

# Scoring University



# Driver



**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"> <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>		<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>

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# Class Timetable

**Session Length:**  
90 Mins

**Group Size:**  
1:8

**Session Focus:**  
Break 90  
Swing

**Topic:**  
Driver

**Technical Focus**  
Attack Angle  
Strike

**Scoring Challenge**  
Driver Challenge

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 90 program and the structure and format of the 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	Attack Angle Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> <li>Explain how the attack angle for a driver differs to a attack angle for an iron and why this is important to maximise control and distance</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> <li>You should use a mixture of demonstration and discussion</li> </ul>	<ul style="list-style-type: none"> <li>Angle it Up</li> <li>Finish it High</li> </ul>
25 mins	Strike Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> <li>Get the group back together and outline to the students how to produce the optimum strike for a driver</li> <li>Explain how achieving a solid strike with a driver is crucial for maximising distance and accuracy off the tee</li> <li>Introduce and reinforce the technical focus points along with reasons for implementing them</li> <li>You should use a mixture of demonstration and discussion</li> </ul>	<ul style="list-style-type: none"> <li>Tee height for better flight</li> <li>Bombs Away</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 90 challenge</li> <li>Use the challenge scorecard to record the outcome of each attempt</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 Scoring University themed class or challenge club class 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>

# 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 driving. Some of technical content you may want to explore in this session may include:

**Attack Angle** - Introduce some of the key concepts relating to the attack angle of the driver into the golf ball and some basic setup changes that will influence this. This may include:

- Discuss how an upward attack angle is a speed promoting club head delivery
- Relate this discussion to the design of the driver and how this differs to an iron
- Discuss the impact that the attack angle can have on the curvature of the golf ball, trajectory and distance imparted on the ball using demonstration
- Discuss changing some of the setup fundamentals including spine angle, ball position and width of stance

**Strike** - Introduce some basic strike principles:

- Outline the ideal impact point for a driver which is slightly higher than centre on the driver face and explore the impact an off centre strike will have on the flight and distance of the ball
- Demonstrate to the students how the strike will differ depending on tee height
- Discuss how tee height at the address position will affect the strike position on the club face at impact



