About Putting

Decide it
Aim it
Commit it
Stroke it

- **Learn afterwards**
  - Miss hit or Misread?
  - Count your putts
- **Practice**
  - Get the "feel"
  - Vary the lengths
  - Same length
  - Drills
    - Eyes closed
    - Aim for a tee
    - 2ft increments
      - 2, 4, 6, 8, 10
      - Level first
      - Then sidehill
  - Allowed to practice on hole you just finished
    - **IF** no one is waiting to hit onto it
- **Strategy**
  - Shot onto the green is very important
  - Goal = 2 Putts per green
  - Primary concern
    - Get the speed right
  - Uphill
    - Less break
    - Stroke firm
  - Downhill
    - Accentuates break
    - Be cautious
  - Sidehill
    - Pro side
    - Subtopic
    - Exception to rule
    - The break
  - "Go to school"
    - Watch players going first
    - Have something in mind to look for
      - Up or downhill
        - Speed
      - Sidehill
        - The Break
  - **C**ommit to the shot
    - Any doubt, back away
- **Fundamentals**
  - **A**im it to your target
    - Align ball's logo to target
    - Something that will hold your interest
  - Stance
    - Eyes should be over the ball
      - Put a ball at the bridge of your nose and drop it
        - Should hit the ball
    - Relaxed but athletic
      - Comfortable and confident
      - Definitely not tense
  - Pendulum
    - Takeaway distance = Follow through
      - Add something for an uphill or a long putt
        - Pretty rare
    - Accelerate through ball
    - **S**troke it
  - Routine & Timing
    - Find yours
    - Practice Swing
  - First cut
    - "Texas Wedge"
  - Awareness
    - Listen for sound of putt
- **Etiquette & Rules**
  - #1 "The Line"
    - Through line
    - Especially -- Don't step on someone else's
  - Player furthest away goes first
    - Can't watch from behind or in front
    - Watching from the side preferred
    - Be still when they begin their routine
      - Means quiet too
  - Marking the ball
    - Small coin or ???
    - Behind the ball
  - Moving the mark
    - See if opponent needs it moved
      - Your offering is better than their having to ask
  - Fixing
    - Can
      - Ball (pitch) marks
      - Loose impediments
    - Can't
      - Spike marks
      - Something attached
  - Flag in or out
    - On the green, must be out when ball goes in the hole
    - Off the green, you have the option
- **Gathering Data**
  - Looking for speed and "break"
  - General knowledge
    - Gravity
    - Water
  - Course knowledge
    - Uphill
    - Downhill
    - Breaks to water (The river too)
  - Approaching the green
  - Colors of flags
    - Red = Front
    - White = Middle
    - Blue = Back
  - Condition of green
    - Grain
      - Shiny
      - Dull
    - Morning - Dew
    - Afternoon - Setting sun
  - "Going to school"
    - Not just others with similar line
  - People eye's
    - Architects
      - Fun and challenging but fair
    - Greens keepers
      - Easy to maintain
      - Your part to care for course
  - Pick a target
    - **D**ecide it