



SNIPER Performance

The purpose of this game is to create a laser sharp skill when it comes to basic chip shots around the green.

All shots in this game must be played from close range (within 3 metres of the edge of the green) and from a reasonably good lie.

The premise is quite simply to get as many balls as possible inside 1 club length of the hole.

You will hit 5 balls from 6 different locations (total of 25 balls).

If you chip in you receive double points for that shot.

Your score is the total number of balls that finishes inside 1 club length of the flag.