

Scoring University



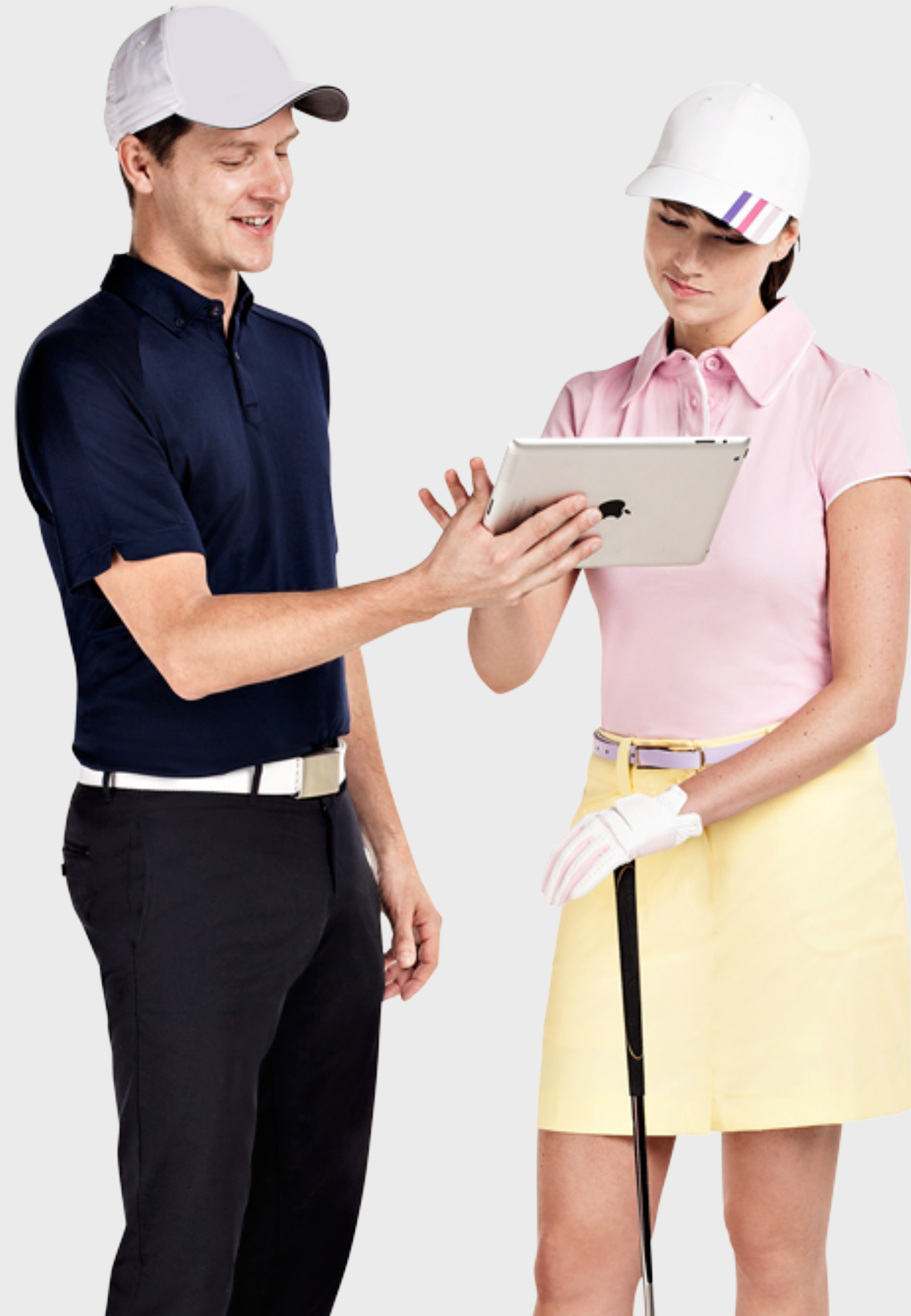
Short Putts



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

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Class Timetable

Session Length:
90 Mins

Group Size:
1:8

Session Focus:
Break 100
On The Green

Topic:
Short Putts

Technical Focus
Set Up
Path and Face

Scoring Challenge
Short Putts

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 scoring challenges for the specific class Be ready to welcome participants 5 minutes before the session starts 	<ul style="list-style-type: none"> Class Layout and Setup
5 mins	Introduction	<ul style="list-style-type: none"> Outline to the students the break 100 program and the structure and format of the challenges week Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses 	
25 mins	Putting Set Up Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Introduce the student to some set up principles, the importance of ball position and alignment at the address position 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 	<ul style="list-style-type: none"> Coconut Shy Down the Tunnel
25 mins	Putting Face and Path Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Outline to the student, the relevance of path and face in putting Demonstrate to the student, how the combination of path and face in putting will influence the outcome of the putt 	<ul style="list-style-type: none"> Can You Miss? Round the Clock and Spiral
25 mins	Short Putts Challenge	<ul style="list-style-type: none"> Set up the Short Putts Challenge and allow students to attempt this to see if they can achieve the Break 100 challenge Use the challenge scorecard to record the outcome of each attempt 	<ul style="list-style-type: none"> Short Putts Challenge Challenge Scorecard
10 mins	Media on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the student's Student Connect area which may include notes, videos and documents Ask Students to update the GLF. Connect App if they have successfully completed a challenge across the scoring goals 	<ul style="list-style-type: none"> 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 students and build relationships Ensure everyone is aware of the next Scoring University themed class or challenge club class date Opportunity to upsell private lessons to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App

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:

Putting Set Up - Introduce the student to some set up principles:

- Outline to the student, the importance of ball position and alignment at the address position
- Explain to the student how ball position can affect the start line and role of a putt

Putting Path and Face - Outline to the student, the relevance of path and face in putting

- Demonstrate to the student, how the combination of path and face in putting will influence the outcome of the putt
- Provide the student with some feedback on their current putting style and set up and potential areas for improvement



