

Around the Green - Step 3

Club Selection and Awkward Lies



GAMEON

Class Timetable - Club Selection and Awkward Lies

Session Length: 90mins	Group Size: 1:8	Mastering the Game Focus: Around the Green Club Selection and Awkward Lies in Chipping	Whole Golfer Focus: Mind Dispelling Myths Around the Green	Learning the Game Topic: Preparing to Play	Learning the Game Focus Warming Up to Play	Mastering the Game Challenge: 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"> Set up the games and practice stations of your preference and the challenges for the specific class. Be ready to welcome participants 5 minutes before the session starts 	<ul style="list-style-type: none"> Class Layout and Setup
10 mins	Introduction	<ul style="list-style-type: none"> Outline the technical focus for the class Introduce the Learning the Game or Whole Golfer focus Explain how to play the games and attempt the practice station activities Explain how to attempt the Mastering the Game Challenges if applicable 	<ul style="list-style-type: none"> Warming Up to Play Dispelling Myths Around the Green
30 mins	Mastering the Game Independent and Social Practice Mastering the Game Challenges	<ul style="list-style-type: none"> Learners play the games individually, in pairs or in groups Opportunity to provide private coaching to learners Learners may attempt the Mastering the Game challenges independently or socially 	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill station Mastering the Game Challenges
5 Mins	Learning the Game and Whole Folder Focus	<ul style="list-style-type: none"> Get the group together to introduce the Learning the Game or Whole Golfer focus Opportunity to engage in group discussion and questions 	
30 Mins	Mastering the Game Independent and Social Practice Challenges and Recap	<ul style="list-style-type: none"> Learners play the games individually, in pairs or in groups Opportunity to provide private coaching to learners Learners may attempt the Mastering the Game challenges independently or socially 	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill station Mastering the Game Challenges
10 Mins	MyGame+ Tracking on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the learner's Student Connect area Learners should be encouraged to mark their attendance at the Themed Class in the Journey to Club and Course Ready section of the MyGame+ area Encourage the learners to mark the challenge as complete for the Step they have attempted if they are successful within the Mastering the Game program wheel on the MyGame+ area 	<ul style="list-style-type: none"> MyGame+ on GLF. Connect App
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new learners and build relationships. Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App



- **Technical Guidance**

- Assessing the Situation in a Pre Shot Routine
- Explore Landing Zones and Roll with 3 Different Clubs
- Explore Awkward Lies Around the Green



- **Rules & Etiquette Around the Green:**

- Discuss with the learner how important it is to prioritise chipping warm up before play. Explore why this would be beneficial to the learner
- Explore the appropriate amount of time that learners should spending warming up on a chipping green
- Explore any rules or guidelines at your facility relating to practicing around the green skills
- Explore some basic warm up games and activities that learners can use in their chipping warm up



- **Dispelling Myths in Chipping**

- Professional Golfers do not chip every chip shot close to the flag and neither will your learners. Make sure they understand this or their expectations will be too high
- Include some stats to provide some more realistic expectations such as:
 - The average PGA Tour player will on average chip the ball from a distance of 10-20 yards from the flag to a proximity of 6 feet

Class Layout and Setup

Station 1:
Practice Station
High, Medium or
Low



Station 2:
Find the Lie



Station 3:
Games Station
Bullseye



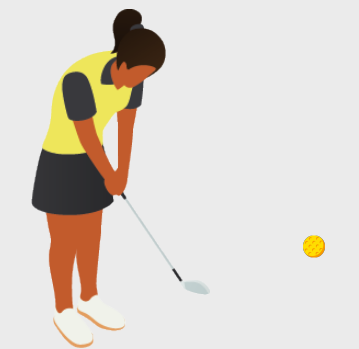
Station 4:
Practice Station
Up the Ladder



