

# Scoring University



# Long 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"> <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:**  
Long Putts

**Technical Focus**  
Distance Control Basics

**Scoring Challenge**  
Long Putts

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>	
50 mins	Distance Control Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> <li>Introduce the student to some distance control principles, the importance of stroke length and pace</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> <li>Demonstrate to the student, how the combination of pace and aim in putting will influence the outcome of the putt</li> <li>You may want to get the students back together halfway through the session for questions, discussions and further demonstration</li> </ul>	<ul style="list-style-type: none"> <li>Swing Length Ladder</li> <li>10, 20 and 30 feet</li> <li>Gimme Zone</li> <li>Waterfall Challenge</li> <li>Long Putts Ladder</li> </ul>
25 mins	Long Putts Challenge	<ul style="list-style-type: none"> <li>Set up the Long Putts 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>Long Putts 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:

**Distance Control Basics** - Introduce the student to some basic principles of distance control including:

- Outlining to the student the impact that putting stroke length will have to the distance of the putt
- Explaining to the students how green conditions will affect the speed of the green
- Demonstrating to the students, the importance of speed of stroke and consistency of speed
- Outlining the students, the importance of distance control within the wider, subject of reducing scoring when putting



**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

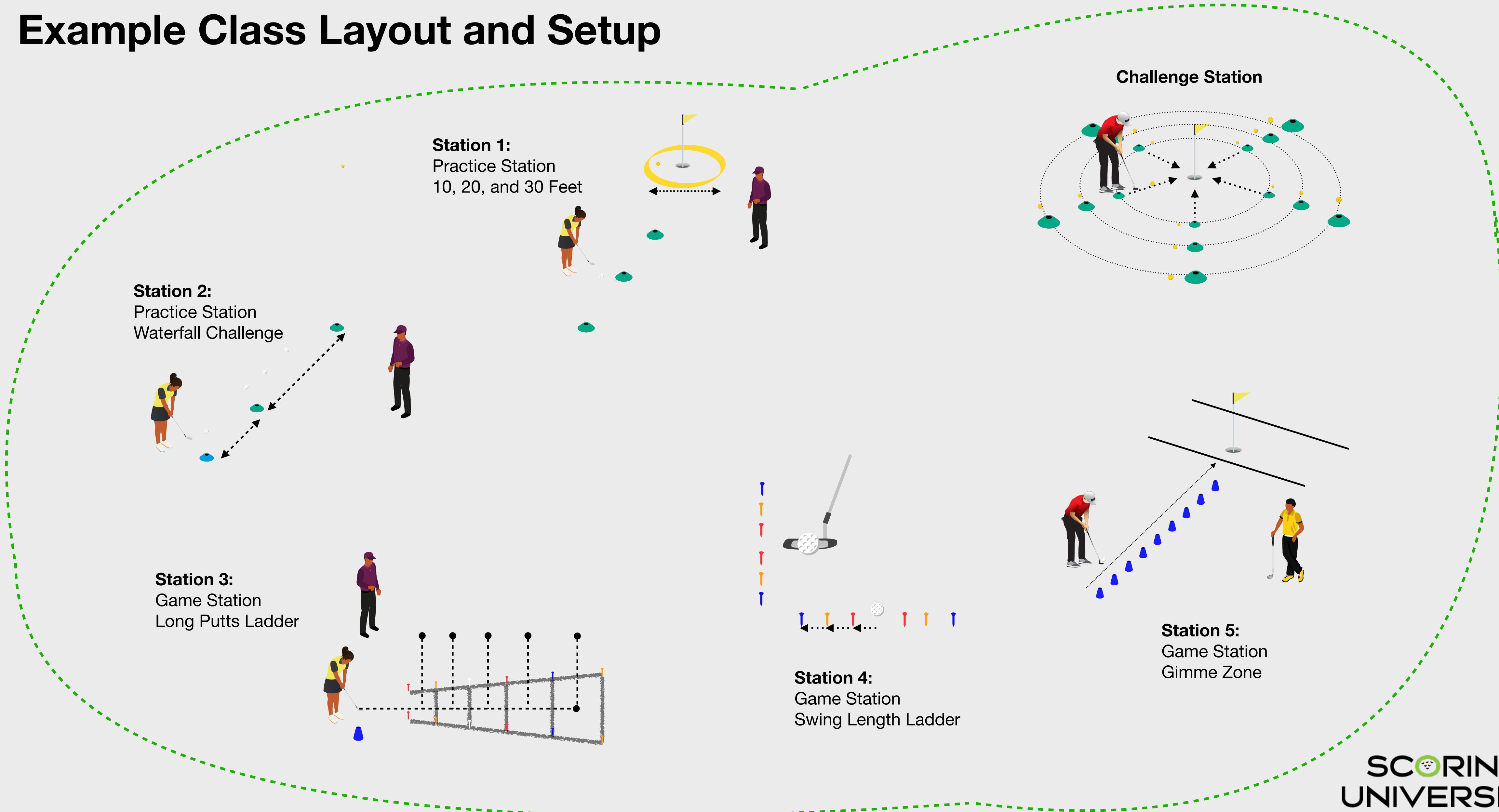
Setting out the Challenge

- 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

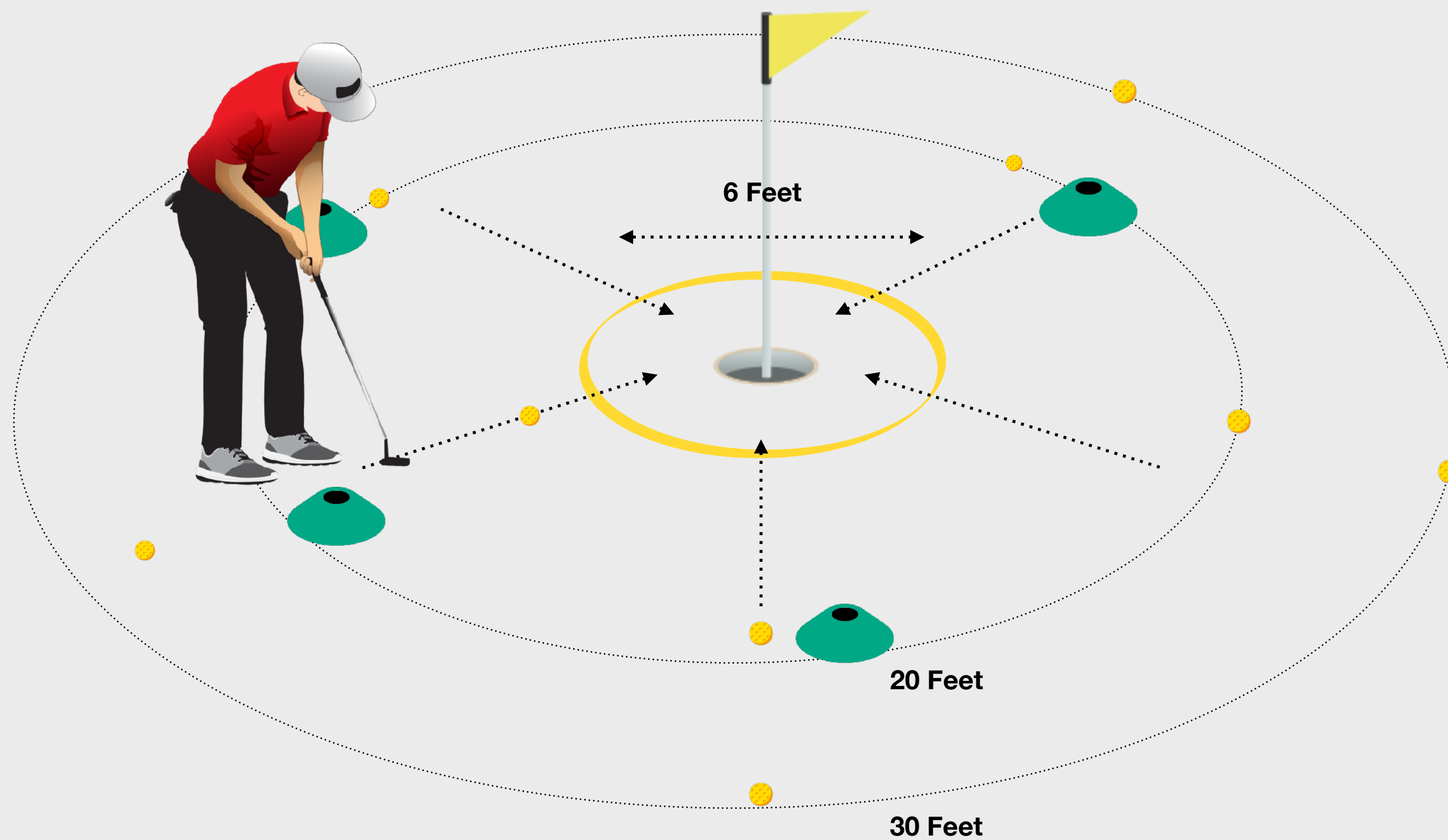
SAFETY

SCORING UNIVERSITY

# Example Class Layout and Setup

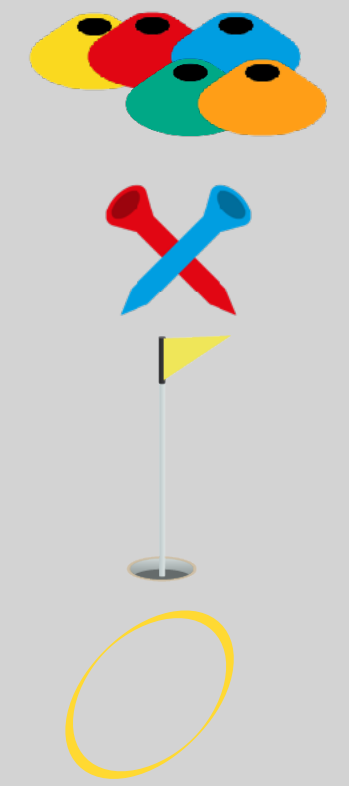


# Long Putt Challenge Setup



## Equipment Needed

- 10 x Colored Cones
- 10 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 target circle for this challenge
- The 5 distances at 20 feet and 30 feet should be placed using the 10-foot markers as a guide
- 5 tee pegs/cones should be placed around the hole at each distance 20 feet and 30 feet



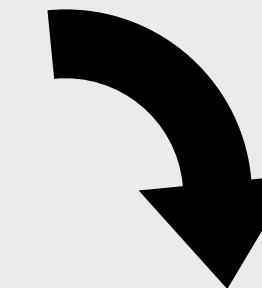
# TRACKMAN Integration

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><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.

