

Working Towards Attaining a Better Chipping Game

Part of what makes golf such an incredible and appealing game is its diversity. Where some games require a certain set of skills, or a certain quality, golf requires an entire slew of them, and to be lacking in one department, is to see your entire game crumble.

So in order to play golf, and that means, *really* play golf, you're going to have to learn and eventually master *every* aspect of the game.

At this juncture, you're probably thinking, "Well, that's easier said than done." And know what? You're right. It definitely is easier said than done, even if purely because of the variations of skills that you're going to require.

Driving and putting are often the first two skills that any beginner tries to master. After all, it makes sense seeing as one involves the long game, and the other involves the short game.

But be warned! Going out to the golf course and playing a few holes with only these two skills really isn't going to cut it. Why? Well, simply because one very crucial part of play has been completely overlooked.

And that part of the game is: *Chipping*.

As you're about to find out, no matter how hard you may try, you really can't run away from situations where you'll need to know how to chip properly. Sure, you might manage to dodge some situations, but normally that comes at a hefty price.

Yes, that 'price' means a higher score.

Don't worry though – because if you're reading this guide, then you've come to the right place. Here and now, you're going to start to improve your chipping game, until you can finally, confidently, be able to chip like a professional.

Granted, this will take some time, and practice, but we're going to give you the foundation that you need to achieve it.

What you do need to do for now, is pay close attention. Instead of just tossing you out into the thick of things, we're going to be going over a lot of the basics of chipping at the start, beginning with what it entails, exactly.

Although you may not want to know all the details, it is really going to pay off if you do. The better your understanding of chipping itself, the easier you'll find you can improve your own game.

Time to get started!

What is 'Chipping'?

Seeing as we're going to be discussing it a *lot*, it would really pay off if you're on the same page as us when it comes to what exactly chipping is.

Yes, it is a type of golf shot, that much is pretty obvious. More specifically though, it is a shot that is played short, and lofted. If you've watched golf before, then you'll undoubtedly recognize the type of shot that is being described.

Otherwise, simply think of it as sort of 'lobbing' the ball. It definitely is nowhere near as powerful as a drive, but it does lift the ball and so it also is very different from your standard putt. A lot of the importance of the chip is how it rolls on the ground after it lands, and it is crucial that you consider that, as you'll later see.

While we're discussing chipping, we should also get into a variant of chipping that you will eventually come across. This variant is commonly called the 'pitch', and as you'll see, it does live up to its name.

Very much akin to the chip, the pitch is a lofted shot over a very short distance that then does not allow the ball to roll around the ground too much. Many people regard the pitch as closer to flying putt than a chip, but as far as the ball motion goes, it does share some similarities.

For the purpose of this guide, we're going to be referring to more conventional chipping, though once you've mastered that, there is little reason why you shouldn't be able to try to pitch as well.

Anyway, seeing as we're assuredly on the same page now, it's time to look at something a little more relevant: *Why* exactly you need to know how to chip the ball.

Importance of Chipping in Golf

"Why is chipping important?" That's the question that we're going to attempt to answer, very conclusively, in this section. Of course it may seem as though we've answered that already, as you know that chipping is an essential part of the complete golf game.

Why is it so essential though?

After all, couldn't you drive the ball all the way onto the green, and then putt it into the hole? Why would you ever need to chip the ball if that is the case, right?

Okay, so admittedly, if you are very, very, very good at golf (better than Tiger Woods, even), you could possibly avoid chipping entirely. In fact, if you're really good, you could probably just keep on scoring holes-in-one and then you'd avoid putting entirely too.

Realistically speaking though, let's face it, that isn't going to happen.

Therefore, it is safe to say that you're going to find yourself in situations that require you to chip. And more importantly, you'll also find yourself in situations that may not exactly require you to chip, but where you'd be infinitely better off if you did chip.

Get the drift?

How about we understand exactly where chipping is going to be necessary, and also where it is just going to be advisable.

Situations that Require a Chip

Before we get into the actual situations, how about you take a few seconds to just think about where chipping differs from driving and putting. It should be fairly obvious really.

For starters, chipping isn't about knocking the ball as far as possible in a given direction. Admittedly, with practice your drive could become fairly accurate, but the sheer distance means that tons of factors come into play, reducing this accuracy. Chipping on the other hand is fairly short-range, and therefore can be done with *much* greater accuracy.

