

Become a Short Game Wizard

Master - Gaining Control

Club Selection and Distance Control in Bunker Play

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 3

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 Bunker Play	Scoring Challenge Bunker 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 weeks 	
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 Ball Position / Shaft Position Slide or Dig Aim, Load and Fire Bunker 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 Ball Position / Shaft Position Slide or Dig Aim, Load and Fire Bunker 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 bunker 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
 - Highlight the importance of selecting the club after assessing the lie and situation
 - Explain to students how they can assess the situation including the lie of the ball and the position of the flag
- **Distance Control** - Introduce the principles of distance control when playing out of bunkers:
 - Outline to the students how the loft of the club affects the distance it travels from a bunker 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 bunker shot through technique alterations at set up
 - Demonstrate how to take the correct depth of sand to control the distance of the ball out the bunker
 - Introduce the sole and leading edge of the club and explain how these can be used effectively



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
Ball Position / Shaft
Position



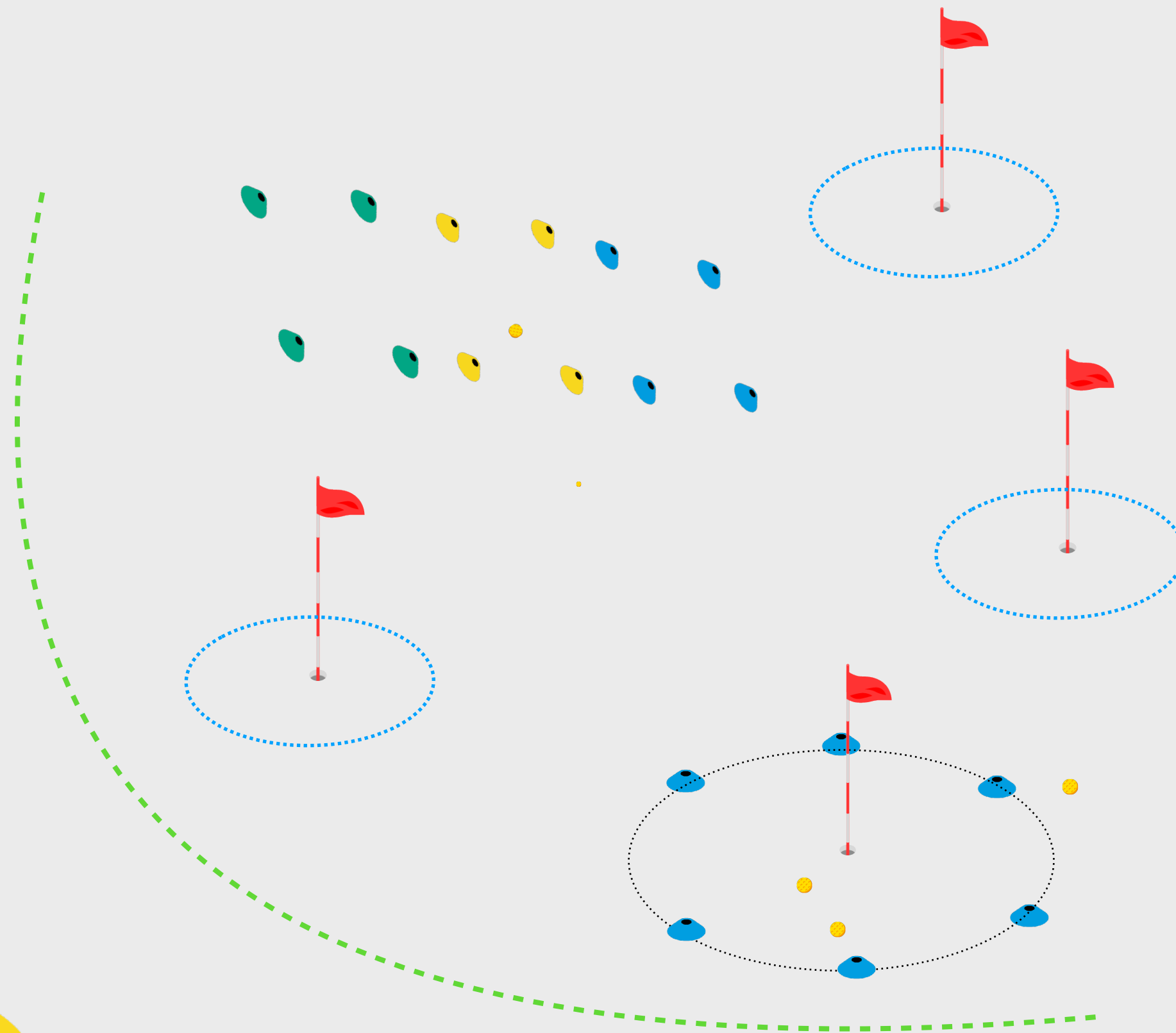
Station 3:
Practice Station
Slide or Dig



