

Scoring University

BREAK
100

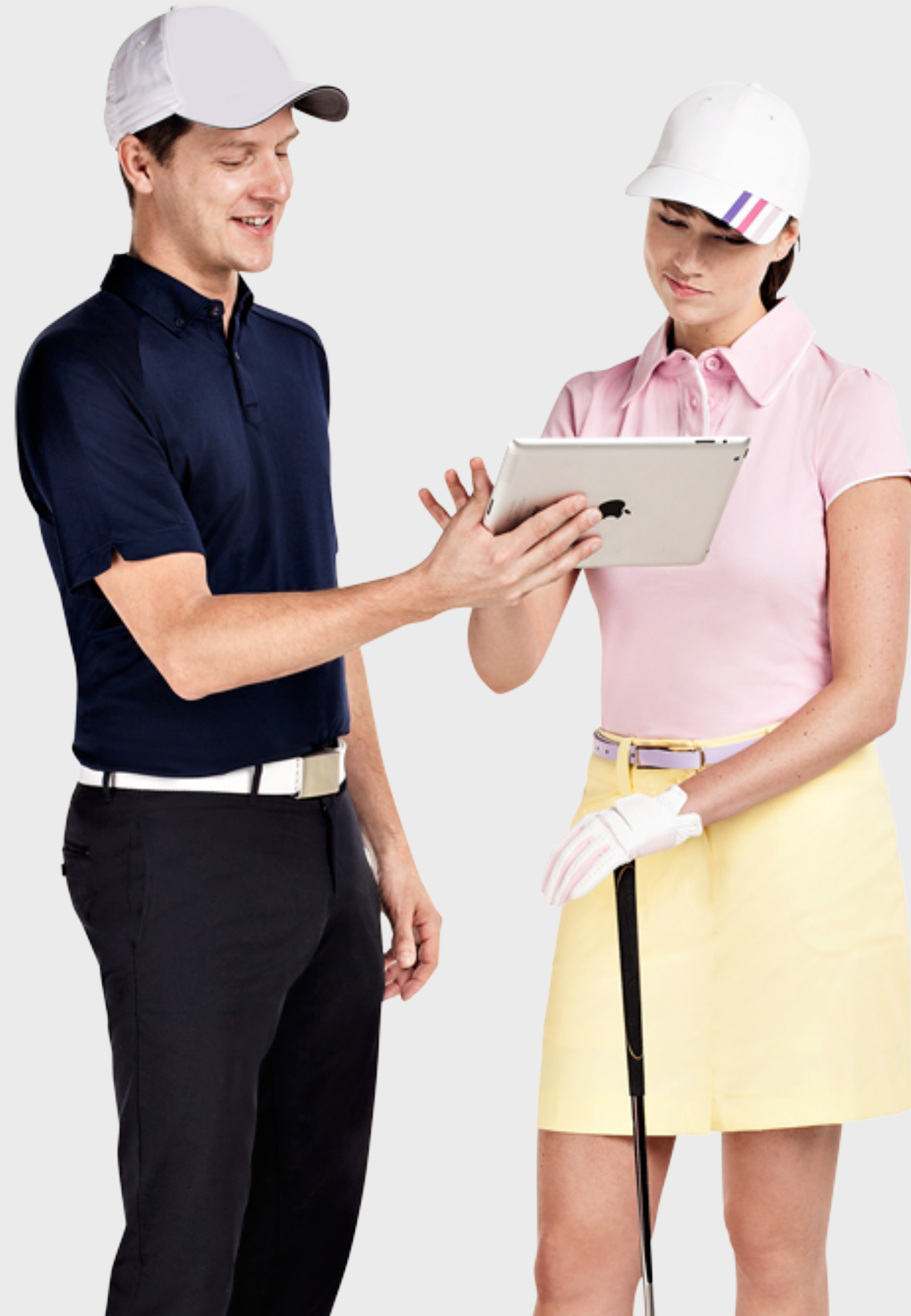
Irons



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
Swing

Topic:
Irons

Technical Focus
Irons Set Up
Basic Aim

Scoring Challenge
Iron

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 week Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses 	
25 mins	Set Up Fundamentals Practice Stations Challenges and Games One to One Coaching Group Discussion	<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"> Alignment Check Clubface Aim Ball Position
25 mins	Basic Aim 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 start line of the shot with the Driver Demonstrate to the student, how the combination of path and face will influence the direction of the shot 	<ul style="list-style-type: none"> Target Picker Swing Direction
25 mins	Iron Challenge	<ul style="list-style-type: none"> Set up the Iron 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"> Iron 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:

