

# GOLFER GEEK'S HANDICAP DROPPER

7 DRILLS GUARANTEED TO DROP YOUR HANDICAP

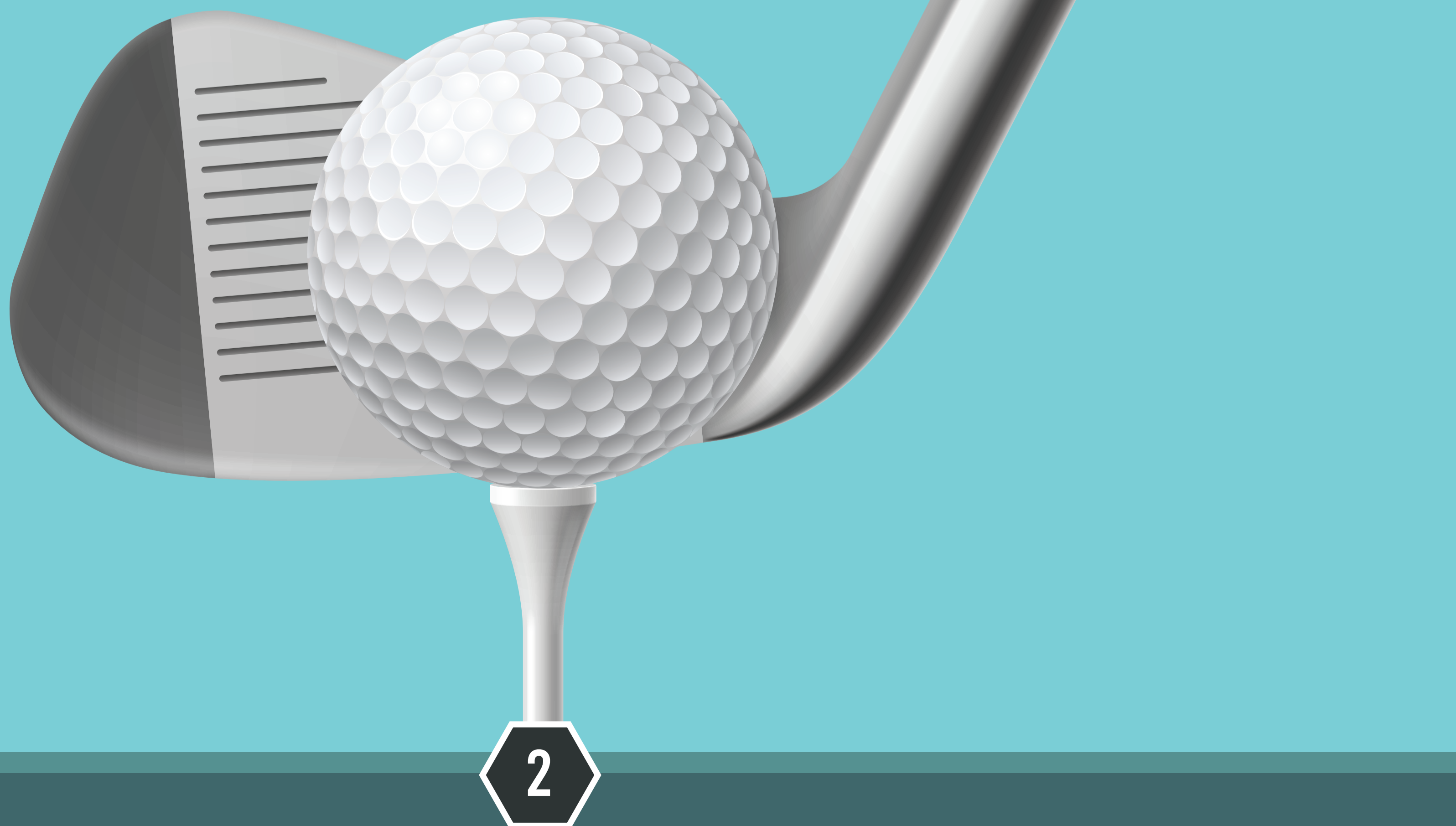


# HANDICAP DROPPER DRILLS

THESE DRILLS ARE TAKEN FROM THE “PRACTICE LIKE A PRO” DVD SERIES WHICH CAME OUT AROUND 2007 OR SO. I PICKED IT UP AROUND 2010 OR 2011 AND I USED THEM TO DROP MY HANDICAP FROM 11 OR SO TO A 5.6.

YOU WILL DROP YOUR SCORES AND HANDICAP IF... IF YOU PRACTICE THESE DRILLS DILIGENTLY. I GUARANTEE IT.

THESE DRILLS ARE LISTED IN THE SAME ORDER IN WHICH I PERFORM THEM.





