

# Become a Short Game Wizard

## Wizard - Knock it Close

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# Challenging Lies in Chipping



WIZARD





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# Class Timetable

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"> <li>Set up the games and practice stations of your preference and the scoring 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 12 sessions that make up the 'Becoming a Short Game Wizard' skills pathway and give a broad content overview</li> <li>Describe the scoring challenge and how this will help the students map progress over time</li> <li>Explain how to play the game and attempt the practice station activities</li> <li>Explain how to attempt the Scoring Challenge</li> </ul>	<ul style="list-style-type: none"> <li>Ball Position and Shaft</li> <li>Attack Angle</li> <li>Strike Point</li> <li>Speed Chipping</li> <li>Chipping Challenge</li> </ul>
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> <li>Introduce and reinforce the technical focus points to students attending and provide private coaching</li> <li>Instruct students to rotate around the stations</li> <li>Students attempt the practice stations based around technical focus</li> <li>Game station can be attempted individually or in pairs</li> <li>Opportunity for students to attempt the scoring goal challenge</li> </ul>	<ul style="list-style-type: none"> <li>Ball Position and Shaft</li> <li>Attack Angle</li> <li>Strike Point</li> <li>Speed Chipping</li> <li>Chipping Challenge</li> </ul>
5 mins	Breakout Session	<ul style="list-style-type: none"> <li>Opportunity to engage in group discussion and questions</li> <li>Opportunity to reinforce the technical learning outcomes</li> </ul>	<ul style="list-style-type: none"> <li>Ball Position and Shaft</li> <li>Attack Angle</li> <li>Strike Point</li> <li>Speed Chipping</li> <li>Chipping Challenge</li> </ul>
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> <li>Introduce and reinforce the technical focus points to students attending and provide private coaching</li> <li>Instruct students to rotate around the stations</li> <li>Students attempt the practice stations based around technical focus</li> <li>Game station can be attempted individually or in pairs</li> <li>Opportunity for students to attempt the scoring goal challenge</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> <li>Challenge Scorecard</li> </ul>
	Media on GLF. Connect	<ul style="list-style-type: none"> <li>Add any lesson media to the student's Student Connect area which may include notes, videos and documents</li> <li>Ask Students to update the GLF. Connect App if they have successfully completed a scoring goal challenge</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> </ul>



# Class Timetable - Week 1

<b>Session Length:</b> 60 Mins	<b>Group Size:</b> 1:8	<b>Skills Pathway Name:</b> Become a Short Game Wizard	<b>Skills Pathway Topic:</b> Knocking it Close	<b>Skills Pathway Stage:</b> Wizard	<b>Class Focus</b> Challenging Lies	<b>Scoring 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 scoring 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 4 remaining sessions that make up the 'Become a Short Game Wizard' Skills Pathway</li> <li>Outline the specific focus of the Wizard level and the topics of each class</li> <li>Describe the scoring challenge and how this will help the students map progress over time</li> </ul>	
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> <li>Introduce and reinforce the technical focus points to students attending</li> <li>Explain how to attempt the Scoring Goal Challenge</li> <li>Explain how to attempt the Practice Games and Stations</li> <li>Instruct students to rotate around the stations</li> <li>Opportunity to provide private coaching during Free Practice Stations</li> <li>Game stations and Scoring Goal Challenge can be attempted individually or in pairs</li> </ul>	<ul style="list-style-type: none"> <li>How's your Lie?</li> <li>Slope to Circle</li> <li>Over or Under</li> <li>Naughts and Crosses</li> <li>Chipping Challenge</li> </ul>
5 mins	Breakout Session	<ul style="list-style-type: none"> <li>Opportunity to engage in group discussion and questions</li> <li>Opportunity to reinforce the technical learning outcomes</li> </ul>	
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> <li>Opportunity to re-cap on the technical points, introduce any additional information and discuss any questions from the group</li> <li>Instruct students to continue to rotate around the stations</li> <li>Opportunity to provide private coaching during Free Practice Stations</li> <li>Opportunity for students to continue to attempt the Game stations and Scoring Goal Challenge</li> </ul>	<ul style="list-style-type: none"> <li>How's your Lie?</li> <li>Slope to Circle</li> <li>Over or Under</li> <li>Naughts and Crosses</li> <li>Chipping Challenge</li> </ul>
5 mins	Media on GLF. Connect	<ul style="list-style-type: none"> <li>Add any lesson media to the student's Student Connect area which may include notes, videos and documents</li> <li>Ask Students to update the GLF. Connect App if they have successfully completed a scoring goal challenge</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> <li>Challenge Scorecard</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 students and build relationships</li> <li>Ensure everyone is aware of the next skills pathway class</li> <li>Opportunity to upsell private lessons or additional programs to those that require additional help</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> </ul>



# 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 skills from **challenging lies** to **knock it close**. Some of technical content you may want to explore in this first session may include:

- **Challenging Lies** - Outline to the students, how the lie can affect a chip shot and what changes need to be made to adjust to the lie. Some of the content you may want to explore includes:
  - Suggest methods on how to change set up and club selection to cope with awkward lies
  - Reinforce to students that they should assess the lie of the ball, identify their ball and check for mud
  - Stress the importance of selecting the club after assessing the lie and situation
  - They should assess the position of the flag, hazards surrounding the green and the proportion of the rough and green surface
  - Discuss damage limitation when in a very poor lie



