

# Scoring University



# Short Game Challenge Week

**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>		
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>	• Class Layout a	Setup
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>		
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>	• X's & O's • Stocking up the shot	
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>	• Draw it in • Fade it in	
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>	• Driver Challen	
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>	• GLF Connect App	• GLF Connect App

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# Class Timetable - Challenge Week

**Session Length:**  
90 Mins

**Group Size:**  
1:12

**Session Focus:**  
Break 100  
Challenge Week

**Topic:**  
Challenges and Benchmarking

**Technical Focus**  
Short Game

**Scoring Challenge**  
Short Game 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 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 learners 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	Scoring challenges Individual coaching Rotation around set up	<p>Allow the students to take part in the first rotation of three parts of scoring challenges During this time the students will attempt the chipping challenges Allow the students to rotate around the various challenges, allowing time for breaks and discussions Lay out the games cards and hand out the scoring goal challenges scorecards to the participants</p>	<ul style="list-style-type: none"> <li>Chipping Challenge</li> <li>Challenge Scorecard</li> </ul>
25 mins	Scoring challenges Individual coaching Rotation around set up	<p>Allow the students to take part in the first of three parts of scoring challenges During this time the students will attempt the pitching challenges Allow the students to rotate around the various challenges, allowing time for breaks and discussions Lay out the games cards and hand out the scoring goal challenges scorecards to the participants</p>	<ul style="list-style-type: none"> <li>Pitching Challenge</li> <li>Challenge Scorecard</li> </ul>
25 mins	Scoring challenges Individual coaching Rotation around set up	<p>Allow the students to take part in the first of three parts of scoring challenges During this time the students will attempt the bunker challenges Allow the students to rotate around the various challenges, allowing time for breaks and discussions Lay out the games cards and hand out the scoring goal challenges scorecards to the participants</p>	<ul style="list-style-type: none"> <li>Bunker 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> </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 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> </ul>



