



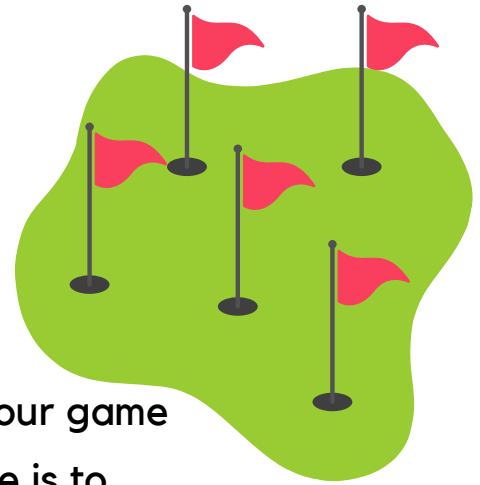
Short Game

Transfer and Test Practice

Hal Sutton Golf Academy

Short Game Practice

Train/Transfer/Test



Practice Time

We want to ensure the time we spend working on our game is spent well. We find the best approach to practice is to Train, Transfer and Test.

Train



- Working with your coach in a lesson environment, rehearsing the movement at home or on the range to change body/muscle movement.
- Using some training aids without balls will help train the new movement.

Transfer



- Taking what you trained and working on applying the movement to striking the ball
- There will be a goal in mind, perhaps improved strike, different trajectory, distance control, etc.
- Feeling something different with a focus on producing a better result.

