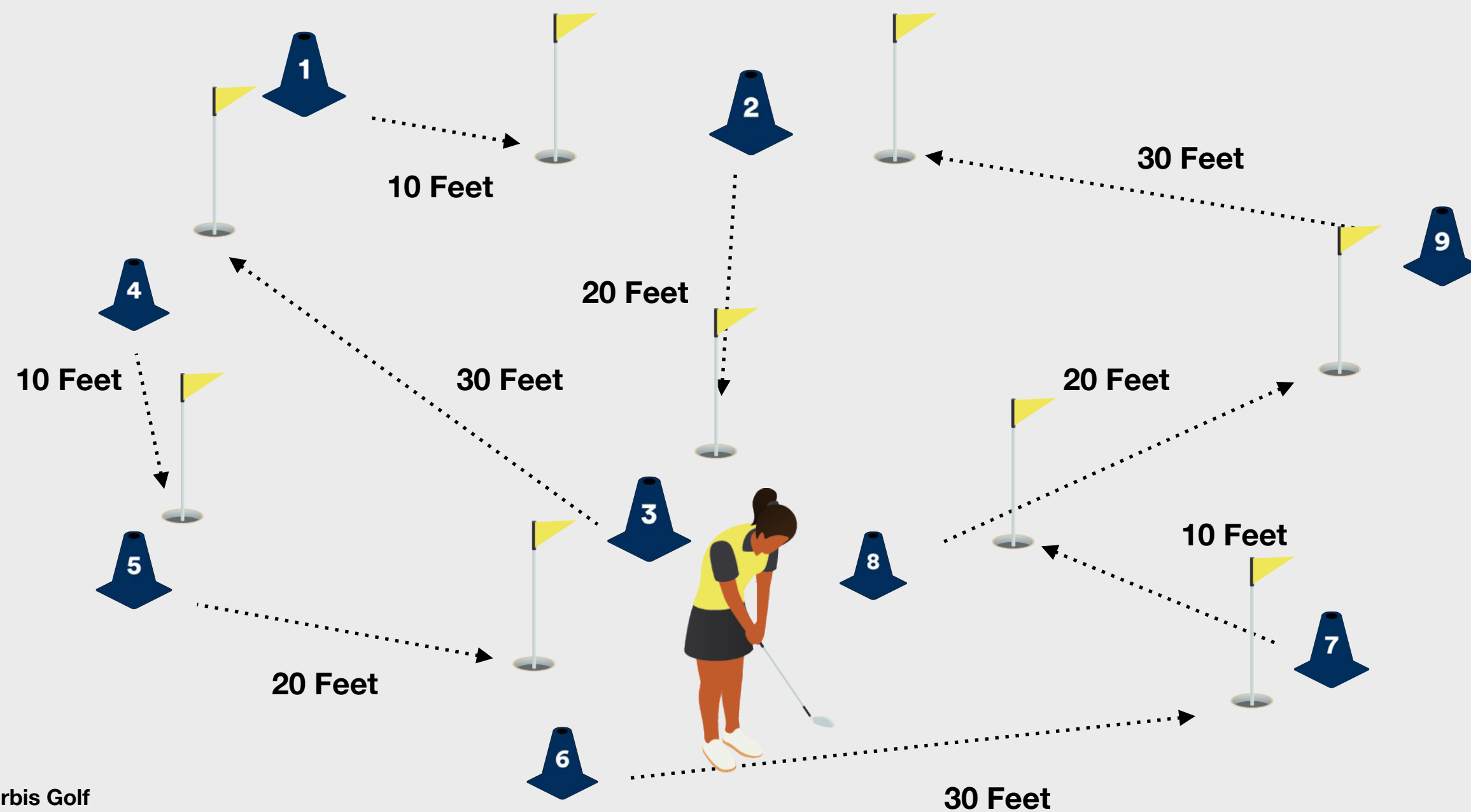
Scoring

2

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Blue Level 2

Scoring Challenge

Option 1:

10 Feet

20 Feet

30 Feet

X 2

X 2

X 2

21 putts or fewer

Option 2

1

2

9

10 Feet

4

20 Feet

30 Feet

10 Feet

20 Feet

3

8

10 Feet

7

5

20 Feet

6

30 Feet

Black Level 3

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On the Green

The Challenge

To complete the Level 3 Challenge the learner needs score 21 putts or less over 9 holes. 3 putts should be attempted from a starting position 10 feet, 3 putts from 20 feet and 3 putts from 30 feet from the hole.

Equipment you Need

The equipment you will need for this challenge:

• Numbered cones from your equipment bag to mark the starting positions.
• Golf Balls
• Scorecard and pencil

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

Scoring

3

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