

Dime Time Game

The goal is to roll your golf ball over the dime 20 out of 25 times.

No hole is required. You can use a target hole or even just a tee to use as a target.

Station 1: Five straight putts from a flat surface. Total of 6 feet

(2 feet from the ball to the dime plus another 4 feet)

Station 2: Five straight putts from a flat surface. Total of 15 feet.

(2 feet from the ball to the dime plus another 13 feet)

Station 3: Five breaking putts – left to right – gentle break of 1 or 2%. Total of 10 feet.

(2 feet from the ball to the dime plus another 8 feet)

Station 4: Five breaking putts – right to left – gentle break of 1 or 2%. Total of 10 feet.

(2 feet from the ball to the dime plus another 8 feet)

Station 5: Five straight putts – downhill slope – Total of 3 feet

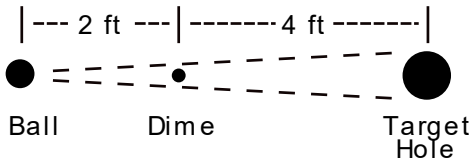
(2 feet from the ball to the dime plus another 1 foot)

Note: Do not use a severe slope for the breaking putts. Why? You don't want the slope to cause you to miss the dime.

Dime Time Game

	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
Station 1							
Station 2							
Station 3							
Station 4							
Station 5							
Total							

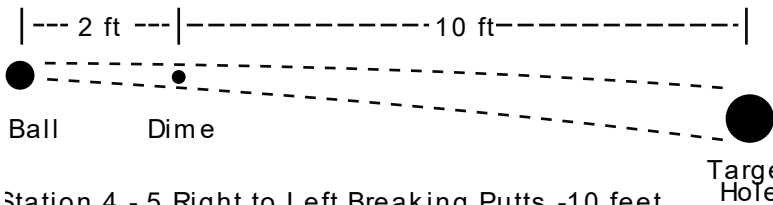
Station 1 - 5 Straight Putts - 6 feet



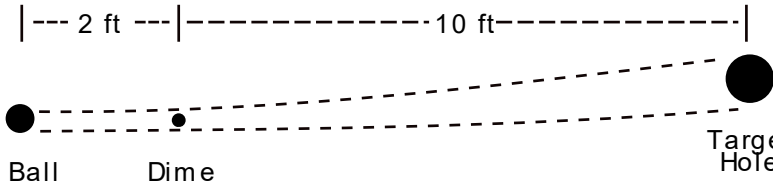
Station 2 - 5 Straight Putts - 13 feet



Station 3 - 5 Left to Right Breaking Putts - 10 feet



Station 4 - 5 Right to Left Breaking Putts - 10 feet



Station 1 - 5 Straight Downhill Putts - 3 feet

