

# Around the Green - Level 3

## Club Selection and Awkward Lies



# Class Timetable - Club Selection and Awkward Lies

<b>Session Length:</b> 90mins	<b>Group Size:</b> 1:8	<b>Mastering the Game Focus:</b> <b>Around the Green</b> Club Selection and Awkward Lies in Chipping	<b>Whole Golfer Focus: Mind</b> Dispelling Myths Around the Green	<b>Learning the Game Topic:</b> Preparing to Play	<b>Learning the Game Focus</b> Warming Up to Play	<b>Mastering the Game Challenge:</b> Chipping Challenge
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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 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>
10 mins	Introduction	<ul style="list-style-type: none"> <li>Outline the technical focus for the class</li> <li>Introduce the Learning the Game or Whole Golfer focus</li> <li>Explain how to play the games and attempt the practice station activities</li> <li>Explain how to attempt the Mastering the Game Challenges if applicable</li> </ul>	<ul style="list-style-type: none"> <li>Warming Up to Play</li> <li>Dispelling Myths Around the Green</li> </ul>
30 mins	Mastering the Game Independent and Social Practice Mastering the Game Challenges	<ul style="list-style-type: none"> <li>Learners play the games individually, in pairs or in groups</li> <li>Opportunity to provide private coaching to learners</li> <li>Learners may attempt the Mastering the Game challenges independently or socially</li> </ul>	<ul style="list-style-type: none"> <li>Practice stations</li> <li>Game cards</li> <li>Secondary skill station</li> <li>Mastering the Game Challenges</li> </ul>
5 Mins	Learning the Game and Whole Folder Focus	<ul style="list-style-type: none"> <li>Get the group together to introduce the Learning the Game or Whole Golfer focus</li> <li>Opportunity to engage in group discussion and questions</li> </ul>	
30 Mins	Mastering the Game Independent and Social Practice  Challenges and Recap	<ul style="list-style-type: none"> <li>Learners play the games individually, in pairs or in groups</li> <li>Opportunity to provide private coaching to learners</li> <li>Learners may attempt the Mastering the Game challenges independently or socially</li> </ul>	<ul style="list-style-type: none"> <li>Practice stations</li> <li>Game cards</li> <li>Secondary skill station</li> <li>Mastering the Game Challenges</li> </ul>
10 Mins	MyGame+ Tracking on GLF. Connect	<ul style="list-style-type: none"> <li>Add any lesson media to the learner's Student Connect area</li> <li>Learners should be encouraged to mark their attendance at the Themed Class in the Journey to Club and Course Ready section of the MyGame+ area</li> <li>Encourage the learners to mark the challenge as complete for the Level they have attempted if they are successful within the Mastering the Game program wheel on the MyGame+ area</li> </ul>	<ul style="list-style-type: none"> <li>MyGame+ on 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 learners and build relationships.</li> <li>Ensure everyone has their next playing or practice session booked, and take the 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**

- Assessing the Situation in a Pre Shot Routine
- Explore Landing Zones and Roll with 3 Different Clubs
- Explore Awkward Lies Around the Green



- **Rules & Etiquette Around the Green:**

- Discuss with the learner how important it is to prioritise chipping warm up before play. Explore why this would be beneficial to the learner
- Explore the appropriate amount of time that learners should spending warming up on a chipping green
- Explore any rules or guidelines at your facility relating to practicing around the green skills
- Explore some basic warm up games and activities that learners can use in their chipping warm up



- **Dispelling Myths in Chipping**

- Professional Golfers do not chip every chip shot close to the flag and neither will your learners. Make sure they understand this or their expectations will be too high
- Include some stats to provide some more realistic expectations such as:
  - The average PGA Tour player will on average chip the ball from a distance of 10-20 yards from the flag to a proximity of 6 feet

