

LESSON

# Hole Drills

Practice your putting with purpose by using some games that improve touch and control. | By Trent Wearer

**H**OW OFTEN DO YOU REALLY PRACTICE PUTTING? LIKE MOST AMATEURS, YOU PROBABLY throw three balls on the green before a round and take a few indiscriminate strokes. That ritual might familiarize you with the green speed, but it doesn't improve your feel, distance control and alignment. Playing games, like the ones from my book, *Golf Scrimmages: Realistic Practice Games Under Pressure*, will make working on your stroke enjoyable, while improving critical fundamentals.



*Golf Digest* recently named Trent Wearer one of America's Top 20 Teachers Under 40. He works with Tom Talbott, Dana Smith and Tim Odegard at Meridian Golf Learning Center. Reach him at 720-234-4653 or trentwearer@golf.com.



### TEE BALL

Stick seven tees two feet apart down a straight line on the green. Standing 10 feet away from the closest tee, hit a putt toward the farthest tee, trying to stop the ball in between that tee and the second-to-last tee. Once you succeed, hit a putt into the next gap. Continue until you've placed a ball between each gap. To add a little pressure, start over every time you miss the space between tees.



### 3X3

Using five golf balls, hit the first putt 15 to 20 feet. Now hit your second ball and try to stop it three feet short of the first. Regardless of where the previous putt came to rest, try to hit the next three balls three feet short of the preceding one. Since most putters are about 35 inches, use yours to measure the distance between balls.



### DRAWBACK

Hit a putt from 50 feet away from the hole, trying to get as close as possible. If that putt doesn't go in, you must draw the ball back a putter's length from wherever your ball rests until it's holed. Try playing a designated number of holes and keeping score. This is a great game to play to improve lag putting and crucial three- to four-footers.