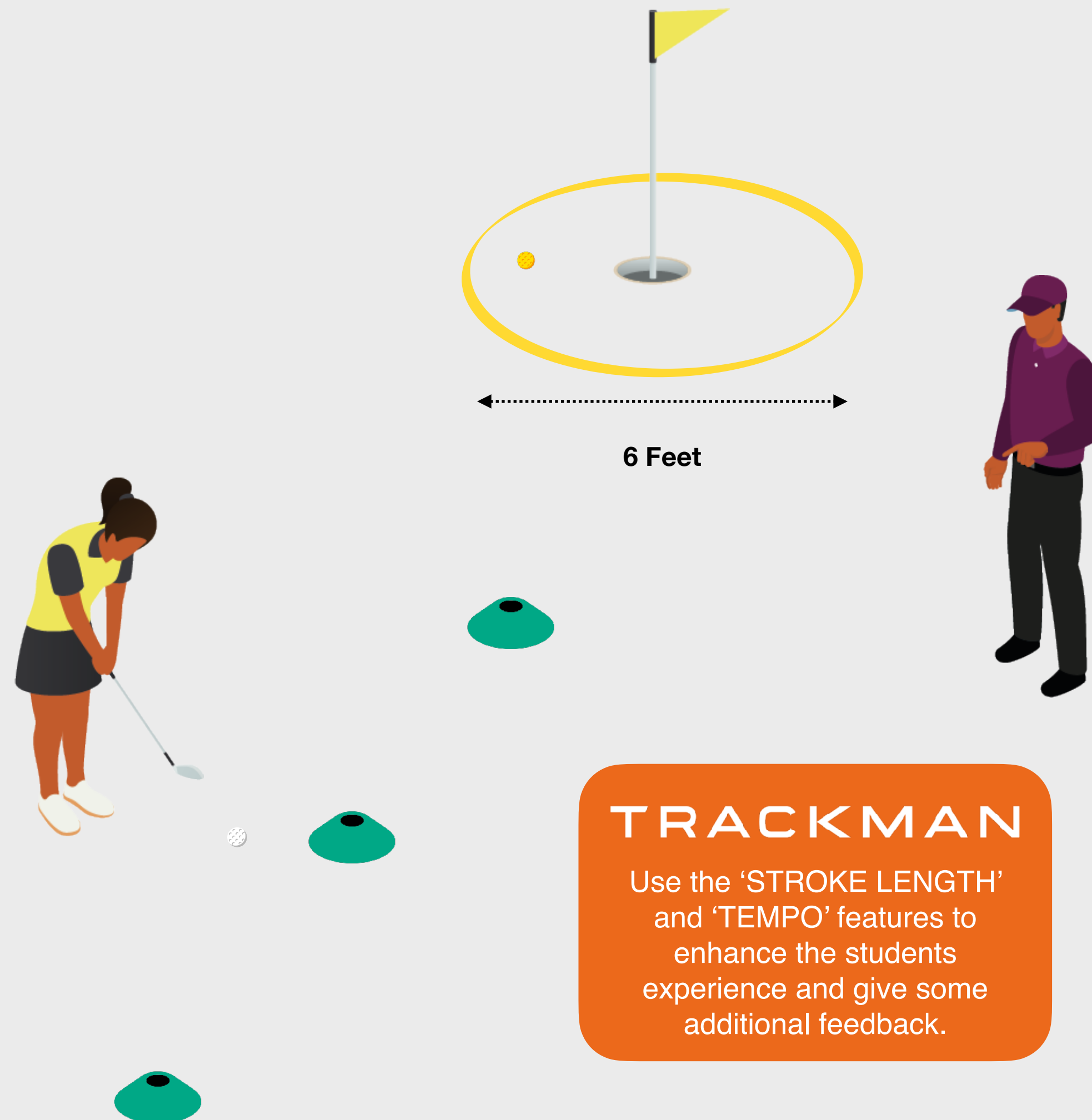


# Practice and Games Cards





# 10, 20 and 30 Feet



## Equipment Needed

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

## How to Practice

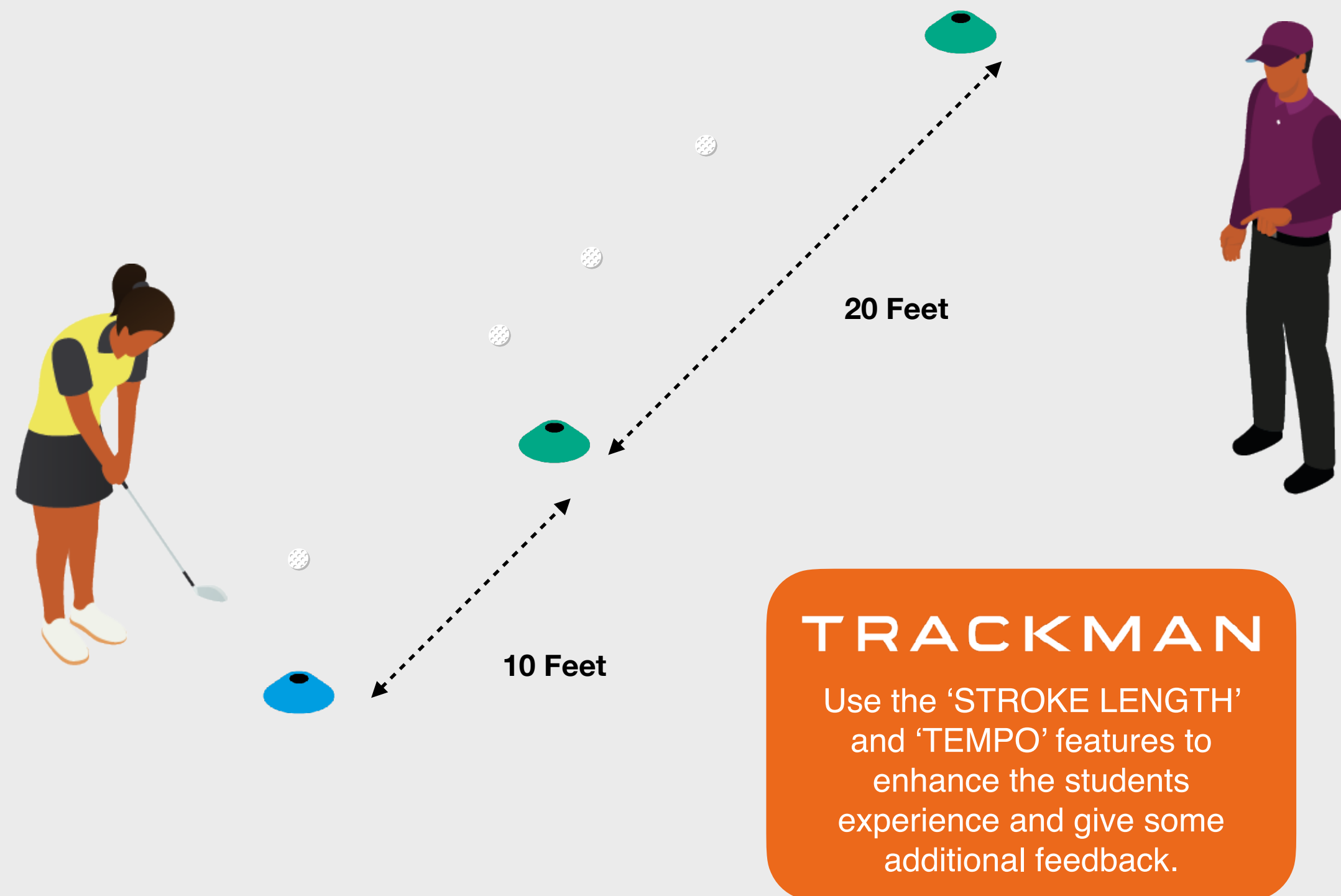
- Students should attempt to putt the ball into the 6 feet circle from each distance
- Allow students to practice from each distance whilst providing technical guidance to improve their distance control
- Once the student has gained some confidence, allow them to play a competitive game in order to challenge 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 student to improve their long putting skills and appreciate the challenge of having to do this under pressure