# Class Layout and Setup

**Station 1:**  
Practice Station  
High, Medium or  
Low



**Station 2:**  
Find the Lie



**Station 3:**  
Games Station  
Bullseye



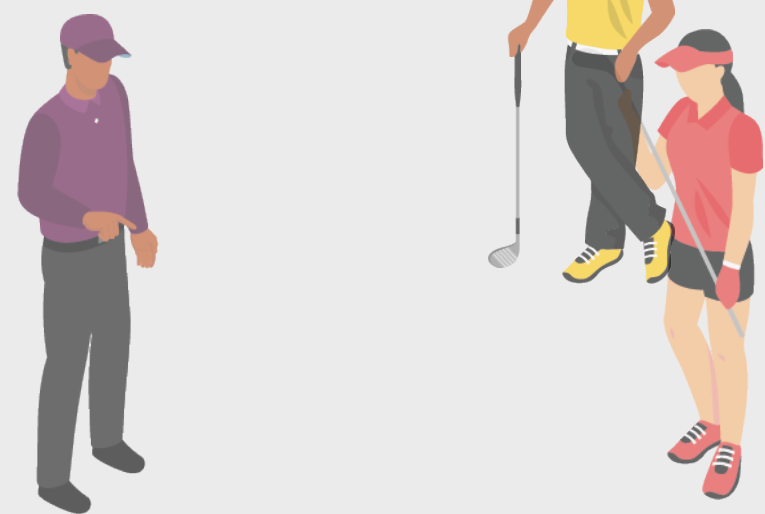
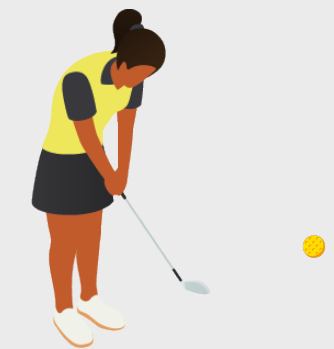
**Station 4:**  
Practice Station  
Up the Ladder



