

Lesson # 21

TROUBLE SHOTS

Golf trouble shots spell the difference between low scores and the heart breaking sevens and eights that send you on to the next tee with that "to heck with it" feeling and may cause you to play several sloppy shots before the zest of scoring returns to you. So for that alone, it is well worth your while to practice and take lessons on these tough recovery shots, for as you know when one comes out well and you see that look of pain on your opponent's face, the world is bright and you go on and on playing better even than you know how.

So let's try that one out of the deep grass on the slope of a sand trap, first we must stand unevenly our left foot is higher but we must try to get firmly set. The right foot is slightly advanced, in other words, an open stance so that the arms may clear the body and you can get a full follow through. You may not be thoroughly comfortable for you're not a mountain goat, but take your time and get set as well as possible for this shot must not be hurried.

Since the ball is deep in the grass open your blade slightly and hit down crisply and go on through fast. The grass between the ball and the blade will cause a bit of run so allow for it and practice this shot at least twenty times the next time you go out, so that you will perfect it that quickly but having practiced it - it won't give you those mental yips the next time you're in that spot.

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Lesson #22

MORE ABOUT TROUBLE SHOTS

Another tough place you may find yourself is under over hanging limbs, behind a tree or bush. You'll see many novice golfers walk right up and try to get away with a shot that the best player in the world would be afraid to try. So unless you have plenty of room or plenty of time for practice the very best way to play this shot is safe. Take a deep face club and pitch it back on the fairway even though you may have to hit back toward the tee rather than the green, and then play your next one well and make up for it. But if you do have time and do like to execute one of these tough ones occasionally, learn to make the punch shot with a closed face three or four iron. This shot is made just like it sounds by punching the ball. Just step into the pro shop for a minute and ask how it's done. When you get the idea try it, it's fun when it's accomplished, and fun for the other fellow when it fails.

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Lesson #23

SCRAMBLING

You've heard tournament players say, "I outplayed him, but he won". Golf scores sometimes don't really indicate the better player since it is commonly known that the par four holes are supposed to consist of a drive, an approach, and two putts, so what the first player usually means is that he hit the most greens in the required two blows but that the other fellow scrambled out.

Scrambling is a mighty important part of the average player's game, for to score in par he must either be uncannily accurate with his second shots or play his third shot close enough to get down in one putt.

Most 85 to 90 shooters are grand golfers but for that extra putt which give them fives where they might get fours.

It takes a great deal of golf to hit those greens in two. But it takes mostly practice on these short scrambling shots which make the one putt an easy one.

Since it doesn't take great skill and it doesn't take strength most elderly golfers have perfected this short game.

The shots you'll need to know are: the explosion shot from sand, the short niblick pitch over rough or trap, the run up shot off of the apron, and the chip shot out of the surrounding whiskers of the green.

Once the proper method on each of these is learned, you can miss the more difficult long second shot and still score with the club champion.

Lesson #24

FUN OUT OF GOLF

Golf is fun, not just mild amusement, but up roaring side splitting fun may be had when four good fellows get together. So if these lessons left you under the impression that golf is an exact science and entirely too difficult, we are sorry. We wish you would drop into the club and tell us so, then perhaps with a very simple explanation we can clean up the shot that's bothering you.

As your professional my job is to help you have more fun, and I only want to teach you so that you may get your share of the fun of winning.

If that is your desire then you'll lick this game much easier. I know it's healthy but so is spinach, but I don't believe the spinach growers have hired any spinach auctioneers or bought much space in this paper while the boys who make and sell many of the less healthy things do. So we must buy them because we enjoy them.

So think of golf as something that can be really enjoyable, play it for fun and get the fun of winning by knowing how the shot should be played. You'll find this to be our most valuable lesson, for it's a game you play, a game and if you don't believe me consult your dictionary on the words game and play - then look up fume, fuss, fret, and worry, and you've got it.

General Suggestions for Improvement of the University of
Kansas, Six-Hole Sand-Green Golf Course Offered for Doctor
Allen's Approval by Bill Winey, Jr.

No. 1 Hole

The present location of the tee is fine for the golfer who can use a lofty club to reach the green, but those who cannot reach the green with a lofty club will, as a rule, hit the tree and therefore be penalized. I therefore suggest the tee be moved about twenty feet north of its present location.

The green is in bad condition and should be raked free of the rocks and other impediments which should not be there. If the ground around the green in a twenty-foot radius were mowed, I am sure it would be appreciated by the golfers.

The cup is still useable and the rake is also.

No. 2 Hole

The present location of the tee is fine.

The sand is a little dry, but a little oil will remedy this. The trench above the west side of the green could be dug a little deeper in order to keep the water from washing down onto the green.

No. 3 Hole

Green in bad condition-tee needs leveling off.

No. 4 Hole

Green in very bad shape-needs oil and more sand.

No. 5 Hole

Tee in good shape-because no fine tee shot will not be seen by the player, it is easy to lose a ball. Therefore, it might help if this fairway was kept cut short and clean--the green is in very bad shape.

No. 6 Hole

Green in best condition of any--a little oil will be needed and it will have to be raked.

Incidental Suggestions

There is a need for some method of designating the layout of the course along with statistics of the yardage. All greens will be raked and cleaned.

An approximate guess on the oil required can be said to be twenty-two gallons of oil--and one load of sand should be plenty to re-cover bare spots in the greens.

