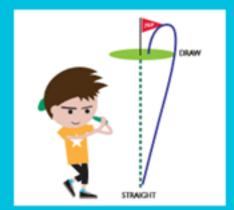
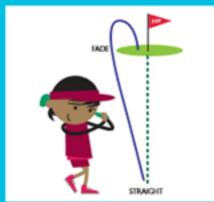
## **Ball Flights**



**Straight** - Ball starts at target and finishes on target

**Draw** - Ball starts right of target, curves left, and finishes on target



**Straight** - Ball starts at target and finishes on target

Fade - Ball starts left of target, curves right, and finishes on target



Pull - Ball starts left of target, and finishes left of target

Push - Ball starts right of target, and finishes right of target