Station 4:
Game Station
Aim, Load and Fire



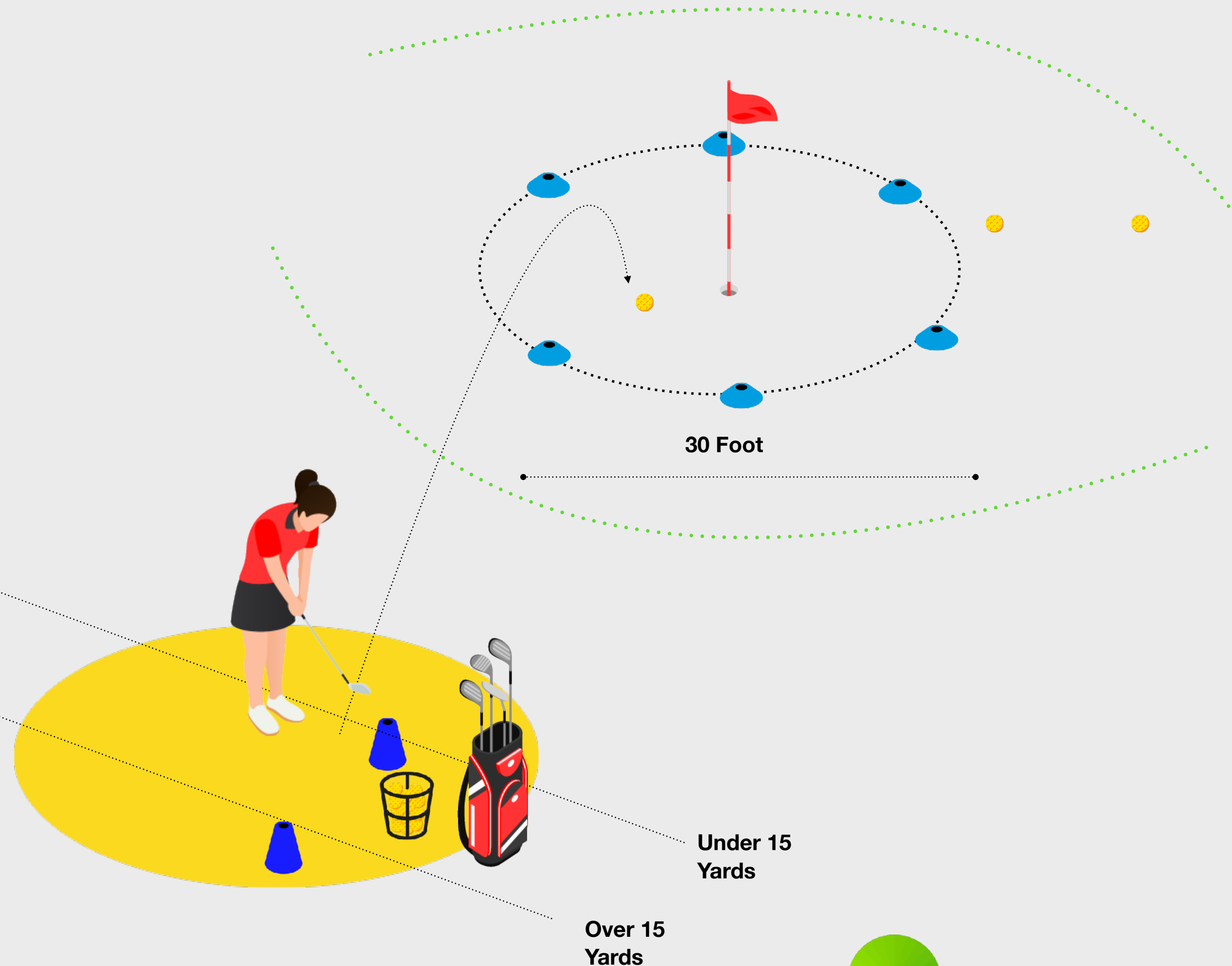
Group Discussion:
Start, during and end of class



