

Scoring University

BREAK
80

Irons



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 80
Swing

Topic:
Irons

Technical Focus
Dispersion Patterns

Scoring Challenge
Iron 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 to the students the break 80 program and the structure and format of the week Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses 	
50 mins	Dispersion Patterns Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Give an introduction into how a more consistent dispersion pattern with irons can lead to hitting more greens in regulations and lower scores Demonstrate to the student techniques that can improve strike and help them find more consistency and an improved dispersion pattern Students play the practice stations individually, in pairs or in groups This is an 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"> What's your Pattern? G.O.L.F Carry Distance Challenge Cluster Up
25 mins	Iron Challenge	<ul style="list-style-type: none"> Set up the Iron Challenge and allow students to attempt this to see if they can achieve the Break 80 challenge Use the challenge scorecard to record the outcome of each attempt 	<ul style="list-style-type: none"> Iron 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 irons. Some of technical content you may want to explore in this session may include:

- **Dispersion Pattern** - Introduce some key principles and techniques to having a more consistent dispersion pattern. Some of the content you may want to explore includes:
 - Explain to students what a dispersion pattern is and how recent innovations in data collection and on course tracking has lead to an increased statistical approach to golf
 - Outline to the students some swing thoughts that can help guide them to a more clustered dispersion pattern
 - Explain how it is better for dispersion to have a one sided miss as it is more predictable and you can allow for it on the course
 - Discuss with the students how to gain more control over their dispersion through creating a more predictable swing/ strike
 - Explore how different dispersion patterns can then lead to better course management decisions and specifically the shot selection choice on Par 3'and approach into greens
 - During the class try to help students to learn their dispersion patters and give technical advice to help them improve this and apply this to their decision making on the 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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Example Class Layout and Setup

Group Discussion:
Start, during and end
of class



Station 1:
Practice Station
What's your Pattern?

Station 2:
Game Station
G.O.L.F

Station 3:
Practice Station
Carry Distance Challenge

Station 4:
Game Station
Cluster Up

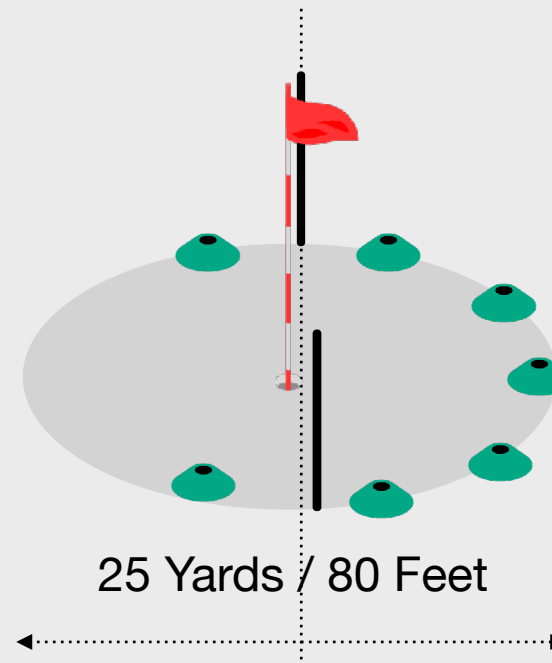
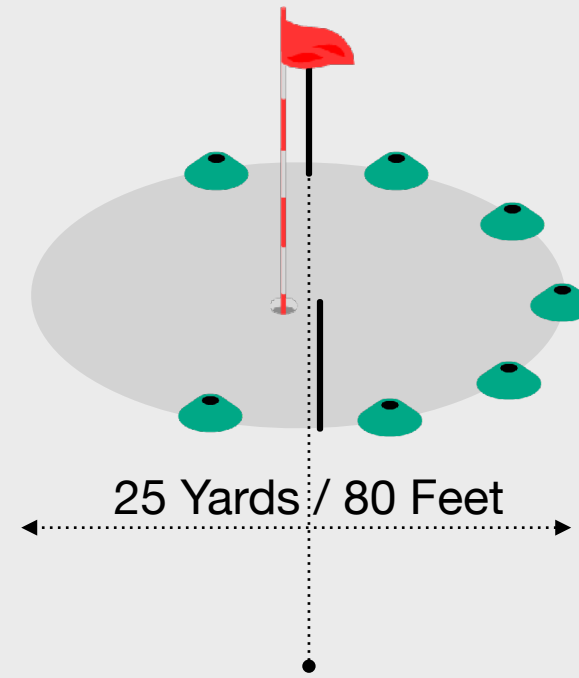
Station 5:
Challenge Station
Iron Challenge



