



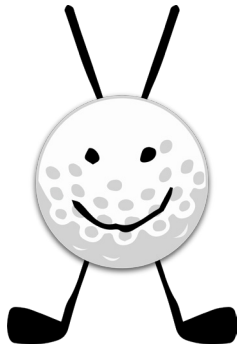
HOW TO PLAY BAD GOLF WELL!

DAVE ANDERS



**BE THE BEST
BAD GOLFER IN TOWN!**

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Written By Dave Anders
www.PlayBadGolfWell.com

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Preface

When I began to write this preface, I had to stop and think. Who are the people most responsible for helping me get this book done?

It starts with my cousin Mike. If it wasn't for his, now famous, quote "your only hope is to play bad golf well" it would've never happened. The concepts I started developing were to prove him right. All I wanted to do was to play bad golf well.

Next is my father, Don Anders. He wrote a book shortly before his death titled "How to Manage Management". It became a New York Times bestseller. Like any kid, I wanted to be like my dad. That means I had to be a good athlete and write a book. Well, I turned out to be a pretty good athlete, thanks to my Dad, and this is my book!

Lastly, I'd like to thank my wife Jenny and my daughter Riley. Jenny has always supported my crazy endeavors and although I had begun developing the concepts, I didn't start putting pen to paper until I started playing golf with my daughter. I guess most things I do is thanks to them.

I hope you enjoy this book. I hope that the concepts you learn will help you enjoy the great game of golf.

Hit'em straight!*

— Dave



My wife Jenny & daughter Riley.

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Chapter 1

Do You Qualify?

If you're reading this, you probably qualify. This book is for anyone shooting over 95, but most likely 100 (if you are truly keeping score), who does not want to put the time, effort, energy, money, and lessons in with a pro to become a single-handicap player.

As the self-proclaimed "World's Greatest Athlete," I wanted to play golf well enough to have fun, not embarrass myself in a group setting, and be the "best" bad golfer in town.

Like all sports, you need to break it down to the most simple of concepts: the basic fundamentals and the rules of the game. Everything in between is up to you.

You don't have to play like everyone else to be good, and you don't have to be better or more athletic to win at a particular sport, just smarter. This book will help you do just that!

This simple concept is proved every day because as the Good Book says, "The swift do not always win the race, nor do the Mighty win the battle."*

In fact, look at the best player in every sport. You will find that there were always better "pure athletes" at the time. Larry Bird, Wayne Gretzky, Muhammad Ali, Joe Montana and yes, even Jack Nicklaus.

The best sports spectacle I've ever witnessed proves this fact in dramatic fashion. It was during the heavyweight title fight between Muhammad Ali and George Foreman (for those of you too young to remember George Foreman, he is the guy who made the thing you grill your burgers on.)

Ali was old and attempting to make his third comeback as heavyweight champ. Foreman was young, strong, and in the best shape of his life. Ali had a game plan, but shortly into the fight he had to throw it out of the window. Foreman was much stronger and faster than he had imagined, and Ali's "float like a butterfly, sting like a bee" had been relegated to a moth and a mosquito. He started to lean back against the ropes and let Foreman pummel him. Everyone thought the fight would soon be over.

No one has ever won a fight without throwing any punches. It was completely unconventional, and his corner thought he was crazy. However, Ali figured out quickly that there was only one way he could win. Remember, there are the fundamentals and there are the rules of the game, and everything else is up to each of us to decide. Ali had now decided to let this huge, powerful, perfect specimen of a boxer punch himself out and he did that for eight rounds. He later dubbed it the "Rope-a-Dope."



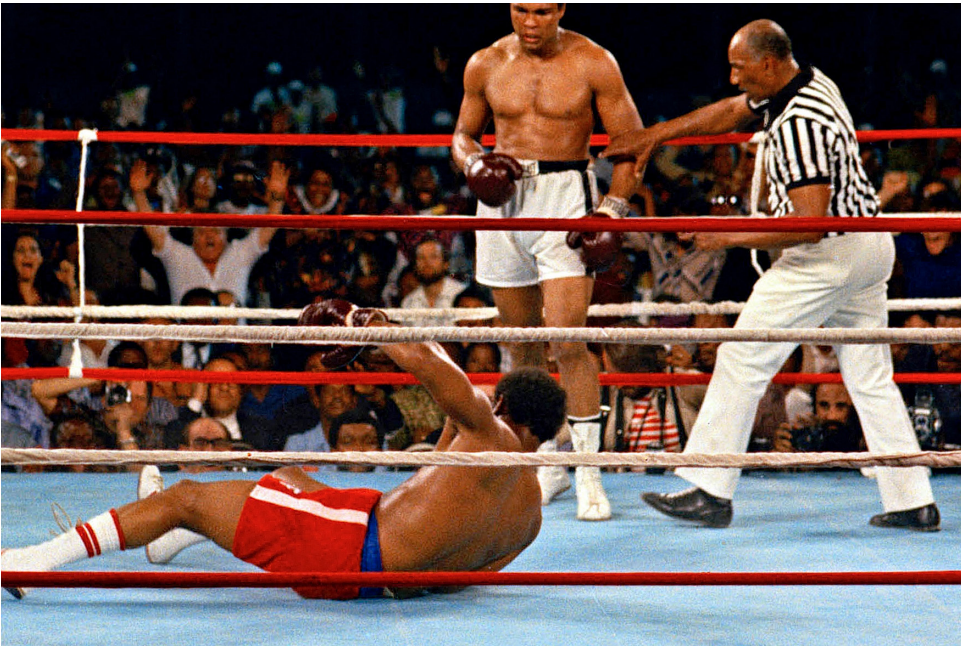
The Rumble in the Jungle was a historic boxing event in Kinshasa, Zaire (now Democratic Republic of the Congo), on October 30, 1974. Credit: AP:Associated Press

Ali waited for the perfect time, and then with his one chance, his one opportunity, and a burst of energy and adrenaline, unleashed a flurry of punches that eventually knocked Foreman to the ground.

