

# Become a Short Game Wizard

## Wizard - Knock it Close

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### Challenging Lies in Pitching



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 2

<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 in Pitching	<b>Scoring Challenge</b> 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"> <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>
5 mins	Introduction	<ul style="list-style-type: none"> <li>Outline the focus of session and give a broad content overview of what will be covered</li> <li>Link this to the class focus from the previous week</li> </ul>	
25 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>Briefly 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>Up and Down the Hill</li> <li>Awkward Set Up</li> <li>Beat the Stock</li> <li>Pitching 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>Up and Down the Hill</li> <li>Awkward Set Up</li> <li>Beat the Stock</li> <li>Pitching 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 pitch shot and what changes need to be made to adjust to the lie:
  - 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
  - They should assess the position of the flag, hazards surrounding the green and the proportion of the rough and green surface
  - Stress the importance of selecting the club after assessing the lie and situation
  - Discuss damage limitation when in a very poor lie
  - Explain and list some set up changes that can improve the chances of hitting a good shot from an awkward lie

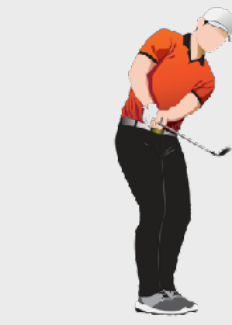


**Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.**



# Example Class Layout and Setup

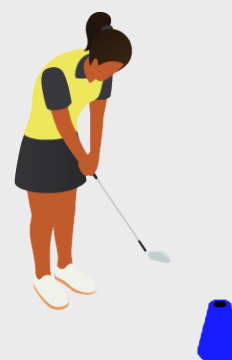
**Station 1:**  
Practice Station  
How's your Lie?



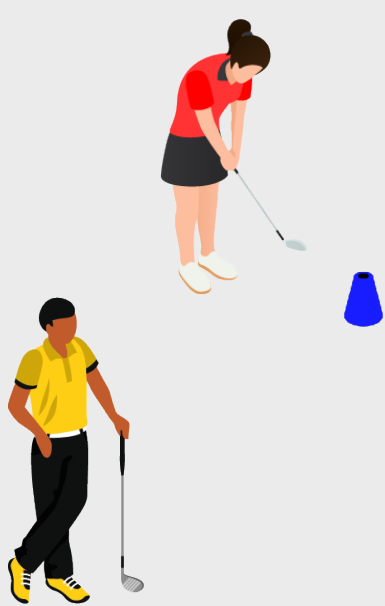
**Station 2:**  
Practice Station  
Up and Down the Hill