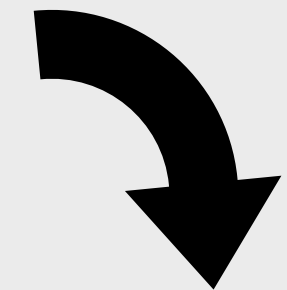
# TRACKMAN Integration

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

# Objectives and Setup

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## Driver Challenge Setup

Minimum Distance Markers

30 Yards

30 Yards

SAFETY

### Equipment Needed

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

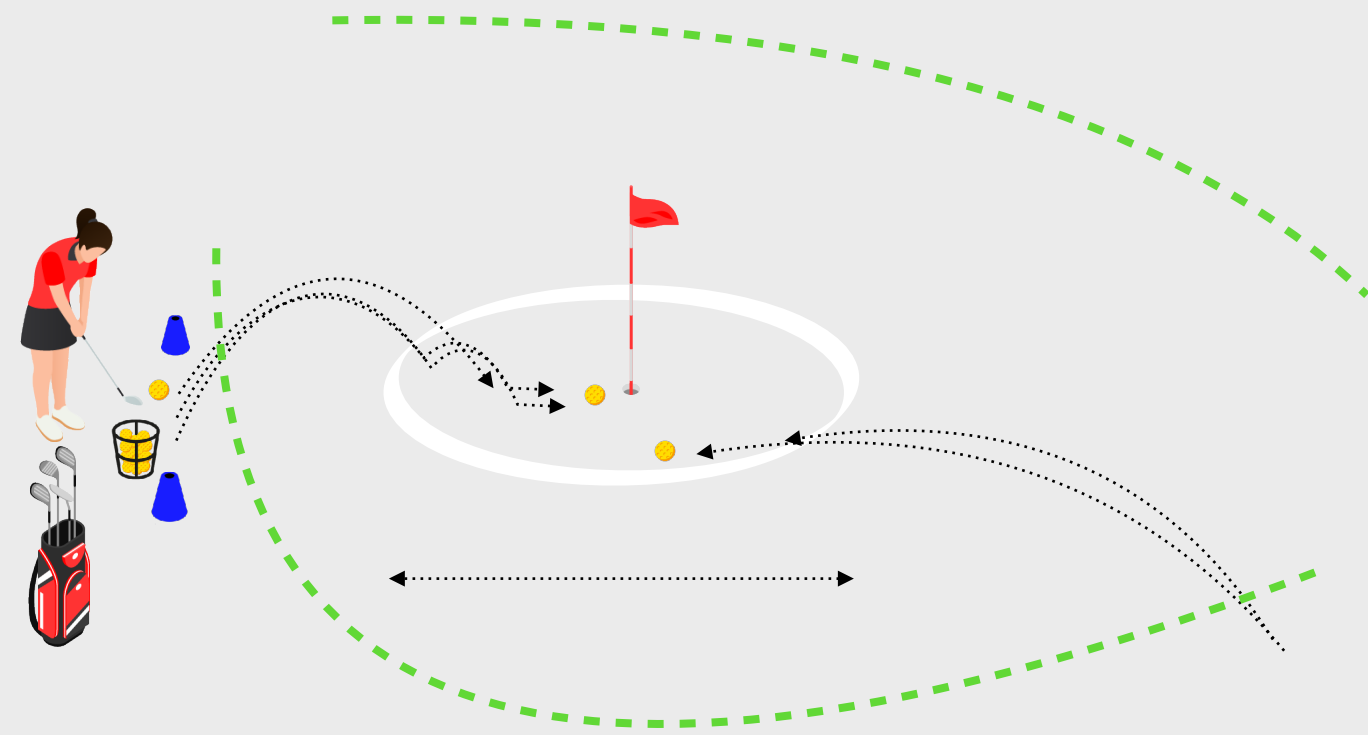
### Setting out the Challenge

- 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

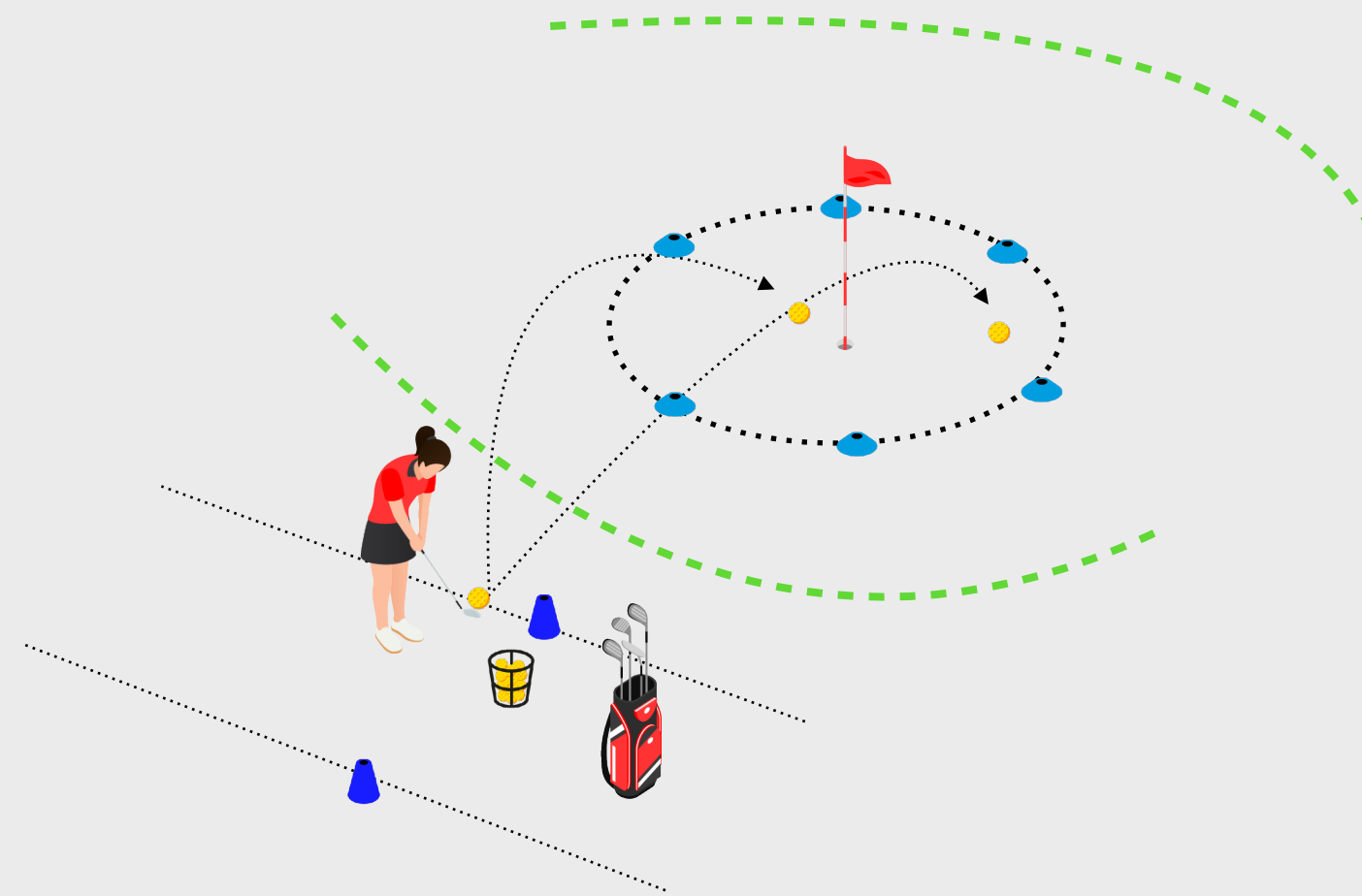
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# Class Layout and Setup

