

# Practice On the Green Scoring



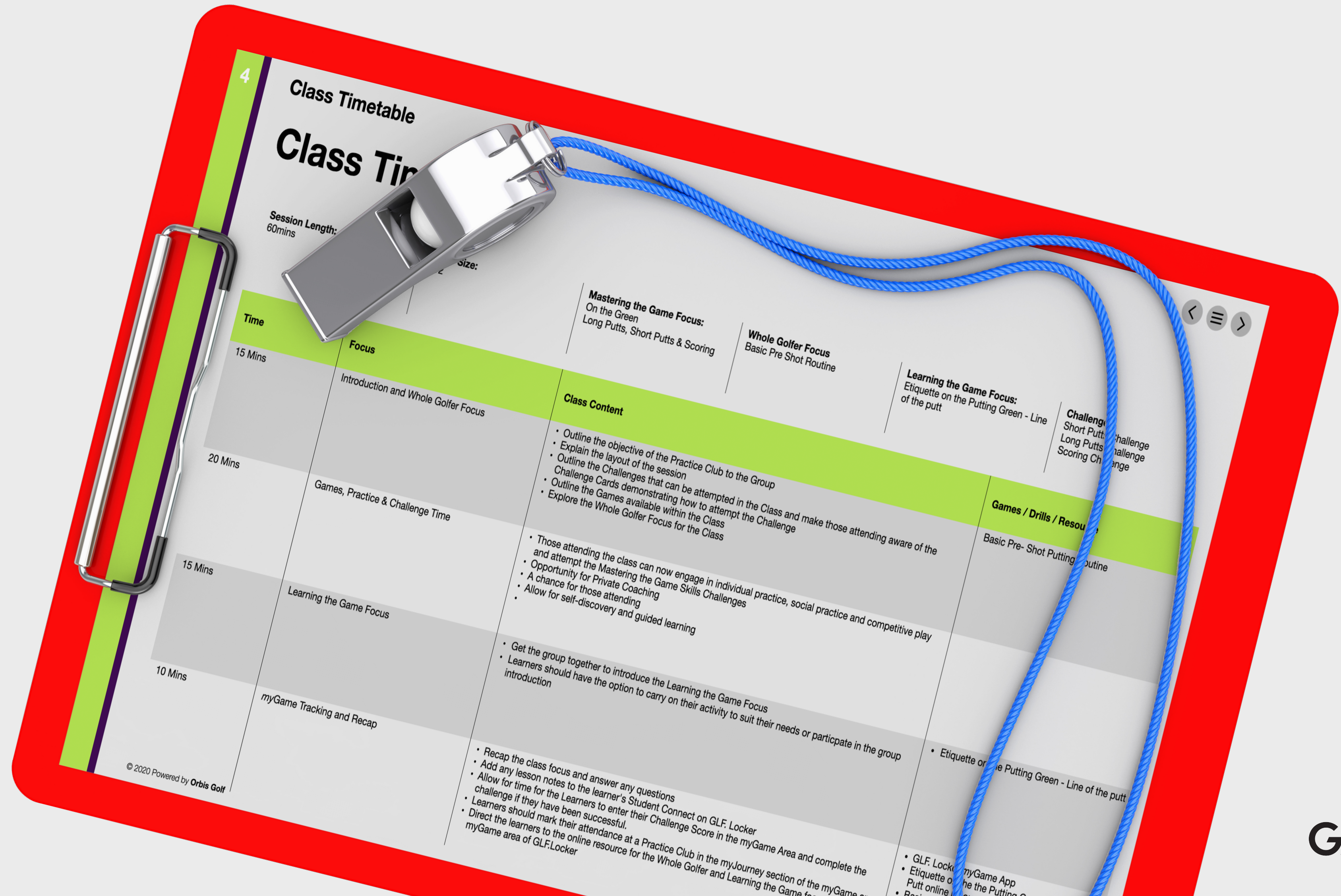
**GAMEON**

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# Class Timetable

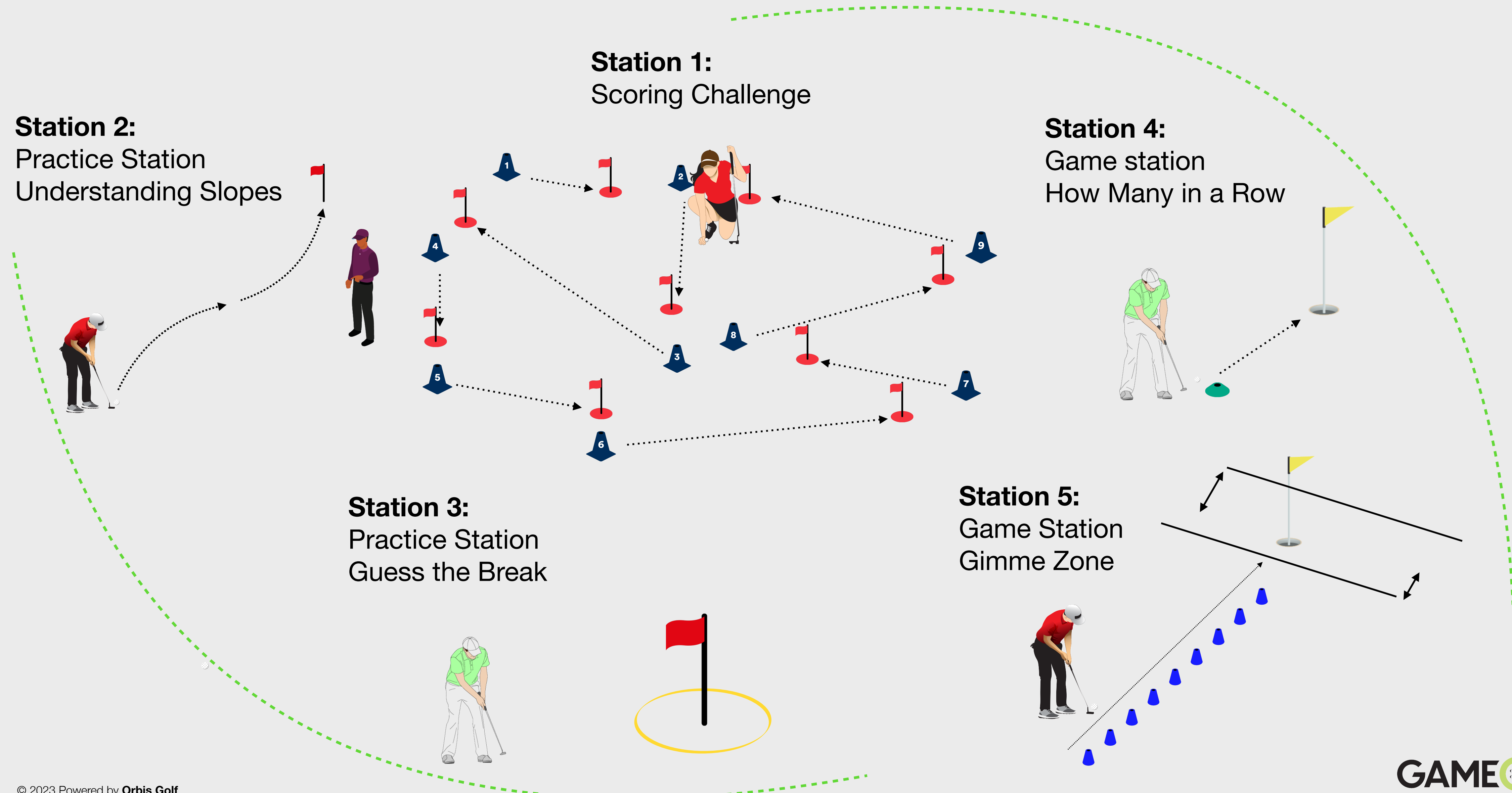


# Class Timetable

<b>Session Length:</b> 60mins	<b>Group Size:</b> 1:12	<b>Mastering the Game Focus:</b> <b>On the Green</b> Scoring	<b>Whole Golfer Focus:</b> <b>Mind</b> Knowing your Challenge Point	<b>Learning the Game Topic:</b> Rules & Etiquette	<b>Learning the Game Focus</b> Line of the Putt	<b>Mastering the Game Challenge:</b> 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"> <li>Set up the games and practice stations of your preference and the challenges required</li> <li>Be ready to welcome participants 5 minutes before the session starts</li> </ul>	<ul style="list-style-type: none"> <li>Class Layout and Setup</li> </ul>
10 Mins	Introduction and Whole Golfer Focus	<ul style="list-style-type: none"> <li>Outline the objectives which is an opportunity for learners to practice their putting and specifically long putts.</li> <li>Introduce the Learning the Game or Whole Golfer focus</li> <li>Explain how to play the games and attempt the practice station activities</li> <li>Explain how to attempt the Mastering the Game Challenges if applicable</li> </ul>	<ul style="list-style-type: none"> <li>Knowing your Challenge Point</li> </ul>
20 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> <li>Play the games individually, in pairs or in groups</li> <li>Opportunity for private coaching</li> <li>Develop social connections and allow for self-discovery and guided learning</li> <li>Learners can attempt a Mastering the Game Challenges individual or in pairs</li> </ul>	<ul style="list-style-type: none"> <li>Guess the Break</li> <li>Understanding Slopes</li> <li>Gimme Zone</li> <li>How many in a row</li> </ul>
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> <li>Get the group together to introduce the learning the Game or Whole Golfer focus</li> <li>Learners should have the option to carry on their activity to suit their needs or participate in the group introduction to the Learning the Game or the Whole Golfer focus</li> </ul>	<ul style="list-style-type: none"> <li>Rules &amp; Etiquette - Line of the Putt</li> </ul>
15 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> <li>Play the games individually, in pairs or in groups</li> <li>Opportunity for private coaching</li> <li>Develop social connections and allow for self-discovery and guided learning</li> <li>Learners can attempt a Mastering the Game Challenges individual or in pairs</li> </ul>	<ul style="list-style-type: none"> <li>Guess the Break</li> <li>Understanding Slopes</li> <li>Gimme Zone</li> <li>How many in a row</li> </ul>
10 Mins	MyGame+ Tracking on GLF. Connect	<ul style="list-style-type: none"> <li>Add any lesson media to the learner's Student Connect area</li> <li>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</li> </ul>	<ul style="list-style-type: none"> <li>MyGame+ on GLF. Connect App</li> </ul>
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> <li>Take time after the class has finished to actively connect new learners and build relationships.</li> <li>Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> </ul>

