

6 Shooter

Goal: Make more putts thru repetition.

What to do: Compete with 1 teammate.

Rules:

- Chose 2 holes separated by at least 10 feet.
- Each player stands near one of the holes.
- Players putt toward the other players hole.
- If a putt is made, players switch holes.
- Continue until one player has made 6 putts.
- If a player hits a putt outside a 3 foot circle from the hole, that player will take one 3 foot slide backwards.
- The player can slide forwards, no farther than his original starting point, for each putt inside the 3 foot circle.

7's

Goal: Make more putts thru repetition.

What to do: Compete with any number of teammates.

Rules:

- Chose all putts outside 10 feet.
- All players put from similar spot to same the hole.
- Closest to the hole earns +1 point. And no further putts are required.
- Player closest to hole chooses next hole.
- All other balls must be holed. If missed -1 point
- 1st Putts made earn +2 points.
 - If player A makes 1st putt and player B makes 1st putt, player A loses his 2 points to player B who now has earned his 2, plus A's 2 for a total of 4 points.
- Player must land on 7 exactly to win. If they go over 7 they start again at 0.
- Players having 6 points must allow lowest point player to chose hole.
- Stymie's are not only allowed, they may also become an integral part of the game. Players are not required to mark their ball position.

10 pt High ball

Goal: Give yourself a chance to make more putts by missing on the high side of the hold.

What to do: Pick any putt of 7-20 feet with a decent amount of l-r or r-l break. Prepare a safe zone long and below the hole for putts to finish in. If it were a clock, from your putt, the safe zone would be within 1 putter length from 3:00 to 9:00.

Rules: Putt balls toward the hole and award points as follows until 10 points have been earned.

- + 2 points for every holed putt.
- +1 point for any ball finishing inside the safe zone provided it has gone by the hole on the high side of the break.
- 1 point for every putt finishing outside the safe zone missing high.
- 2 points for every putt finishing outside the safe zone missing low.

Variations:

- Make your safe zone smaller.
 - Play to 20 points, 30 points, etc.
 - Challenge a teammate.
- Putts missing below the hole never had a chance.

10 pt Low ball

Goal: Give yourself a chance to get up and down more often by leaving your chip on the low side of the hole.

What to do: Pick any chip with a decent amount of slope near the hole. Prepare a safe zone below the hole for chips to finish. The safe zone should be 1 putter length from the hole and cover about 150 degrees of a circle below the hole.

Rules: -Chip balls toward the hole and award points as follows until 10 points have been earned.

- + 2 points for every holed chip.
- +1 point for any ball finishing inside the safe zone
- 1 point for every chip finishing outside the safe zone below the hole
- 2 points for every chip finishing outside the safe zone above the hole.

Variations:

- Make your safe zone smaller.
 - Play to 20 points, 30 points, etc.
 - Challenge a teammate.

21

Goal: Short game work

What to do: Compete against a teammate.

Flip a coin for choice of club to use. Once a club is chosen, that club will be used for the entire match.

Player who won coin flip will chose first hole.

Players chip 2 balls to hole.

Player with the closest ball wins 1 point.

If player has the 2 closest balls he wins 2 points.

If player chips a ball into the hole he earns 4 points.

If opponent chips ball in on top of any holed ball, he wins steals the 4 points for that ball and earns 4 more for a total of 8 points

Winner is the first player to reach 21 points.

You must win by 2 points.

100 yard game

Goal: Improve your short game. Be aggressive.

What to do: Play 9 holes by teeing off at the 100 yard marker on each hole.

-Everything is a par 3.

-We must score better than 27 on a 900 yard golf course.

-Make 2 inside 100 yards.

150 yard game

Goal: How easy is the game when played from the fairway.

What to do: Play 9 holes by teeing off at the 150 yard marker on each hole.

-Everything is a par 3.

-We must score better than 27 on a 1350 yard golf course.

-While Par is a good score on any hole, we need to make an occasional 2 inside 150 yards.

Aces

Goal: Make more putts thru repetition. Be aggressive.

What to do: Compete with any number of teammates.

Rules:

-Chose all putts outside 10 feet.

-All players put from similar spot to same the hole.

-1st player to 1 putt agreed upon number wins the competition.

Alamo

Goal: Make more putts thru repetition.

What to do: Compete with any number of teammates.

Rules:

-Players agree to putt toward any hole.

-Players surround the hole with each player standing 10 feet from the hole.

