

Practice Club *Short Game - Chipping*

# Practice Club

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# Short Game Chipping



**ORBISgolf™**

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# Class Timetable

4 Practice Club Swing - Long Approach Shots

## Class Timetable

Session Length: 60mins    Group Size: 1:12    Skill Focus: Swing - Long Approach Shots    Technical Focus: Using Fairway, Hybrids and Long Irons for longer distance approach shots    Scoring Goal Challenge: Fairway Wood Challenge

Time	Focus	Class Content	Games / Drills / Res
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 skill focus of the session and give a broad content overview of what will be covered</li> <li>Explain how to attempt the Practice Games and Stations</li> <li>Briefly explain how to attempt the Scoring Goal Challenge</li> <li>Instruct students to rotate around the stations</li> </ul>	<ul style="list-style-type: none"> <li>Fairway Wood Attack Ang</li> <li>Yardage Finder</li> <li>Through the Gate</li> <li>Cluster Up</li> <li>Fairway Wood Challenge</li> </ul>
45 mins	Practice Stations Game Stations Independent Practice Scoring Goal Challenge	<ul style="list-style-type: none"> <li>Students time to attempt the Practice Stations, Game Stations and Scoring Goal Challenge</li> <li>Opportunity to provide private coaching on Practice Stations and Free Practice Station</li> <li>Stations can be attempted individually or in pairs depending on the size of class</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> <li>Challenge Scorecard</li> </ul>
5 mins	Final Thoughts 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>
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 additional program opportunities including other Skills Pathway Programs.</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 Timetable

**Session Length:**  
60mins

**Group Size:**  
1:12

**Skill Focus:**  
Short Game - Chipping

**Technical Focus:**  
Chipping from the edge of the green

**Scoring Goal Challenge:**  
Chipping Challenge

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>
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5 mins	Final Thoughts 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>
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# Layout and Setup

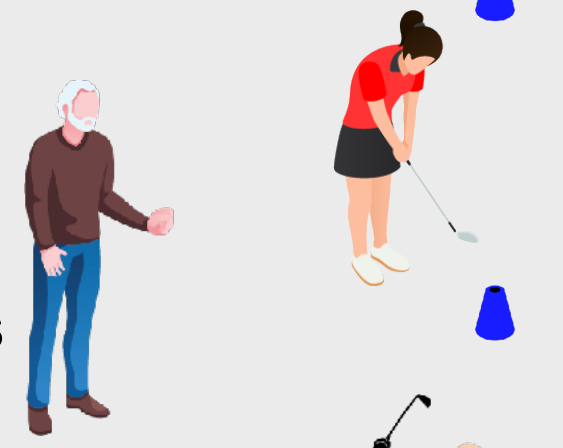


# Practice Club Class Layout and Setup

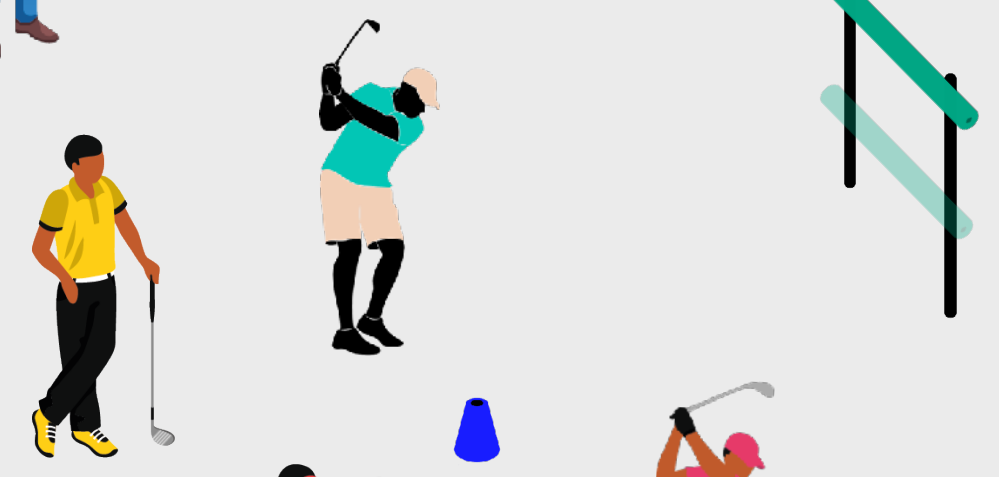
**Station 1:**  
Practice Station  
Chip Control



