

# Become a Short Game Wizard Graduate - On the Green in One

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## Basics of Chipping Technique

GRADUATE





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# Class Timetable

4 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>GLF. Connect App</li> <li>Challenge Scorecard</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> </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 challenge</li> </ul>	
		<ul style="list-style-type: none"> <li>Take time after the class has finished to actively connect new students and build relationships.</li> <li>of the next next skills pathway class that require additional help</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> On the Green in One	<b>Skills Pathway Stage:</b> Graduate	<b>Class Focus</b> Basics of Chipping Technique	<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 12 sessions that make up the 'Become a Short Game Wizard' Skills Pathway</li> <li>Outline the specific focus of the Graduate 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>Ball Position and Shaft Position</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>	
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>Ball Position and Shaft Position</li> <li>Attack Angle</li> <li>Strike Point</li> <li>Speed Chipping</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 **chipping technique** to **hit the green in one**. Some of technical content you may want to explore in this first session may include:

- **Improving Contact** - Introduce some basic contact principles which may include:
  - Outline to the student the importance of ground interaction for achieving a solid strike
  - Demonstrate the effect on flight and roll of the ball when good contact is made
  - Explain to the student that by adjusting the ball position they may find it easier to make more consistent contact
  - Explore how attack angle affects contact as well as flight and spin
  - Explore the position of the shaft at address relative to the golf ball and body
  - Explore the position of pressure at address through the feet



**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

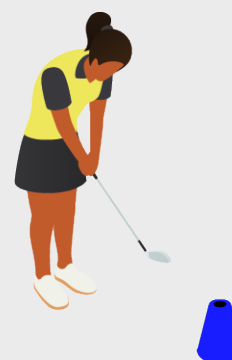
**Station 1:**  
Practice Station  
Ball position and  
Shaft Position



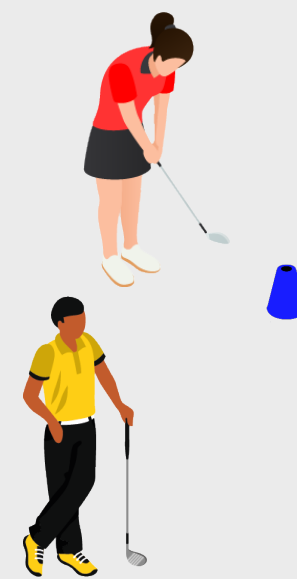
**Station 2:**  
Practice Station  
Attack Angle



