

Golf School *Master the Short Game - Half Day*

Master the Short Game Half Day Golf School



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Golf School Timetable



4

Golf School Master the Game - Half Day

Half Day Golf School Timetable

Session Length:
180 mins

Group Size:
1:8

Skill Focus:
Putting, Chipping, Pitching, Bunker,
Irons, Fairway Woods and Driver

Scoring Goal Challenges:
Short Putts Challenge
Pitching Challenge
Driver Challenge

Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction & Putting Warm up	<ul style="list-style-type: none"> Welcome and outline plan objectives for the session Students to do some self guided putting practice to get accustomed to the green speed 	
30 Mins	Putting & Chipping <ul style="list-style-type: none"> Pace control Correct strike Landing zone 	<ul style="list-style-type: none"> Introduce games, tasks and challenges for pace control, correct strike and landing zone distance and club selection Deliver one to one and group coaching within the structure of the games and challenges set up for each technical element 	Waterfall challenge Strike Point Landing Zones
30 Mins	Pitching and Bunker <ul style="list-style-type: none"> Fundamentals of set up Varying distance Club selection 	<ul style="list-style-type: none"> Introduce games, tasks and challenges to encourage the fundamentals of set up, varying distance and club selection Deliver one to one and group coaching within the structure of the games and challenges set up for each technical element 	Control Distance Hurdles High or Low Bunkers
10 Mins	Mid-Morning Break / Breakout Session	<ul style="list-style-type: none"> Opportunity to engage in group discussion and questions Opportunity to reinforce the technical learning outcomes 	
30 Mins	Irons <ul style="list-style-type: none"> Attack angle Basic Set up Alignment 	<ul style="list-style-type: none"> Introduce games, tasks and challenges for enhancing attack angle, basic set up and alignment Deliver one to one and group coaching within the structure of the games and challenges set up for each technical element 	Swing Direction Change Set Up Alignment Check
30 Mins	Drivers / Fairway Woods <ul style="list-style-type: none"> Speed Face Strike Accuracy 	<ul style="list-style-type: none"> Introduce games, tasks and challenges to enhance speed, face strike and accuracy Deliver one to one and group coaching within the structure of the games and challenges set up for each technical element 	Speed Swinger Face Contact Fairway Finder
30 Mins	Scoring Goal Challenges	<ul style="list-style-type: none"> Students can attempt the Scoring Goal Challenges individually or in pairs. You should select the challenges most suitable for your facility ideally picking one challenge from each skill. 	Short Putts Challenge Pitching Challenge 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

Half Day Golf School Timetable

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Scoring Goal Challenges:
Chipping Challenge
Pitching Challenge
Bunker Challenge

Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction & Putting Warm up	<ul style="list-style-type: none"> Welcome and outline plan objectives for the session Students to do some self guided putting practice to get accustomed to the green speed 	
30 Mins	Short Game - Putting <ul style="list-style-type: none"> Pace control Aiming at a point 	<ul style="list-style-type: none"> Introduce games, tasks and challenges for pace control and aiming at a point Deliver one to one and group coaching within the structure of the games and challenges set up for each technical element 	Waterfall challenge Coconut Shy
30 Mins	Short Game - Chipping <ul style="list-style-type: none"> Correct strike Landing zone 	<ul style="list-style-type: none"> Introduce games, tasks and challenges to encourage the correct strike and landing zone Deliver one to one and group coaching within the structure of the games and challenges set up for each technical element 	Strike Point Landing Zones
10 Mins	Mid-Morning Break / Breakout Session	<ul style="list-style-type: none"> Opportunity to engage in group discussion and questions Opportunity to reinforce the technical learning outcomes 	
30 Mins	Short Game - Pitching <ul style="list-style-type: none"> Varying Distance Club Selection 	<ul style="list-style-type: none"> Introduce games, tasks and challenges for varying distance and club selection Deliver one to one and group coaching within the structure of the games and challenges set up for each technical element 	Control Distance Hurdles
30 Mins	Short Game - Bunker <ul style="list-style-type: none"> Fundamentals of setup Shot selection 	<ul style="list-style-type: none"> Introduce games, tasks and challenges for fundamentals of set up and shot selection Deliver one to one and group coaching within the structure of the games and challenges set up for each technical element 	High or Low Bunker
30 Mins	Short Game Scoring Goal Challenges	<ul style="list-style-type: none"> Students can attempt one of the Short Game Challenges individually or in pairs 	Chipping Challenge Pitching Challenge Bunker Challenge
10 mins	Review and add Media on GLF. Connect	<ul style="list-style-type: none"> Complete a review of the Golf School content and provide next steps/student plan Add any lesson media to the student's Student Connect area; videos, notes, etc. 	<ul style="list-style-type: none"> GLF. Connect App

Objectives and Setup



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:

- Putter **Pace Control** - Outline to the student the importance of pace control in putting under 10 feet
- Putter **Aiming at a point** - Explain to the students the importance of starting a putt on the correct line
- Chipping **Correct strike** - Outline to the students the importance of getting the correct contact on a chip shot and the difference this can make
- Chipping **Landing zones** - Explain to the students how choosing different landing zones can impact on the outcome for each shot
- Pitching - **Varying Distance** - Describe to the students how to vary the distance for carry, by altering the length of swing and set up
- Pitching - **Club Selection** - Explain to the students importance of club selection within pitching and how ground conditions can impact on this selection
- Bunker **Correct Ball Position**- Outline to the student the importance of ball position in bunker play
- Bunker **Shot Selection and Landing Zones** - Outline to the student importance of selecting the right shot and choosing the correct landing zone for that shot



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.



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	Club path The in-to-out or out-to-in movement of the club head
Face Angle 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
Ball Speed The speed of the golf ball's center of gravity at impact	Carry The straight-line distance between where the golf ball was launched from and where it lands	Side The perpendicular distance between the target line and where the ball crosses a point	Total The straight-line distance between where the golf ball was launched from and its resting position.

On the Green

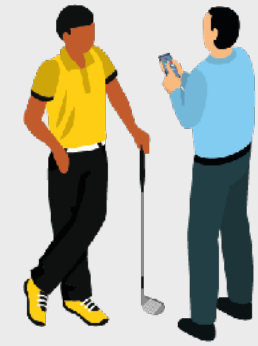
Club Speed The speed the putter head is traveling immediately prior to impact	Backswing Time The time the putter head is traveling away from the ball	Stroke Length The distance the putter head is pulled back from the ball in the backswing	Forward Swing Time The time the putter head is traveling towards the ball until impact
Tempo The Backswing time divided by the Forward swing time	Skid Distance The distance the ball is bouncing/sliding until it starts to roll	Launch Direction The angle the ball starts right or left in relation to the target line.	Ball Speed Initial ball speed immediately after separation from the putter face.

