

Golf School *Short Game Success - Half Day*

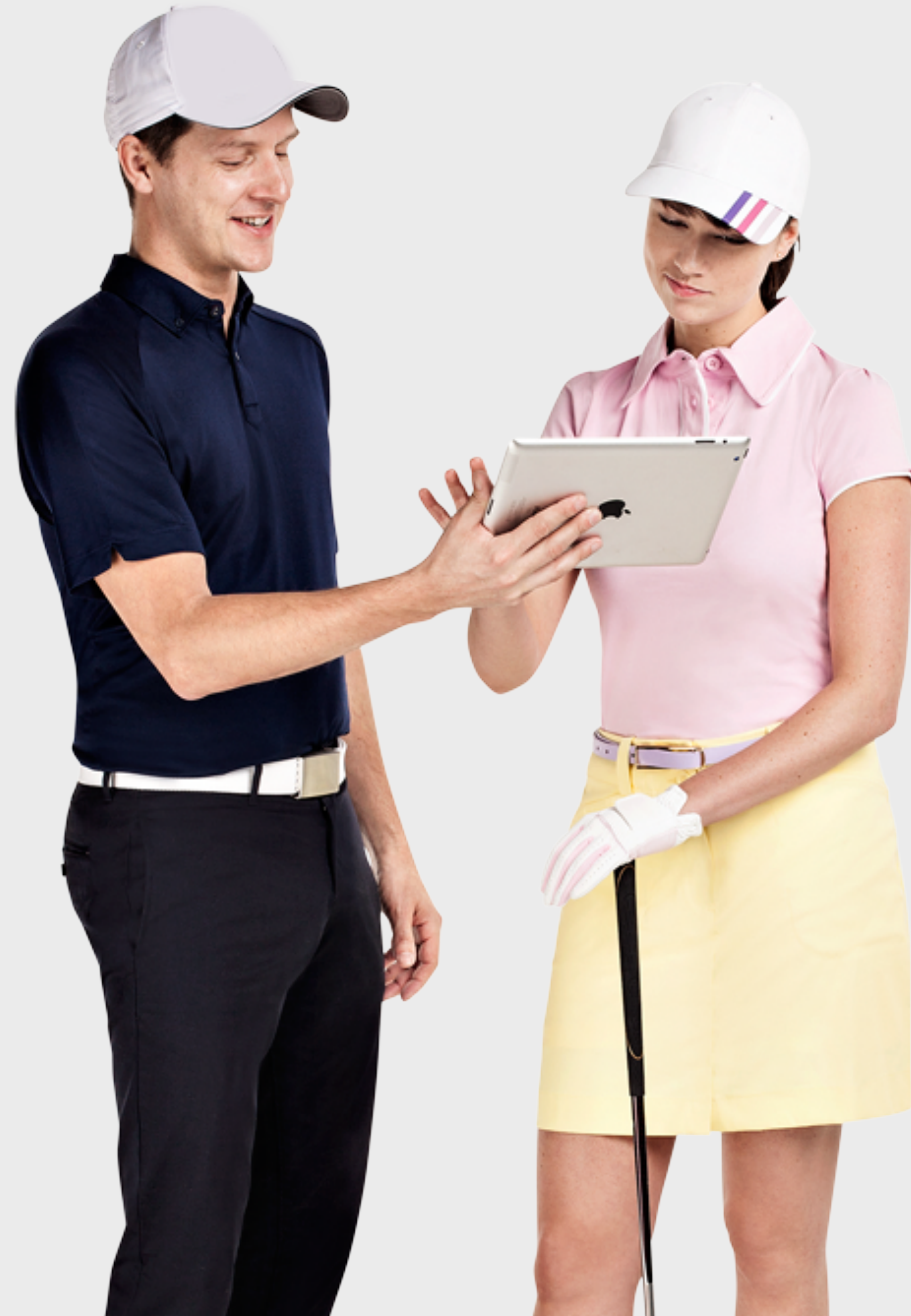
# Short Game Success Half Day Golf School



**GOLF**  
**SCHOOLS**

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# Golf School Timetable

4

Golf School Short Game Success - Half Day

## Half Day Golf School Timetable

Session Length: 180 mins

Group Size: 1:8

Short Game Success  
Putting, Chipping, Pitching and Bunker

Scoring Goal Challenges:  
Chipping Challenge  
Pitching Challenge  
Bunker Challenge

Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction and Putting Warm up	<ul style="list-style-type: none"> <li>Welcome and outline plan objectives for the session</li> <li>Students to do some self guided putting practice to get accustomed to the green speed</li> </ul>	
30 Mins	Short Game Success - Putting <ul style="list-style-type: none"> <li>Pace control</li> <li>Aiming at a point</li> </ul>	<ul style="list-style-type: none"> <li>Introduce games, tasks and challenges for <b>pace control</b> and <b>aiming at a point</b></li> <li>Deliver one to one and group coaching within the structure of the games and challenges set up for each technical element</li> </ul>	Waterfall challenge Coconut Shy
30 Mins	Short Game Success - Chipping <ul style="list-style-type: none"> <li>Correct strike</li> <li>Landing zone</li> </ul>	<ul style="list-style-type: none"> <li>Introduce games, tasks and challenges to encourage the <b>correct strike</b> and <b>landing zone</b></li> <li>Deliver one to one and group coaching within the structure of the games and challenges set up for each technical element</li> </ul>	Strike Point Landing Zones
10 Mins	Mid-Morning Break / Breakout Session	<ul style="list-style-type: none"> <li>Opportunity to engage in group discussion and questions</li> <li>Opportunity to reinforce the technical learning outcomes</li> </ul>	
30 Mins	Short Game Success - Pitching <ul style="list-style-type: none"> <li>Varying Distance</li> <li>Club Selection</li> </ul>	<ul style="list-style-type: none"> <li>Introduce games, tasks and challenges for <b>varying distance</b> and <b>club selection</b></li> <li>Deliver one to one and group coaching within the structure of the games and challenges set up for each technical element</li> </ul>	Control Distance Hurdles
30 Mins	Short Game Success - Bunker <ul style="list-style-type: none"> <li>Fundamentals of setup</li> <li>Shot selection</li> </ul>	<ul style="list-style-type: none"> <li>Introduce games, tasks and challenges for <b>fundamentals of set up</b> and <b>shot selection</b></li> <li>Deliver one to one and group coaching within the structure of the games and challenges set up for each technical element</li> </ul>	High or Low Bunker
30 Mins	Short Game Scoring Goal Challenges	<ul style="list-style-type: none"> <li>Students can attempt one of the Short Game Challenges individually or in pairs</li> </ul>	Chipping Challenge Pitching Challenge Bunker Challenge
30 Mins	Review and add Media on G.L.F. Connect	<ul style="list-style-type: none"> <li>Complete a review of the Masterclass content and provide next steps/student plan</li> <li>Add any lesson media to the student's Student Connect area; videos, notes, etc.</li> </ul>	<ul style="list-style-type: none"> <li>G.L.F. Connect App</li> </ul>

SCHOOLS

# Half Day Golf School Timetable

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10 mins	Review and add Media on GLF. Connect	<ul style="list-style-type: none"> <li>Complete a review of the Masterclass content and provide next steps/student plan</li> <li>Add any lesson media to the student's Student Connect area; videos, notes, etc.</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect App</li> </ul>



# 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:

- Putter **Pace Control** - Outline to the student the importance of pace control in putting under 10 feet
- Putter **Aiming at a point** - Explain to the students the importance of starting a putt on the correct line
- Chipping **Correct strike** - Outline to the students the importance of getting the correct contact on a chip shot and the difference this can make
- Chipping **Landing zones** - Explain to the students how choosing different landing zones can impact on the outcome for each shot
- Pitching - **Varying Distance** - Describe to the students how to vary the distance for carry, by altering the length of swing and set up
- Pitching - **Club Selection** - Explain to the students importance of club selection within pitching and how ground conditions can impact on this selection
- Bunker **Correct Ball Position**- Outline to the student the importance of ball position in bunker play
- Bunker **Shot Selection and Landing Zones** - Outline to the student importance of selecting the right shot and choosing the correct landing zone for that shot



**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.**

# TRACKMAN Integration

Several of the games and challenges can be enhanced with the integration of a Trackman 4 radar. On the relevant slides you will see a Trackman sticker with the suggested data to enhance the challenge and the feedback to the customer. See below a summary of the key data Trackman 4 will produce.

