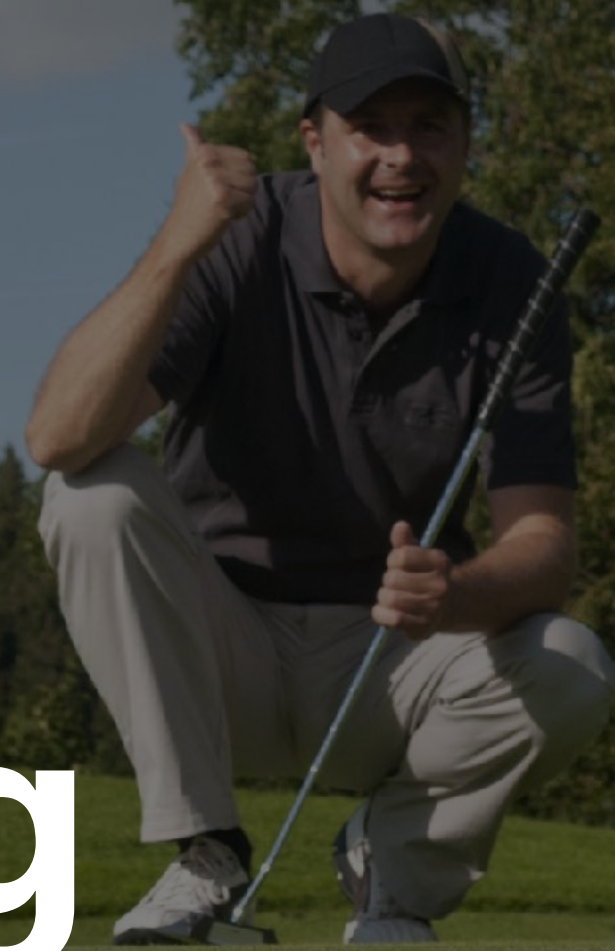


Scoring University



Putting Scoring



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
Putting

Topic:
Putting Scoring

Technical Focus
Playing Under Pressure &
Consequence

Scoring 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 to the students, the break 80 program 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	Playing Under Pressure Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Explore with students the reality of golf being a game of consequences where each shot counts. Explore with them the focus of the class will be to help them building strategies to cope with playing under pressure Explore strategies with your students including the importance of developing a positive mindset and using a pre-putt routine to help play under pressure. Emphasis on each game and practice station developing a consistent routine 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"> Don't Leave it Short 21 Spiral Up the Ladder
25 mins	Short Putts 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 80 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 putting. Some of technical content you may want to explore in this session may include:

Playing Under Pressure / Consequences - Introduce the student to some fundamentals of dealing with pressure when putting. Some of the content you may want to explore includes:

- Highlight to the students how focussing on the process when approaching a putt and emphasise the importance of routine in dealing with pressure
- Reinforce how taking that extra time before a shot can help them to stay focused and manage pressure
- Outline how preparation can help performance on the course including warming up on the putting green before play
- Explain how to manage aggression and when to, and when not to be aggressive with a putt
- Explore techniques for bouncing back from a 3 putt or missed short putt
- Explore how an understanding what is acceptable putting performance on the course for their skill level can help them handle pressure when they play