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

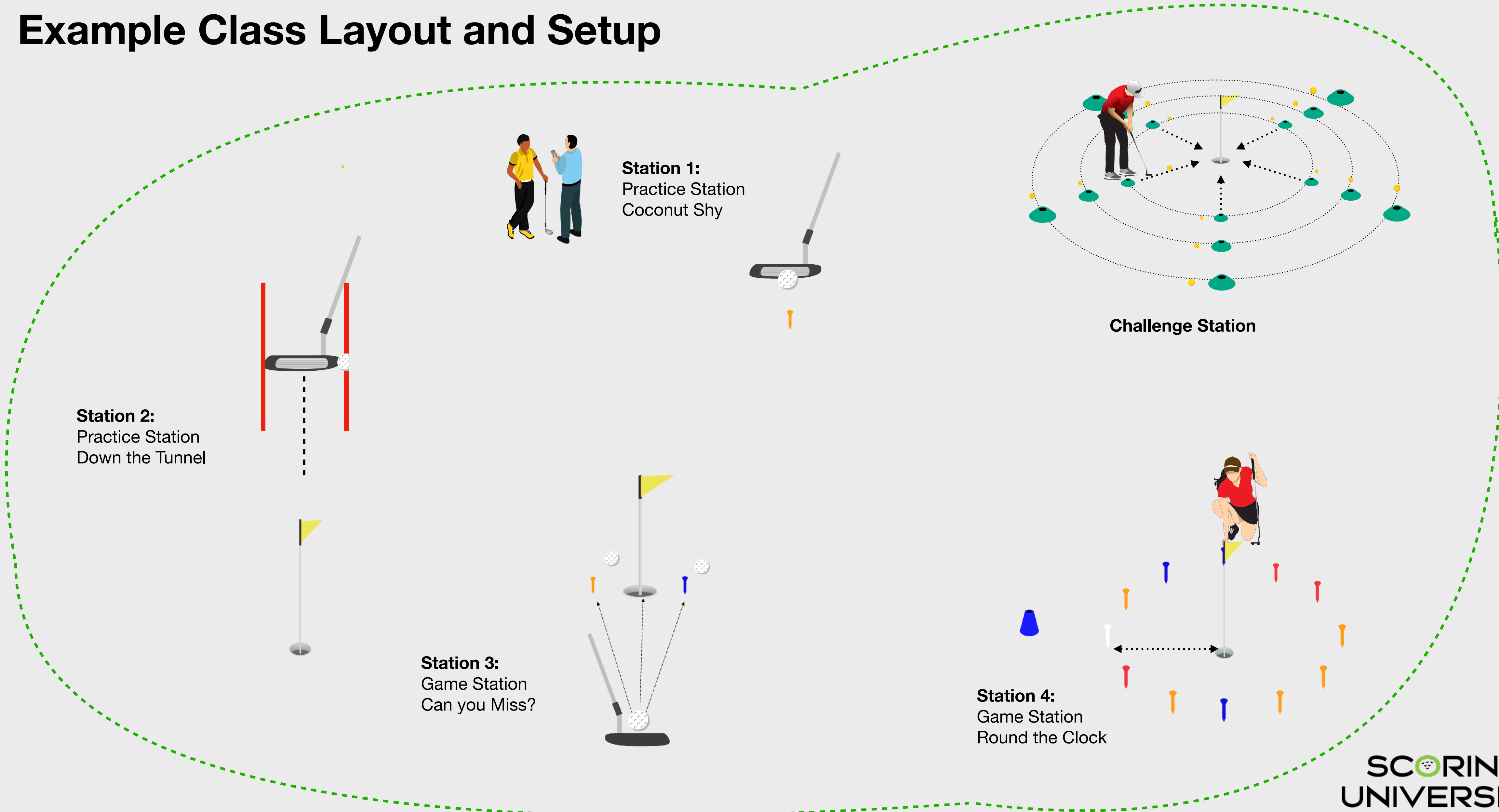
Setting out the Challenge

- 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

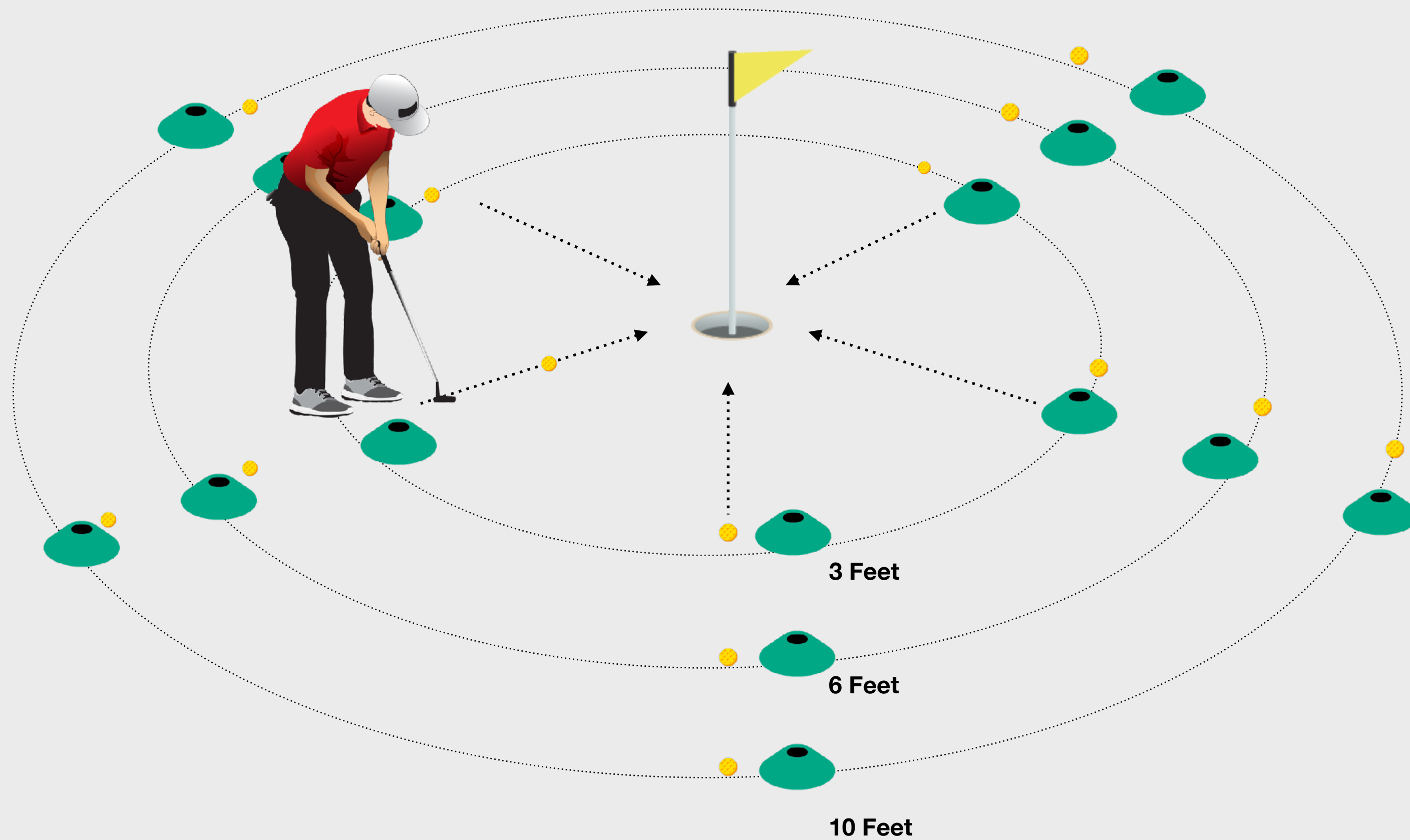
SAFETY

SCORING UNIVERSITY

Example Class Layout and Setup

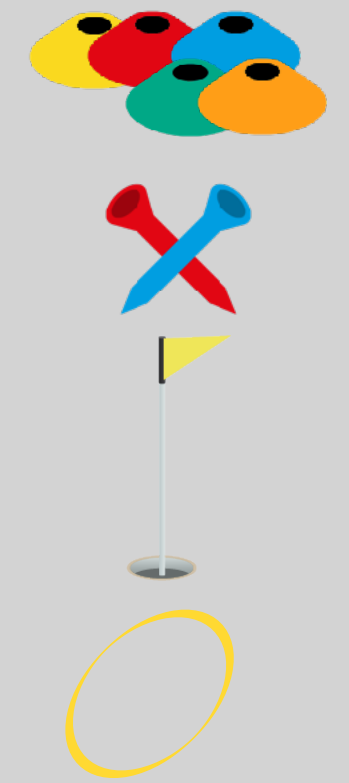


Short Putt Challenge Setup



Equipment Needed

- 15 x Colored Cones
- 15 x tee pegs
- Hole on the Green
- 6 Foot Diameter Hoop



Setting out the Challenge

- Hole should be selected on the putting green on an average sloped surface
- The 6 foot diameter ring from your equipment bag can be used to mark the 3 foot distance, then additional distance markers can be measured from this
- 5 tee pegs/cones should be placed around the hole at each distance 3 feet, 6 feet and 10 feet

