



Owatonna Huskies Golf Drills and Games

“Practicing with purpose is the key to progress.”-John Wooden

Husky Top Ten Drills

1. Husky 35 Putting Drill

SKILL: Putting

DESCRIPTION: Make 15 @ 3 feet; 10 @ 6 feet; 5 @ 9 feet; 3 @ 12 feet; 2 @ 15 feet. Count the number of putts to complete the drill.

GOAL: 55 total putts or less

2. Husky Lag Putting Drill With Break

SKILL: Lag Putting

DESCRIPTION: Attempt 30 putts in all. Attempt 10 putts @ 10 feet, 10 putts @ 20 feet, and 10 putts @ 30 feet.

GOAL: Make/ Have at least 20 high side putts within 3 feet past the hole

3. Husky Fringe Putting Drill

SKILL: Lag Putting

DESCRIPTION: Attempt 15 putts in all. Attempt 5 putts @ 10 feet, 5 putts @ 20 feet, and 5 putts @ 30 feet. Putt until holed.

GOAL: 2 putt at least 12 putts

4. Husky Bump and Run Drill

SKILL: Chipping

DESCRIPTION: With 7/8 iron, attempt 30 bump and run chips the length of putting green. The result needs to be within 2 putter lengths.

GOAL: 20 chips or more within 2 putter lengths

5. Husky Chipping Drill

SKILL: Chipping

DESCRIPTION: With club 9 iron, PW, Gap Wedge, etc. chip from 3 different areas around the practice green, From each spot drop the ball and hit 10 chips. Attempt 30 total chips.

GOAL: 15 chips or more within 3 feet

6. Husky Lob Wedge Drill

SKILL: Chipping

DESCRIPTION: At the practice green area use the highest lofted wedge, drop the ball, and attempt 10 shots hitting over the bunker onto the green.

GOAL: 8 chips on the green

7. Husky Bunker Shot Drill

SKILL: Bunker Play

DESCRIPTION: Place the ball in the bunker and attempt 10 shots hitting them onto the green.

GOAL: 8 bunker shots on the green

8. Husky BIP Drill (Ball In Play)

SKILL: Driving

DESCRIPTION: Attempt 30 drives by aiming half the shots left of the furthest flag on the range and half to the right. To have the “ball in play” it must stay in the confines of the range.

GOAL: 20 balls in play

9. Husky Wedge Ladder Drill

SKILL: Wedges

DESCRIPTION: Complete this ladder drill with PW, Gap Wedge, SW. Hit 10 wedge shots further than the last. If you hit one shorter, then you have to start the ladder over.

GOAL: Complete the ladder within 5 tries

10. Husky Iron Drill

SKILL: Irons

DESCRIPTION: Once you determine your average carrying distance, use a launch monitor / range finder / flag distances to measure the results. Choose a club to hit 10 times. To earn a point you must carry it that distance or further and hit a green that is 30 yards wide.

GOAL: Hit the green 7 times

Putting and Chipping Drills

1. Up and Down

NEEDS: Lob/Sand Wedge, Golf Ball, Putter

DESCRIPTION: Drop your ball around the green and go through your chipping routine. Once your ball is on the green, go through your putting routine until the ball is in the hole. Each stroke counts as 1 point. Do this 9 or 18 times. A perfect score is either 18 or 36.

2. One Ball

NEEDS: Putter, Ball Marker, One Golf Ball

DESCRIPTION: Find a hole and distance from 3-50 feet and go through your full putting routine until the ball is in the hole. If you miss, mark the spot. Putt from different distances like you're playing 18 holes.

3. Play It Where It Lies

NEEDS: Wedge, 5 Golf Balls

DESCRIPTION: Throw 5 golf balls around the practice green, making sure you don't have a good lie. Hit the 5 balls and try to score as many points as possible. Hole out=3 points, Less than three feet=2 points, Three to six feet=1 point, Outside of six feet=0 points.

4. Towel Drill

NEEDS: Towel, Wedge, 10 Golf Balls

DESCRIPTION: Grab a wedge and find a spot around the practice green. Place a towel where you think the ball needs to land to roll out to the hole. Hit your 10 balls with the goal of landing 70% on the towel. As you get better, start using a smaller towel.

