

Scoring University

BREAK
85

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. | | <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 next skills series date Opportunity to upsell private lessons to those that require additional help | | <ul style="list-style-type: none"> GLF Connect App |

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Class Timetable

Session Length:
90 Mins

Group Size:
1:8

Session Focus:
Break 85
Swing

Topic:
Irons

Technical Focus
Understanding Face and Path

Scoring Challenge
Iron

| 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 85 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 | Face and Path Practice Stations Challenges and Games One to One Coaching Group Discussion | <ul style="list-style-type: none"> Introduce and reinforce the technical focus points along with reasons for implementing them Students play the practice stations individually, in pairs or in groups Opportunity to provide private coaching to those attending Demonstrate to the student, how the combination of path and face will influence the direction of the shot You may want to get the students back together halfway through the session for questions, discussions and further demonstration | <ul style="list-style-type: none"> Clubface Aim Start Line Finding Your Path Iron Man |
| 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 85 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 putting. Some of technical content you may want to explore in this session may include:

- **Club Face** - Introduce coaching points and explanations around clubface at impact which may include:
 - Discuss with students the influence face position at impact will have on start line
 - Discuss the influence that face position at impact will have on overall direction control
- **Club Path** - Introduce coaching points around the path of the club head which may include:
 - Outline to the students how the path can influence the shape of the golf shot
 - Outline how this coupled with the club face at impact will dictate where the ball starts, travels and finishes in relation to the target



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

Group Discussion:
Start, during and end
of class



Station 1:
Practice Station
Clubface Aim



Station 2:
Practice Station
Start Line



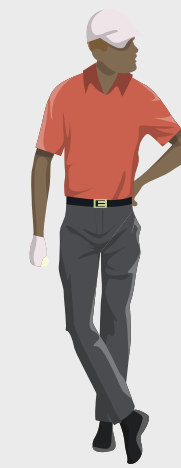
Station 3:
Practice Station
Finding Your Path



Station 4:
Game Station
Iron Man



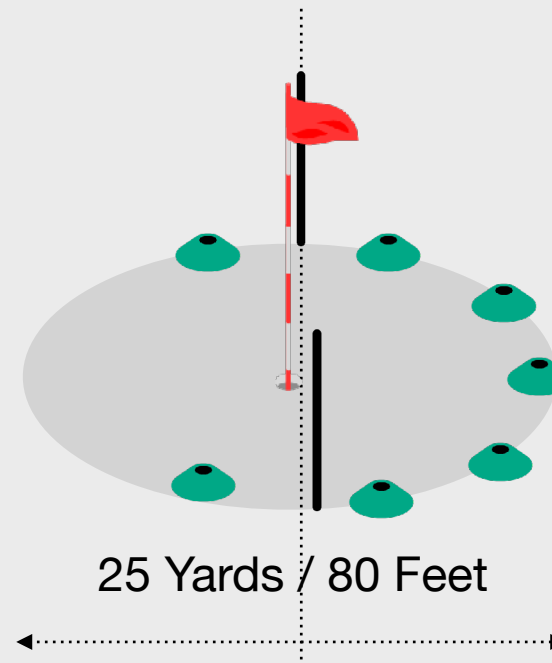
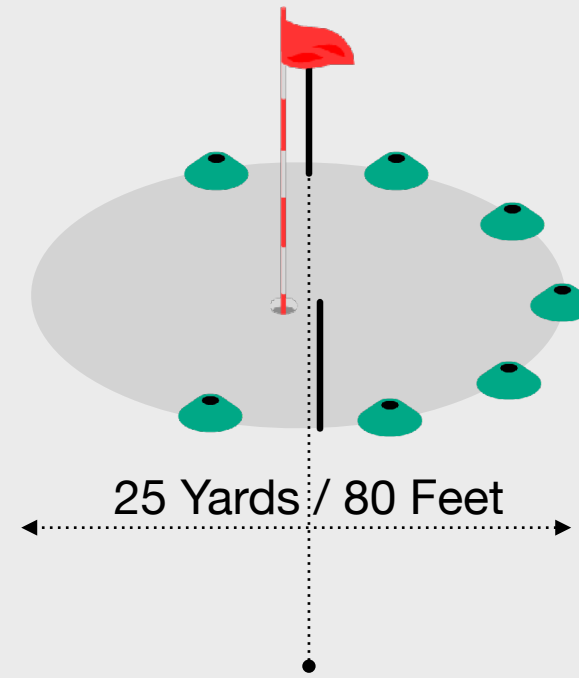
Station 5:
Challenge Station
Iron Challenge