**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  
Angle it Up

**Station 2:**  
Game Station  
Finish it High

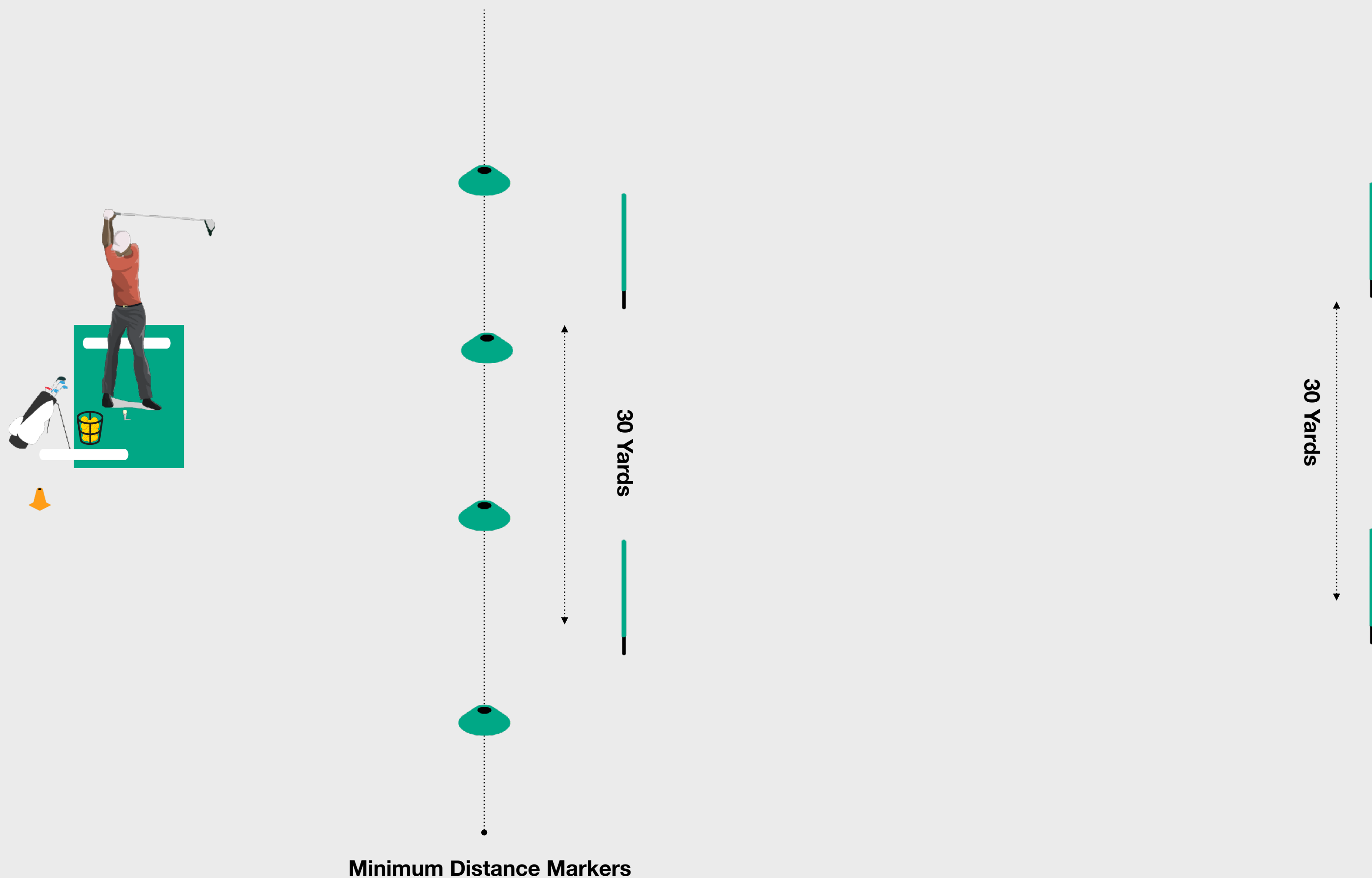
**Station 3:**  
Practice Station  
Tee height for better flight

