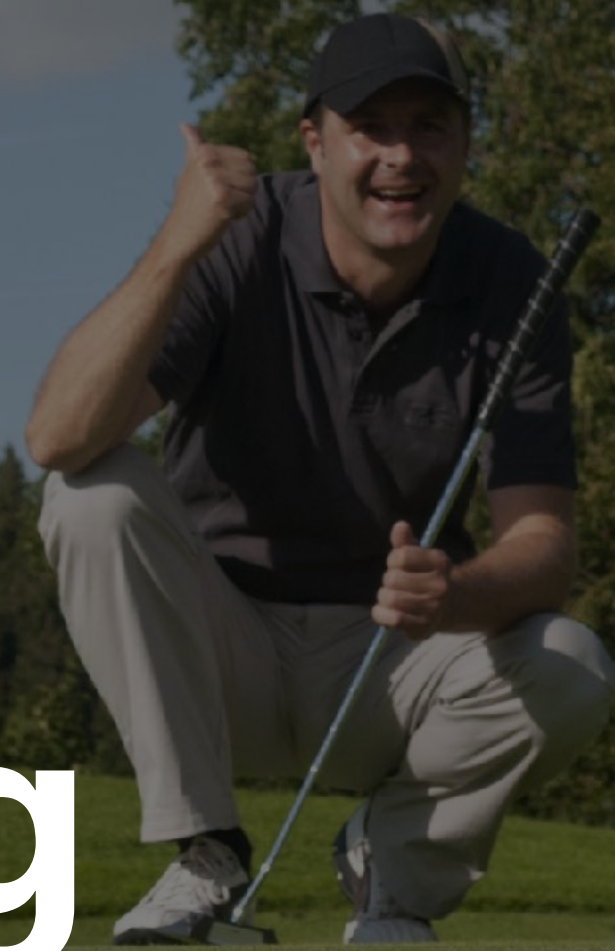
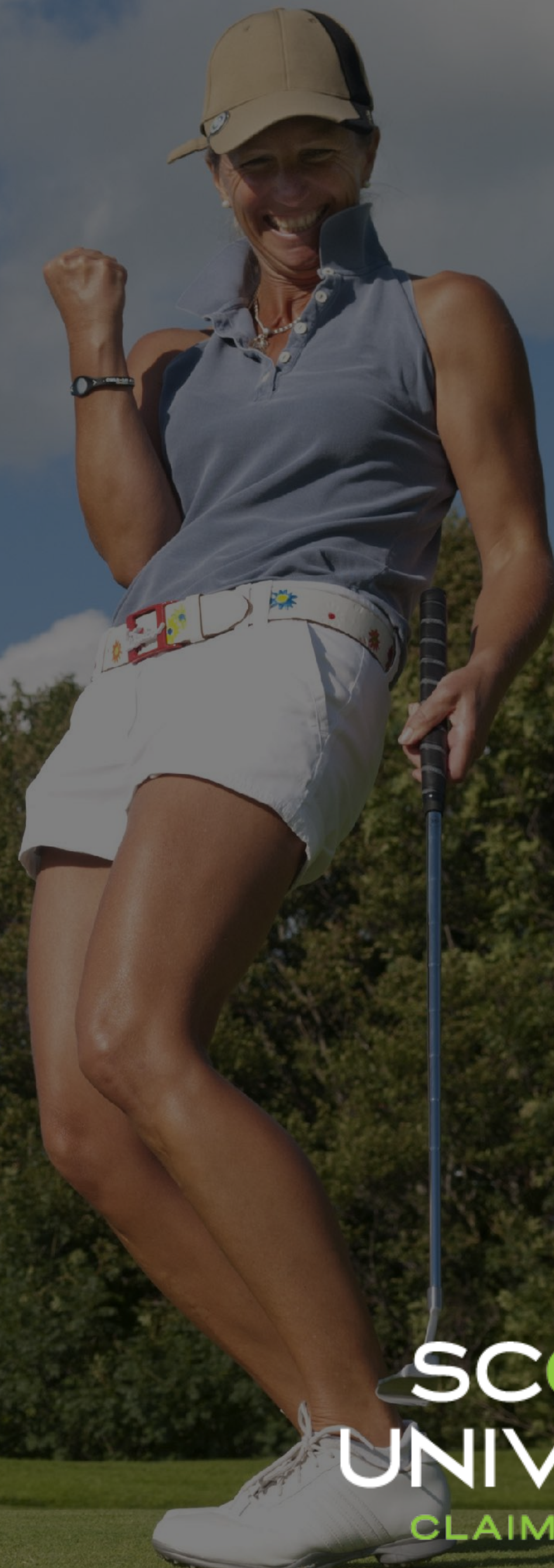


# Scoring University



# Putting Scoring

**SCORING**  
**UNIVERSITY**  
CLAIM YOUR GAME



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# Session Timetable

4 Scoring University Break 75 - Swing

## Class Timetable

Session Length: 90 Mins | Group Size: 1:8 | Session Focus: Break 75 Swing | Topic: Driver

Technical Focus: Shot Shaping, Developing a Stock Shot | Scoring Challenge: Driver