Iron Challenge Setup

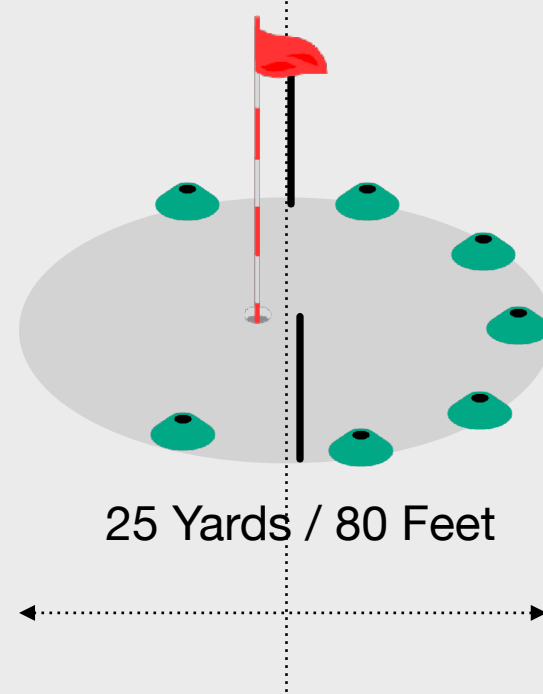
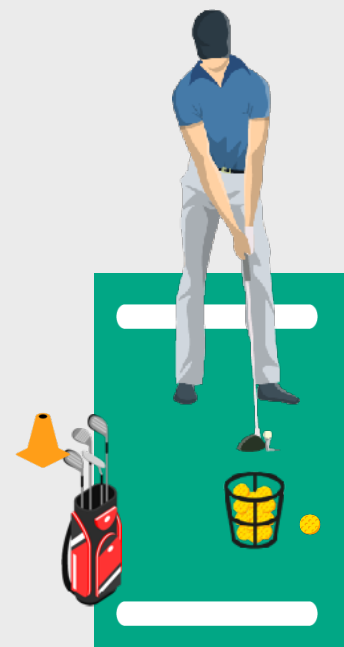
Middle Distance Green

- Under 4500 Yards> 70 - 85 Yards
- 4500 - 5500 Yards> 90 - 120 Yards
- 5500 - 6500 Yards> 85 - 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 - 85 Yards
- Over 6500 Yards> 90 - 110 Yards

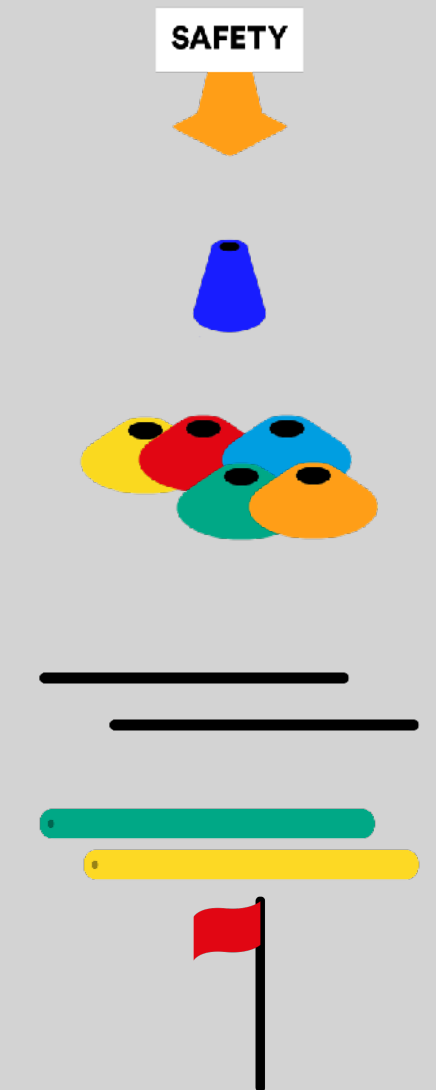


Furthest Distance Green

- Under 4500 Yards> 85 - 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)

