

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 90
Short Game

Topic:
Chipping

Technical Focus
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 90 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 	
50 mins	Using Different Clubs 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 using different clubs 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 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 Outline the various practice stations and allow the students to rotate around these. You may want to get the group back together after 25 minutes for further discussion, demonstration and questions 	<ul style="list-style-type: none"> Club Control Higher or Lower? Safe or Not Safe? Lofty Ambitions
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 90 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:

Using Different Clubs - Outline to the students the importance of being able to understand the concept of flight and roll as well as crucially how using different clubs around the green will assist their game. This may include:

- 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 90 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
- Outline to students how they can assess the situation including the lie of the ball, 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
- Demonstrate a shot with a high lofted club, high lofted iron (9 iron) and a mid iron such as a 7 iron. Show students how the ball reacts on landing varies and the amount of roll changes



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

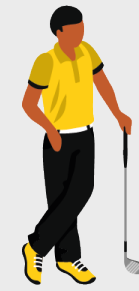
- Orange cones to mark out a safety line
- Marker cones to represent the tee markers at the challenge station
- Use the cones to mark out the carry distance lines or use features on the outfield
- Alignment sticks with foam noodles should be used to measure the gate 30 yards wide
- Set out all the markers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

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Example Class Layout and Setup

Station 1:
Practice Station
Club Control



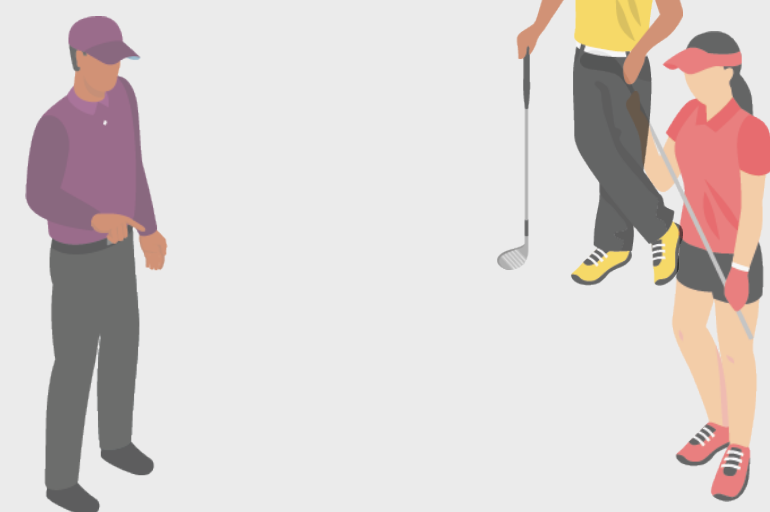
Station 2:
Game Station
Higher or Lower?



