Become a Good Expert Level Golfer

In general, there are essentially two primary things to keep in mind at all times:

1. **Considering all factors, what yardage will a given shot play?**
2. **How do I set up a club to get that exact yardage?**

Visualizing

Every time you get ready to hit the ball, visualize your target. Visualize a circle with a 7 foot radius as the target "**THE MAGIC CIRCLE"**.

This applies whether if chipping onto the green, hitting a fairway shot, teeing off, even putting... it doesn't matter.

Establishing the "Base" yardages

You need the "Base" yardages for your clubs from the tee and fairway as a starting point. You must know exactly what each club does for YOU in a base condition of average/normal/still.

The most important thing is that you know what YOUR clubs give YOU. You are going to be matching and modifying your clubs to a shot distance. You have to know your starting point for the club.

Once you figure the **"Base" yardage for your clubs**, you can select and modify a club to get that particular yardage for your shot. All you have to do is compensate for wind, elevation change, slope, conditions and type of terrain.

It is not always the best strategy to hit the ball as far as you possibly can. Sometimes it is best to hit a shot that sets you up well for the next shot. For example, on 350 yd hole, you likely can't reach the green anyway so you might want to try hitting a 210 yd drive off the tee to leave yourself a nice 9 iron or wedge into the green.

Picking your club set will be talked about a little later.

Yardage Charts

I recommend you make up some yardage and wind effects charts for reference during games. Through a lot of practice, you will learn your "Base" yardage for your clubs for a chart.

Show Tee, Fairway, Punch, Pitch, Flop, Chip and Sand yardages for these clubs on the Club Distance Chart.

Club Set

The first step is to decide what clubs you will use as your standard set. You are allowed to carry up to **14 clubs** in your bag at any given time. Your options of clubs are:

Rough Equivalents

You want to experiment with clubs; here are some rough equivalents between clubs.

D12: Similar to a ***D9*** in distance, but with slightly less loft (I recommend the D9).
2W: Similar to a ***3W*** in distance, but with slightly less loft
1i: In between a ***4W*** and ***5W*** in distance
2i: Slightly shorter than a ***5W*** in distance
3i: Very close to the ***6W*** in distance
4i: In between a ***6W*** and ***7W*** in distance
5i: Slightly shorter than a ***7W*** in distance

Use the Right Clubs
Longer shots have a greater error of margin in terms of distance, while shorter shots with higher irons are more likely to be moved off course. Find a club that can get you to your target without overswing.

What clubs YOU select for YOUR set is a matter of personal choice. After you select your club set, you will see something like this during a game.

Equipment

The next step is to decide the type of equipment that works for you:

Shaft Flex
It's very important that you have the correct Shaft for your clubs. The speed of your swing will decide what type of shafts you need to use, the wrong shafts to match your swing will affect your distance on your shots.
If you tend to swing quickly, you should select a Stiff or Extra Stiff Shaft. If you swing at a slower speed, you should select a Regular Shaft. Your swing speed is measured by the Tempo rating in The TrueSwing Analyzer. **(Will talk about that a little later)**

Club Heads
You have to decide what feels right for you; there are many different types of woods, irons, wedges and putters.

Balls
You have to decide what feels right for you; there are many different types of balls for more distance or spin.

The Shafts are the most important thing to decide to use. Practice with different types to find what's best for you.

Establish Your Base Yardages for Each Club

This is the foundation for becoming a great golfer. Get accurate **base yardages** for each one of your clubs in an ideal environment (average/normal/still). You do this by just going to some course in a practice round and ***practice, practice*** and ***practice***.

It is absolutely essential that you know **exactly** what each club will do from the tee, fairway and from the rough with no influences from the environment. Fairway yardage should be about 3% less than tee yardage for any given club. **(The effect of each type of Terrain will be covered later.)**

Practice

In order to develop your skills, you need to ***practice, practice*** and ***practice***.
To sharpen your skills select ***PRACTICE*** from game modes. Then, select the course, weather and course conditions to practice.

You can pick any hole you choose to play and have as many swings as you like from the same locate.

To drop your ball in a new spot anywhere in the practice area, click the spot on the Overhead Map. For an example, if you click on a sand trap from the Map, you are positioned in the bunker where you can practice bunker shots or you can click an area off the greens to practice your chipping. Click on the green to practice your putting.

You can also play a regular round of golf and set the game to allow unlimited amount of **Mulligans**. By doing that you can redo a swing over and over again, that's called ***PRACTICE***.

The TrueSwing Analyzer

The TrueSwing Analyzer shows you important information about your swing.

