

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 	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	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 		<ul style="list-style-type: none"> X's & O's Stocking up the shot
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 		<ul style="list-style-type: none"> Draw it in Fade it in
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 		<ul style="list-style-type: none"> Driver Challenge
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. 		
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 		<ul style="list-style-type: none"> GLF Connect App GLF Connect App

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Class Timetable

Session Length:
90 Mins

Group Size:
1:8

Session Focus:
Break 80
Short Game

Topic:
Chipping

Technical Focus
Awkward Lies

Scoring Challenge
Chipping Challenge

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 80 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 	
35 mins	Awkward Lies Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Introduce the student to some top tips for dealing with awkward lies when chipping around the green Demonstrate to the student how to adjust their technique for awkward lies 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"> How's your Lie? Higher or Lower? Slope to Circle Bullseye
15mins	Awkward Lies Practice Stations Challenges and Games One to One Coaching Group Discussion	<ul style="list-style-type: none"> Allow the students to attempt a game of Break 18, using different lies around the green in pairs or teams. 	<ul style="list-style-type: none"> Par 18
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 80 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 chipping. Some of technical content you may want to explore in this session may include:

Awkward Lies - Outline to the students, how the lie can affect a chip shot and what changes need to be made to adjust to the lie. Some of the content you may want to explore includes:

- Suggest methods on how to change set up and club selection to cope with awkward lies. The lies you may want to explore include:
 - Ball above feet and ball below feet
 - Playing from long grass
 - Chipping out under trees
 - Restricted backswing
- Explore with students the importance of the pre-shot routine when playing from awkward lies around the green.
 - Reinforce to students that they should assess the lie of the ball including identifying their ball, checking for mud and assessing the difficulty of the lie.
 - They should assess the position of the flag, hazards surrounding the green and the proportion of the rough and green surface
 - Stress the importance of selecting the club after assessing the lie and situation
- Discuss damage limitation when in a very poor lie



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

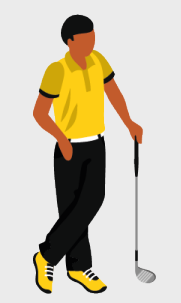
SCORING UNIVERSITY

Example Class Layout and Setup

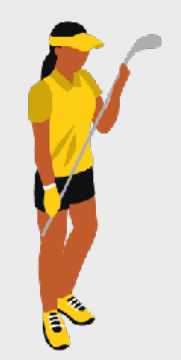
Station 5:
Practice Station
Par 18



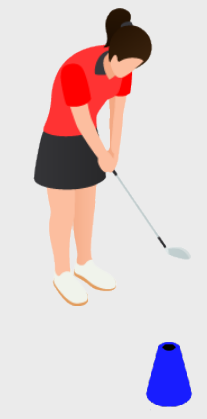
Station 1:
Practice Station
How's your Lie?



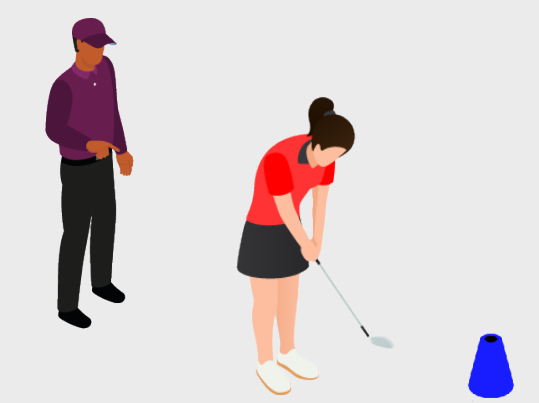
Station 2:
Game Station
Higher or Lower?



