

# Become a Short Game Wizard

## Wizard - Knock it Close

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## Spin and Speciality Shots



WIZARD





# Contents

- 3 **Class Timetable**
- 5 **Class Objectives and Setup**
- 9 **Practice Stations and Game Cards**
- 14 **Scoring Goal Challenges**





# 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 3

<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> Spin and Speciality Shots	<b>Scoring Challenge</b> 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"> <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 the session and give a broad content overview of what will be covered</li> <li>Link this to the class focus from the previous weeks</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>Angle of Attack</li> <li>Quick Sand</li> <li>Sandy Set Up</li> <li>Higher or Lower...Bunker</li> <li>Bunker 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>Angle of Attack</li> <li>Quick Sand</li> <li>Sandy Set Up</li> <li>Higher or Lower...Bunker</li> <li>Bunker 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 skill of **spin and speciality shots** to **knock it close**. Some of technical content you may want to explore in this first session may include:

- **Spin** - Outline some methods of how to manipulate spin from the bunker which may include:
  - Introduce to the students how to add or remove spin on the golf ball
  - Discuss the process of varying the spin of a bunker shot using different techniques or changing clubs
  - Outline what influences spin with a bunker shot including: lie, club selection, ground conditions and strike
  - Explain how setup and technical elements can be varied to influence flight control such as shaft position and lean
  - Describe how the golf ball can play a vital role in the spin produced
  - Highlight where spin can be utilised, where it isn't useful and what impact conditions impact creating spin
- **Specialist Shots** - Outline some of the adverse lies in the bunker that will require special adjust by students which may include:
  - Plugged Lie
  - Ball above feet
  - Ball below feet
  - Ball high in the bunker face
  - Vary depths and types of sand



**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  
Angle of Attack



**Station 2:**  
Practice Station  
Quick Sand



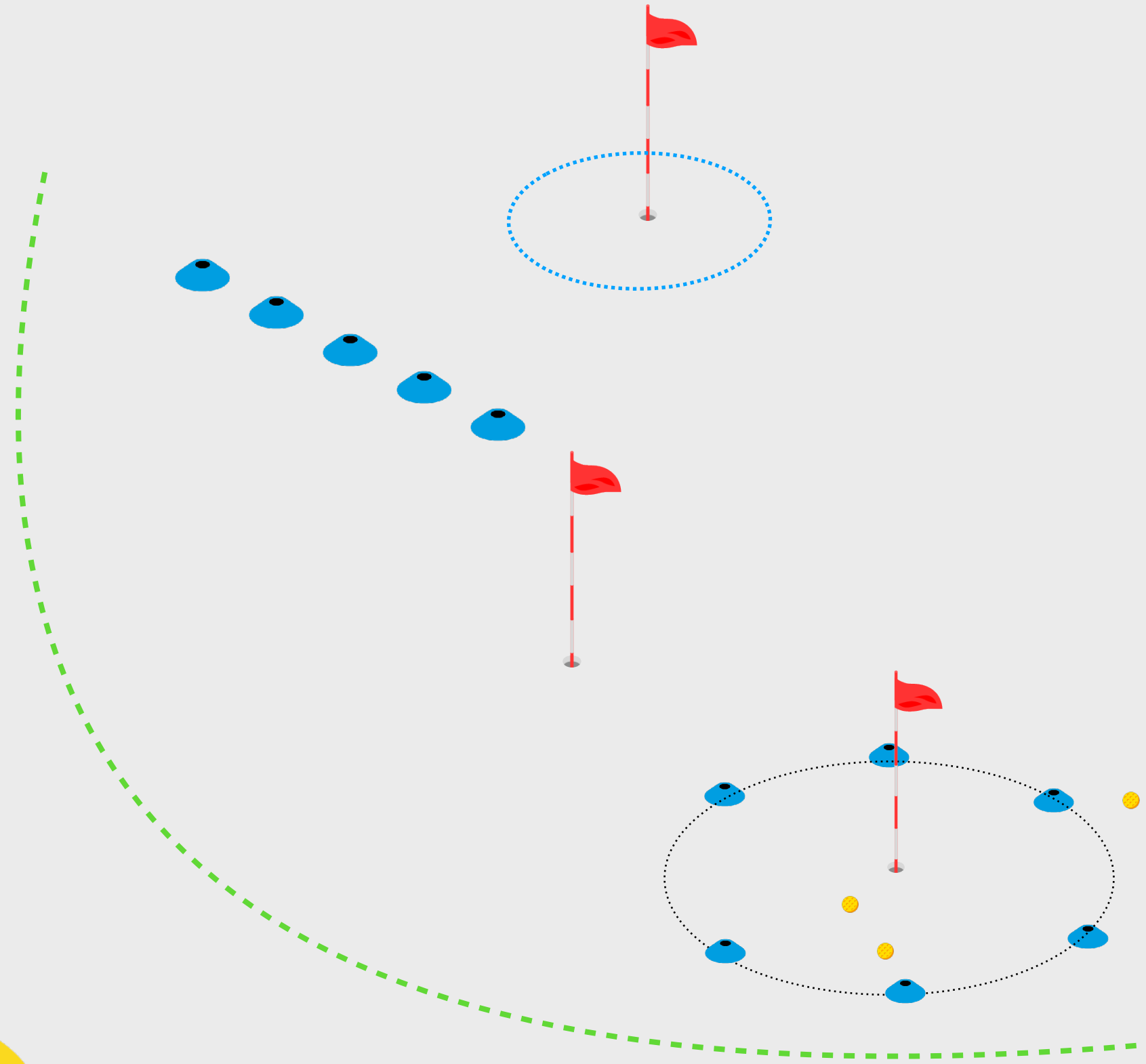
**Station 3:**  
Practice Station  
Sandy Set Up