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

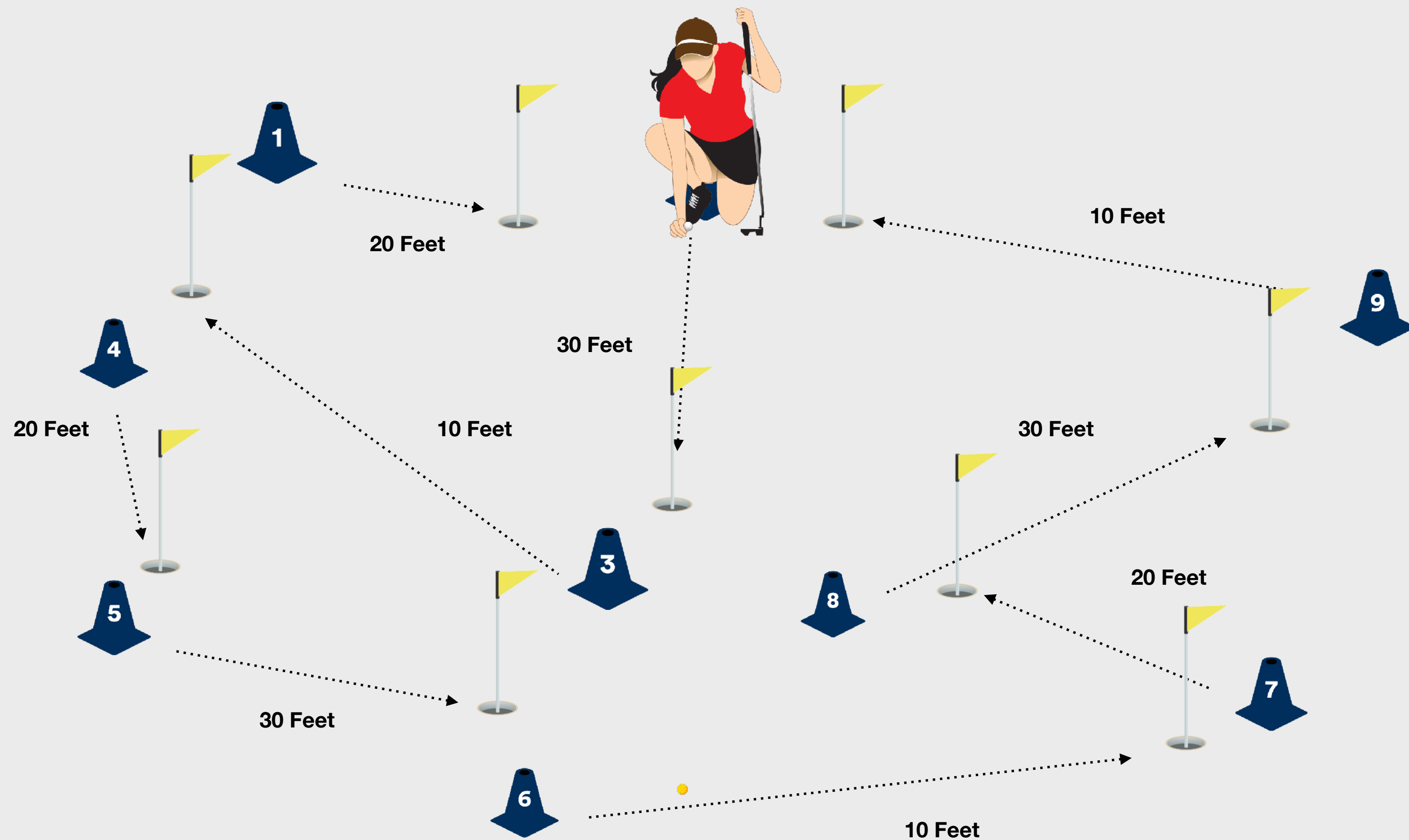
SAFETY

SCORING UNIVERSITY

Example Class Layout and Setup



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 an average 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

