

GOLFER GEEKS'
Player's Guide
To
Short Game Mastery

7 Drills Proven To Lower Scores

These drills are No Joke...They work, Period.

Practice them 2-3 times per week if possible. Obviously, the more you practice the faster you will improve.

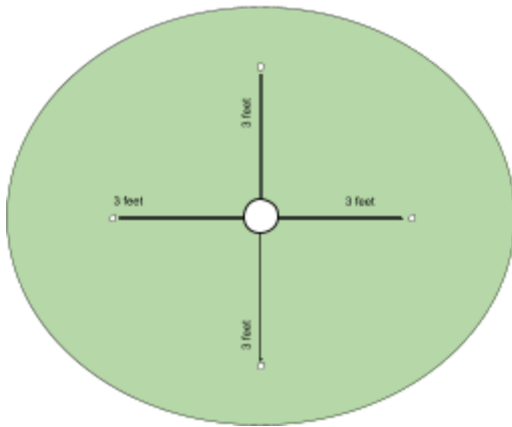
1) The Clock Drill / Game

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 to introduce the element of pressure.

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)

**Try to incorporate straight and breaking putts.

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.

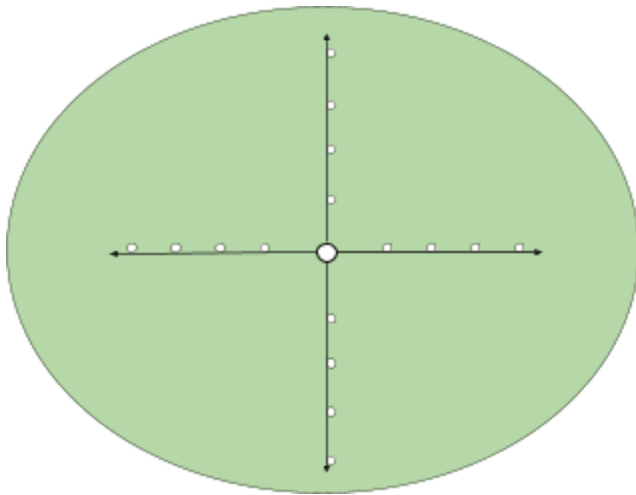
Bonus Skill Building: Start going out to 4, 5, & even 6 feet. You won't regret it.

1) 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](#)



The Game

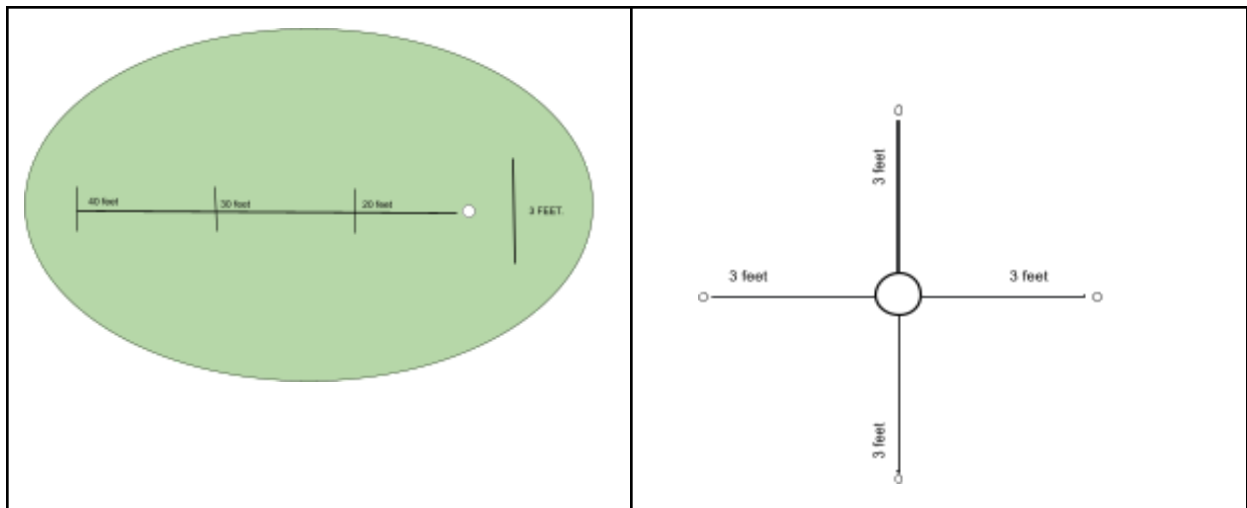
Tour	Tees at 3,4,5 ft. (Complete 2 times around without a miss)
0-10 Handicap	Tees at 3, 4, 5 ft. (1 time around with no misses)
11-20 Handicap	Tees at 2, 3, 4 ft. (1 time around with no misses)
20 + Handicap	Tees at 3 & 4 ft. (1 time around & 1 miss allowed)