Time	Focus	Class Content	Games / Drill	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 scoring challenges for the specific class</li> <li>Be ready to welcome participants 5 minutes before the session starts</li> </ul>	Class Layout and Setup	
5 mins	Introduction	<ul style="list-style-type: none"> <li>Outline the break 75 program to the students and the structure and format of the challenges week</li> <li>Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses</li> </ul>		
25 mins	Practice Stations Shot Shaping and Stock Shot	<ul style="list-style-type: none"> <li>Students play the practice stations individually, in pairs or in groups</li> <li>Opportunity to provide private coaching to those attending</li> <li>Introduce and reinforce the technical focus points along with reasons for implementing them</li> </ul>		<ul style="list-style-type: none"> <li>X's &amp; O's</li> <li>Stocking up the shot</li> </ul>
25 mins	Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> <li>Outline to the students how to control the shot shape of the shot with the Driver</li> <li>Demonstrate to the student, how the combination of path and face will influence their shot shape</li> </ul>		<ul style="list-style-type: none"> <li>Draw it in</li> <li>Fade it in</li> </ul>
25 mins	Driver Challenge	<ul style="list-style-type: none"> <li>Set up the Driver Challenge and allow students to attempt this to see if they can achieve the Break 75 challenge</li> </ul>		<ul style="list-style-type: none"> <li>Driver Challenge</li> </ul>
10 mins	Media on GLF Connect	<ul style="list-style-type: none"> <li>Add any lesson media to the student's Student Connect area which may include notes, videos and documents.</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 students and build relationships.</li> <li>Ensure everyone is aware of the next next skills series date</li> <li>Opportunity to upsell private lessons to those that require additional help</li> </ul>		<ul style="list-style-type: none"> <li>GLF Connect App</li> <li>GLF Connect App</li> </ul>

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# Class Timetable

**Session Length:**  
90 Mins

**Group Size:**  
1:8

**Session Focus:**  
Break 100  
On The Green

**Topic:**  
Putting Scoring

**Technical Focus**  
Green Reading

**Scoring Challenge**  
Putting Scoring

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 scoring challenges for the specific class</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>
5 mins	Introduction	<ul style="list-style-type: none"> <li>Outline to the students the break 100 program and the structure and format of the challenges week</li> <li>Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses</li> </ul>	
25 mins	Green Reading Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> <li>Introduce the student to some set up principles, the importance of green reading</li> <li>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</li> </ul>	<ul style="list-style-type: none"> <li>Understanding Slope</li> <li>Pick a Point</li> </ul>
25 mins	Green Reading Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> <li>Outline to the student, the relevance of green reading and pace and slope in putting</li> <li>Demonstrate to the student, how the combination of green reading will influence the outcome of the putt</li> </ul>	<ul style="list-style-type: none"> <li>Gate Challenge</li> <li>Pick a point</li> </ul>
25 mins	Short Putts Challenge	<ul style="list-style-type: none"> <li>Set up the Putting Scoring Challenge and allow students to attempt this to see if they can achieve the Break 100 challenge</li> <li>Use the challenge scorecard to record the outcome of each attempt</li> </ul>	<ul style="list-style-type: none"> <li>Putting Scoring Challenge</li> <li>Challenge Scorecard</li> </ul>
10 mins	Media on GLF. Connect	<ul style="list-style-type: none"> <li>Add any lesson media to the student's Student Connect area which may include notes, videos and documents</li> <li>Ask Students to update the GLF. Connect App if they have successfully completed a challenge across the scoring goals</li> </ul>	<ul style="list-style-type: none"> <li>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 students and build relationships</li> <li>Ensure everyone is aware of the next Scoring University themed class or challenge club class date</li> <li>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>



# Technical Guidance

The technical guidance we are prescribing is to be delivered as you see fit, you should use your experience, preferences and be sure to link your technical advice to how this will help students to improve the key skill of putting. Some of technical content you may want to explore in this session may include:

**Green Reading Basics** - Introduce the student to some basic green reading principles:

- Outline to the students, the elements that make up green reading within putting
- Describe to the student, the impact that slope will have on the endpoint of a putt
- Demonstrate to the students, how the pace of the putt will affect the overall degree of slope on the green
- Show the students how to speed of the putting surface will affect the turn of a golf ball on a slope



**Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.**

# Objectives and Setup

9 Scoring University *Break 75 - Swing*

## Driver Challenge Setup

Minimum Distance Markers

30 Yards

30 Yards

Equipment Needed

- Orange safety cone
- 1x Marker cones
- Colored Cones
- 4x Alignment Sticks
- 4x Foam Noodles

