

Game 3: 21 Ball Test

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This game tests the main elements of **ball-flight control**. Quality of **contact, starting direction and the ball's curvature**. Test your ability to hit a Draw and Fade. Change trajectory between Low, Medium and High. And to test your Go-To Shot (your stock, standard shot).

Rules of the Game

Club	Shot Type	Strike	Start	Curve
6 Iron	Draw			
	Draw			
	Draw			
	Fade			
	Fade			
	Fade			
	Low			
	Medium			
	High			
	Go-To Shot			
	Go-To Shot			
	Go-To Shot			

Club	Shot Type	Strike	Start	Curve
Driver	Draw			
	Draw			
	Draw			
	Fade			
	Fade			
	Fade			
	Go-To Shot			
	Go-To Shot			
	Go-To Shot			

Begin using the 6 iron and hit 1 ball for each shot type, as indicated in table above. Your goal is to hit 3 identical shots for each set of shot types e.g. 3 draws in a row. For each shot, you score one point for successfully making solid contact, starting the ball on the intended start line and for having the right curvature on the ball. Max points is 21. Set a predicted-score target in advance or better a goal e.g. 'my goal is to score 15 out of a max of 21'?

Constraints

- Don't leave the driving range until you reach your predicted-score target.
- Decide on an actual target area, relative to challenge point/level.