**Station 4:**  
Game Station  
Higher or lower...  
Bunker



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

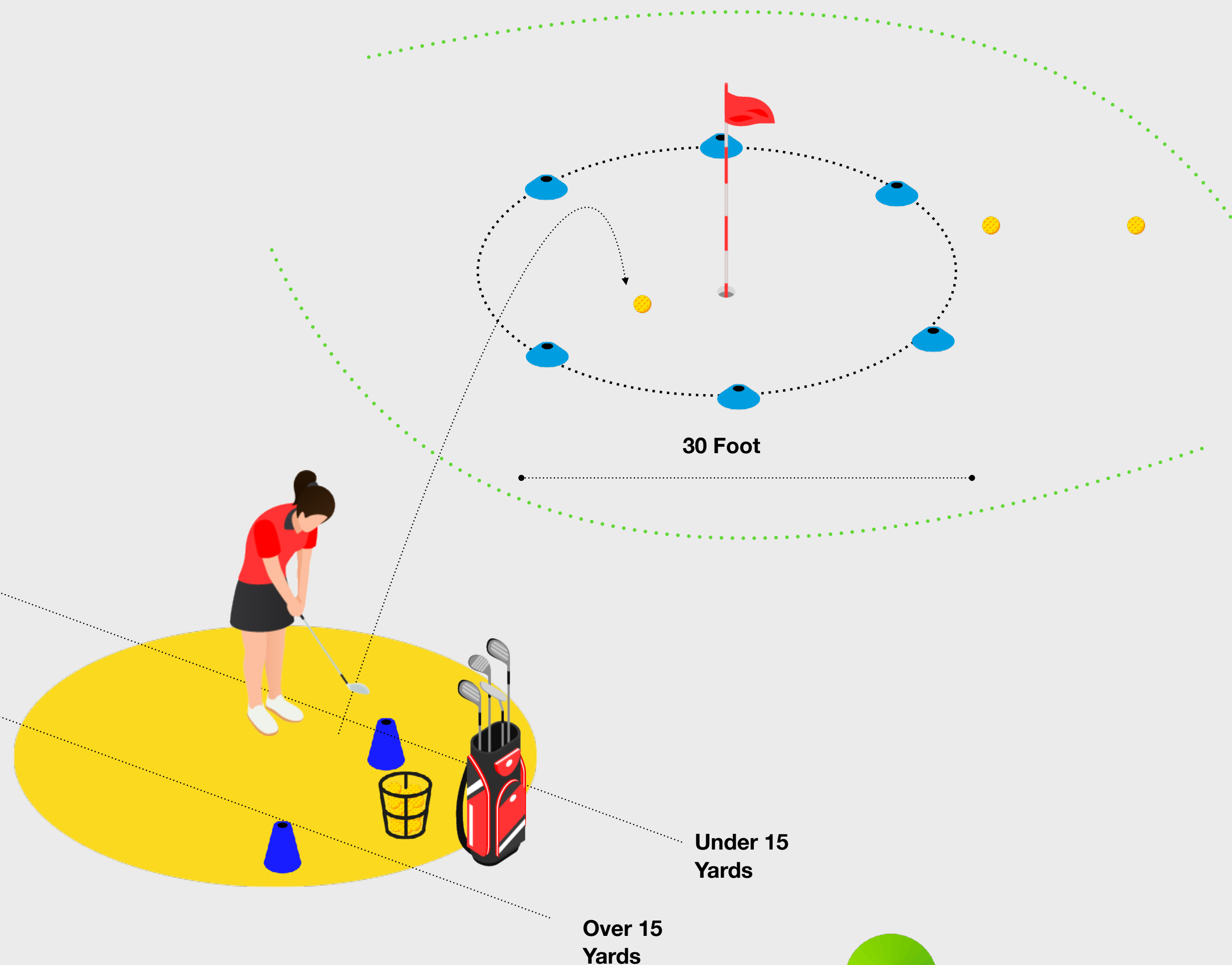


**Station 5:**  
Challenge Station



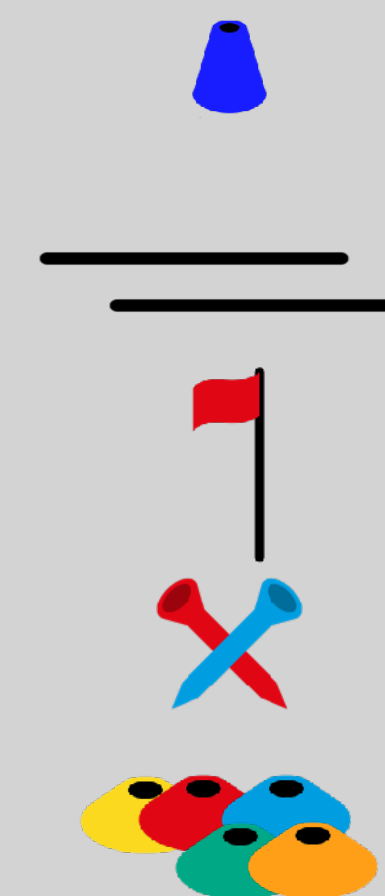


# Bunker Challenge Setup



## 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*

10

## 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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# Angle of Attack



## Equipment Needed

- Wedges