**Station 2:**  
Practice Station  
Using Different Clubs



**Station 3:**  
Game Station  
Hurdles



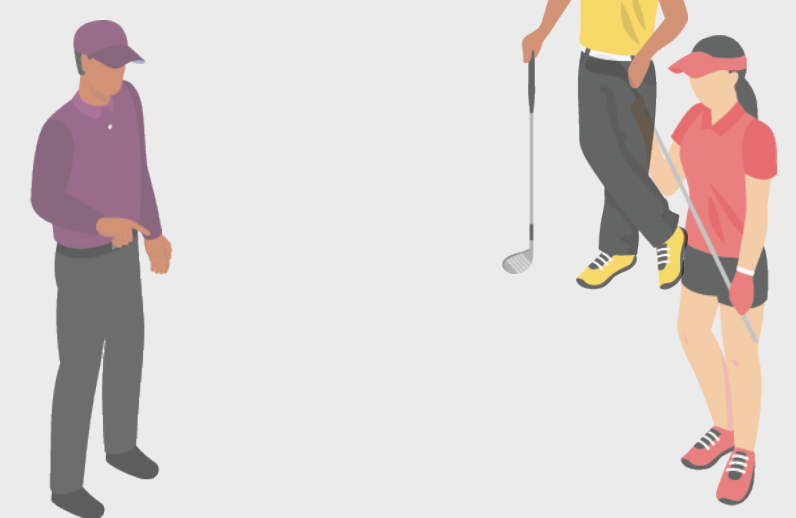