- **Irons Basic Set Up** - Introduce some basic setup points which may include:
 - Discuss with the student the stance, they should adopt when hitting an iron shot. Include in this instruction: width of stance, weight distribution and variation with different irons.
 - Explain and demonstrate to the students ball position with an iron shot. Including this instruction: why they should alter the ball position for different iron shots
 - Outline to the students, a good posture position for an iron shot. Explain how this posture may change as the irons become shorter or longer in length
- **Irons Basic Aim** - Introduce some basic aim principles which may include:
 - Outline to the students, the importance of club face aim within an iron shot set up
 - Demonstrate to the students how altering the alignment of their knees, hips and shoulders to the target would affect the flight and destination of their golf shot



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

30 Yards

Minimum Distance Markers

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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

30 Yards

SCORING UNIVERSITY

Example Class Layout and Setup

Group Discussion:
Start, during and end
of class



Station 1:
Practice Station
Alignment Check

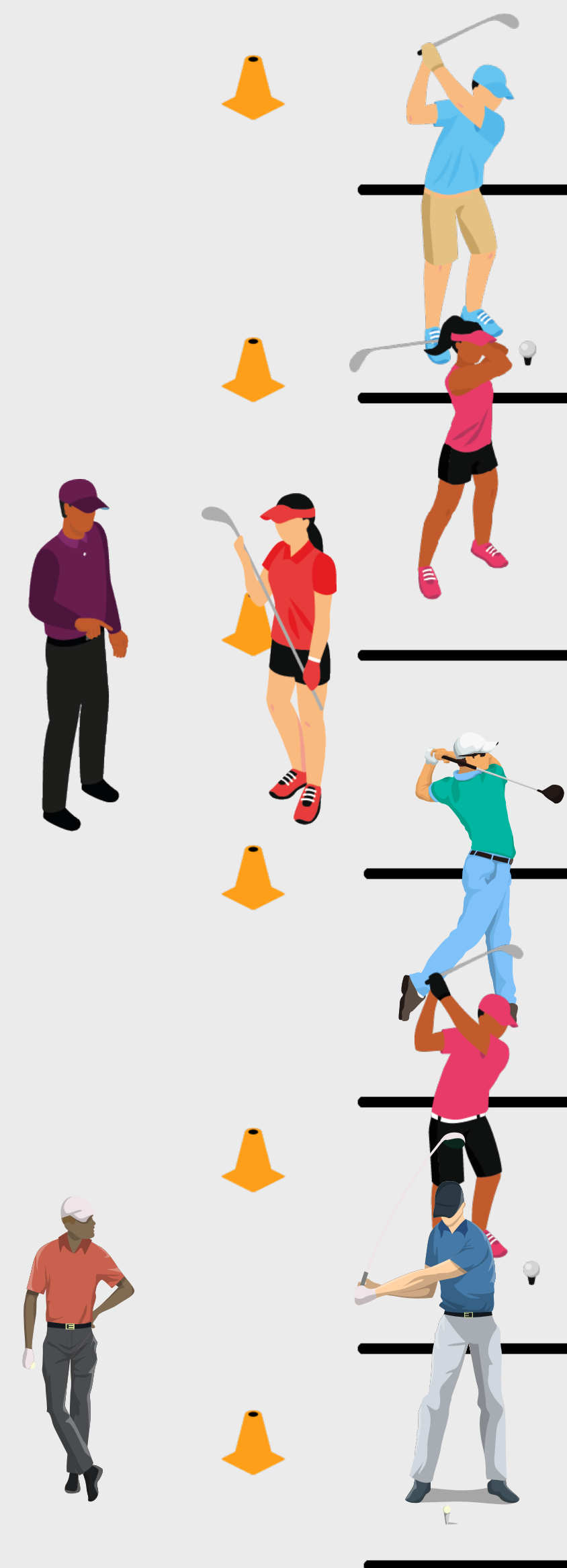
Station 2:
Practice Station
Clubface Aim