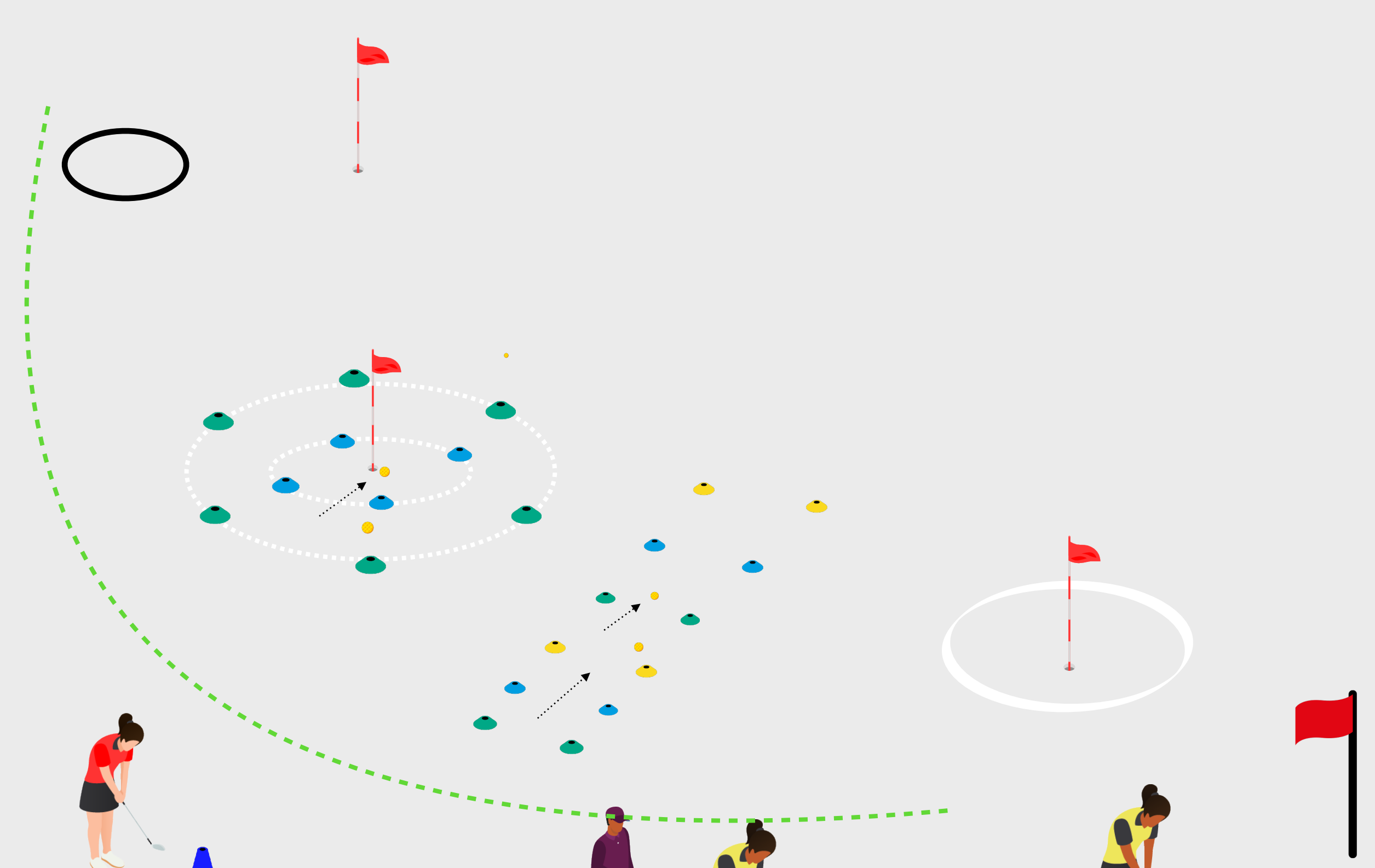
**Station 5:**  
Challenge Station



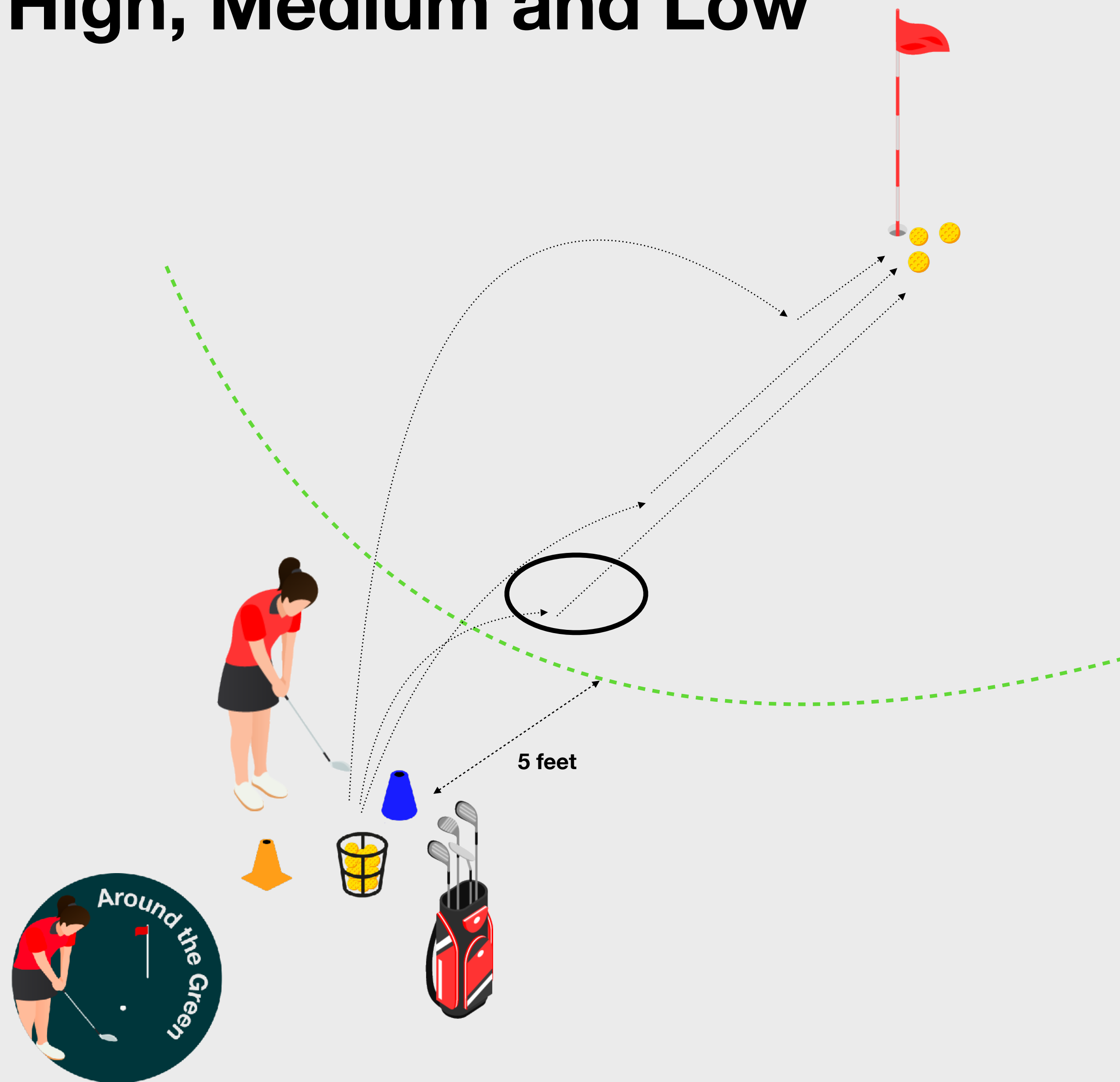
**Station 6:**  
Secondary Skill



**Group Discussion:**  
Stand, during and end of  
class



# High, Medium and Low



## Equipment Needed

- Cones for safety
- 8 Irons and Sand Wedge
- Golf balls
- Hoops

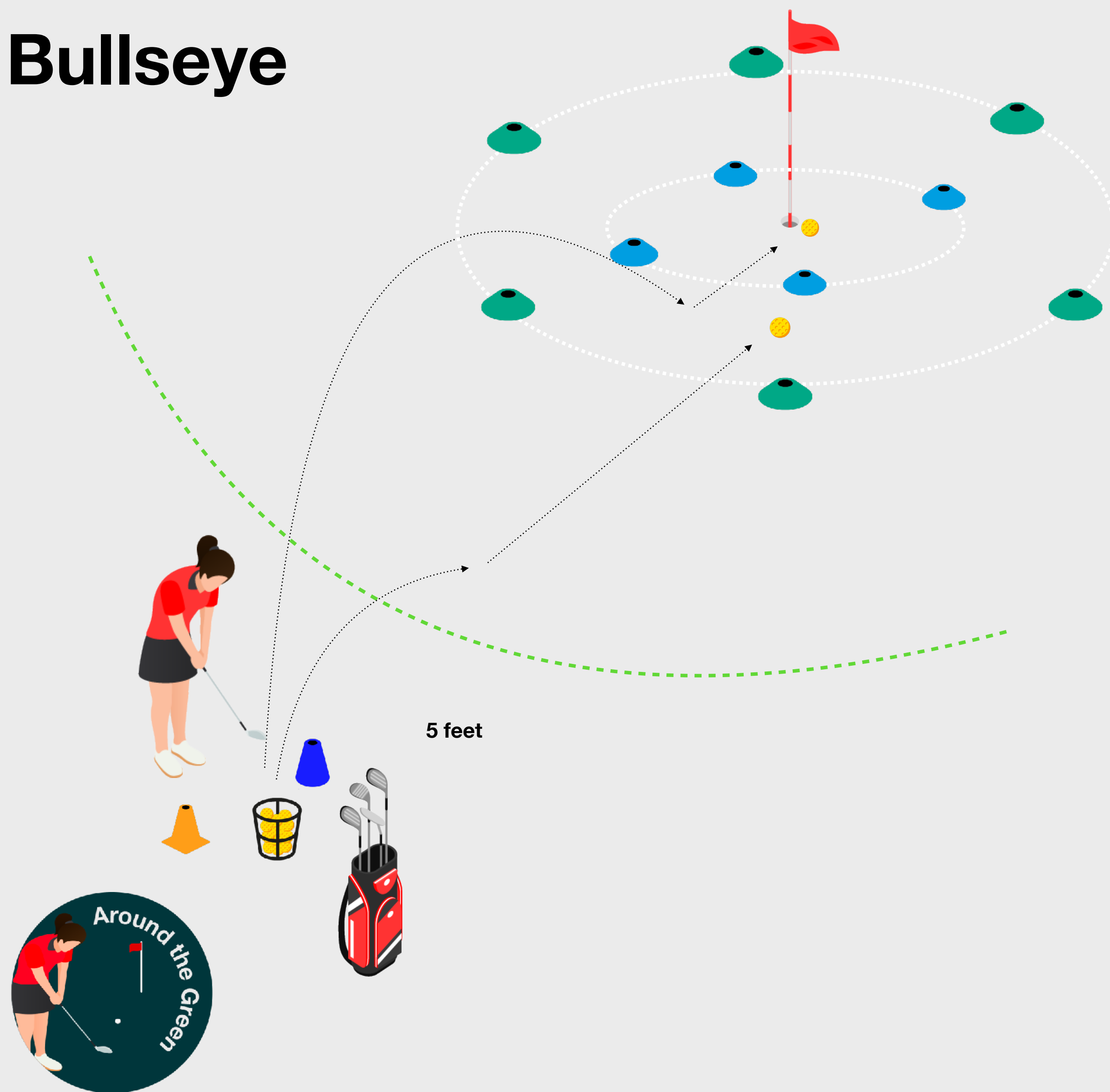
## How to Practice

- Position the learner on the edge of the chipping green.
- Pick a shot 5 yards from the edge of the green with lots of green to work with.
- Demonstrate to the learner three different ways to play the shot.
- Shot one will be with a SW with a longer swing with the ball spending 80% of its time in the air 20% of its time rolling.
- Shot two will be played with an 9 iron with a shorter swing with the ball spending 40% of its time in the air 60% of its time rolling.
- Shot three will be played with an 7 iron with a shorter swing with the ball spending 10% of its time in the air 90% of its time rolling.
- Use a hoop on the green to represent a visual of where the balls intended landing zone is for each shot.

## Technical Link

- Outline to the learners the benefits of the three shots and specifically where each shot should be used.
- Explain to the learner the potential risks and percentage likelihood of success with each shot.
- Help the learner to decide if they are comfortable using a single club around the green or various clubs.

# Bullseye



## Equipment Needed

- Chip shot at the edge of a chipping green
- Golf balls
- Cones for safety
- Cone to create 2 circles (5ft & 10ft)

## How to play the game

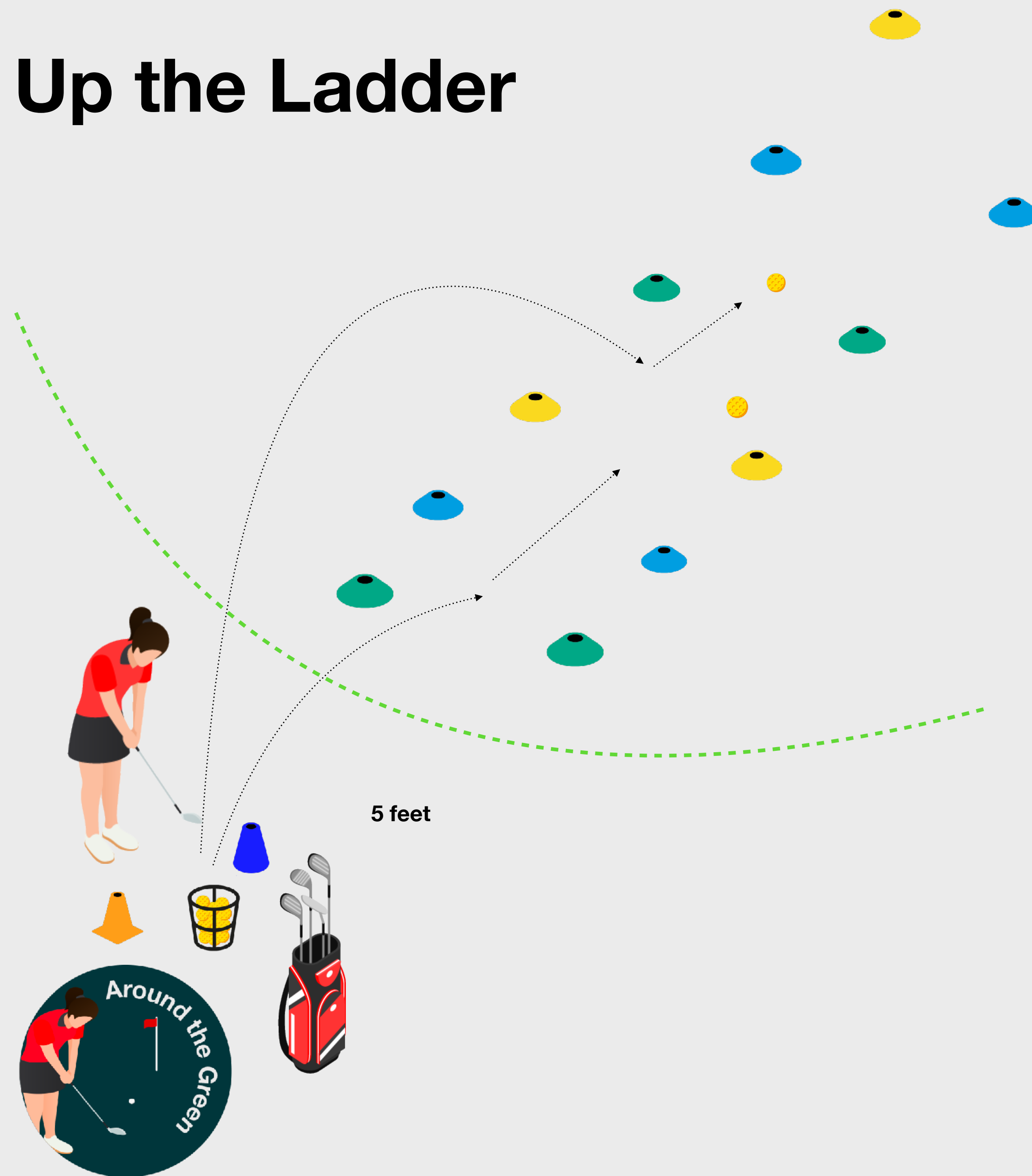
- Challenge the learner to hit 10 shots from the edge of the green. 5 shots should be hit with a 8 iron and 5 shots to be hit with a SW
- If the learner gets the ball in the inner circle they score 10 points
- If the learner gets the ball in the outer circle they score 5 points

## Technical Link

- Explain to the learner how changing the club effects the result
- Ask the learner which shot is the most effective and score the most points over 10 shots



# Up the Ladder



## Equipment Needed

- Chip shot at the edge of a chipping green
- Golf balls
- Cones for safety
- Cones to make a ladder including 5 different steps to the ladder within increasing size

