

# Practice On the Green

## Long Putts



**GAMEON**

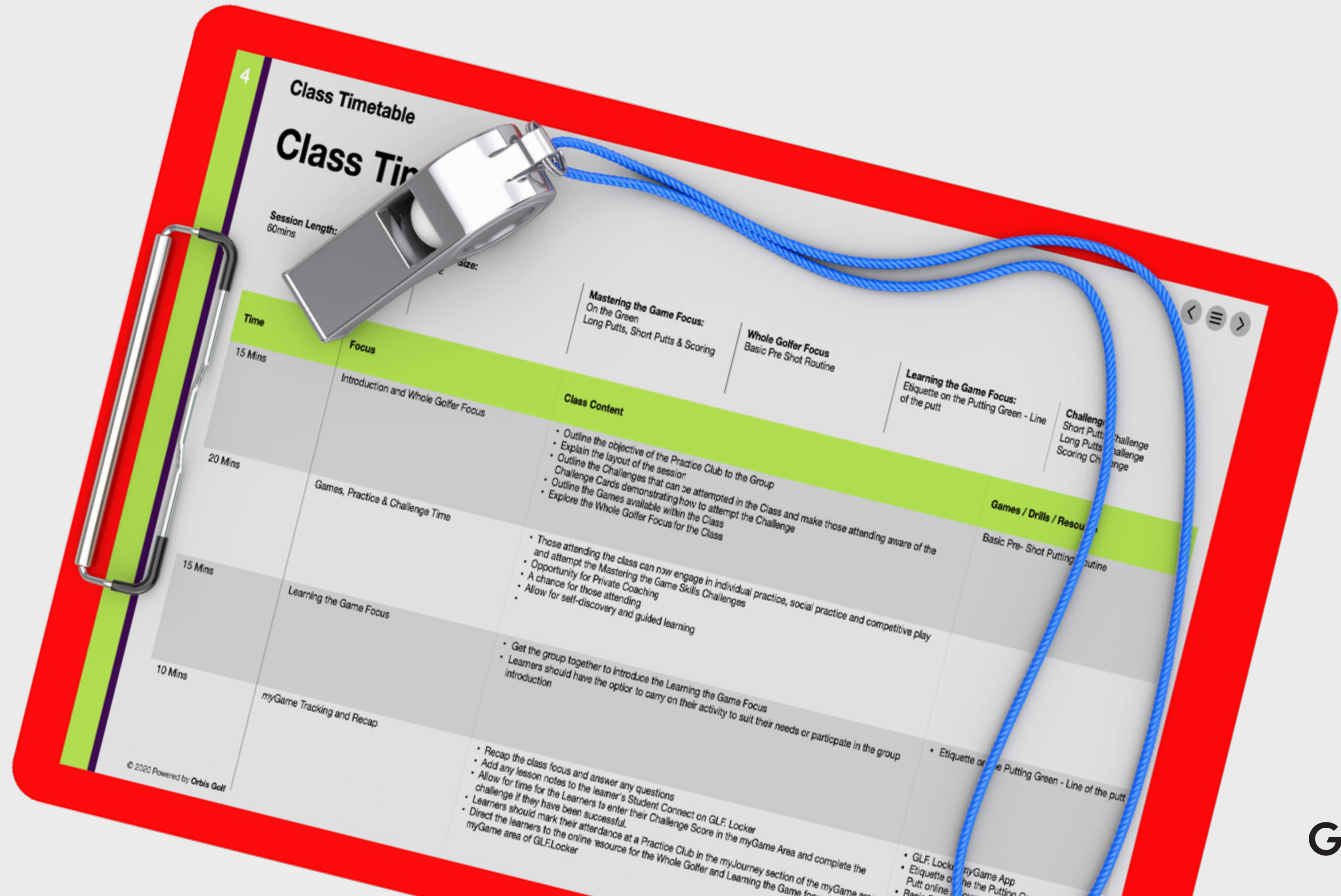
# Contents

- 3 Practice Club Timetable
- 5 Layout and Setup
- 6 Game Cards
- 11 Learning the Game Focus
- 12 Whole Golfer Focus
- 13 Mastering the Game Challenges





