

Scoring University



Chipping



SCORING
UNIVERSITY
CLAIM YOUR GAME

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Session Timetable

4 Scoring University Break 75 - Swing

Class Timetable

Session Length: 90 Mins | Group Size: 1:8 | Session Focus: Break 75 Swing | Topic: Driver

Technical Focus: Shot Shaping, Developing a Stock Shot | Scoring Challenge: Driver

Time	Focus	Class Content	Games / Drill	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 scoring challenges for the specific class Be ready to welcome participants 5 minutes before the session starts 		
5 mins	Introduction	<ul style="list-style-type: none"> Outline the break 75 program to the students and the structure and format of the challenges week Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses 	• Class Layout a	Setup
25 mins	Practice Stations Shot Shaping and Stock Shot	<ul style="list-style-type: none"> Students play the practice stations individually, in pairs or in groups Opportunity to provide private coaching to those attending Introduce and reinforce the technical focus points along with reasons for implementing them 		
25 mins	Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Outline to the students how to control the shot shape of the shot with the Driver Demonstrate to the student, how the combination of path and face will influence their shot shape 	• X's & O's • Stocking up the shot	
25 mins	Driver Challenge	<ul style="list-style-type: none"> Set up the Driver Challenge and allow students to attempt this to see if they can achieve the Break 75 challenge 	• Draw it in • Fade it in	
10 mins	Media on GLF Connect	<ul style="list-style-type: none"> Add any lesson media to the student's Student Connect area which may include notes, videos and documents. 	• Driver Challen	
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new students and build relationships. Ensure everyone is aware of the next next skills series date Opportunity to upsell private lessons to those that require additional help 	• GLF Connect App	• GLF Connect App

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Class Timetable

Session Length:
90 Mins

Group Size:
1:8

Session Focus:
Break 100
Short Game

Topic:
Chipping

Technical Focus
Strike
Using Different Clubs

Scoring Challenge
Chipping

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 scoring 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
5 mins	Introduction	<ul style="list-style-type: none"> Outline to the students the break 100 program and the structure and format of the short game class Introduce the students to the various scoring challenges, and how this will map out their strengths and weaknesses 	
25 mins	Strike Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Introduce the student to some top tips to improve strike when chipping around the green Keep your technical instruction to less than 5 minutes, in order to allow maximum time for play and practice and for you to reinforce the key skills with individual tuition 	<ul style="list-style-type: none"> Strike Point Ball Position
25 mins	Using Different Clubs Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Outline to the student, the concept of land and roll with regards to chipping Demonstrate to the student, how using different clubs can help them to become more effective in their ability to chip 	<ul style="list-style-type: none"> Land and Roll Using Different Clubs Bullseye
25 mins	Chipping Challenge	<ul style="list-style-type: none"> Set up the Chipping Challenge and allow students to attempt this to see if they can achieve the Break 100 challenge Use the challenge scorecard to record the outcome of each attempt 	<ul style="list-style-type: none"> Chipping Challenge Challenge Scorecard
10 mins	Media on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the student's Student Connect area which may include notes, videos and documents Ask Students to update the GLF. Connect App if they have successfully completed a challenge across the scoring goals 	<ul style="list-style-type: none"> 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 students and build relationships Ensure everyone is aware of the next Scoring University themed class or challenge club class date Opportunity to upsell private lessons to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App

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 the key skill of putting. Some of technical content you may want to explore in this session may include:

Strike and Ball Position - Introduce the students to some simple key principles that will help them to strike the ball consistently:

- Outline to the student the importance of brushing the ground where the ball is in order to make good contact
- Explain to the student that by adjusting the ball position they may find it easier to make more consistent contact, and to notice the effect on the flight and roll of the ball when they do make good contact

Using Different Clubs - Outline to the students the importance of being able to understand the concept of flight and roll;

- Demonstrate to the students how using different clubs will enable them to control the flight of the ball and therefore how much it will roll on landing
- Highlight how for a student looking to break 100 the focus should be on getting very good at chipping the ball and letting it roll to the flag, as opposed to flying it through the air when they don't need to



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.

