

Become a Short Game Wizard Master - Gaining Control

Club Selection and Distance Control in Pitching

MASTER



ORBISgolf™

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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"> GLF. Connect App Challenge Scorecard
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
	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"> At the time after the class has finished to actively connect new students and build relationships. of the next next skills pathway class that require additional help 	

Class Timetable - Week 2

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 Pitching	Scoring Challenge Pitching 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
5 mins	Introduction	<ul style="list-style-type: none"> Outline the focus of session and give a broad content overview of what will be covered Link this to the class focus from the previous week 	
25 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 Briefly 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"> Club Control Set Up for Success Power Pitch Climb the Ladder Pitching 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"> Club Control Set Up for Success Power Pitch Climb the Ladder Pitching 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 pitch shots:
 - Outline to the students how using different clubs will enable them to control the flight of the ball and therefore 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 can assess the situation including 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 pitching:
 - Outline to the students how the loft of the club affects the distance it travels from a pitch 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 pitch through technique alterations to set up

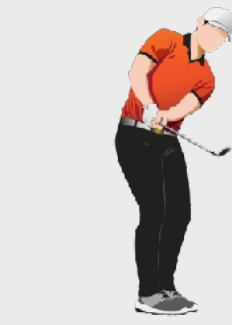


Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.



Example Class Layout and Setup

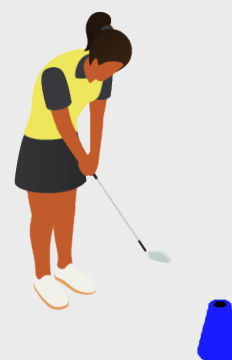
Station 1:
Practice Station
Club Control



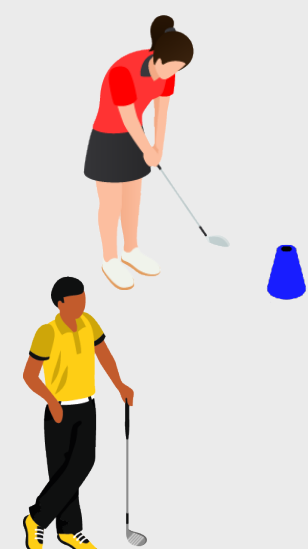
Station 2:
Practice Station
Set Up for Success



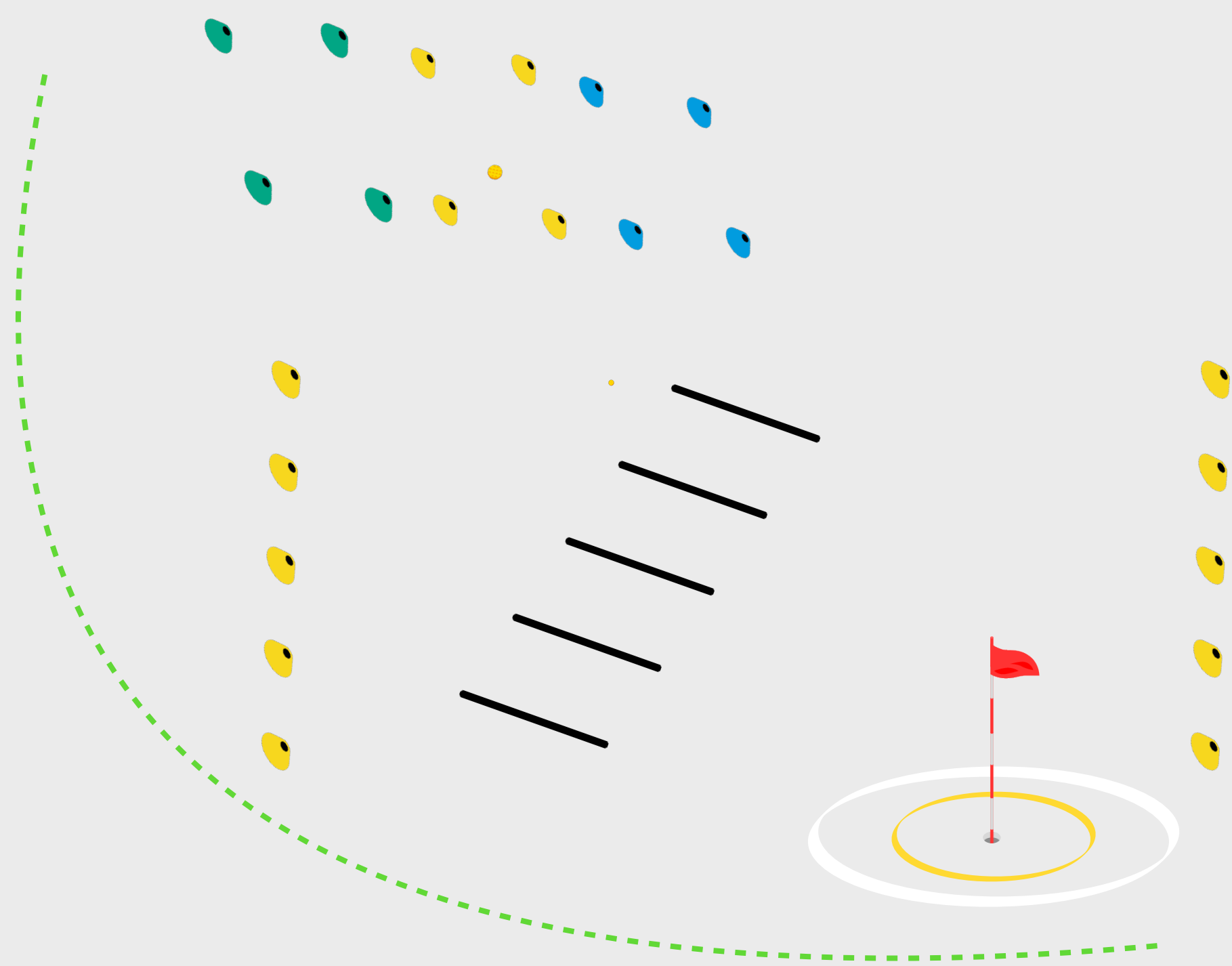
Station 3:
Practice Station
Power the Pitch