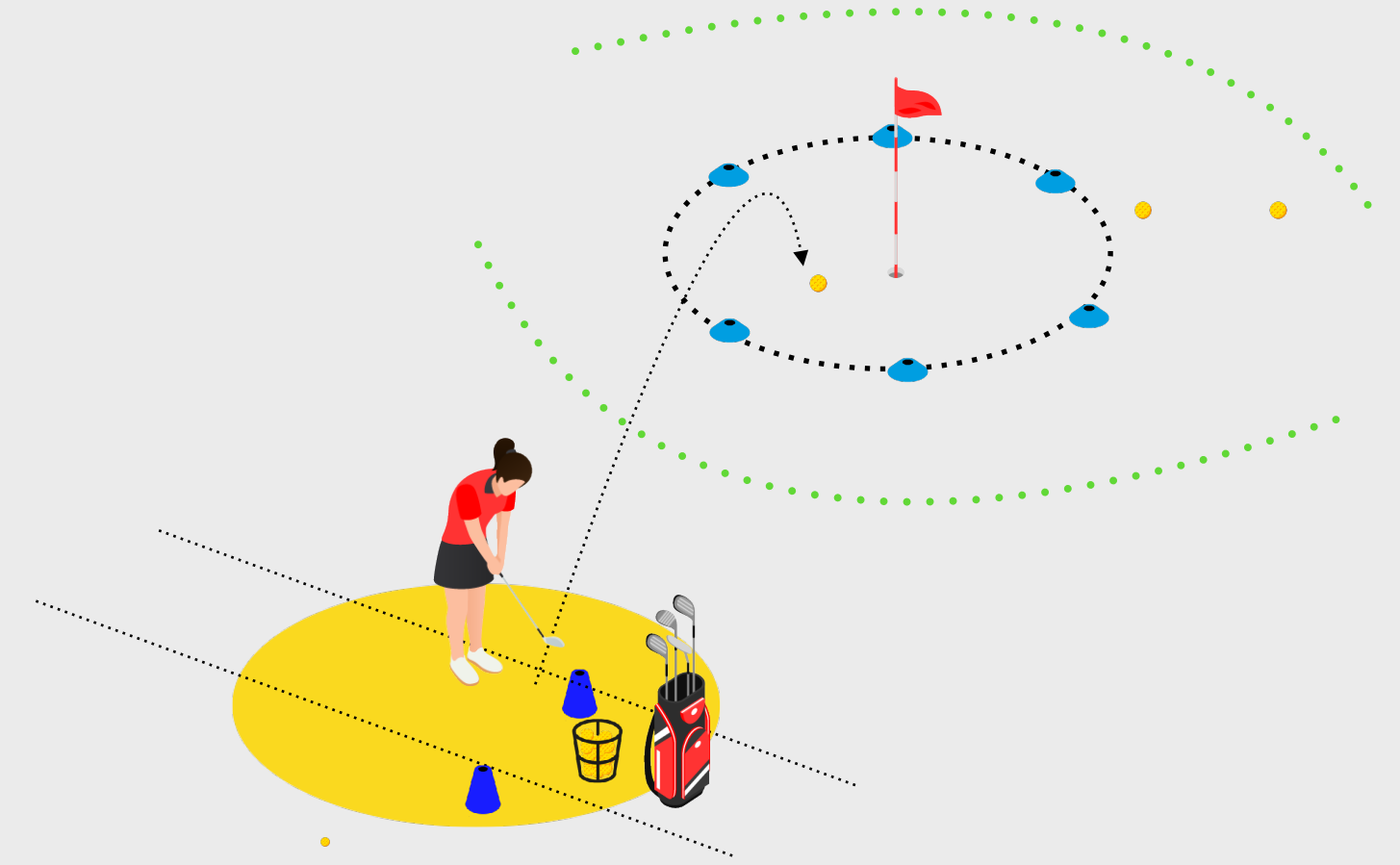


**Station 1:**  
Chipping Challenge

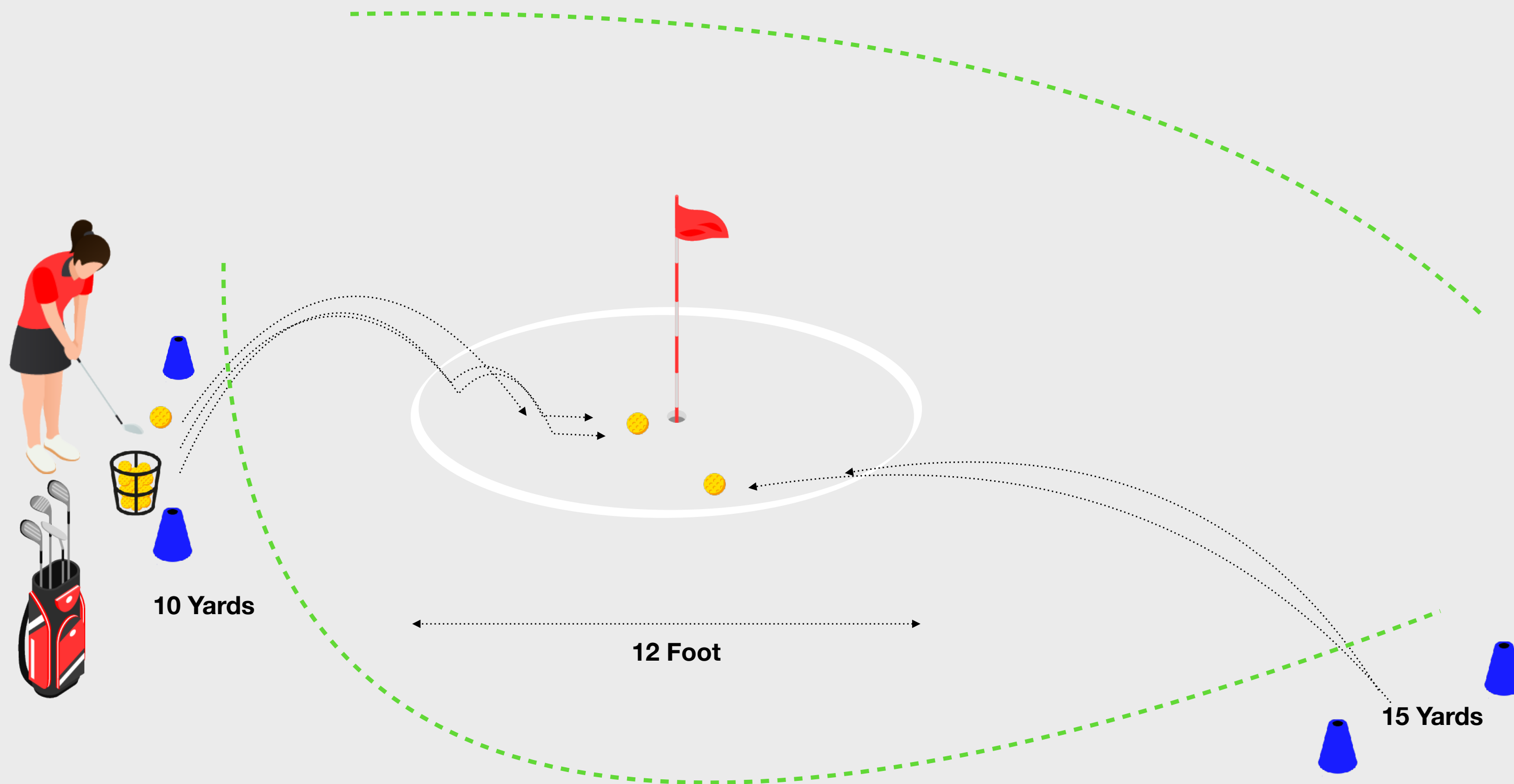


**Station 2:**  
Pitching Challenge

**Station 3:**  
Bunker Challenge

