

# Scoring University

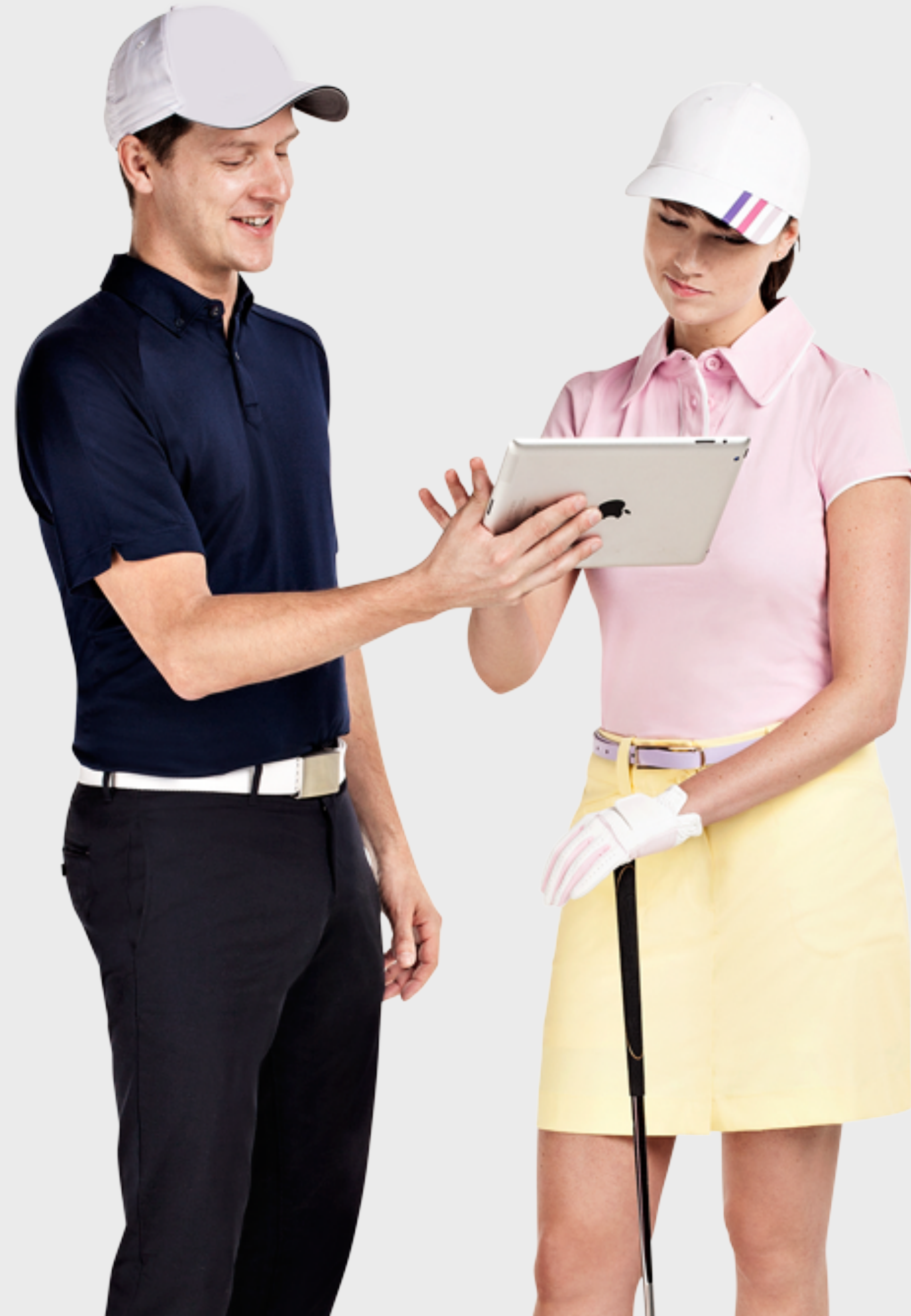


# Swing Challenge Week

SCORING  
UNIVERSITY  
CLAIM YOUR GAME

# Contents

- 3 **Class Timetable**
- 6 **Class Objectives and Setup**
- 11 **Scoring Skills Challenges**



# 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>	Class Layout and Setup	
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	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 - Challenge Week

**Session Length:**  
90 Mins

**Group Size:**  
1:12

**Session Focus:**  
Break 80  
Challenge Week

**Topic:**  
Challenges and Benchmarking

**Technical Focus**  
Swing

**Scoring Challenge**  
Swing Challenges

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 to the students, the break 80 program 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	Scoring challenges Individual coaching Rotation around set up	<ul style="list-style-type: none"> <li>Allow the students to take part in the first rotation of three parts of scoring challenges</li> <li>During this time the students will attempt the iron challenges</li> <li>Allow the students to rotate around the various challenges, allowing time for breaks and discussions</li> <li>Lay out the games cards and hand out the scoring goal challenges scorecards to the participants</li> </ul>	<ul style="list-style-type: none"> <li>Iron Challenge</li> <li>Challenge Scorecard</li> </ul>
25 mins	Scoring challenges Individual coaching Rotation around set up	<ul style="list-style-type: none"> <li>Allow the students to take part in the first of three parts of scoring challenges</li> <li>During this time the students will attempt the fairway woods challenges</li> <li>Allow the students to rotate around the various challenges, allowing time for breaks and discussions</li> <li>Lay out the games cards and hand out the scoring goal challenges scorecards to the participants</li> </ul>	<ul style="list-style-type: none"> <li>Fairway Woods Challenge</li> <li>Challenge Scorecard</li> </ul>
25 mins	Scoring challenges Individual coaching Rotation around set up	<ul style="list-style-type: none"> <li>Allow the students to take part in the first of three parts of scoring challenges</li> <li>During this time the students will attempt the driver challenges</li> <li>Allow the students to rotate around the various challenges, allowing time for breaks and discussions</li> <li>Lay out the games cards and hand out the scoring goal challenges scorecards to the participants</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 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> </ul>

