



# THE THONG ADJUSTER



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## The Putter speaks

A word from the editor

Here it is June already, and the temperatures have broken the 3-digit mark! Don't you just love Texas!

Of course, during the last week in May, Mike Fisk and I were enjoying highs in the low 80s in Myrtle Beach, S.C. during the annual National Retired Military Golf Classic -- four days of golf (six if you count the two practice rounds we played) on four different gorgeous golf courses with new players in our foursome every day. Total cost: \$265 to sign up. It was first class every way and every day.

If any of you retirees out there in the Iron Thong are interested, ask either Mike of me about it. We'll be glad to give you the info.

### New members

We have two new members since last month's issue. The Iron Thong Golf Gang welcomes Caleb "The Zoom" Groom and Gary "Don't call me Ben" Crenshaw. Welcome aboard!

### For Sale

Just a reminder -- if any of you have golf items you'd like to advertise for sale, email me at [steveanwert@hughes.net](mailto:steveanwert@hughes.net) and we'll print them in the Thong Adjuster.

Steve





The Thong Adjuster is published online monthly for The Iron Thong Golf Group members.

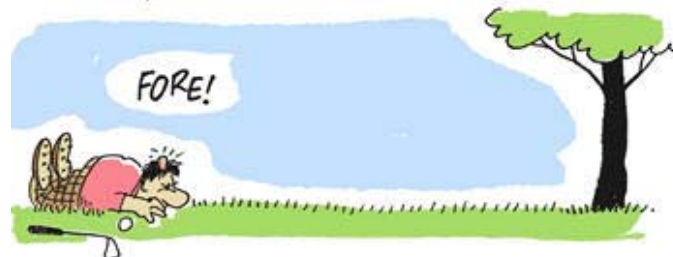
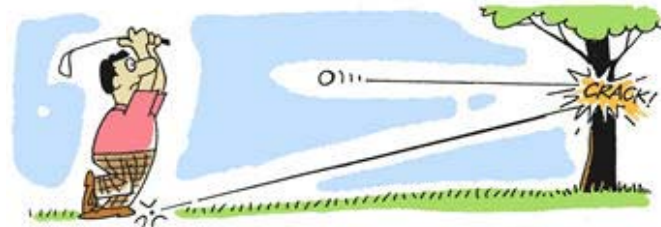
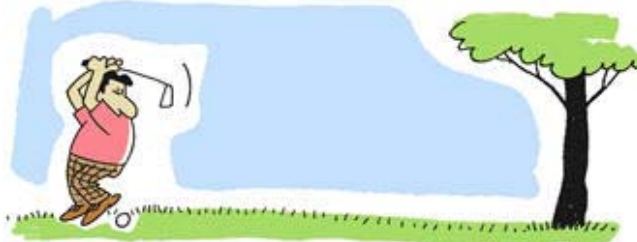
Go to <http://www.IronThongGolf.com> to view the current issue.

Articles, including for sale items, can be submitted at any time. Send them to the editor at [stevevanwert@hughes.net](mailto:stevevanwert@hughes.net).

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# Just 'fore' laughs





# FAQ

## Frequently Asked Questions about Golf

**Q** If you're putting from off the green, do you get relief from sprinkler?  
The question is this: Your ball is off the green, but close enough that you want to putt; however, directly in your putting line - in between your ball and the green - is a sprinkler head. Do you get to move your ball so that you don't have to putt over the sprinkler head?

**A** The short answer: No.  
Here's the explanation. The rule in question is Rule 24-2, Immovable Obstruction. The sprinkler head obviously can't be moved, so many players believe that they should be able to move their ball (dropping one club length away, no nearer the hole).  
If your ball was on top of the sprinkler head, you could move it. If it was resting up against the sprinkler head, you could move it. If the sprinkler head affected your swing or prevented you from taking your normal stance, you could move the ball under Rule 24-2.

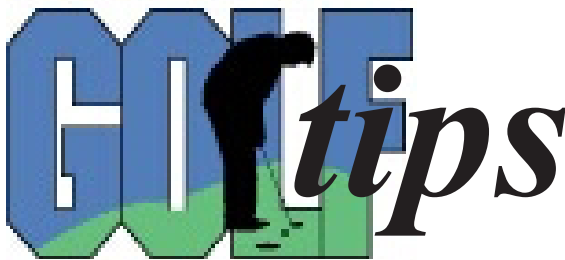
However, none of those things applies in this example.

The problem is that if you putt the ball, you'll have to go directly over the sprinkler head because it is in the line of your putt.

Rule 24-2 specifically addresses that problem in this way: "If the player's ball lies on the putting green, interference also occurs if an immovable obstruction on the putting green intervenes on his line of putt. Otherwise, intervention on the line of play is not, of itself, interference under this Rule."

In other words, in order to take relief because of interference with the line of your putt, your ball must be on the green. In our example, however, the ball is off the green. Therefore, you cannot move the ball.