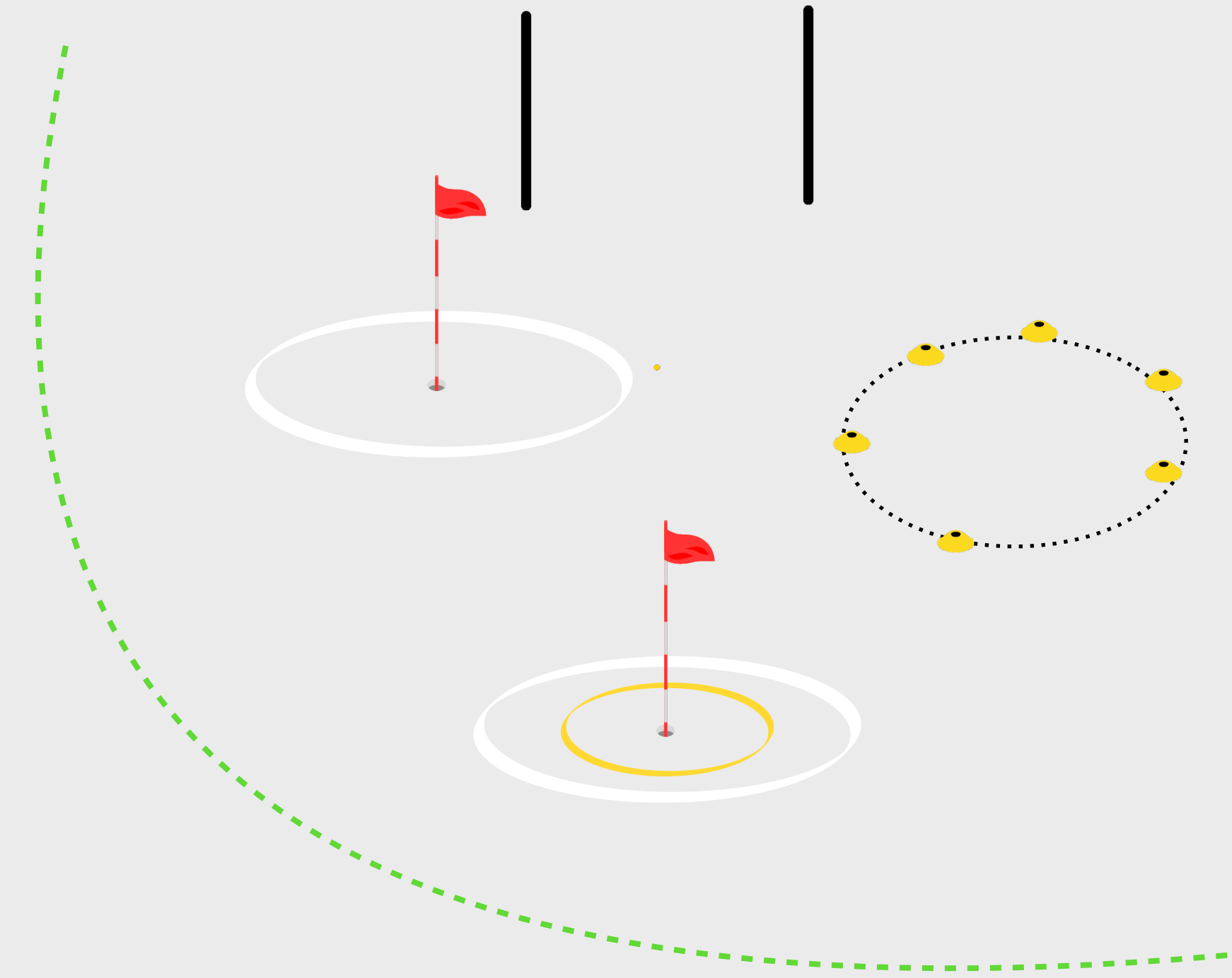
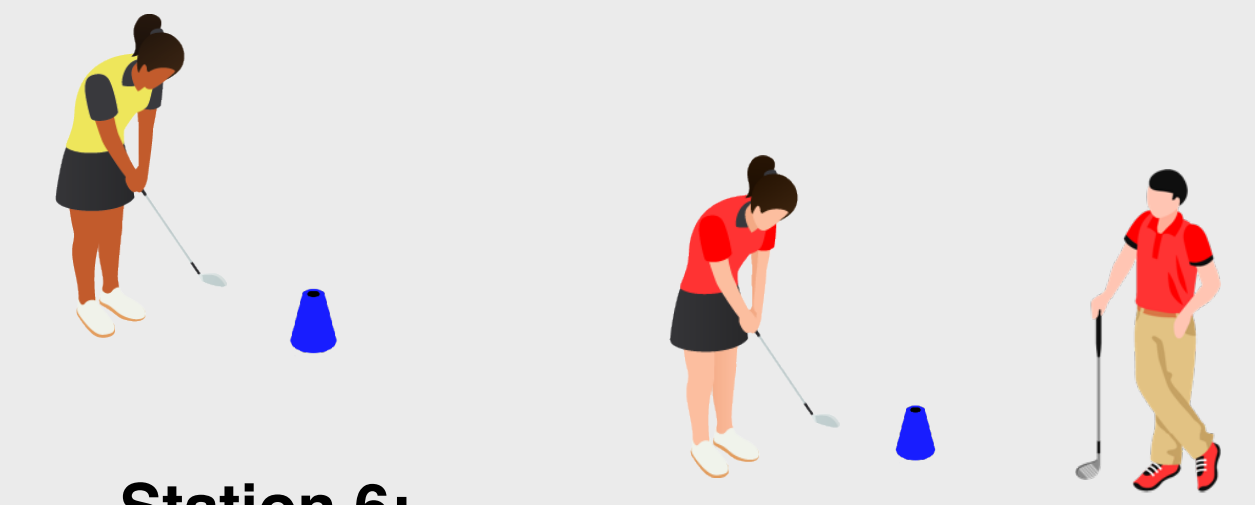
**Station 4:**  
Game Station  
Naughts and Crosses



