



# **SHOT 4 SHOT**

## **SCHOOL - USER GUIDE**



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## 2. WHAT IS SHOT 4 SHOT?

**Shot 4 Shot** is an interactive Golf Putting Game designed and created in Australia. The game consists of a Putting Mat, Game Rules and Scorecards. There are a number of values situated in various areas of the Putting mat. There is a target with higher values situated in a target zone. The game concept is for each player to accumulate Shot 4 Shot points during the match. Depending on the game format played, a winner is determined either by obtaining the highset amount or losing the most value in the shortest amount of putts. There are two Tee Zones to increase or decrease the amount of difficulty.

**Shot 4 Shot** is a fun putting game that can be played by students of any age.

## 3. SHOT 4 SHOT FOR SCHOOL CHILDREN AGED BETWEEN 8-12

**Shot 4 Shot** for Schools is a great interactive fun, easy to use activity that can be played both indoors and outdoors. **Shot 4 Shot** is tailored to both Primary and Secondary School aged students. You will be able to cater to small or large numbers of children. There are a variety of game plays to choose from. The scores can be kept on scorecards provided and even recorded onto a spreadsheet for further use in other classroom curriculum-based activities. You can even have a competition each day or week.

## 4. WHY DOES SHOT 4 SHOT WORK SO WELL?

**Shot 4 Shot** works well because school age children have more refined gross motor skills and the cognitive skills to follow the logic of a game with rules. Sportsmanship and teamwork are explored through active play. As children learn to play team games, educators play a role in mentoring, role-playing and intentionally teaching the concept of sportsmanship, and how to deal with the difficulty of losing. **Shot 4 Shot** promotes cooperation, respect, consideration for the safety and wellbeing of others and encouragement to achieve both individual and team goals. **Shot 4 Shot** also encourages team play and fun, but also to practice the skills of turn-taking, how to enter and exit play, as well as how to control impulses and manage feelings around winning and losing that are acceptable to the group.

School students enjoy social engagement with an easy to play sport. School Teachers like it because it promotes cooperation, respect of others and encouragement to achieve both individual and team goals. **Shot 4 Shot** also has a STEM's element to the scoring.

## 5. CHILDREN WITH SPECIAL NEEDS

**Shot 4 Shot** can be used to compliment students with special needs. We have created a range of modified putters and putter sleeves for those students in wheelchairs. For special needs students we can incorporate large coloured balls, larger putters and large putting discs for indoor and outdoor use. We can modify putters for individual students. This depends largely on the size of the chair, their physical strength and any movement limitations of the person. Please ask for our fitting template should this be of interest. It's been our experience that either using the putter from the side of the chair, from between their legs or from above the knees has the greatest success. This also depends on arm/shoulder movement and strength.

## 6. WHAT'S INCLUDED

1. Shot 4 Shot Putting Mats - (The mat size is 2.4m (8ft) long x 50cm (20") wide)
2. User Guide
3. Scorecards
4. School/Class Summary

5. Soft Putter
6. Soft Golf Balls
7. Heavy Duty Carry Bags
8. Roll Back Bars

## 7. SETTING UP SHOT 4 SHOT

1. Select an area that is appropriate in size. This will depend on the kit you have purchased.
2. Remove the Putting Mats from the bag
3. Remove the Putter
4. Unroll the matting so the target area is facing away from you and ideally against a wall.
5. The soft golf balls are located within the black pouch. Remove the golf balls and place them onto the matting at the starting end.
6. Place the Roll Back Bar under the matting at the end of the mat.
7. Use the scorecards in the User Guide

## 8. BEFORE COMMENCING

1. Please read the Risk Management Plan.
2. Select the game you will be playing.
3. Use the supplied score cards, or print, available online at [www.putt18.com.au](http://www.putt18.com.au)
4. Arrange the children into groups on each mat and in a queue behind each mat. Leaving a 1 metre gap between the person putting and the next putter.
5. Each child will need to understand that putting does not require strength or power before putting. To do this, a visual and verbal teacher instruction should be delivered prior to commencement and with any new child unfamiliar to the game.

