

| SUB-CATEGORY OF PUTT | GOAL | |
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| <p>GREEN-READING</p>  | <p>Green-reading is a term used to describe PLAYers' ability to judge the aim and speed of a putt before they putt the ball. Because there are no perfectly flat greens, this skill becomes a very valuable asset to PLAYers. Given that putts are typically 42 percent of PLAYers' scores, how can PLAYers make more putts and lower their scores? There are several clues or hints given by the green and surrounding area that will help PLAYers understand how and why a putt breaks and, consequently, determine which direction and how hard to hit the putt.</p> | <p>See BONUS! <i>Green-reading Games in the Example Golf Games for Putting</i> (members' side of www.thefirsttee.org):</p> <ul style="list-style-type: none"> • Distance-response • Target Awareness |

FOUR GREEN-READING CONCEPTS AND CLUES

1. **Straight Putt Line.** Every hole location has a line running from the high point above the hole to the low point below the hole. Imagine water poured onto the green just above the hole; it will flow downhill, into and past the hole toward the low point of the green. This line separates right-breaking putts from left-breaking putts (Break = Curve).
2. **Target.** All putts have a target which always lies somewhere on the straight putt line on the high side of the hole. The target is the spot or point PLAYers aim their clubface; usually **not** the hole itself, unless it is a straight putt. The ball will start rolling along the target line toward the target which will likely be inches or feet to the left or right of the hole. For example, if the ball breaks to the left (see diagram), PLAYers might aim six inches above the hole to accommodate the curve.
3. **Target Line.** In the case of green-reading, the target line is the line on which the putt starts. The ball will start in the direction of the target and break toward the hole because of gravity.
4. **Speed.** In order to give the ball the best chance to drop into the hole, the speed in which the ball is rolling when it gets to the hole is important. The faster the ball is rolling, the less it will break. Also, the faster the ball is rolling, the less chance it has to go into the hole. Generally, it is helpful to pick a speed that, if the ball is not holed, it goes no more than one foot past the hole.

