

On the Green - Step 3

The Art of Scoring



GAMEON

Class Timetable - The Art of Scoring

Session Length: 90mins	Group Size: 1:8	Mastering the Game Focus: On the Green The Art of Scoring	Whole Golfer Focus: Social Practising and Playing With Others	Learning the Game Topic: Playing and Scoring	Learning the Game Focus Handicap Indexes	Mastering the Game Challenge: Scoring Challenge
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Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations of your preference and the challenges for the specific class. Be ready to welcome participants 5 minutes before the session starts 	
10 mins	Introduction	<ul style="list-style-type: none"> Outline your preferred technical focus for the class Introduce the Learning the Game or Whole Golfer focus Explain how to play the games and attempt the practice station activities Explain how to attempt the Mastering the Game Challenges 	<ul style="list-style-type: none"> Handicap Indexes Practicing and Playing with Others
30 mins	Mastering the Game Independent and Social Practice Mastering the Game Challenges	<ul style="list-style-type: none"> Learners play the games individually, in pairs or in groups Opportunity to provide private coaching to learners Learners may attempt the Mastering the Game challenges if applicable independently or socially 	<ul style="list-style-type: none"> Practice stations Game Cards Secondary Skill Station Scoring Challenge
5 Mins	Learning the Game and Whole Folder Focus	<ul style="list-style-type: none"> Get the group together to introduce the Learning the Game or Whole Golfer focus Opportunity to engage in group discussion and questions 	
30 Mins	Mastering the Game Independent and Social Practice Challenges and Recap	<ul style="list-style-type: none"> Learners play the games individually, in pairs or in groups Opportunity to provide private coaching to learners Learners may attempt the Mastering the Game challenges if applicable independently or socially 	<ul style="list-style-type: none"> Practice stations Game Cards Secondary Skill Station Scoring Challenge
10 Mins	MyGame+ Tracking on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the learner's Student Connect area Learners should be encouraged to mark their attendance at the Themed Class in the Journey to Club and Course Ready section of the MyGame+ area Encourage the learners to mark the challenge as complete for the Step they have attempted if they are successful within the Mastering the Game program wheel on the MyGame+ area 	<ul style="list-style-type: none"> MyGame+ on GLF. Connect App
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new learners and build relationships. Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App



- **Technical Guidance**

- Pre-shot routine
- Build on the technical focus from short putts and long putts
- Reinforce basics of slopes



- **Handicap Indexes:**

- Explore the role of handicaps in golf
- Explore how a handicap can be obtained
- Explore Stroke Indexes
- Explore net scores