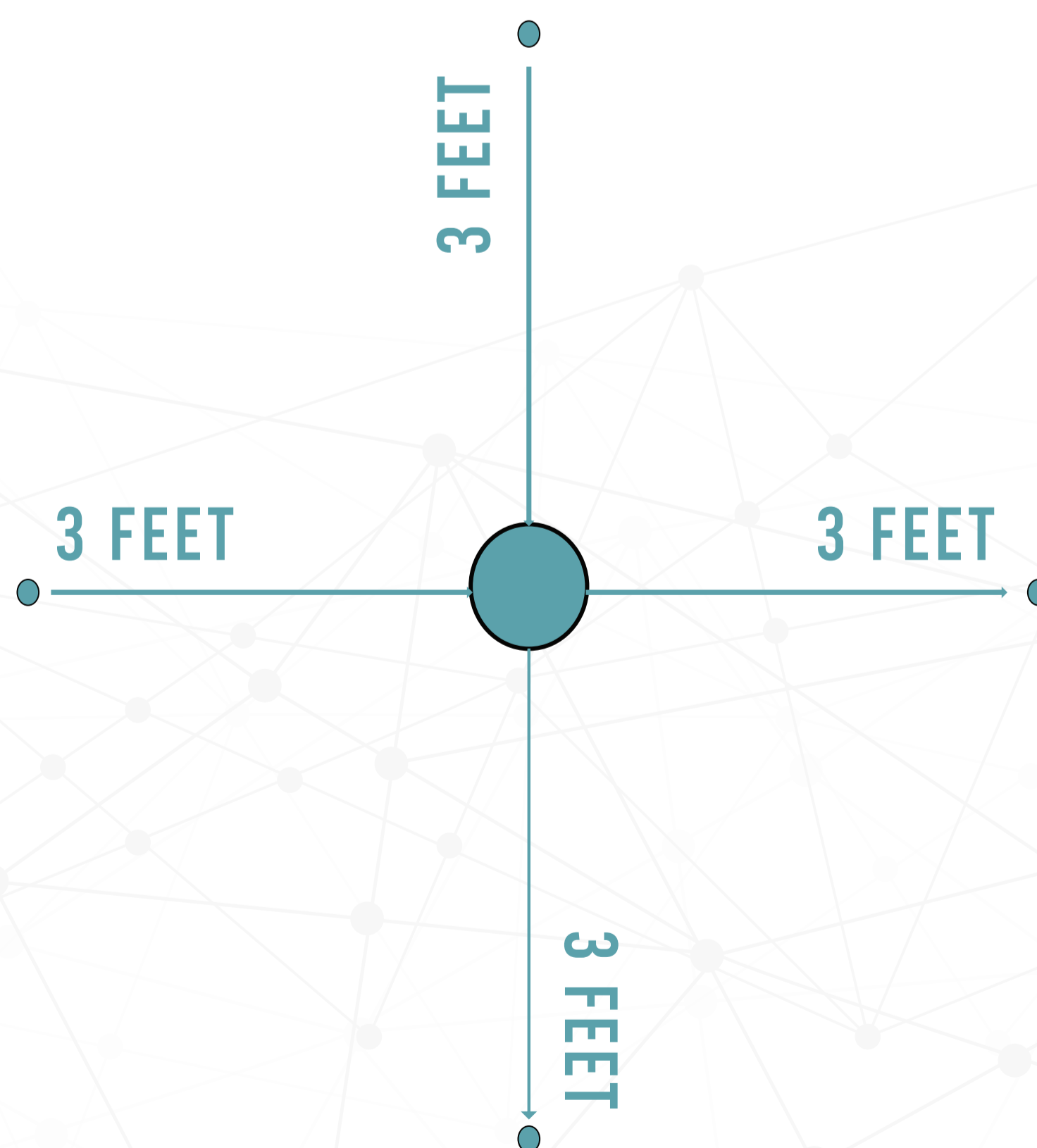
# THE CLOCK DRILL / GAME

## INSTRUCTION

PLACE 4 TEES AROUND THE HOLE AT 12, 3, 6, AND 9 O'CLOCK. THE GOAL IS TO GO AROUND THE CIRCLE WITHOUT MISSING. YOU MUST GO BACK TO THE BEGINNING IF YOU MISS.

THIS IS MY BASE DRILL AND THE FIRST ONE I DO WHEN I PRACTICE PUTTING.

[HERE'S A LINK TO A SHORT DEMONSTRATION](#)



# THE GAME

TOUR	10 TIMES (AROUND WITH NO MISSES) CAN INCREASE TEES TO 5 AND GO 8
0 - 10 HANDICAP	5 TIMES (AROUND WITHOUT MISSING)
11 - 20 HANDICAP	3 TIMES (AROUND WITHOUT MISSING)
20 + HANDICAP	1 TIME (AROUND WITHOUT MISSING)

**\*\*IDEALLY, YOU WANT A COMBINATION OF STRAIGHT, RIGHT-TO-LEFT, AND LEFT-TO-RIGHT PUTS TO BUILD THOSE SKILLS AND CONFIDENCE.**

**\*\*PHIL MICKELSON PUTS 6 OR 7 BALLS AROUND THE HOLE FOR THIS DRILL. I FIND THAT A BIT TEDIOUS AND I'VE FOUND USING 4 BALLS WORKED VERY WELL FOR ME**

**EMBRACE THIS PRACTICE. DON'T TRY TO JUST GET THROUGH IT. YOU WILL BE BUILDING YOUR SKILLS AND YOUR CONFIDENCE AND YOUR PUTTING WILL BE ON ITS WAY TO BECOMING DEADLY.**