Exhausted from the hundreds of punches that he had thrown with his massive arms and being dazed from the flurry of punches that he received, Foreman was unable to get up before the ref's ten-second count, and the fight was stopped. A knockout in the eighth round by Ali, he regained the title of Heavyweight Champion of the world.

So, like Ali, forget your current game plan. Forget what you have watched on television, forget what you read in *Golf Digest*, and especially forget what you have been told by your friend that thinks he is so much better than you.

This book will teach you how to be the “best” bad golfer in town. You may even beat that friend of yours, as well.



Muhammed Ali knocks out George Foreman October 30, 1974. Credit: AP:Associated Press

Chapter 2

Three Things Before You Swing

First: Buy Some Decent Clubs

Most guys that don't play much are using some old clubs they bought at a garage sale or were handed down to them from their grandfather. In the last twenty years the technology has changed so much, why not take advantage?

The clubs I started playing with I inherited from my father when I was 14 years old, I'm now 46. The newer clubs have benefited from modern technology and have a much larger "sweet spot". Believe me, we need that.

The other problem with older clubs, besides that tiny sweet spot, is the grip on the club. When the grip is old, it may move around when you swing or worse yet at impact, which will make it virtually impossible to hit the ball straight, even for a pro. So do yourself a favor and buy a decent set of clubs.* This simple concept could take more than five shots off of your game, and you're not even on the course yet.

Second: Your Grip

Although this is second on my list, it will eventually be the most important in your playing. This is also the only part of my concepts that you may not like. The way you hold your club will affect every aspect of swinging your club. It is the foundation of playing bad golf well. It takes years to perfect a swing, maybe even a lifetime. However, we can fix that grip of yours in about one minute.

*Check out: www.2ndSwing.com

Buy them used and put the money you save towards actually playing!

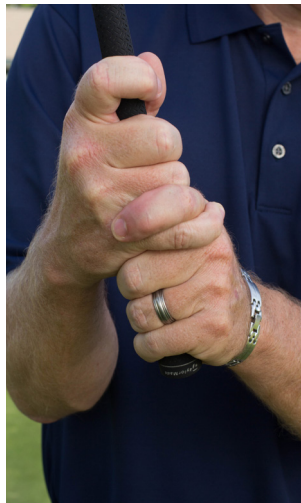
Even if you feel comfortable with your current grip, you may need to adjust it a bit. Going back to what I mentioned, in every sport there are basic fundamentals and the rules of the game. In golf, your grip is key. It is a basic fundamental that will affect everything else in your game.

Most new golfers hold a club the way they hold a baseball bat. *News Flash:* Different sport, different grip. I have added a couple different styles of grips that you can take a look at and don't worry they all work. Just make sure you form a "V" with your thumb and pointer finger, that's the key. You can also Google - Golf grips.

The trick is to find the one that feels the most comfortable to you. The good news is once you fix your grip, you will probably never have to do it again. As the Good Book says, "If it ain't broke don't fix it!"*



Form a "V" with your thumb and index finger.



Interlocking Grip



Overlapping Grip

Third: Courage

This is by far the hardest of them all to master. If you are going to be successful, you must be able to “NOT DO” what everyone else is doing and that takes courage. So, forget Tiger, forget your annoying buddy, and never watch another long drive competition again...ever.

Remember the concept! There are fundamentals; we will embrace them. There are the rules of the game; we will play within them, even use them to our advantage. (Bet your annoying buddy takes Mulligans or Gilligans, as I call them). *News Flash:* Both are against the rules. We won't take them. They entice you to try stuff that you shouldn't.

In between the rules and the fundamentals, we can do whatever (within reason) we need to do to accomplish the goal in golf. Not the lowest score each hole but the **LOWEST AVERAGE SCORE PER ROUND.**

Let me give you an example about how this concept can work in any game. My wife, Jenny, a few friends, and I were playing a card game - ironically - called “Golf.” This was the first time I had played this game, but as you can already imagine, the goal was to get the lowest score possible. At any point in the game if you feel you have the lowest score, you announce it and everyone has to count their cards. If you have the lowest score, you win that round. If you do not have the lowest score you must switch cards with the person who has the highest score. The person with the fewest points after five rounds wins. I noticed after playing the first two rounds that the person who announced they had the fewest points did not have it, and they were forced to switch hands with the highest.

So now understanding the fundamentals as well as the rules of the game, I proceeded to try for the highest score possible.

I realized that it could backfire on me - however, at this point in the game I was behind and if there was any chance of winning I would need courage to change my game plan and do something completely unconventional. Thanks, Ali.

My plan worked for the last three rounds and everyone who announced they had the lowest score didn't and was forced to switch cards with me. It wasn't until the last round, when my wife was forced to take my record-high score that she figured out what I had done. We totaled all the scores and sure enough, I had the lowest average score.

