

Scoring University

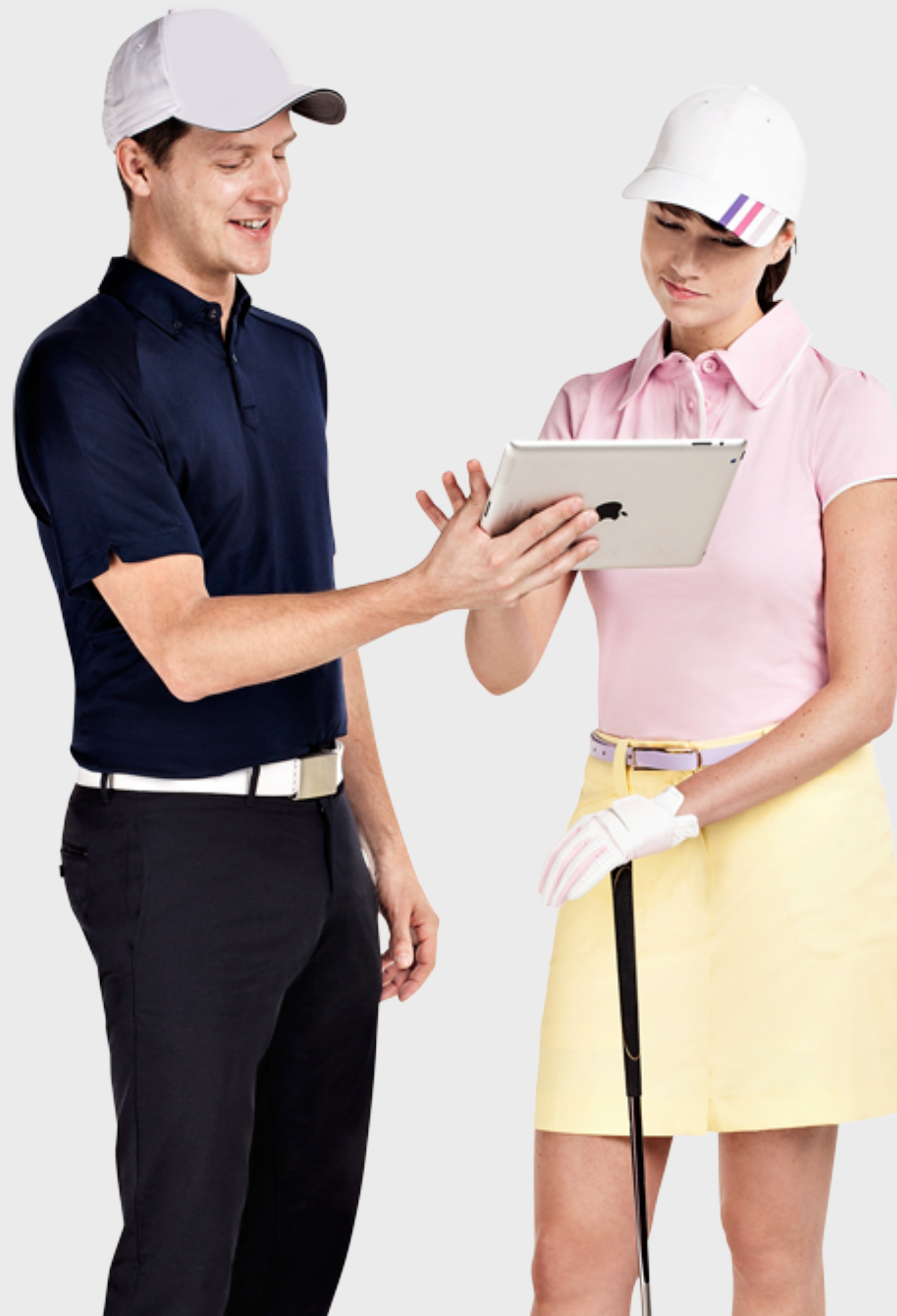


Short Putts

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"> 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
Putting

