

Scoring University



Putting Scoring



SCORING
UNIVERSITY
CLAIM YOUR GAME

Contents

- 3 **Class Timetable**
- 6 **Class Objectives and Setup**
- 10 **Practice Stations and Game Cards**
- 15 **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"> 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 		
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"> Class Layout and Setup 	
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"> X's & O's Stocking up the shot 	
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"> Draw it in Fade it in 	
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"> Driver Challenge 	
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 90
On The Green

Topic:
Putting Scoring

Technical Focus
Pre-Putt Routine

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 90 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	Pre-Putt Routine Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Introduce the students to some examples of pre-putt routines Outline to the student, the relevance of a pre-putt Routine to making more putts Demonstrate to the student how the correct set up can improve consistency and developing a routine will assist with this 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 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 	<ul style="list-style-type: none"> Map the Putt Gate Challenge See it, Feel it, Make it Routine Repetition
25 mins	Scoring 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 90 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:

Pre-Putt Routine - Introduce the student to some fundamentals of a Pre-Putt Routine which may include:

- Demonstrate your own pre-shot routine and discuss the importance of having one. Reiterate how this can help handle pressure and build an effective picture and intention for the putt
- Explore the benefit of analyzing the putt from multiple sides of the hole including from the side of the putt and behind the hole
- Introduce some basic strategies for aiming the ball at the intended start line and how an alignment on the golf ball may help
- Explore using rehearsal strokes behind the ball or at the ball
- Reinforce how repeating this routine in practice and on the course will improve consistency