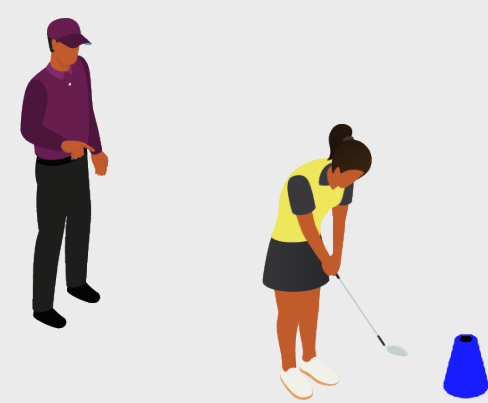
Station 4:
Game Station
Climb the Ladder



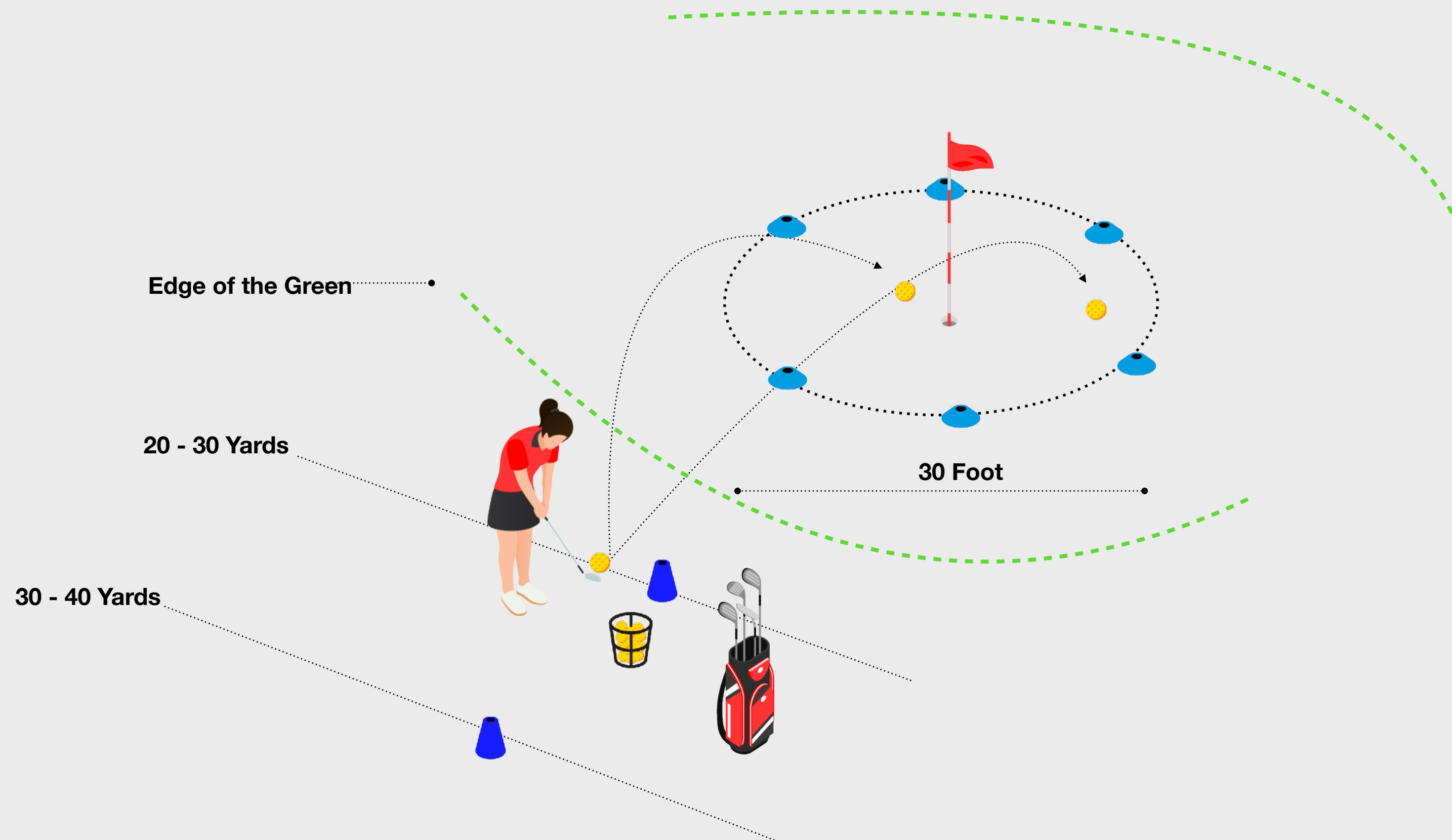
Group Discussion:
Start, during and end of class



Station 5:
Challenge Station

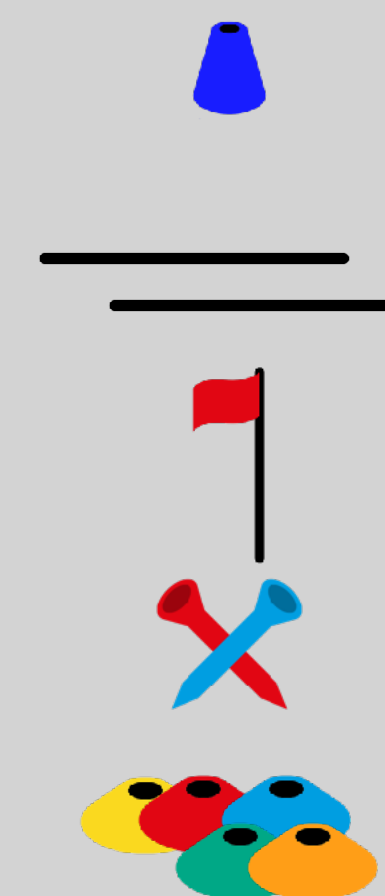


Pitching Challenge Setup



Equipment Needed

- 2x Marker cones
- 1x Alignment Sticks
- 1x Flagstick
- Tee Pegs
- 6x Colored Cones



Setting out the Challenge

- Create a 30 foot diameter target circle around the flag/alignment stick using the colored cones
- Using marker cones create starting points positioned in a row at distances of 20 - 30 yards and 30 - 40 yards