My wife (who is the most competitive person I know) was mad. She told me that what I did was cheating. I asked why, and she said, "The goal of the game is to get the LOWEST hand!" I replied, "No, the goal of the game is to have the lowest average score at the end of the game, and I do."

The moral of this story is: Don't always follow the crowd. Trust me, they don't always know where they are going.

There is something else that will help you to NOT follow the crowd (out of bounds or into the water), and that is humility. You're going to need to swallow the Longest Drive pride. As the Good Book says, "Before glory there is humility."*

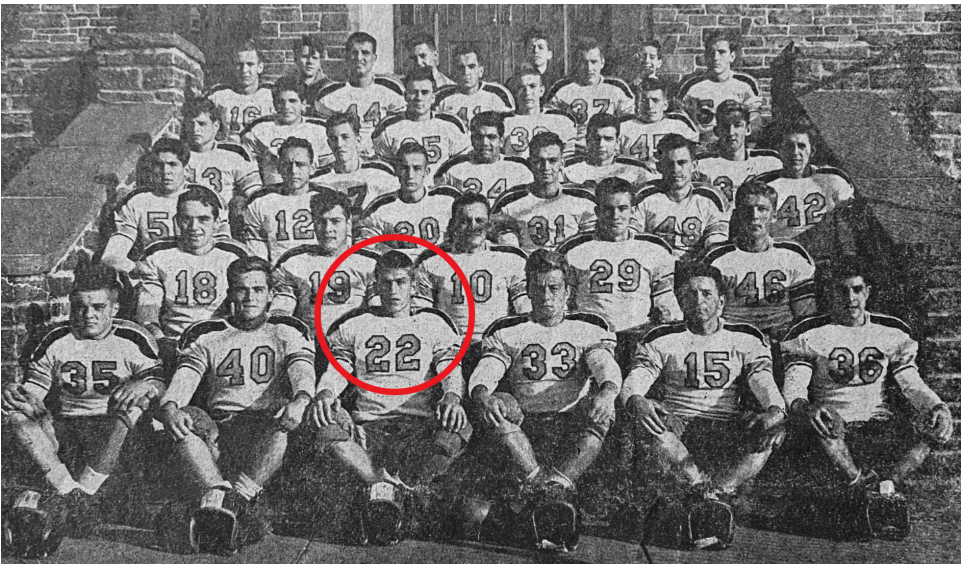
Chapter 3

My Influences

This is as good a time as any to introduce you to the three people who influenced me and the concepts I use in golf as well as other sports.

Dad

The first would be my Dad. Included in his athletic accomplishments in sports is football, baseball, basketball, swimming, diving and boxing. He took up tennis in his thirties and entered and won tournaments. He took up golf in his forties and hit a hole-in-one during the first father/son tournament he ever entered. Not with me but with my brother Don.

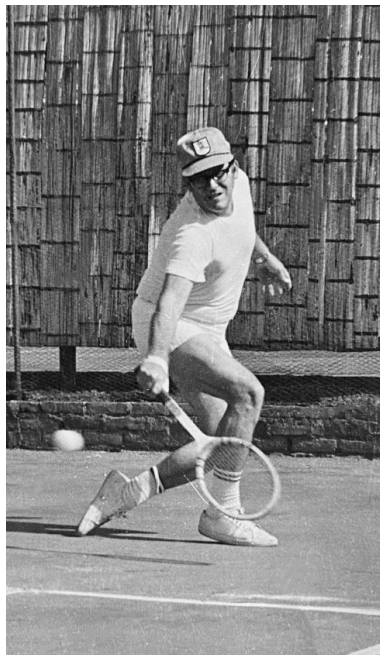


Dad (#22) with his Baltimore City College football team

He thrived at every sport he tried. When I tell people my dad played football in college they usually ask, what position? He played quarterback, place kicker, field goal kicker, and punter on offense, linebacker and occasionally safety on defense.

He could play all sports and all positions well. My dad was one of the best all-around athletes I have ever met, and I have met many. I learned one basic lesson from him and it is the most important of all you must learn if you are to benefit at all from this book. Get ready, because I'm about to let you in on it: "HAVE FUN!!"

No, really, that's what he always told my brother and I. Don't get me wrong, with as many sports as he played and taught me to play, he did love to win. I thank God though that he did not make that the number one goal in my life. Look what that did to Andre Agassi. If you don't know, read his book, "OPEN".



1971 at 42 years old - Dad took 3rd Place in a City Tournament

His goal was to understand the fundamentals of each game as well as the rules and then figure out how to win, his way. That's what makes it fun; when you beat someone else at the game they play best.

Uncle Ray

The second is my Uncle Ray. He, like my dad had taken up golf in his forties. He taught me two important things in golf. Number One: The rules. My Uncle had remarried and to introduce me to my new cousin, Mike (I'll get to him in a bit) he decided to take us golfing. I wasn't thrilled however he let us skip school so I felt better about it. The entire day he drilled every rule he knew into our heads and kept telling us "boys never cheat at golf cause you're only cheating yourself".

That always stuck with me. This is another area where courage comes in: It takes courage to write down a 12 on a par 3. Unfortunately, not many today have such courage.

The second thing he taught me was “don’t lose balls”. This was not due to the damage it causes to your score (I’ll get back to that as well) but to the fact that he was so tight his cheeks would squeak when he walked. He hated us hitting balls into the water or in the woods. In fact he made us go after both many times. Those experiences ended up playing a major role in the development of my concept.