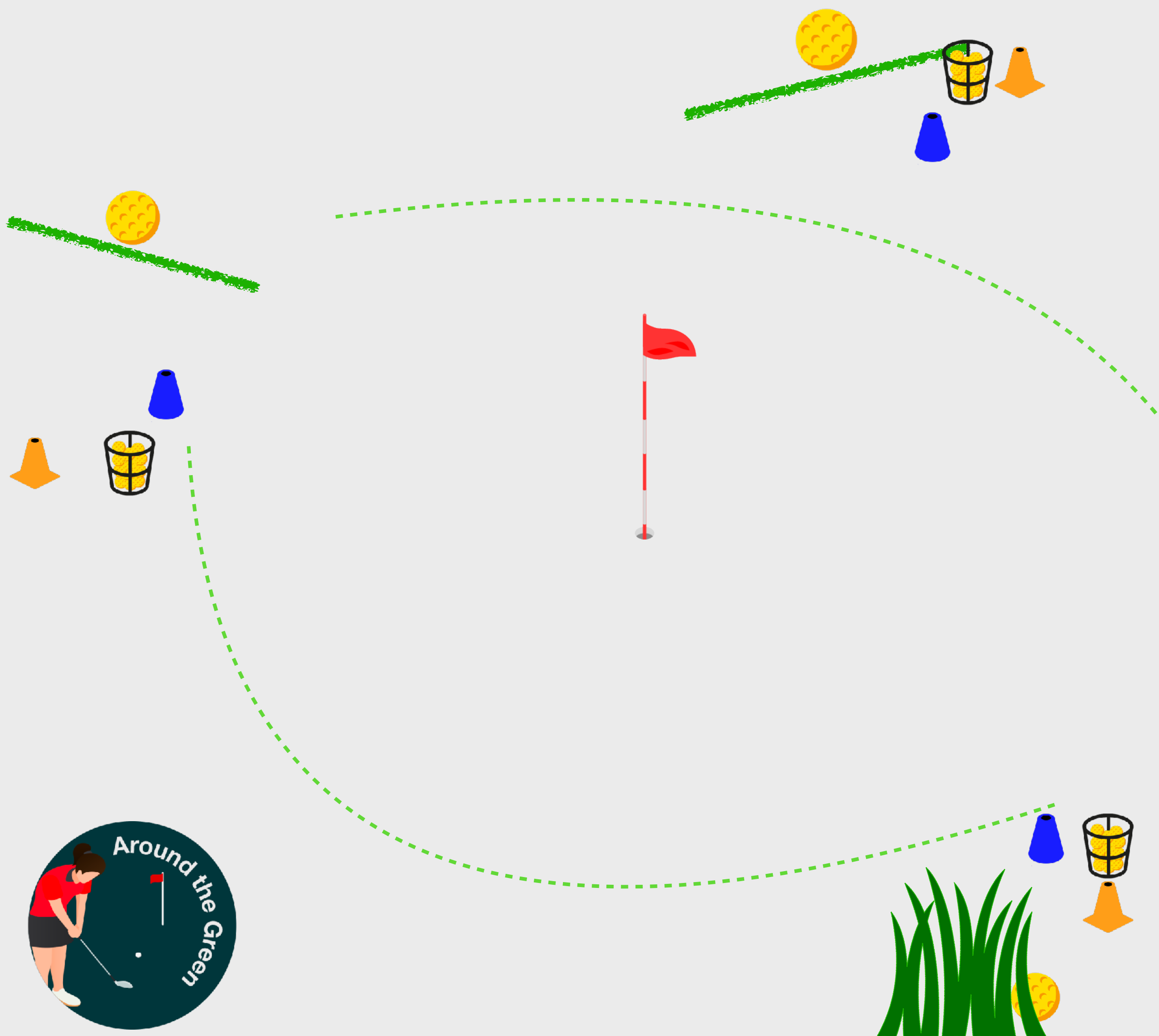
## How to play the game

- Challenge the learner to work their way up the ladder by using a single club initially of their choice
- See if they can land the ball in each step of the landing getting them understanding how swing length changes to produce a change in distance
- Get them to observe the flight of the ball, the way the ball reacts on the green and the amount of roll
- Challenge the learner to attempt the ladder using different clubs
- Challenge the learner to select the appropriate club to land the ball into a step of the ladder but finish in a different step i.e “What club would you use to land the ball in step 1 but finish the ball in step 5?”

## Technical Link

- Explain to the learner how changing swing length impacts distance the ball will travel and control
- Explain to the learner how changing the club effects the resulting flight and roll of the ball
- Ask the learner which type or shots and club is most effective for the task

# Find the Lie



## Equipment Needed

- Chip shot at the edge of a chipping green
- Golf balls
- Cones for safety
- 7 Irons, 9 Iron and Sand Wedge

## How to play the game

- The learner should move around the green attempting to find a number of awkward lies which may include:
  - Ball above feet and ball below feet
  - Playing from long grass
  - Chipping out under trees
  - Restricted backswing
- The learner should explore how their setup and technique may need to adapt to the lie
- The learner should consider the most appropriate club for the situation
- The learner should understand how the lie effects the flights of the ball, the way it reacts on the green and the amount of roll