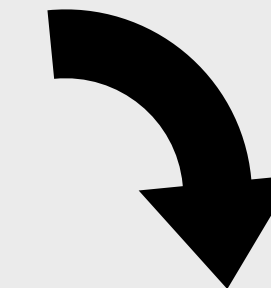
TRACKMAN Integration

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



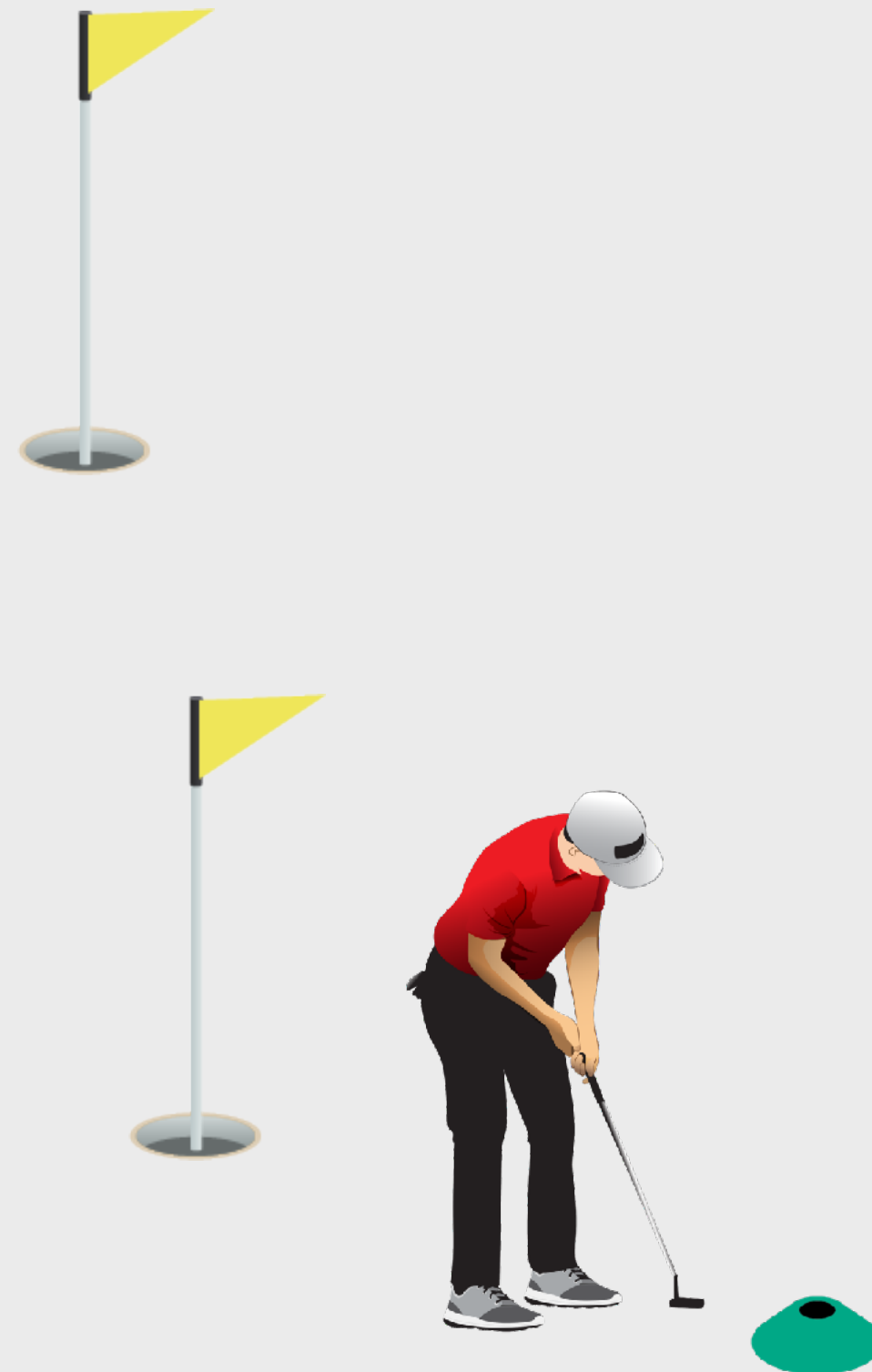
TRACKMAN

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

Practice and Games Cards



Don't Leave it Short!



Equipment Needed

- Putter
- 9 Holes on the Green
- Golf Ball
- Tee Peg or Ball Marker

How to Play

- This game can only be played in pairs or groups but is played individually
- Pick 9 holes on the putting green and if required using combinations of the same holes in the example on the left three holes repeated three times
- The aim of the game is complete 9 holes without leaving the ball short of the hole or three putting
- The player attempts their first putt and the ball need to finish past the hole to attempt the next putt. If the ball finishes short the player picks their ball up and starts again
- If the ball finishes past the hole and the students misses the second putt, they again for back to the start
- If they hole the putt, they move to the next hole
- The student should place a marker in the ground at the furthest point they reach on the course

Technical Link

- This activity will help the student to experience competitive pressure when they are putting, which will be a test for their technique and skill by placing consequence on each putt that they hit
- When completing this activity you should place the important an a consistent pre-putt routine