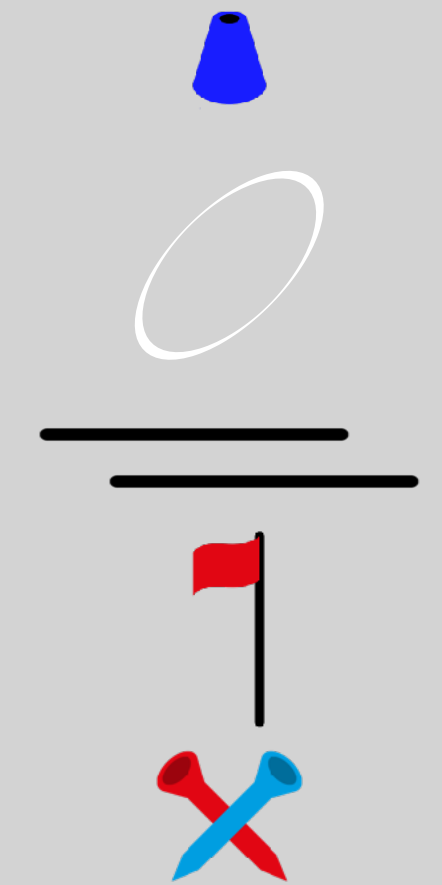


# Chipping Challenge Setup



## Equipment Needed

- 4x Marker cones
- 12 Foot Diameter Hoop
- 1x Alignment Sticks
- 1x Flagstick
- Tee Pegs