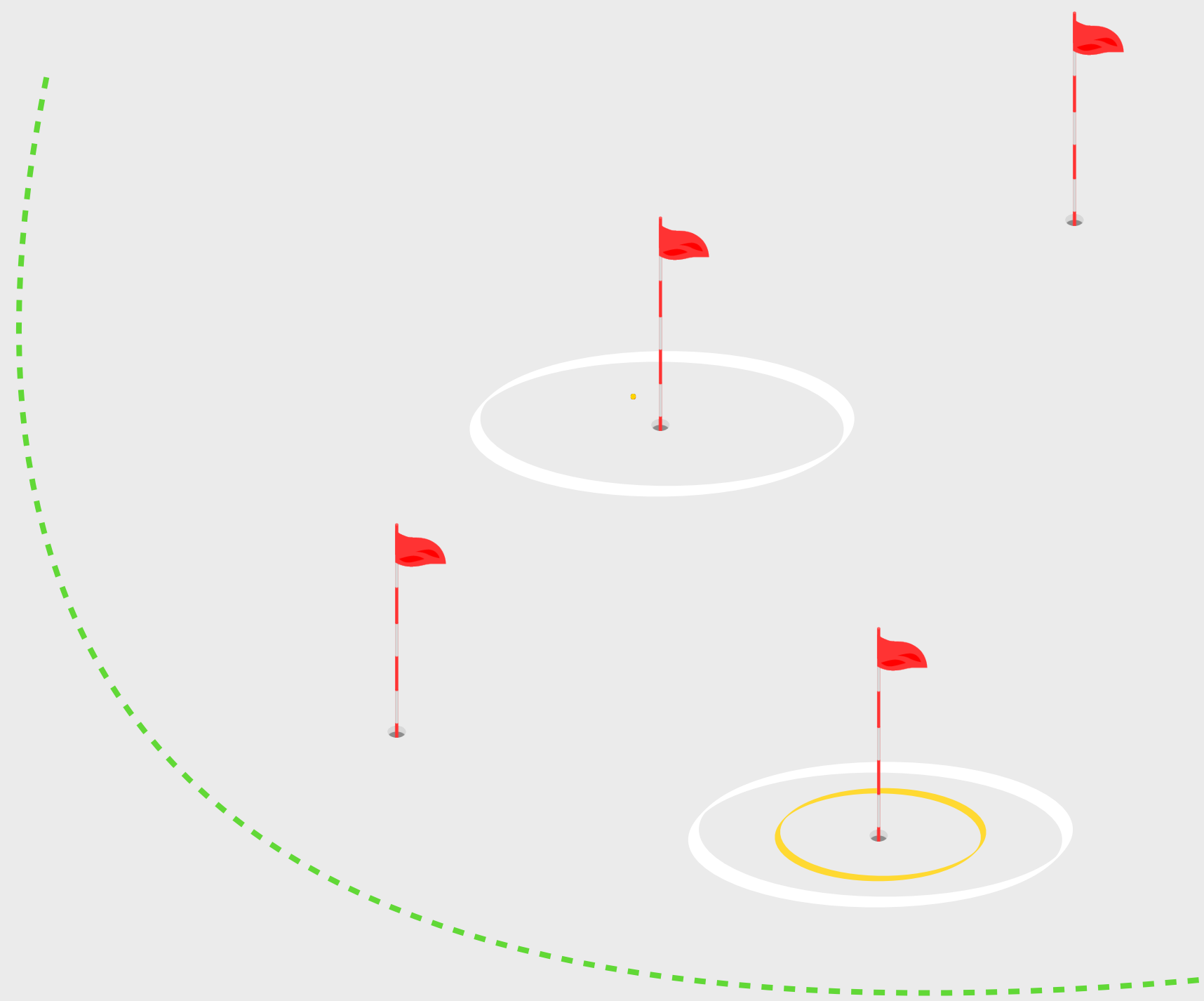
**Station 3:**  
Practice Station  
Awkward Set Up



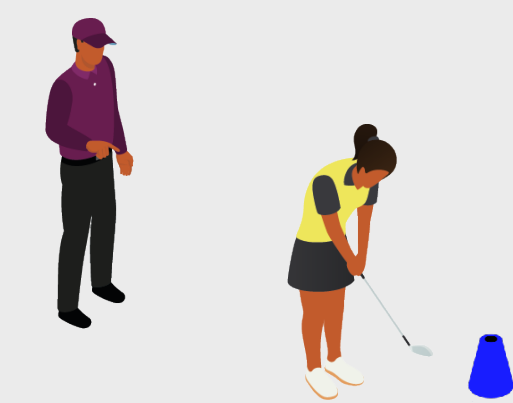
**Station 4:**  
Game Station  
Beat the Stock