**Station 5:**  
Challenge Station



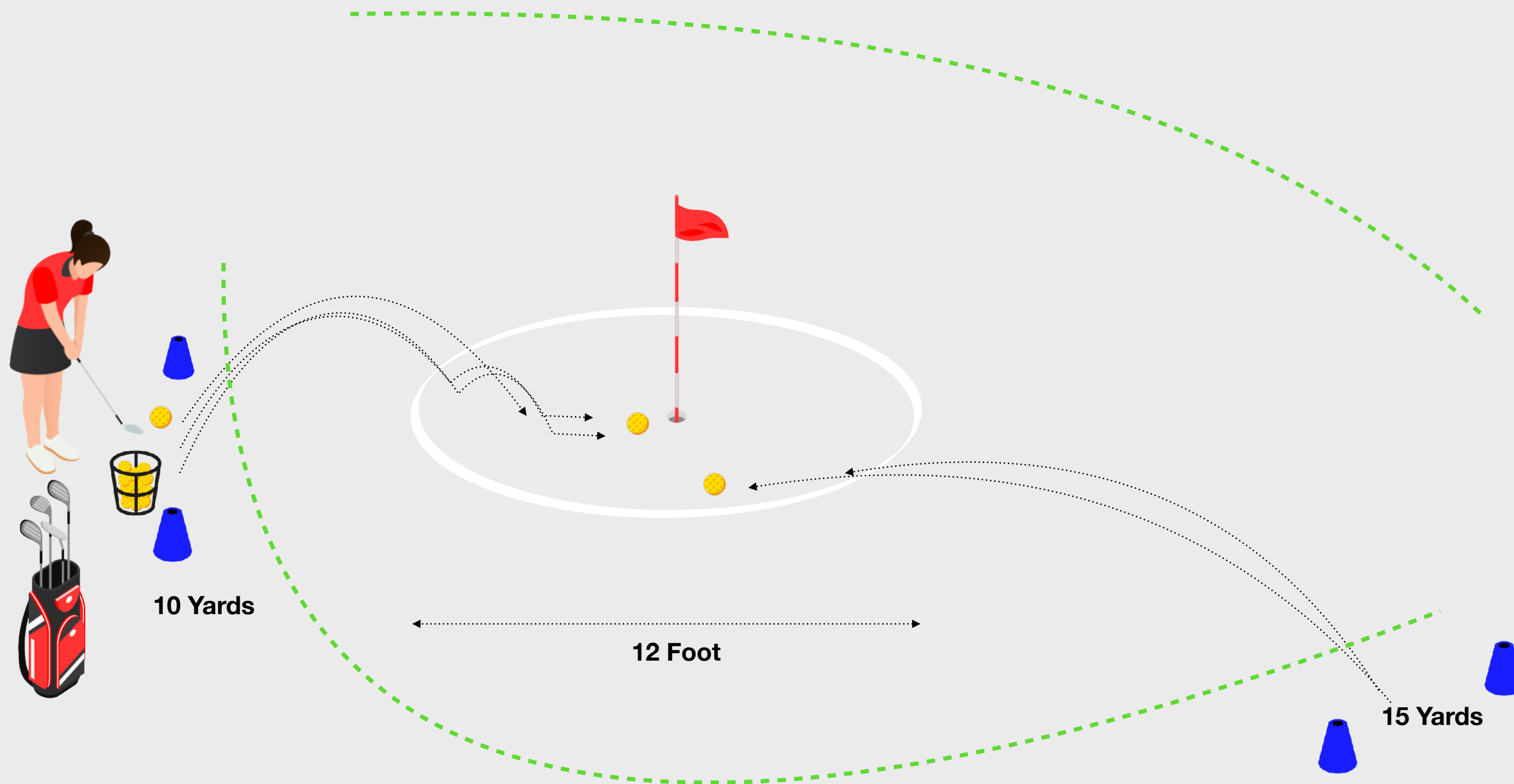
**Station 6:**  
Free Practice Station



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

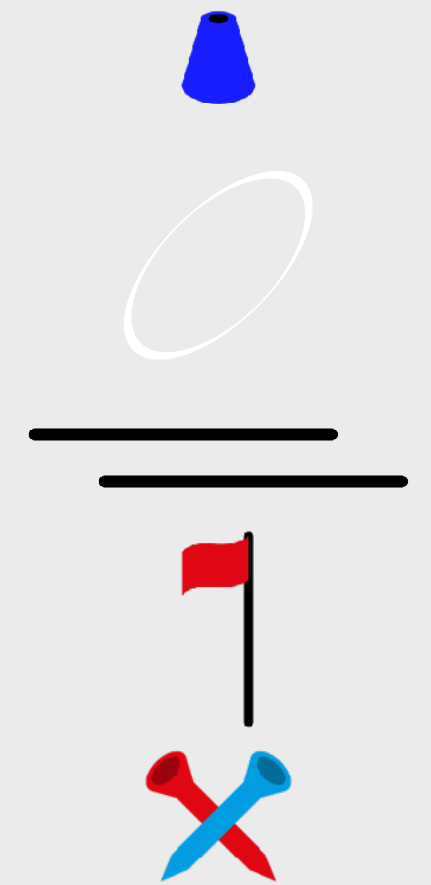


# Chipping Challenge Setup



## 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

9

Practice Club Swing - Tee Shots

## Down the Tunnel

**Equipment Needed**

- Tees
- Driver
- Alignment Sticks

**How to Practice**

- Students should place an alignment stick on the ball to target approximately 5-10 yards ahead of where the ball is tee'd
- The student will then have a better perspective of what a line is from their address position
- The student then place an alignment stick either side of the at a safe distance away parallel to the ball to target line
- The student should experiment with what it feels like to get head travelling through the alignment stick tunnel
- The student should then alter the alignment sticks so they right of the target, but parallel to one another
- The student should experiment with getting the club to travel the alignment sticks and see the resulting ball flights

**Technical Link**

- This activity will help the student to understand how the direction of the club head through impact effects the trajectory of the ball