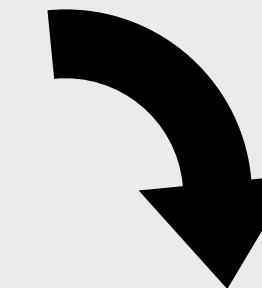
TRACKMAN Integration

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



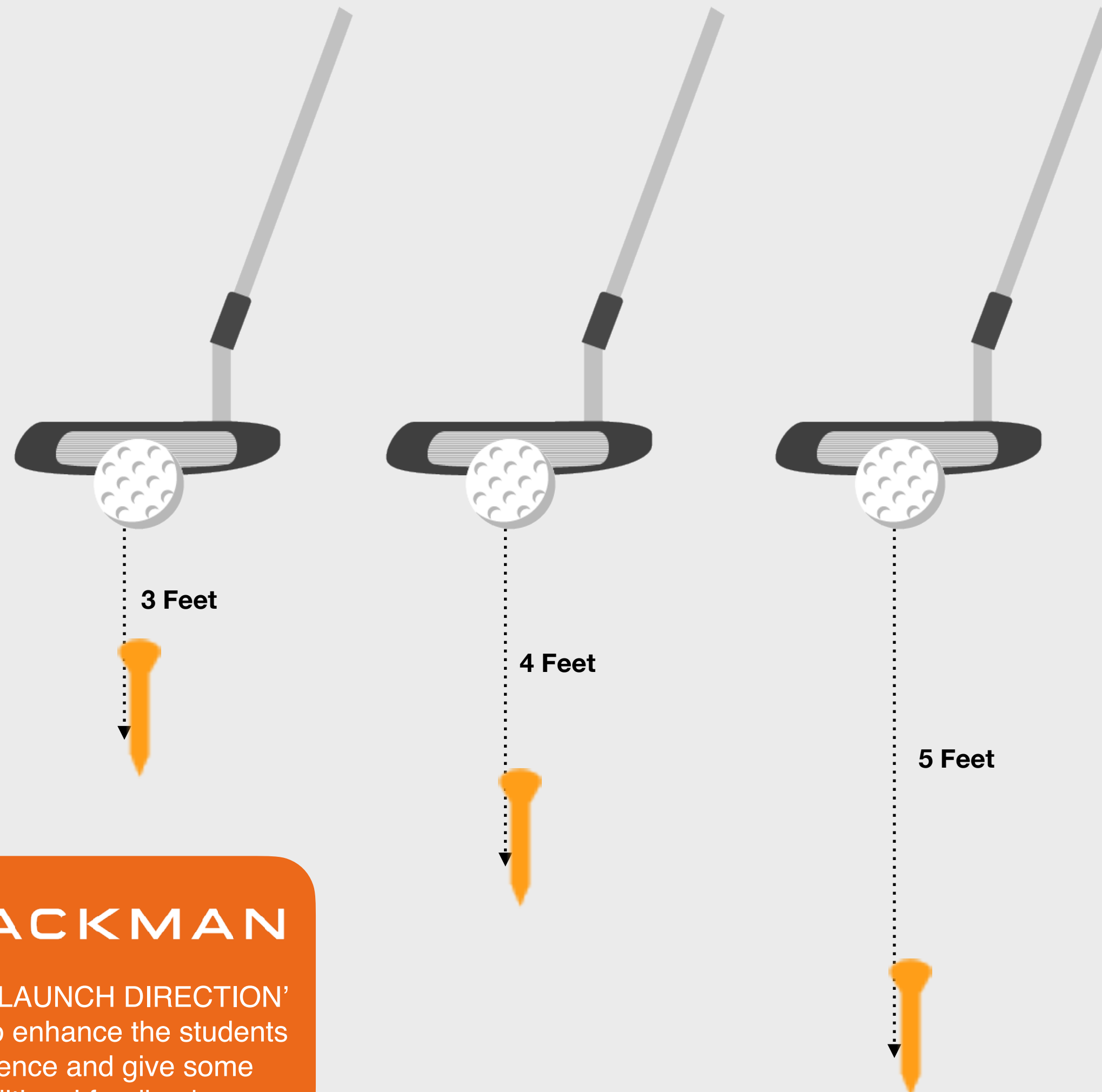
TRACKMAN

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

Practice and Games Cards



Coconut Shy



TRACKMAN

Use the 'LAUNCH DIRECTION' feature to enhance the students experience and give some additional feedback.

Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

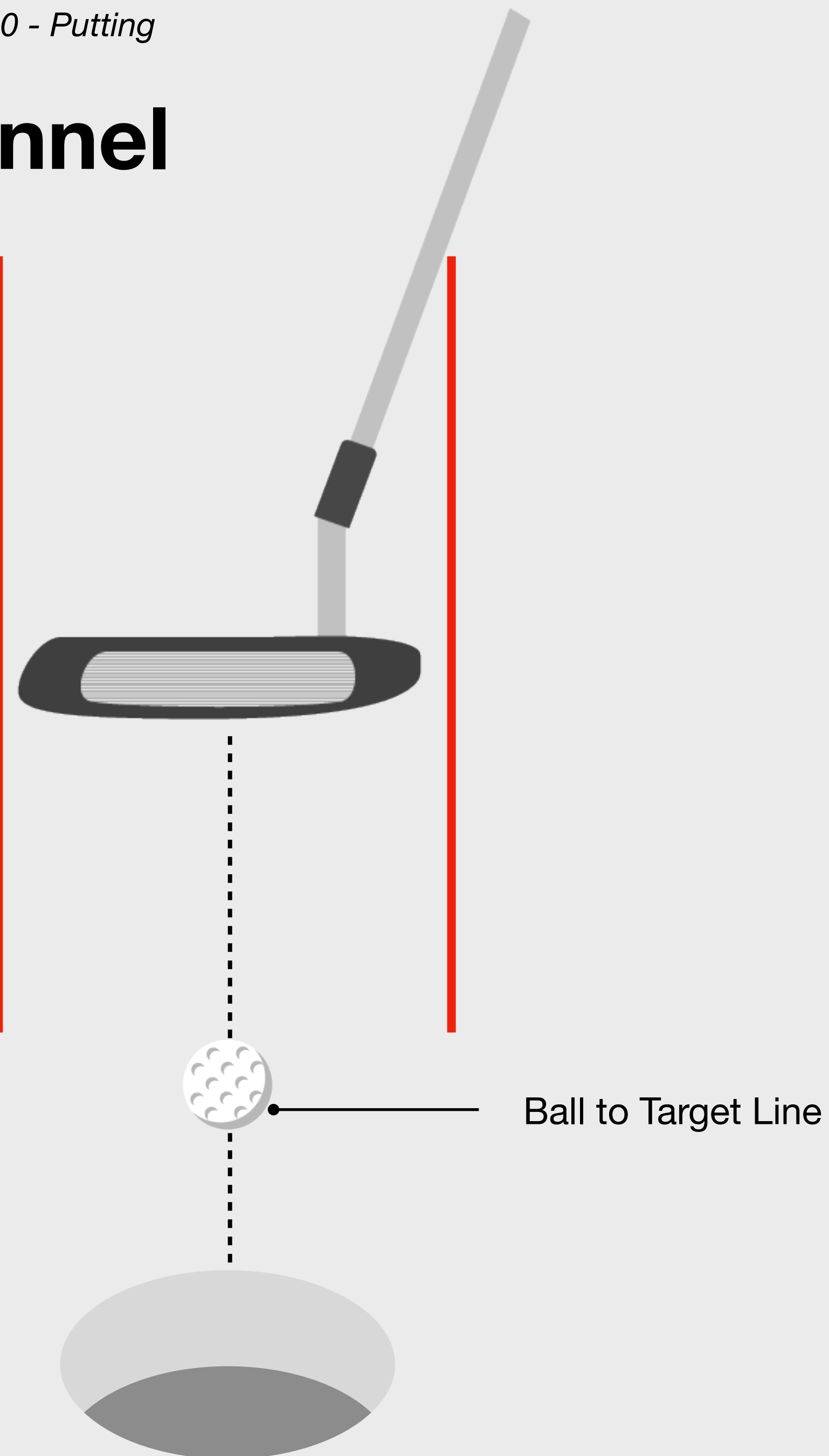
How to Practice

- Get the student to putt from 3, 4 and 5 feet
- Place a golf tee at 3, 4 and 5 feet from the student
- Allow the student to putt at the three different length practice drills
- The idea is that the student tries to hit the golf tee instead of the hole

Technical Link

- Because the golf tee is much smaller it focuses their attention on the very centre of the golf hole when naming the putting face
- Reinforce the following technical elements;
 - Face angle at address
 - Face angle at impact
 - Centered strike on the putter face

Down the Tunnel



TRACKMAN

Use the 'BACK SWING TIME' and 'FORWARD SWING TIME' features to enhance the students experience and give some additional feedback.

