

BRONCOS ***GOLF***

Drill and Practice Ideas

Games: (Make up your own point system where applicable)

1. Play 3, 6, 9 or even 18 holes on the range
 - a. Pick 2 trees in the distance and call it the fairway
 - b. Hit to a green with the club you think you might have used
 - c. Chip and pitch as if you're trying to make it!

2. Closest to the pin contest with a friend or by yourself
 - a. Add your own touch (Best 4 out of 7 with a friend)
 - b. Hit the green 5 out of 10 times or start over
 - i. Start with the closest green then the next closest and so on

3. Call out the shot you are going to hit
 - a. Call where it will start (EXAMPLE: Start right of that tree and draw back onto the green)
 - b. Call whether it will bounce short and roll up or fly to the hole etc.
 - c. Use unusual clubs to hit shots (this will work on your feel)

4. Up and Down (2-4 players)
 - a. Each player uses his own ball, 1 wedge of their choice and their putter
 - b. Take turns tossing the balls to somewhere off the green
 - i. One person should toss all the balls so that they end up in random lies but in the same general area (toss them all at once)
 - ii. Play the ball down, unless someone else's ball is in your club path (then mark and replace)
 - iii. The ball farthest from the hole must play first
 - iv. The person that throws the balls must pick the hole before he tosses
 - v. Once everyone is on the green, then putt like a tournament
 - vi. Match or Stroke play will work, 9 or 18 holes and then restart