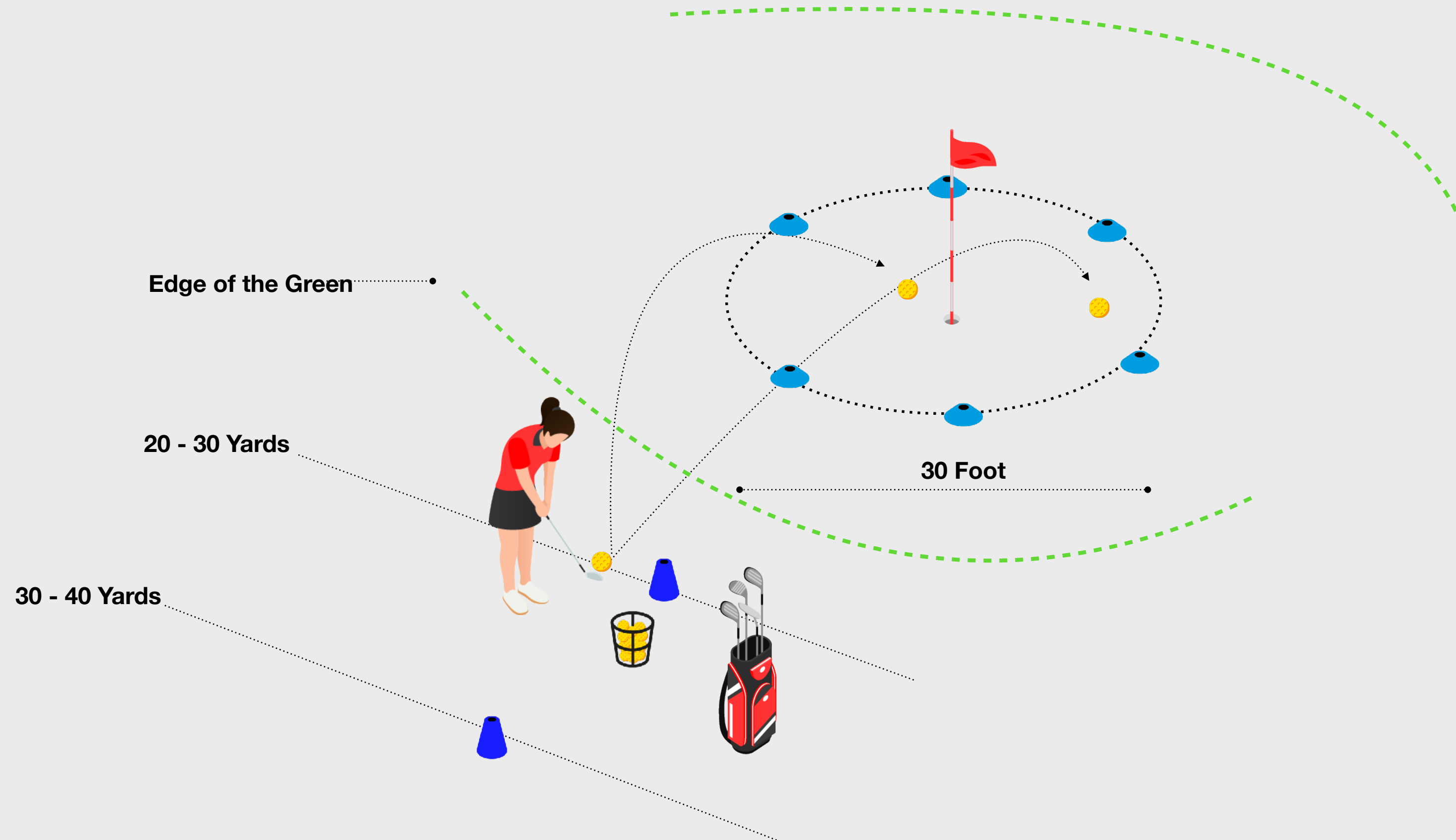
**Group Discussion:**  
Start, during and end of class