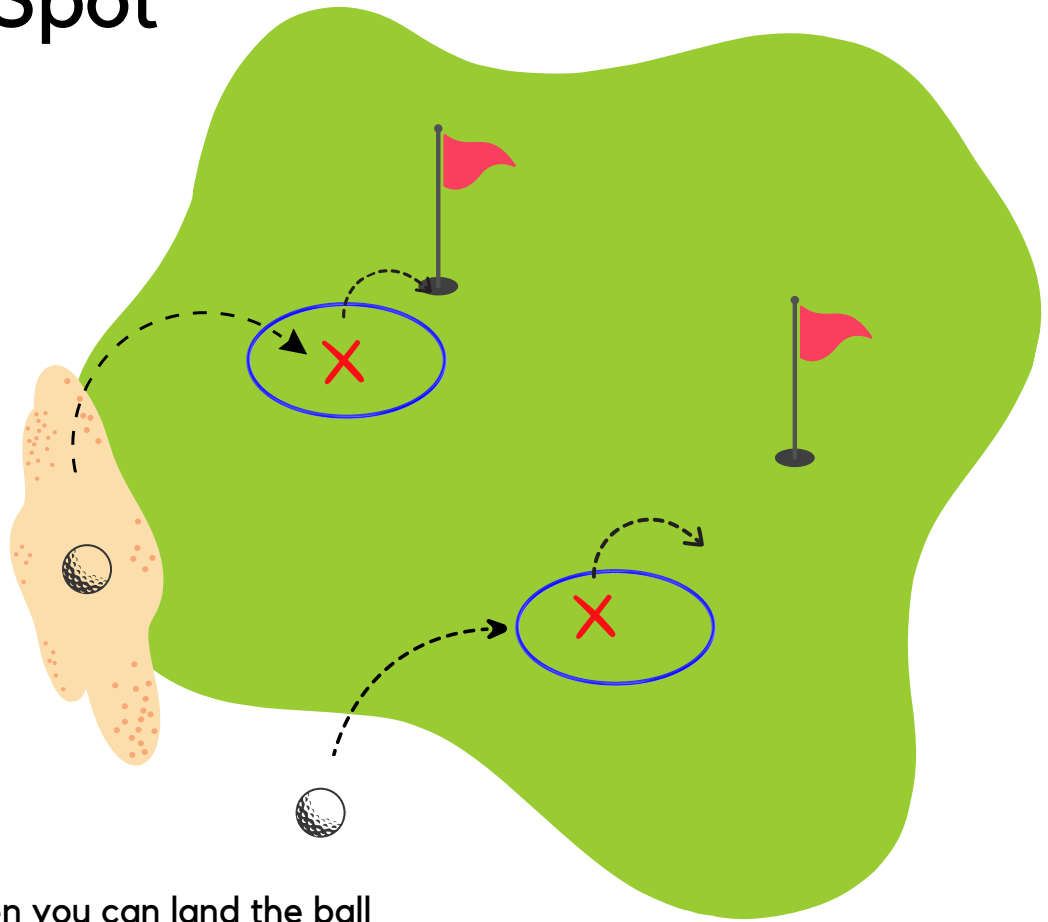
Test

- Testing is where we apply our new movement/skill to a game situation.
- Games where you use one ball, go through your pre-shot routine and keep score is the way to see if your technique holds up in a situation with more pressure.



Short Game Transfer

Landing Spot



Goal

- To improve how often you can land the ball in your selected landing spot.

Setup

- Using a marker on the ground such as alignment sticks, hoops or clubs place them at your landing spot for a chip/pitch shot.

Game

- After some practice, try keeping a record of how many shots out of 10 you can hit your spot. Measuring this is a great way to track progress.