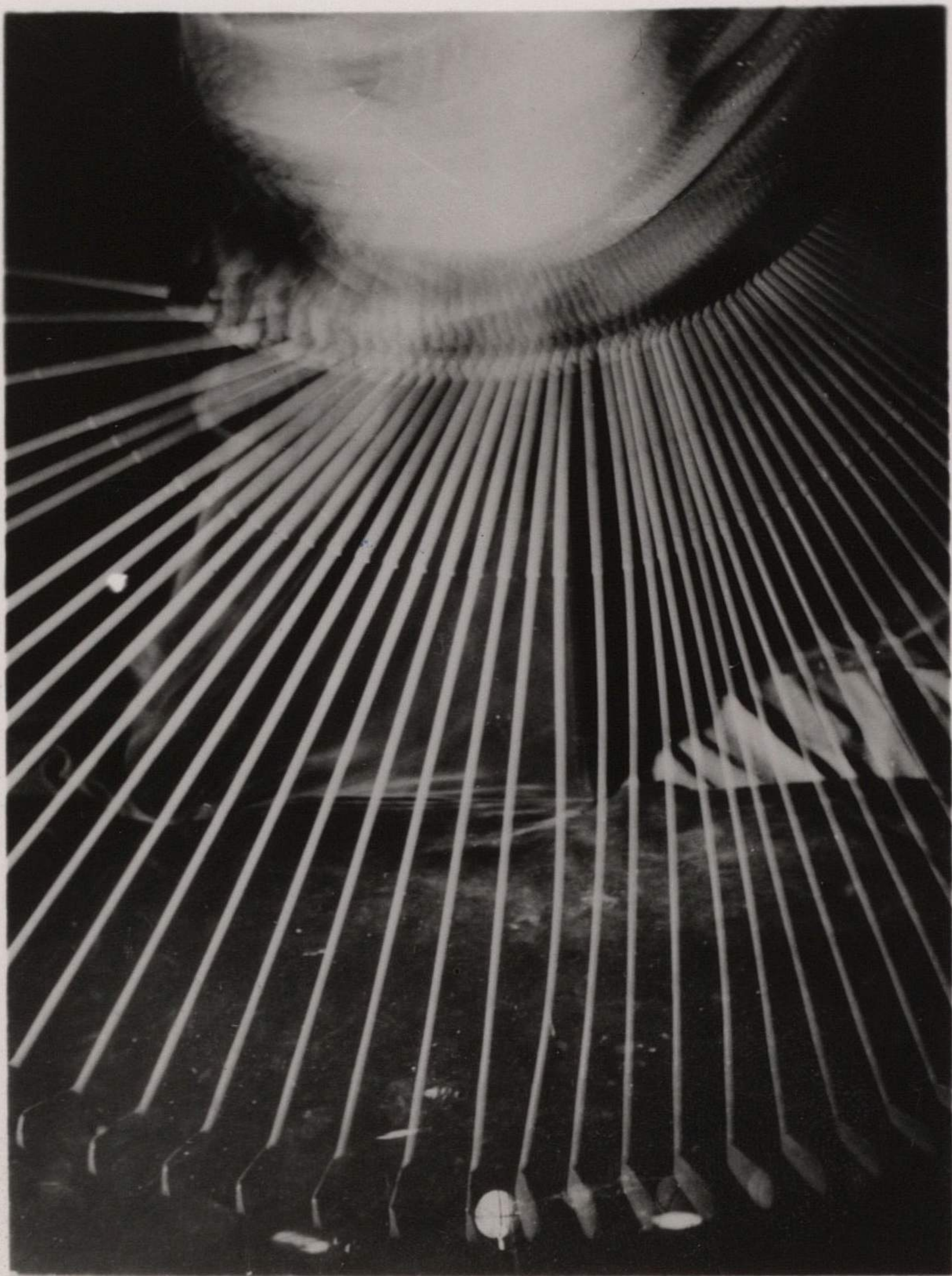
If this letter of suggestions meets the approval of Doctor Allen, then plans can be made to get to work as quickly as possible.

My Schedule is:

Monday-10:30-1:30
Tuesday-8:30-9:30-10:30:2:30
Wednesday-10:30-1:30
Thursday-8:30-9:30:10:30:2:30
Friday-10:30-1:30