**Station 5:**  
Challenge Station

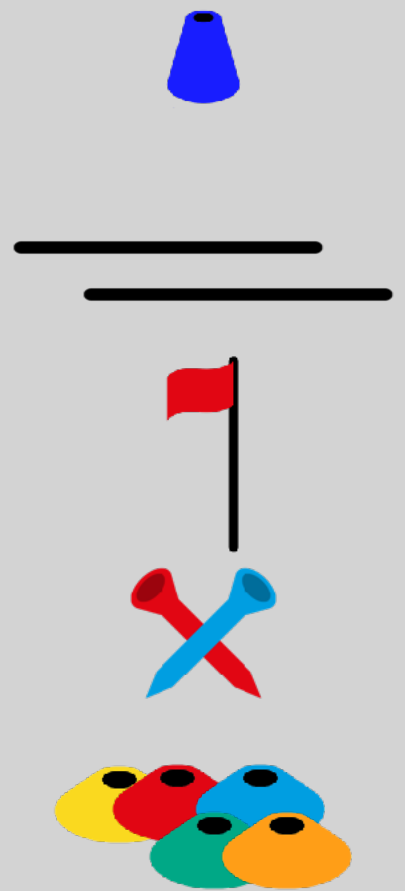


# Pitching Challenge Setup



## 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**

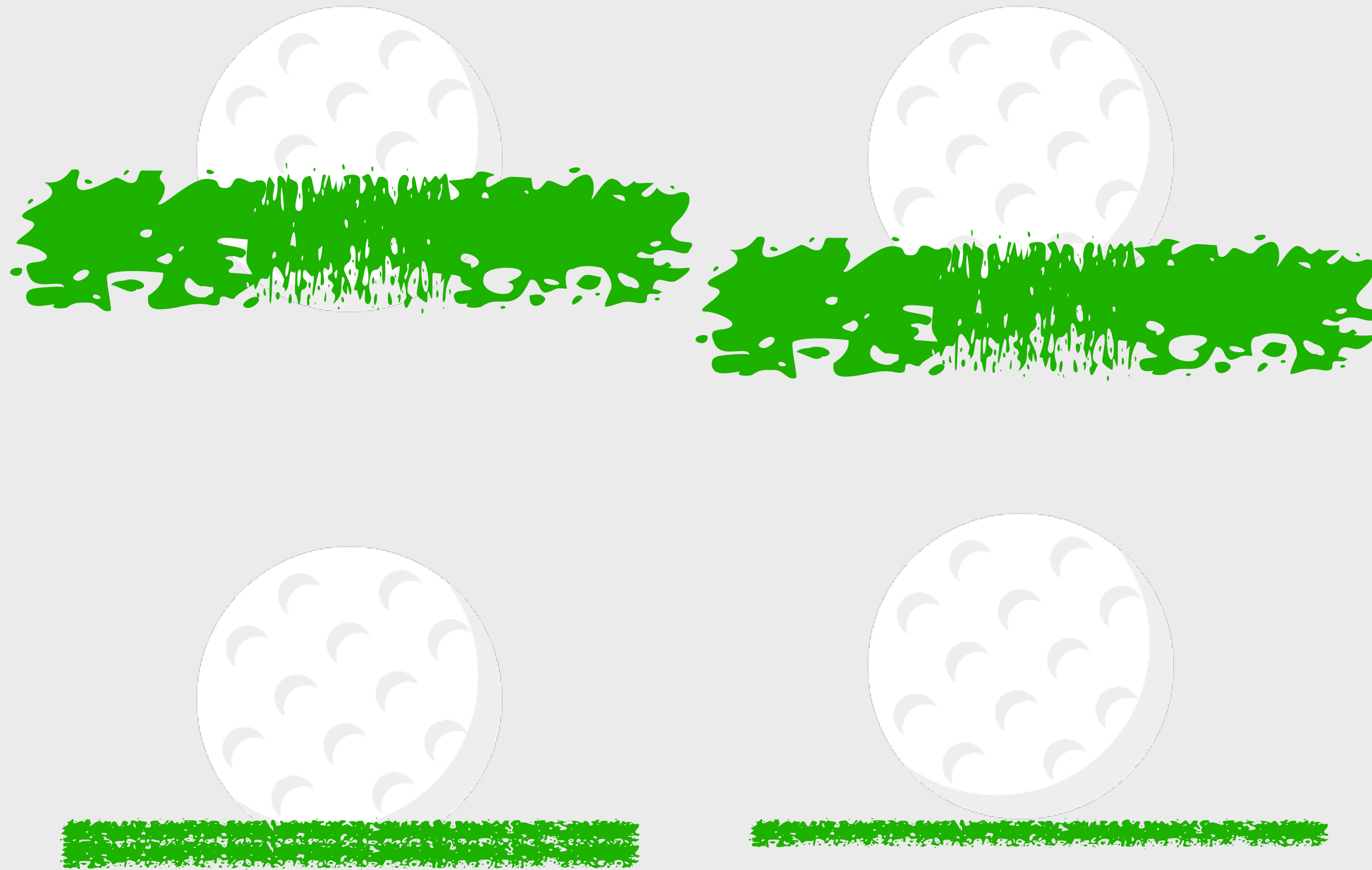
- Ask the students to chip balls from around 15 yards from the green
- Students should vary the ball position at set up from back of their stance to the centre of their stance and finally move towards the front of their stance
- Allow the students to see how changing the ball position can affect the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