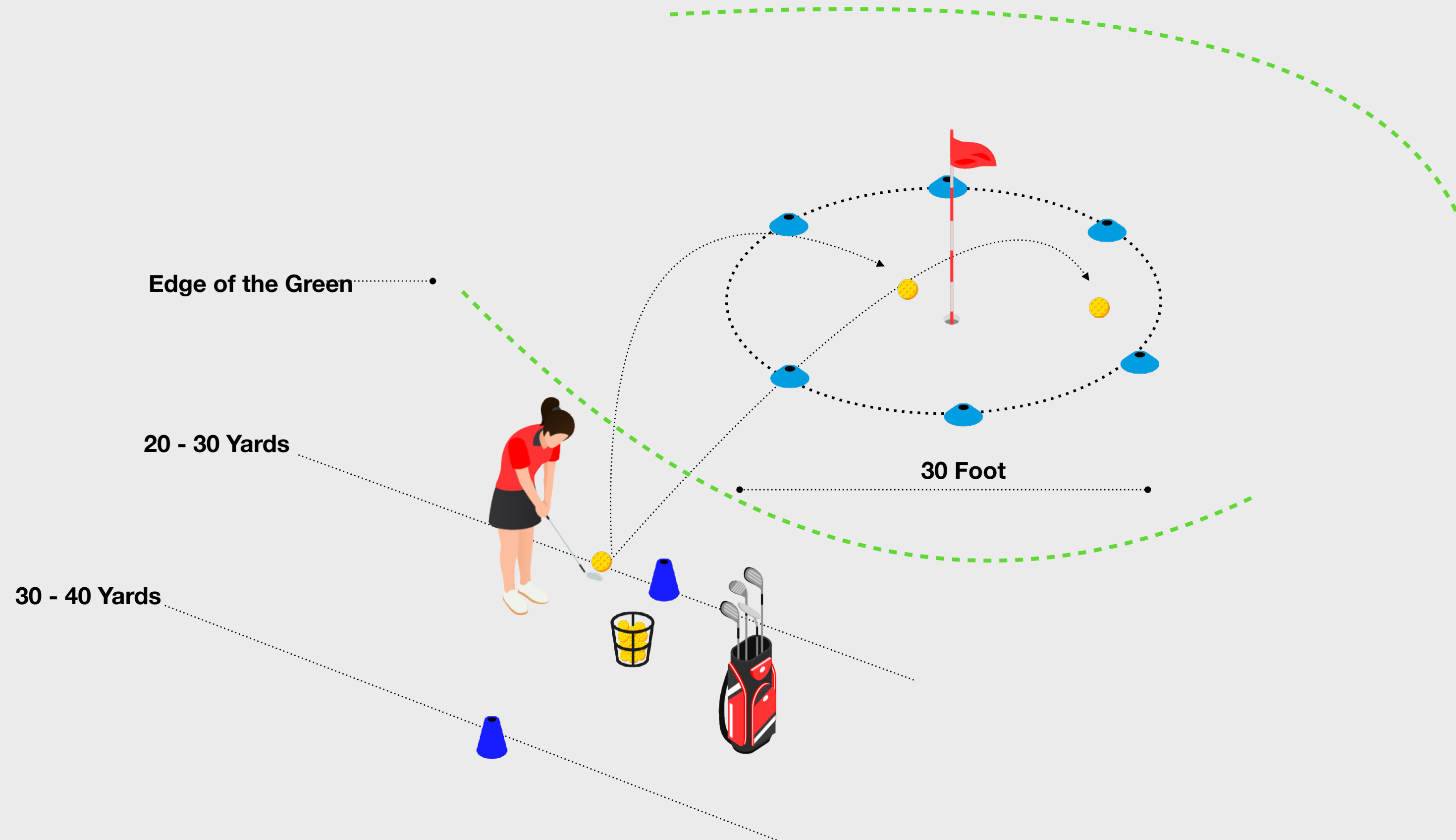


## Setting out the Challenge

- 1 flag should be selected on the green
- Alignment sticks could be used where this isn't possible
- Your 12-foot target circle from your equipment bag is placed around the flag or alignment stick
- Three starting points are positioned around the green at 10 yards and over 15 yards
- Each starting position should be places close to the edge of the green
- These starting position should offer variation in lie and angle to the target

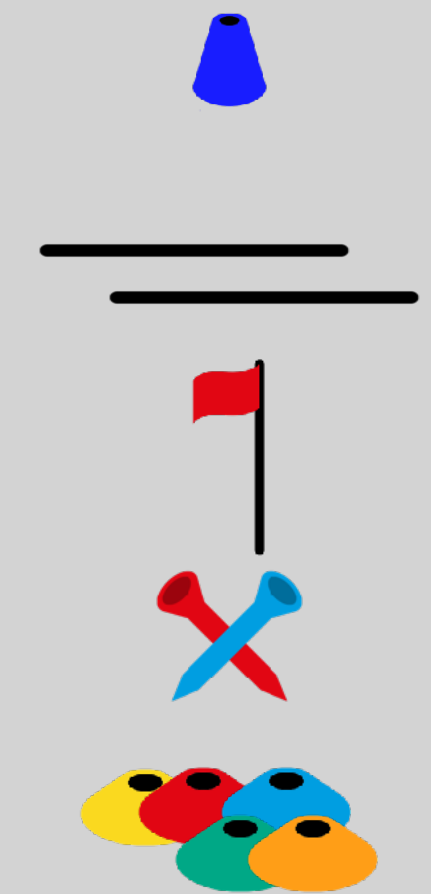


# Pitching Challenge Setup



## Equipment Needed

- 2x Marker cones
- 1x Alignment Sticks
- 1x Flagstick
- Tee Pegs
- 6x Colored Cones