# Class Timetable



# Class Timetable

**Session Length:**  
60mins

**Group Size:**  
1:12

**Mastering the Game Focus:**  
**On the Green**  
Long Putts

**Whole Golfer Focus:**  
**Mind**  
Practicing and Playing  
With Others

**Learning the Game Topic:**  
Playing and Scoring

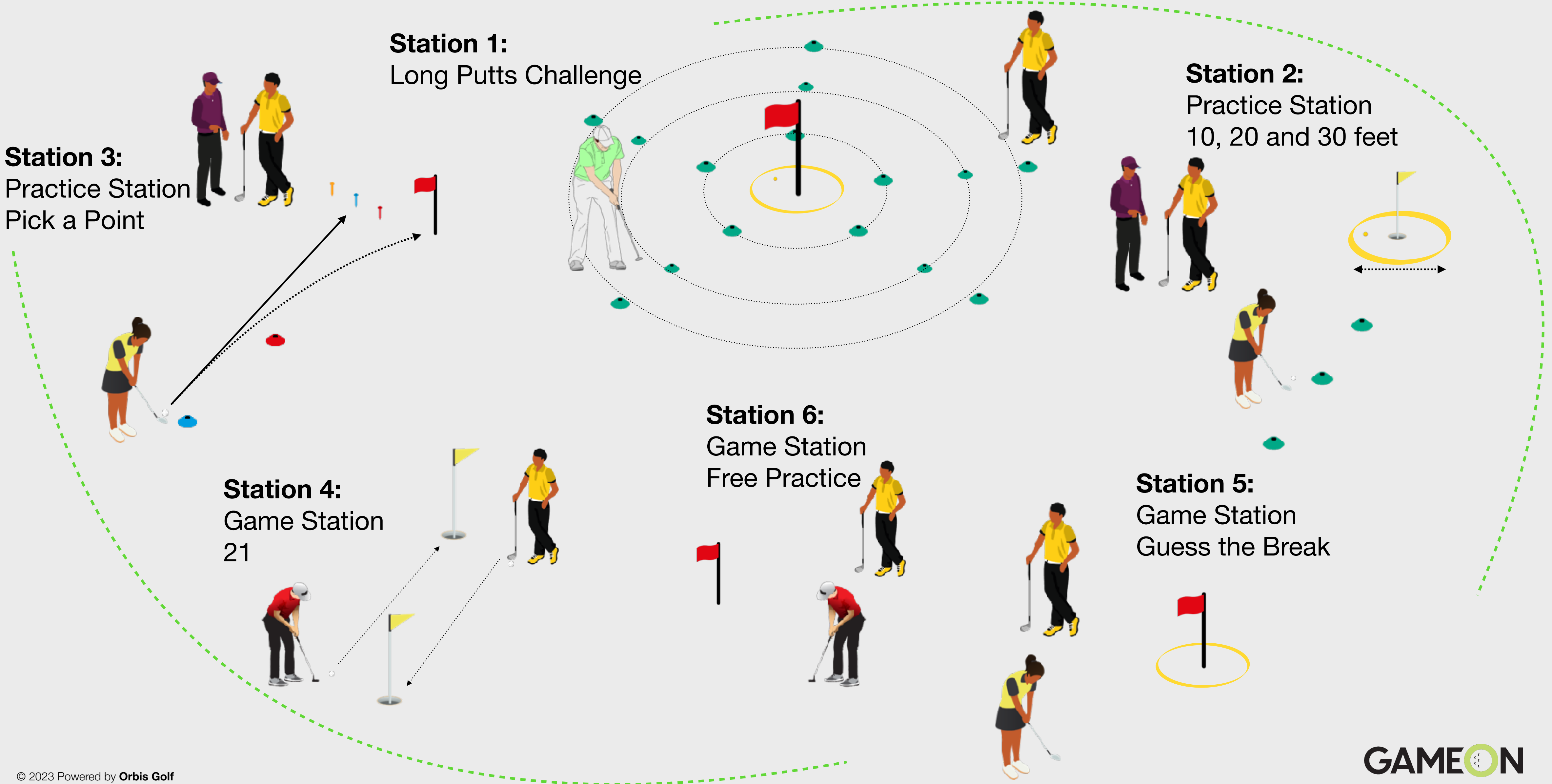
**Learning the Game Focus**  
Severity of Slope

**Mastering the Game Challenge:**  
Long Putts Challenge

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>Practicing and Playing With Others</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>10, 20 and 30 feet</li> <li>21</li> <li>Pick a Point</li> <li>Guess the Break</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>Severity of Slope</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>10, 20 and 30 feet</li> <li>21</li> <li>Pick a Point</li> <li>Guess the Break</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 Needed**

- 12 cones
- Golf balls

**How to Practice**

- Set this activity up with 3 different sized boxes at 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 ball further 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 and speed of the stroke to ball further.

