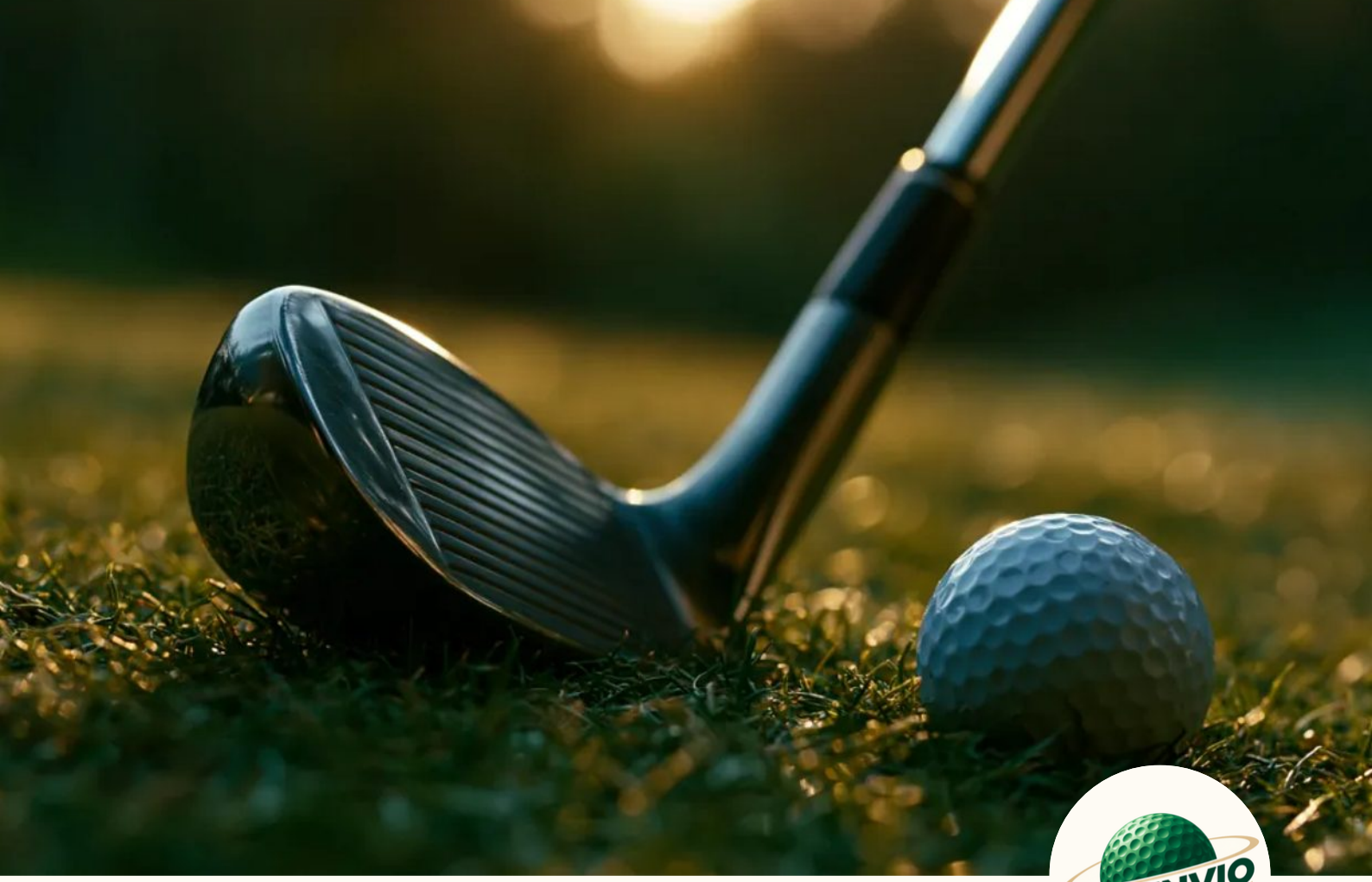


STRENVIO ORIGINALS · PRACTICE PLAN

Soft Landing

6-Week Chipping Practice Plan (2 Sessions a Week)

Strike at least three chips out of four cleanly, land the ball in your chosen zone at least half the time, and beat your week 1 score on every drill when you repeat it in week 6.