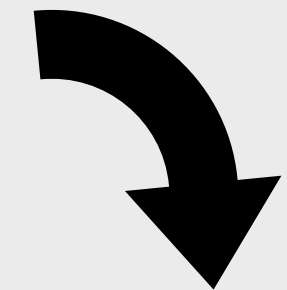
# TRACKMAN Integration

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.

# Objectives and Setup

9 Scoring University Break 75 - Swing  
**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
- 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

30 Yards

30 Yards

Minimum Distance Markers

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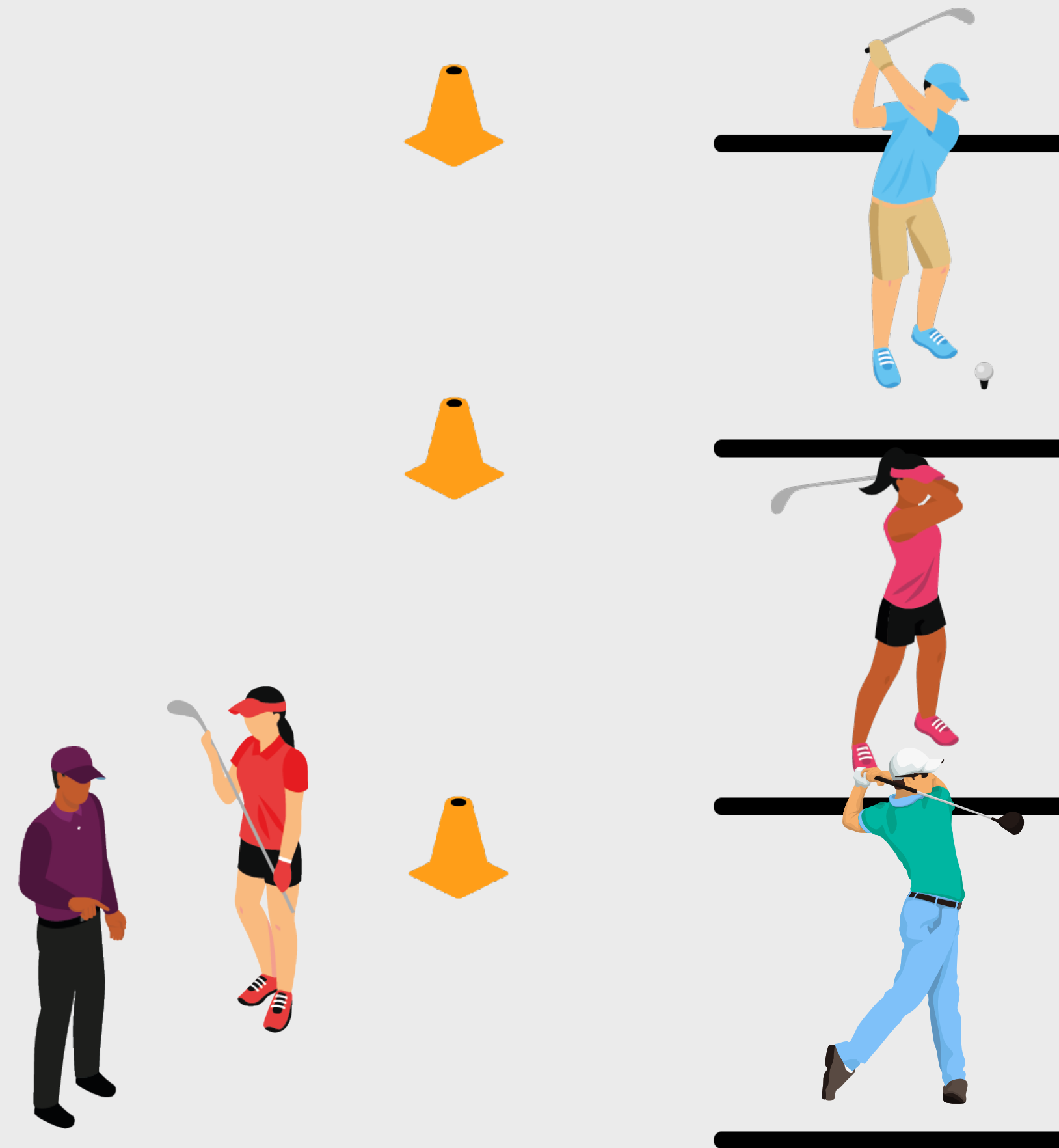
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CLAIM YOUR GAME

