

Game 1: Driving Zone Game

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Get the ball in play off the tee!

This is a fundamental skill which is of high importance whether you are trying to break 100, 90, 80 or 70.

Rules of the Game

Select 2 markers approximately 25/30 yards apart on the driving range. This will represent your fairway. If the ball lands in this space and is well struck then you score 2 points. If the ball lands no more than 5 yards outside the fairway, this represent 1 point. The test includes 15 drives, but 5 drives must be hit with a fairway wood, or rescues/hybrid club. Maximum score 30 Points. Note, the ball can start outside the markers, but must finish within.

Define your definition of **success**. What is **acceptable**, **unacceptable** and **exceptional** to move your game to the next level? Make sure this is achievable and realistic. Always strive for a personal best and endeavour to beat your last attempt.

Date	Venue	Score /30

Constraints

- Vary the trajectory; high or low. For example, play all 15 drives with a lower trajectory than your normal. Or alternate between low and high. For example. 1st drive low, 2nd drive high.
- Change the starting direction of the ball. For example, play all 15 drives that start down the right-hand side of the fairway. Or alternate between starting the ball right or left. For example. 1st drive right, 2nd drive left.
- Change the curvature of the ball; draw or fade. For example, play all 15 drives with a fade. Or alternate between draw and fade. For example. 1st drive draw, 2nd drive fade.
- **Ultimate:** Vary the trajectory, starting direction and curvature of the ball. For example, play all 15 drives with a low trajectory, that has a starting direction of left and then fades to the right in the air, landing between the 2 markers.