## Swing

<b>Club Speed</b> The linear speed of the club head's center just prior to first contact with the golf ball	<b>Attack Angle</b> The up or down movement of the club head of contact between the club and ball	<b>Launch Angle</b> The vertical angle the golf ball takes off at relative to the horizon	<b>Club path</b> The in-to-out or out-to-in movement of the club head
<b>Face Angle</b> The direction the club face is pointing at the point of contact between the club and ball	<b>Face to Path</b> The angle difference between the reported face angle and club path	<b>Low Point</b> Distance from the club head to the lowest point on the swing arc at the time impact	<b>Launch Direction</b> The horizontal angle the golf ball takes off at relative to the target line
<b>Ball Speed</b> The speed of the golf ball's center of gravity at impact	<b>Carry</b> The straight-line distance between where the golf ball was launched from and where it lands	<b>Side</b> The perpendicular distance between the target line and where the ball crosses a point	<b>Total</b> The straight-line distance between where the golf ball was launched from and its resting position.

## On the Green

<b>Club Speed</b> The speed the putter head is traveling immediately prior to impact	<b>Backswing Time</b> The time the putter head is traveling away from the ball	<b>Stroke Length</b> The distance the putter head is pulled back from the ball in the backswing	<b>Forward Swing Time</b> The time the putter head is traveling towards the ball until impact
<b>Tempo</b> The Backswing time divided by the Forward swing time	<b>Skid Distance</b> The distance the ball is bouncing/sliding until it starts to roll	<b>Launch Direction</b> The angle the ball starts right or left in relation to the target line.	<b>Ball Speed</b> Initial ball speed immediately after separation from the putter face.

## TRACKMAN

Use the 'TOTAL', 'CARRY' and 'SIDE' features to enhance the students experience and give some additional feedback.

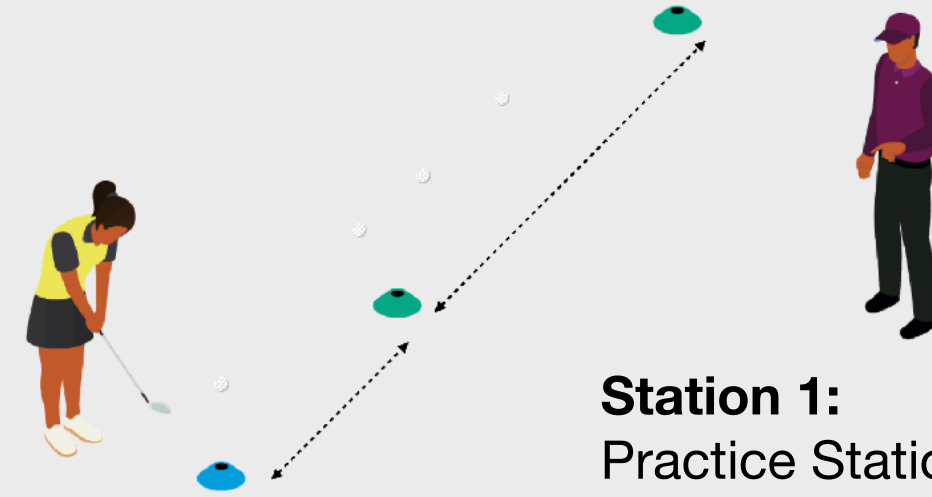
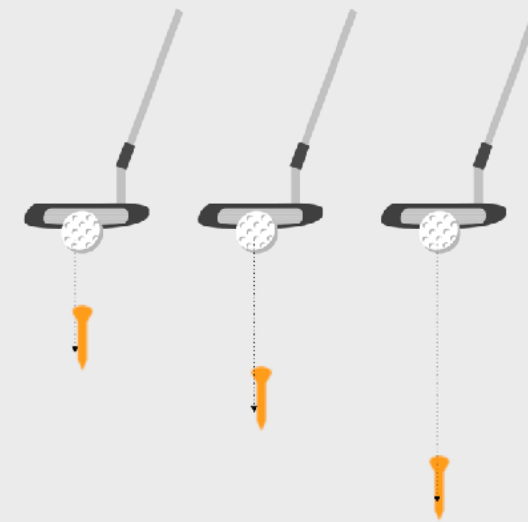
Keep an eye out for the Trackman Sticker on the game or challenge cards

# Class Layout and Setup



**Discussion Zone**  
Introduction to activities

**Station 2:**  
Practice Station  
Coconut Shy



**Station 1:**  
Practice Station  
Waterfall Challenge

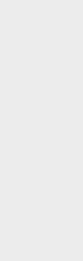
**Station 3:**  
Practice Station  
Landing Zone



**Station 4:**  
Practice Station  
Hurdles



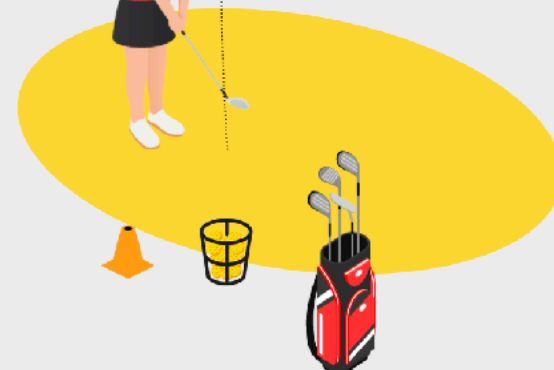
**Station 5:**  
Game Station  
Control Distance



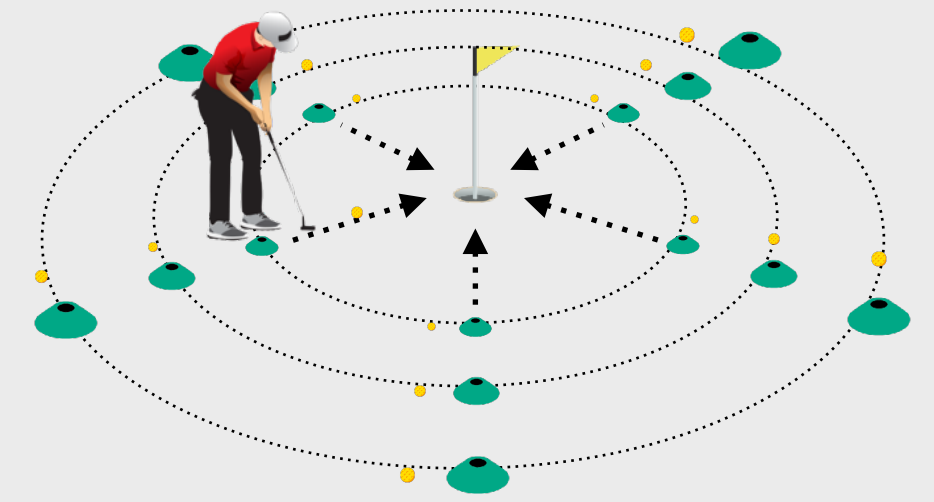
**Station 6:**  
Game Station  
Strike Point