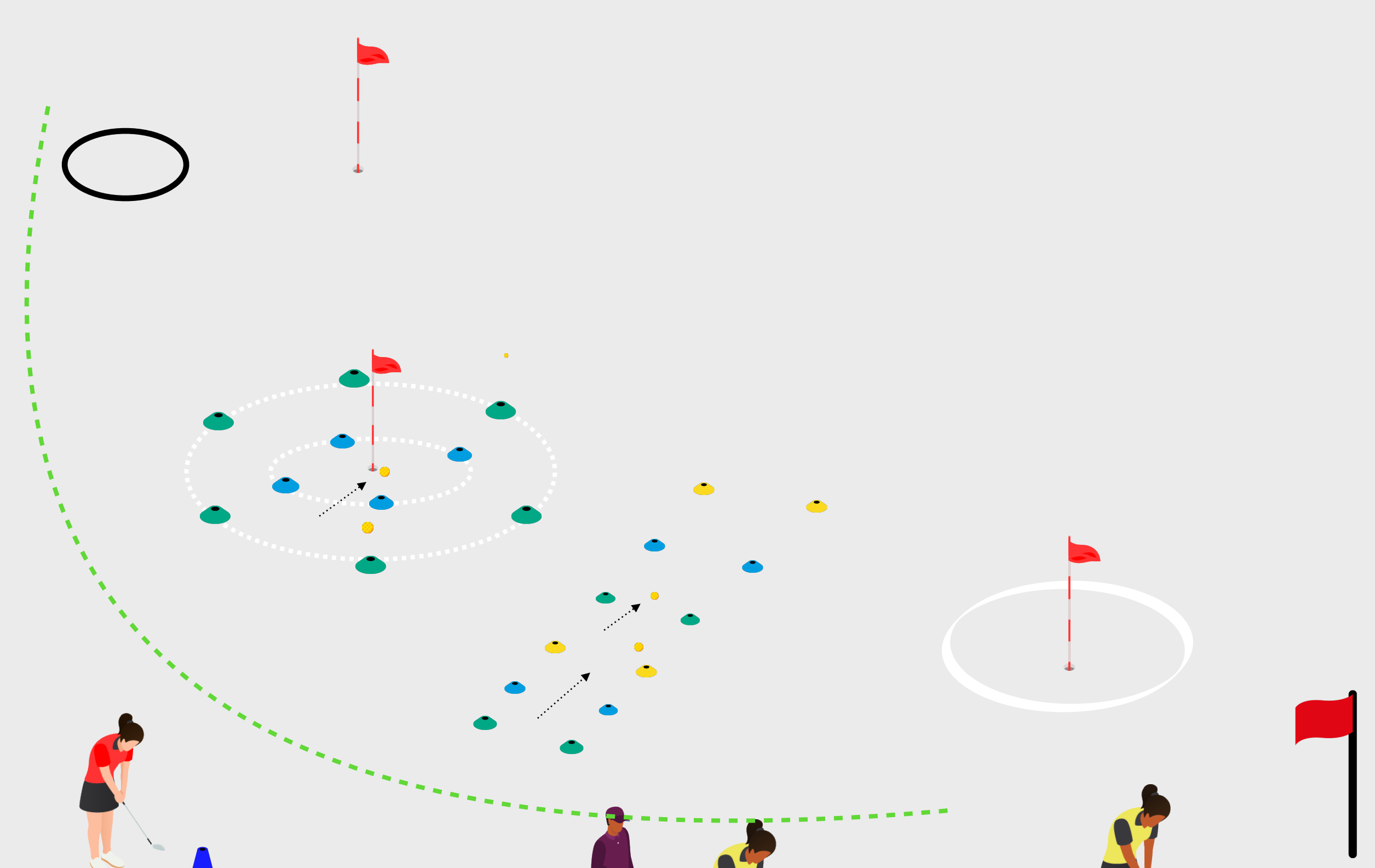
Station 5:
Challenge Station



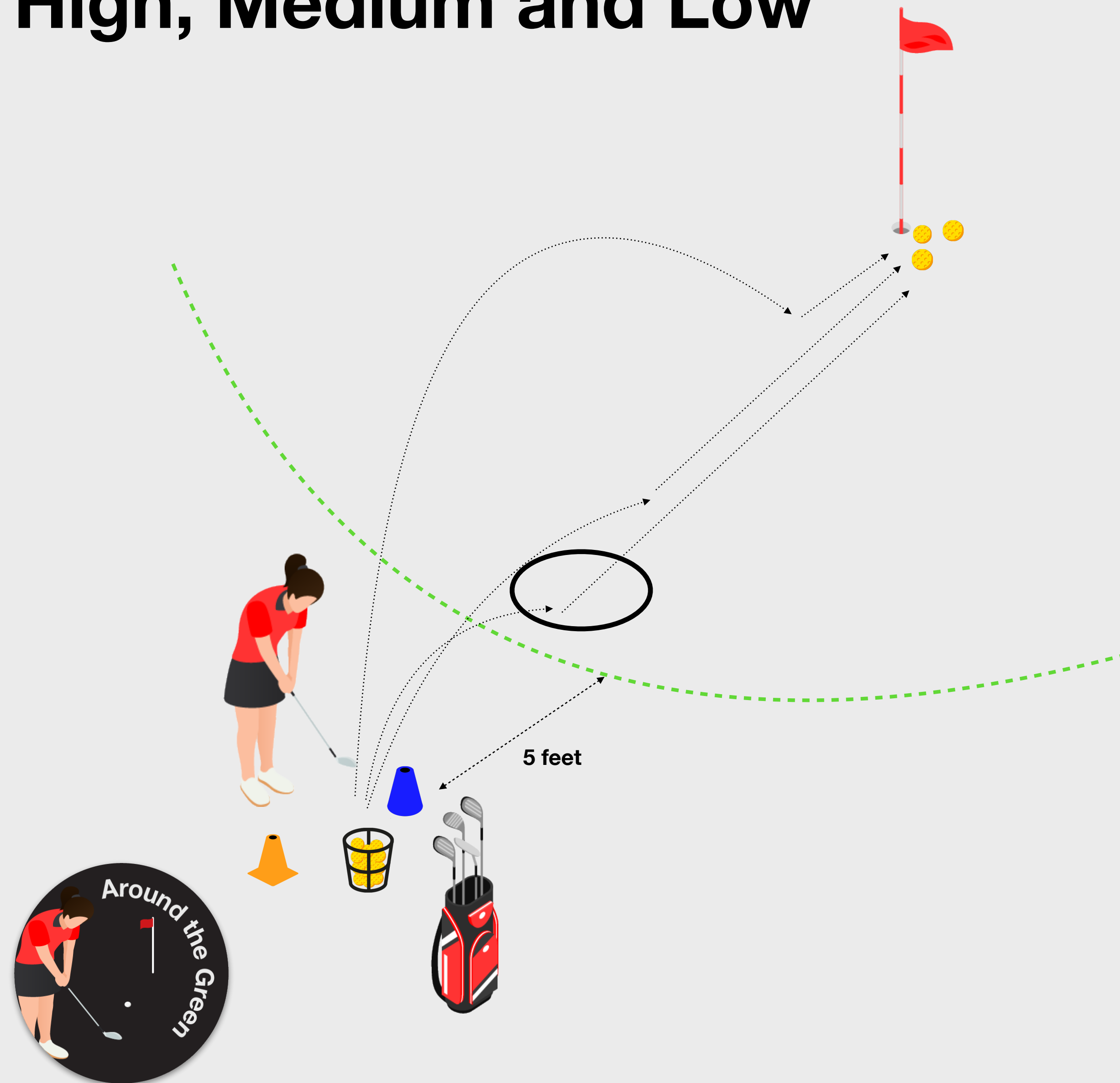
Station 6:
Secondary Skill



Group Discussion:
Stand, during and end of
class



High, Medium and Low



Equipment Needed

- Cones for safety
- 8 Irons and Sand Wedge
- Golf balls
- Hoops

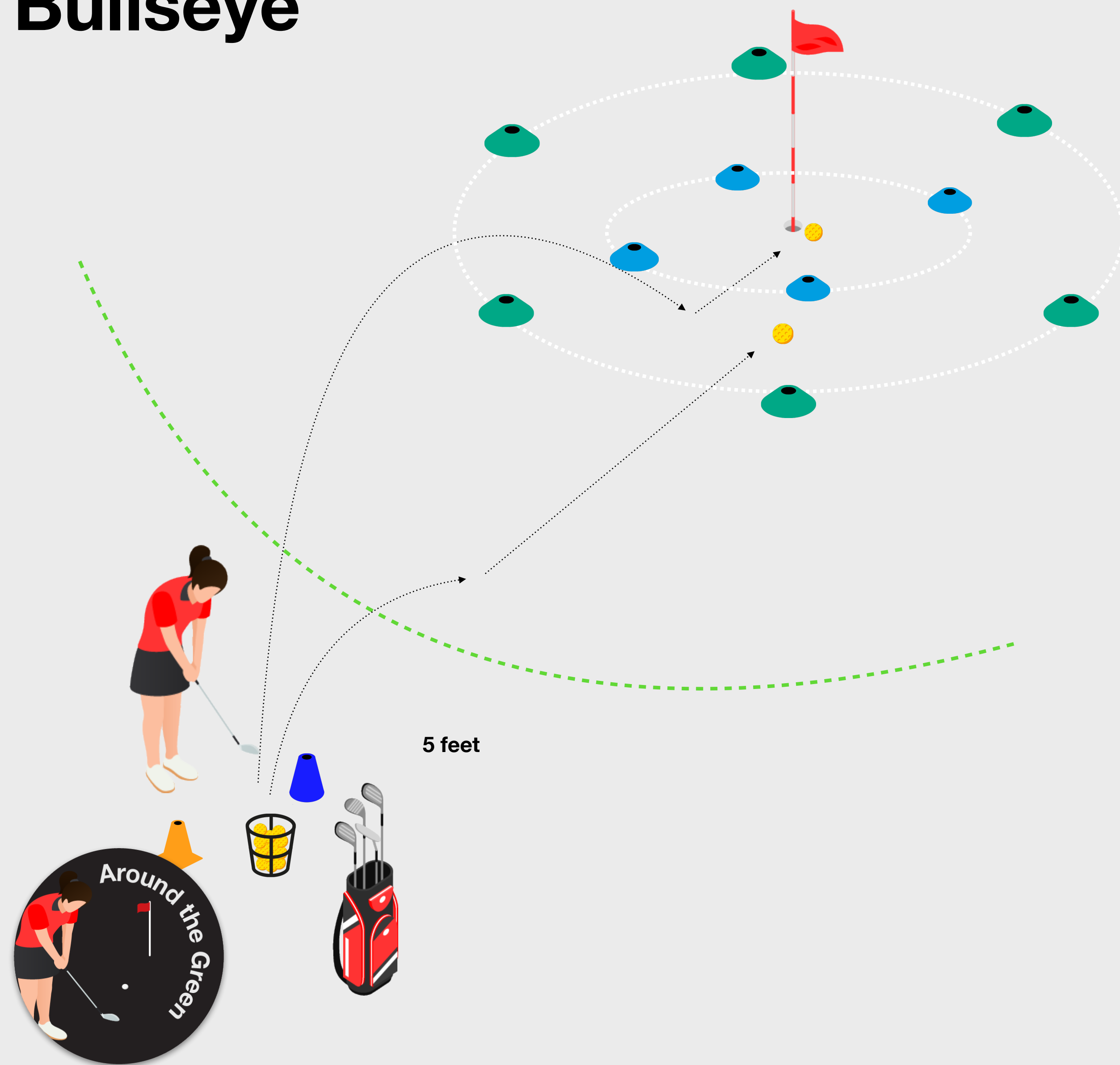
How to Practice

- Position the learner on the edge of the chipping green.
- Pick a shot 5 yards from the edge of the green with lots of green to work with.
- Demonstrate to the learner three different ways to play the shot.
- Shot one will be with a SW with a longer swing with the ball spending 80% of its time in the air 20% of its time rolling.
- Shot two will be played with an 9 iron with a shorter swing with the ball spending 40% of its time in the air 60% of its time rolling.
- Shot three will be played with an 7 iron with a shorter swing with the ball spending 10% of its time in the air 90% of its time rolling.
- Use a hoop on the green to represent a visual of where the balls intended landing zone is for each shot.

Technical Link

- Outline to the learners the benefits of the three shots and specifically where each shot should be used.
- Explain to the learner the potential risks and percentage likelihood of success with each shot.
- Help the learner to decide if they are comfortable using a single club around the green or various clubs.

Bullseye



Equipment Needed

- Chip shot at the edge of a chipping green
- Golf balls
- Cones for safety
- Cone to create 2 circles (5ft and 10ft)

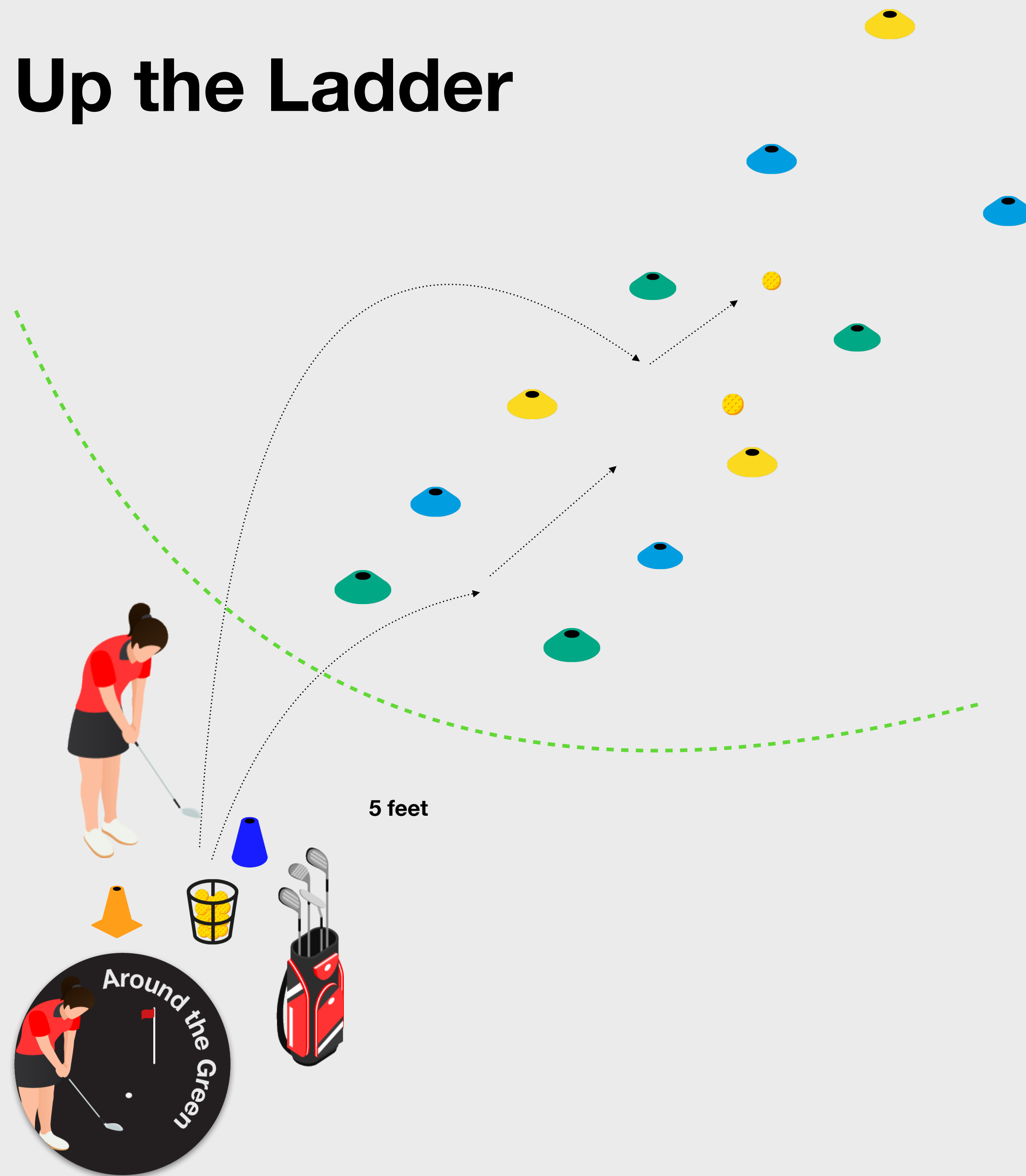
How to play the game

- Challenge the learner to hit 15 shots from the edge of the green. 5 shots should be hit with a 7 iron, 5 shots with a 9 iron and 5 shots to be hit with a SW
- If the learner gets the ball in the inner circle they score 10 points
- If the learner gets the ball in the outer circle they score 5 points
- Get the learner to play with a partner to add some competition to the class
- Get the learner to play the game using a single club of their preferred choice and compare success

Technical Link

- Explain to the learner how changing the club effects the result
- Ask the learner which shot is the most effective and score the most points over 15 shots
- Help the learner to decide if they are comfortable using a single club around the green or various clubs.

Up the Ladder



Equipment Needed

- Chip shot at the edge of a chipping green
- Golf balls
- Cones for safety
- Cones to make a ladder including 5 different steps to the ladder within increasing size