Speed – Percentage and overall power rating of the shot. Power measures the speed of the club head.

OVERSWINGS HAVE A POWER RATING GREATER THAN 100%.

Impact – How close you got the mouse to the point at which you began your swing. You always want to hit the ball on the sweet spot.

(Examples – Miss Hit Heel & Miss Hit Toe)

Club Path – Errors in mouse movement off the desired club path.

(Examples – OUTSIDE-IN & INSIDE-OUT)

Tempo – Amount of combined time for your backswing and downswing. Try to execute a smooth swing. Deviations result in a poor tempo rating and can result in mis-hits, a reduction in power, or both.

Ball Flight – Direction of the flight of the ball.

(Examples – Straight, Draw & Fade)

Choose Your Shot and Trajectory Adjustments

Where you stand in relation to the ball while swinging determines the trajectory of your shot. Use the slider at the bottom of the screen to move forward or back. Greater trajectory and less roll are achieved with a forward stance, while moving back results in lower trajectory and more roll. Your choice of shots is:

FULL – A swing for full distance with that type of club that you have chosen. Move the ball forward in your stance for more height and less roll and distance on the shot.

CHIP – A short shot near the green. To hit a low trajectory shot with good roll, move the slider towards Bump-N-Run.

PITCH – For extra control around the green. Move the slider to increase or decrease distance on your shot.

PUNCH – A low flying shot from under the trees, a punch is a useful way to get out of the rough stuff and to keep the ball out of the wind. Move the slider to the right to raise the trajectory of the shot.

FLOP – A soft lob with little roll that is typically executed using a lob wedge. Great for greenside shots that need to get over hazards. Move the slider to the left to add distance or to the right to add spin and less distance.

PUTT – Selects the putter for shots on the green or its fringe. The distance traveled with the putter depends directly on the amount of backswing and the speed of the club as it impacts the ball. A deviation to the right of the starting mouse point is equivalent to rotating the putter to the right.

Note: Not a choice but when you are in the sand, you have the option with the slider to vary your shot from Blast to Pick. Blasts grab more sand, travel less and are best suited for greenside bunkers. Picks should be used from fairway bunkers where a longer flight is needed.

Loft and Backspin

To decrease the loft of your shot, move the slider toward the back position, usually you have more roll and distance. To increase the loft of your shot, move the slider toward the front position, usually less roll on the shot.

With lofted clubs like short irons and wedges, moving the ball forward also adds backspin, which can limit the amount of forward roll after the ball lands.

Looking at Your Landing Area

Sometimes, it is a good idea to go take a look at your landing area. It might be seriously side sloped, or forward sloping, or backward sloping. You might want to take a look at the green to see where you should try to land the ball. This can help you in determining what kind of shot to hit next.

Camera Movement Controls and Camera Views

To change the camera position using the Look Around feature, click and hold the right mouse button. Move the mouse to reposition the camera.
To move the camera around on the course, for forward/backward press “W” and “S” button, for left/right press “A” and “D” button, for up/down press “F” and “V” button. To return, the camera to the Swing position view press “1” button.

The main camera views that are very helpful are the Swing view “1” button, the Blimp view “3” button, the Green Reading view “4” button and the Ball Cam view “5” button.

Note: If you are in a game, in practice mode, if you move your player, the move is permanent. That is, you cannot return to your original spot.

Planning Your Shot

The Overhead Information Box

The overhead information box is a valuable tool in your play. When you right click on ANY spot on the overhead view, a box pops up, giving you the information on distance, elevation and terrain for use in setting up your next shot.

The information box gives you the following data about that particular location you have clicked on:

Under Distance

Distance - Golfer
That is the distance from your current position to THE SPOT you have clicked on. This is true no matter where you are on the course, tee or otherwise. In the above example, the "Spot" is 283 yards from your current position.

Distance - Pin
That is the distance from THE SPOT to the pin. In the above example, the "Spot" is 265 yards from the pin.

Under Elevation

Elevation - Golfer
That is the rise or drop from your current location to THE SPOT you have clicked on. In the above example, there is 6 ft (2 yds) rise from your current position to the "Spot".

Elevation - Pin
That is the rise or drop from THE SPOT to the pin. In the above example, there is an additional 18 foot (6 yds) rise from the "Spot" to the pin.

Under Terrain

Terrain
That simply tells you what kind of terrain condition exists at THE SPOT you have clicked on (fairway, rough, weeds, etc.). In the above example, the "Spot" is on the fairway.

(The effect of each type of Terrain will be covered later.)

So how do you use this information?