Uncle Ray circa 1978

Cousin Mike

The third influence is my (now ex) cousin Mike. The marriage did not work out, however, Mike and I have remained “cousins” and the best of friends (See picture page 15). Mike took to golf like you wouldn’t believe. He also put the time, effort, energy and hundreds if not thousands of hours hitting range balls. Uncle Ray was a good mentor, shuffling him and his other golf buddies all over the greater Orlando area for their countless golf matches and tournaments.

Mike, however, always seemed to me to have one problem with golf and other sports. He never learned my Dad's lesson: "have fun". I believe he thinks he's having fun but sports torment him. Mike is also a great all-around athlete; I have played and continue to play many sports with him however we rarely play golf together.

Here comes the main reason and influence for this book: Mike is a golf snob. He does not like playing with people who play bad golf. He, like Uncle Ray, hates it when players hit in the woods or a bad shot in the water. Not because he's cheap, but because he hates waiting for you to look for your ball. The few times I have played with him have nearly resulted in a wedge to the head... his of course.

I decided to change my game plan with him. I asked for help. You will never guess what his answer was. "NO!" He said, "You're a bad golfer and will always be a bad golfer. You'll never shoot under 95 on a real golf course in your life. Your only hope is to play bad golf well." I realized he was right, but, only

about one thing. I would probably never put the time, effort, energy, money and hours hitting range balls to be considered a "good" golfer by golf snobs. If I, however, learned the basic fundamentals of the game and remember that Uncle Ray taught me the rules of the game, I could learn to play "bad golf well".



Cousin Mike, High School golf team, 1984

So using reverse psychology (the only kind that works on Mike) I probed him for reasons why I could never play golf well. The first reason he said is your grip, it's terrible. That led to him teaching me the basic tools to hit the ball straight. My goal now was to use those tools and the rules of the game to eventually play bad golf well. At least well enough to fool the golf snobs into thinking that I had put time, effort and energy into my game.

It took me three tries to break 95. I did it while playing with my good friend Bill on a course in Hilton Head called - *Old South*, a real course. I chipped in a 20-footer on the 18th hole for the 95 and yes, I called Mike right away to inform him. He didn't believe me. I knew he would only believe it with own eyes. By the time that happened and just a few rounds later I was starting to perfect my concepts and shot a 90. He saw it with his own eyes. He now became a believer and has helped me illustrate this book.



Dave and Cousin Mike vacationing in Hawaii 2009

Chapter 4

Hit Straight

True, this is easier said than done, however, herein lies the key to playing bad golf well. It starts with the proper grip, so pick one. Start out by hitting a few balls using several grip styles and settle on the one that feels best. Now it's time to hit the driving range. Don't worry you won't be living there, just visiting from time to time. Remember we want to have fun and driving ranges aren't that fun.

Now it's time to learn to hit straight. Take 10 balls and follow these steps closely. It may seem silly but I want this ingrained in your soul.

Step 1:

Place a tee 2 feet in front of you and hit all ten balls at the tee. The goal is to hit them straight. Use your new grip but don't worry about your swing. You don't want to hit it hard, just to the tees. Keep doing that until you hit the tee or come very close every time. Now, move the tee five yards farther, then ten yards then twenty. Don't skip a distance, just do them all.



Hittem' Straight Exercise

Now think about what you just did. You hit the ball straight almost, if not, every time. There are two main reasons:

- 1) You were concentrating on a simple easy task.*
- 2) There was very little back swing involved.*

This is the part that needs to be ingrained in your soul: Never use more than a half backswing.

We are all used to watching Tiger, Mickelson and the rest of the boys and girls for that matter, make these unbelievable back swings. *News Flash:* We can't do that. Way too many bad things happen between the top of a full, Tiger-like swing and impact. For the rest of your days playing "bad golf well" you will never take more than a half swing.

Yes, you will be tempted at times, you will lose your courage like the cowardly lion. You will be playing a foursome and someone (probably your annoying buddy) will suggest a long drive hole. It will happen, but don't worry you will get your courage back. (When you hit your shot 250 yards OUT OF BOUNDS).



Half backswing - it's all you need!

Now as you are hitting your 3rd shot off the tee you remember what Uncle Ray said, "never cheat in golf 'cause you're only cheating yourself". Give your buddy his glory; he's spent thousands of dollars and hundreds of hours on the range to have these 7 minutes of glory.

Step 2:

I started taking my daughter, Riley, golfing with me when she was nine years old. We would play nine holes and if she was having fun we would play the whole round. I bought her a set of clubs that year (purple ones) and the next concept was confirmed by her.

In her bag were five (purple) clubs: a putter, driver, two irons and some hybrid looking club. We went to the driving range so she could check them out and guess what happened? She became attached to the hybrid club. She seemed to hit that club straighter and longer than the other clubs. So guess how many clubs she uses now? Two: the hybrid and her putter. She sometimes even uses the hybrid to putt.



Riley and her purple clubs

We are all the same way. I've always hit my seven iron the best. Don't know why, I just have. One

hundred and fifty yards and straight almost every time. Every bad golfer I've interviewed has said the same thing. So we are going to

use that to our advantage. Yes we could spend hundreds of hours figuring out how to hit those other clubs just as good but why? Just hit your best club more often.



