# Daily Golf Thoughts for Good Golf Shots 

An educational book of sequential one liner's that will make you ponder as it sec retly reveals some of the most elusive lessons within the game of golf.

By

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## The Set Up

The purpose of the set-up is to consistently and a c curately align the body into a proper position that lends itself to a successful golf shot.

## The Set Up

Most poor golf shots oc cur due to a poorset up, well before you ever make your swing.

## The Set Up

A poorset up causes involuntary
compensations, which
are necessary to
accommodate
whatever ina ppropriate conditions you have created in your set up, ultima tely lea ding to errant shots.

## The Set Up

Good players don't lose their swings; they get out of position in their set up where they can't make their good swing.

## The Pre-Shot Routine

# The purpose of the preshot routine is to a lign the mind and body so that they work together effectively to create a suc c essful golf shot. 

## The Pre-Shot Routine

# The pre-shot routine is both physical and mental and it's the mental routine that guidesthe physicalact. 

## The Pre-Shot Routine

## The pre-shot routine is your on-a nd-off switch to a successful golf shot.

## The Pre-Shot Routine

## The pre-shot routine serves

 as a cocoon that enc apsulates you in the present moment, allowing you an opportunity to focus on the task at hand.
## The Pre-Shot Routine

One of the major things that separate
accomplished players
from less-a c complished players is the individual's ability to stick to a consistently accurate preshot routine.

## The Swing

The golf swing is not a puzze made up of all kinds of little parts; it's merely a mythmic motion that should be made in balance.

## The Swing

## The golf swing is a rotary motion back and through: tum your back and tum your belly.

## The Swing

## On the back swing, the upper body is more active and the lowerbody is more passive.

## The Swing

# On the follow-through, the lower body is more active a nd the upperbody is more passive. 

## The Swing

The purpose of the back swing is to store energy to a position behind the ball, utilizing a rotary motion of the upper body.

## The Swing

The purpose of the follow-through is to release the stored energy through the ball towards the target, utilizing a rotary motion of the lower body.

## The Swing

> "Feel" is the most ta ngible, identifiable
> a spect of the golf swing.

## The Swing

A good golf swing is
accompanied by a good feeling.

## The Swing

## Rhythm, balance a nd contact are the glue to a good golf swing.

## Practice

## The body is the engine of the golf swing.

## The Swing

## Don't confuse effort with power-it's an illusion.

## The Swing

Strive for maximum power with minimum effort!

## The Swing

## Swing easy to hit hard!

## The Swing

## Soft Hands <br> $=$

More Distance

## The Swing

## The essence of your control comes from your lack of control.

## The Swing

The golf ball is immaterial to the swing and is merely an object which happens to get in the way of the club head as it swings freely towards your intended target.

## The Swing

# When it comes to the ball, you don't swing to it; you swing through it towards your target. 

## The Swing

## The \#1 thing directly

 related to making solid contact has to do with whether or not you have visual contact with the ball at the moment of impact.
## The Swing

On all shots, during every
swing, you should strive to the best of your ability to visua lly witness conta ct at the moment of impact.

## Practice

# When practicing, always have a plan and strive to rema in task-oriented! 

## Practice

Practice often and be prepared! If you haven't "got game" on the first tee, chances are good you're not going to find it on the course!

## Practice

Practice doesn't make perfect. Practice makes permanent. Only perfect practice makes perfect pemanent!

## Practice

## Golf is a target-oriented game, not an objectoriented game.

## Practice

## Swish the club head louder and fasterfor more distance.

## Practice

## You don't make a good golf swing happen; you let it happen.

## Practice

## There is only one moment of truth in the golf swing: impact.

## Practice

## The body does what the mind thinks.

## Practice

If you are in pursuit of the perfect swing, you're in pursuit of something that does not exist.

## Practice

## Most every round is finished with a putt, so practice often.

## Practice

## If putting is sta tistic a lly 50\% of the game, it should comprise 50\% of your practice.

## Practice

A marksman doesn't aim in the general direction of the target and expect to hit a bull's eye. He aims at the bull's eye and expects to hit the generaltarget.

## Practice

## Low scoresare a product of ceaseless devotion to the short game.

## The Short Game: Putting

## Drive for show <br> \& putt for dough.

## The Short Game: Puting

Par for 18 holes is 72. Sta tistic ally, you a re allowed 2 putts per hole or 36 per round.
Therefore, putting is 50\% of the game or half of a regulation round with a par of 72.

## The Short Game: Putting

## Putting is a game within the game.

## The Short Game: Chipping

## Good chippers have better putting stats.

## The Short Game: Putting

Typically, the more greens you hit in regulation, the poorer your putting stats will be.

## The Short Game: Putting

In suc cessful putting, distance is more important than line. Poor distance control causes more 3putts than does poor line.