Iron Challenge Setup

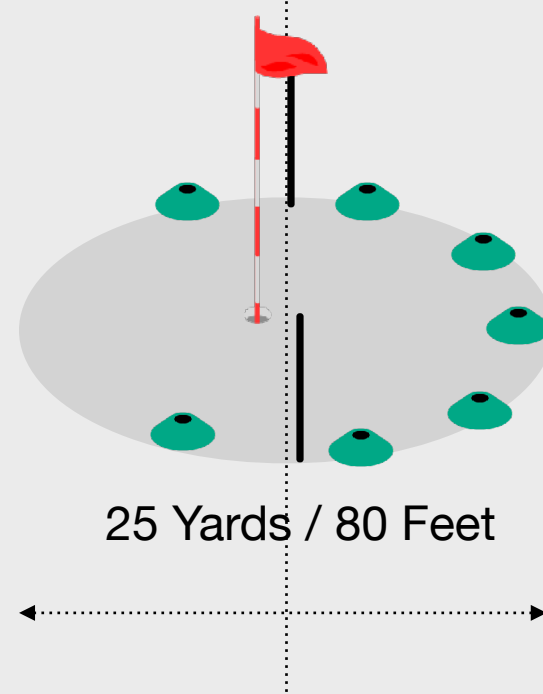
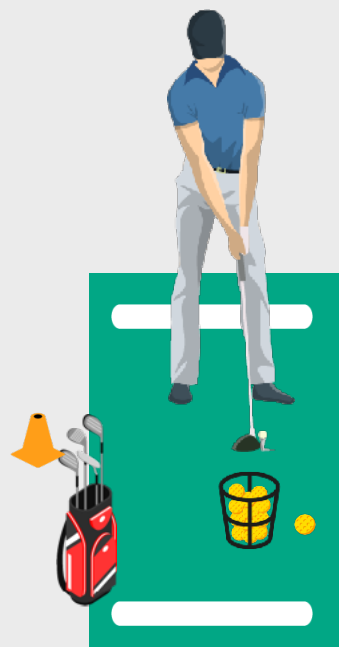
Middle Distance Green

- Under 4500 Yards> 70 - 100 Yards
- 4500 - 5500 Yards> 90 - 120 Yards
- 5500 - 6500 Yards> 100 - 130 Yards
- Over 6500 Yards> 110 - 140 Yards



Nearest Distance Green

- Under 4500 Yards> 50 - 70 Yards
- 4500 - 5500 Yards> 70 - 90 Yards
- 5500 - 6500 Yards> 80 - 100 Yards
- Over 6500 Yards> 90 - 110 Yards

