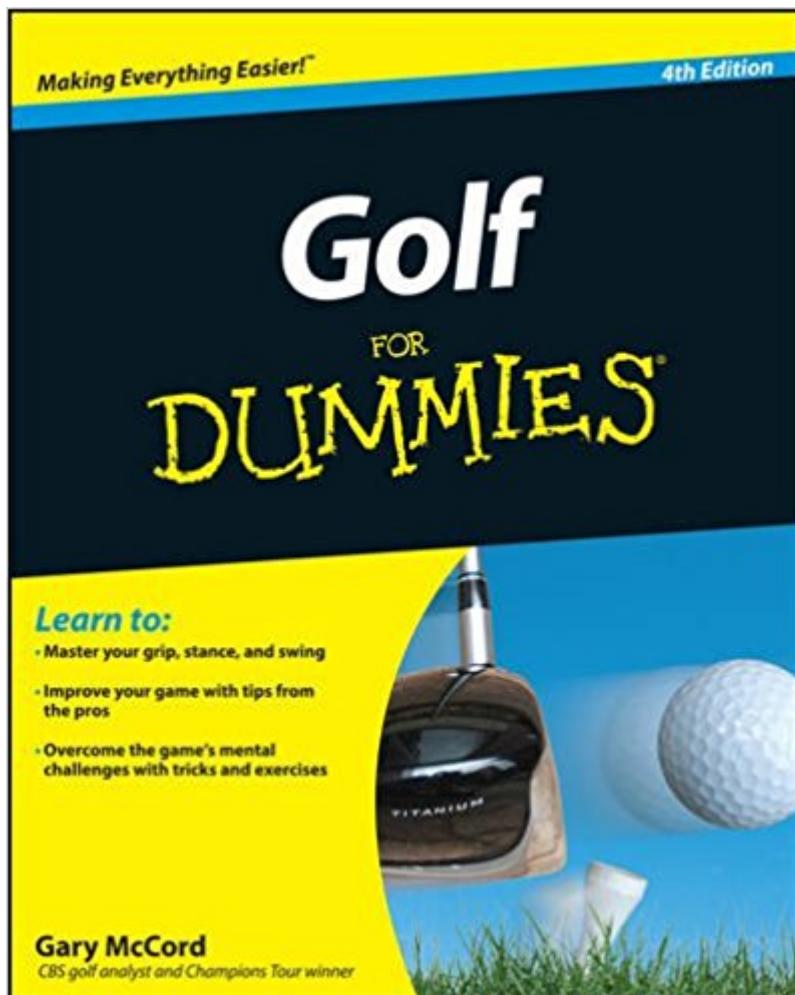


The book was found

Golf For Dummies



Synopsis

The fun and easy way to get a grip on golf *Golf For Dummies*, 4th Edition, gives you all the latest information on the game, including updated expert advice on everything from improving fundamentals to mastering the game's mental aspects. With advice from professional Gary McCord, this expert guide gives you easy to follow instructions for hitting the ball farther and straighter, and hints on how to shave strokes off your game. Updated instructions on grips, stances, and swings The most current stars and best courses New tips from top players on how to improve your game Details on the latest golf equipment and technology Playing golf is fun-playing better is even more fun. With a little help from *Golf For Dummies*, 4th Edition, you'll have the time of your life whenever you hit the links.

Book Information

Paperback: 416 pages

Publisher: For Dummies; 4 edition (March 1, 2011)

Language: English

ISBN-10: 0470882794

ISBN-13: 978-0470882795

Product Dimensions: 7.3 x 1 x 9 inches

Shipping Weight: 1.3 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 stars 111 customer reviews

Best Sellers Rank: #63,040 in Books (See Top 100 in Books) #50 in Books > Sports & Outdoors > Golf #331 in Books > Sports & Outdoors > Individual Sports