Unlike putting though, it isn't about rolling the ball along the ground. Instead, the ball is actually lifted, and therefore not exposed to any terrain, or affected by it.

Reckon you can think of some situations that may need a good chip now? Yes? No? Well, how about we think about hazards on golf courses for a second. Whether they're water hazards, or sand bunkers, they're plainly in the way.

If you can drive over them, great, but what if the green is nearby and going for a drive will risk you overshooting it tremendously?

That's where a nice, measured chip could help you get over the hazard, and accurately land your ball on the green, close to the hole. Sure, it isn't easy to attain that level of accuracy, but it is immensely valuable to work on it. Incidentally, pitching works just as well for such situations.

Some beginners actually try to work their way around hazards, resulting in their score being affected. Others may try to chip, but not pull it off properly, in which case you may land in a bunker and be forced to chip your way out of that anyway.

See where all this is going?

Really, no matter how hard you try, it is pointless attempting to run away from it. Even if hazards aren't in the picture, if you're going for a shot to get up to a green that is elevated, you're going to want to make a chip.

Honestly, the amount of situations where a chip is necessary, or valuable, just could go on and on.

How about we just assume that you're sufficiently convinced that chipping is something that will improve your game immensely, and start looking at where and how exactly chipping can go *wrong*.

Basic Mistakes and Misconceptions about Chipping

In a nutshell, chipping is all about technique, and while that could possibly be said about most aspects of golf, it is rarely as evident as it is with chipping.

Why is this? Well, considering that chipping is not driving, where power and direction is the main order of the day, but more like putting, at greater range, but with just the same type of measured accuracy, it is much harder to pull off.

Add to that the fact that you not only need to be concerned about what the ball is going to do while *in* the air, but also what it's going to do once it *lands*.

Make no mistake, despite the precision required, chipping is no precise science. There is no 'guaranteed' perfect chip, and things can, and do, often end up going wrong. That said, with the right technique, you can ensure that things go wrong less often than they otherwise would.

For beginners, the two most common mistakes that occur when chipping are known as "skulls" and "chunkers".

Skulls are the result of making contact with the top of the ball, or in other words, its 'skull'. When that happens, you can expect your ball to fly way past where you intended, probably landing you in a worse position than you were in when you started.

Chunkers on the other hand are just as bad, and occur when you get too far under the ball with your club, and hit it up too much. With the ball going 'upwards' way too much, it eventually tends to land close to where you were anyway, accomplishing you practically nothing.

While it may be argued that getting nowhere is better than getting somewhere worse, the fact of the matter is that you want to do everything in your power to avoid *both* of these mistakes.

Yet another common mistake amongst beginners is that it is often tough to predict what the ball is going to do once it lands. If the 'roll' of the ball isn't taken into account fully, you could very well end up making an excellent chip that lands exactly where you want it too, only to see it roll off to a position that is yards away from what you expected.

To sum it up, there really are quite a number of things that can go wrong with your chip, or pitch for that matter.

Avoiding all of these mistakes is not easy. Nor is it something that you magically accomplish overnight. But it is without a doubt, very possible, and with the right mindset, and not to mention, some good pointers, you could very well end up improving your chip to the point where you make few or no errors.

What do you need to do to get to that point? Well, first, you're going to have to understand the ingredients of chipping itself. This is, coincidentally, precisely what we're going to be discussing now!

Key Ingredients at Work in Chipping

What is it that makes one chip a great chip, with a trajectory that pans out according to plan, and then rolls right to the spot that you wanted it to roll to? What makes yet another chip veer wildly off course and end up landing you in greater trouble?

Well, we've already somewhat discussed a few factors, but in order to work towards improving your chipping game, you should have a much more comprehensive view.

First, let's take stock of what you already should know. Based on what we've said about skulls and chunkers, you know that making contact with the top of the ball is a definite no-no, and you also know that hitting it too deeply, and thereby tossing it up in the air is also off the table.

So where should you be hitting it?

The above is certainly part of the question, but suffice to say, the much larger picture is that your swing, for chipping, just as with any other part of golf, is of incredible importance. Of course with chipping it doesn't end there.

Like putting, there is a lot of accuracy required. Much of that is, expectedly, a part of the swing. However it also takes some forward planning to map out where you want the ball to land, and also predict how it is going to subsequently roll on the ground.

