



DOUBLE TROUBLE

Skill Development

Double trouble is a similar task to another game of ours called “Zero line” however there is a little more difficulty involved in completing the task.

The first task is to simply find the zero line or the straight uphill putt towards a ghost hole ideally, however if not you can simply use a hole. In the image below that will be 6 on the clock face. This should be between 8ft and 10ft in length and once you have found it simply mark it with a tee. From there continue to mark the positions of 12, 3 and 9 on the clock face.

The goal of the drill is to begin at 6 using two balls and roll them over the ghost hole at a speed that leaves the ball 1-2ft past the hole. Once you have done this you will repeat the process with numbers 5 & 7, then 4 & 8 etc etc..

Continue this process until you have holed two putts successfully from each number. There is no score, reward or punishment for each number, the task is to simply hole each putt twice in a row at the correct speed.

Once you have completed each number successfully you have a few options, either repeat the same circle again but at a different speed, or alternatively change the position of the hole / ghost hole so it is a different slope.

The main purpose of the task is to help you see and feel how break gradually changes from one angle to the next. This drill can be done from any distance you wish, and is a great way to get used to greens that you may not have played on before.

Straight Downhill

11

12

1

L - R
PUTTS

R - L
PUTTS

10

2

MAXIMUM BREAK

MAXIMUM BREAK

9

3

8

4

7

6

5

Straight Uphill