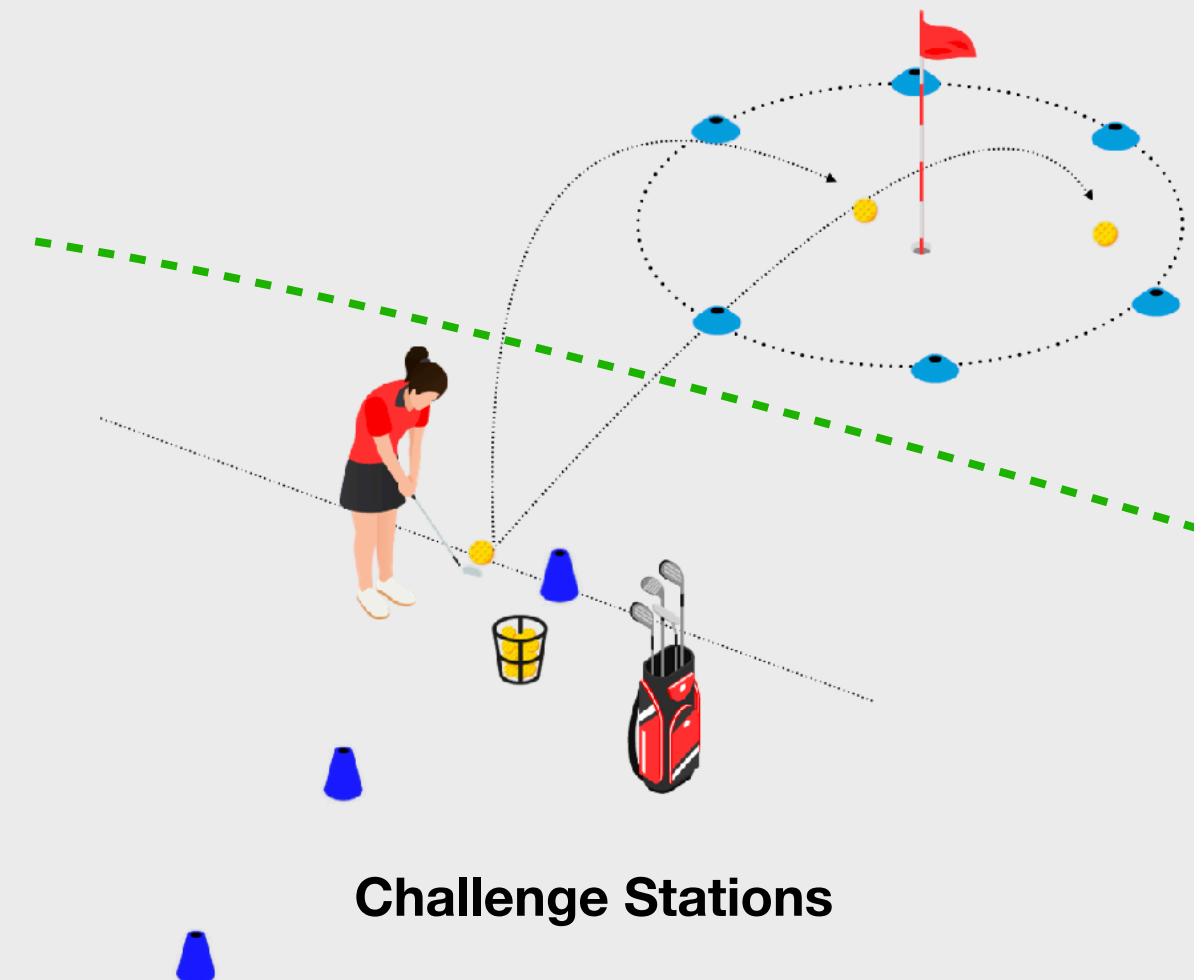
**Station 3:**  
Game Station  
High or Low... Bunker!



**Challenge Stations**



**Challenge Stations**





# Practice Stations and Game Cards

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## Waterfall Challenge

**Equipment Needed**

- Cones
- Putter
- Golf balls

**How to Practice**

- Set up this activity with the cones placed 10 feet and 20 feet away.
- The objective of the game is to get as many balls as possible between the cones.
- The student always starts from the blue cone and should putt their first ball just past the first cone, which is 10 feet away.
- If successful, the student then tries to putt their second ball beyond their first ball, but not too far, as this would reduce the space they have to aim for their next ball.
- The student continues until either they fail to get their ball past their previous attempt or they putt it beyond the further cone.

**Technical Link**

- This activity will help the student improve their distance control as it requires precise, incremental differences in each putt.

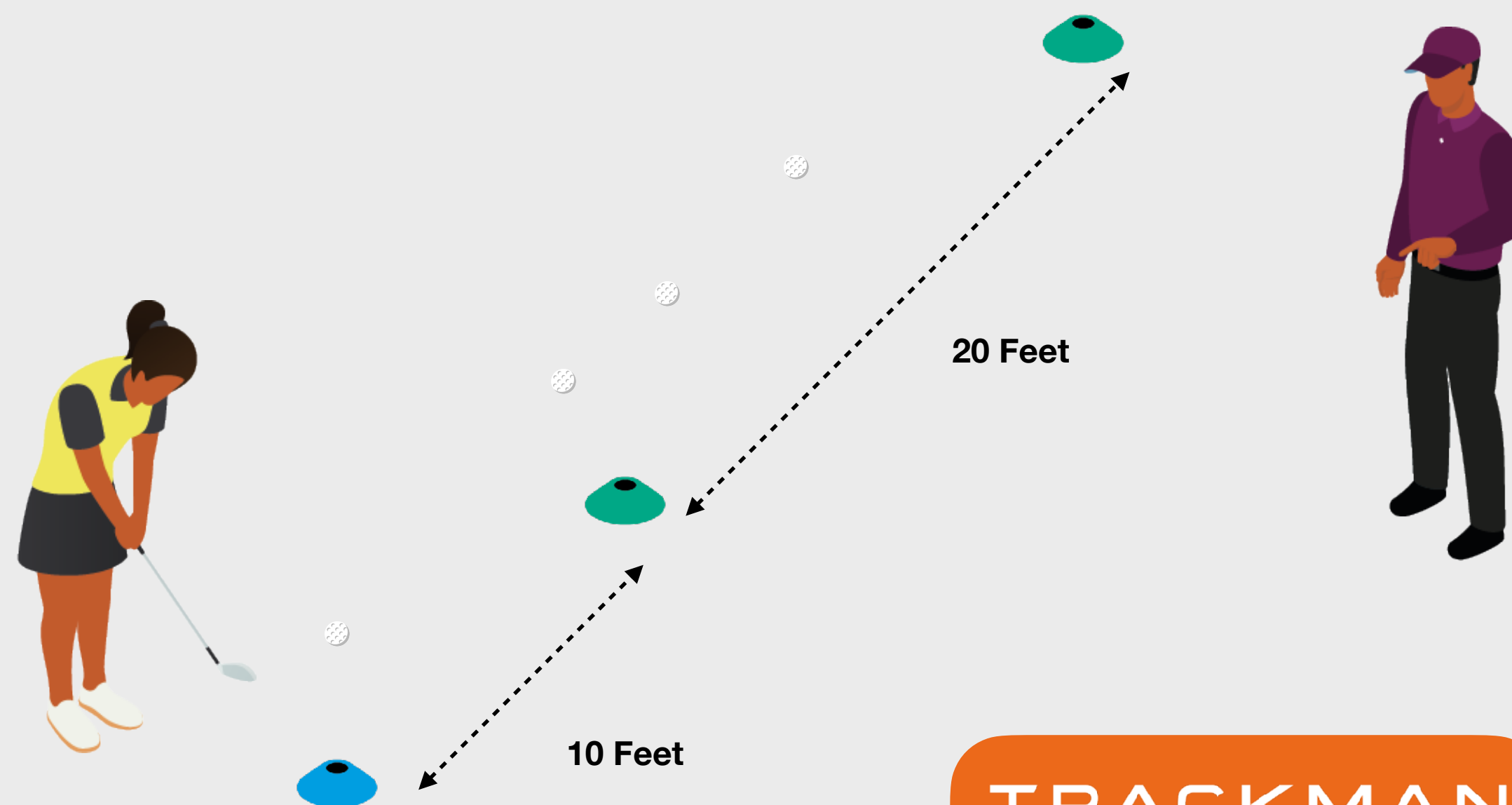
**TRACKMAN**  
Use the 'CLUB SPEED' and 'STROKE LENGTH' features to enhance the students' experience and give some additional feedback.

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# Putting and Chipping



# Waterfall Challenge



## TRACKMAN

Use the 'CLUB SPEED' and 'STROKE LENGTH' features to enhance the students experience and give some additional feedback.