# Practice on the Green Class Layout and Setup



# Practice Stations and Game Cards

**Themed Class Plans**  
**Control Distance**

**About**  
The Practice Station Activity has been built to provide an engaging practice element to your class and themed class focus.

**Equipment Needs**

- 12 cones
- Golf balls

**How to Practice**

- Set this activity up with 3 different sized boxes (10, 20 yards and 30 yards) from the learner.
- The learner should practice chipping the ball at these distances using the same club, by varying the speed of the swing.
- Encourage them to start by controlling the length of the stroke, similarly to how they learnt to control the length of the stroke using a putter, and then gradually increase the length of the stroke and speed of the stroke to ball further.
- This practice is learnt using the same club (e.g. a 7 iron would be best to lower lofted club).

**Technical List**

- This activity will help the learner to understand how to control the distance of a shot based on the speed of the stroke.
- This activity will help the learner to gain confidence around the green by becoming consistent with one particular type of club.

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**GAMEON**  
GOLF DEVELOPMENT



# Understanding Slopes

## Equipment Needed

- Putter
- Golf Ball
- Tee Pegs

## How to Practice

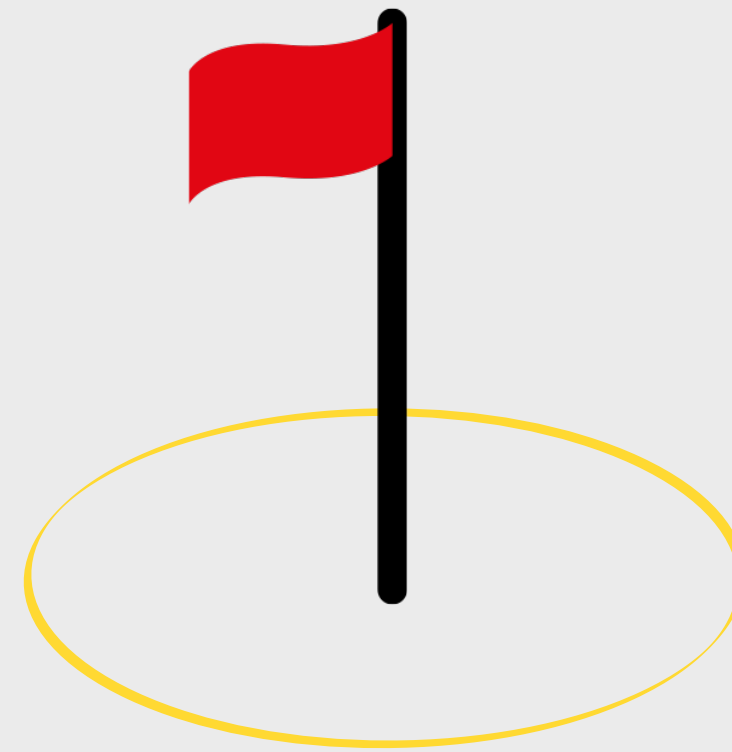
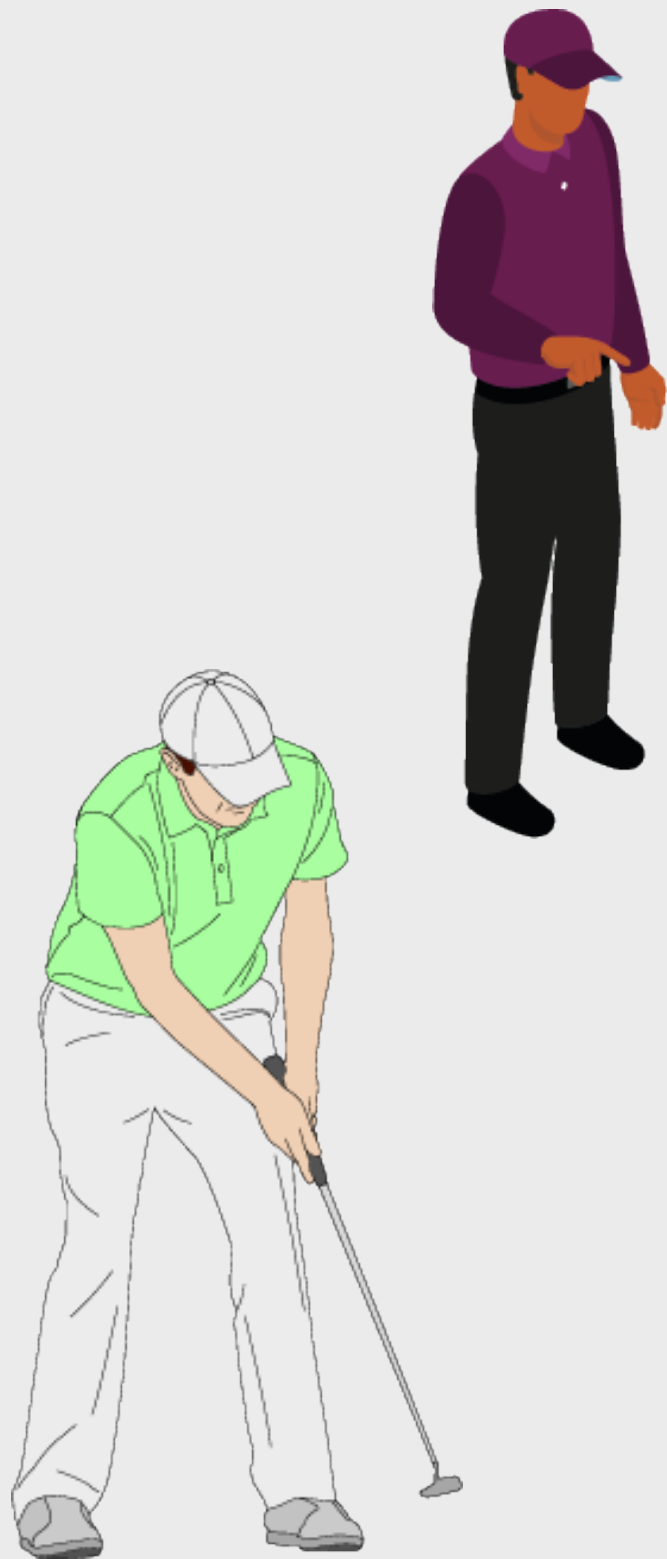
- Set this activity up on a multiple sloped part of the green where there is a hole
- Let the learner choose a putt with multiple break
- Before taking their putt they should split the putt into sections and mark the low point of each slope with a tee peg
- The learner should now be able to determine the starting line of the putt