Topic:
Short Putts

Technical Focus
Putting Psychology
Putting Statistics

Scoring Challenge
Short Putts

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 	
25 mins	Putting statistics Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Introduce the student to the importance of stats gathering when putting Set up a 6 hole putting course and allow the students to play the course while they gather stats on where and when they miss and the percentages of putts holed. Player 2-4 times and build up some data of possible weaknesses and strengths 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 	<ul style="list-style-type: none"> Putt up Your Stats
25 mins	Putting psychology Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Outline to the student, the relevance of putting the psychology on the success of the students putting Ask the students to play the games and try and create a pressure situation through competition and prizes played individually or in groups 	<ul style="list-style-type: none"> Can You Miss? Pressure Build UP!
25 mins	Short Putts Challenge	<ul style="list-style-type: none"> Set up the Short Putts Challenge and allow students to attempt this to see if they can achieve the Break 85 challenge Use the challenge scorecard to record the outcome of each attempt 	<ul style="list-style-type: none"> Short Putts 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:

Putting Psychology - Introduce to the student, the part psychology plays in advanced putting:

- Outline to the student how psychology could have a positive or negative impact on their putting performance
- As a group, discuss methods and strategies to enhance your overall approach to putting psychology.
- Point to examples on the men's and ladies, PGA Tour of players that have adopted a psychology coach and how this has affected their scoring

Putting Statistics -: Discuss with the students, the part that statistic gathering can play in their putting:

- Discuss with the students how statistic gathering can improve their understanding of their putting weaknesses
- Discuss how statistics are gathered on the men's and ladies PGA tour, and suggest applications or software solutions to improve the gathering of statistical data in relation to their putting
- Outline some key stats for putting inside 10 feet and how this can help students to monitor their performance and manage expectations



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.

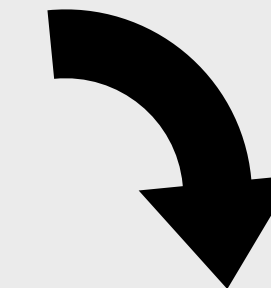
TRACKMAN Integration

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.

Putting

<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 'STROKE LENGTH' features to enhance the students experience and give some additional feedback.

