



GOLFER GEEKS
EST. 2015

THE SHORT GAME PLAYBOOK

Short Game Secrets.

Eight proven drills to tighten your putting, chipping, and pitching — scored by handicap, so you always know if you're actually getting better.

8

PROVEN DRILLS

4

SKILL TIERS

∞

STROKES SAVED

Do the drills. Keep score. Get better.

The short game is where handicaps actually drop. These are the same drills I run when I practice — organized by putting, chipping, and pitching, with clear pass/fail scoring for every skill level.

BEFORE YOU START

- **Find your tier.** Tour · 0–10 · 11–20 · 20+ — each drill has its own standard.
- **Add pressure.** Most drills require a clean run. Miss, and you restart. That's the point.
- **Mix straight and breaking putts** whenever you can. Flat greens lie.
- **Frequency beats intensity.** Ten focused minutes, most days, will outwork a two-hour binge.

THE DRILLS

01 The Clock Drill

PUTTING

02 The Star Drill

PUTTING

03 The Lag Drill

PUTTING

04 Chip to 3-Ft Circle

CHIPPING

05 Elevator — Chipping

CHIPPING

06 Elevator — Pitching

PITCHING

07 Towel Drill

PITCHING

08 HORSE

CHIPPING GAME

01 PUTTING · MY BASE DRILL

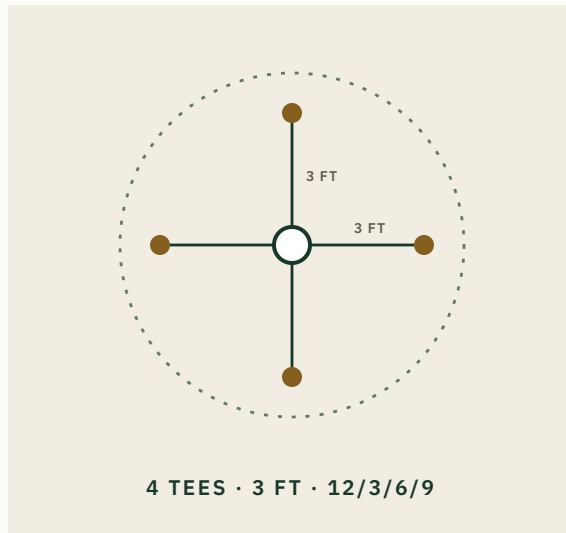
The Clock Drill

The first drill I do every time I practice putting. Period.

SETUP

- Place 4 tees around the hole at 12, 3, 6, and 9 o'clock — 3 ft from the hole (use your putter to measure).
- Goal: go around the circle without missing.
- **Miss, and you start over.** That's what introduces the pressure.
- Mix in straight and breaking putts. Do not stay on the flat stuff.

Bonus skill-building: Once you're owning 3 ft, push tees out to 4, 5, even 6 ft. You won't regret it.



THE CHALLENGE

- **Tour** 10 times around without a miss. Push to 5 ft and do 8 times.
- **0–10 HCP** 5 times around without a miss.
- **11–20 HCP** 3 times around without a miss.
- **20+ HCP** 1 time around without a miss.

Embrace this. Don't just get through it — build the skill, the confidence, and the putting starts taking care of itself.

02 PUTTING · CONFIDENCE STRETCH

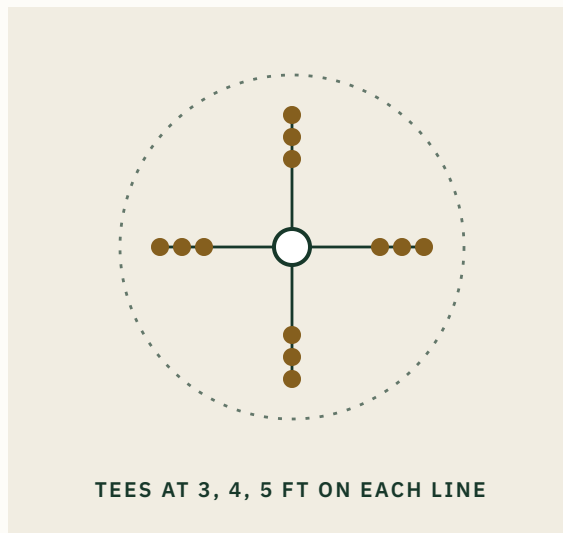
The Star Drill

Stretch your comfort zone beyond the 3-ft circle.

SETUP

- Start with your Clock Drill setup.
- Place additional tees further back on the same four lines at 4 ft and 5 ft (add 2 ft in for higher handicaps).
- Work your way around, distance by distance, without a miss.