Equipment Needed

- 2 x Alignment Sticks
- Putter
- Golf Balls

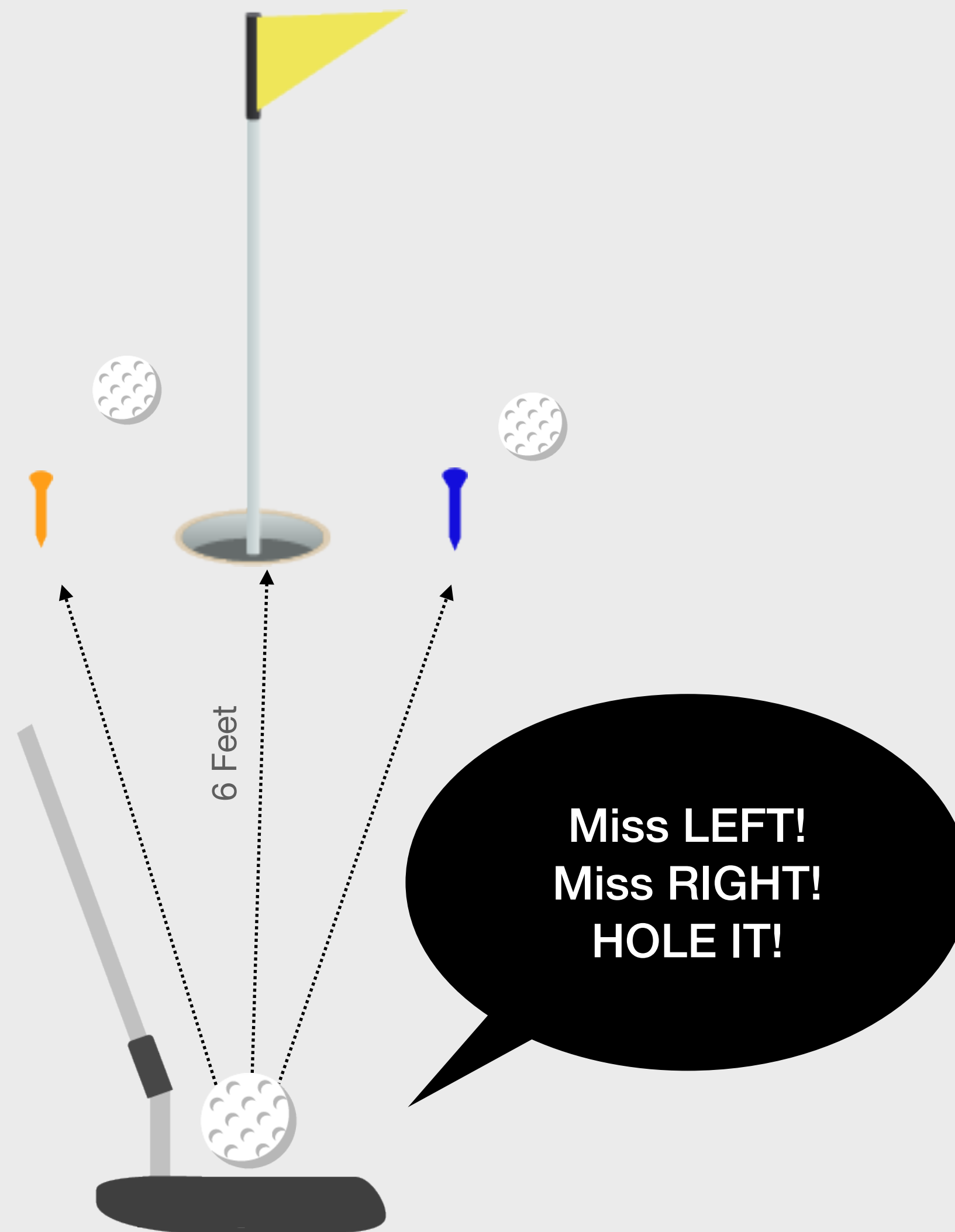
How to Practice

- Get the student to putt from a maximum of 10 feet from the hole on a flat surface
- Place a golf ball on the inside of the heel of the putter. Place a alignment stick in line with the centre of the golf ball running parallel to the centre line of the putter head (ball to target line)
- Remove the golf ball
- Place the second alignment stick on the outside of the toe of the putter and running parallel to the 1st alignment stick
- The idea is that the student practices with and without the golf ball getting a sense of the shape of the stroke on a short putt

Technical Link

- This exercise will help the student to learn the putters path during the stroke on short putts
- It will reinforce that the putter should not move outside of the tunnel during the stroke but it is acceptable for the putter to move on a slight arc either side of the golf ball

Can you Miss?



Equipment Needed

- Tee pegs to mark the 2 miss points left and right of the hole
- Putter
- Balls
- Hole and flag (optional)

How to Play

- This game can be played individually, in pairs or small groups
- Position the golf ball 6 feet from the hole. The coach or partner will then shout out 'Miss left', 'Miss Right' or 'Hole it!'
- Turning just the putter face the student must then try and carry out the command
- It is important that the student maintains their body position and just turns the club face
- The outcome from the game is to ensure the students understands the position of the club face at address

Progression Ideas

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

Round the Clock and Spiral



Equipment Needed

- Tee pegs to mark the 12 points on a clock at least 6 feet from the hole on a sloped part of the green

How to Play

- A student attempts one putt from each tee peg
- 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