Station 5:
Challenge Station

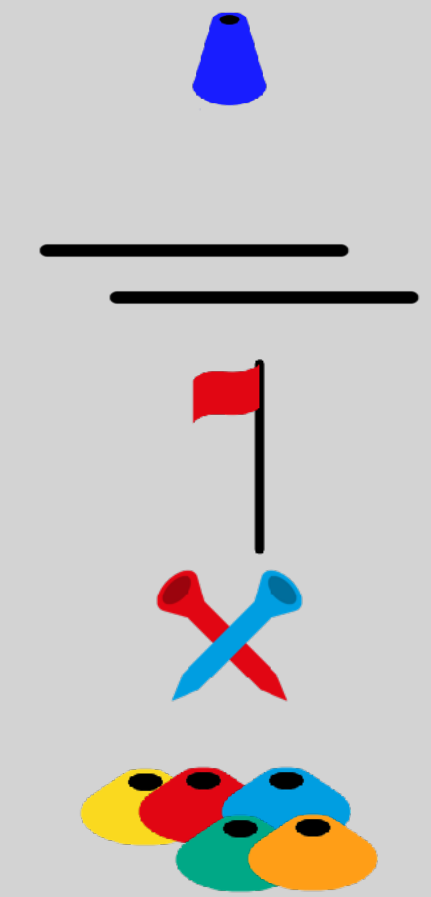


Bunker Challenge Setup



Equipment Needed

- 2x Marker cones
- 2x Alignment Sticks
- 2x 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 2 starting points positioned in the bunker at distances of under 15 yards and over 15 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
- Wedges

How to Practice

- Set up the student in a green side bunker
- Using cones, create 3 evenly sized boxes on the green in a line
- The student should practice hitting the ball out the bunker to different distances using different wedges
- The structure to do this must be to finish one ball in each of the boxes they are aiming for with one club and then move onto the next club

