

555 GOLF ACADEMY

'PERFORMANCE EXCELLENCE'

'SHORT GAME DRILLS'

HOW GOOD ARE YOU? REMOVING THE DOUBT!

This 'Bullet-Proof Putting & Chipping Skill Test' is a real eye-opener. It is a great way to open your 'Short Game Clinic'. We always ask each student, "How would you rate your 'Short Game'?" Or how do you rate your 'Putting'? How do you rate your 'Chipping'? The answers are usually surprisingly candid!

So let's find out!

This clinic needs a relatively substantial 'Practice Green' ideally having at least ten 'Putting Cups'. Let us for this 'Skill Test' explanation use only five. The teacher should be prepared and have his outdoor classroom carefully laid out as well! If not, it will show and reflect badly on the entire 'Golf School'!

Once this 'Skill Test' is completed, the teacher can modify several of these 'Test Holes' to provide the most basic 'Circle Drill and Spiral Drill'. You will proceed to teach from the same area. You will want to use your 'Baseboard and One Inch Rule 2X4' so you will likely end up with about seven or eight 'Short Game, Putting & Chipping Stations'. I like to add one more 'Chipping Station' as well.

THE TEST:

The little short 'Flags' are likely numbered 1 through 5. If not, perhaps tape a little number plate or sign on the flagstick. "The 'Putting Stroke' is the easiest Stroke Procedure in the Game Of Golf! You do not have to be an athlete to be a great 'Putter'." 'Putting is a matter 'Distance & Direction', 'Weight & Line'. 'All Putts Are Dead Straight'. They are "One & Thru" cadence. Heads or Tails? Chase! You know the procedures!

This 'Skill Test' is a pure '10% Rule Test'. It is a 'P.E.I. SKILL TEST' ('Percentage Error Index'). So we are going to test the 'Skill Level' of each student to 'Tour Standards' and not 'Hacker Standards'! When the '555 TEAM' speaks of '10%' we do not mean plus or minus 10%. We mean '10% Total Margin Of Error'.

Here is an example. If you are making a 'Ten Foot Putt', regardless of the 'Slope and Break', you are not 'Putting To A Two Foot Circle', one foot or 10% on either side of the cup, but to a 'One Foot Circle' period, six inches on either side of the cup allowance for error. If you are outside the '12 Inch Circle' when your Ball comes to rest, you get no points. Simple!

Here is an example of the 'Test Course' with five holes.

1) 10 Foot Putt = One Foot Circle	MADE?	MISSED?
2) 6 Foot Putt = 7.2 Inch Circle	MADE?	MISSED?
3) 20 Foot Putt = Two Foot Circle	MADE?	MISSED?
4) 30 Foot Putt = Three Foot Circle	MADE?	MISSED?
5) 12 Foot Putt = 14.4 Inch Circle	MADE?	MISSED?
6) 12 Foot Chip = 14.4 Inch Circle	MADE?	MISSED?

The '555 TEAM' threw in one 'Chip' for variety! It's just a 'Putt' with a different 'Tool'! With this we get even a little better or broader picture of the student's capability.

Now to the 'Grading'! It is rather simple! There are 'Six Skill Tests' so that each one is worth $100 / 6 = 16.66\%$ right? If you got two out of six in the circle, your score is $2 \times 16.66 = 33.32\%$, $3 \times 16.66 = 49.98\%$, $4 \times 16.66 = 66.64\%$, $5 \times 16.66 = 83.30\%$ and with 6 out of 6 you get 100%!

This 'Short Game Skill Test' will very quickly get 'Things Golf' into a 'Real Life Perspective'. Now we can start with a 'Real Life' focus on our objective!

Once the '10% Rule' is exposed, the teacher can comfortably explain to the student body that the '10% Rule' very demanding and allow any one to use the '20% Rule' until he or she gets more disciplined and proficient. Getting into the a four foot circle with a twenty foot 'Putt' is a very good result for the 'Weekend Golfer'. That will usually mean 'Two Putts' form 20 feet! Not a bad effort!

“OK! Now we can get to work with some solid evidence as to our real life performance!”

“Well Done!”

“Welcome Aboard!”

“Enjoy The Ride!”

SATISFACTION GUARANTEED

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