My favorite club, 150 yards every time!

Now you can look for opportunities to make it work for you. In my case, I look for 150, 300 or 450 yard holes. Get the picture? I know exactly what to do on those holes and I am completely confident of the outcome.

You can do the same, but, remember this simple fact: *The longer the club, the harder it is to hit straight.* This is the reason why so many people hit the driver out-of-bounds. The putter, on the other hand, is the easiest to hit and most of us aren't too bad with that club. To play a controlled round of golf, your best bet is to get rid of your driver and use your five iron instead. You can put your driver back in your bag once you have mastered this concept. It took me five years before I started hitting my driver again.



The longer the club the harder to hit straight.

I broke my driver over my knee many years ago; it was another suggestion from my cousin Mike. I only started using it again after I had ingrained the half backswing concept in my soul.

I still lose courage once in a while when challenged to hit the ball far. I'm 6'2" and about 205 lbs. and inevitably I will get the "you would think a big guy like you would be able to hit a lot farther". The cowardly lion raises his ugly head and sure enough my next drive goes 295 yards straight *out-of-bounds*. I then get my courage back.

If you don't already know, find the club you hit best and figure out a way to use it. Think Ali.

Here's A Helpful Tip:

If you are just learning how to play, only use the odd numbered clubs (5, 7 and 9 irons & your pitching wedge). Don't start incorporating the even clubs until you're hitting the ball clean and straight 90 percent of the time.

Each club gives you about ten yards more distance, but, only when you hit them clean and straight. Stick with just a few clubs as you are getting started and you will likely start hitting cleaner and straighter - faster. Thanks Riley!.

Chapter 5

Don't Lose Your Balls*

The biggest impact on your score during a round of golf does not come from not hitting the ball far enough. It comes from losing your ball or hitting it out of bounds. This next concept is less of a concept and more just math and common sense.

My nephew Donny started playing golf a couple of years ago. (He has not yet embraced my “Play Bad Golf Well” concept). Every time I play golf with him he buys the big pack of Pinnacle Gold golf balls - sound familiar? The Official Golf Ball of the BAD golfer. Most packs come in 12 however the Pinnacle Golds come with an extra sleeve. Fifteen golf balls destined for a lake, river or deep into the woods,



Official golf ball of the bad golfer.

never to be found again, except by some 12 and 14 year old kids. (I'll get back to them later).

This is exactly where my nephew's balls end up, all fifteen of them. In fact the last time we played he needed

to borrow 2 balls to finish the round. Seventeen balls. Do you know what that means, besides that he spends an extra twenty five bucks every time he plays?

IT'S HIS SCORE.

*Golf

Those seventeen balls do not represent seventeen shots. They represent thirty four shots, if not more. Every time you lose a ball it counts as a stroke. So if you hit a ball out of bounds, that's one stroke, and if you can't find it, that's another. You're hitting your third shot and you're not even off the tee box yet.

So, from this point forward your goal is to not lose balls. That also means that you're going to need to be much more judicious with your shots. For example, you may need to hit an extra shot to get around some water or a layup shot so that you can get to your favorite club distance.

Again, courage is needed because your natural instinct will be to say to yourself, "I can make this shot". However, if you concentrate on the ultimate goal of shooting the lowest round possible, this concept will prove to be the largest leap in that goal. You will take an additional 10 shots, at least, off of your current score. My nephew Donny - who either needs to accept these concepts or buy stock in Pinnacle - has a fairly decent game and I'm sure removing the extra twenty to thirty strokes would make the game much more fun for him as well.

As you embrace the new, cleaner - safer, game of golf, you will begin to notice an interesting dynamic - *others will follow!*

I once went to a keg party in high school. I however was a serious athlete at the time, playing soccer and surfing competitively. So I decided I was going to bring milk and cookies to the party to keep myself entertained. Now we all know how intense peer pressure can be so I had resolved that I was not going to follow the crowd on this night. As I said though, peer pressure is a strong influence and it did take over that night. Not for me however but for some of the other kids. Apparently there were other kids that did not want to get sloppy drunk that night for their own reasons and just needed someone else to make the first stand. We ended up going on several "cookie runs" that night because we kept running out.

Back to the 12 and 14 year old kids I mentioned earlier - it was me and my brother. We lived on the 11th hole of a golf course in Florida called Land of Lakes Country Club. The name was fitting, there was and still is water everywhere. My brother and I made a pretty good living finding golf balls and selling them back to the same guys who lost them. We sold them by the dozens, literally. We used egg cartons for packaging.

I believe this is where my distain for losing balls was formed. I always thought it was ridiculous for those guys to hit so many balls in the water and then have to buy them back from us. Not that I didn't mind the money we made from them, nor does Pinnacle and every other golf ball company, but I didn't want to be one of them. I know there are more of us out there that are tired of the pressure of needing to hit the ball far or to buy the next Big Bertha.

You will notice that others will take your lead as they notice you becoming the best bad golfer in town.

Now I have a challenge for you. The next time you play just use one ball. No, not per hole but for the *whole round*. During the challenge the only time you can lose a ball and still successfully complete the challenge is if you are hitting over a hazard that has a drop zone. Try it, I believe you will find it one of the most challenging and fun rounds of golf you've ever played. I bet you shoot a much lower round as well.