## 9. PLAYING SHOT 4 SHOT

1. The children at the front of the queue will have a putter each. After having their turn, they should give the putter to the child behind them and then pick the ball and place them on the Tee Zones for the next player to use. Their score is recorded by the student behind them. (As a rule please ensure that each child hands back the putter to the next child in line)
2. Children will grip the putter in a number of ways. The children will be either left or right handed and the putters are designed for both left and right handed putters.
3. To ensure longevity of the mats, please roll the matting with the backing on the outside. Place the matting into the bag/s. Place the soft golf balls into the pouch.

## 10. COMPANY INFORMATION

Company Name: Putting Professional Pty Ltd  
ACN: 47 110 417 902  
Incorporated August 2004  
Located: Long Jetty, NSW 2261  
Managing Director: Glenn Palmer  
Mobile: 0429 100 106  
Email: [glenn@putt18.com.au](mailto:glenn@putt18.com.au)  
Website: [www.putt18.com.au](http://www.putt18.com.au)

## 11. RISK MANAGEMENT

Name of workplace:		Name of workplace manager:			
Risk assessment focus: To ensure the safety of children and staff when playing Shot 4 Shot. Shot 4 Shot is the activity mentioned within the Risk Management Plan 2021.					
Location / Activity	Hazard Identification Type / Cause	Risk matrix score	Elimination or Control Measures	Who	When
Inside or Outside a School Building / Shot 4 Shot	Physical injury/ trip hazard. People or staff may trip on mat because the mat is not lying Flat. The Putting mat has not been rolled out flat.	Possible/ Minor/ Medium	Ensure the area is free from elements that could cause the mat to not lay flat. Visually check that the mat is lying flat before and during the activity.	School staff	Before commencing and during the activity.
Inside or Outside a School Building / Shot 4 Shot	Physical Injury/ A person may swing the Golf Putter and hit someone or something.	Possible/ Minor/ Medium	Addressing users before commencing the activity to not swing the putter like a golf club. To demonstrate the correct technique with putting a golf ball on the putting surface. To ensure people are supervised during the activity. To ensure only one person has a putter in their hand at a time per mat. Each Person hands the putter to the next person after their turn. Ensure there is at least 1 metre gap between the person putting and the next person to play the activity.	School staff	Before commencing and during the activity.
Inside or Outside a School Building / Shot 4 Shot	Physical Injury/ trip hazard. Child or staff may trip over a Golf Putter or Golf Ball laying on the mat or the surrounding area.	Possible/ Minor/Medium	Ensure the area is free from putters and golf balls laying ground and or on the Putting Mat and surrounds. Visually check the Putting area and surrounds are free from putters and golf balls at all times.	School staff	Before commencing and during the activity.
Inside or Outside a School Building / Shot 4 Shot	Physical Injury/ A child may throw a rubber golf ball or putter at someone or something.	Unlikely/ Minor/Low	Addressing people before the activity commences instructing them not to throw the golf balls or putters.	School staff	Before commencing and during the activity.
Inside or Outside a School Building / Shot 4 Shot	Physical Injury/ Incorrectly removing and inserting the equipment from the bag.	Unlikely/ Minor/Low	Ensure that the bag is laying down when removing the equipment.	School staff	Before commencing and during the activity.
Inside or Outside a School Building / Shot 4 Shot	Physical Injury/ A person may collide into another person whilst playing the activity.	Unlikely/ Minor/Low	Ensure the activity is supervised when people are playing the game.	School staff	Before commencing and during the activity.