### Equipment Needed

- Cones
- Putter
- Golf balls

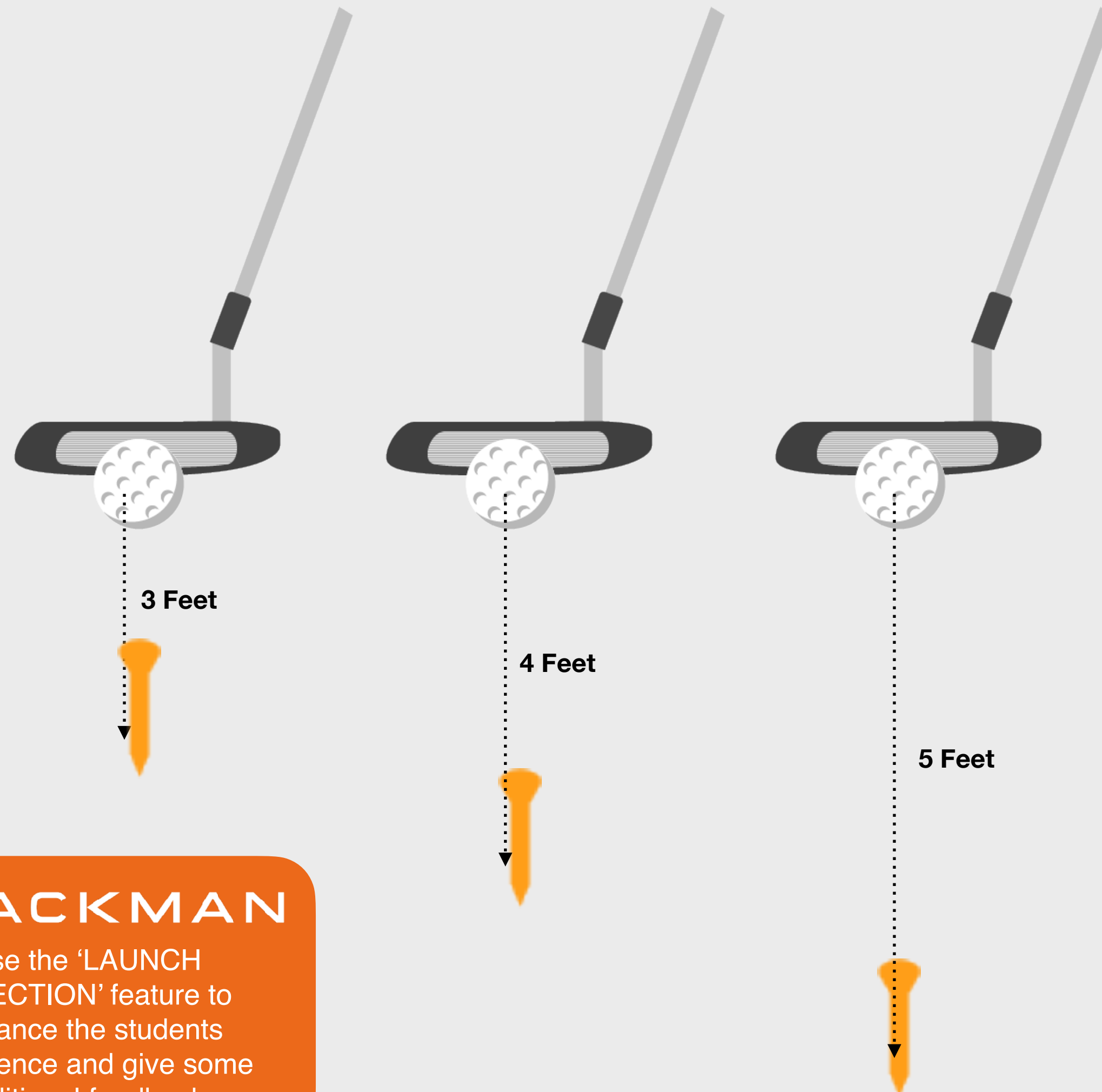
### How to Practice

- Set up this activity with the cones placed 10 feet and 30 feet away.
- The objective of the game is to get as many balls as possible between the cones.
- The student always starts from the blue cone and should attempt to putt their first ball just past the first cone, which is 10 feet away.
- If successful, the student then tries to putt their second ball just beyond their first ball, but not too far, as this would reduce the space they have to aim for their next ball.
- The student continues until either they fail to get their ball past their previous attempt or they putt it beyond the furthest cone.

### Technical Link

- This activity will help the student improve their distance control as it requires precise, incremental differences in each putt.

# Coconut Shy



## TRACKMAN

Use the 'LAUNCH DIRECTION' feature to enhance the students experience and give some additional feedback.

## Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

## How to Practice

- Have the student putt from distances of 3, 4, and 5 feet.
- Position a golf tee at each distance from the student.
- Allow the student to putt at these three different lengths during practice drills.
- Encourage the student to aim for the golf tee instead of the hole.

## Technical Link

- Because the golf tee is much smaller it focuses their attention on the very centre of the golf hole when aligning the putting face
- Reinforce the following technical elements;
  - Face angle dress
  - Face angle at impact
  - Centered strike on the putter face

# Landing Zones

## Equipment Needed

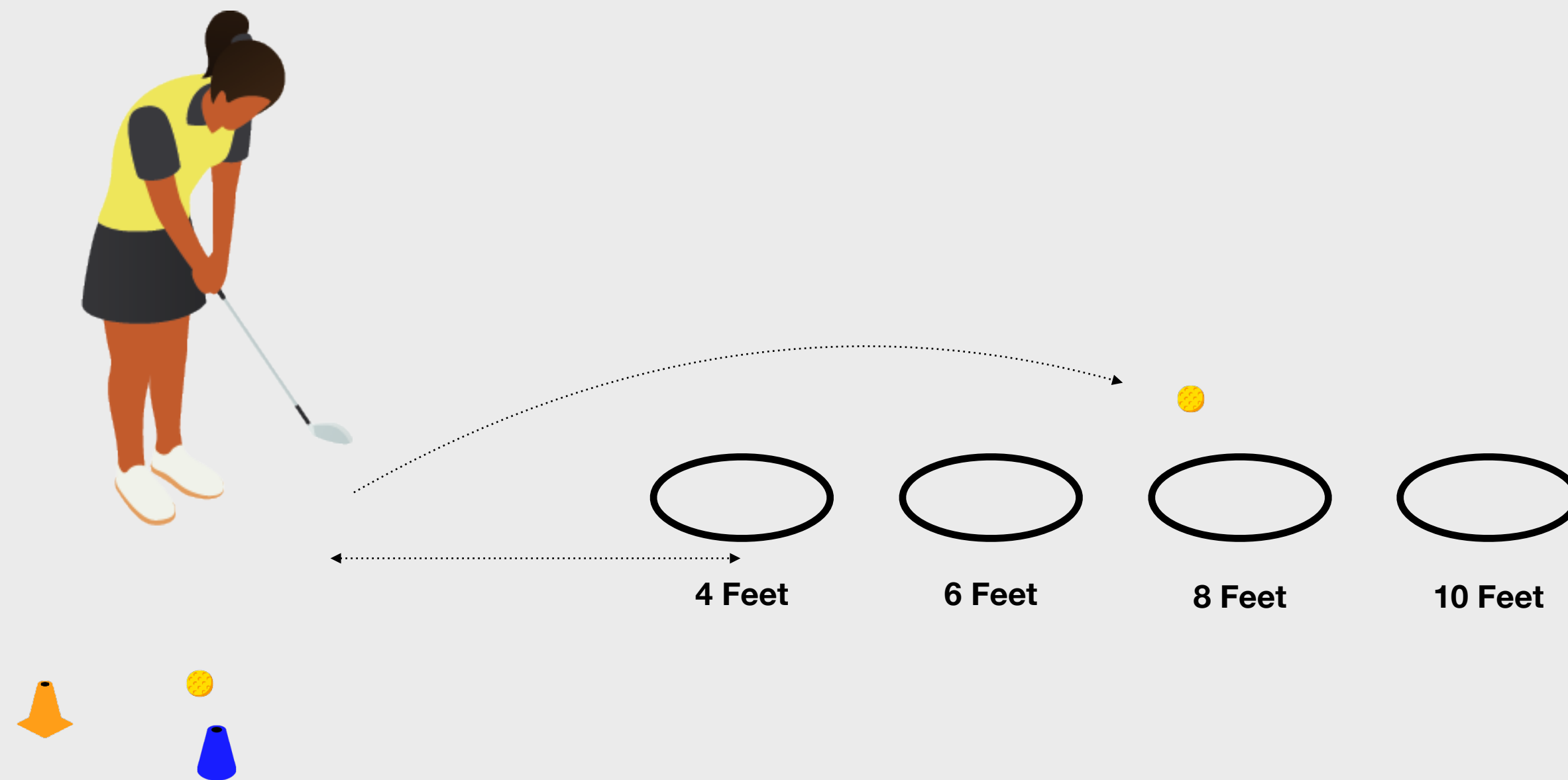
- Hoops
- Golf balls

## How to Play

- Place the hoops on the ground at distances ranging from 4 to 10 feet.
- The objective is to chip the ball and make it land within the first hoop, followed by each subsequent hoop.
- The student should keep track of the number of shots it takes to successfully chip the ball into each hoop.