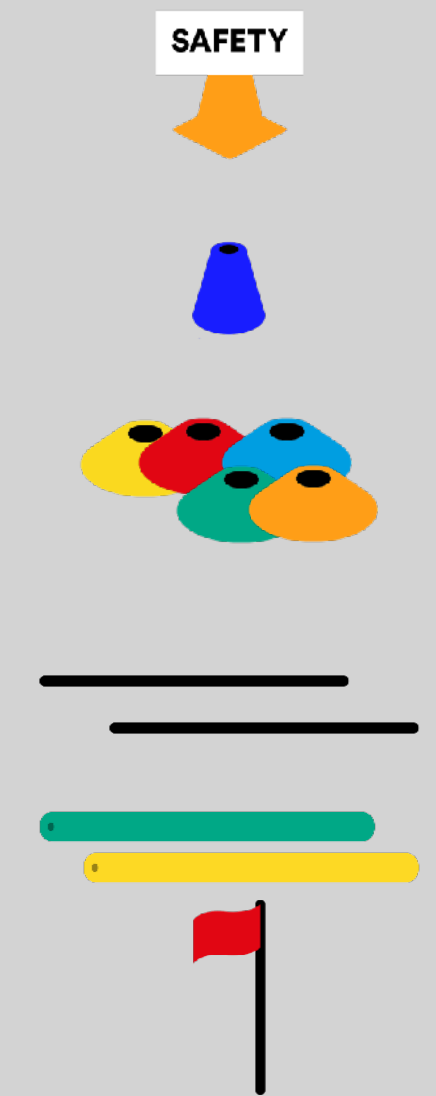


Furthest Distance Green

- Under 4500 Yards> 100 - 120 Yards
- 4500 - 5500 Yards> 120 - 150 Yards
- 5500 - 6500 Yards> 130 - 160 Yards
- Over 6500 Yards> 140 - 180 Yards

Equipment Needed

- Orange safety cone
- 1x Marker cones
- Colored Cones
- 9x Alignment Sticks
- 12x Foam Noodles
- 3x Flagstick



Setting out the Challenge

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- Colored cones to mark out the three target greens
- Foam Noodles placed onto the alignment sticks used to mark the target widths
- Set out all the markers to enable every player to attempt their challenge for their scoring goal
- Flag to be used as marker for middle of the target green (optional)

