



## Talking in the 19th Hole

**DRIVER.** COMING OUT OF DIFFICULT PROBLEMS AND CONDITIONS. Every player gets into trouble on a golf course. But while amateurs aggravate the situation by getting into more trouble, a scorer knows that the main rule is "if you've gotten into trouble, get out of there." You can lose a stroke or even 2, but you have to make solid decisions that minimize the damage and keep the round.

Good players hit bad shots, but they rarely hit 2 in a row, and even rarer is that after a bad shot, they hit a worse shot. Good players take their medicine and put the ball back in play. And when the situation allows it with a calculated risk, they can get out of trouble with a recovery shot that allows them to reach the green.

When you are in trouble or difficult conditions, the risks are higher because the disaster is closer. A conservative game will usually work best when you have little room for error. It is better to stick to what you know and know how to do well in difficult situations. A scorer, when in trouble, doubly ensures that his next decision puts the odds in his favor.

A player should rarely attempt a shot that he cannot land at least three out of four times. Before making the decision, the player must know if he can do it according to his ability.

When playing in difficult conditions, you must recognize them and understand that the score will probably be higher. This will keep excitement and frustration out of decision-making when the player is under challenging conditions. Playing one shot at a time to the best of your ability regardless of score becomes even more vital.



Attitude and good judgment are crucial in dealing with problems, but to do more than just chipping the ball back onto the fairway, the player must have an excellent moving ability. This means that he must know how to curve the ball in both directions and hit it high and low. The better you master these skills, the more options you will have to get out of trouble.

**PUTTS. AVOID BIG MISTAKES.** Golf is not just about hitting good shots. An essential part of your strategy is limiting the number and effect of bad shots. Big mistakes cause double bogeys or more. Big mistakes, in general, are the result of a combination of bad shots and bad decisions. Among the big mistakes we find:

- Send the ball to OB. One of the worst mistakes because we added two strokes, and we are still in the same place.
- Lose the ball. This can happen on any shot but is more common when you hit the ball into the high rough and the trees. It is similar to OB because we add two strokes, and we are still in the same place.
- Send the ball to the penalty areas. You receive one penalty stroke for taking relief from them.
- Whiff. It consists of trying to hit the ball but without making contact with it. It usually happens when you try untrained shots.
- Being in a situation where it is necessary to declare an unplayable ball. You receive a penalty stroke, and you are practically still where you are.
- Situations of rules where one proceeds incorrectly. The penalties are generally two strokes, but in many situations, the player is disqualified.
- The three-putts or more. Making three-putts kills a good score.
- Heroic shots in which you attempt a shot with a low success rate.
- The terrible shots around the green.
- Other areas related to big mistakes are bunkers, rough, and trees.

A scorer is an expert in identifying the feeling of danger and is a model in the following behaviors:

- Rate potential dangers in descending order, from most dangerous to least dangerous. With that information, you determine how to stay out of trouble.
- Identify the holes and situations where big mistakes are made most often.
- He is not ashamed of being extra-conservative to avoid the big mistakes.
- Follow the rescue routes from the hole, even if it is a longer path to the hole, to avoid potential problems.
- Knows how to negotiate or grant a bogey, especially if the hole is one of the most difficult on the course.
- Control the damage done by bad shots.

Let's look at other guidelines on how to avoid big mistakes:

- The key to scoring the average player is to avoid double bogeys or more.
- The easiest way to shoot lower scores is to avoid making the big mistakes.
- Golf is a game of mistakes, and the winner is almost always those who make the least bad shots or do less damage.
- Doing a double-bogey or more is done in the blink of an eye, so the player must be very awake to avoid them.
- The scorer resists the shots that can cause a big mistake and favors those that keep the ball in play.
- The percentages dictate when to use the rescue route.
- Don't try to make up for a missed shot by hitting an impossible shot.

I invite you to apply these strategy concepts. By doing so, you will see for yourself that they work. **FORE.**

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