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

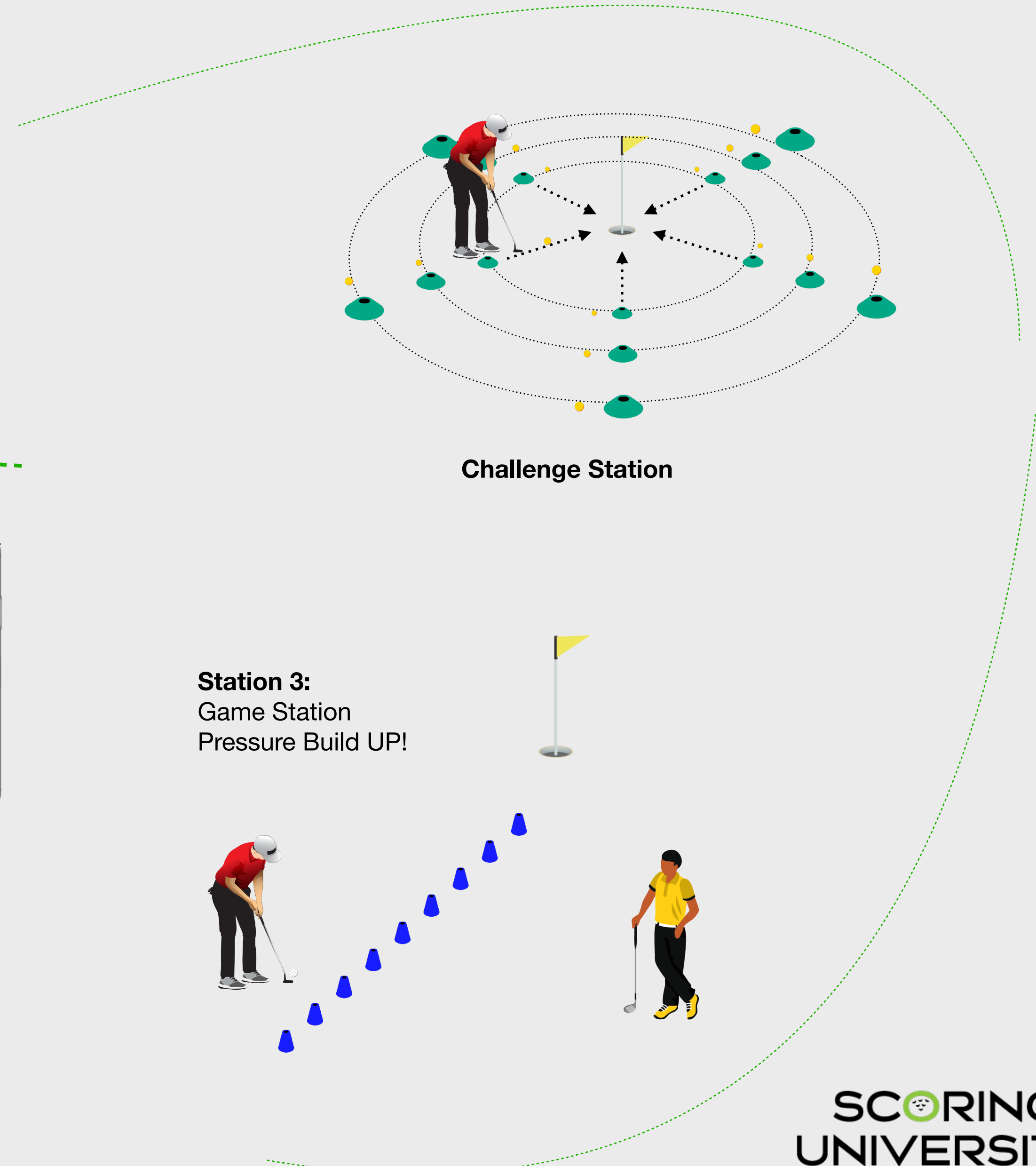
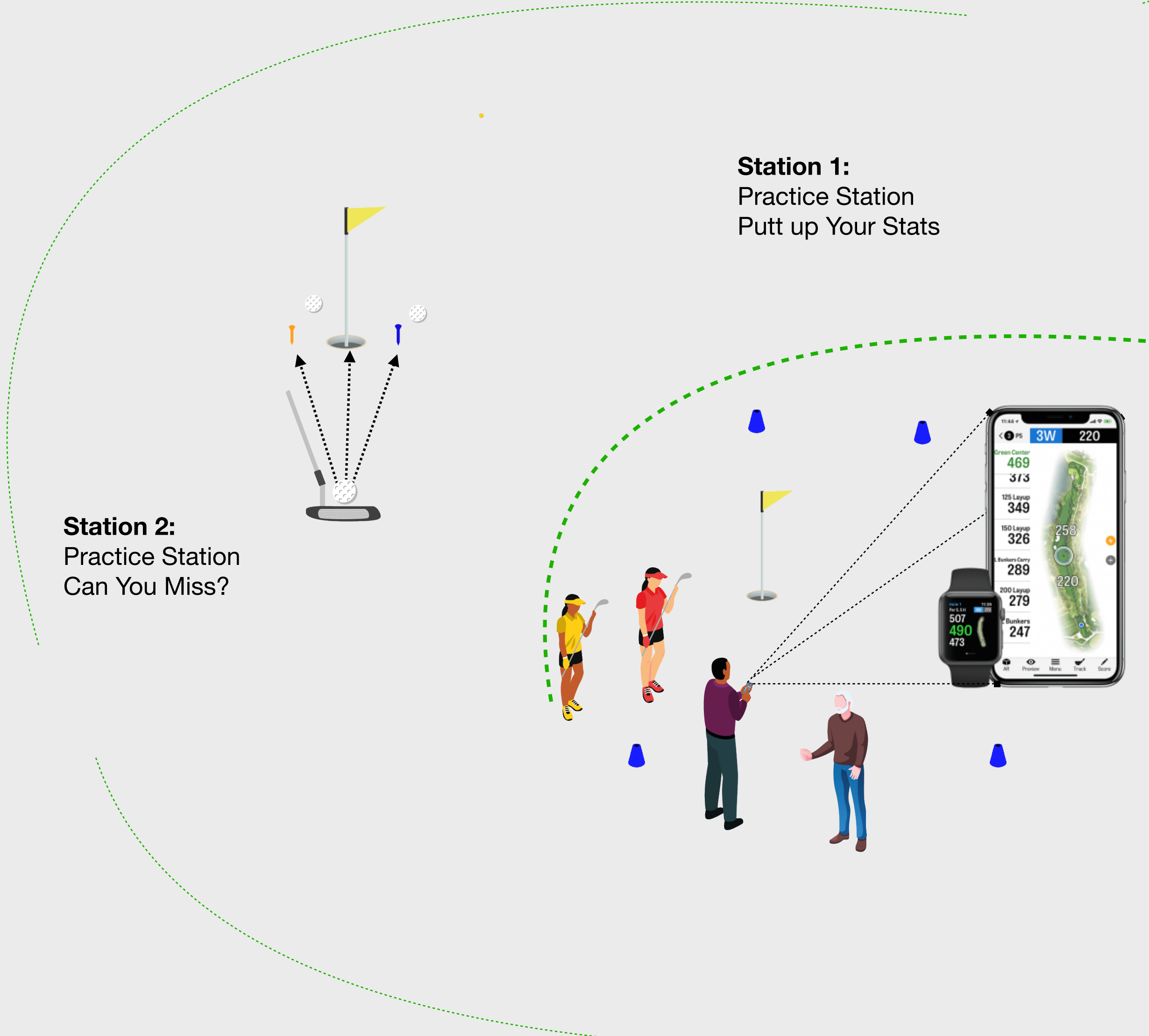
Setting out the Challenge