Customer Reviews

Learn to: Master your grip, stance, and swing Improve your game with tips from the pros Overcome the game's mental challenges with tricks and exercises Expert advice for improving your game and getting a grip on golf Playing golf is fun but there's a reason why it's known as the most maddening (if not wondrous) game of all. The intricacies of the sport can tee off even the most patient golfer, but that's where this friendly guide helps! Here, golf pro Gary McCord gives you easy-to-follow instructions and expert advice on everything you need to know to hit the ball farther and straighter, shave strokes off your game, and have a blast whenever you play. Get on course; discover the ins and outs of this mad, great game, from uncovering its history and looking at a standard course to understanding the benefits of "smart" play Choose your weapons; get expert tips and guidance on choosing the right clubs and accessories for your

unique needs (and budget) Get into the swing — follow easy-to-understand explanations to warm up your body, handle your clubs, and swing like a pro Step onto the green — find out where to play, how to fit in, and what to expect at public courses, private courses, and driving ranges Keep your head in the game — learn how to overcome the mental challenges of the game, beat bad breaks, and weather the elements Open the book and find: How to grip a club and perfect your stance Swing techniques Exercises to help improve your skills and fitness Common faults and easy fixes First-tee strategies Info on rules, etiquette, and keeping score How to be a smart golf consumer What you can learn from the pros on TV Profiles of famous courses and players

Gary McCord is a PGA Champions Tour player and celebrity golf instructor. He's best known for the knowledgeable perspective, refreshing humor, and irreverent wit he has shown as a golf commentator for CBS for nearly 25 years.

Helpful book, I enjoyed reading it to get the lay of the land, so to speak. There is an error/mistake, however. On p. 24, he says, "If you slice, for example, you can try clubs with less loft..." I told this to my teacher, and he told me that to correct a slice, you use a club with more loft, not less. I did some Googling and found websites that confirmed what my teacher said. Just figured I'd mention it, and perhaps it will be corrected in the next edition.

This book is a funny but insightful way of looking at the game of golf. Our family has never had any experience with golf other than putt-putt, so when my daughter began playing the actual game in school this year we were, literally, a "lost ball in high weeds" about how to play the game. With the help of the tips, techniques, and pointers in this point, we have really began to better understand the game and she is making good strides in improving her game. We would purchase this again and it's a great asset to anyone interested in learning more.

I ALWATS LOVE FOR DUMMIES BOOKS.FOR A BEGINNER IT WILL TELL YOU EVERYTHING.FOR INTERMEDIATE, IT WILL TELL YOU SOME THINGS YOU ALREADY KNOW, BUT THAT IS THE POINT OF THE BOOK. IT IS DESIGNED FOR ALL TYPES OF GOLFERS.GETTING INTO GOLFING.... READ THIS.

Golf for Dummies - 4th Edition Gary McCord's Golf for Dummies gets an update for the 4th edition in

2011. I used the 3rd edition (published in 2006) extensively in 2008 when I first started getting into golf. I thoroughly enjoy how McCord treats golf with an open, light, and humorous approach. *Golf for Dummies* straight out tells you that it covers almost every aspect of golf and not just the swing. It is truly designed for the beginner and intermediate level players and it isn't necessary to go from cover to cover. I use it as a reference from time to time because it covers subjects ranging from clubs, clothing, sportsmanship, to different hazards. The *Tin Cup* / Kevin Costner anecdotes still remain in the 4th edition, but I have only noticed a few minor differences. In the 3rd edition, McCord stated that hybrids are also known as utility clubs while in the 4th edition, it is just called a hybrid. If you look at any modern golf club catalog or selection in the stores, the hybrids are fairly popular. From my experience, a good hybrid like a 18 or 19 degree, could be used on the fairway or in the rough depending on what you need. McCord's club selection has changed from the 3rd edition. He now has a 3 iron and a 19 degree hybrid instead of 21 degree and 18 degree hybrids. Overall: 5/5 stars, perfect for golf players that are beginners or who have some experience.

This is a great book. Really speaks to the beginner. It's an easy read and the author throws in quite a bit of humor. I enjoyed that I could skin through, skip sections and then pick back up further into the book without feeling lost. Although this is geared towards the beginner I believe more seasoned golfers would benefit from skimming through.

One of the best books written for golfers.

great learning tool for the newby golf player.

This book reads very well. I feel that I am not only gaining knowledge of the game and it's history, but also don't feel so intimidated by it's history and fame. By golly, I'm going to play.

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