



Advanced 6 Week SHORT GAME MASTERCCLASS



Week 2 Complete Training & Course Guide



Week 2

(Drills, Creating Spin and Continued Advanced Fundamentals)

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Putting: Dominance vs. Non – Dominance (Head Tilt)

1



First, you need to figure out which eye is dominant or not.

Pick an object in the distance and make a circle with your hands, arms being stretched out.

Close one eye then switch to the other eye. Whichever eye you cannot see the object with (because your hand is in the way) the other eye is your dominant eye. You lined up the object with your dominant eye.

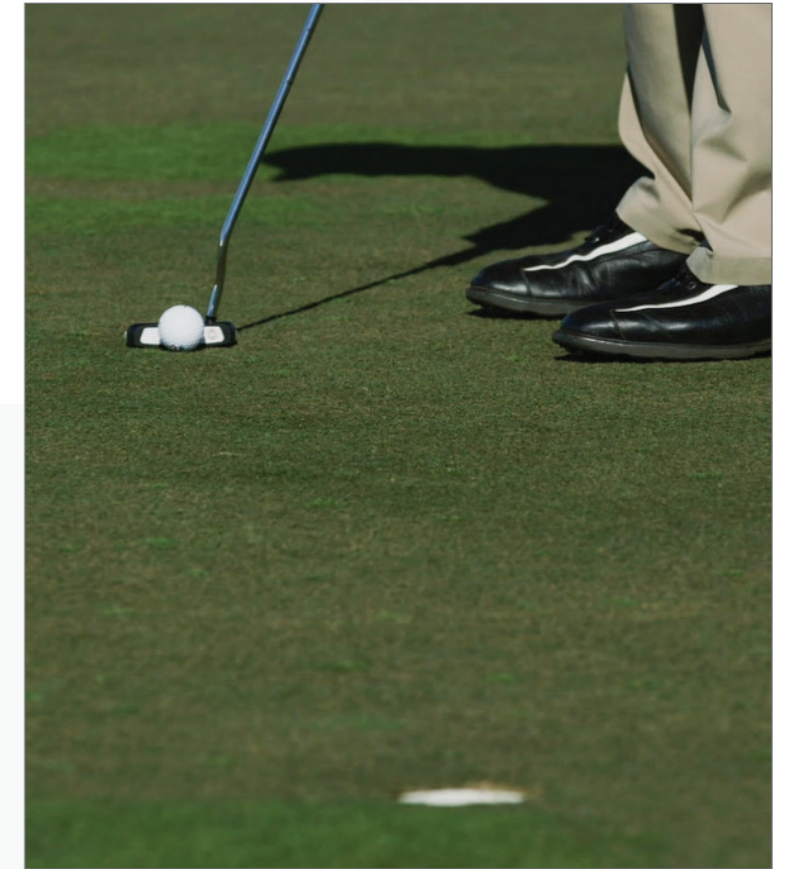


Now when you get behind a putt, you're using what's called binocular vision.

When you get over the putt, your head is facing down so that your lead eye is looking at the hole and the trail eye can't see anything. It's actually blocked by your nose.

Now here's the issue. If you're a right-handed golfer with left eye dominant, it's pretty simple. Your dominant eye is looking toward the target and can actually see it with peripheral vision.

Now if you're a right-handed golfer and right eye dominant you won't see the target. So, tilt your head slightly until you can see the target past your nose with your peripheral vision.



If you lose the sight of the hole, you have no target.

Chipping: Chipping Shoulder Drill

2



New Shoulder Drill

Using the Short Game Board...it's pointing toward the target, I've got my stance slightly open, and my shoulders are going to be square.

To do this, take your club with the grip end towards the target and place it across your shoulders. The club should be parallel with the TOP of the Short Game Board.

Now, mimic a back swing. Turn the shoulders like in a back swing so the grip end will go down and then twist as if back to impact. The club should still be pointed at the target at impact position.

If the grip end is NOT pointed at the target, you will need to set your lead knee more until the club is pointed at the target.

When you make impact (even through impact) with the chip you want the shoulders square.

If the shoulders are not square then it won't allow your hands to go toward the target. And the ball follows the hands.

Chipping: How to Create Spin / Proper Spin with Chip

3



Most students don't understand that on every chip you create a little spin.

A few of points to creating spin...

Number 1 – The angle –

With a chip, you have the ball in the back of the stance. Off the back toe. When you turn your shoulders and hips to swing, that's going to create the angle coming down on the ball, which creates the spin. What we call the spin angle.



Number 2 – Hit the ball first –

This will pinch the ball between the club and the ground which creates the spin.

Number 3 – the type of golf ball –

Using a 2-piece golf ball will have too much roll when it hits the green. Using a 4 or 5 layered golf ball will allow some bounce before the roll on the green.



Here's an example: I've placed two clubs down on the green, I'm going to hit the ball between the clubs and bouncing it over the second club. The bounce over the second club is the spin.

Creating spin will let you get a good feel around the green. And a good feel around the green will let you hit it close every single time.

Pitching: Different Distances from Ball at Set Up

4



How far do you need to stand from the ball when you pitch?

The answer has to do with the body shape.

When you set up over a pitch, you have your lower body open, the hips, knees and feet are open and the shoulders are square.

And then we throw our hands towards the target or down the line.

What happens, the trail elbow is coming across the body or down the line, keeping the shoulders square.



Most of my students have a little bit of a belly. So the swing has to get the trail elbow across that part of the body, which determines the distance from the ball to be able to do that while keeping your hands pointed towards the target.



If you're too close to the ball, you will twist to clear your trail elbow across the body (belly) and NOT be pointing your hands toward the target.

You have to have enough clearance to get your arm across the body.

Moe said it should feel like an underhand toss toward the target.

Bunker: Moe Wedge Fundamentals

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Moe Norman's "Sandy Andy"

The "Sandy Andy" is a wedge club with 20 degrees of bounce built into it.

If you play a conventional wedge, you have to create some additional bounce in that club and swing across the body.

Moe didn't like to swing his hands away from the target.

He would always swing his hands towards the target.



Since you already have the bounce built into the club, all you have to do now is set up like a pitch.

Set up with a slightly open stance.
Square shoulders.
Square the clubface to the target.

The arms fold up and fold through with the hands moving towards the target.

Hit 1-2 inches behind the ball and let the club come through on the other side.

Basically taking the sand and throwing it up out of the bunker.



This is actually a very simple shot.

Your divot should be in line towards the target.

2 things to remember: Stay aggressive with this club and don't hit the ball first.