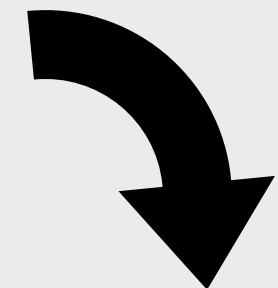
TRACKMAN Integration

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



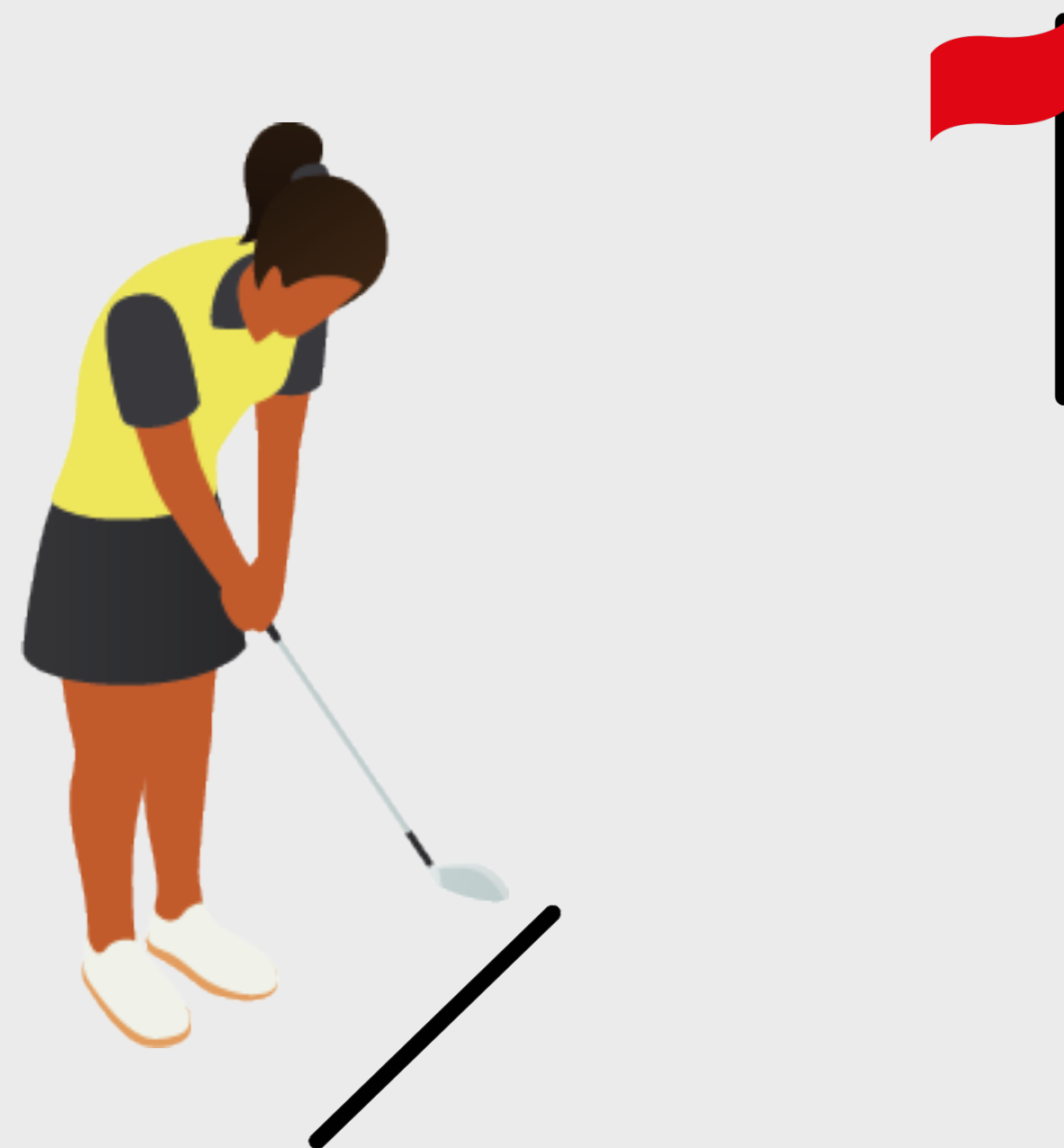
TRACKMAN

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

Practice and Games Cards



Clubface Aim



Equipment Needed

- Hybrid or Fairway Wood

How to Practice

- The student should practice whilst using an alignment stick to aid them in making sure their club face aim is perfectly square before they start the swing
- If the ball starts left or right of target the student then knows either they have miss-hit the shot, or they have done something which has caused the club face to aim right or left at impact

