

Become a Short Game Wizard

Master - Gaining Control

Club Selection and Distance Control in Chipping

MASTER



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Class Timetable

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Skills Pathway *Become a Short Game Wizard*

Class Timetable - Week 1

Session Length:
60 Mins

Group Size:
1:8

Skills Pathway Name:
Become a Short Game Wizard

Skills Pathway Topic:
On the Green in 1

Skills Pathway Stage:
Graduate

Technical Focus
Basics of Chipping Technique

Scoring Challenge
Chipping Challenge

Time	Focus	Class Content	Games / Drills / Resources
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
10 mins	Introduction	<ul style="list-style-type: none"> Outline the 12 sessions that make up the 'Becoming a Short Game Wizard' skills pathway and give a broad content overview Describe the scoring challenge and how this will help the students map progress over time Explain how to play the game and attempt the practice station activities Explain how to attempt the Scoring Challenge 	<ul style="list-style-type: none"> Ball Position and Shaft Attack Angle Strike Point Speed Chipping Chipping Challenge
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending and provide private coaching Instruct students to rotate around the stations Students attempt the practice stations based around technical focus Game station can be attempted individually or in pairs Opportunity for students to attempt the scoring goal challenge 	<ul style="list-style-type: none"> Ball Position and Shaft Attack Angle Strike Point Speed Chipping Chipping Challenge
5 mins	Breakout Session	<ul style="list-style-type: none"> Opportunity to engage in group discussion and questions Opportunity to reinforce the technical learning outcomes 	<ul style="list-style-type: none"> Ball Position and Shaft Attack Angle Strike Point Speed Chipping Chipping Challenge
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending and provide private coaching Instruct students to rotate around the stations Students attempt the practice stations based around technical focus Game station can be attempted individually or in pairs Opportunity for students to attempt the scoring goal challenge 	<ul style="list-style-type: none"> GLF. Connect App Challenge Scorecard
	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 scoring goal challenge 	<ul style="list-style-type: none"> GLF. Connect App

Class Timetable - Week 1

Session Length: 60 Mins	Group Size: 1:8	Skills Pathway Name: Become a Short Game Wizard	Skills Pathway Topic: Gaining Control	Skills Pathway Stage: Master	Class Focus Club Selection and Distance Control in Chipping	Scoring Challenge 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"> 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
10 mins	Introduction	<ul style="list-style-type: none"> Outline the 8 remaining sessions that make up the 'Become a Short Game Wizard' Skills Pathway Outline the specific focus of the Master level and the topics of each class Describe the scoring challenge and how this will help the students map progress over time 	
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending Explain how to attempt the Scoring Goal Challenge Explain how to attempt the Practice Games and Stations Instruct students to rotate around the stations Opportunity to provide private coaching during Free Practice Stations Game stations and Scoring Goal Challenge can be attempted individually or in pairs 	<ul style="list-style-type: none"> Ground Control Clockwork Club Control Change Club or Technique Chipping Challenge
5 mins	Breakout Session	<ul style="list-style-type: none"> Opportunity to engage in group discussion and questions Opportunity to reinforce the technical learning outcomes 	
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Opportunity to re-cap on the technical points, introduce any additional information and discuss any questions from the group Instruct students to continue to rotate around the stations Opportunity to provide private coaching during Free Practice Stations Opportunity for students to continue to attempt the Game stations and Scoring Goal Challenge 	<ul style="list-style-type: none"> Ground Control Clockwork Club Control Change Club or Technique Chipping Challenge
5 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 scoring goal challenge 	<ul style="list-style-type: none"> GLF. Connect App Challenge Scorecard
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 skills pathway class Opportunity to upsell private lessons or additional programs to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App

Class 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 their skill of **club selection and distance control** to **gain control**. Some of technical content you may want to explore in this first session may include:

- **Club Selection** - Introduce the concept of changing clubs to produce different chip shots:
 - Outline to the students how using different clubs will enable them to control the flight of the ball and how much it will roll
 - Explain how letting the ball roll to the flag, as opposed to flying it through the air can be beneficial when trying to control distance
 - Highlight the importance of selecting the club after assessing the lie and situation
 - Outline to students how they should assess the situation before choosing a club
 - Some factors to take into consideration are the lie of the ball, the position of the flag, hazards surrounding the green and the proportion of the rough and green surface
- **Distance Control** - Introduce the principles of distance control when chipping:
 - Outline to the students how the loft of the club affects the distance it travels from a chip shot
 - Discuss how being able to control the distance, flight and roll on the ball would benefit them on the course
 - Highlight that there are multiple ways of controlling the distance of a chip through technique alterations like point of contact on the club face and swing length

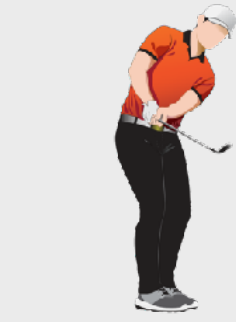


Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.



