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# Five Ls for short game success

No part of golf is more flexible than the short game. Different lies, clubs, carries and slopes ensure no two shots are the same. So gather as much information about each shot as possible to get the ball close enough for a single putt. Use the five Ls to cover all bases.

## 1. LIE

The ball's lie determines the most appropriate technique as well as club selection, so it has to be taken into account first. The more the ball is sitting down, the more you'll have to squeeze it out. Only once you've assessed what type of shot the lie demands can you move on.

## 2. LINE

Now shift focus from the ball back up to its journey. Read the slopes to identify the line on which you'll need to send the ball. Most golfers underestimate sideslopes, so when you

feel you've picked the perfect line, allow a little more. Also factor in crosswinds.

## 3. LANDING SPOT

Once you know the line and what the lie will permit, take a look at the shot to picture where you will need to pitch the ball – the landing spot – to make the shot work, and lock it into your mind. Ideally, this should be as close to you on the green as possible.

## 4. LOOK

After establishing the lie, line and landing spot, you can now take a step back

to remind yourself of how the entire shot needs to look – from the ball leaving the face to landing on your spot and rolling out down the line you chose. Make sure all the pieces fit your picture.

## 5. LOFT

With that picture of the shot fresh in your mind, select the club that will deliver the flight, carry and roll you've visualised. Of course, this club selection must also take the technique you identified in Step 1 into account; a squeezing attack may need more loft.



**TOP PLANNING**  
Don't fall into the trap of pulling your wedge and then assessing the shot. Club selection comes at the end of the process.