# Class Layout and Setup

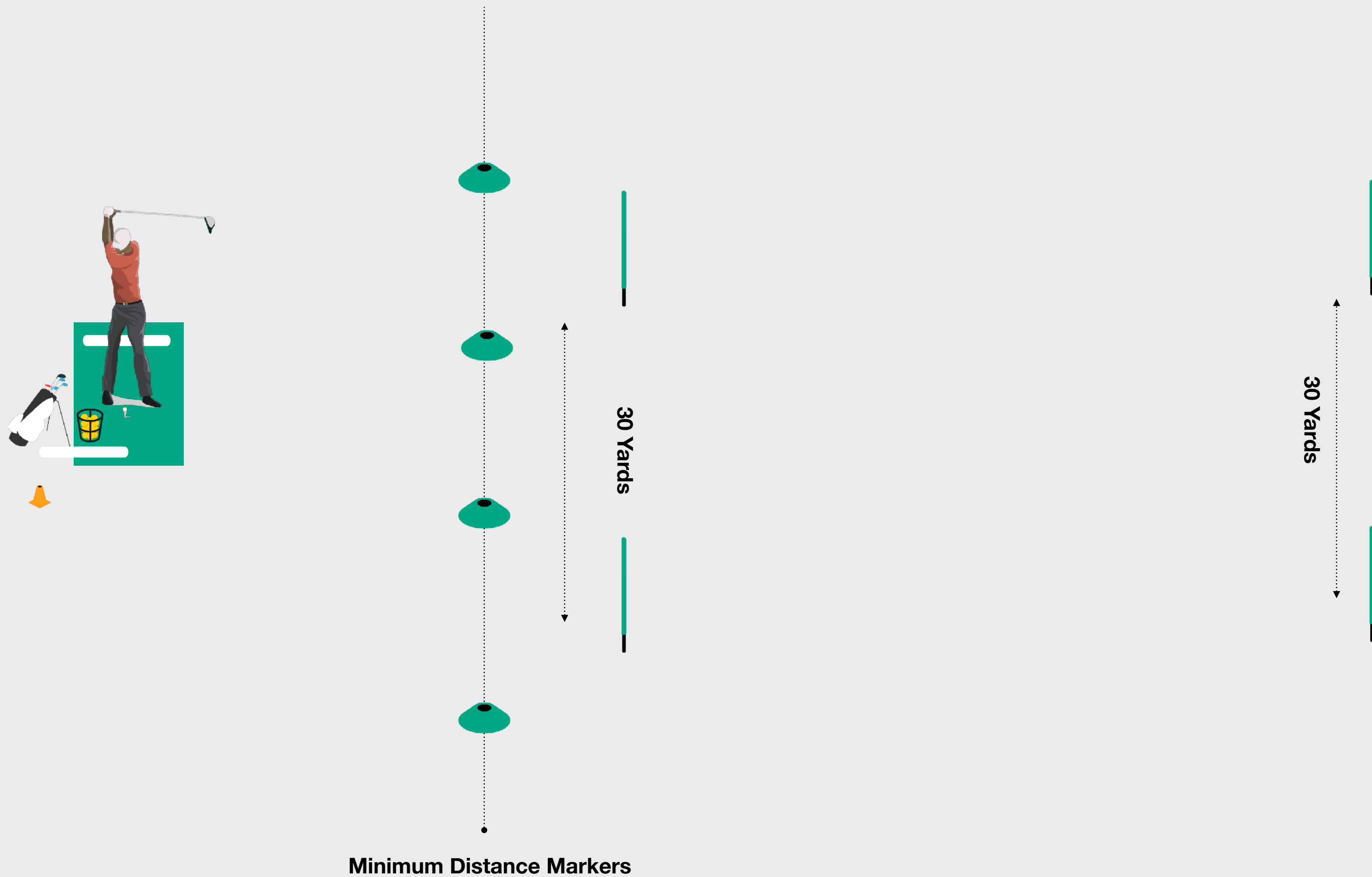
**Station 1:**  
Iron Challenge

**Station 2:**  
Fairway Wood Challenge

**Station 3:**  
Driver Challenge

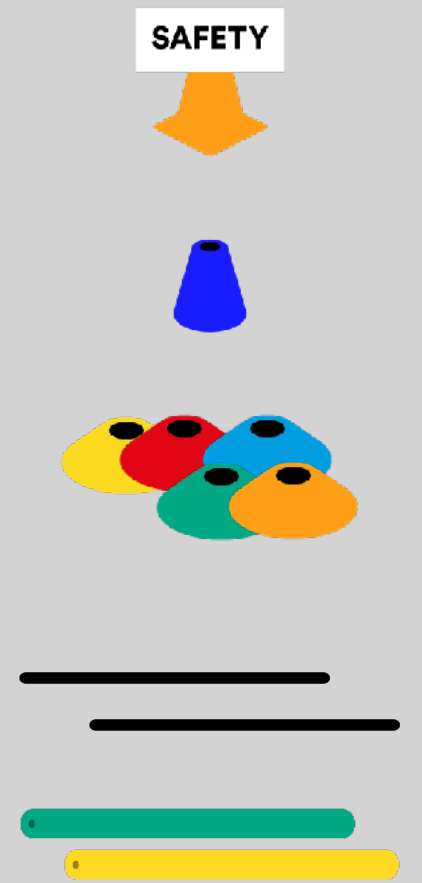


# Driver Challenge Setup



## Equipment Needed

- Orange safety cone
- 1x Marker cones
- Colored Cones
- 4x Alignment Sticks
- 4x Foam Noodles