Example Class Layout and Setup

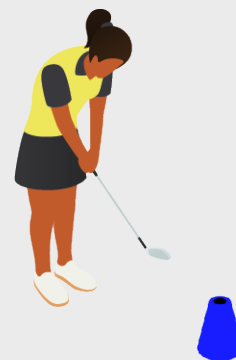
Station 1:
Practice Station
Ground Control



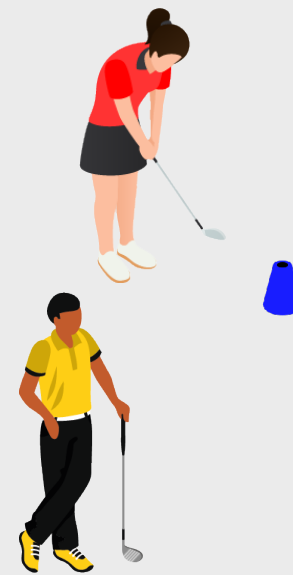
Station 2:
Practice Station
Clockwork



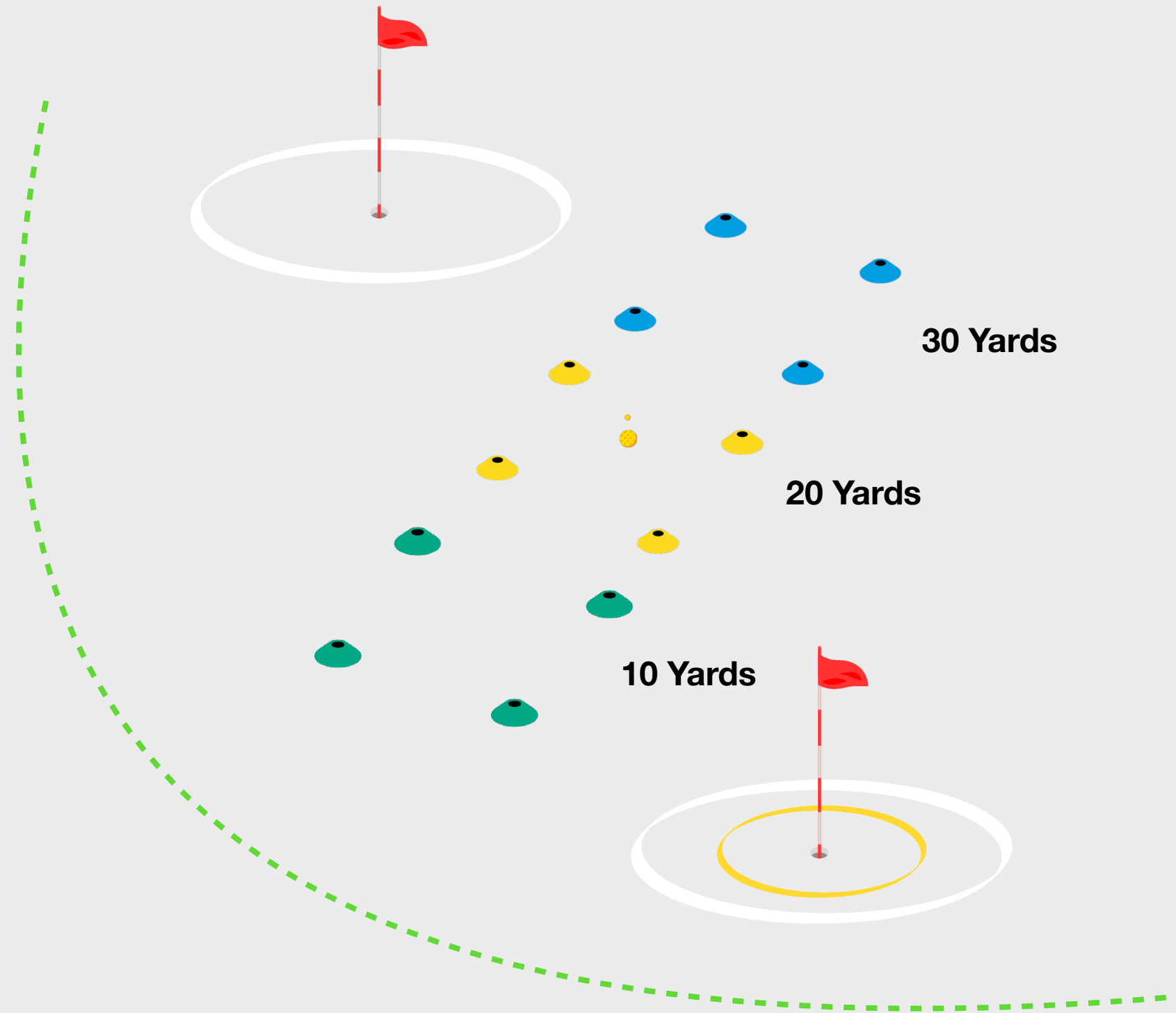
Station 3:
Practice Station
Club Control