## Equipment Needed

- Varying grass length
- Wedge

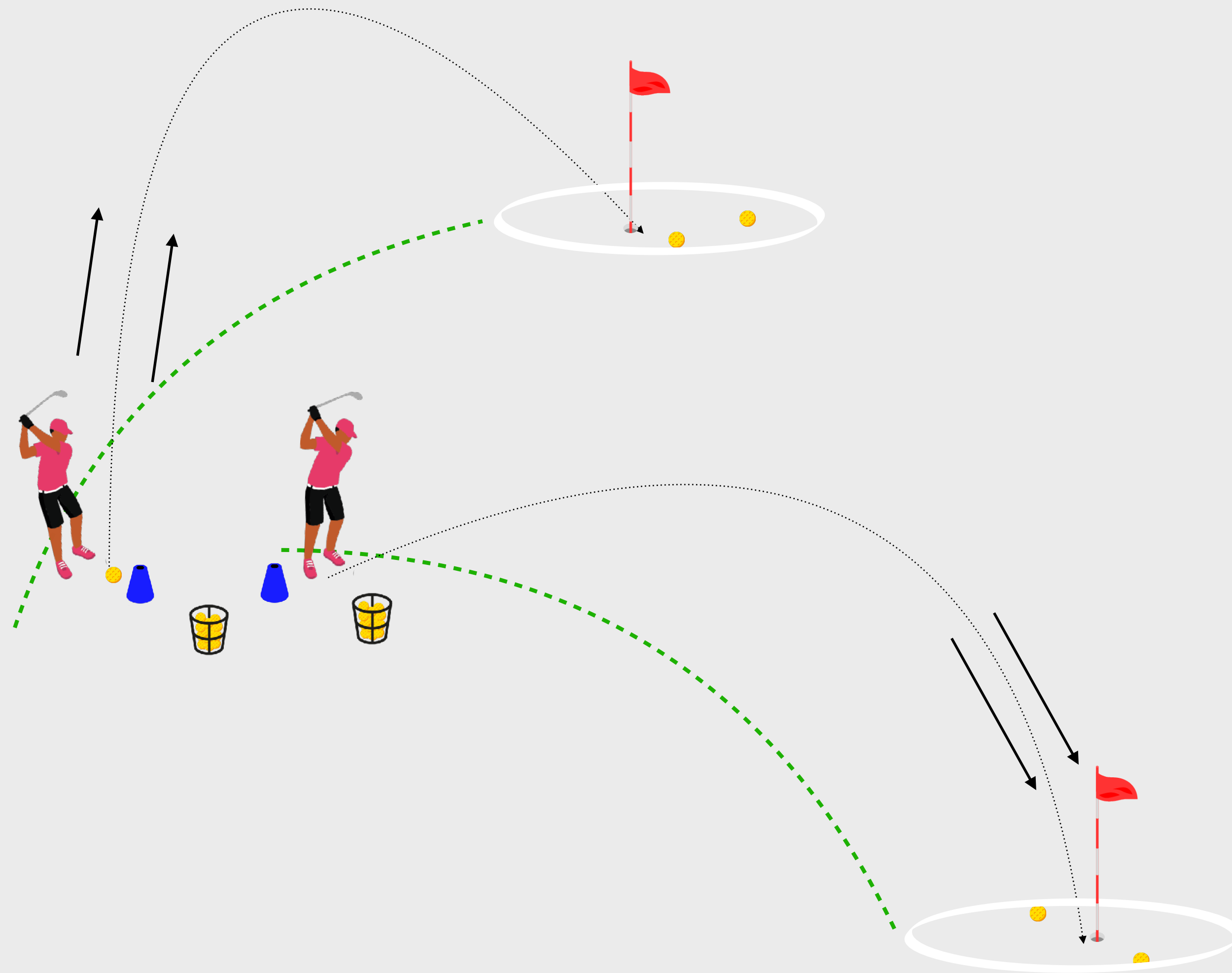
## How to Practice

- Position several balls around 40 yards from the green on varying lies that should include thick rough, fairway and bare lie
- Ask the student to move around the varying lies experiencing the effect it has on the pitch 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 get it as close to the pin as possible

## Technical Link

- Explain to the student that different lies require different shots with different 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