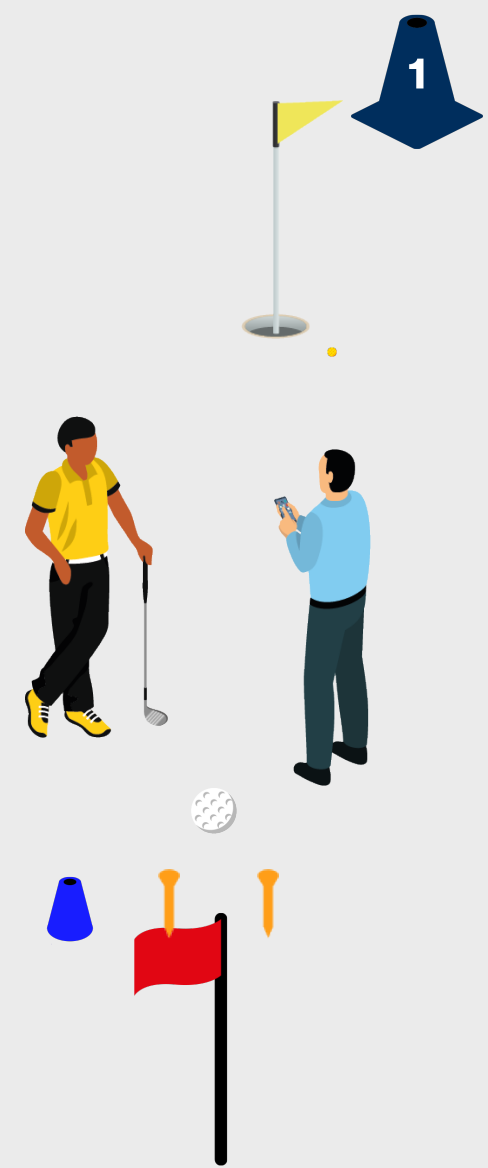


- **Practicing and Playing with Others:**

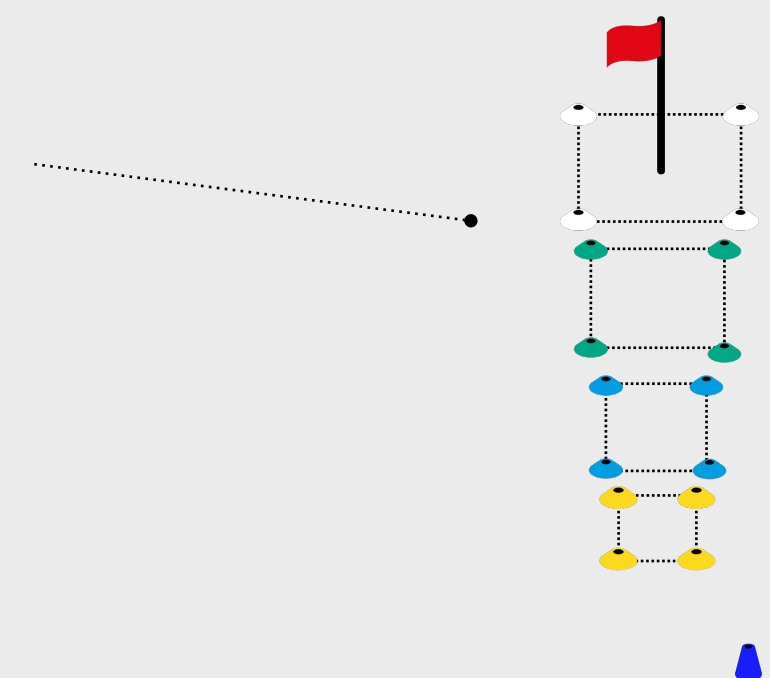
- Explore with the learners that one of the great parts of golf is that it is a social game where golfers of a range of abilities and experiences can play with each other. Encourage participants to partner up when completing the games and challenges within the class and also outside of the class.
- By 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
Through the Gate



Station 2:
Practice Station
Up the Ladder



Station 6:
Challenge Station



Station 5:
Secondary Skill
Station



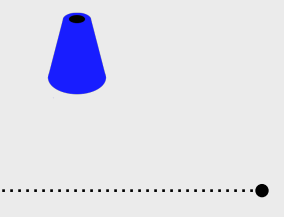
Station 4:
Game Station
Learning to Score



