

# Scoring University



# Driver

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>	<ul style="list-style-type: none"> <li>Class Layout and Setup</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 75  
Swing

**Topic:**  
Driver

**Technical Focus**  
Shot Shaping  
Developing a Stock Shot

**Scoring Challenge**  
Driver

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 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	Shot Shaping Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> <li>Introduce and reinforce the technical focus points along with reasons for implementing them</li> <li>Outline to the students how to control the 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 including start direction</li> </ul>	<ul style="list-style-type: none"> <li>Draw it In</li> <li>Fade it In</li> </ul>
25 mins	Stock Shot Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> <li>Outline examples of why developing a stock shot shape can help them on the course when under pressure, hole layouts and playing in adverse conditions</li> <li>Opportunity to provide private coaching to those attending</li> <li>Students play the practice stations individually, in pairs or in groups</li> </ul>	<ul style="list-style-type: none"> <li>X's &amp; O's</li> <li>Stocking up the shot</li> </ul>
25 mins	Driver Challenge	<ul style="list-style-type: none"> <li>Allow students to attempt the driver challenge to see if they can achieve the Break 75 challenge</li> <li>Use the challenge scorecard to record the outcome of each attempt</li> </ul>	<ul style="list-style-type: none"> <li>Driver 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 pitching. Some of technical content you may want to explore in this session may include:

- **Shot Shaping** - Discuss the principles and importance of shot shaping:
  - Discussing with the students, demonstrate the finer points and techniques of how to work the ball side to side
  - Offer some alternative techniques that tour players might adopt
  - Show how equipment set up will influence the ability to shape shots on the golf course
  - Demonstrate the impact of face and path on the start direction and curvature of the ball
- **Developing a Stock Shot** - Demonstrate how and where to use a stock shot on the golf course:
  - Discuss which club could be used and in what scenario
  - Discuss as a group the impact on statistics the stock shock can have, including fairways hit and subsequent greens in regulation
  - Discuss the importance of having a stock shot when playing specific hole layouts, handling pressure and playing in adverse conditions



**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

**Group Discussion:**  
Start, during and end  
of class



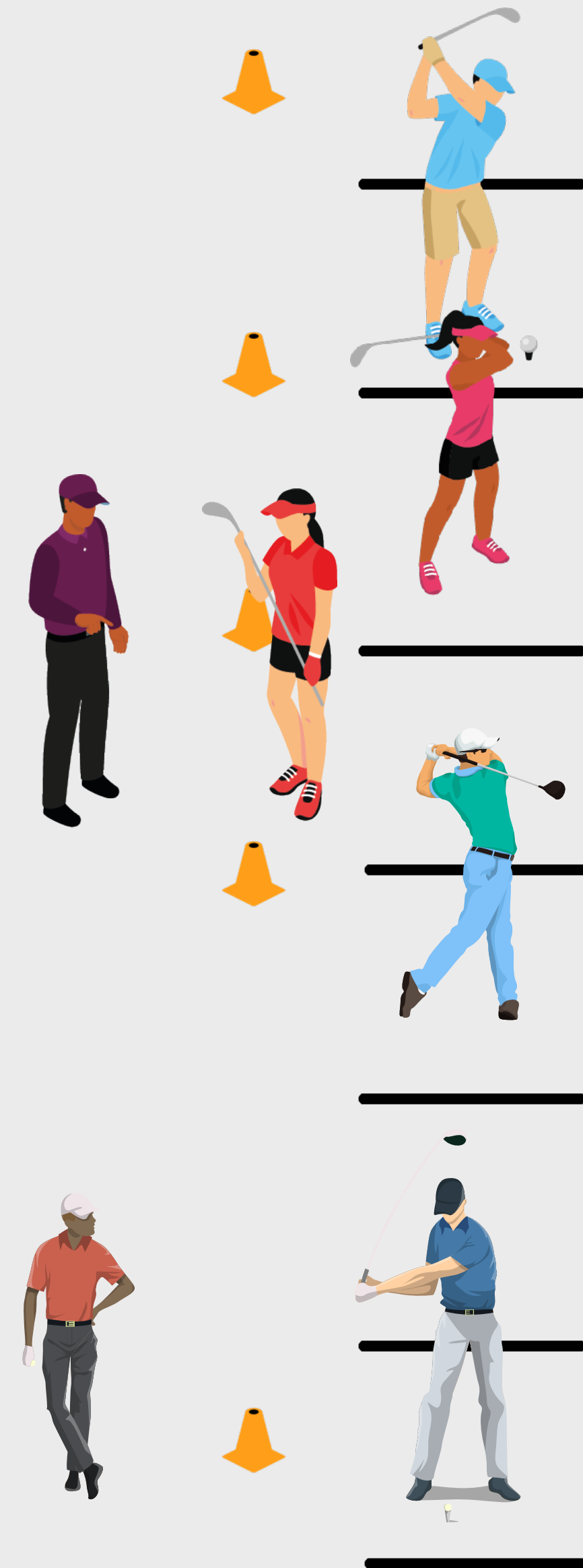
**Station 1:**  
Game Station  
X's & O's