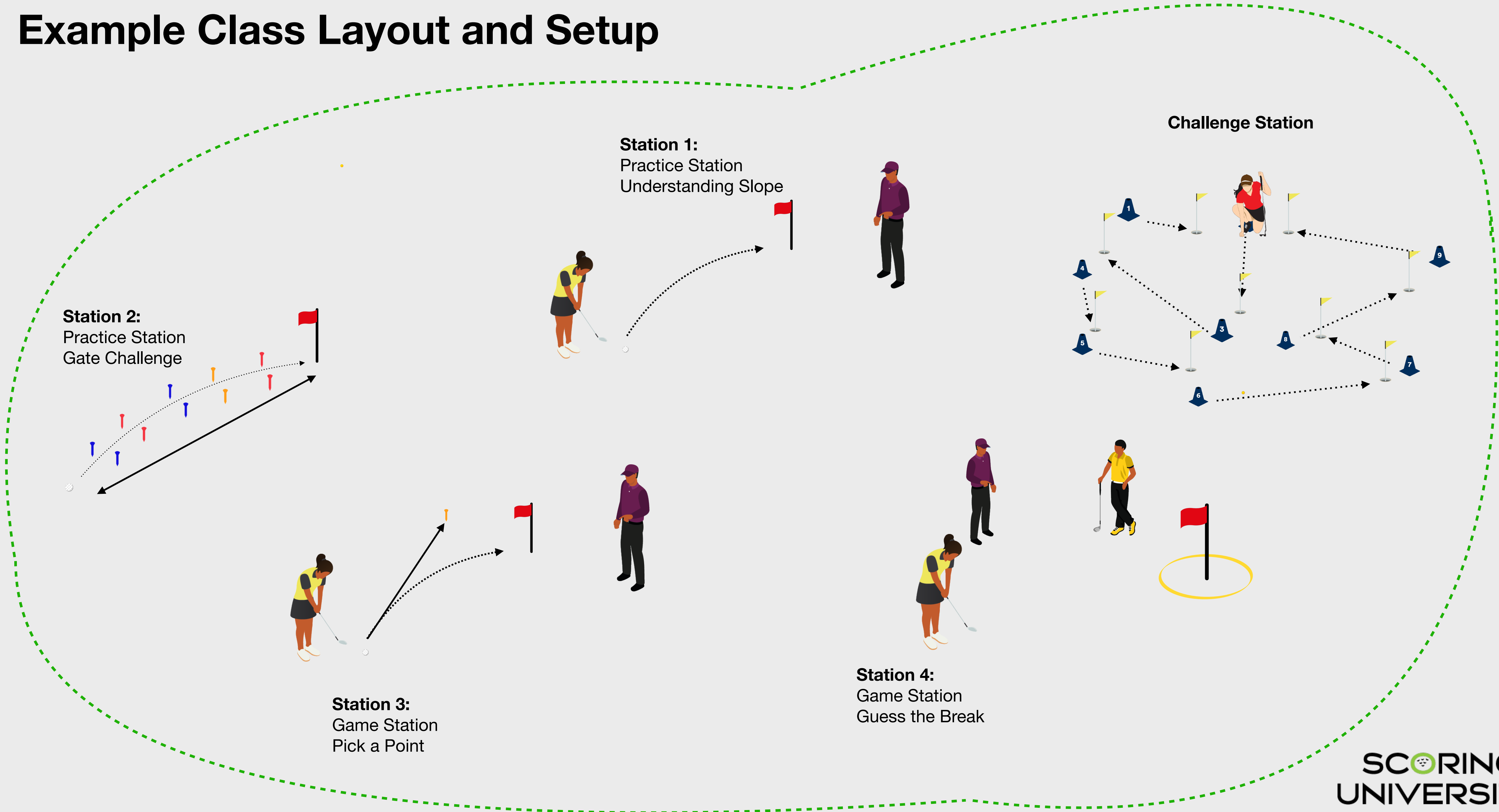
Setting out the Challenge

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- Use the cones to mark out the carry distance lines or use features on the outfield
- Alignment sticks with foam noodles should be used to measure the gate 30 yards wide
- Set out all the markers to enable every student to attempt their challenge for their score