<b>Name of workplace:</b>		<b>Name of workplace manager:</b>			
<b>Risk assessment focus:</b> To ensure the safety of children and staff when playing Shot 4 Shot. Shot 4 Shot is the activity mentioned within the Risk Management Plan 2021.					
Location / Activity	Hazard Identification Type / Cause	Risk matrix score	Elimination or Control Measures	Who	When
Inside or Outside a School Building / Shot 4 Shot	Physical Injury/ People may be exposed to the sun t if playing the activity in sunlight.	<b>Unlikely/ Minor/Low</b>	Ensure that people have the appropriate sun protection if playing the activity outside with access to sunlight.	School staff	Before commencing and during the activity.
Inside or Outside a School Building / Shot 4 Shot	Physical Injury/ Centre staff may injury themselves if they drop the Shot 4 Shot Carry Bag Kit on their toes.	<b>Unlikely/ Minor/ Low</b>	Ensure that the when carrying the Junior Putting Kit that there are appropriate staff available if staff feel the kit is too heavy for one person. Ensure the Shot 4 Shot Putting Kit are stored where it cannot fall over or injury anyone.	School staff	Before commencing and during the activity.
Relevant additional information reviewed and attached:			Yes	No	
Plan prepared by: Glenn Palmer			Position: Managing Director		Date:
Prepared in consultation with:			Communicated to:		

### RISK MANAGEMENT MATRIX (Legend is only a guide)

\*Please Note: Assessments of risk vary with the particular circumstances (eg nature of the workplace, student group)

	INSIGNIFICANT	MINOR	MODERATE	MAJOR	SEVERE
Almost Certain	Medium	Medium	High	High	Extreme
Likely	Medium	Medium	Medium	High	Extreme
Possible	Low	Medium	Medium	High	High
Unlikely	Low	Low	Medium	Medium	High
Rare	Low	Low	Low	Medium	High

## 12. SHOT 4 SHOT GENERAL RULES

Golf Balls must be placed within the TEE ZONES or the putt will not count. Generally one golf ball is played at a time. Golf balls are to be removed from the mat after they have come to rest and the score has been counted. Order of play should remain the same during the entire game. Players must decide the order of play by placing their names and or the team names on the score card.

**STARTING POINTS:** Shot 4 Shot has 2 different TEE ZONES.

- BLUE/RED TEE ZONE
- WHITE TEE ZONE - closer to the targets.

**TEE ZONE SEQUENCE: SHOT 4 SHOT**

1. Each player will putt 3 balls firstly from the BLUE/RED TEE ZONE.
2. They then putt the next three putts from the WHITE TEE ZONE.
3. The next 3 putts will be from the BLUE/RED TEE ZONE. That completes the first 9 holes.  
Continue in the same sequence to complete 18 holes.

When 18 holes have been completed, tally up the scores and the person with the highest amount is the winner. If playing in pairs or in teams the pair or team winner will be determined by their combined scores. In the case of uneven teams the winning team will be determined by the highest average score.

**THE TARGET AREA VALUES ARE:**

- White Circle = 50k
- Red Circle = 25k
- Blue Circle = 10k
- Green Area = 5k
- Bunker Hazard = 2k
- Water Hazard = 1k

**LINE BALLS:**

If the ball comes to rest and it is determined that the ball is on the line, then the player has the option to replay the putt or take the lower value. If possible, an independent review is preferred. If no independent review is possible then the majority rule applies. Honesty should prevail.

**BONUS POINTS:**

There is an opportunity to earn Bonus \$\$\$\$. Should any player putt 3 consecutive golf balls in the White Circle area then they are awarded a bonus 20K. Should any player putt 3 consecutive golf balls in the Red Circle area then they are awarded a bonus 10K.



**RED TEE ZONE:**

The RED TEE ZONE is the zone just outside the BLUE TEE ZONE. This tee zone can be used but will change the angle of the putt slightly and the level of difficulty. The RED TEE ZONE is used for playoffs should there be tie.

**PLAYOFFS:**

Should there be tie; players should decide who plays first. 3 balls each. Highest total wins. Should the scores be the same after 3 putts then players putt one ball each. The highest score wins.