# Waterfall Challenge



## Equipment Needed

- Cones
- Putter
- Golf balls

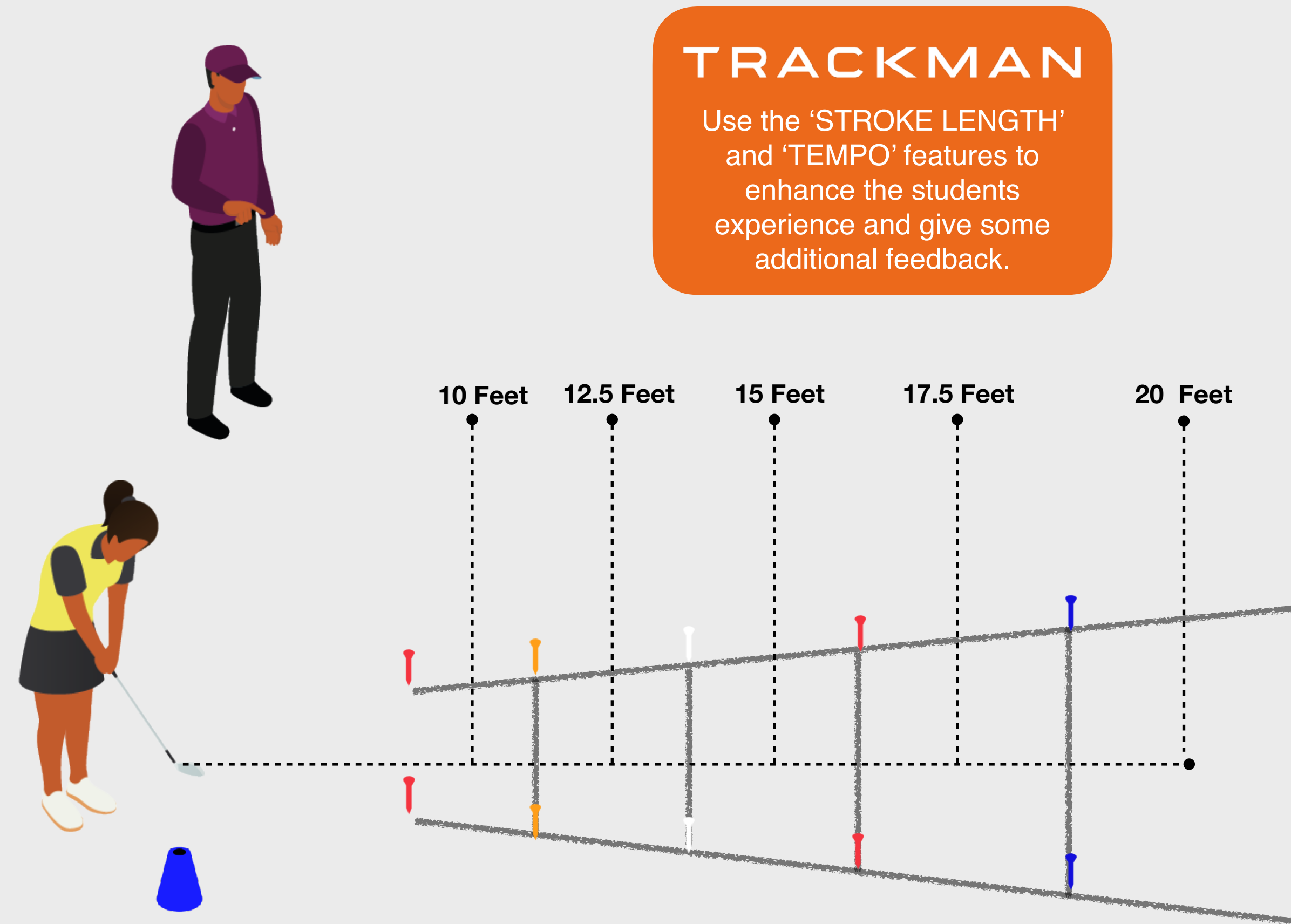
## How to Practice

- Set this activity up with the cones 10 feet and 30 feet away
- The aim of the game is to get as many balls between the cones as possible
- The student always starts from the blue cone and should attempt to putt their first ball just past the first cone, 10 feet away
- If successful the student then attempts to putt their second ball just past their first ball but not too far as this would reduce the space they have to aim for their next ball
- The student continues until either they fail to get their ball past their previous attempt, or they putt it past the furthest cone

## Technical Link

- This activity will help the student to improve their distance control, as it requires a small, incremental difference in each putt