**Station 2:**  
Practice Station  
Stocking up the Shot

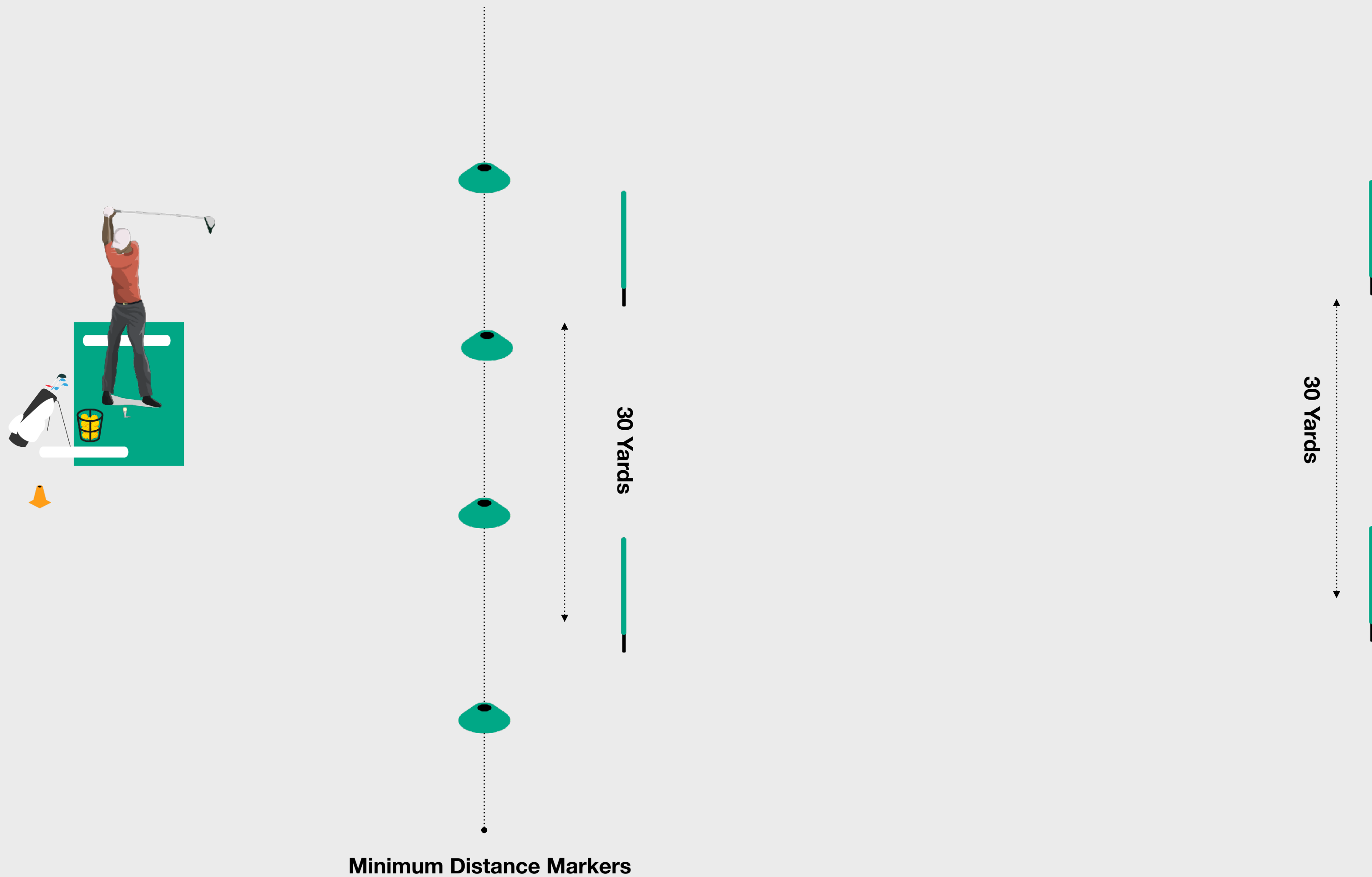
**Station 3:**  
Practice Station  
Draw it in