I run this less often than the Clock — but when I want to feel like putts from 5 ft are "makeable," this is the one.



THE CHALLENGE

- | | |
|--------------------|---|
| ● Tour | Tees at 3, 4, 5 ft. Complete 2 times around without a miss. |
| ● 0–10 HCP | Tees at 3, 4, 5 ft. 1 time around, no misses. |
| ● 11–20 HCP | Tees at 2, 3, 4 ft. 1 time around, no misses. |
| ● 20+ HCP | Tees at 3 & 4 ft. 1 time around — 1 miss allowed. |

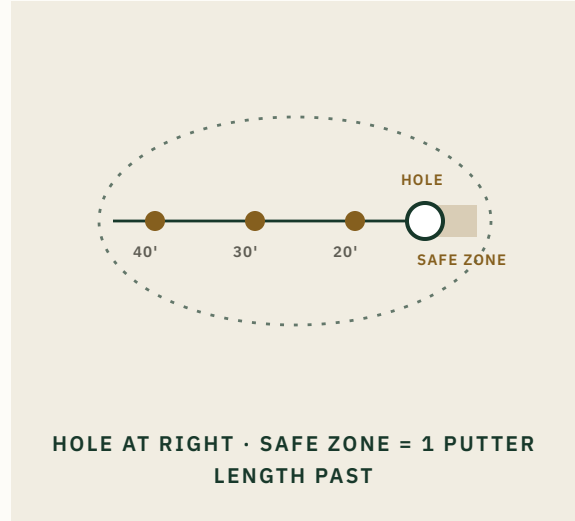
03 PUTTING · DISTANCE CONTROL

The Lag Drill

Kill the three-putt by owning the "safe zone."

SETUP

- Keep your clock face set up — use the 3-ft circle as your target zone.
- Place tees at various distances from the hole (see challenge below).
- **Safe zone:** past the hole, but no further than one putter length past.
- Hole-outs give you a free pass for a miss. Miss without a pass and you're back to the prior tee.



THE CHALLENGE

- **Tour** Tees at 20, 30, 40 ft. 3 balls into the safe zone from each. Miss = back to prior tee. Complete all three without a miss.
- **0–10 HCP** Tees at 15, 25, 35 ft. 3 balls in safe zone from each — one free pass.
- **11–20 HCP** Tees at 15, 25, 35 ft. Target: 3-ft circle. One free pass.
- **20+ HCP** Same as 11–20, but with two free passes.

04 CHIPPING · ACCURACY

Chip to 3-Ft Circle

The chipping equivalent of the Clock Drill.

SETUP

- Keep your clock face tees in place around the hole.
- Toss balls to different spots around the green.
- Chip each ball so it finishes inside the 3-ft circle.
- **Miss and you start over. Hole-outs count as 2 balls in the circle.**

Variation: Putt out after each chip to simulate a real up-and-down scenario.



THE CHALLENGE

- | | |
|--------------------|------------------------------|
| ● Tour | 10 in the circle in a row. |
| ● 0–10 HCP | 5 in the circle in a row. |
| ● 11–20 HCP | 2 in the circle in a row. |
| ● 20+ HCP | 2 out of 4, or one hole-out. |

05 CHIPPING · CLUBFACE CONTROL

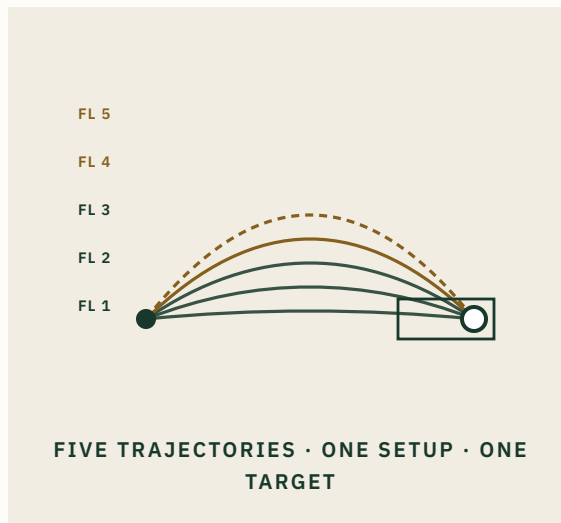
Elevator Drill — Chipping

Dial in trajectory control by hitting different "floors."

SETUP

- Pick one chipping spot and one target hole.
- Vary your trajectory — each "floor" is a different launch window (low runner = floor 1, high flop = floor 5).
- Hit your number of floors cleanly, with clear trajectory separation between each.

Why it works: You learn to control the clubface, not just swing harder or softer.