**TEE ZONE SEQUENCE:**

Players must decide on the TEE ZONE sequence before the start of the each game. Players can change the TEE ZONE sequence to increase or decrease the level of difficulty of each game. Here are some examples:

1. The first 9 holes are played from the BLUE/RED TEE ZONE and the Next 9 holes are played from the WHITE TEE ZONE.
2. All holes are played only from the BLUE/RED TEE ZONE
3. All holes are played only from the WHITE TEE ZONE

## 13. GAME FORMATS

- **GAME 1 - SHOT 4 SHOT**
- **GAME 2 - 3 PUTT CHALLENGE**
- **GAME 3 - 6 BALL SHOOT OUT**
- **GAME 4 - 9 BALL SHOOT OUT**
- **GAME 5 - 12 BALL SHOOT OUT**
- **GAME 6 - 18 BALL SHOOT OUT**
- **GAME 7 - MILLION DOLLAR SHOOT OUT**

### GAME 1 - SHOT 4 SHOT

#### SUMMARY

**Speed Ranking = Fast Game**

**Difficulty = Easy**

**Age Range = 6 and up**

Players have 18 putts to accumulate the highest score. Wherever the ball finishes you write down that value on your scorecard. The player with the highest total after everyone has played 18 holes is deemed to be the winner. Players putt from both of the TEE Zones. Players must rotate after every Putt. Bonus points still apply.

### GAME 2 - 3 PUTT CHALLENGE

#### SUMMARY

**Speed Ranking = Fast Game**

**Difficulty = Easy**

**Age Range = 6 and up**

Players have 3 putts to accumulate the highest score. Wherever the ball finishes you write down that value on your scorecard. The player with the highest total after everyone has played 3 putts is deemed to be the winner. Players putt from the furthest BLUE/RED TEE ZONE. Players must rotate after every Putt. Bonus points still apply.

### GAME 3 - 6 BALL SHOOT OUT

#### SUMMARY

**Speed Ranking = Fast Game**

**Difficulty = Easy**

**Age Range = 6 and up**

Players have 6 putts to accumulate the highest score. Wherever the ball finishes you write down that value on your scorecard. The player with the highest total after everyone has played 6 holes is deemed to be the winner. Players putt from the furthest BLUE/RED TEE ZONE. Players must rotate after every Putt. Bonus points still apply.

## GAME 4 - 9 BALL SHOOT OUT

### SUMMARY

**Speed Ranking = Fast Game**

**Difficulty = Easy**

**Age Range = 6 and up**

Players have 9 putts to accumulate the highest score. Wherever the ball finishes you write down that value on your scorecard. The player with the highest total after everyone has played 9 holes is deemed to be the winner. Players putt from the furthest BLUE/RED TEE ZONE. Players must rotate after every Putt. Bonus points still apply.

## GAME 5 - 12 BALL SHOOT OUT

### SUMMARY

**Speed Ranking = Fast Game**

**Difficulty = Easy**

**Age Range = 6 and up**

Players have 12 putts to accumulate the highest score. Wherever the ball finishes you write down that value on your scorecard. The player with the highest total after everyone has played 12 holes is deemed to be the winner. Players putt from the furthest BLUE/RED TEE ZONE. Players must rotate after every Putt. Bonus points still apply.

## GAME 7 - MILLION DOLLAR SHOOT OUT

### SUMMARY

**Speed Ranking = Slow Game**

**Difficulty = Easy**

**Age Range = 6 and up**

Million Point Shootout allows players to accumulate and play for longer periods of time. All points are doubled. \$25K becomes \$50K. Bonus points still apply. Players can putt 3 balls when its their turn.

**Option One:** COLLECT 1 MILLION POINTS- Starting from \$0 each player putts one ball and adds that value to his or her score. The first player to reach 1 Million Points is the winner.

**Option Two:** REDUCE 1 MILLION POINTS - Starting from 1 Million Points each player putts one ball and minus's that value from his or her score. The first player to reach Zero Points is the winner.

### TEE ZONE SEQUENCE:

Players must decide on the TEE ZONE sequence before the start of the each game. Players can change the TEE ZONE sequence to increase or decrease the level of difficulty of each game.

**BONUS POINTS:** Should any player putt 3 consecutive golf balls in the White Circle area then they are awarded a bonus 20K. Should any player putt 3 consecutive golf balls in the Red Circle area then they are awarded a bonus 10K.

