

# “ Putting In 3D”

When I see people struggle with reading putts and gaging speed it is usually due to one main flaw. They tend to only read their putts from behind the ball. This gives you only a 1 dimensional perspective of the putt. It is very difficult to judge distance, slope and break from this point. In this tech modern world we live in...would you watch an old “box” television? We have HD TV’s, 3D TV’s and most recently Curved 4K SUHD TV’s. These all give you an incredible viewing experience, as if you were there in person. So why are you reading your putts in 1D? Here is how you should give your brain the best chance to process all the data needed to read a putt in High Definition.

## 3 Point Read:

### 1. Behind the Ball

-This is what you are probably most familiar with and will give you the initial read.

### 2. Behind the Hole

-If you look at your putt from behind the hole looking back at the ball you will be able to gage the last 3’-5’ of the putt. Keep in mind that most of the break of a putt is when the ball loses it speed so this is one of the most important points to take a look at.

### 3. Half Way on the Low Side

-While you walk back to your ball, be sure to walk back on the low side of the putt and stop half way. From this point you will be best suited to judge...uphill, downhill, and side slope.



(1)



(2)



(3)

This doesn’t have to make you a slow player. When you walk up to mark your ball, this is where you get your first read (1). While you are waiting for your playing partners to putt, take a look at the putt from behind the hole (2). On your way back to your ball, stop at the half way point to take a gauge at the slope (3). Once you have taken a look from all 3 points you need to trust your eyes and focus on matching up the line you have determined with the speed you think is required to hole the putt.

If you follow this approach to reading your putts you will give your brain a 3D image of what the path your putt should travel on.

For help with learning to read putts in 3D or any other area of your game please visit  
[www.brianflugstad.com](http://www.brianflugstad.com).