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

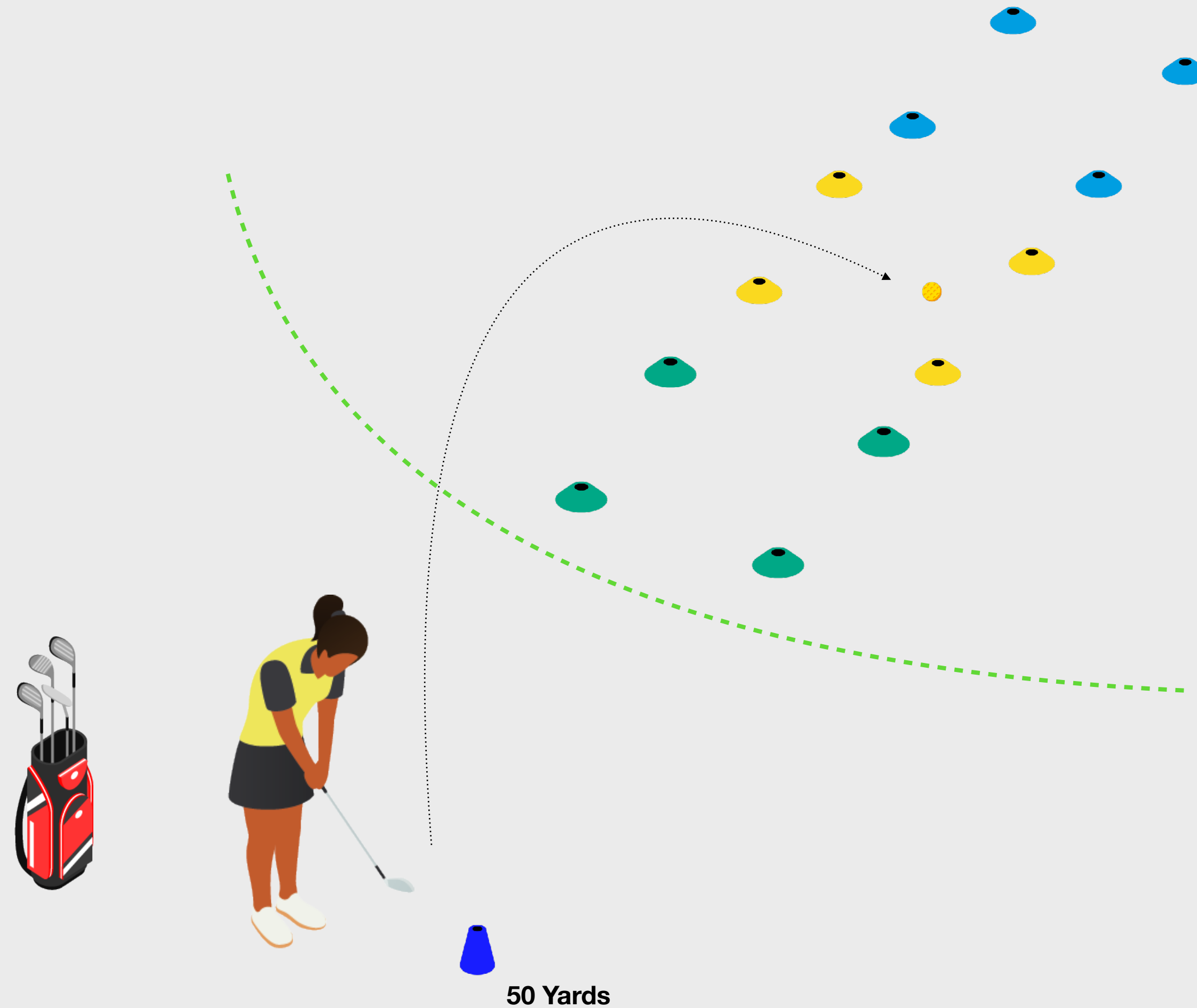
- Ask the students to chip balls from around 15 yards from the green
- Students should vary the ball position at set up from back of their stance to the centre of their stance and finally move towards the front of their stance
- Allow the students to see how changing the ball position can affect the 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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Club Control