# Long Putts Ladder



## Equipment Needed

- String for the target boxes
- 12 tee pegs cones to mark the edge of the boxes
- A single cone to represent the starting position

## How to Play

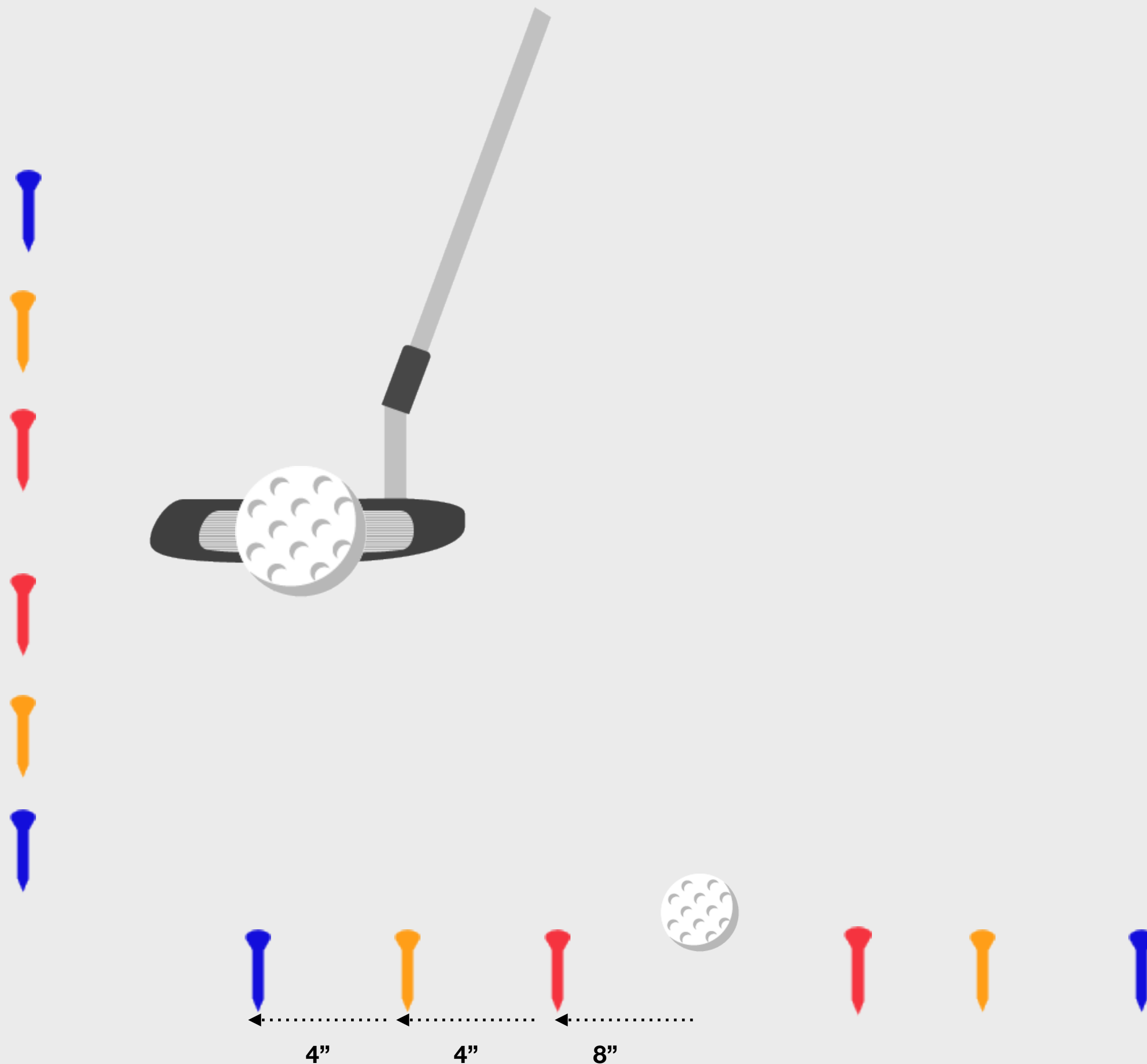
- A student starts by attempting to putt their ball into the first and smallest box on the ladder
- If they are successful, they return to the starting position and attempt their next go to the second box
- If unsuccessful they repeat their attempt to the first box
- The student's attempts to complete all steps on the ladder to complete the game
- This game can be played individually, in pairs or groups

## Progression Ideas

- Vary the size of the boxes
- Vary the distance between the starting point around and the boxes
- Increase the number of shots that must go into the boxes before the box is completed
- Attempt the boxes in reverse
- Add a consequence to the game by limiting the number of attempts before moving back a box.