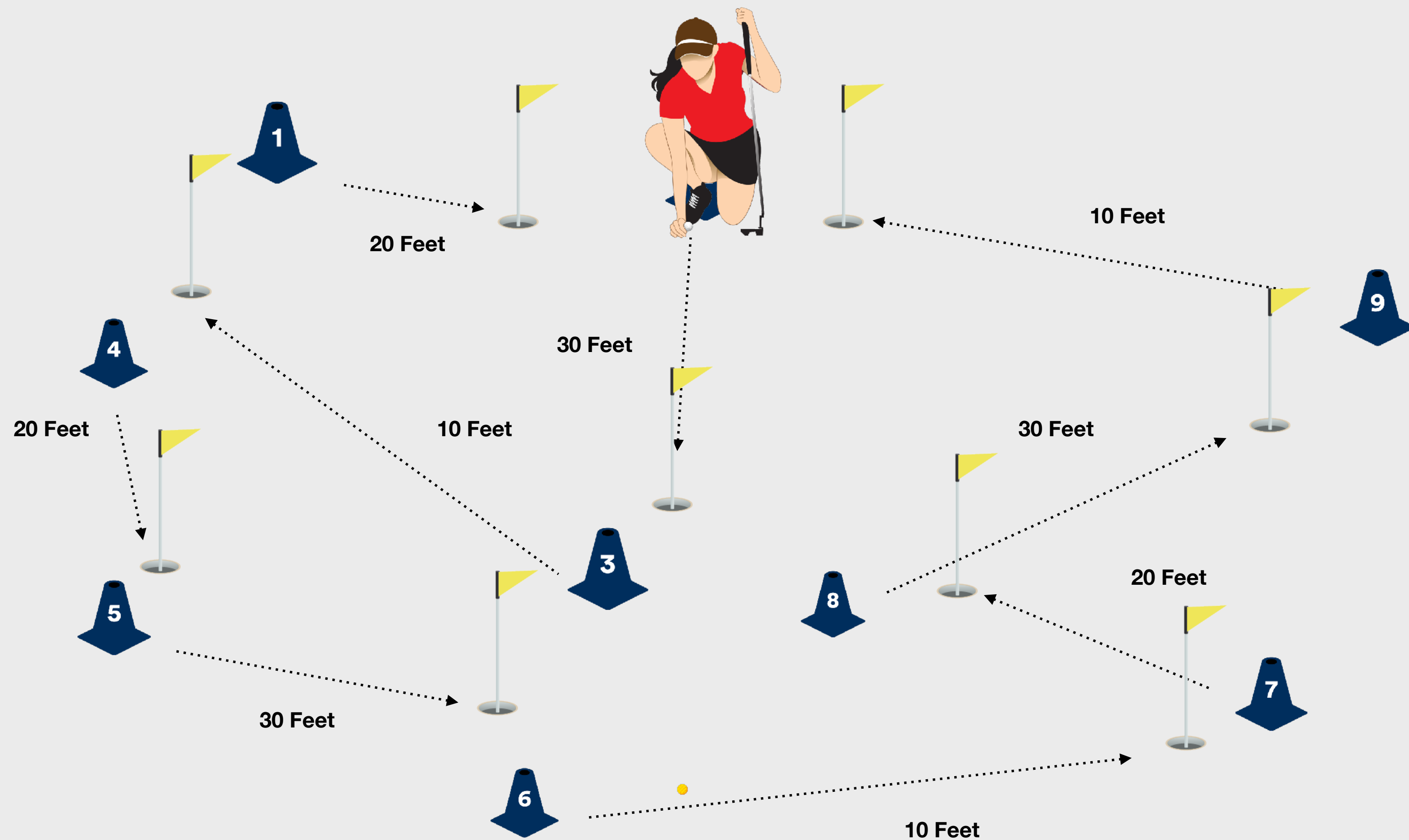
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# Example Class Layout and Setup



# Scoring Challenge Setup



## Equipment Needed

- 9 x Numbered Starting Cones
- Scorecard and Pencil
- 9 x Holes on the Green



## Setting out the Challenge

- 9/18 holes should be selected on the putting green on an average sloped surface
- 3 cones are placed opposite 3 holes at 10 feet, 3 cones at 20 feet and 3 cones at 30 feet
- Students can attempt the challenge depending on the scoring level they are on by playing the required number of holes and distances



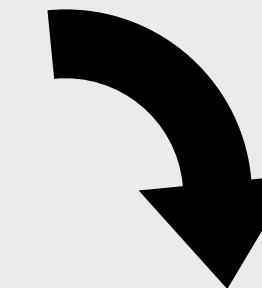
# TRACKMAN Integration

Several of the games and challenges can be enhanced with the integration of a Trackman 4 radar. On the relevant slides you will see a Trackman sticker with the suggested data to enhance the challenge and the feedback to the customer. See below a summary of the key data Trackman 4 will produce.

## On the Green

<p><b>Club Speed</b></p> <p>The speed the putter head is traveling immediately prior to impact</p>	<p><b>Backswing Time</b></p> <p>The time the putter head is traveling away from the ball</p>	<p><b>Stroke Length</b></p> <p>The distance the putter head is pulled back from the ball in the backswing</p>	<p><b>Forward Swing Time</b></p> <p>The time the putter head is traveling towards the ball until impact</p>
<p><b>Tempo</b></p> <p>The Backswing time divided by the Forward swing time</p>	<p><b>Skid Distance</b></p> <p>The distance the ball is bouncing/sliding until it starts to roll</p>	<p><b>Launch Direction</b></p> <p>The angle the ball starts right or left in relation to the target line.</p>	<p><b>Ball Speed</b></p> <p>Initial ball speed immediately after separation from the putter face.</p>

Keep an eye out for the Trackman Sticker on the game or challenge cards



**TRACKMAN**

Use the 'TOTAL', 'CARRY' and 'SIDE' features to enhance the students experience and give some additional feedback.



