

Practice Club *Short Game - General*

# Practice Club

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# Short Game General



**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<br>Game Stations<br>Independent Practice<br>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<br>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

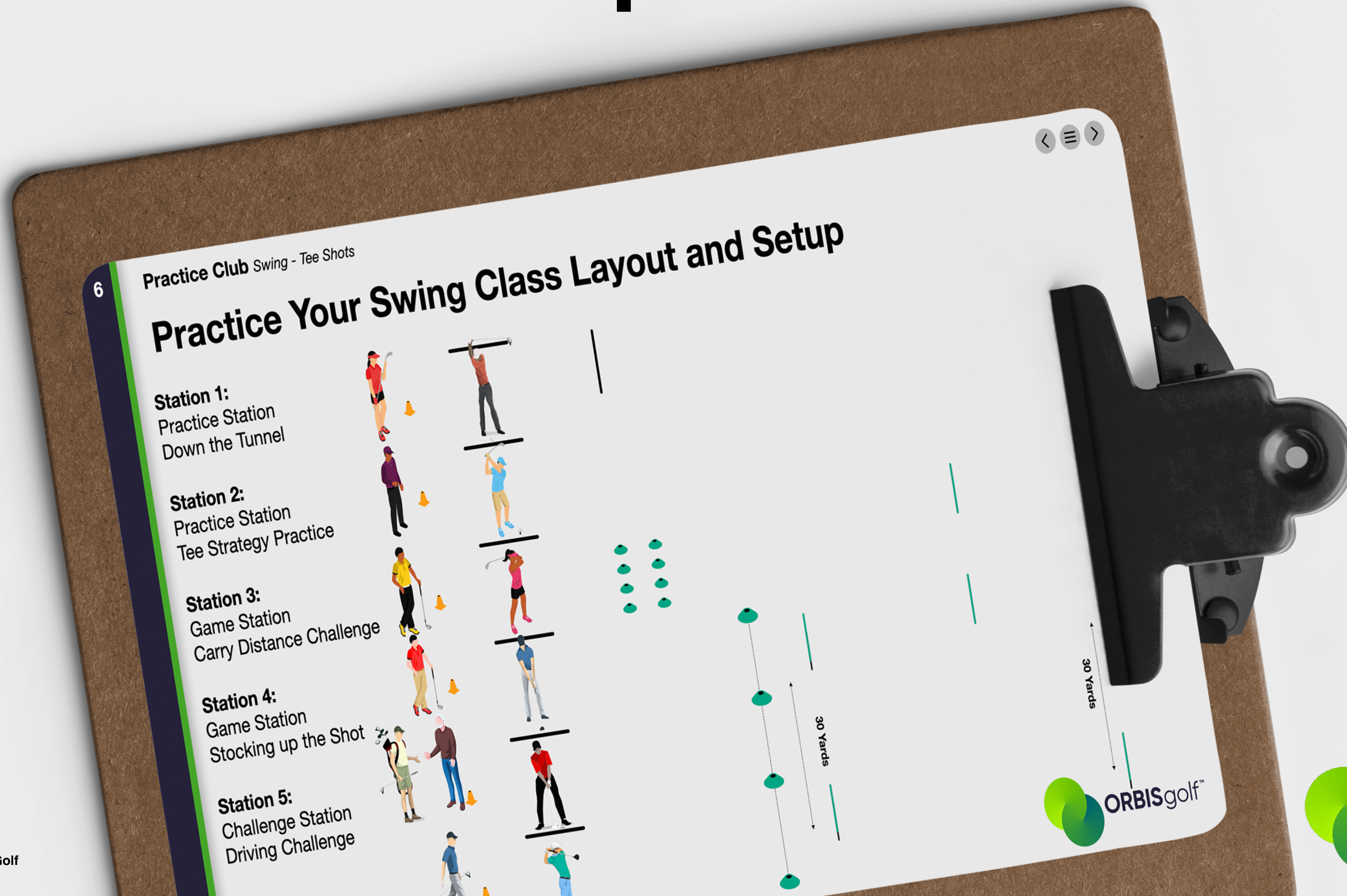