# Chip Control



## Equipment Needed

- 5x Marker Cones
- 2x Alignment Sticks

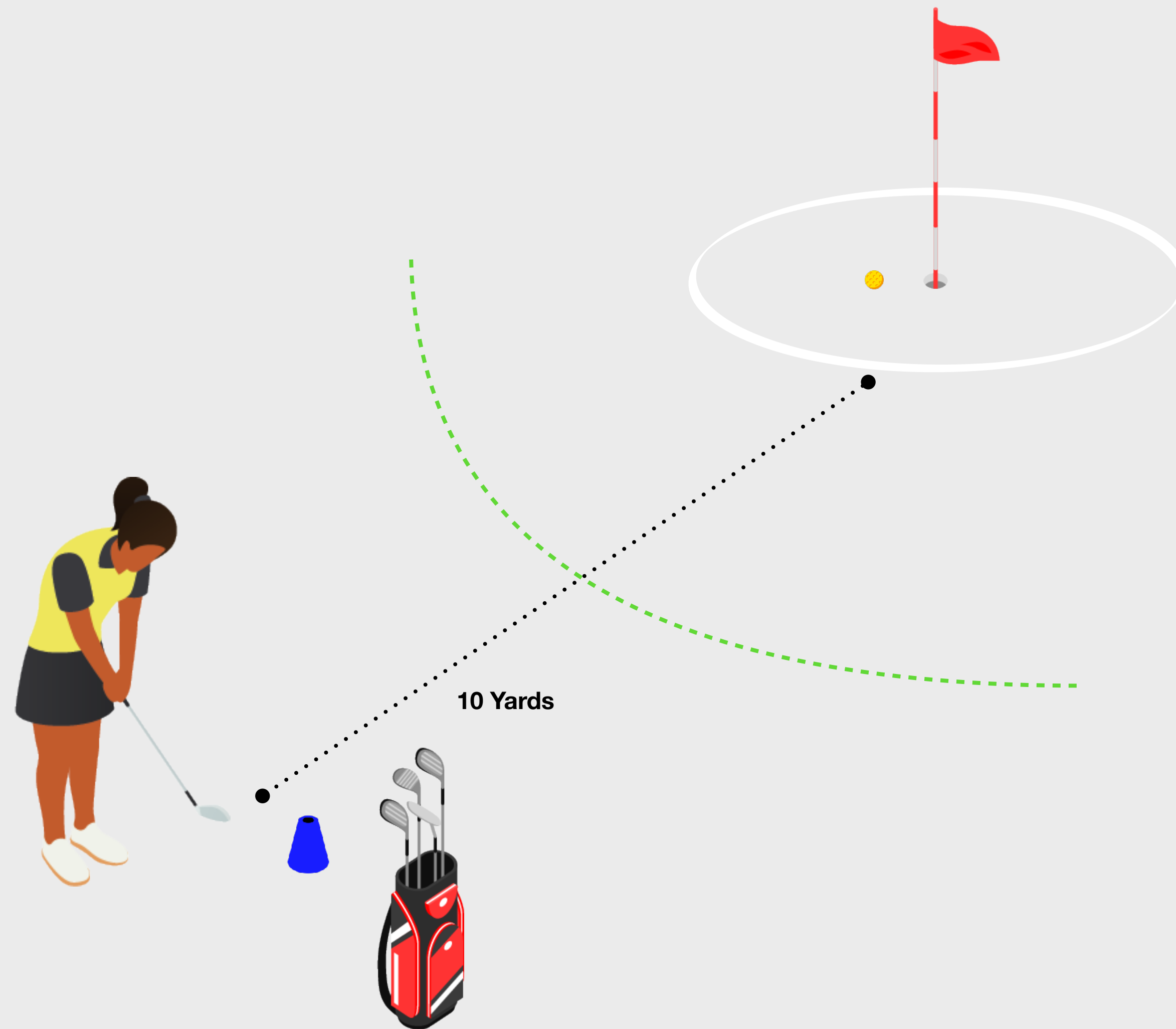
## How to Practice

- Position the student on the edge of the green with lots of green to work with
- Place 2 alignment sticks on the green marking out an area 7 yards long
- Using cones mark out in a line 3-15 yards in 3 yard increments
- The student must attempt a chip shot from the nearest distance marker first and try to land it past the first alignment stick, but finish short of the second alignment stick
- If they are successful in doing this, they can move on to the next marker and attempt the same task, but if they miss they must return to the start