Any level | 6 weeks · 2 sessions a week | 42–52 min a session

INSIDE

The plan at a glance · How to use it and the warm-ups · The drills · 6 week pages with a box for every result · Your week 1 against week 6 review

THE PLAN AT A GLANCE

Soft Landing

Chip twice a week for six weeks. One session trains contact and trajectory, the other trains distance control: where the ball lands and how far it runs. Week 1 measures where you are at Easy, weeks 2 to 5 build contact, landing spots, the chip-and-run and the flop, and week 6 repeats week 1 so you can compare your scores.

Who it's for

- Golfers who chip fat or thin more than once or twice a round.
- Golfers whose chips finish far past or well short of the hole.
- Anyone with a chipping green and about two hours a week.

The problem

A chip that comes off the face heavy or thin leaves another chip, and a clean chip that lands in the wrong place leaves a long putt. Most players practise chipping by dropping a few balls and hitting them at the flag, so they never learn whether contact or the landing spot costs them the stroke.

The goal

Strike at least three chips out of four cleanly, land the ball in your chosen zone at least half the time, and beat your week 1 score on every drill when you repeat it in week 6.

Before you start

6 weeks · 2 sessions a week, 42–52 min a session with the warm-ups. You commit to:

- Two chipping sessions a week of 40 to 55 minutes, warm-up included.
- A chipping green where you can play from the fringe and from light rough.
- A sand wedge and a pitching wedge, about 20 balls, ten tees and a towel or bucket as a target.
- A tee or club to draw a line in the turf for the contact drills.

How to measure your progress

- Compare week 1 and week 6: the same drills at the same level. A higher score is progress you can trust.
- In Buckets, compare your points for each wedge. The club that scores most is your stock chipping club.
- On the course, count the chips you hit fat or thin in every round. That number should go down first.

Your start

NAME

START DATE

HANDICAP OR AVERAGE SCORE AT THE START

AT THE END OF THE PLAN

HOW TO USE THIS PLAN

Practise like it counts

1 Plan the session before you start
Read the week's goal and the session on your phone or the printout before you leave home, and pack what the drills need: tees, alignment sticks, a towel and enough balls.

2 Warm up before every station
Give every station about 10 minutes before its first scored drill, including the putting green. Nobody should putt for score straight from the car.

3 Short game first, always in the same order
Putting, then chipping and bunker, then approach shots, then the tee. Do not jump back and forth: the order is what makes your scores comparable from week to week.

4 One ball, one target, one routine
Keep the bucket a few steps behind you and walk back for every ball. Pick a target and go through your routine on every scored shot, as you would on the course.

5 Write down every score
A drill without a score is just hitting balls. Write each result in the Your result box or record it in the Strenvio app.

6 Move up only when you pass
Pass a drill before you play it at the next level. If you miss the target twice, stay at that level for another week; the plan still works.

7 End with a short review
Two lines after each session: what got better, and what to watch next time.

The warm-ups, 10 minutes before each station

Chipping warm-up

1. Easy chips with one club to a big target, just to feel the contact and the bounce.
2. Pick a landing spot and chip to it with two clubs; watch how far each one runs out.
3. Nothing is scored. Move on when the strike feels clean.

THE DRILLS

The drills in this plan

What each drill trains and why it is in the plan. Every drill name links to its page with the full setup and the targets for every level.

Line in the Sand (Chipping)
Chipping · 15 min · Premium in the app

Line in the Sand (Chipping) is a contact drill for beginners. A line on the grass shows whether each chip is clean, fat or thin.
Fixes heavy and thin chips, so every other drill starts with clean contact.