21



Equipment Needed

- 2 Putters
- 2 Golf balls
- 2 Holes

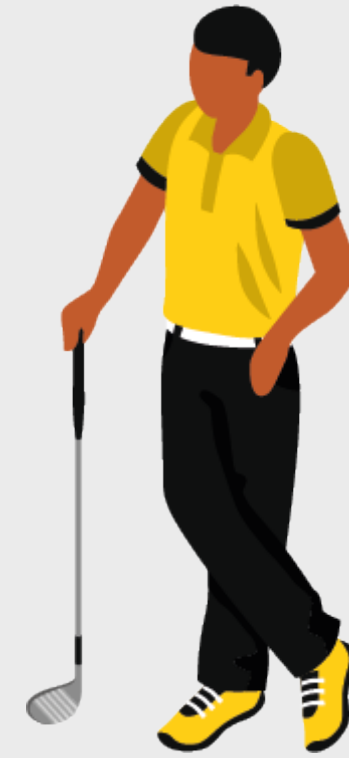
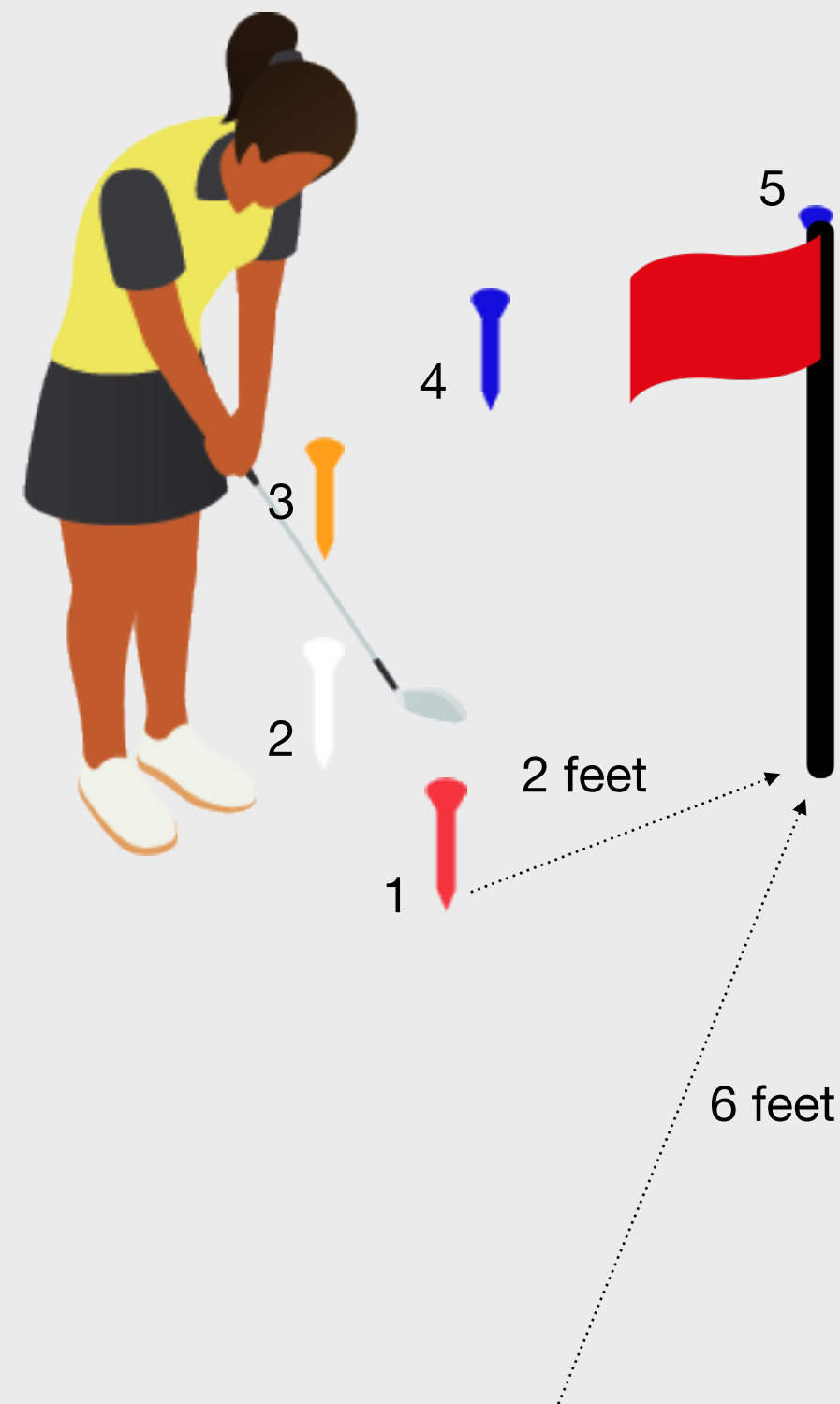
How to Play