## Technical Link

- This activity will help the student to understand how to control the landing zone of their shots and the roll
- The consequence of having to return to the start should add pressure to the practice and increase students focus each shot

# Using Different Clubs



## Equipment Needed

- Wedges, 9 Iron and 7 Iron
- 12 Foot Diameter Hoop / Cones
- Marker Cone

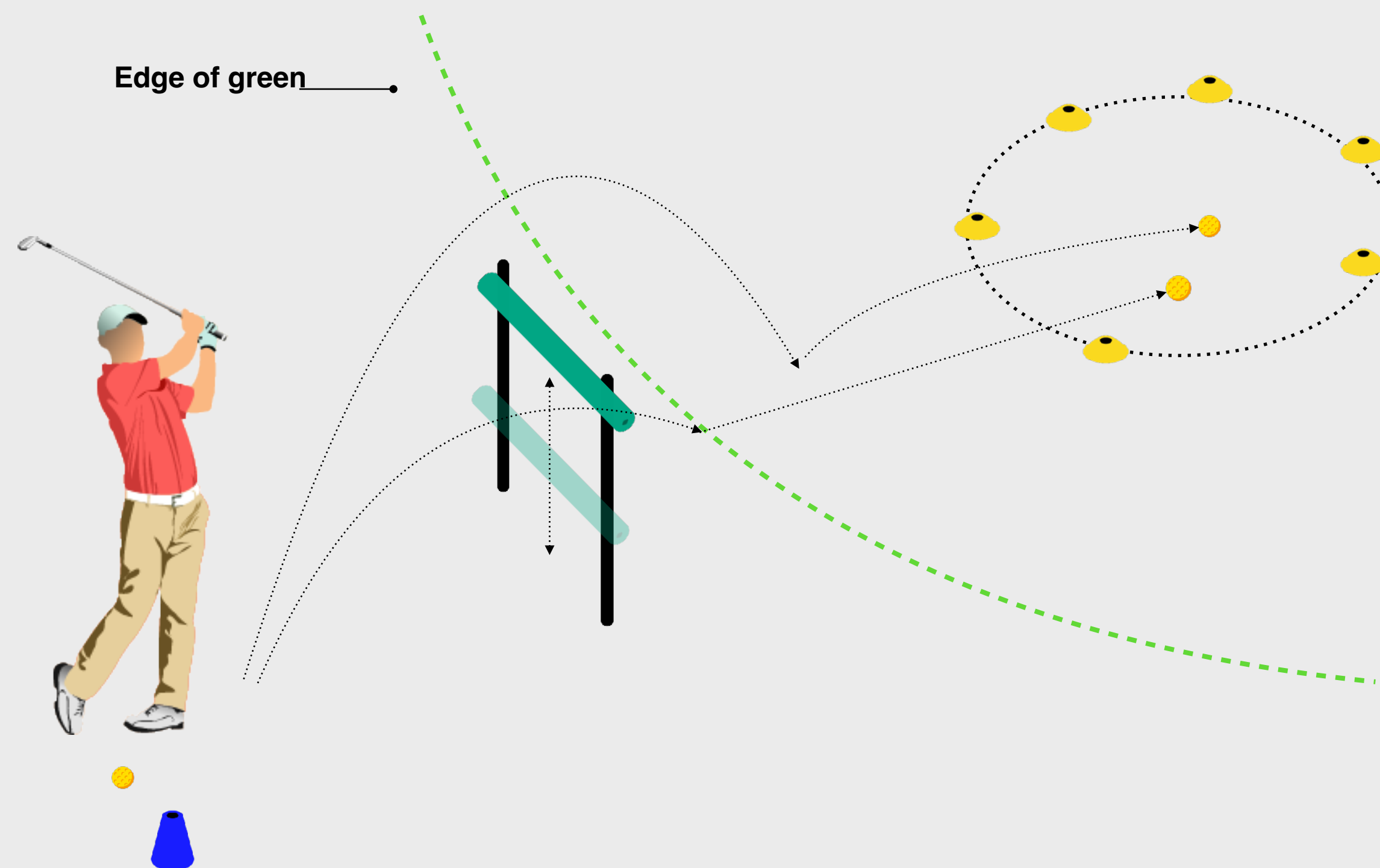
## How to Practice

- Set up the student 10 yards away from the hole on the edge of the green
- Students start by hitting a few chips with a wedge, aiming towards the target circle and attempting to replicate the same stroke
- After this ask them to recreate the same stroke, but using different clubs to learn how the ball flight and roll is affected by the different lofts of the clubs
- The students should progress to being able to alternate clubs between each shot
- Highlight how distance is affected by the loft and suggest appropriate shot scenarios for each club

