

WWW.MGAGOLF.ORG

Shotmaking: No Club Necessary

You don't need a club to effectively practice the finish you'll need to hit a draw, fade or a straight ball:

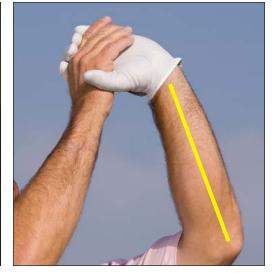
Draw: Cup your hands together, with your left thumb on top of the knuckles of your right hand (right). Then, swing to a finish position and make sure your left forearm is leaning away from you (far right).





Fade: Cup your hands together, but with your right thumb on top of the knuckles of your left hand *(right)*. Then, swing to a finish position that has your left forearm leaning toward you *(far right)*.

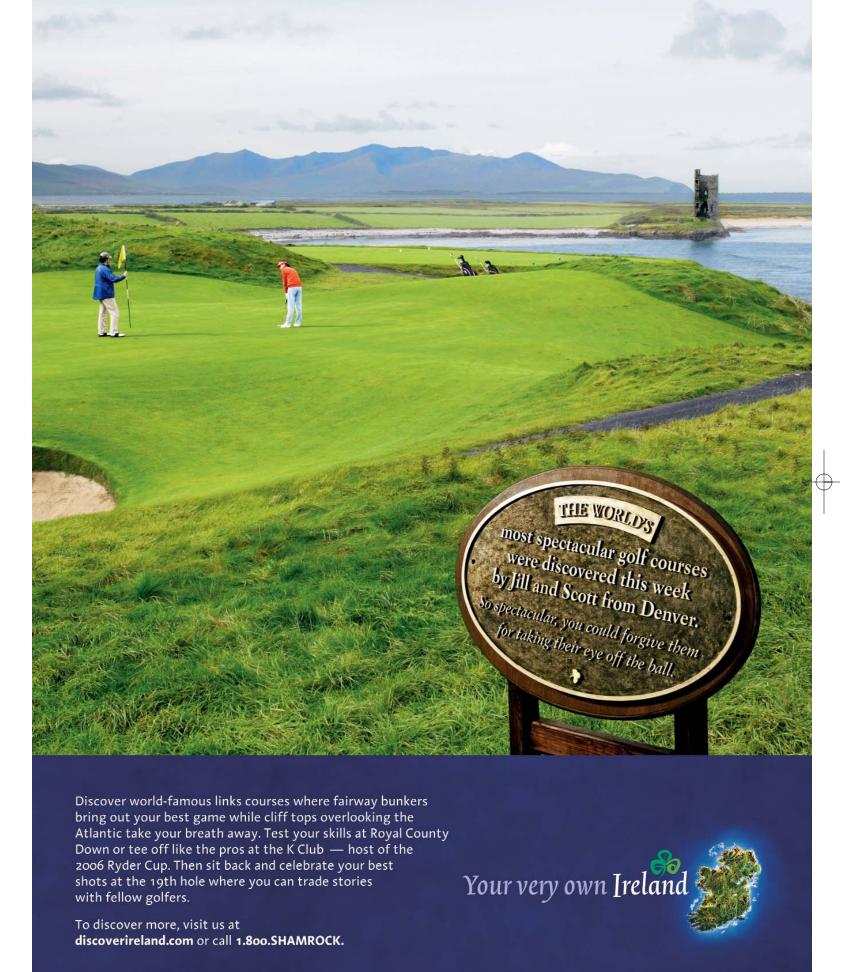




Straight ball: The most challenging shot in golf seems easy when you practice the finish. Start with your fingers and thumbs woven together in a neutral position (*right*). Then, make sure your left arm is straight up and down at the finish (*far right*).







66 THE MET GOLFER • APRIL/MAY 2008

WWW.MGAGOLF.ORG

Knock it Down

Especially on windy courses like Fishers Island, a reliable knock-down shot is a must. To hit it low when you need to, it helps to practice the type of finish that produces a shot with a low, piercing trajectory.

To finish off a knock-down shot (main photo, below), you want to swing the club on a shallow plane around your body, so that your finish position is about hip-height (inset, left). Just like the finish for a high shot, you want to be in balance and feel like your chest is facing the target. Now that you know how to finish, you're ready to start your year!