Thank you,

Bill Winey, Jr. 9/22/41



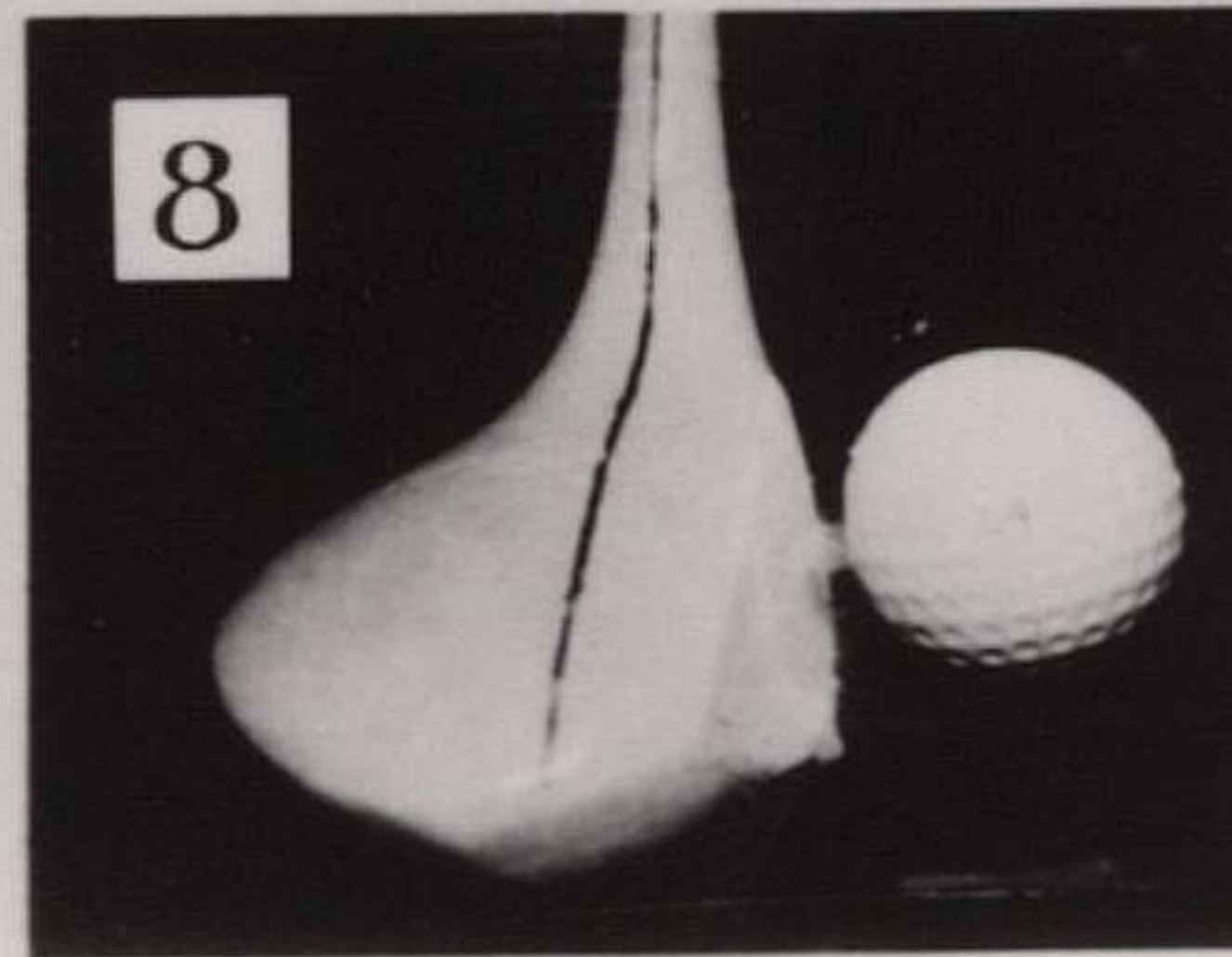