**GAME 1 - SHOT 4 SHOT SCORECARD**

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
1						
2						
3						
4						
5						
6						
7						
8						
9						
<b>TOTAL</b>						
10						
11						
12						
13						
14						
15						
16						
17						
18						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>TOTAL</b>						

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
1						
2						
3						
4						
5						
6						
7						
8						
9						
<b>TOTAL</b>						
10						
11						
12						
13						
14						
15						
16						
17						
18						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>TOTAL</b>						

**GAME 2 - 3 PUTT CHALLENGE SCORECARD**

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
<b>1</b>						
<b>2</b>						
<b>3</b>						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>TOTAL</b>						
	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
<b>1</b>						
<b>2</b>						
<b>3</b>						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>TOTAL</b>						
	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
<b>1</b>						
<b>2</b>						
<b>3</b>						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>TOTAL</b>						
	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
<b>1</b>						
<b>2</b>						
<b>3</b>						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>TOTAL</b>						
	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
<b>1</b>						
<b>2</b>						
<b>3</b>						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>TOTAL</b>						
	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
<b>1</b>						
<b>2</b>						
<b>3</b>						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>TOTAL</b>						

**GAME 3 - 6 BALL SHOOT OUT SCORECARD**

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
1						
2						
3						
4						
5						
6						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>TOTAL</b>						

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
1						
2						
3						
4						
5						
6						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>TOTAL</b>						

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
1						
2						
3						
4						
5						
6						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>TOTAL</b>						

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
1						
2						
3						
4						
5						
6						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>TOTAL</b>						

**GAME 4 - 9 BALL SHOOT OUT SCORECARD**

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
1						
2						
3						
4						
5						
6						
7						
8						
9						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>TOTAL</b>						

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
1						
2						
3						
4						
5						
6						
7						
8						
9						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>TOTAL</b>						

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
1						
2						
3						
4						
5						
6						
7						
8						
9						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>TOTAL</b>						

**GAME 5 - 12 BALL SHOOT OUT SCORECARD**

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>TOTAL</b>						

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Hole</b>						
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
<b>TOTAL</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>BONUS</b>						
<b>TOTAL</b>						



# GAME 6 - MILLION POINT SHOOT OUT SCORECARD

		Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Putts</b>	<b>Player Name</b>						
	<b>Amount</b>						
<b>1</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>2</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>3</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>4</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>5</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>6</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>7</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>8</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>9</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>10</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>11</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>12</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>13</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>14</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>15</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>16</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>17</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>18</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>19</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>20</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>21</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>22</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>23</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>24</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>25</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>26</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>27</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>28</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>29</b>	<b>Your Score</b>						
	<b>Amount</b>						
<b>30</b>	<b>Your Score</b>						
	<b>Amount</b>						
	<b>TOTAL</b>						
	<b>BONUS</b>						
	<b>BONUS</b>						
	<b>BONUS</b>						
	<b>TOTAL</b>						



## 15. WHEELCHAIR AND SPECIAL NEEDS – REMOTE FITTING TEMPLATE

**Remote Fitting:** Please provide any relevant information regarding each person.

**Person/ Child's Reference Details Only:**

**Measurements:** Please enter the dimensions below in CM's



**Red:** Ground to the Shoulder - \_\_\_\_\_

**Green:** Ground to the top of the Chair side handle - \_\_\_\_\_

**Purple:** Stomach to the front of the knee - \_\_\_\_\_

**Blue:** Ground to the top of the knee - \_\_\_\_\_

**Notes:** Please include any information that you think may be relevant. Attached a separate page if Necessary. \_\_\_\_\_