2) Lag Drill

We are keeping our clock-face set-up for this drill.

Instruction: You will lag putt 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.

[Click here for a short demonstration](#)



The Drill

Tour	<ul style="list-style-type: none"> ● Put tees at 20, 30, and 40 ft from the hole ● Putt 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.
0-10 Handicap	<ul style="list-style-type: none"> ● Tees at 15, 25, and 35 ft. ● Put 3 balls in the safe zone from each length but with one free pass to start
11-20 Handicap	<ul style="list-style-type: none"> ● 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

20+ Handicap	Same as 11-20 handicap, but with 2 passes
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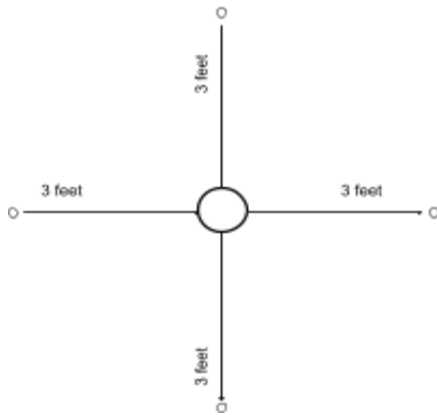
3) Chip in 3 ft. Circle

Maintain your clock face configuration of tees and chipping balls to it from various locations around the green.

Instructions: 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.



Your Target:

The Drill/ Game

Tour	10 in Circle in a row
0-10 Handicap	5 in Circle in a row
11-20 Handicap	2 in Circle in a row
20 + Handicap	2 out of 4 or One hole out

4) Elevator Drill Chipping Game

Instructions: 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 here for a short demonstration](#)

The Game

Tour	5 Floors
0-10 Handicap	4 Floors
11-20 Handicap	3 Floors
20+ Handicap	2 Floors

5) Elevator Drill Pitching Game

Instructions: 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.

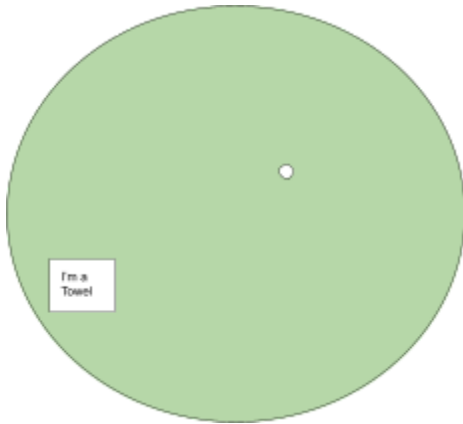
The Game

Tour	5 Floors
0-10 Handicap	4 Floors
11-20 Handicap	3 Floors
20+ Handicap	2 Floors

6) 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.

7) Chipping Game: HORSE

Just like you play 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



THANKS FOR CHECKING OUT OUR Short Game Mastery Guide

For more information on playing better golf, the best deals on equipment and accessories, and our latest reviews, check out

[**Golfer Geeks**](#)

To Better Scoring & More Fun
Jamie / Head Golfer Geek