

Scoring University

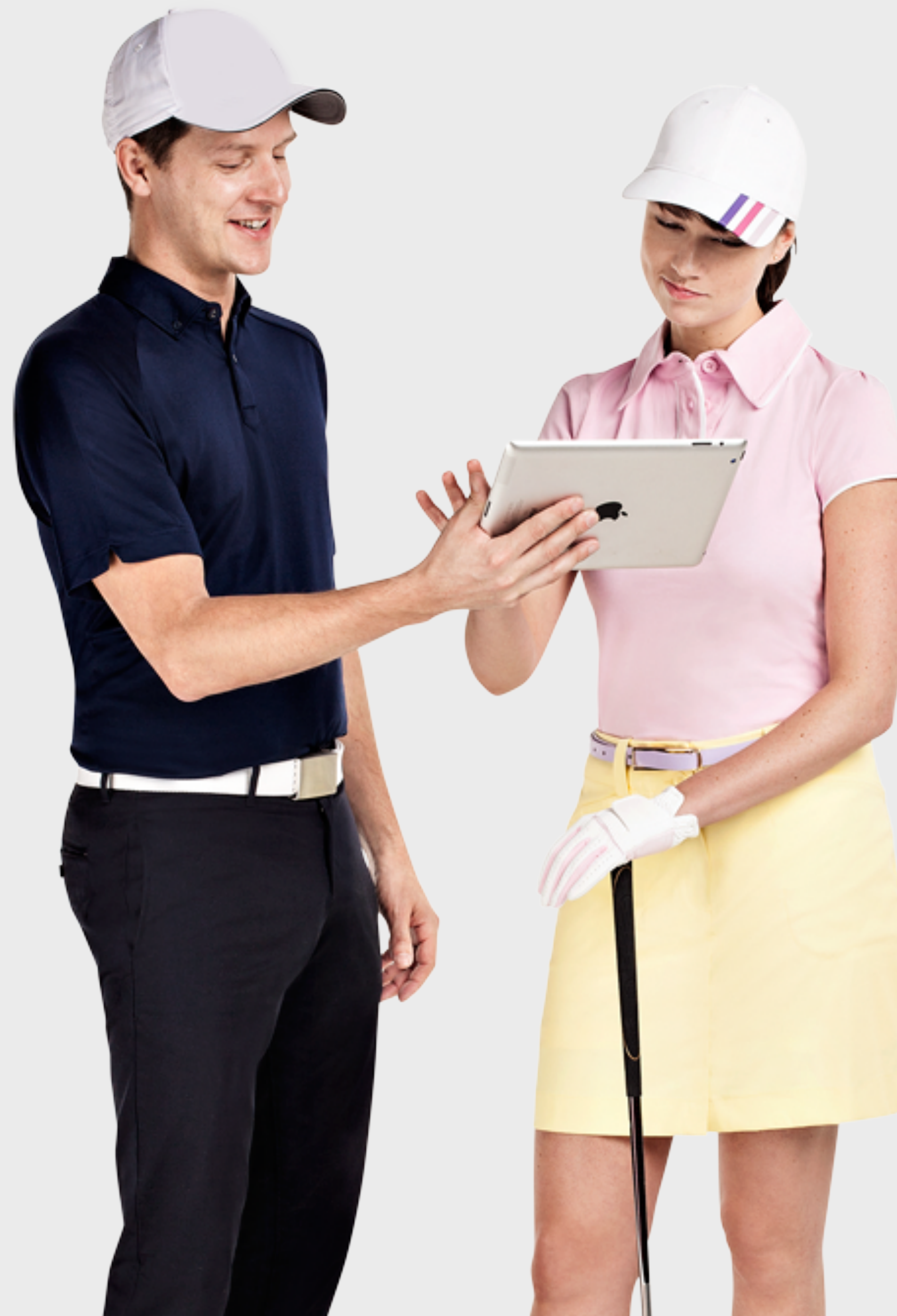


Putting Scoring



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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 75
On The Green

Topic:
Putting Scoring

Technical Focus
Strokes Gained
Competitive Games

Scoring Goal Challenge
Putting Scoring Challenge

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 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 	
50 mins	Strokes Gained and Competitive Games Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Run a Ryder / Solheim Cup style putting team event to create and competitive environment to practice putting under pressure Use the 9 hole Putting Challenge layout using the formats on the games card To enhance the experience announce the players onto the tee and give prizes to the winning teams Encourage the learners to develop similar events outside of lesson time with the golf club environment 	<ul style="list-style-type: none"> Ryder / Solheim Cup - Putting
25 mins	Putting Scoring Challenge	<ul style="list-style-type: none"> Set up the Putting Scoring Challenge and allow students to attempt this to see if they can achieve the Break 75 challenge Use the challenge scorecard to record the outcome of each attempt 	<ul style="list-style-type: none"> Putting Scoring 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 pitching. Some of technical content you may want to explore in this session may include:

Strokes Gained Putting - Introduce the student the process of 'Strokes Gained' in putting

- Explain to the students how 'Strokes Gained' putting allows for the comparison of every putt taken during a round of golf with a benchmark
- Discuss how It is also possible to compare with other benchmarks such as the PGA Tour or other handicaps
- Demonstrate that when a golfer precisely, with true information, understands their game's shortcomings, they are better able to create a practice regime to improve their putting

Competitive Games - Putting - Introduce to the students the benefits of competitive games and practice with fellow golfers

- Explain to the students how creating a competitive environment and games structure can help them recreate pressure situations on the golf course



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

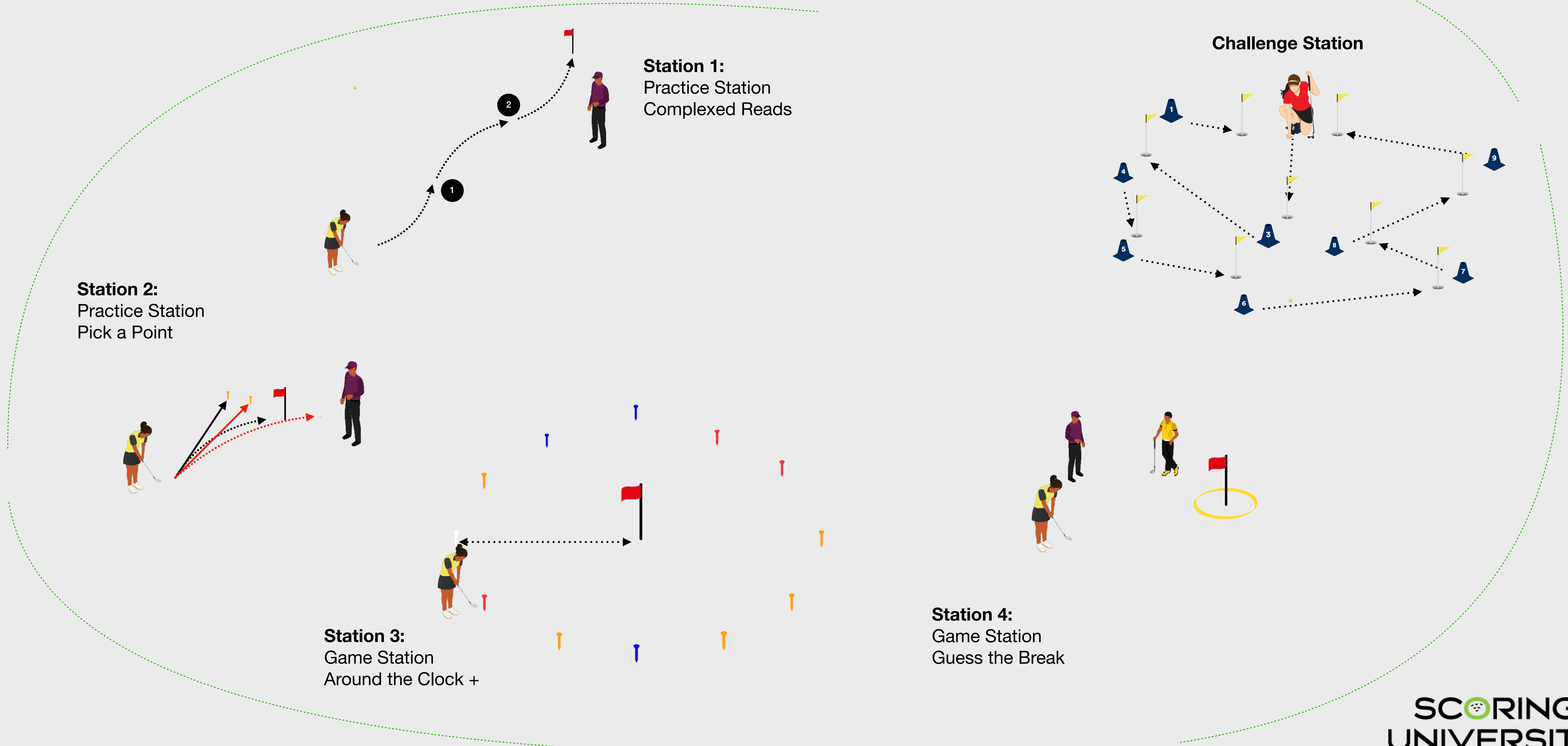
Setting out the Challenge

- 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

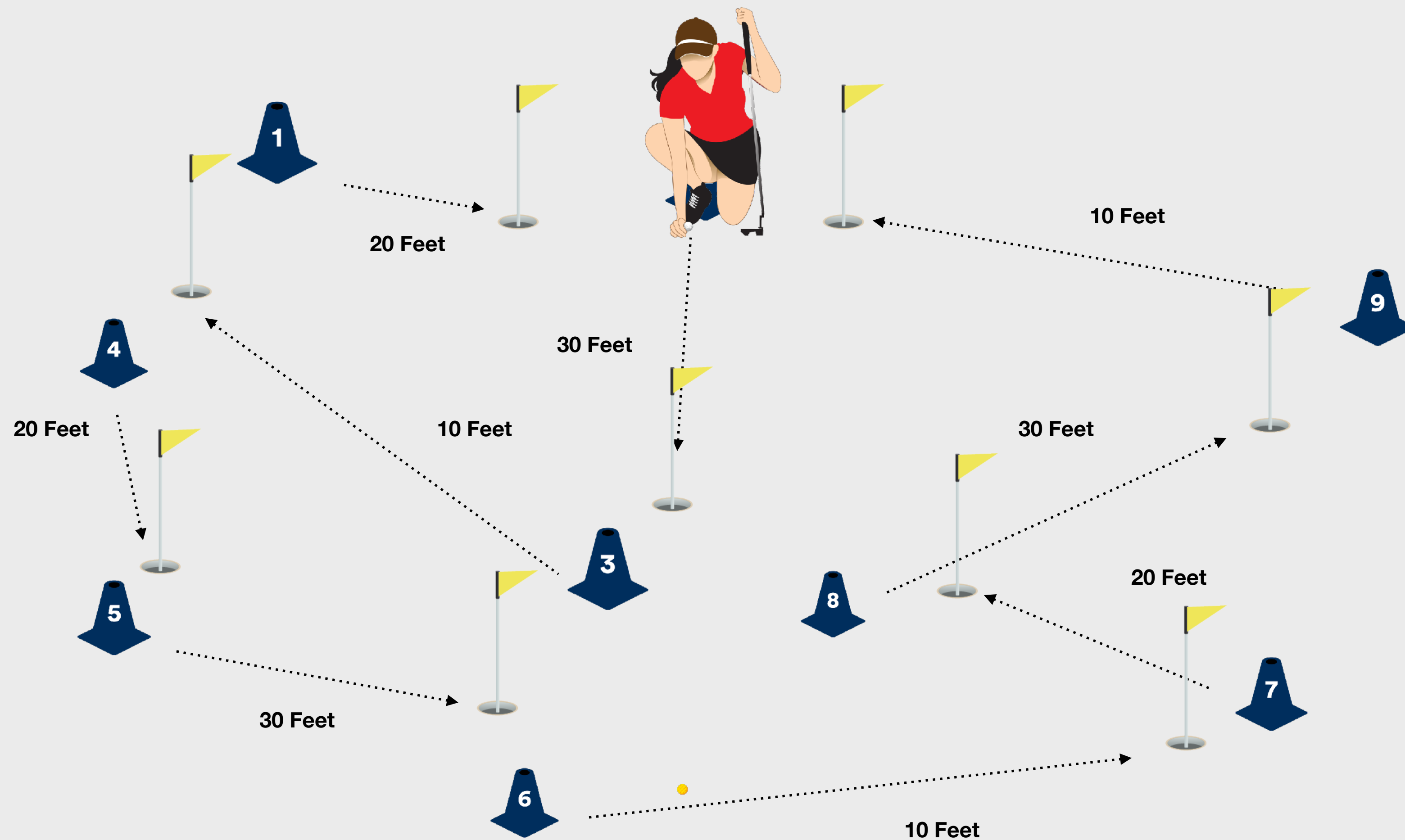
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SCORING UNIVERSITY
CLAIM YOUR GAME

Example Class Layout and Setup



Scoring Challenge Setup



Equipment Needed

- 9 x Numbered Starting Cones
- Scorecard and Pencil
- 9 x Holes on the Green



Setting out the Challenge

- 9/18 holes should be selected on the putting green on a gently sloped surface
- 3 cones are placed opposite 3 holes at 10 feet, 3 cones at 20 feet and 3 cones at 30 feet
- Students can attempt the challenge depending on the scoring level they are on by playing the required number of holes and distances