**BONUS SKILL BUILDING: START GOING OUT TO 4FT AND 5 FT, EVEN 6 FT. YOU WON'T REGRET IT.**



# 2

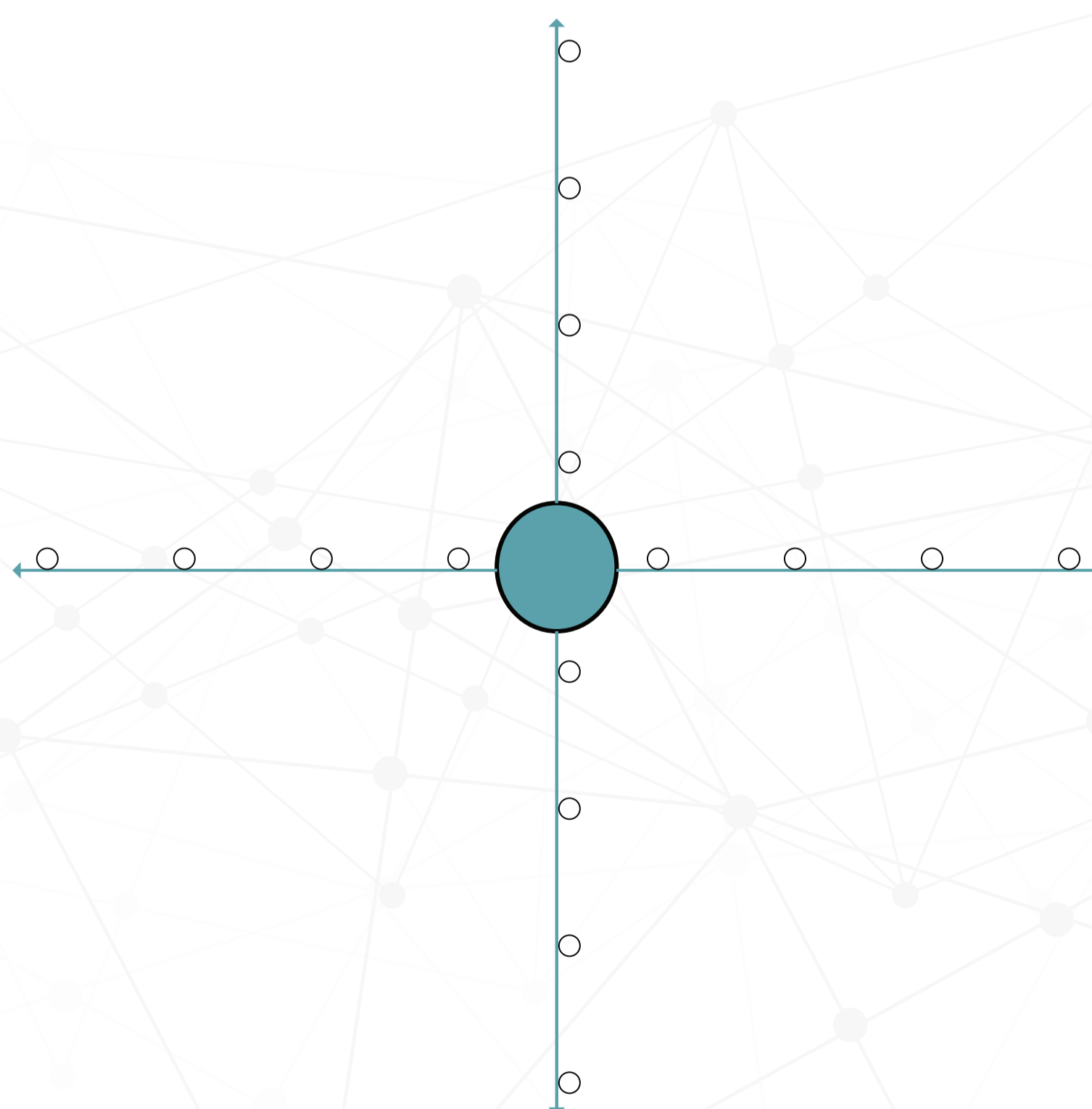
## THE STAR PUTTING DRILL / GAME (THE WAY I PERFORM IT)

I DO THIS DRILL LESS OFTEN BUT IT IS VALUABLE TO START STRETCHING YOUR CONFIDENCE BEYOND OUR 3 FT. CIRCLE.

### INSTRUCTION

WITH OUR CLOCK DRILL SETUP, WE PLACE TEES FURTHER BACK ON OUR LINES AT 4, 5, AND CLOSER AT 2 FT FOR HIGHER HANDICAPS. THE TABLE BELOW CONTAINS THE OFFICIAL VERSION.

[HERE'S A LINK TO A SHORT DEMONSTRATION](#)