## Technical Link

- This activity will help students understand how a lower lofted club will produce a lower ball flight and cover more distance rolling

# Hurdles



## Equipment Needed

- Alignment sticks
- Noodle to create the hurdles
- 7 Cones to create target circle
- Marker Cone

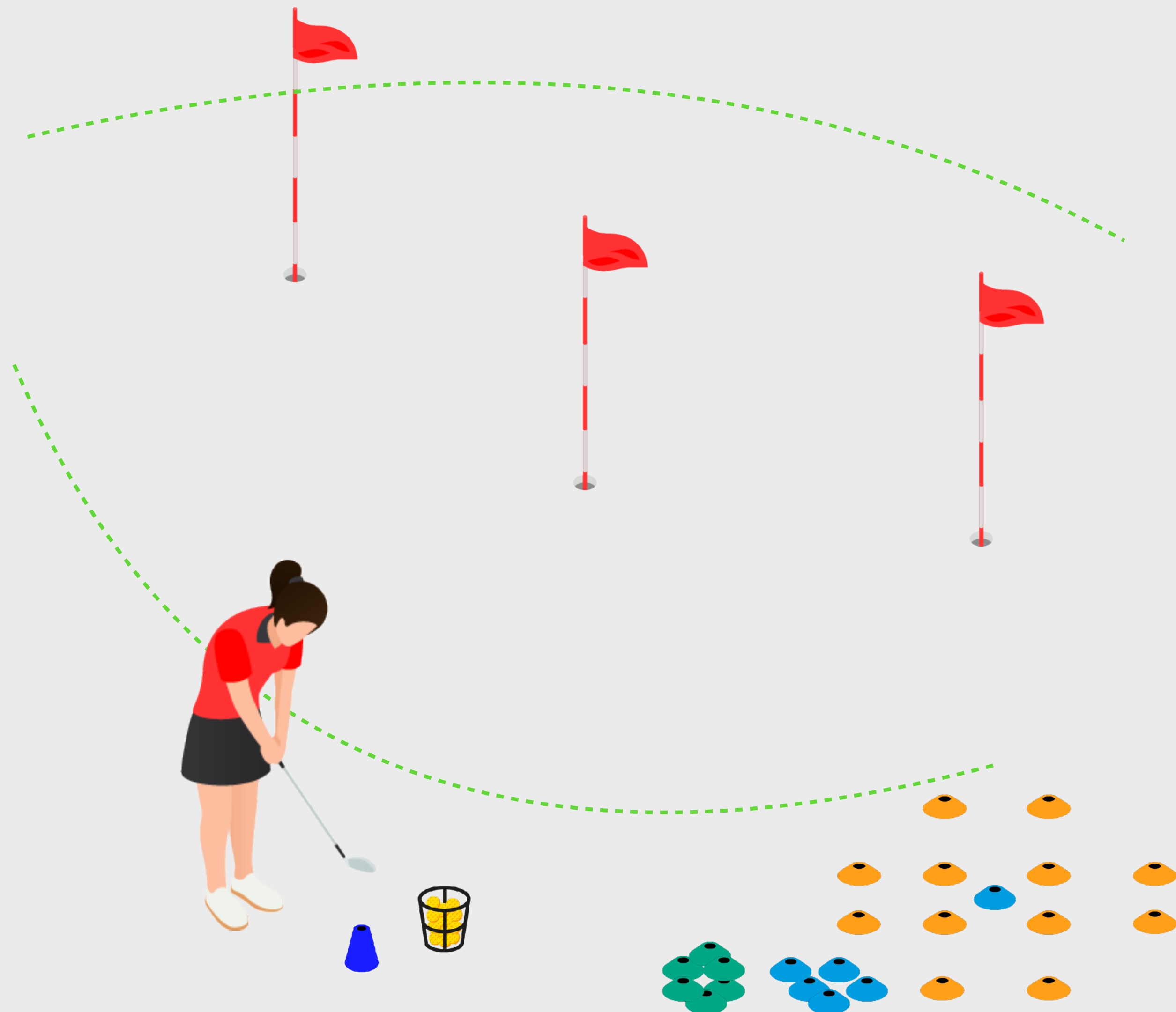
## How to Play

- Place the hurdles 5 feet ahead of the student
- Aim is to chip the ball over or under the crossbar and land in the appropriate place for the ball roll into the circle
- The student receives 10 attempts to chip the ball over or under the hurdle with 2 different clubs over 2 different hurdle heights
- 5 shots with a 8 iron with 30% through the air and 70% rolling
- 5 shots with a SW with 70% through the air and 30% rolling