THE CHALLENGE

- | | |
|-------------|-----------|
| ● Tour | 5 floors. |
| ● 0–10 HCP | 4 floors. |
| ● 11–20 HCP | 3 floors. |
| ● 20+ HCP | 2 floors. |

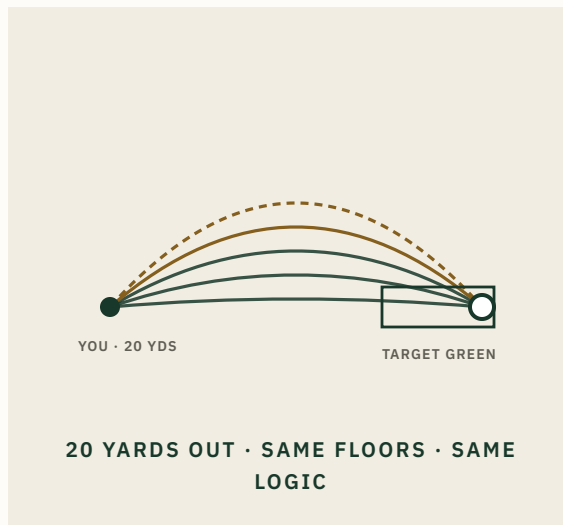
06 PITCHING · CLUBFACE CONTROL Elevator Drill — Pitching

Same concept as the chipping version, moved out to 20 yards.

SETUP

- Pace off 20 yards from the edge of the chipping green. Pick a target hole.
- Hit the same trajectory "floors" as the chipping version — low runner up to high flop.
- Once you own it at 20 yards, repeat at 30 and 40 yards if you've got the space.

Same logic, harder execution. At 20+ yards, trajectory control separates scramblers from everyone else.



THE CHALLENGE

- | | |
|-------------|-----------|
| ● Tour | 5 floors. |
| ● 0–10 HCP | 4 floors. |
| ● 11–20 HCP | 3 floors. |
| ● 20+ HCP | 2 floors. |

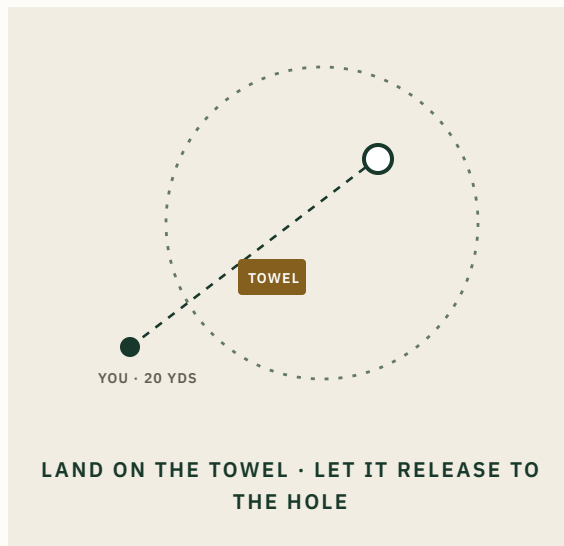
07 PITCHING · LANDING SPOT The Towel Drill

Teaches you to hit a specific spot, not just a general direction.

SETUP

- Pick a target hole and a spot just off the green (or pace off 20 yards, like I do).
- Place a towel on your preferred landing spot for the shot you're playing.
- Hit pitch or chip shots that **land on the towel** and roll toward the hole.
- Start with 5 balls per set. At 20 yards, this gets hard fast — and that's the point.

This one sharpens pitching faster than almost any drill I've tried. Landing spots are everything in the short game.



HOW TO SCORE IT

- **Any tier** Start with 5 balls. Track how many land on the towel. Work up to 3 of 5, then 4 of 5, then a perfect set.
- **Progress** Once you own 20 yards, move back to 30 and 40 yards if the practice area allows.

08 CHIPPING · COMPETITION HORSE

Just like basketball — but around the chipping green.

HOW TO PLAY

- One player chooses a spot and shot to chip from.
- All competitors chip from that spot.
- Farthest from the hole gets a letter — and picks the next shot.
- First to spell **H-O-R-S-E** loses.
- Anyone who holes a shot removes a letter.
- No limit on players — bring the whole crew.

Why it's in here: Pressure. You can drill all day, but shots that matter feel different. HORSE gives you reps under competitive heat.



THAT'S THE PLAYBOOK

Now go use it.

Eight drills. Four tiers. One rule — keep score, or you're not really practicing. Run these consistently and the short game stops being the reason your scores drift.

Questions or thoughts on any of these? Hit reply on the email I just sent — I read every one.

— Jamie

HEAD GOLFER GEEK

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