## Technical Link

- Explain to the learner how changing the club effects the result based on the different situations
- Ask the learner to consider which club may be the most suitable for each situation to gain the most control

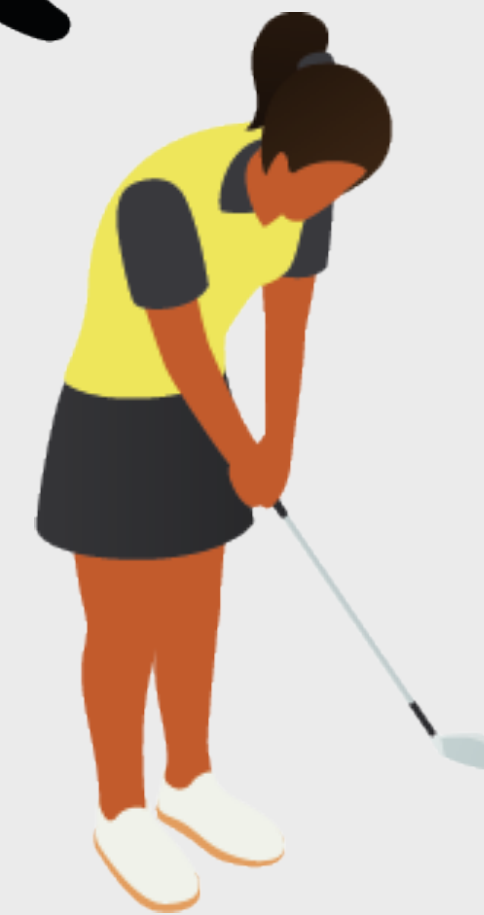
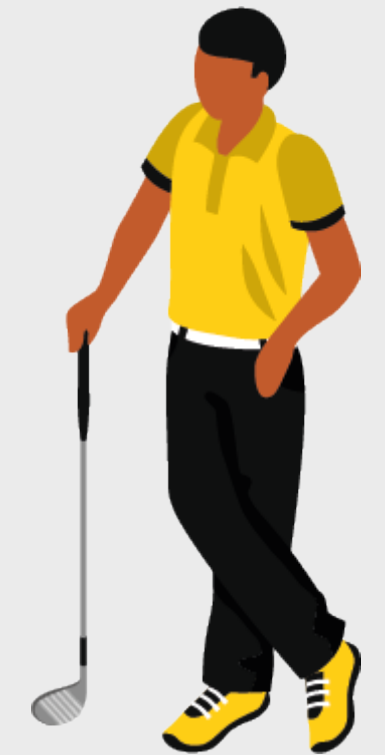




# Secondary Skill

To allow for variety of practice during the session, and to enable those that may have missed a class to catch up on practicing some of the other skills we recommend having one of the stations set up as a secondary skill.

This week's secondary skill is **Swing**, providing learners an opportunity to practice their swing and specifically irons.



# Ball Position



## Equipment Needed

- Alignment Stick
- Hybrid, 7 Iron and wedge
- Golf Balls

## How to Practice

- Learners should understand that the ball position changes slightly depending on which clubs they use
- Use the alignment stick to mark the centre of the learner's stance
- The learner should experiment with a centered ball position for a wedge, an inch further forward for a 7 iron and an inch further forward still for the hybrid
- Make sure you highlight how important striking the ground in the appropriate place will ensure good contact, just having an improved ball position does not guarantee good contact

## Technical Link

- Understanding this means learners will practice appropriately and strike the ball more consistently

# Chipping Challenge

	Level	Challenges	
Chipping	1	3 out of 5 shots to finish anywhere onto the green	
	2	10 yards 1/5 into 10 foot circle	15 yards 1/5 into 10 foot circle
	3	10 yards 2/5 into 10 foot circle	15 yards 2/5 into 10 foot circle



## The Challenge

To complete the Level 1, 2 and 3 Challenges the learner needs to complete various chipping challenges. Refer to the table for scoring for each Level.

## What should the Learner do next?

After attempting the challenge, the learner should:

- Log in to the GLF.Connect App
- If they complete the challenge, mark it as complete in the Challenge Section