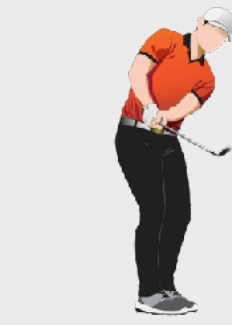
**Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.**





# Example Class Layout and Setup

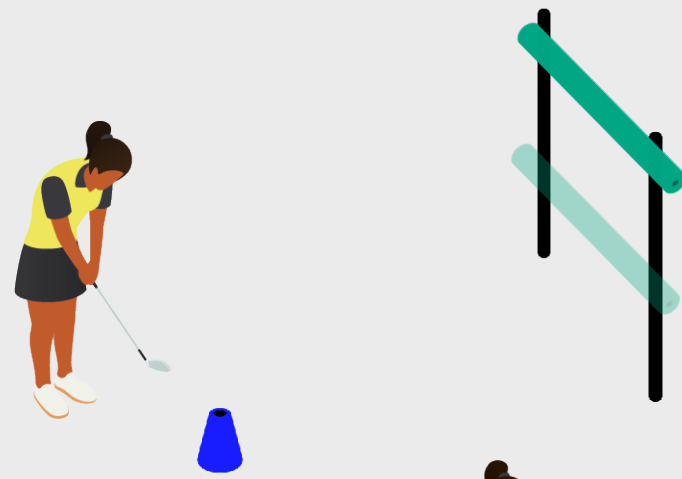
**Station 1:**  
Practice Station  
How's your Lie?



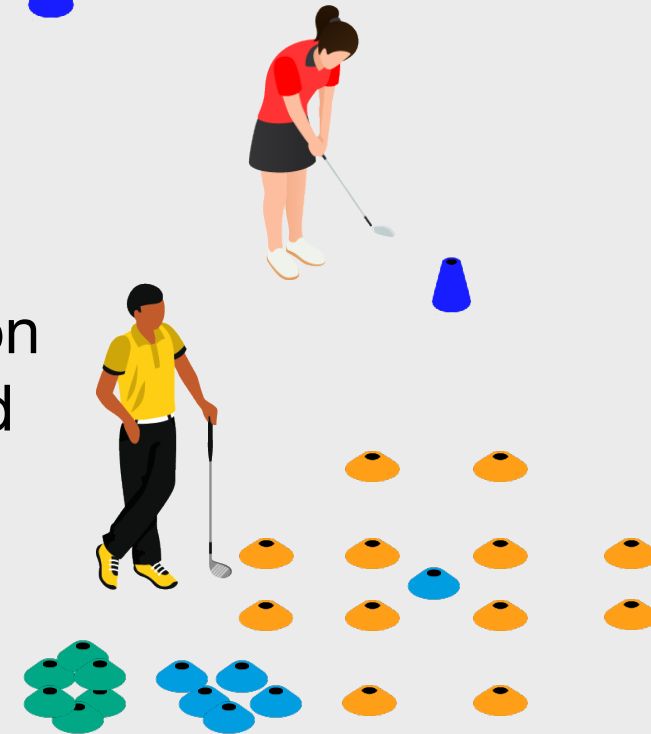
**Station 2:**  
Practice Station  
Slope to Circle