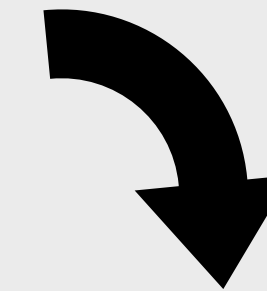
TRACKMAN Integration

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



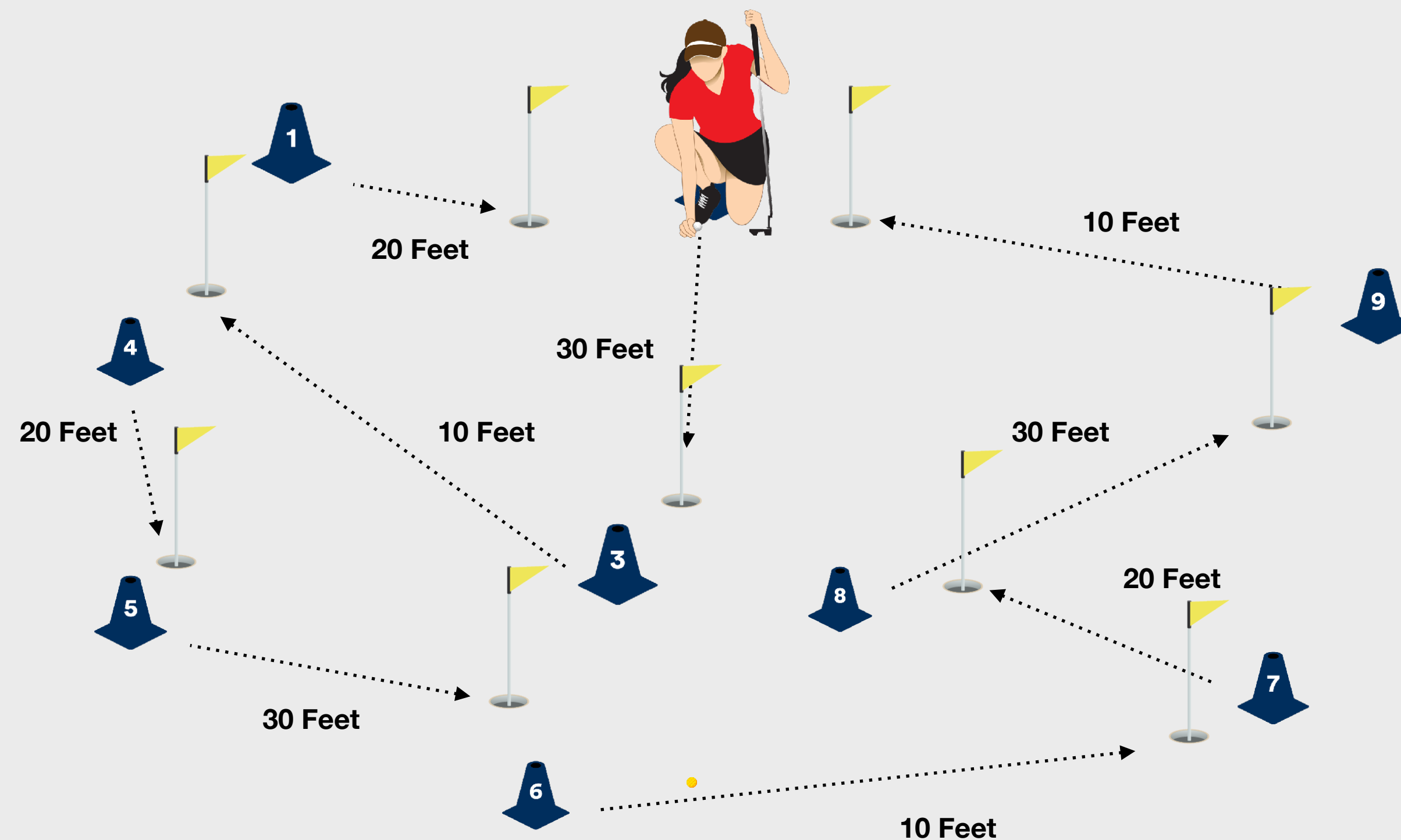
TRACKMAN

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

Practice and Games Cards



Ryder / Solheim Cup Putting



Equipment Needed

- Putter
- Golf Ball
- Cones

How to Practice

- Using the 9 hole challenge layout create two competitive teams within the group 'USA' and 'Europe'
- Pair up the individuals within each team and get them to play the 3 formats of the team competitions including:
 - Fourball Better Ball, Foresomes and Singles
- The winning pair will win 1 point with a halve worth 0.5 points.
- The team with the most points wins