- This game can only be played in pairs
- Pick two holes on the practice green and students must stand at one hole aiming at the other hole
- Putts made on the first shot are worth three points, a lip out on the first putt is worth 2 points, 2 putts are worth one point and a 3-putt is -1 point
- After each student sinks their putt, they turn around and putt for the opposite hole
- The winner is the first person to make it to exactly 21 points

Technical Link

- This activity will help the student to experience competitive pressure when they are putting, which will be a test for their technique and skill
- The scoring element will focus them on the outcome they are trying to achieve and will emulate the type of focus on planning required on the course

Spiral



Equipment Needed

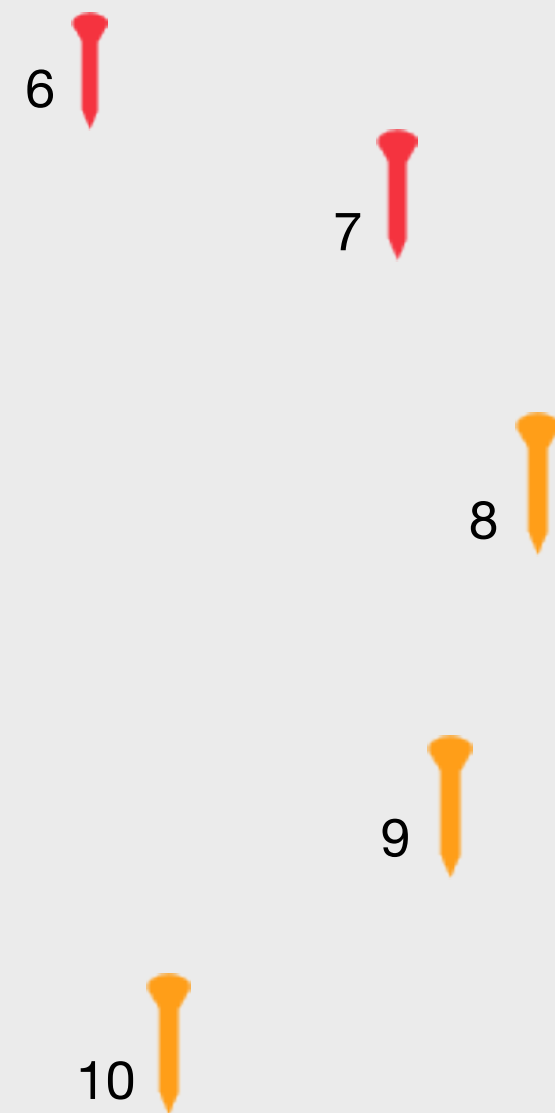
- Tee pegs to mark the 12 points on a clock ranging from 2 to 10 feet from the hole on a sloped part of the green

How to Practice

- A student attempts one putt from the shortest peg putt
- The student then progresses around the spiral as the putts get gradually longer through the 12 rounds
- If the student misses they go back to the start
- The purpose is to note how the slope changes around the hole and therefore the student needs to adapt where they are aiming
- We suggest framing this as an opportunity to develop a consistent pre-putt routine to help handle the pressure and consequence associated with each putt