Using the distance information
Well, let's suppose you have a tee shot of 360 yards to the pin and you want to know the exact SPOT to land in order to use your ***9i*** to leave yourself 140 yards to the pin. You can find that exact SPOT by right-clicking on the overhead view and checking the "distance pin" value.

In this case, rather than just blasting away off the tee with your ***D9***, you may want to use a ***5W*** or ***2i*** in order to leave 140 yards to the pin (depending on the wind and other factors).

Using the elevation information
Suppose you want to know if your landing area is sloping down or up or to the side. You can check a few spots around the landing area and find that out. Most of the time, this is not all that important, but on those holes where you have to lay up in front of a water hazard, it can make the difference between staying dry or getting wet. If you hit a slope at the landing area, it could kick you forward into the water.

Also, you might want to know how much rise or drop there is from THE SPOT to the pin so you can factor that in your setup for the current shot.

Overall, the information box can really help you play to your strongest clubs. If you are most comfortable with the ***9i*** on approach shots, you can play to that distance.

Terrain Effects

Every shot involves thinking about what type of terrain you are hitting from, like tee, fairway, light rough, medium rough, heavy rough, weeds, sand and etc. Knowing what your clubs do in these conditions is important to making good shots.

It is harder to hit 150 yards out of heavy rough than it is from the fairway. So what different club would you use to get it in the middle of the green from 150 yards in heavy rough than a fairway?

Each terrain effect is reduces the power of a club. The deeper or thicker a terrain is the larger of the reduction of the speed of your club at impact with the ball.

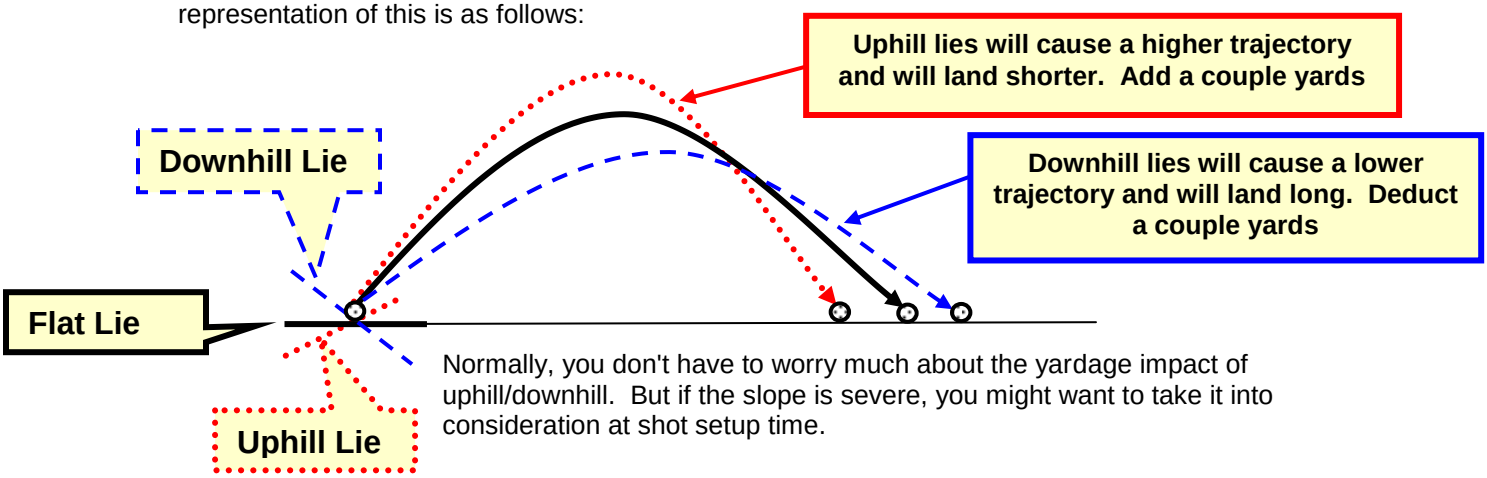
Conditions and Effective Club Power

A table for effective club power in various conditions:

TERRAIN		
Type	**Depth**	**Club Power**
Tee		**100%**
Fairway		**97%**
Fringe		**96%**
First Cut		**96%**
Rough	**Light**	**95%**
	Medium	**92%**
	Deep	**85%**
Weeds	**Light**	**85%**
	Medium	**80%**
	Deep	**65%**
Sand	**Light**	**95%**
	Medium	**80%**
	Deep	**50%**
Bunker Lip		**30%**
Desert		**65%**
Dirt		**90%**
Mulch		**50%**
Pine Needles		**60%**
Pine Straw		**75%**
Top Soil		**75%**
Waste		**70%**

Uphill and Downhill Lies

Still another thing that will affect your distance is uphill and downhill lies. A graphical representation of this is as follows:



Normally, you don't have to worry much about the yardage impact of uphill/downhill. But if the slope is severe, you might want to take it into consideration at shot setup time.