# Up and Down the Hill



## Equipment Needed

- Uphill and Downhill
- Wedge
- Marker Cone

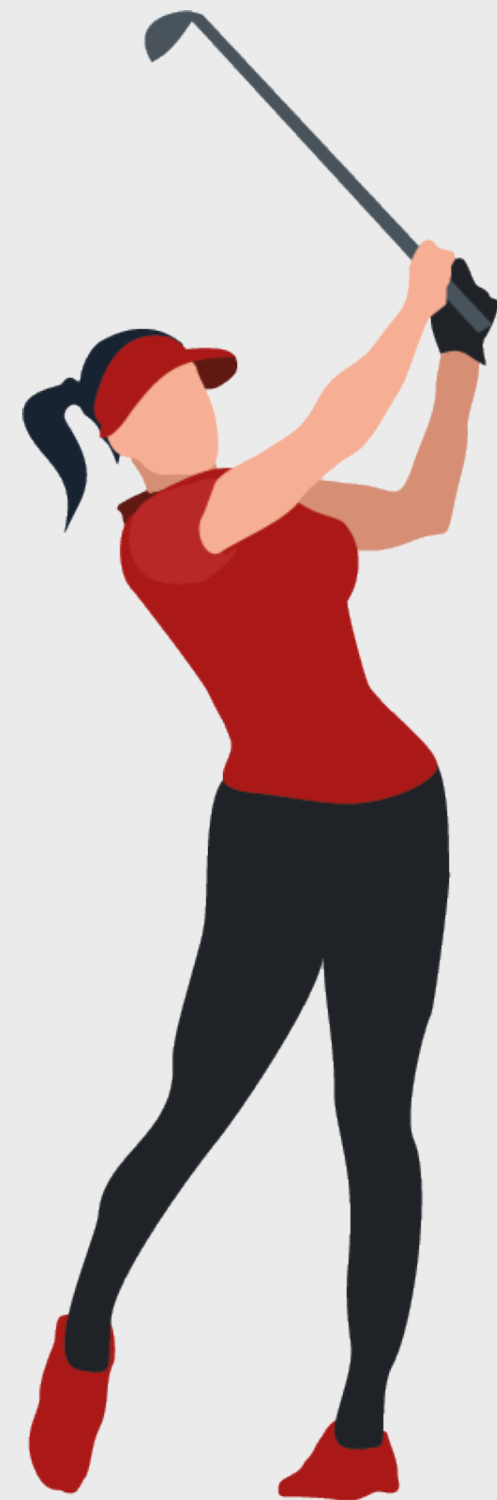
## How to Practice

- Set up the student around 40-60 yards away from the green on a downhill or uphill slope
- Explain to the students how to adjust their technique and club selection to allow for the change in distance caused by the slope
- The aim of the activity is for students to pitch as close as they can to the pin and learn the necessary adjustments for each shot

## Technical Link

- This activity will help the students understand how an uphill or downhill lie will affect the flight of a pitch shot and adjustments that can be made to mitigate the effect
- Explain how an uphill lie will shorten the shot because of the additional height
- Explain how a downhill lie will add length to the shot because of the angle of the terrain