Three Flights
Chipping · 10 min

Three Flights is a chipping drill for beginners. You hit three kinds of chip to the same target: a low chip-and-run, a regular chip and a high flop.
Three trajectories to the same target: chip-and-run, regular chip and flop.

Landing & Finish
Chipping · 12 min · Premium in the app

Landing & Finish is a chipping drill for intermediate golfers. You hit 20 balls from one distance to one target and learn how far the ball rolls after it lands.
Twenty balls from one station to one target. Repeating one distance is how you learn its carry.

Chipping 5 m Ladder
Chipping · 12 min

Chipping 5 m Ladder is a chipping drill for intermediate golfers. You record contact, landing and finish on every ball to see why a chip went wrong.
Records strike, landing spot and finish on every chip, so you see which one goes wrong.

Tee Ball
Chipping · 7 min · Premium in the app

Tee Ball is a distance-control chipping drill for beginners. You chip to a line of tees at different distances and score each ball by where it stops.
Chips from just off the green that should stop close to a tee: distance control you can count.

Buckets
Chipping · 19 min · Premium in the app

Buckets is a carry-distance chipping drill for intermediate golfers. You chip to a bucket with two wedges and score when the ball lands in its zone.
Trains carry distance, the part of a chip you control. Compare your wedges to find the one you trust most.

Land It Low
Chipping · 20 min · Premium in the app

Land It Low is an advanced chip-and-run drill. You fly the ball low into a small ring just onto the green and let it roll out to the hole.
The chip-and-run, the lowest-risk shot around most greens.

The Flop Shot Matrix
Chipping · 7 min · Premium in the app

The Flop Shot Matrix is an advanced drill for the flop shot. You play the same high, soft shot from four lies to see which lie costs you control.
The high, soft flop from four lies, for the times a chip-and-run is not on.

DRILL CARDS

Setup and scoring

Every drill at every level this plan uses, with the games you play at it. The week pages point to these cards by number.

How scoring works

- The level sets the drill: the distances, the targets and how many balls. Every drill row links to the setup of its level.
- The scoring option sets the game: what each ball is worth and the pass mark. The plan picks one for every drill, from Classic (in or out) to the strict ones where a short or fat shot costs a point.
- Write down every ball, add up the points and compare with the pass mark. A few drills count differently, such as your longest run or your strokes; their rule says so.
- The Strenvio app scores the same games and adds bonus points for farther stations and streaks. The pass marks here use the base points, so pass or fail is the same on paper and in the app.

1 Line in the Sand (Chipping)

Premium in the app · Easy · Chipping · 15 min

Draw a straight line in the turf perpendicular to your target line. Place each ball just behind the line and chip to targets 3, 4, 5, 6, and 7 yd away, hitting 2 chips from each station.
Your only technical goal is to brush the turf on or just after the line. Use a simple bump-and-run club such as a 7-iron or 8-iron and make a small, balanced motion.

Goal: Make clean contact on 6 or more of your 10 chips to pass.

Classic · Clean contact +1 · Missed 0

Add up the points. Pass: 6 points or more. Your score _____

2 Three Flights

Easy · Chipping · 10 min

Choose one station, mark a target, and play five balls in each flight group: chip-and-run, regular chip, then flop.

Goal: Record strike quality and target result for all 15 balls.

Classic · Hit +1 · Missed 0

Add up the points. Pass: 5 points or more. Your score _____

Points (Premium in the app) · Hit +3 · Near miss +1 · Short −2 · Long / Left / Right −1

Add up the points. Pass: 10 points or more. Your score _____

3 Landing & Finish

Premium in the app · Easy · Chipping · 12 min

Choose one distance from 5, 10, 15, 20 or 25 yd. Hit all 20 balls from that station and use an 26-ft radius for both landing and finish.

Goal: Ten landing successes pass the session.

Classic · In the ring +1 · Missed 0

Add up the points. Pass: 10 points or more. Your score _____

4 Chipping 5 m Ladder · Easy

Chipping · 12 min

Set stations at 5, 10, 15 and 20 yd. Hit five balls from one station before moving to the next. Mark a 33-ft radius for both landing and finish.