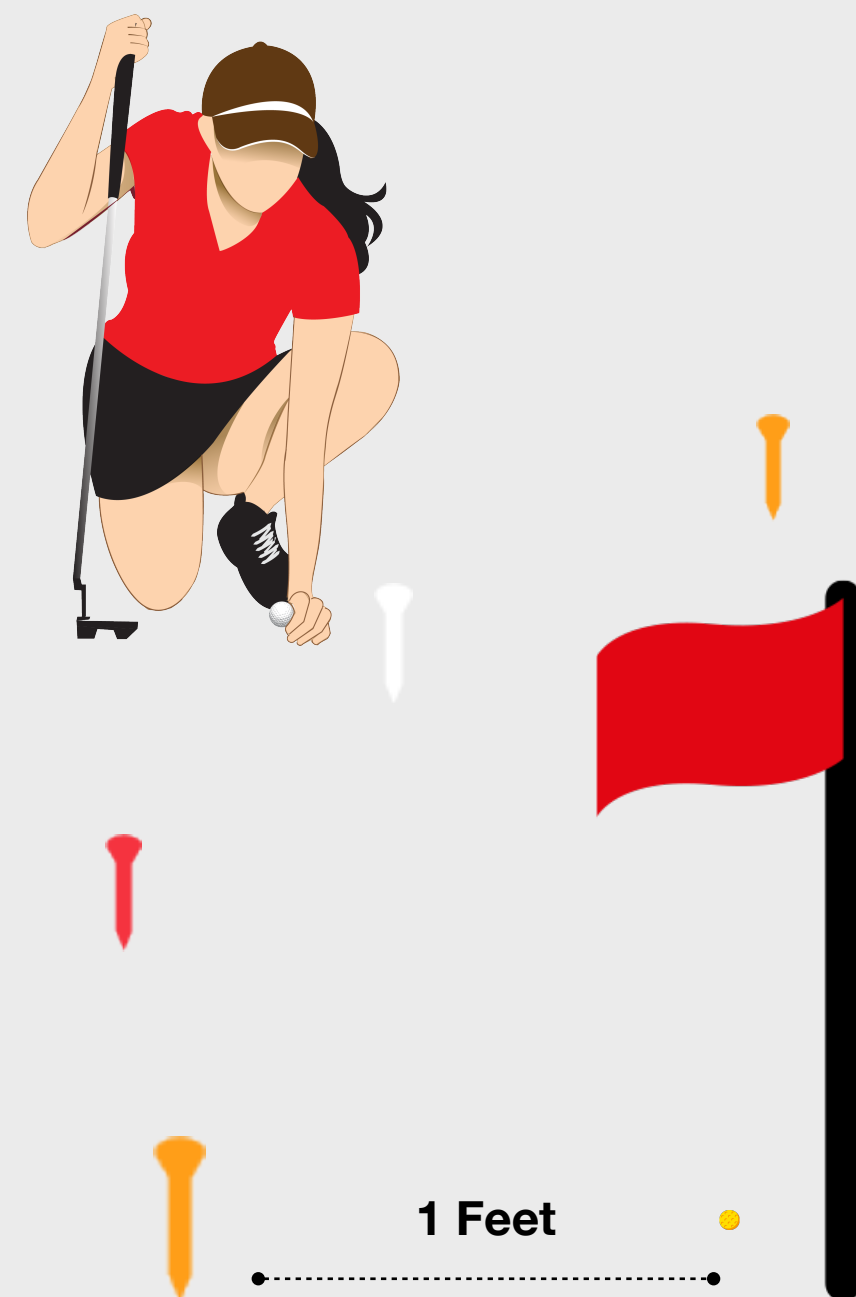
Group Discussion:
Start, during and end
of class