Side Hill Lies

In ideal conditions, your ball would come to rest on a perfectly flat surface. However, this is usually not the case. You will almost always have some kind of side hill slope to contend with.

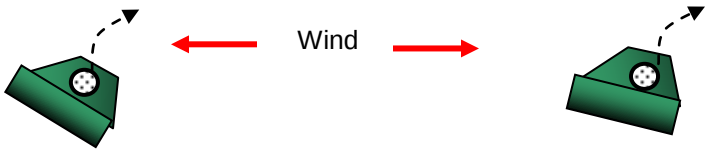
Side hill slope rising from left to right like this will cause the ball to go **left** when you hit it.

Side hill slope dropping from left to right like this will cause the ball to go **right** when you hit it.

How much the ball goes left or right, due to side hill slope, will depend on the severity of the side hill slope.

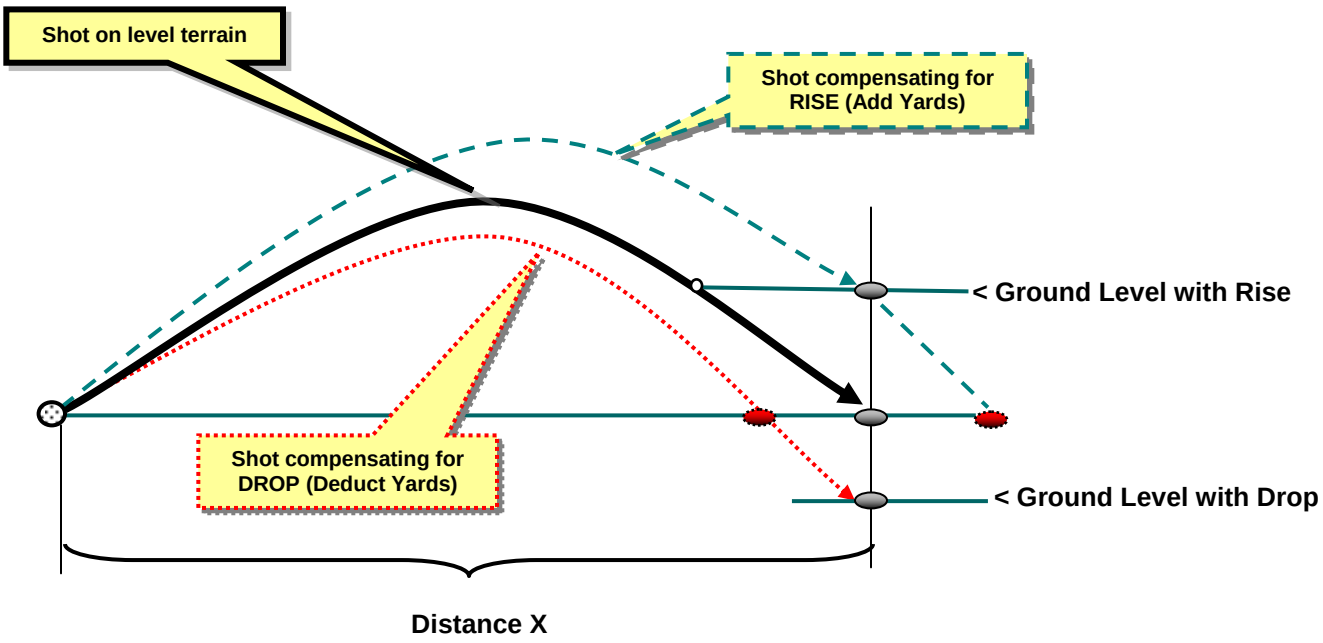
Side Hill together with side wind

Also, keep in mind that side hill slope will counter (or add to) adjustments for side wind **(Will be look at later)**



Elevation Adjustments

On most shots, you have to add or deduct yards to/from the **"what will it play"** distance, due to elevation changes between your ball and the hole.



-Distance X level terrain:
Gravity dictates that the ball will land at distance X

-Distance X with a DROP:
With exactly the same "level terrain" shot as above, you will fly long. Why? Because of the drop, the ground isn't where gravity expects it to be at distance X. Because the hole is lower, the ball would continue dropping and flying forward. The ball has a longer time to drop from the peak so you have to play the hole "as if" the hole was shorter to end up at distance X.