**Skill Focus:**  
Short Game - General

**Technical Focus:**  
Improving general skills around the green

**Scoring Goal Challenge:**  
Chipping Challenge

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# Layout and Setup



# Practice Club Class Layout and Setup

**Station 1:**  
Practice Station  
Proximity Chip



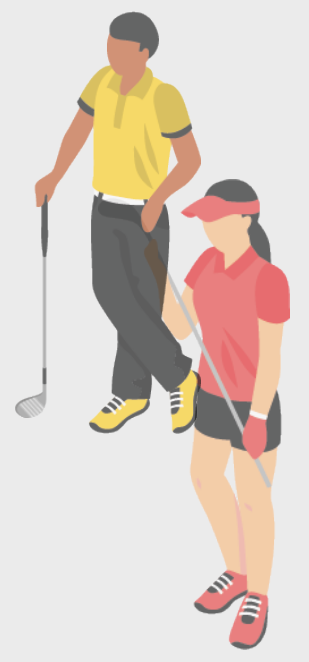
**Station 2:**  
Practice Station  
Climb the Ladder



**Station 3:**  
Game Station  
Single, Double, Triple



**Station 4:**  
Game Station  
Against the Clock



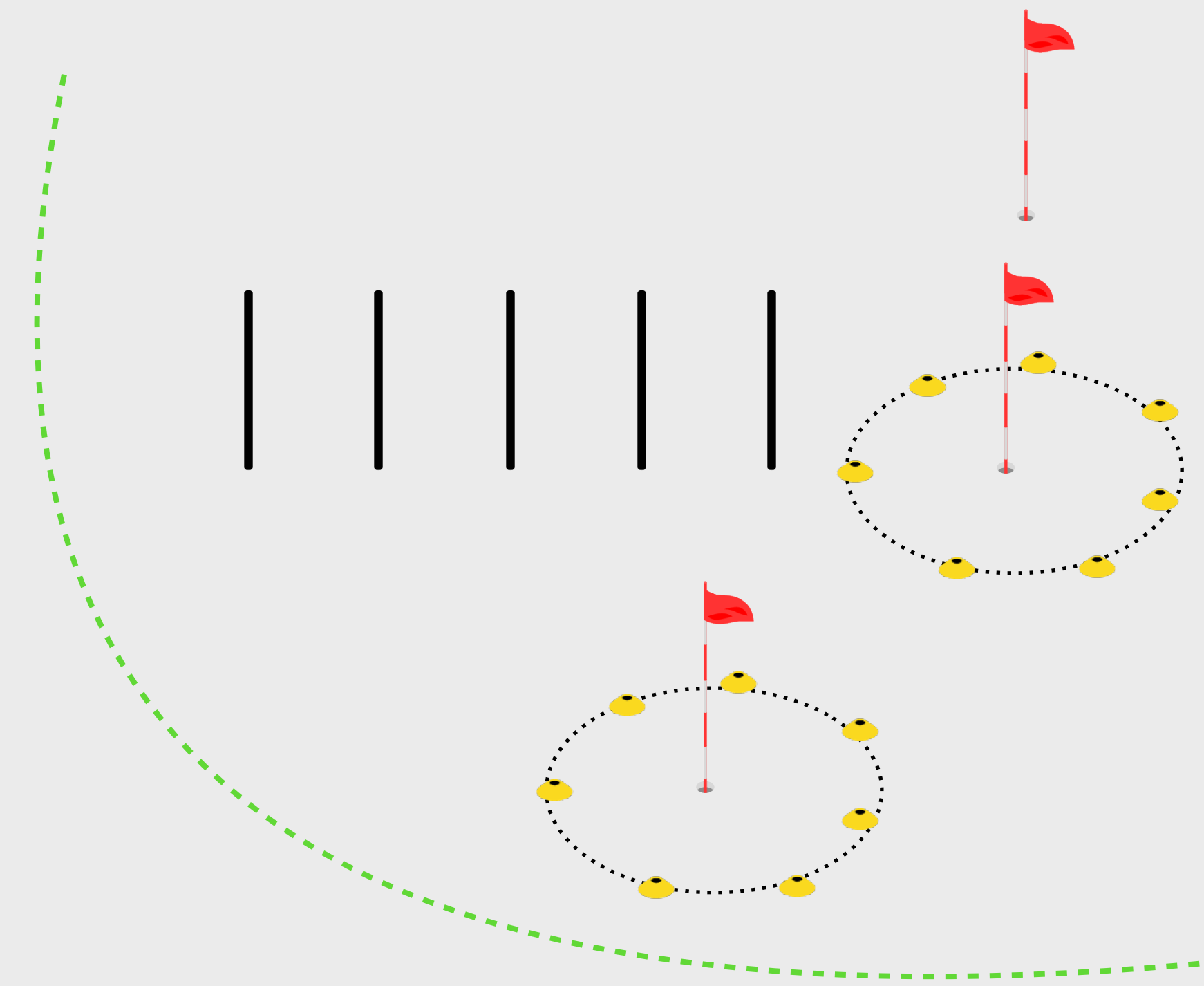
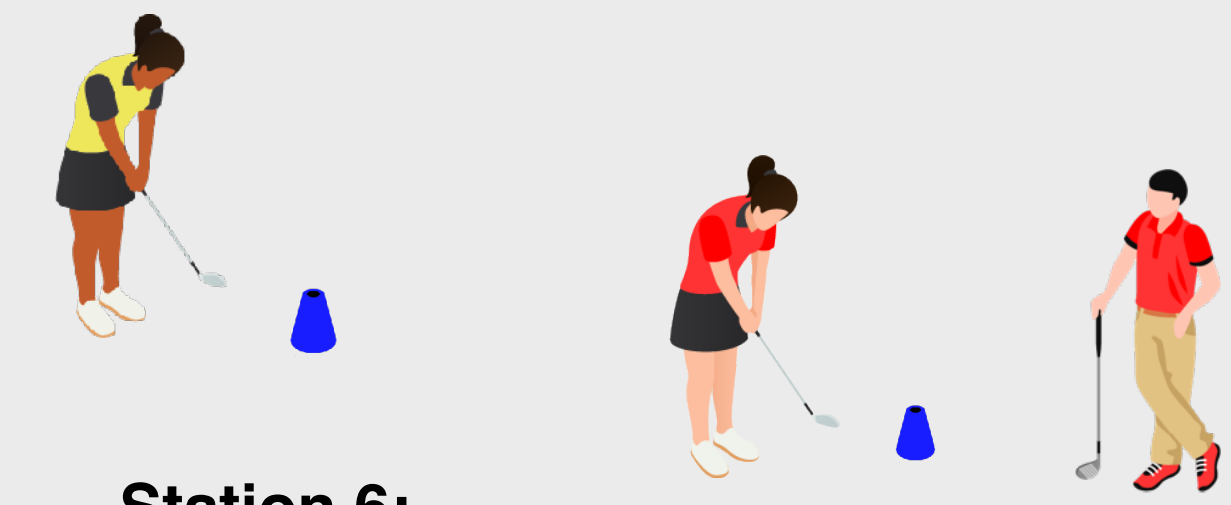
**Group Discussion:**  
Start and end of class