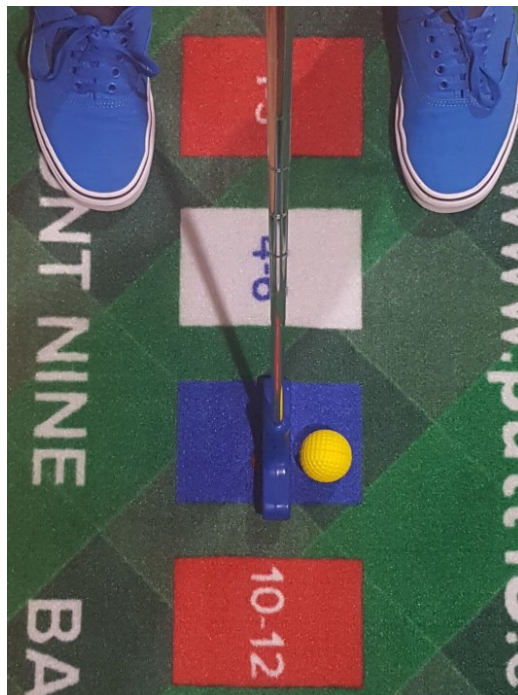
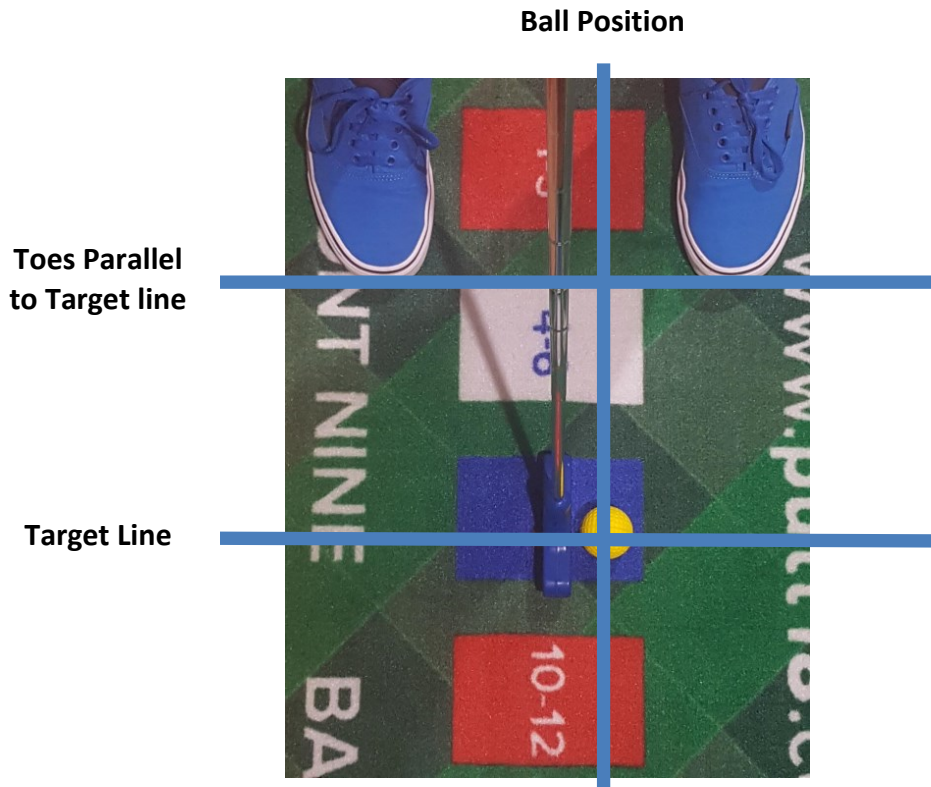
**Fitting:** We need to determine the type of putter to suit each person/child. This depends largely on the size of the chair, their physical strength and any movement limitations of the person. It's been our experience that either using the putter from the side of the chair, from between their legs or from above the knees has the greatest success. This also depends on arm/shoulder movement and strength. We also use a Putter Sleeve to help increase grip strength.

Return by email to: [glenn@putt18.com.au](mailto:glenn@putt18.com.au) Ph: 0429 100 106

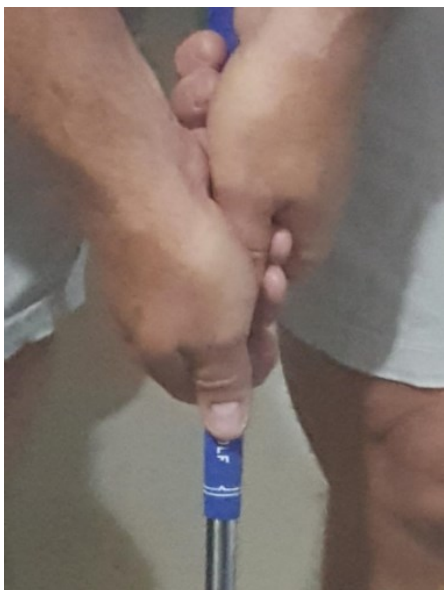
## 16. PUTTING STANCE

### Basic Putting Stance:

Generally your feet should be positioned parallel to the target line. The Ball position should be slightly forward of the centre of your stance.