Station 3:
Practice Station
Ball Position

Station 4:
Practice Station
Target Picker

Station 5:
Game Station
Swing Direction

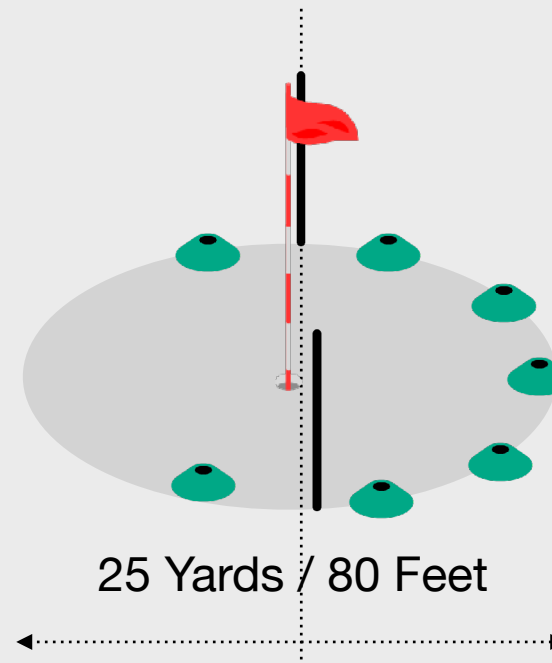
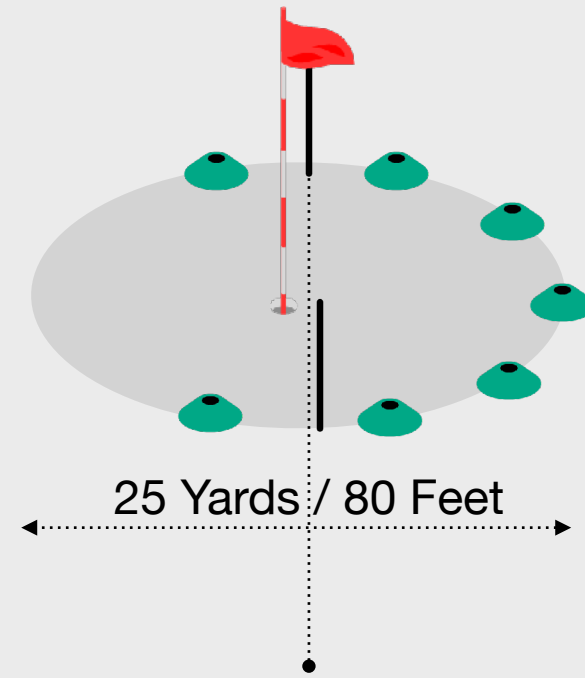
Station 6:
Challenge Station
Iron Challenge



Iron Challenge Setup

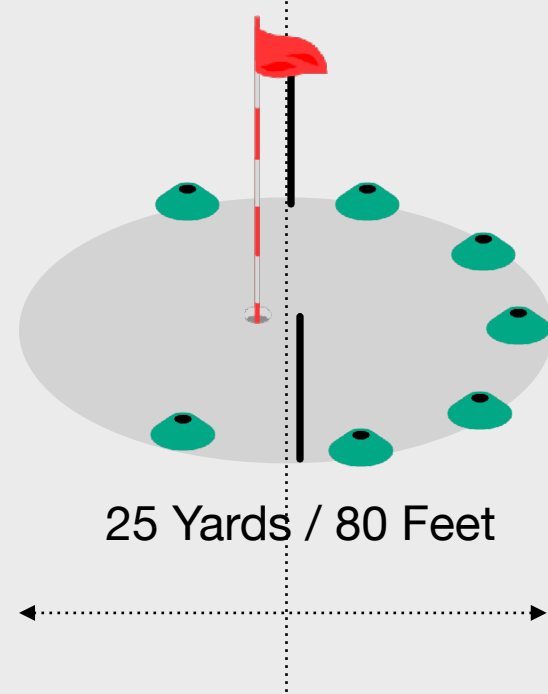
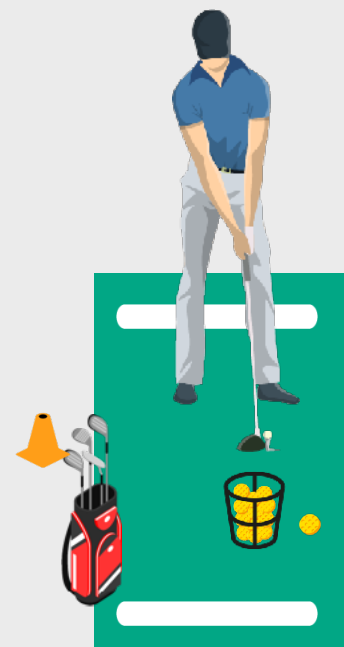
Middle Distance Green

- Under 4500 Yards> 70 - 100 Yards
- 4500 - 5500 Yards> 90 - 120 Yards
- 5500 - 6500 Yards> 100 - 130 Yards
- Over 6500 Yards> 110 - 140 Yards



Nearest Distance Green

- Under 4500 Yards> 50 - 70 Yards
- 4500 - 5500 Yards> 70 - 90 Yards
- 5500 - 6500 Yards> 80 - 100 Yards
- Over 6500 Yards> 90 - 110 Yards