## Technical Link

- This activity will help the learner to understand how to read a green that has multiple breaks



# Guess the Break



## Equipment Needed

- A coin or ball marker

## How to Practice

- Set this activity up on a sloped part of the green where there is a hole
- The aim is for the learner to predict the half-way point of the putt
- This is to highlight how slope changes around the hole and therefore the learner needs to adapt where they are aiming
- Frame this as an opportunity for the learner to understand the slope on a green
- See how many putts the learner can hole from their original predictions

## Progression Ideas

- Play on a more severely sloped surface
- Introduce a competitive element
- Increase or decrease the length of the putts





# How many in a row?

## Equipment Needed

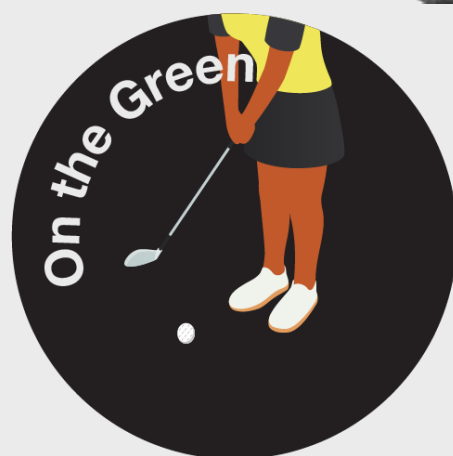
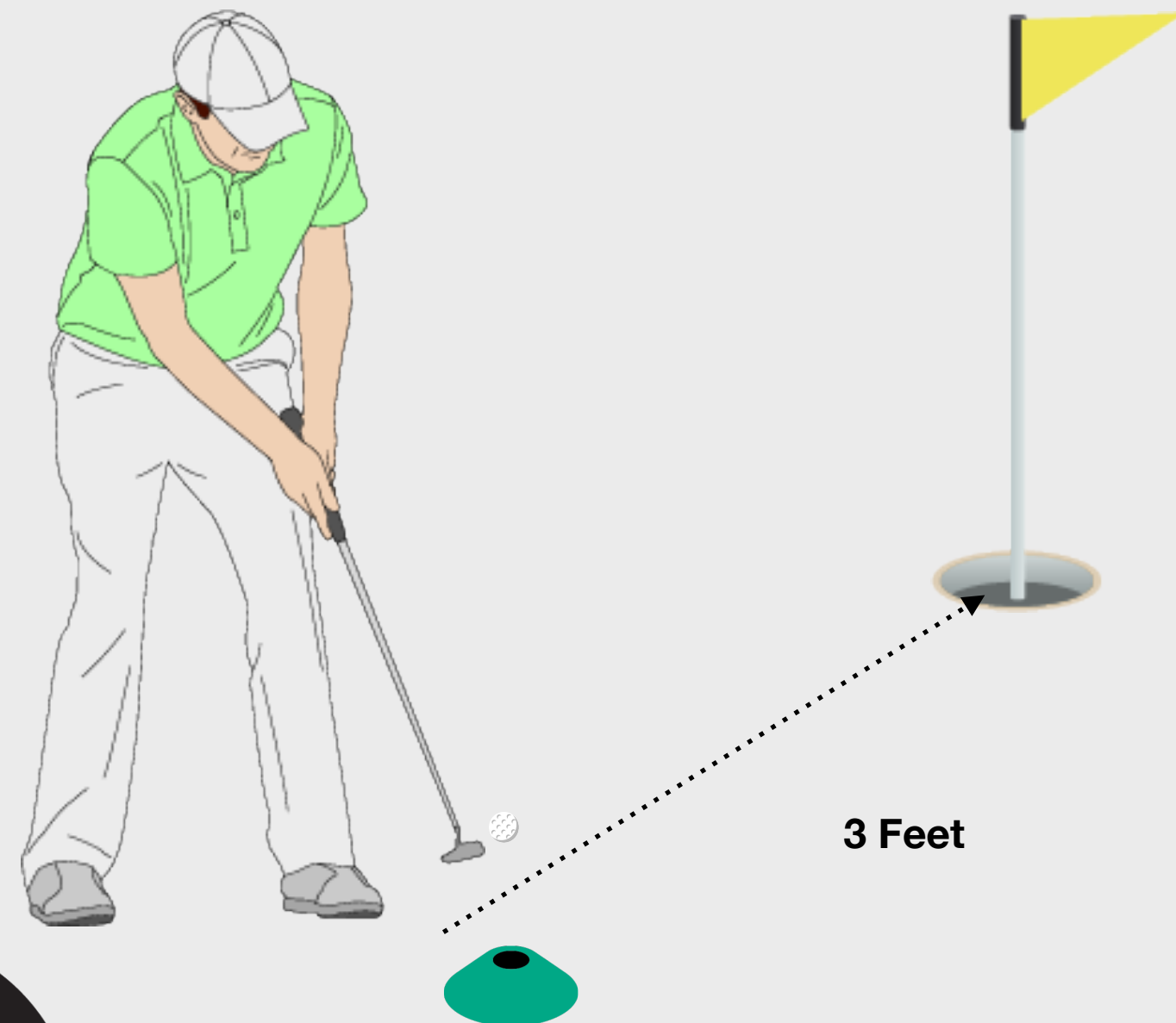
- Cones
- Putter
- Golf balls
- Golf hole

## How to Play

- Set this activity up with a cone 3 feet away from a hole
- Give the learner five balls
- See how many putts 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



# Gimme Zone

## Equipment Needed

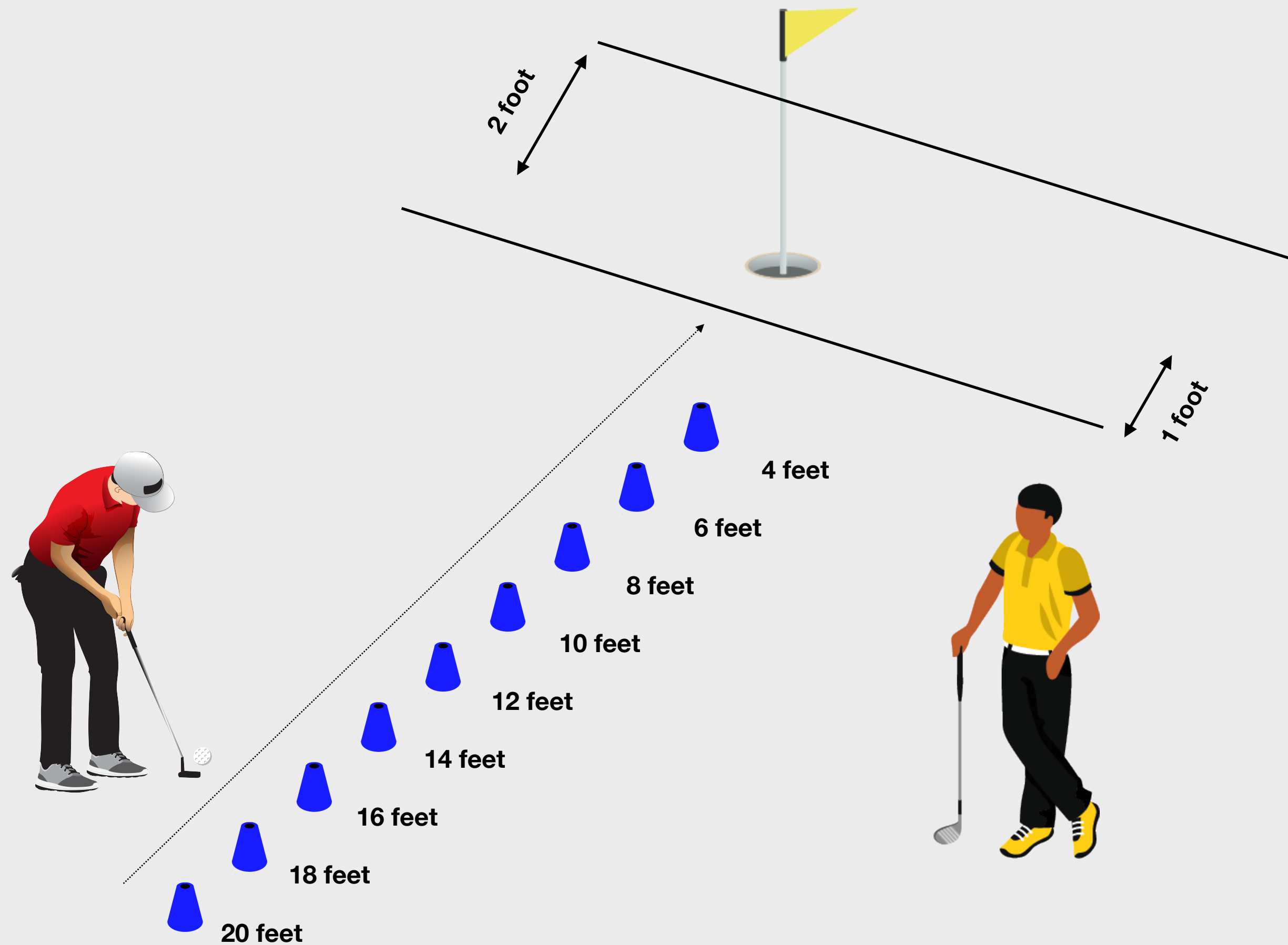
- Putter
- Marker Cones
- Target line (string, alignment stick)
- Golf balls