**Station 3:**  
Practice Station  
Strike Point



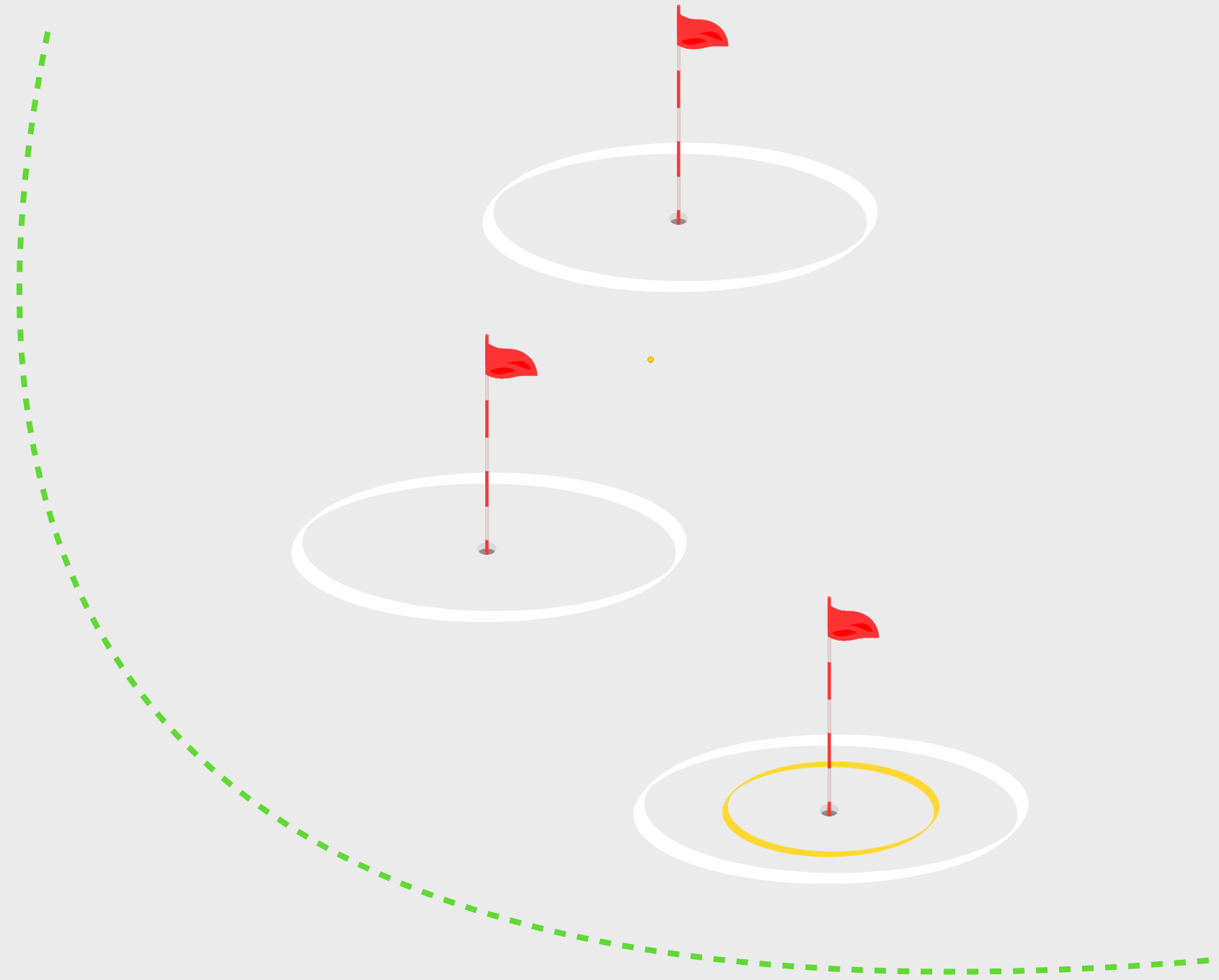
**Station 4:**  
Game Station  
Speed Chipping