Station 3:
Game Station
Build the Spiral



Putting Spiral



1 Feet



5 Feet



Equipment Needed

- Putter
- 9 Tee Pegs

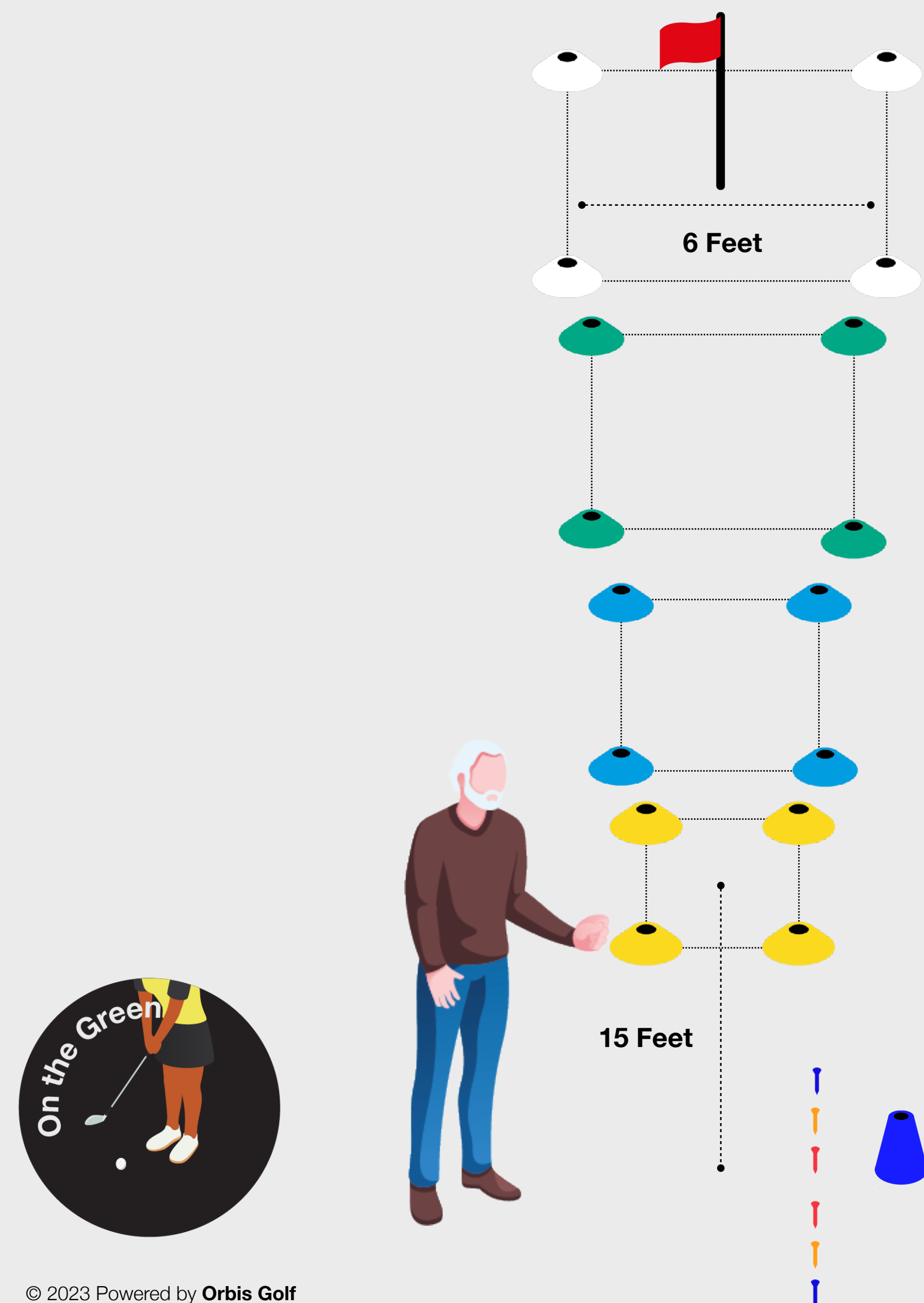
How to Play

- A learner attempts to hole each putt consecutively round the spiral
- The first putt is attempted from the 1ft distance
- The learners moves round the spiral attempting each putt in order with every putt increasing by .05ft each time
- If the learner misses they should move back to the start
- The Learner should attempt each putt and focus on building an effective pre-shot routine

Progression Ideas

- Play on a more or less severely sloped surface
- Increase or decrease the length of the putts
- Play from a single position around the hole or use a circle from a fixed distance for each putt that is attempted