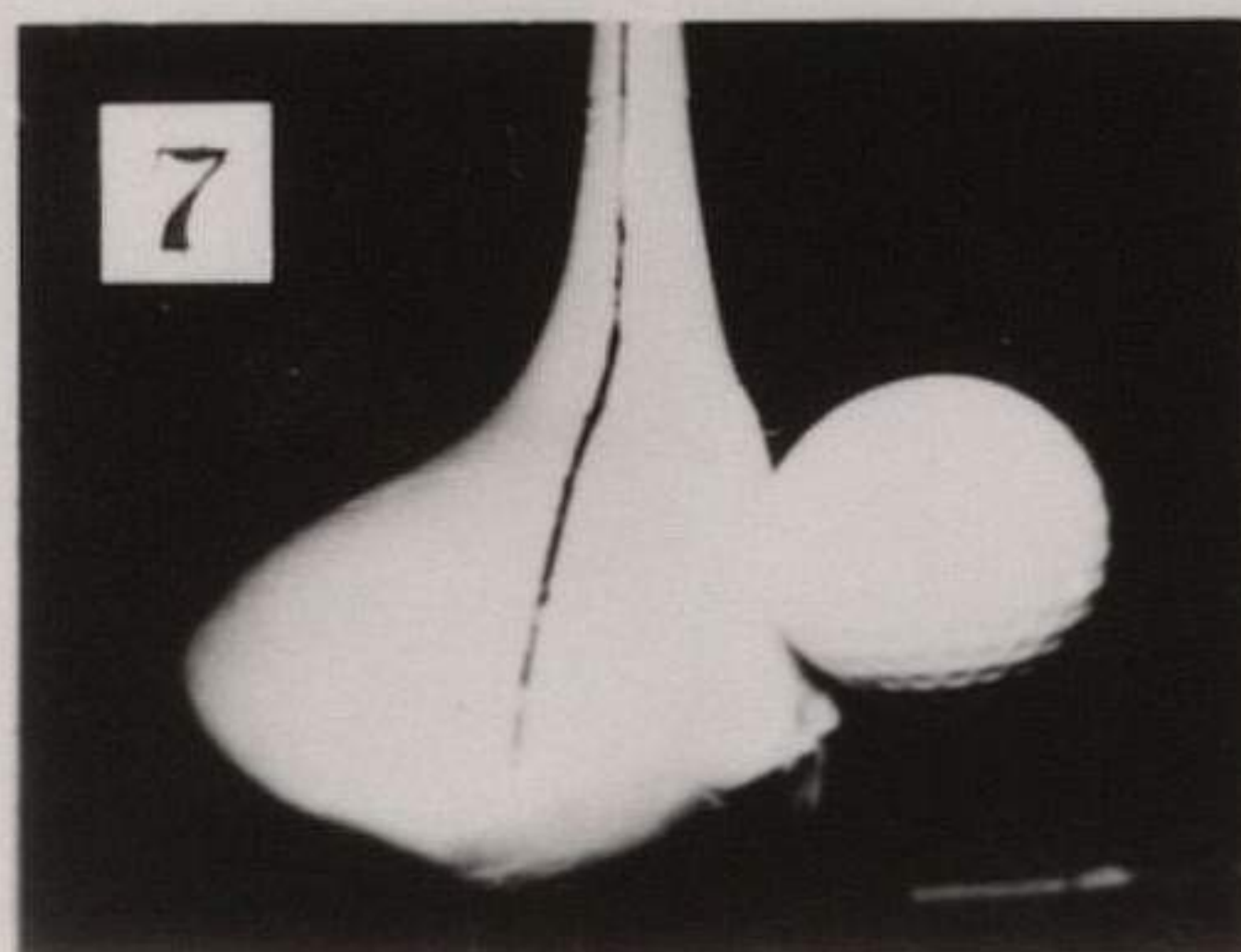
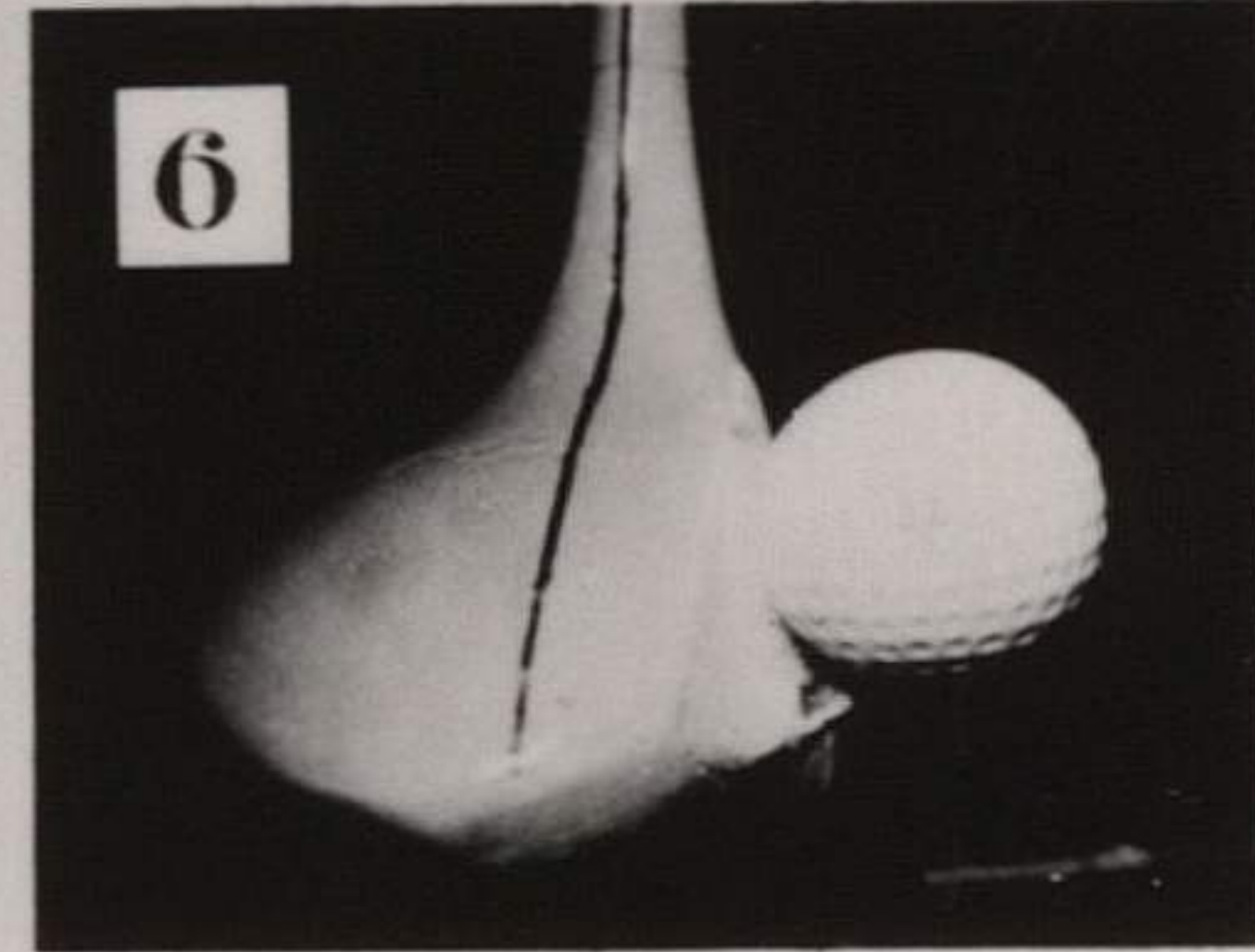
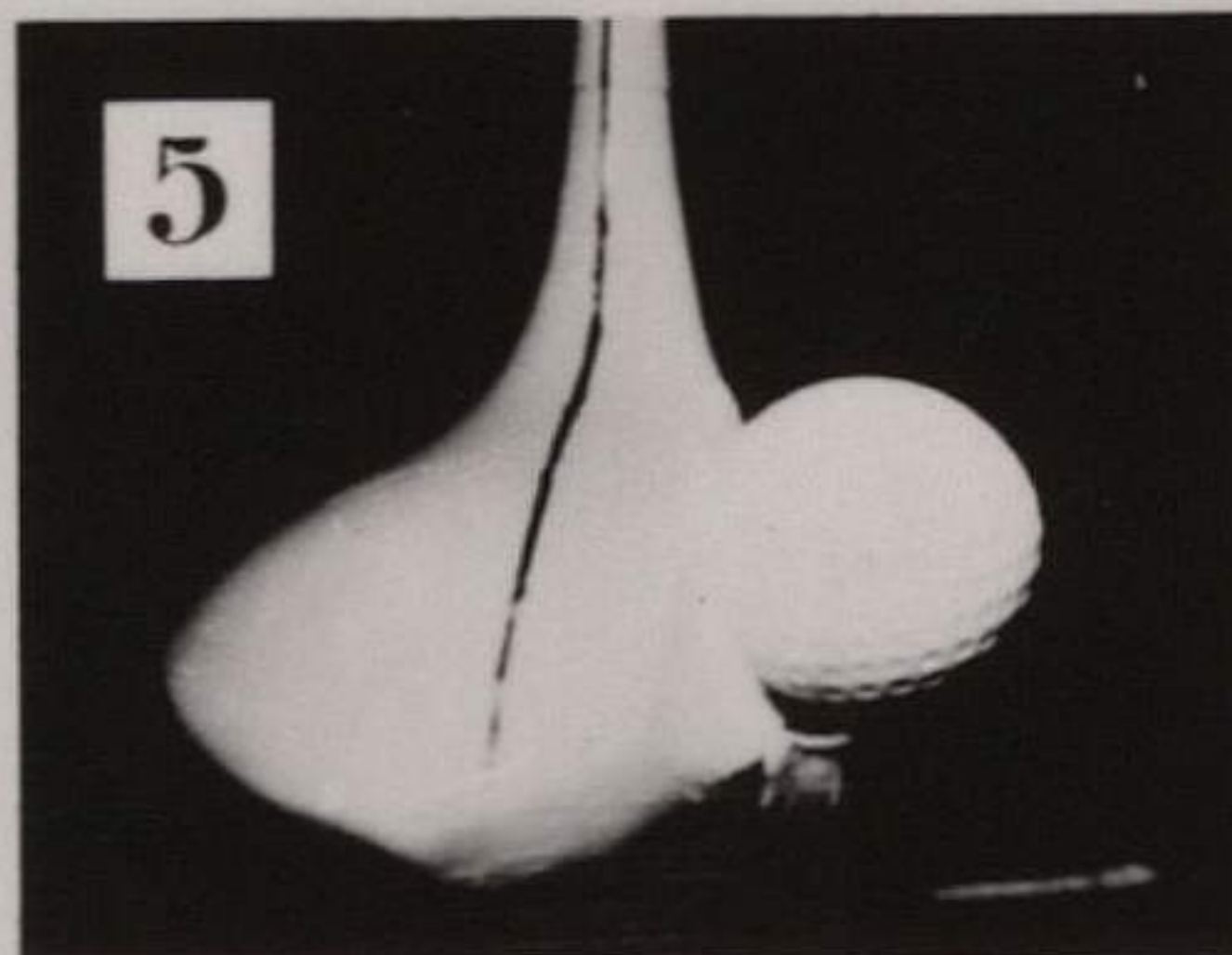
