

handle so that you see more of the back of it.

3. Gripping too tightly with the right hand and not tightly enough with the left. You should grip firmly with the left hand and loosely with the right throughout the swing.

Some instructors tell a slicer to set his left hand far over to the right so that he can see practically all of the back of his left hand, and to set the right so far under that the palm of the hand faces more or less upward. This is a lame duck way of counteracting a slice and from 50 to 75 yards distance may be lost by it. The most common slice is the one caused by bad timing of the wrist whip which results in the club handle going through ahead of the club head. Setting the left hand over and the right hand under merely turns the nose of the club in at the impact which counteracts the lack of wrist work but does not eliminate the trouble. Slicers should learn to get the club head through on time with the handle. In this way the slice will be cured and distance gained instead of lost. In some cases, and particularly in the midst of an important match, there may be no alternative but to resort to counteracting errors with yet other errors, but that is no excuse for continuing them indefinitely. Correcting a slice by setting the left hand far over and the right hand far under the club handle usually results in converting a slicer into a smothered hooker.

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Illustration 6

1. **MAINTAIN STEADY SWING CENTER:** Controlled by correct pivotal action of the body which keeps the player's head in place.
2. **CONTROL SWING RADIUS:** Controlled by player keeping left arm firm.
3. **SWING ON OBLIQUE PLANE WITH BALL:** Controlled by right arm and hand.
4. **SWING IN LINE WITH DIRECTION OF PLAY:** Controlled by shoulder turn.
5. **STRIKE WITH SQUARE IMPACT:** Controlled by correct hand set and balanced effort of the pronating muscles.

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6. **SHIFT BODY WEIGHT:** Gives momentum to the blow.
7. **ROTATE SHOULDERS:** Gives power to the swing.
8. **SWEEP WITH LEFT ARM:** Gives speed to the swing.
9. **DELAY RIGHT FOREARM AND WRIST HIT:** Gives great speed to the club head.
10. **TIME BOTH SWING AND STROKE:** Harmonious co-ordination of all moving parts — vital to direction.
11. **CONCENTRATE POWER AT IMPACT:** Gives distance to the ball's flight.
12. **TRANSMIT POWER TO BALL:** Made possible by the left side resistance.
13. **PROPORTION THE EFFORT:** For consistency in play.

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14. SWING AUTOMATICALLY:	M	C
15. AIM EFFECTIVELY:	F	O
16. LOOK AT THE BALL:	N	N
17. PLAY THE SHOT:	T	T
18. THINK CORRECTLY:	A	R
19. FIND EFFECTIVE KEY THOUGHTS:	L	O
20. PERSEVERE:		L

The Sum Total = Good Golf

Golf Professional

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