-Players attempt to hole putts 1 at a time.

-If a putt is made, players rotate clockwise and the player who made the putt moves 1 foot closer to the hole.

-Continue until one player has made a 1 foot putt.

Around the world

Goal: Make more putts thru repetition.

What to do: Place 1 white and 10-15 black tees in a circle 3-10 feet from the hole. Players then take turns trying to make a putt from the white tee. If a player makes, they move to the next tee and have the choice to putt, or pass. Players who chose to putt must make the putt to move on to the next tee. Misses slide the player back to the tee they last passed on.

You have finished this drill when: One competitor has made putts all the way around the world.

Variation: Play against several teammates. Vary your distances. Limit the number of passes you have.

Ben Franklin

Goal: Make more putts thru repetition.

What to do: Make 100 putts from a distance specified by coach.

You are finished with this drill when: you have made 100 putts from each of the distances specified by coach.

Variations: Compete with a teammate to see who can complete the drill in the fewest attempts.

CLOCK DRILL

Goal: Make more putts thru repetition.

What to do: Place 8 balls around any hole and make all 8 balls in a row.

You have finished this drill when: You have made 8 balls in a row from each of the following distances.

3 feet

4 feet

5 feet

Variation: Play a 9 or 18 hole match against a teammate. All putts stopping within 3 feet of the hole are pulled back to the 3 foot mark. If that putt is missed, move the next putt 4 feet from the hole. If that putt is missed, move 5 feet from the hole. Continue pulling putts back to 5 feet until made.

**It does not take a math wizard to calculate how much a sound putting game can do for your score. If you play a course in the regulation number of strokes, 36 shots should be spent reaching the 18 greens. 36 more shots should be spent 2 putting each green, for a total of 72. Putting (36/72) is 50% of a round of golf played to regulation.

DNA

Goal: Get up and down more often. Be consistent.

What to do: Play against a teammate by chipping 3 balls to any hole.

Rules:-Each player chooses from his 3 balls the chip farthest from the hole.

-Each player must make all 3 balls from the farthest putt before moving on to the next hole.

-The first player to finish each hole earns 1 point.

-Play to 9 points.

Dostoevsky's Revenge (Crime and Punishment)

Goal: Hit Fairways and greens and 2 putt.

What to do:

Hit a ball from the tee box with any club longer than a 3 iron, if you miss a fairway you will immediately do 10 push-ups.

Place the ball 150 yards from the green. If you fail to hit the green from here, you will immediately drop and complete 10 push-ups.

When you hit the green, complete a 2 putt. If you fail to make the 2nd putt, off to the side of the green, complete 10 push-ups.

If you have missed the green, place a ball at least 30 paces from the hole and complete the 2 putt rule.

**If you are caught ignoring your punishment, your entire group will complete 50 pushups per infraction. You must police yourselves.

Double Down

Goal: Develop the skills to get the ball up onto the green and into the hole in 2 shots or less from any condition.

What to do: Play 9 holes. Take the difference between your score and Par then double that number. This is your double down number.

You have finished this drill when: You have successfully made your double down number of balls up and down, without missing, from a distance specified by the coach. If you miss one, you must begin the double down again with the same double down number of balls.

Variation: Complete this drill as a foursome. Instead of doubling the number versus par, simply add the numbers versus par from the group together. See who can finish each stage of the drill in the fewest number of attempts.

**The ability to get up and down from in any condition will definitely keep your spirits up and your brain in the game. The effects your great short game around the greens has on your scorecard will also help the team achieve greater success.

ELEVENS UP

Goal: Know your short game.

What to do: Chip 11 balls from the same distance to any hole. After all 11 have been hit, find the Mean ball, or the 6th closest ball to the hole. This also happens to be the 6th farthest ball from the hole. From that Mean, putt all 11 balls.

You have finished this drill when: You have made all 11 balls without missing from your Mean distance.

Variation: Vary the distance and difficulty of the chip. This drill can be done with any odd number of balls.

Fairway Penalty

Goal: How easy is the game when played from the fairway.

What to do: Play 9 holes keeping score.

-Subtract 1 shot from your score for each fairway hit.

-Add 1 shot to your score for each fairway missed.

-Par is now 29.

Fiddy cent

Goal: Get it up and down more often.

What to do: Chip 50 balls within 1 putter length of a hole. Vary your distances when completing your 50.