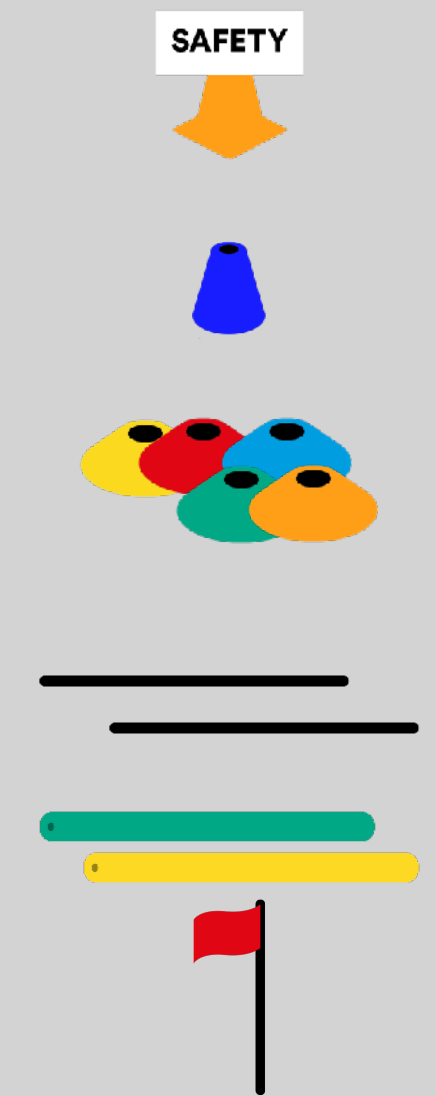


Furthest Distance Green

- Under 4500 Yards> 100 - 120 Yards
- 4500 - 5500 Yards> 120 - 150 Yards
- 5500 - 6500 Yards> 130 - 160 Yards
- Over 6500 Yards> 140 - 180 Yards

Equipment Needed

- Orange safety cone
- 1x Marker cones
- Colored Cones
- 9x Alignment Sticks
- 12x Foam Noodles
- 3x Flagstick



Setting out the Challenge

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- Colored cones to mark out the three target greens
- Foam Noodles placed onto the alignment sticks used to mark the target widths
- Set out all the markers to enable every player to attempt their challenge for their scoring goal
- Flag to be used as marker for middle of the target green (optional)

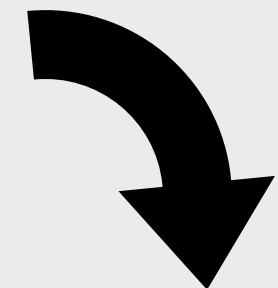
TRACKMAN Integration

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.

Swing

<p>Club Speed</p> <p>The linear speed of the club head's center just prior to first contact with the golf ball</p>	<p>Attack Angle</p> <p>The up or down movement of the club head of contact between the club and ball</p>	<p>Launch Angle</p> <p>The vertical angle the golf ball takes off at relative to the horizon</p>	<p>Club path</p> <p>The in-to-out or out-to-in movement of the club head</p>	<p>Ball Speed</p> <p>The speed of the golf ball's center of gravity at impact</p>	<p>Carry</p> <p>The straight-line distance between where the golf ball was launched from and where it lands</p>
<p>Face Angle</p> <p>The direction the club face is pointing at the point of contact between the club and ball</p>	<p>Face to Path</p> <p>The angle difference between the reported face angle and club path</p>	<p>Low Point</p> <p>Distance from the club head to the lowest point on the swing arc at the time impact</p>	<p>Launch Direction</p> <p>The horizontal angle the golf ball takes off at relative to the target line</p>	<p>Side</p> <p>The perpendicular distance between the target line and where the ball crosses a point</p>	<p>Total</p> <p>The straight-line distance between where the golf ball was launched from and its resting position.</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



