

Scoring University



Chipping

SCORING
UNIVERSITY
CLAIM YOUR GAME

Contents

- 3 **Class Timetable**
- 6 **Class Objectives and Setup**
- 9 **Practice Stations and Game Cards**
- 14 **Scoring Skills Challenges**



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 75
Short Game

Topic:
Chipping

Technical Focus
Flight
Spin Control

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 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 	
25 mins	Flight 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 alter flight 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"> Fight or Flight Hurdles +
25 mins	Spin Control Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Outline to the student, the concept of spin control with regards to chipping Demonstrate to the student, how understanding landing zones can help them to become more effective in their ability to chip Outline the facts that influence spin control and how the environment may limit this Outline the technical factors that will influence optimising the spin on the golf ball 	<ul style="list-style-type: none"> How's Your Lie? Angle of Attack
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 75 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 pitching. Some of technical content you may want to explore in this session may include:

Flight - Demonstrate some simple key principles that will help the student to understand varying and controlling flight within chipping:

- Outline to students the importance of knowing how flight will effect landing zones and roll
- Demonstrate how flight can be changed with club selection and lie of the golf ball
- Demonstrate how setup and technical elements can be varied to influence flight control such as shaft position and lean

Spin Control - Outline to the students the importance of being able to understand the concept of spin control on a chip shot:

- Demonstrate to the students how to add or remove spin to the golf ball
- Discuss what influences spin with a chip shot including: lie, club selection, ground conditions and strike



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

30 Yards

Minimum Distance Markers

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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

30 Yards

SCORING UNIVERSITY

Example Class Layout and Setup

Station 1:
Practice Station
How's Your Lie



Station 2:
Practice Station
Flight or Fight



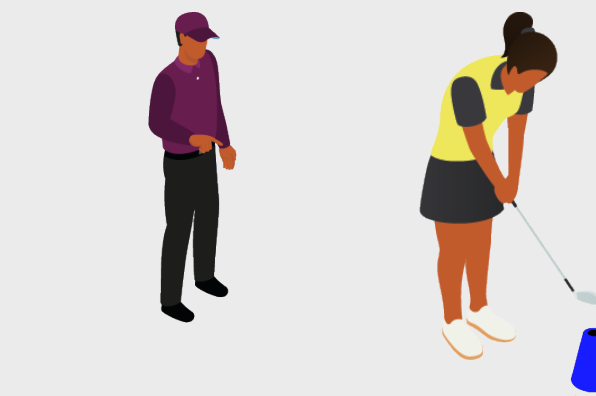
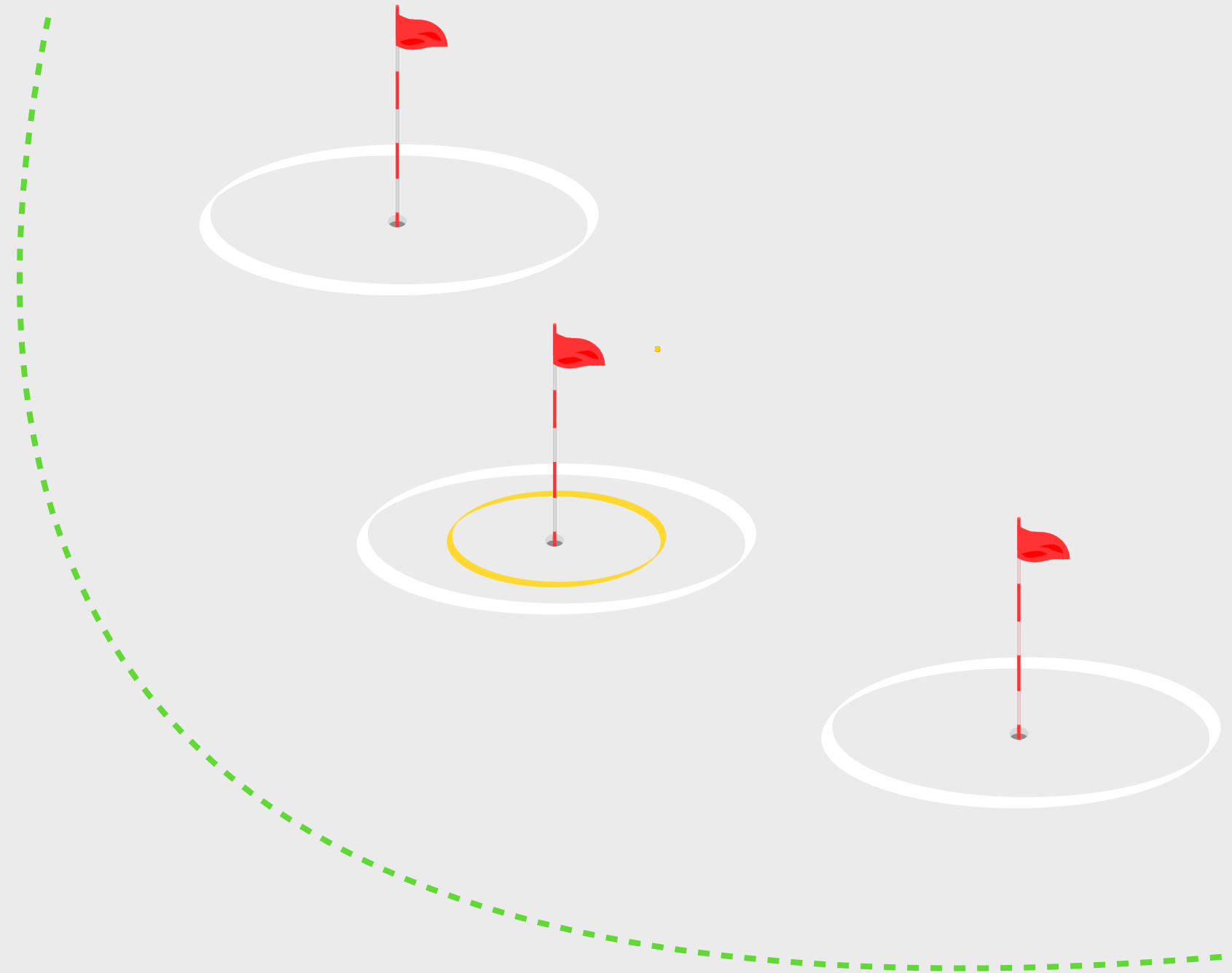
Station 3:
Practice Station
Hurdles