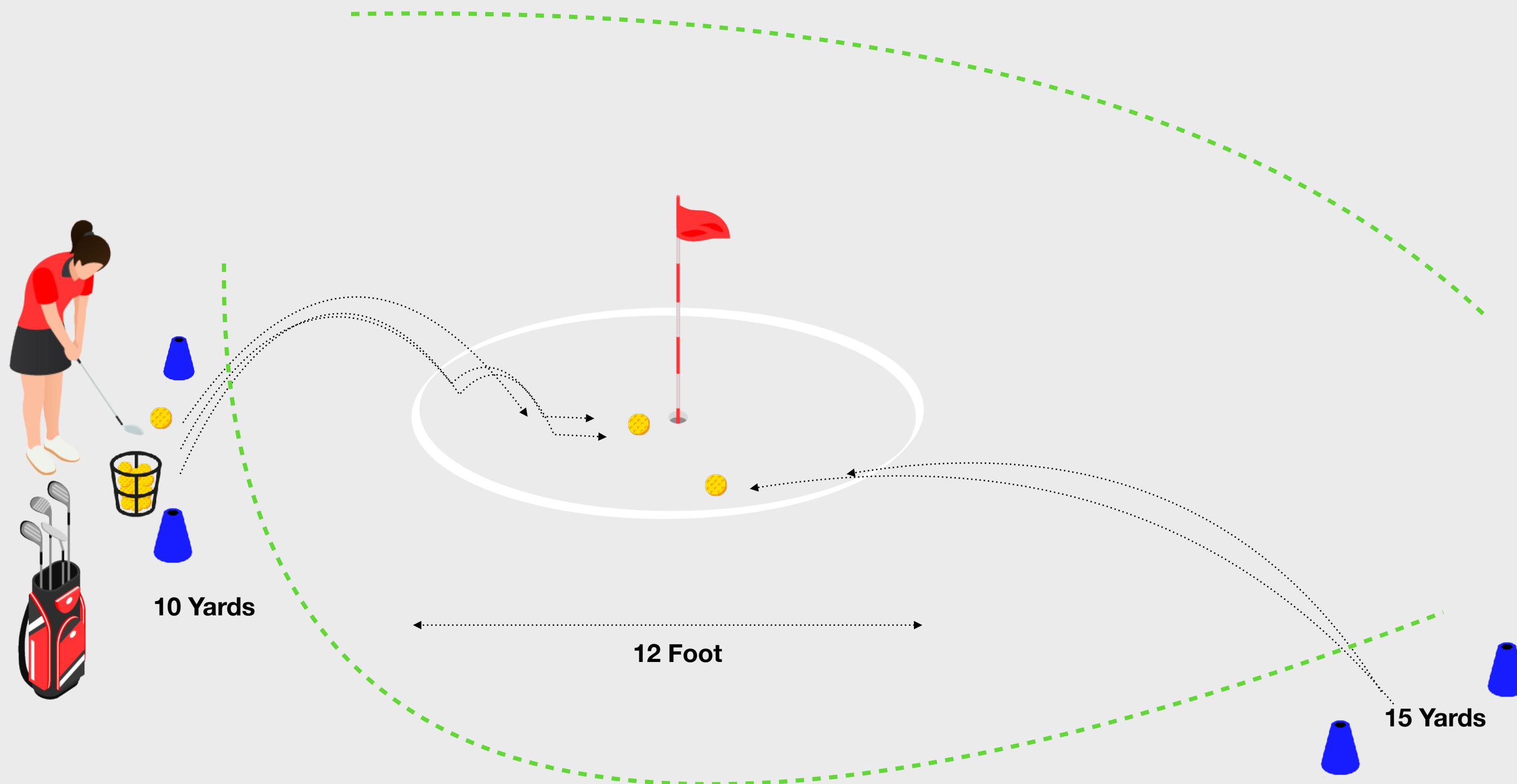
**Station 5:**  
Challenge Station



**Station 6:**  
Free Practice Station

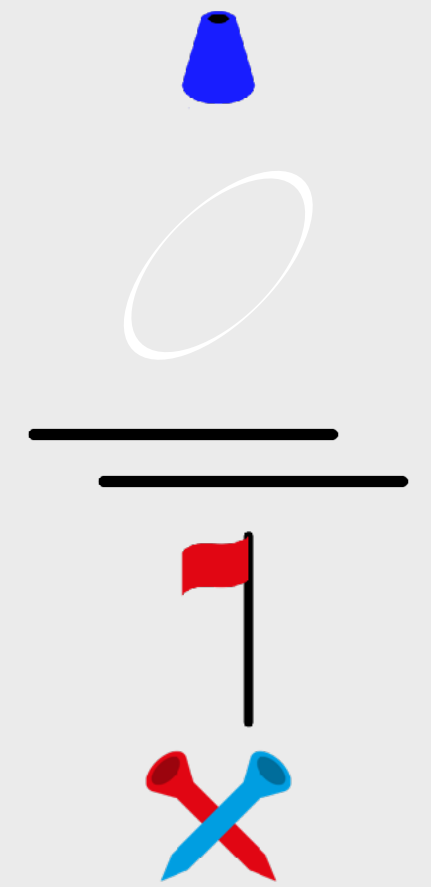


# Chipping Challenge Setup



## 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

**9** Practice Club Swing - Tee Shots

## Down the Tunnel

Ball to Target Line  
Alignment Stick

### Equipment Needed

- Tees
- Driver
- Alignment Sticks