Station 4:
Game Station
Change Club or
Technique



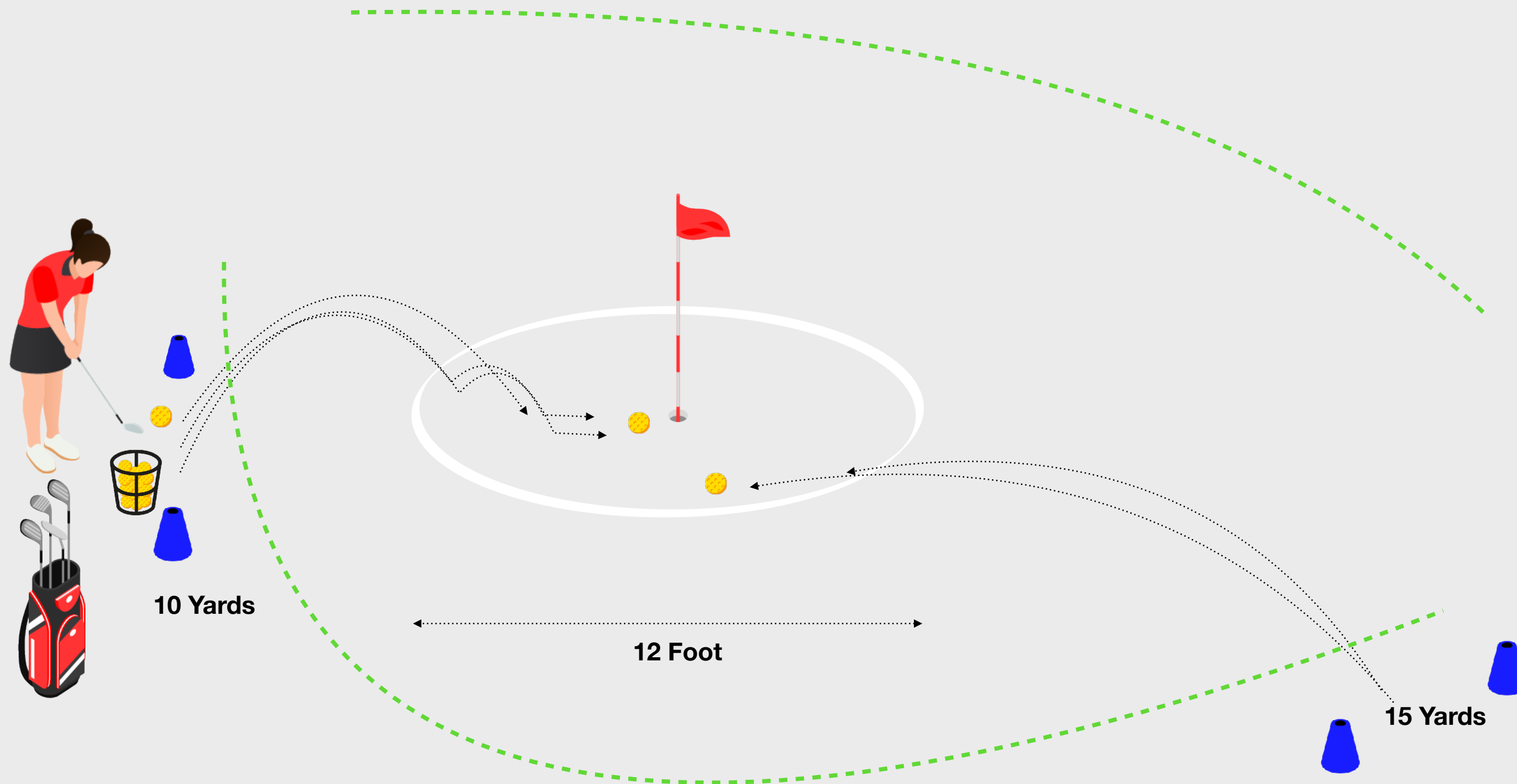
Group Discussion:
Start, during and end of class



Station 5:
Challenge Station

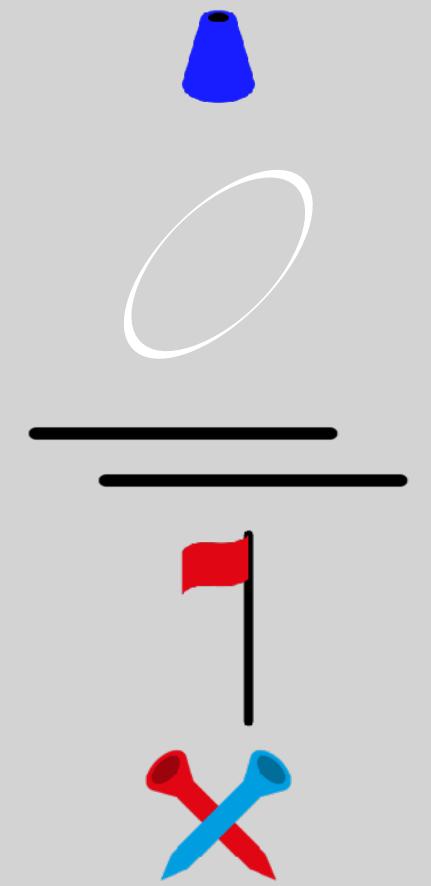


Chipping Challenge Setup



Equipment Needed

- 4x Marker cones
- 12 Foot Diameter Hoop
- 1x Alignment Sticks
- 1x Flagstick
- Tee Pegs



Setting out the Challenge

- 1 flag should be selected on the green. Alignment sticks could be used where this isn't possible
- Your 12-foot target circle from your equipment bag is placed around the flag or alignment stick
- Three starting points are positioned around the green at 10 yards and over 15 yards
- Each starting position should be places close to the edge of the green
- These starting position should offer variation in lie and angle to the target

Practice Stations and Game Cards

Skills Pathway *Become a Short Game Wizard*

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Ball Position / Shaft Position

