

GOLF GENIE™

Tee to Green Pocket Guide

Golf Genie™ is designed by top PGA instructors for on-course play and off-course preparation. It is your vital pocket guide that provides you expert instruction on golf shot selection, setup and execution and helps you fix problem swings instantly. All instructions represent current research on learning styles and include easy-to-absorb visuals and text.

The United States Golf Association (USGA) has ruled that Golf Genie™ fully conforms to the Rules of Golf during play.

BASICS

- Selecting the Right Club
- Grip, Pre-Shot Preparation
- Setup, Backswing, Downswing
- Common Ball Flights
- Straight, Draw, Fade Shots
- Bunkers, Pitching, Chipping
- Putting

ADVANCED

- Get More Distance
- Uphill, Downhill, Sidehill Lies
- Lob Shot
- Plugged Lie
- Trees and Rough
- Wind and Hardpan
- Advanced Bunker









QUICK FIXES

- Pull hook
- Hook
- Pull
- Push
- Slice
- Push Slice
- Thin, Fat, Shank

All lesson references in the **Golf Genie™** are for right-handed golfers.

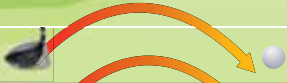




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Club Selection and Typical Distances: **IRONS**

		MEN	LADIES	MY DISTANCES
4 IRON		170yds (155m)	120yds (109m)	
5 IRON		160yds (146m)	110yds (100m)	
6 IRON		150yds (137m)	100yds (91m)	
7 IRON		140yds (128m)	90yds (82m)	
8 IRON		130yds (119m)	80yds (73m)	
9 IRON		115yds (105m)	70yds (64m)	
PITCHING WEDGE		105yds (96m)	60yds (55m)	
SAND WEDGE		80yds (74m)	50yds (45m)	

Club Selection and Typical Distances: **WOODS & PITCHING**

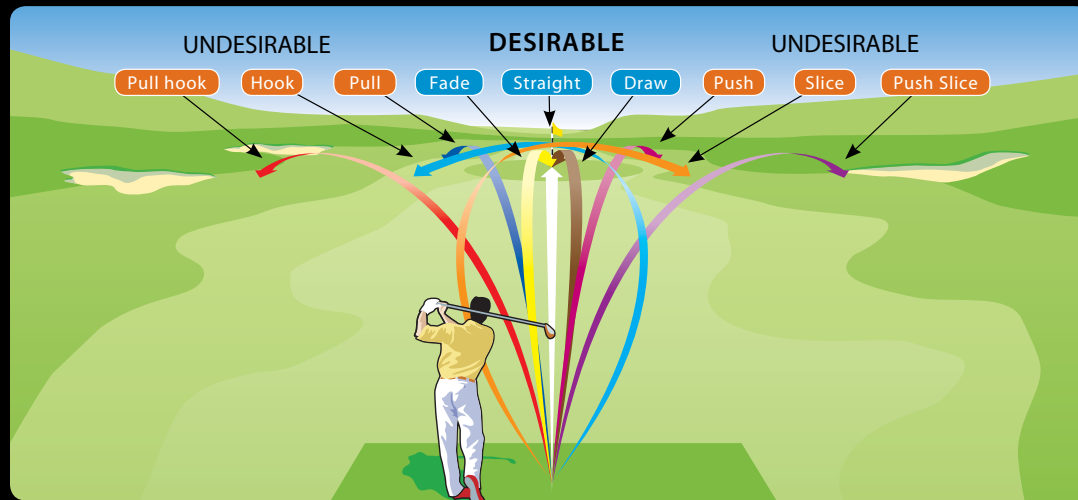
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		MEN	LADIES	MY DISTANCES
DRIVER		230yds (210m)	175yds (160m)	
3 WOOD		215yds (196m)	150yds (137m)	
5 WOOD		195yds (178m)	135yds (123m)	
HYBRID		188yds (172m)	130yds (119m)	
PITCHING DISTANCES (lob wedge)		10 o'clock	60yds (55m)	
		9 o'clock	45yds (41m)	
		8 o'clock	30yds (27m)	
		7 o'clock	15yds (14m)	

BASICS

Pre-Shot
& Tempo

Common Ball Flights



Desirable Flights (addressed in **BASICS**)

- Straight: Initially straight, holding line.
- Draw: Starting just right of target and finishing on target.
- Fade: Starting just left of target and finishing on target.

Undesirable Flights (addressed in **QUICK FIXES**)

- Pull/Hook: Initially to the left, deviating further to the left.
- Hook: Starting right of target and finishing left of target.
- Pull: Initially to the left, holding line.
- Push: Initially right, holding line.
- Slice: Starting left but finishing right of the target.
- Push/Slice: Initially right, deviating further to the right.

BASICS

Bunker Shots: **GREENSIDE**

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- 1 Weight 60/40 favoring the left side—maintain throughout swing.
- 2 Use sand wedge—open the clubface and open stance (with clubface facing target)—if softer sand, more “open,” if firmer sand, less “open.”
- 3 Ball forward in stance.
- 4 Hit sand 2 inches behind ball. Keep left arm straight and control shot with body rotation, not arms.