### How to Practice

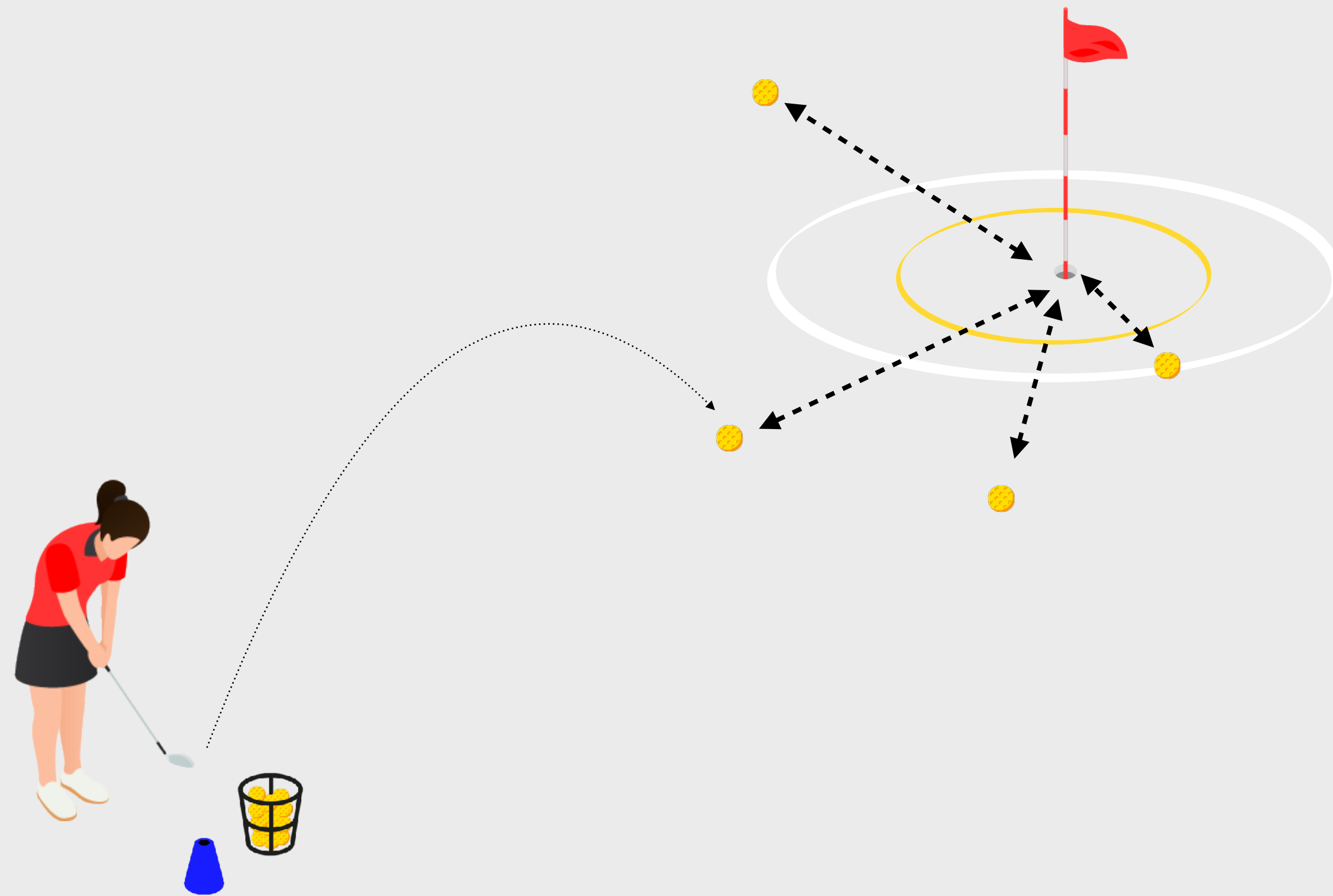
- Students should place an alignment stick on the ball to target approximately 5-10 yards ahead of where the ball is tee'd
- The student will then have a better perspective of what a straight line is from their address position
- The student then place an alignment stick either side of the ball at a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