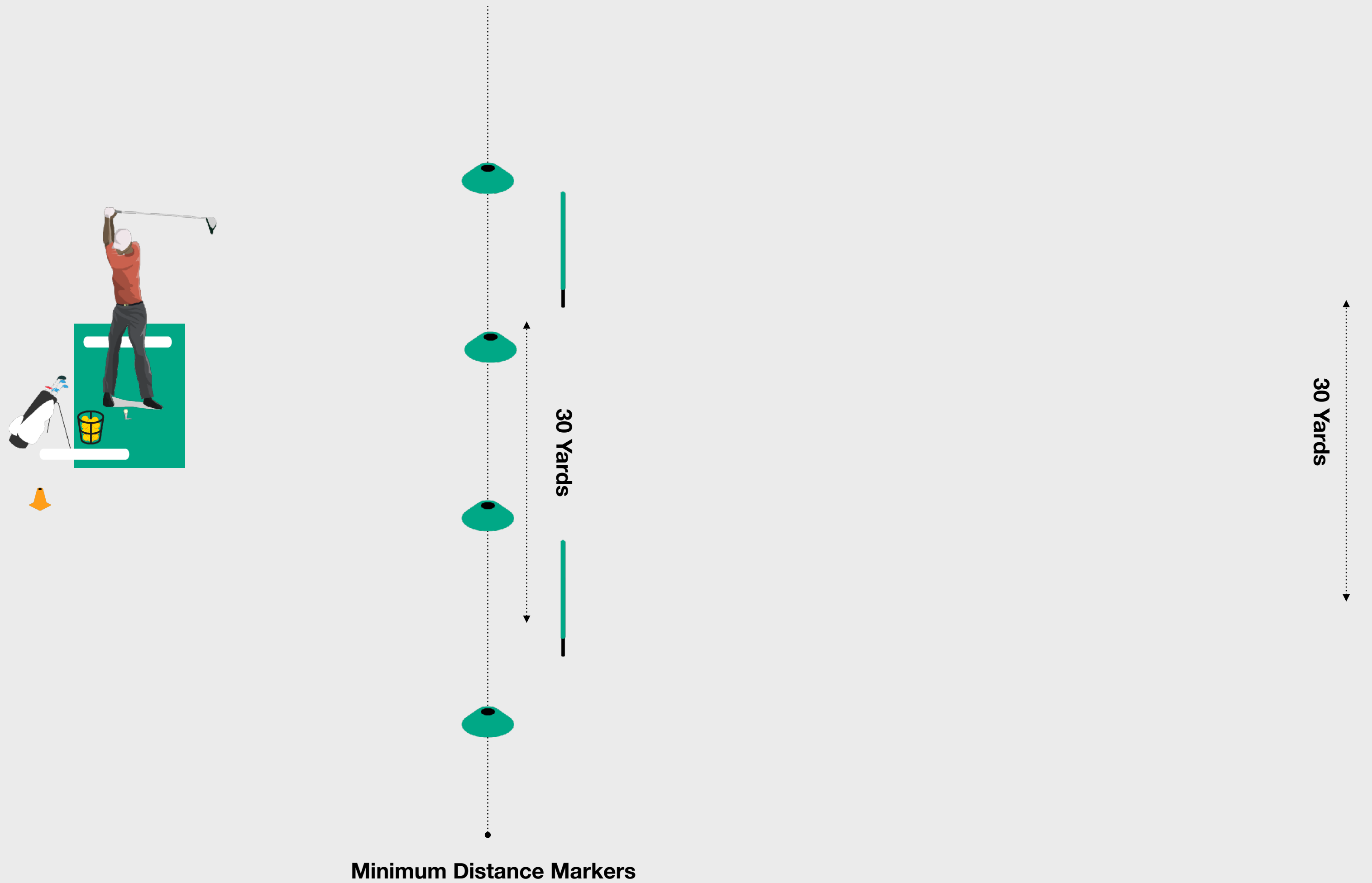


## Setting out the Challenge

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- 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 scoring goal

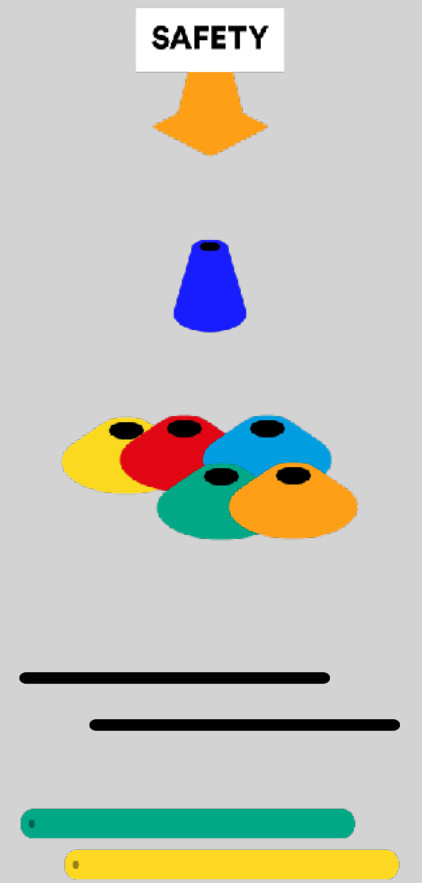


# Fairway Wood Challenge Setup



## Equipment Needed

- Orange safety cone
- 1x Marker cones
- Colored Cones
- 4x Alignment Sticks
- 4x Foam Noodles