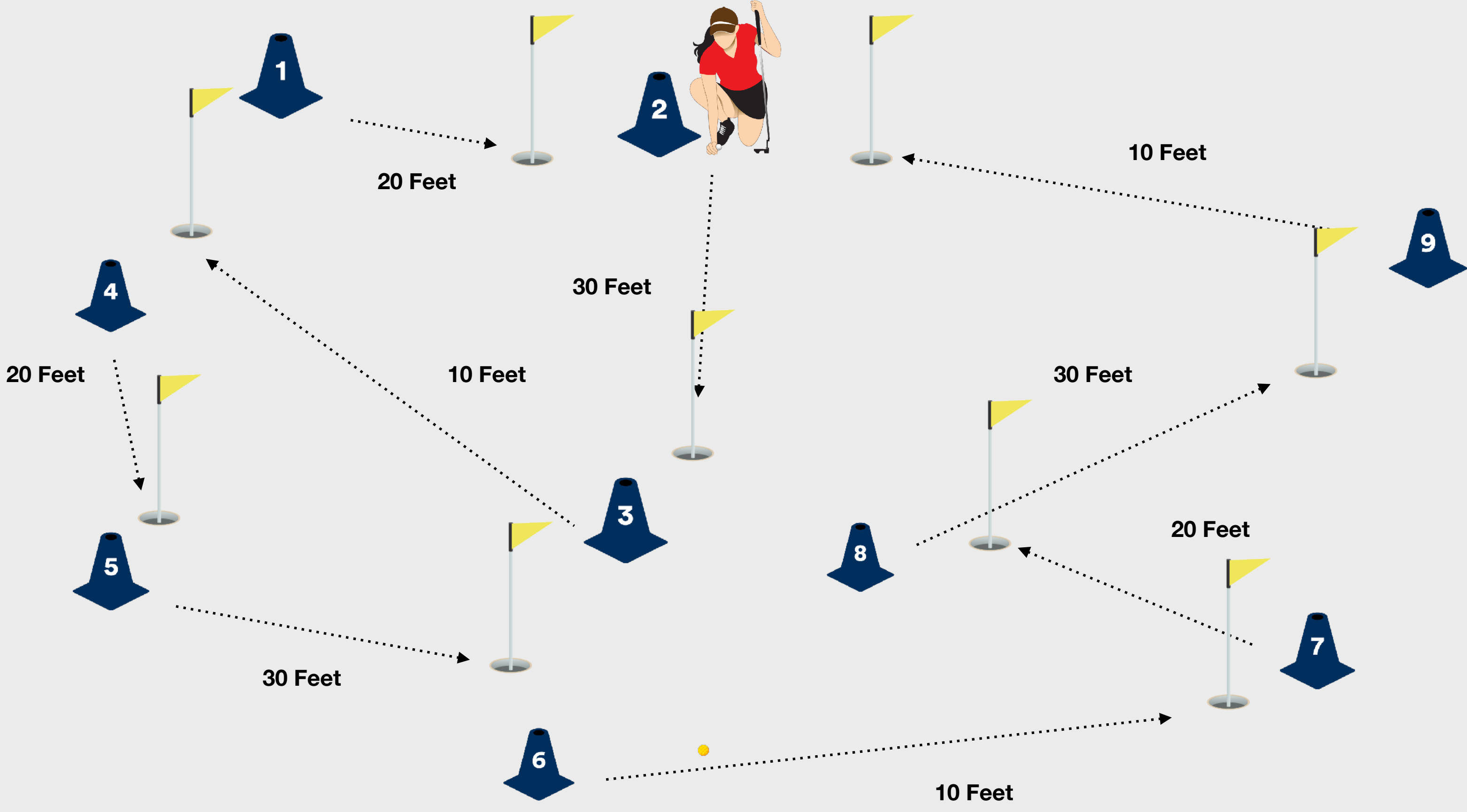
Technical Link

- This activity will help the students to create and competitive environment to putt under pressure

Putting Scoring Challenge



Scoring Putting Challenge



Attempting the Challenge



- Students play 18 holes around the green completing six holes from three different starting distances in a random order
- Record the total number of putts for each hole on the Challenge Scorecard

The Challenge

- Complete an 18 hole circuit on the green attempting 6 putts from a starting position 10 feet from the hole, 6 putts from 20 feet and 6 putts from 30 feet from the hole

• **Score 34 putts or less over 18 holes**

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