Combine those two, and you have the two main key ingredients of chipping. Forward planning, and the right swing to pull it off in the manner that you desire.

Attaining that 'right' swing is dependent on yet more factors though. Such things as the right club to use, the correct grip, proper stance, as well as the manner of the swing itself all end up playing their respective roles.

If you're thinking that all of this sounds incredibly complicated, well, you're partially right. Yes, there are many factors that you need to take into account. And... yes, any one of these factors being incorrect could cause your chip to end badly.

On the upside though, once you know what's expected of you, you'll find that with practice things really *do* fit into place. Gradually, you will get more and more used to the actions that you take, and may even end up adapting some to better your chip.

We're getting slightly ahead of ourselves though.

At this point, you now know where you need to focus on to improve your chip. Now, it is about time we got to *how* you're going to focus on these key areas in order to improve your chip!

Planning Out the Chip

Remember how we mentioned that chipping was not an exact science? Well, it isn't. It is as much art as it is science, and is all about imagination, and translating that imagination into reality.

Naturally, the translation is given form by the shot itself, but right now, we're more interested in the imagination.

Honestly, it may be a lot to ask at this point, but can you, in your minds eye, envision where your ball is going to land when you hit it? Can you also envision where it is going to roll?

Chances are you can't. But believe me, eventually, with more experience, you will get to that point where you're so accustomed to your chips that you'll actually *know* where the ball is going to end up, long before you step up and take the chip itself.

Since you're not exactly at that point yet though, it's going to be a little harder to attain that level of perfection in your planning, but that doesn't mean that you shouldn't *try*. Once you understand a little more about the shot itself, you'll also find that you get a little more accurate with your predictions.

When you're thinking about taking a chip, you should be asking yourself a few questions. Two of the most important are:

1. How far do I want the ball to fly, and where should it land?
2. How far do I want the ball to roll once it has landed?

Answering both of those is the first step towards planning out your shot. When you're thinking about how far you want the ball to fly, you're actually going to be thinking about the type of club, and swing, that you're going to be using.

Likewise, how far you want the ball to roll also depends on those factors, but has the added variable that is the terrain included. That's why knowing where you want the ball to land is important – it could make all the difference.

If you can successfully answer both these questions, then you're well on your way to the perfect chip shot. Don't sweat it if you can't do that right now. As you learn more about the other factors that we previously discussed, more pieces of the bigger picture will fall into place.

Speaking of those pieces, let us now start to venture into the area of the pre-swing preparation.

Choosing the Right Club for the Perfect Chip

When considering chipping, club selection really does come to the fore. While it may be true that the 'right club' is really simply the club that gets the job done, it would be of use to you to have a starting point from which you can base your decisions on.

Needless to say, with subsequent experimentation, you could even develop your own system of club selection based on your preferences.

Although there are no hard and fast rules when it comes to selecting the 'right' club, what we're going to give you is a guide that can help put you on the right path. Generally speaking, there is a wide variety of clubs used for chipping, from the 3 iron right up to the 9 iron, and even the pitching wedge.

Sure, it makes your life a little more difficult with so many possibilities, which is why it is all the more important that you choose a good starting point.

Depending on whom you ask, you're bound to get a different answer as to what that starting point should be. Most frequently, the clubs that are recommended are the 7 iron, 8 iron, or 9 iron.

How you select your club depends largely on the amount of flight time you want to be able to get, and also the amount of rolling time. Each club has its own specialized tendencies, and a good rule of thumb to use, at least initially, is that the higher the number, the greater the flight time of the chip.

So a 9-iron would have a greater flight time than a 7-iron, and so on.

Be mindful of the surface onto which you're hitting the ball though. As it is going to affect the roll of the ball, you may have to compensate in your club selection accordingly. So basically, if you were hitting uphill, you might have to go a number higher in terms of the club you use.

On the flipside, if you were hitting downhill, you might want to consider going an iron lower.

Certainly, most of this is pretty tough to take in all at once, so don't rush it. The best teacher is experience, so try out different clubs as much as you can initially. Start with the 9 iron, and then work your way up or down according to how you find it.

Note: At this juncture, you probably don't know exactly how to chip just yet, so it would probably be wise to wait until you've learnt a little more before you go off trying out clubs.