## How to Play

- Learners must perform 2 putts from each station placed at distances of 4 feet away from the hole, then every 2 feet back up to 20 feet in a straight line.
- This totals 18 putts from 9 stations.
- They are attempting to hole or get within the target zone as many as they can to get the best score.

## Technical Link

- This activity will help the learner to improve their distance control from a variety of distances



Scoring system:

PAR = Putts finishing inside the target zone

BIRDIE = Make the putt

BOGEY = Putts finishing outside the target zone

# Learning the Game

Due to the limitation on time and also the recommendation to get practicing using the prescribed games and activities, we recommend you explore the following to supplement what is being delivered in themed classes. However it is at your discretion to add further information and you should also react to any questions or situations that arise during the practice session:

- **Rules & Etiquette - Line of the Putt**

- The Learning the Game focus this week is about understanding the line of the putt, and the etiquette of not treading on someone's line.
- You should highlight to your learners best practice of understanding a player's line of putt and to make sure you respect it by stepping over or walking around it.
- Make sure players understand this isn't a rule of golf but an important part of learning how to behave on the course.



# Whole Golfer

Due to the limitation on time and also the recommendation to get practicing using the prescribed games and activities as the primary focus, we recommend you explore the following to supplement what is being delivered in themed classes briefly. You can also further explore this during the class using the variety of games and activities:

- **Knowing Your Challenge Point**

- The Whole Golfer theme this week is for learners to understand what level they are at and what type of challenges and successes they should expect.
- Understanding how difficult the challenge needs to be so that it is an appropriate challenge for their ability is a very important part of starting and developing in golf.