Technical Link

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



Ball Position / Shaft Position



Equipment Needed

- Sand Wedge

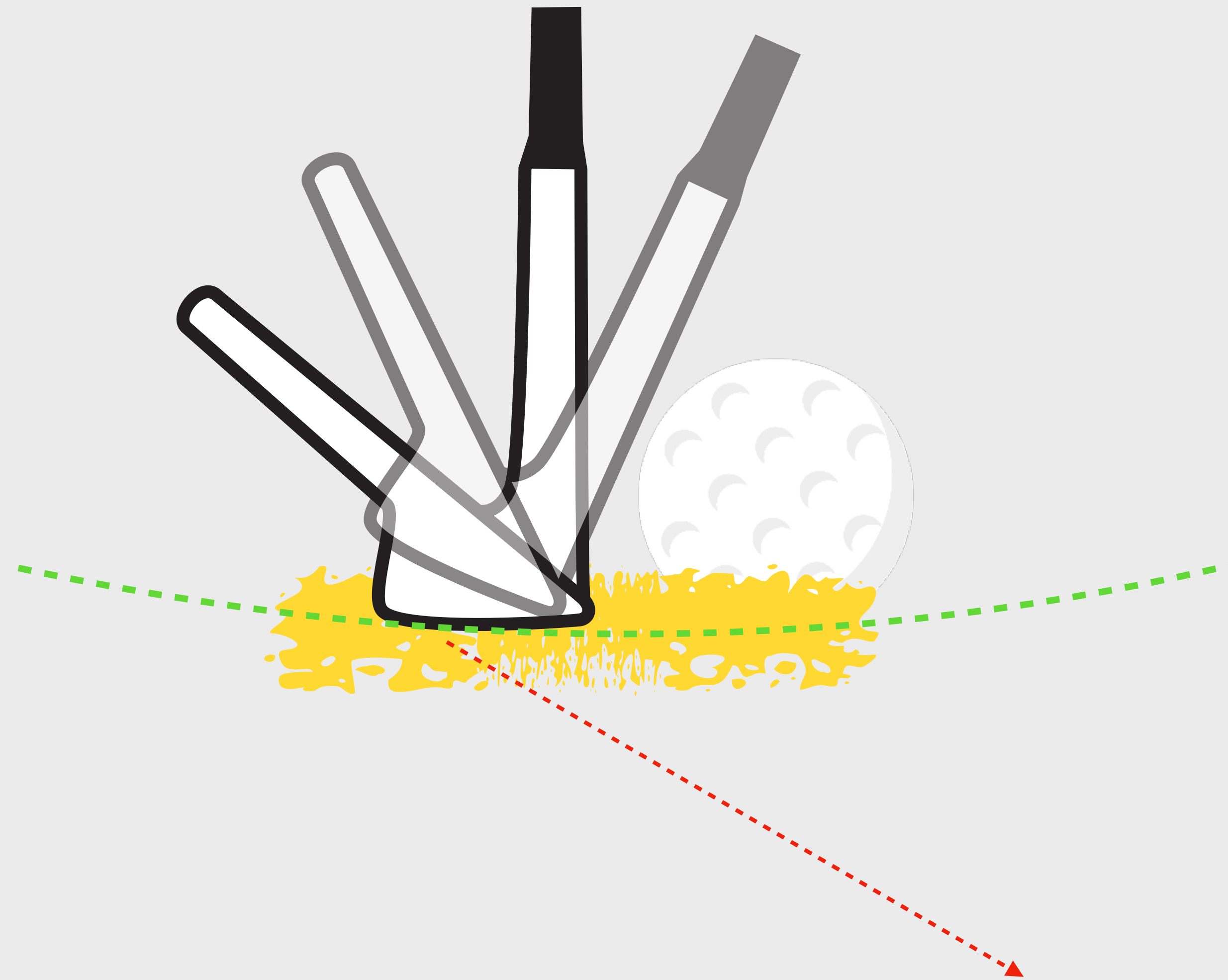
How to Practice

- Set up the students in a green side bunker
- Ask students to vary the ball position at set up from the back of their stance to the centre of their stance and finally move towards the front of their stance
- They should hit 5 balls from each ball position and mark the average distance with a tee on the green
- After they have experimented with this they should keep the ball position consistent, but change the forward lean of the shaft from back to forward and hit 5 balls from each of these shaft positions
- Following this they can mark the average distance of the 5 balls from each different shaft position with a tee again

Technical Link

- This activity will help the students to understand how changing the ball position at address can affect the flight and distance of a bunker shot
- This activity will help the students to understand how changing the shaft lean at address can affect the flight and distance of a bunker shot