Another point worth mentioning is that despite the fact that you *do* have a wide range of choice as far as chipping clubs are concerned, you don't *have* to use them all. Just because a certain situation may appear to demand a different club, if you're not entirely comfortable with it, it is far better to stick with the one you are comfortable with.

Over time, you'll probably end up developing an affinity for 3 clubs or so that you use in chipping, but for starters you might want to focus on just one.

Master it, and then try to use another. Vary them a little, for example, if you've mastered the 9 iron, follow that up with the 7, as it will give you additional options and greater versatility in your chipping.

Having covered the basics of club selection, are you ready to get your teeth in the meat of this guide? You should be! What we're going to be looking at next is the pre-swing preparation, and it is the very beginning of actually chipping the golf ball.

Let's kick that off by talking about your grip.

Gripping the Golf Club for a Chip

Considering the fact that there seems to be a lot of different opinions regarding everything about chipping, it should come as no surprise that there are many recommended grips which can be used.

Make no mistake though, despite the fact that there seems to be no grip that is clearly superior, how you grip your club during the chip is of the utmost importance. Essentially, this is due to the same reasons as to why your grip is *always* important.

By merit of being the connection between your club and the rest of your body, your grip is going to be the hinge through which all your power and direction is channeled. It should go

without saying that channeling your power and direction incorrectly is going to result in a very bad chip.

However, due to the lack of agreement over a one-size-fits-all grip for chipping, it isn't easy to recommend one outright. Don't lose heart though, there are a few ways that you can go about finding the ideal grip that suits *you* best.

End of the day, your aim should be to find the grip which you're most comfortable with, and in that regard, you'd best start off by trying the basic grips and seeing if you can chip with them.

Going about things in this fashion is going to prove to make your chipping efforts a lot easier. Not only will it mean that you're going to start off by adapting your existing grip, which is one that you should already be fairly comfortable with, but also, it is going to help you better appreciate how a simple shift in grip can affect your entire swing.

Performing this shift in order to change your grip into a chipping grip is really very easy. All that you need to do is move your hands a little further down the shaft.

Start doing so in small increments, and try out each increment to see how it feels to you. The reason you're shifting your hands further down the shaft is simply because you don't really need the entire shaft to perform a shift. Unlike a drive, where you want as much power as you can get, a chip is more precision-based.

Therefore, with your hands further down the shaft, you'll be sacrificing power, but gaining the ability to more precisely control your swing, and this is priceless when it comes to chipping.

If you're really a golf enthusiast though, you probably know that a lot of professionals nowadays don't use this type of grip for their chips. Instead, they appear to most often use their putting grip when chipping.

Frankly speaking, this is something that is quite feasible for you to try too. Though, you should be aware that mostly the putting grip is used only for very short chips. Again, this is due to the much more controlled motion that it offers.

Despite the fact that it really is tempting to try to mimic the professionals from the get go, the wise course of action would probably be to perfect just a regular chipping grip, before you move on to more specialized chipping grips.

That way, you'll end up having a wider range of options at the start, instead of only being able to reliably chip over very short distances.

As a final note regarding your grip, be sure to keep to the rule of gripping firmly, but not too firmly. Never let your grip be rock solid, as it will prevent the natural motion of your swing, and end up causing you yet more problems.

Just like any grip, it is going to take you time, and practice, before you really are fully used to it, so don't expect any miracles all at once. Make no mistake though, all that time and effort is worth it to attain a good grip.

It's about time we moved on though, and next up, we're going to be looking at your stance.

Getting Into the Right Chipping Stance

Taking up the right stance for chipping is something that definitely plays its own role. Fact of the matter is, you could probably chip the ball with pretty much any stance, but if you want to get a *good* chip, there are a number of things you could do to help that.

One point of focus is how far away you should be from the ball. Naturally, this varies from person to person, so think of it as follows: Considering that the club you're using is much longer than your regular putter, you're not going to be able to stand as close as you would when putting.

But along that same vein of thought it is also true that you're not going to be standing as far away from the ball as you would when you are driving.

Thus, it makes sense to think of the correct position as somewhere in between. If you've positioned your grip already, then simply stand with your hands pointed in the direction of the grip towards the ball, and you should find the right distance from the ball.

As you start getting into position, keep your feet close together, with the ball nearer the back foot. What you're going to want to do now is 'open' your stance, so that you're practically facing the target.

Yes, that does sound complicated, but it really isn't.