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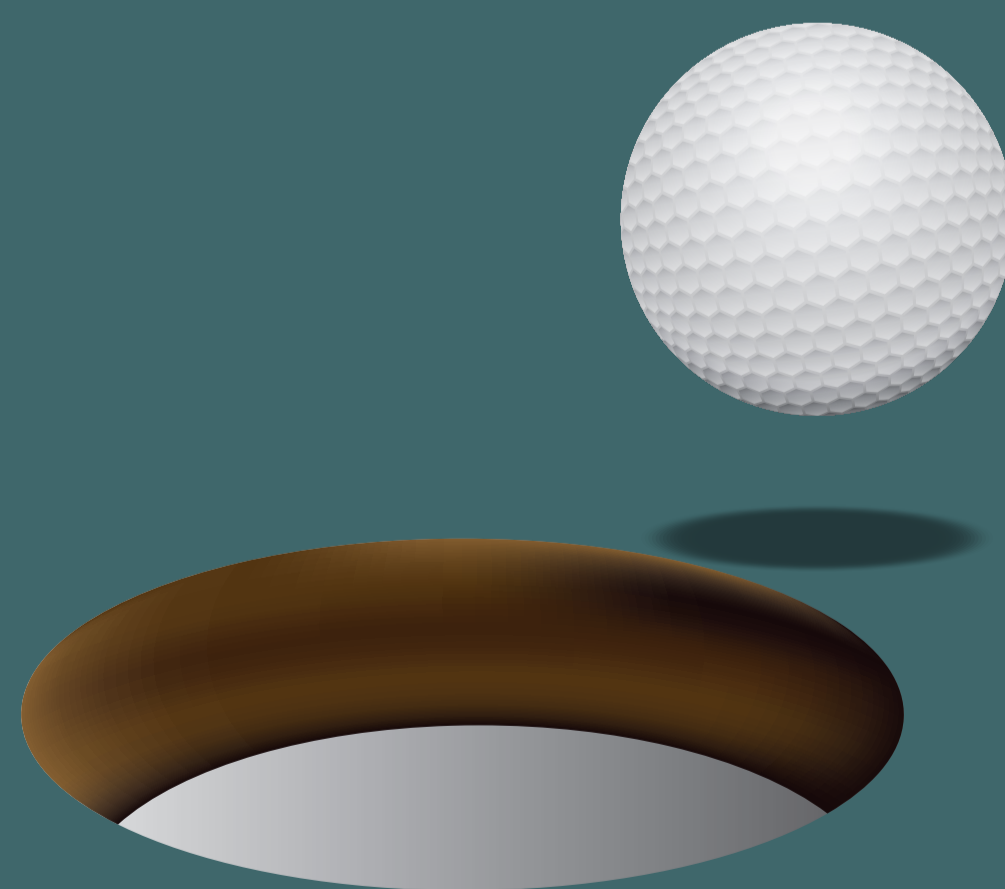


# THE GAME

TOUR	TEES AT 3,4,5 FT. (COMPLETE 2 TIMES AROUND WITHOUT A MISS)
0 - 10 HANDICAP	TEES AT 3, 4, 5 FT. (1 TIME AROUND WITH NO MISSES)
11 - 20 HANDICAP	TEES AT 2, 3, 4 FT. (1 TIME AROUND WITH NO MISSES)
20 + HANDICAP	TEES AT 3 & 4 FT. (1 TIME AROUND & 1 MISS ALLOWED)

I PERFORM A VARIATION OF THIS DRILL USUALLY, GOING OUT TO 6 FT.

PHIL MICKELSON SAYS THAT AT 6 FT IS YOU CAN NO LONGER JUST RAM PUTTS IN THE HOLE. YOU HAVE TO START EXHIBITING REAL TOUCH AND READ REAL BREAK AT THIS LENGTH AND THIS IS EXCELLENT TRAINING FOR THAT.