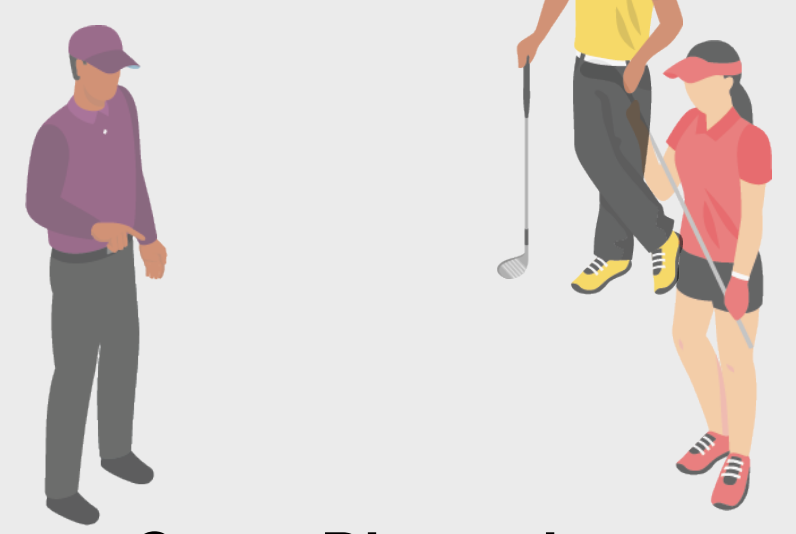
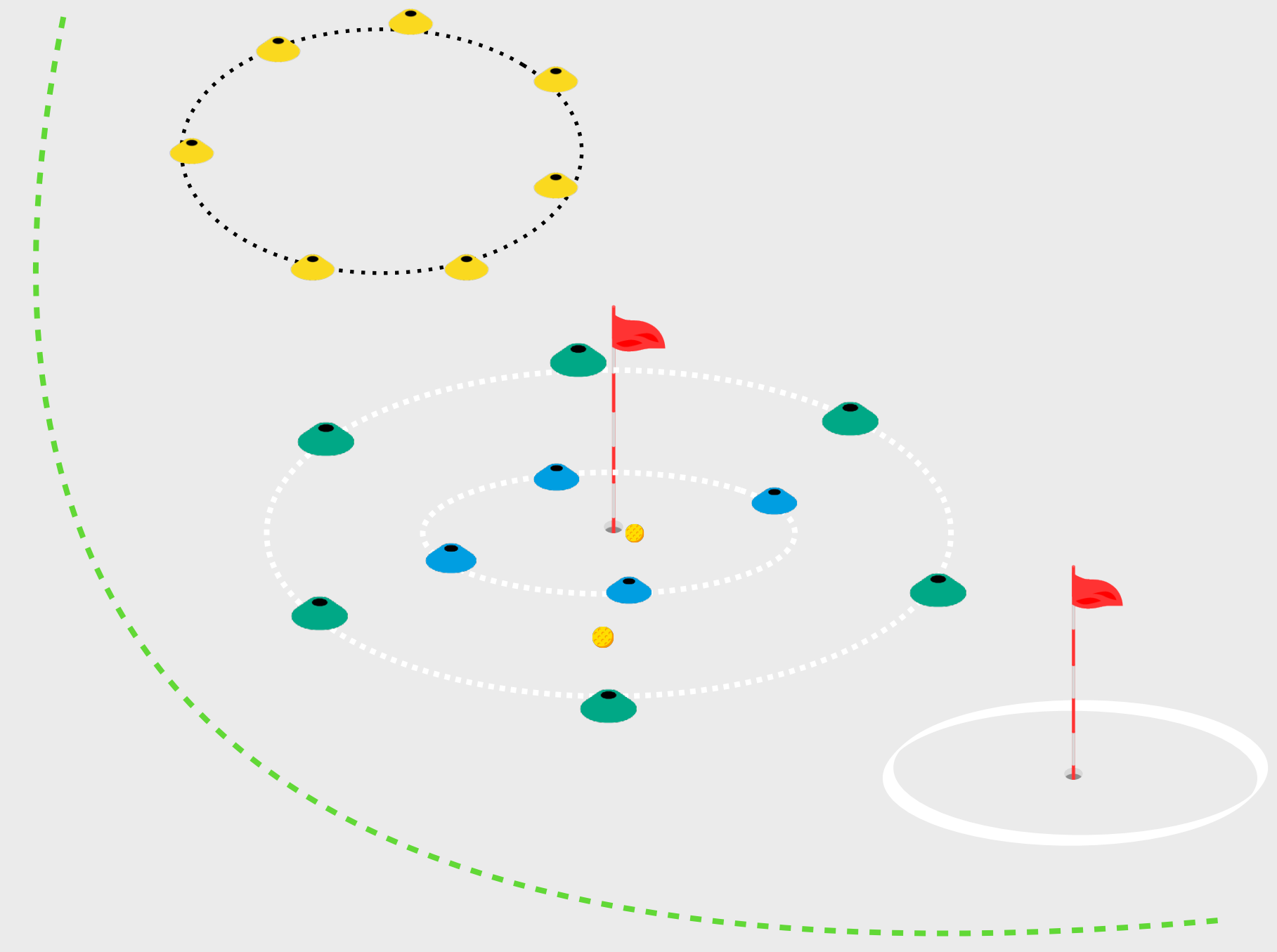
Station 3:
Practice Station
Slope to Circle