# Awkward Set Up



## Equipment Needed

- Varying grass length
- Wedge

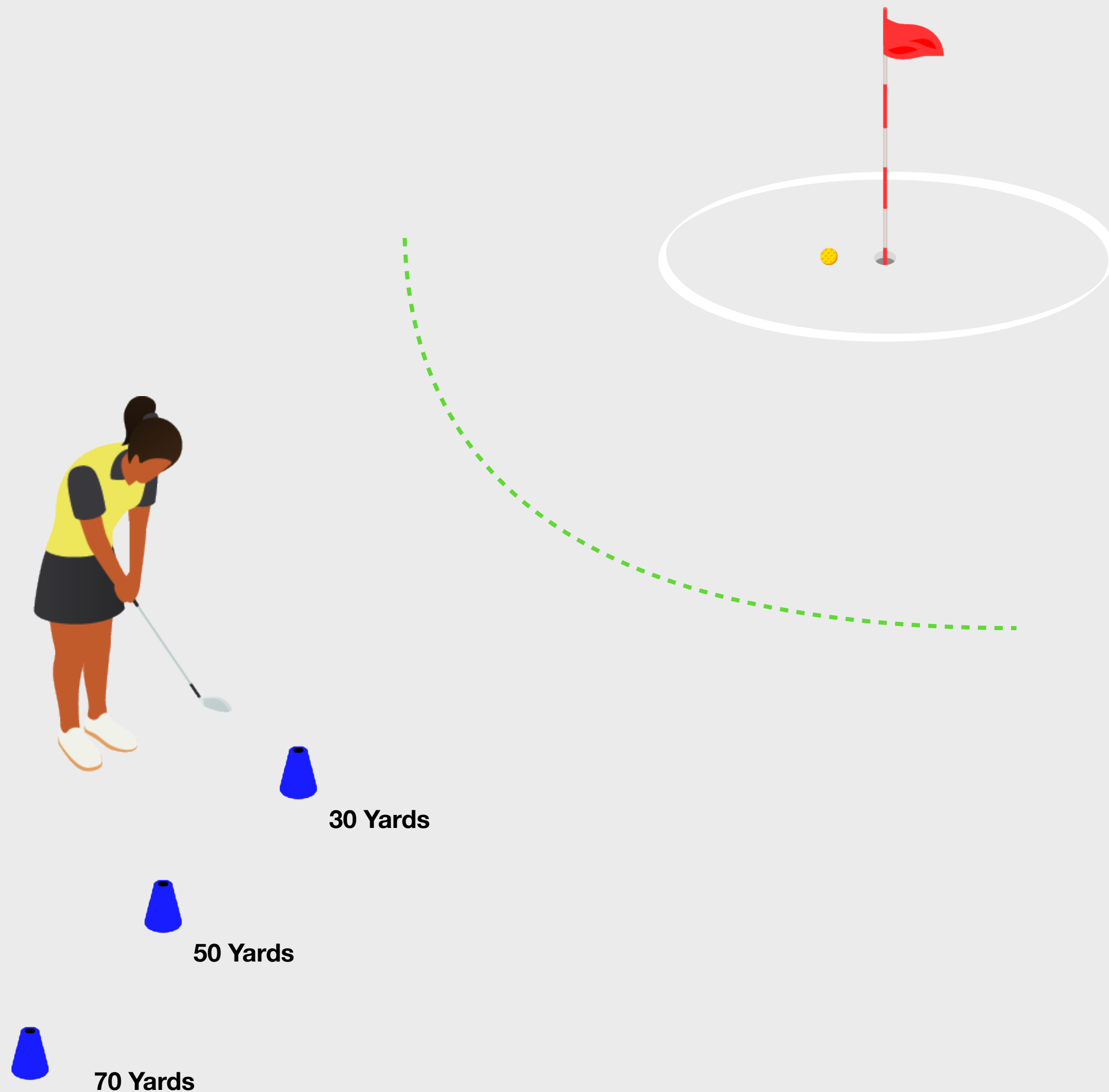
## How to Practice

- Position several balls around 40 yards from the green on varying lies that should include thick rough, fairway and bare lie
- Ask the student to attempt shots to the pin from the varying lies to experience the effect they have on the pitch
- Before each shot the student must go through a five factor set up check list that includes:
  - Shaft Lean
  - Swing Length
  - Ball Position
  - Face Direction
  - Body Alignment
- Technical advice must be provided as to what set up adjustments are required for the challenging lie presented

## Technical Link

- This activity will show the student that different lies require changes in set up to achieve optimal results and these must be explained
- Students should experiment with performing each of the set up changes to the extreme in order to notice the full effects

# Beat the Stock



## Equipment Needed

- Varying grass length
- Wedge
- Hoop or Cones for 12 foot diameter target circle
- 3 x Marker Cones

## How to Play

- Set up 3 cone markers 30, 50 and 70 yards away from the green on a flat surface
- Ask the student to attempt 5 stock shots to the pin from the marker cone and they should place the ball on good lies
- After the first 5 shots have been hit from the closest marker, the student must attempt to beat those shots by finishing them closer, but from challenging and awkward lies
- Following from this ask them to pick all the balls up and repeat the exercise from the next furthest marker cone