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

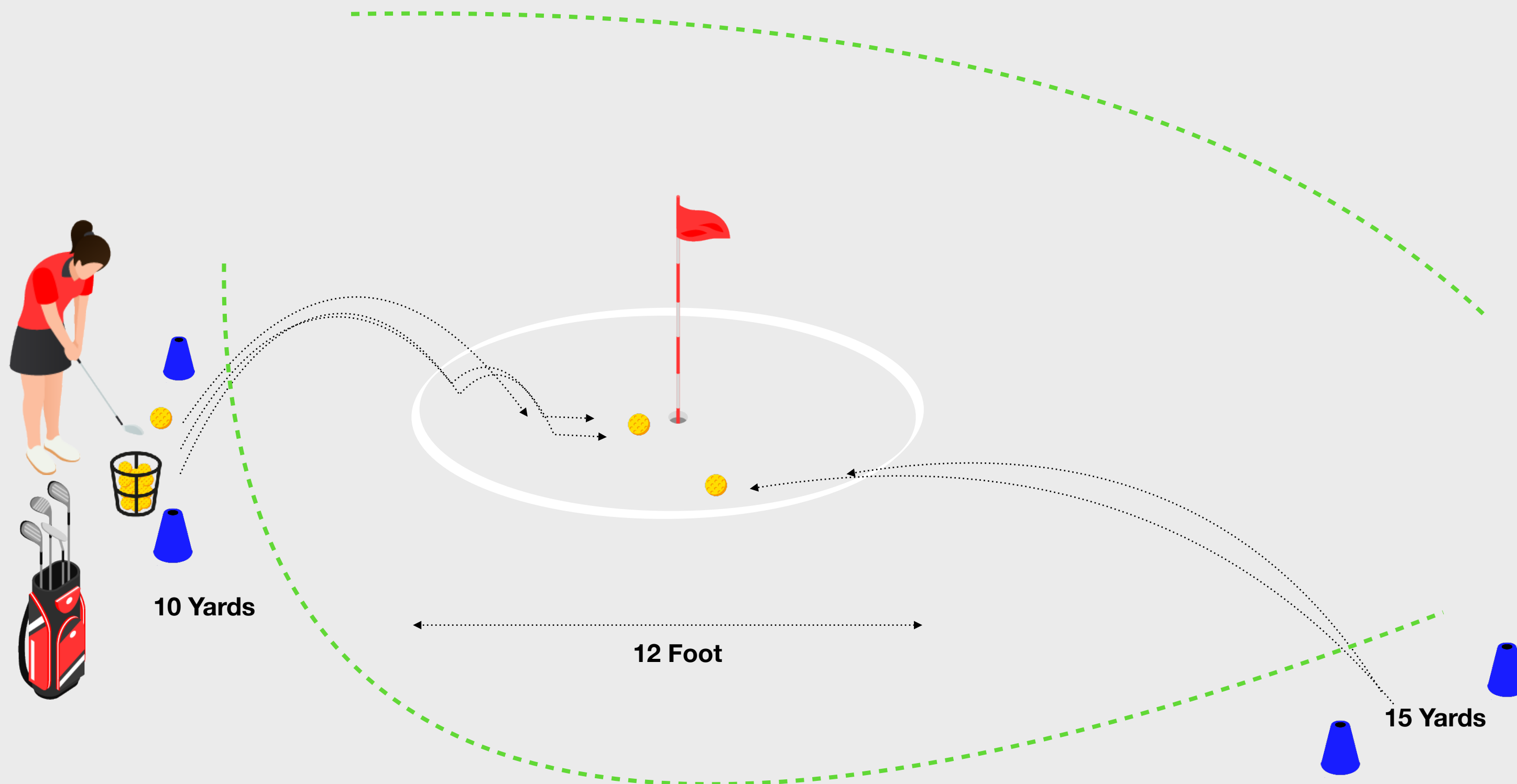


**Station 5:**  
Challenge Station



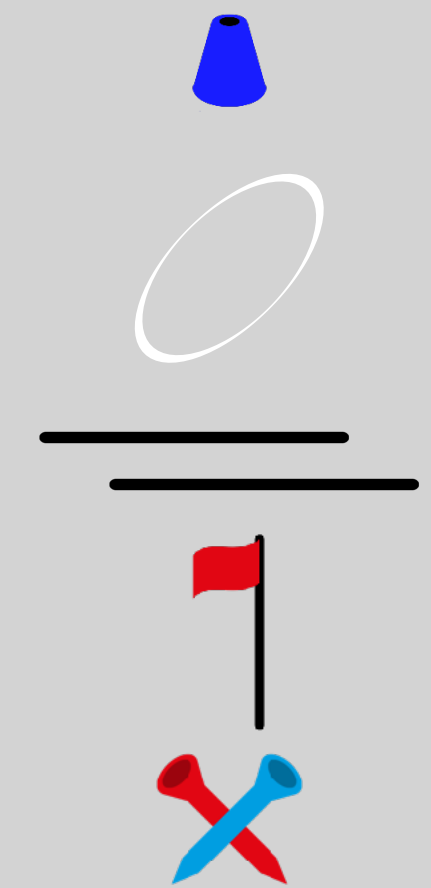


# Chipping Challenge Setup



## 