Bunker Shots: **FAIRWAY**

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- 1 Grip down on club 1 inch. Take one more club than usual (i.e., a “5-iron” instead of “6-iron”) and swing smoother.
- 2 Distribute weight evenly at address.
- 3 Position body so that ball is in middle of stance.
- 4 Stand taller at address to avoid striking sand first—strike ball cleanly.

BASICS

Bunkers

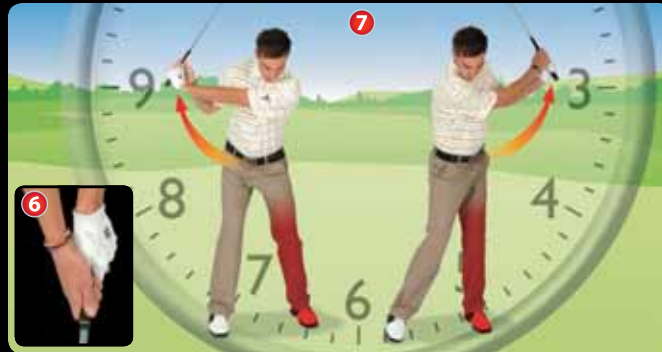
Pitch & Chip: **PITCHING**



- 1 The "pitch shot" spends more time in the air than on ground. Use lofted club—sand wedge (54-58°) or lob wedge (59-62°).
- 2 Grip firmer.
- 3 Slightly open stance.
- 4 Ball position slightly forward from middle.
- 5 Weight on left side 60/40.

Pitch & Chip: **PITCHING**

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- 6** Move hands down grip and in front of ball.
- 7** Keep steady pace and swing torso back and through shot.

- 8** To control distance, swing left arm to "hours" of a clock (i.e., 9 o'clock equals 45 yards).

LEFT ARM POSITION	TYPICAL DISTANCE (lob wedge)
10 o'clock	60yds (55m)
9 o'clock	45yds (41m)
8 o'clock	30yds (27m)
7 o'clock	15yds (14m)

MY DISTANCES

- 10 o'clock
- 9 o'clock
- 8 o'clock
- 7 o'clock

BASICS

Pitch
& Chip

BASICS

Putting: **READING GREENS**

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- Examine green and look for highest and lowest points.
- The ball will break toward the lowest point—the more severe the “low” the more severe the break.
- Aim putt toward the top of the break rather than the cup.
- When in doubt, play more break.

The “Pro Side” is referred to as the “higher” side of the cup.
The “Amateur Side” is referred to as the “lower” side of the cup.

Strive to always putt the ball on the “Pro Side”—better chance to go in if missed putt.

Putting: **READING GREENS**

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Consider the grain and direction of grass

- Where grass looks darker, the grain is against you and putt will be slower.
- When grass looks shiny, the grain is with you and putt will be faster.
- Ball tends to break toward water—if lake is nearby, expect the ball to break toward it.

Greens are typically faster earlier in the day when the greens are cut and slower at end of day as the grass grows.

Uphill, Downhill & Sidehill: **UPHILL & DOWNHILL LIE**



- Align shoulders, hips, knees with slope.
- Use less lofted club—uphill lie promotes higher trajectory and shorter distance.
- Keep most weight on back foot.
- Swing along slope—maintain balance.



- Align shoulders, hips, knees with slope.
- Use more lofted club—downhill lie promotes lower trajectory and more distance.
- Keep most weight on front foot.
- Swing along slope—maintain balance.



- Grip down on club.
- Adopt more upright set up/spine angle.
- Ball will tend to fly left—aim right of target.
- Move ball further back in stance.



- Use full length of club.
- More spine tilt than normal—maintain spine angle throughout shot.
- Ball will tend to fly right—aim left of target.
- Keep backswing short—use one more club.

**QUICK
FIXES**

Slice: FAULT

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- 1 The slice is a shot that starts left, but finishes right of target.
- 2 Body alignment too far left of target.
- 3 Swingpath out-to-in.
- 4 Grip too weak.
- 5 Clubface open at impact.

Slice: **FIX**

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- 1 Square stance. To help visualize, think of standing on railway line.
- 2 Swing on a more in-to-out swingpath.

- 3 Stronger grip.
- 4 Clubface square at impact.

Slice

**QUICK
FIXES**

Fat/Duff Shot: **FAULT**

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- 1 Hitting behind the ball (i.e., turf first).
- 2 Grip too loose or too tight.
- 3 Ball too far back or too far forward in stance.
- 4 Weight on right side at impact.
- 5 Wrist releasing too soon on downswing (likely trying to "help" ball get airborne).

Fat/Duff Shot: **FIX**

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- 1 Correct grip pressure of 4 or 5.
- 2 Move the body weight to left through impact.
- 3 Try to release wrist hinge as late as possible—drive right hip and hand.
- 4 Focus on driving into back of ball.

Thin/Fat