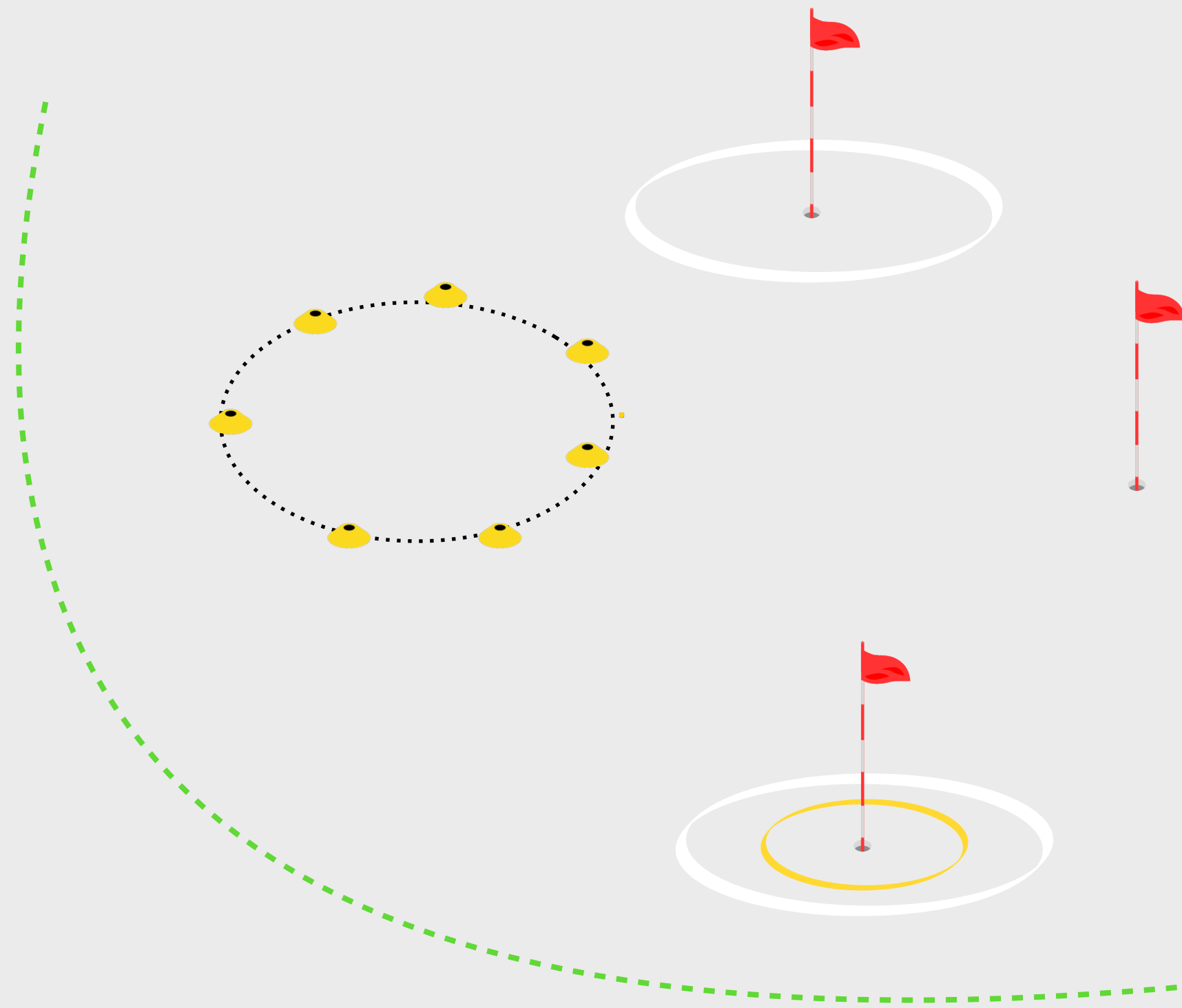
**Station 3:**  
Practice Station  
Over or Under



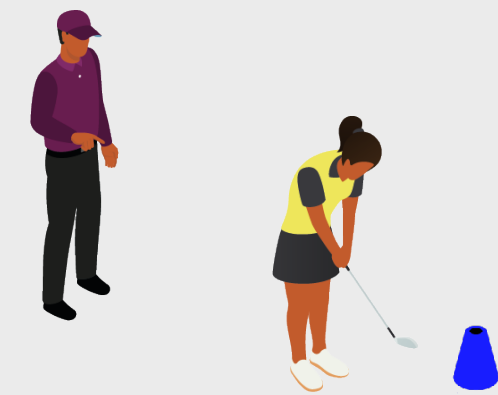
**Station 4:**  
Game Station  
Naughts and  
Crosses