In other words, you have to deduct yards from your shot.

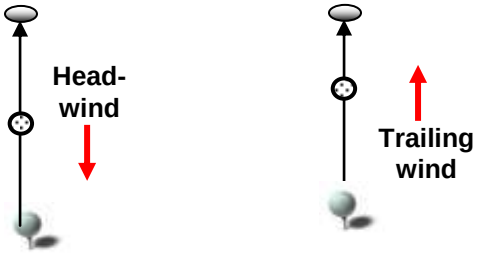
-Distance X with a RISE:
With exactly the same "level terrain" shot as above, you will come up short. Why? Because of the rise, the ground level isn't where gravity expects it to be at distance X. Because the hole is higher, the ball will encounter ground level early. Therefore, the ball has less time to drop from the peak. So you have to play the hole "as if" the hole was longer to end up at distance X.

In other words, you have to add yards to your shot.

Headwind or Trailing Wind

Head wind will add yards to your shot due to wind resistance and

Trailing wind will deduct yards from your shot due to wind carry.



The simplest kind of wind adjustment is for direct head or trailing wind.

Add or deduct two (2) yards for each one (1) mph of wind speed over 150 yards.

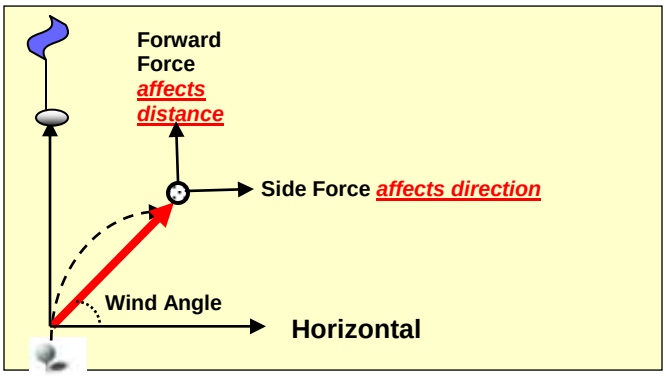
Add or deduct one (1) yard to one and half (1 ½) yards for each one (1) mph of wind speed under 150 yards.

Side Wind

Side wide is tough to deal with; it is tricky and adds a high degree of complexity to shot setup. The flight of the ball is like the flight of a plane. The ball gets pushed off course by the side wind and opposing corrections have to be made to bring the ball back onto the target line. How much correction to use depends on wind velocity and the angle of the wind?

When you have side wind, there are two forces acting on the ball.

1. **There is forward or backward force affecting distance.**
2. **There is side force affecting direction.**



(Wind in example is at 45 degrees angle, add or deduct one yard for each one (1) mph of wind speed.)

(It would be the same at 45 degrees angle in any direction.)

It doesn't need to be perfect to have a good shot. For me I want to keep this as much as possible to the real thing and not be a pinball game, so there are a few basic ideas dealing with wind as you would in real life. The more you play the more you learn to make adjustments that may be a little different than with I have suggested with the wind adjustments.

Things to Remember

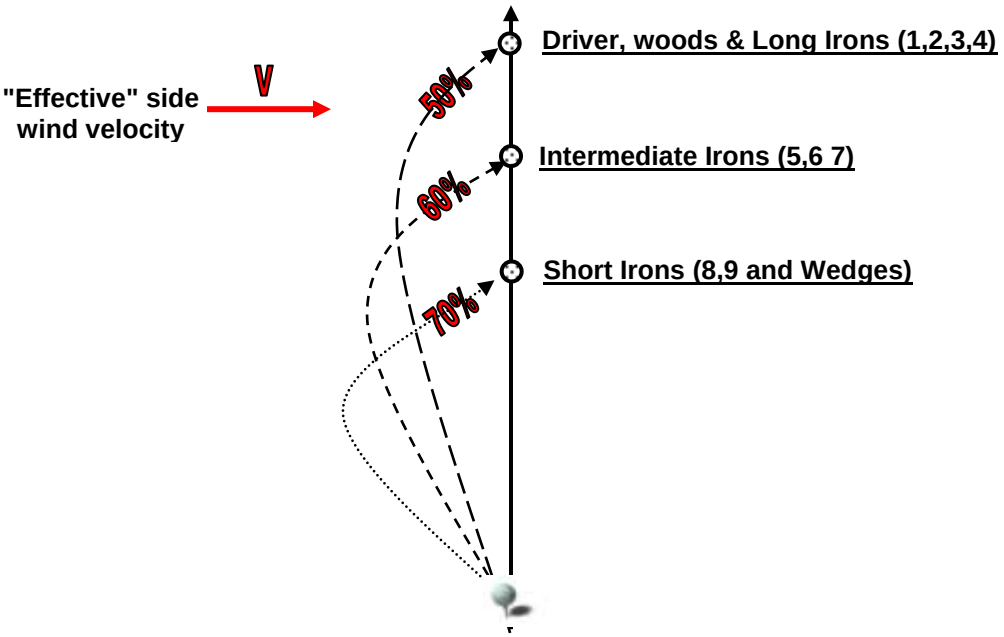
The maximum impact of side wind will be when it is blowing directly from the side. This will have a little impact on total distance, the minimum impact of side wind will be when it is blowing directly in your face or behind you with a head or trailing wind and that would affect the distance of your shot. But will have a little or no impact on the direction.