Objectives and Setup

9 Scoring University *Break 75 - Swing*

Driver Challenge Setup

Minimum Distance Markers

30 Yards

30 Yards

Equipment Needed

- Orange safety cone
- 1x Marker cones
- Colored Cones
- 4x Alignment Sticks
- 4x Foam Noodles

Setting out the Challenge

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- Use the cones to mark out the carry distance lines or use features on the outfield
- Alignment sticks with foam noodles should be used to measure the gate 30 yards wide
- Set out all the markers to enable every student to attempt their challenge for their score

SAFETY

SCORING UNIVERSITY

Example Class Layout and Setup

Station 1:
Practice Station
Strike Point



Station 2:
Practice Station
Land and Roll



Station 3:
Practice Station
Ball Position

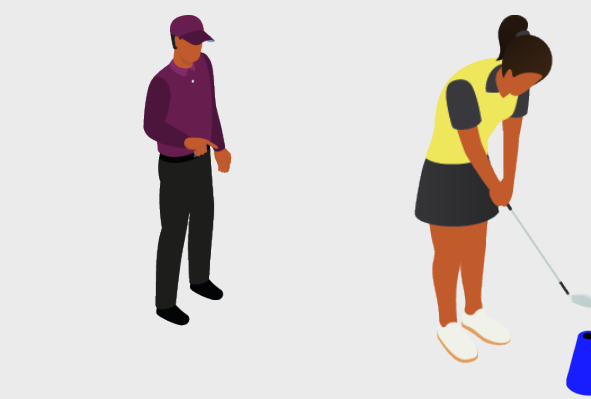
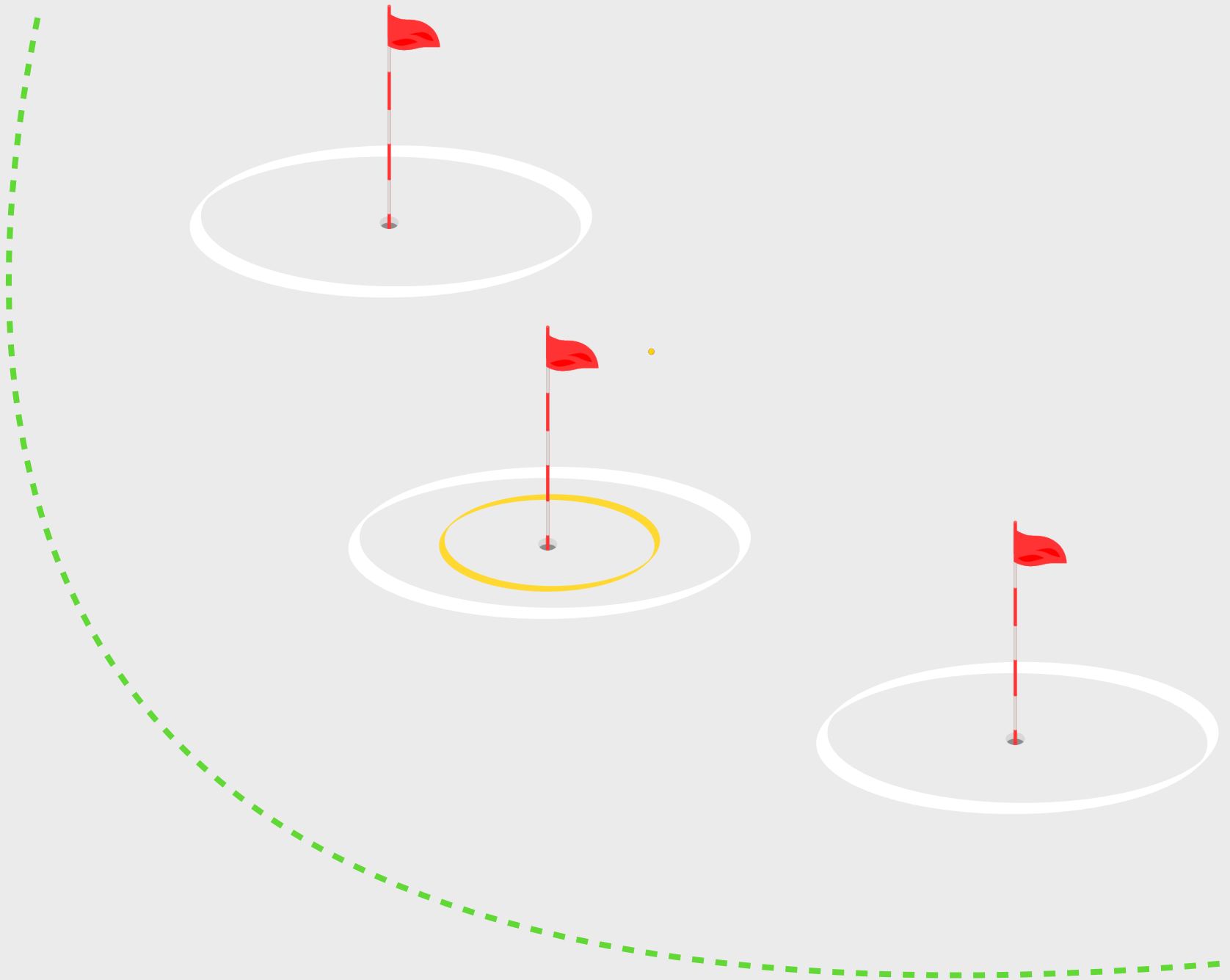