Station 4:
Game Station
Bullseye

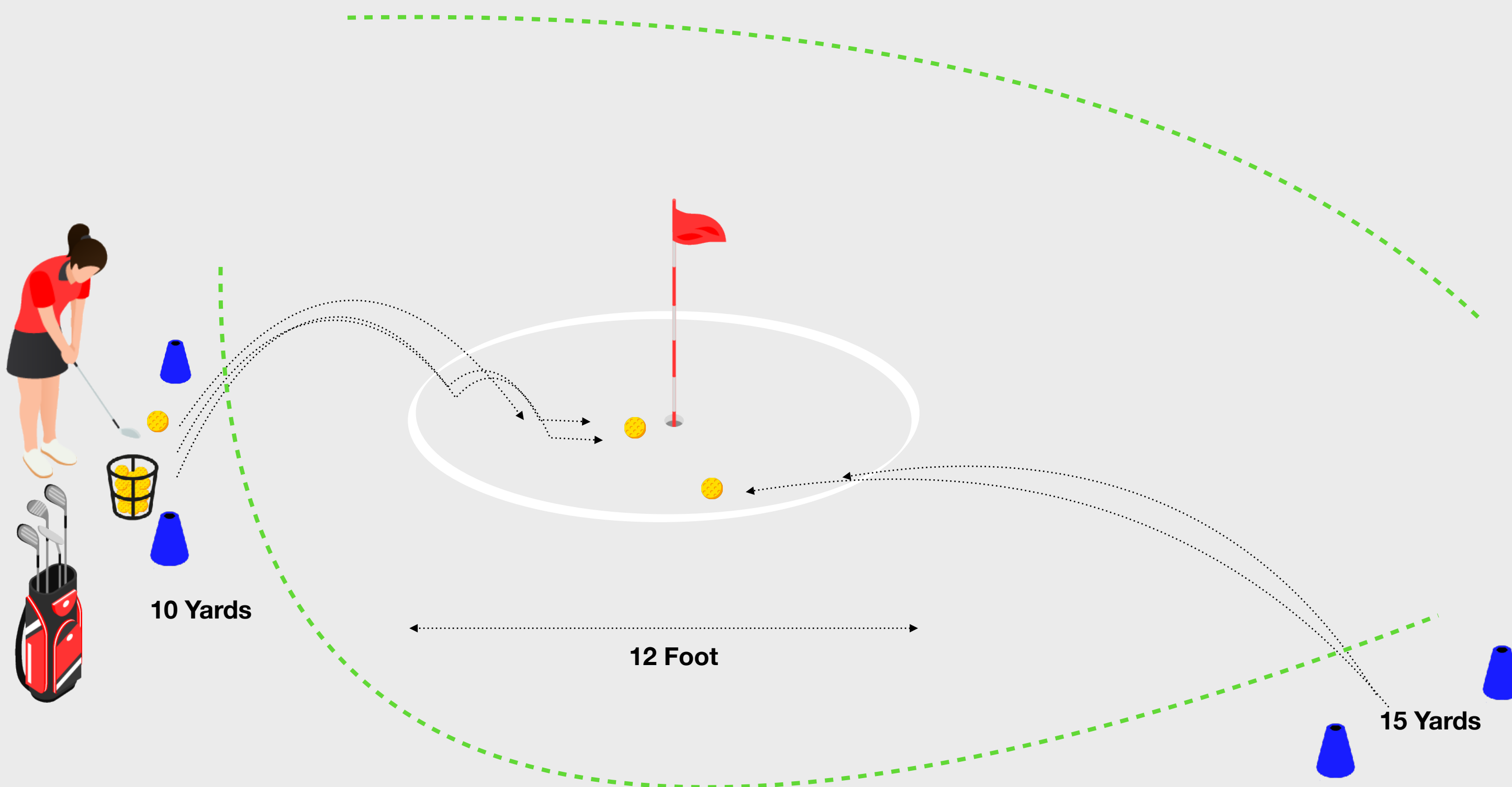


Station 5:
Challenge Station



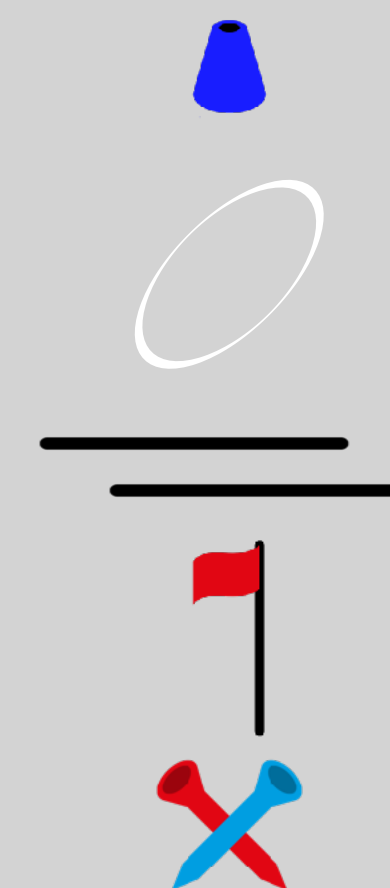
Group Discussion:
Start, during and end of class