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# 3

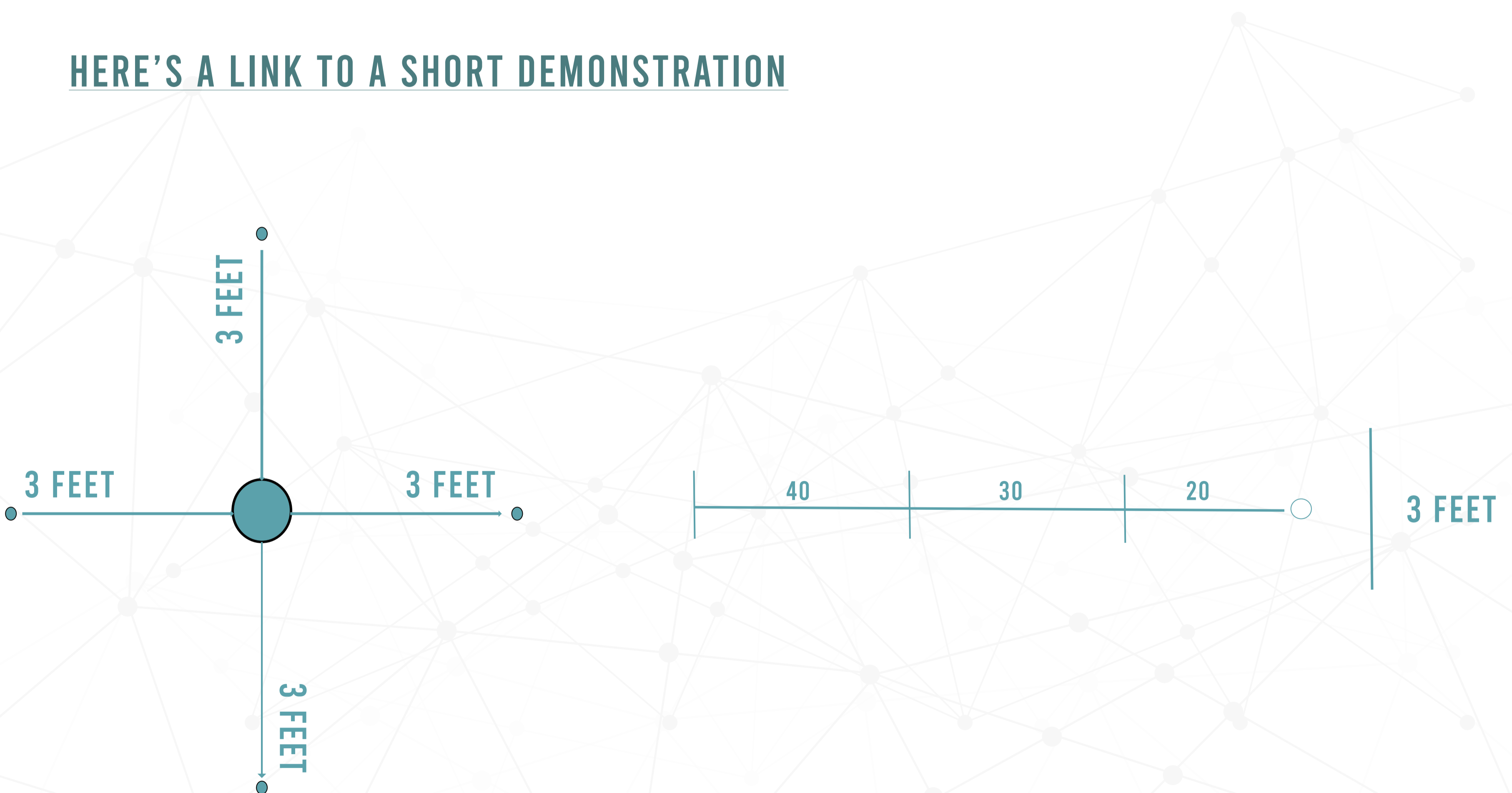
## LAG DRILL

WE ARE KEEPING OUR CLOCK-FACE SET-UP FOR THIS DRILL.

### INSTRUCTION

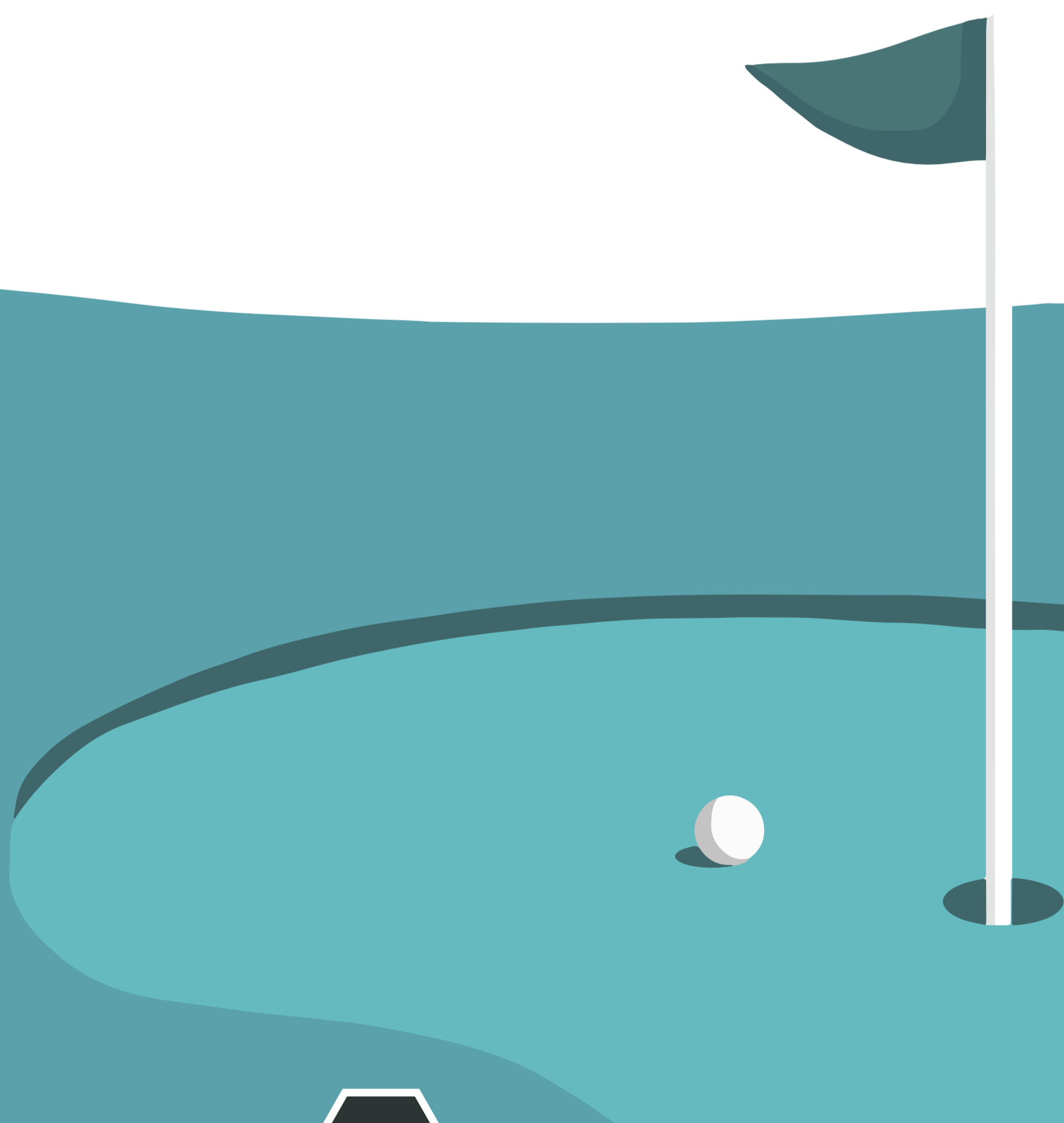
WE WILL BE LAG PUTTING FROM VARIOUS LENGTHS TRYING TO GET THE BALL INSIDE EITHER THE SAFE ZONE (IN THE HOLE OR NO FURTHER THAN 1 PUTTER LENGTH PAST THE HOLE) FOR TOUR TO 10 HANDICAPS OR WITHIN OUR CIRCLE FOR 11-PLUS HANDICAPS.