## How to Practice

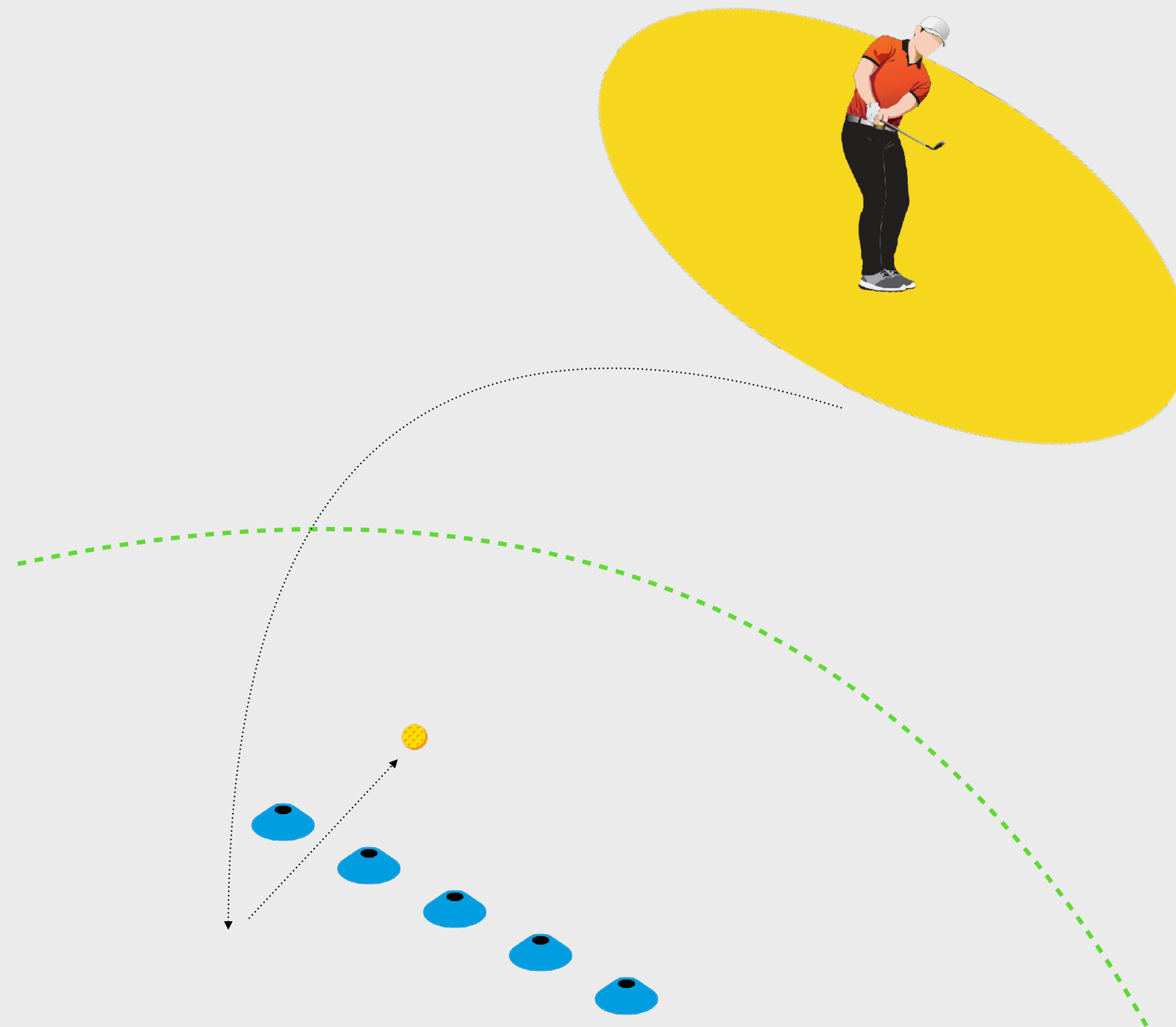
- Ask the student to alter their angle of attack from bunker shots
- Students should experiment with varying the attack angle by steepening and shallowing it and focus on how this change in attack angle affects the balls flight and spin
- Once they have found the optimal attack angle for creating spin they should move on to the next club and see how the flight and spin is affected whilst maintaining the same technique