# Proximity Chip



## Equipment Needed

- Wedge
- Pencil and Paper
- 6 and 12 foot diameter hoop or cones
- Marker Cone

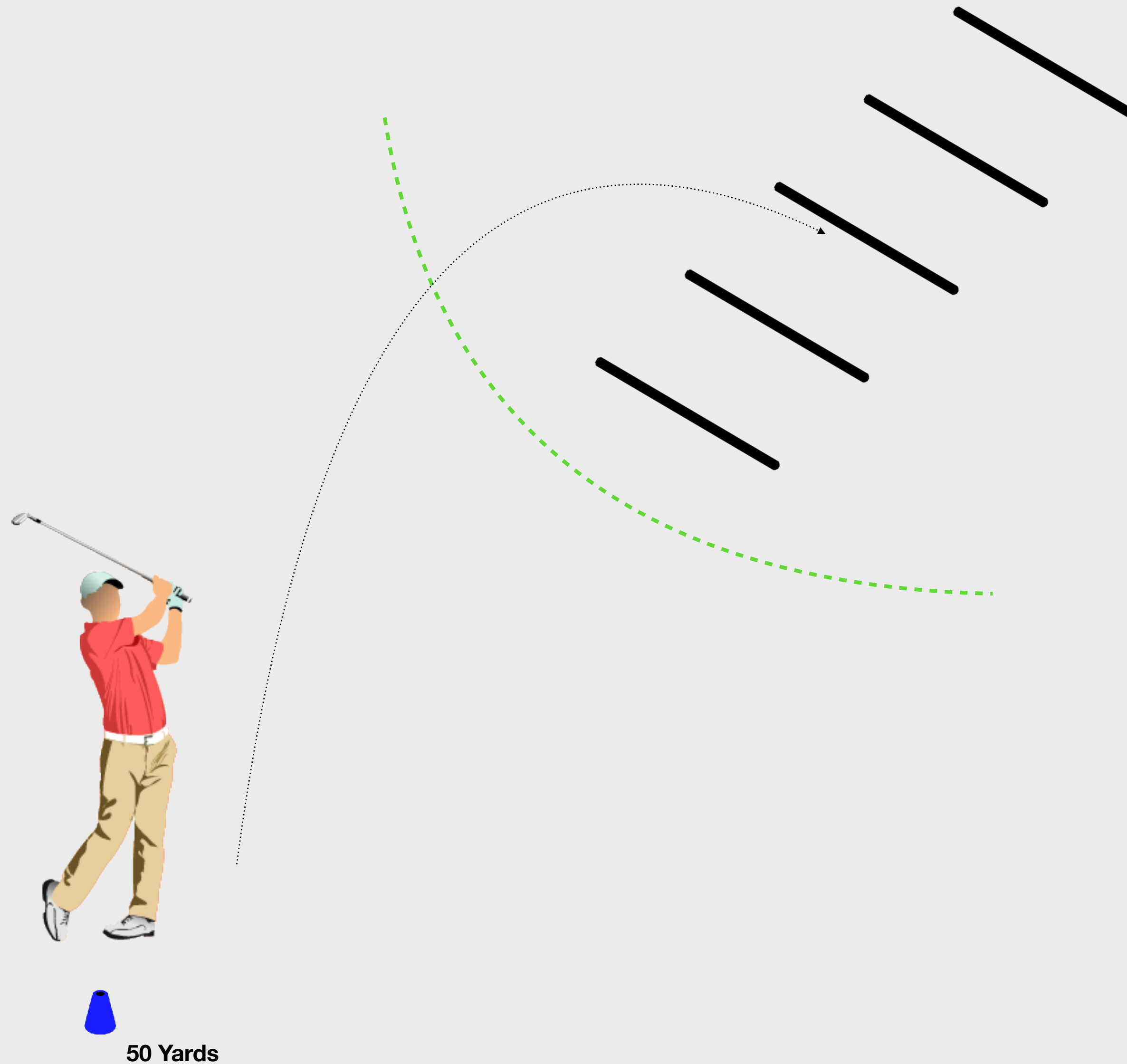
## How to Practice

- Set up the target circles on the green as proximity distance indicators
- Position the student 10 yards from the edge of the green
- The student chips 10 shots towards the target pin with the intention of getting as close as possible
- After each shot they should note down roughly how many feet away the ball finished from the target using the target circles as an indicator
- At the end of the shots, the students average out how far away the 10 shots were from their chosen target

## Technical Link

- Builds awareness for the students about how accurate they can be from a the edge of the green and this can guide the types of shots they attempt on the course
- This can activity can be used to educate the students on their accuracy statistically and they can look to improve on this average proximity in future practice and compare data

# Climb the Ladder



## Equipment Needed

- 5 x Alignment Sticks
- Marker Cone
- Wedge

## How to Practice

- Set up 5 alignment sticks on the green evenly spaced apart
- Position a marker cone 50 yards away from the green
- Using the necessary club students must attempt to land it in the first part of the ladder in as few attempts as possible
- The ball does not need to stay in that part of the ladder
- After they have completed the first part of the ladder they can move on to the next part until they reach the end
- This game can be played individually or in pairs attempting to complete the ladder

## Technical Link

- The focus is not on accuracy, but on distance control and so the only aim is to land the ball between the alignment sticks
- Students have the option to use any club they are comfortable with, but a higher lofted club would be recommended as the aim is to land the ball in the gaps, which requires a higher trajectory