Goal: Ten landing successes pass the session.

Classic · In the ring +1 · Missed 0

Add up the points. Pass: 10 points or more.

Your score _____

5 Tee Ball Premium in the app · Easy

Chipping · 7 min

Find a good lie two steps off the green. Place five tees in a line from 2 yd to 10 yd from the front edge, each tee 2 yd further out. Hit one chip to each tee, then repeat the same five stations with the same wedge. The tee marks the target — what counts is where the ball comes to rest, so play the shot that gets it closest rather than trying to strike the tee. Play the ladder with a second wedge before comparing scores.

Goal: Stop 3 or more of your 10 chips within 3 ft of the tee to pass.

Classic · Hit +1 · Missed 0

Add up the points. Pass: 3 points or more.

Your score _____

6 Buckets Premium in the app · Easy

Chipping · 19 min

Stand a bucket on the green as your aiming point and mark a 10-ft landing zone around it — a towel at each edge or a chalk circle both work. Set up four stations in a straight line behind it at 3, 5, 7, and 10 yd. Choose two different wedges and hit 5 balls from each station with each wedge — 40 shots in total.

A ball scores when it first lands inside the zone; landing in or against the bucket counts as well. Keep your weight slightly forward and deliver the club with a firm leading wrist. A compact, controlled chip swing beats a full backswing at close range — let the loft do the work.

Goal: Score 18 points or more to pass.

Classic · Landed in the zone +1 · Missed 0

Add up the points. Pass: 18 points or more.

Your score _____

7 Line in the Sand (Chipping) Premium in the app · Normal

Chipping · 15 min

Draw a straight line in the turf and chip to targets 5, 7, 9, 11, and 13 yd away. Hit 2 chips from each station, changing distance after every two balls.

Play from a normal fairway-height lie. The ball should be contacted first or brushed cleanly as the club reaches the line; heavy strikes before the line count as fat contact.

Goal: Make clean contact on 7 or more of your 10 chips to pass.

Points · Clean contact +3 · Fat −2 · Thin −1 · Missed 0

Add up the points. Pass: 15 points or more.

Your score _____

8 Landing & Finish

Premium in the app · Normal

Chipping · 12 min

Choose one distance from 5, 10, 15, 20 or 25 yd. Hit all 20 balls from that station and use a 20-ft radius for both landing and finish.

Goal: Ten landing successes pass the session.

Classic · In the ring +1 · Missed 0

Add up the points. Pass: 10 points or more.

Your score _____

9 Chipping 5 m Ladder

Normal

Chipping · 12 min

Set stations at 5, 10, 15 and 25 yd. Complete five balls at each station before moving on. Use a 20-ft landing and finish radius.

Goal: Ten landing successes pass the session.

Classic · In the ring +1 · Missed 0

Add up the points. Pass: 10 points or more.

Your score _____

10 Tee Ball

Premium in the app · Normal

Chipping · 7 min

Find a good lie two steps off the green. Place seven tees in a line from 2 yd to 14 yd from the front edge, each tee 2 yd further out. Hit one chip to each tee in order, then repeat the full ladder with the same wedge. Change wedges only after both rounds are complete. Judge every shot on where the ball stops, not on how it looked.

Goal: Stop 5 or more of your 14 chips within 3 ft of the tee to pass.

Points · Hit +3 · Near miss +1 · Short −2 · Long / Left / Right −1

Add up the points. Pass: 12 points or more.

Your score _____

11 Buckets

Premium in the app · Normal

Chipping · 19 min

Stand a bucket on the green as your aiming point and mark an 8-ft landing zone around it. Set up four stations in a straight line behind it at 4, 7, 10, and 13 yd. Choose two different wedges and hit 5 balls from each station with each wedge — 40 shots in total.
These are the standard Buckets distances with a tighter zone than Easy. The 13-yd station will quickly reveal gaps in your wedge calibration — a club that felt solid at 7 yd can behave very differently further out. Commit to a specific landing spot before each shot and track which wedge scores most consistently across the full range.