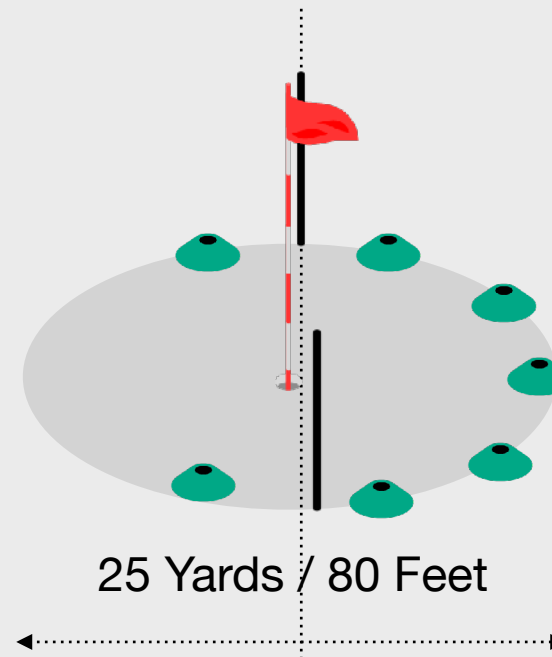
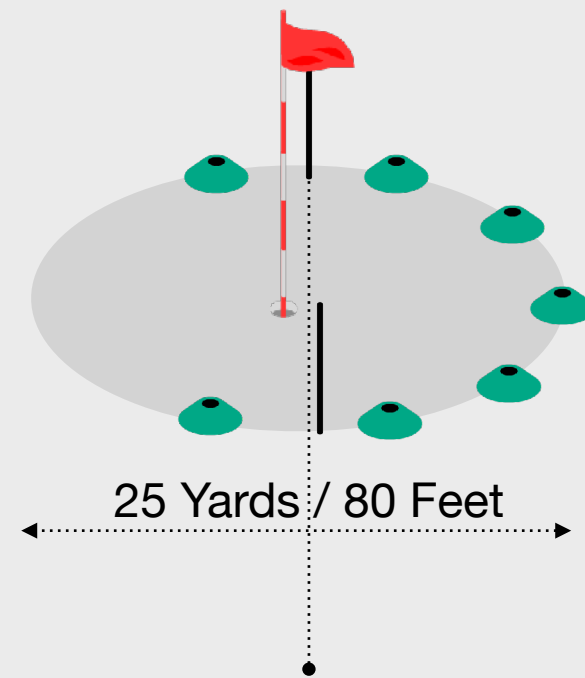
## Setting out the Challenge

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- 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 scoring goal

# Iron Challenge Setup

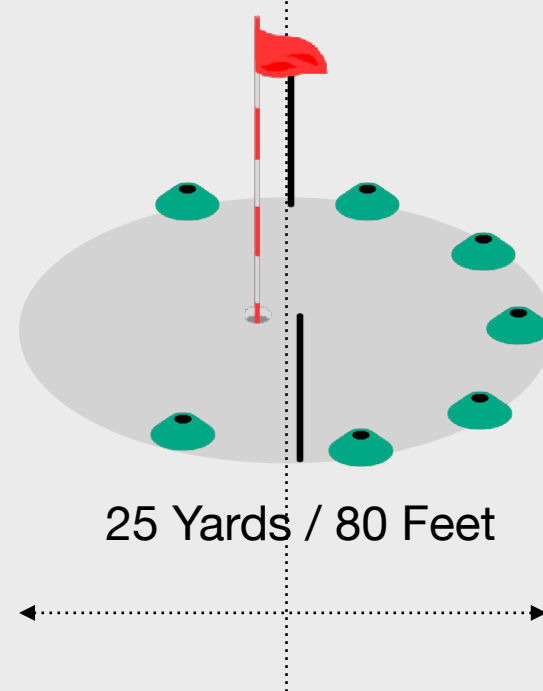
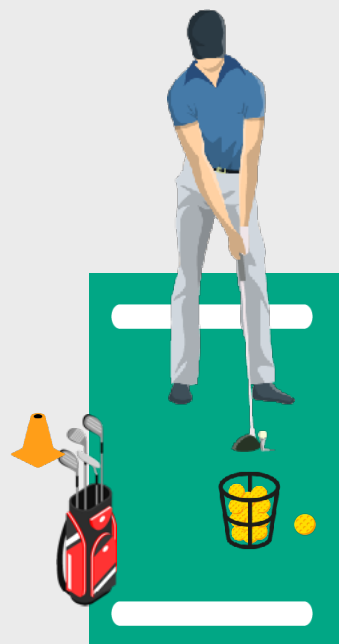
## Middle Distance Green

- Under 4500 Yards .....> 70 - 90 Yards
- 4500 - 5500 Yards .....> 90 - 120 Yards
- 5500 - 6500 Yards .....> 90 - 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 - 90 Yards
- Over 6500 Yards .....> 90 - 110 Yards