From your feet being together, you should move them apart slightly. Eventually, your completed chipping stance is going to want your feet to be about 6 inches or less apart from each other, so keep that in mind and don't move them too far apart.

Got it? Well, move your forward leg away from the ball, and slanted towards the target that you're hitting to. Bend your knees slightly, just as you would when taking a putt.

Throughout all of this, try to keep your shoulders as square as possible. Largely, the fact that your stance is open tends to make many end up shifting their shoulders, but that's a big mistake.

Finally, spare a thought for your weight distribution. With the ideal chip, the weight should not shift from left foot to right foot, or vice versa. One technique that is helpful to prevent this is to try to keep your weight mostly on your front foot at *all* times.

That's it! Does it sound like something feasible?

Every step of the stance we just described has its reasons, incidentally. Of course, the distance you stand from the ball, does make sense even without a reason, but even it is such to allow greater control while still giving you the ability to get a reasonable backswing in.

Furthermore, the narrow stance that you've taken should, in theory, make your swing steeper and help you come into contact with the golf ball using a downward strike. Don't worry if you don't fully understand this, we'll look at it in more detail when we're discussing the swing itself.

Finally, your open stance is the hallmark of good chipping, and will really play a large role. For one, it is going to give you a better sight of your target, and allow you to gauge your swing that little bit more.

But far more importantly, it helps you get a good contact with the golf ball, and keep it in line with the target. Accuracy being the name of the game, this is without a doubt one of the easiest yet most crucial aspects of chipping.

If you're able to accomplish all of this, then you're literally setting yourself up for success. Using this stance, and the previously mentioned grip, as a foundation, is going to give you every reason possible to hit a great chip shot.

Time and time again we've talked about the need to practice, and assuming the right stance is no different. Some beginners take a long time before their stance becomes 'natural' to them, and during this time you must be mindful that you don't accidentally forget *any* of the aspects which we've been discussing.

If you are dubious about your ability to remember, then it may even be advisable to get a checklist for your first few practice sessions using your stance. That way, you'll know for certain that you're not missing anything out.

But don't get too attached to that checklist. All that you want is a helping hand, and not a permanent crutch that you end up not being able to golf without.

Assuming you do acquire the perfect stance, it is going to be something that stays with you for a very long time, throughout your time spent golfing. Naturally, it may change slightly as you adapt it to your needs, but it is safe to say that you now know how to get the right kind of foundation for your stance.

Still, your work is far from done.

Seeing as we're done with most of the pre-swing setup, there is only that one final hurdle that is the swing itself left to cross. Course, it is a pretty big hurdle, and it is going to be the culmination of all your efforts thus far.

Swinging the Golf Club for a Chip

Finally, we're at that stage where you find out the actual stroke that you're going to be using to chip your ball to perfection. Before we jump into it though, let's briefly recap on what you already do somewhat know about chipping.

For starters, you know the main errors that are made include skulls and chunkers, which are both caused by different types of improper impact. In a nutshell, the former is caused by hitting the top of the ball, while the latter by going too deep and 'scooping' the ball too much.

From that, you should be able to tell that the perfect stroke for a chip is one that falls in between. It should not come into contact with the top of the ball, but should not be deep enough that it ends up causing a chunker.

Furthermore, from our discussion on stance you also know that you want to keep your weight on your front foot as much as possible.

All of this is going to be used in your final swing, as you'll see soon enough. For the moment, just keep in mind what we've just recapped as a reference point, as we focus instead on what it is that you're trying to accomplish.

Basically, you want the ball to be lifted, that much is a given. But you want it to be a controlled lift that you can manage to target to a specific position, and with an equally controlled force so that you can plan out how it is going to roll once it lands.

Due to this, when you're thinking about your swing, the first thing that you need to concentrate on is getting the type of swing that *will* cause the ball to fly, as opposed to roll.

Fortunately, the clubs that you should be using are designed for this, and they have high loft compared to the other clubs that you might use for putting. This loft, which is essentially the angle on the club head itself, is going to be your main ally in getting the ball into flight.

As a direct result of such loft, you don't need to 'dig' the ball, which will inevitably result in a chunker, but rather, you should hit in just a fraction to the bottom of the ball. Accomplishing this with precision can be tough, but that is the aim that you should be going for.

Not too high, but not too low – that's the desired contact point.