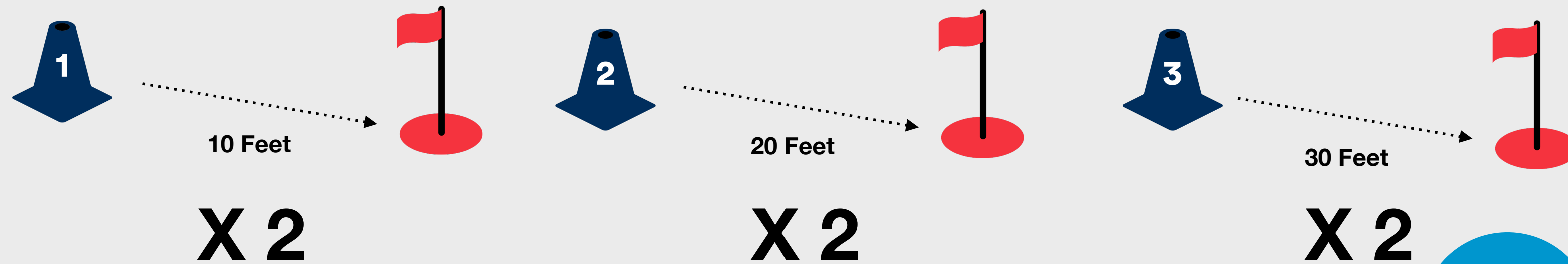
# Mastering the Game Challenges



# Scoring Challenge

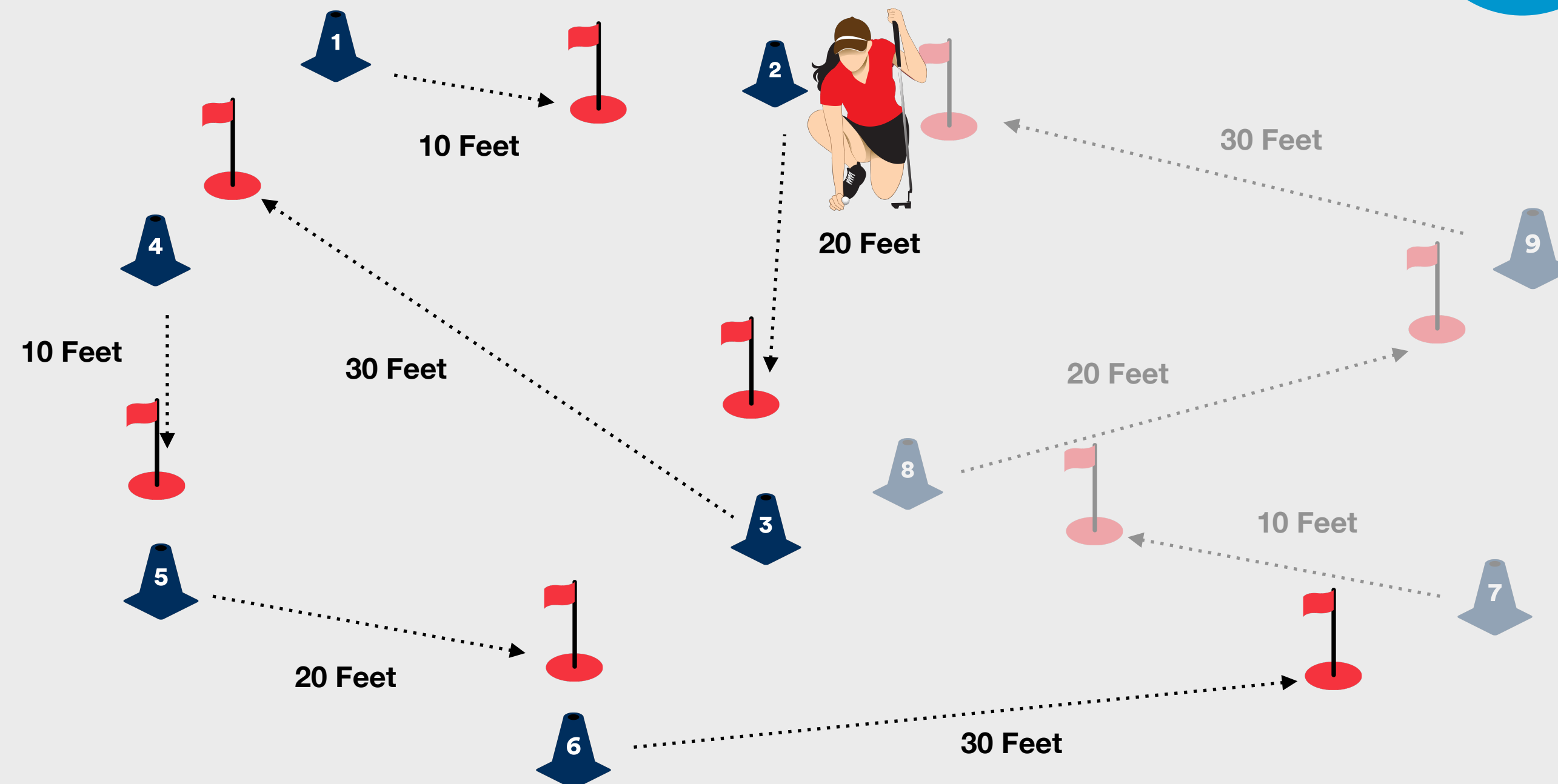


## Option 1



18 putts or fewer

## Option 2



## The Challenge

To complete the Step 2 Challenge within the Scoring skill element, the learner needs to score 18 putts or fewer over 6 holes on the putting green starting 10 feet away on 2 holes, 20 feet away on 2 holes and 30 feet away on 2 holes.

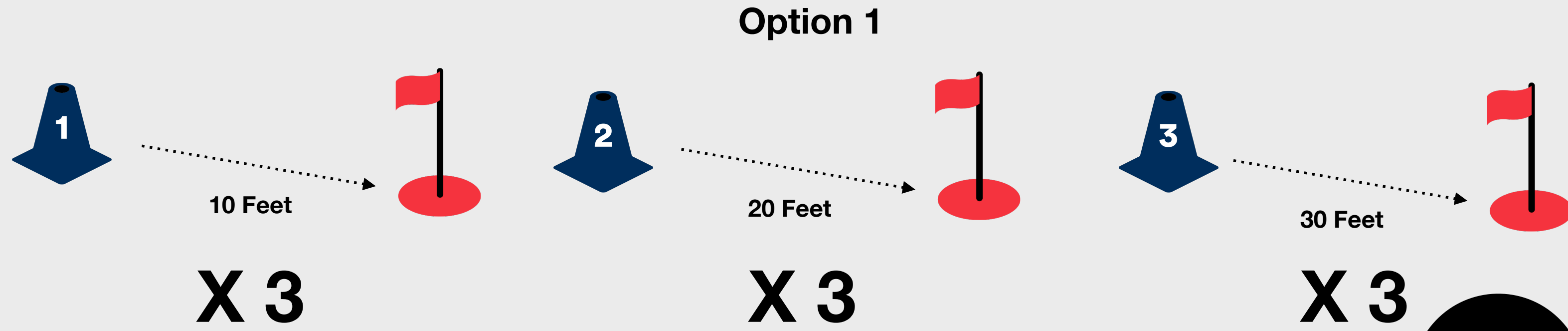
## What should the Learner do next?