Note: At all angles that the wind blows between 0 and 90 degrees, the effective side force is less than 100% of full side force. So, I know that I can't add two (2) yards for every one (1) mph as I would for a head or trailing wind.

Offsetting side wind

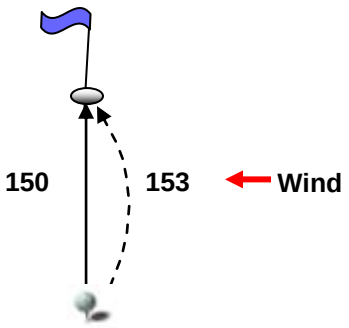
If the wind is blowing your ball from left to right, you will need to compensate by aiming a bit left to keep the ball on the target line. You make these corrections by using the right and left keyboard arrows. So all you have to do is determine how much correction to make in various wind conditions.

The amount of correction for side wind varies by club group, you have something like this:



Arc Distance

If a ball has to travel a big arc to go 150 yards, as opposed to a straight line, the ball will travel more than 150 yards to get there, like so:



So, as you refine your skills with wind, you might want to add a few yards to compensate for arc distance. Something like 3-5% of the distance to the target in gusty and strong wind conditions. In lighter wind conditions, adjustments for arc distance probably aren't even worth messing with.

Practice, Practice and Practice with Side Wind
You will just have to practice making adjustments from the suggestions, by adding and deducting yards to compensate for the wind. Also working off the suggestions about compensate with the offsetting for side wind. Practice is the difference.

Once you master this, it can make the difference between ending up with 5 foot putts or 30 foot putts, or worse being in the sand bunker. **(Next up sand shots)**

Sand Shots

There are 2 types of sand bunker shots, green side bunker shots and fairway bunker shots. In the sand, you have the option with the slider to vary your shot from Blast to Pick. Blasts grab more sand, travel less and are best suited for greenside bunkers. Picks should be used from fairway bunkers where a longer flight is needed.

Fairway Bunker Shots

Really here you just have to know what your each of your clubs will do hitting out of fairway bunkers.

Green Side Bunker Shots

I believe you really need to know your exact yardage on 3 clubs, **LW, SW** and **PW**. You have to really learn your feel for the Blast shot around the greens with these 3 clubs. With practice, you can blast out of a trap and drop the ball in the **"MAGIC CIRCLE"** around the pin most of the time. Pay close attention to the type of sand that you are in light, medium or deep/heavy, mostly you will find medium sand.

Adjustment Guidelines

1. I don't believe you need to adjust for elevation changes with wedge shots out of bunkers.

2. Pay close attention to the type of sand that bunker has, mostly it will be medium sand, but there are light and deep/heavy sand also. A difference between medium and light.

3. Deduct 2-3 yards if you are landing on dry or very dry greens because of more roll and add 2-3 yards if you are landing on wet or very wet greens because of less roll.

4. Deduct 1-2 yards if the landing area is on a down slope on the green because of more roll and add 1-2 yards if you are landing on wet or very wet green because of less roll.

5. You have to practice the adjustments for wind and offsetting the wind. You will learn what works for you with practice.

You will develop a feel for adjustments through practice.

Chipping

I consider chipping to be any shot within 40 yards of the pin. If you can get it close to the pin consistently on chips, you will save yourself a lot of putts. Most chip with a LW or SW, but it depends on the distance you are chipping to the pin. I become what feels right for you.

To hit a low trajectory shot with good roll, move the slider bar towards Bump-N-Run.

If you are on Dry or Very Dry, you have to allow for more roll after the ball lands and you have to remember that you will get less roll on Wet or Very Wet greens.

Final Notes about Chipping

1. Figure out how long the shot will effectively play, match your best club to that distance and hit it full & clean as possible.

2. You are more likely to make a 3 foot putt than you are in making a 25 foot putt. It is very important that you get the ball close to the pin on your chips.