Chipping Challenge Setup



Equipment Needed

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



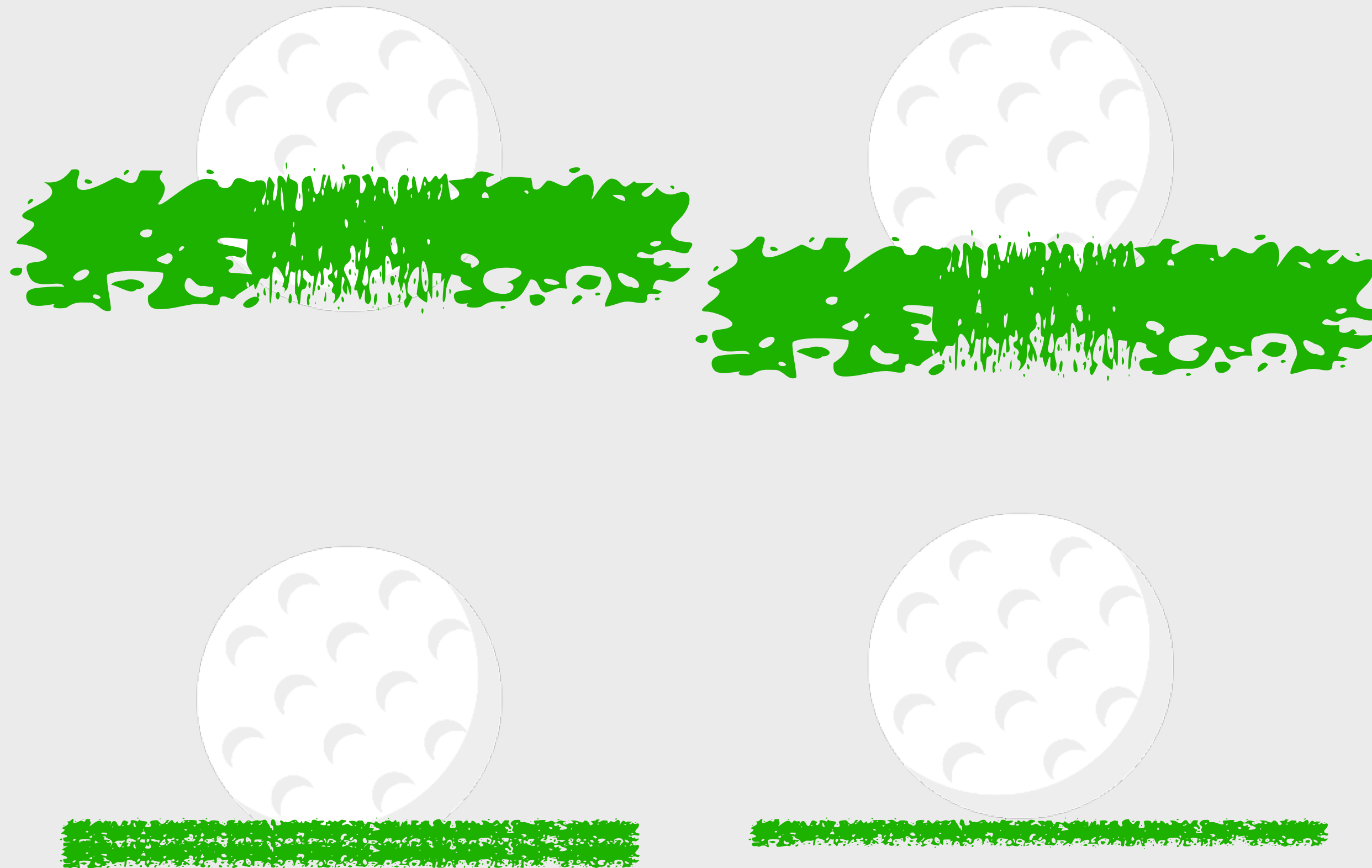
Setting out the Challenge

- 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 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



How's your Lie?



