Par	Score		Par	Score		Par	Score	
2		Bunker Short	1		Putt 3 Feet	2		Short Chip
2		Bunker Short	1		Putt 3 Feet	2		Short Chip
2		Bunker Short	I		Full STEEL	Z		Short Chip
2		Bunker Long	1		Putt 3 Feet	2		Short Chip
2		Bunker Long	2		Putt 30 Feet	2		Long Chip
2		Bunker Long	2		Putt 30 Feet	2		Long Chip
1		Driver Fairway	2		Putt 30 Feet	2		Long Chin
1		Driver Fairway	Z		Full 30 Feel	Z		Long Chip
1		Driver Fairway	2		Putt 60 Feet	2		30 yd. Pitch
1		Driver Fairway	2		Putt 60 Feet	2		40 yd. Pitch
1		Driver Fairway	2		Putt 60 Feet	2		50 yd. Pitch
1		Driver Fairway	Z		Tull OUT eet	2		JU yu. Hitti
1		Driver Fairway			9 - Hole			9 - Hole
1		Driver Fairway			Putt Total			Chip/Pitch
1		Driver Fairway			16 - Hole			Total
1		Driver Fairway			Bunker/Driver Total			

1) <u>THINK BOX</u> (Behind the ball)

- Consider the variables of the shot (lie, stance, distance, wind direction)
- •Verbalize what you intend to do

2) PLAY BOX (Standing over the shot)

- •Focus on the shot
- •Commit to what you verbalized in the think box

•Decide, Commit, Swing

Rules of Play

- 1) Every shot must be played to a different target or different line.
- 2) Pre shot routine must be done prior to each shot.
- 3) Post shot routine must be done after every shot.
- If you are going to practice, make it useful time, not time used up.
- 5) Focus on what you can control.
- 6) Driver Visualize where the fairway is on the range. Don't cheat, make the fairway fairly tight. If you hit the fairway with the initial drive, the score recorded on the card is 1. If the fairway is not hit then the player continues to hit drives until successful. The number of drives needed to hit the fairway is the score recorded.

NOTES