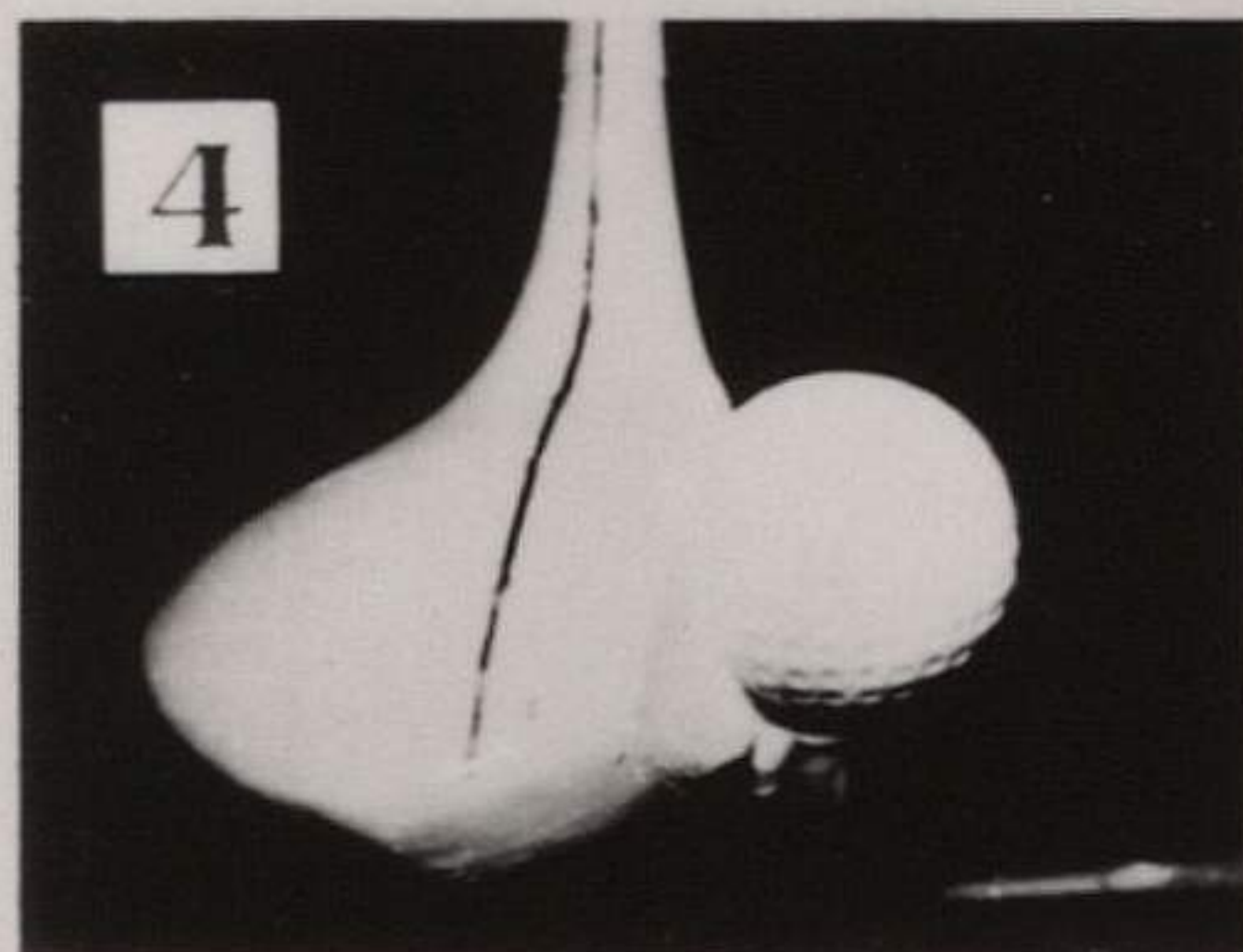
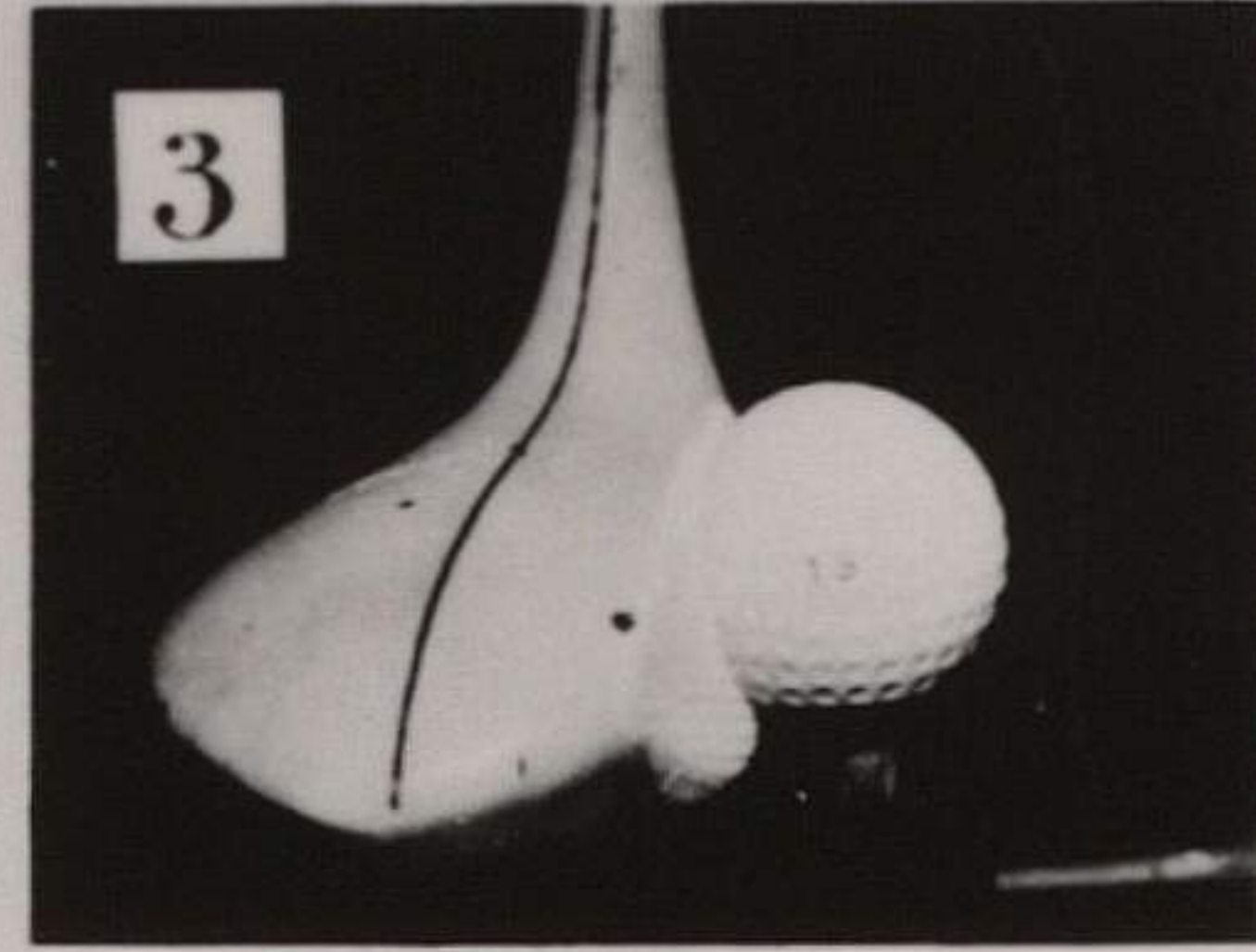