# Practice and Games Cards

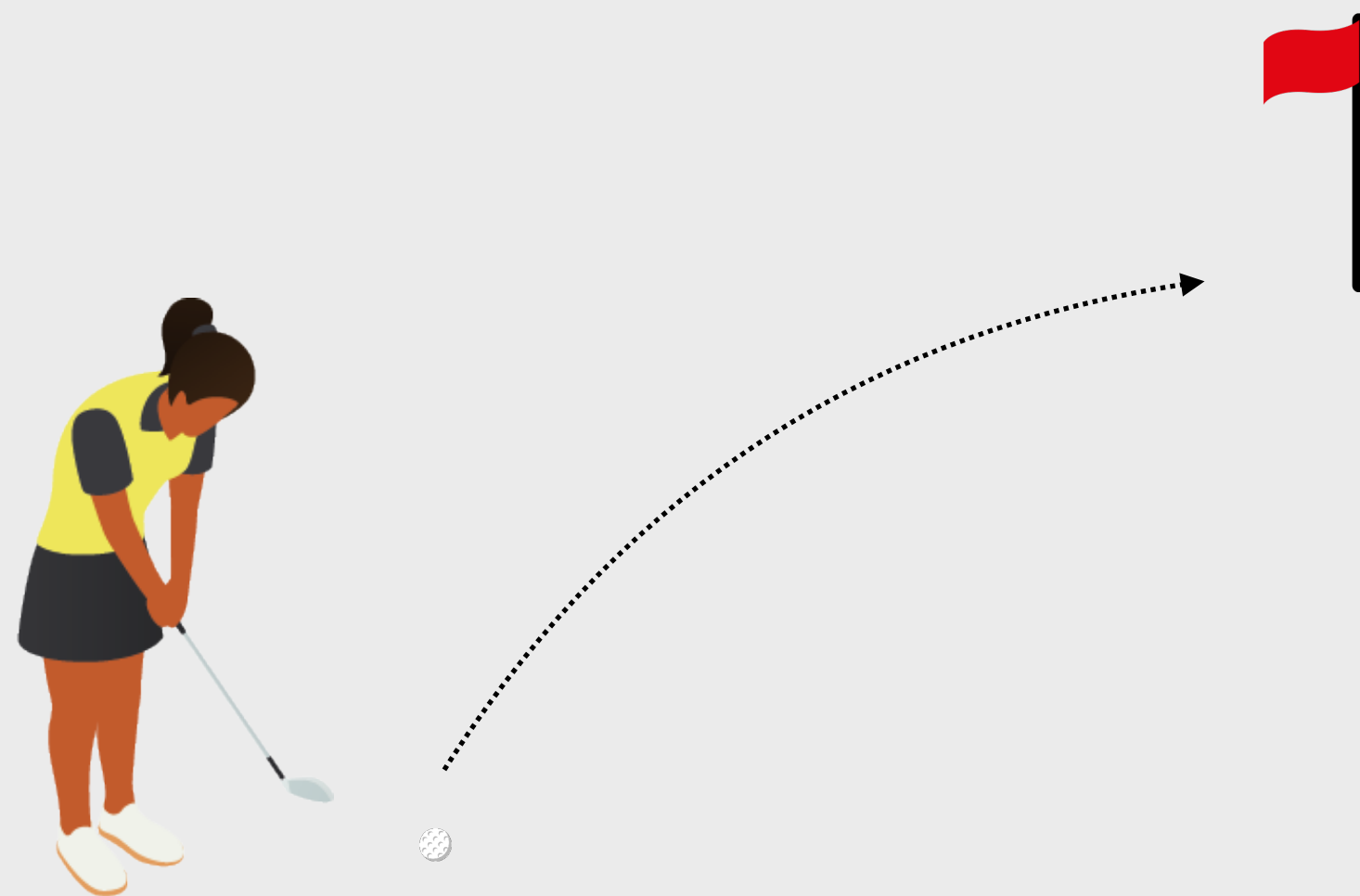




# Understanding Slope

## TRACKMAN

Use the 'LAUNCH DIRECTION' and 'BALL SPEED' features to enhance the students experience and give some additional feedback.



## Equipment Needed

- Putter
- Golf Ball

## How to Practice

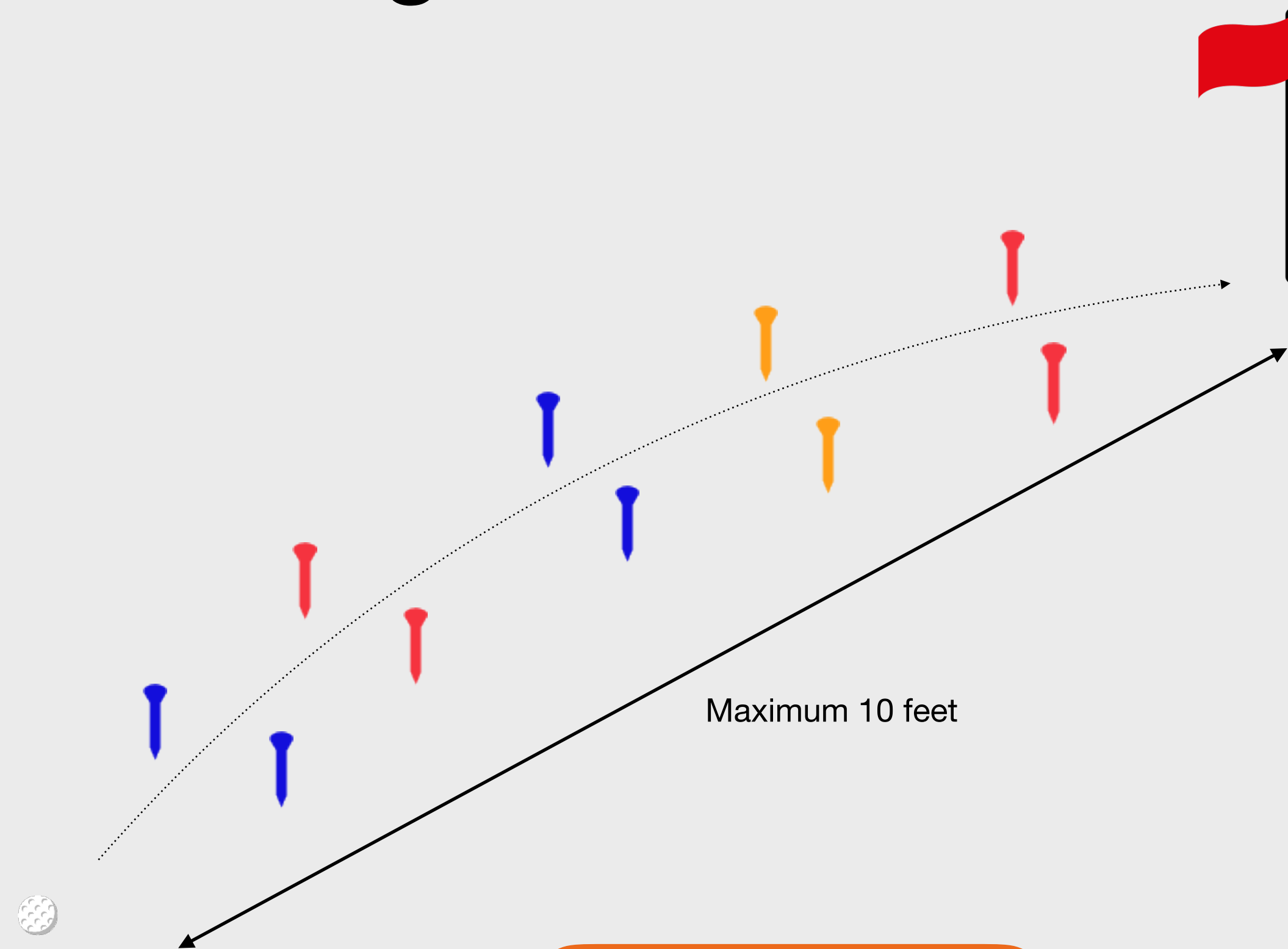
- Ask the students to choose a random putt on the green
- Before taking their putt they should take the time to walk around the green to find the lowest point
- The student should be able to more easily determine the slope of the putt once they have found the lowest point on the putting surface
- Encourage working in pairs so that students can openly discuss and help each other learn how to accurately read the slope on the green

