



# I.R.G.O. GOLF



## SHORT GAME

### Full Pitching Wedge and Inside

4-98

- A) 5 Way to Shorten Your Distance
1. Decelerate (Bad)
  2. Select a New Club (First Option)
  3. STANCE Narrower 22, 44
  4. GRIP Shorten 1,2,3,4,5"
  5. CLOCK 7:30, 9:00, 10:30

System: '4-2-9' SGC

Preferred Sequence: STANCE, GRIP, CLOCK

- B) Applications: 8 Short Game Grading Challenges  
(To be done with one of 8 clubs: #7, #8, #9, #PW, #AW, #SW, #LW, #XW)

	(3)	+	(5)	
1. 50 Yard Wedge to Cup on Green	Various Trajectories		Options	
2. 30 Yard Wedge to Cup on Green	Various Trajectories		Options	
3. 20 Yard Wedge to Cup on Green	Various Trajectories		Light Rough CHIP	
4. 15 Yard Wedge to Cup on Green	Various Trajectories		Options	
5. 10 Yard Wedge to Cup on Green	Various Trajectories		Light Fringe CHIP	
6. 15 Yard Greenside Bunker to Cup	Various Trajectories		Blast	
7. 8 Yard Greenside Bunker to Cup	Various Trajectories		Options	
8. 15 Yard across Hazard Tight Pin	Various Trajectories		Cut Lob	

It is suggested that you take 10 shots with each specific Pre-Selected Set-Up Procedure and carefully keep track of your Ball Flight Shape and Roll Characteristics. Grade yourself based solely on how far your Ball is from the Hole when it comes to rest.

Objective: Inside 10 Foot Circle - Inside 5 Foot Circle

**POINTS** so you can keep score and know how much you are improving:

Outside 6 Feet	=	0 Points
Between 3 to 6 Feet	=	1 Point
Inside 3 Feet	=	2 Points
Holed	=	4 Points

If you holed every shot: Maximum Possible Score = 320 Points

Suggested PAR = 110 Points Scratch Handicap