Equipment Needed

- 12 cones
- Sand Wedges, Pitching Wedge and 9 Iron

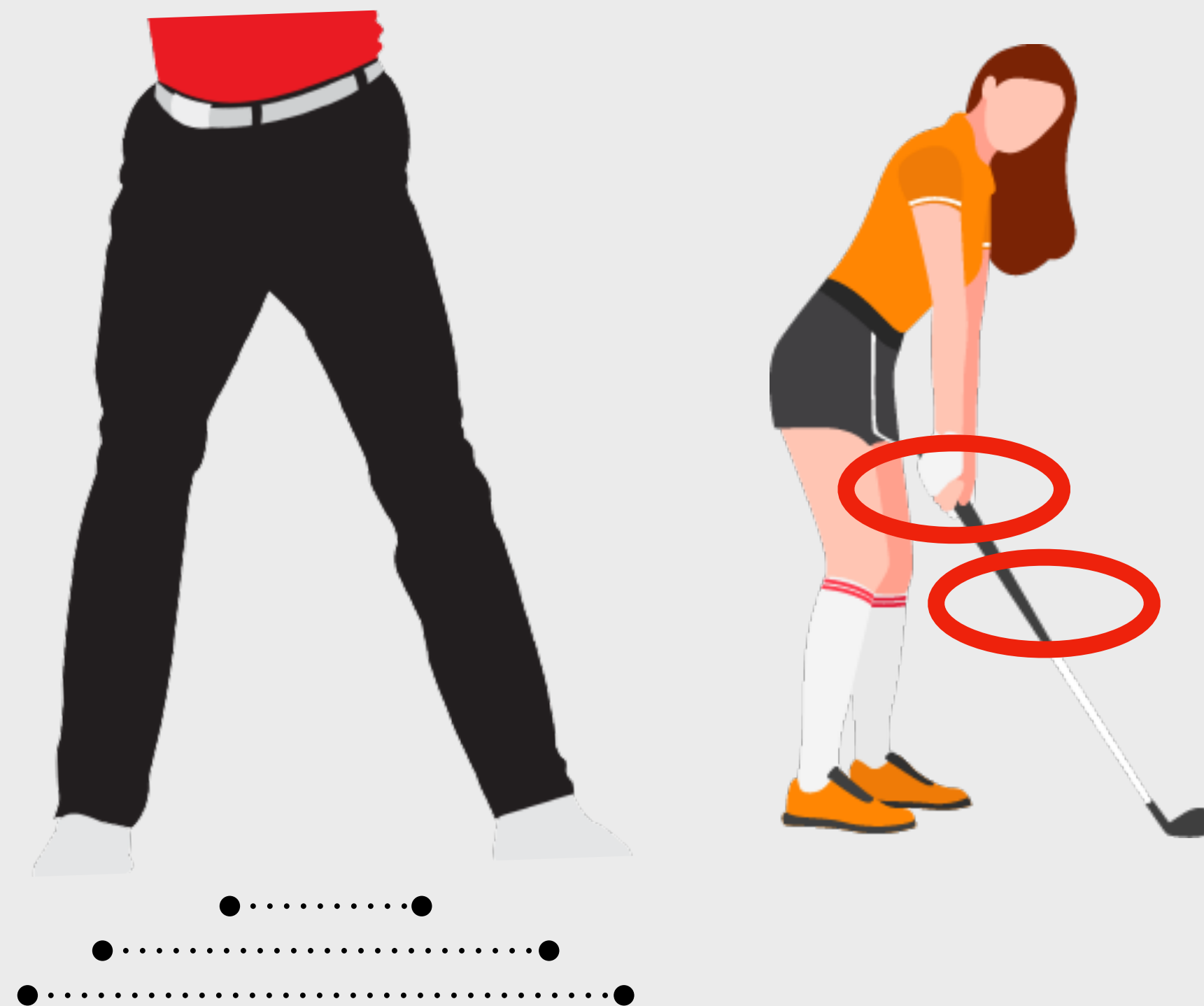
How to Practice

- Set up a marker cone 50 yards away from the green
- Using cones, create 3 evenly sized boxes on the green in a line
- The student should practice pitching 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 pitch shots with different clubs and become more consistent using a range of clubs for different distances