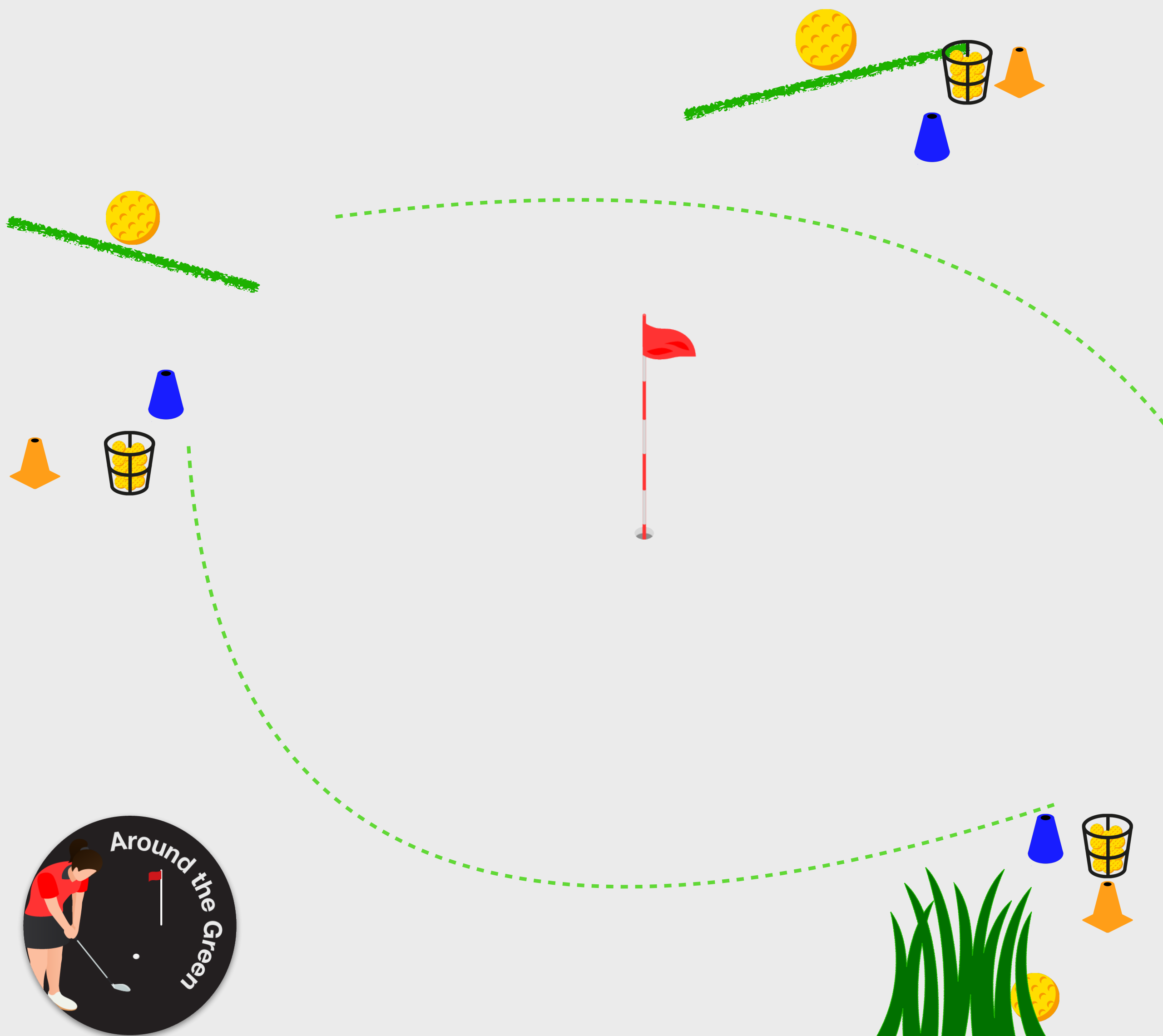
How to play the game

- Challenge the learner to work their way up the ladder by using a single club initially of their choice
- See if they can land the ball in each step of the landing getting them understanding how swing length changes to produce a change in distance
- Get them to observe the flight of the ball, the way the ball reacts on the green and the amount of roll
- Challenge the learner to attempt the ladder using different clubs
- Challenge the learner to select the appropriate club to land the ball into a step of the ladder but finish in a different step i.e “What club would you use to land the ball in step 1 but finish the ball in step 5?”

Technical Link

- Explain to the learner how changing swing length impacts distance the ball will travel and control
- Explain to the learner how changing the club effects the resulting flight and roll of the ball
- Ask the learner which type or shots and club is most effective for the task

Find the Lie



Equipment Needed

- Chip shot at the edge of a chipping green
- Golf balls
- Cones for safety
- 7 Irons, 9 Iron and Sand Wedge

How to play the game

- The learner should move around the green attempting to find a number of awkward lies which may include:
 - Ball above feet and ball below feet
 - Playing from long grass
 - Chipping out under trees
 - Restricted backswing
- The learner should explore how their setup and technique may need to adapt to the lie
- The learner should consider the most appropriate club for the situation
- The learner should understand how the lie effects the flights of the ball, the way it reacts on the green and the amount of roll