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

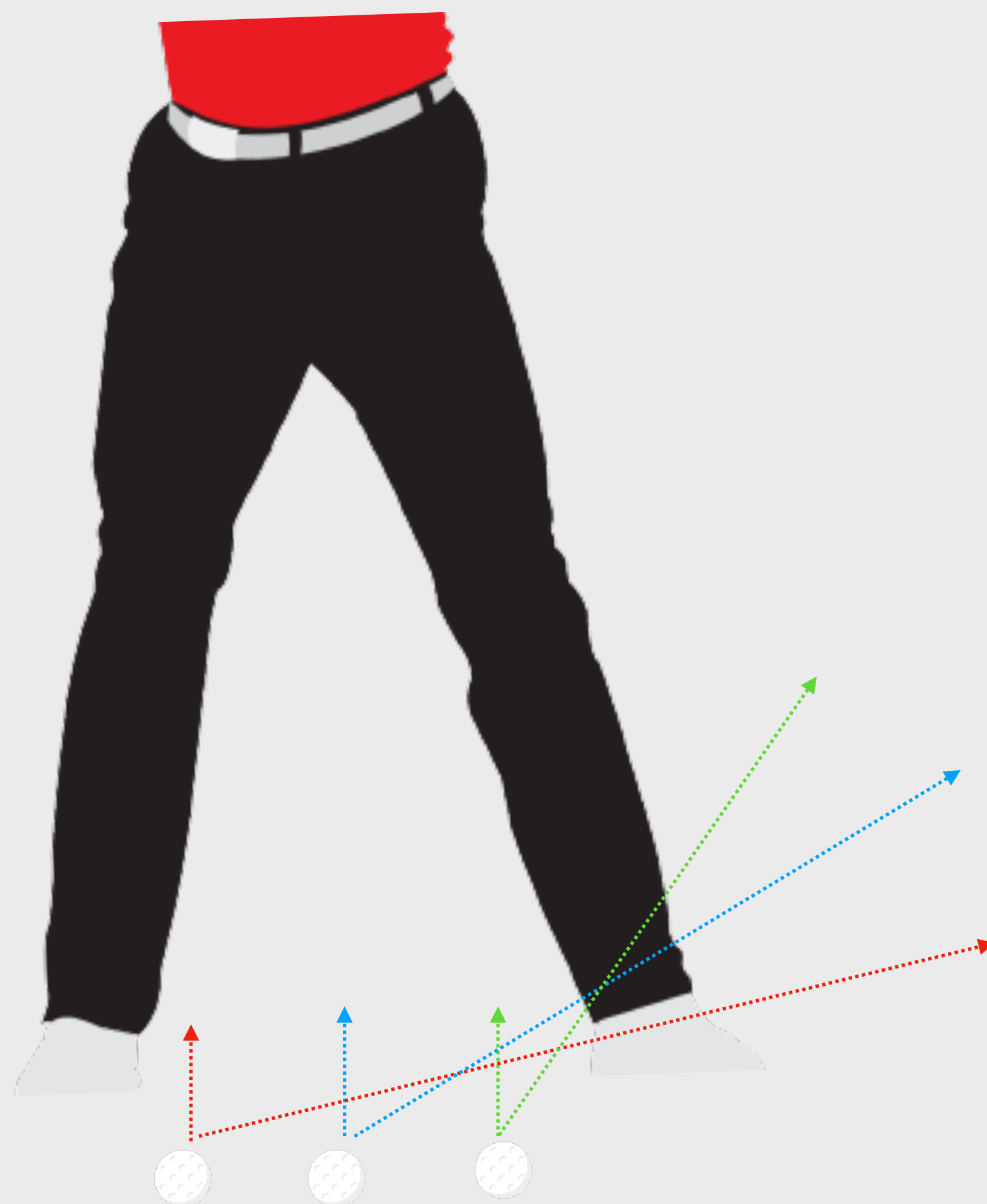
**Technical Link**

- 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

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# Ball Position / Shaft Position