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

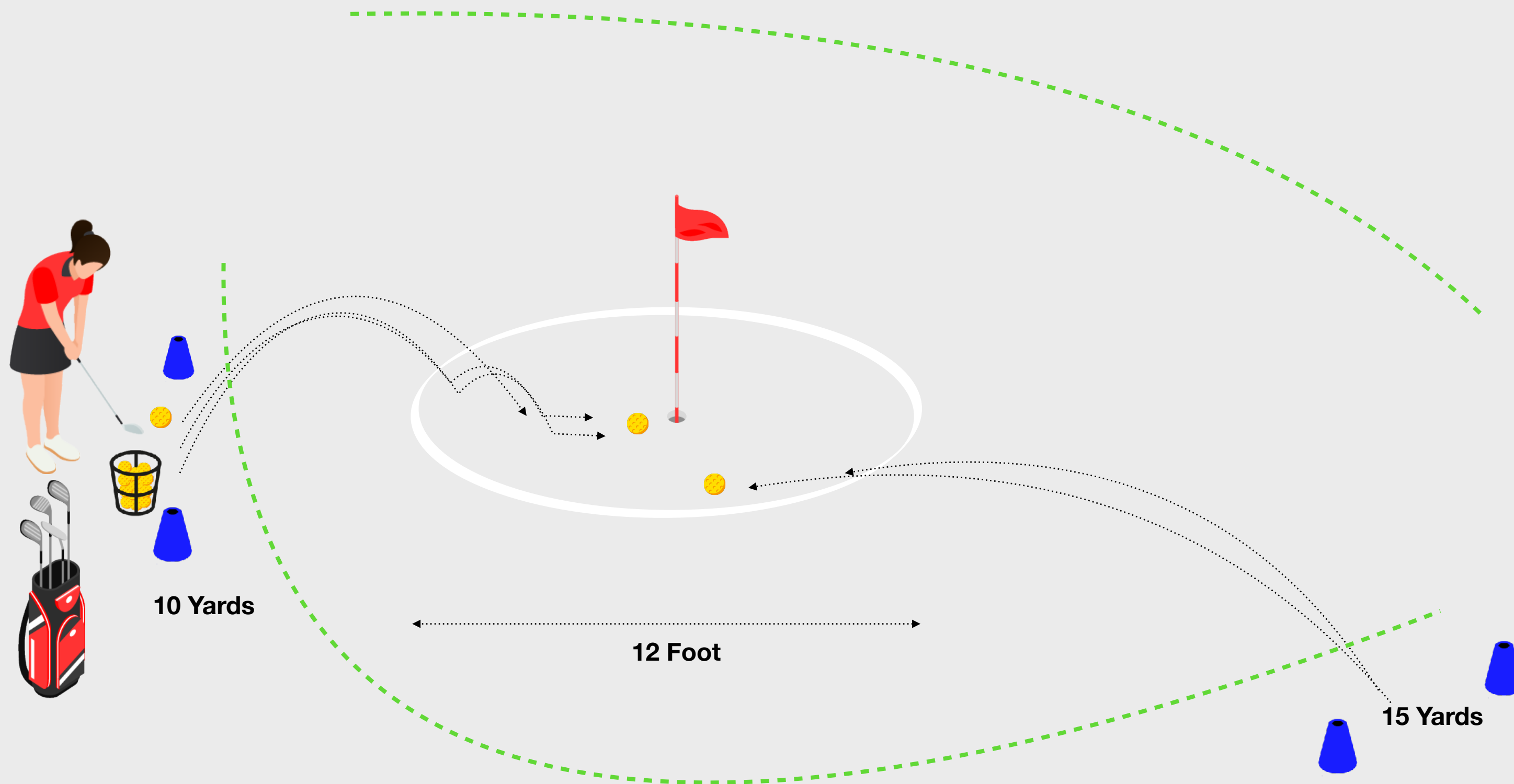


**Station 5:**  
Challenge Station



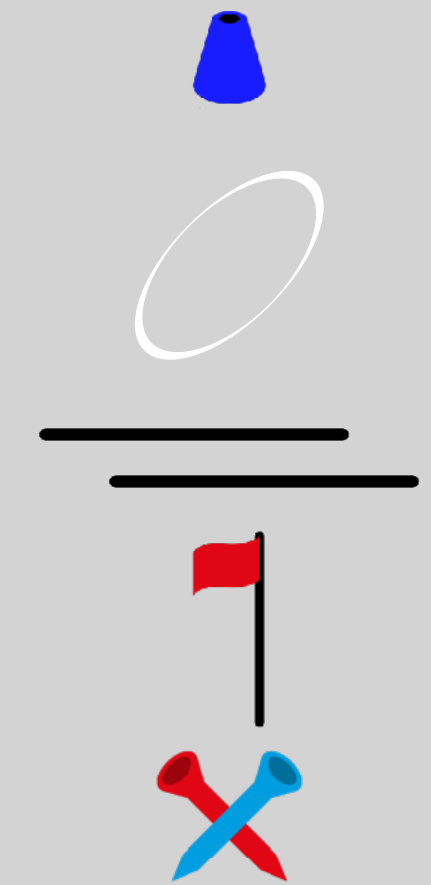


# Chipping Challenge Setup



## 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 placed close to the edge of the green
- These starting positions 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

