



DAN HANSEN SHORT GAME GOLF CLINIC

More than half of all the golf shots we perform on the golf course are within forty yards of the green. Want to improve your stroke average immediately? Spend practice time on your short game.

A Tour statistic to prove how important the short game is in relation to the long game: Per round, the average pro hits less than 13 greens in regulation. This means that even a touring professional has to scramble – get up and down – on at least five holes during a round.

So you know that even these players, who from tee to green are exceptional, rely much of the time on their putting, chipping, pitching and sand play to make their living.

If you are serious about improving your golf game and lowering your scores, spend 10 percent of your practice time on the long game and 90 percent on the short game, including putting, chipping, pitching, and sand play.

TODAY'S TOPIC – 1. Chip (chip & run) shots 2. Pitch (pitch/lob) shots 3. Bunker (sand) shots, are by far the most underrated phases of the game. Practicing this part of the game and building a technique that is fundamentally sound not only will save you a lot of strokes when you commonly miss a green, but also improve your full swing. That's because the chipping and pitching swings are miniature versions of the full swing, and bunker swings ARE full swings.

Anyone can learn proper short game fundamentals with discipline and dedication. Admittedly, this will take time, but it is the shortest path to stroke-saving around the greens and full swing improvement as well.

Putting (a dedicated separate clinic topic) is equally important, if not more so. Studies have determined that putting comprises between 40 and 45 percent of all strokes taken during a round.

For more instructional tips, please visit my website...

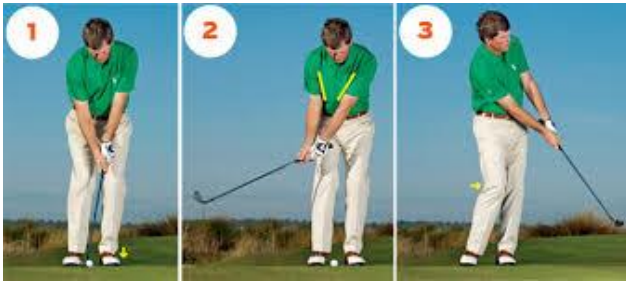


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The Chip Shots - Overview

- The chip shot (chip 'n run, bump 'n run) is used from just off the green when you want to carry the ball over intervening grass and land it on the green.
- The distance from which you can use the chipping stroke varies according to the distance to the hole and how much actual putting surface there is between the edge of the green and the cup.
- The rule here is “minimum air time, maximum ground time”.
- Chip as You Putt: The chip is simply an extension of the putt, with certain modifications.

The Chipping Grip

- The *putting grip* should be considered, yet not required.
- *Grip pressure* is a little tighter (6-7 out of 10) to de-activate wrist motion. Resistance is a must.
- Hands are choked well down on the grip - positioned slightly ahead of the ball at address – and they stay ahead throughout the stroke.
- Arch your wrists a bit to minimize wrist and body movement. The shaft is now more upright and heel of the club is off the ground, creating less resistance through the grass.

The Chipping Set Up

- *Stance* should be narrow and open to your target line.
- 70% of your *weight* should be on your left side.
- *Ball position* is back in the stance and close to your body.

The Chipping Stroke

- Use arms and shoulder putting stroke with minimal body motion.
- On longer chips there will be some footwork and your hips will move slightly with the stroke.
- Like putting, feel that either your left or right hand is dominant.
- You want to hit the ball first, so take the club up slightly on the backswing and make a slight downward brush coming through.
- Keep the grip ahead of the club head and the left wrist solid through the shot. *Never, ever do you want the clubhead to pass the hands before impact.*

Distance Control: The Three Club Chip System

- *For effective chipping from different distances, we suggest a three-club system and the use of ratios – the difference between how far the ball travels in the air and how far it rolls on the ground:*
 - Seven iron – long chips - $\frac{1}{4}$ (air time) to $\frac{3}{4}$ (ground time) ratio
 - Nine iron – shorter chips - $\frac{1}{3}$ to $\frac{2}{3}$ ratio
 - Sand Wedge – lofted chips - $\frac{1}{2}$ to $\frac{1}{2}$ ratio

Learn to judge your distance and these ratios accurately. In practice, pace off the distances and learn to focus on where you want the ball to land. *Once you develop a feel for distances and ratios the chip truly becomes a long putt!*

YOUR CHIP SHOT NOTES:



The Pitch Shots – Overview

- *Just a Smaller Golf Swing –With Certain Adjustments*
- *Unlike chipping, the rule here is “more air time and less ground time”*
- *Hinge the club on the backswing, turn through the shot, and hold, or resist the finish.*

The Pitching Set Up

- Relatively narrow, slightly *open stance*
- *Shoulders* are square or parallel to target line
- *Weight* distribution 60-70 percent on your left side at address
- *Hands ahead* of the ball *at address* - and they should return to this position at impact
- *Ball position* is in the middle of the stance. Experiment for different types of shots.

