

# 555 GOLF ACADEMY

'PERFORMANCE EXCELLENCE'

## 'SHORT GAME DRILLS'

### THE SHORT GAME DRILL

The 'Short Game' includes 'Putting, Chipping, Bump & Run, Flop Shots and Pitching' as well as 'Less Than Full Swings' especially in the 'Short to Mid Irons'. It is your '555 Team's Opinion' that any 'Procedure' inside your 'Full Swing Pitching Wedge' is a part of your 'Short Game'. Usually the '**Approach Shot Distance**' for this 'Bullet-Proof Short Game Drill Contest' is less than 40 yards or 120 feet. '**Know Your Distances**'!

This is a tremendous '**Bullet-Proof Short Game Drill**' that will serve your needs well.

This is a '**Game Strategy Drill**' You can and should put the pressure on! You can do this 'Bullet-Proof Drill' alone or with multiple competitors or practicing friends. Let's look at doing it with 'Two Golfers'. Here is how it works.

1) '**Coin Toss To Determine The Starter**'! The winner elects to begin at any position on or around the green.

2) '**The Starter Chooses Ball Position**' ('B/L') and the 'Target or Cup'. The 'Starter Marks This Ball Location Off The Green' with a white tee! This exercise is always simply 'A To B'.

3) '**The Starter Can Select Any Golf Club ('Component') And Shot ('Procedure') For Only Himself**'. How the 'Opponent' gets the task accomplished is quite up to him as long as it is within the 'Rules'. Thus the 'Competitor' can choose any golf club and shot but NOT the 'Ball Location'.

4) '**This Is A 2 Ball Each Drill**'. Why not one? Because it is a practice improvement drill! If you make an error, you want an immediate opportunity to correct and improve. We are trying to get more efficient. We want to learn.

5) '**The Starter Goes Through His Pre-Shot Routine ('PSR') and EXECUTES Both Balls**'.

6) '**The Competitor Goes Through His PSR and Makes Two Shots**'.

7) In 'Golf' the farthest or farther ball from the hole in the '**Approach Shot**', the 'Away Ball', generally goes first with the 'Putter'. But, the person who 'Approaches Best' has 'CONTROL' since this first 'Procedure' is very important and is appropriately rewarded. Thus the '**Approach Winner**' can elect that the 'Competitor' goes first with either of his two balls regardless of position. The 'Approach Winner' can even go first if he elects to do so for a 'Strategic Purpose'!

Let us assume that the 'First Putter' is not the 'Approach Winner'.

8)If the 'First Putter' misses, then the 'Second Putter' has a chance to hole his closer ball to gain a **'One Up Putt Stage Advantage'**.

9)If the 'Second Putter' misses there is no advantage. Both parties are then 'Even' to this point in the 'Phase or Stage' as they have both missed their first ball. The 'Approach Winner', the 'Second Putter' in this case, can elect to go next ('Second Ball') for any reason, such as putting the pressure on. There are still two balls on the 'Dance Floor'.

10)Whoever goes first, if this individual makes his 'Putt', the other competitor must make his second 'Putt' to tie the current 'Phase'.

11)At this point, first phase or stage completed, we either have a winner or a tie. It may be the second or greater phase. Then one party may be 'One Up' (or more) or both will be **'All Even'**. **'This Is A Match Play Scenario'**.

12)**'The Stage Winner Has The Honors'**. He chooses the next 'Approach Ball Location ('Lie') and Target'. Again, the specific club used by each competitor is entirely up to the 'Golfer' as was the case with the 'Coin Toss Winner'.

13)**'This Stage Winner Always Goes First'**. This provides a neat little twist. The 'Stage Loser' gets to 'Go To School On The Winner' of the last stage. **'First Blood May Not Be The Best Blood!'**

14)**'The Approach Ball Winner Still Has The Trump Card'** or 'Controls The Variables' throughout this 'Stage or Phase'. In a way, if any advantage can be taken for winning the 'Approach Shot', it goes to the 'Approach Winner'. Grind it out!

15)You can play this like the very common basketball contest called '13 or 21' but, due to the complexity, this 'Short Game Drill' is played only to '3, 5 or 7'. That can still take some time, especially considering you can **'Halve The Stage'** repeatedly!

16)If you wager, you can bet for 'Closest To The Pin' ('KP'), for the 'Stage Winner' and for the 'Overall Contest Winner' at the end of the competition.

You can make this into a challenge or a type of tournament among friends or even against a neighboring golf club.

Welcome aboard!

Enjoy the ride!

**"Welcome Aboard!"**  
**"Enjoy The Ride!"**

**SATISFACTION GUARANTEED**

E-Mail: [AskUs@555golf.com](mailto:AskUs@555golf.com)

WebSite: [555golf.com](http://555golf.com)

Telephone: (817) 673-8888

24/7