TRACKMAN

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

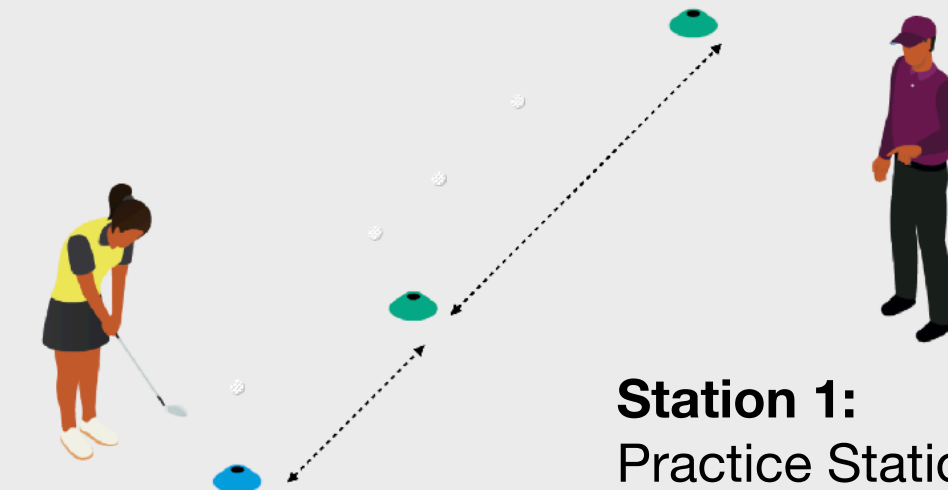
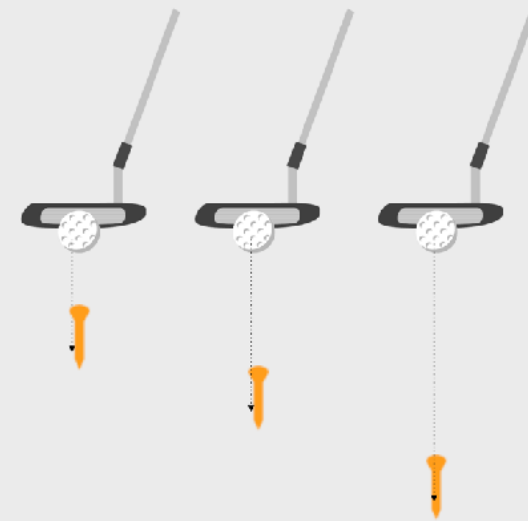
Keep an eye out for the Trackman Sticker on the game or challenge cards

Class Layout and Setup



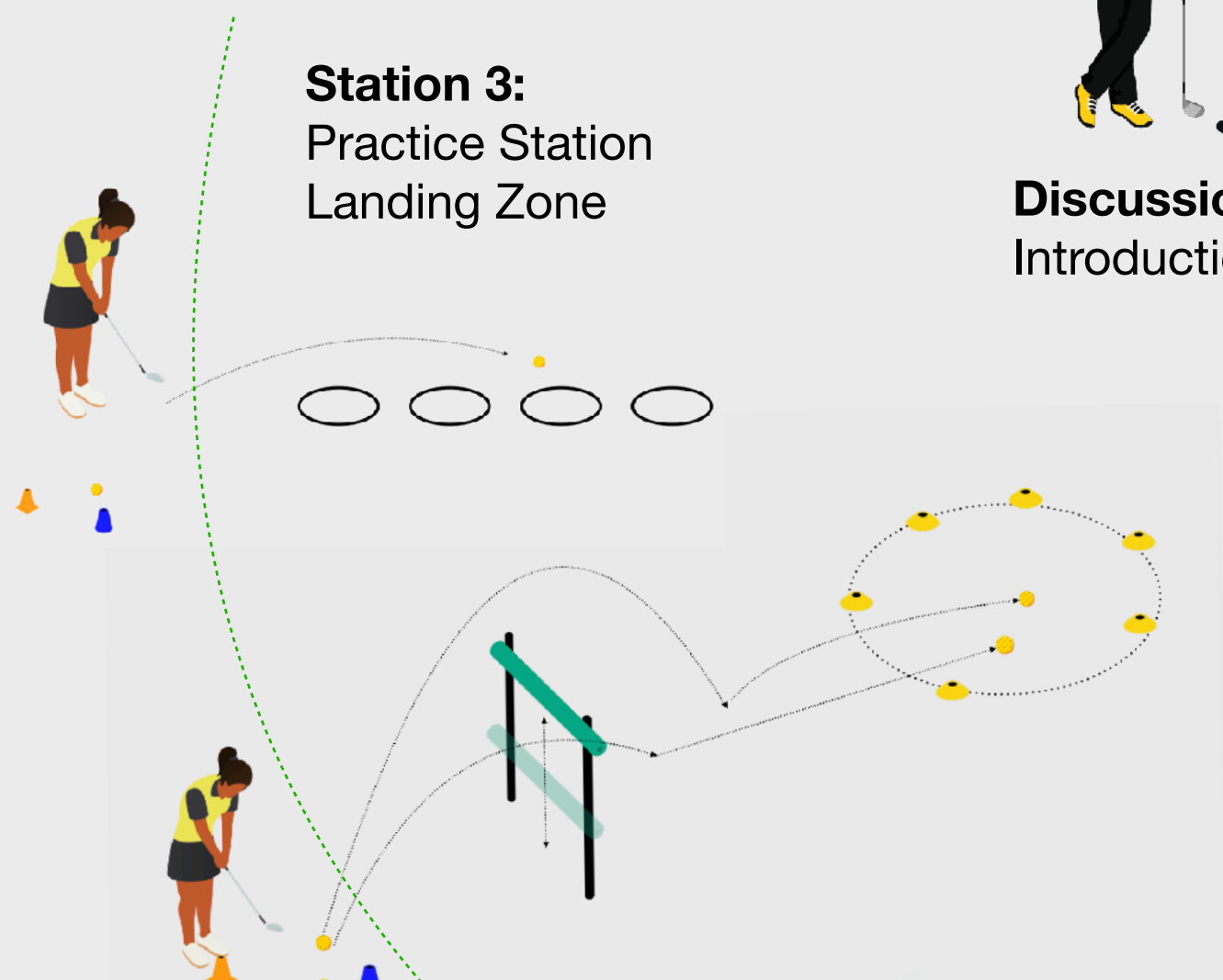
Discussion Zone
Introduction to activities