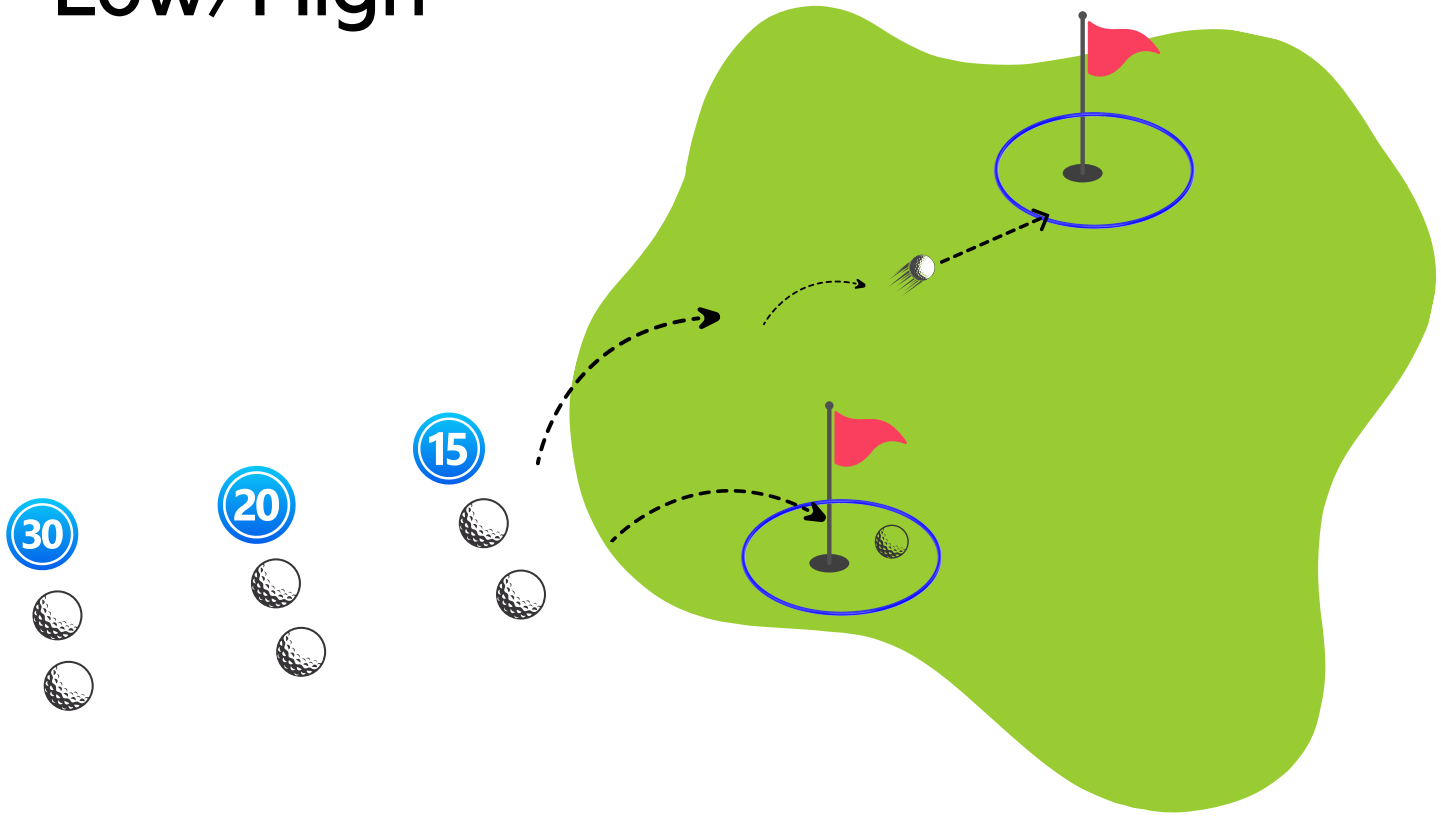
Difficulty Adjustments

- Try various lies in the bunker or rough and see how you can control your accuracy to your landing spot.
- You can adjust the size of the landing zone, wider for a beginner, narrower for a more accomplished player.



Short Game Transfer

Low/High



Goal

- To improve your ability to control trajectory and use different clubs around the green. Practice pitching each ball within the target circle.

Setup

- Using tees, create a 3 foot circle around a hole close to you for a "short sided" pin, and then also at a hole further away for a "fat Side" miss. Set up a 15 yard spot to pitch from then set as many as you like working further away in 5 yard increments.

Game

- Using two balls, You have to pitch each one into the circle before moving back to the next yardage. The game is complete when you have successfully pitched from all stations