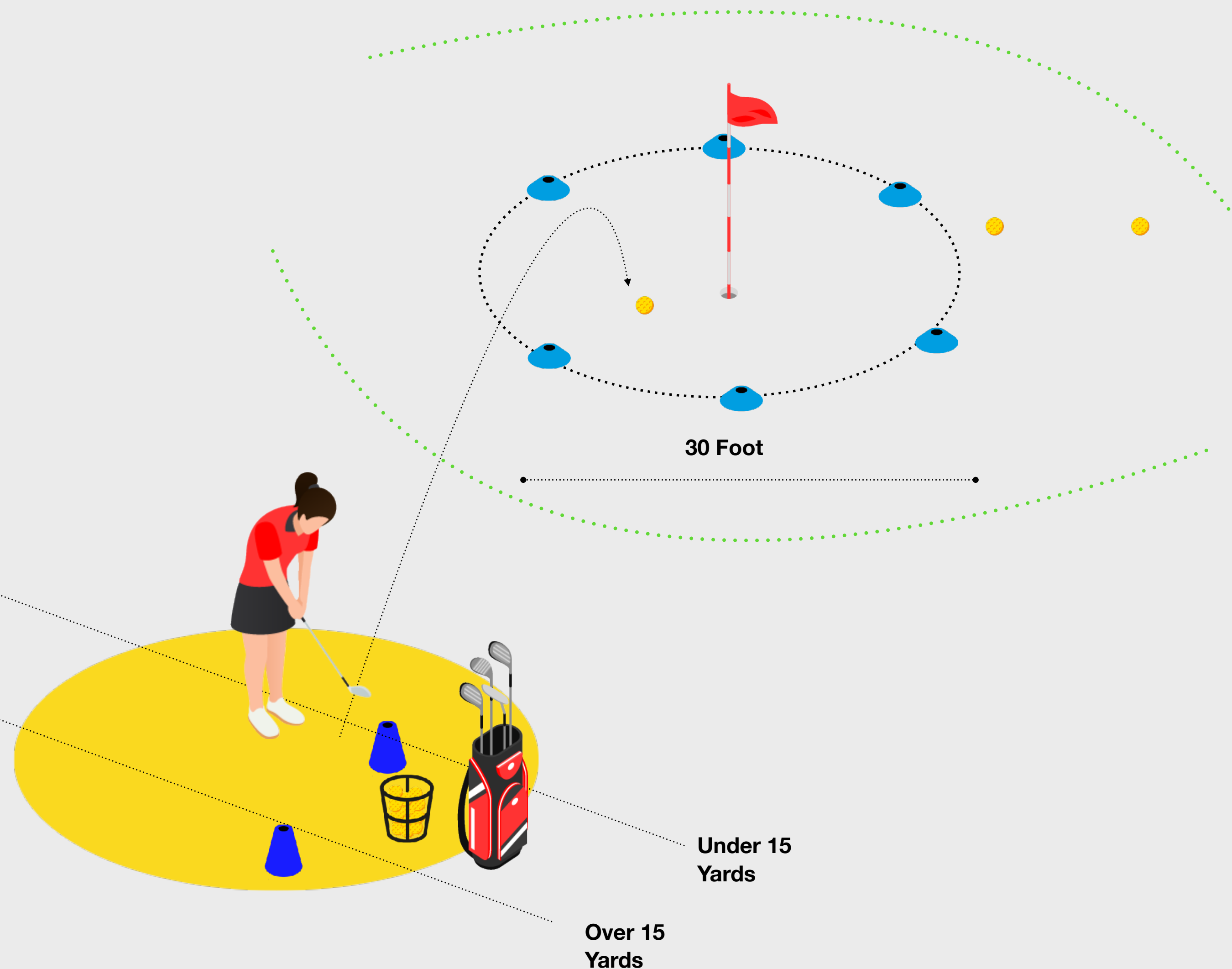


## Setting out the Challenge

- Create a 30 foot diameter target circle around the flag/alignment stick using the colored cones
- Using marker cones create starting points positioned in a row at distances of 20 - 30 yards and 30 - 40 yards

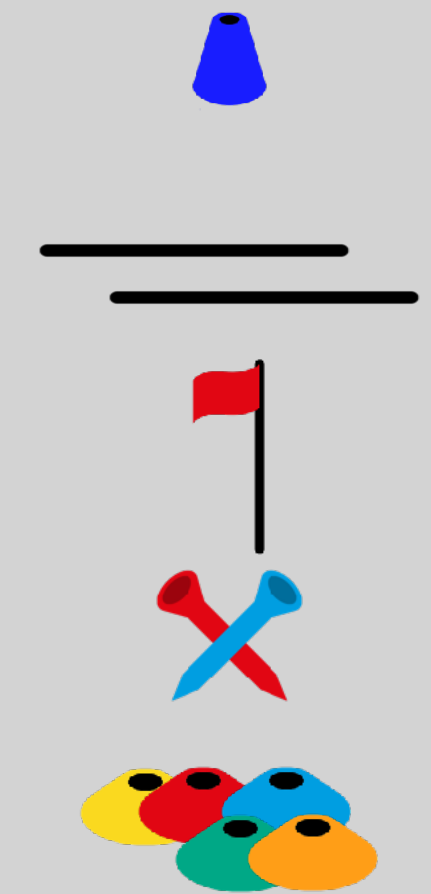


# Bunker Challenge Setup



## Equipment Needed

- 2x Marker cones
- 2x Alignment Sticks
- 2x Flagstick
- Tee Pegs
- 6x Colored Cones



## Setting out the Challenge

- Create a 30 foot diameter target circle around the flag/alignment stick using the colored cones
- Using marker cones create 2 starting points positioned in the bunker at distances of under 15 yards and over 15 yards