Equipment Needed

- Varying grass length
- Golf balls
- Wedge

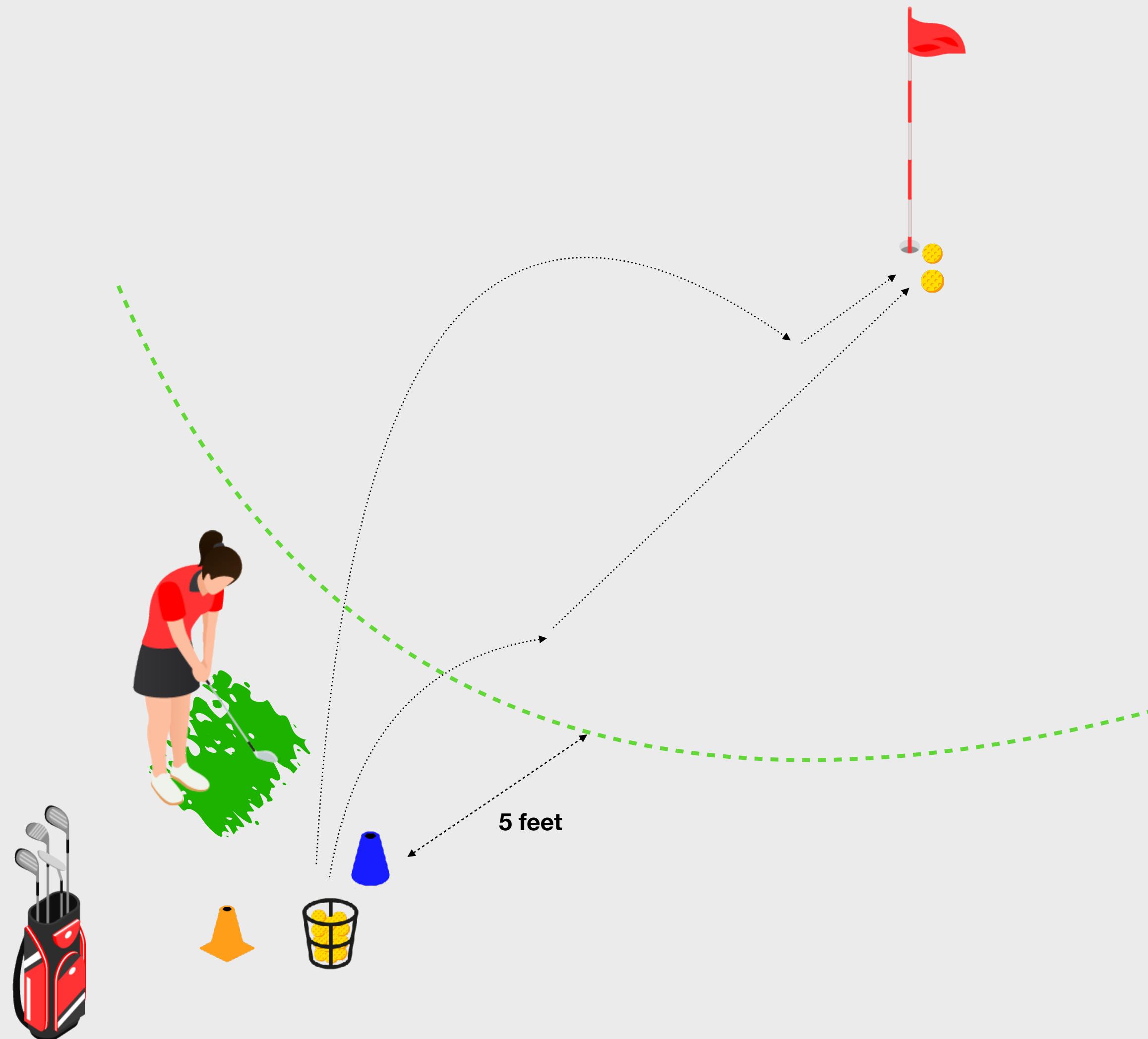
How to Practice

- Position several balls around the green on varying lies that should include at least the rough, fairway and fringe
- Allow the student to move around the green experiencing the effect the different lies have on the golf shot
- Encourage the student to try different clubs from different lies and see what effect that has on the shot

Technical Link

- Explain to the student that different lies require different shots with different clubs to achieve optimal results
- Demonstrate using a sand wedge off a bare lie and then out of the rough to show how the turf interaction affects the shot produced

Higher or Lower?