5. Stick the Landing

NEEDS: 5 tees, 5 golf balls, wedge

DESCRIPTION: Place the tees on the practice green at varying distances from you. Now practice trying to land your chip next to each tee.

6. Darts

NEEDS: 16 tees, 3 Golf Balls, Wedges

DESCRIPTION: Take 4 of your tees and step off 3 feet, 6 feet, 9 feet, and 12 feet from the hole placing a tee at each stop. Do this again on each side of the hole to create 4 boxes. In teams of two, alternate shots attempting to land your team's balls closest to the hole. Points are 1 point inside of the outer ring, 2 points, 3 points, and 4 points as you finish within the inner rings. Holing out or finishing on the target is worth 5 points. Don't total the score for each round until all shots are taken. You are able to knock other team's balls out of the boxes to eliminate those points. The first team to 21 points wins.

7. Leapfrog

NEEDS: Putter, 5-10 golf balls

DESCRIPTION: Start from 20+ft away and putt your first ball to 10ft from the target. Hit your second ball slightly past the first, third ball slightly past that one, until you have no more space between 10ft marker and the target. If you leave one short, restart the drill.

8. Putting Ladder

NEEDS: Putter, 5-10 golf balls, 5 tees

DESCRIPTION: Place tees at 10, 15, 20, 30, 40 feet. Lag one ball from each station to within 3ft of the target. Variation - if you're finding a certain distance hard, play 3x balls from that station.

9. Tee Ladder

NEEDS: Putter, 5 golf balls, 10 tees

DESCRIPTION: Place two tees 1 inch wider than your putter in a line at five different distances between 3 and 10 feet from the hole. Starting with the longest putt, try to putt through the tee gates and make the putt in the hole. If you miss, putt again from the same distance. If you make the putt, move up to the next closest putt. The goal should be to complete the ladder in the least amount of putts.

10. Lightning

NEEDS: Putter, golf ball, 5-10 tees

DESCRIPTION: With a group of 3-5, place 10 tees in the ground 5 feet away from the hole in a circle. Each player will start at a different tee and have a one tee gap between them and the next person. Decide who is the starter and have that person putt and then go around the circle with each person putting one ball at a time. If you make your putt, you move up one tee and if you miss your putt you stay where you're at. If you get passed by the person behind you, you are out of the game. You can get back into the game by making 5 consecutive 5 foot putts on a different hole.

11. Cornhole

NEEDS: Putter, 3 golf balls, 8 tees, 2 practice holes

DESCRIPTION: Place four tees around both holes to create a box. You and your partner will start on the same hole and putt towards the opposite hole. You will alternate putting your 3 balls and then move and putt from the other box. Keep score and the first person to 15 is the winner. *Scoring: In hole=3 points, In box=1 point, Outside box= -1 point.*

12. US Open Putting Drill

NEEDS: Putter, golf ball

DESCRIPTION: You will begin by setting up at 5 feet from the hole and hitting a putt. If you make the putt, it is considered a "par" and you can move back to 10 feet in a different location to putt for "birdie". If you make your "birdie" putt you keep putting for "birdie" and if you miss your "birdie" putt you will go back to "par" distance for the next hole. Play 18 holes on the practice green and keep track of your score trying to get the lowest score possible. *Scoring: Made par putt=0 points, Missed par putt= +1 point, Made birdie putt= -1 point, missed birdie putt=0 points.*

Iron and Approach Drills and Games

1. Three Ball Drill

NEEDS: 3 golf balls, Iron

DESCRIPTION: With this drill, you'll work on placing three golf balls on the ground. The first ball in the middle is about an inch or so closer to you than the other two. Take some practice swings, and as you come into the impact position, see if you are going to make contact with the center ball. If you were going to hit the ball behind the center ball, this could be due to early extension. If you hit the third ball in the lineup, you may be struggling with a path issue. Work on taking small swings with an abbreviated follow-through until you can feel comfortable only striking the middle ball.