Station 2:
Practice Station
Coconut Shy



Station 1:
Practice Station
Waterfall Challenge

Station 3:
Practice Station
Landing Zone



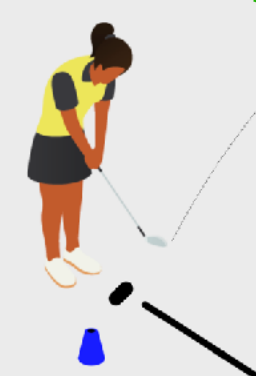
Station 4:
Practice Station
Hurdles



Station 5:
Game Station
Control Distance



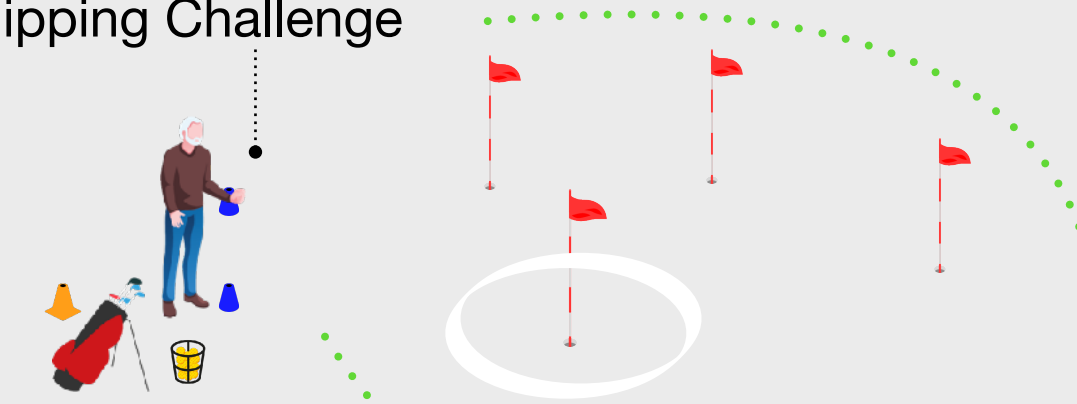
Station 6:
Game Station
Strike Point



Station 3:
Game Station
High or Low... Bunker!



Station 1:
Chipping Challenge



Station 2:
Bunker
Challenge



**Short Game
Challenge Stations**

Station 3:
Pitching Challenge



Practice Stations and Game Cards

Themed Class Plans
Control Distance

About
The Practice Station Activity has been built to provide an engaging practice element to your class around the green themed class focus.

Equipment Needs

- 12 cones
- Golf balls

How to Practice

- Set this activity up at 10, 20 yards and 30 yards from the learner
- The learner should practice chipping the ball at these distances using the same club, by varying the speed of the swing
- Encourage them to start by controlling the length of the stroke, similarly to how they learnt to control the ball further; and then gradually increase the length of the stroke and speed of the stroke to ball further
- This practice is best learnt using the same club as they learnt using the same club e.g. a 7 iron would be best for lower lofted clubs

Technical Learning Objectives

- This activity will help the learner to understand the distance of a shot based on the speed of the stroke
- This activity will help the learner to gain consistency around the green by becoming confident in using one particular type of club

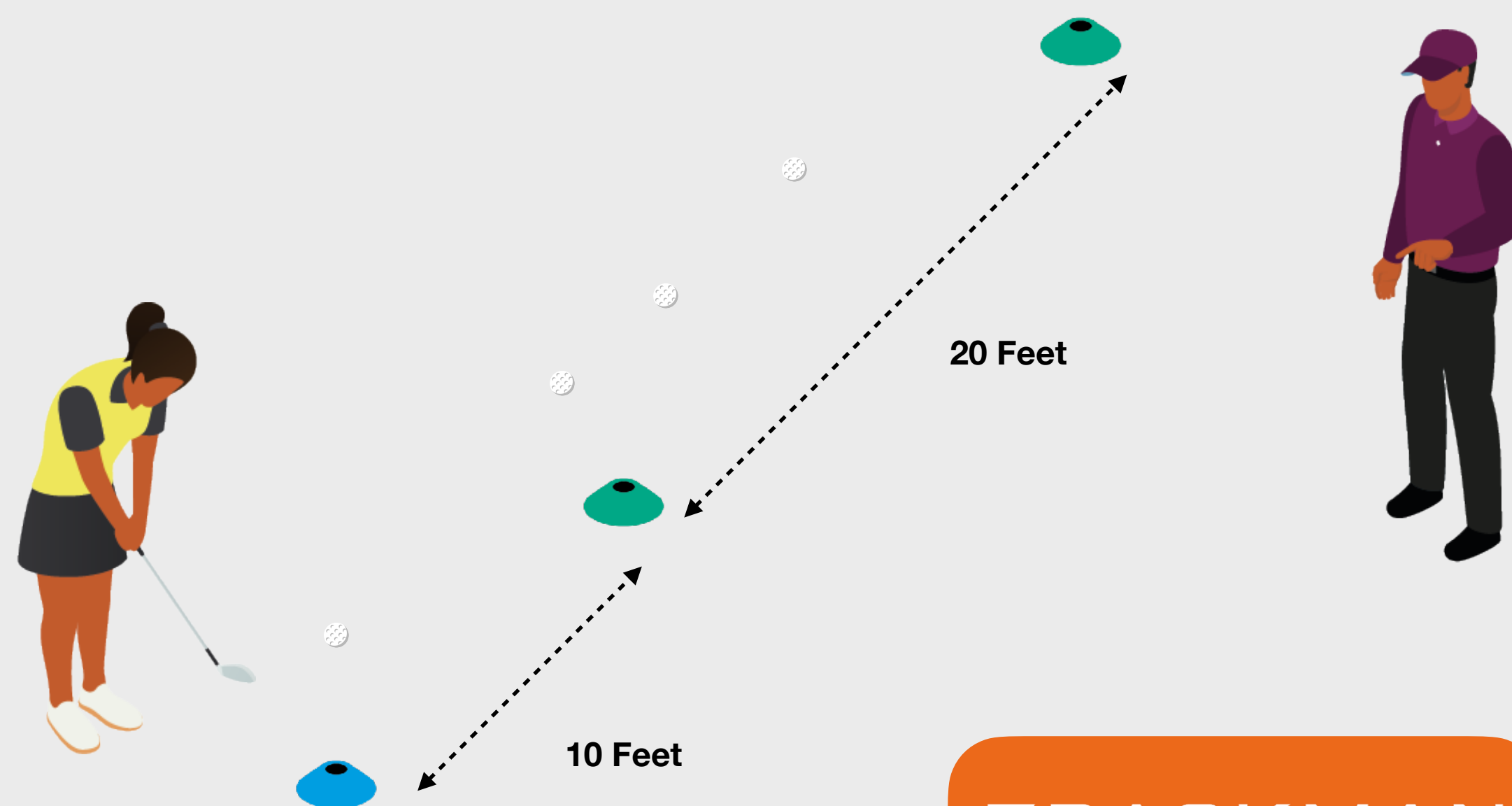
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GAM
GOLF DEVELOPMENT

Putting and Chipping



Waterfall Challenge



TRACKMAN

Use the 'CLUB SPEED' and 'STROKE LENGTH' features to enhance the students experience and give some additional feedback.