Station 3:
Practice Station
Lofty Ambitions

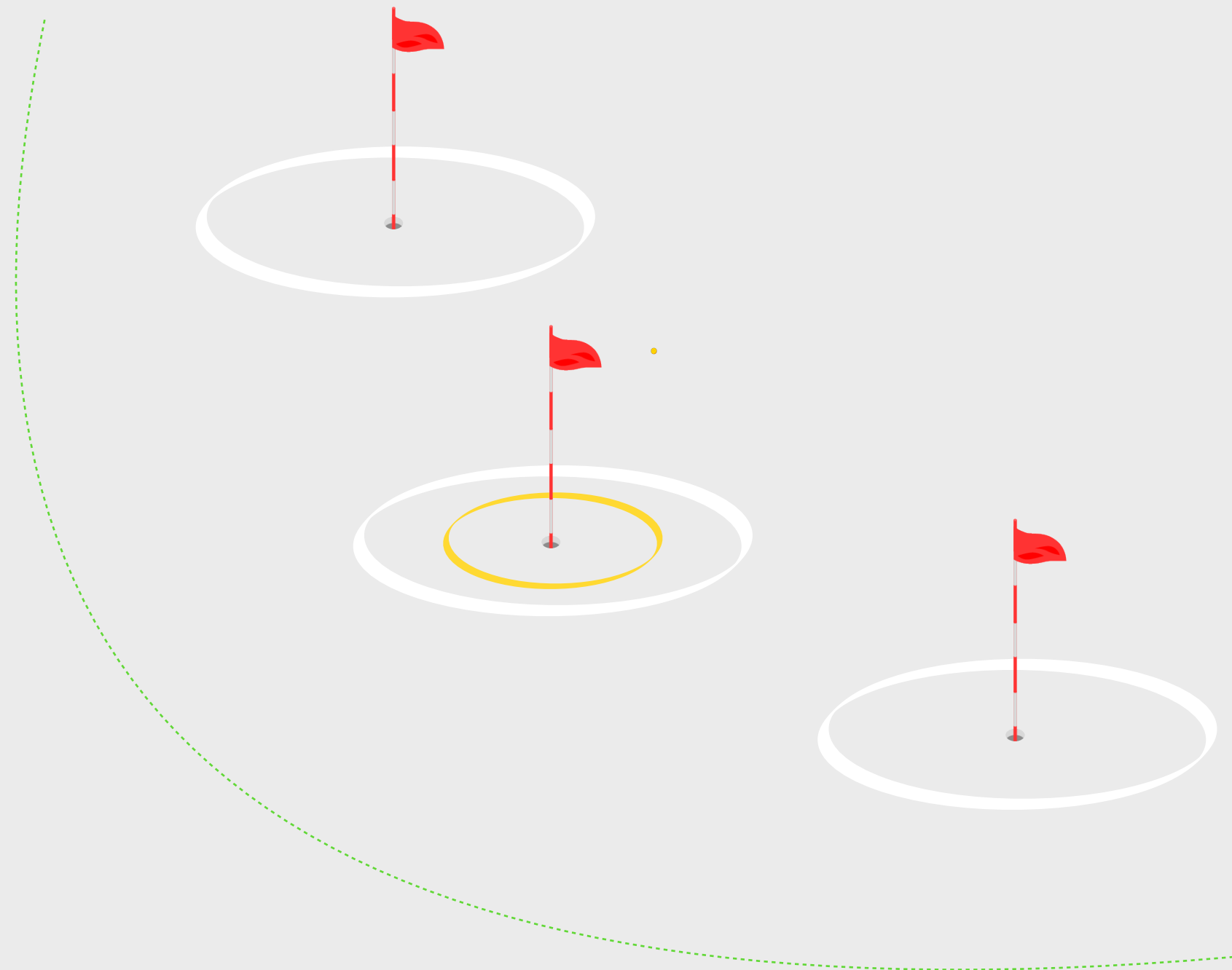
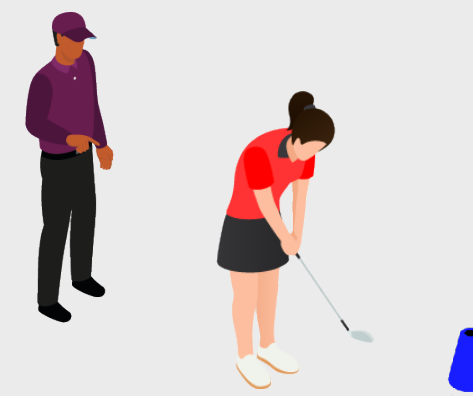