Station 4:
Practice Station
Angle of Attack

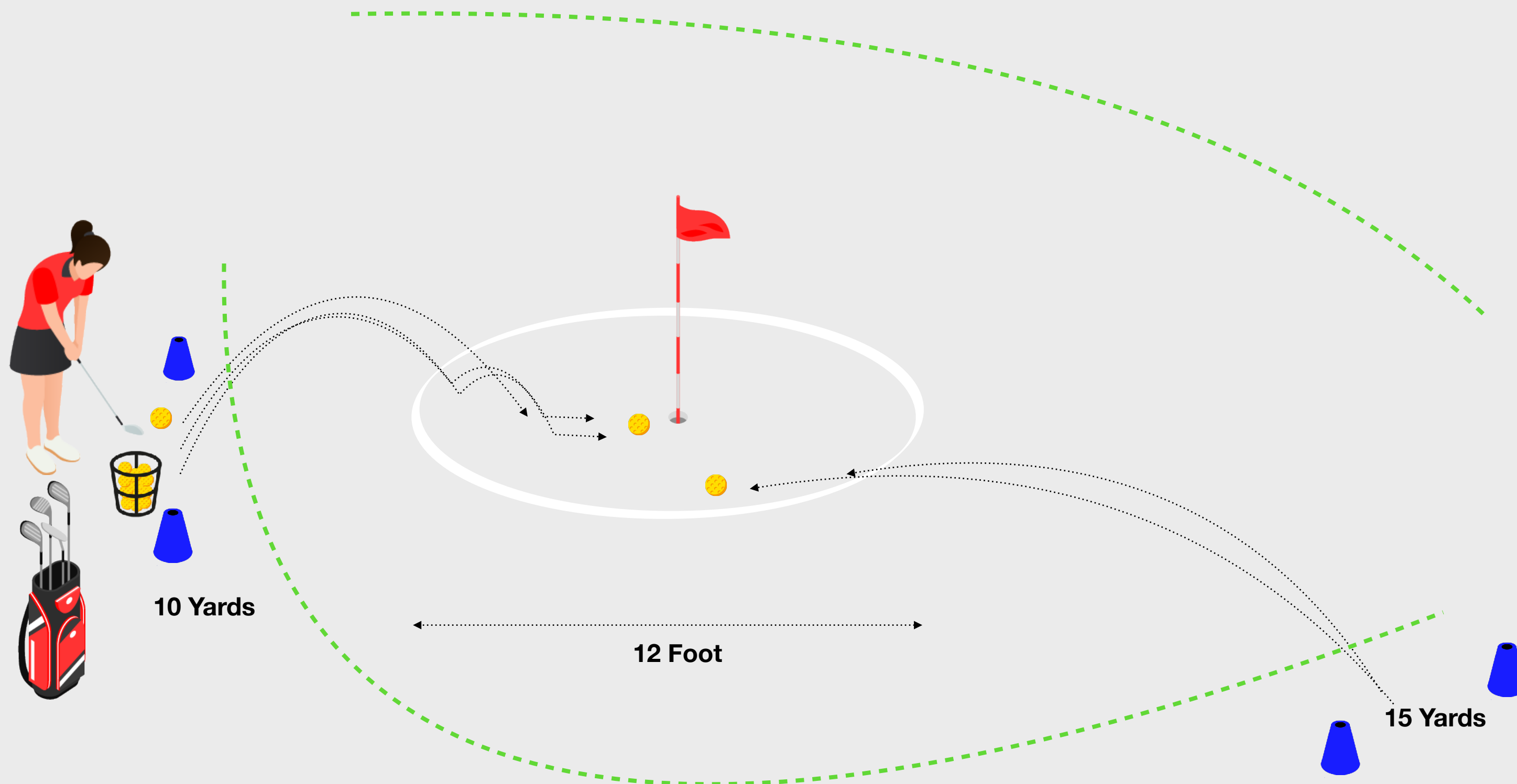


Group Discussion:
Start, during and end of class



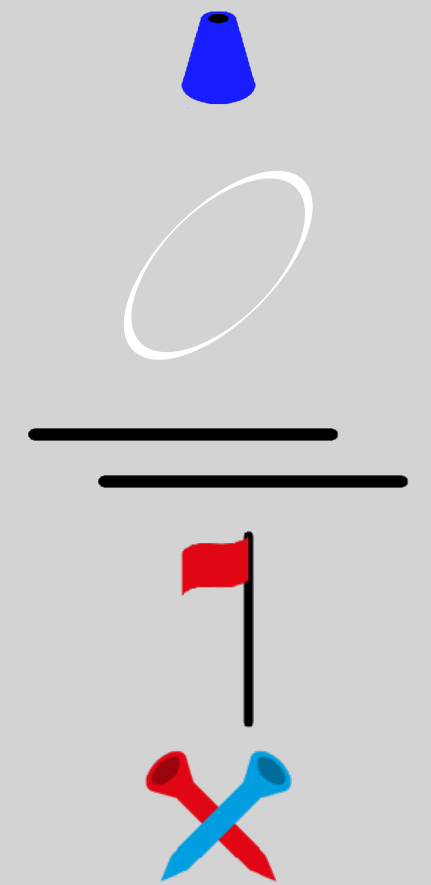
Station 5:
Challenge Station

Chipping Challenge Setup



Equipment Needed

- 4x Marker cones
- 12 Foot Diameter Hoop
- 1x Alignment Sticks
- 1x Flagstick
- Tee Pegs