Goal: Score 18 points or more to pass.

Points · Landed in the zone +3 · Short −2 · Long / Left / Right −1

Add up the points. Pass: 23 points or more.

Your score _____

12 Land It Low

Premium in the app · Normal · Chipping · 20 min

Set a 4-ft chipping ring at 2, 4, and 6 yds onto the green. Work through the stations in order, hitting low chips from one or two steps off the green with the lowest-lofted wedge you can control. Keep the 10-yd and 15-yd rollout discs in place as feedback for how far each landing spot releases.
Complete 3 rounds of 6 balls. Normal level asks you to change carry distance without changing the low-flight intention.

Goal: Land 10 or more of your 18 balls inside the ring to pass.

Points · In the ring +3 · Short / Left / Right −1 · Long 0

Add up the points. Pass: 24 points or more. Your score _____

13 Line in the Sand (Chipping)

Premium in the app · Hard · Chipping · 15 min

Set the line and chip to targets 7, 10, 13, 16, and 20 yd away. Hit 2 chips from each station using at least two clubs.
Alternate between a tight lie and light rough where available. The contact standard stays the same: the club must bottom out on or just after the line even as lie, club, and carry distance change.

Goal: Make clean contact on 8 or more of your 10 chips, with different lies and clubs, to pass.

Clean Strike · Clean contact +1 · Fat −1 · Missed 0

Add up the points. Pass: 7 points or more. Your score _____

14 Land It Low

Premium in the app · Hard · Chipping · 20 min

Keep the stations at 2, 4, and 6 yds but tighten the ring to 3 ft. Use the same low-trajectory club throughout unless the lie makes that unrealistic. Keep the rollout discs at 10 and 15 yds; after every shot, note whether the landing point and the rollout matched your plan.
Complete 3 rounds of 6 balls. At Hard level the goal is not simply to hit the green: the first landing point has to be precise enough to make the rollout predictable.

Goal: Land 10 or more of your 18 balls inside the smaller ring to pass.

Never Short · In the ring +1 · Short −1 · Missed 0

Add up the points. Pass: 7 points or more. Your score _____

15 The Flop Shot Matrix

Premium in the app · Normal · Chipping · 7 min

Mark an 8-ft landing ring beside the flag and play the matrix from 5, 10, and 15 yds. At every station play one flop from a good lie, light rough, deep rough, and a tight lie — four balls per station, twelve in total.
Commit to the open face on every ball, including the tight lie. Changing club or trajectory to make the shot easier defeats the drill: the matrix is there to show you which lie costs you control.

Goal: Land 5 or more of your 12 balls inside the ring to pass.

Never Short · In the ring +1 · Short −1 · Missed 0

Add up the points. Pass: 3 points or more. Your score _____

16 Chipping 5 m Ladder

Hard · Premium in the app

Chipping · 12 min

Set stations at 5, 10, 20 and 25 yd. Hit five balls at each distance and use a 6.5-ft radius for landing and finish.

Goal: Ten landing successes pass the session.

Classic · In the ring +1 · Missed 0

Add up the points. Pass: 10 points or more.

Your score _____

17 Tee Ball

Premium in the app · Hard

Chipping · 7 min

Find a good lie two steps off the green. Place seven tees in a line from 3 yd to 20 yd from the front edge, roughly 3 yd apart. Hit one chip to each tee in order, then repeat the full ladder with the same wedge. The longer stations expose whether your landing spot shifts once the swing gets bigger. Use a full pre-shot routine before every ball and keep the landing window specific.

Goal: Stop 5 or more of your 14 chips within 3 ft of the tee to pass.

Never Short · Hit +1 · Short −1 · Missed 0

Add up the points. Pass: 2 points or more.