**Station 4:**  
Game Station  
Bombs Away

**Station 5:**  
Challenge Station  
Driver Challenge



# Driver Challenge Setup



## Equipment Needed

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

SAFETY



## 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



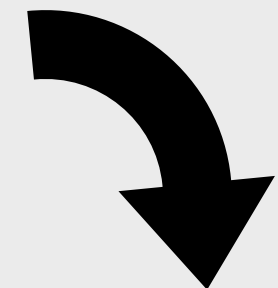
# TRACKMAN Integration

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



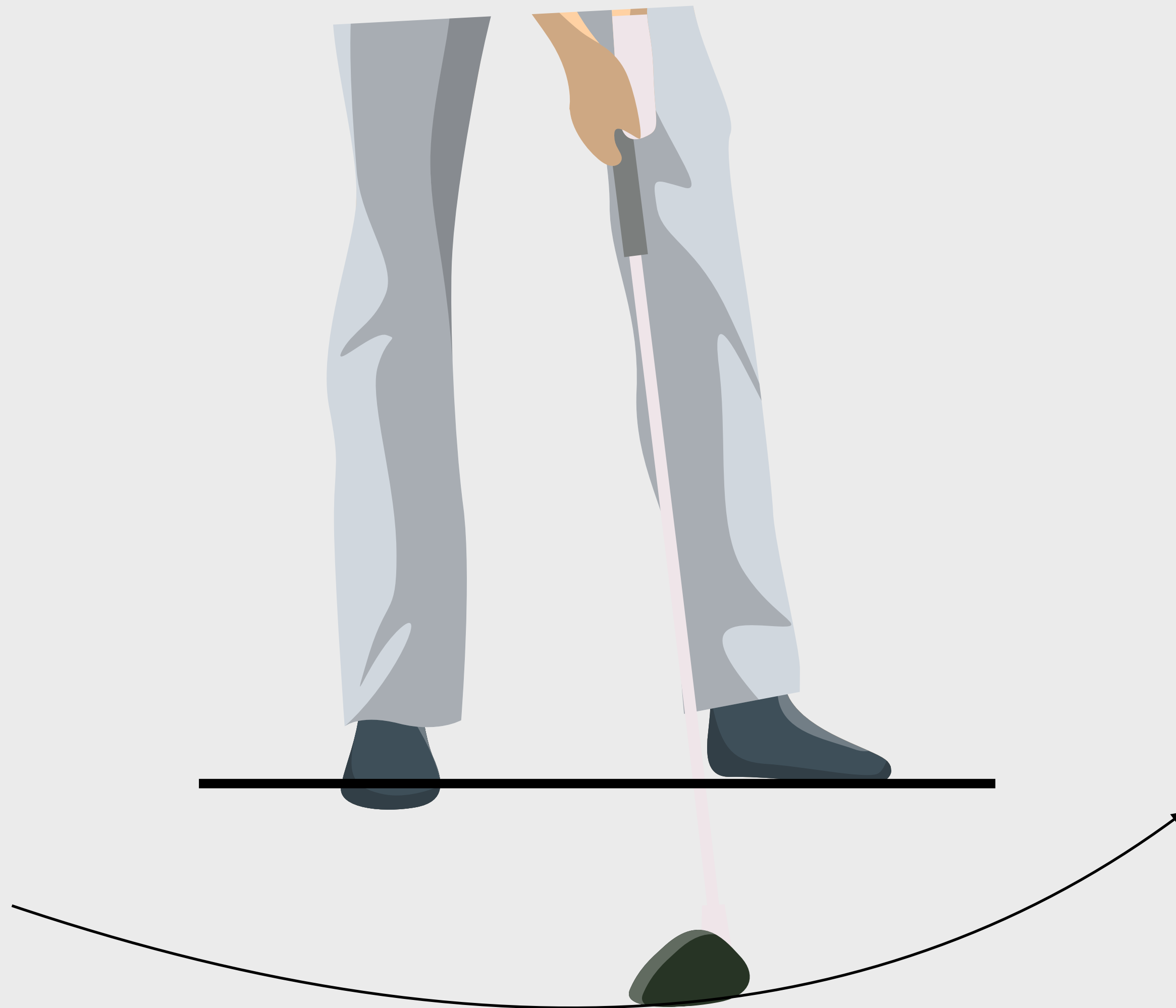
**TRACKMAN**

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

# Practice and Games Cards



# Angle it up



## Equipment Needed

- Tees
- Driver
- Golf Balls

## How to Practice

- Ask students to lower their right shoulder at the address position
- They should create an angle of roughly 15 degrees in the shoulder line to the ground
- Encourage the student to feel as through they are hitting up on the ball through impact

## Technical Link

- Outline how hitting up on the ball will improve their ball striking by hitting the ball higher on the club face
- Demonstrate how the upwards trajectory of the attack angle helps to optimise distance with the driver
- Explain how this is due to combination of a higher launch and reduced backspin