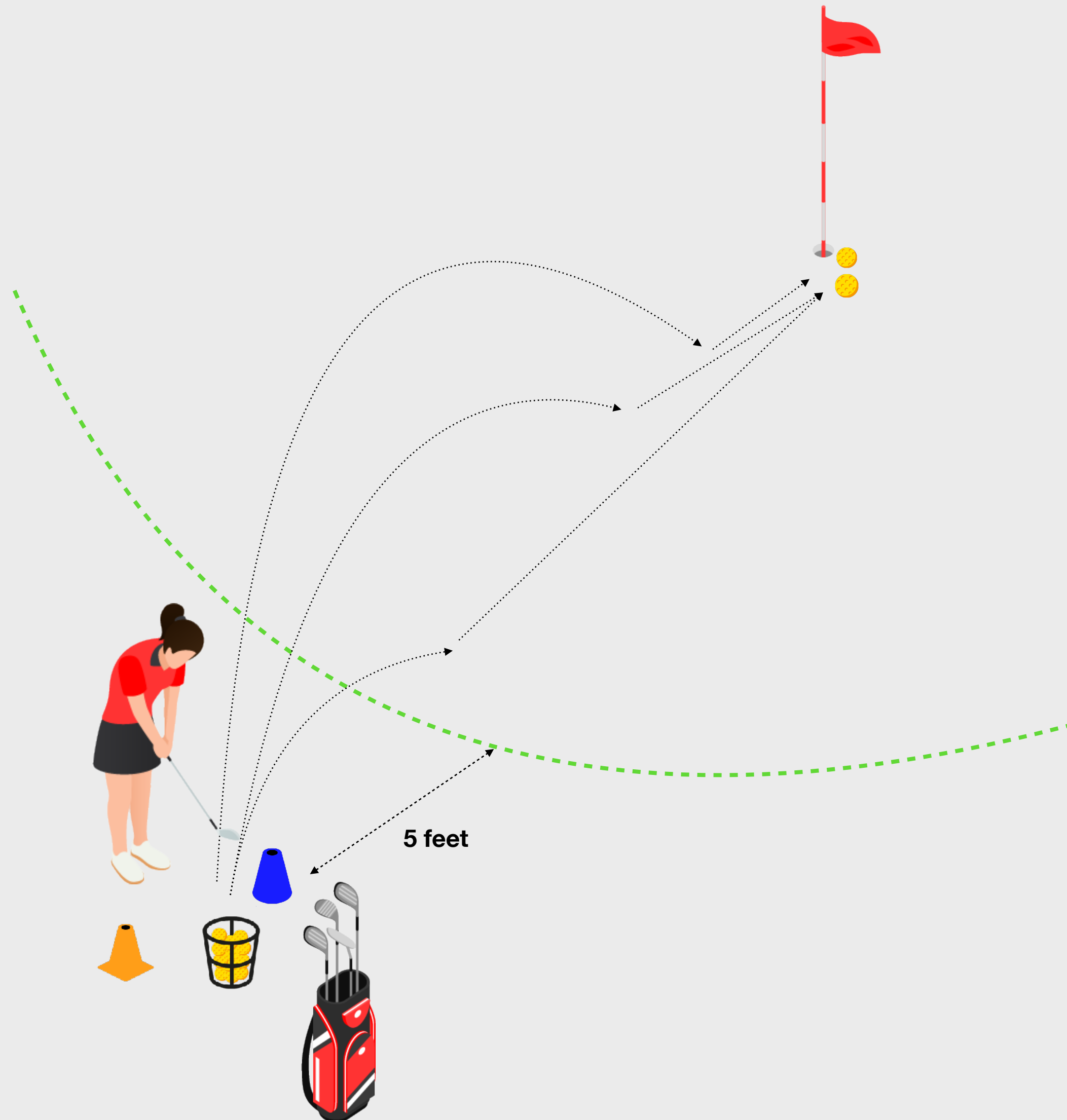
Setting out the Challenge

- 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 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