- 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

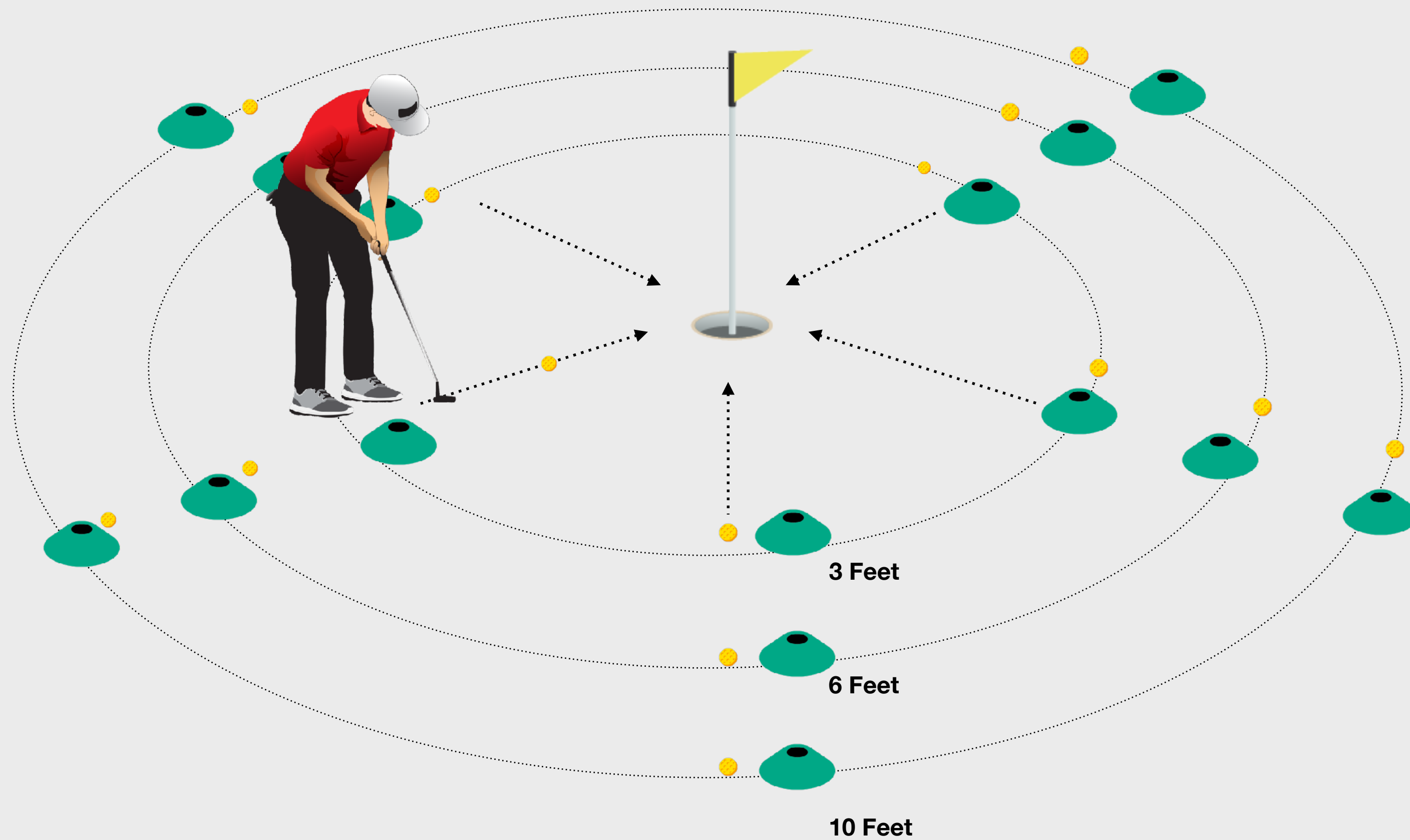
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Example Class Layout and Setup