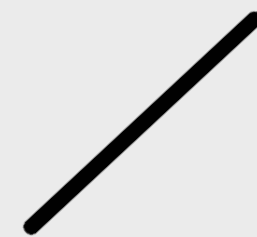
Technical Link

- This activity will help the student to build an awareness of what a square set-up looks like to them

Start Line

TRACKMAN

Use the 'LAUNCH DIRECTION' features to enhance the students experience and give some additional feedback.



Equipment Needed

- Tees
- Driver
- Golf Balls

How to Practice

- Students should place an alignment stick on the ball to target line, approximately 1 yard ahead of where the ball is teed up
- The student will then have a better perspective of what a straight start line is from their address position
- The student should experiment with what it feels like to start the ball to the right and to the left of the ball to target line in order to build awareness

Technical Link

- This activity will help the student to understand how their perception relates to what is actually happening as they take aim
- This activity will help students to gain a deeper understanding of how to achieve the correct start line

Finding Your Path

TRACKMAN

Use the 'FACE', 'PATH' and 'LAUNCH DIRECTION' features to enhance the students experience and give some additional feedback.



Equipment Needed

- Tees
- Iron
- Golf Balls

How to Practice

- Students should work in pairs to check each other's alignment
- The student should use the alignment stick to make sure they are aligned roughly parallel to their intended target
- The student should experiment with the path of the golf club. Swing from 'out to in' and from 'in to out' and see the impact this has on the golf ball's start line, flight and finish position