Fight or Flight



Equipment Needed

- Cones for safety
- Various lofted wedges and short irons
- Golf balls

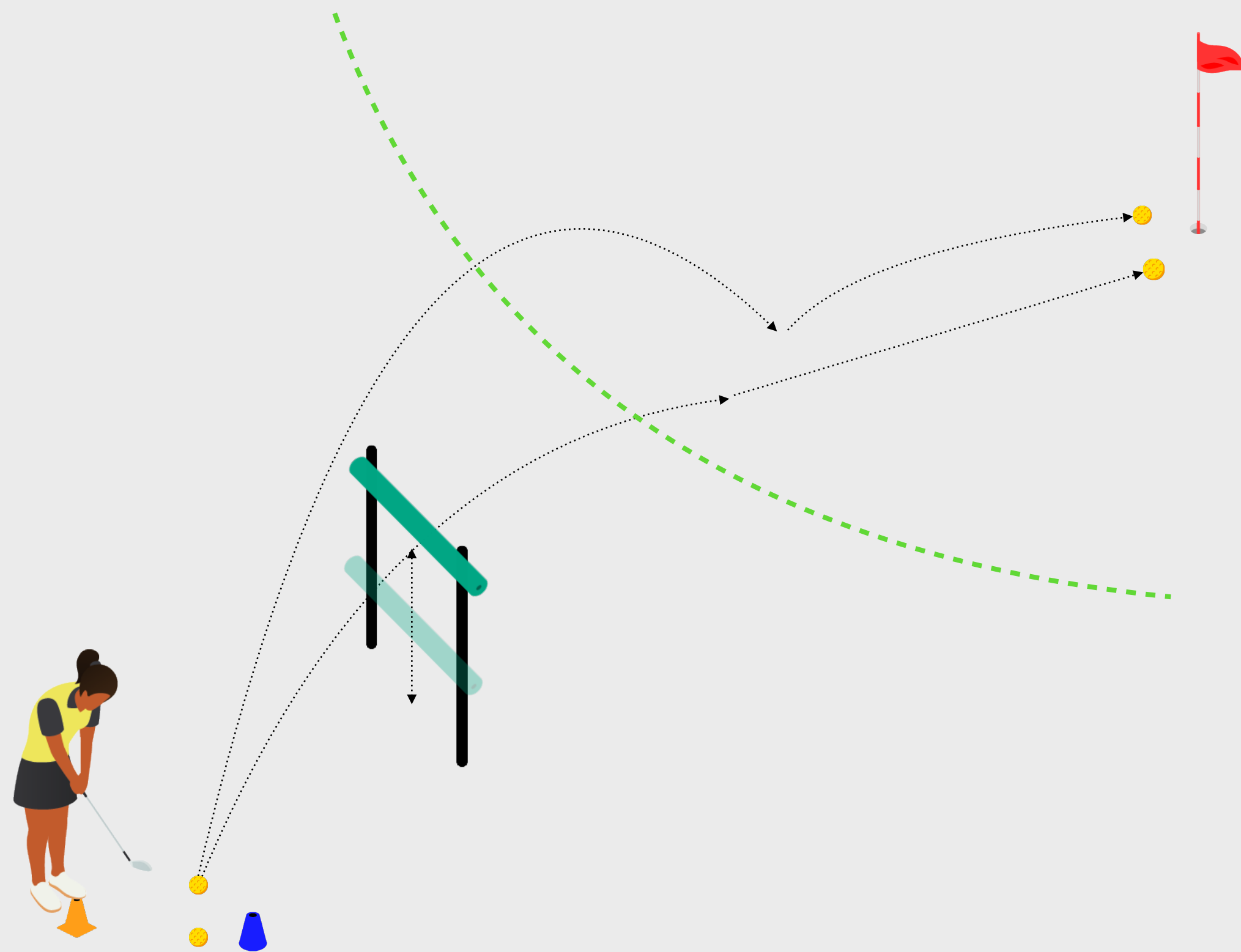
How to Practice

- Position the student on the edge of the chipping green
- Pick a shot 5 feet from the edge of the green with lots of green to work with
- Demonstrate to the students how to change the flight of the golf ball
- Suggest changes in their set up, club selection and the effect the lie can have on contact and ultimately flight and spin

Technical Link

- Outline to the students the benefits of both shots and specifically where each shot should be used
- Explain to the students the potential risks and percentage likelihood of success with each shot

Hurdles +



Equipment Needed

- Alignment sticks and a noodle to create the hurdles
- Golf balls
- 48 degree wedge (or similar) and 58 degree wedge (or similar)
- Chipping Green

How to Play

- Place the hurdles 5 feet ahead of the students
- Aim is to flight the chip shot over the crossbar and land in the appropriate place for the ball roll into the circle
- The students receives 10 attempts to chip the ball over the hurdle with 2 different clubs over 2 different hurdle heights
- 5 shots with a 48 degree wedge with 30% through the air and 70% rolling
- 5 shots with a 56 degree wedge with 70% through the air and 30% rolling

Progression Ideas

- Vary the height of the noodle
- Vary the position of the target circle

How's your lie?



Equipment Needed

- Varying grass length
- Green side medium to deep rough, fairway and green fringe
- Golf balls
- Cones for safety

How to Practice

- Position several balls around a green and drop them randomly in different lies to test the impact the lie has on spin control
- Allow the student to move around the green experiencing the effect the different lies have on the golf shot and its flight and spin
- Encourage the student to try different clubs and see what effect that has on the shot

Technical Link

- Explain to the students how changing the attack angle of the downswing can improve contact in longer grass
- Demonstrate this on fairway and fringe grass and see the effect that a change in attack angle can have on flight and spin control

Angle of Attack



Equipment Needed

- 56 degree wedge (or similar)
- Golf balls

How to Practice

- Ask the student to alter their angle of attack with a chip shot
- Vary the attack angle by steepening and shallowing it, and ask them to explain to the group or in pairs how this change in angle of attack affects the ball's flight and spin
- Change clubs and see if this is replicated through the range of wedges the student has in their bag