## Technical Link

- This activity will help the students to understand how to produce a consistent contact, manipulate flight and how to achieve more or less spin through altering the attack angle
- The change in clubs throughout the activity will give the students a greater understanding of how loft can assist in gaining spin



# Quick Sand



## Equipment Needed

- Sand Wedge
- 5 x Cones

## How to Practice

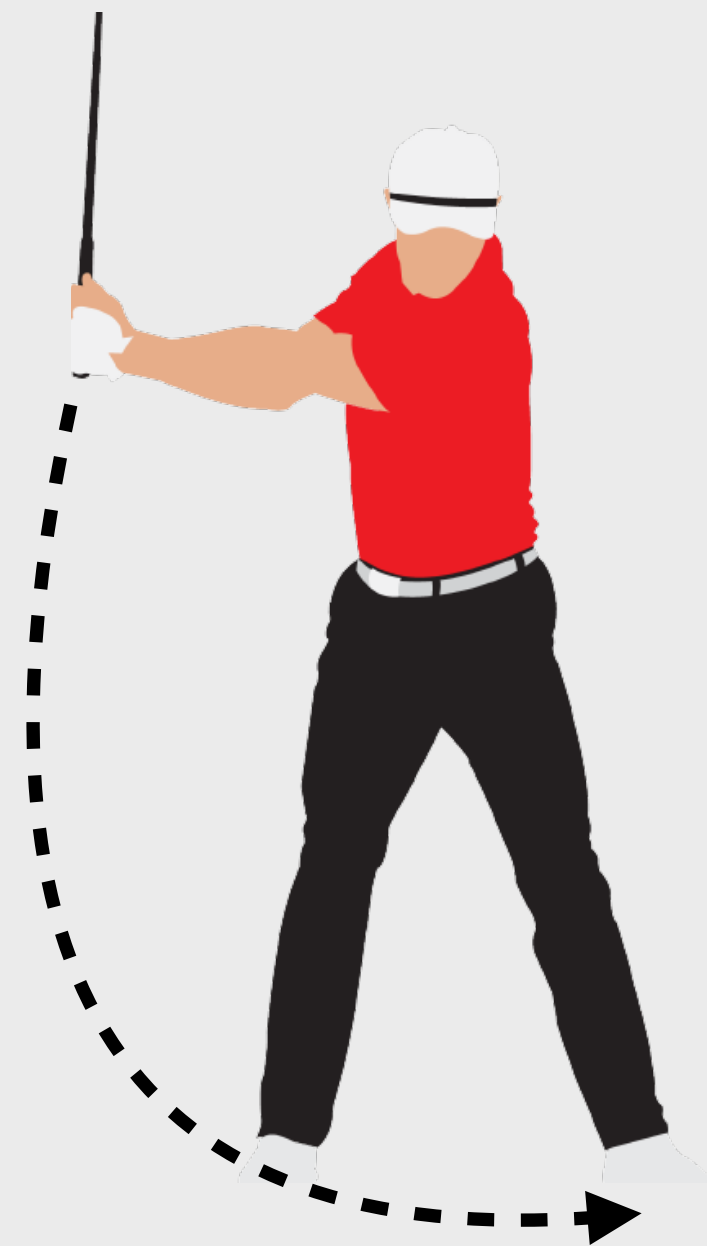
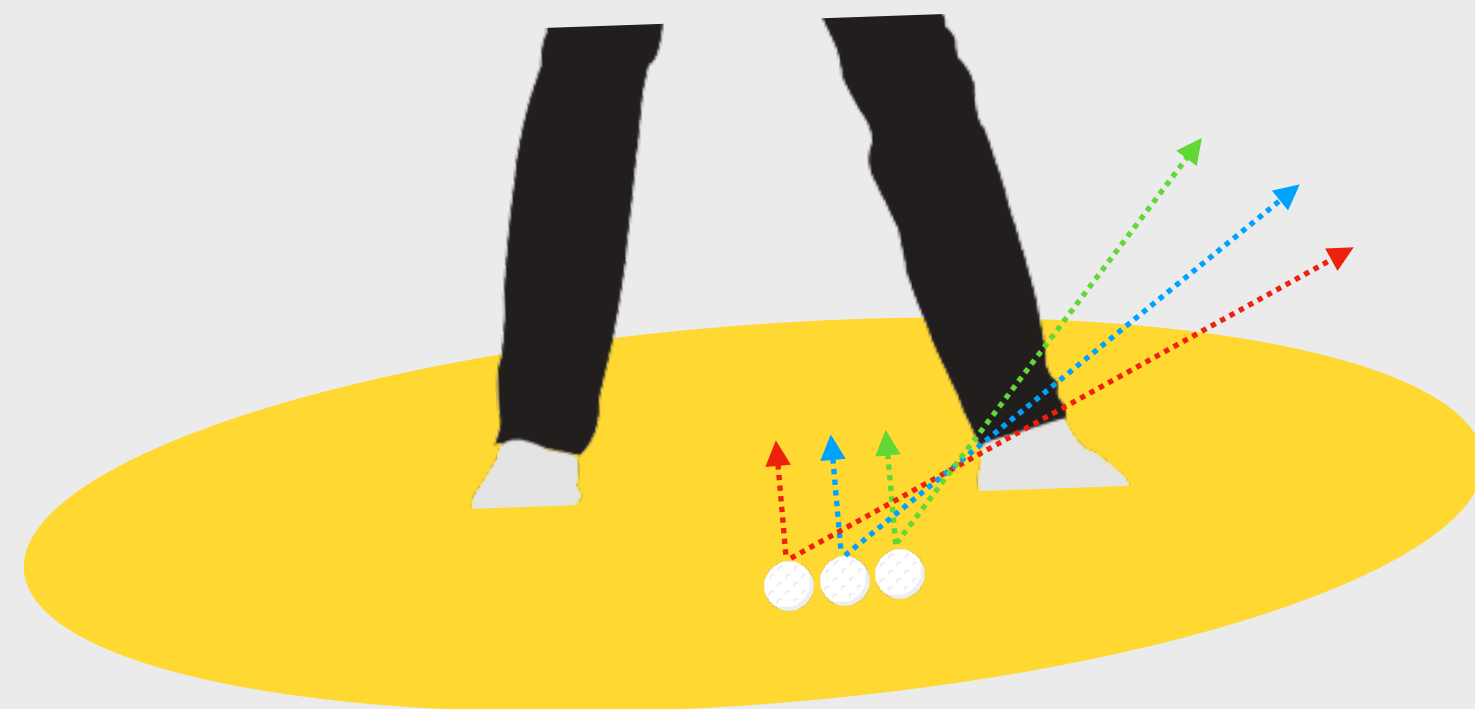
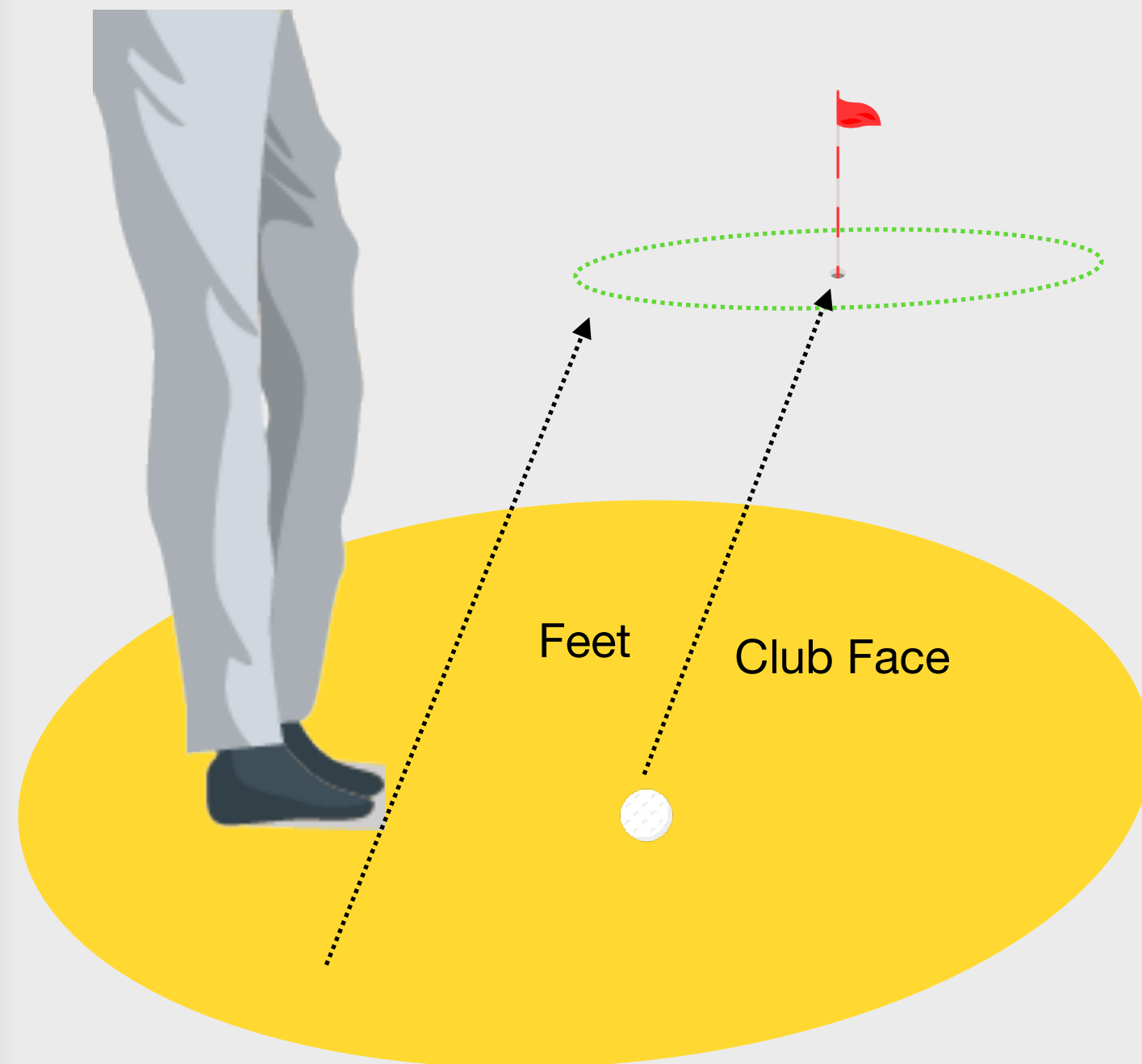
- Position the student in a bunker on the edge of the green
- This activity is all about getting speed through the sand when striking the ball out of the bunker in order to create spin on the ball
- Ensure students experiment with having an open and closed club face when performing this drill to understand the effect this has on spin
- The aim when they are attempting these high speed shots is to produce enough spin to land it after the cone line and spin it back before the cone line

