



Michigan PGA Section
Chipping Station

CHIP SKILL

Radio Channel: 6

Each participant will attempt three 10-15-yard chip shots at the scoring hole. All shots will be assigned a score based on where the ball comes to rest within the scoring rings

Order of Play:

1. Please call players to the tee by the order on the starting sheet.
2. If this is the second skill and they competed in, the players may be in slightly different groups. Ask the player's names and have the player written on the pairing sheet first, go first.

Reminders

1. A player may switch clubs between attempts and may use any club in their bag EXCEPT for a putter. **NO putters allowed at this station.**
2. Remind the players to wait until the grid is clear before hitting their next attempt.
3. A player can choose to have the flagstick in or out.
4. Parents/spectators cannot give advice to the players.

Volunteers/Staff:

Safety/Organization – important to maintain order and ensure safety with swinging golf clubs

1. Starter – Positioned at the “tee” to call the next player and initiate their play

1. Call the first player up, based on the order of play, which is written on the pairings sheet.
2. Collect the score card from player 1. **Only collect one scorecard at a time.**
3. The player may **place** the golf ball at or behind the tee markers.
4. After the first ball is struck, wait until the scorer scores the ball and removes it.
5. Write down the child's score on the score card and clipboard.
6. Player 1 will hit all 3 chip shots before moving on to player 2.

2. Scorer – Positioned near the hole to identify the points, pick up the ball, and record the score

1. When the first ball is struck, wait until it has completely come to rest.
2. Score the ball based on the bullseye circles on the green and the score chart.
3. If a ball is on the line, round up to the higher point value.
4. Call the score back to the starter.
5. Remove each golf ball off the putting surface before the next ball is struck.

Scoring Point Table:

**** A ball on the line = the higher point value**

TIE: In the event of a tie, the contestant's third CHIP will serve as a tie breaker (followed by second and first, if necessary) If a tie still exists, co-champions of the skill will be declared

25 points	Hole in One
20 points	A ball finishing 2' or nearer to the hole
15 points	A ball finishing 2' – 4' from the hole
10 points	A ball finishing 4' – 6' from the hole
5 points	A ball finishing 6' – 8' from the hole
2 Points	A ball finishing 8' – 10' from the hole
1 point	A finishing more than 10' from the hole