You have finished this drill when: You have successfully hit 50 balls that come to rest within 3 feet of a hole, for each of the distances specified by Coach

Variation: Compete with a teammate. See who can finish each distance of the drill in the fewest number of attempts.

Use this drill to increase the number of up and downs that you have around the green. Find out which clubs work best for you at each distance. The shot to hit is not always going to be the gap wedge, sand wedge, or lob wedge. If you believe this, you are playing with fewer weapons in your bag than most of your competitors. Especially those players that can get it up and down from anywhere.

FW + GIR Penalty

Goal: How easy is the game when we hit Fairways and Greens in regulation.

What to do: Play 9 holes keeping score.

- Subtract 1 shot for each fairway hit.
- Add 1 shot for each fairway missed.
- Subtract 1 shot from your score for each green hit in regulation.
- Add 1 shot to your score for each green not hit in regulation.
- Par is now 18.

Gates

Goal: Learn to hit the ball into specific target areas.

What to do: You must pass thru specific areas on the golf course to proceed finishing the hole. Count all strokes made on each hole.

The gates are subject to change.

- JM 1 Gate:** You must hit the ball into and out of the short right grove of trees b/w the 1st hole and 9th tee box.
- JM 2 Gate:** Ball must be within 2 club lengths of the 100 yard marker.
- JM 3 Gate:** Ball must be hit into and out of the last fairway bunker on the left hand side of the FW
- JM 4 Gate:** Ball must be past the green but not farther than the cart path.
- JM 5 Gate:** Ball must be hit into and out of the front bunker.
- JM 6 Gate:** Ball hit green high to the left of the cart path.
- JM 7 Gate:** Ball must be hit hole high to the right side of the cart path and out of that position.
- JM 8 Gate:** Ball must be within 2 club lengths of the 100 yard marker.
- JM 9 Gate:** Ball must strike the base of last big tree on the right.

Green Penalty

Goal: How easy is the game when we hit greens in regulation.

What to do: Play 9 holes keeping score.

- Subtract 1 shot from your score for each green hit in regulation.
- Add 1 shot to your score for each green not hit in regulation.
- Par is now 27.

Greenside Bunker

Goal: Get it up and down with increasing frequency from a greenside bunker.

What to do: Hit balls with the sand wedges from various lies in a bunker to a specific target placed at varying distances. (Hula hoop, towel, bag, etc.)

You have finished this drill when: You land 10 shots, with any sand wedge, within 10 feet of your target at each of the following distances:

- Short: Less than 10 yards
- Medium: 10-20 yards
- Long: 20-30 yards

Variation: Compete with a teammate. See who can finish each stage of the drill in the fewest number of attempts.

HELEN KELLER

Goal: Connect your mind to your putting stroke.

What to do: Putt with your eyes open to a specific distance, then putt with your eyes closed to the same distance.

Put a tee in the ground and another tee 18 inches behind it. The first tee is your target, and the second tee is your limit. Begin from 3 feet. Putt 3 balls that roll past the 1st tee and stop short of the 2nd tee. Then close your eyes and putt 3 more balls. You are successful if you make 3 of the 3 blind putts.

You have finished this drill when: Begin at 3 feet. Succeed with 3 of 3 balls. Move to 6 feet, 10 feet, 15 feet, 20 feet and finally 25 feet.

Variation: Create a competition with a teammate. The winner of the hole is the person stopping the blind putt closest to the 1st tee. This drill forces your mind's eye to see and feel the putt. It eliminates all conscious effort to make a putt, and lets your touch muscles do their best without distraction.

Hit the Stick

Goal: Short game, short game, short game.

What to do: After a round or a practice session at the driving range. Take the last moments of your practice to force yourself into a better short game. Hit wedge shots to any target 40-70 yards away. Hit the target.

You have finished this drill when: You have hit the target (X) number of times. Challenge yourself. Tell yourself, "I cannot leave until I hit the (pin, towel, bucket, etc.) 5 times.

Variation: Play with a buddy, first one to a stated number wins.

Hoop Dreams

Goal: Short game, Short game, Short game.

What to do: Hit 10 balls that land inside the ring of a hula hoop. Try to keep track of how many balls it takes to complete your task for each distance. You will see improvement over time.

You have finished this drill when: You have hit 10 PW, 10 SW into the ring located at the following distances: 20 yards, 30 yards, 40 yards, 50 yards, 60 yards.

Variation: Compete with a teammate. See who can finish each stage of the drill in the fewest number of attempts.