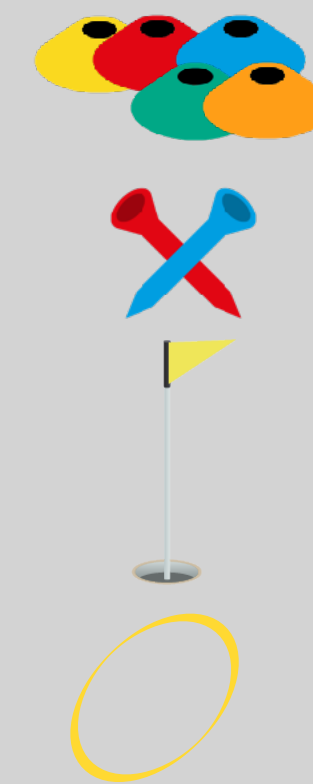


Short Putt Challenge Setup



Equipment Needed

- 15 x Colored Cones
- 15 x tee pegs
- Hole on the Green
- 6 Foot Diameter Hoop



Setting out the Challenge

- Hole should be selected on the putting green on a gently sloped surface
- The 6 foot diameter ring from your equipment bag can be used to mark the 3 foot distance, then additional distance markers can be measured from this
- 5 tee pegs/cones should be placed around the hole at each distance 3 feet, 6 feet and 10 feet