Equipment Needed

- Wedge
- Marker Cone

How to Practice

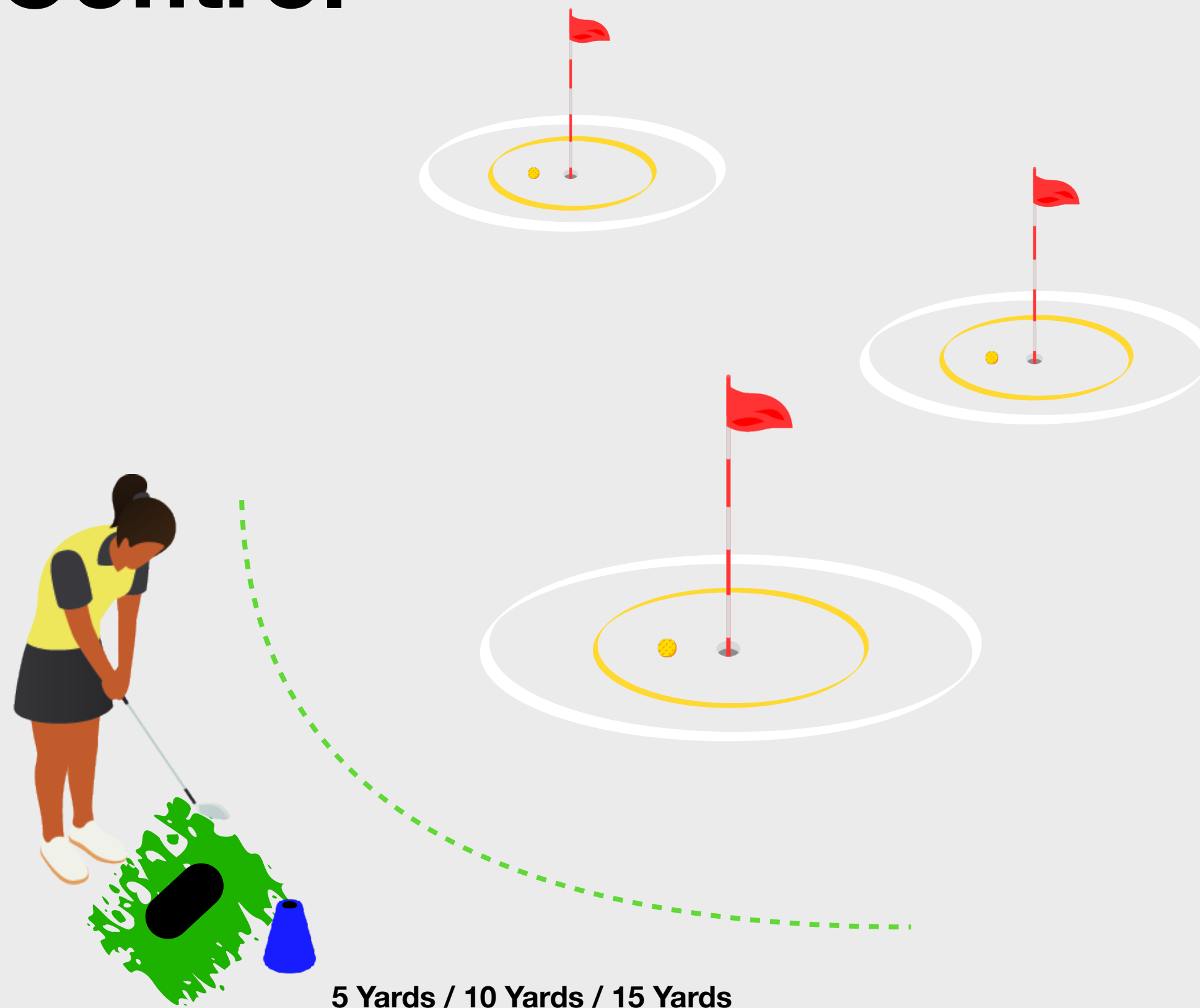
- Ask the students to chip balls from around 15 yards from the green
- Students should vary the ball position at set up from back of their stance to the centre of their stance and finally move towards the front of their stance
- Allow the students to see how changing the ball position can affect the initial trajectory and strike of their chip
- After exploring ball position, the students should keep ball position consistent, but explore changing the forward lean of the shaft and the vertical position of the shaft

Technical Link

- This activity will help the students to understand how changing the ball position and shaft position at address can affect the trajectory and strike on the ball

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Ground Control



Equipment Needed

- Wedge
- 6 and 12 Foot Diameter Hoop / Cones
- 3 x Marker Cones

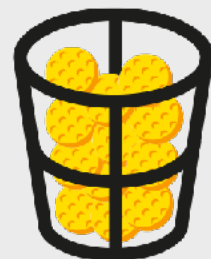
How to Practice

- Set up 3 marker cones the edge of the green ranging from 5, 10 and 15 yards from the pin
- Ask students to attempt 3 shots from each marker cone using a wedge and aim towards the target circle
 - The first shot they must try to clip off the ground
 - The second shot they must try to impact the ground 1 or 2 inches behind the ball
 - The third shot they must try to impact the ground 3 or 4 inches behind the ball
- After they have performed 3 shots from that marker they can move on to the next one

Technical Link

- This activity will help students understand how the turf interaction affects the distance and feel of a chip and improve their control
- Attack angle may have to be adjusted in order to still make solid contact for the different impact positions