The ability to get up and down from in any condition will definitely keep your spirits up and your brain in the game. The effects your great short game around the greens has on your scorecard will also help the team achieve greater success.

Horeshoes

Goal: Make more putts thru repetition.

What to do: Compete with a teammate against another 2-some with the putter.

Rules:

- Similar to horseshoe tossing
- Chose 2 putts outside 10 feet.
- You and partner each stand next to one of the 2 holes, your competitors will do the same.
- Putt 2 balls from one hole to the other, your opponents will do the same.
- Aces (ringers) = 3 pts, inside 1 grip length (1 ft)=1 pt.
- Play to 21 points
- 1st team to win 2 out of 3 games winner.
- Don't forget to switch sides after each game.

IRON CITY BUMP & RUN

Goal: Develop more options for your greenside play. Become aware of how loft, affects spin, carry, and roll.

What to do: Chose one of the following sets of clubs:

(6-iron, 8-iron, pitching wedge)

(5-iron, 7-iron, 9-iron)

Place a towel at varying distances on the green. Using distance control, from a clean lie, hit balls that come to rest on the towel.

You have finished this drill when: You have successfully hit 10 balls that come to rest on the towel, with each club from your chosen set, to each of the following distances:

Short 5-8 paces

Medium 9-12 paces

Long 12-16 paces

Variation: Compete with a teammate. See who can finish each stage of the drill in the fewest number of attempts.

Use this drill to increase the number of options that you have around the green. Find out which clubs work best for you at each distance. The shot to hit is not always going to be the gap wedge, sand wedge, or lob wedge. If you believe this, you are playing with fewer weapons in your bag than most of your competitors. Especially those players that can get it up and down from anywhere.

Jackson 5

Goal: Make more putts thru repetition.

What to do: Make 20 putts from 5 distances.

1 putter length (3 ft)

2 putter lengths (6 ft)

3 putter lengths (9 ft)

4 putter lengths (12 ft)

5 putter lengths (15 ft)

You are finished with this drill when: you have made 20 putts from each of 5 distances.

Variations: Compete with a teammate to see who can complete the drill in the fewest attempts.

LADDER DRILL

Goal: Make more putts thru repetition.

What to do: Place 10 balls in 1 foot increments beginning 3 feet from any hole.

You have finished this drill when: You have made all 10 balls in a row. If you miss any of the 10, start again.

Variation: See how far you can go without a miss.

Ladder Lag Putts

Goal: Make long putts easier to get down in 2 strokes.

What to do: Place 6-7 pieces of string or some other markers 3 feet apart in a ladder like fashion. Putt Balls beginning at 20 feet from the first string so that the first ball stops between the 1st and 2nd strings. The 2nd ball should stop between the 2nd and 3rd strings and so on up and down the ladder.

You have finished this drill when: You have putted up and down the ladder in a continuous sequence without missing. If you miss a particular rung of the ladder, START OVER.

Variation: Vary your original distances when you become a better short distance lag putter.

Ladder Pitching

Goal: Get it closer to the hole from the fairway.

What to do:

- Place targets 10, 15, 20, 25, 30, etc. yards away.
- Hit balls to each target (towel, hula-hoop) beginning with the closest target.
- When ball lands on or in target move to next furthest target.
- If a target is missed, begin again at the closest target.
- See if you can make it up and down your ladder without a miss.

LADDER Slides

Goal: Make more putts thru repetition.

What to do: Place a ball 3 feet from any hole. After each make, slide 1 step farther away from the hole. After each miss, slide 1 step closer to the hole.

You have finished this drill when: You have attempted 100 putts. How far away from the hole are you after 100 attempts?

Variation: Compete with a teammate to see who ends up farther from the hole.

LAG PUTT RATIOS

Goal: Develop a feel for leaving putts near the hole.

What to do: Begin by putting a tee in the green, and another tee 1 foot behind it. Pace off 10 feet and drop 5 balls on the green. Stroke the 5 balls past the 1st tee and short of the 2nd tee. Gradually move further away. Use a ratio of 10 to 1 for the distance. Example: a 20 foot putt has a 2 foot circle, a 40 foot putt has a 4 foot circle.

You have finished this drill when: A success of 4 of 5 balls in the circle. After succeeding at a distance, move further away. Use the following distances. 10 feet, 20 feet, 30 feet.

Variation: When you get better, reduce the ratio. A 20 foot putt has an 18 inch radius as opposed to a 2 foot radius.