Station 4:
Practice Station
Using Different Clubs



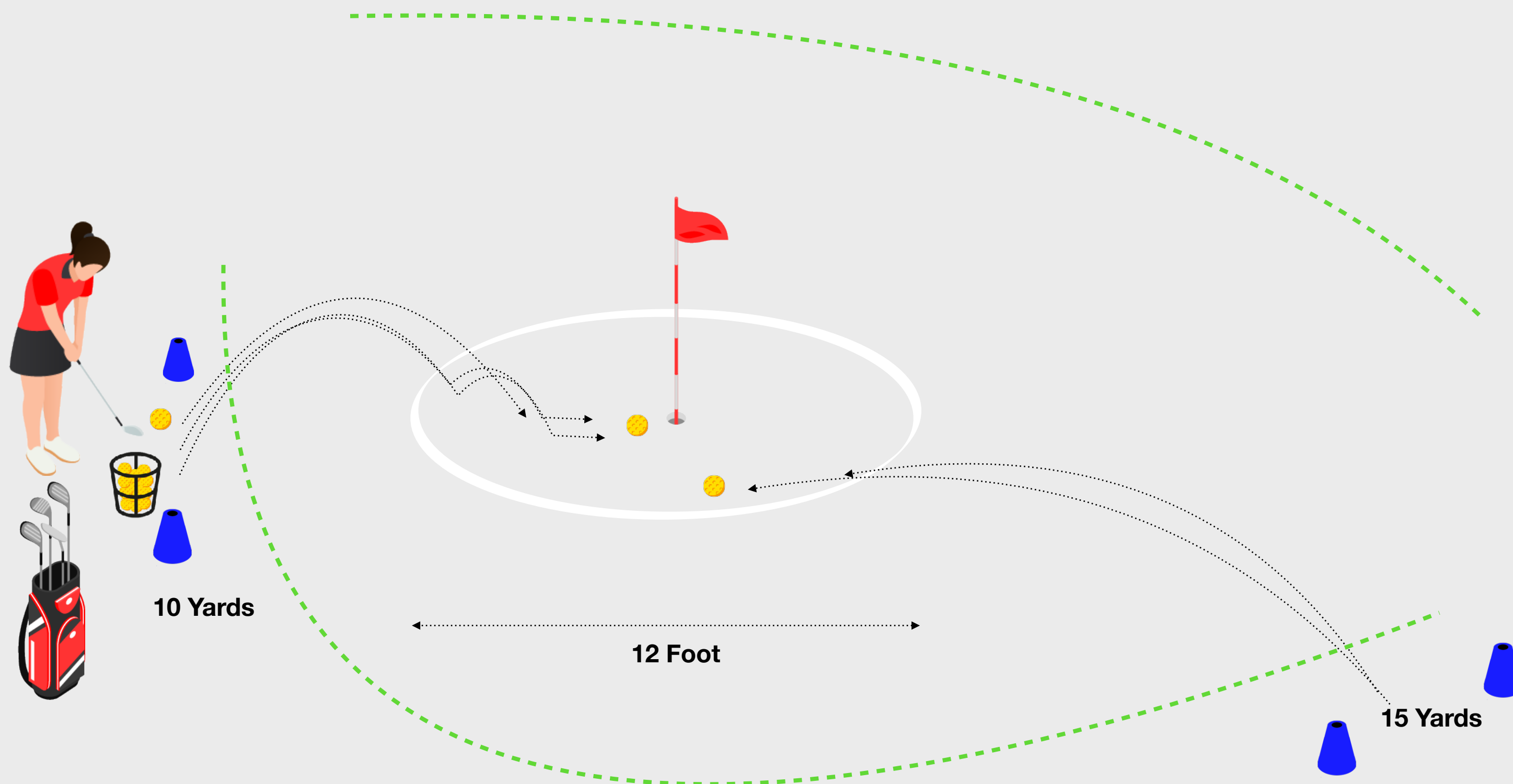
Group Discussion:
Start, during and end of class

