

## Game 7: Tee Shot Skill

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Having tee shot skill, combining distance and accuracy is largely correlated to the predicted score you will make on that hole as it influences the difficulty of your next shot. For example, hitting an 8 Iron from the fairway will score better than a 4 iron from the rough. So, the better you get with getting your tee shot in play, long and straight, the easier the game will be.

### Rules of the Game

Designate a reasonable width fairway 30yards wide. Then identify a smaller imaginary fairway inside of this, at a distance of 20yards wide. Outside of the 30yard fairway is called position Z and between the 30yard fairway and 20yard is called Semi.

Have 20 balls ready: use 14 with a driver, 3 with a fairway wood and 3 with a club of choice, e.g. rescue or 2 iron. Follow the table below and start to collate points.

It's important for to define your version of success. So how many points would you deem acceptable. If your score is more than 5 points, you are demonstrating a high level of length and accuracy off the tee.

You have the chance to practise your decision making here, to hit the right shots at the right time.

<b>Club</b>	<b>Position Z Left</b>	<b>Left Semi</b>	<b>Fairway Finder</b>	<b>Right Semi</b>	<b>Position Z Right</b>
<b>Driver</b>	Minus 1.5 Points	Plus 0.5 Points	Plus 1 Point	Plus 0.5 Points	Minus 1.5 Points
<b>Fairway Wood</b>	Minus 1Point	0 Points	Plus 0.5 Points	0 Points	Minus 1Point
<b>Club of Choice</b>	Minus 1.5 Points	Minus 0.5 Points	0 Points	Minus 0.5 Points	Minus 1.5 Points

### Constraints

- Make fairway gaps smaller.
- If you have a dominant miss, e.g. suffer with a right to left hook. Add more minus points for position Z left and left semi.
- Play the game defining a shot shape, e.g. your intention is to play a draw shape with all 20 balls.