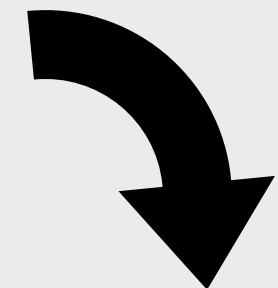
TRACKMAN Integration

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



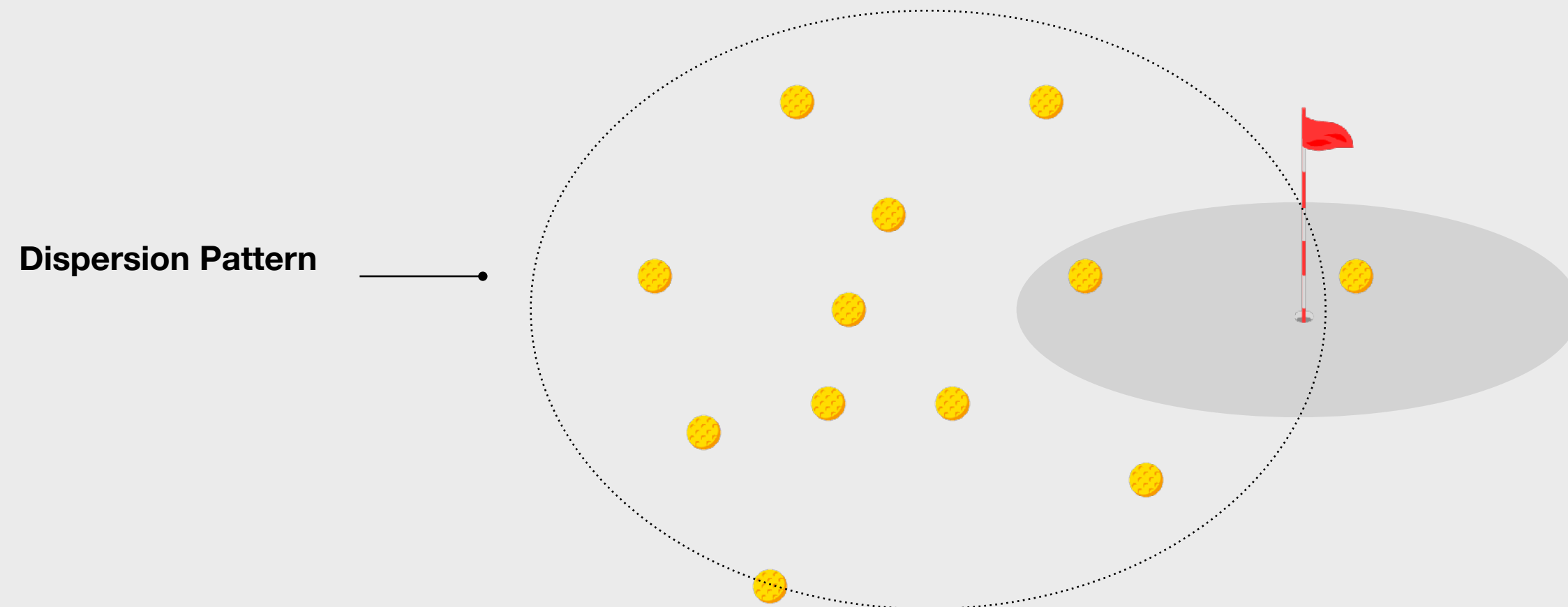
TRACKMAN

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

Practice and Games Cards



What's your Pattern?



"I think it would be a good strategy on the course to look at aiming slightly right of the pin and hit one club more"

