Scoring University Break 90 - Swing

# Scoring University



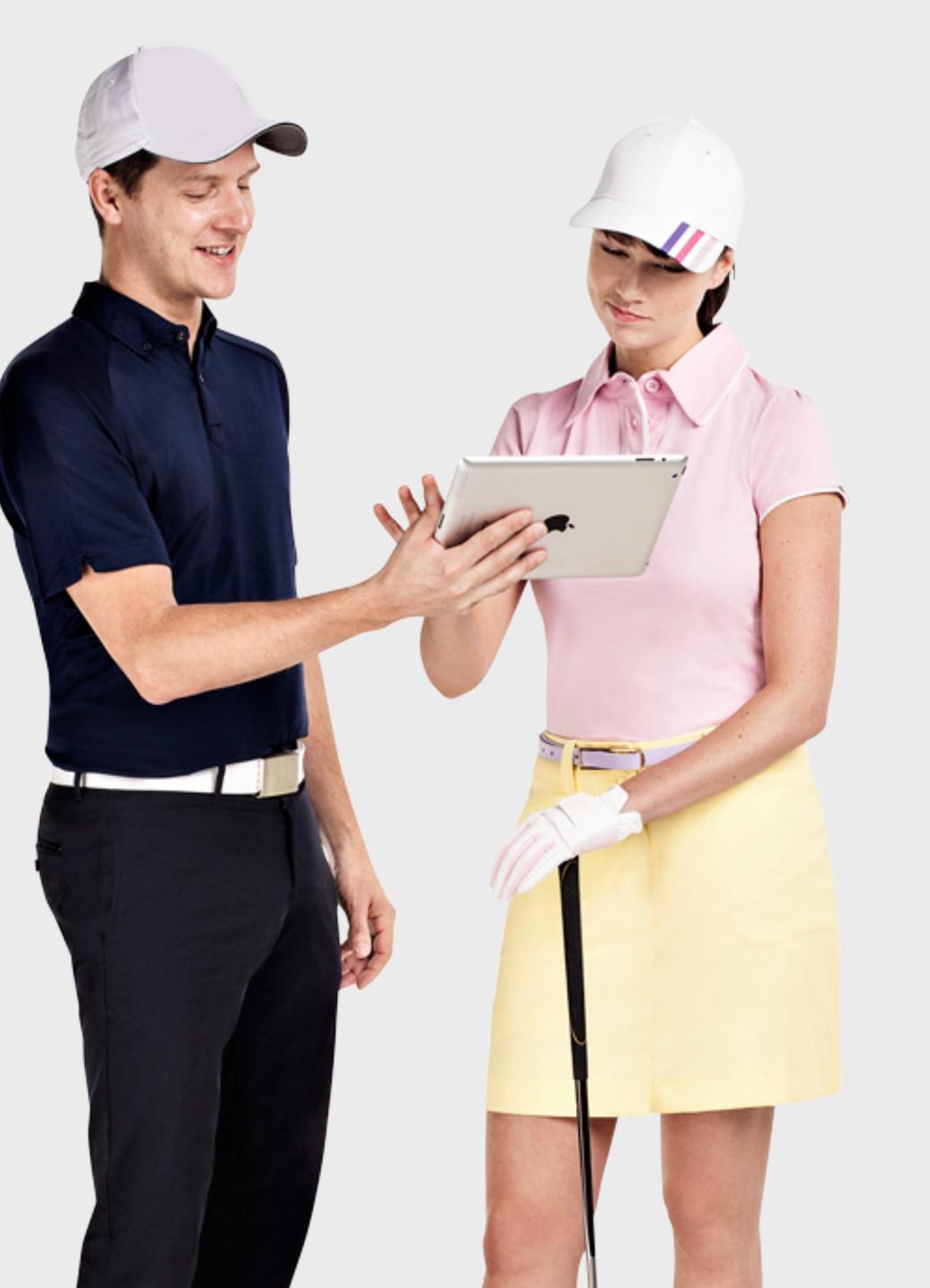
Hybrid and Fairway Woods

### SCORING UNIVERSITY CLAIM YOUR GAME



### Contents

- Class Timetable
- **Class Objectives and Setup**
- **10** Practice Stations and Game Cards
- 15 Scoring Skills Challenges







#### Scoring University Break 90 - Swing

## **Session Timetable**

4 Sc		
- Sc	oring University Br	reak 75 - Swing
C	lass Time	etable
Session Length 90 Mins Time	h: Group Size: 1:8	Session Focus: Break 75 Swing
15 Mins Pri 5 mins	ior Setup and Welcome Introduction	Class Content      Set up the games and practice sta      Be ready to welcome participants 5      Outline the break 75 program to the      Introduce the students to the
25 mins	Practice Stations Shot Shaping and Stock Shot	la service to the various
25 mins	Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul> <li>Outline to the students how to control the</li> <li>Demonstrate to the student, how the com</li> </ul>
10 mine	Driver Challenge ledia on GLF. Connect	Set up the Driver Challenge and allow stude
15 Mine Devi	ationship Building	Add any lesson media to the student's Studen
© 2023 Powered by Orbis Golf		Take time after the class has finished to actively Ensure everyone is aware of the next next skills Opportunity to upsell private lessons to those the





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### **Class Timetable**

Session	Group Size:	Session Focus:	Topic:
<b>Length:</b> 90 Mins	1:8	Break 90 Swing	Hybrids an

Time	Focus	Class Content	Games / Drills / Res
15 Mins Prior	Setup and Welcome	<ul> <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> <li>Class Layout and Setu</li> </ul>
5 mins	Introduction	<ul> <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>	
50 mins	Using Hybrids/Fairway Woods from the Tee Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul> <li>Give an introduction for how and when to use Hybrids/Fairway woods and how this links to basic strategy on the golf course</li> <li>Outline to the students how to hit their Hybrid and Fairway Woods from the tee</li> <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> <li>Outline the various practice stations and allow the students to rotate around these. You may want to get the group back together after 25 minutes for further discussion, demonstration and questions</li> </ul>	<ul> <li>Tee height for better f</li> <li>Closing Gate</li> <li>Carry Distance Challe</li> <li>Fairway Finder</li> </ul>
25 mins	Hybrid and Fairway Wood Challenge	<ul> <li>Set up the Hybrid and Fairway Wood 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> <li>Hybrid and Fairway W Challenge</li> <li>Challenge Scorecard</li> </ul>
10 mins	Media on GLF. Connect	<ul> <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 succesfully completed a challenge across the scoring goals</li> </ul>	GLF. Connect App
15 Mins Post	Relationship Building	<ul> <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>	• GLF. Connect App

**Technical Focus** Using Hybrids/Fairway woods from the Tee

### Scoring Challenge

Hybrids and Fairway Woods



## **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 hybrids/ fairway woods. Some of technical content you may want to explore in this session may include:

- to explore with students how this can be an effective strategy on the golf course and this may include:
  - •
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  - •
  - •



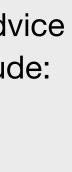
Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.

Using Hybrids and Fairway Woods From the Tee - Introduce some key principles for how and when to use these clubs from the tee. This is an opportunity

Discuss the scenarios on the golf course that would require an alternative tee shot to using a Driver Demonstrate to the students how the strike will differ when hitting from a tee peg or from the fairway Outline to the students, how using a tee is suited to this club due to the design of a hybrid of fairway wood Explore the optimum tee height when using a fairway wood and hybrid. Explore how this impacts the strike on the club face You may want to draw up the technical points outlined in the Break 100 plans to assist students with specific technical needs