Equipment Needed

- Cones
- Putter
- Golf balls

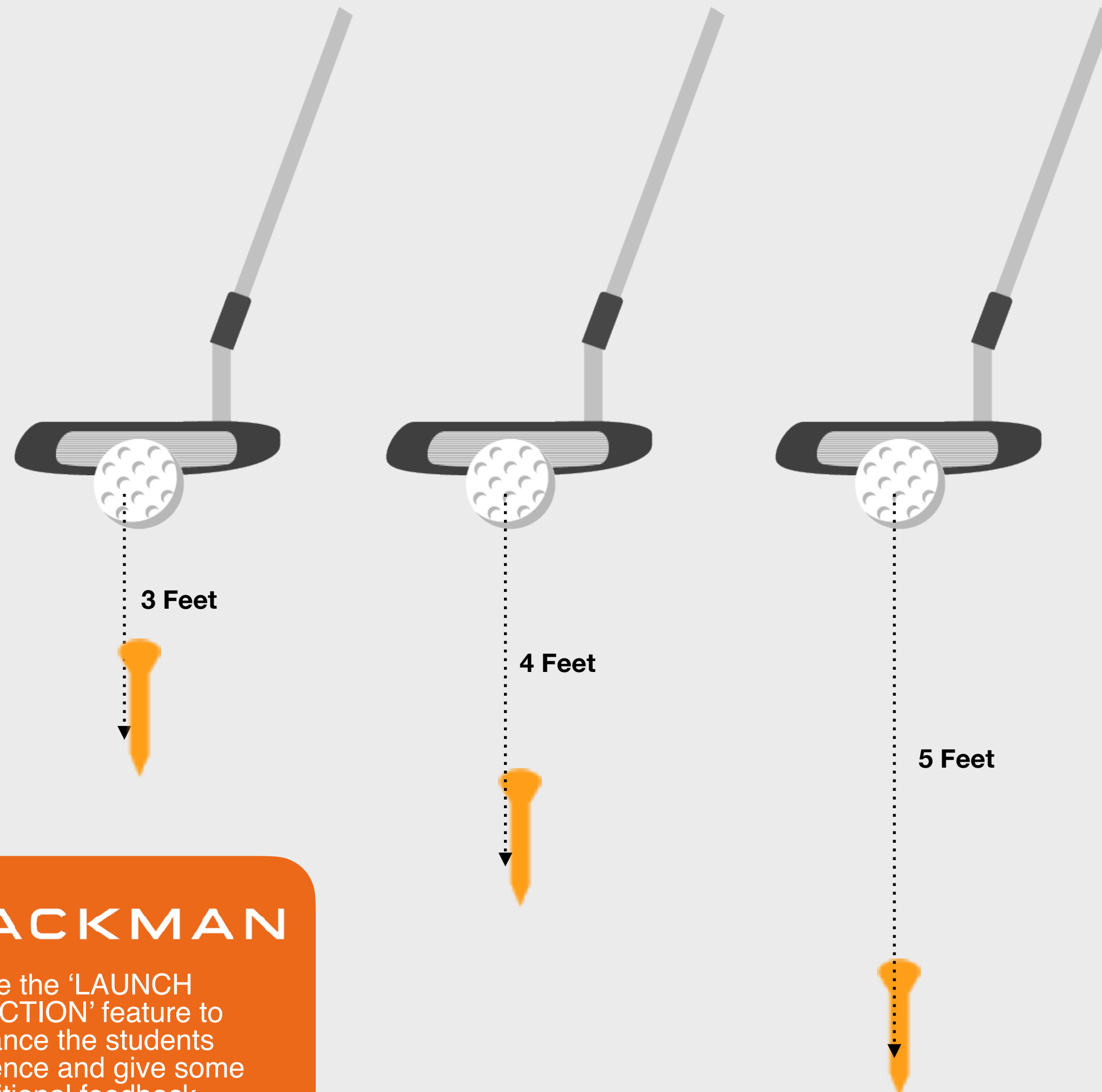
How to Practice

- Set up this activity with the cones placed 10 feet and 30 feet away.
- The objective of the game is to get as many balls as possible between the cones.
- The student always starts from the blue cone and should attempt to putt their first ball just past the first cone, which is 10 feet away.
- If successful, the student then tries to putt their second ball just beyond their first ball, but not too far, as this would reduce the space they have to aim for their next ball.
- The student continues until either they fail to get their ball past their previous attempt or they putt it beyond the furthest cone.

Technical Link

- This activity will help the student improve their distance control as it requires precise, incremental differences in each putt.

Coconut Shy



TRACKMAN

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

Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

How to Practice

- Have the student putt from distances of 3, 4, and 5 feet.
- Position a golf tee at each distance from the student.
- Allow the student to putt at these three different lengths during practice drills.
- Encourage the student to aim for the golf tee instead of the hole.

Technical Link

- Because the golf tee is much smaller it focuses their attention on the very centre of the golf hole when aligning the putting face
- Reinforce the following technical elements;
 - Face angle dress
 - Face angle at impact
 - Centered strike on the putter face