Equipment Needed

- 1 Target
- Irons
- Golf Balls
- Pencil and Paper

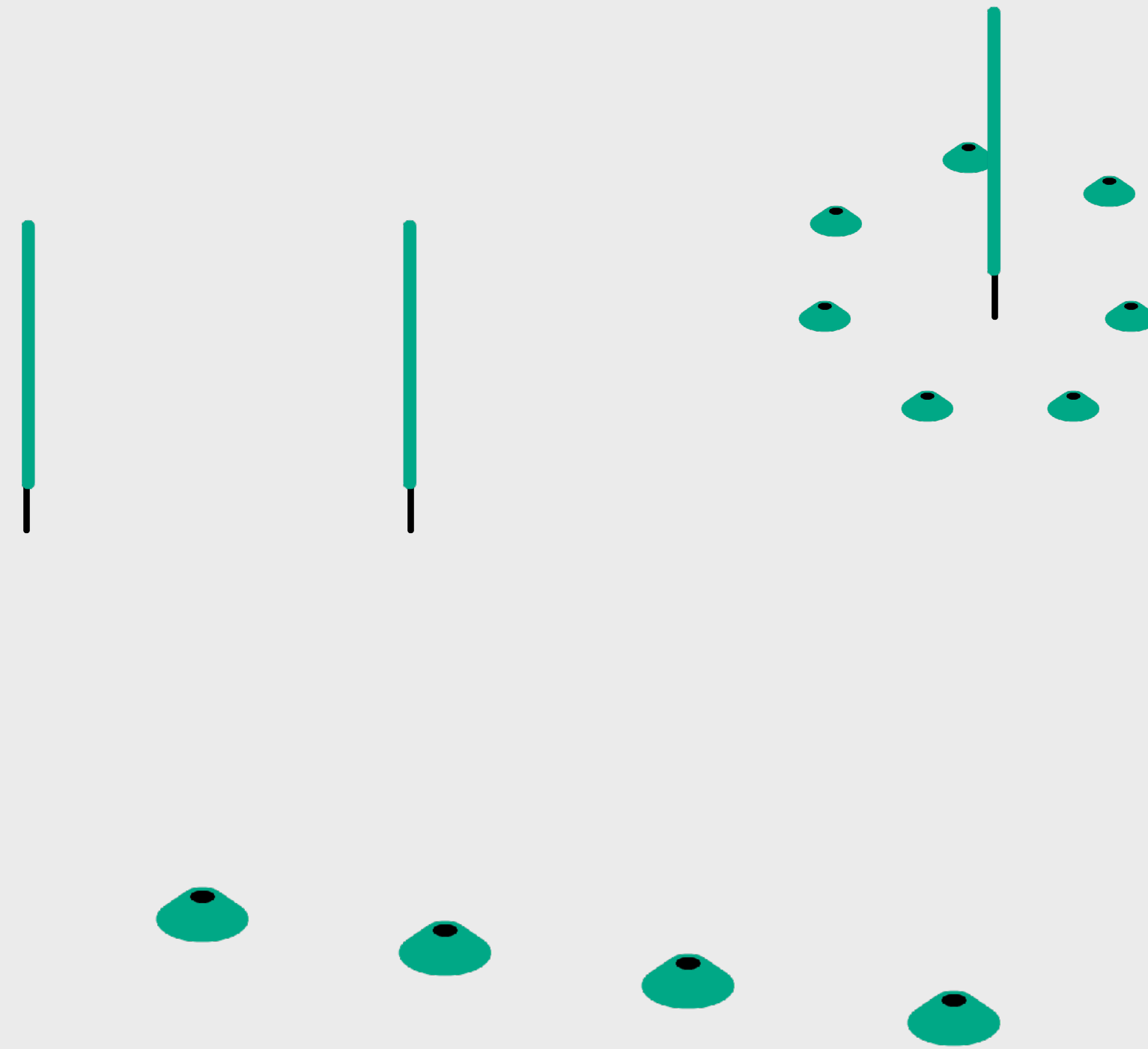
How to Practice

- Pick a target on the driving range or practice ground
- The student should pick the appropriate clubs for the distance
- The student hits 10 - 20 shots depending on the time available
- The students marks on paper the landing position of each shot they hit relevant to the target
- At the end of the shots, the students will have a dispersion pattern
- This can be used to educate the students on their shot patterns and help them develop a strategy on the golf course
- The students can re-attempt this using an alert native strategy and also complete the pattern with all irons

Technical Link

- This activity will help the student to build an awareness of their shot patterns and help them produce a strategy to use on the golf course

G.O.L.F.



TRACKMAN

Use the 'HORIZONTAL LAUNCH' feature to enhance the students experience and give some additional feedback.