P-Cinco'd

Post Performance Perfect Putting Practice

Goal: Develop putting skills to get the ball into the hole in consistently as pressure mounts.

What to do: Play 9 holes. Take the difference between your score and Par then triple that number. This is your P-cinco'd number.

You have finished this drill when: You have successfully made your P-cinco'd number of balls in a row, without missing, from a distance specified by the coach. If you miss one, you must begin again with the same P-cinco'd number of balls.

Variation: Complete this drill as a foursome. Instead of tripling the number versus par, simply add the numbers versus par from the group together. See who can finish the drill in the fewest number of attempts.

**The ability to make putts consistently will definitely keep your spirits up and your brain in the game. The effects your great short game around the greens has on your scorecard will also help the team achieve greater success.

Perfect game

Goal: Develop the skills to get the ball up onto the green and into the hole in 2 shots or less from any condition.

What to do: Chip 3 balls toward any hole. Get all 3 balls into the hole in 2 shots or less.

You have finished this drill when: You have successfully made a set of 3 up and downs toward 9 different pin locations.

Can you chip a perfect game? 27 up and 27 down?

Variation: Compete with a teammate. See who can finish each stage of the drill in the fewest number of attempts.

The ability to get up and down from in any condition will definitely keep your spirits up and your brain in the game. The effects your great short game around the greens has on your scorecard will also help the team achieve greater success.

Pinches

Goal: Develop a feel for leaving putts near the hole.

What to do: After a round or practice, estimate the average distance of your 1st putt on each hole for the previous round played. Putt 1 ball from that average distance to any hole. After putting, measure the distance your ball is from that hole in inches. For every inch, perform a physical task. Minimum examples: 1 in = 10 push ups, or 10 sit ups, or 1 lap (1/4 mile)

You have finished this drill when: You complete your physical task.

Variation: When you get better, increase the physical task number or double your original putt length.

Pinwheel

Goal: Make more putts thru repetition.

What to do: Place 8 tees in a circle 5 feet from the hole. Place 8 tees in a circle on the same line as the 5 foot tees, 10 feet and 20 feet from the same hole.

You have finished this drill when: You have made 3 balls in a row from each of the 5 foot tees, 2 balls in a row from each of the 10 foot tees, 1 ball from each of the 20 foot tees. You do not have to start over on a miss, just complete each tee individually.

Variation: Play a 9 or 18 hole match against a teammate. All putts stopping within 3 feet of the hole are pulled back to the 3 foot mark. If that putt is missed, move the next putt 4 feet from the hole. If that putt is missed, move 5 feet from the hole. Continue pulling putts back to 5 feet until made.

It does not take a math wizard to calculate how much a sound putting game can do for your score. If you play a course in the regulation number of strokes, 36 shots should be spent reaching the 18 greens. 36 more shots should be spent 2 putting each green, for a total of 72. Putting (36/72) is 50% of a round of golf played to regulation

Play to the post

Goal: Recognize the value of playing approach shots from a consistent number, 150 yards.

What to do: After teeing off, you must strike the 150 marker with chip, pitch, putt, etc. Whatever it takes, you cannot proceed finishing the hole until a shot has struck the marker. Count all strokes made.

Pull Backs

Goal: Make more putts thru repetition. Make the 3-5 footers consistently.

What to do: Compete with any number of teammates.

Rules:

- Putt 18 holes versus any number of teammates.
- Chose all putts outside 20 feet.
- All players put from similar spot to same the hole.
- All putts not made must be pulled back 1 additional putter length away from the hole.
- Continue this procedure until ball is holed.
- Add score as you would during regular play.
- Lowest score wins.

Putting Pennies

Goal: Distance control

What to do: Compete with any number of teammates.

Rules:

- Chose all putts outside 10 feet.
- All players put from similar spot toward the fringe of the green.
- The player closest to the fringe without touching or stopping on the fringe will win a penny.

Scatter

Goal: Make more putts thru repetition.

What to do: Compete with 3 or more teammates.

Rules:

- Form a group of 4+ players having each player bring 1 ball.
- 1 Player holds all 4 balls in a column and drops all 4 from shoulder height while standing 3-4 feet from the hole.
- When the balls hit the ground, they will scatter.
- Players find their ball, putting for Birdie. If one goes in on the drop that player gets an Eagle.
- Players may get lucky, players may get unlucky. This game is always changing and mimics good and bad breaks on the course.
- Coach or players determine prior to the start the number of holes (9 or 18) to play and the format (stroke or match).
- Are you mentally tough enough to overcome a series of bad breaks?

