



Activities to Improve Your Golf

Greens in Regulation

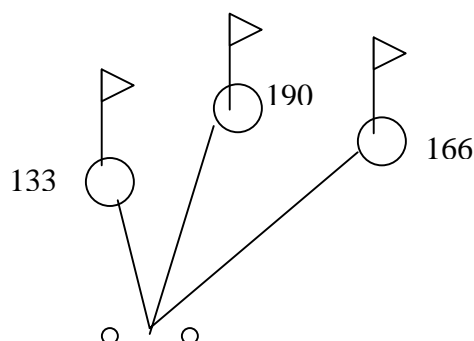
On the Practice Area

The Fan Game

How many greens can you hit?

Use 30 balls to 3 different greens but change your target after each shot.

At the driving range at Woodhall Spa it should be possible to use the 133, 166 and 190 yard greens where we already have posts set up marking the edge of the green.



The 10 Ball Drill

How many can you land on the green, out of 10 balls? Do this to three different greens gradually increasing the yardage.

The Safe Side Drill

Same as the fan game but before hitting at each green you and your partner have to decide on what is the safe side. Determine this based on wind, slope, where you would want to be if you miss the green etc, just like you would on the course. Score one point for each time you hit the target area on the safe side (between the flag and post).

On the Golf Course

The Pin Ball

On your approach shot you get two shots. A 'pin ball' and a 'green ball'. The 'pin ball' always goes for the pin and the 'green ball' only tries to hit the green. Count your lowest score and indicate if it was made with a 'pin ball' or a 'green ball'.

Three Ball

This probably has to be done alone. On par 4s and 5s, pull out two or three extra balls and place them on the 100 yard marker. Check how many of those you can hit the green with. On the next hole do the same from 125 yards and then on the following 150 yards etc until you can't reach. Start over again on the next hole.



ENGLISH GOLF UNION
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Scrambling

On the Practice Area

Hole 'em Out

Change your lie after every shot using chip, pitch and bunker shots. Keep going until you hole a shot (or set a time limit).

Get Inside

Challenge a friend where if he or she picks the lie, you hit first. The closest to the hole scores the point. Use chip, pitch and bunker shots.

Hole in One

Throw out a large number of balls around a green. Try to hole each shot and finish when you have made a hole in one. You can compete with a friend and see who holes out first.

On the Golf Course

The Carl Pettersson Drill

Play your normal game but as you hit your approach shot (tee shot on par 3, 2nd shot on par 4, 3rd shot on par 5) you cannot hit the green. Instead try to hit it in a place where you will have the best chance for an up and down. If you hit the green your partner gets to throw your ball into a greenside bunker, in the greenside rough or just off the green. Hole out and count your score.





Putting

On the Practice Area

The Birdie Game

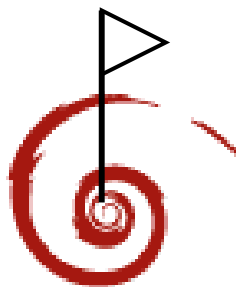
Find two holes that are between 10 and 20 feet apart and place two balls on the putting surface. Putt the first ball and then the second ball and hole out both, starting with the hole furthest from you. Then do the same back to the second hole. Repeat the process playing each as a par two and when you are two under you can go to another two holes a bit further apart.

Safety Draw Back

Pelz' classic drill. Putt over a nine hole course and if you putt the ball within 18" past the hole you get to hole out. If you leave it further away or short you have to draw it back a club length before you try to hole out.

The Nautilus Drill

Use 10 balls and starting at 2ft (or close enough so you would not miss even if you were hit by a strong gust of wind) move back in a nautilus shell shape, increasing the distance by a yard per ball. Score 1 point per holed putt.



The Long Holer

Choose the longest putt you can find on the green and putt three balls. Hole out each one and score one point for a two putt and three for holing it first time. Choose the next longest putt etc. until all the holes have been completed.