Station 5:
Game Station
Bullseye



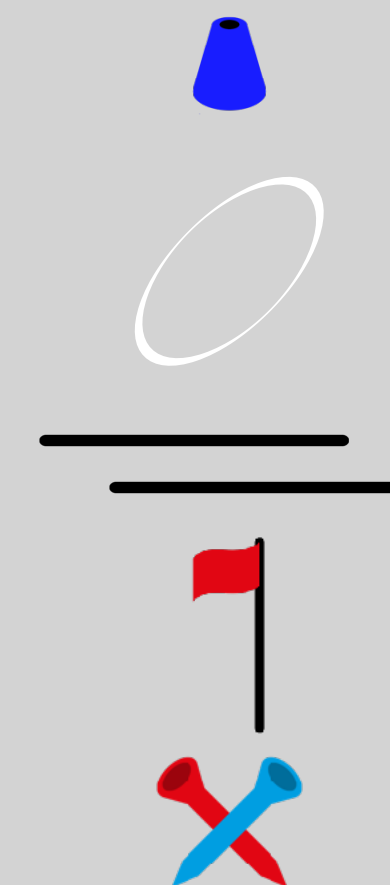
Station 6:
Challenge Station

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 places close to the edge of the green
- These starting position should offer variation in lie and angle to the target

Practice and Games Cards



Strike Point



Equipment Needed

- 1 Alignment sticks
- Pitching Wedge or Sand Wedge
- Golf ball

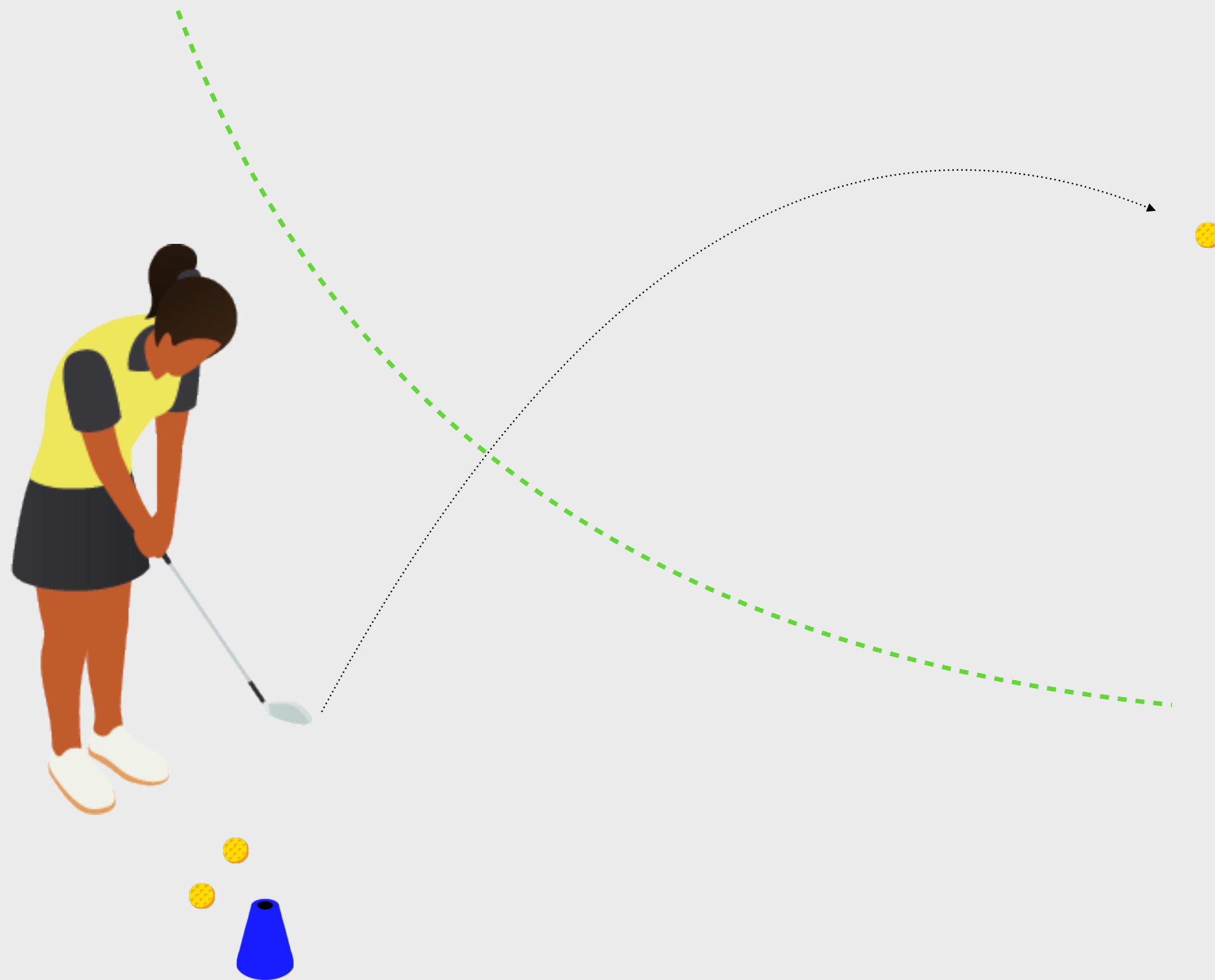
How to Practice

- The alignment stick should be placed opposite the center of the students's stance to provide some feedback as to where they brush the ground when taking their pitch shot
- The students 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
- Do not worry about aiming at a target, encourage them to practice getting as many good contacts in a row as possible and notice how the ball flies and how far it rolls when they do make good contact

Technical Link

- This activity will help the students to understand how to get a good contact and how to adjust if they are not being successful straight away
- This activity will help the students to understand the flight of a good pitch shot when struck well

Ball Position



Equipment Needed

- Pitching Wedge or Sand Wedge
- 3 Golf balls

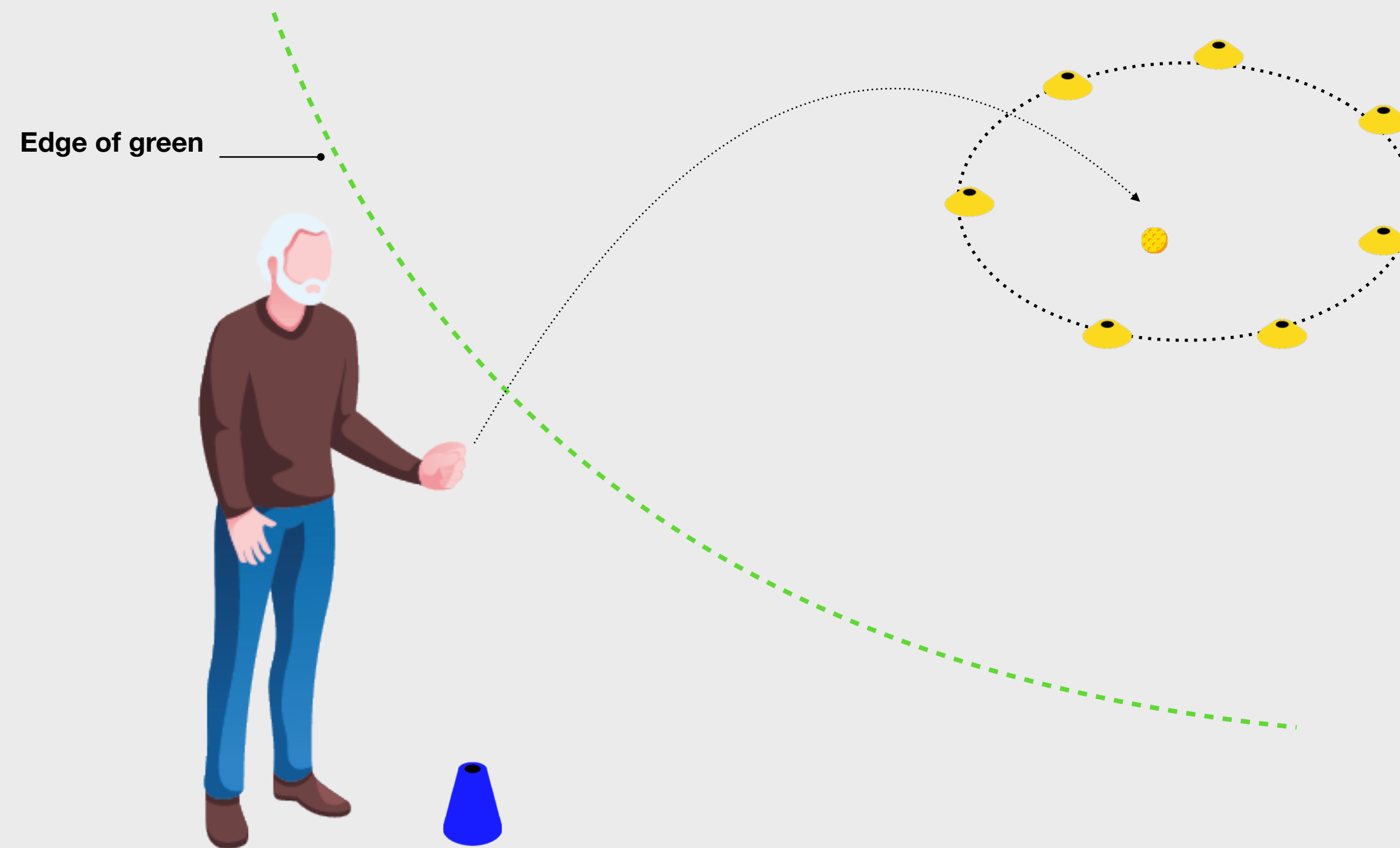
How to Practice

- The students should attempt to hit the same chip shot three times, but use a different ball position each time
- The students should play one ball from the center of their stance, one an inch or two forward of center and one an inch or two behind

Technical Link

- This activity will help studentss build an awareness of the different ball positions and the impact on strike, flight and roll

Land and Roll



Equipment Needed

- 7 Cones
- Pitching Wedge or Sand Wedge
- Golf balls

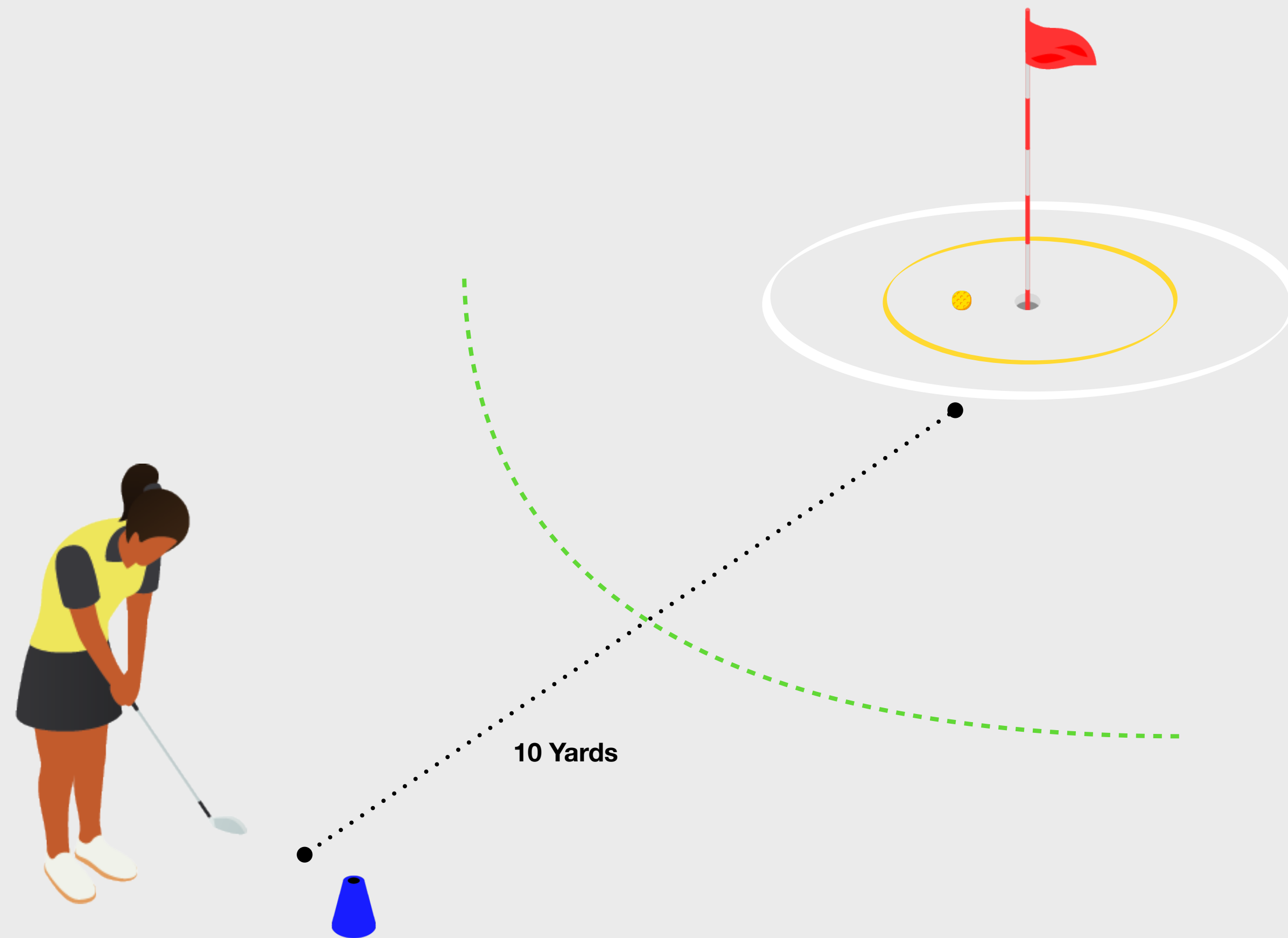
How to Practice

- The landing circle marked out in yellow cones is the target the students is trying to land the ball in
- Students should stand sideways on and using right or left hand throw the ball into the air trying to land the ball in the circle
- Maintain the same speed of arm action and try and develop some consistent landing. To see how the trajectory affects the amount of roll throw the ball higher or lower
- Once the students has achieved the ideal flight and roll by throwing the ball they should try to replicate the flight using a golf club

Technical Link

- This activity is designed to help the students to understand about length of arm action versus where the ball lands
- It is used to mimic the action of chipping and controlling the trajectory of the flight and where the ball lands
- It will also show the students that varying trajectory will increase or decrease the roll

