

555 GOLF ACADEMY

'WHERE PASSION MEETS PERFORMANCE'

'SHORT GAME DRILL'

UPPER BODY MACHINE MOVEMENT DRILL

('Steady Headed')

I know how much we read about the 'DEAD STEADY HEAD' in making the 'Short Game Strokes' where there may be a little latitude'.

Well, from the '555 GOLF ACADEMY' perspective, there is 'NONE' in 'Putting & Chipping'.

However, in very long Putts, I think it is beneficial to allow 'COMFORT to be Your Guide'. When we make a good solid 'Stage Two Stroke' or that 'Chipping Stroke', we allow or have some slight 'Upper Body Movement' which prevents our getting 'Locked Up' or too tight. We can get 'Tight' simply by over concentrating on 'Keeping Our Heads Locked Still'. Remember, your Head tends to 'Float Atop Your Spine'. Certainly in the 'Stage Three' or Full Swing Procedures it is essential.

Allow a modicum of 'Head Floating FEEL' in your long Putts. Then your 'Head Movement' will somewhat respond to your 'SWINGING MOTION'. This is natural and quite safe.

Whatever you 'Feel' is comfortable, 'Keep Seeing The Ball Come Off The Clubface'. Your 'Captain EYES' must be on the bridge at the 'Helm' for you to become proficient in any 'EYE HAND Coordination Skill'. This silly 'Game We Call Golf' is certainly no exception to the rules.

Use your 'Heads Or Tails Drill' parameters always!

Above all else or at all cost, 'Be Relaxed' but 'In Control' to make good solid reliable 'Putts & Chips'.

Get a 'GRIP' on your '5 Essential Elements' and such items as your '5 SET-UPS' and '5 CONTROLS'. Be systematic so you can be 'Repetitive'.

'Trust Your Swing and Trust Your Clubs'. This is the only way!

"Welcome Aboard!"
"Enjoy The Ride!"

SATISFACTION GUARANTEED

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