3. Chipping takes a lot of practice. In high level play, most games are decided by shots on or around the green. The top players are always good at chipping and putting.

Putting

Putting is the most important part of the game, but it is the difference between a good golfer and a poor golfer (like me). Remember, a missed 6 foot putt is the same as the great 300 yard drive off the tee that lands in the middle of the fairway (LOL).

Good putters have a good sense for the feel of the putt, regardless of the condition of the green. It is all about speed and this feel is developed with ***practice, practice*** and ***practice***.

A putt will usually have a **"dominant"** side to it. That is, the side of the putting line that really determines the right or left break to the hole. Sometimes, it isn't totally clear which side is dominant, but it is normally very obvious.

Early versus late breaks

Normally, a putt will have the most speed early in the putt. As a general rule, the ball will be more influenced by late breaks as the ball slows down. Just keep that in mind.

Putting Guidelines

It is a matter of feel and experience. It also depends on whether the putt is uphill or downhill and the wetness of the green. This takes practice to get a good "feel" for what to do.

1. For greens on **Dry** or **Very Dry**, you may have to use 1-3 MORE clicks than you would on **Normal** greens, depending on whether the putt is flat, uphill or downhill.

2. For greens on **Wet** or **Very Wet**, you may have to use 1-2 LESS clicks than you would on **Normal** greens, depending on whether the putt is flat, uphill or downhill.

3. On uphill putts, the ball tends to break slightly LESS because of the speed early **(we hit it harder on uphill putts)** in the putt. Try using a click or two LESS than you would normally use.

4. On downhill putts, the ball tends to break slightly MORE, because you are hitting it softer. Try using a click or two MORE than you would normally use.

5. If you are consistently missing longer putts by a click or two, then adjust by using more clicks for the longer putts.

6. Be sure to look on both sides of the putting line. Sometimes, the breaks cancel each other out. This is especially true if you have the dreaded double or triple breaker.

Speed

The most important thing on putts is speed. Hit it too hard, you can hit through the breaks and miss and it just keeps going and going, or you might hop the hole **(the frog)**. Hit it too easy, you don't get to the hole, or the ball gets overly influenced by the breaks **(especially on dry or very dry)**. It isn't easy to get exactly the right speed.

You might visualize putting the ball to a point one to two feet past the hole. Balls that don't get to the hole, rarely go in.

Try this. Set up a putt. Hit it too hard, you miss right. With the same number of clicks, hit it too easy, you miss left. So the key is speed.

Strategy

Sometimes you end up with a putt you really have very little chance of making like a 30 footer, downhill, right to left breaker on with **Very Dry** greens. Of course, you are always trying to make the putt, but at least try to get it close to the pin in the **"MAGIC CIRCLE"**. It is painful to 3 or 4 putt.

Putting Practice

Putt from everywhere, including the fringe. Visualize the path, and putt, then re-putt and re-putt. This will help you to develop the ability to visualize the path of a putt. In time, you will get to the point where you can actually see the line the ball will follow.

Of course, you can go to any course in practice mode and practice putting.

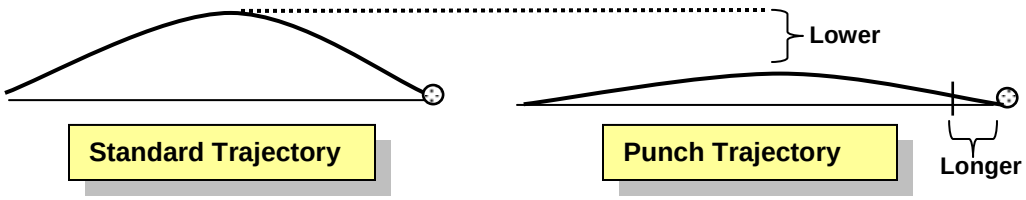
SPECIALIZED SHOTS

Once you understand all the mechanics discussed already, you can start developing some clever shots that can help you in certain situations. The Punch, The Flop, The Pitch, The Fade and The Draw Shots are outstanding to use when needed.

The Punch Shot

The punch shot is useful if you are hitting into heavy wind or useful for keeping the ball low if you have a tree in front of you and have to stay under the branches. Move the slider to the right to raise the trajectory of the shot.

Move the slider to the left and this has the effect of adding distance to the club and keeps the shot on a low trajectory.



You can even use the Punch Shot in combination with chipping clubs like the ***LW***. If the base distance on the ***LW*** is 54 yards, then a ***LW*** with a Punch Shot will give you around 75 yards and will keep the ball lower.