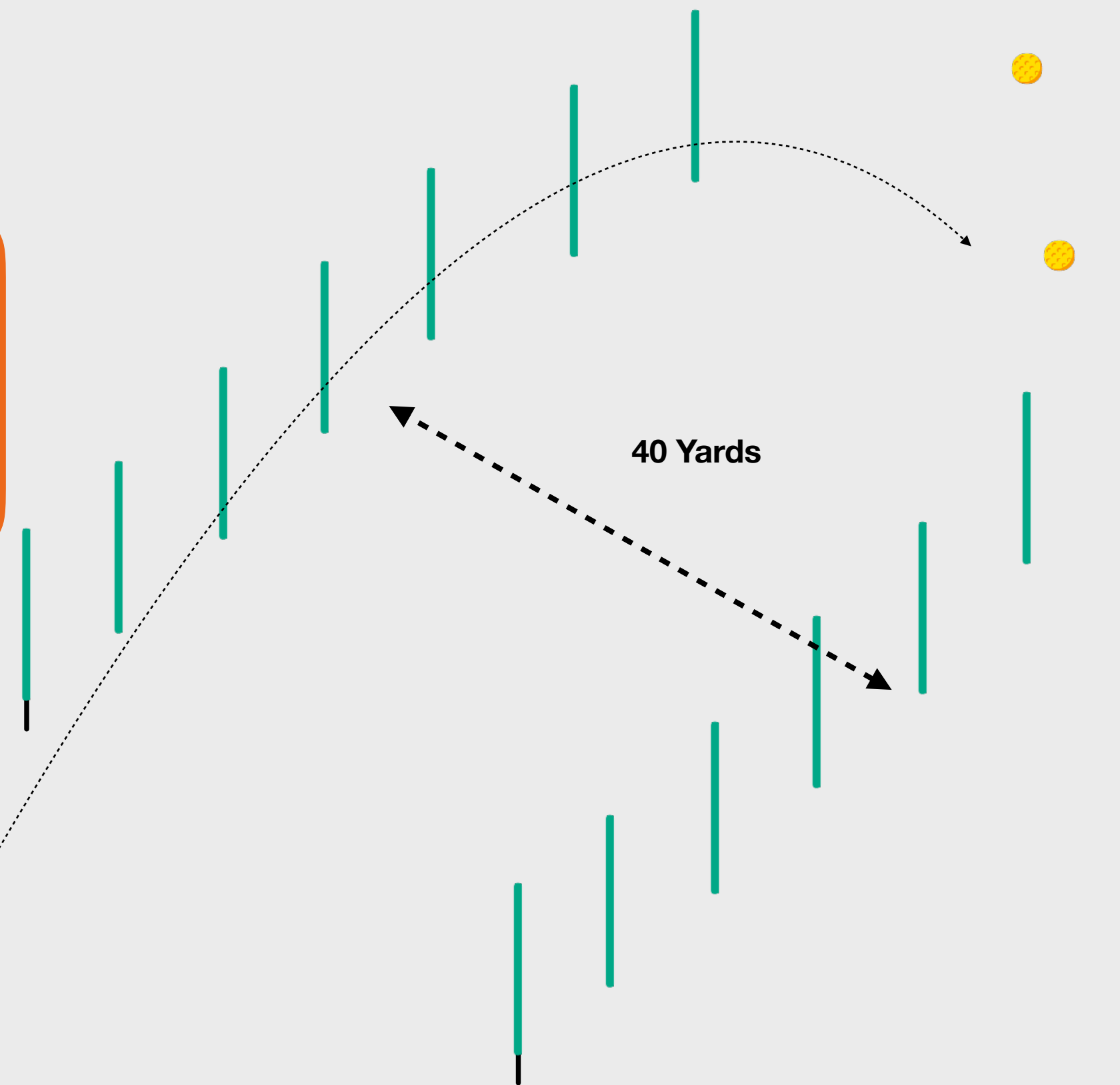
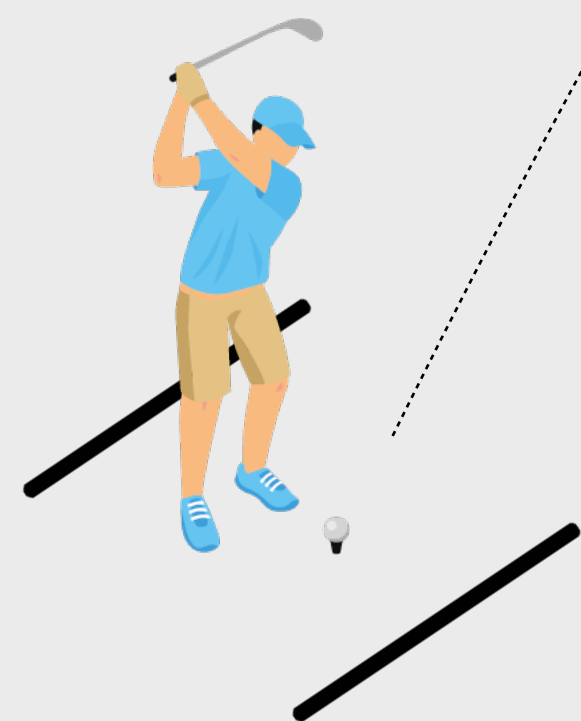
Technical Link

- This activity will help the student to understand how their perception relates to what is actually happening as they take aim
- This activity will help students to understand the impact path has on the shape of the golf shot

Iron Man

TRACKMAN

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



Equipment Needed

- Driving range
- Alignment sticks, cones or other targets
- Golf balls
- Irons

How to Play

- Set up a fairway on the driving range using existing targets or use cones or alignment sticks
- Ask students to get their shortest iron (e.g., 9 iron) and hit a full shot between the target gate.
- If they are successful with this attempt, the student must then get their next iron (e.g., 8 iron) and hit the following ball between the target gate.
- The aim is to hit one ball with every iron in your bag through the gate consecutively.

Technical Link

- By having a visual target on the driving range it focuses the students minds onto what is required for a stock shot
- It shows them what an average fairway width of roughly 40 yards looks like
- Encourages student to use full range of irons in a target based scenario that emulates the course