Shambles Chipping

Goal: Get up and down more often. Be consistent.

What to do: Compete with any number of teammates.

Rules:

- Chose all chips outside 5 paces.
- All players chip from similar spot to same the hole with 2 balls.
- Player plays both of his balls in scrambles style.
- Player chooses the **worst** of the 2 shots.
- Player must continue in this manner until both balls are holed from the same spot.
- Play this game in stroke play or match play with a teammate.

Shambles Putting

Goal: Make more putts. Be consistent.

What to do: Compete with any number of teammates.

Rules:

- Chose all putts outside 10 feet.

- All players putt from similar spot to same the hole with 2 balls.
- Player plays both of his balls in scrambles style.
- Player chooses the worst of the 2 putts.
- Player must continue in this manner until both balls are holed from the same spot.
- Play this game in stroke play or match play with a teammate.

Snickers

Goal: Develop the skills to get the ball into the hole in 3 shots or less from tough conditions.

What to do: Place 2 balls in a tough situation. For example, 50 yard pitch over bunker, deep bunker, bare ground, severe downhill chip, etc. Get both balls in the hole in 3 shot or less each.

You have finished this drill when: You have successfully holed both balls in 3 shots or less from the conditions specified by the coach.

Variation: Compete with a teammate. See who can finish each stage of the drill in the fewest number of attempts.

The ability to get up and down from in any condition will definitely keep your spirits up and your brain in the game. The effects your great short game around the greens has on your scorecard will also help the team achieve greater success.

Stairway to the fairway

Goal: Get it up and down under pressure.

What to do: All teammates must get a ball up and down to a hole chosen by the coach. If any player of the group fails, that players group will all complete some physical challenge determined by the coach prior to another attempt at the same hole from a greater distance.

Sometimes the players themselves may choose their foursome. Sometimes coach will determine the foursome.

This drill will be used prior to a foursome players being allowed to go play or hit balls.

Strongest Link

Goal: Develop your feel for different shots at different distances.

What to do: All players compete in a series of shots specified by coach. The player who has the least success at each station is removed. Continue with different situations until 1 player is left.

Sundial

Goal: Judge putting distances with more success.

What to do: Stand on the putting green, somewhere that is not the center.

Rules:

- Use 12 balls.
- Imagine the green is a clock.
- Putt a ball toward the fringe at each of 12 hours on the clock.
- After putting, each ball must not touch or lie on the fringe and must come to rest within 1 putter length of the fringe.
- If all 12 hours are not completed in a single turn of the clock, try again.

The Good, The Bad, and The Ugly

Goal: Make more putts thru repetition.

What to do: Compete with 2 teammates.

Rules:

- Place 3 tees into a green in a triangle. The sides of the triangle must be at least 5 feet.
- Each player stands near one of the tees.
- Players putt toward one of the other players holes. Players choice.
- If a putt strikes a tee, players switch holes rotating in the direction of the putt.
- Players remain in the game until their tee has been struck 6 times.
- If a player hits a putt outside a 1 foot circle from the tee they putt towards, that player will take one 2 foot slide backwards.
- The player can slide forwards, no farther than his original starting point, for each putt inside the 1 foot circle.

The LAG Game

Goal: Develop your feel for different distances.

What to do: Challenge a teammate to see who can get closest to the fringe without the ball touching it.

Variation: Vary your original distances and slope of the lag putt.

Up and Down

Goal: Develop the skills to get the ball up onto the green and into the hole in 2 shots or less from any condition.

What to do: Place 5 balls in one of the following lies (Fluffy, Perfect, Medium depth, Buried, Bare ground). Chose a pin location to get all 5 balls into the hole in 2 shots or less.

You have finished this drill when: You have successfully made a set of 5 up and downs from 5 different pin locations and 5 different lies.

Variation: Compete with a teammate. See who can finish each stage of the drill in the fewest number of attempts. The ability to get up and down from in any condition will definitely keep your spirits up and your brain in the game. The effects your great short game around the greens has on your scorecard will also help the team achieve greater success.

Up + Down Course Game

Goal: Get the ball up and down from all situations.

What to do: Play 3 holes from 3 different short game situations. Begin at each of 3 flags placed near 3 greens of the golf course.

-Everything is a par 2.

-We must score better than 18 on an up and down course.