Equipment Needed

- Mid Iron and Wedge
- Varying grass length
- Golf balls

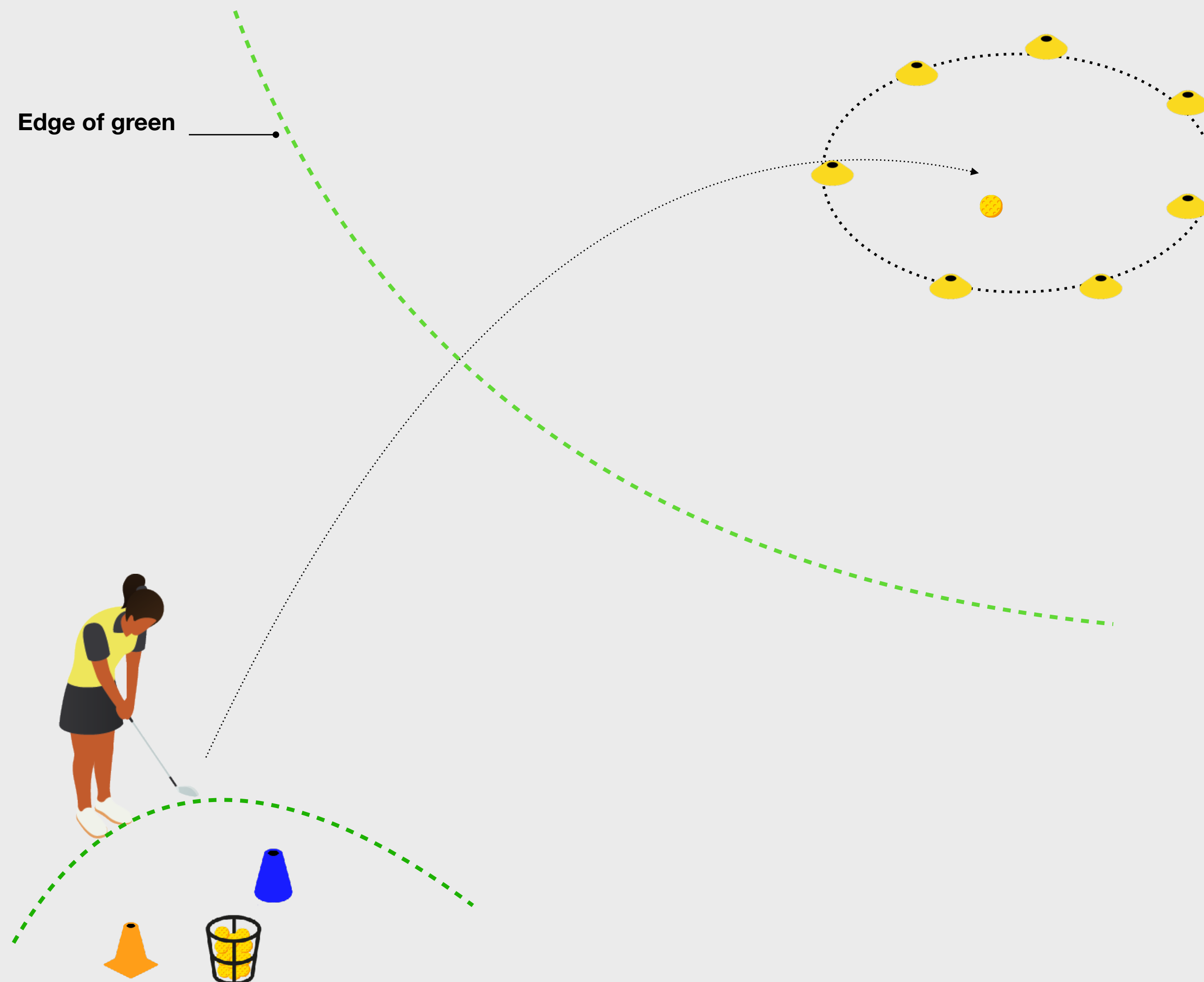
How to Play

- Position the student on the edge of the chipping green where there is rough and fairway/ fringe and lots of green to work with
- Demonstrate to the student two different ways to play the shots from the two different lies using both clubs
- Shot one will be with a high lofted wedge and a longer swing for a more aerial approach
- Shot two will be played with a mid iron and a shorter swing for a lower flighted approach
- See which shot ends the closest each time and keep score to explore which club works best from each lie and whether a higher or lower approach is best suited from those lies