## Progression Ideas

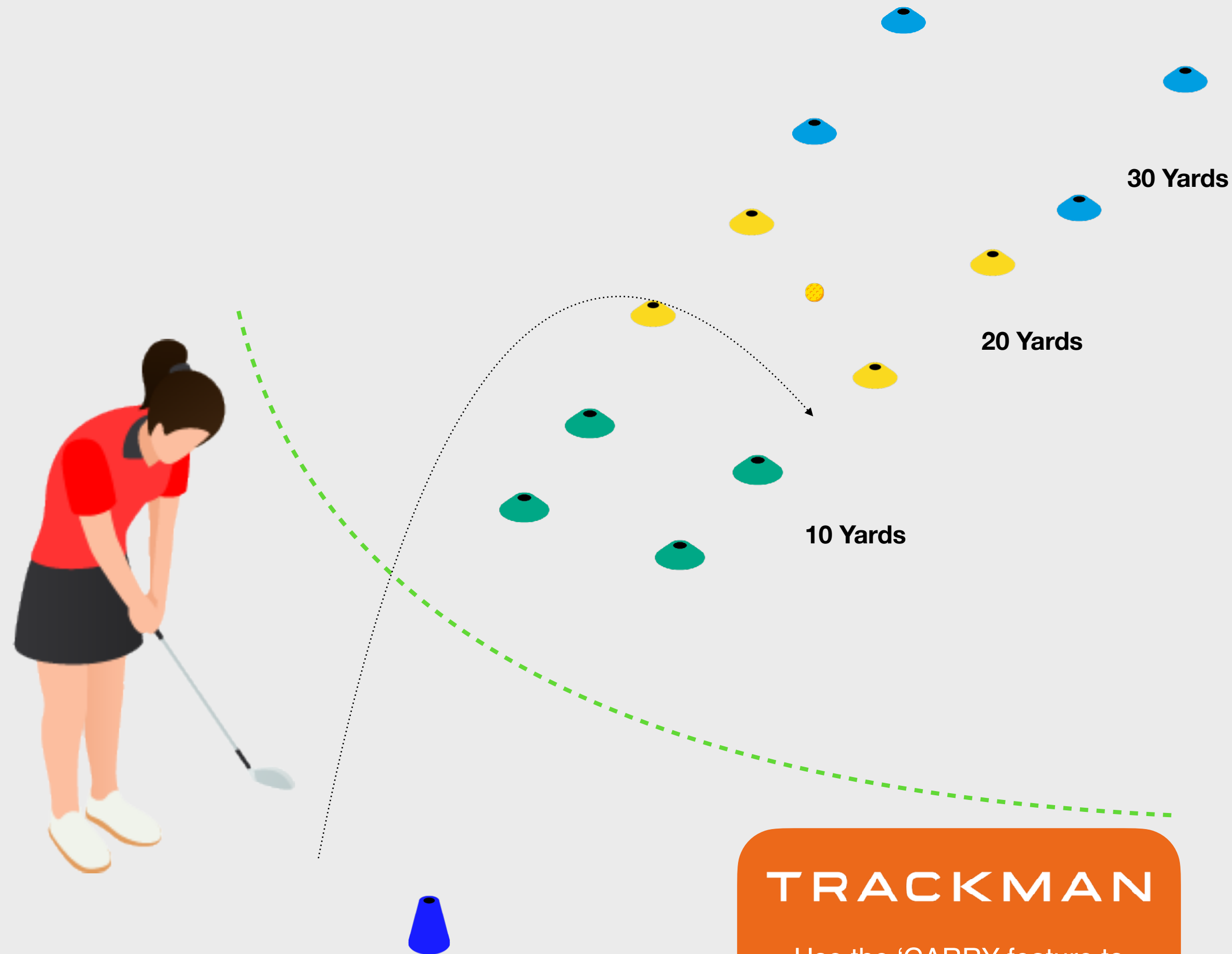
- Set a limit on the number of attempts to complete the challenge
- Extend the challenge by adding more hoops or asking students to land the ball in each hoop consecutively to the furthest hoop and then back to the closest hoop again



# Pitching and Bunker Play



# Control Distance



## TRACKMAN

Use the 'CARRY' feature to enhance the students experience and give some additional feedback.

### Equipment Needed

- 12 cones
- Golf balls

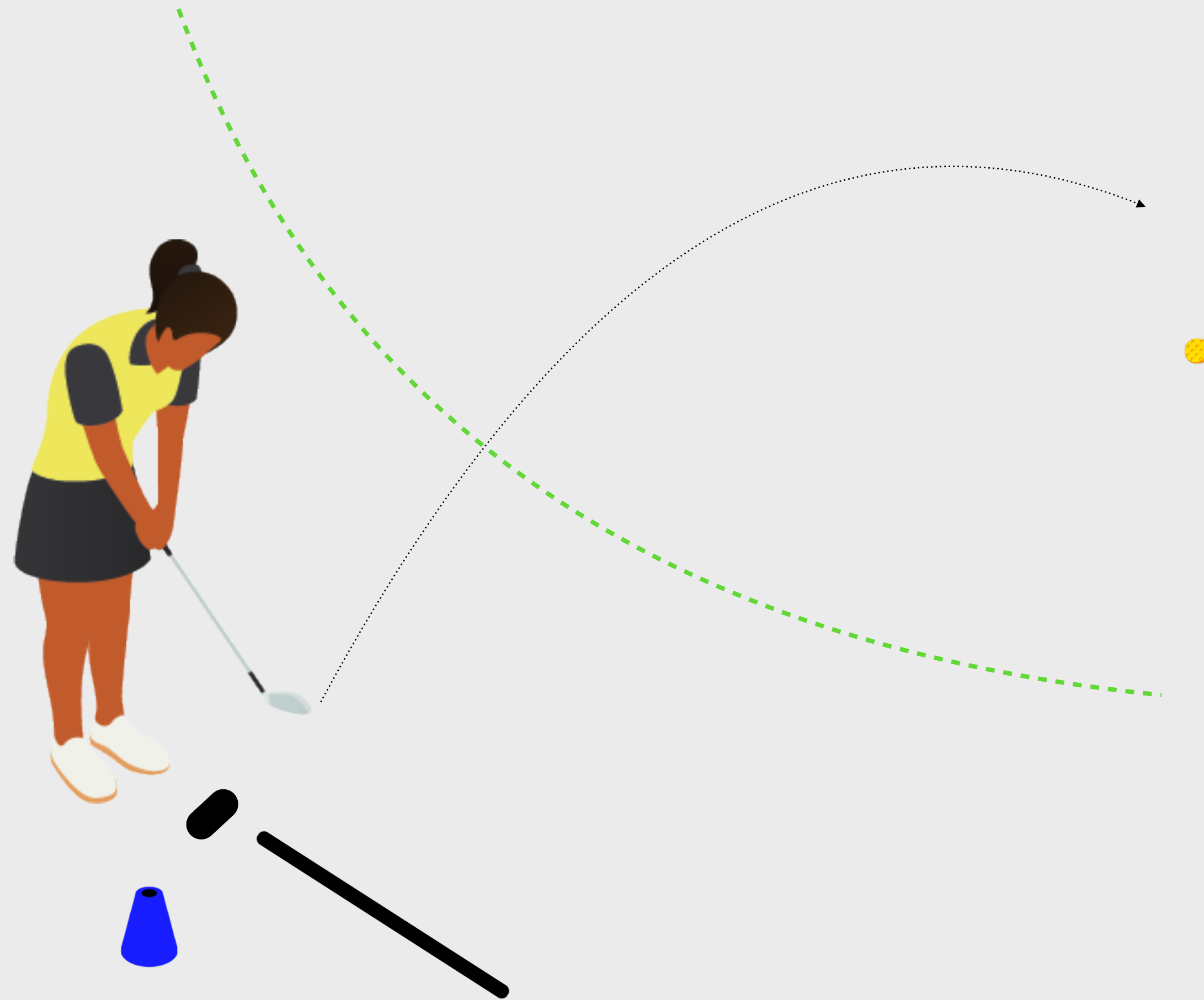
### How to Practice

- Set up this activity with three differently sized boxes positioned at distances of 10 yards, 20 yards, and 30 yards from the student.
- The student should practice pitching the ball to various distances using the same club by adjusting the length and speed of their swing.
- The objective is to accurately land the ball within the corresponding box they are aiming for.