**Technical Learning Objectives**

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

© 2021 Powered by Orbis Golf

**GAMEON**  
GOLF DEVELOPMENT



# Guess the Break

## Equipment Needed

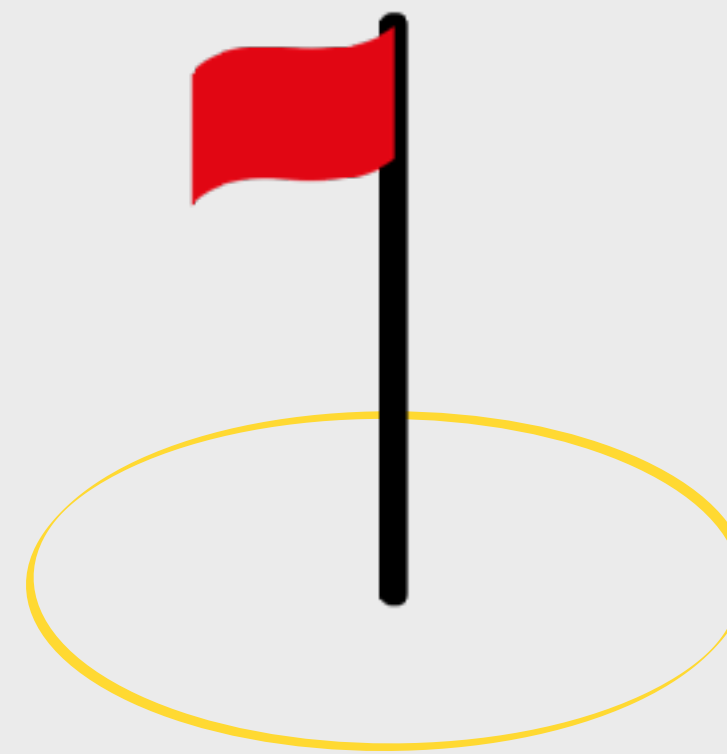
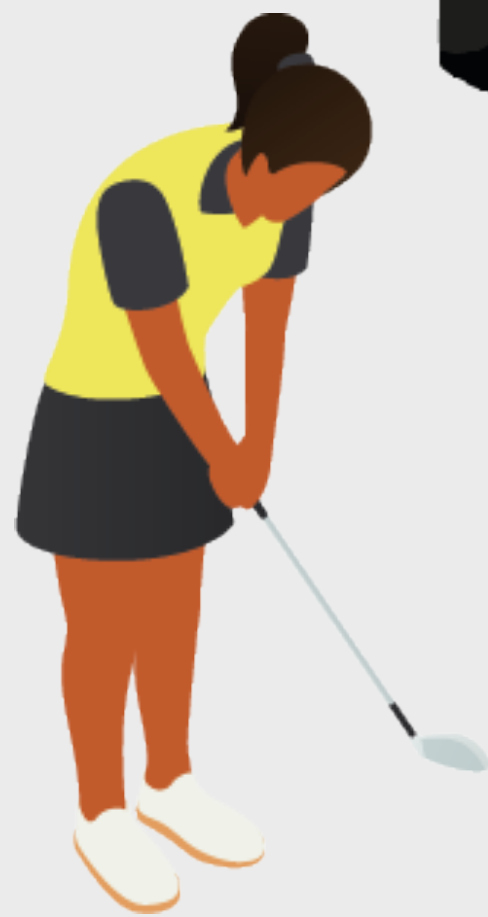
- A coin or ball marker