Technical Link

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

Slope to Circle



Equipment Needed

- 7 x Cones
- Wedge
- Golf balls

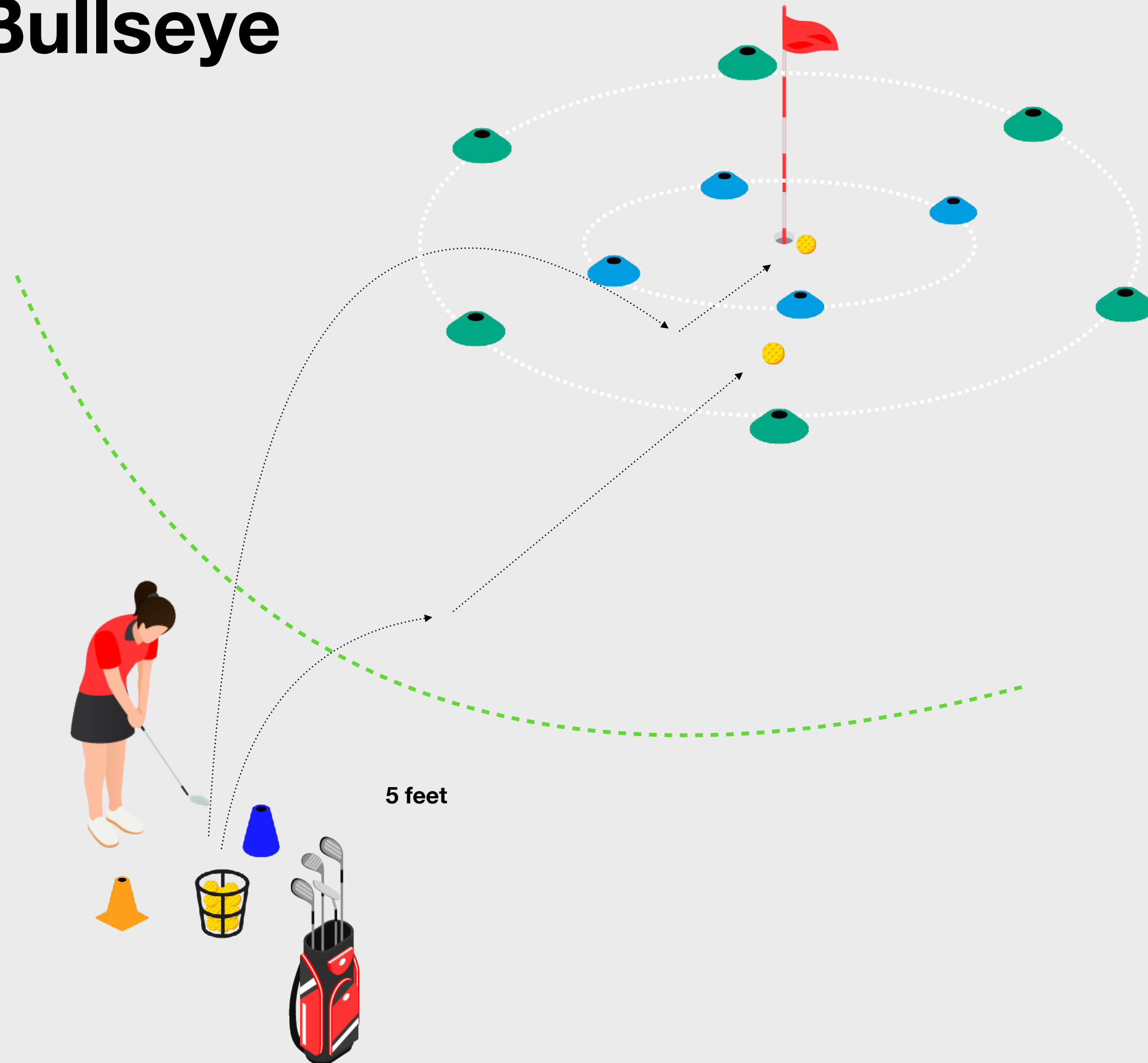
How to Practice

- Position the student on the edge of the chipping green where there is a slope
- The target circle marked out in yellow cones is the target the student is trying to finish the ball in
- Shots must be attempted with the ball on the slope
- Using an adjusted set up for the slope, students attempt to chip the ball and try and finish it in the circle
- For a downhill slope the distance increases and flight is lower
- For an uphill slope the distance decreases and flight is higher
- Explain to the student how to adjust their technique for these shots in order to produce the sufficient shot

Technical Link

- This activity will help the student to get a feel for chipping from slopes
- Encourage the student to visualise the ball lifting into the air and landing in the circle

Bullseye



Equipment Needed

- Golf balls
- Cone to create 2 circles (5ft & 10ft)
- Wedge
- Mid Iron

How to play

- Set up the student on the edge of the green where there is rough and fairway/ fringe
- Challenge them to hit 10 shots from the edge of the green
- 5 shots should be hit with a mid iron from a mixture of lies
- 5 shots to be hit with a wedge from a mixture of lies
- If the student gets the ball in the inner circle they score 10 points
- If the student gets the ball in the outer circle they score 5 points

Technical Link

- Explain to the students how changing the club will effect the shot distance and trajectory
- Discuss how the lie can affect the shot intended and what adjustments can be made to compensate for a difficult lie