Equipment Needed

- Cones
- Alignment Sticks and Foam Noodles
- Irons

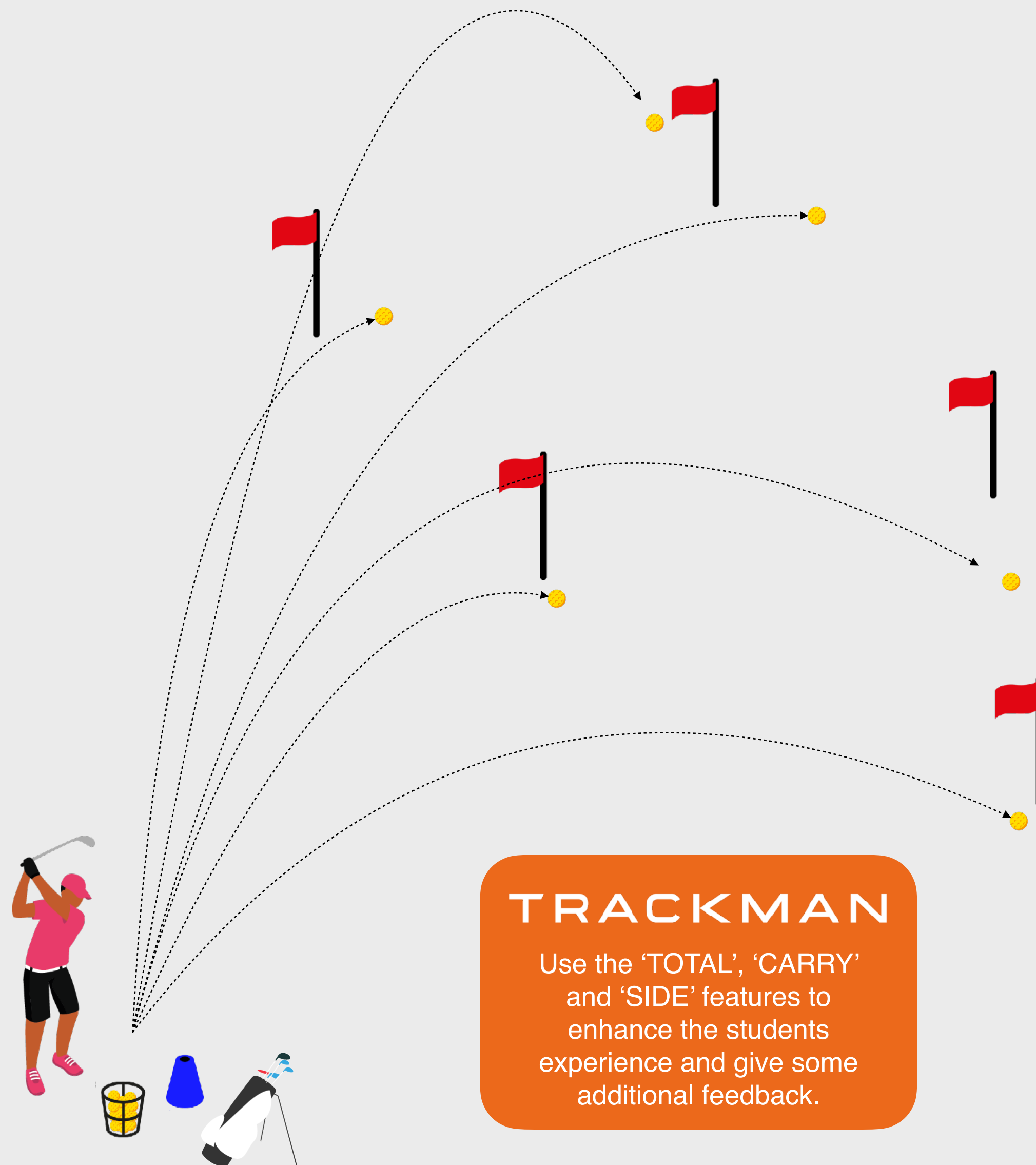
How to Play

- Set up a number of targets on the driving range, at an appropriate distance for students to aim at
- The students should take it in turns to choose and aim for a particular target, if they manage to hit their intended target they achieve a "G"
- The game continues until a student has completed the word "GOLF"

Technical Link

- This activity should focus the students attention on varied target based practice to emulate course scenarios
- This game should also highlight if a student has a common miss, which they can attempt to correct in their technique during practice

Carry Distance Challenge



Equipment Needed

- Golf balls
- Irons
- Equipment to measure driver distance (launch monitor or similar)