50 Yards

# Single, Double, Triple



## Equipment Needed

- Sand Wedge
- 2x Cones
- Bunker

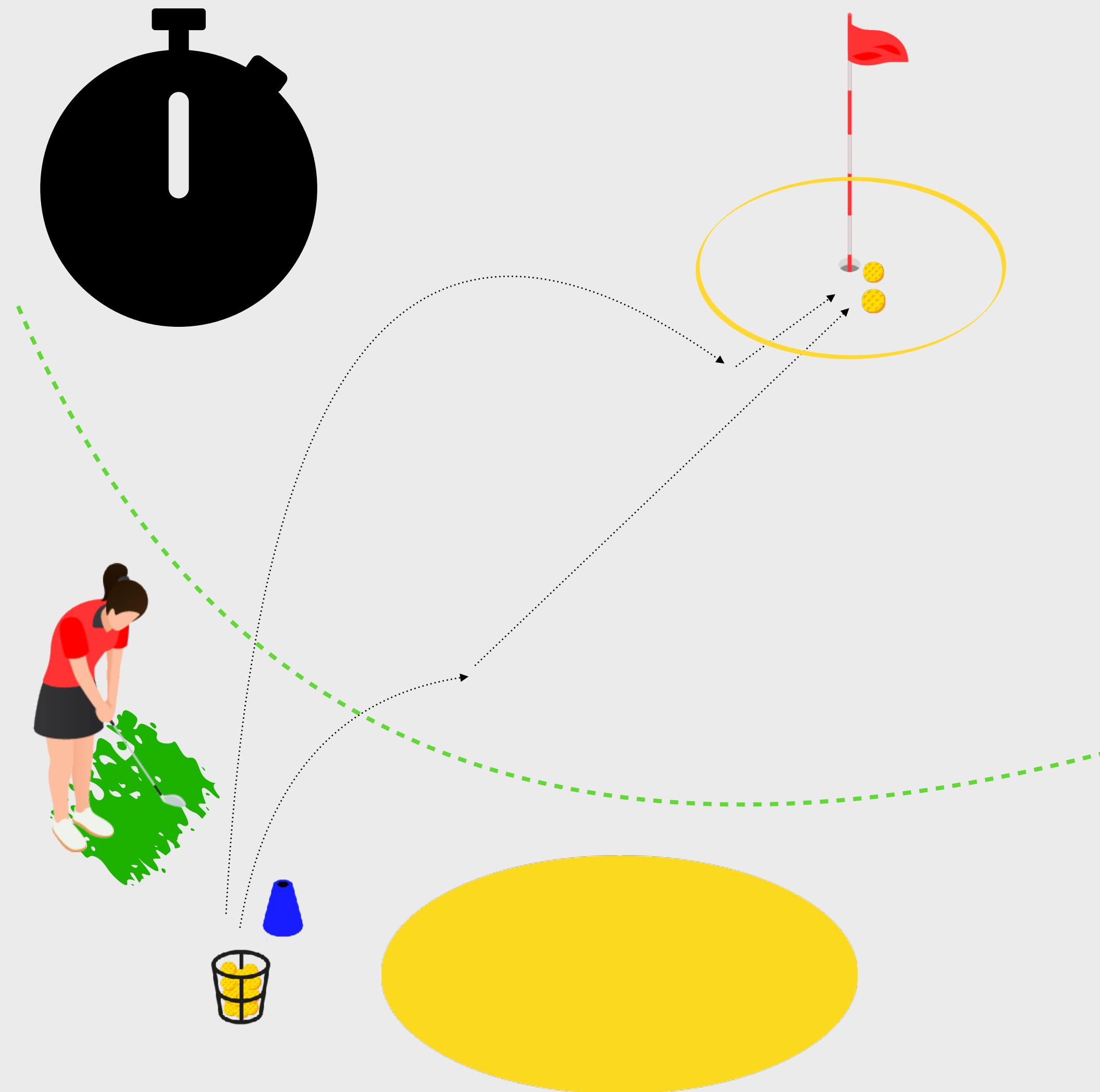
## How to Play

- Students take it in turns to hit their shots, they can have either 1, 2 or 3 attempts each turn
- The student receives 1 point if they hit the ball out of the bunker, 2 points if they hit the ball onto the green and 3 points if they hit the ball inside the 10 yard circle of cones
- If the student chose to have just 1 attempt they get to triple the points scored, if they chose 2 attempts they double the points scored for that round
- The winner is the student that scores the most points each round
- Alternatively, it can be played individually and the student attempts to beat their previous scores

## Technical Link

- This activity will help the student experience some more target based bunker shots and gain a greater understanding of how bunkers affect on how the ball can roll out on the green