**Station 4:**  
Game Station  
Fade it in

**Station 5:**  
Challenge Station  
Driver Challenge

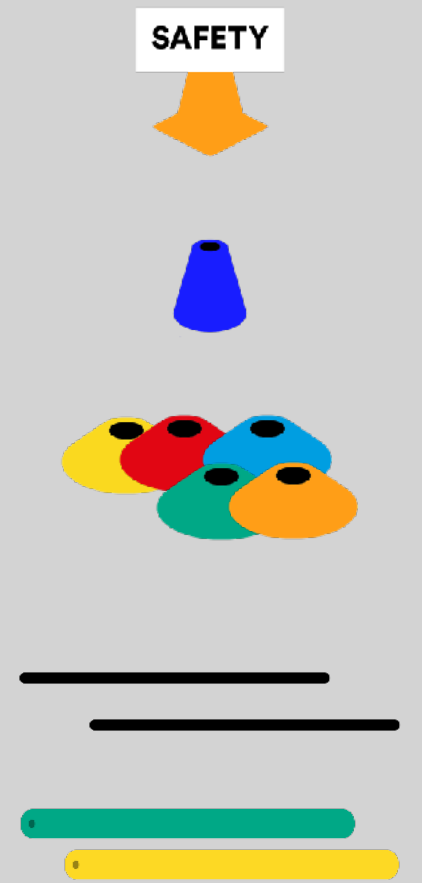


# Driver Challenge Setup



## 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
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- Set out all the markers to enable every student to attempt their challenge for their scoring goal.



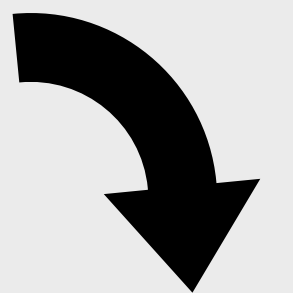
# TRACKMAN Integration

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.

