

# SHOT MAKING #1: DIRECTION

NAME: \_\_\_\_\_

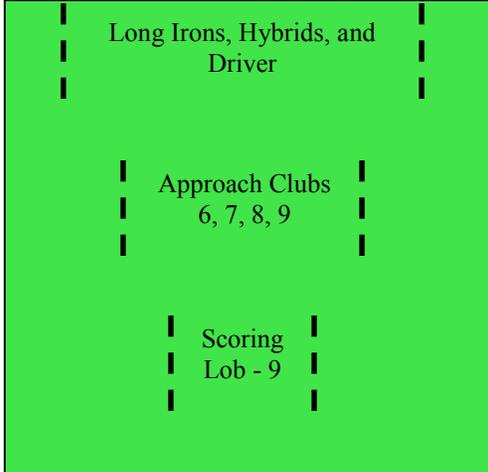
Record the results of each 10-ball set in one box below— e.g "6" (of 10)

Lob										
SW										
Gap										
PW										
9 iron										
8 iron										
7 iron										
6 iron										
5 iron										
4 iron										
hybrid										
hybrid										
3-wood										
driver										

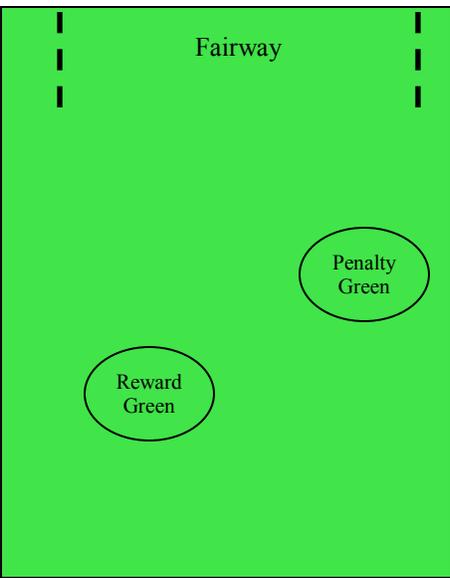
Note: In any one practice you'll want to pick just one or two clubs from each of the Scoring, Approach, and Long clubs.

The first step in the art of mastering Shot Making is learning to control DIRECTION. Use this chart to track your progress.

First, determine landing zones based on landmarks on the range. For your scoring clubs—Lob thru PW or 9-iron, a good width is 10 yards. For your approach clubs, select a 20-yard landing grid. For all other clubs, use a 30-yard fairway.



NEXT, hit 10-ball sets with one club to one zone. Record the results of a 10-ball set in one box. You can record up to 10 sets per club. (Remember you are not working on Distance or Shape—just how many land in the zone). After 5 sets you'll have a baseline. Set a goal to improve by 1 in the next 5 sets.



**Driver-Wedge game.**  
 Challenge yourself with this simulated play game. Hit your driver, then your wedge. If your driver lands in the fairway, you get one point. You get 2 points for a miss. If you hit the fairway with your drive your "reward" is a shot at the shorter green. Miss the fairway and you have to shoot for the farther penalty green. Hit the green and get 1 point, a miss counts 2. Thus for each driver-wedge "hole" you have a minimum of 2 points (two hits) and a maximum of 4 (two misses). Play 10 holes (20-shots) and count your score. Minimum score 20, maximum 40.