The Pitching Backswing

- Shift weight minimally, if at all during the backswing.
- You need an early wrist cock on the backswing. You must get the club up in the air so it can come down on the ball. No stiff-wrist method here.
- Important to keep club on a good plane

The Pitching Downswing

- Body does turn and shift as you swing through impact and into your follow-through.
- Feel that your right hip or right your pocket is turning past the ball.
- Right knee will move forward, which helps with your shot feel.
- Think about keeping the club shaft centered on your body through impact and at the finish.
- Through impact and beyond, the left wrist should be flat – keeps unwanted hand action out of the swing. Keep the left hand in front of the right.
- Strike the ball and clip the grass in front of it. *Your divot should start just in front of or the target side of the ball.*

The Pitching Finish Position

- Your belly and the club point straight at the target
- Weight should be on left leg with a little air under your right heel

Controlling Pitch Shot Height and Distance

- Speed and length of the swing will affect the flight of the ball.
- You have to learn to make the club move farther (swing length), as well as faster or slower.
- Swing lengths: Picture yourself standing inside a clock. The ball lies at 6 o'clock.
 - ¼ swing - Hands swing back to 8:00 and swing through to 4:00
 - ½ swing - Hands swing back to 9:00 and swing through to 3:00
 - ¾ swing - Hands swing back to 10:00 and swing through to 2:00
 - Full swing - Hands swing back to 11:00 and swing back through 1:00

Remember we are talking about the hands at these positions, not the club head.

You make the ball go faster or slower by the speed in which you turn your body. You actually have a “speedometer” built right in your belt buckle: Short shot equals slow downswing body turn. Longer shot equals faster downswing body turn.



The Pitching “Death Moves”

- No wrist hinge on the backswing
- A short backswing and a long follow-through, which almost always indicates that you’re trying to help the ball up.
- A breakdown of the left wrist through impact – the deadliest sin of all.
- A weight shift onto the right leg on the backswing, which almost always will cause you to hit the ground behind the ball.

Avoid these mistakes at all costs. Practice executing the fundamentals correctly and the death moves will go away – or never appear. Remember: Hinge, Turn, Hold.

Impact Faults & Fixes

Good impact occurs when you hit the center of the clubface loft to get the ball into the air. You want to hit the back of the ball first, ball first, so take the club up slightly on the backswing and make a slight downward brush coming through.

The low point of the arc is in front of the ball – just like the full swing iron shot. A perfect arc both back and through with a good low point impact is one of the secrets to great chipping.

Poor impact occurs when we involuntarily try to lift the ball into the air with a scooping hands and wrist motion. The result is weight moves to the back foot and the wrists are bending upward. We want you to arc up and inward after you hit down on the ball, not flip the wrists up. Keep the grip ahead of the club head and the left wrist solid through the shot. *Never, ever do you want the clubhead to pass the hands before impact.* Oftentimes players will concentrate so much on keeping their head down, they will end up doing so too long, which restricts their body movement and that can actually encourage a scooping motion.

YOUR PITCH SHOT NOTES:



The Greenside Bunker (sand) Shots – Overview

- *Simply Put: It's a full swing, but you are required to hit it FAT! Forget the finesse shot.*
- *Objective: Get the ball out of the sand, on the green somewhere, and 2-putt.*
- *Rule #1: The preferred contact "miss" is FAT...commit to the sand! The THIN shot is a killer!*
- *Rule #2: Aggressive swing speed with proper aim - your ball ends up PAST the pin AND on the larger green space side of the pin.*

The Bunker Set Up

- Square to target with stance, shoulders and clubface.
- *Ball position* is where your normal TEE SHOT location is – well forward.
- *Weight* distribution 60-70 percent on your left side at address. It will stay there!
- Hands behind ball to allow built in bounce of the club's flange.

The Bunker Backswing

- No weight shift to right side, stay left.
- CRITICAL: You need a more vertical back swing – lift arms and/or cock wrists earlier than normal. You must get the club up in the air so it can come down on a similar vertical angle into the sand behind the ball. No stiff-wristed chipping method here.

The Bunker Downswing

- Like any full swing, the body does turn and shift forward as you swing through impact and into your FULL follow-through. As stated earlier this shot is a full swing!
- IMPACT: Picture your ball sitting in the middle of a small pie. Your impact should make the sand pie land on the green, and the ball goes with it. At no time does the club contact the ball – that's the "miss" you MUST avoid.
- Distance control: Be safe and LONG. If your skill set allows: The longer the shot, the smaller the pie.

The Bunker "Full Swing" Finish Position

- Your belly faces the target and all weight is on your front leg. Back foot was released and heel off the ground, toes pointing down.

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