# Practice Stations and Games Cards



# X's & O's

Shot Type	Draw	Straight	Fade
Short	X		
Medium		X	
Long			X



60 yards

## Equipment you Need:

- Golf Balls
- Marker Pen
- Whiteboard
- Cones
- Gates

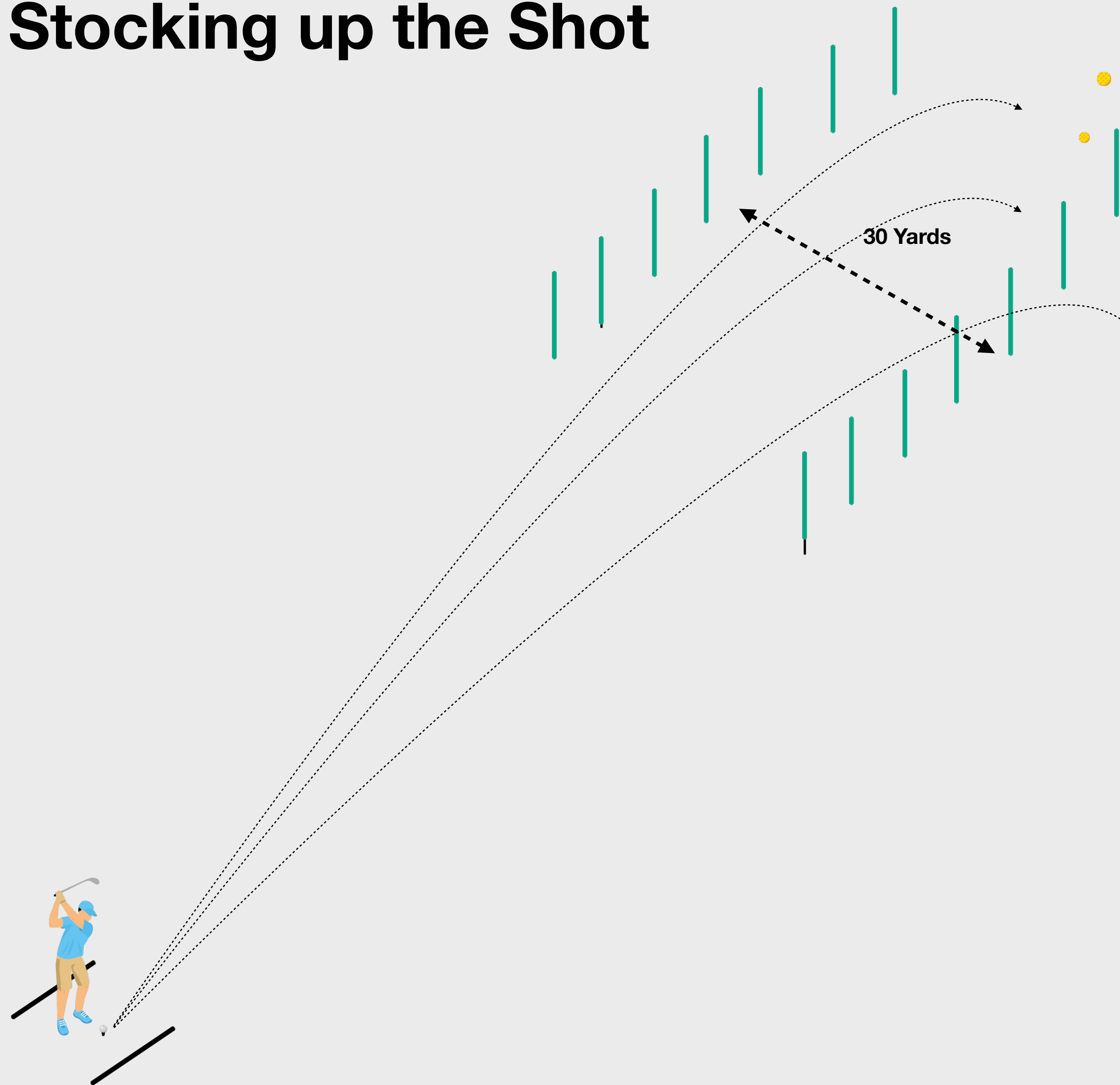
## How to Play:

- Create the gates using alignment sticks or fixed yardage markers
- Set the gates at a width appropriate to the ability of the group
- The challenge is for the golfers to carry the ball past the minimum yardage line of cones
- The ball must also pass through the gates for their chosen shot type from the grid
- The players take it in turns to hit their shots
- If they are successful hitting their chosen shot and the ball passes through the width of the gate then they can mark a O or X on the grid in any blank space
- The winner is the player who can achieve 3 in a row on the grid

## Progression Ideas:

- Move the minimum distance cone line further out
- Narrow the width of the target gates