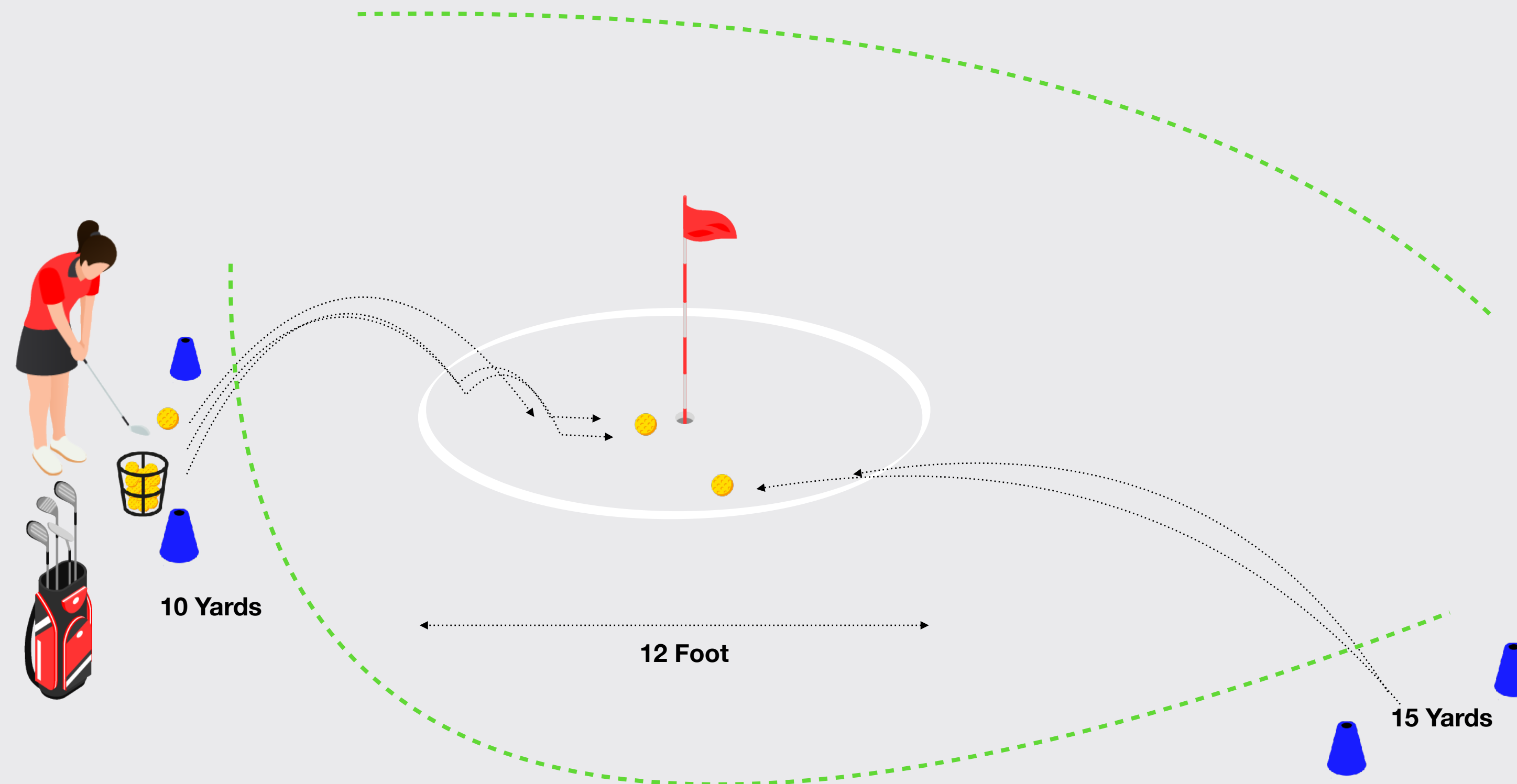


# Short Game Challenges





# Chipping Challenge



## Attempting the Challenge

- Students hit 10 shots in a random order from each starting position to finish with the target circle
- Record the result of each attempt on the Challenge Scorecard
- Students should drop the ball on each attempt

## The Challenge

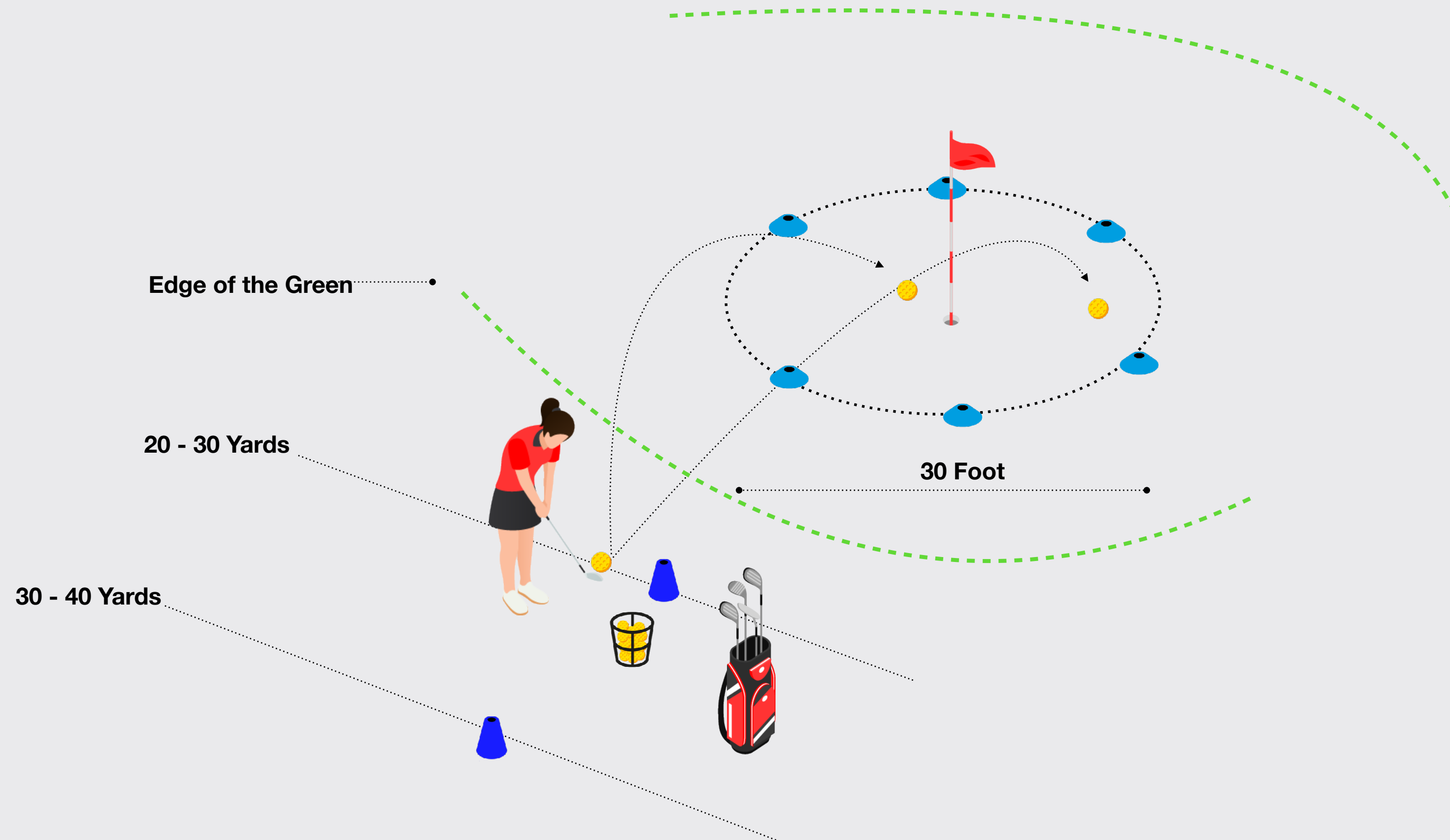
- Attempt to chip the ball to within the target circle from each position around the green. Students should attempt 10 shots from each starting position
- **4/10 chips within target circle from 10 yards**
- **3/10 chips within target circle from 15 yards**

