

SHORT GAME (AROUND THE GREEN)

CHIPPING FUNDAMENTALS

1. NARROW STANCE with 60/40 WEIGHT ON FORWARD FOOT (post up there)
2. HANDS FORWARD AND NOT ACTIVE (we don't want the club to pass your hands)
3. THINK OF IT AS PUTTING W/ LOFT (stand closer and move verticle)

DRILLS

- *MEDIAN BALL DRILL (11 shots to one pin from 10-30 yds away)(keep track and look at % chart)
- *LEARN CARRY TO ROLL RATIO (1:2 PW / 1:3 9i / 1:4 8i / 1:5 7i)
 - If I were to carry it 10 feet and had 40 feet to the hole from there, I would use 8i
- *CHIPPING LADDER DRILL (learn how to land on a specific spot)
- *PAR 18 -or- PAR 36 UP & DOWN GAME (helps to see what your U&D % is)
- *ONE CLUB CHALLENGE (using either 8/7/6 iron only) (visualization & course management)

WEDGE FUNDAMENTALS (PARTIAL WEDGES)

- *BALL POSITION (stay consistent to improve contact)
- *ANGLE OF ATTACK (pitching and chipping) (use 2x4 piece of wood grip length behind ball)
- *TEMPO (no dramatic acceleration)(think of a pendulum)

PARTIAL WEDGE SYSTEM

- *CLOCK SYSTEM FOR DISTANCE CONTROL

COURSE MANAGEMENT / GAME PLANNING

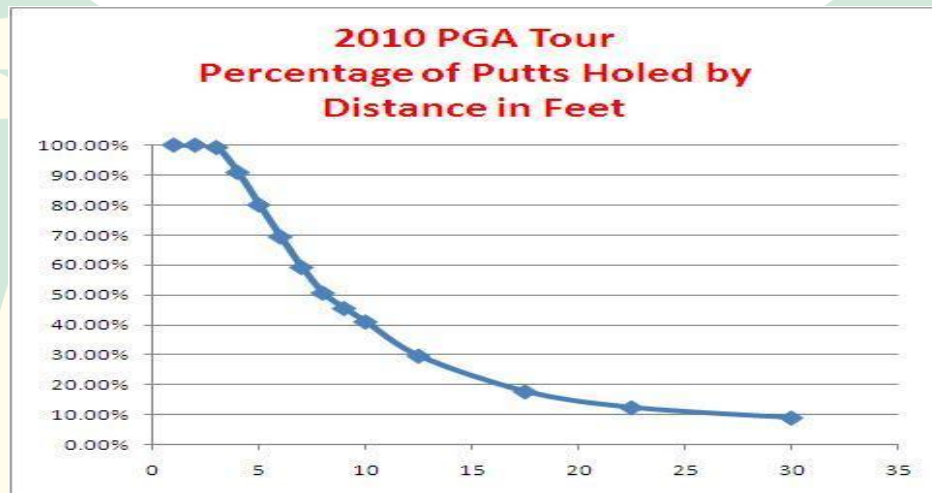
- *IDENTIFY YOUR STRENGTHS
- *USE STRENGTHS TO DISECT GOLF COURSE
- *USING GOOGLE MAPS YOU CAN MAP OUT A GOLF COURSE AND SET AN INITIAL GAME PLAN
- *ELIMINATE BIG NUMBERS ("it's not how pretty, it's how many")

MENTAL GAME

- *STAY PRESENT
 - *FINDING YOUR TIRED POINT AND CHUNK UP THE ROUND
 - *FAKE IT TILL YOU MAKE IT (don't say If I could _____, then I could _____.)
 - *THREE CHALLENGE CONCEPT (average 3 per round)
 - ball ends up in divot, annoying playing partner, poor conditions, etc...
 - take as opportunity to overcome not downfall/excuse
 - *PREPARE FOR SUCCESS AS WELL AS ADVERSITY
 - *IMPORTANCE OF HAVING FUN
 - positive correlation between fun and performance
 - fun is a choice, not a reaction to success
- *the mental game is a skillset that you must practice just like putting, driving and chipping***

2010 PGA Tour Putt Conversion and What It Means for Your Game

This chart shows the percentage of putts holed on the PGA Tour in 2010 from 1 to 30 feet. These are the results for the best putters in the world on some of the most well conditioned greens. But how can this chart help you to improve your game?



Most golfers are not going to do better than the putt conversion percentages of the average PGA Tour player however, it is a reasonable goal. Putting success is not reliant on strength, flexibility or age. Putt conversion is a direct result of three separate but interrelated skills: reading the greens, starting the putt on your intended line, and putting the ball the correct distance.

Despite not making as many putts as tour players from every distance, most golfers putt conversion graph would take on a similar shape. Understanding the meaning of this graph is one of the keys to understanding how to score. Where the graph is flat (from 0 to 3-feet and from about 15 to 30-feet) has little effect in score. If you chip the ball 1-foot from the hole or 2-feet from the hole it makes no difference. If you hit an 8-iron shot 17-feet from the hole or 30-feet from the hole you will likely make the same score.

However, where the graph is more vertical is where your score really changes. Every time you chip the ball 10-feet from the hole instead of 5-feet from the hole it costs you a half of a shot. There is no other area in golf where such a small change can have such a big effect to your golf score.

In our experience most golfers set their expectations too high for making putts and too low for getting the ball close to the hole, especially when chipping or pitching. Be hard on yourself when you don't get the ball within 3-feet from the hole on a chip shot. Realize that a pitch shot that comes to rest more than 10-feet from the hole probably costs you more shots than slicing a drive out into the rough.

Of course, if you can't make close to 100 percent of your putts from 2-feet you must work on your putting mechanics.

-Tom Sieckmann