ZONE DRIVING
Performance

The goal here is to pick a tee shot strategy, based on combined distance and accuracy that maximizes scoring potential relative to the risk and reward inherent in the design of the hole. This game is designed to help players develop more skill and confidence with their driver, and develop a secondary tee shot,

Constraints:

Define three landing areas on a hole or on the driving range. They should be 15-20 yards apart.

The first zone should be easily reached by your 3rd longest club. The second zone should be easily reaching by your 2nd longest clubs. The third and final zone, must only be reachable by your driver. (So ask yourself “How far can I hit my best 3 wood”)

Hit 10 tee shots with the intent of finishing under par (or at a score that is representative of their skill level).

1. Any ball that finishes in the fairway is a half shot under par (-1/2)
2. Any ball that finishes in the rough is a half shot over par (+1/2)
3. Any ball that finishes in zone 1 is a half shot over par (+1/2)
4. Any ball that finishes in zone 2 is a par (0)
5. Any ball that finishes in zone 3 is a half shot under par (-1/2)

Procedure: