

FRESHEN UP YOUR SHORT GAME 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 cube
- 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 (4 Flags, Cones, etc.)

HOW TO PLAY

1. Set Up: Position 4 distinct targets across your practice area, varying distances up to 75 paces.
2. Roll the GIMIES cube: Your GIMIES cube dictates the challenge - a Low Chip, Mid Pitch, or High Flop.
3. Hit Your Shots: For the challenge rolled, hit 4 shots towards your targets, alternating your aim each time.
4. 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 club face open and maximise loft.

