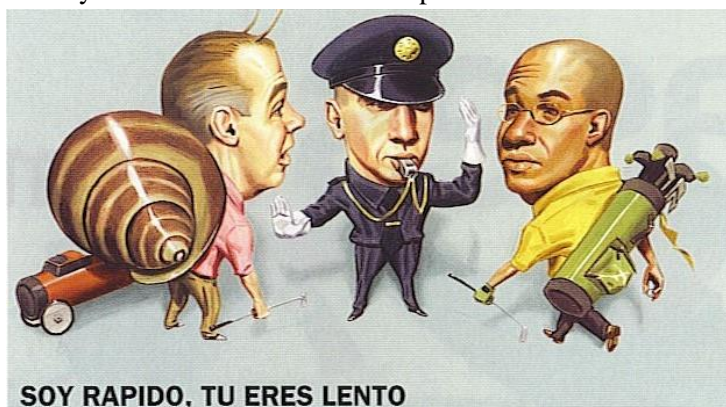




Talking in the 19th Hole

Driver. The pace of the game is one of the main problems in the golf courses. The subject is broad, and we will see it little by little. The USGA and RANCA aware of this situation made modifications to the Rules to encourage a fast pace of play. The golf courses have also taken steps to deal with the problem, such as setting a maximum time per round and hole. But the problems continue, between players, and between players and the golf staff. Let's look at three aspects of this topic.

1. Keep the par time. The fact that some players use carts and others walk partly explains these frictions. It is not the same to hit from senior marks and get the cart to the fairway, that from white and walk. Par time based on the time a group completes the round by walking. Players who use a cart and do less time than par time, should not be putting pressure on the groups ahead, because they are the ones that are out of position.



Par time per hole and round is the objective measure to determine the pace of play of a group. A group is not determined to be slow or fast by the subjective opinion of the players. A group that plays fast also causes problems like a group that plays slow. The challenge is to keep the par time per hole and round.

2. The perception of the rounds. The groups in the first tee time generally play the first 9-holes at a good pace because they do not have groups ahead, and the course is at a low percentage of their capacity. But in the second 9 holes, they perceive a slower pace and then complain to the Marshal. It is important to note that in the second 9-holes the course is already full and that it is more likely that there will be problems with the pace of the game. Players must be aware of that situation.
3. The cultural theme. The same situation different behavior.
 - Mexican golfers playing in the United States cautioned for slow play. The Marshal asks them to pick their balls and go to the next hole. Players obey Marshal's directions.

- Mexican golfers playing at their Club in Mexico cautioned for slow play. The Marshal asks them to speed up their game because they are 10 minutes behind the par time. Players:
 - o They argue with the Marshal.
 - o They blame the other groups.
 - o They say what the problem is if they don't stop anyone.
 - o They continue with slow play.

The difference is that the players in their Clubs feel with power and influence, with greater rights, and consider that they are above the Regulations. Paradoxically, these behaviors are more frequent in the experienced players, in power groups, in groups with managers and former managers, who should be the example. The solution is simple. All players are equal and have the same rights and obligations. Everyone must respect the Regulations, and the golf staff must apply the Regulations to everyone equally.

Woods. The chip with a fairway wood or a hybrid is one of the safest and easiest hits. In this shot, the loft throws the ball as if doing ducklings, and then rolls like a putt. It is a good option when the ball is out of the green on a bad lie (in a divot, dry grass, wet soil, etc.), and the grass between the ball and the green is relatively low. It is an option when the ball is close to the fringe of the green, and the ball is in a short, thin rough. In these circumstances, it works because the base of the wood or hybrid does not get stuck in the rough, before impact. Do not attempt when the ball is in dense rough and must roll through high grass. You must assess the situation before making the decision.

Technique and considerations:

- Read the green as in the putt.
- The swing is like the putt.
- Place the wood or hybrid more vertical than its regular lie.
- Use the putting grip.
- Choking well down on the club.
- The upper part of the grip is between the wrists.
- Hands are slightly ahead of the ball.
- Weight is slightly on the left side.
- The stance is narrow.
- The backswing is superficial.
- Use your wrists a little to hit the ball.
- In short grass, make a shallow blow. In light rough, make a slightly descending blow, which will make the ball jump.
- Accelerate the clubhead a little more than regular.



<https://www.youtube.com/watch?v=dwJO6yMgwtI&list=PLkNO-D-t4wcyU4yfNiaI2PfZJbg0B-Lba&index=2>

Irons. "The best age to introduce a child to golf is when he or she becomes interested in the game." Harvey Penick. "Any age is fine if your child wants to play" Bob Rotella. Unfortunately, many parents force their children to play even when they don't want to. They enroll them in private classes or clinics against their will. They express their disagreement with lack of interest, apathy, indifference, lack of integration, and absenteeism.

Like any other activity in life, the desire to learn comes from seeing and doing, so a good trick to start children is to take them to practice and let them hit balls to see if they like it; Another advice is to ride them in the golf cart, which excites them a lot.



Golf teachers differ in the optimal age to start playing. Opinions range from 3 to 10 years. The physical strength to lift the club is the reason for the difference of opinion. I advise from 6 years onwards. Experience has shown us that when a child starts golfing against his will, sooner or later, he will abandon it.

Putts. Improving service to players is essential in golf courses. The installation of a compressor to clean the spikes with air is an investment that leaves the players happy. With clean spikes, you avoid getting grass and dirt into the locker room, the Club House, and the players' car and house. **Fore.**



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