## Equipment Needed

- Wedge
- Marker Cone

## How to Practice

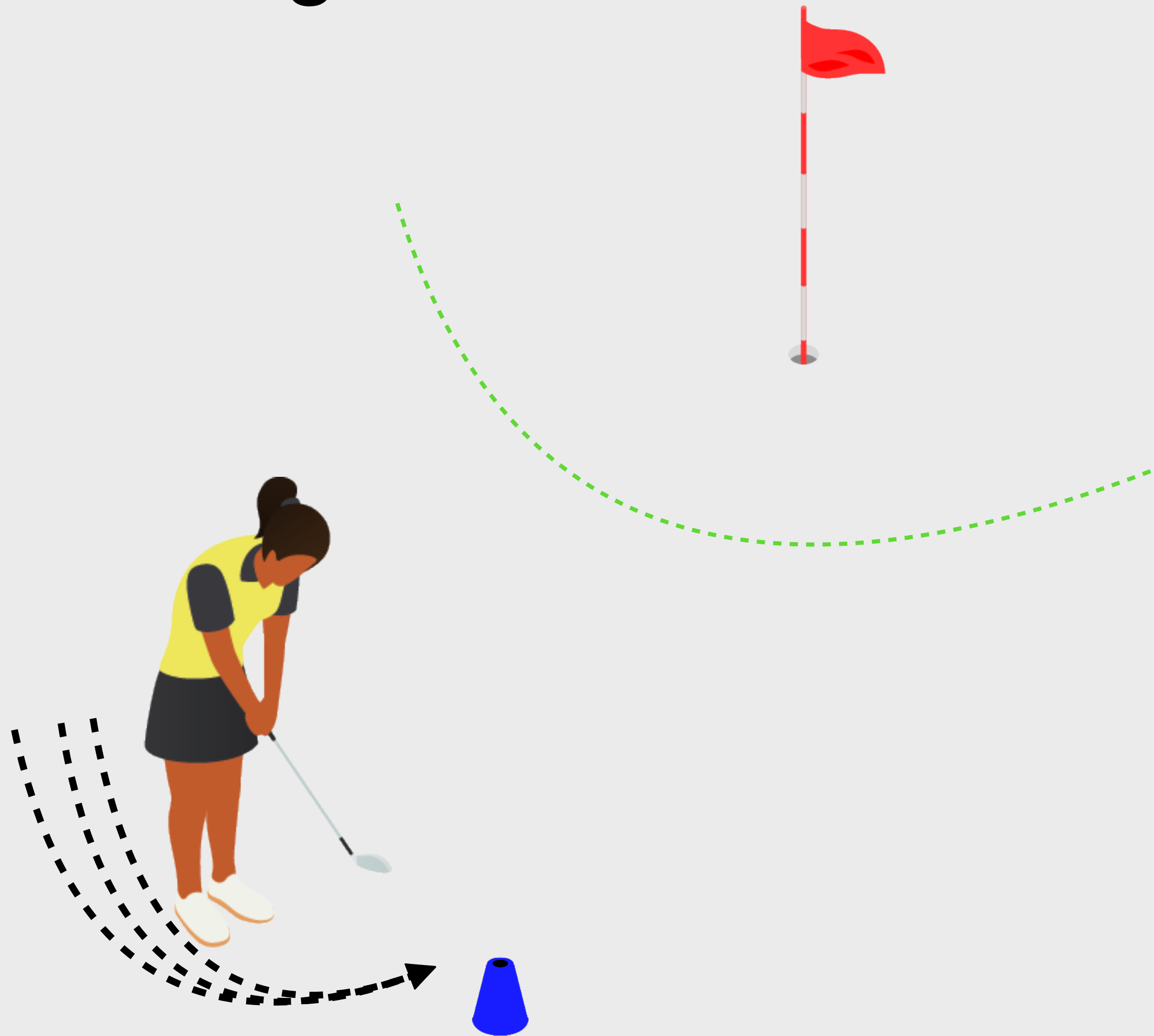
- Ask the students to chip balls from around 5 yards away from the green
- Students should vary the ball position at set up from the back of their stance to the centre of their stance and finally move towards the front of their stance
- Allow the students to see how changing the ball position can affect the initial trajectory and strike of their chip shot
- After exploring ball position, the students should keep the 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



# Attack Angle



## Equipment Needed

- Wedge
- Marker Cone

## How to Practice

- Set up the student 5 yards away from the green and aimed towards a pin
- Ask the student to practice altering their angle of attack with chip shots
- They should vary the attack angle by steepening and shallowing
- Ask them to explore how this change in angle of attack affects the contact, ball flight and spin

## Technical Link

- This activity will help the students to understand the best method to achieving a consistent contact and flight through altering their attack angle
- This activity will also help the students to understand how the attack angle can affect the flight and spin of chip shots when struck well