Landing Zones

Equipment Needed

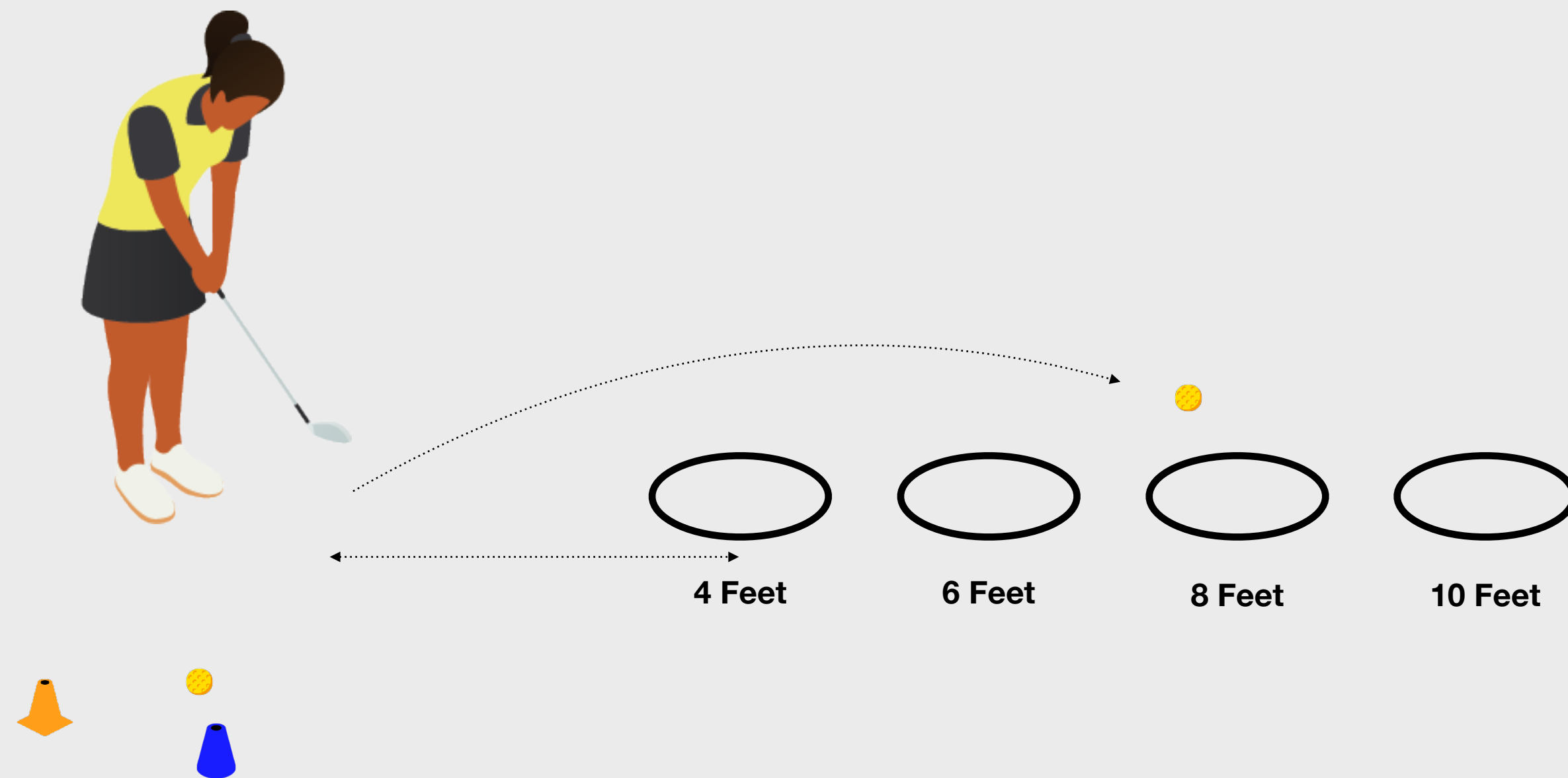
- Hoops
- Golf balls

How to Play

- Place the hoops on the ground at distances ranging from 4 to 10 feet.
- The objective is to chip the ball and make it land within the first hoop, followed by each subsequent hoop.
- The student should keep track of the number of shots it takes to successfully chip the ball into each hoop.

Progression Ideas

- Set a limit on the number of attempts to complete the challenge
- Extend the challenge by adding more hoops or asking students to land the ball in each hoop consecutively to the furthest hoop and then back to the closest hoop again



Pitching and Bunker Play



Control Distance



TRACKMAN

Use the 'CARRY' feature to enhance the students experience and give some additional feedback.

Equipment Needed

- 12 cones
- Golf balls

How to Practice

- Set up this activity with three differently sized boxes positioned at distances of 10 yards, 20 yards, and 30 yards from the student.
- The student should practice pitching the ball to various distances using the same club by adjusting the length and speed of their swing.
- The objective is to accurately land the ball within the corresponding box they are aiming for.

Technical Link

- This activity will aid the student in understanding how to control the distance of a shot by manipulating the length and speed of their stroke.
- Additionally, it will assist the student in developing consistency around the green and increasing confidence when using a longer swing for shorter shots.

Strike Point



Equipment Needed

- 1 Alignment sticks
- Pitching Wedge or Sand Wedge
- Golf ball

How to Practice

- The alignment stick should be positioned opposite the center of the student's stance to provide feedback on where they make contact with the ground during their pitch shot.
- Have the student take a few practice swings and adjust their stroke if they don't brush the ground where the alignment stick is placed.
- Once they've completed a few practice swings, place a ball in the same spot and instruct them to repeat the same action for a solid strike.
- Don't focus on aiming at a specific target; instead, encourage them to practice achieving consecutive solid contacts and observe the flight and roll of the ball when they make good contact.

Technical Link

- This activity will assist the student in understanding how to achieve a solid contact and how to make adjustments if they are initially unsuccessful.
- Furthermore, it will help the student comprehend the flight characteristics of a well-struck pitch shot.

Hurdles

Equipment Needed

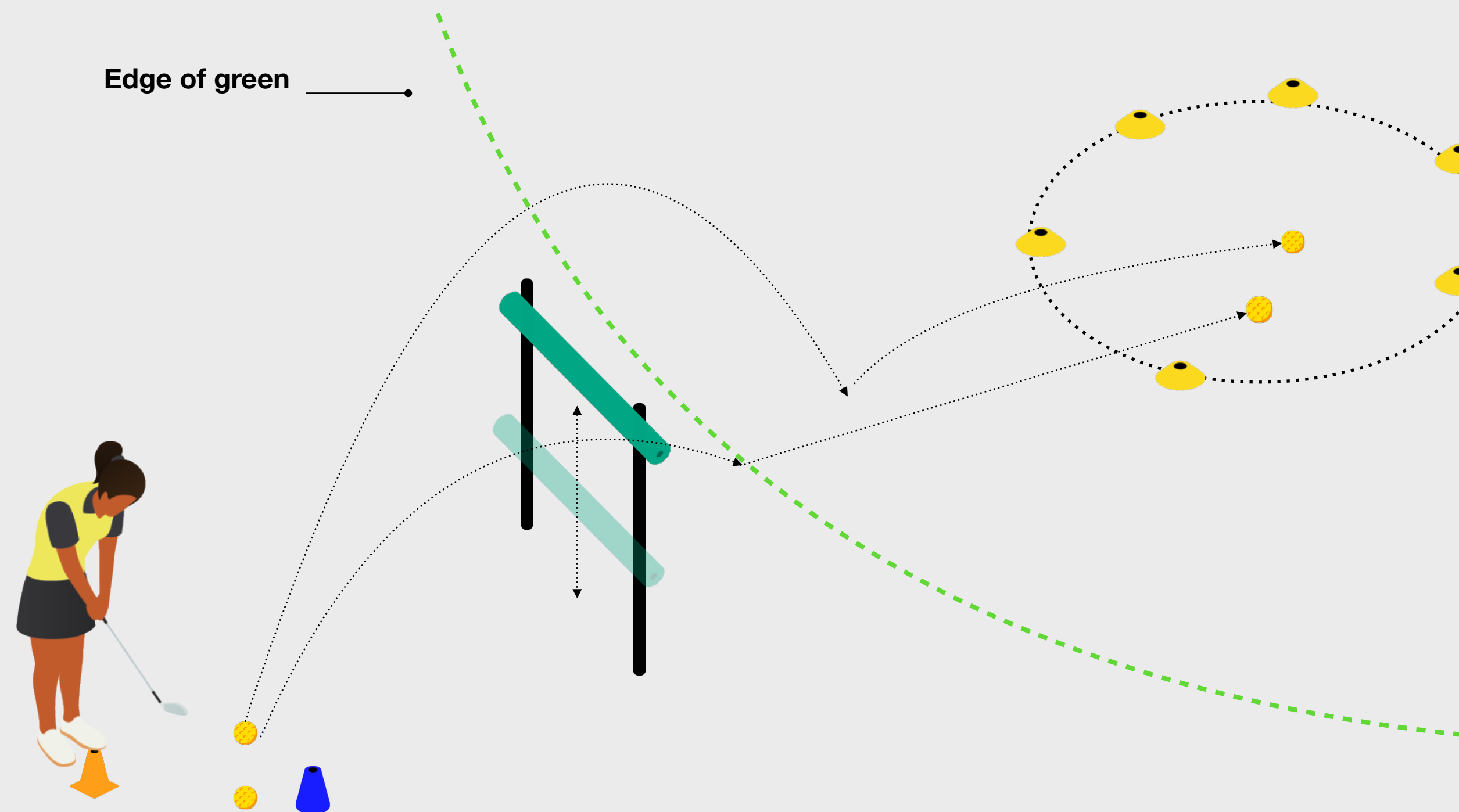
- Alignment sticks and a noodle to create the hurdles
- Golf balls
- 7 Cones to create target

How to Play

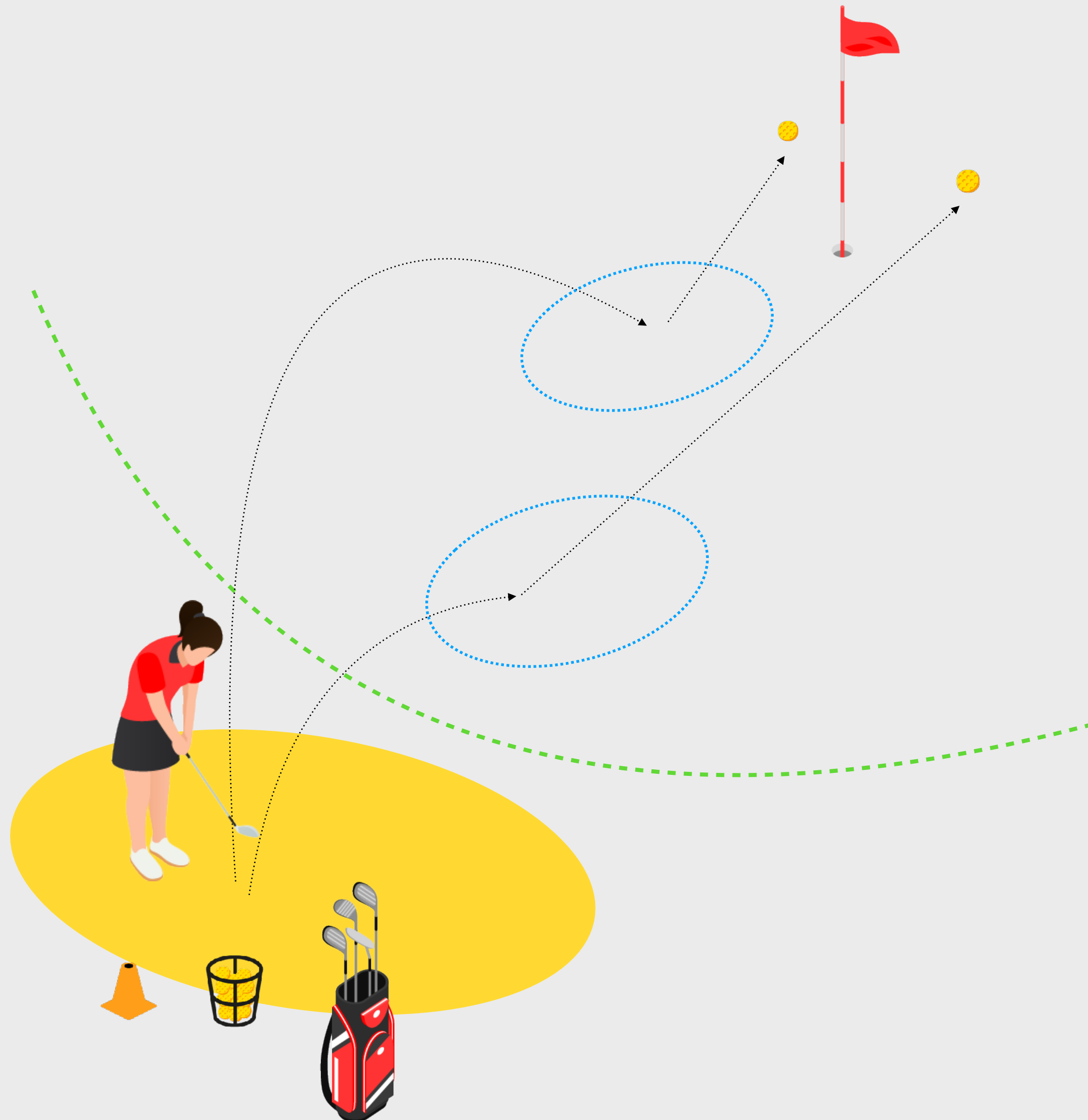
- Place the hurdles 5 feet ahead of the student
- The objective is to chip the ball over the crossbar of the hurdles and land it in the appropriate spot for the ball to roll into the circle.
- The student will have a total of 10 attempts to chip the ball over the hurdles using two different clubs and two different hurdle heights.
- 5 shots with a 8 iron with 30% through the air and 70% rolling
- 5 shots with a SW with 70% through the air and 30% rolling

Progression Ideas

- Vary the height of the noodle
- Vary the position of the target circle



High or Low... Bunker!



Equipment Needed

- Bunker
- SW or similar
- Golf balls
- Cones or hoops for target circle

How to Play

- Position the student in a bunker on the edge of the chipping green
- Pick a position on the edge of the green with lots of green to work with
- Ask the student to attempt to hit a high shot with less roll and a low shot with more roll
- Ask the students to vary the setup to try and achieve this change of shot type
- The coach or fellow student shouts out 'HIGH' or 'LOW' to the student
- If the student lands the ball in the target circle and the ball remains on the green they will earn 5 points