Set Up for Success



Equipment Needed

- Wedge
- Marker Cones

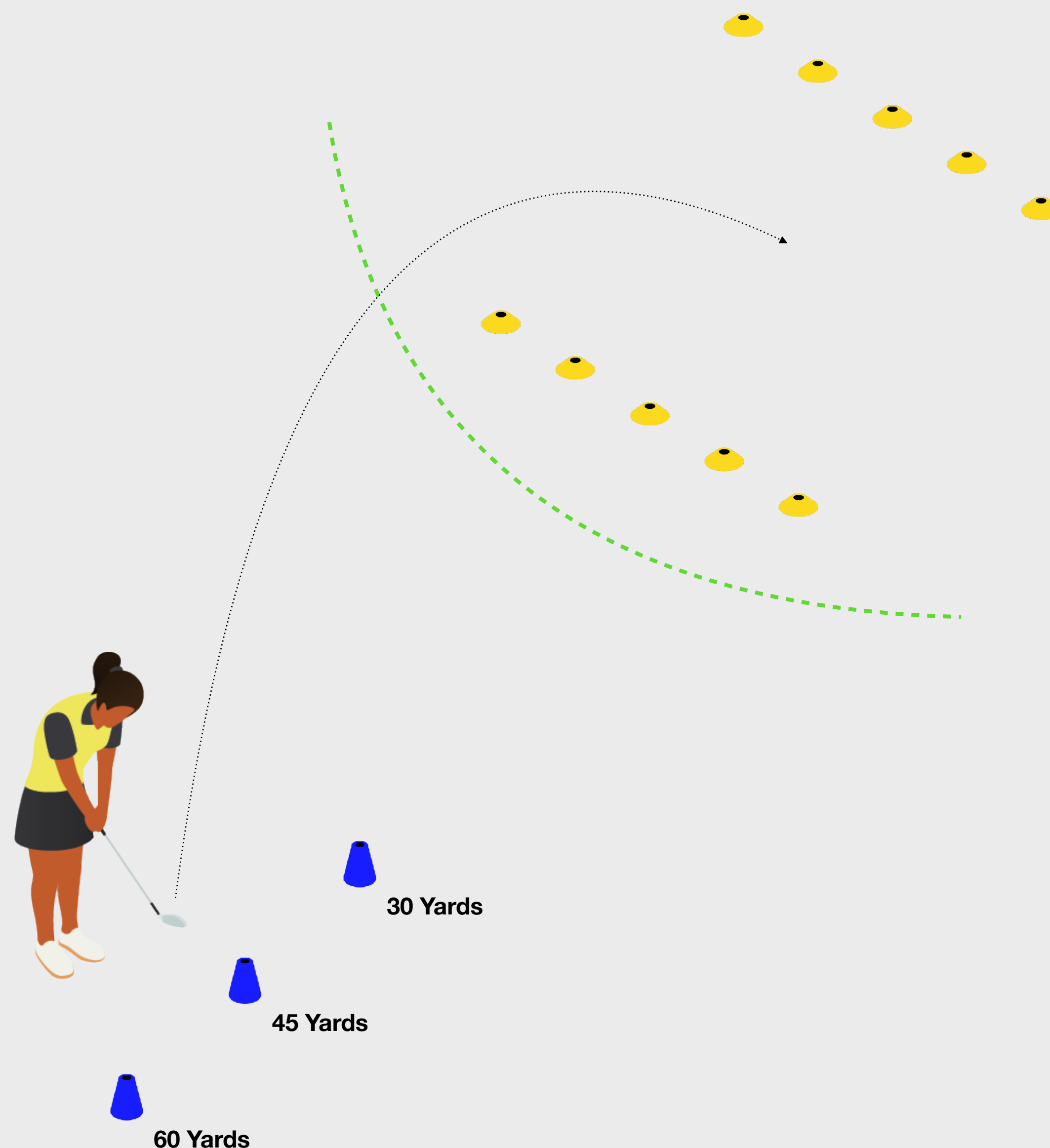
How to Practice

- Set up 3 cone markers ranging from 40-60 yards from the pin
- For each starting position the student must adapt their technique for producing distance
- On the shortest distance the student must keep feet close together and hold the club further down the grip
- The further out they get, the wider their feet must be and the closer to the top of the grip they hold it
- These two alterations to the set up will physically increase/decrease the amount of power capable of being generated
- The aim is to get the distance of the shot as close to pin high as possible on the green

Technical Link

- This activity will help the student to understand how to control the distance of pitch shots through their set up