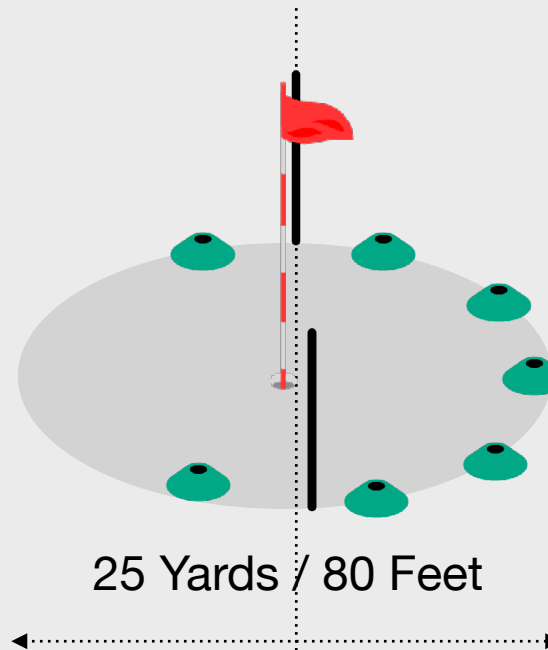
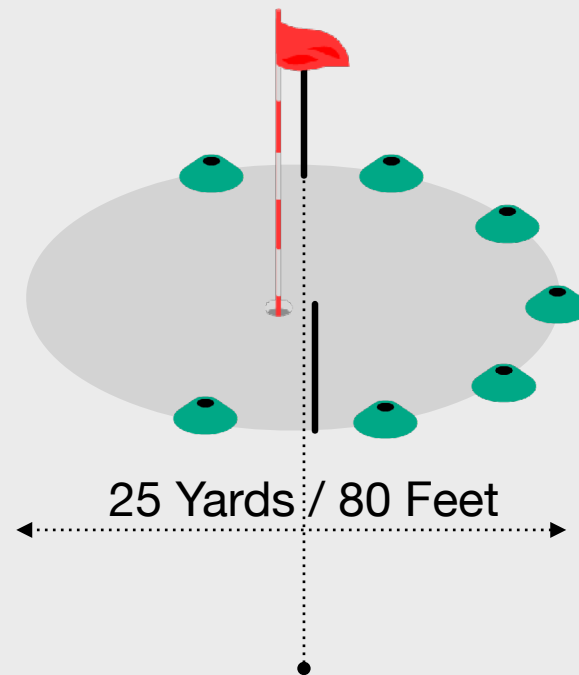
Iron Challenge



Iron Challenge

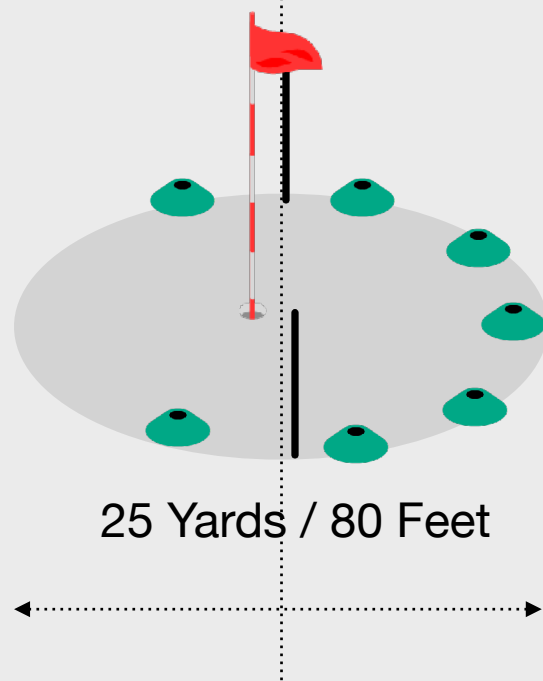
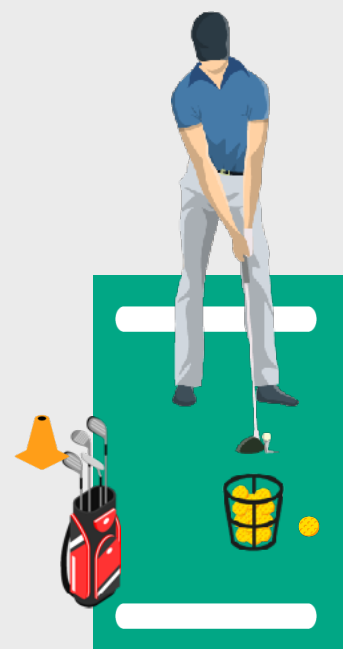
Middle Distance Green

- Under 4500 Yards> 70 - 85 Yards
- 4500 - 5500 Yards> 90 - 120 Yards
- 5500 - 6500 Yards> 85 - 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 - 85 Yards
- Over 6500 Yards> 90 - 110 Yards



Furthest Distance Green

- Under 4500 Yards> 85 - 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:
 - 2/ 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