HERE'S A LINK TO A SHORT DEMONSTRATION



# THE DRILL

<p><b>TOUR</b></p>	<p>TEES AT 20, 30, AND 40 FT. PUT 3 BALLS INTO THE SAFE ZONE FROM EACH LENGTH SAFE ZONE = PAST HOLE BUT NO FURTHER THAN 1 PUTTER LENGTH PAST SINKS GIVE YOU A PASS FOR A MISS AND A MISS MEANS YOU START OVER COMPLETE 20, 30, AND 40 FEET WITHOUT A MISS IF YOU MISS, NOT INCLUDING YOUR PASSES, GO BACK TO THE PRIOR TEE.</p>
<p><b>0 - 10 HANDICAP</b></p>	<p>TEES AT 15, 25, AND 35 FT. PUT 3 BALLS IN THE SAFE ZONE FROM EACH LENGTH BUT WITH ONE FREE PASS TO START</p>
<p><b>11 - 20 HANDICAP</b></p>	<p>TEES AT 15, 25, AND 35 FT. STILL 3 BALLS, BUT NOW WE MOVE TO THE 3 FT. CIRCLE AS OUR TARGET WE START WITH ONE PASS</p>
<p><b>20 + HANDICAP</b></p>	<p>SAME AS 11-20 HANDICAP, BUT WITH 2 PASSES</p>





# 4

## CHIP IN 3 FT. CIRCLE

THIS IS ONE OF MY FAVORITE DRILLS. FRANKLY, I FIND CHIPPING MORE ENJOYABLE THAN PUTTING. WE ARE MAINTAINING OUR CLOCKFACE CONFIGURATION OF TEES AND CHIPPING BALLS TO IT FROM VARIOUS LOCATIONS AROUND THE GREEN.

IN MY MIND, THIS IS WHERE THE SCORING BEGINS BECAUSE I ADD PUTTING TO THIS DRILL A LOT OF TIMES TO GET USED TO PAYING OFF THE GOOD CHIPS.