Power the Pitch



Equipment Needed

- 10 x Cones
- Marker Cones
- Wedge

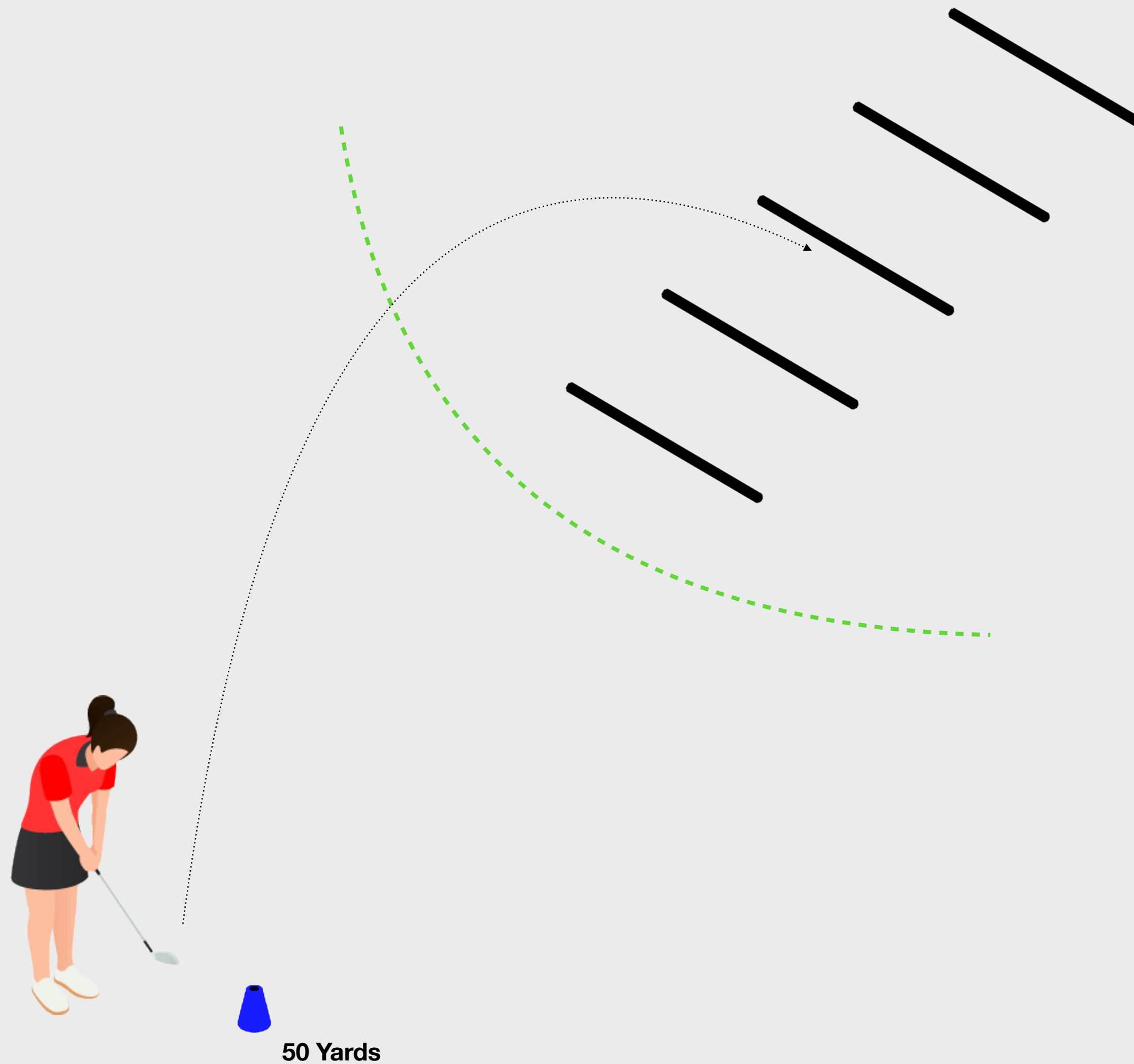
How to Practice

- Set up two lines of yellow cones, which marks out the zone the student is trying to finish the ball in
- Position 3 marker cones ranging from 30-60 yards away from the green
- Using the same club from each distance the student must adjust the length of back swing and follow through to control the distance the ball travels
- A good way to think about this could be like hands on a clock and trying to match the back swing and follow through length
- They should attempt 5 shots from each distance and rotate around the distance markers

Technical Link

- The focus is not on accuracy, but on distance control and so the only aim is to finish the ball between the two rows of cones on the green
- This activity will help the student to get a feel for which length swing and follow through produces the right amount of power whilst maintaining control

Climb the Ladder



Equipment Needed

- 5 x Alignment Sticks
- Marker Cone
- Wedge

How to Play

- Set up 5 alignment sticks on the green evenly spaced apart
- Position a marker cone 50 yards away from the green
- Using the necessary club students must attempt to land it in the first part of the ladder in as few attempts as possible
- The ball does not need to stay in that part of the ladder
- After they have completed the first part of the ladder they can move on to the next part until they reach the end
- This game can be played individually or in pairs with the winner being the first to complete the ladder