Station 4:
Game Station
Safe or Not Safe

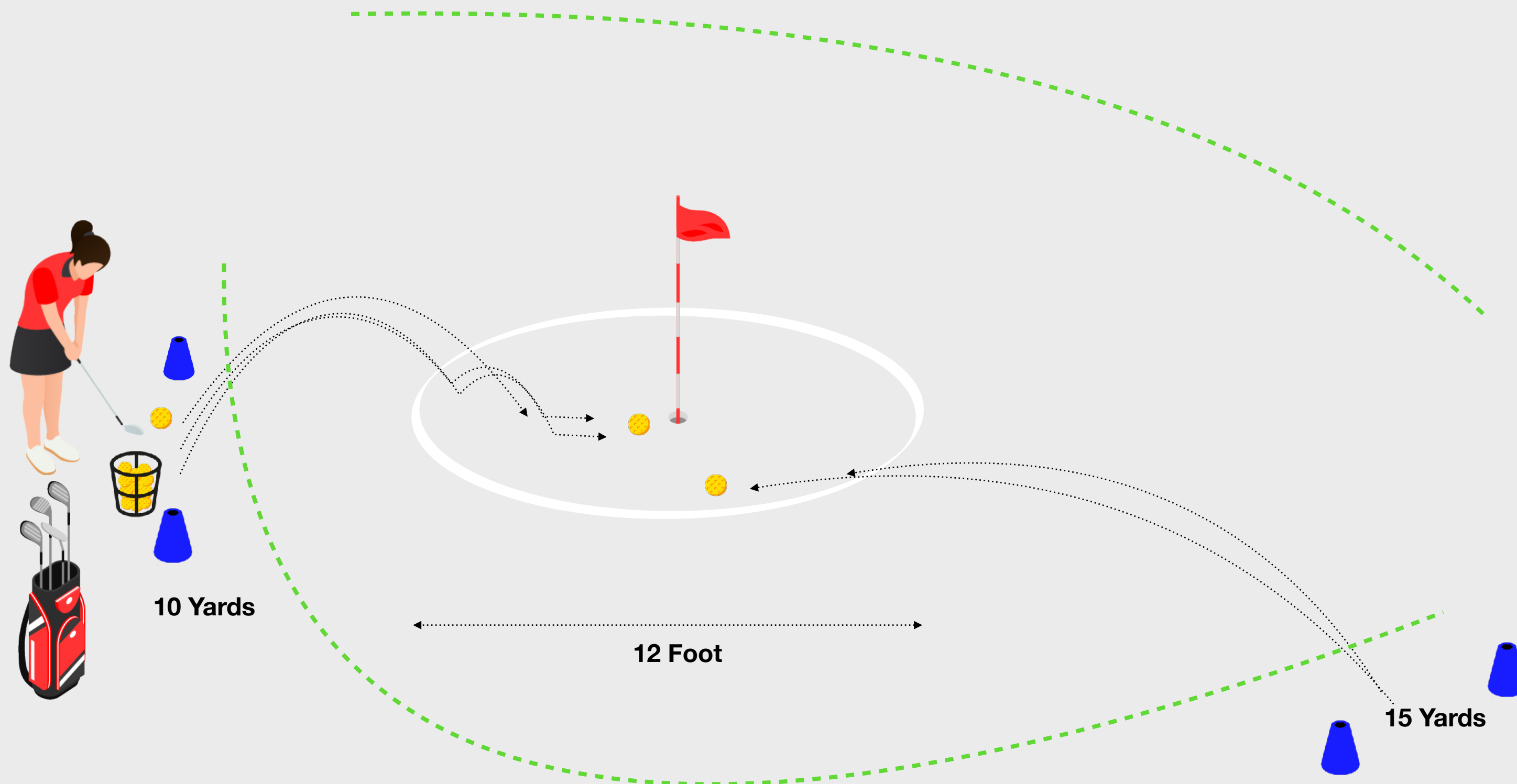


Group Discussion:
Start, during and end of class

Station 5:
Challenge Station

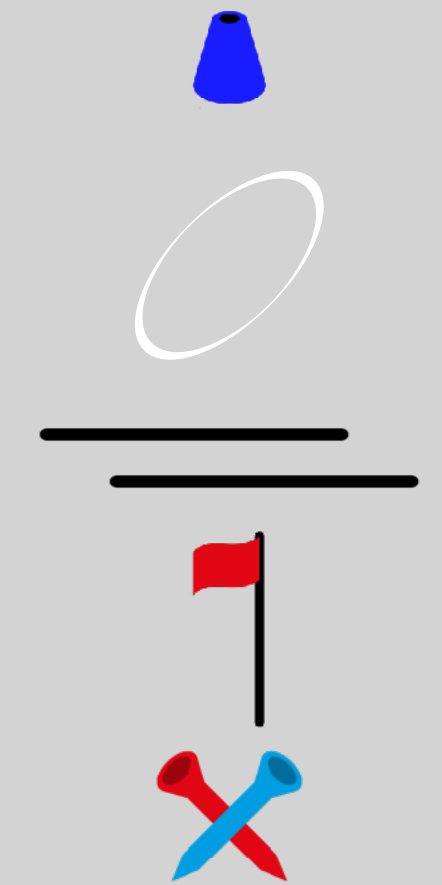


Chipping Challenge Setup



Equipment Needed

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



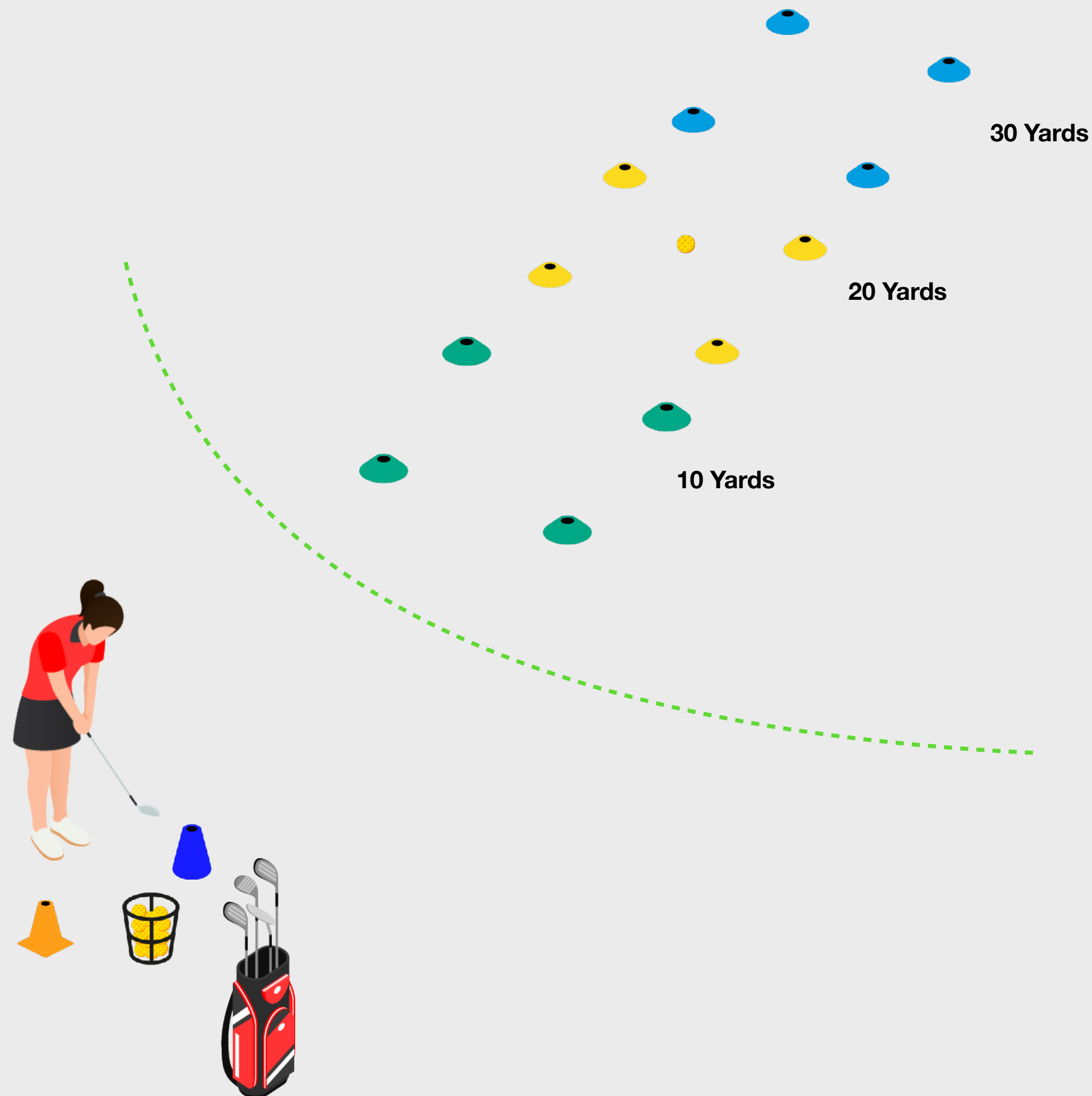
Setting out the Challenge

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

Practice and Games Cards



Club Control



Equipment Needed

- 12 cones
- Golf balls

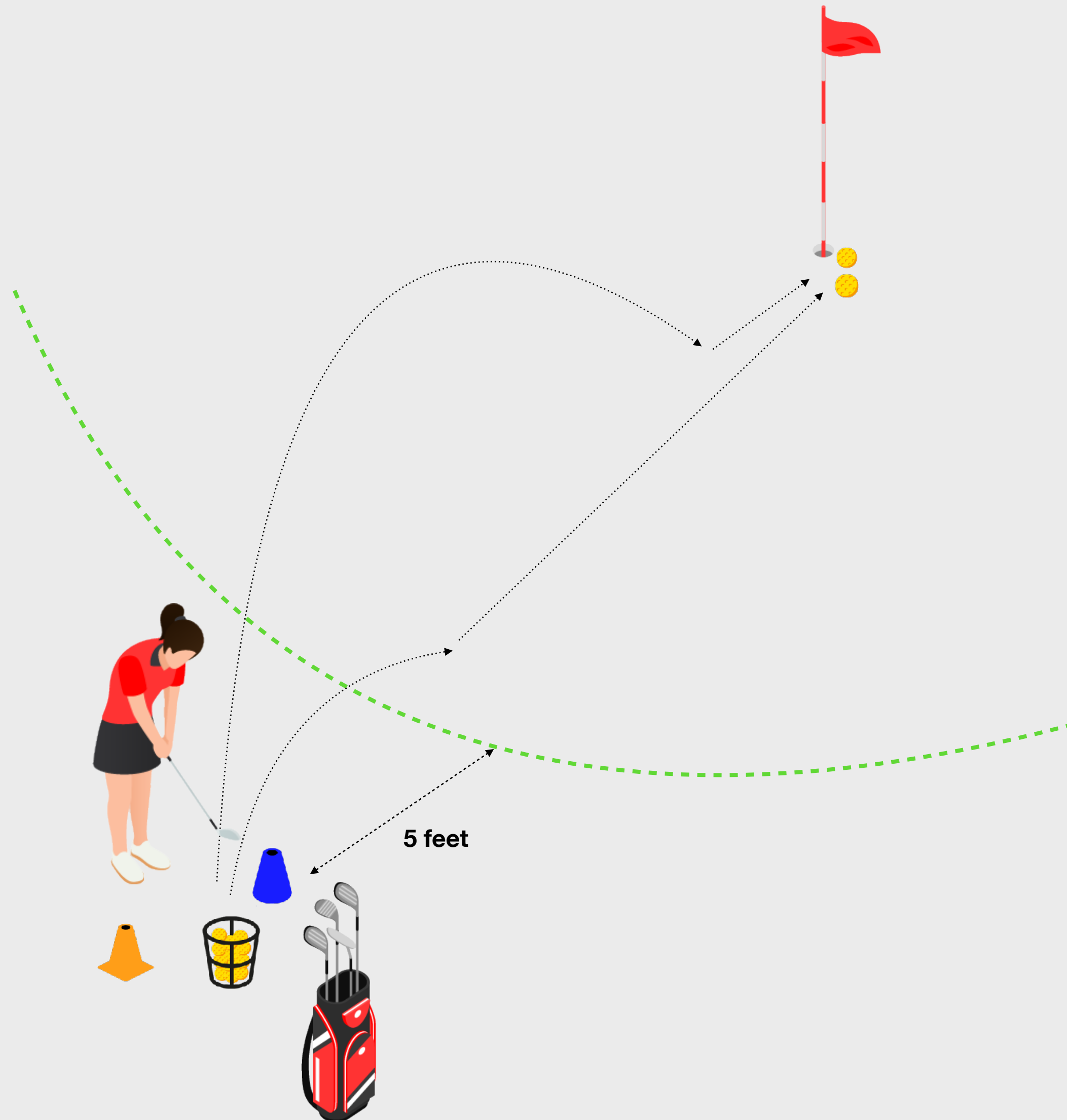
How to Practice

- Position the student on the edge of the chipping green
- Pick a shot 5 ft from the edge of the green with lots of green to work with
- Create using cones 3 evenly boxes on the green in line at different distances
- The student should practice chipping the ball different distances using the different clubs
- The aim is to get the ball to land in the box that they are aiming for at least once with 3 different clubs

Technical Link

- This activity will help the student to understand how to control the distance of shots with different clubs
- This activity will help the student to gain some consistency around the green by becoming more confident using a range of clubs for different distances

Higher or Lower?



Equipment Needed

- Cones for safety
- Mid Iron and Wedge
- Golf balls

How to Play

- Position the student on the edge of the chipping green
- Pick a shot 5 ft from the edge of the green with lots of green to work with
- Demonstrate to the student two different ways to play the shot
- 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 see if a higher or lower approach is best suited to the student over the course of the activity

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

Lofty Ambitions

Equipment Needed

- Golf Balls
- Selection of wedges, lofts and bounce

How to Practice

- Provide the student with a selection of different lofted wedges and aim to improve launch and contact
- Allow the student to try different wedge in order to improve connection and spin

Technical Link

- Show the students the impact that different equipment can have on the spin rate of the golf ball



Safe or Not Safe?



