Golf Wind Adjustment Chart

How far to add, subtract and aim off in wind

Headwind: What to Add

Club	Normal carry	5 mph	10 mph	15 mph	20 mph	25 mph
Driver	250 yds	255 (+5)	260 (+10)	265 (+15)	270 (+20)	275 (+25)
5-iron	175 yds	180 (+5)	185 (+10)	190 (+15)	195 (+20)	200 (+25)
7-iron	150 yds	155 (+5)	160 (+10)	165 (+15)	170 (+20)	175 (+25)
9-iron	125 yds	130 (+5)	135 (+10)	140 (+15)	145 (+20)	150 (+25)
Pitching wedge	105 yds	110 (+5)	115 (+10)	120 (+15)	125 (+20)	130 (+25)

Tailwind: What to Subtract

Club	Normal carry	5 mph	10 mph	15 mph	20 mph	25 mph
Driver	250 yds	248 (" 2)	245 (" 5)	243 (" 7)	240 (" 10)	238 (" 12)
5-iron	175 yds	173 (" 2)	170 (" 5)	168 (" 7)	165 (" 10)	163 (" 12)
7-iron	150 yds	148 (" 2)	145 (" 5)	143 (" 7)	140 (" 10)	138 (" 12)
9-iron	125 yds	123 (" 2)	120 (" 5)	118 (" 7)	115 (" 10)	113 (" 12)
Pitching wedge	105 yds	103 (" 2)	100 (" 5)	98 (" 7)	95 (" 10)	93 (" 12)

Crosswind: How Far to Aim Off

Crosswind	Aim off (full shot)	Aim off (knockdown)
5 mph	6 yds	4 yds
10 mph	12 yds	8 yds
15 mph	18 yds	13 yds
20 mph	24 yds	17 yds
25 mph	30 yds	21 yds