Chapter 6

Stick It in the Barrel

“Drive for show, putt for dough” is a term pro-golfers use. They know that winning tournaments is less about driving and more about putting. I believe that statement backs up my concepts about golf. If professional golfers play conservatively, then we *definitely* should.

Putting is another aspect of golf that most golfers get all wrong. It is also the part that is practiced the least. I watch guys spend hours on the driving range and minutes, if that, on the putting green. We have it backwards. Putting is the easiest thing to improve, so why not practice that the most?

The most important time to practice is just before your round of golf. While the other guys are wrenching their backs trying to hit their drivers on the range, why not take 3 or 4 balls to the practice green and see how the greens are going to be playing that day. Are the greens fast or slow? Are they wet or dry? Is the grass a bit high or freshly cut? Getting the answer to those questions will help you putt much better. None of those things will have any effect on how you hit your driver!

The next thing that you must change is trying to sink every putt. The reason for this is that when you are trying to sink every putt no matter where you're putting from, there is no game plan.

Remember: We have the fundamentals and the rules and everything else is up to us...up to us to formulate the best game plan that is.

Yes, you even need a game plan when putting. Now I could tell you how important it is to read greens; to see the cut patterns in the grass or to understand the direction the grass is growing, based on the time of day and where the nearest water source is but it's not important to us.

This is the simplest concept of all and yet the most productive: *Stick it in the barrel.*

My cousin Mike told me that one several years back and I completely embraced it. Don't try to make long putts, just pretend the hole is a barrel and try to make it stop within the barrel. Once it's in the barrel you should be able to finish it off.

Now imagine playing a round of golf where you 2-putt almost every hole. This concept will take 5 to 10 shots (or more) off your game. It's easy to practice as well. Go to a practice green and practice the concept. Your first putt

is just trying to put it in the imaginary barrel and from there finish it off. It seems almost impossible staring down a 20 foot putt and wondering how you're going to make it into that little hole. It looks pretty easy however to stick that same putt in a huge barrel. You will find yourself putting with a reasonable goal and you'll be thrilled with the results.



Stick it in the barrel

Chapter 7

Lay Some Sod

This last concept will require some time on the range but most people get the hang of it real quick. We are going to need to fix your divot. *WHAT??* The divot is a necessary thing in golf, however, it is often accomplished completely wrong.

To understand how the proper divot will help your game we need to go back to the most fundamental aspect of golf and that is the shape and angle of your clubs. Simply put - the steeper the angle, the shorter (and higher) the flight of the ball. What does that have to do with your divot? *Everything!* Most golfers start the divot before the ball.

News Flash: That doesn't work.

There are two main reasons for the wrong divot:

1) Most golfers do not understand the basic function of the clubs.

They are designed to do most of the work for you. If you want the ball to go up high (to go over a sand trap or tree) the angle of the club does the work but only if it hits the ball first. If the club hits dirt or grass first it will interfere with the performance of the clubs designed purpose. Most golfers try to scoop the ball into the air when in reality they need to hit down on the ball and allow the club to do its job.

2) Your Stance

Where you stand over the ball will have a huge impact on where your divot will be and every club requires a different stance.

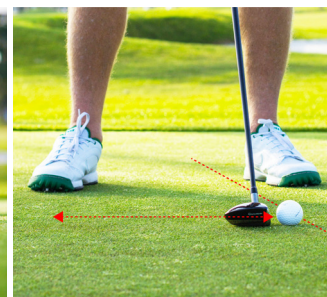
Here is a simple rule that will help in this regard. When you are hitting your 5 iron, your ball should be in the *exact middle* of your stance. The higher the club, the farther back the ball should be in your stance - ending with your sand wedge no farther than at the front of your back foot. The lower the club, the *farther forward* the ball should be in your stance - ending with the driver no farther forward than the inside of your front foot. (See diagrams below)



9 Iron Placement



5 Iron Placement



3 Wood Placement

Figuring out the divot is actually pretty easy. Go to your local driving range. You're going to need a few tees but not for your ball. You will use them as markers to see where your divot starts and I'm sure you will be surprised. (See image page 28)

Remember: your divot **MUST** come after the ball is hit or you're not going to get a clean hit on the club. Which means the ball won't go in the desired flight. So place several balls in a row. Then place a tee directly in the middle of the ball.

This is where your divot should start. If your divot is behind the tee it means that dirt and/or grass are contributing to your ball not flying in the direction you want or the distance it should. Keep practicing until you have the right divot. You may need to adjust your stance forward or backward until you dial it in. Also, each club is going to require an adjusted stance because they are all different sizes.

Don't worry if you are taking huge pieces of sod out with each swing. That's just job security for the groundskeeper.

When you make the huge divot on the course however always make sure you lay your sod back in the divot and add some sand as well. As the good book says, "the restoring of grass is a fine thing".*



Understand Your Divot Exercise - ball first, then grass.

Chapter 8

R.E.S.P.E.C.T

Aretha Franklin said it all. Believe it or not, respect will help your game. Not necessarily your score but how you feel during your round which I guess could end up affecting your score.

I have several friends that don't seem to have fun while playing golf or any other sport for that matter. I believe that part of it is that they have not developed the proper respect for the game. Golf is a great game and appreciating that and embracing it will help you feel good even when you're playing bad.

There are 3 main areas that need our attention with regards to respecting the game of golf.