## Technical Link

- This activity will help the student to understand how to read the slope on a green
- This activity will provide feedback to the student about how much or little a slope can affect the break on a putt



# Gate Challenge



## TRACKMAN

Use the 'LAUNCH DIRECTION' and 'BALL SPEED' features to enhance the students experience and give some additional feedback.

### Equipment Needed

- 10 Tee Pegs
- Putter
- Golf Ball

### How to Practice

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

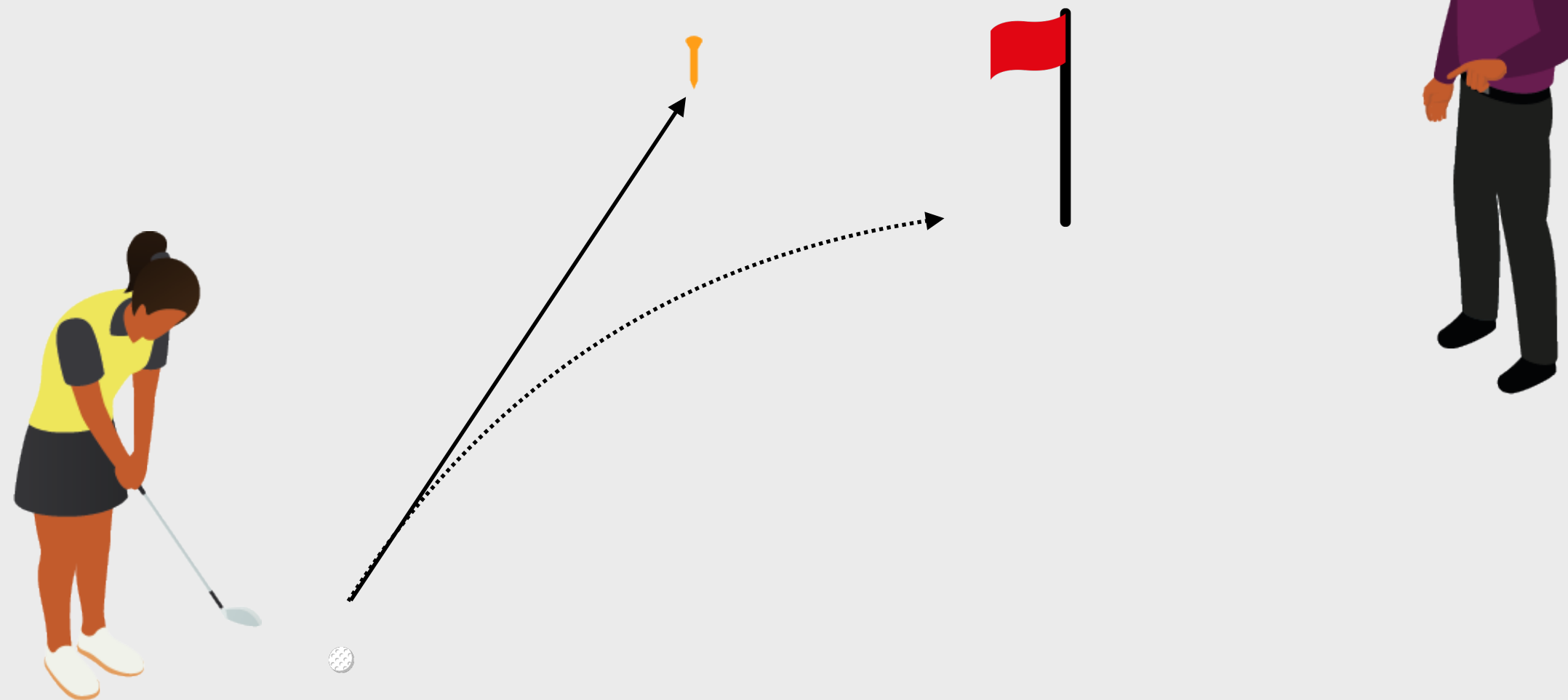
### Technical Link

- This activity will help the student 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

# Pick a Point

## TRACKMAN

Use the 'LAUNCH DIRECTION' and 'BALL SPEED' features to enhance the students experience and give some additional feedback.



## Equipment Needed

- 2 Tee Pegs
- Putter
- Golf Ball