Knowing what to aim for is a good start, but there is so much more that needs to be covered. Like, for example, the exact swing action that you're going to be using.

If you've looked into chipping before, you've undoubtedly heard the usual advice: That the chipping swing is relatively similar to the putting swing. In many ways, this is true, but it isn't enough to just start off from a putting swing and then try to chip the ball using it.

No. There are several rules and pieces of advice that you should heed to the letter, and we're going to be looking at them so that you get a better idea of what's going to be required of you.

Mainly, what we're interested in at this particular point of time is the backswing, and the downswing. Are you surprised? You really shouldn't be. After all, the backswing is what sets up your downswing, and the downswing in turn is what causes the impact between club and ball.

Makes sense that we focus on both, right?

Focusing on the Swing

Part of the true grace and artistry of the chip shot is that it should not be forced. In other words, you should not have to try to propel the ball forward, or have to exert a lot of energy and force into the downswing itself.

So where does the force come from then? Easy: The backswing.

When chipping, it is the backswing that provides the force that ultimately gets transferred to the ball. And due to this one very simple fact, adjusting your backswing is the key to adjusting how far you want the ball to go.

If you want to play a short chip, go with a short backswing. If you want it to be a longer chip, then lengthen your backswing.

Sounds too simple to be real, right? Well, don't be fooled – it isn't really all that easy to master this kind of subtle shifts. In fact, a lot of the problems that people have with chipping actually stem from their backswing.

Very often, beginners misestimate the amount of backswing they need, and end up overshooting their target. Yet others realize mid-swing that they've used too much backswing, and try to slow down the club in order to compensate.

In turn, this screws up the entire swing.

Basically, you always want to be able to followthrough on your entire swing, so it becomes very necessary that you get the backswing right. Don't rein back at all. It is reasonable to expect your follow through to be the same length as your backswing was.

Another point of interest during your swing is your wrists. If your wrists move around too much, they're going to end up causing your chipping action to go awry. Loose wrists, and a loose grip for that matter, can lead to disastrous shots.

Be sure that your wrists are firm, and then, swing from your shoulders. Don't use your legs, or move them at all for that matter. During the entire swing, your legs should remain firmly planted on the ground, with a that slight emphasis on the front leg that we mentioned earlier helping ensure that it stays that way.

At the point of contact, one telling sign as to whether or not your chip is going to be a success is the location of your hands. Ideally, they should arrive in front of the ball when the club impacts it.

If that happens, then you can be assured that there is going to be a crisp and solid connection between the ball and the club.

Gradually, you're bound to develop a feel for the chipping swing. Overall though, it can be described in many ways, but one of the best is to think of it as trapping the ball with a descending blow.

After impact, don't reign back, as we mentioned earlier. Instead, you can even accelerate into the shot, and through the ball.

One fact that may be helpful to you at various times is that if you choose to accelerate *down* through the rear end of the ball, you can impart as much 'backspin' onto it as you want. If you've played pool, or experimented extensively with golf putts, you may know what this means already.

By generating 'backspin' you're effectively creating a rotation counter to the movement of the actual ball. Therefore, once it lands, despite its momentum propelling it forward, its rotation will reign it back.

See how this could be useful?

With the right amount of backspin, you could even stop a ball practically dead when it finally does land, or even make it come back towards you. Doing so with precision is going to take a lot of practice, but it would certainly pay off in your golfing.

Anyway, we're now pretty much at the close, and there's really not much left to say except a few final words about chipping.

Final Say on Chipping

At this stage, you should have the solid grounding that you need to get out on the golf course and start chipping away. And make no mistake, that's exactly what you should be doing, as soon as humanly possible!

First, let's just go over what you know.

Over the first part of this guide, we covered a basic look at chipping, as well as its importance, and the situations in which it will play a huge role in your game. Following this, we moved on to the ingredients that it would take to achieve a good chip shot.

Then, we spelled out the actual steps that you'd need to take in order to do so, one by one.

Really, there is no stone that's been left unturned. So why is it that you aren't an expert in chipping yet? Well, simple: This guide has given you all the knowledge that you need to be an expert, but what this guide can't do is give you the experience.

The golf ball is in your court, so to speak!

Take what you know, get out there on the golf course, and start to apply it to your chipping. With time and practice, you'll definitely be able to see the vast improvements to your chip that can be provided by all this knowledge.

With that, happy golfing, and good luck with your chips!