Your score _____

18 Buckets

Premium in the app · Hard

Chipping · 19 min

Stand a bucket on the green as your aiming point and mark a 5-ft landing zone around it. Set up four stations in a straight line behind it at 5, 8, 12, and 16 yd. Choose two different wedges and hit 5 balls from each station with each wedge — 40 shots in total. The 16-yd station is the defining challenge. Use a full pre-shot routine on every shot and commit to a landing spot before stepping in. Track misses by direction — consistent short misses mean deceleration, consistent long misses mean overswing.

Goal: Score 17 points or more to pass.

Never Short · Landed in the zone +1 · Short −1 · Missed 0

Add up the points. Pass: 8 points or more.

Your score _____

WEEK 1 OF 6

Measure where you are today: contact, trajectory and distance at Easy.

This is your baseline week. Play every drill at Easy and write down every score: week 6 repeats these two sessions so you can compare. In every drill, note whether a bad chip was a bad strike or a good strike to the wrong spot. Every drill is played as Classic: in the zone or not, so you learn the drill before the points start.

Session A: Contact & trajectory

About 47 min

DRILL	PASS TARGET	TIME	YOUR RESULT
Chipping warm-up	Not scored. The routine is on the How to use this plan page.	10 min	☐ Done
Line in the Sand (Chipping) **(Premium)** Easy · Classic · card 1	Make clean contact on 6 or more of your 10 chips to pass.	15 min	pass 6+
Three Flights Easy · Classic · card 2	Record strike quality and target result for all 15 balls.	10 min	pass 5+
Landing & Finish **(Premium)** Easy · Classic · card 3	Ten landing successes pass the session.	12 min	pass 10+

Session B: Distance control

About 48 min

DRILL	PASS TARGET	TIME	YOUR RESULT
Chipping warm-up	Not scored. The routine is on the How to use this plan page.	10 min	☐ Done
Chipping 5 m Ladder Easy · Classic · card 4	Ten landing successes pass the session.	12 min	pass 10+
Tee Ball **(Premium)** Easy · Classic · card 5	Stop 3 or more of your 10 chips within 3 ft of the tee to pass.	7 min	pass 3+
Buckets **(Premium)** Easy · Classic · card 6	Score 18 points or more to pass.	19 min	pass 18+

Notes: what got better, what to watch next week

WEEK 2 OF 6

Clean contact first: the club bottoms out on or just after the line.

Every other chipping skill starts with contact, so this week puts it at the front of both sessions. Stay at Easy. If a drill feels easy, keep the same level and focus on the sound of the strike rather than the result. Still Classic: pass each drill once before the points start.

Session A: Contact — About 47 min

DRILL	PASS TARGET	TIME	YOUR RESULT
Chipping warm-up	Not scored. The routine is on the How to use this plan page.	10 min	☐ Done
Line in the Sand (Chipping) **(Premium)** Easy · Classic · card 1	Make clean contact on 6 or more of your 10 chips to pass.	15 min	pass 6+
Chipping 5 m Ladder Easy · Classic · card 4	Ten landing successes pass the session.	12 min	pass 10+
Three Flights Easy · Classic · card 2	Record strike quality and target result for all 15 balls.	10 min	pass 5+

Session B: Landing spots — About 48 min

DRILL	PASS TARGET	TIME	YOUR RESULT
Chipping warm-up	Not scored. The routine is on the How to use this plan page.	10 min	☐ Done
Landing & Finish **(Premium)** Easy · Classic · card 3	Ten landing successes pass the session.	12 min	pass 10+
Tee Ball **(Premium)** Easy · Classic · card 5	Stop 3 or more of your 10 chips within 3 ft of the tee to pass.	7 min	pass 3+
Buckets **(Premium)** Easy · Classic · card 6	Score 18 points or more to pass.	19 min	pass 18+

Notes: what got better, what to watch next week

WEEK 3 OF 6

Move up to Normal and pick a landing spot before every chip.

Play Normal on every drill you passed at Easy; Three Flights has one level, so it stays at Easy. Before each chip, choose where the ball should land and how far it should run. A chip that lands on your spot is a good chip, even if it misses the hole. The game this week is Points: a chip left short costs the most, because it leaves the hardest putt.