# Stocking up the Shot



## Equipment Needed

- Driving range
- Alignment sticks, cones or other targets
- Golf balls

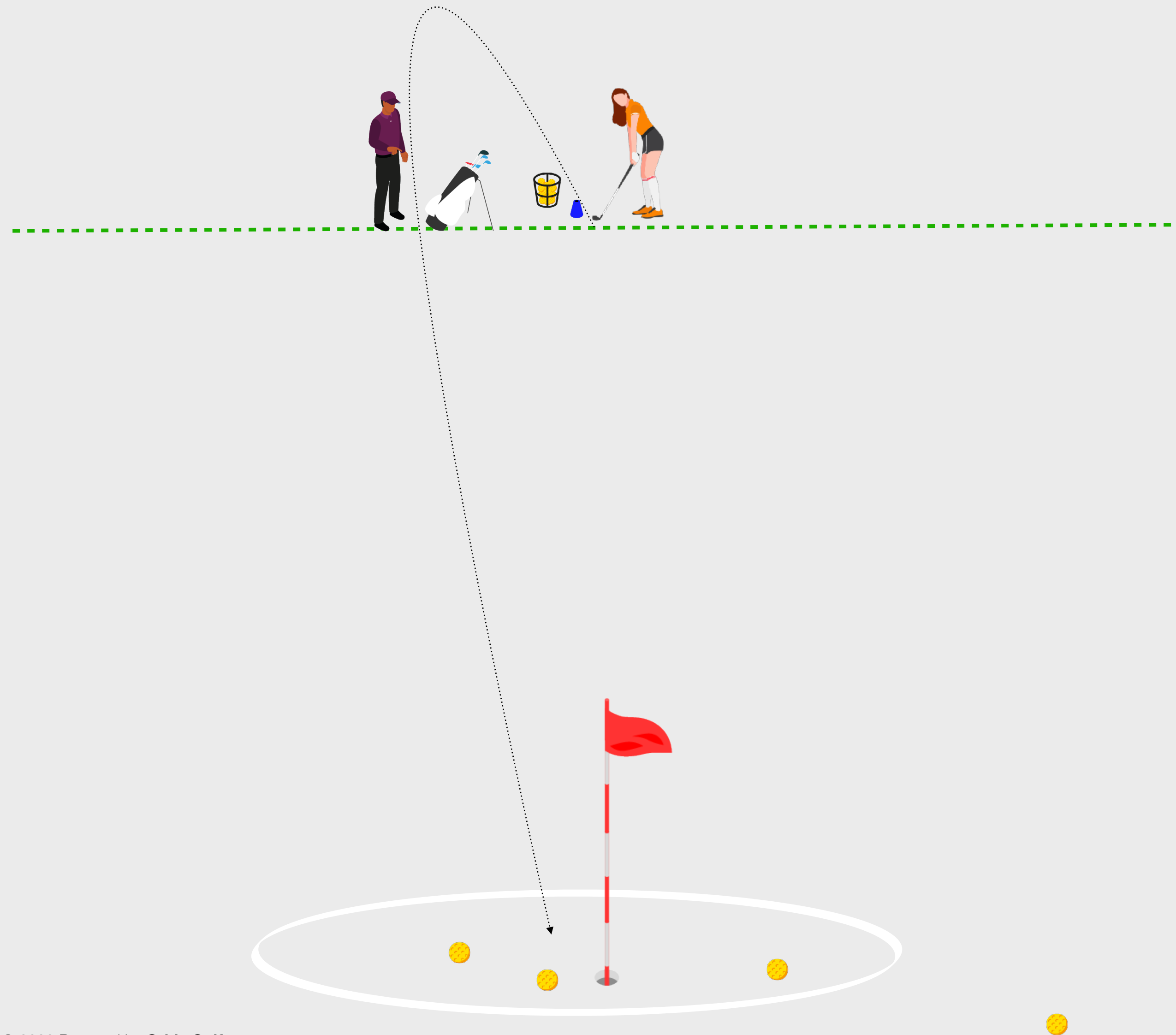
## How to Practice

- Set up a fairway on the driving range using existing targets or use cones or alignment sticks
- Ask students to hit golf balls and try and hit the fairway using their stock shot. This can be a fairway wood
- Ask the learners to hit 10 shot and see how many out of 10 they can hit the fairway

## Technical Link

- By having a visual target on the driving range it focuses the students minds onto what is required for a stock shot
- It shows them what an average fairway width of roughly 40 yards looks like

# Draw it in!



## Equipment Needed

- Irons and or driver
- Golf Balls

## How to Practice

- Student should attempt to draw the ball in to a flag or fairway. For a right handed golfer ask them to set up to start the ball on the right hand side of the green and work the ball in to the middle of the green
- Discuss how having the ball above or below their feet will make the ball go move more or less towards the target
- Explain to the student how to adjust their technique and also to change club to allow for the potential change in distance

## Technical Link

- Offer the differs options to achieve the shape of shot required. Ask the student to change clubs up and down to see the effect this can have on the severity of the shape