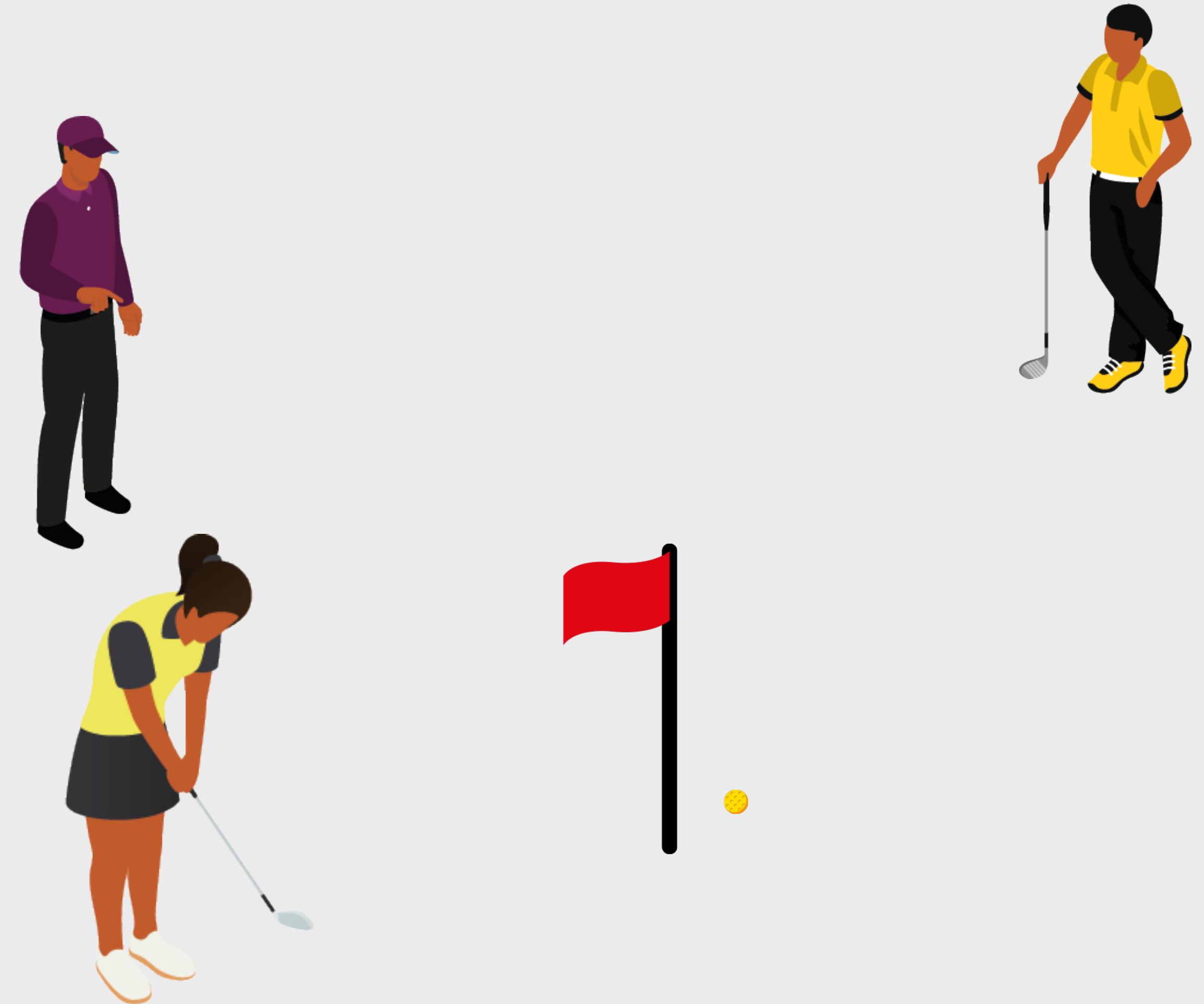
Technical Link

- Explain to the learner how changing the club effects the result based on the different situations
- Ask the learner to consider which club may be the most suitable for each situation to gain the most control

Secondary Skill

To allow for variety of practice during the session, and to enable those that may have missed a class to catch up on practicing some of the other skills we recommend having one of the stations set up as a secondary skill.

This week's secondary skill is **Swing**, providing learners an opportunity to practice their swing and specifically irons.



Ball Position



Equipment Needed

- Alignment Stick
- Hybrid, 7 Iron and wedge
- Golf Balls

How to Practice

- Learners should understand that the ball position changes slightly depending on which clubs they use
- Use the alignment stick to mark the centre of the learner's stance
- The learner should experiment with a centered ball position for a wedge, an inch further forward for a 7 iron and an inch further forward still for the hybrid
- Make sure you highlight how important striking the ground in the appropriate place will ensure good contact, just having an improved ball position does not guarantee good contact

Technical Link

- Understanding this means learners will practice appropriately and strike the ball more consistently



Chipping Challenge

	Level	Challenges		
Chipping	1	3 out of 5 shots to finish anywhere onto the green		
	2	10 yards 1/5 into 10 foot circle	15 yards 1/5 into 10 foot circle	
	3	10 yards 2/5 into 10 foot circle	15 yards 2/5 into 10 foot circle	



The Challenge

To complete the Step 1, 2 and 3 Challenges the learner needs to complete various chipping challenges. Refer to the table for scoring for each Step.

What should the Learner do next?

After attempting the challenge, the learner should:

- Log in to the GLF.Connect App
- If they complete the challenge, mark it as complete in the Challenge Section