You should know what your clubs will do with a Punch Shot; put it in your chart.

The Flop Shot

A soft lob with little roll that is typically executed using a lob wedge. Great for greenside shots that need to get over hazards. Move the slider to the left to add distance or to the right to add spin and less distance.

A hard shot to master I think, but needed in your tool box at times.

The Pitch Shot

My favorite shot!!!! This shot is easy to master and you get that extra control around the green. Move the slider to increase or decrease distance on your shot.

The Fades & Draws Shot

You get in a tough spot behind some trees, a rock wall or just a dogleg hole. You might be able to use an draw or fade to get out of a bind or put yourself in a better situation. If a ball has to travel a big arc to its spot, as opposed to a straight line, the ball will travel more than the yardage plays at which is called arc distance **(you must be aware of this).**

Woods will fade or draw more than irons, reason why is with woods, the ball is airborne longer and therefore, has more time to fade or draw and more time to be influenced by things like wind and side slope.

If you hit a fade or draw from some kind of terrain other than the tee or fairway, the magnitude of the fade or draw will be less than from the tee or fairway. Roughly, the fade or draw will be half of the normal from tee or fairway.

Too add fade to your shot for a right-handed golfer, pull the mouse down and to the right of the vertical line. When you follow through, finish to the left of the vertical line. This diagonal movement of the mouse forces the ball to fade to the right for a right-handed golfer. To execute a good fade, the mouse must return to the point where you began the swing. Under Club Path, a well executed fade is listed as OUTSIDE-IN.

To add draw to your shot for a right-handed golfer, pull the mouse down and to the left of the vertical line. The mouse must return to the point where you began the swing. Under Club Path, a well executed draw is listed as INSIDE-OUT.

For left-handed golfers in the game, reverse the direction of the diagonal movements. A lefty adds draw by pulling down to the right of the vertical line.

Summary

Even if you master all the mechanics and you set up a shot perfectly, there are times when a shot just simply doesn't work the way it should.

Focus on the important parts

Driving is important, but most everyone can become a fairly good driver. However, driving is really a small part of the game. The real finesse part of the game starts after the drive.

If you think about it, about 2/3 of the strokes in a game are from about 150 yards on into the cup. I would focus on these 3 parts of the game.

1. **Approach shots**
2. **Chipping**
3. **Putting**

That is where most games are won or lost **(in the real world too).**

Play to your strengths

Over time, you will develop your favorite clubs. Ones you have confidence in, and are dependable for you. No doubt, you will also have a club or two that you hate. If so, look for another club to replace the ones you don't like.

Maybe you will become a wizard with a ***PW***. If so, leave yourself shots within ***PW*** range. Maybe you hit a ***7W*** better than you do a ***5i***. If so, use the ***7W*** and lose the ***5i***.

Forward and Back Spin

Rule of thumb, the moister the green, the more backspin you will get on an approach shot. With dry and very dry, there is normally very little backspin unless you have a back-sloping green.

Each of your clubs can be what we call extended or chopped to get the distance that the shot is playing at. Extended means adding yards w and chopped means taking yards off to hit your shot at its playing distance.

Extending a club tends to impart forward spin on the ball, thereby killing backspin. Chopping a club adds more loft which tends to impact backspin on the ball. So to give an example of when to extend or chop an approach shot to a green. Let's say you have very dry greens and the green is sloping away from you, it might be wise to use the chopped club so that you use backspin to help counter the slope.

Maybe you have better results by extending lower clubs than you do by chopping higher clubs to fit a shot. If so, do that. It is a matter of feel and confidence in your technique. Once you master the basic mechanics, then the feel part of the game takes you to the next level.

More than One Way

So you can see, there is no pat answer for any given shot. As in real golf, there are many situations where you will have more than one option for a shot. This is especially true on approach shots and chips. You just have to make a judgment call on what is the best technique and club to use and go with it.

Above all, *practice, practice* & *practice* and have fun. Try to remember that this is, after all, just a game.

I want to thank the **PGA 2000 Community, The MyGolfer Tour** and **Dar Brown** for a lot of the graphics and information for this tutorial. Also want to thank EA Sport for their manual for the PC Game.

I just started to play expert level play and was looking for pointers to get better and ran across the information from PGA 2000 game. After reading their tutorial, I saw that the PGA 2000 game was somewhat similar to the Tiger Woods PC game. So I put this together to help myself and decide to release it for whoever wanted to use the information.

I wanted this to be without the formulas & math problems and be as close to real golf how to play tutorial, as possible.

I hope it helps you to understand golf as it has helped me in the short time I have started to use the information.

studentandsports