Using Different Clubs



Equipment Needed

- Hybrid, 7 iron and wedge
- Golf balls

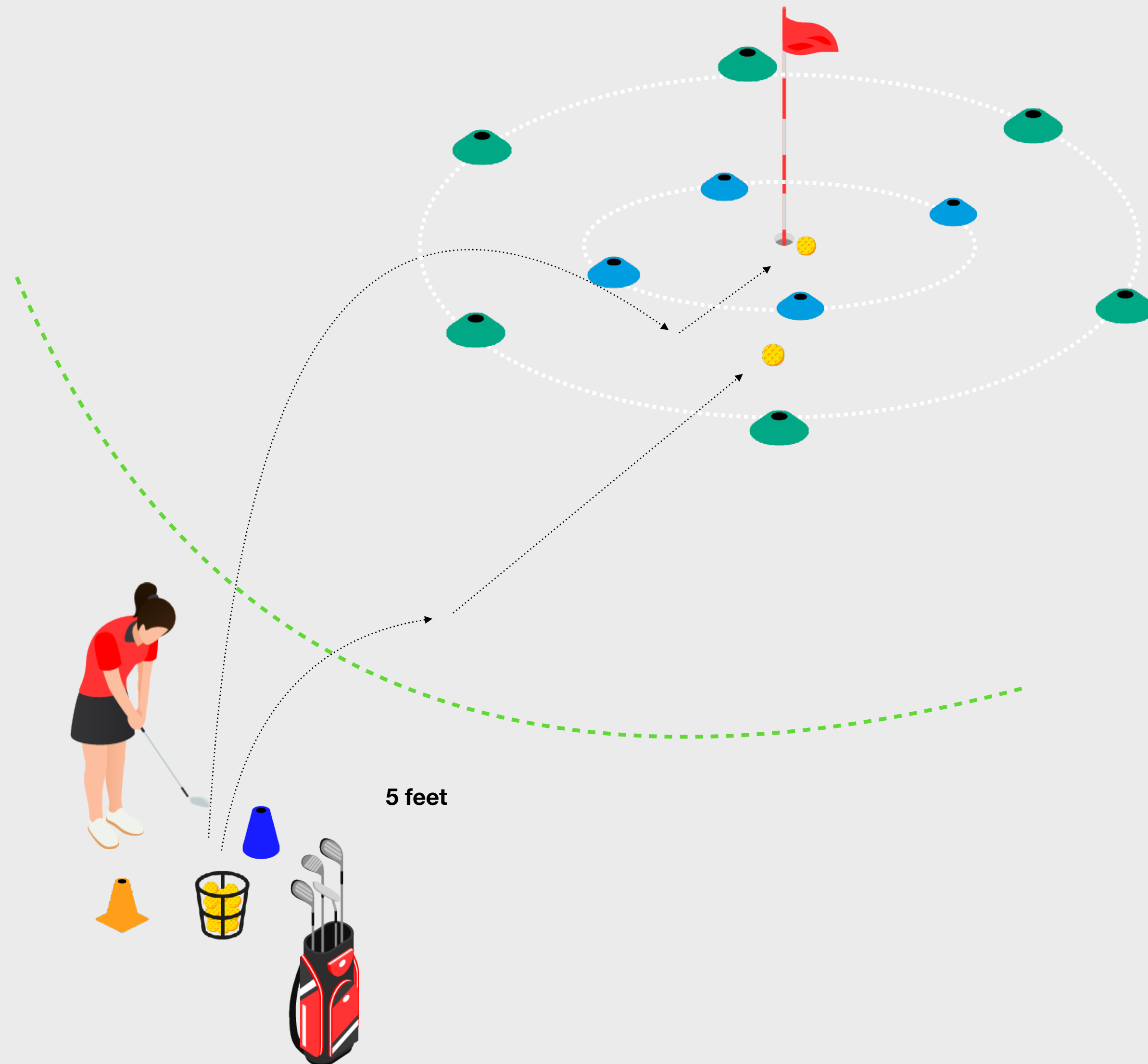
How to Practice

- The students should practice using the different clubs to learn how the ball flight is affected by the different lofts of the clubs
- Start by hitting a few chips with the same club and trying to replicate the same stroke before switching clubs
- The students should progress to being able to alternate clubs between each shot
- Highlight to the students how the ball flight changes when good contact is made using the different clubs

Technical Link

- This activity will help the students to understand the concept of flight and roll when using different clubs
- It will help them to understand how a lower lofted club will produce a lower ball flight and more roll on landing

Bullseye



Equipment Needed

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

How to play the game

- Challenge the students to hit 10 shots from the edge of the green. 5 shots should be hit with a 8 iron and 5 shots to be hit with a SW
- If the students gets the ball in the inner circle they score 10 points
- If the students gets the ball in the outer circle they score 5 points

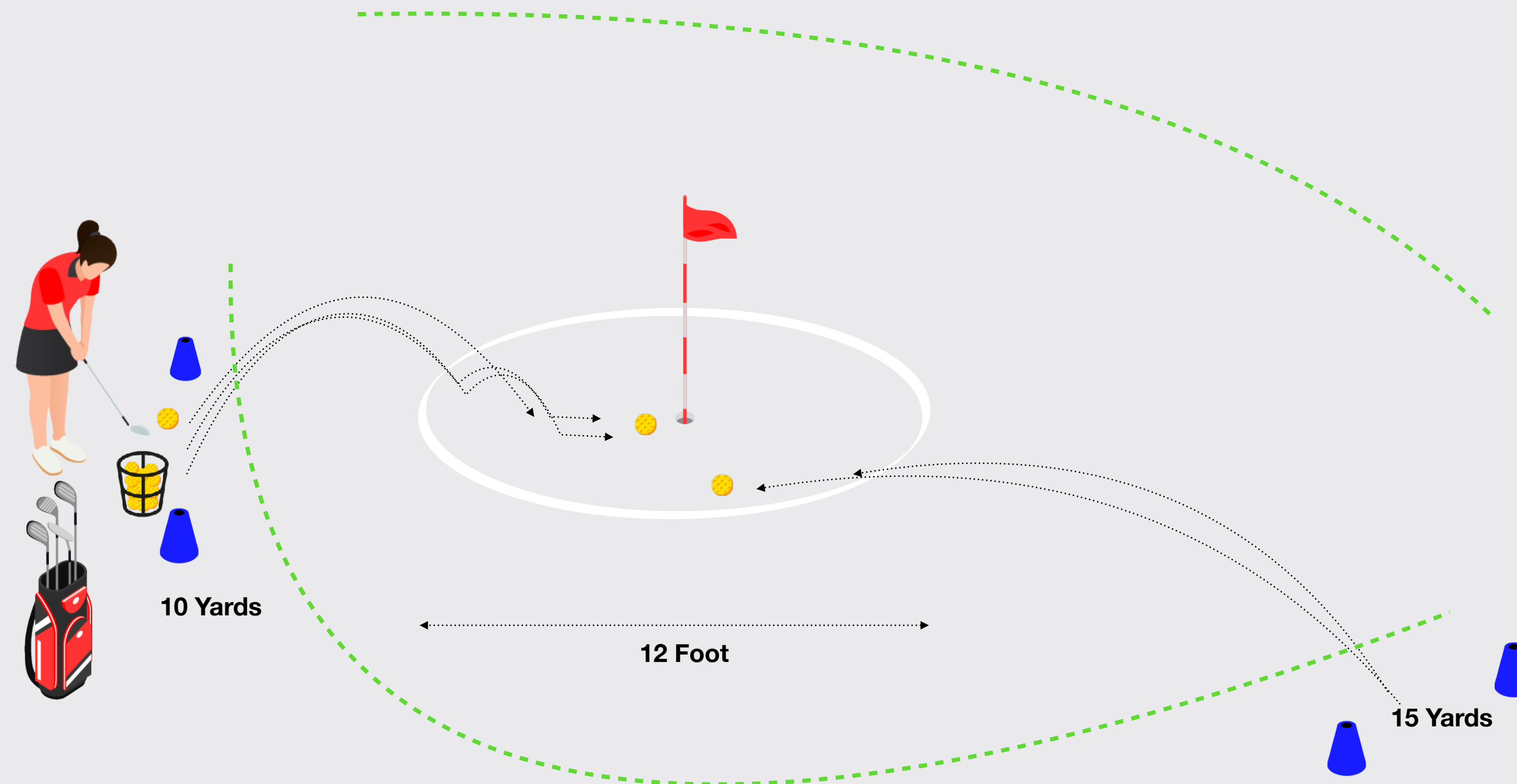
Technical Link

- Explain to the students how changing the club effects the result
- Ask the students which shot is the most effective and score the most points over 10 shots

Chipping Challenge



Chipping Challenge



Attempting the Challenge

- Students 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
- Students should drop the ball on each attempt

The Challenge

- Attempt to chip the ball to within the target circle from each position around the green. Students should attempt 10 shots from each starting position
 - **4/10 chips within target circle from 10 yards**
 - **3/10 chips within target circle from 15 yards**

What to do Next:

- On the GLF. Connect App, the student should mark the challenge as complete for scoring goal they complete to achieve their virtual reward