Your options are to go ahead and putt across the sprinkler head, or to chip the ball over the obstruction and onto the green.



## Hitting down makes the ball go up

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*From Clive Scarff  
Teaching Professional*

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### About Clive Scarff

Clive Scarff is a veteran Teaching Professional at Bowen Island Golf Ranch in Vancouver, Canada, and author of "Hit Down Dammit!"

Golf is a difficult game. Yet to so many of the uninitiated it might seem incredibly simple. The objective is to strike a ball ... that is just sitting there. After all, how tough can it be? It's not like baseball, or tennis, where the ball is moving as we attempt to make contact with it. It's not like hockey, where someone is trying to knock you down. And if it is, rethinking your choice of foursome should perhaps be the bigger priority.

Why is it then, in golf, that this stationary ball is so difficult to hit? Why do we even miss it completely at times?

Golf is difficult -- deceptively so -- due to our perception of how to get the ball airborne. We want the ball to go up, and our natural inclination is to hit up at it. However, we need to hit down.

Part of this initial deception in golf lies in the fact that the ball is round, and our clubface is lofted (angled back). On first look it might appear that our goal is to slide the lofted clubhead under the ball, striking its lower half on the upswing, and thus driving -- or lifting -- the ball into the air. However, it is critical to note that the golf club has not been designed to get under the ball to lift it. It has been designed to strike the ball as the clubhead is descending -- on the downswing.

The face of the club will then contact the surface of the golf ball just prior to reaching the bottom of the swing arc. As a result, the ball becomes trapped between the descending clubface and the ground. The ball compresses. Because the face of the clubhead is lofted, the ball -- rather than be driven into the ground as a downward hit might imply -- will spin backwards up the clubface, decompress (adding energy to its escape) and climb into the air. The angle at which the ball climbs (trajectory) will be directly related to the loft of the club we have chosen for the shot.

Unfortunately, until the technicalities of hitting down are fully explained, hitting up seems, on the surface, more logical. If we want something to go up, we tend to hit up at it. If I gave you a tennis ball, and a racket, and asked you to hit the ball up into the air -- what would you do? You would lower your racket and strike up at the tennis ball. And the tennis ball would go up. It's logical. So why wouldn't it be logical with golf too?

Certainly -- on the surface anyway -- hitting down at something you want to go up, is not logical. And until it becomes logical, your muscles may resist as a result. Gaining a firm understanding of the golf swing - and especially the mechanics of "hitting down" -- is vital to programming muscle memory. And good muscle memory in golf is essential, so you can stop worrying about your swing, and concentrate on the game itself.

## What are the odds of making a Hole-In-One?

From Brent Kelley

Some people seem to make aces left and right. Other golfers go their whole golfing careers without one. Just how hard is it to make a hole-in-one?

The odds of making a hole-in-one do vary somewhat, depending on the source and the numbers used for calculating the odds. One problem is that nobody knows the true number of aces made every year. There are numerous organizations that track holes-in-one, but not every ace that is made is reported. And, as we all know, not every ace that is reported was actually made!

In 1999, *Golf Digest* reported, "One insurance company puts a PGA Tour pro's chances at 1 in 3,756 and an amateur's at 1 in 12,750."

That same issue reported that the "odds of an amateur making two holes-in-one in a round are 9,222,500 to 1."

Ireland's National Hole in One Club puts the odds a little lower for one ace: "The estimated odds of acing a hole with any given swing are one in 33,000."

And an article in the magazine *Navy Newsstand*, citing *Sports Illustrated* as its source, put the odds at 45,000 to 1 for "scoring a hole-in-one on a typical par-3 golf hole."

What about the insurance companies that sell "hole-in-one insurance" to tournament promoters? They must know the odds, right? One such company, SCA Promotions, says the odds of a golfer holing out from 150 yards is somewhere from 10,000 to 15,000 to 1.

But as close to an official source as exists on this topic is *Golf Digest*.

That publication has provided "acer odds" since the 1950s, and in the year 2000 hired Francis Scheid, Ph.D., the retired chairman of the math department at Boston University, to calculate the odds using the latest and best information available.

The odds Scheid came up with were lower than any others cited above: 5,000 to 1 for a "low-handicapper," 12,000 to 1 for an "average player." If you are a low-handicapper and play 1,000 rounds in your life, according to Scheid, you have a 20-percent chance of recording an ace. If you play 5,000 rounds, your odds are 1:1.

The *Golf Digest* study provided many great nuggets of information, even breaking the odds down by quality of play:

- Tour player making an ace: 3,000 to 1
- Low-handicapper making an ace: 5,000 to 1
- Average player making an ace: 12,000 to 1

Some other highlights from Scheid's calculations:

- Average player acing a 200-yard hole: 150,000 to 1
- Two players from the same foursome acing the same hole: 17 million to 1
- One player making two holes-in-one in the same round: 67 million to 1



## Top 8 golf video games, computer games

There used to be tons of titles in the golf video games and computer games market. Remember the Jack Nicklaus series? Greg Norman had a game, the European PGA Tour put out a game, even individual golf courses sometimes had their own games. The market has really tightened over the past five years as the Tiger Woods series from EA Sports has come to dominate the field, at least in realistic golf play. Our list of recommended titles includes lifelike golf games, along with fantasy golf games.