Up the Ladder



Equipment Needed

- Putter
- Tee Pegs
- Sting
- Cones

How to Play

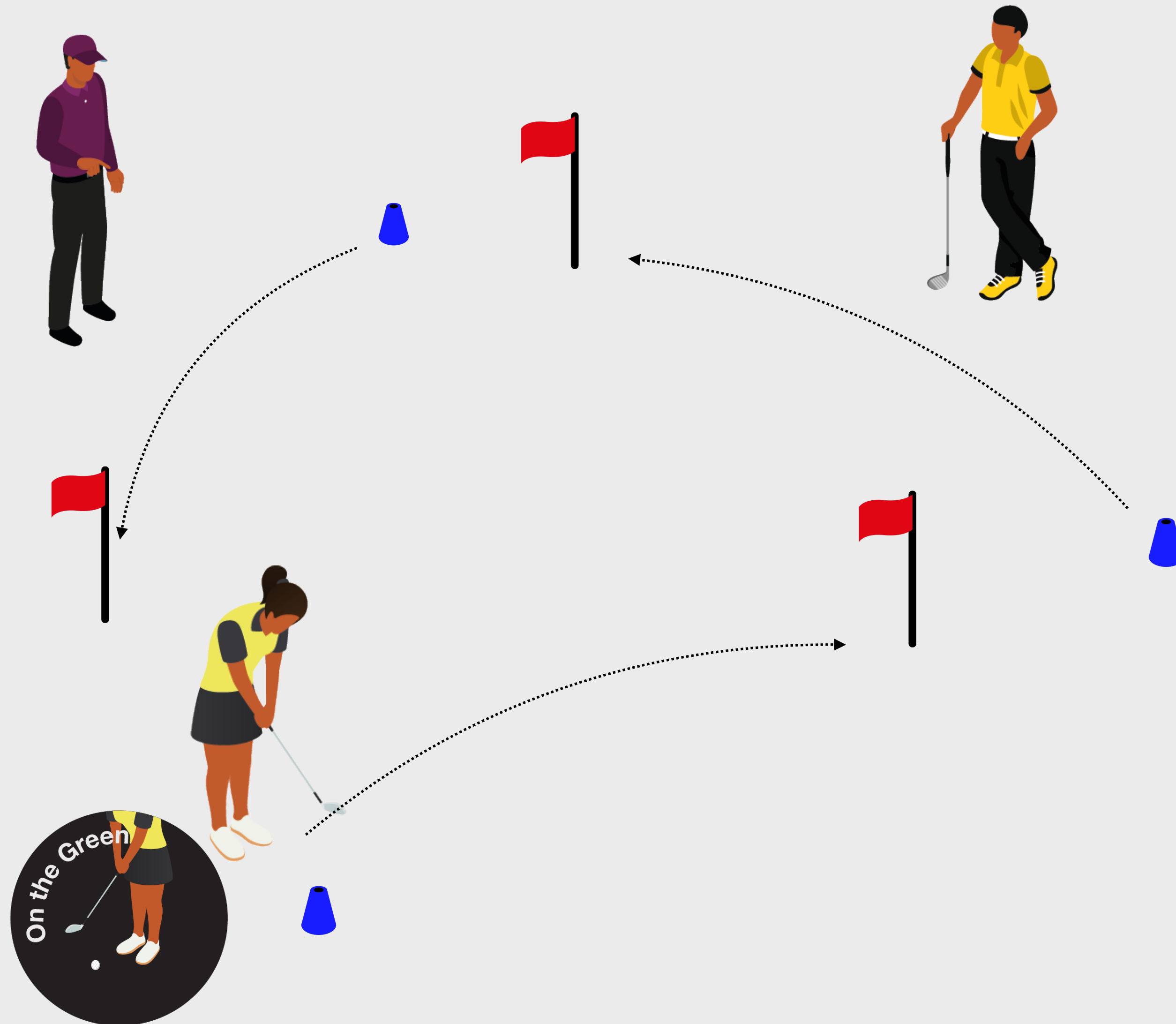
- A learner attempts to move up the ladder of boxes from the same starting position marked by the single cone
- The first putt is to the box 15 feet away from the starting position
- After the learner putts the ball into the box, they attempt to putt their ball into the second box which is 5 more feet away
- If the learner misses they should move back to the start or back a box
- The learner should attempt each putt and focus on building an effective pre-shot routine

Progression Ideas

- Play on a sloped surface
- Increase or decrease the distance to the centre of the boxes
- Increase or decrease the size of the boxes