Equipment Needed

- Irons
- Wedges
- Water hazard or cones for hazard
- Golf balls

How to Play

- Set up several shot scenarios for the students around the green using target cones and/or flags
- Allow the student to choose the club they think is suitable for the shot
- Encourage students to choose the correct route based on their ability
- Get students to putt out to finish because this will allow them to access the decision they made

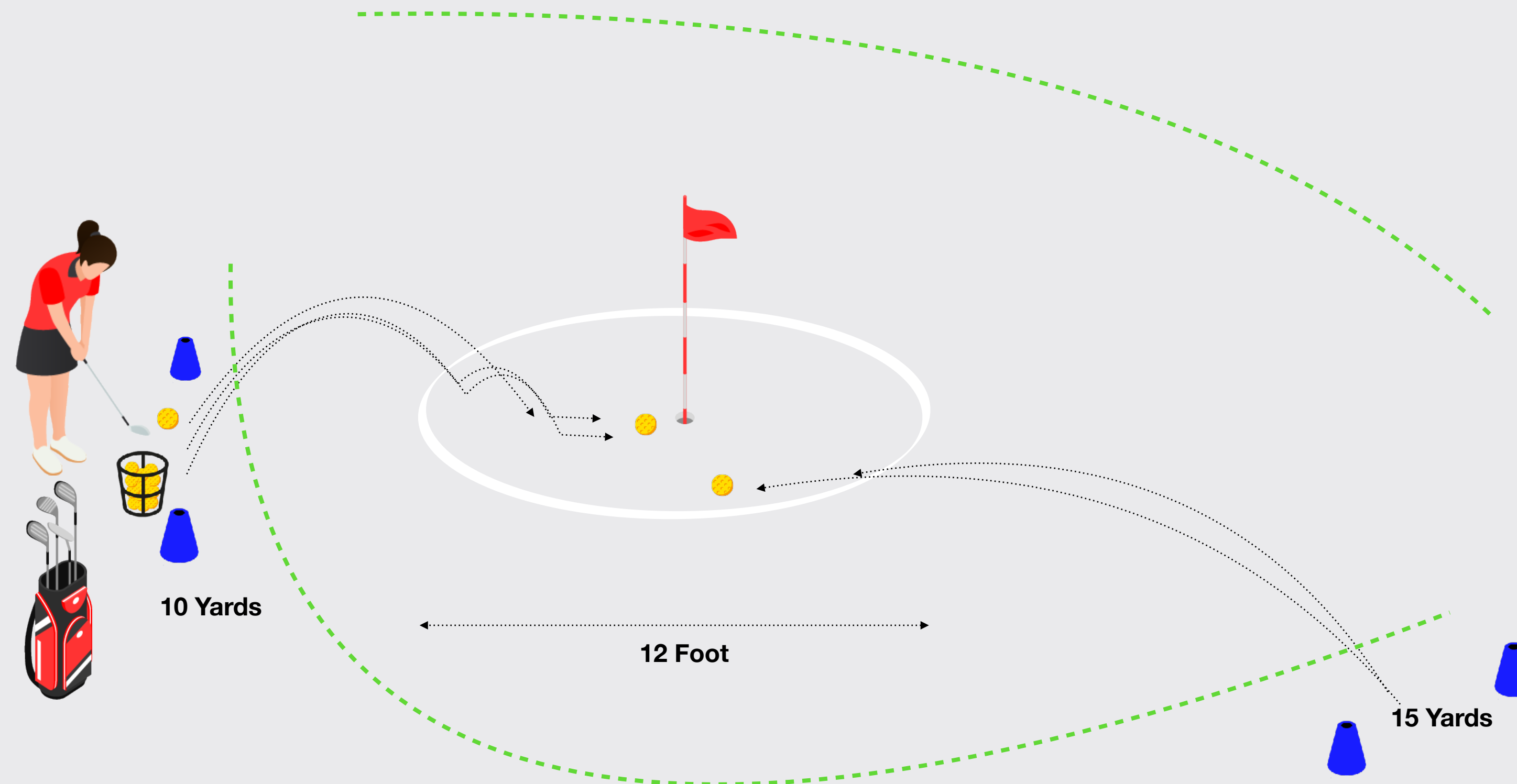
Technical Link

- This activity will force the students to use different clubs and perform different types of shots depending on the scenario
- The students strategy and game management will also be tested

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
 - **6/10 chips within target circle from 10 yards**
 - **4/10 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