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

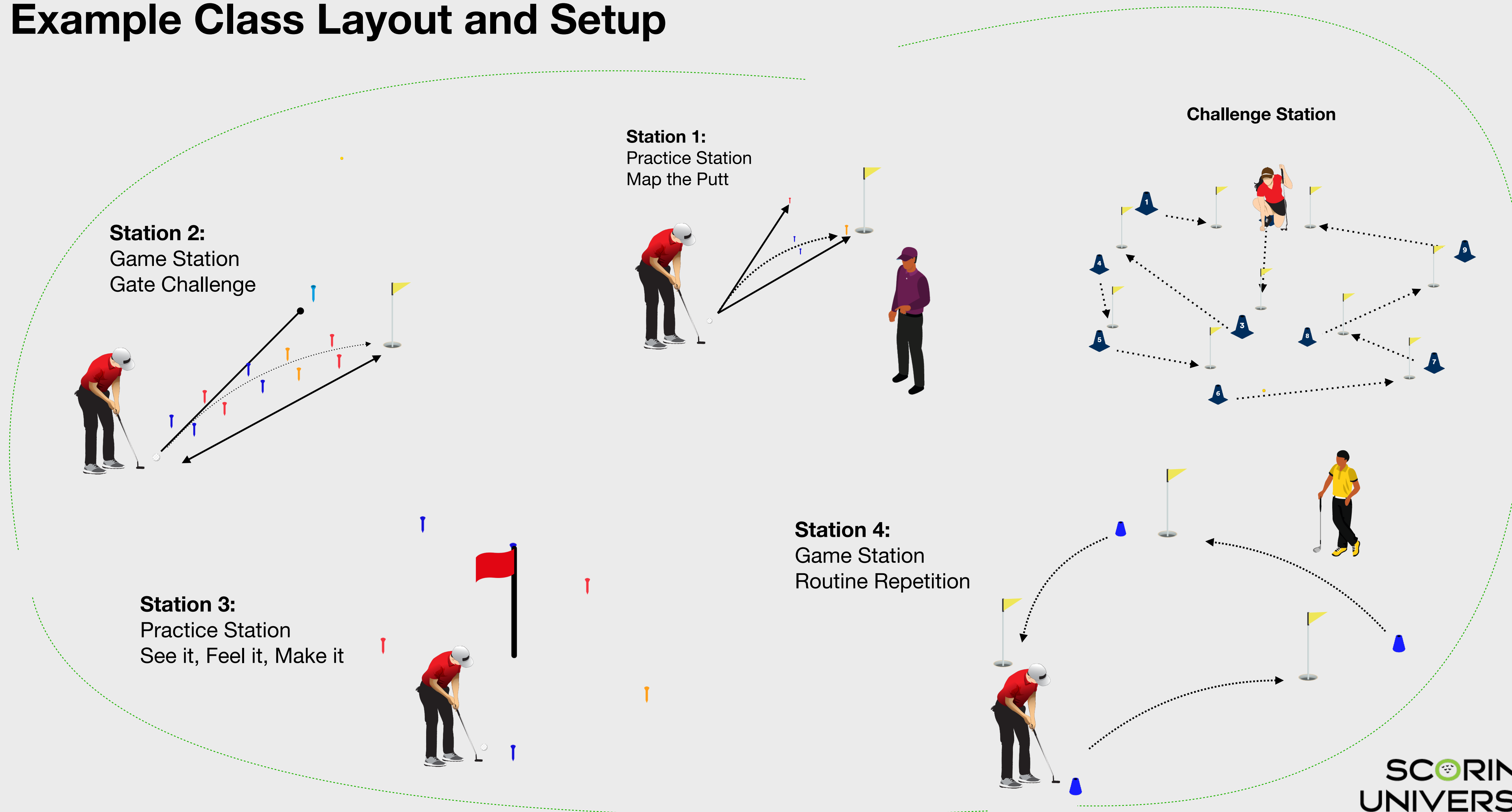
Setting out the Challenge

- 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

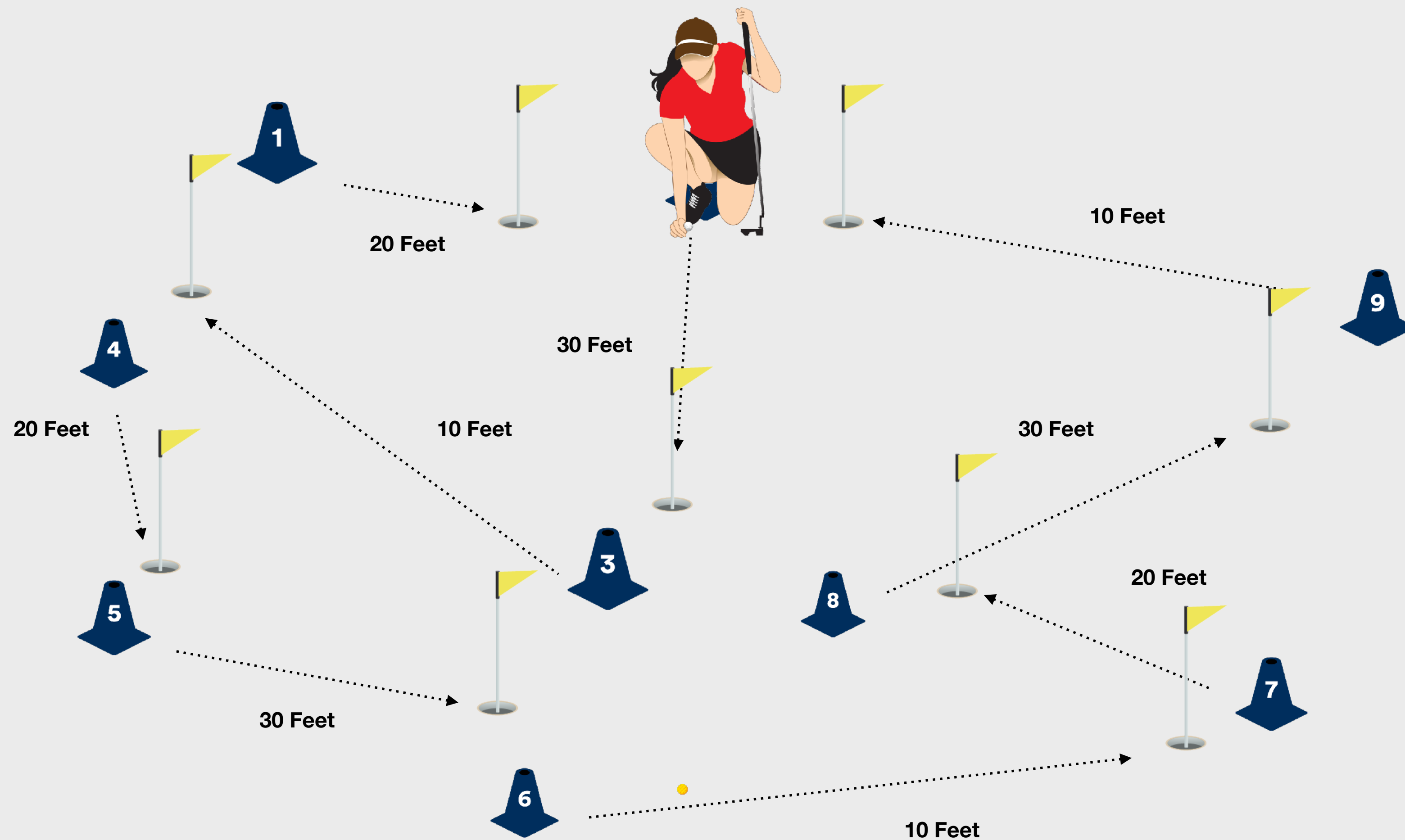
SAFETY

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

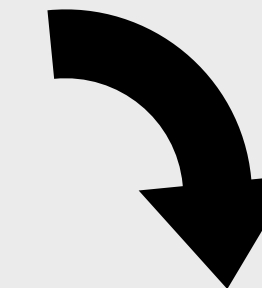
TRACKMAN Integration

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



