HOLE	1	2	3	4	5	6	7	8	9	TOTAL		10	11	12	13	14	15	16	17	18	TOTAL	OVERALL
ENTER SCORING ZONE 100 Y REGULATIONS											ESZ											1
SCORING ZONE DOWN IN 3											SZ											2
PUTTS 4FT & UNDER											PUTTS <4FT											3
TOTAL PUTTS											PUTTS											4
SCORE											SCORE											SCORE

KEY — SCORING ZONE IS 100 YARDS | **SHOTS TO ENTER SCORING ZONE IN REGULATION - 1 SHOT ON PAR 3'S - 2 SHOTS ON PAR 4'S - 3 SHOTS ON PAR 5'S**

✓ **FOR SUCCESSFUL COMPLETION** | **X** **FOR UNSUCCESSFUL COMPLETION** | **O** **FOR A LOST BALL OR PENALTY** | **+** **FOR A PUTT MADE OVER 4FT**

ROUND RESULTS
SUCCESSES

STEP 1: *ENTER NUMBER FROM BOX 1 INTO BOX 1 BELOW*

FEEDBACK

1	NUMBER OF TIMES **I GAVE MYSELF A CHANCE** TO SCORE *(# FROM BOX 1)*	
2	NUMBER OF TIMES **I SCORED** WHEN IN POSITION *(# FROM BOX 2)*	
	NUMBER OF STROKES **GAINED** PUTTING *(TALLY # OF + IN LINE 3)*	
	NUMBER OF **ONE PUTTS** *(TALLY IN LINE 4)*	

A	NUMBER OF TIMES I WAS OUT **OF THE** POSITION TO SCORE *(HOLES PLAYED - BOX 1)*
B	NUMBER OF TIMES I **DID NOT SCORE** WHEN IN POSITION *(HOLES PLAYED - BOX 2)*
C	NUMBER OF PUTTS **MISSED** INSIDE 4FT *(TALLY # OF X IN LINE 3)*
D	NUMBER OF **3 OR MORE PUTTS** WHEN IN POSITION *(TALLY IN LINE 4)*

THE "10 KEYS TO SCORING"

THE PROBLEM	THE SOLUTION
1. MISSED SHORT PUTTS	MAKE THEM ALL INSIDE 4FT
2. PENALTY STROKES	PLAY AWAY. AVOID TROUBLE AT ALL COST
3. NOT GETTING OUT OF TROUBLE	FIRST GET BACK IN PLAY
4. THREE PUTTS	LONG PUTTS NEED GOOD PACE NOT GREAT READS
5. UNDER CLUBBING	OVER CLUB. PLAY FOR THE MISS
6. PLAYING RISKY SHOTS	PLAYING OUT OF YOUR COMFORT LEVEL
7. SHORT SIDING	PLAY TO THE LONG SIDE OF THE FLAG
8. HOLDING ON TO BAD SHOTS	BE ABLE TO LEAVE THE LAST HOLE OR SHOT BEHIND
9. MISREADING THE LIE	KNOW WHAT SHOT IS POSSIBLE FROM THE LIE
10. STARTING POORLY	START OFF IN FIRST GEAR

NOTES FROM ROUND

_____

_____

ELITE
GOLF SCHOOLS
★ ★ ★ ★ ★ of *Arizona*

720.289.6196
WWW.ELITEGOLFOFAZ.COM