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The Ball's your Friend  
 It's a computer that is never wrong.....



**Grip Conditions**

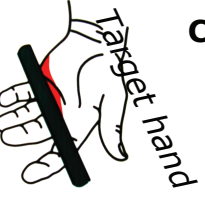
3 choices of grips: (a) full-fingered-"baseball" (b) interlocking "Vardon"(pictured) (c) overlapping

Always confirm a new (a) grip (b) stance/balance (c) line as long as the game is played.



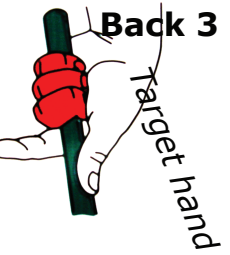
**V's point towards chin to back shoulder area**

"The basic factor in all good golf is the grip. Get it right, and all other progress follows."  
 --Tommy Armour Sr.



**Club's grip handle placed under Heel Pad in the fingers**

**Firm fingers with "Oily" flexible WRIST.**  
 (Target hand'S wrist..mostly)



**Back 3 fingers**



**Middle 2 fingers**



**Gripping Pressures**

**back 3 fingers  
 middle 2 fingers**



**pressure behind shaft**



**knuckles should line up**

**Pre-Swing Simple Routine**

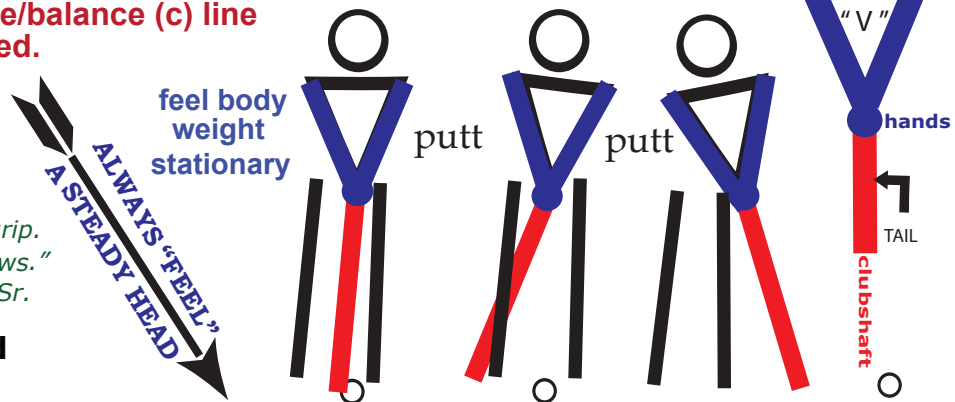
- 1) While standing behind ball-facing target, VISUALIZE desired shot and a T-F LINE.
- 2) Rehearse a SwingThought ( like: Swing-your-Y ) while standing parallel to visualized T-F LINE.
- 3) Address the ball, confirming stance/balance.
- 4) Look-Visualize shot.

When eyes come back to ball.. GO! SWING! TRUST IT!

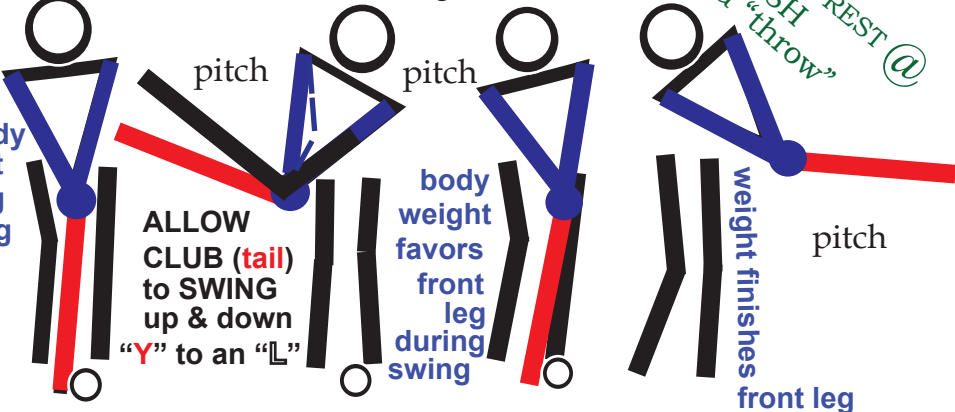
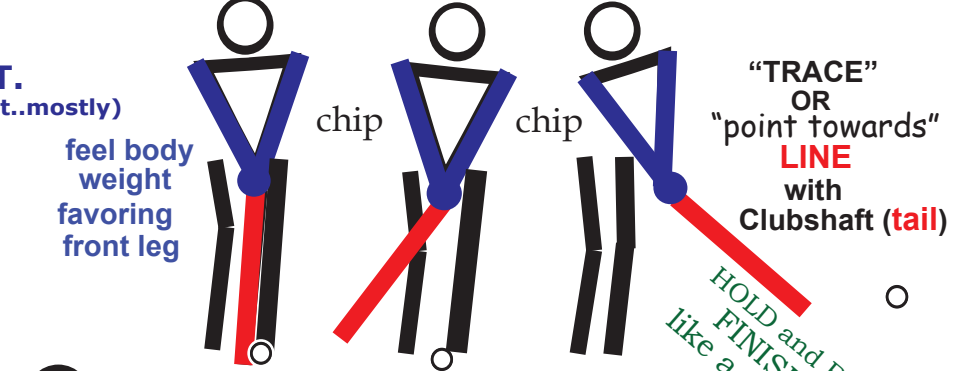
**The 3 essentials:**

- Steady Head** - (feel like your head is a satellite in outer space)
- Balance** - (able to hold a "resting finish" to ALL swings)
- Rhythm** - (a swing motion at a steady, even rate)

**SIMPLE Basic Strokes**



**EYES ON BALL UNTIL THERE IS NO BALL...THEN FOLLOW IT !!**



**"TRACE" OR "point towards" LINE with TAIL**