# Finish it High



## Equipment Needed

- Driver
- Golf Balls

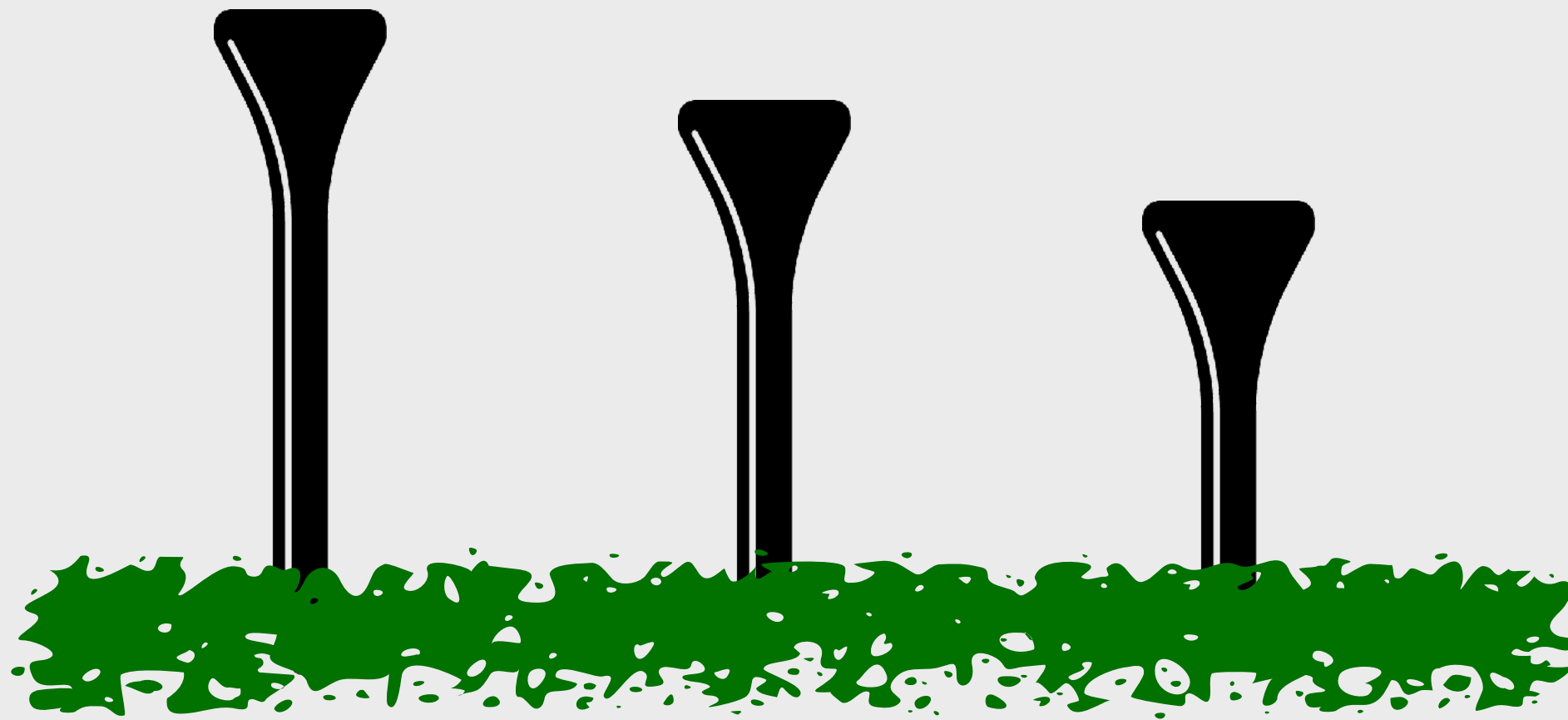
## How to Play

- Students take it turns to hit a drive towards existing targets on the range to create a fairway
- They must intentionally try to achieve a high ball flight, but still maintain a straight direction
- At the end of each swing the student must pause in order to check their follow through
- A point is given for a full follow through, another point is given for a high ball flight and the final point is given for a straight shot on the fairway being targeted
- Use a freeze frame of a correct full follow through as a marker

## Technical Link

- Students must finish their swing with a high finish position and good balance to fully complete their body rotation with their chest facing the target
- Performing a drive with the correct attack angle, positions the body on the right plane to finish with a full follow through
- A steep and downward attack angle would lead to a cut off and incomplete follow through