# Strike Point



## Equipment Needed

- 1 Alignment stick
- Wedge
- Marker Cone

## How to Practice

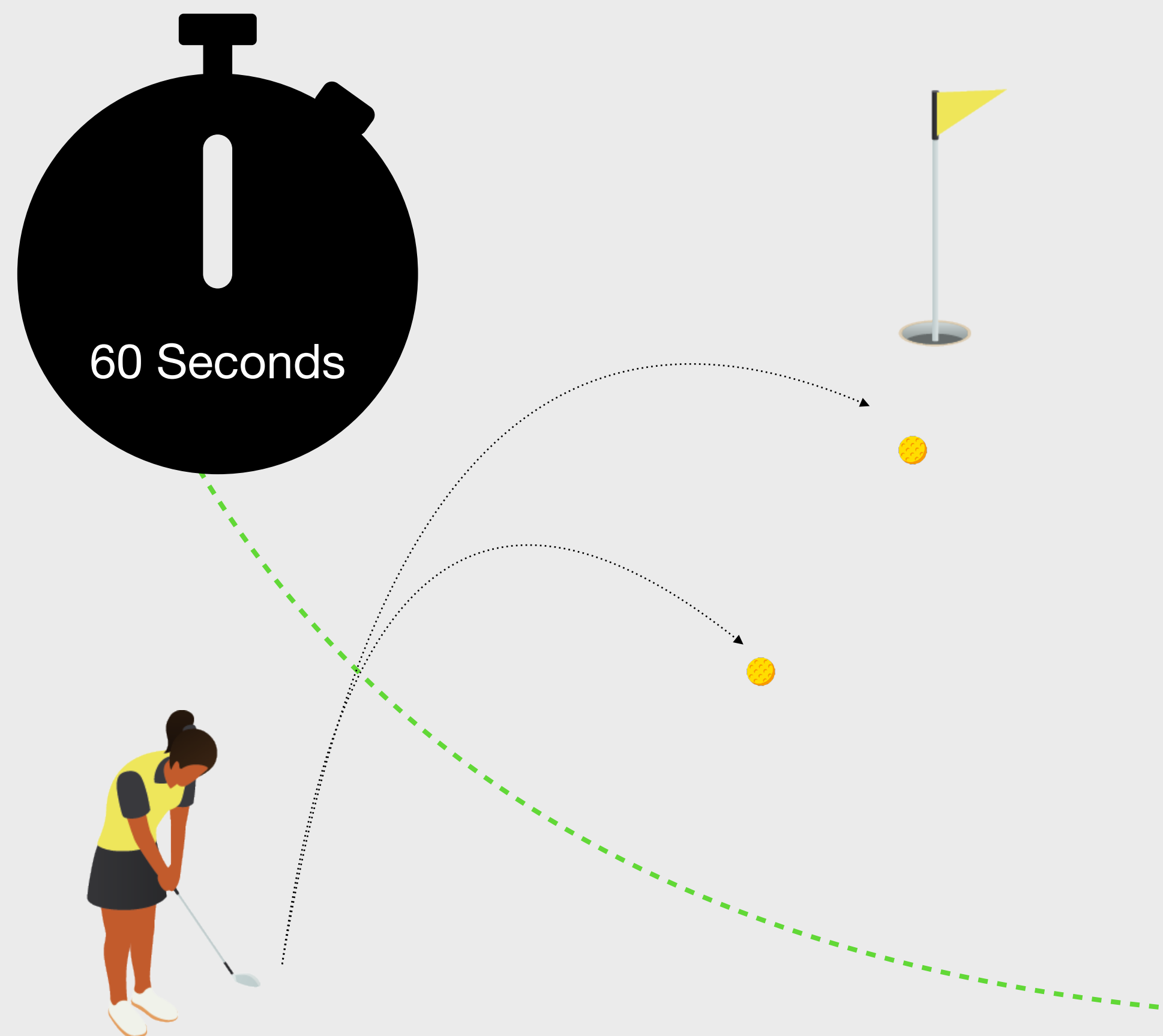
- The alignment stick should be placed opposite the centre of the students stance to provide some feedback as to where they brush the ground when chipping
- The student should take a couple of practice swings, adjusting their stroke if they do not brush the ground opposite where the alignment stick is placed
- Once they have completed a couple of practice swings, place a ball in the same place and ask them to repeat the action in order to get a good strike
- Tell them to not worry about aiming at a target, encourage them to practice getting as many good contacts in a row as possible

## Technical Link

- This activity will help the student to understand how to get a good contact and visually highlight when they do not
- This activity will help students to acknowledge how the ball flies and how far it rolls depending on the contact, which will improve their control



# Speed Chipping



## Equipment Needed

- Wedge
- Timer

## How to Play

- Set up by spreading up to 30 balls around the green at varying distances ranging from edge of the green to 20 yards away
- Start a timer for 60 seconds and ask the student to hit as many balls as possible onto the green
- After 60 seconds ask the student to count all the balls on the green
- Game can be played individually or in pairs
- The winner is the student with the most balls on the green