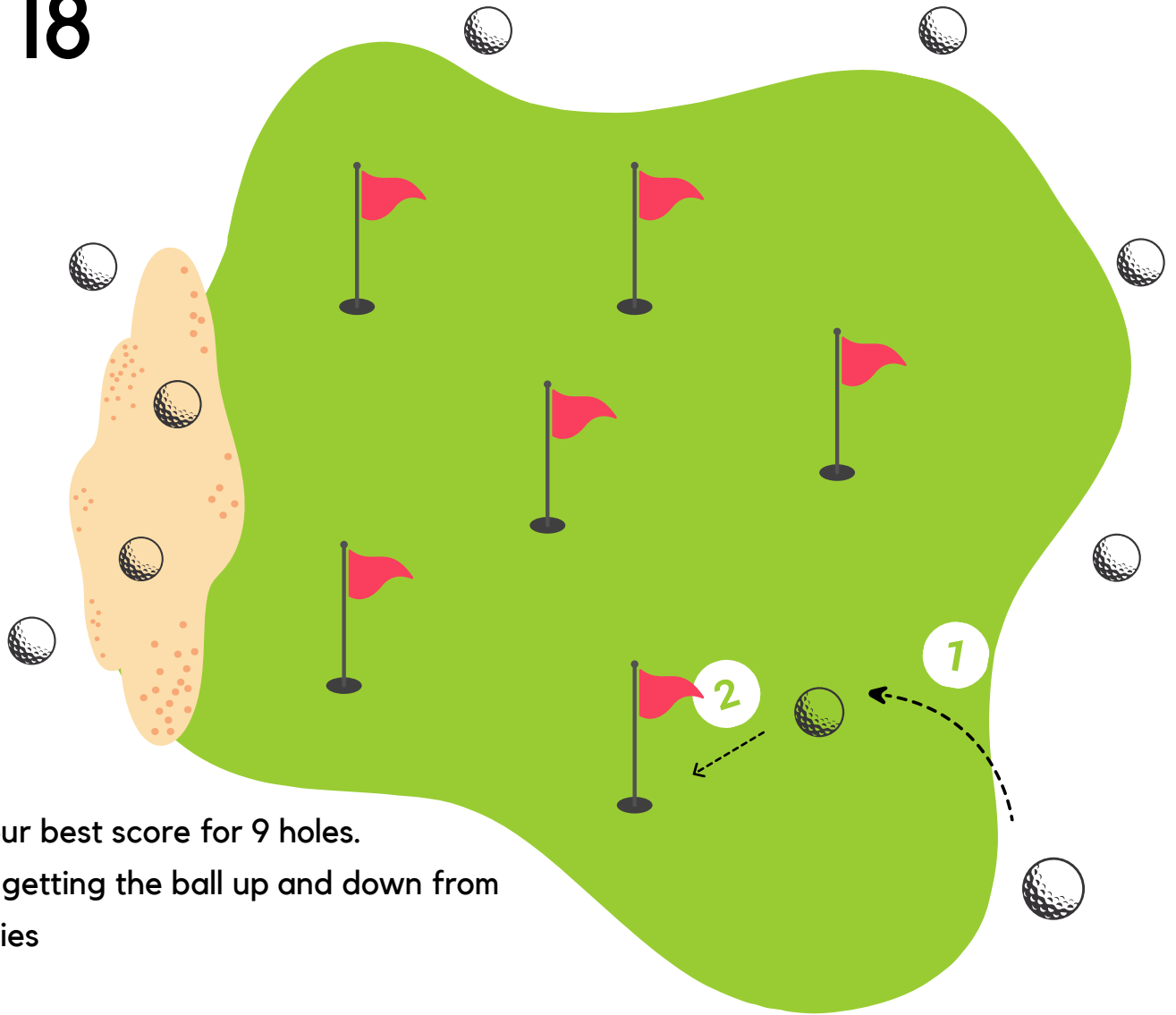
Difficulty Adjustments

- Increase or decrease the size of the tees around the holes.
- Pick holes which may have some tricky slopes around them to require more precision.



Short Game Test

Par 18



Goal

- Shoot your best score for 9 holes.
- Practice getting the ball up and down from varying lies

Scoring

- Each hole is a Par 2 (Par 18 Total).
- By keeping score you have a benchmark to beat next time!

Setup

- Take 9 balls and place them around a practice green. Place 3 in an easy lie, 3 in a medium lie and 3 in a tough lie.