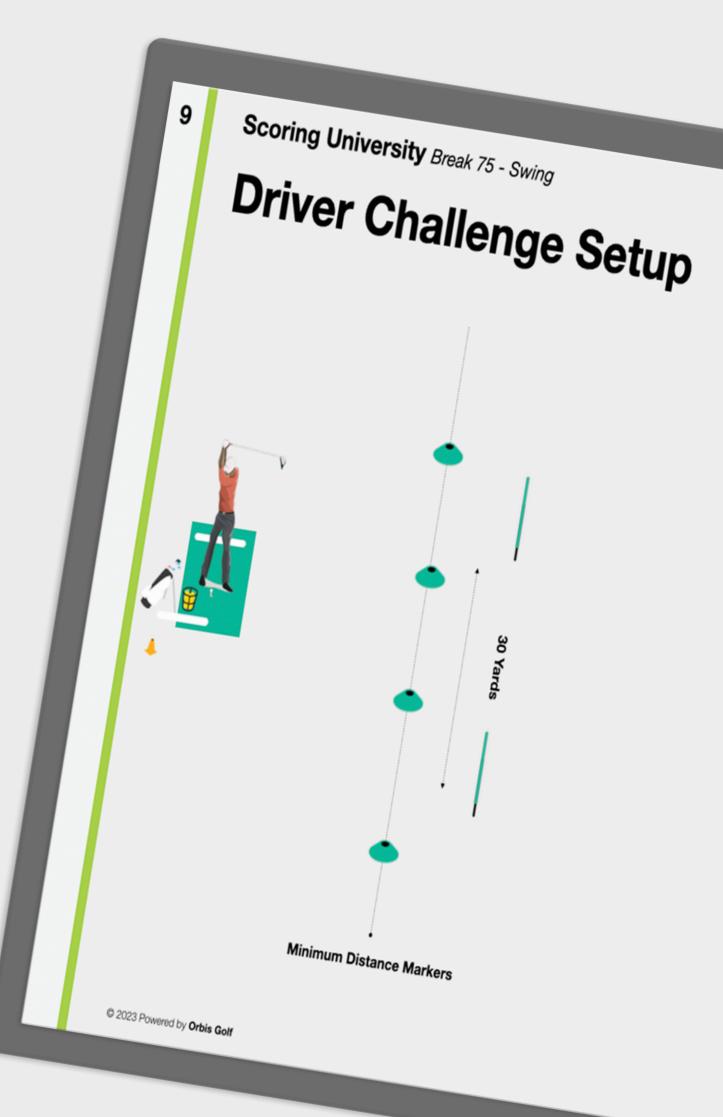








# **Objectives and Setup**



Equipment Needed < = > Orange safety cone SAFETY 1x Marker cones Colored Cones 4x Alignment Sticks 4x Foam Noodles Setting out the Challenge Orange cones to mark out a safety Marker cones to represent the tee m kers at Use the cones to mark out the carry stance lines or use features on the outfield Alignment sticks with foam noodles sould be used to measure the gate 30 yards w Set out all the markers to enable eve to attempt their challenge for their scon. student SCORING



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### **Example Class Layout and Setup**



of class

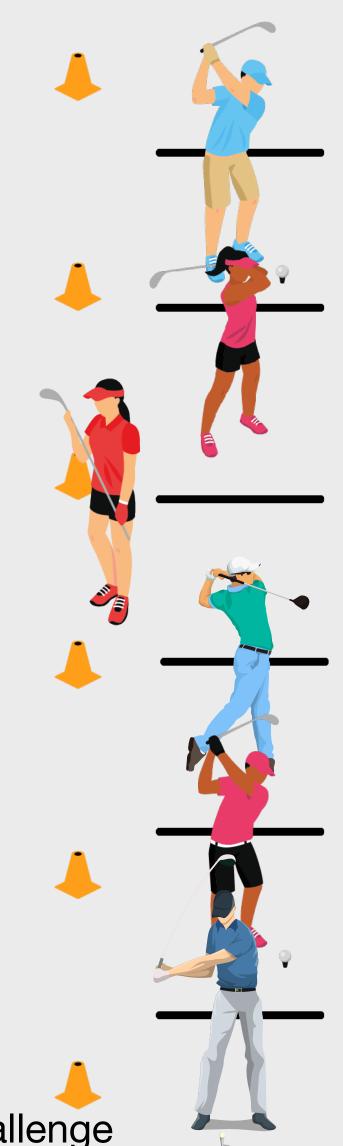
**Station 1:** Practice Station Tee height for better flight

Station 2: Game Station Closing Gate

**Station 3:** Practice Station Carry Distance Challenge

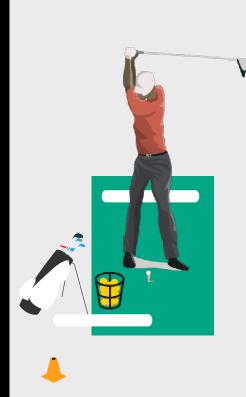
**Station 4:** Game Station Fairway Finder

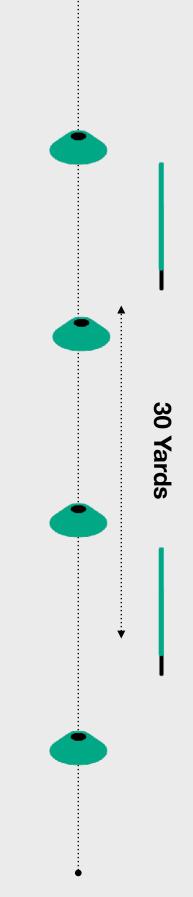
#### Station 5: Challenge Station Hybrid and Fairway Wood Challenge