Session A: Contact & trajectory

About 47 min

DRILL	PASS TARGET	TIME	YOUR RESULT
Chipping warm-up	Not scored. The routine is on the How to use this plan page.	10 min	☐ Done
Line in the Sand (Chipping) **(Premium)** Normal · Points · card 7	Make clean contact on 7 or more of your 10 chips to pass.	15 min	pass 15+
Three Flights Easy · Points **(Premium)** · card 2	Record strike quality and target result for all 15 balls.	10 min	pass 10+
Landing & Finish **(Premium)** Normal · Classic · card 8	Ten landing successes pass the session.	12 min	pass 10+

Session B: Distance control

About 48 min

DRILL	PASS TARGET	TIME	YOUR RESULT
Chipping warm-up	Not scored. The routine is on the How to use this plan page.	10 min	☐ Done
Chipping 5 m Ladder Normal · Classic · card 9	Ten landing successes pass the session.	12 min	pass 10+
Tee Ball **(Premium)** Normal · Points · card 10	Stop 5 or more of your 14 chips within 3 ft of the tee to pass.	7 min	pass 12+
Buckets **(Premium)** Normal · Points · card 11	Score 18 points or more to pass.	19 min	pass 23+

Notes: what got better, what to watch next week

WEEK 4 OF 6

Learn when to run the ball and when to carry it.

The chip-and-run is the lowest-risk shot around most greens: less loft, less carry, more roll. This week trains it next to your carried chips, so you can choose between them on the course. In Buckets, compare your points for each wedge. Points again: compare the totals of the chip-and-run and the carried chip.

Session A: Chip-and-run

About 42 min

DRILL	PASS TARGET	TIME	YOUR RESULT
Chipping warm-up	Not scored. The routine is on the How to use this plan page.	10 min	☐ Done
Land It Low (Premium) Normal · Points · card 12	Land 10 or more of your 18 balls inside the ring to pass.	20 min	pass 24+
Landing & Finish (Premium) Normal · Classic · card 8	Ten landing successes pass the session.	12 min	pass 10+

Session B: Distance control

About 48 min

DRILL	PASS TARGET	TIME	YOUR RESULT
Chipping warm-up	Not scored. The routine is on the How to use this plan page.	10 min	☐ Done
Chipping 5 m Ladder Normal · Classic · card 9	Ten landing successes pass the session.	12 min	pass 10+
Tee Ball (Premium) Normal · Points · card 10	Stop 5 or more of your 14 chips within 3 ft of the tee to pass.	7 min	pass 12+
Buckets (Premium) Normal · Points · card 11	Score 18 points or more to pass.	19 min	pass 23+

Notes: what got better, what to watch next week

WEEK 5 OF 6

Raise the bar: Hard on the drills you passed, and the flop for tight pins.

Play Hard only on drills you passed at Normal, and add the flop for the times a chip-and-run is not on. Expect lower scores than last week. If a drill is too much, drop back to Normal for this week. The game is the strict one: in Never Short and Clean Strike a short or fat chip costs you a point.

Session A: Contact, run & flop

About 52 min

DRILL	PASS TARGET	TIME	YOUR RESULT
Chipping warm-up	Not scored. The routine is on the How to use this plan page.	10 min	☐ Done
Line in the Sand (Chipping) **(Premium)** Hard · Clean Strike · card 13	Make clean contact on 8 or more of your 10 chips, with different lies and clubs, to pass.	15 min	pass 7+
Land It Low **(Premium)** Hard · Never Short · card 14	Land 10 or more of your 18 balls inside the smaller ring to pass.	20 min	pass 7+
The Flop Shot Matrix **(Premium)** Normal · Never Short · card 15	Land 5 or more of your 12 balls inside the ring to pass.	7 min	pass 3+