Technical Link

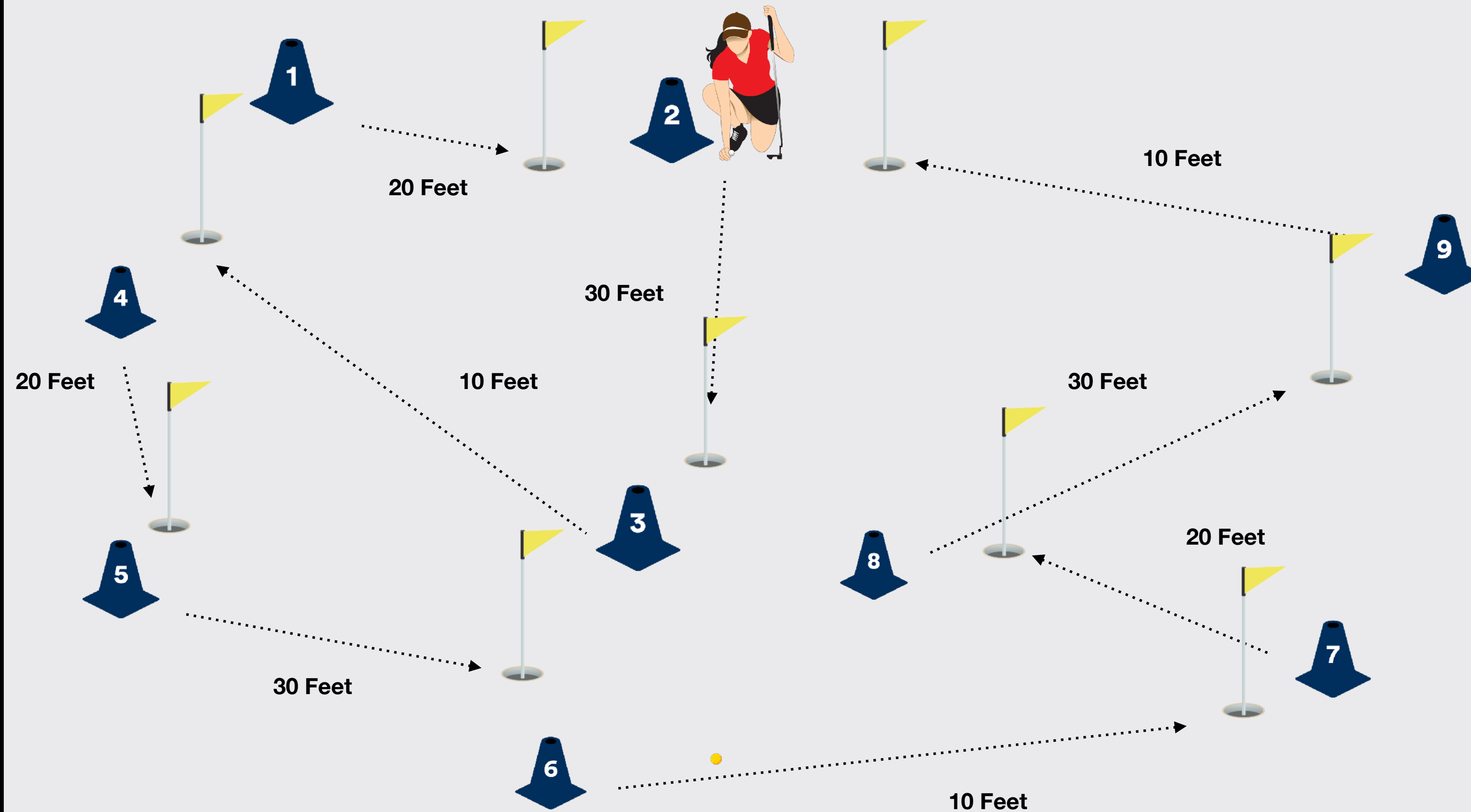
- The practice challenge will show the student to maintain a consistent technique as the putt length and slope changes
- The practice station also enables the student to play under pressure in order to maintain their progress around the spiral



Putting Scoring Challenge



Scoring Putting Challenge



Attempting the Challenge

- Students play 18 holes around the green completing six holes from three different starting distance 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 36 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