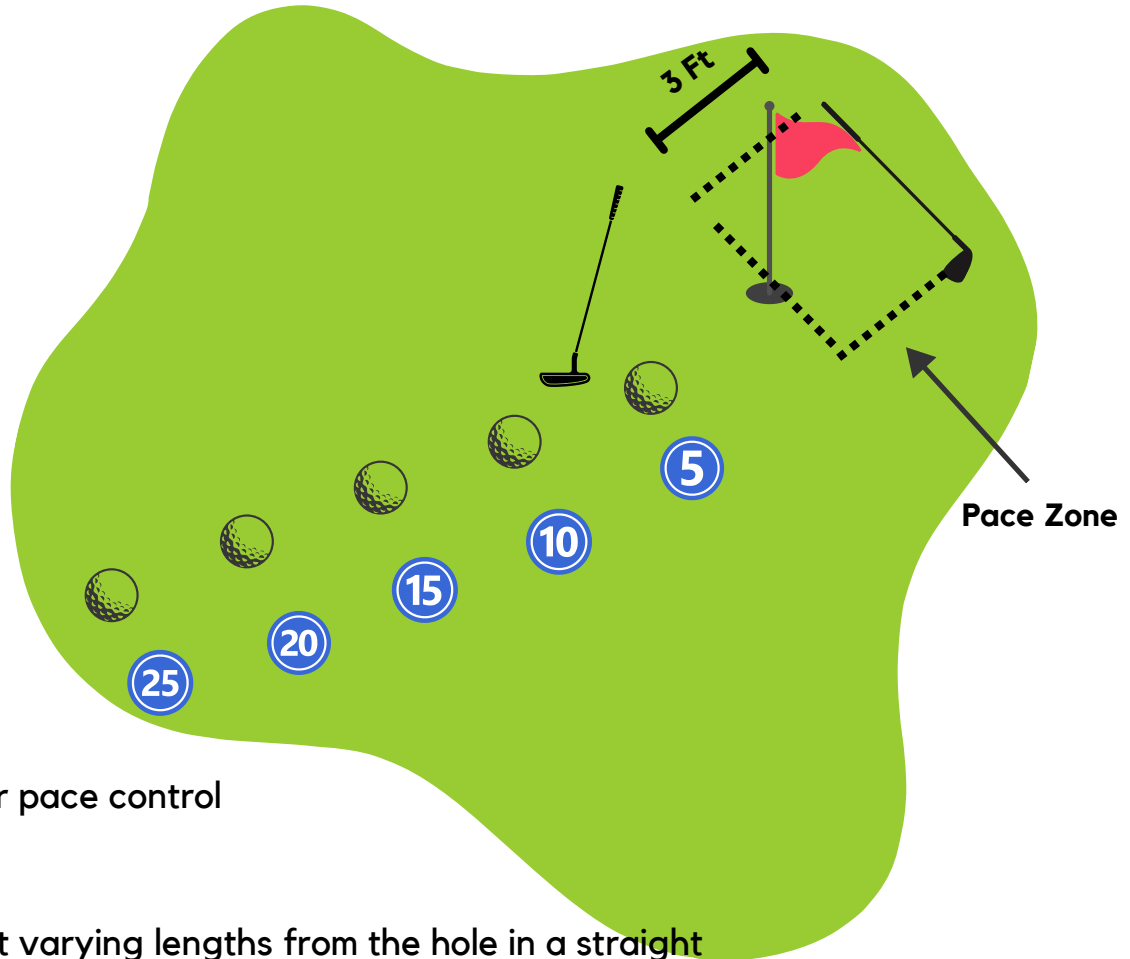
Difficulty Adjustments

- As you improve and lower your scores, start increasing the difficulty of the lie or pin selection.
- If you are a **beginner**, each hole is a Par 3 (Par 36 Total)



Putting Transfer

Pace Zone



Goal

- To improve your pace control

Setup

- Set up 5 tee's at varying lengths from the hole in a straight line, start with 5ft, 10ft, 15ft, 20ft, 25ft. Place a club or stick 3 feet behind the hole.

Game

- Start with 2 Balls at 5 ft, roll both into the hole. If you miss the hole they should finish in the Pace Zone, Then move back to the next tee at 10ft. The goal is to get both balls in the hole or zone from all tees.

Difficulty Adjustments

- As you improve, increase the distance the tees are from the hole. Perhaps 10ft to 50ft.
- If you are a **beginner**, start with 1 ball. If you complete the drill with 2 balls Add a 3rd. You can also add more pressure by, for example you miss the pace zone with one of the balls from 10 ft. Go back to the 5 ft station.



Putting Transfer

Pace Timer

Goal

- To improve your pace control
- To reduce 3 putts.
- You have 45 Mins to complete the game.
- To hole putts from 10ft to 50ft.