Clockwork



Equipment Needed

- Wedge, 9 Iron and 7 Iron
- Golf Balls

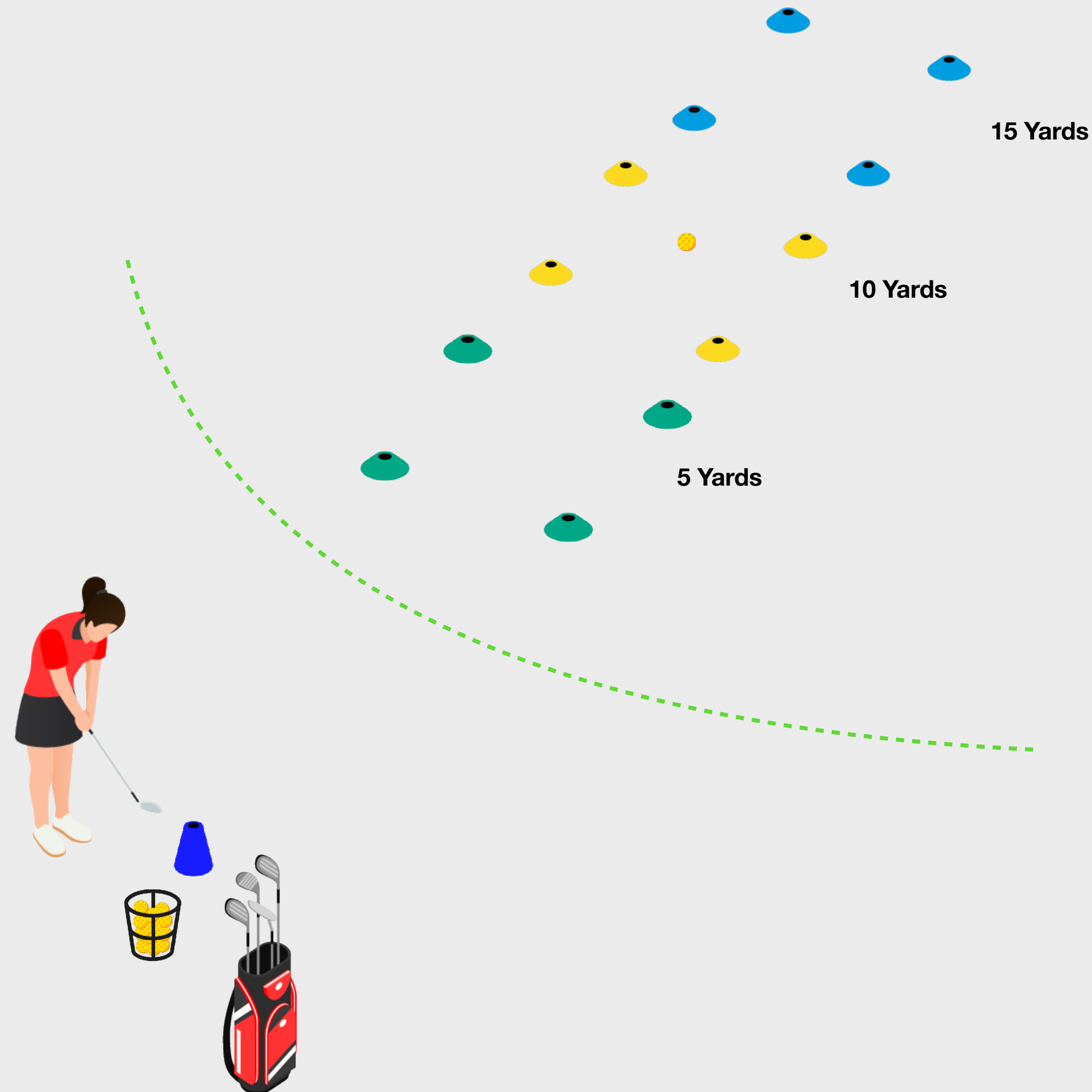
How to Practice

- The student should select a club of their choice
- The student should attempt to create a backswing and through swing that mirrors 7pm to 5pm on a clock face
- The student should attempt to strike a chip and observe the distance the ball flies and then rolls
- The student should attempt a longer backswing and through swing, to 8pm and 4pm
- The student should attempt to strike a chip and observe the distance the ball flies and then rolls in comparison to the previous swing lengths
- The student should attempt different clubs and observe the differences

Technical Link

- This activity will help students understand how by varying swing length and keep a consistent tempo/ rhythm the carry distance and resulting total distance will vary
- This will help the student gain awareness and system for distance control when chipping

Club Control



Equipment Needed

- 12 cones
- Wedges, 9 Iron and 7 Iron

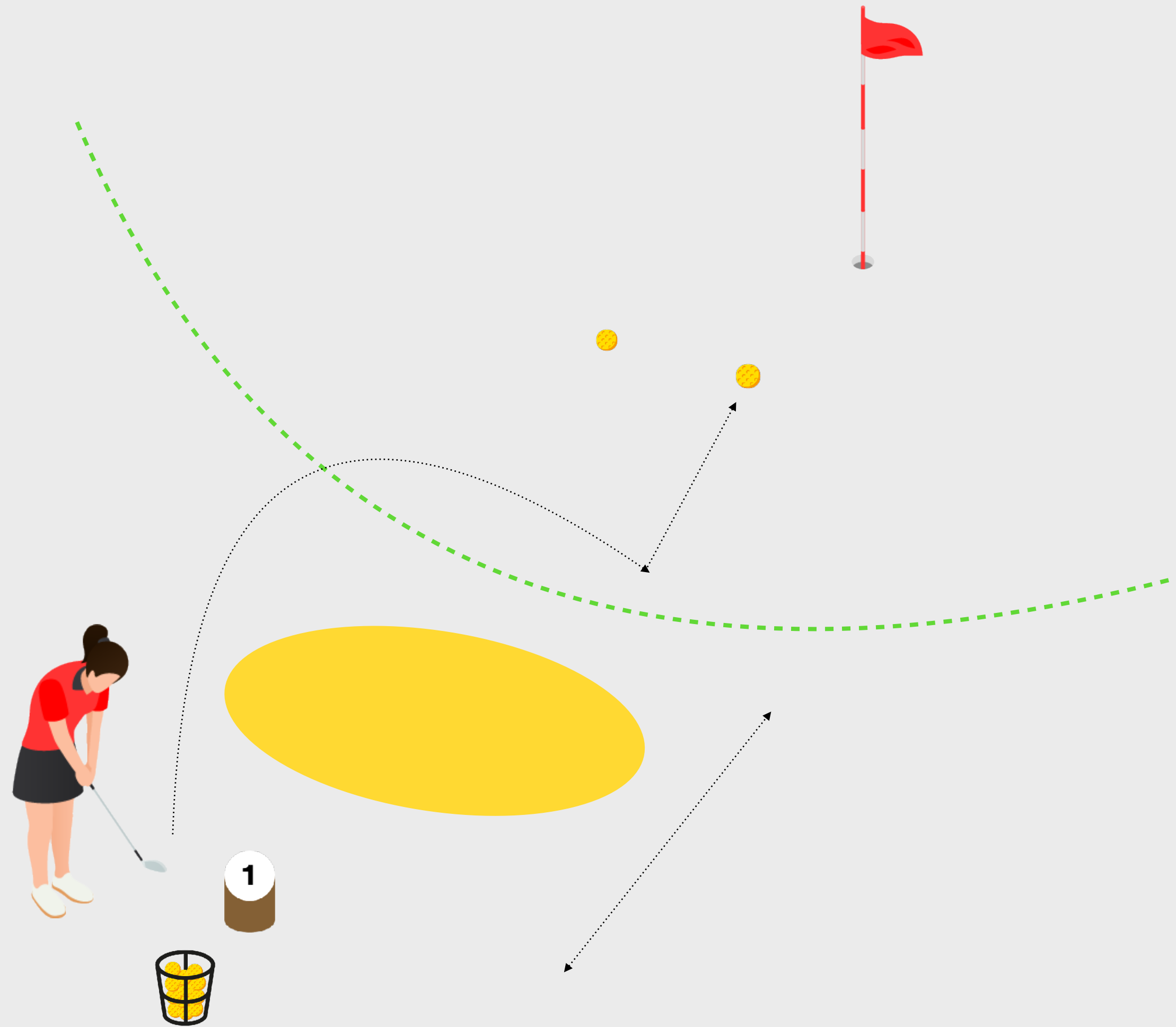
How to Practice

- Position the student 5 foot from the edge of the green with lots of green to work with
- Using cones, create 3 evenly sized boxes on the green in line at different distances
- The student should practice chipping the ball to different distances using different clubs
- The structure to do this must be to finish one ball in each of the boxes they are aiming for with one club
- Once this is complete they may move onto the next club
- We suggest starting with a high lofted wedge and working their way down in loft

Technical Link

- This activity will help the student to understand how to control the distance of shots with different clubs and become more consistent using a range of clubs for different distances

Change Club or Technique



Equipment Needed

- Scorecard
- Pencil
- Wedges, Irons and Putter
- 6 positions around the green

How to Play

- Get the students to choose a starting point for 'Hole 1' around the green
- The student should drop their ball and attempt a shot to the pin with a club and technique of their choice
- The student must proceed to putt out the ball and record on the scorecard
- A new starting position should be attempted each hole and the distance should be varied for each shot
- Students continue for up to six holes depending on the time available
- The aim is to record the lowest score possible