# Tee height for better flight



## Equipment Needed

- Tees
- Driver
- Golf Balls
- Launch monitor or similar (optional)

## How to Practice

- Provide the student with a variety of tees so they can change the tee height during practice, or use automatic tees on a range bay
- Ask the student to hit golf balls using 3 different tee heights
- Measure the height, carry and distance of the shot with the 3 different Tees

## Technical Link

- A key determining factor for being able to generate an optimal attack angle is how high the ball is set up in the first place on a tee
- Finding the correct tee height is crucial to enable the students to strike the ball from higher on the club face to maximise the strike potential
- Varying the tee height can produce different shot shapes as well as distances and so students can use this exercise to discover what situations would be appropriate for different tee heights

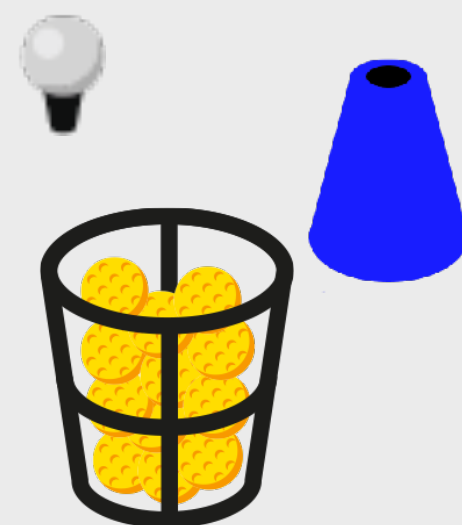
# Bombs Away!



Get out there BALL!

## TRACKMAN

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



## Equipment Needed

- Equipment to measure driver distance (launch monitor or similar)
- Driver
- Tees
- Balls

## How to Play

- A student starts by attempting to hit a driver shot with a full swing
- When this shot's distance is measured, ask the student to try and beat their previous shot's distance
- Ask the student to try and beat the previous shot's distance to progress up the levels till they reach level 10
- If the student fails they return back to level one
- The winner is the student that advances the furthest

## Technical Link

- By attempting long distance shots they will see for themselves the techniques that contribute to increased power and distance
- The challenge to beat their previous score encourages students to hit out their comfort zone