# Against the Clock



## Equipment Needed

- 6 foot diameter hoop or cones
- Wedges
- Bunker
- Marker Cone

## How to play

- Set up a 6 foot target circle around a pin on the green
- Position the student on the edge of the green for a short chip to start the game
- The challenge is for the student to get a ball into the target circle as quickly as possible before moving onto the next position
- To complete the game the student must complete all the listed short game shots:
  - Short Chip (5 yards)
  - Tough Lie Pitch Shot (around 30 yards)
  - Bunker Shot
  - Tough Lie Chip (5 yards)
  - Sloped Pitch Shot (30-50 yards)
  - Tough Lie Bunker Shot
  - Long Chip (10 yards)

## Technical Link

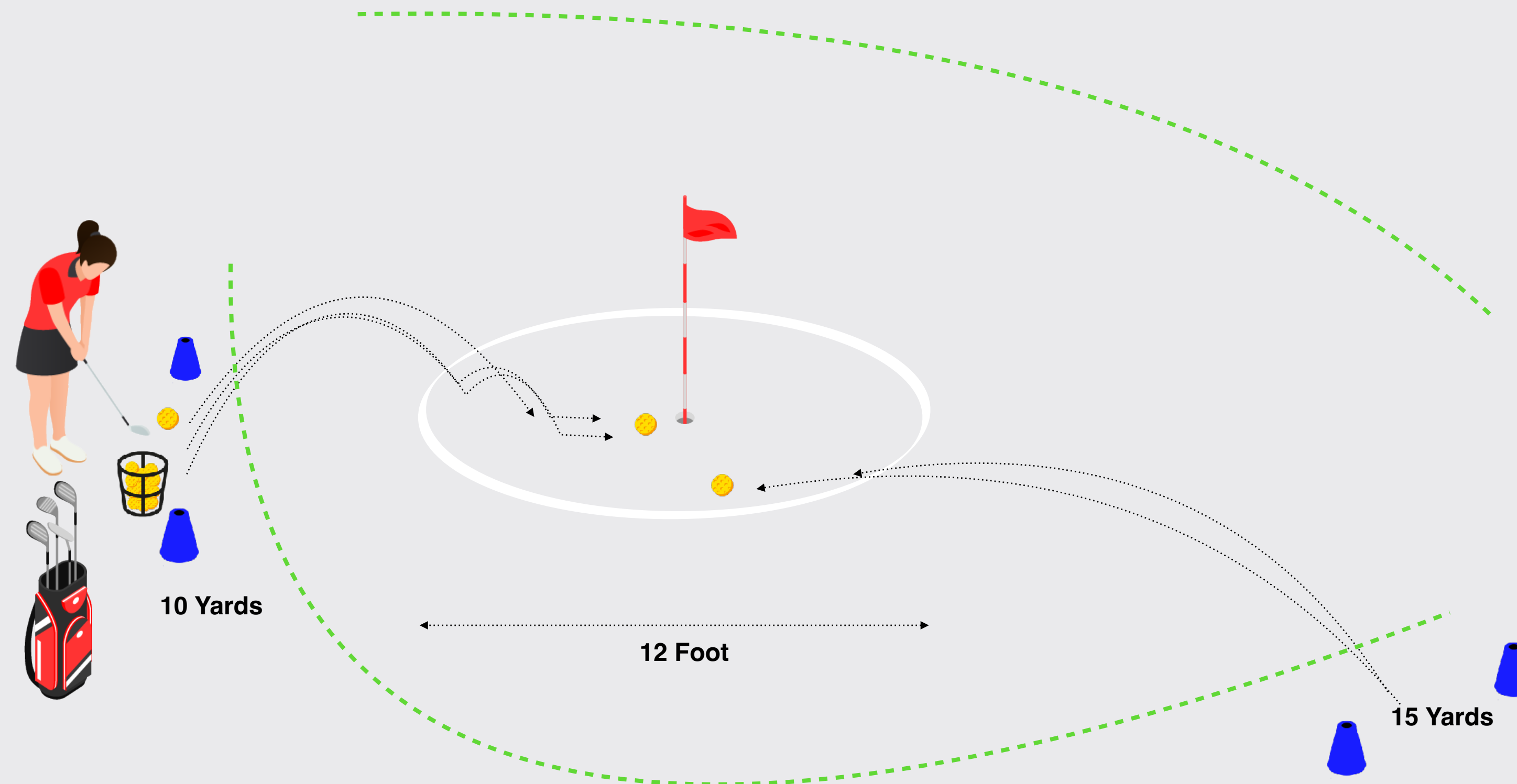
- This activity is a full test of the students short game and challenges their technique and ability to perform a range of shots under time pressure

# Scoring Goal Challenges

## Pitching



# 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

