

STROKESAVERS WITH STEVEN GIULIANO

HIT MORE GREENS IN REGULATION

A competitive on-course game to help you find more greens



In this issue, let's look at another on-course scoring game.

This game advocates aiming for the centre of the green with your approach shots and is ideal for developing patience, strategy and the all-important scoring element of the game. This game is designed to test your ability primarily on the long game; however, it will also test your short-game skills and is especially good in the lead-up to tournaments.

Last year Suzann Pettersen, one of the top-ranked players in the world, led the all-important greens in regulation statistics on the LPGA Tour, averaging 75.9%. Pettersen employs an interesting strategy when approaching the green and one which I'm

sure we all can learn from.

Quite simply Pettersen never aims away from the centre of the green! I'm sure some of you are thinking, is that it? This doesn't mean that she's not working on attacking certain hole locations, she just doesn't aim directly at the flag.

An example of this strategy would be, if a pin is cut to the right, Pettersen will aim for the centre of the green and work on fading the ball back into the pin. If she hits it straight, the ball finishes safely on the green, if her shot shape comes off then the ball is working into the flag and vice versa when the pin is cut on the left side. This gives her much more margin for error.

If we delve a little bit deeper into the

strategy of Pettersen, you can understand why she's not firing directly at the pin.

Here's a scenario: when attacking a tight pin from 170 yards and her average miss is say 25 feet. A miss on the wrong side of the pin would leave her short sided either in a bunker or rough, having to scramble for par.

Having the understanding of what your accuracy or dispersion is from certain distances is key when planning your strategy into the green. For Pettersen, it allows her to make aggressive swings into conservative areas of the green and even if she misses her approach, she'll often still find herself on the putting surface with a birdie opportunity.

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CENTRE OF THE GREEN

'Centre of the Green' is designed for the advanced to tour level player, though is great advice no matter what level you're playing at. The purpose of this game is to teach you patience and strategy by not allowing you to attach each pin, rather playing the percentages to the middle of the green.

REQUIRED

- 9- or 18-hole golf course
- Full set of clubs

COMPLETION

- Complete this on-course scoring game over nine or 18 holes by aiming for the centre of the green on every approach, regardless of where the pin is or what club you choose.
- Record your score over nine or 18 holes and see if you can better your score the next time you play.

I look forward to sharing more challenging on-course scoring games in the following months!



Australian PGA AAA-rated professional **Steven Giuliano** is based at the Impact Elite Golf Academy at The Mines Resort & Golf Club as the Director of Player Development & Education. He is regarded as one of the top instructors for developing amateurs and professionals in the Asia Pacific region. For more information, log on to www.sggc.com.au or email steven@sggc.com.au