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

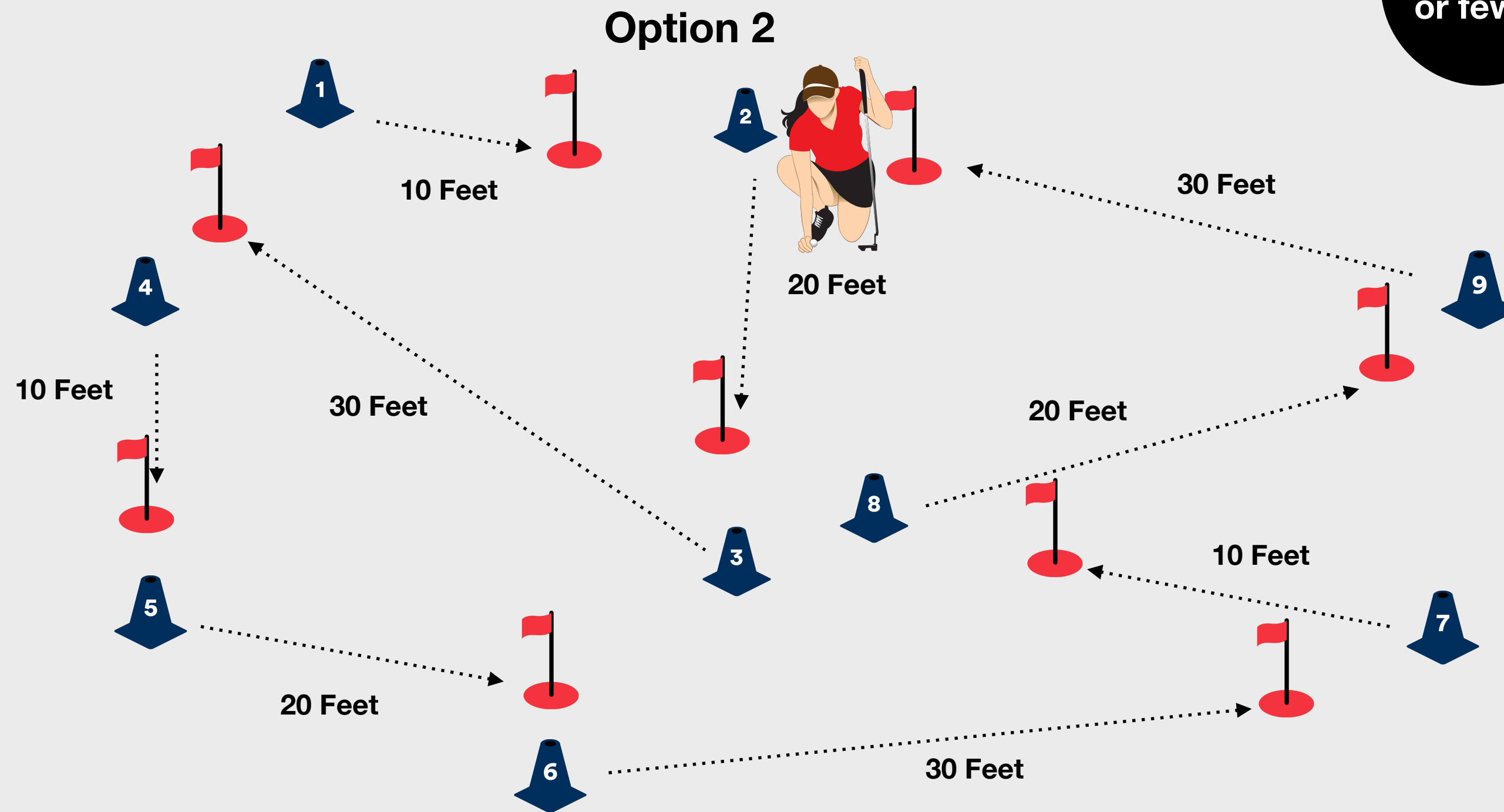
## Scoring



# Scoring Challenge



**21 putts or fewer**



## The Challenge

To complete the Step 3 Challenge within the Scoring skill element, the learner needs to score 18 putts or fewer for 9 holes on the putting green, playing 3 holes at a starting distance of 10 feet, 3 holes at a starting distance of 20 feet and 3 holes from a starting distance of 30 feet from the hole.

## What should the Learner do next?

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