Alignment Check



Equipment Needed

- Tees
- Driver
- Golf Balls

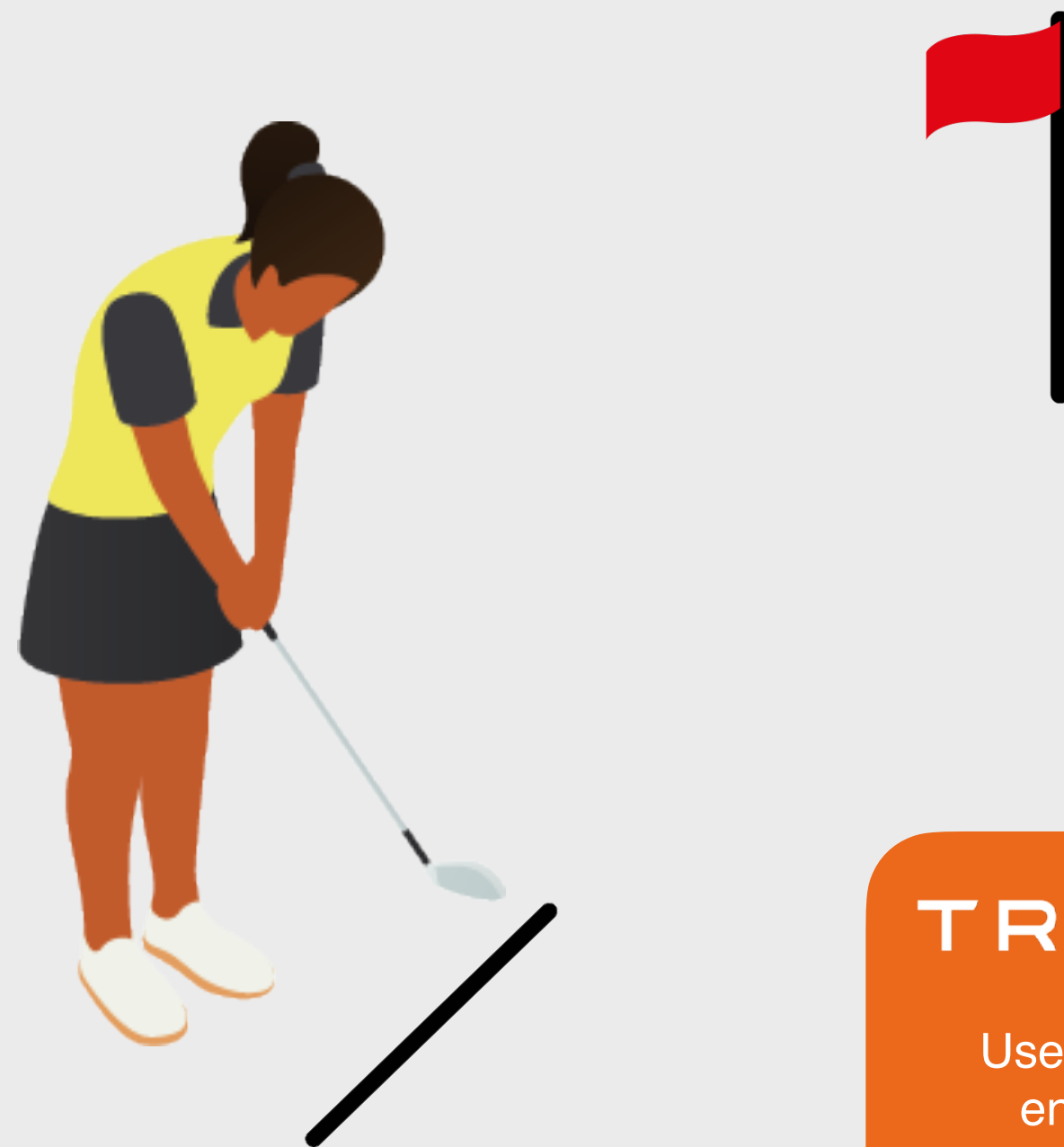
How to Practice

- Students should work in pairs to check each other's alignment
- The student should use the alignment stick to make sure they are aligned roughly parallel to their intended target
- The student should experiment with what it feels like to align a long way right and left of target, to build a real sense of what aiming on target feels like

Technical Link

- This activity will help the student to understand how their perception relates to what is actually happening as they take aim
- This activity will help students to work together and gain a deeper understanding of how alignment helps to prepare for a good golf shot

Clubface Aim



TRACKMAN

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

Equipment Needed

- Hybrid or Fairway Wood

How to Practice

- The student should practice whilst using an alignment stick to aid them in making sure their club face aim is perfectly square before they start the swing
- If the ball starts left or right of target the student then knows either they have miss-hit the shot, or they have done something which has caused the club face to aim right or left at impact

Technical Link

- This activity will help the student to build an awareness of what a square set-up looks like to them