Slide or Dig



Equipment Needed

- Wedge

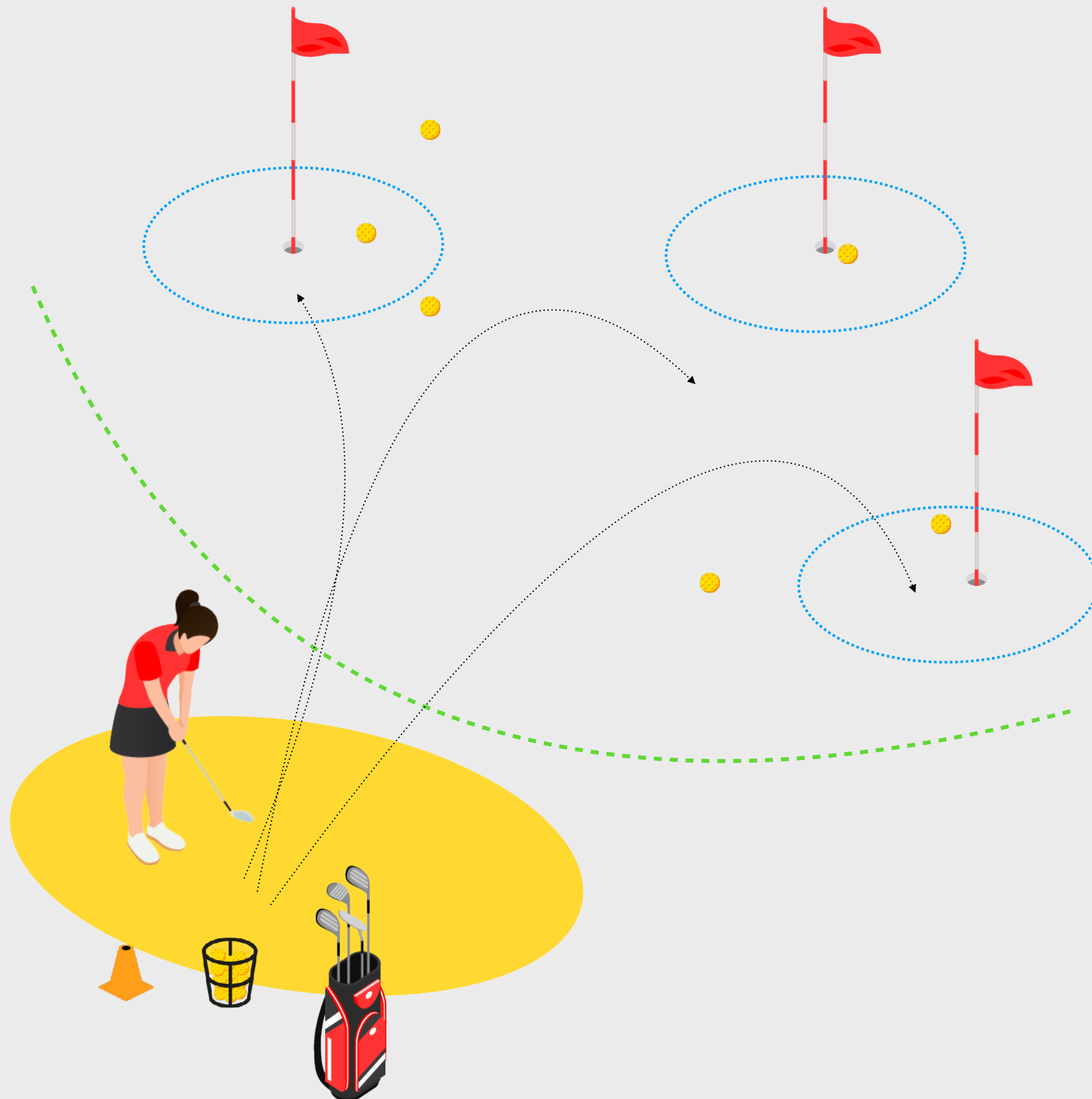
How to Practice

- Set up the students in a green side bunker
- They should start by attempting to deliberately hit shallow and deep divots to enable them to build an awareness of how this effects the distance the ball travels out the bunker
- Ask them to hit a shallow divot, followed by a deep divot
- The student should then be introduced to the leading edge and sole of the club
- The student should experiment with the leading edge travelling steeply down into the sand and the sole of the club skimming the top of the sand
- Encourage the students to monitor the distance the ball travels out of the bunker depending on how much sand is taken

Technical Link

- This activity will demonstrate to the student how they can present the club effectively into the sand and use the loft and the sole effectively for distance control

Aim, Load and Fire!



Equipment Needed

- Wedges
- Cones or Hoops for target circle

How to Play

- Position students in a green side bunker
- Taking it in turns the students hit shots to 3 pins, which are varied distances away on the green
- Ask students to call out before each shot whether they are aiming for the left, right or middle target
- If the student hits the ball onto the green they score 1 point
- If the student hits the ball into one of the target circles which has been called out they score 5 points
- Students play 10 rounds and see how many points they can score
- This game can be played individually or in pairs

Technical Link

- This game tests the students ability to produce accurate shots to a range of differently distanced targets
- Students are allowed to use different wedges or simply change their technique to adjust to targets