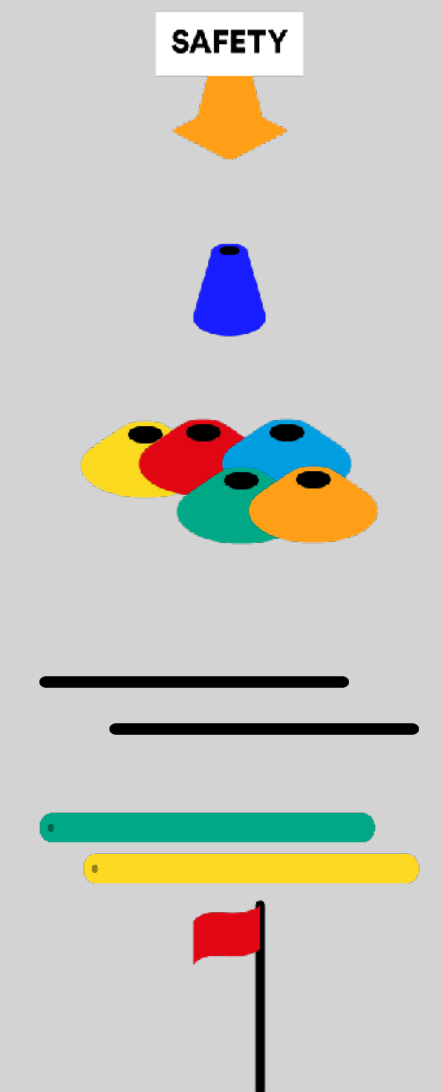


## Furthest Distance Green

- Under 4500 Yards .....> 90 - 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)

# Swing Challenges



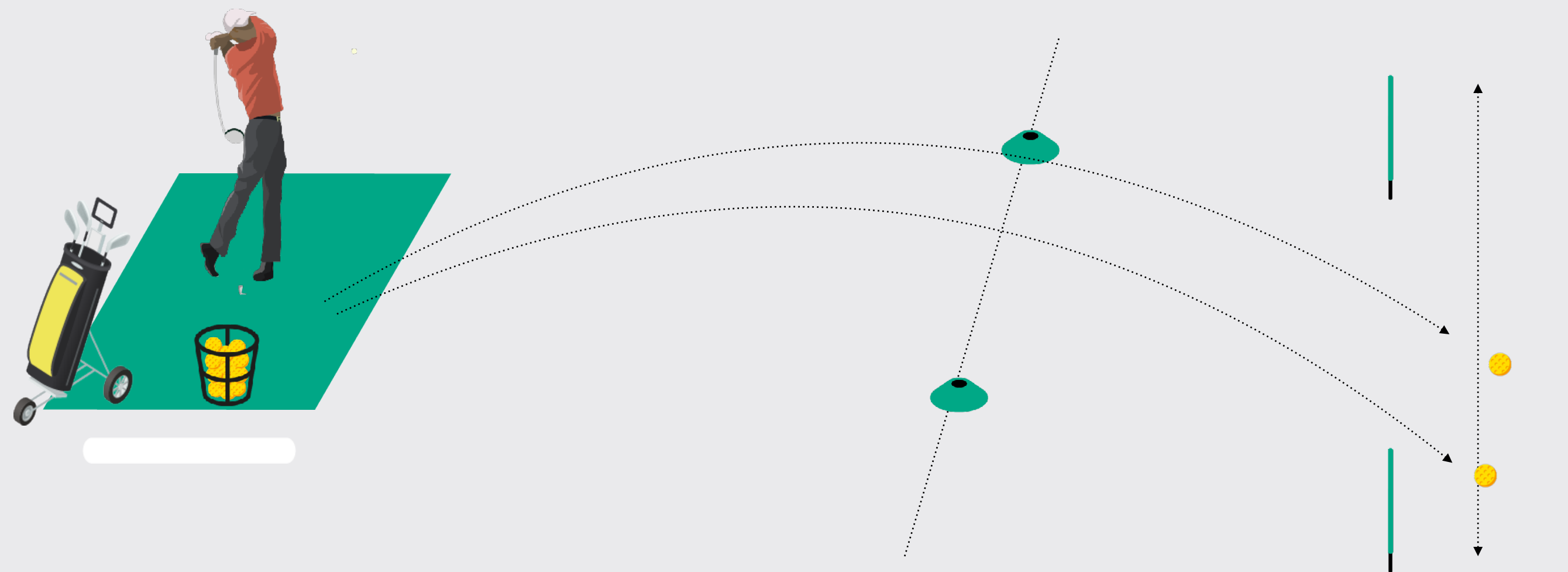
# Driver Challenge

## TRACKMAN

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

Select the Appropriate Minimum Distance for your chosen Course Length

Course Length	Minimum Distance
< 4500 Yards	150
4500 -5500 Yards	190
5500 -6500 Yards	210
> 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 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 the number of required shots through the 30 yard wide target gate using a Driver. The student has a total of 10 attempts