## The Short Game: Putting

## Good putting is directly related to confidence.

## The Short Game: Putting

The PGA Tour players only make $40 \%$ of 10 ' putts, but a verage 88\% inside of 10'.

## The Short Game: Putting

You don't often make a 3 foot putt that you feel you will miss and you don't often miss a 3 foot putt that you feel you will make.

## The Short Game: Putting

Always practice your putting using the same kind of balls.

## The Short Game: Chipping

## You don't need to be a great chipper, you just don't want to be real bad.

## The Short Game: Putting

There are only two parts to putting: line and distance. You should set up for line and then roll it fordistance.

## The Short Game: Chipping

When chipping, you should strive for minimum camy and maximum roll whenever possible.

## The Short Game: Chipping

When chipping, you should land the ball on the front of the green and let it roll to the hole.

## Sc oring

## To shoot your lowest score, strive to continuously advance the ball towards specific ta rgets until the ball is holed.

## Scoring

## The object of the game is to hole the ball in the least a mount of strokes.

## Sc oring

## 75\% of all your shots oc cur within 100 ya rds of the hole.

## Sc oring

## Golf is a game of good misses, not good shots.

## Sc oring

## The woods are full of long hitters.

## Sc oring

## Foc using on a nything other than the task at hand will only lead to errant shots.

## Sc oring

## Great pla yers c ontrol their distance better than the rest.

## Scoring

## Strive to end up pin high with all shots. Don't sneak up on it.

## Sc oring

$75 \%$ of most shots by
a mateurs come up short of the hole no matter how faraway they are.

## Sc oring

## The driver is intended to create maximum distance within the confines of the golf course. Many birdies have been made from the rough.

## Sc oring

You never know where the right place to be is until you hit your next shot, so don't be too quick to judge.

## Sc oring

## Most all golf holescan

 be bogeyed if you can consistently, a c curately, and predictably hit a ball 150 yards with two putts.
## Sc oring

## Golf is not a game of distance; it'sa game of consistency, accuracy, and predictability.

## The Sc oring

## Pick the smallest possible target on all shots.

## The Mental Game

One of the hardest things to do in the game of golf is to stay in the present.

## The Mental Game

Fact: $99.9 \%$ of all shots that come up short of the hole don't go in.

## The Mental Game

## Don't count your chickens before they're holed.

## The Mental Game

When you hit a 3 wood when you should be hitting a 6 iron, you're ego-involved.

## The Mental Game

Your curent shot is
always more important than the last or the next shot.

## The Mental Game

You must be physic ally relaxed and mentally engaged on the current task at hand in order to create your best shot.

## The Mental Game

As a golfer, there is only one best shot for every shot, a nd it's your job to identify a nd execute it.

## The Mental Game

Nobody evershot a great round of golf recovering from poortee shots.

## The Mental Game

Always remember, when you're within striking distance of the hole: "This could go in."

## The Mental Game

Everything you physic ally do is merely the visible portion of your mental activity.

## The Mental Game

## Whatever you think, you get.

## The Mental Game

## Think where, not how.

## The Mental Game

## Don't hit this into the water. Too late you just did.

## The Mental Game

## The ball does what the mind thinks.

## The Mental Game

Playing better golf isn't necessarily about playing better, it's about not playing asbadly.

## The Mental Game

If you want to see a crappy shot, just look up.

## The Mental Game

# Many errors originate in the mind and find expression in the swing. 

## The Mental Game

## Every shot you ever hit is <br> a miss to some degree <br> or a nother-unless it goes in.

# The Mental Game 

## The biggest inhibitor of suc cess is la ck of trust.

## The Mental Game

It's better to believe you have the right club in your hands, than to actually have it.

## The Mental Game

## Good golf is easy. Bad golf is hard.

## The Mental Game

 Golf is a game played on a 6 and a $1 / 2$ inch course located directly between your ears.
## The Mental Game

 Until you a re prepared to let go of trying, a nd trust things to the unc onsc ious mind, you will never realize your full potential.
# The Mental Game 

## One shot at a time.

## The Mental Game

 One of the hardest things to do in the game of golf is to stay in the present.
## The Mental Game

Never wish ill fate on your opponent, as it will eventually lead to your demise.

## The Mental Game

## Remembergolf is a game, not a job.

## The Mental Game

Visua lize the ball going into the hole.

## The Mental Game

To maximize your enjoyment you should alwaysstrive to play with individuals who are playing for the same reasons you are.

## The Mental Game

## Golf should always be a game of honesty and integrity.

## The Mental Game

Good golf is generally very easy and bad golf is generally very hard.

## The Mental Game

Always remember: for most people, golf is just
a game, so strive to
always have fun.

