

ELITE GOLFER IMPROVEMENT SYSTEM – Long Game Assessment

| Skill Assessment Schedule | Week 1 | Week 1 | Week 4 | Week 4 | Week 8 | Week 8 | Week 12 | Week 12 | Total Stroke Volume |
|----------------------------|------------------|--------|------------------|--------|------------------|--------|------------------|---------|---------------------|
| Skill Assessment Date | | | | | | | | | |
| SKILL – SHORT/MID IRON | D = 10/10 | | D = | | D = | | D = | | |
| 90 Yards / 90 Metres | 1 x 10 | | 40 |
| 100 Yards / 100 Metres | 1 x 10 | | 40 |
| 110 Yards / 110 Metres | 1 x 10 | | 40 |
| 120 Yards / 120 Metres | 1 x 10 | | 40 |
| 130 Yards / 130 Metres | 1 x 10 | | 40 |
| Stroke Volume Total | 50 Shots | | 50 Shots | | 50 Shots | | 50 Shots | | 200 |
| Skill Assessment Schedule | Week 1 | Week 1 | Week 4 | Week 4 | Week 8 | Week 8 | Week 12 | Week 12 | Total Stroke Volume |
| Skill Assessment Date | | | | | | | | | |
| SKILL – LONG IRON/HYBRID | D = 15/14 | | D = | | D = | | D = | | |
| 140 Yards / 140 Metres | 1 x 10 | | 40 |
| 150 Yards / 150 Metres | 1 x 10 | | 40 |
| 160 Yards / 160 Metres | 1 x 10 | | 40 |
| 170 Yards / 170 Metres | 1 x 10 | | 40 |
| 180 Yards / 180 Metres | 1 x 10 | | 40 |
| Stroke Volume Total | 50 Shots | | 50 Shots | | 50 Shots | | 50 Shots | | 200 |
| Skill Assessment Schedule | Week 1 | Week 1 | Week 4 | Week 4 | Week 8 | Week 8 | Week 12 | Week 12 | Total Stroke Volume |
| Skill Assessment Date | | | | | | | | | |
| SKILL – HYBRID/DRIVER | D = 21/20 | | D = | | D = | | D = | | |
| 190 Yards / 190 Metres | 1 x 10 | | 40 |
| 200 Yards / 200 Metres | 1 x 10 | | 40 |
| 210 Yards / 210 Metres | 1 x 10 | | 40 |
| 220 Yards / 220 Metres | 1 x 10 | | 40 |
| 230 Yards / 230 Metres | 1 x 10 | | 40 |
| Stroke Volume Total | 50 Shots | | 50 Shots | | 50 Shots | | 50 Shots | | 200 |
| TOTAL STROKE VOLUME | 150 Shots | | 150 Shots | | 150 Shots | | 150 Shots | | 600 |

Practice Notes:

All shots require your full pre-shot routine and competition intensity. All yardages/meterages are rounded off.