- **8/ 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

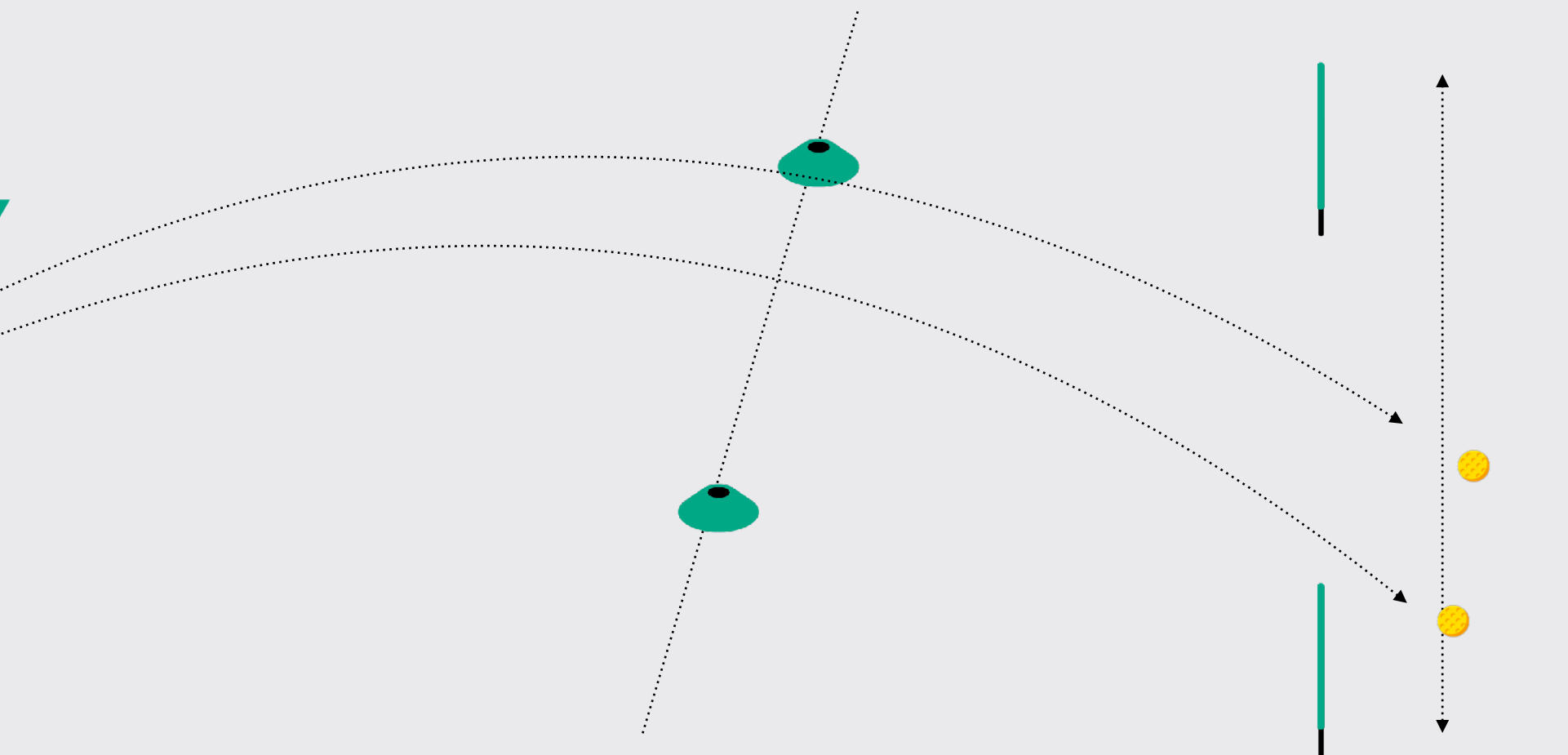
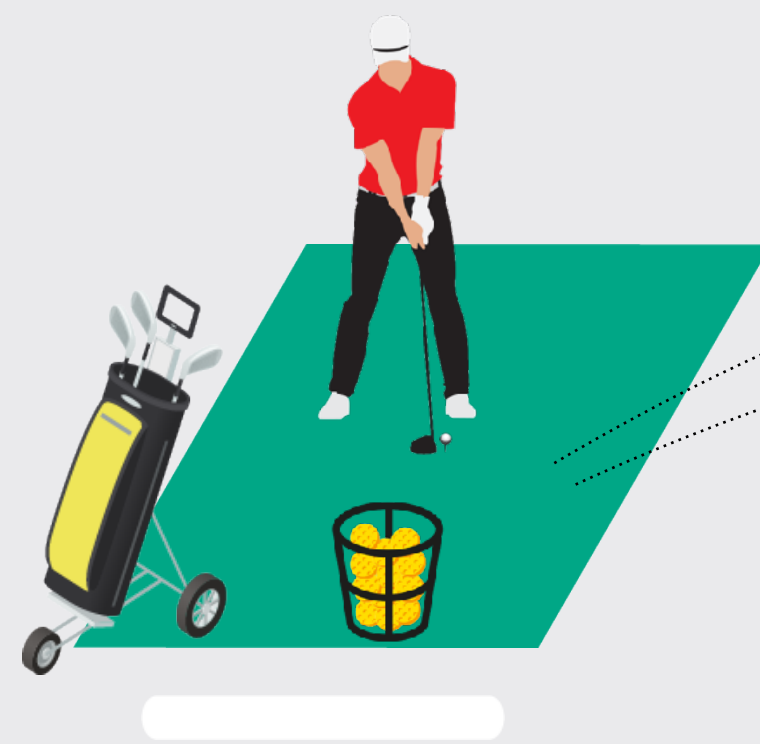


# Fairway Wood Challenge

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

Select the Appropriate Minimum Distance for your chosen Course Length

Course Length	Minimum Distance
< 4500 Yards	135
4500 -5500 Yards	170
5500 -6500 Yards	190
> 6500 Yards	215