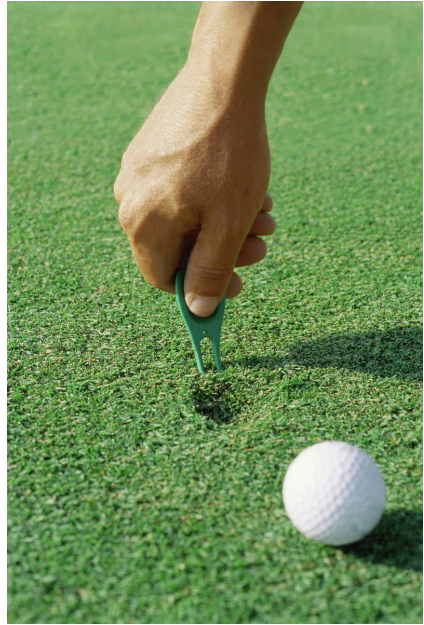
Respect The Course

Most if not all courses took a lot of planning, design and labor to create. The designers and creators of each course were trying to make them challenging for us. That is also why there are several tee boxes to choose from. The creators knew that many different levels of players would be playing the course so they created several different starting points to make it hard enough for each skill level. So, respect the game and play from the appropriate tees, probably the whites for most of us and the reds for you ladies out there. Respect the fact that the course was not designed to pit you against another player but against yourself. The people that have turned the game into a feat of strength have probably not developed the proper respect.

I also mentioned how important your divot is to your game but with that divot also comes respect for the course. As we play a round of golf we are also doing quite a bit of damage to the course.

As we make divots, spike marks and ball dents on the greens, (hopefully), we don't want to leave a disaster area for the folks behind us. As the Good Book says "Do unto others as you would like done to you".*

With that in mind, as a former landscaper I have a tip in this regard. The piece of grass alone is not sufficient to replace and in many cases not needed at all. If your divot has dirt attached you could replace it but always add some dirt from the bucket usually provided on your golf cart. If the divot is mostly grass forget the sod and just fill the divot with dirt. It's designed to grow back together and the dirt you add will help speed up the process and level the area so that someone down the road does not end up with their ball in a hole on the fairway. Also, rake out the sand traps when you're done and fix the indentions your ball makes on the green (use a tee if you don't have a fancy tool- see illustration). All of these are small steps toward the ultimate goal - respect.



Repair your damage to the course

Respect Those Playing with You

Denis is a good friend of the family; he played golf with my dad most Saturdays. We would have hotdogs and ice tea waiting for them as they passed our house on the 11th hole. Just a side note: Denis could put down 6 hotdogs and not bat an eye.

Denis loved the game and still does. He takes his round seriously. He does not like a whole lot of talking going on while he is hitting, putting or driving in the cart for that matter. I am not as serious about my round as he is, however, I do believe that it is important to respect those you play with. So I stay quiet when I play with Denis.

The same should be true of you. Watch how much you're talking out there and turn off your phone. Even I get a little annoyed when someone is on a constant conversation while playing. Although our goal is to have fun we don't want to lose track of the fact that other folks may have a different view of what fun is.

Respect Those Playing Behind You

Beware of the time you spend looking for a ball that you hit in the woods, tall grass or the water. Chapter 5 highlights not "Losing your Balls", however we know it is inevitable from time to time. There is no specific time allotted to search for your ball however if you come out of the woods after searching for your ball and you look like Tom Hanks in "Cast Away" you probably took too long. So donate a few balls to the woods for the sake of time. It will keep the pace going which will keep you in a nice rhythm, keep the folks behind you happy and provide a small source of income for some kids.



Don't look for lost balls too long!

Chapter 9

Finally

What does it really mean to play “Bad Golf Well”? My personal opinion is that you play “Bogey Golf”, averaging one over par for the round. If you get to that point you will be having fun, hitting the ball pretty well and parring a few holes, and maybe even putting for Birdie from time to time.

It also means you can play any course in the world with any group of players and hold your head up high. Remember, there are a lot more of us out there than there are scratch golfers.

If you apply these concepts and a few that you come up with, you will be an official “Good” Bad Golfer, maybe the “Best” Bad Golfer in town.

The last thing I’ll leave you with is a list of Do’s, Don’ts and some basic rules.

Have Fun!



The world famous Waste Management Phoenix Open stadium hole, with my buddy Brad and our Caddy - 2 weeks before the 2018 PGA Tournament. Yes — we parred it!

List of Do's & Don'ts

1. Buy a decent set of clubs.
2. Get a grip.
3. Get some courage, and then try your best to keep it.
4. Learn the rules. Then stick to them.
5. Pave your own path.
6. Support your favorite course.
7. Find influences in your life, there all around you.
8. Never crank out a full swing again. It's unnecessary and sometimes painful.
9. Be humble. It will help your golf and apparently God likes it too.
10. Be inspirational to someone else.
11. Take your kids golfing, one at a time. It's great one on one time.
12. Golf by yourself. It's also great alone time. You'll think much clearer. It's also great for practicing these concepts.
13. Win a long drive contest with a five iron and a half swing (because your shot is the only one in the fairway).
14. Play an entire round of golf with one ball (when you're done, hit it into some water on purpose).