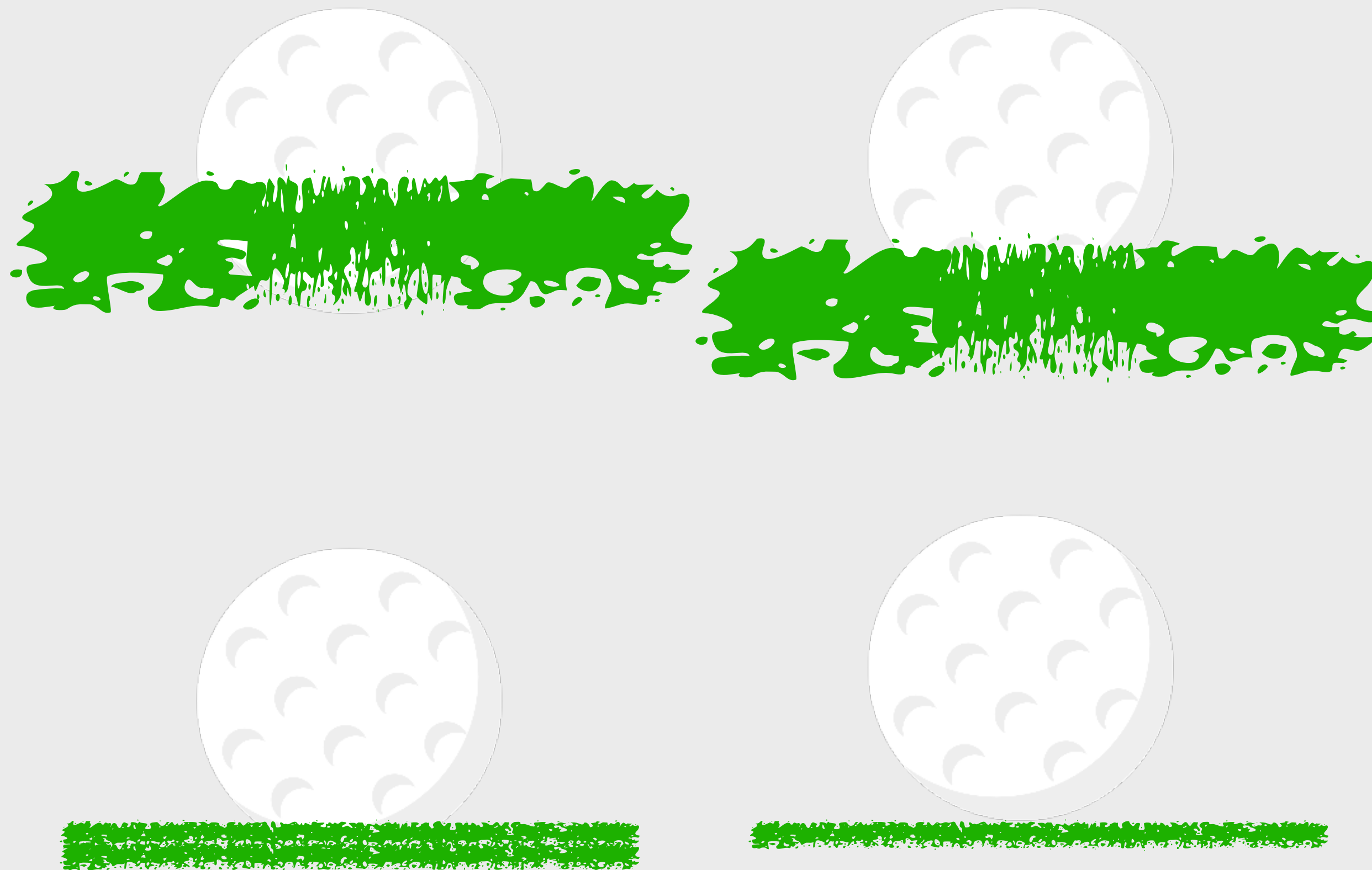
**Technical Link**

- 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

ORBISgolf™



# How's your Lie?



## Equipment Needed

- Varying grass length
- Wedge

## How to Practice

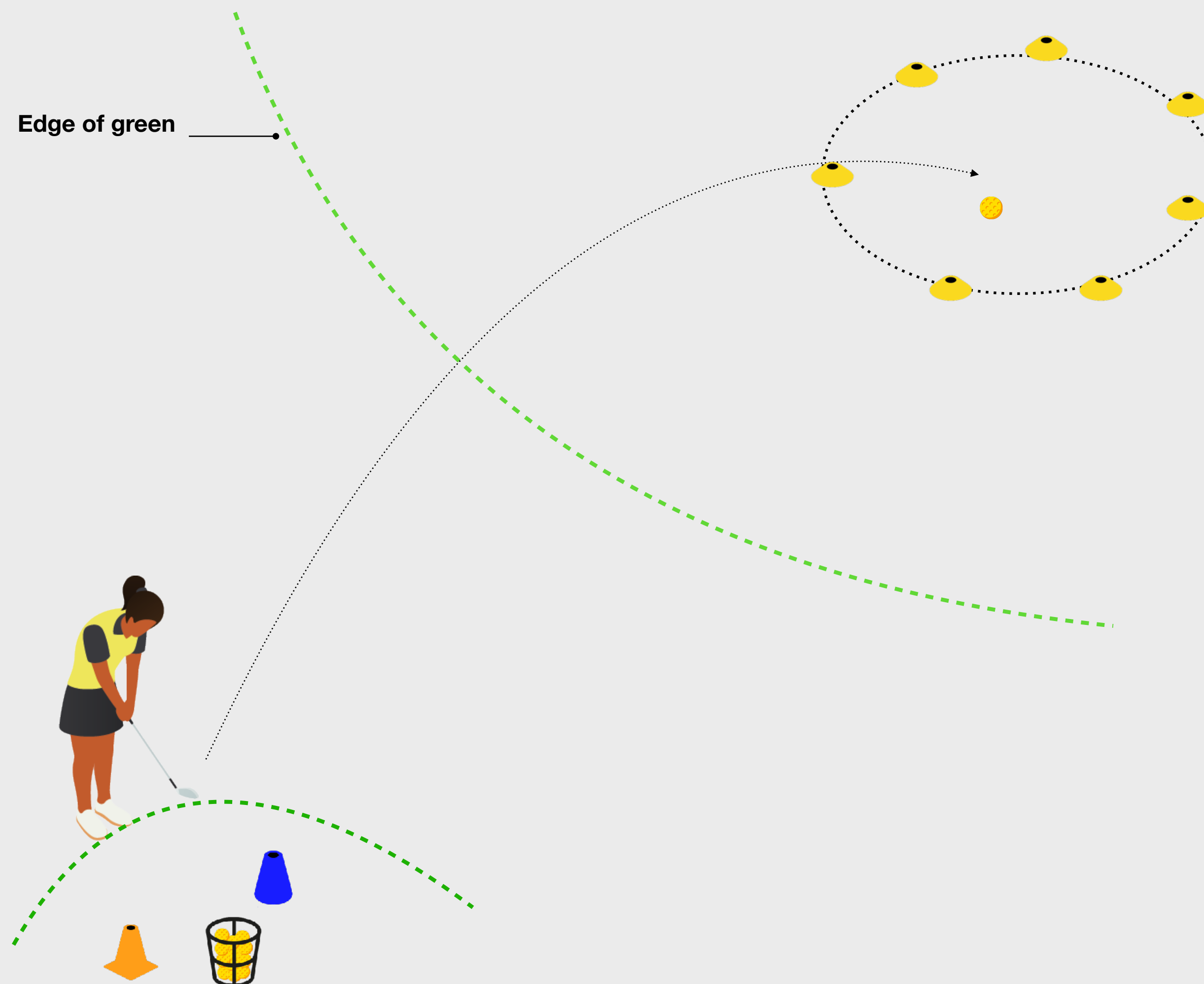
- Position several balls around the green on varying lies that should include thick rough, fairway, bare lie and fringe
- Ask the student to move around the varying lies experiencing the effect it has on the chip shot
- Encourage the student to try different clubs from different lies and see what clubs are more effective from what lies
- Support must be provided through technical advice on what adjustments to make for the challenging lies
- Students when hitting shots from the varying lies should be aiming to knock it as close to the pin as possible