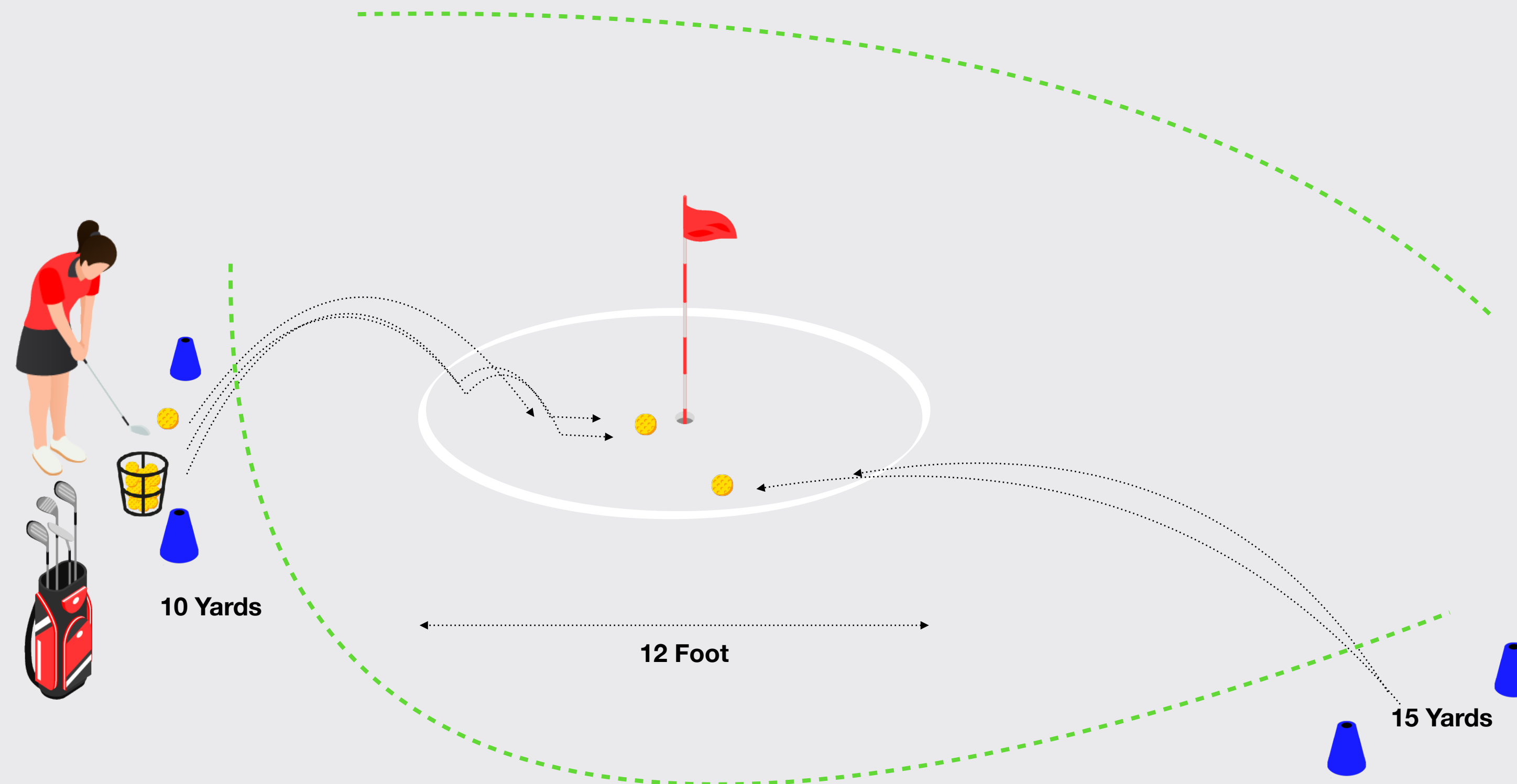
Progression Ideas

- Make the target circle smaller and vary the distances from the student

Short Game Challenges



Chipping Challenge



Attempting the Challenge

- Students hit 10 shots in a random order from each starting position to finish with the target circle.
- Record the result of each attempt on the Challenge Scorecard.
- Students should drop the ball on each attempt.

The Challenge

- Attempt to chip the ball to within the target circle from each position around the green. Students should attempt 10 shots from each starting position.

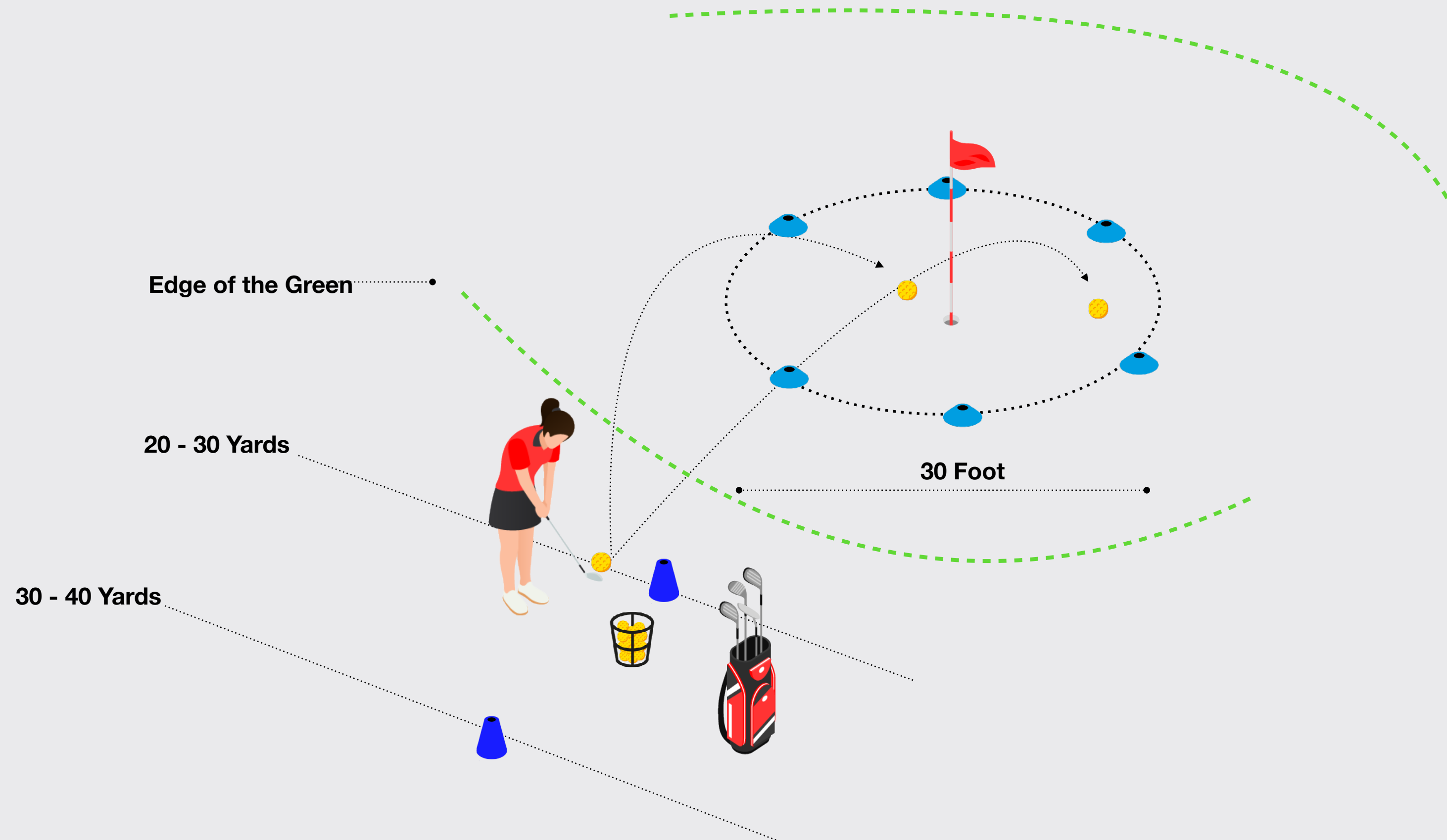
What to do Next:

- On the GLF. Connect App, the student should mark the challenge as complete for scoring goal they complete to achieve their virtual reward.

