

AN AWKWARD EXPERIMENT

SKILL



GOLF COACH

SHORT GAME

The purpose of this game is to test a variety of slopes, lies and situations that you may face on the course. While these scenarios are endless we are going to pick 3 and try to practice them in order to figure out what happens the ball and how you can successfully escape these scenarios.

Start by looking around the practice area or golf course and pick a shot that you have recently faced that you may have struggled with. Possible options could be :

- upslope / downslope / side slope
- Bunker plugged or settled lie
- Rough
- Anything else you can think of!!

Choose the lie you wish to test and then try a few shots from there to start. After 4 or 5, note what the ball was doing. Was it running too much or not coming out with enough speed? Where was the issue? Then begin to experiment with some different options on playing the shot. Some potential solutions could be:

- ball position forward or back
- Face open or closed
- More speed or less speed
- Change of club
- Combination of the above

After trying some potential solutions note down what worked best and why. Then move onto another shot. Repeat this 3 times