# Swing Length Ladder



## Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

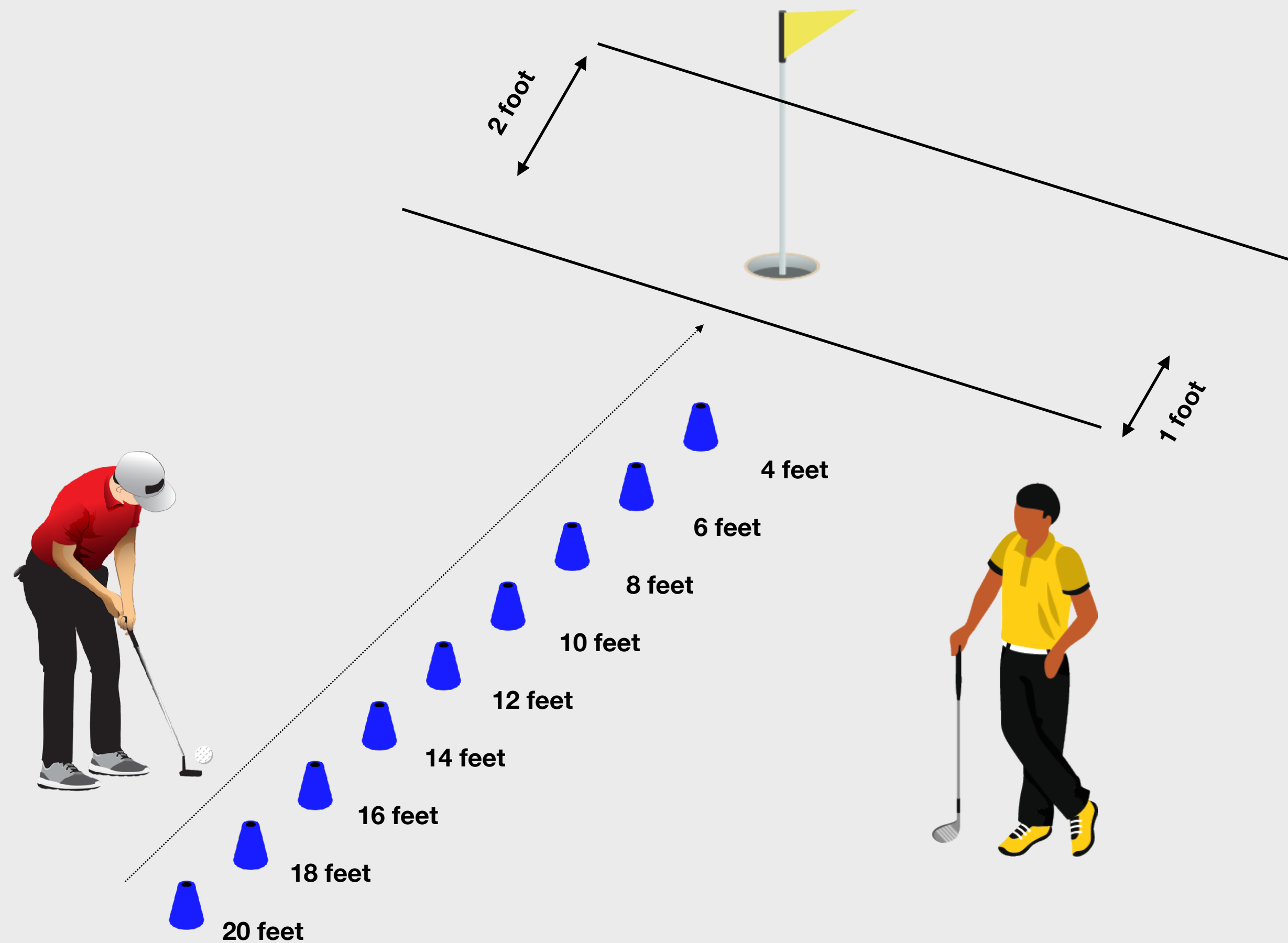
## How to Practice

- Get the student to practice swinging the putter from and to the first tee pegs either side of the ball (red)
- As they practice, get them to count 1, 2. They should time the end of the backstroke with the the one count and the end of the through stroke with the two count
- Get them to hit a few putts and see how far the ball travels
- Next, get the student to swinging the putter from and to the second tee pegs either side of the ball (red). Again they should reproduce the count of 1, 2.
- Get them to hit a few putts and see how the ball travels further
- Finally, replicate for the final set of tee pegs.

## Technical Link

- This activity will help the student to understand the concept of Swing Length, Rhythm and Tempo
- It will help the student to understand that as swing length changes, the distance the ball travels changes
- It will help them to understand how length of swing transfers to

# Gimme Zone



## Equipment Needed

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

## How to Play

- Students 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 student to improve their distance control from a variety of distances

Scoring system:

PAR = Putts finishing inside the target zone

BIRDIE = Make the putt

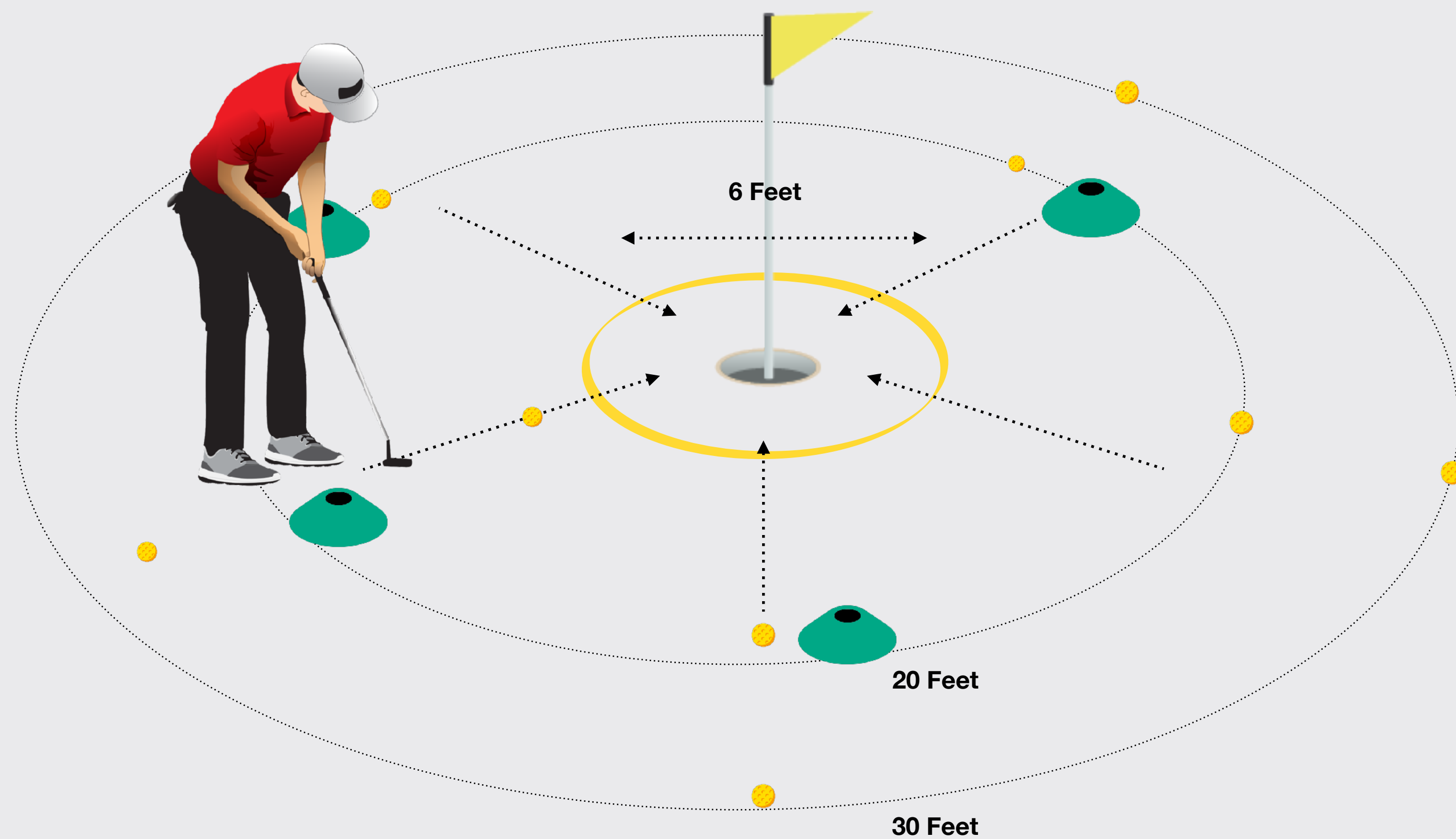
BOGEY = Putts finishing outside the target zone



# Long Putts Challenge



# Long Putt Challenge



## Attempting the Challenge

- Students hit 10 putts in a random order from the two starting positions from five positions around the hole to finish within the target circle
- Record the result of each attempt on the Challenge Scorecard

## The Challenge

- Putt the ball to within 3 feet of the hole from distances of 10 feet, 20 feet and 30 feet. You should attempt 10 putts from each starting position and putts are attempted evenly from 5 different positions around the hole
  - **5/10 putts in target circle from 20 feet**
  - **4/10 putts in target circle from 30 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