Setup

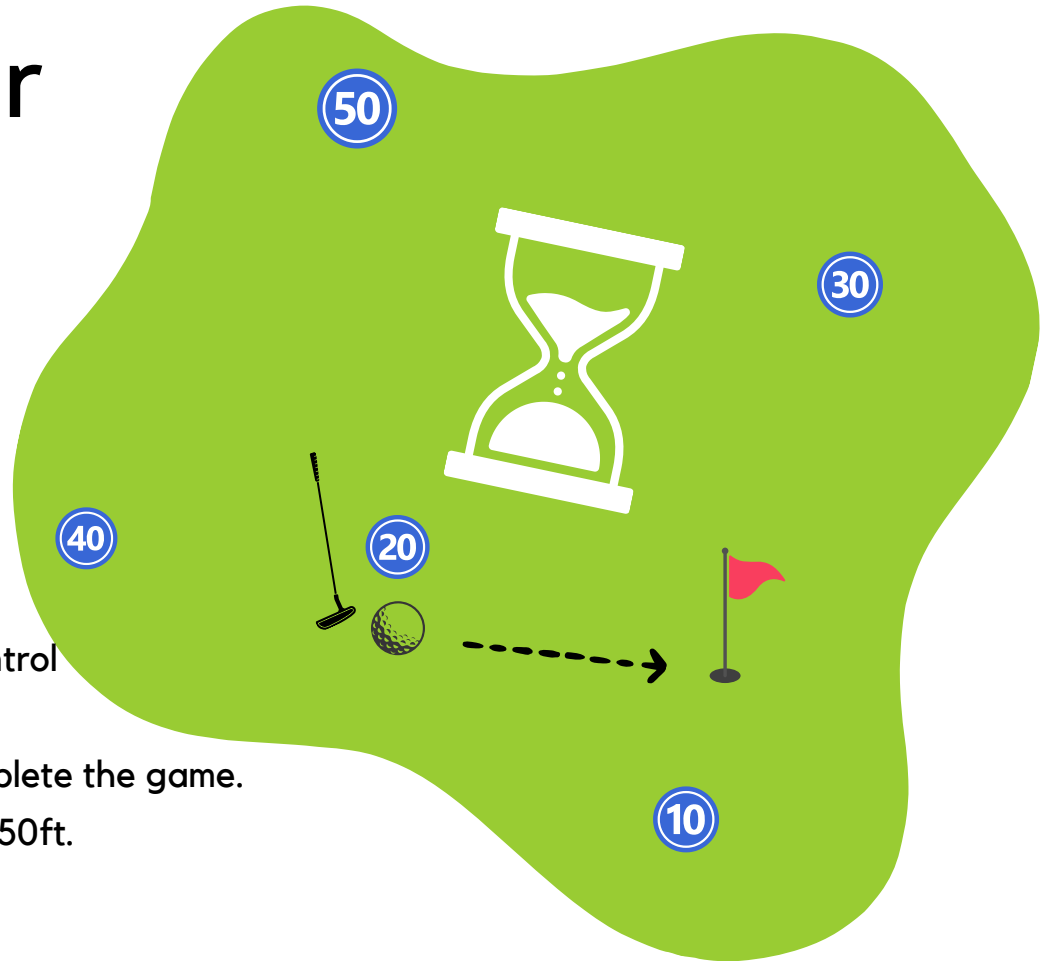
- Set up 5 tee's at varying lengths from the hole in random positions. From 10ft to 50 ft at every 10 ft. You only need 1 ball!
- You will rotate around the stations during the game, starting at 10ft, attempt to hole the putt if not, tap in for a 2 putt and move to the 20ft putt etc. returning to the 10ft putt after attempting them all.

Game

- The aim of the game is to hole a putt from each of the distances, 10ft, 20ft, 30ft, 40ft & 50ft. within the 45 minute mark. Once you hole a putt from that distance, remove that station.
- If you 3 putt, add an additional station at 10 ft. If you 3 putt again, add a 20 ft etc.