## 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

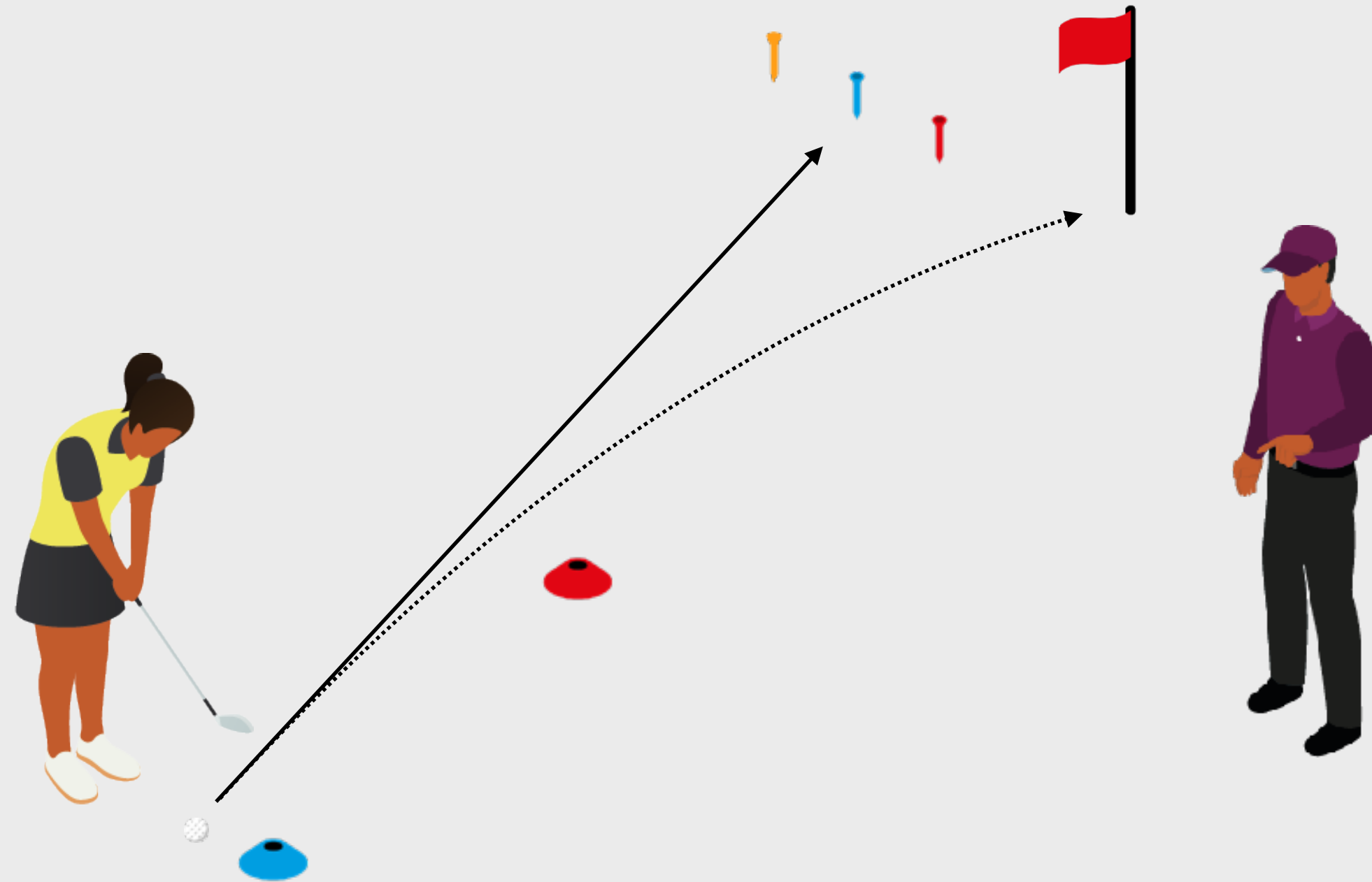
## Progression Ideas

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





# 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





# 10, 20 and 30 Feet



## Equipment Needed

- Putter
- Cones
- 6 feet diameter hoop
- Golf ball

## How to Practice

- Learners should attempt to putt the ball into the 6 feet circle from each distance
- Allow learners to practice from each distance whilst providing technical guidance to improve their distance control
- Once the learner has gained some confidence, allow them to play a competitive game in order to challenge their skills
- The challenge is to putt a ball from 10, 20 and 30 feet into the 6 foot circle, without missing

## Technical Link

- This activity will help the learner to improve their long putting skills and appreciate the challenge of having to do this under pressure

# 21

## Equipment Needed

- 2 Putters
- 2 Golf balls
- 2 Golf holes

## How to Play

- Pick two holes on the practice green and each stand at one hole aiming at the other hole.
- Putts made on the first shot are worth three points, a lip out on the first putt is worth 2 points, 2 putts are worth one point and a 3-putt is -1 point.
- After each golfer sinks their putt, turn around and putt for the opposite hole.
- The winner is the first person to make it to exactly 21 points.

## Technical Link

- This activity will help the learner to improve their consistency and their repetition of a skill.





# 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:

- **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.



# 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:

- **Practicing and Playing With Others**

- 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.





# Mastering the Game Challenges



# Long Putts Challenge



## The Challenge

To complete the Step 2 Challenge within the Long Putts skill element, the Learner has 5 attempts to putt 4 ball to within a 6 foot diameter circle around the hole from a 10 feet from the hole and 2 balls from a distance of 20 feet from the hole.

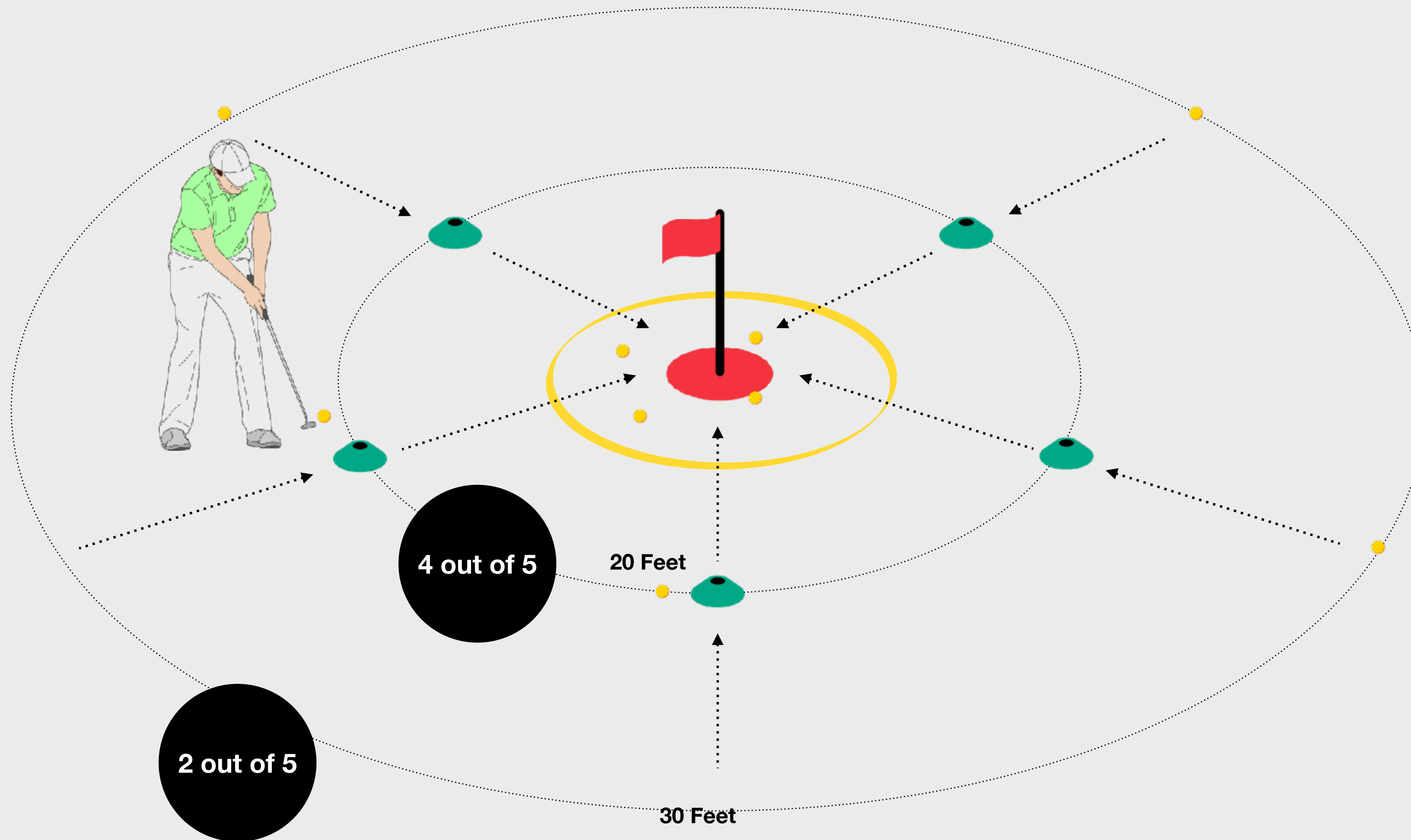
## What should the Learner do next?

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





# Long Putts Challenge



## The Challenge

To complete the Step 3 Challenge within the Long Putts skill element, the learner needs to putt 4 balls from a distance of 20 feet and 2 balls from a distance of 30 feet to within a 6 foot diameter circle around the hole. One putt should be attempted for each position around 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

