



ELEVATE YOUR SHORT GAME SKILLS WITH GIMIES

SHORT GAME EDITION

Tired of aimless short game practice? GIMIES transforms your sessions into focused, fun, and highly effective training for your chipping, pitching, and flop shots. Get ready to develop the touch and control that saves strokes on the course!

EQUIPMENT

- Short Game GIMIES
- Go-To Wedges
- 8 or 9 Iron (for chipping)
- Pitching Wedge or Gap Wedge (for mid-flight pitches) - Lob Wedge (for high-flighted, soft landings)
- Access to a short game Practice Area
- Practice Balls
- Targets (3-4 Flags, Cones, etc.)

HOW TO PLAY

Set Up: Position 3-4 distinct targets across your practice area, varying distances up to 75 paces.

Roll the Dice: Your Golf Dice dictates the challenge - a Low Chip, Mid Pitch, or High Flop.

Hit Your Shots: For the challenge rolled, hit 3-4 shots towards your targets, alternating your aim each time.

Complete a Set: Continue rolling until you've executed successful practice for all three fundamental short game challenges.

THE CHALLENGES: YOUR PATHWAY TO SHORT GAME MASTERY

Each roll focuses on a critical shot, refining your technique and feel:

Low-Trajectory Chip (8 or 9 Iron):

The Shot: A controlled, low-flying chip designed to run out towards the hole.

Key: Light grip pressure for a sensitive touch.

Mid-Trajectory Pitch (Pitching or Gap Wedge):

The Shot: A standard pitch with a balanced flight and reliable stop.

Key: Very light grip pressure for ultimate feel and control.

High-Trajectory Flop (Lofted Wedge):

The Shot: A high-arching shot that lands softly with minimal roll.

Key: Light grip pressure to maintain the clubface open and maximize loft.



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