Technical Link

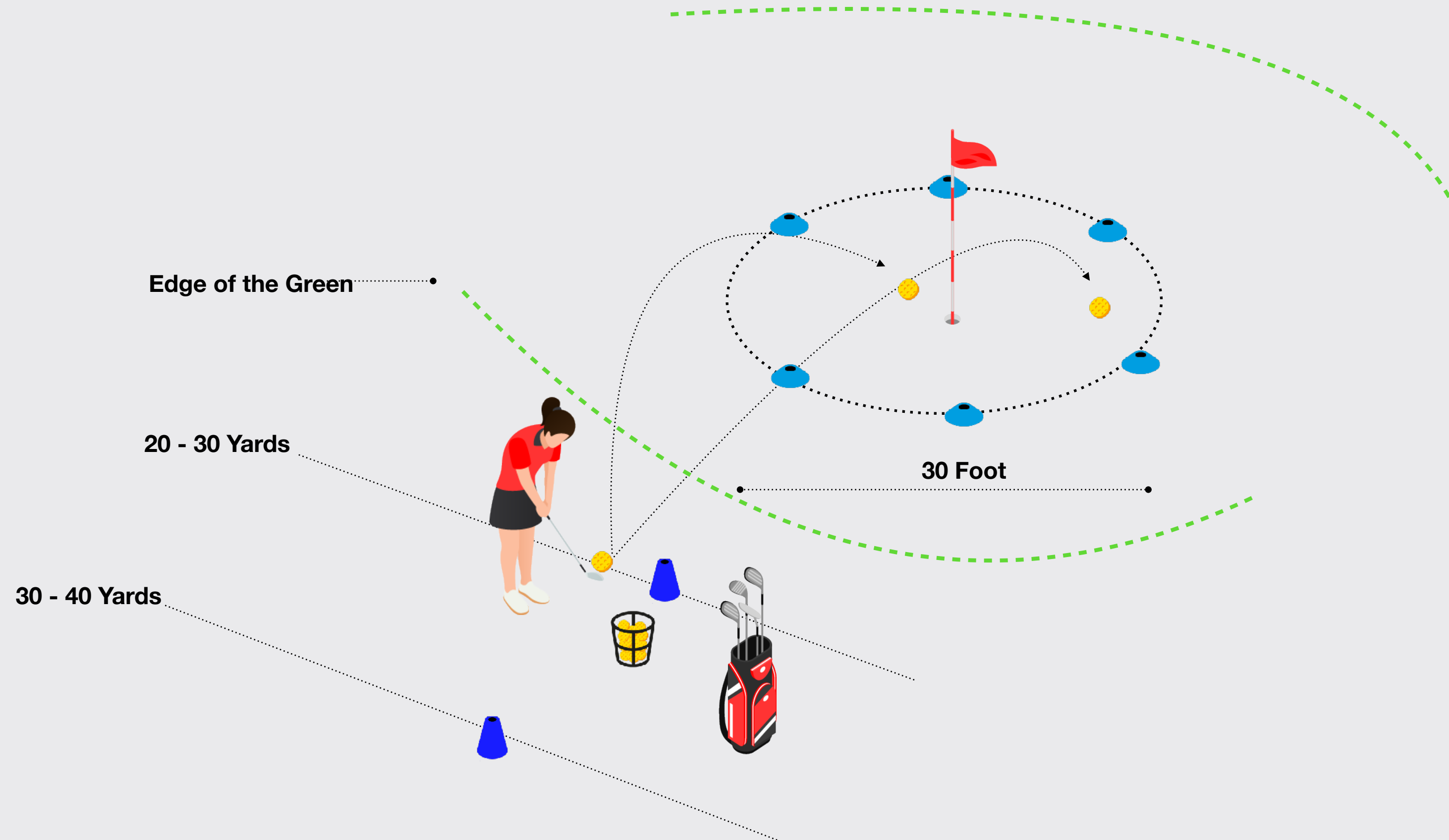
- The focus is not on accuracy, but on distance control and so the only aim is to land the ball between the alignment sticks
- Students have the option to use any club they are comfortable with, but a higher lofted club would be recommended as the aim is to land the ball in the gaps, which requires a higher trajectory

Scoring Goal Challenges

Short Game



Pitching 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 pitch 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 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