## How to Practice

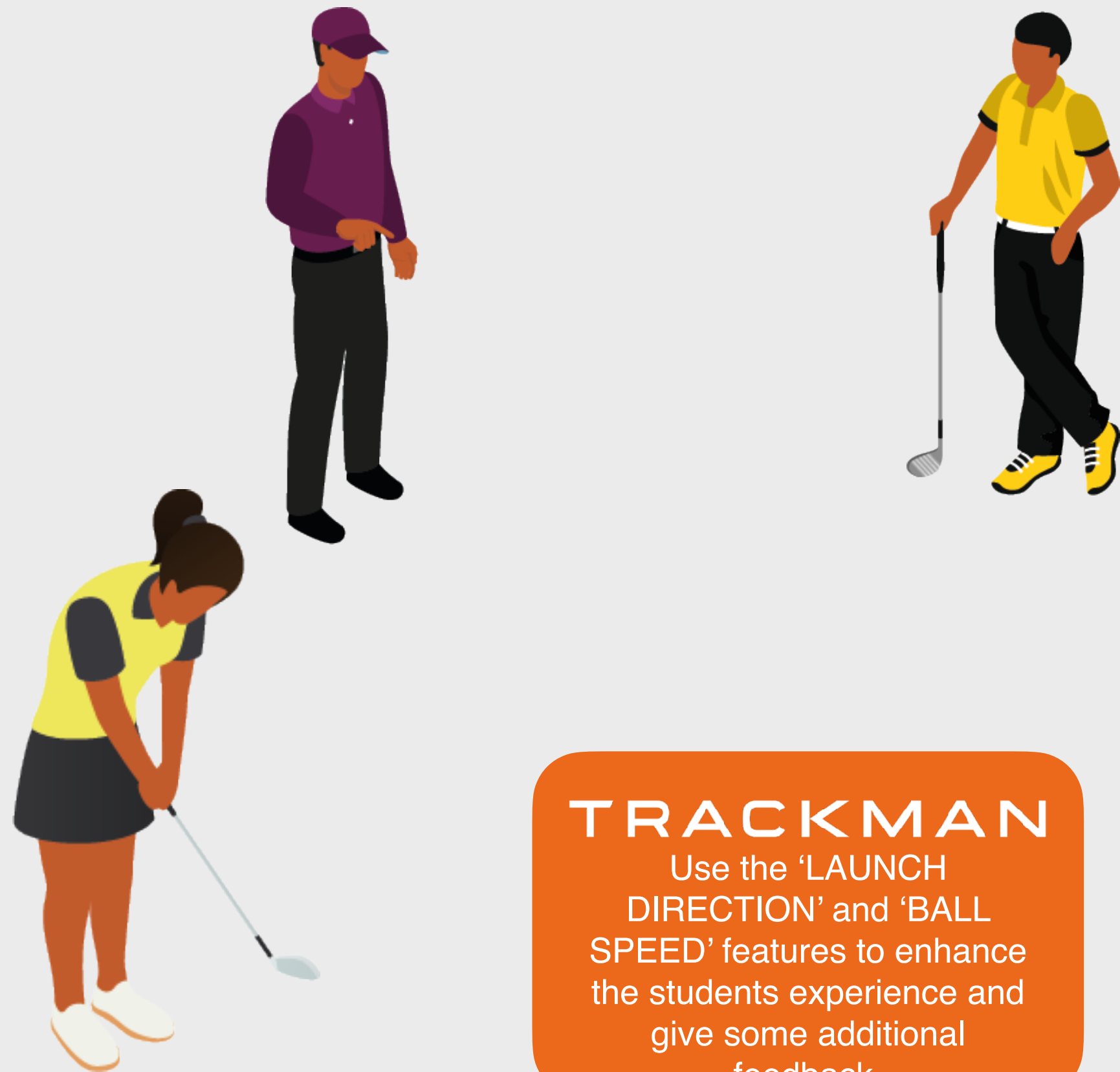
- Set this activity up on a sloped surface with a tee peg where the ball should be placed
- Get the student to place another tee in a straight line to where they think that they should aim in order to hole the putt
- The student should attempt the putt and based on the feedback of whether the ball missed high or low should adjust their aim (and the tee position) accordingly
- Be sure to help the student 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 students to work in pairs here and discuss why a certain position is correct or not

## Technical Link

- This activity will help the student to understand how to aim effectively on a sloped surface and simplify the process with respect to sloping putts



# Guess the Break



## TRACKMAN

Use the 'LAUNCH DIRECTION' and 'BALL SPEED' features to enhance the students experience and give some additional feedback.