Practice and Games Cards



Putt up Your Stats

Focus

- Stat Taking Within Putting

How to Practice

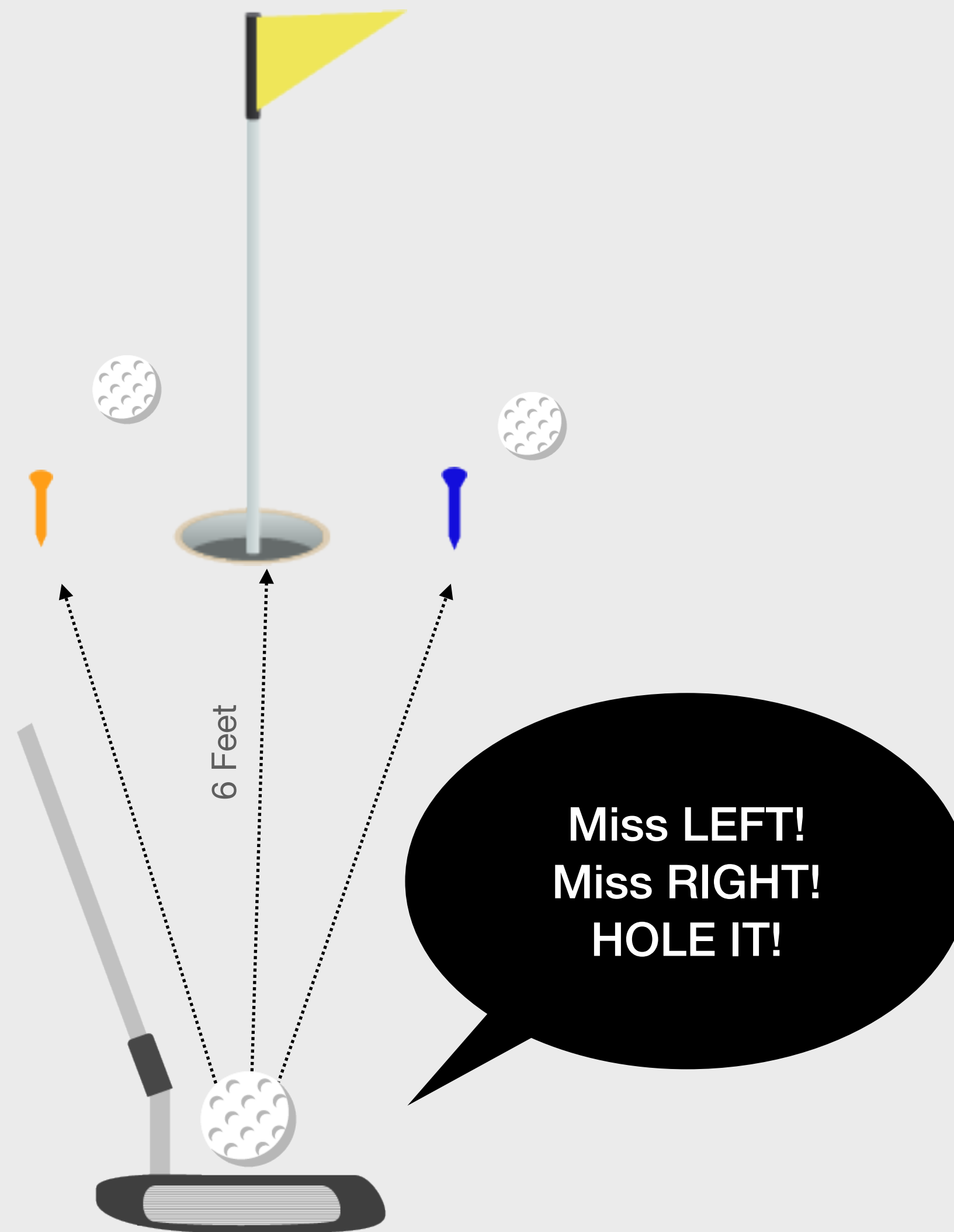
- Ask the students to download a stat recording app from the many that are available
- Ask students to record their stats as they putt around a putting course of 6 holes no longer than 10 feet per hole
- Analyse the data at the end of each set of 6 putting holes providing feedback to the students of how they can use this information to influence future putting practice

Technical Link

- This activity promotes an understanding of strengths and weaknesses within the students shot putting under 10 feet



Can you Miss?



Equipment Needed

- Tee pegs to mark the 2 miss points left and right of the hole
- Putter
- Balls
- Hole and flag (optional)

How to Play

- This game can be played individually, in pairs or small groups
- Position the golf ball 6 feet from the hole. The coach or partner will then shout out 'Miss left', 'Miss Right' or 'Hole it!'
- Turning just the putter face the student must then try and carry out the command
- The outcome from the game is to create a pressure situation for the students to test the strength of their putting psychology and positive mental attitude

Progression Ideas

- Play on a more severely sloped surface
- Increase or decrease the length of the putts

Pressure Build UP!



Equipment Needed

- Putter
- Cones or Tee Pegs
- Balls

How to Play

- A student attempts to put the ball into the hole from each starting distance
- The student should start at the 2 feet cone or tee peg. If they hole the putt they should move to the next starting position
- If the student misses a putt they should go back to the start.
- The student should focus on a consistent pre-putt routine on each attempt
- An alternative option is to count the total number of putts to reach the final distance (10 feet)
- The outcome from the game is to create a pressure situation for the students to test the strength of their putting psychology and positive mental attitude