## 17. DIFFERENT PUTTING GRIPS



**Standard Grip**



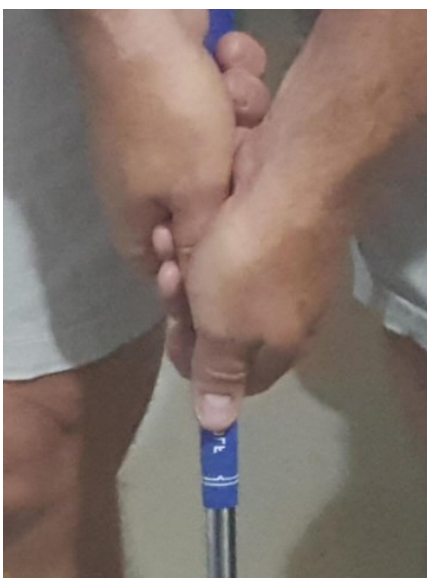
**Standard Grip - Extended Finger**



**10 Finger (Baseball Grip)**



**The Claw**



**Cross Handed**



**Cross Handed – Extended Finger**

### **Different Putter Grips:**

When it comes to putter grips there really is no right or wrong way. The goal is to find a grip that you feel comfortable with that will help keep the Putter Face square to the target during impact. Becoming a good putter is having an awareness of how hard you need to hit the ball before you actually hit the ball. This becomes easier with practice. The key to making the ball travel a certain distance is, understanding the relationship between your putter stroke length and the putter stroke speed or tempo.

Grip pressure is also important. The grip pressure is one key in providing great feedback. Experiment with grip pressure to find what works best for you. Soft hands are generally better than strong.



Putt18 Putter Selection Guide

HEIGHT - CM	PUTTER LENGTH - CM	RED PUTTER	RED PUTTER	GREEN PUTTER	GREEN PUTTER	BLACK PUTTER	BLACK PUTTER	BLUE PUTTER	BLUE PUTTER
91	52.07								
93.98	54.61								
96.52	54.61								
99.06	55.88								
101.6	55.88								
104.14	58.42								
106.68	59.69								
109.22	59.69								
111.76	62.23	111.76	62.23						
114.3	62.23	114.3	62.23						
116.84	64.77	116.84	64.77						
119.38	64.77	119.38	64.77						
121.92	68.58	121.92	68.58						
124.46	68.58	124.46	68.58	124.46	68.58				
127	71.12	127	71.12	127	71.12				
129.54	71.12	129.54	71.12	129.54	71.12				
132.08	71.12	132.08	71.12	132.08	71.12				
134.62	73.66			134.62	73.66	134.62	73.66		
137.16	73.66			137.16	73.66	137.16	73.66		
139.7	76.2			139.7	76.2	139.7	76.2		
142.24	78.74					142.24	78.74	142.24	78.74
144.78	78.74					144.78	78.74	144.78	78.74
147.32	78.74					147.32	78.74	147.32	78.74
149.86	78.74					149.86	78.74	149.86	78.74
152.4	81.28					152.4	81.28	152.4	81.28
154.94	83.82							154.94	83.82
157.48	83.82							157.48	83.82
160.02	86.36							160.02	86.36
162.56	86.36							162.56	86.36

TYPICAL SCHOOL LAYOUT



Shot 4 Shot is a modular Putting Game that can be easily adapted to small or large areas in most Schools. Shot 4 Shot is easy to set up and put away. Use one mat or up to 18 mats to create regular putting competitions.

Usually 6 mats will cater to an average school. Up to 4 People can play per mat at one time.