Learning to Score



Equipment Needed

- Putter

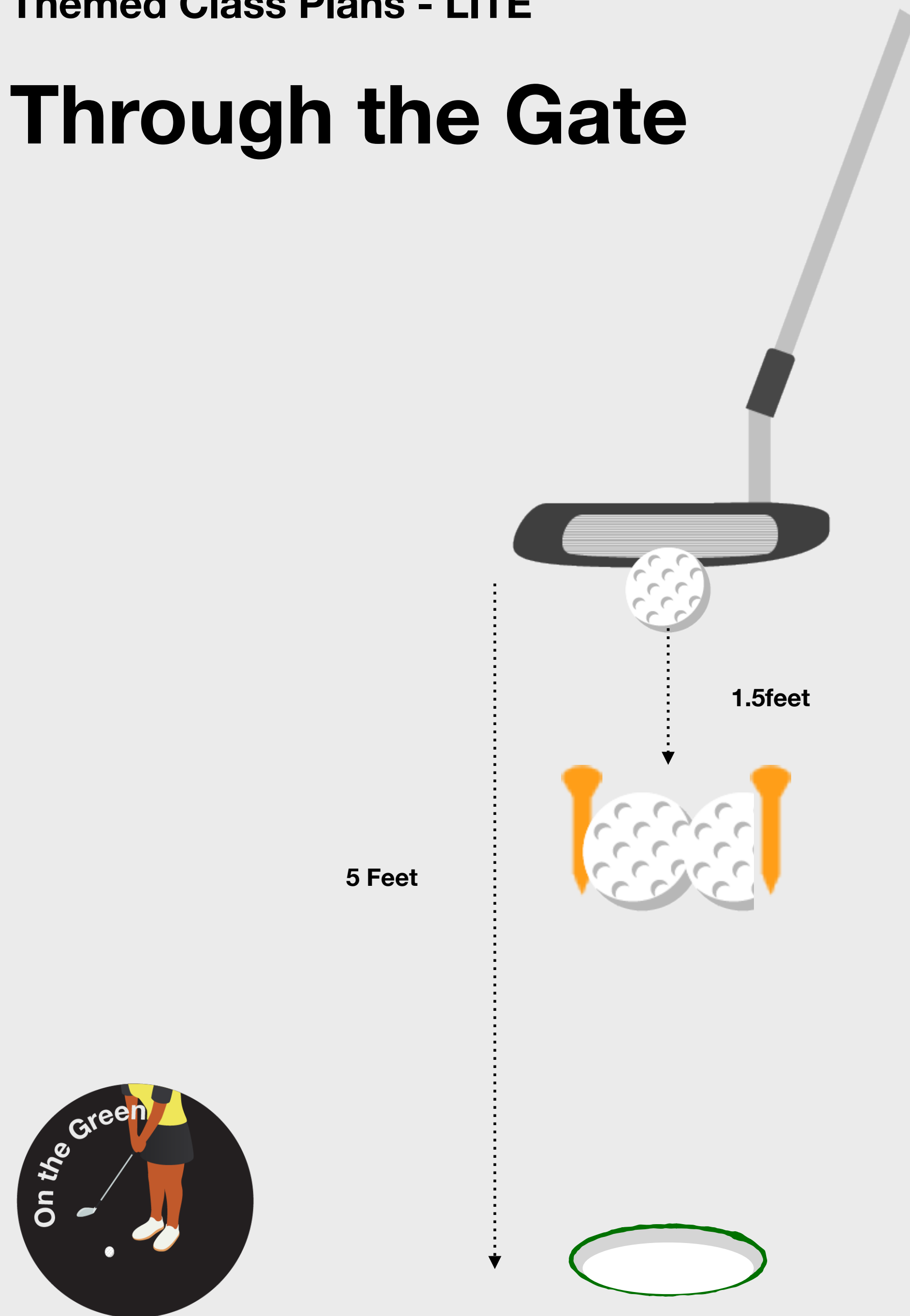
How to Play

- A learner attempts to play three - six 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 linking these to the theme of handicap indexes. Give the learner a handicap index and even give each hole a stroke index
- Get the learner to mark a scorecard and correctly work out their nett score based on their handicap index
- This game can be played individually, in pairs or small groups
- This game can also be played using other formats such as stableford and matchplay

Progression Ideas

- Play on a more severely sloped surface
- Increase or decrease the length of the putts
- Add additional holes

Through the Gate



Equipment Needed

- Putter
- Tee Pegs

How to Play

- A learner attempts to putt the golf ball through the gate of tee pegs and into the hole
- The starting position should be 5 feet from the hole and on a putt which is flat surface or straight uphill
- The tee peg gate should be setup around 1.5 feet from the starting position with the tee pegs evenly spaced either side of the ball to target line
- The width of the tee peg should be around 1.5 golf balls wide