## Technical Link

- A key factor when attempting the bunker shot is to use the body to accelerate through the ball because a halt in momentum can cause digging rather than a glide through the sand
- If speed is applied with an open club face then and the correct set up then spin will be imparted on the ball that can cause it to spin back shorter than it's landing distance



# Sandy Set Up



## Equipment Needed

- Wedge

## How to Practice

- Position several balls in a bunker round the edge of the green
- Ask the student to attempt shots to the pin from the varying lies to experience the effect they have on the bunker shot
- Before each shot the student must go through a five factor set up check list that includes:

- Shaft Lean (Lower Hands)
- Swing Length
- Ball Position
- Face Direction
- Body Alignment

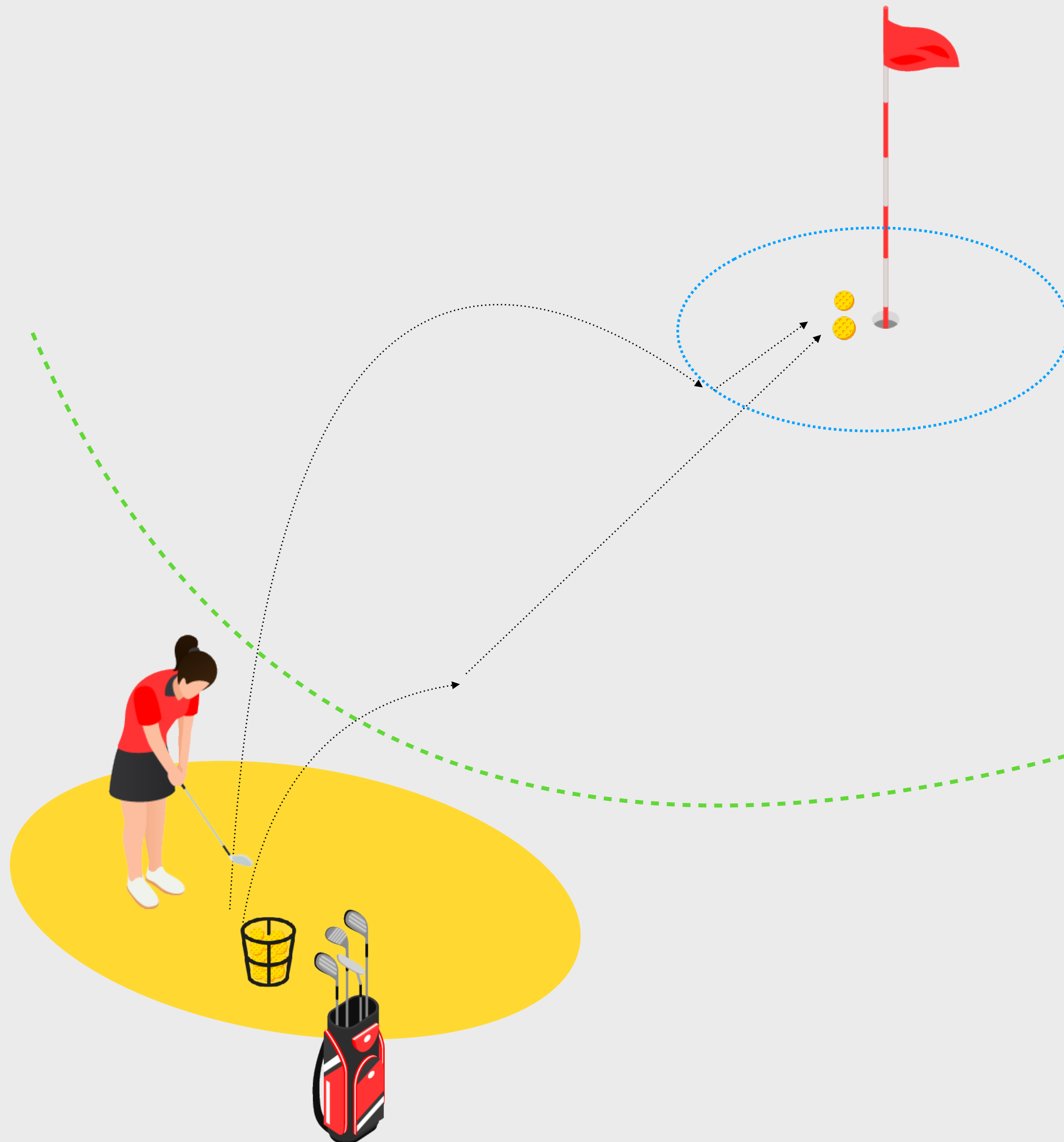
- Technical advice must be provided as to what set up adjustments are required to produce higher/lower trajectory shot and more/less spin

## Technical Link

- This activity will show the student that speciality shots out of a bunker require changes in set up to achieve them successfully and these changes must be explained
- Students should experiment with performing each of the set up changes to the extreme in order to notice the full effects



# Higher or lower... Bunker!



## Equipment Needed

- Wedge
- Hoop or Cones for 6 foot diameter target circle

## How to Play

- Position the student in a bunker on the edge of the green with lots of green to work with
- Demonstrate to the student two different ways to play the bunker shot
  - Shot 1 with a PW at a lower trajectory with increased roll
  - Shot 2 with a SW at a higher trajectory, with less roll and more spin
- Once the demonstration is over they must take it in turns to hit one high and one low shot, with the intention of finishing it in the target circle
- A point is awarded each time the ball finishes in the target circle

