

GOLF CHIP SHOTS:

TYPES, TECHNIQUES & DIFFERENCES



CUREMYSWING

1. BUMP AND RUN (Low Trajectory)



20% AIR / 80% ROLL

- ⌚ **WHEN:** Lots of green, no obstacles.
- 🔧 **CLUB:** 7-9 Iron, PW.
- 👤 **BASICS:**
Stance: Narrow, Wt. 60-70% Lead Foot.
Ball Pos: Back (Trail Foot).
Hands: Forward Press (Shaft Lean).
Stroke: Putting motion, stiff wrists, club low.

- ⚠️ **DIFFERENCES:** LOW RISK.
Primary Variable: Roll (reads like a putt).



2. STANDARD CHIP (Medium Trajectory)



50% AIR / 50% ROLL

- ⌚ **WHEN:** Small fringe/rough, some green to release.
- 🔧 **CLUB:** PW, GW, SW (52°-56°).
- 👤 **BASICS:**
Stance: Narrow, slightly open, Wt. slightly fwd.
Ball Pos: Middle.
Hands: Neutral to slightly fwd.
Stroke: Slight wrist hinge, chest rotates through, hands lead.

- ⚠️ **DIFFERENCES:** MEDIUM RISK.
Primary Variable: Carry & Roll.
 (Note: Rule of 12 helpful here)



3. FLOP SHOT (High Trajectory)



90% AIR / 10% ROLL

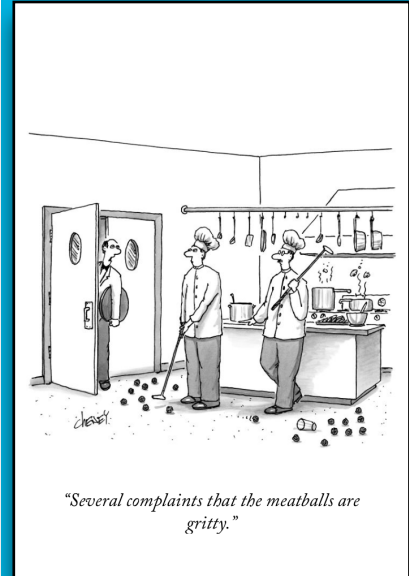
- ⌚ **WHEN:** Short-sided, over bunkers/hazards.
- 🔧 **CLUB:** Lob Wedge (58°-60°).
- 👤 **BASICS:**
Stance: Wider, Open (aim left).
Ball Pos: Forward (Lead Heel).
Club Face: OPEN to sky, aim at target.
Stroke: Long, full swing, commit to speed, slide under.

- ⚠️ **DIFFERENCES:** HIGH RISK.
Primary Variable: Carry distance.



According to @CureMySwing, mastering these three shot types allows a player to handle nearly any situation around the green by adjusting trajectory and roll-out.

Source: @CureMySwing



All Members are invited to help contribute ideas and articles to our new club newsletter. Let us know what you would like to see, and the format to present it, paper, online, or email.

Do you want to see a club trade program? Let us know by emailing the starter at starter.scsmgc2026@gmail.com