Scoring Goal Challenges

Short Game



Bunker Challenge



Attempting the Challenge

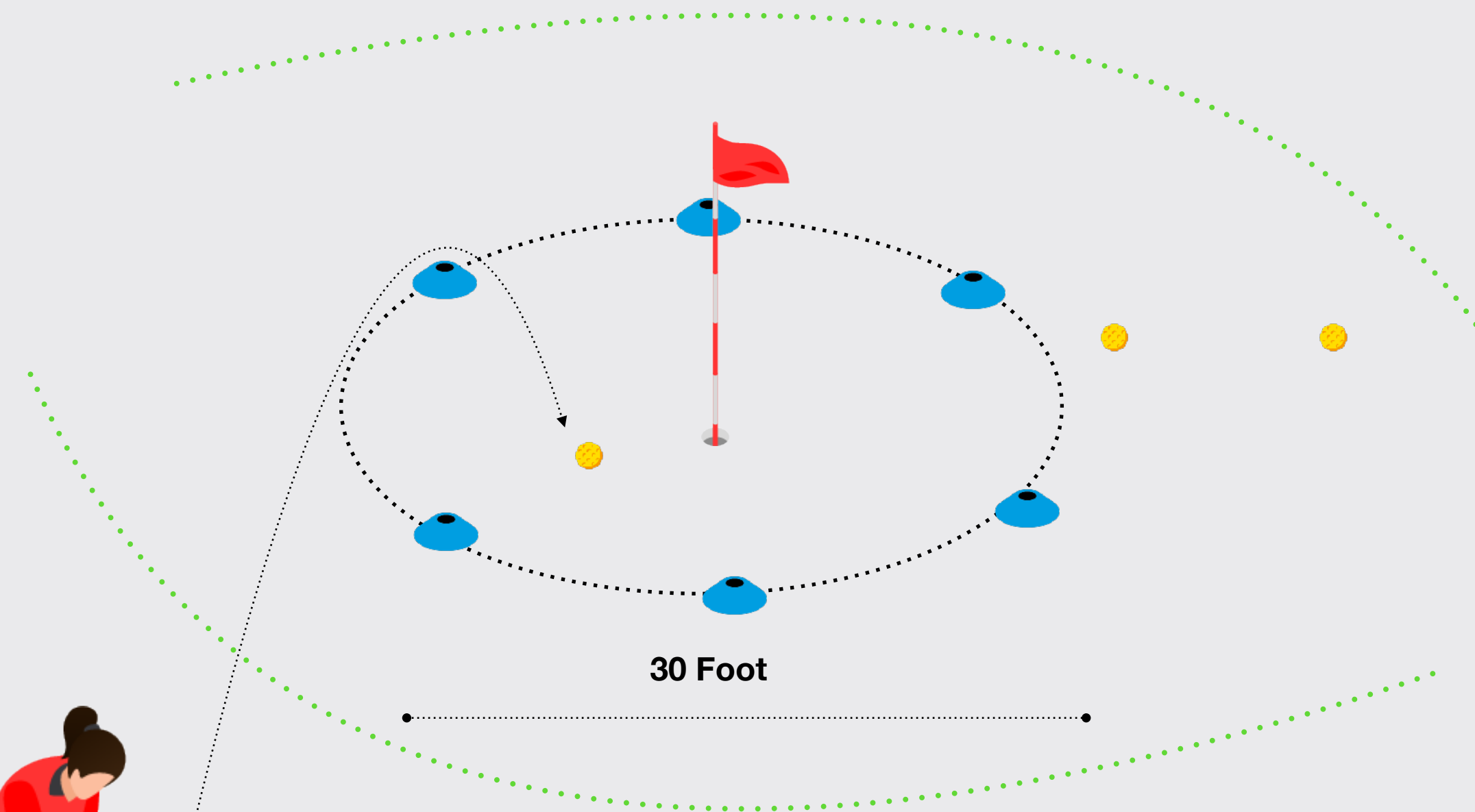
- Hit 10 shots in a random order from each starting position to finish with the target circle.
- Record the result of each attempt on the Challenge Scorecard.
- You can place the ball on each attempt.

The Challenge

- Attempt to pitch the ball to within the target circle from each position in the green side bunker. 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	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