## Technical Link

- Explain to the student that varying lies require adapted shots with different to clubs to achieve optimal results
- Demonstrate using a sand wedge off a bare lie and then out of the rough to show how the turf interaction affects the shot produced



# Slope to Circle



## Equipment Needed

- 7 x Cones
- Wedge

## How to Practice

- Position the student on the edge of the green on a slope
- Mark out a target circle with yellow cones 12 foot in diameter
- Using an adjusted set up for the sloped lie, students attempt to chip the ball and try and finish it in the circle
- They should try both ball below the feet and ball above the feet
- Explain to the student how to adjust their technique for these shots in order to produce the optimal result

## Technical Link

- This activity will help the student to get a feel for chipping from slopes
- It is designed to make the student aware of the relationship between lie and it's affect on the flight of the ball
- For a downhill slope the distance increases and flight is lower
- For an uphill slope the distance decreases and flight is higher



# Over or Under

## Equipment Needed

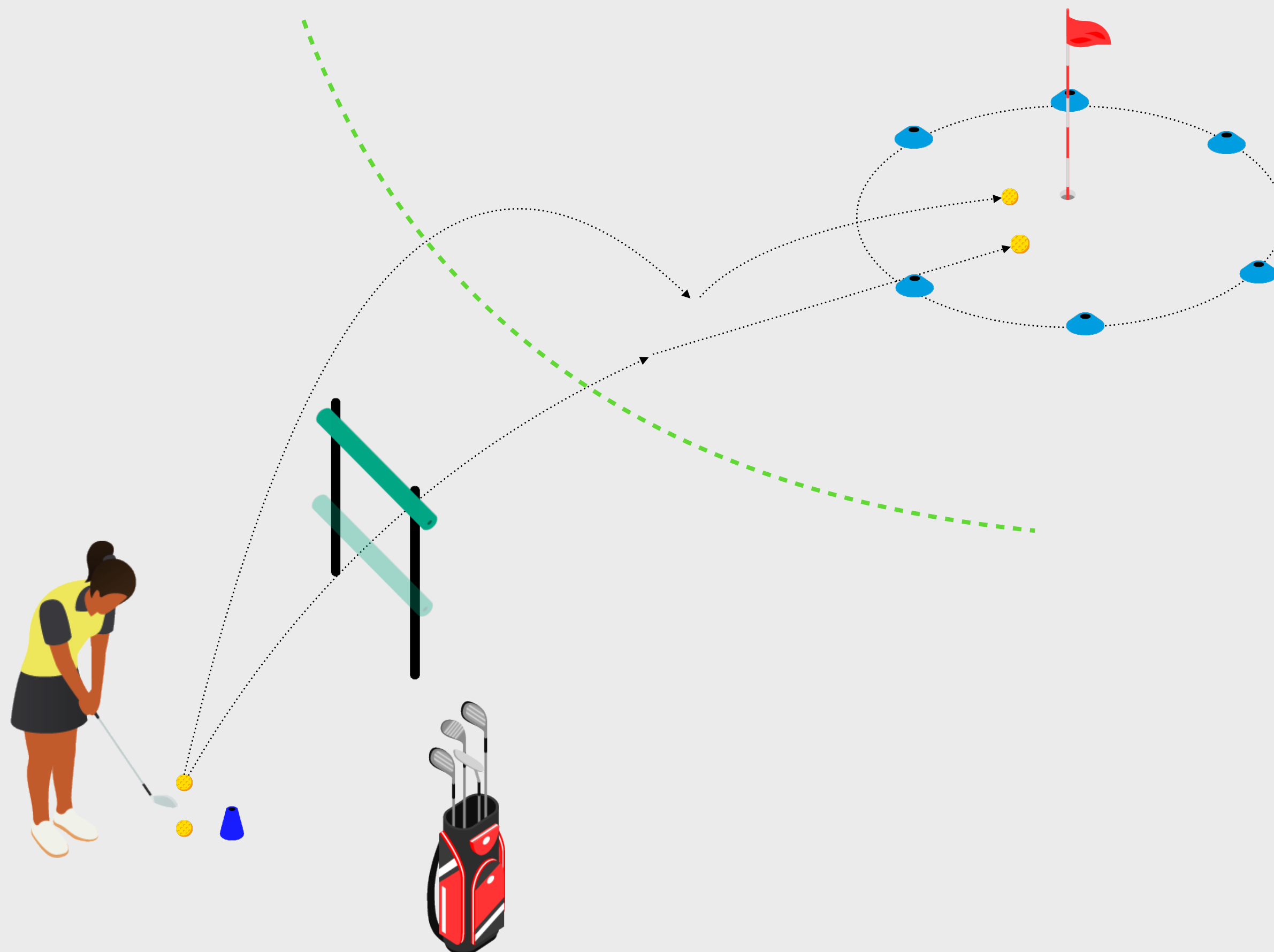
- Alignment sticks and a noodle to create the hurdle
- Wedges
- 6 x Cones