Ball Position



Equipment Needed

- Alignment Stick
- Hybrid, 7 Iron and wedge
- Golf Balls

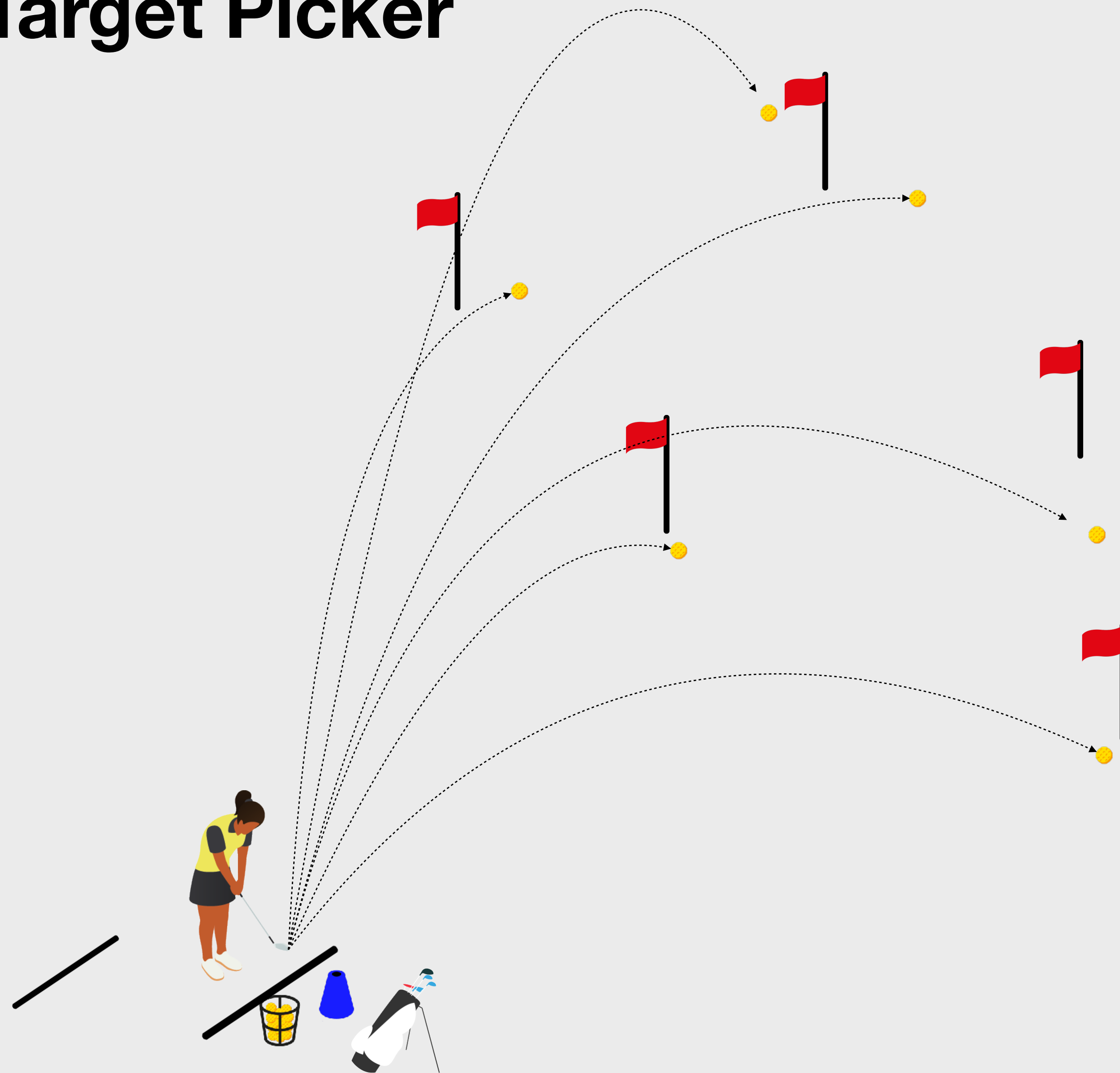
How to Practice

- Students should understand that the ball position changes slightly depending on which clubs they use
- Use the alignment stick to mark the centre of the student's stance
- The student should experiment with a centered ball position for a wedge, an inch further forward for a 7 iron and an inch further forward still for the hybrid
- Make sure you highlight how important striking the ground in the appropriate place will ensure good contact, just having an improved ball position does not guarantee good contact

Technical Link

- Understanding this means students will practice appropriately and strike the ball more consistently