## Technical Link

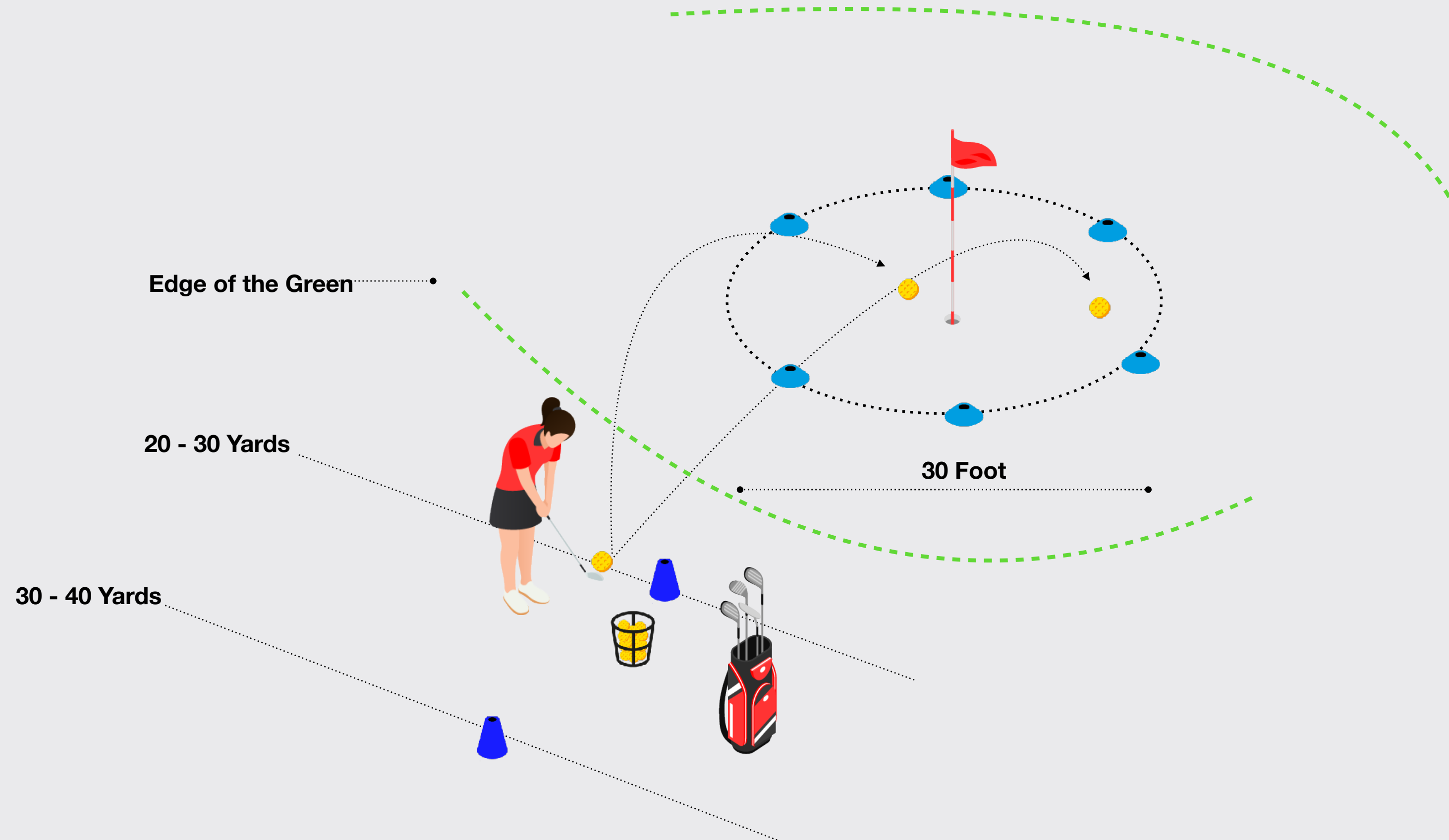
- This activity will challenge the student to try and hit not only escape shots from bad lies, but accurate shots and use what they know about how to adjust themselves for these lies
- The different distances will provide the student with a greater understanding of distance control from difficult lies and changes they need to make in speed and power to allow for this

# 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

