

**LOWEST
SCORE
WINS**

**LOWEST SCORE WINS/FIRST
TEE OF WESTERN NEW YORK**

Project 10
WEEK 2 OUTLINE



0:00 - 0:15

Cover the content from the supplied video which details driver setup:

- Feet turned out (helps turn, stability)
- Feet not too wide (encourages swaying, limited lower body use)
- Ball positioned off front big toe
- Hips forward, head back (mild axis tilt)
- Ball teed up $\geq 1/2$ ball above driver
- Address ball of toe of driver or hovered
- Hand path inward (relative to sticks)
- Stick by the right hip to avoid swaying

0:15 - 0:50

While Hitting... Trajectory Specifics

- Be sure ball is launching high enough (higher than you think or see as normal). Good range is 12-17 degrees. This maximizes carry yardage and overall distance.
- People like to see "low bullets" for some reason but these shots don't maximize carry OR total distance (unless you play on concrete).

0:50 - 1:00

Ball Flight Laws

- "Ball starts where the face is pointing, curves away from the path."

- https://thesandtrap.com/b/playing_tips/ball_flight_laws
- Generally speaking, the ball starts about where the face is pointing with a relatively small contribution from the path. The actual numbers are between 80-95% depending on the shot (with both higher and lower swing speeds occupying the 95% area, and 9l/ wedges the 80% area). If the face is square but the path is 10° left, the ball will start about 1° left with a driver (before curving *wildly* to the right).
- The ball still curves because of the face relative to the path - if the face is right of the path, the ball curves right. If it's left, it curves left.
- We prefer to use the terms “open” and “closed” for face to path, and right or left relative to the target line. A pull-slice can thus have a face “open” to the path but “left” of the target line (the left of the target line is what makes the ball look like a pull).
- Understanding the start line is critical to playing good golf and helping to diagnose problems, hitting trouble shots that have to miss a tree or a bush, and the game students will play next.

1:00 - 1:30

Practice and 30-Point Game

- Give the kids a few minutes to set up their stick and hit a few shots.
- The 30-point game awards 1 point for each of three things for 10 shots:
 - 1. Solid
 - 2. Start to correct side of stick.
 - 3. Curve the correct direction.