Target Picker



Equipment Needed

- Driving range
- Golf balls
- Cones
- Driving range targets

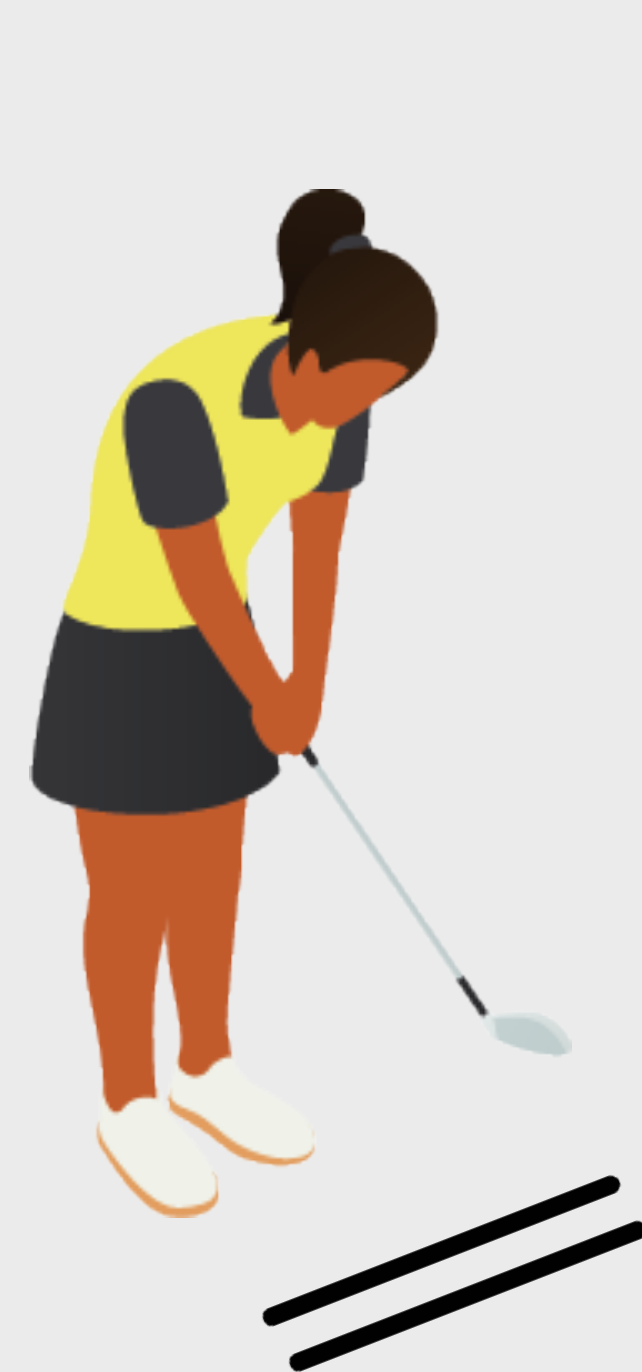
How to Practice

- Students should alter their target with their stock shot so they are constantly adjusting their alignment and set up
- Pick up to 5 different targets and allow the students to hit one shot to each target
- Encourage the students to go through their pre-shot routine and try to imagine they are playing on the course and hitting the fairway

Technical Link

- By changing the target it keeps the practice fresh for the student and allows them to make the required adjustments to hit their stock shot on their imaginary fairway

Swing Direction



TRACKMAN

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

Equipment Needed

- 7 Iron

How to Practice

- The student should practice whilst using alignment sticks to help them learn how to control the direction the club travels
- By moving the alignment sticks to aim left of target and then right of target the student will begin to control the direction of the swing
- Encourage students to start with small swings with this challenge and work up to fuller swings once confident in controlling swing direction

Technical Link

- This activity will help the student to build an awareness of swing direction and how to improve their overall technique

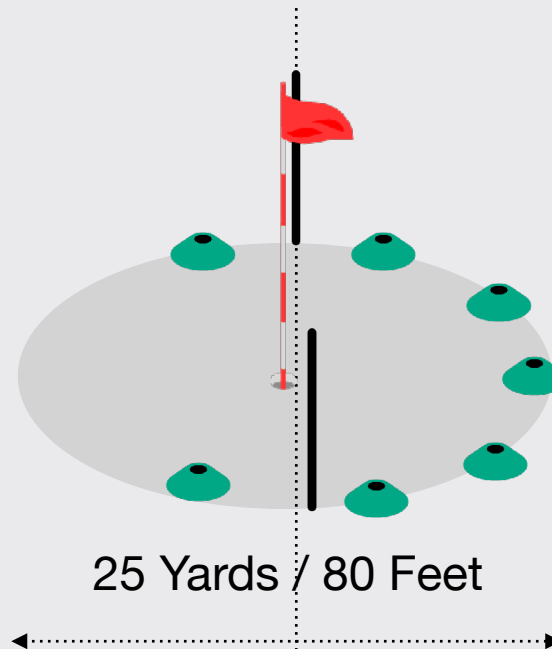
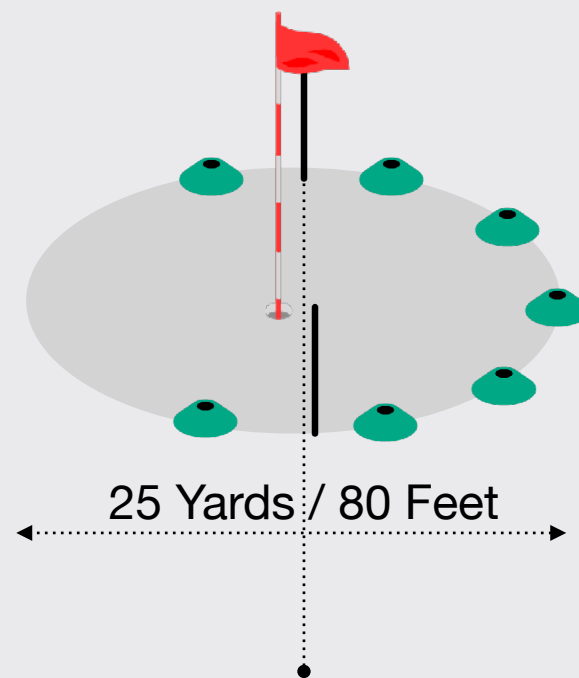
Iron Challenge