### Fairway Wood Challenge Setup



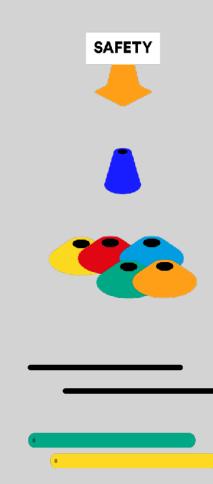


**Minimum Distance Markers** 



#### **Equipment Needed**

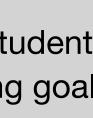
- Orange safety cone
- 1x Marker cones
- Colored Cones
- 4x Alignment Sticks
- 4x Foam Noodles



#### **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











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

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**

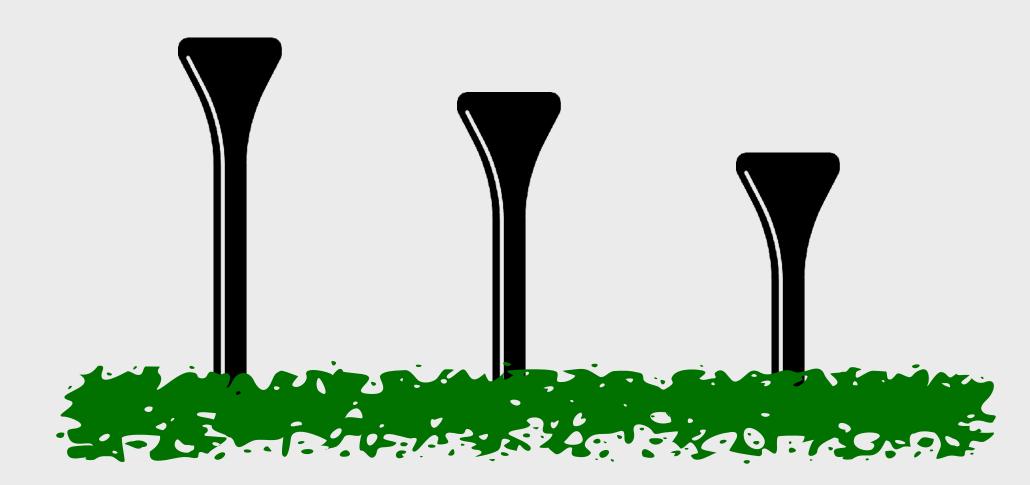






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## **Tee Height for Better Flight**





#### **Equipment Needed**

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

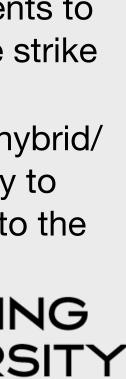
#### **How to Practice**

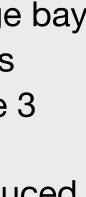
- Provide the student with a variety of tees so they can change the tee height during practice, or use automatic tees on a range bay
- Ask the student to hit golf balls using 3 different tee heights
- Measure the height, carry and distance of the shot with the 3 different tees
- Ask the student to pay attention to the types of shots produced by each tee height and discuss what one would be most effective on the course

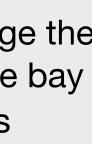
#### **Technical Link**

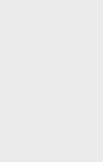
- Finding the correct tee height is crucial to enable the students to strike the ball from higher on the club face to maximise the strike potential
- This activity should demonstrate how teeing it high with a hybrid/ fairway wood is not advantageous because the correct way to strike it is with a slight descending blow to send the ball into the air