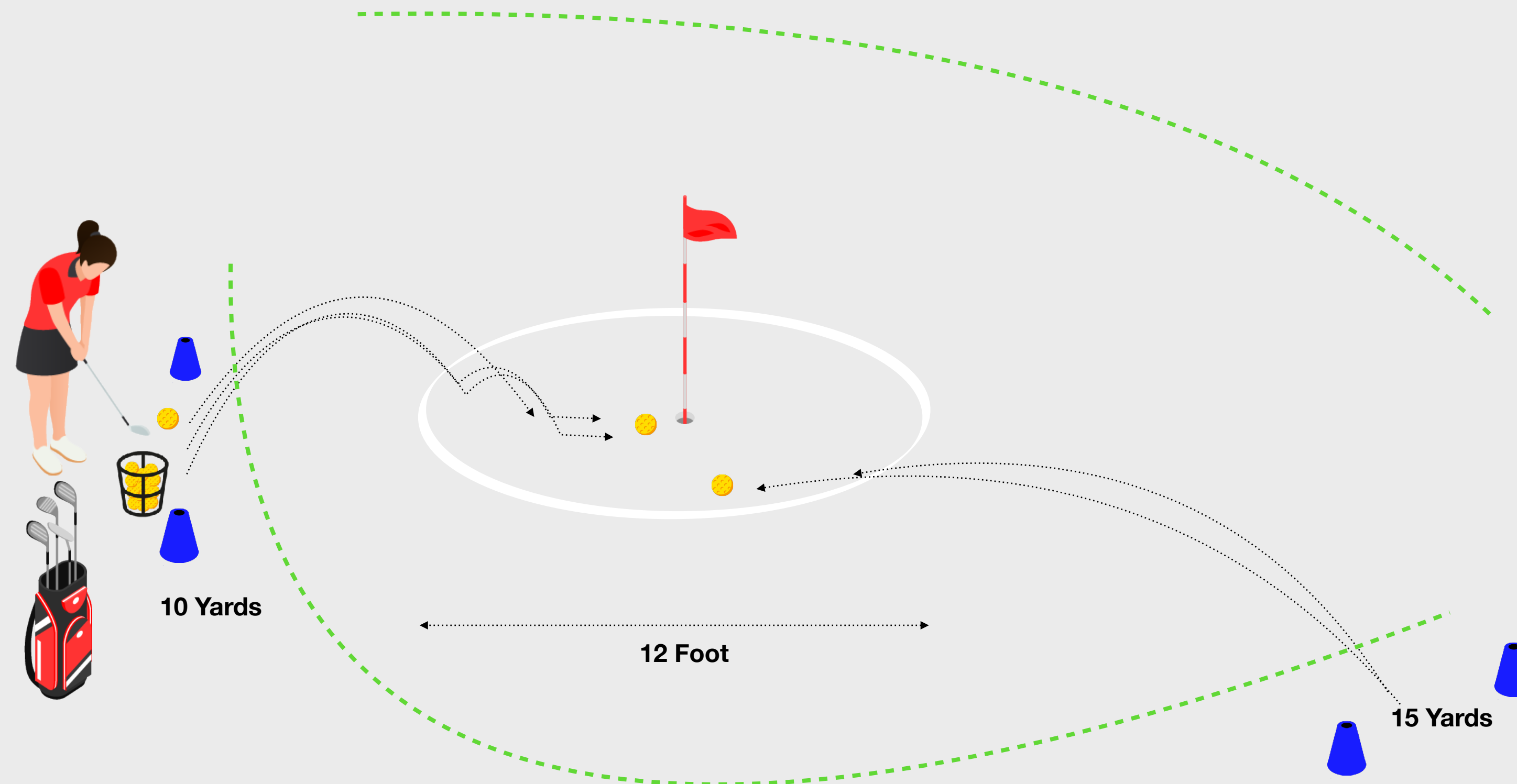
Technical Link

- This activity will help the students to understand how to get a good contact and flight and how to achieve more or less spin through altering the technique
- This activity will help the students to understand the flight of a good chip shot when struck well

Chipping Challenge



Chipping Challenge



Attempting the Challenge

- Students hit 10 shots in a random order from each starting position to finish within 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
- **8/10 chips within target circle from 10 yards**
- **7/10 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