## Equipment Needed

- A coin or ball marker

## How to Play

- A student predicts the half-way point of the putt
- The purpose is to note how the slope changes around the hole and therefore the student 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 student can hole
- This game can be played individually, in pairs or small groups

## Progression Ideas

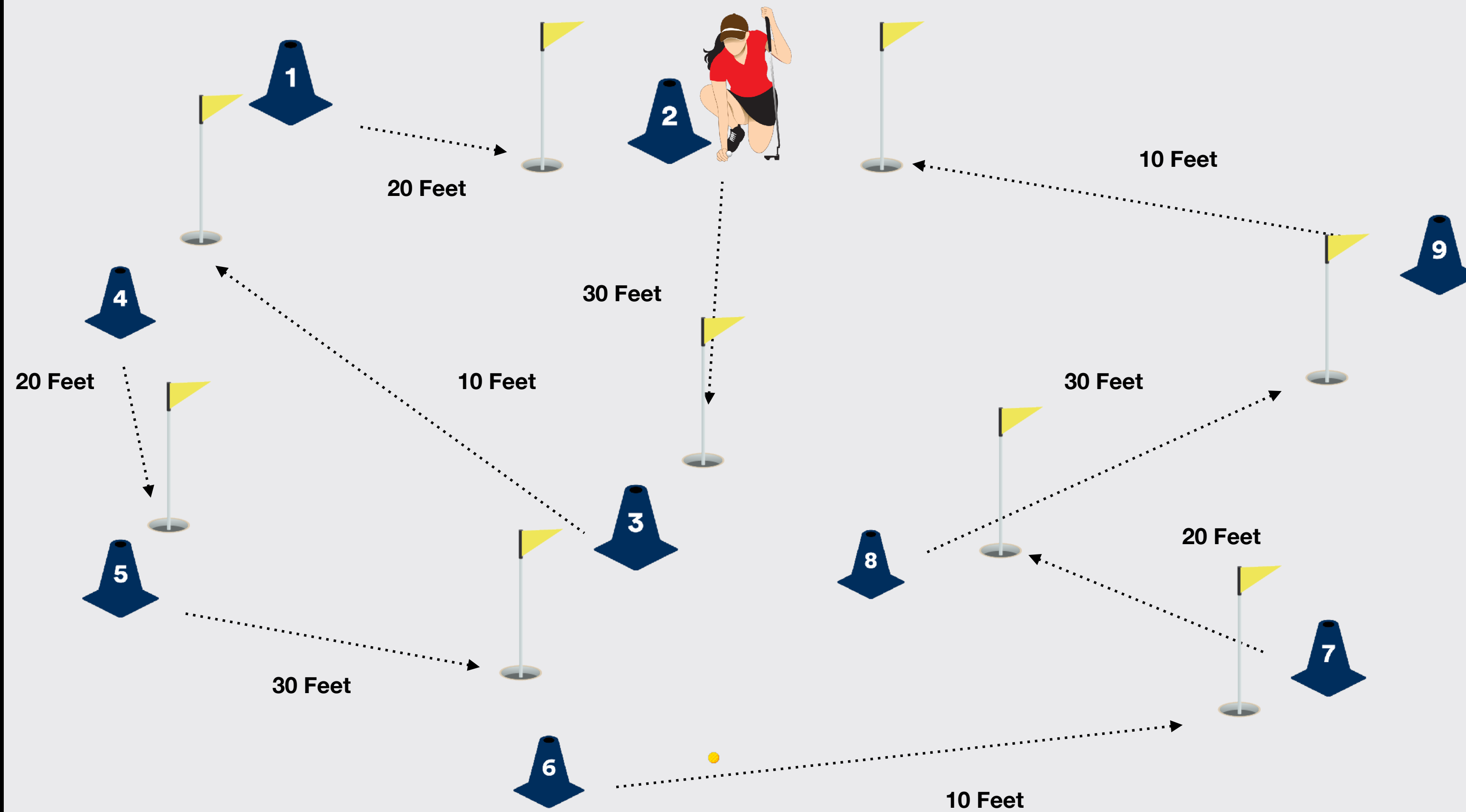
- Play on a more severely sloped surface
- Introduce a competitive element
- Increase or decrease the length of the putts

# Putting Scoring Challenge





# Scoring Putting Challenge



## Attempting the Challenge

- Students play 18 holes around the green completing six holes from three different starting distance in a random order
- Record the total number of putts for each hole on the Challenge Scorecard

## The Challenge

- Complete an 18 hole circuit on the green attempting 6 putts from a starting position 10 feet from the hole, 6 putts from 20 feet and 6 putts from 30 feet from the hole

- **Score 42 putts or less over 18 holes**

## What to do Next:

- On the GLF. Connect App, the student should mark the challenge as complete for scoring goal they complete to achieve their virtual reward