## How to Practice

- Place the hurdle around 5 feet ahead of the student
- The aim is to flight the chip shot over or under the crossbar depending on the lie and land in the appropriate place for the ball roll into the circle
- The students should practice by dropping the ball on different lies behind the hurdle and assessing whether it is more difficult to attempt a shot over or under the hurdle based on the lie
- Once they have decided their trajectory they should choose the most appropriate club to carry out this shot the most accurately

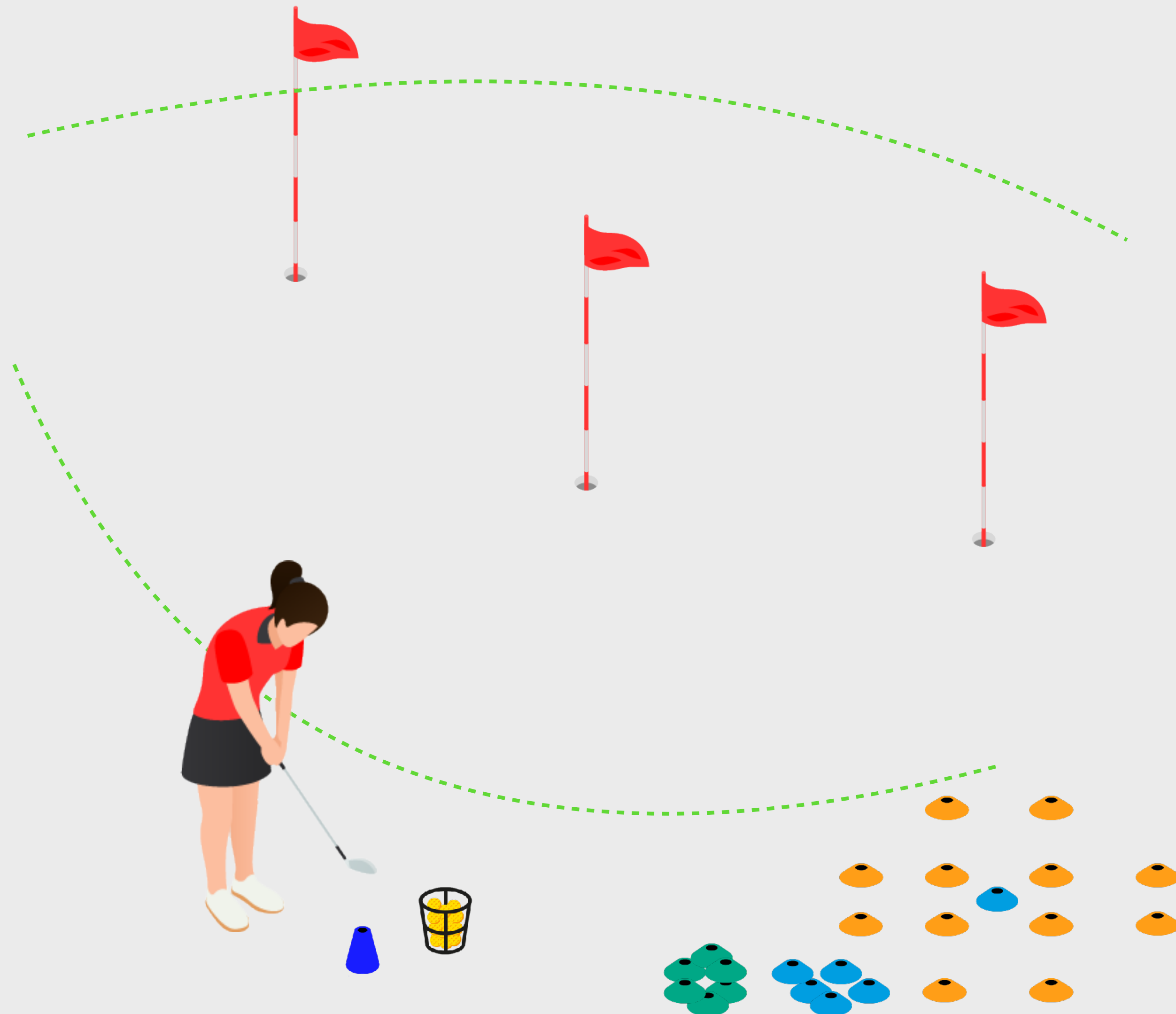
## Technical Link

- This activity will ensure the students understand the trajectory of shot that works best with what lies
- Some difficult lies will dictate what shot is possible and other less challenging lies will allow more freedom for the type of shot that is able to be produced