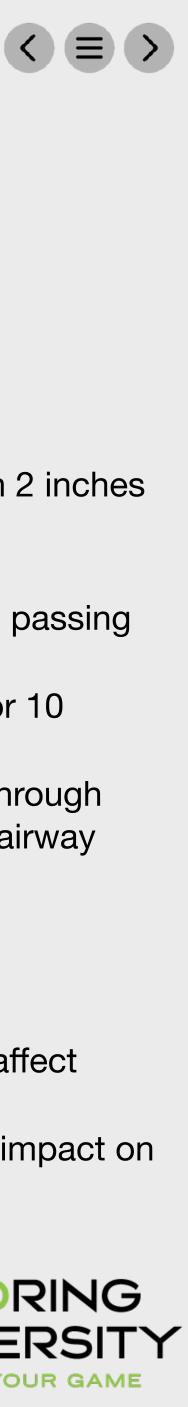




## **Closing Gate**

#### TRACKMAN

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



#### **Equipment Needed**

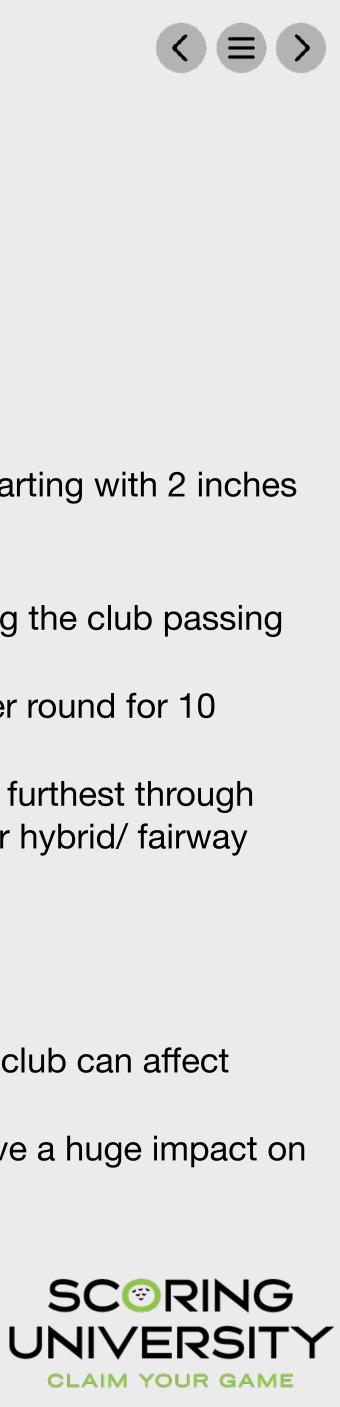
- Tees
- Hybrid/ Fairway Wood
- Golf Balls

#### How to Play

- Ask the students set up a 'gate' using tees starting with 2 inches either side of the club head
- Tee up a ball in the middle of this gate
- The students must attempt to hit balls keeping the club passing through the gate
- Move the tees in 0.2 inches per shot. 1 hit per round for 10 rounds
- The winner is the student that progresses the furthest through the 10 rounds without hitting the tee with their hybrid/ fairway wood

#### **Technical Link**

- Highlight to the students how the path of the club can affect where on the face is impacted
  - Explain how miss hit shots off the tee can have a huge impact on distance





### **Carry Distance Challenge**

#### RACKMAN

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



#### **Equipment Needed**

- Golf balls
- Hybrid/ Fairway Wood
- 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 must be using a tee for their hybrid/ fairway wood and should aim to carry their shots over the intended targets
- The targets should be seen as hazards in order to encourage the students to hit shots with sufficient flights
- Ask them to start with closer range targets and then advance to further targets each time they achieve one

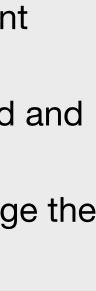
#### **Technical Link**

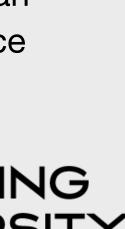
• This activity will give the student an idea of how far they can carry each hybrid/fairway wood as well as the total distance achievable for each off the tee