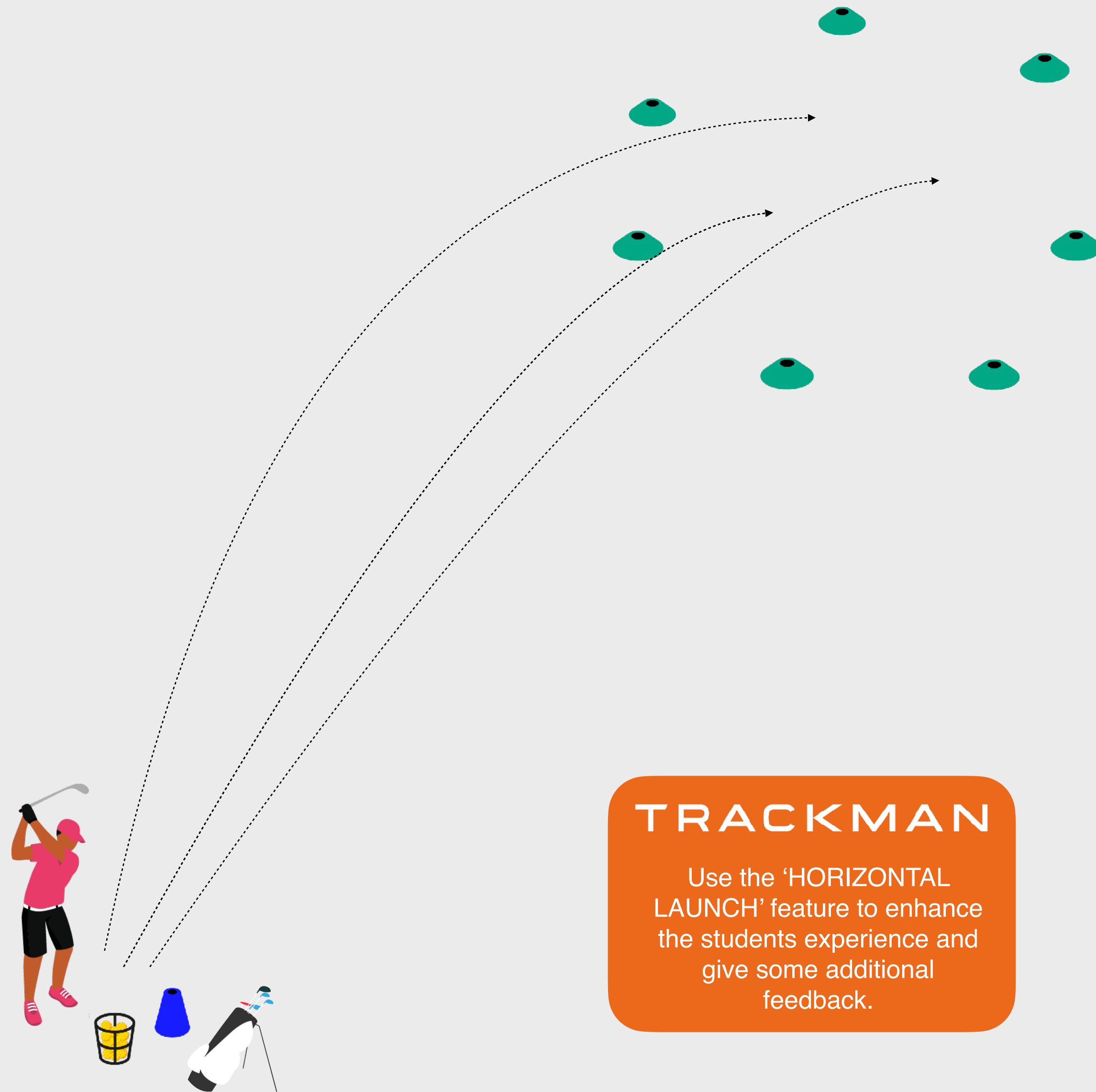
How to Practice

- Identify a number of targets on the driving range, at different distances
- Students should aim to carry their shots over the intended targets using any irons in their bag
- The targets should be seen as hazards in order to encourage the students to hit shots with sufficient distance
- Ask them to start with closer range targets and then advance to further targets each time they achieve one

Technical Link

- This activity will give the student an idea of how far they can carry each iron, which is an integral part to keeping dispersion patterns tighter

Cluster Up



TRACKMAN

Use the 'HORIZONTAL LAUNCH' feature to enhance the students experience and give some additional feedback.

Equipment Needed

- Iron
- 7 x Cones
- Balls

How to Play

- Set up a green sized target on the range using cones around the distance of a mid iron for the ability of the individual/ group
- The aim is for the student to land as many of their balls within that target area as possible
- They can have up to 20 attempts and should record the result of the shot after each one
- The student should try to keep their dispersion as tight as possible and at the end of the activity they should work out the percentage of their shots that landed within the target zone
- The winner is the student with the highest percentage

Technical Link

- This activity is a real test of accuracy and should identify and common faults in the students dispersion patterns
- Encourage students to still perform their pre-shot routine before each shot and best replicate how they would perform each shot on the course in order to keep practice focused