Technical Link

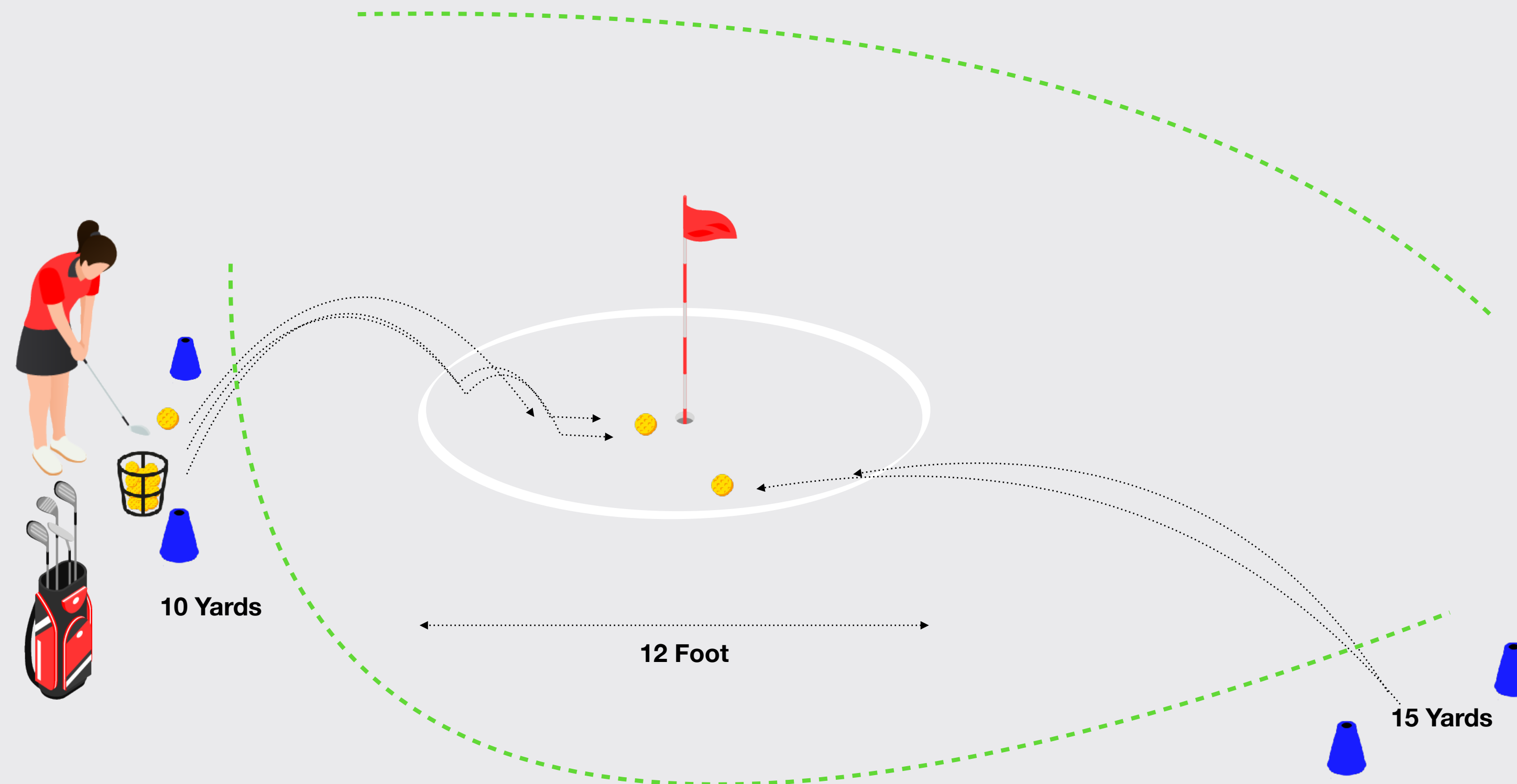
- This activity will challenge the students to adapt their club choice to the shot presented to them
- Depending on the range the first shot is positioned at, the student may choose to alter their technique with the same club they are using or switch to another which is more suited

Scoring Goal Challenges

Short Game



Chipping Challenge



Attempting the Challenge

- 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.
- Drop the ball on each attempt.

The Challenge

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

What to do Next:

- On the GLF. Connect App, mark the challenge as complete for the scoring goal you complete.

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