# Fade it in!



## Equipment Needed

- Irons and or driver
- Golf Balls

## How to Practice

- Student should attempt to fade the ball in to a flag or fairway. For a right handed golfer ask them to set up to start the ball on the left hand side of the green and work the ball in to the middle of the green
- Discuss how having the ball above or below their feet will make the ball go move more or less towards the target
- Explain to the student how to adjust their technique and also to change club to allow for the potential change in distance

## Technical Link

- Offer the differs options to achieve the shape of shot required. Ask the student to change clubs up and down to see the effect this can have on the severity of the shape

# Driver Challenge

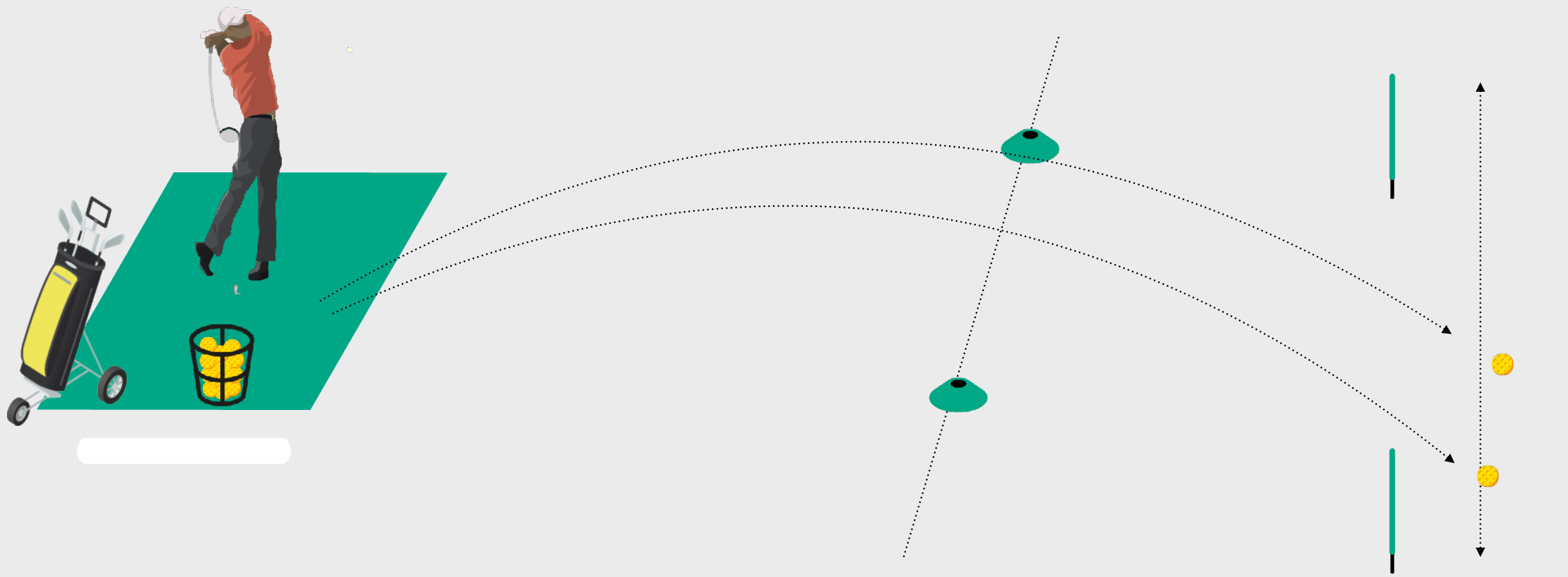


# Driver Challenge

**TRACKMAN**

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

	Course Length	Minimum Distance
Select the Appropriate Minimum Distance for your chosen Course Length	< 4500 Yards	160
	4500 -5500 Yards	200
	5500 -6500 Yards	220
	> 6500 Yards	250



Minimum Distance Markers

30 Yard Wide Target Gate

### 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 note the total distance for each shot relative to the distance markers
- Record the result of each attempt on the Challenge Scorecard

### The Challenge

- Hit the number of required shots through the 30 yard wide target gate using a Driver. The student has a total of 10 attempts

• 6/ 10 shots between a target gate

### 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