2. Gate Drill

NEEDS: Two tees, range balls, iron

DESCRIPTION: As you practice hitting your irons, place two tees on the ground. One tee goes just outside the toe of the club, the other just inside the heel. The two-tee drill creates a gate that you can swing the club through as you practice.

3. Stick to the Hip Drill

NEEDS: Short iron, alignment stick

DESCRIPTION: Grab your club in one hand and your alignment stick in the other. Bring them together by putting your hands around your grip. Use your alignment stick as an extension to your club shaft. Let the alignment stick rest along your lead hip at address. Your swing stays the same all the way through your back and downswing (use the alignment stick to work on the position of your hands in your backswing as the stick should be pointing to the target and be parallel to the ground when you take your club back). All you really need to focus on with this drill is the position of the alignment stick through impact and your follow-through. If your hands are properly leading the motion throughout impact, you should be able to hit the ball without having the alignment stick touch your lead hip.

4. Pump Fake Drill

NEEDS: Irons, range balls

DESCRIPTION: Set yourself up at address over the ball like you normally would. Take your club back to load your swing. Pause for half a second at the top and then start to bring your club back down normally. STOP your downswing right in the middle of it for a second. Then complete your strike with a follow-through.

5. Miss the Ball

NEEDS: 2 Golf balls, irons

DESCRIPTION: Set a ball down about the length of the metal part of the shaft behind the one you are looking to hit. When you make your swing, your goal is simply to miss that second ball.

6. Two Tee Drill

NEEDS: 2 Tees, range balls, irons

DESCRIPTION: Place two tee pegs in the ground, one in front of the other, so that they are almost touching. Now put your ball on the front one. Your goal is to leave the rear tee peg unscathed and get your divots starting beyond the front tee peg for the desired ball-then-turf contact you need.

Driver and Tee Shot Drills and Games

1. Head Cover Drill

NEEDS: A headcover (or a towel), driver, tee, range balls

DESCRIPTION: First, your ball on your tee in the ground. Then, place the headcover under your trailing armpit. Set yourself into your stance behind the golf ball. Once you're in position, you can begin your swinging motion. During the backswing, try to keep the headcover in there. Release it as you come down to make contact with the ball.

2. Swing Path Drill

NEEDS: An alignment stick (or a similar type of pole), driver, range balls, tee, optional: second alignment stick

DESCRIPTION: Set your golf ball on a tee in the ground. Plant an alignment in the ground at about a 65-degree angle, on the other side of the tee. Leave enough space for your to swing under it. Set yourself up at address. Swing the club without hitting the alignment stick.

3. Hitting Up Drill

NEEDS: A headcover (or a towel), driver, tee, range balls

DESCRIPTION: First off, set your golf ball on a tee. Then, place your headcover on the ground, about six inches in front of it. Get in position to hit your drive. After making contact with the golf ball, try to avoid the headcover.

4. Step Forward Drill

NEEDS: Driver, tee, range balls

DESCRIPTION: Set the golf ball on the tee in the ground. Assume your swinging position. Once in position, join your lead foot to your trailing foot. With your feet side-by-side, begin your backswing. As you come into your downswing, move your lead foot back in its original place by taking a step forward as your swing.

5. One Leg Drive Drill

NEEDS: Driver, tee, range balls

DESCRIPTION: Place your ball on a tee in a line with the big toe of your back foot. Get into your swinging position, but light your lead foot off the ground. You can let the toes of your lead foot touch the ground if you need more balance. You can then proceed with your swing. The goal of the drill is to keep your weight on your back foot throughout the swing.

6. Climb the Ladder Drill

NEEDS: Driver, tee, range balls

DESCRIPTION: Get out the driver and find the shortest target flag. Try to get within 10 feet while taking a FULL swing, no half swings. After 5-10 balls on that target, work your way towards the next closest flag doing the same thing until you reach the furthest flag.

7. Find the Fairway Drill

NEEDS: Driver, tee, range balls

DESCRIPTION: Find the two flags furthest to the outside of the driving range. Hit 10 driver shots and track how many balls land between the two flags. Repeat the drill while making the fairway tighter each time.