100	4/10 chips within target circle from 10 yards 3/10 chips within target circle from 15 yards
90	6/10 chips within target circle from 10 yards 4/10 chips within target circle from 15 yards
85	7/10 chips within target circle from 10 yards 5/10 chips within target circle from 15 yards
80	8/10 chips within target circle from 10 yards 6/10 chips within target circle from 15 yards
75	8/10 chips within target circle from 10 yards 7/10 chips within target circle from 15 yards



Pitching Challenge



Attempting the Challenge

- Students hit 10 shots in a random order from each starting position to finish with the target circle.
- Record the result of each attempt on the Challenge Scorecard.
- Students should drop the ball on each attempt.

The Challenge

- Attempt to pitch the ball to within the target circle from each position around the green. Students should attempt 10 shots from each starting position.

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.

100

4/10 pitches within target circle from 20 - 30 yards
3/10 pitches within target circle from 30 - 40 yards

90

5/10 pitches within target circle from 20 - 30 yards
3/10 pitches within target circle from 30 - 40 yards

85

6/10 pitches within target circle from 20 - 30 yards
3/10 pitches within target circle from 30 - 40 yards

80

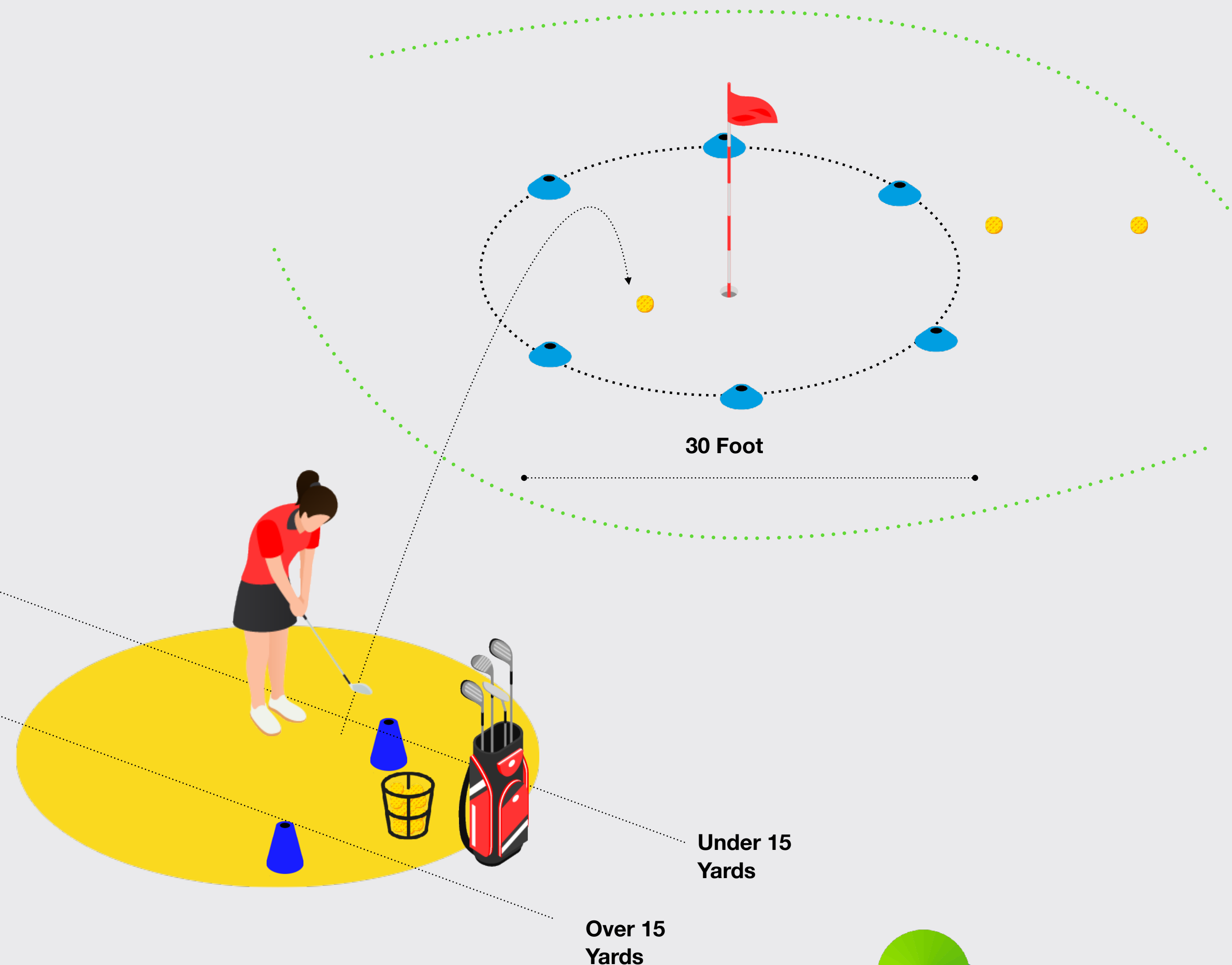
7/10 pitches within target circle from 20 - 30 yards
4/10 pitches within target circle from 30 - 40 yards

75

7/10 pitches within target circle from 20 - 30 yards
6/10 pitches within target circle from 30 - 40 yards



Bunker Challenge



Attempting the Challenge

- Students hit 10 shots in a random order from each starting position to finish with the target circle.
- Record the result of each attempt on the Challenge Scorecard.
- Students can place or roll the ball into the bunker on each attempt.

The Challenge

- Attempt to pitch the ball to within the target circle from each position in the green side bunker. Students should attempt 10 shots from each starting position.

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.

100

3/10 shots in the target circle from under 15 yards
1/10 shots in the target circle from over 15 yards

90

4/10 shots in the target circle from under 15 yards
2/10 shots in the target circle from over 15 yards

85

6/10 shots in the target circle from under 15 yards
4/10 shots in the target circle from over 15 yards

80

7/10 shots in the target circle from under 15 yards
5/10 shots in the target circle from over 15 yards

75

7/10 shots in the target circle from under 15 yards
6/10 shots in the target circle from over 15 yards