## Technical Link

- This game is designed for the students to play under pressure whilst creating a fun and competitive atmosphere
- The key technical focus should be on getting good contact because accuracy and distance control are less important when just trying to get it onto the green



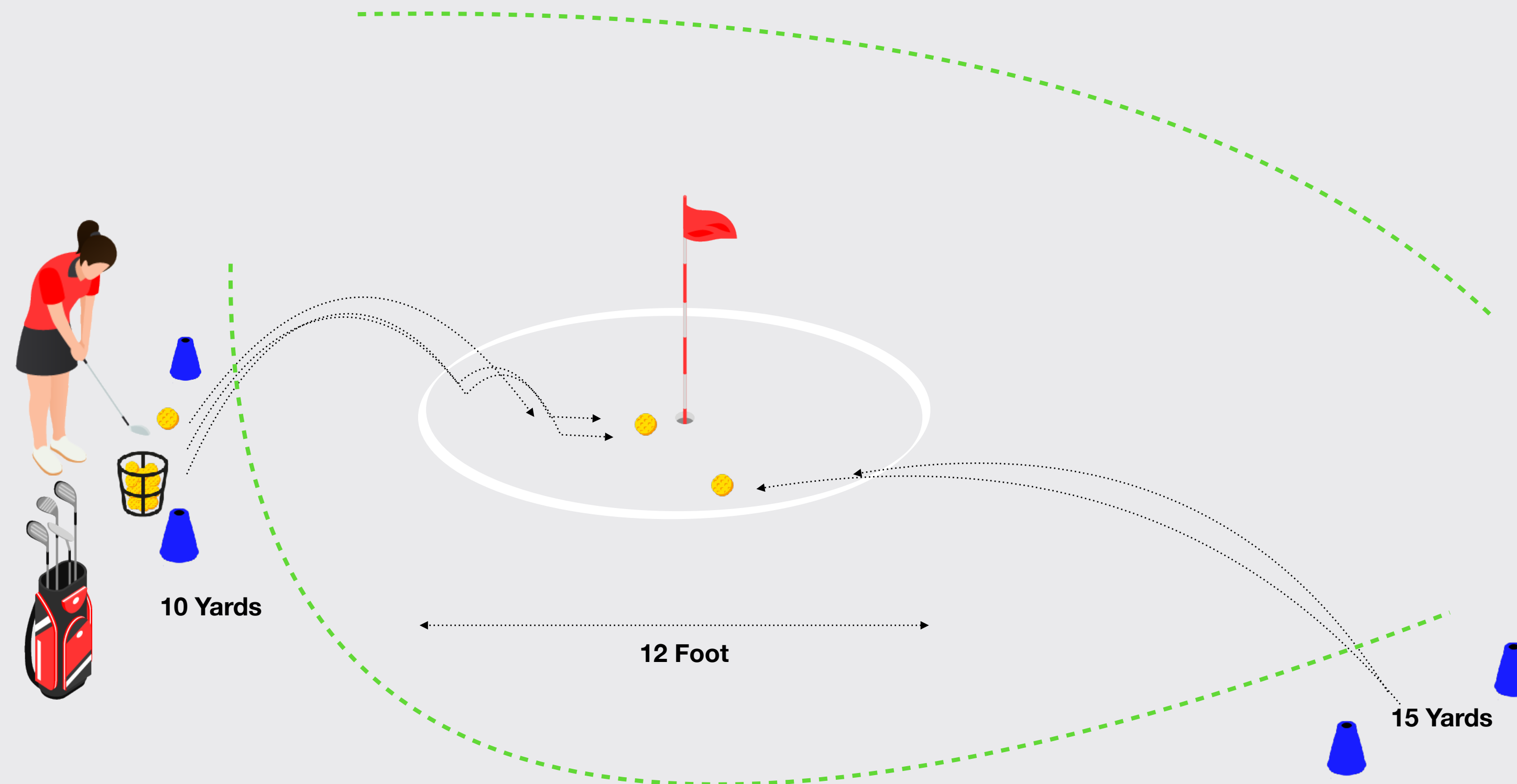
# Scoring Goal Challenges

## 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