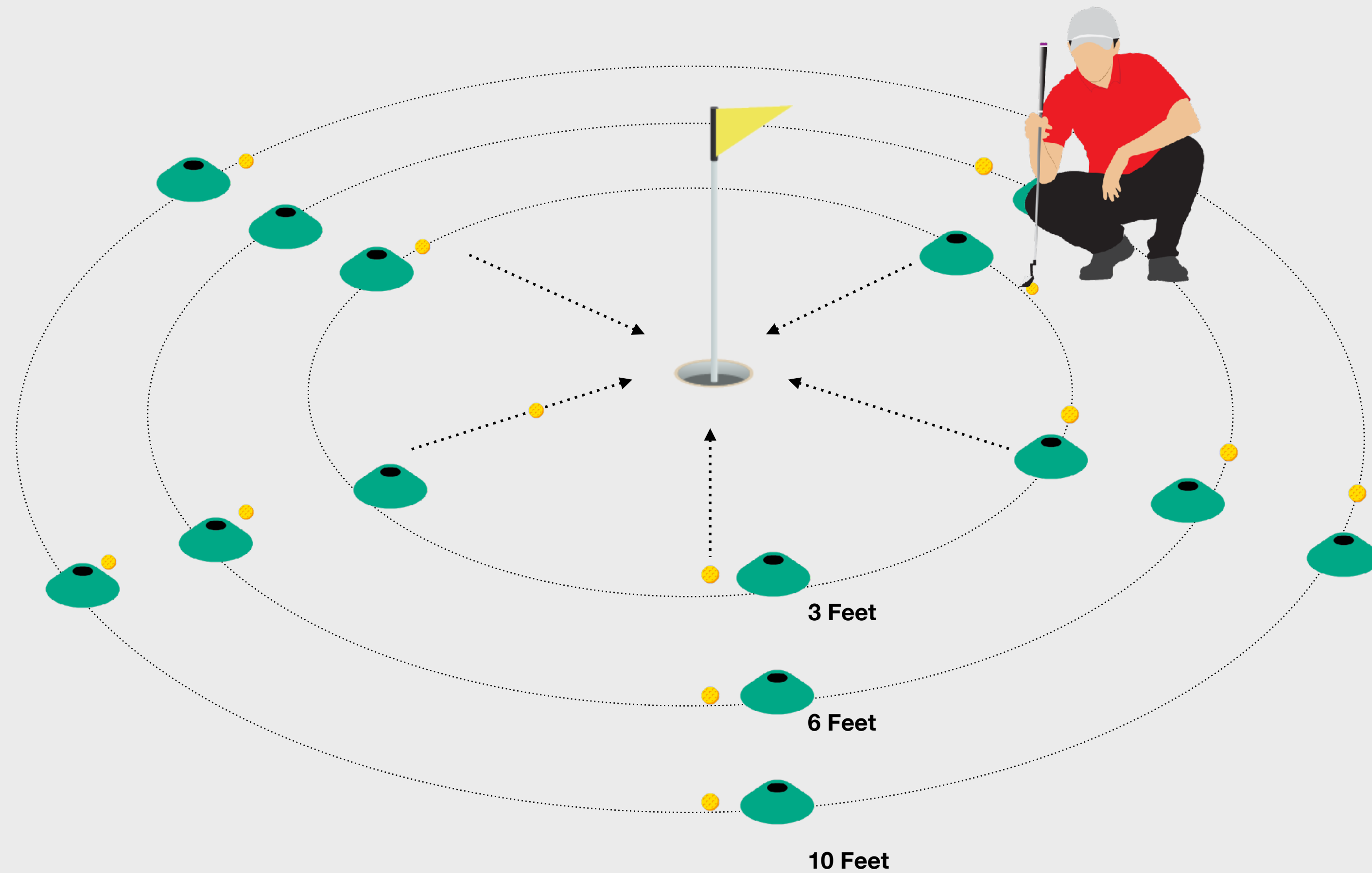
Progression Ideas

- Play on a more severely sloped surface
- Play on uphill and downhill slope

Short Putts Challenge



Short Putt Challenge



Attempting the Challenge

- Students hit 10 putts in a random order from each starting position from five positions around the hole
- Record the result of each attempt on the Challenge Scorecard

The Challenge

- Hole out from starting positions 3 feet, 6 feet and 10 feet from the hole. You should attempt 10 putts from each distance and putts must be taken evenly from 5 different positions around the hole on a gently sloped surface

- **9/10 putts made from 3 feet**
- **7/10 putts made from 6 feet**
- **5/10 putts made from 10 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