# Naughts and Crosses



## Equipment Needed

- Wedge, 9 Iron and 7 Iron
- Pile of Coloured Cones for the Crosses
- Pile of Coloured Cones in a second Colour for the Naughts
- Cones for the Naughts and Crosses Grid

## How to Play

- Get the student to choose a pile of coloured cones to decide whether they are 'Naughts or 'Crosses'
- Players take it in turns to choose a challenging lie for the shot and the club used
- Both players hit their shots and the closest to the flag wins and places a coloured cone on the Naughts and Crosses grid

## Technical Link

- This game is a fun and competitive way to test the students skills from challenging lies
- By allowing them to choose the club for the shot, it will challenge them to produce accurate shots with a club that may not be optimal and this will help them gain a full understanding of how to adjust their technique for a variety of lies



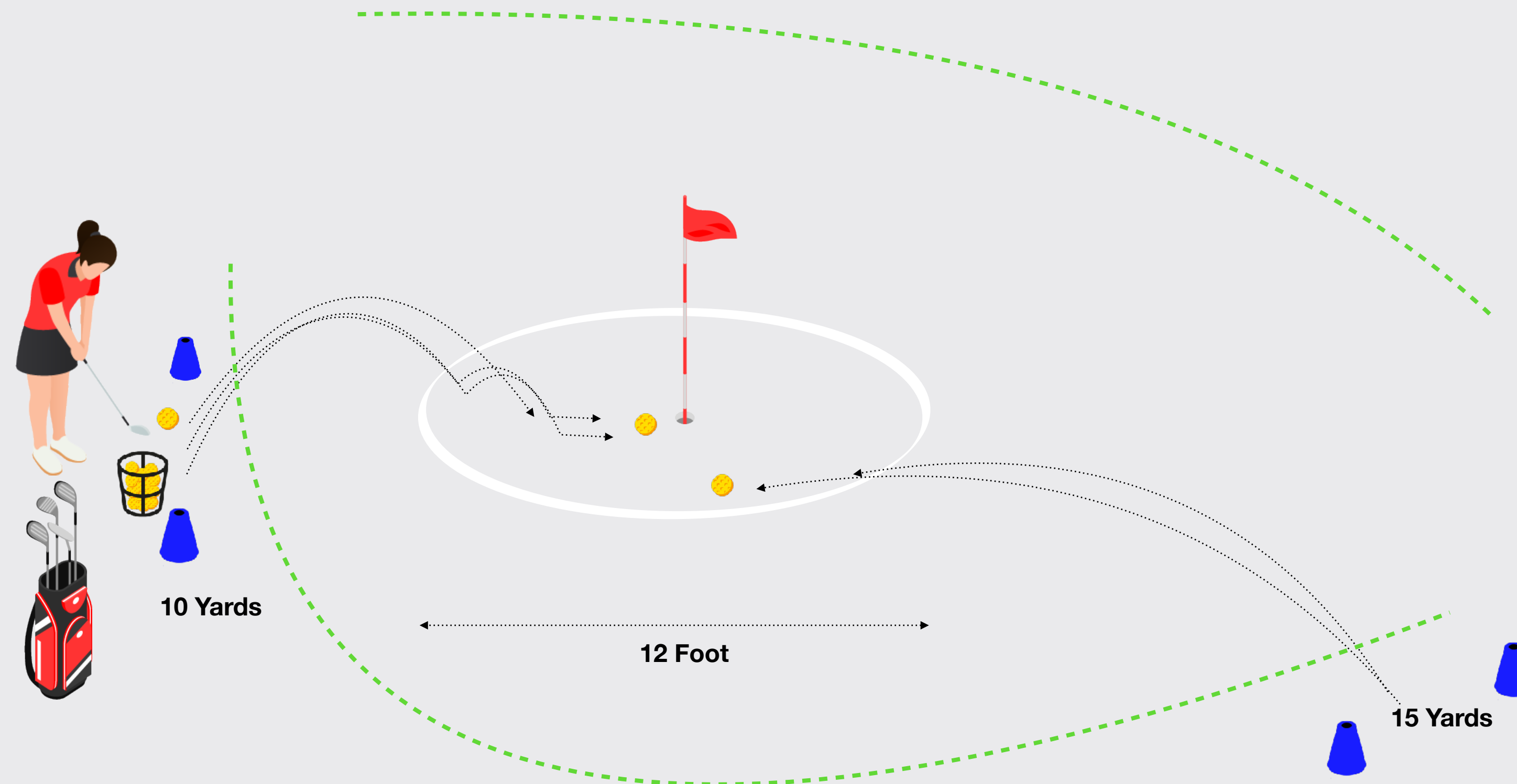
# Scoring Goal Challenges

## 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