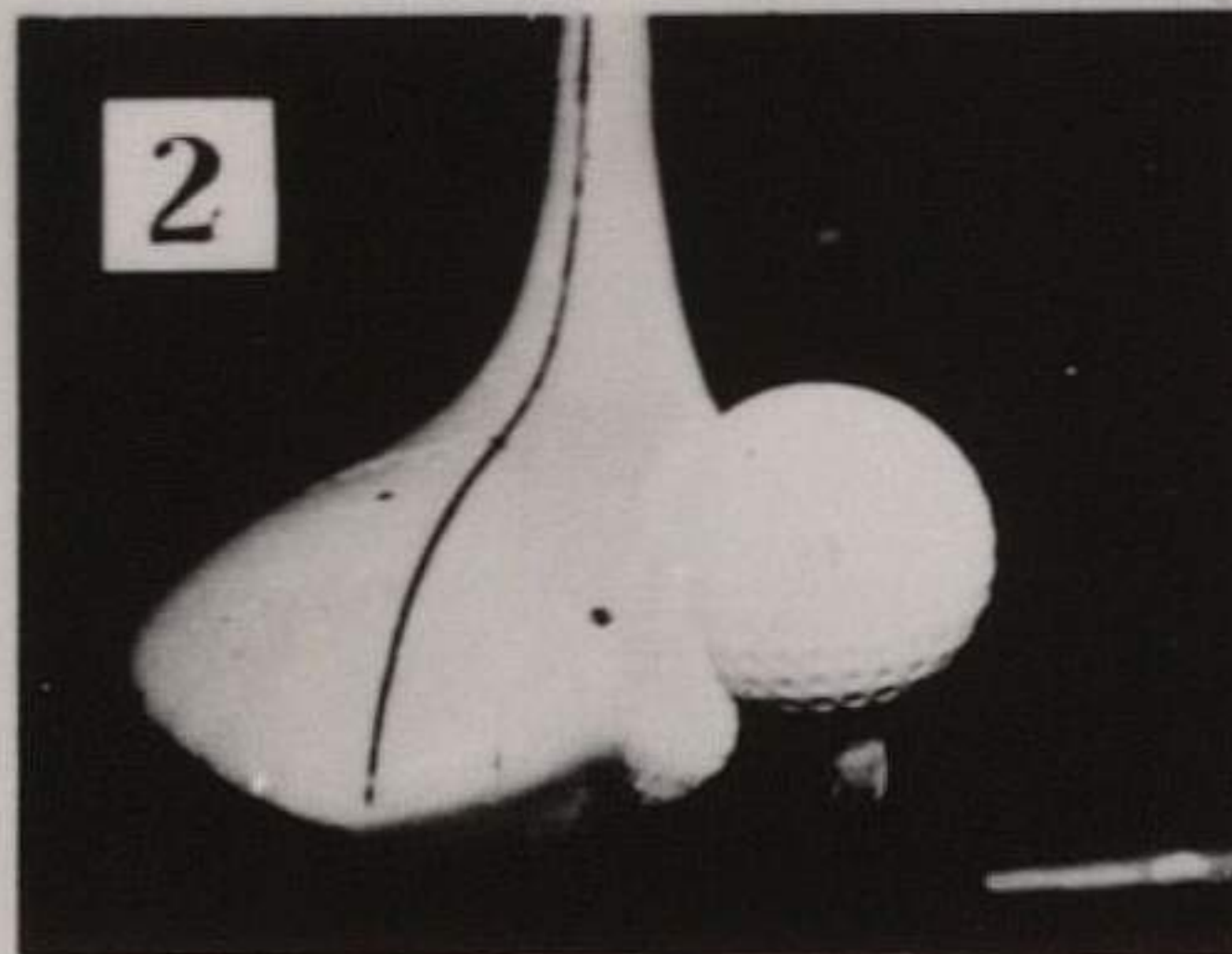
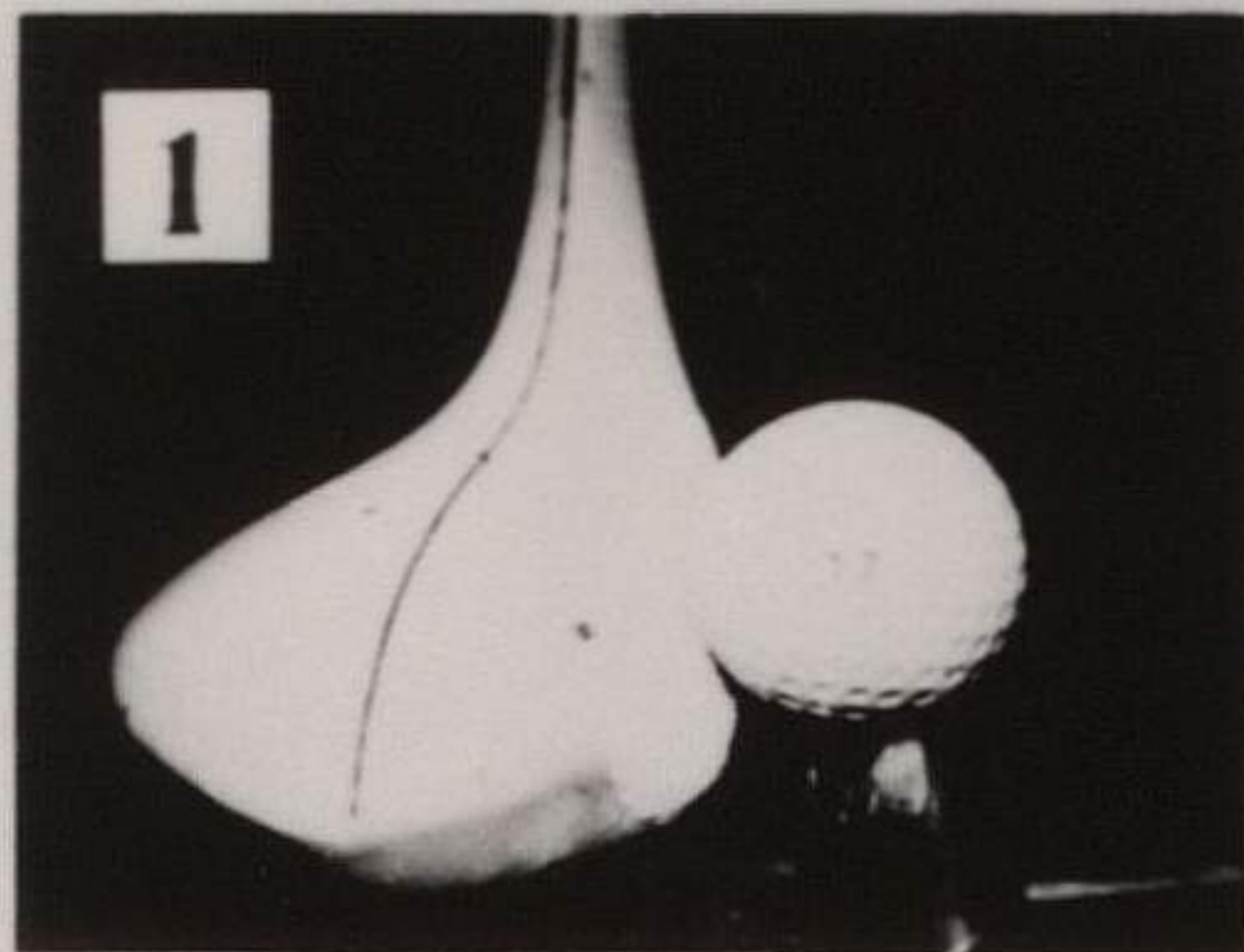
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From: Research Laboratory of
A.G. Spalding & Bros. Inc.
Chicopee, Mass.