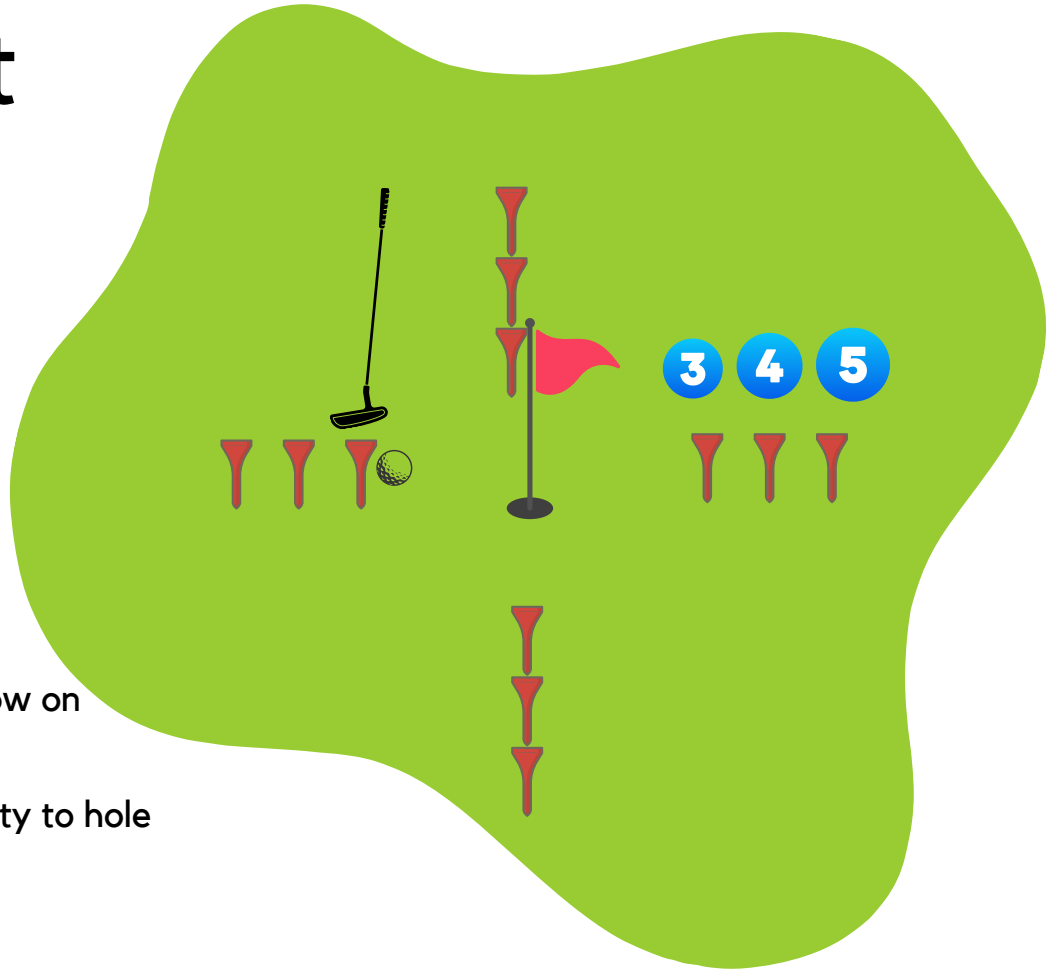
Difficulty Adjustments

- As you improve, reduce the time you have to complete the task of 1 putting each station.
- If you are a **beginner**, you can increase the time required to complete the game or start with the goal of 2 putting every station rather than 1 putt.



Putting Transfer

3,4,5 Feet



Goal

- To hole all the putts in a row on each line of tees
- This will improve your ability to hole out from closer range

Setup

- Set up 12 tees, in 4 rows of 3 at 12pm, 3pm, 6pm and 9pm on a clock face! Place them at 3,4 & 5 Feet.
- To start, perhaps choose a portion of the green with a little slope. This provides some great practice on breaking putts.

Game

- The aim of the game is to hole a putt from each of the distances and complete each line of tees. You have to hole the 3ft, 4ft and 5 ft putt in a row to advance to the next line of tees. For example, if you hole the 3 ft putt, then miss the 4 ft putt, you have to start again on that line of tees on the 3ft putt..

Difficulty Adjustments

- As you improve, select a portion of the green with more slope, or feel free to lengthen the putts.
- If you are a **beginner**, you don't have to start the line of tees again if you miss a putt.