Par 18



Equipment Needed

- Golf ball for each play
- Scorecard
- Pencil
- Cones for safety
- Putter
- 7 iron, 9 Iron and SW

How to Play

- Get the students to choose a starting point for 'Hole 1' around the green no more than 10 yards from the edge of the green surface
- The student should drop their ball rather than placing
- Each player hits their shot and then proceeds to putt out the ball
- The score should be recorded on the scorecard
- Students should find a new starting position for Hole 2 and continue to play up to 9 holes
- Each hole should include a new situation and lie

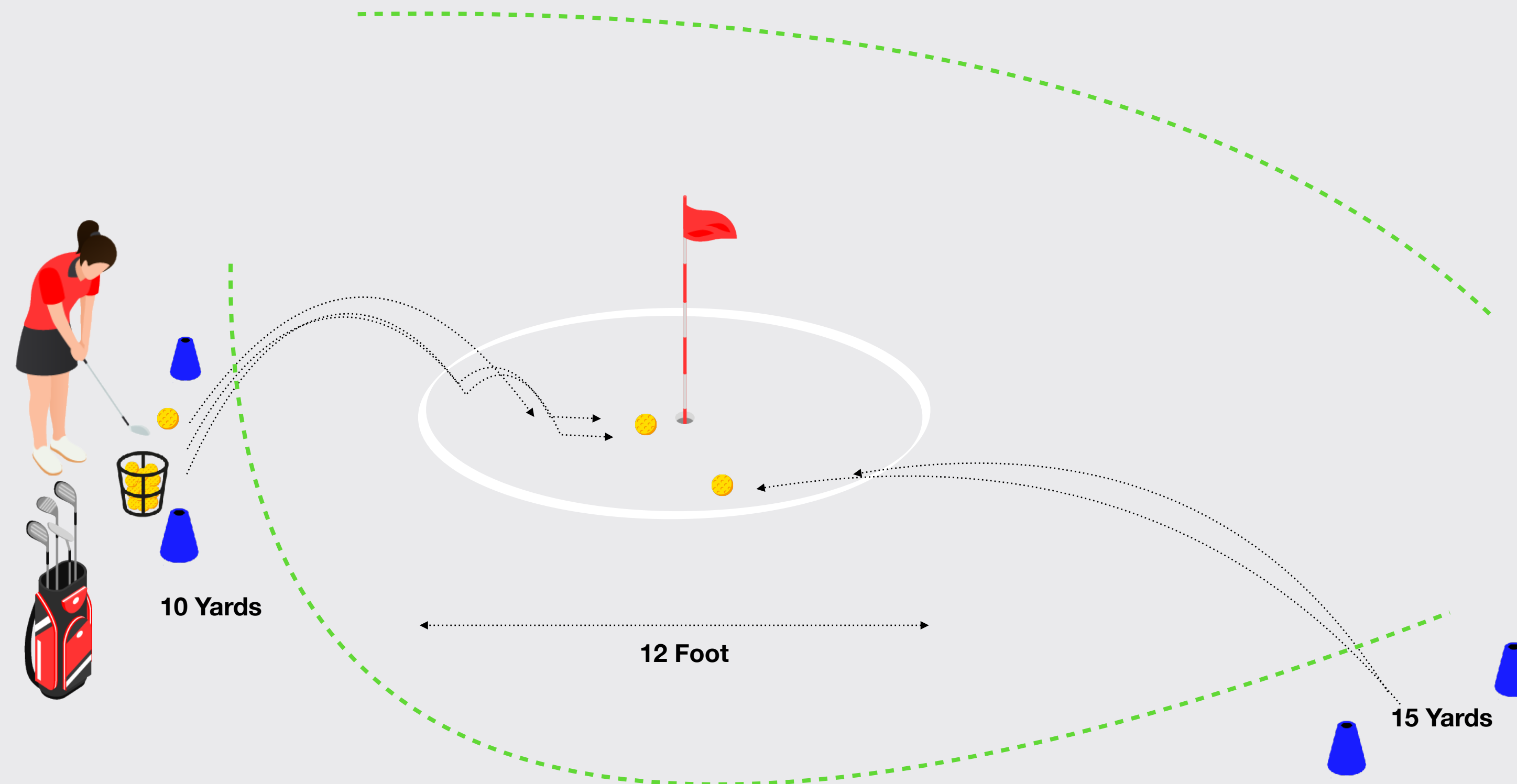
Progression Ideas

- Choose a variation of lies and situations around the green
- Nominate 3 'Easy', 3 'Medium' and 3 'Hard' shots around the green

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
 - **8/10 chips within target circle from 10 yards**
 - **6/10 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