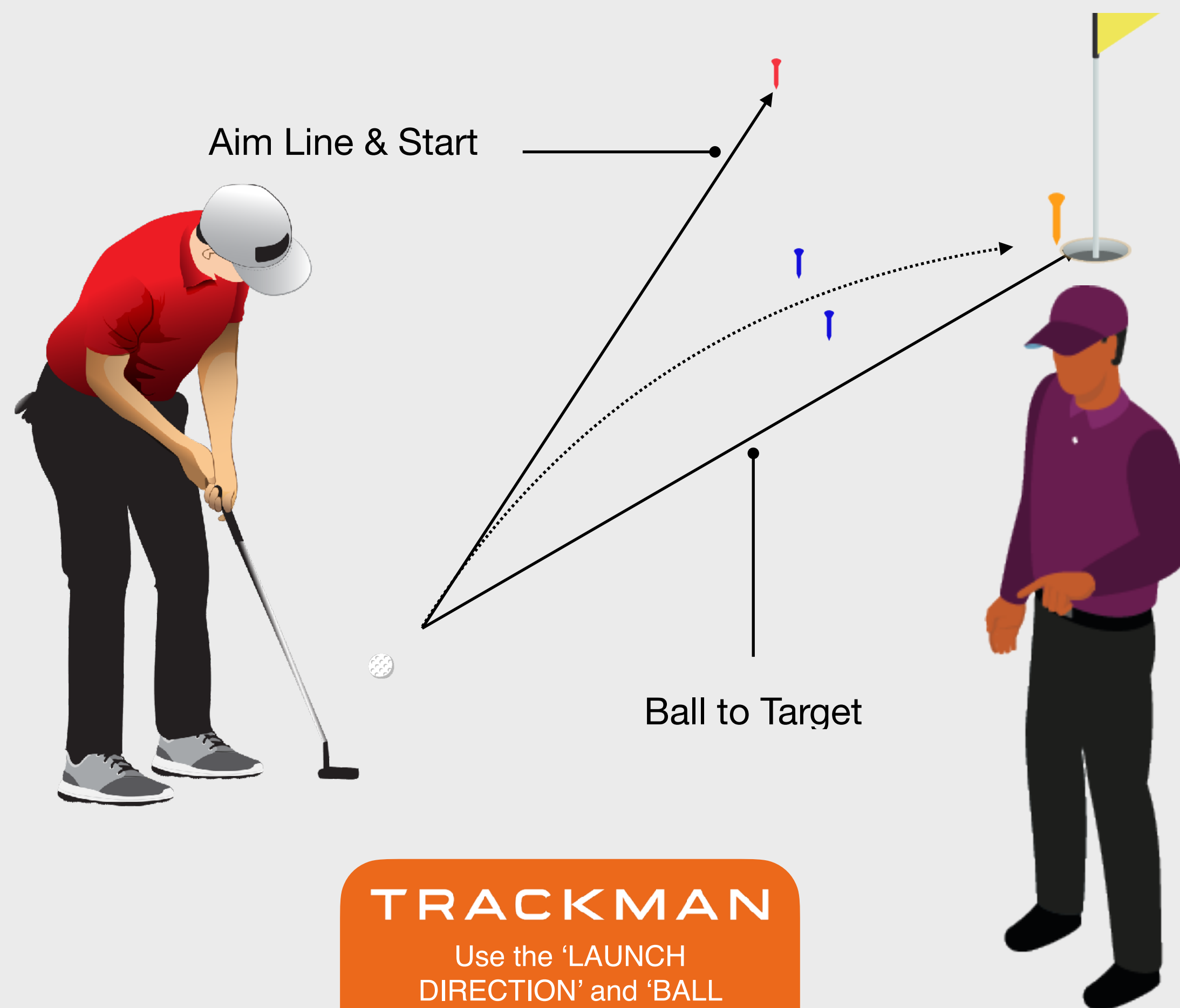
TRACKMAN

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

Practice and Games Cards



Map the Putt



TRACKMAN

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

Equipment Needed

- 4 Tee Pegs
- Putter
- Golf Ball

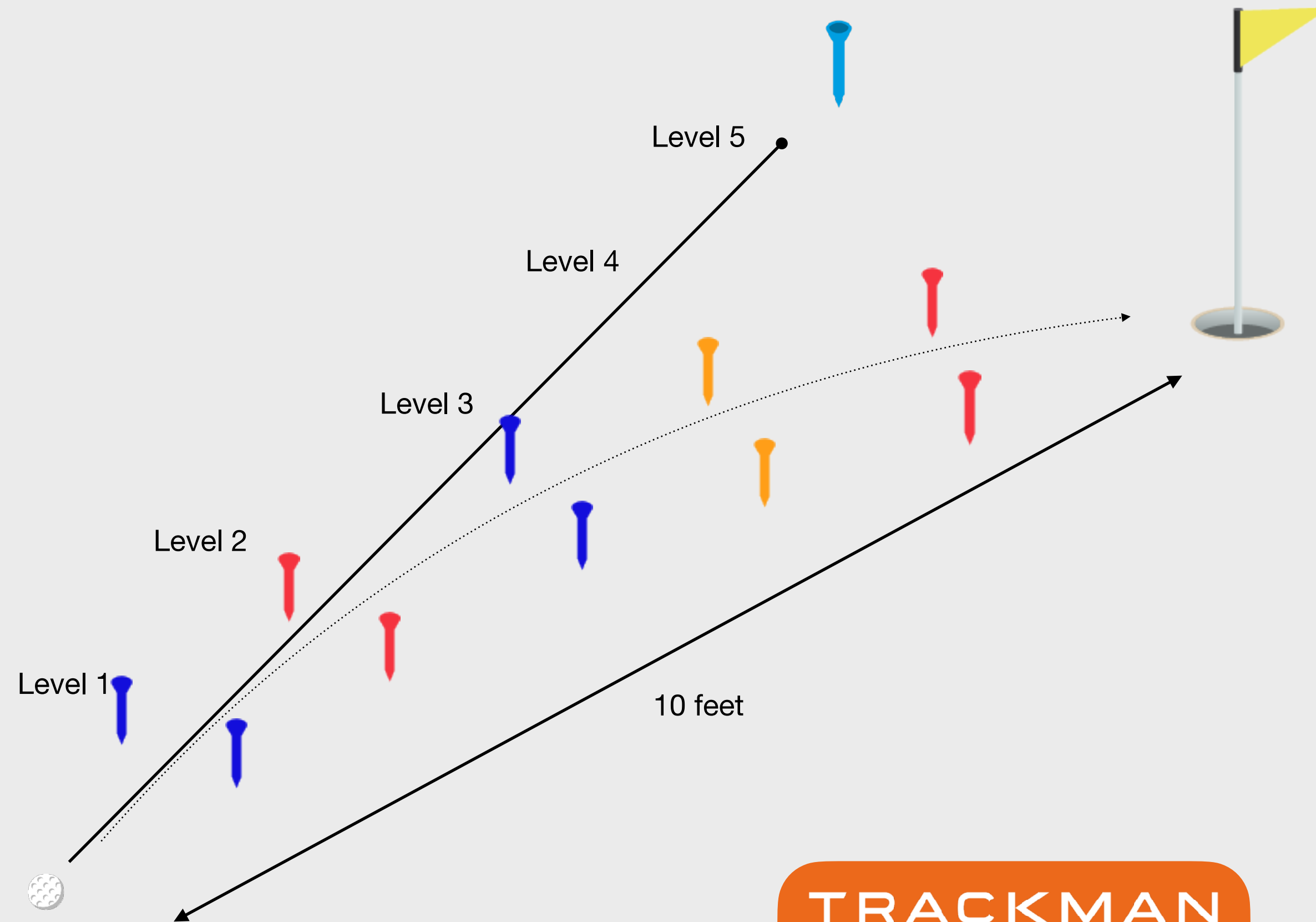
How to Practice

- Set this activity up on a sloped surface
- The student should attempt to read the putt and place a tee peg adjacent to the hole where the putt this should be aimed for it's intended start line
- Get the student to place another tee peg where they think the ball will enter the hole
- Ask the student to place a gate created with the remaining two tee pegs in the final third of the putt (the ball should travel through this gate)
- The student should attempt the putt and based on the feedback as to where the ball was in different segments, attempt the putt again

Technical Link

- This activity will help the student to understand how to aim effectively on a sloped surface and include this in their pre putt routine
- The speed of the putt will have an effect on how soon the putt breaks, and therefore this should be taken into account when aiming