# Driver Challenge



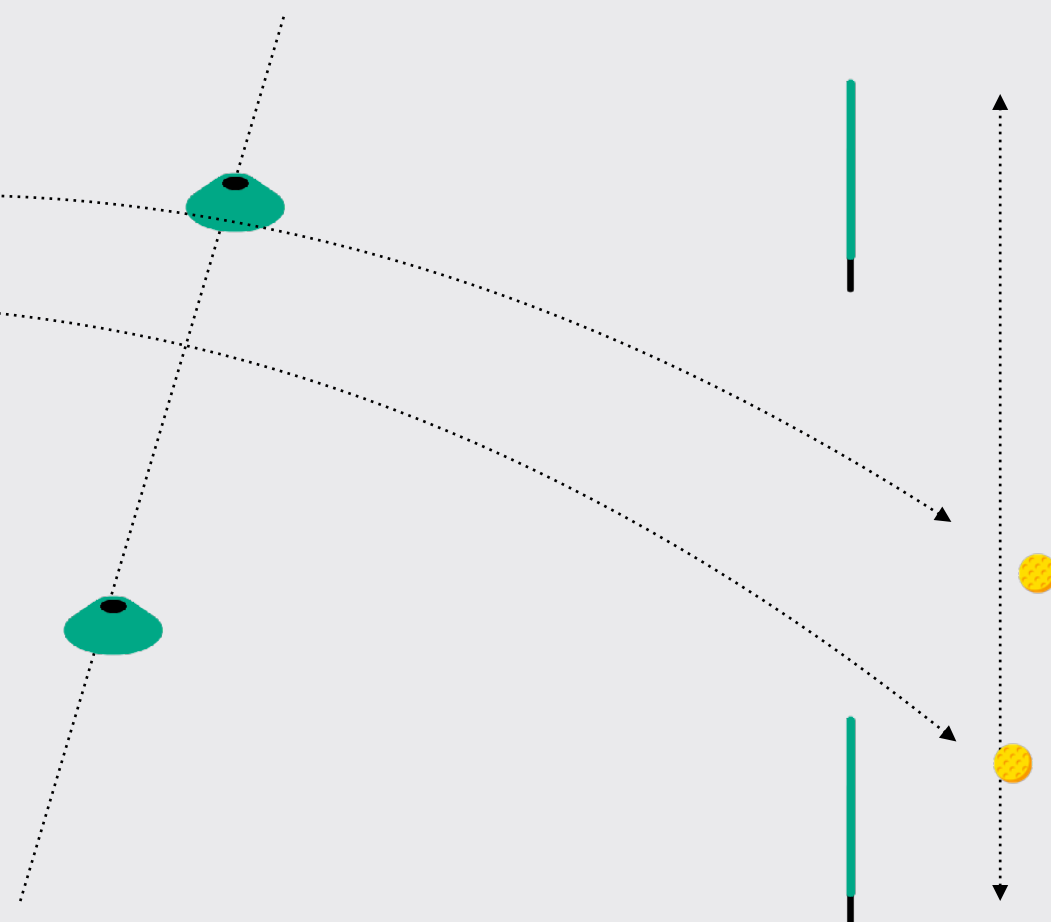
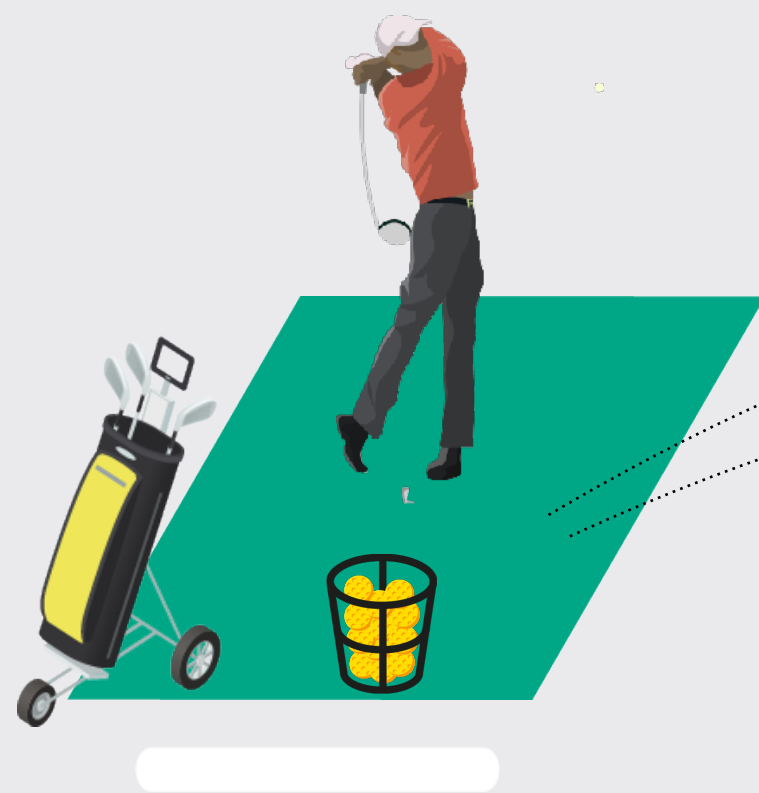
# Driver Challenge

## 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
Select the Appropriate Minimum Distance for your chosen Course Length	< 4500 Yards	130
	4500 -5500 Yards	170
	5500 -6500 Yards	190
	> 6500 Yards	220



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

- **4/ 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