## Technical Link

- Outline to the students the benefits of both shots and specifically where each shot would be used on the course
- Explain to the student the potential risks and likelihood of success with each shot
- This activity will test students ability to hit two types of shot with a degree of accuracy and under pressure



# Scoring Goal Challenges

## Short Game





# Bunker Challenge



## Attempting the Challenge

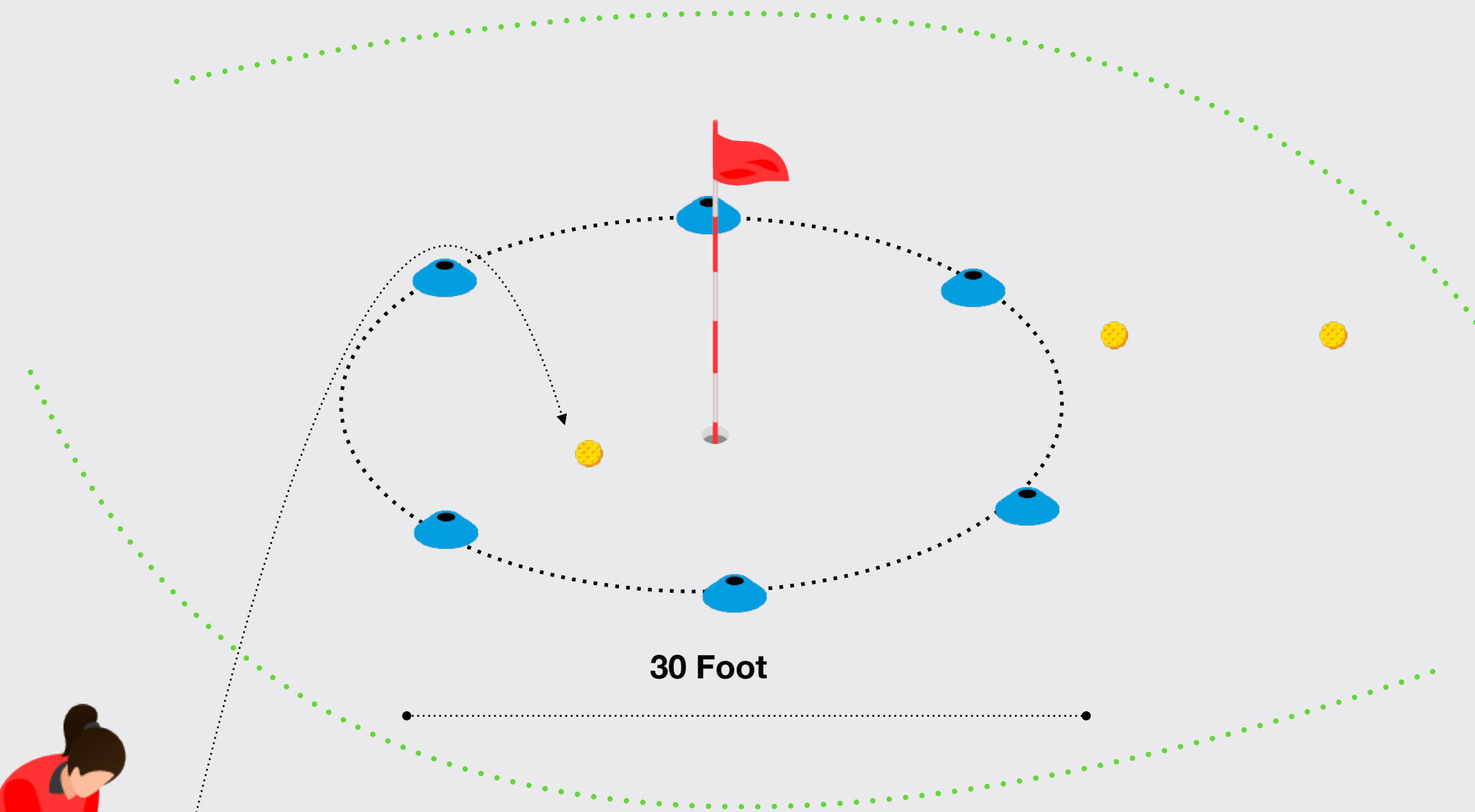
- Hit 10 shots in a random order from each starting position to finish with the target circle.
- Record the result of each attempt on the Challenge Scorecard.
- You can place the ball on each attempt.

## 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