Progression Ideas

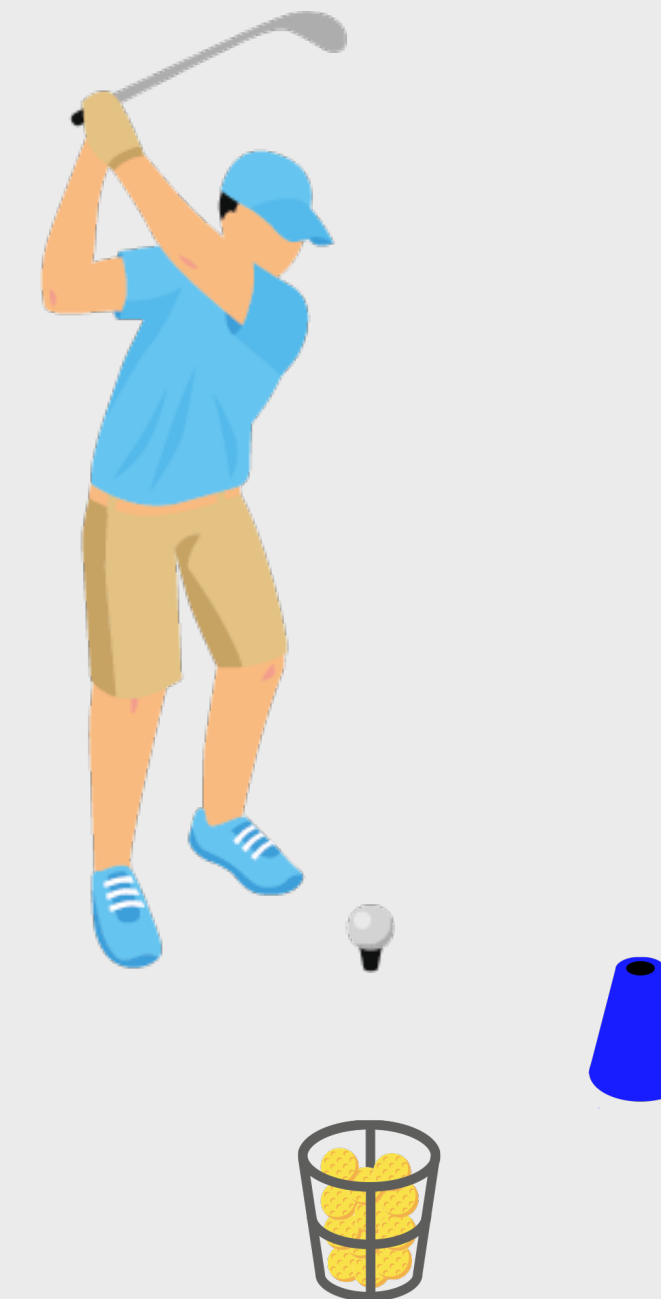
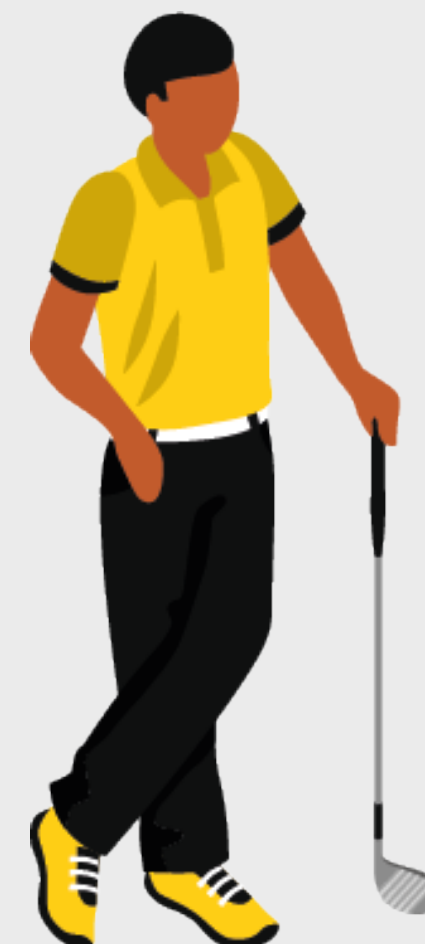
- Increase or decrease the width of the gate to a minimum of 1 golf balls width
- Increase or decrease the length of the putt
- Increased or decrease the distance of the gate from the starting position