### Technical Link

- This activity will aid the student in understanding how to control the distance of a shot by manipulating the length and speed of their stroke.
- Additionally, it will assist the student in developing consistency around the green and increasing confidence when using a longer swing for shorter shots.

# Strike Point



## Equipment Needed

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

## How to Practice

- The alignment stick should be positioned opposite the center of the student's stance to provide feedback on where they make contact with the ground during their pitch shot.
- Have the student take a few practice swings and adjust their stroke if they don't brush the ground where the alignment stick is placed.
- Once they've completed a few practice swings, place a ball in the same spot and instruct them to repeat the same action for a solid strike.
- Don't focus on aiming at a specific target; instead, encourage them to practice achieving consecutive solid contacts and observe the flight and roll of the ball when they make good contact.

## Technical Link

- This activity will assist the student in understanding how to achieve a solid contact and how to make adjustments if they are initially unsuccessful.
- Furthermore, it will help the student comprehend the flight characteristics of a well-struck pitch shot.



# Hurdles

## Equipment Needed

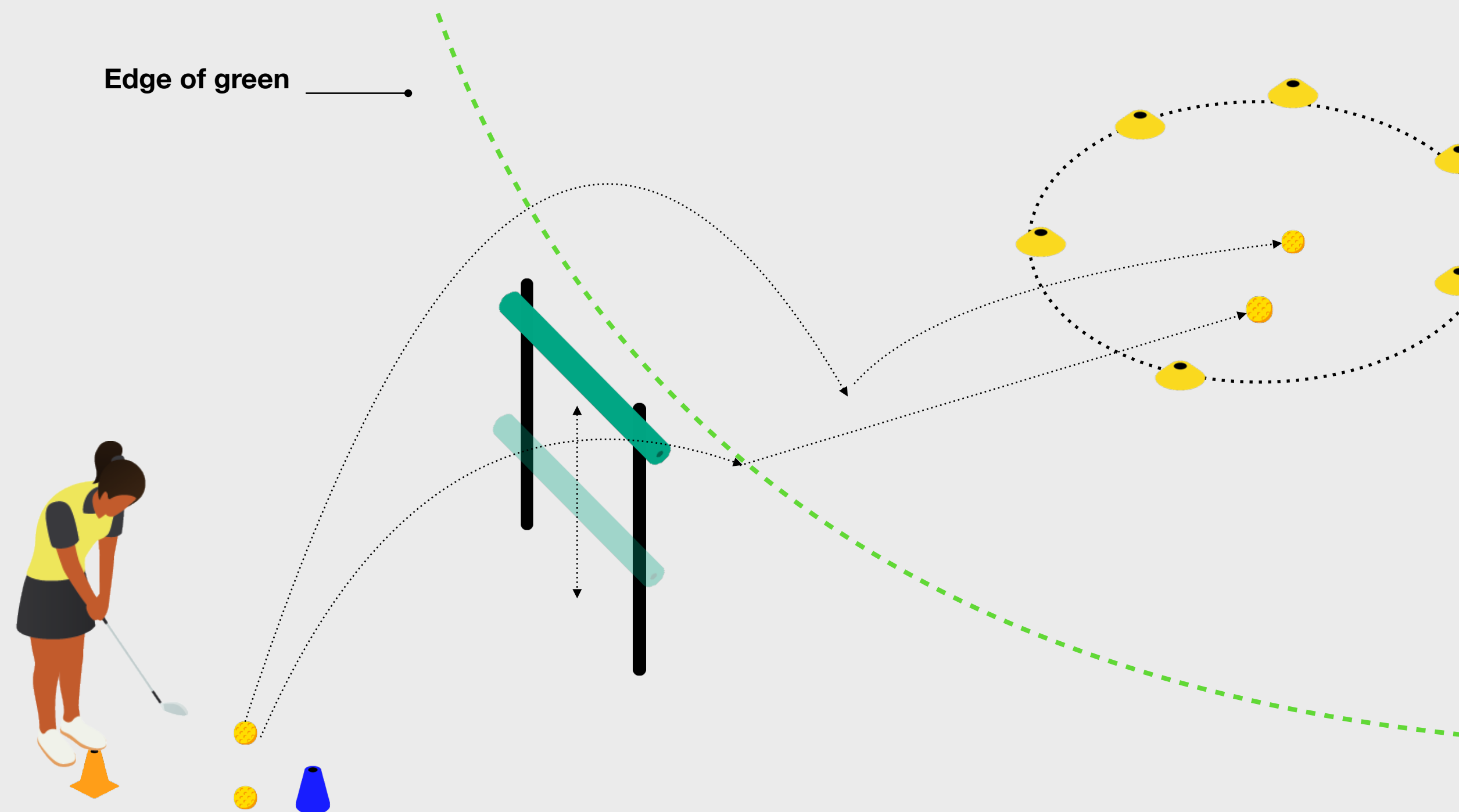
- Alignment sticks and a noodle to create the hurdles
- Golf balls
- 7 Cones to create target