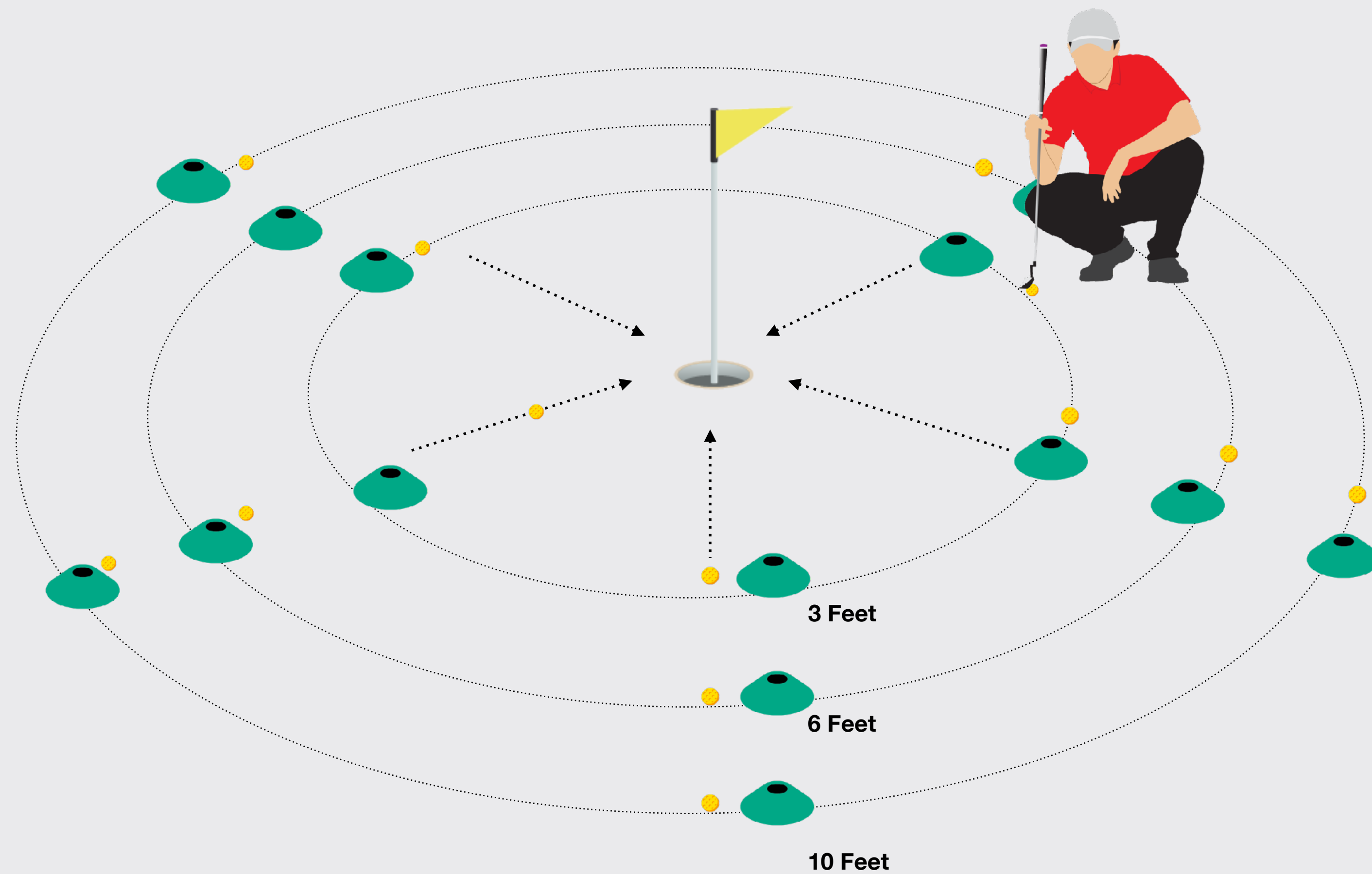
Progression Ideas

- Play on a more severely sloped surface
- Introduce a competitive element
- Increase or decrease the length of the putts by creating a spiral around the hole

Short Putts Challenge



Short Putt Challenge



Attempting the Challenge

- Students hit 10 putts in a random order from each starting position from five positions around the hole
- Record the result of each attempt on the Challenge Scorecard

The Challenge

- Hole out from starting positions 3 feet, 6 feet and 10 feet from the hole. You should attempt 10 putts from each distance and putts must be taken evenly from 5 different positions around the hole on a gently sloped surface

- **6/10 putts made from 3 feet**
- **4/10 putts made from 6 feet**
- **1/10 putts made from 10 feet**

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