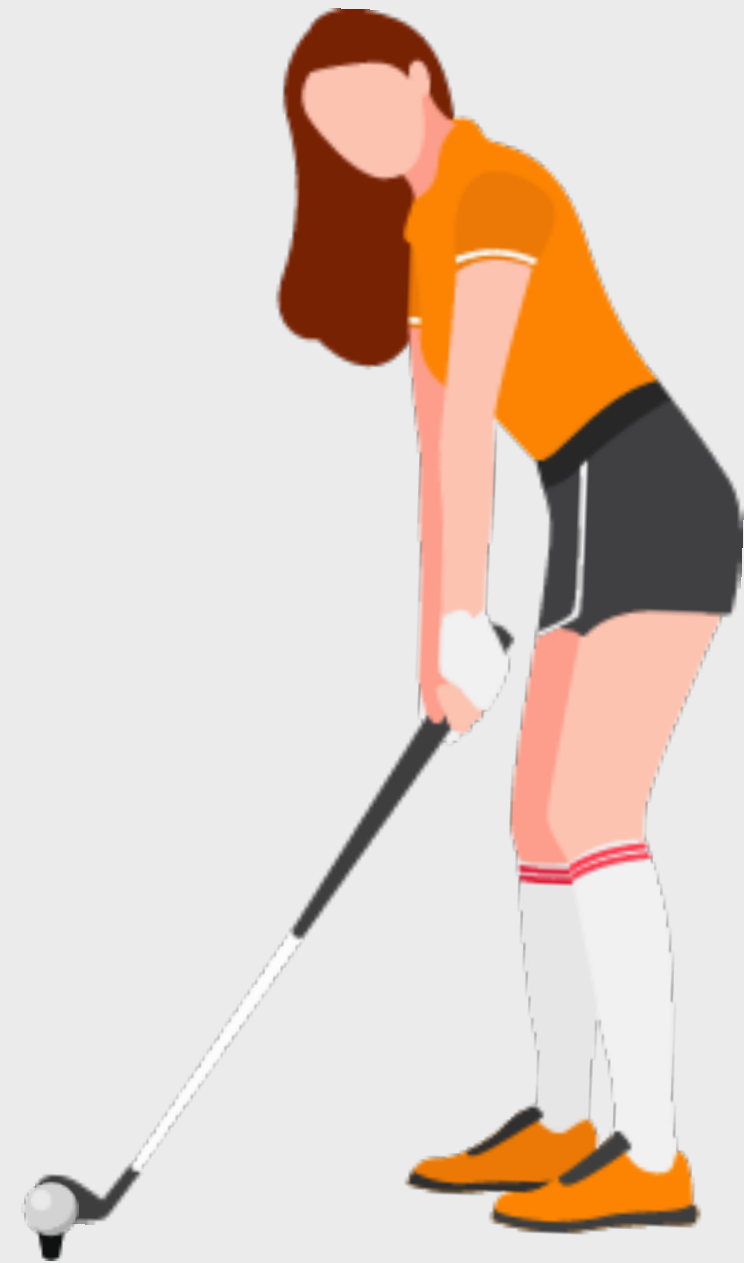
Secondary Skill

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 specifically with the Irons.



Launch Angle



Equipment Needed

- Alignment Stick
- Driver
- Golf balls

How to Practice

- Introduce the best way to create an optimal launch angle for the driver, include ball position, tee height and intention to hit the ball as the club is travelling up
- One posture tip could be to tilt the spine angle away from the target, to encourage the launch angle required to maximise distance
- If you have a launch monitor available measure the learner's launch angle so they understand how they launch the ball and what they need to do differently to increase their carry distance

Technical Link

- This activity will help the learner to increase their carry distance with the driver

Scoring Challenge

	Level	Challenges
Scoring	2	Score 21 putts or less over 6 holes. 2 putts from 10 feet, 2 putts from 20 feet and 2 putts from 30 feet from the hole.
	3	Score 24 putts or less over 9 holes. 3 putts from 10 feet, 3 putts from 20 feet and 3 putts from 30 feet from the hole.



The Challenge

To complete the Step 2 and 3 Challenge the learner needs to achieve the score over the defined number of holes and stances in the table opposite.

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