## How to Play

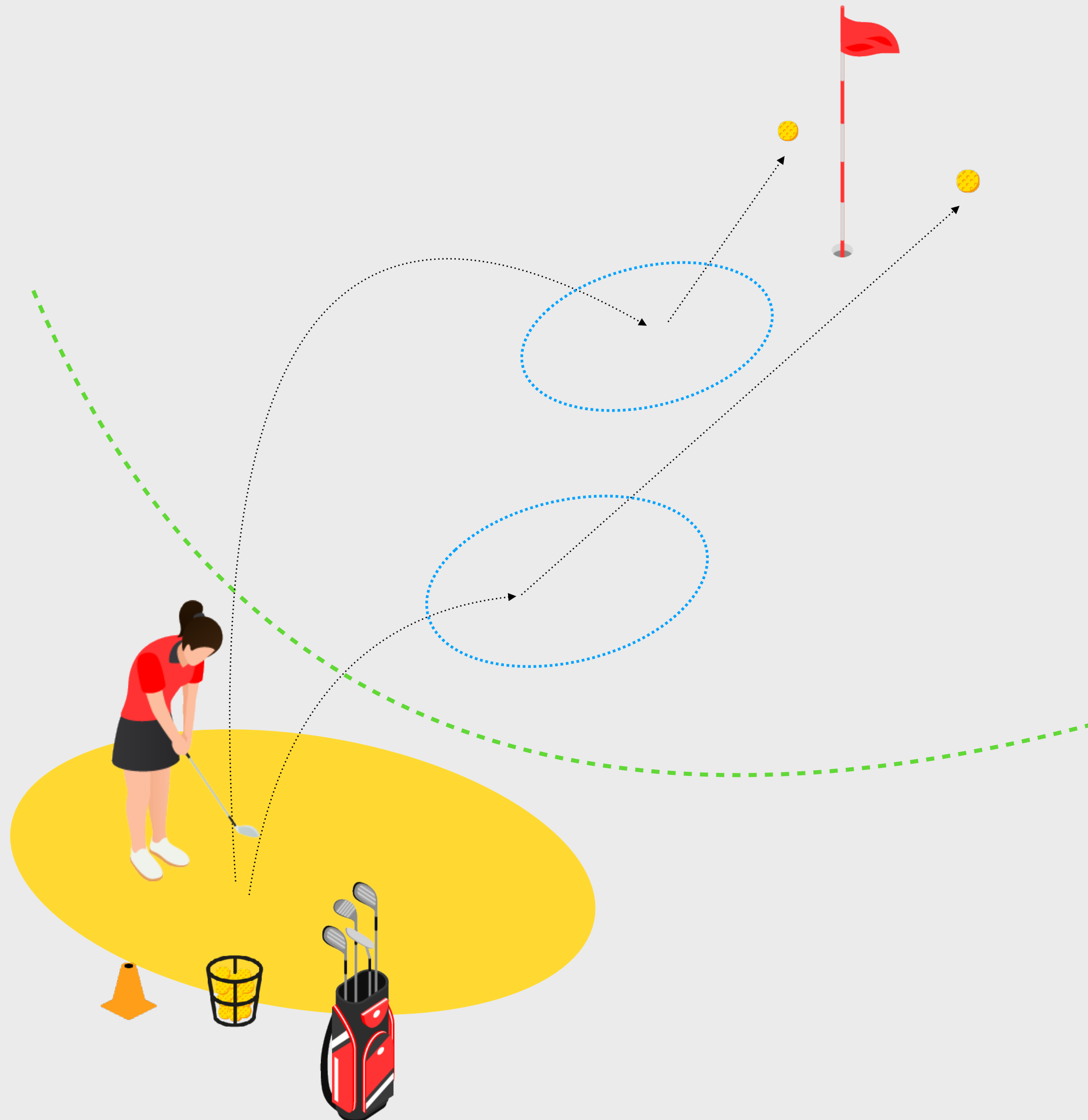
- Place the hurdles 5 feet ahead of the student
- The objective is to chip the ball over the crossbar of the hurdles and land it in the appropriate spot for the ball to roll into the circle.
- The student will have a total of 10 attempts to chip the ball over the hurdles using two different clubs and two different hurdle heights.
- 5 shots with a 8 iron with 30% through the air and 70% rolling
- 5 shots with a SW with 70% through the air and 30% rolling

## Progression Ideas

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



# High or Low... Bunker!



## Equipment Needed

- Bunker
- SW or similar
- Golf balls
- Cones or hoops for target circle

## How to Play

- Position the student in a bunker on the edge of the chipping green
- Pick a position on the edge of the green with lots of green to work with
- Ask the student to attempt to hit a high shot with less roll and a low shot with more roll
- Ask the students to vary the setup to try and achieve this change of shot type
- The coach or fellow student shouts out 'HIGH' or 'LOW' to the student
- If the student lands the ball in the target circle and the ball remains on the green they will earn 5 points

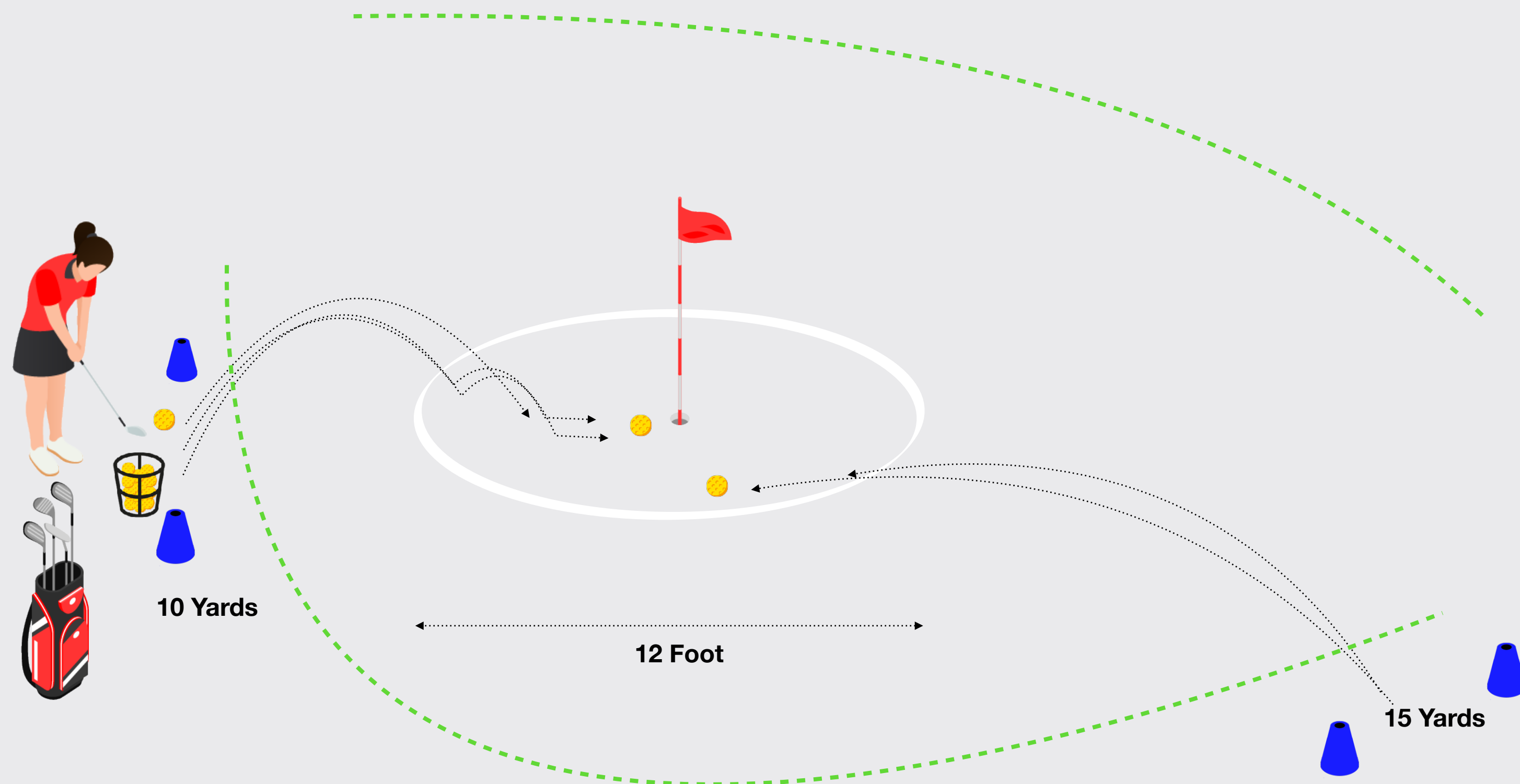
## Progression Ideas

- Make the target circle smaller and vary the distances from the student

# Short Game Challenges



# 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.

## 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.

100

4/10 chips within target circle from 10 yards  
3/10 chips within target circle from 15 yards

90

6/10 chips within target circle from 10 yards  
4/10 chips within target circle from 15 yards

85

7/10 chips within target circle from 10 yards  
5/10 chips within target circle from 15 yards