Gate Challenge



TRACKMAN

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

Equipment Needed

- 10 Tee Pegs
- Putter
- Golf Ball

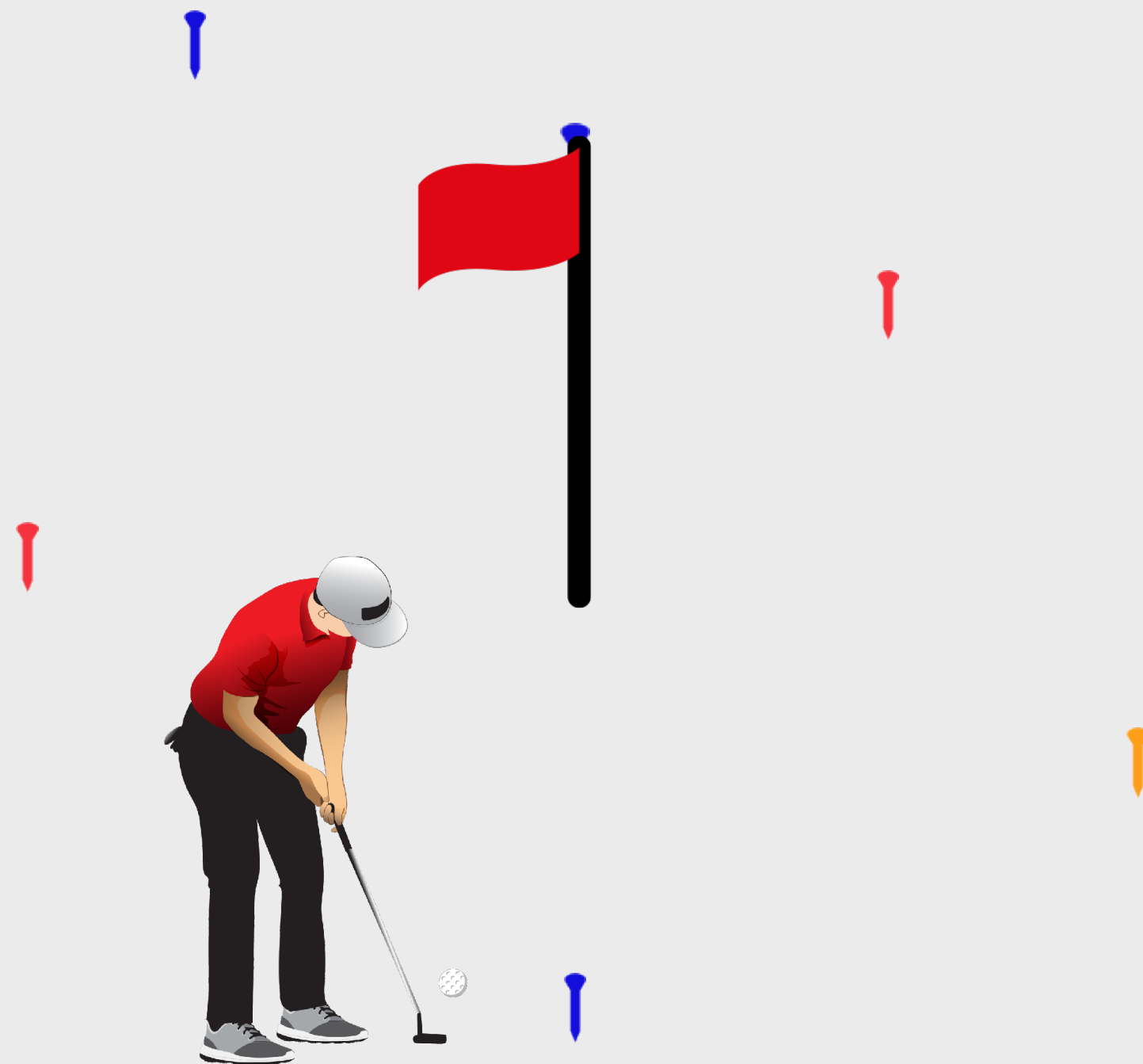
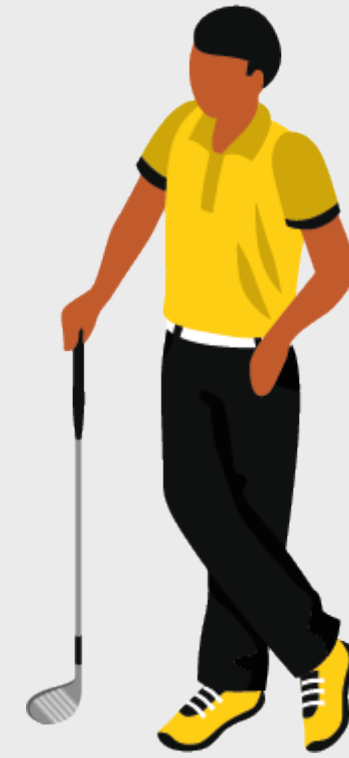
How to Play

- Set up the tee pegs on a slope as gates for the students to try and hit the putt through at the appropriate pace for the ball to miss the tees
- Set up 5 gates for the different levels for the students to try and achieve
- The further the ball travels through the gates without leaving a gate the higher they will score
- 1 point per gate up to a maximum of 5 point with a 5 bonus points if the ball goes into the hole
- The students can play up to 10 rounds with the winner being the student with the most points

Technical Link

- This activity will help the student to understand how to aim effectively on a sloped surface
- Their pre-putt routine should not differ apart from spending extra time to read the putt due to the slope

See it, Feel it, Make it



Equipment Needed

- 5 x Tee Pegs
- Putter
- Golf Ball

How to Practice

- Choose a hole with a sloped surface around it
- Set up 5 tee pegs around the hole at varying distances
- For each putt the student must perform the 3 steps
- Firstly, read the green and visualise the putt
- Secondly, perform 1-2 practice strokes whilst looking the hole to gain an idea of the right length and speed for the specific putt
- Lastly, attempt to the hole the putt

Technical Link

- This practice drill will reinforce good habits to have on the course
- The visualisation and green reading will create a more positive and focused mindset
- The practice strokes taken are all about gaining a rhythm and tempo to recreate for the actual shot

Routine Repetition



Equipment Needed

- Putter
- 3 x Marker Cones

How to Play

- Ask the students to show their current pre-putt routine
- They then attempt to play three holes in the fewest number of putts possible
- The holes should be around 15 feet in length and on a gently sloping part of the green
- Students need to demonstrate an identical routine each time
- If they do not show an identical routine from the 'show' routine conducted before the game they are penalised 1 shot
- This game can be played individually, in pairs or small groups