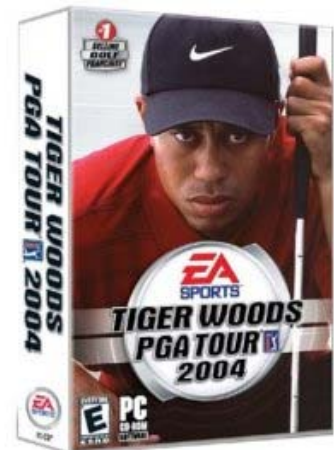
### 1. "Tiger Woods PGA Tour 2005"

The "Tiger Woods PGA Tour" series has become the granddaddy of reality golf video games, driving many others out of the market. Terrific visuals, great courses, many bells and whistles, with enough new stuff over the 2004 version to make upgrading well worth it.



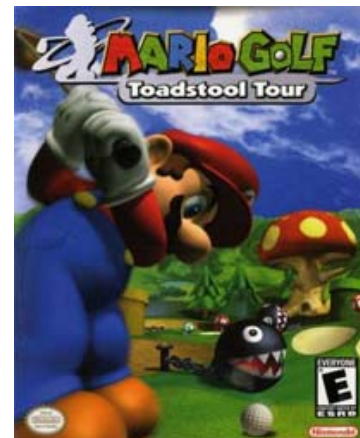
### 2. "Tiger Woods PGA Tour 2004"

On the other hand, upgrading from the 2004 version to the 2005 version of this title isn't imperative. The 2004 version lacks only a few new wrinkles - its game play and graphics are equal.



### 3. "Mario Golf"

There are couple different varieties of this game, but they all have one thing in common: they are considered the best "fantasy" golf games out there.



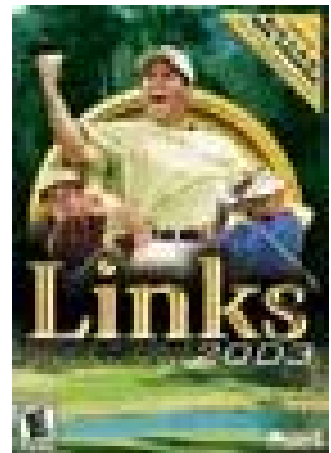
#### 4. “Hot Shots Golf Fore!”

Another in the fantasy genre, as opposed to realistic golf play, offers plenty of hijinks and more than 30 off-the-wall characters.



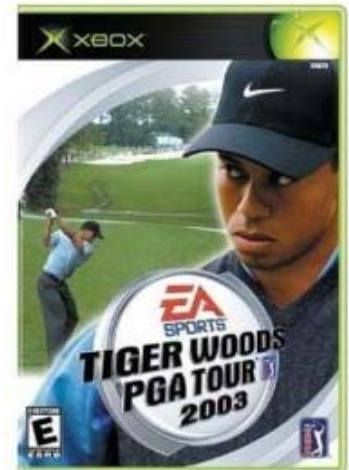
#### 5. “Links 2003”

There are many who would argue that “Links 2003” was a better game, overall, than “Tiger Woods PGA Tour 2003.” The argument is moot now since the Tiger Woods series continues to advance, while the Links series is still stuck on 2003. The “championship” version of this game, by the way, has a reputation for requiring many minor tweaks for successful PC play.



#### 6. “Tiger Woods PGA Tour 2003”

If you’re looking for a bargain, the 2003 version of this title still offers great game play but can likely be found at deep discounts.



#### 7. “Sid Meier’s SimGolf”

An oldie but a goodie from the famous Sid Meier studio of “sim” games. You take the role of golf course magnate and design your course and resort, serve as head pro, and grow the business.

#### 8. “Outlaw Golf 2”

We’ve seen the makers of this title described as a “shameless bunch,” and the game itself as full of “scantily clad babes and deviant thugs.” This isn’t one you’d want to buy for a young child. But if it’s in-your-face entertainment, loud and aggressive, you like, then “Outlaw Golf 2” might be for you.



## Snakes on a plane, I mean, golf course

Here's another good reason not to reach into the weeds next to that pond to pick up your golf ball -- something might beat you to it!

In the first photo, those are some mighty suspicious lumps in that snake.

In the second photo, we take an x-ray photo to get a better look and, voila, there are four round white things, but what are they exactly?

In the third photo, the golf course vet proves the case -- four golf balls that almost made it to the water, but got eaten instead. Let's see, there's a Calloway, a Nike -- anyone looking for an old Cobra?