15. Buy a box or just a sleeve of Titlist Pro V balls, the official golf ball of the good golfer (don't worry; you're not going to lose them).
16. Buy an egg carton of balls from a kid on the golf course (he may have an entire carton of Pro V balls).
17. Perfect putting "in the barrel".
18. Play an entire round with no more than 36 putts (you can if you perfect putting in the barrel).
19. Make a divot (a correct one).
20. Fill it afterwards (Correctly, with sod and sand).
21. Fix your ball mark on the green and your foot prints in the sand for the groups behind you. As the Good Book says "treat others as you would like to be treated".*
22. Play a top ten course, or at least go visit a top ten course.
23. Play an entire round of golf with your phone off (better yet, leave it in the car).
24. Have a slaw dog with mustard and a Makers with coke at the turn (can't hurt).
25. Count the dimples on a golf ball (You'll use that useless piece of information for years to come).
26. Don't use your driver until you have mastered the half-swing (that goes for any of your woods).
27. Enjoy the courses you play.
28. Enjoy the time with your friends and family.
29. And for the last time, HAVE FUN!

Basic Rules of the Game

- Make sure you have plenty of balls and tees before you start your round.
- Dress Code: Typically golf courses require collared shirts and dress pants or khaki shorts. It is also a good idea to wear golf shoes. A golf glove is optional, although may not be a bad thing to have in your bag to prevent blisters on your hands.
- Tipping: Find out if tipping is common practice. If you are playing at a private course, it is often necessary to tip cart jockeys, people running beverage carts, caddies, etc.
- Tee Time: Before showing up at a course, you'll always want to call ahead to reserve a tee time. Then, once a tee time is reserved, make sure you are on time. If a tee time is missed, your group may lose its spot.
- Always play from the appropriate tees. If you're reading this book it's probably whites for men and reds for ladies. There could also be senior tees for you older ones as well.
- Mark your ball so you will be able to identify it on the course.

Teeing off —

- Place your ball between the tee markers, usually small colored cones. The ball can be even with the markers or up to two clubs lengths behind them, but never in front.
- The player who has “honors” tees off first. For the first hole, this can be determined randomly. On remaining holes, the player with the best score on the preceding hole typically goes first.
- On all other shots from the tee markers to the green, the player whose ball is furthest from the hole plays first.

How to Play Your Ball

- One of the most fundamental principles of golf is the rule “play it as it lies.” Which is pretty self-explanatory. Don’t move or touch the ball. Where it comes to rest, is where you should play your next shot. However, if you are playing with some friends and just having a good time most are OK with giving yourself a good lie to hit the ball from. However, never do that if you are playing competitively.

Out of Bounds & Lost Balls

- The penalty for hitting your ball out of bounds (or losing your ball) is “stroke-plus-distance” — that is, add one stroke to your score, and then go back to where you hit the shot from to hit it again.

- If you hit the ball out of bounds, rather than retracing your steps (especially at a busy course), you can play a second ball called a “provisional ball” off the tee. Wait until everyone else tees off before you hit your provision ball, and then count this as your third stroke.

- If you hit your ball into someone’s backyard, do not walk into the yard to retrieve your ball and *definitely* don’t walk into the yard and *hit* your ball. You have just donated your ball to the homeowner. That’s one of the perks of living on the course.

Water Hazards

- Water hazards are typically marked on golf courses with yellow or red lines or stakes.

- If your ball ends up in the water, take a 1-stroke penalty and drop the ball at a point behind the spot where your ball crossed into the water.

Sand Traps

- You may not touch your club to the sand or take practice swings that hit the sand while in the sand trap. The only time you're Club can touch the sand is during your actual shot.
- Rake and smooth out the sand trap when you exit.

The Putting Green

- When your ball is on the green, you may brush away any loose impediments such as leaves or sticks.
- You may not test the surface of the green by rolling a ball or scraping the surface.
- If you pick up your ball to get it out of the way for another ball or clean it, always mark it with a coin.
- If you putt and the ball overhangs the edge of the hole, you can wait for 10 seconds to see if it will drop in.

Keep Moving

- Be aware of your pace of play. You don't want to keep other golfers behind you waiting.
- Be prepared to play when its your turn. Have your club selected, and ball and tee in advance.
- If your group is slower than the group behind you, it's good etiquette to allow the faster group to play through.

Course Care & Safety

- Part of your responsibility when golfing is to take care of the course you are playing.
- Be aware of the whereabouts of other golfers before you swing. Especially when taking practice swings on the teebox.
- If you use a golf cart, observe the posted cart rules and keep the cart on the paths at all times as carts can damage grass.
- Repair your pitch marks on the green and divots in the fairway.

If you get real good and real serious, get an official rule guide for the exhaustive list of all rules

About the Author

Dave Anders, lives in New Smyrna Beach Florida with his wife Jenny and daughter Riley and is the concept developer and author of How to Play Bad Golf Well.

Dave's day job is being the owner of a financial agency in his hometown. Besides writing this book, he is also the inventor and US patent holder of swimming goggles. (*Visit www.Poolgles.com*)

Dave's athletic background began with competitive swimming, diving, tennis and soccer in school. He continued his athletic career at the University of Arkansas playing soccer.

After college he played competitive beach volleyball, hockey, basketball and his greatest love in sports, surfing.

Dave developed his concepts for this book by utilizing his varied background in athletics.



Dave, Jenny & Riley Anders , New Smyrna Beach, FL

Be The Best Bad Golfer In Town

Dave Anders coaches you with his simple concepts on how to enjoy the great game of golf, play with anybody on any course and hold your own! Shave strokes off your game, impress your friends - but above all - HAVE FUN!



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