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 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 the number of required shots through the 30 yard wide target gate using a Fairway Wood/Hybrid. The student has a total of 10 attempts

• **8/ 10 shots between a target gate**

## What to do Next:

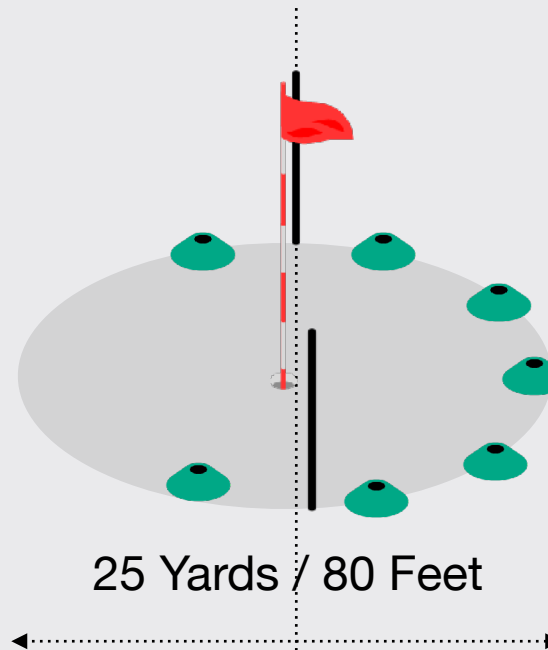
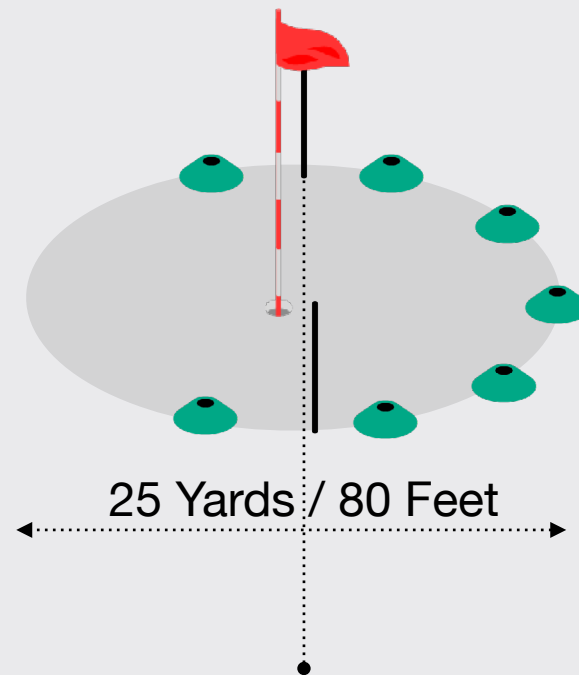
- On the GLF. Connect App, the student should mark the challenge as complete for scoring goal they complete to achieve their virtual reward



# Iron Challenge

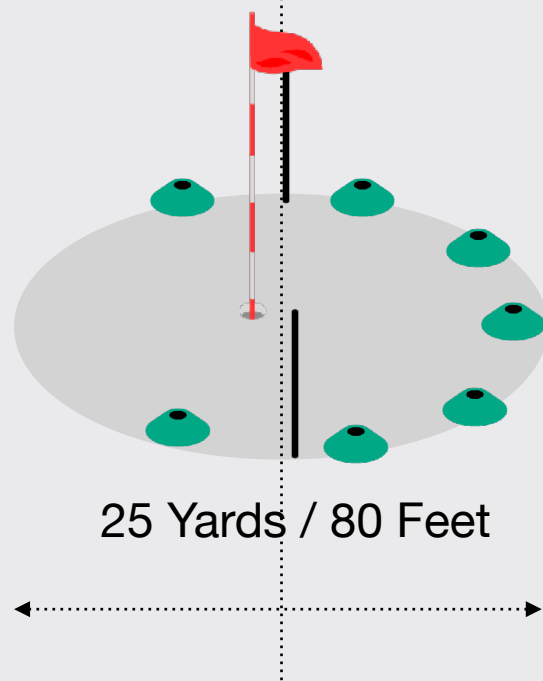
## Middle Distance Green

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



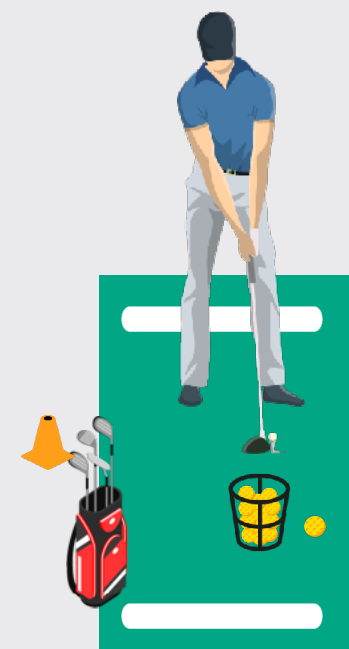
## Nearest Distance Green

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



## Furthest Distance Green

- Under 4500 Yards .....> 90 -120 Yards
- 4500 - 5500 Yards .....> 120 -150 Yards
- 5500 - 6500 Yards .....> 130 -160 Yards



**TRACKMAN**

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

## 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