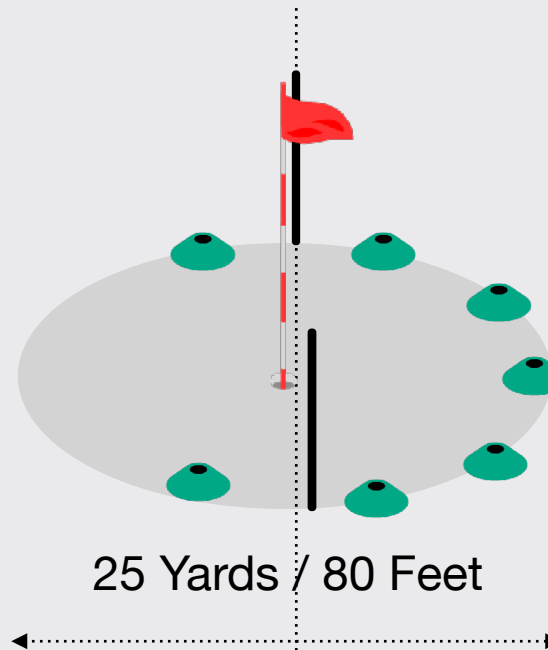
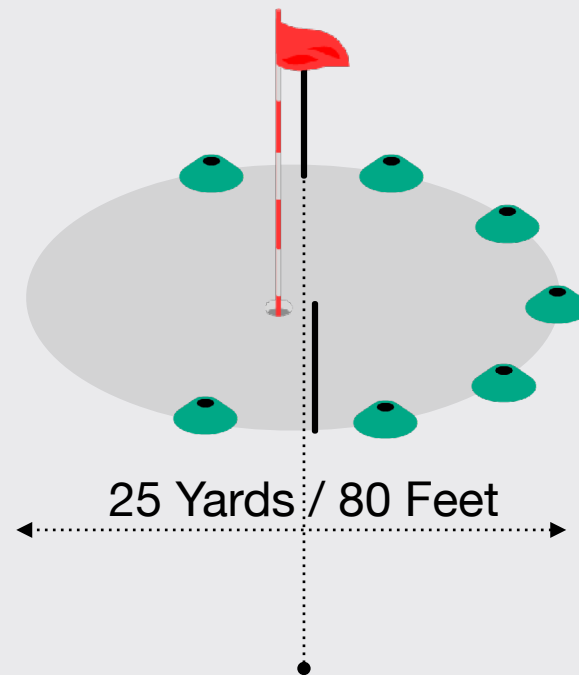
Iron Challenge



Iron Challenge

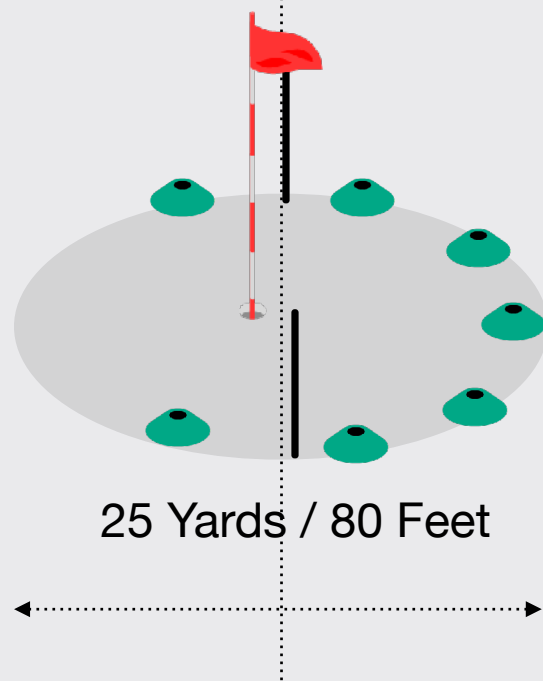
Middle Distance Green

- Under 4500 Yards> 70 - 90 Yards
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Nearest Distance Green

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Furthest Distance Green

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Attempting the Challenge

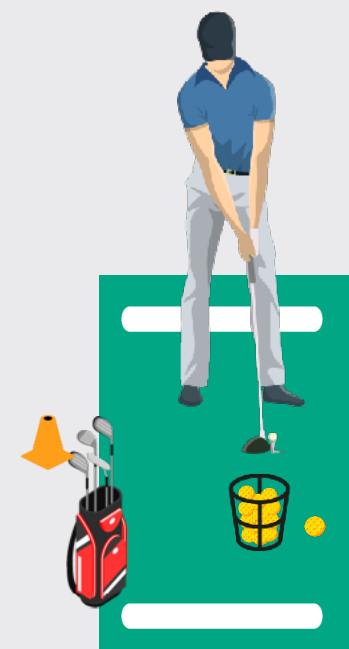
- Students should select the minimum distance based on their home club course length from the table opposite
- Next, attempt to hit each shot to finish within the target gate and for each shot and note the total distance of each shot relative to the distance markers
- Record the result of each attempt on the Challenge Scorecard

The Challenge

- Hit five shots to each target distance using whatever Iron/Hybrid they require to reach the given distance. Students have a total of 5 attempts for each distance. attempts for each distance:
 - 3/ 5 shots land on the nearest target green
 - 3/ 5 shots land on the middle target green
 - 4/ 5 shots land on the further target green

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



TRACKMAN

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