## 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



# Pitching Challenge



## Attempting the Challenge

- Students hit 10 shots in a random order from each starting position to finish with the target circle
- Record the result of each attempt on the Challenge Scorecard
- Students should drop the ball on each attempt

## The Challenge

- Attempt to pitch the ball to within the target circle from each position around the green. Students should attempt 10 shots from each starting position

- **4/10 pitches within target circle from 20 - 30 yards**
- **3/10 pitches within target circle from 30 - 40 yards**

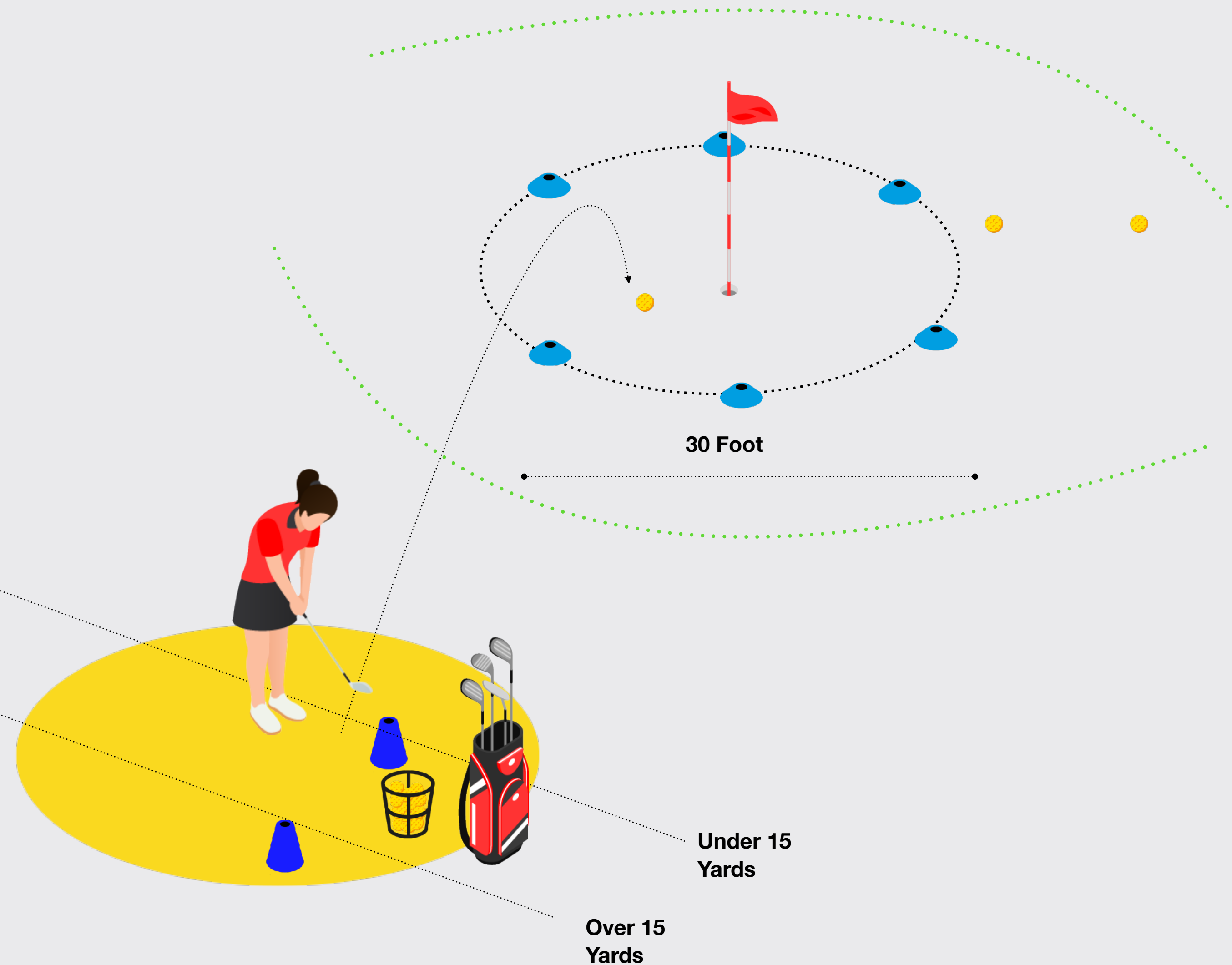
## What to do Next:

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





# Bunker Challenge



## Attempting the Challenge

- Students hit 10 shots in a random order from each starting position to finish with the target circle
- Record the result of each attempt on the Challenge Scorecard
- Students can place or roll the ball into the bunker on each attempt

## The Challenge

- Attempt to pitch the ball to within the target circle from each position in the green side bunker. Students should attempt 10 shots from each starting position

- 3/10 shots in the target circle from under 15 yards
- 1/10 shots in the target circle from over 15 yards

## 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