EXPLANATION OF "STING" PHOTOGRAPH

The picture represents a topped iron shot in which contact has been made with the ball at the sole of the club, well below the center of gravity of the club head. In the first position immediately after contact it will be noted that a quite perceptible bend has been produced in the lower half of the shaft. The uniform intervals between successive positions of the grip end of the club up to this point indicate that the acceleration of the grip end has been smooth.

In the second position after contact, the bend of the shaft has progressed as far as the lower end of the grip; and in the third picture it has reached the hands. The widening of the interval between successive pictures of the grip end of the shaft indicate the very rapid acceleration in this end which produces the stinging slap on the player's hand. The effect of this action is further confirmed by the fact that a player feels a mis-hit iron shot in the hand in contact with the advancing (or front) part of the grip. If the club is gripped properly, this is the left hand: the club slaps forward against this hand rather than backward against the right.



GOLF BALL IMPACT SEQUENCE
Courtesy of
A.G. Spalding & Bros., Inc.
Research Laboratory
Chicopee, Massachusetts
© A.G. S. & Bros Inc.

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EXPLANATION SINGLE FLASH PICTURES OF CONTACT BETWEEN
CLUB AND BALL IN AN ORDINARY HIGH POWERED DRIVE

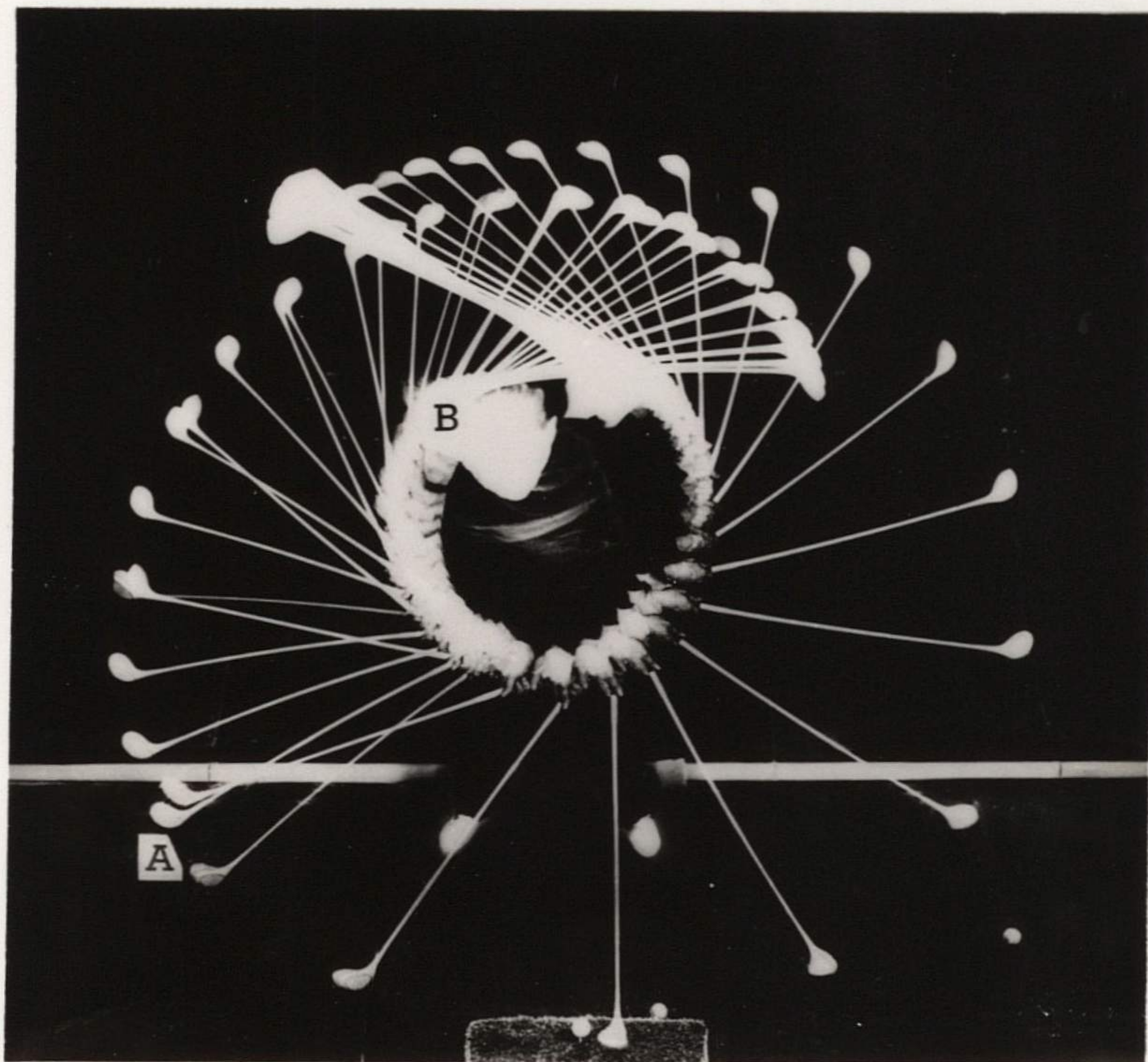
The accompanying series of single-flash pictures illustrates the sequence of contact between club and ball in an ordinary high-powered drive. The club was swung by a driving machine and propelled a Spalding Dot ball approximately 250 yards carry-and-run. The initial contact, the flattening, and the recoil of the ball from the club-face, can be clearly seen.

Notice that the ball reaches substantially its maximum flattening before its front edge moves at all. Notice, too, that as the ball is compressed horizontally, its vertical diameter elongates, and similarly, as it reacts from the compression, in leaving the club, the horizontal diameter is stretched, and the vertical shortened. These pictures provide valuable clues to the stresses to which the interior of the ball is subjected.

From other similar photographs made especially for quantitative measurement, the following interesting facts have been determined:

For the contact pictured here:

The total duration of contact was	0.00040	secs.
Time of compression was	0.0002	"
" " decompression (restoration of ball) was	0.0002	"
Backspin (Loft of club 12 degrees) at rate of	4800	revs. per min.
Velocity of ball leaving club was	238	ft. per sec.
" " club before impact was	162	" " "
" " " after impact was	125	" " "
Diameter of ball at rest (standard)	1.68	inches
Maximum diameter of ball was	1.78	"
Minimum " " " "	1.56	"
During contact face of club moved	0.35	"



SWING NO. 1 - AVERAGE GOLFER

GOLF SWING ANALYSIS

COMPLIMENTS OF

A. G. Spalding & Bros. Inc.

50 PICTURES PER SECOND

© 1940 A. G. S. & Bros. Inc.

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COMPARISON OF GOLF SWINGS

SWING I is that of an ordinary golfer.
SWING II is mine.

"A" in each swing indicates path of backswing and
"B" the topmost hand position in the backswing.

The following points are of interest:

(1) The arc of the backswing in II is much wider than in I. This is brought about by a more complete extension of the left arm.

(2) This extension plus a more effective wind-up of the hips brings the hands at "B" noticeably higher in II than in I. The position in II is one of greater potential power.

(3) The loop in the path of the club head as the swing changes direction is apparent in II and absent in I. In II the plane of the downswing has dropped away from the camera so that the club head may be brought upon the ball from inside the line of flight. The radius of the downswing has been further shortened by the retention of almost the full angle of wristcock during the early stages.

(4) In the second half of the downswing, in swing II the intervals between successive club positions are greater than in swing I because the uncocking of the wrists in this area contributes to continually increasing club head speed.

(5) In II the player has relaxed after making the hitting effort and has allowed the momentum of his swing to carry his club well around his neck at the finish. Swing I, being much shorter after impact indicates that this player is still feeling tension.

Robert T. Jones, Jr.

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