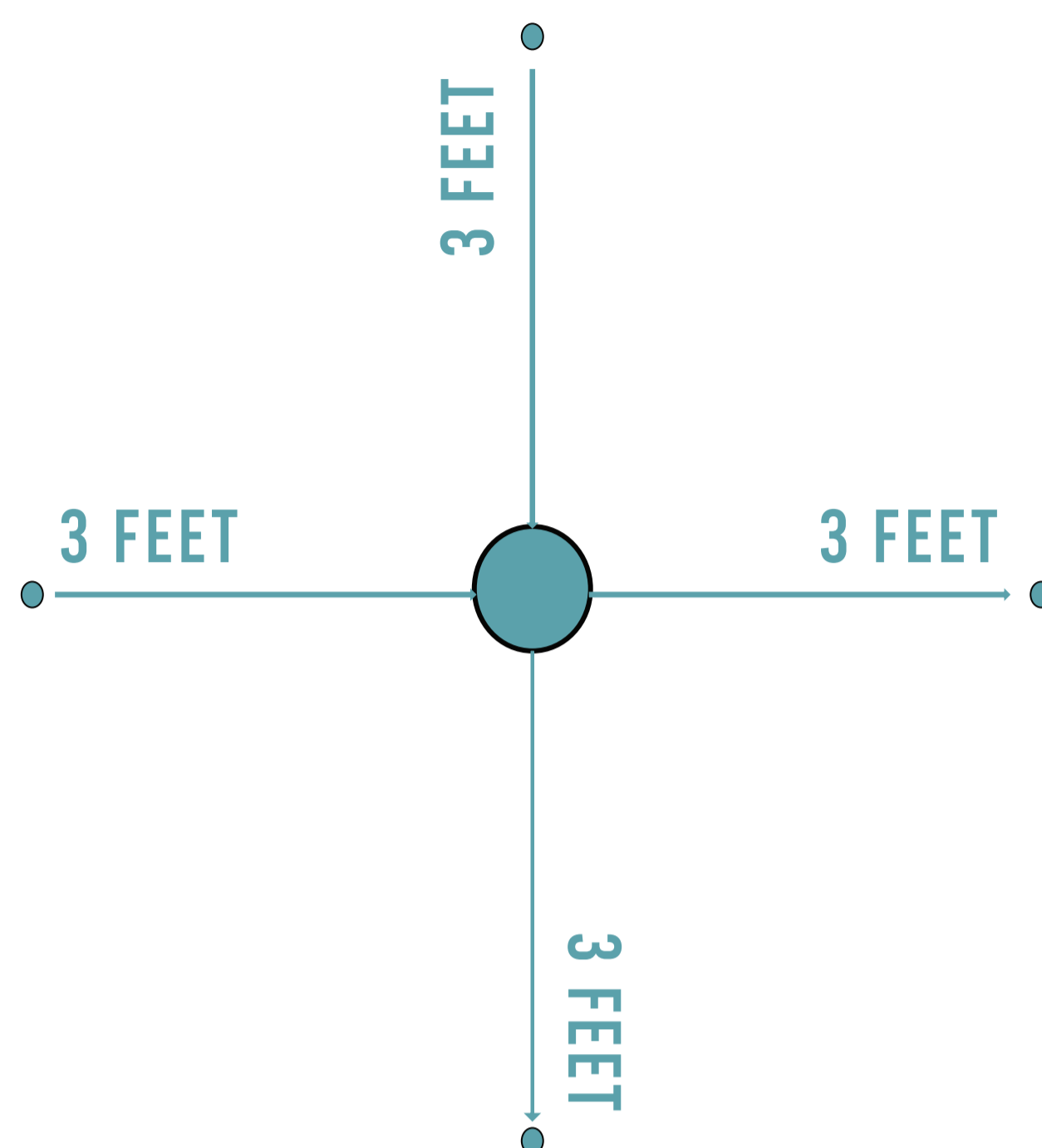
### INSTRUCTION

THROW BALLS IN DIFFERENT LOCATIONS AROUND THE GREEN AND CHIP WITHIN THE CIRCLE. IF YOU MISS, YOU MUST START OVER.  
-A HOLE-OUT COUNTS AS 2 BALLS IN THE CIRCLE.

### VARIATION

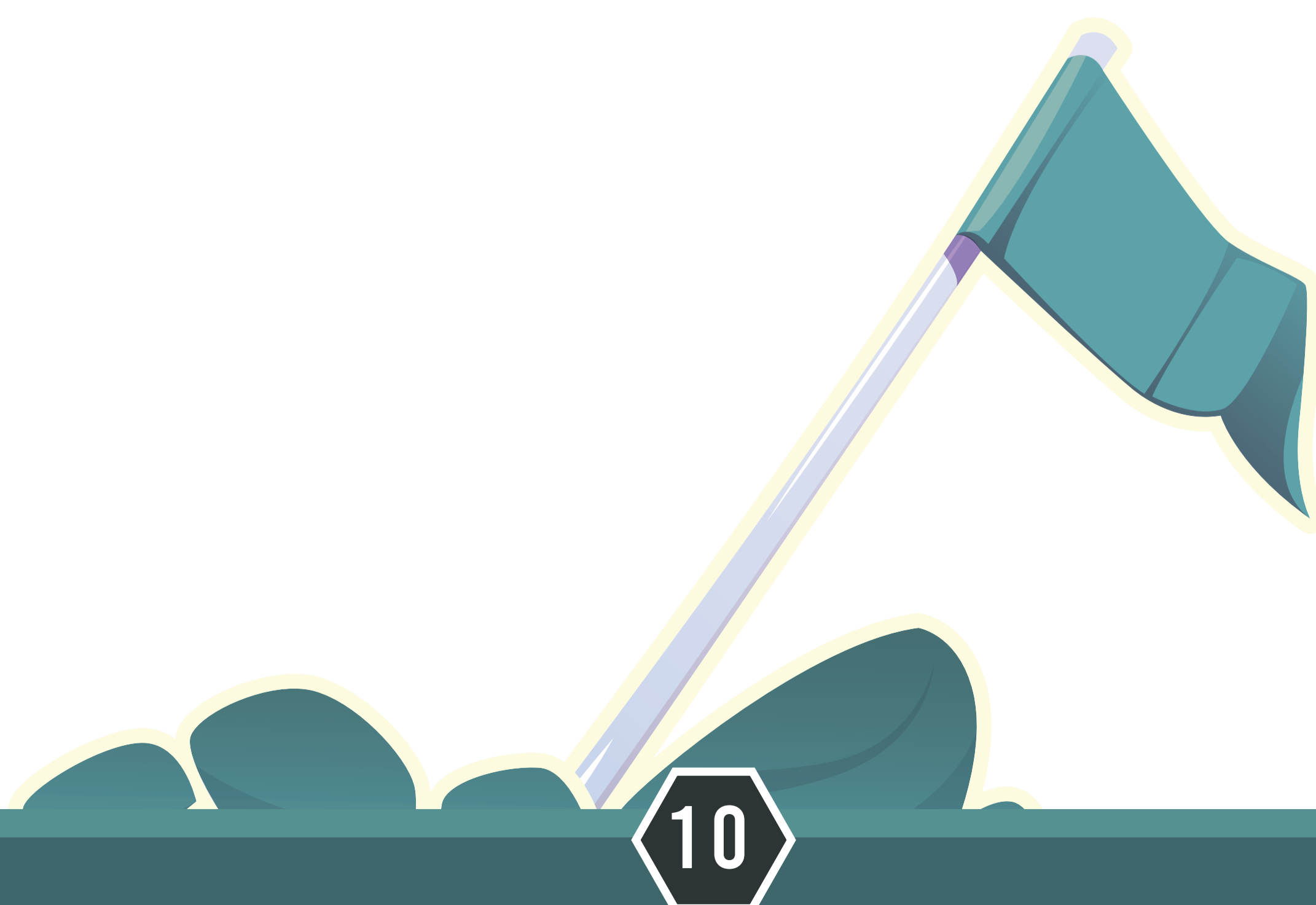
GO AND PUTT YOUR BALL IN AFTER EVERY CHIP TO SIMULATE WHAT YOU WOULD DO ON THE COURSE.