Iron Challenge

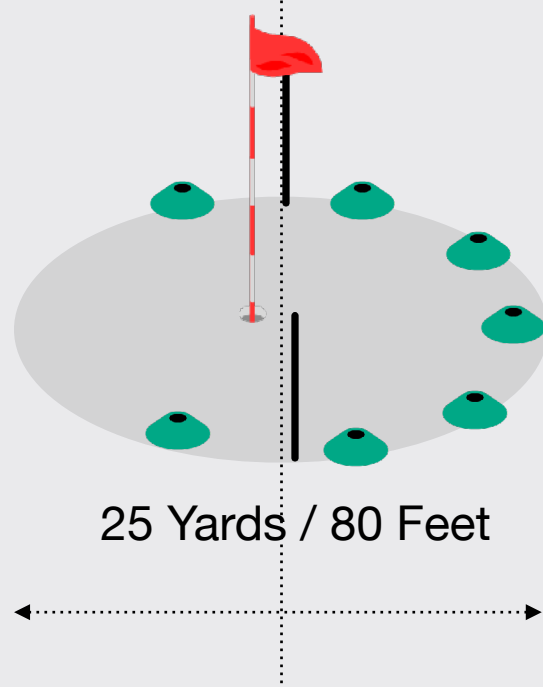
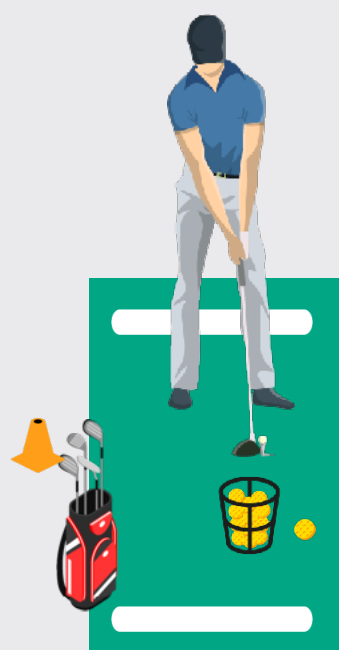
Middle Distance Green

- Under 4500 Yards→ 70 - 100 Yards
- 4500 - 5500 Yards→ 90 - 120 Yards
- 5500 - 6500 Yards→ 100 - 130 Yards
- Over 6500 Yards→ 110 - 140 Yards



Nearest Distance Green

- Under 4500 Yards→ 50 - 70 Yards
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Furthest Distance Green

- Under 4500 Yards→ 100 -120 Yards
- 4500 - 5500 Yards→ 120 -150 Yards
- 5500 - 6500 Yards→ 130 -160 Yards

TRACKMAN

Use the 'TOTAL', 'CARRY' and 'SIDE' features to provide accurate measurement

Attempting the Challenge



- Students should select the minimum distance based on their home club course length from the table opposite
- Next, attempt to hit each shot to finish within the target gate and for each shot and note the total distance of each shot relative to the distance markers
- Record the result of each attempt on the Challenge Scorecard

The Challenge

- Hit five shots to each target distance using whatever Iron/Hybrid they require to reach the given distance. Students have a total of 5 attempts for each distance. attempts for each distance:
 - 1/ 5 shots land on the nearest target green
 - 1/ 5 shots land on the middle target green
 - 2/ 5 shots land on the further target green

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