## Technical Link

- This activity challenges the students ability to hit two types of shot that finish in the same place, but using two opposite trajectories to achieve this

# 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
- Marker Cone

## 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 chip 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

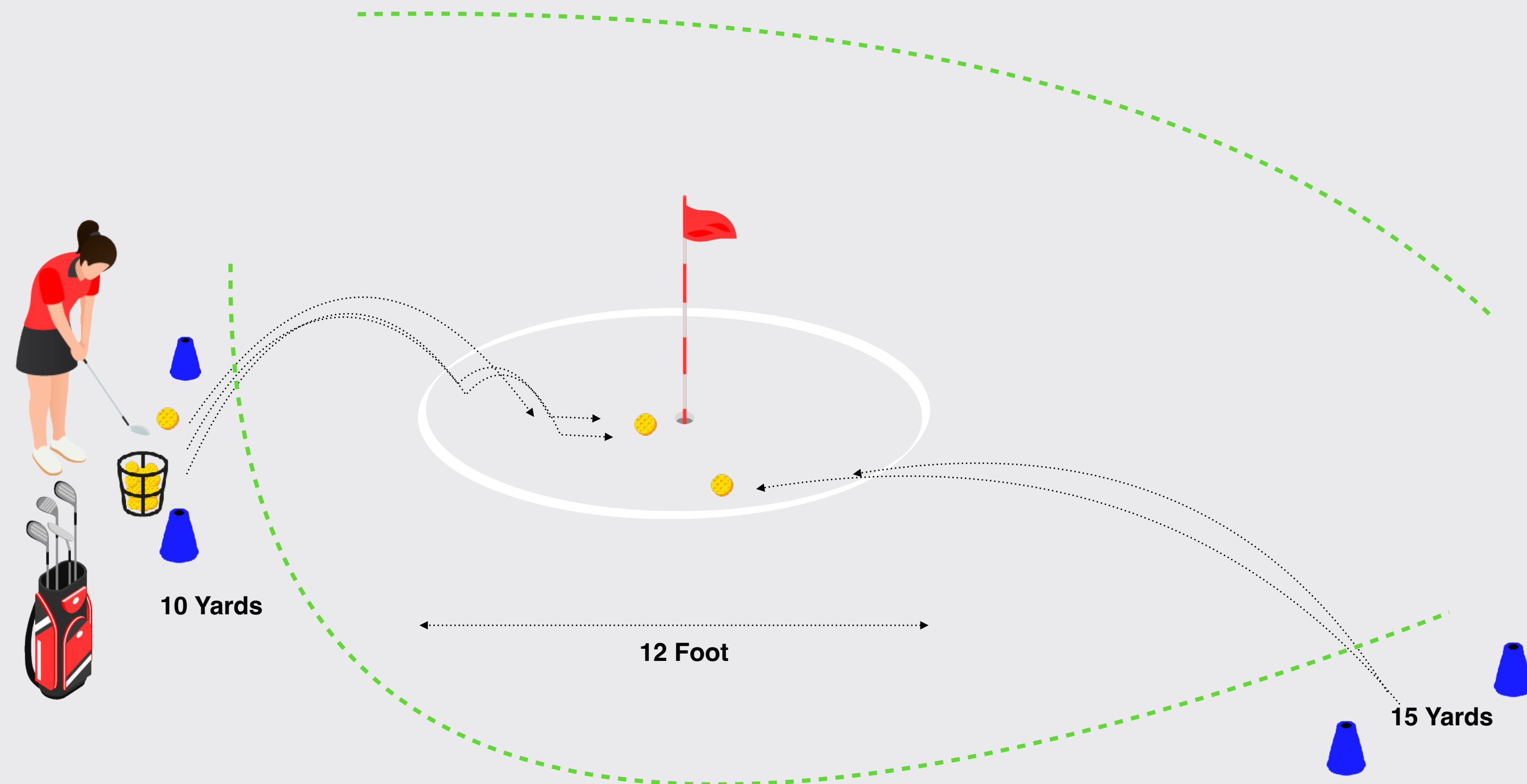
- This game is a fun and competitive way to test the students skills from challenging lies
- By allowing them to choose the club for the shot, it will challenge them to produce accurate shots with a club that may not be optimal and this will help them gain a full understanding of how to adjust their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

# Scoring Goal Challenges

## Chipping



# 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