# OUR TARGET



## THE DRILL/ GAME

TOUR	TEES AT 3,4,5 FT. (COMPLETE 2 TIMES AROUND WITHOUT A MISS)
0 - 10 HANDICAP	TEES AT 3, 4, 5 FT. (1 TIME AROUND WITH NO MISSES)
11 - 20 HANDICAP	TEES AT 2, 3, 4 FT. (1 TIME AROUND WITH NO MISSES)
20 + HANDICAP	TEES AT 3 & 4 FT. (1 TIME AROUND & 1 MISS ALLOWED)





# ELEVATOR DRILL CHIPPING GAME

SIMILAR TO THE ELEVATOR PITCHING GAME, JUST A DIFFERENT MOTION.

## INSTRUCTION

PICK A SPOT TO CHIP FROM AND A HOLE TO TARGET. YOU ARE GOING TO WORK ON VARYING YOUR TRAJECTORY OR HITTING YOUR BALL TO DIFFERENT “FLOORS” ON AN ELEVATOR.

THIS IS EXCELLENT IN TEACHING CLUBFACE CONTROL. I ALSO GO BACK TO 30 AND 40 YARDS IF THAT’S AVAILABLE.

[CLICK THIS LINK FOR A DEMONSTRATION](#)

## THE GAME

TOUR	5 FLOORS
0 - 10 HANDICAP	4 FLOORS
11 - 20 HANDICAP	3 FLOORS
20 + HANDICAP	2 FLOORS

# 6

## ELEVATOR DRILL PITCHING GAME

THIS BEGINS THE PITCHING PORTION OF PRACTICE AND WHERE WE REALLY START LEARNING CLUB-TURF INTERACTION AND HOW THE BALL REACTS. AGAIN, I WON'T ATTEMPT TO TEACH TECHNIQUE. THIS IS ABOUT TAKING WHAT YOU HAVE AND LEARNING HOW TO MAXIMIZE IT.

### INSTRUCTION

PACE OFF 20 YARDS FROM THE EDGE OF THE CHIPPING GREEN AND PICK A TARGET HOLE. YOU ARE GOING TO WORK ON VARYING YOUR TRAJECTORY OR HITTING YOUR BALL TO DIFFERENT "FLOORS" ON AN ELEVATOR.

THIS IS EXCELLENT IN TEACHING CLUBFACE CONTROL. I ALSO GO BACK TO 30 AND 40 YARDS IF THAT'S AVAILABLE.

## THE GAME

TOUR	5 FLOORS
0 - 10 HANDICAP	4 FLOORS
11 - 20 HANDICAP	3 FLOORS
20 + HANDICAP	2 FLOORS

# 7

## TOWEL CHIPPING DRILL

THIS DRILL TEACHES YOU TO HIT A SPECIFIC SPOT ON THE GREEN WITH YOUR PITCH SHOTS OR CHIP SHOTS. I GENERALLY USE THIS FROM 20 YARDS OUT, LIKE THE ELEVATOR DRILL.

[CLICK THIS LINK FOR A DEMONSTRATION](#)



### INSTRUCTION

PICK A TARGET HOLE ON THE GREEN AND PICK A SPOT JUST OFF THE GREEN OR PACE OFF 20 YARDS (LIKE ME). NOW, PLACE A TOWEL ON YOUR PREFERRED LANDING SPOT FOR THE SHOT YOU ARE PLAYING. NEXT, YOU WILL BE HITTING PITCH OR CHIP SHOTS THAT HIT THE TOWEL AND ROLL TOWARD THE TARGET HOLE.

YOU CAN START WITH AROUND 5 BALLS AT A TIME. NEEDLESS TO SAY, AT 20 YARDS, THIS GETS DIFFICULT BUT IT REALLY SHARPENS YOUR PITCHING GAME.

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# CHIPPING GAME: HORSE

JUST LIKE YOU PLAY IN BASKETBALL.

- A PLAYER CHOOSES A SPOT TO CHIP FROM
- ALL COMPETITORS CHIP FROM THAT SPOT
- FARTHEST FROM THE HOLE GETS A LETTER AND CHOOSES THE NEXT SHOT
- THE FIRST TO SPELL HORSE LOSES
- ANYONE WHO HOLES A SHOT LOSES A LETTER.
- THERE'S NO LIMIT TO THE NUMBER OF PLAYERS

# THANK YOU FOR READING OUR HANDICAP DROPPER

FOR MORE INFORMATION ON PLAYING BETTER  
GOLF, THE BEST DEALS ON EQUIPMENT AND  
ACCESSORIES, AND OUR LATEST REVIEWS, CHECK  
OUT

## GOLFER GEEKS

TO YOUR CONTINUED BETTER PLAY,  
JAMIE BOUDREAUX