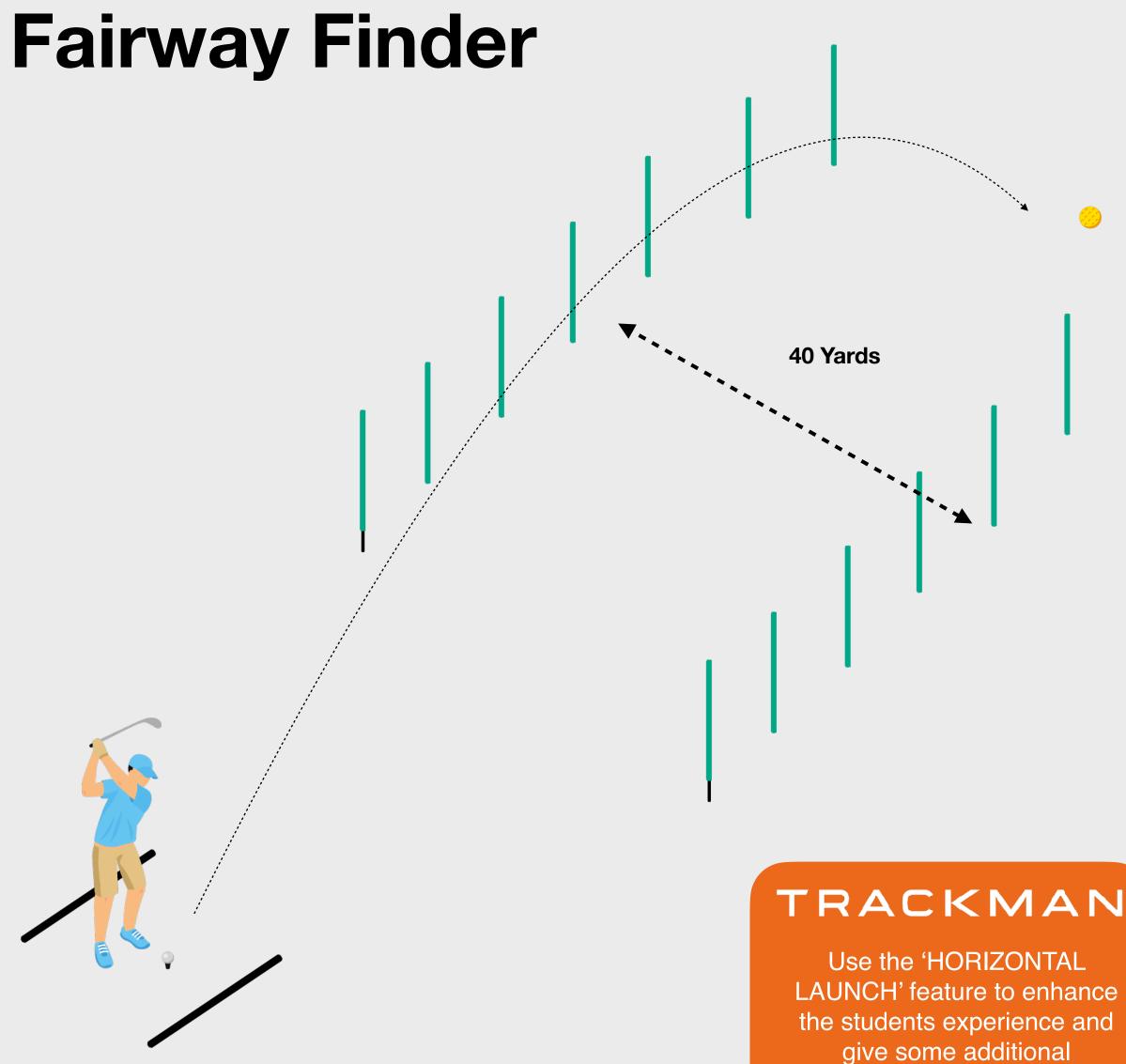














#### **Equipment Needed**

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

#### How to Play

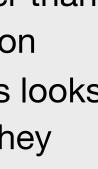
- Set up a fairway on the driving range using existing targets, cones or alignment sticks
- Ask students to hit balls off a tee and try and hit the fairway using their stock hybrid/fairway wood shot
- Ask the students to hit 10 shots and see how many out of 10 they can hit the fairway

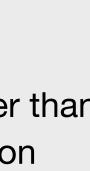
#### **Technical Link**

- A key reason to use a hybrid/fairway wood off the tee rather than a driver would be for accuracy, which this activity focuses on
- It shows what an average fairway width of roughly 40 yards looks like and gives them an idea of the percentage of fairways they can expect to hit when they play



feedback.

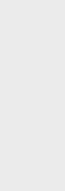


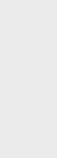


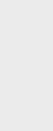


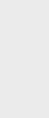


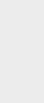












































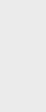
















































































# Hybrid and Fairway Wood Challenge





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#### Scoring University Break 90 - Swing

## **Fairway Wood** Challenge

### TRACKMAN

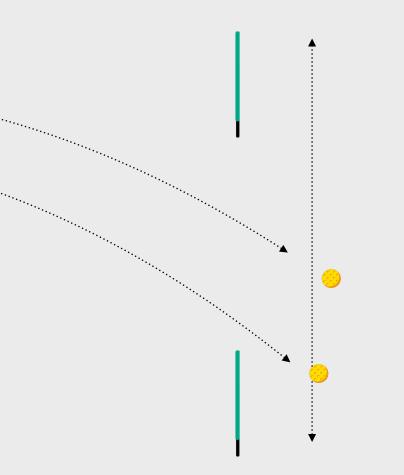
Use the 'TOTAL', 'CARRY' and 'SIDE' features to provide accurate measurement

Select the Appropriate **Minimum Distance** for your chosen **Course Length** 



**Minimum Distance Markers** 

Course Length	Minimum Distance
< 4500 Yards	115
4500 -5500 Yards	150
5500 -6500 Yards	170
> 6500 Yards	200



**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
  - 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