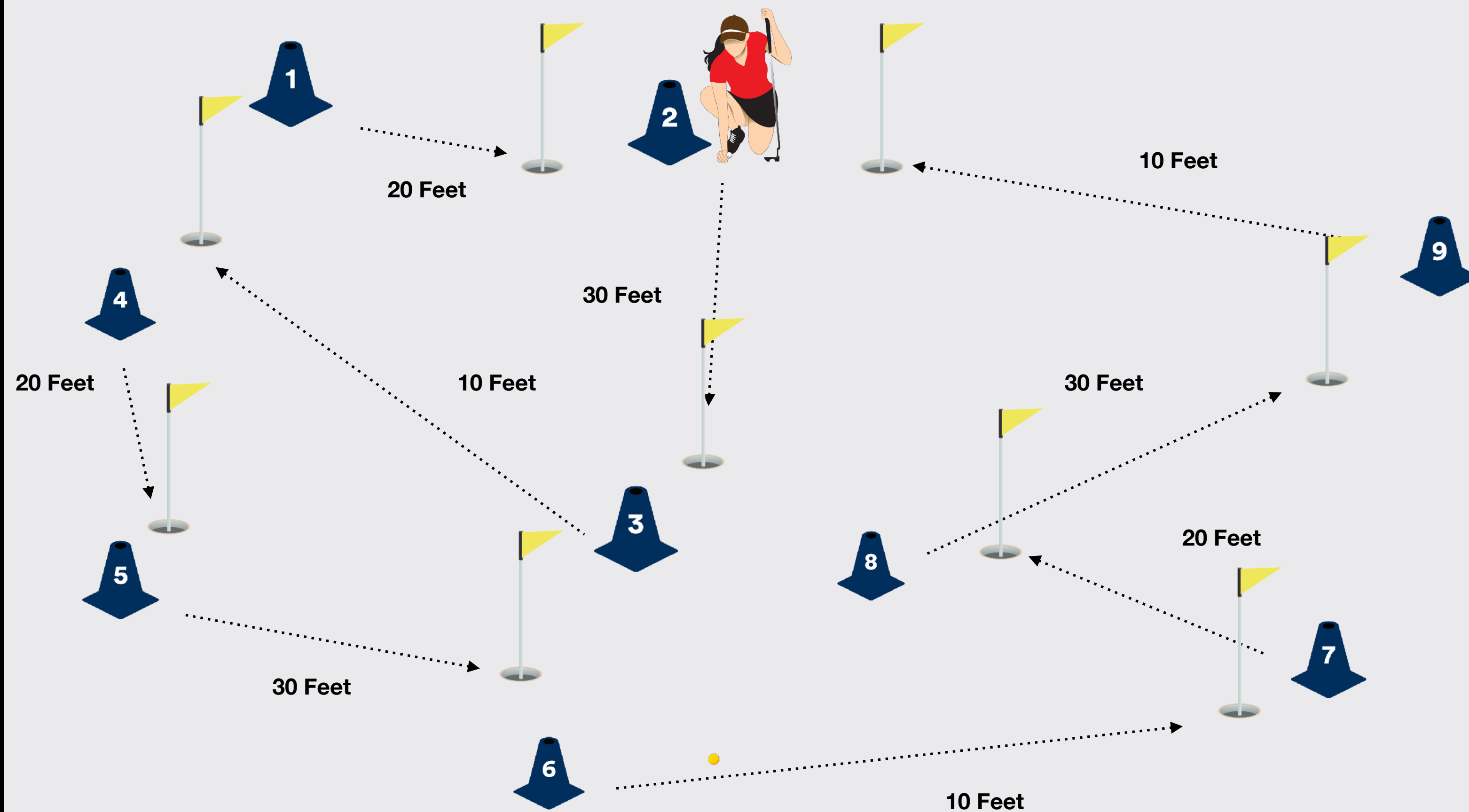
Technical Link

- This activity will provide the opportunity for the student to practice their pre-putt routine
- The scoring target will provide added pressure to replicate an on course scenario

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 40 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