Session B: Distance control

About 48 min

DRILL	PASS TARGET	TIME	YOUR RESULT
Chipping warm-up	Not scored. The routine is on the How to use this plan page.	10 min	☐ Done
Chipping 5 m Ladder Hard **(Premium)** · Classic · card 16	Ten landing successes pass the session.	12 min	pass 10+
Tee Ball **(Premium)** Hard · Never Short · card 17	Stop 5 or more of your 14 chips within 3 ft of the tee to pass.	7 min	pass 2+
Buckets **(Premium)** Hard · Never Short · card 18	Score 17 points or more to pass.	19 min	pass 8+

Notes: what got better, what to watch next week

WEEK 6 OF 6

Retest: the week 1 sessions at Easy, so you can compare.

Play exactly what you played in week 1, at Easy, and compare every score. Note which drill improved most and which improved least: the second one is where your next block of chipping practice should start. Classic again, exactly as in week 1, so the scores compare.

Session A: Contact & trajectory retest — About 47 min

DRILL	PASS TARGET	TIME	YOUR RESULT
Chipping warm-up	Not scored. The routine is on the How to use this plan page.	10 min	☐ Done
Line in the Sand (Chipping) **(Premium)** Easy · Classic · card 1	Make clean contact on 6 or more of your 10 chips to pass.	15 min	pass 6+
Three Flights Easy · Classic · card 2	Record strike quality and target result for all 15 balls.	10 min	pass 5+
Landing & Finish **(Premium)** Easy · Classic · card 3	Ten landing successes pass the session.	12 min	pass 10+

Session B: Distance control retest — About 48 min

DRILL	PASS TARGET	TIME	YOUR RESULT
Chipping warm-up	Not scored. The routine is on the How to use this plan page.	10 min	☐ Done
Chipping 5 m Ladder Easy · Classic · card 4	Ten landing successes pass the session.	12 min	pass 10+
Tee Ball **(Premium)** Easy · Classic · card 5	Stop 3 or more of your 10 chips within 3 ft of the tee to pass.	7 min	pass 3+
Buckets **(Premium)** Easy · Classic · card 6	Score 18 points or more to pass.	19 min	pass 18+

Notes: what got better, what to watch next week

WEEK 6 REVIEW

Week 1 against week 6

Week 6 repeats the week 1 drills at the same level and with the same game. Copy both results here: a higher score on the same drill, level and game is progress you can trust.

DRILL	LEVEL · GAME	WEEK 1	WEEK 6	BETTER?
Line in the Sand (Chipping)	Easy · Classic			☐ Yes ☐ No
Three Flights	Easy · Classic			☐ Yes ☐ No
Landing & Finish	Easy · Classic			☐ Yes ☐ No
Chipping 5 m Ladder	Easy · Classic			☐ Yes ☐ No
Tee Ball	Easy · Classic			☐ Yes ☐ No
Buckets	Easy · Classic			☐ Yes ☐ No

What to compare

- Compare week 1 and week 6: the same drills at the same level. A higher score is progress you can trust.
- In Buckets, compare your points for each wedge. The club that scores most is your stock chipping club.
- On the course, count the chips you hit fat or thin in every round. That number should go down first.

The drill that improved least, and what you will practise next

STRENVIO · GOLF PRACTICE THAT SHOWS YOUR PROGRESS

Leave the pen at home.

Soft Landing works on paper. In the Strenvio app it records itself.

- ✓ Guides you through every drill in this plan and scores every ball as you hit it.
- ✓ Shows your pass rate per drill and level, so you see what improved without a pen.
- ✓ Builds your next plan from your own results: 1 to 7 sessions a week, drills for your weakest skills.

iPhone
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Free to download on iPhone and Android.

MORE FREE PRACTICE PLANS

Project 89 · Break 90 Practice Plan (6 Weeks, 3 Sessions a Week)

Roll True · 6-Week Putting Practice Plan (3 Sessions a Week)

First Steps · Beginner Golf Practice Plan (6 Weeks, 2 Sessions a Week)

All plans: strenvio.ai/plans