80

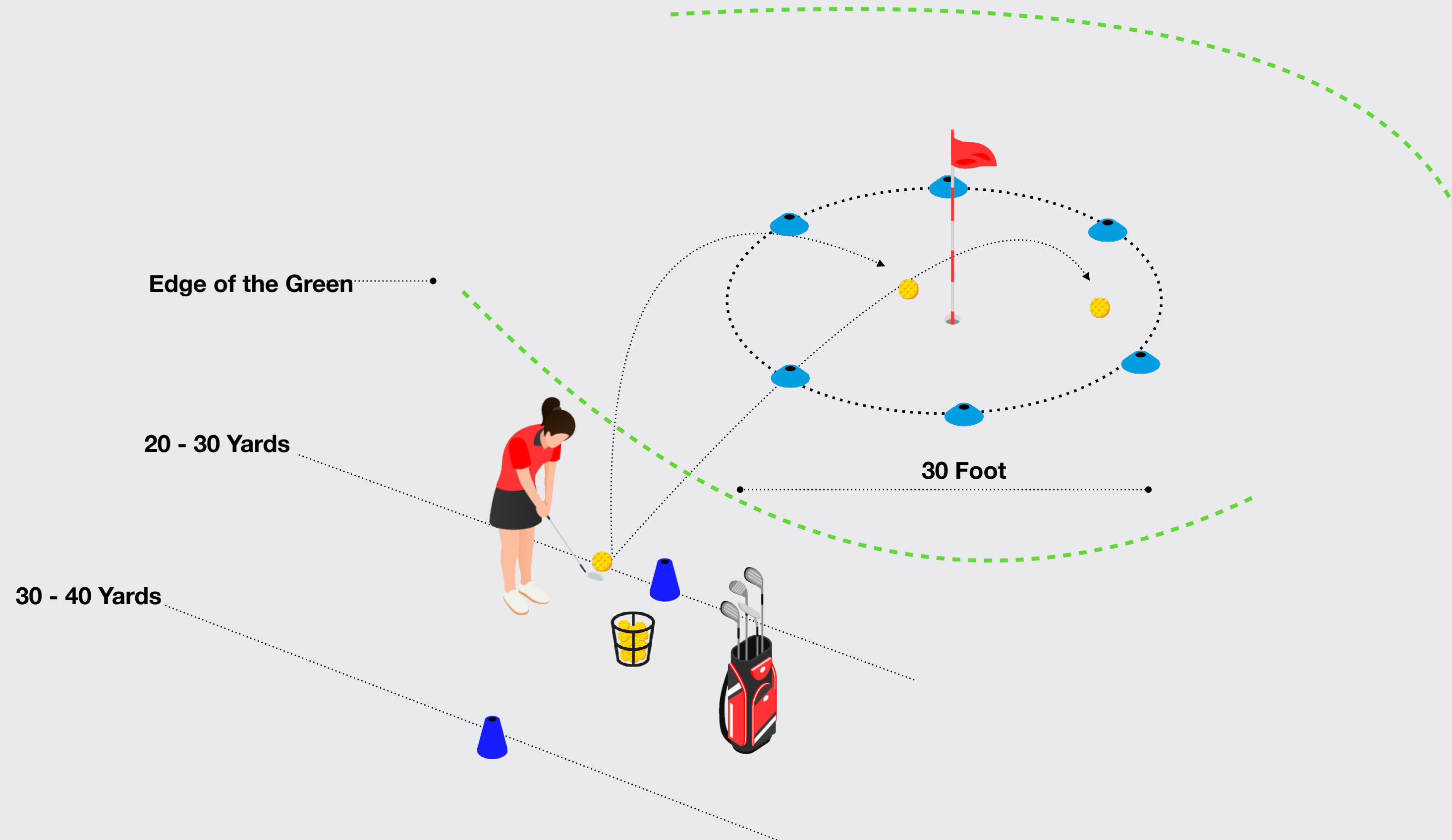
8/10 chips within target circle from 10 yards  
6/10 chips within target circle from 15 yards

75

8/10 chips within target circle from 10 yards  
7/10 chips within target circle from 15 yards

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**SCHOOLS**

# Pitching 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 pitch the ball to within the target circle from each position around the green. Students should attempt 10 shots from each starting position.

## 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.

100

4/10 pitches within target circle from 20 - 30 yards  
3/10 pitches within target circle from 30 - 40 yards

90

5/10 pitches within target circle from 20 - 30 yards  
3/10 pitches within target circle from 30 - 40 yards

85

6/10 pitches within target circle from 20 - 30 yards  
3/10 pitches within target circle from 30 - 40 yards

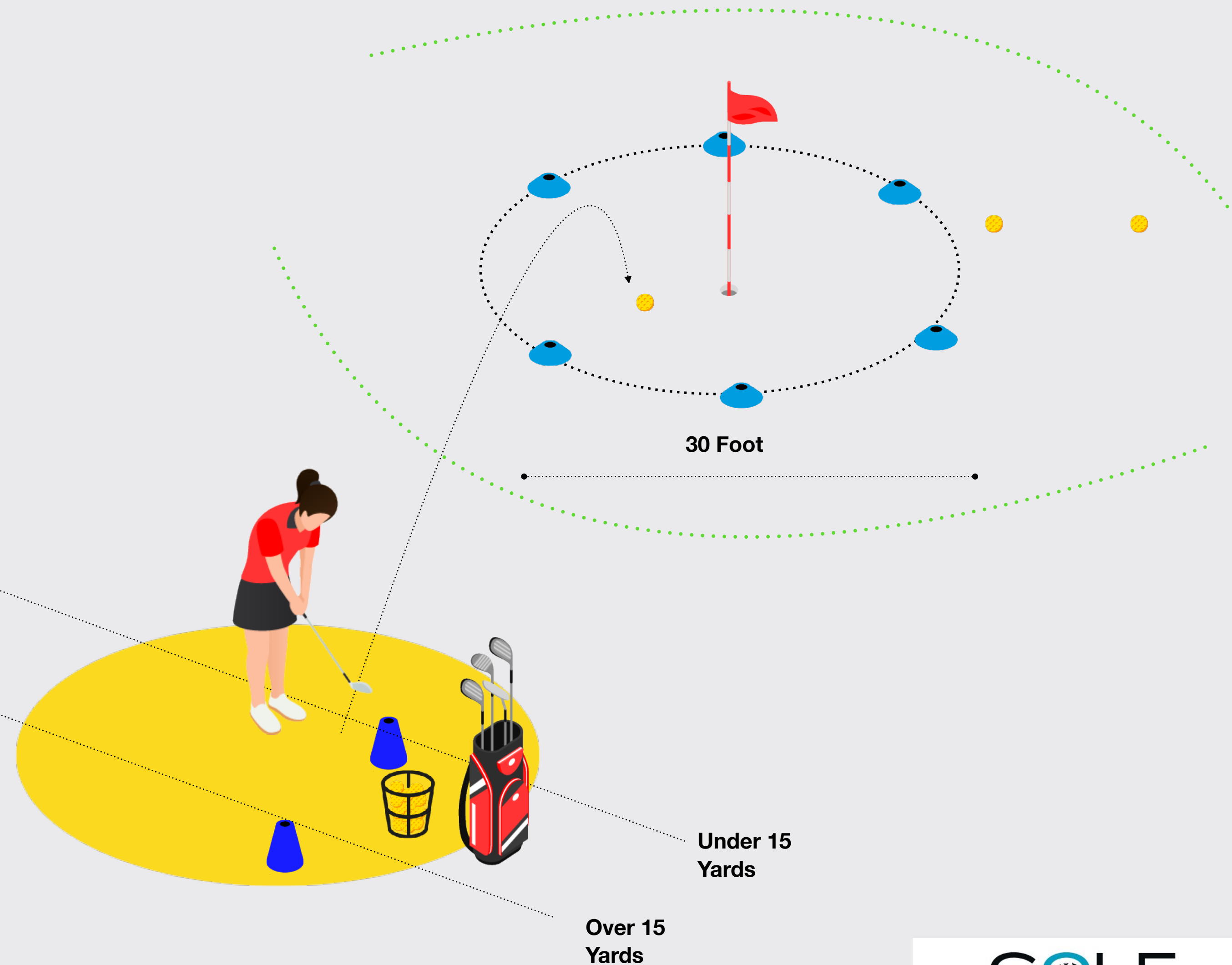
80

7/10 pitches within target circle from 20 - 30 yards  
4/10 pitches within target circle from 30 - 40 yards

75

7/10 pitches within target circle from 20 - 30 yards  
6/10 pitches within target circle from 30 - 40 yards

# Bunker 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 can place or roll the ball into the bunker on each attempt.

## The Challenge

- Attempt to pitch the ball to within the target circle from each position in the green side bunker. Students should attempt 10 shots from each starting position.

## 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.

100

3/10 shots in the target circle from under 15 yards  
1/10 shots in the target circle from over 15 yards

90

4/10 shots in the target circle from under 15 yards  
2/10 shots in the target circle from over 15 yards

85

6/10 shots in the target circle from under 15 yards  
4/10 shots in the target circle from over 15 yards

80

7/10 shots in the target circle from under 15 yards  
5/10 shots in the target circle from over 15 yards

75

7/10 shots in the target circle from under 15 yards  
6/10 shots in the target circle from over 15 yards