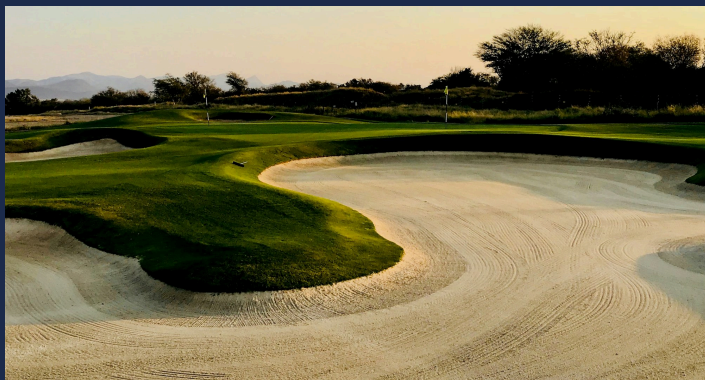

PATRONS & PROS · FREE POCKET GUIDE

The Muni Warrior Pocket Guide

*Read the lie. Shape the shot. Play the wind.
Break 100, then start eyeing the 80s.*



PATRONSANDPROS.COM · ORLANDO, FL

Your 15-second loop.

You don't need a better swing to shoot lower. You need better decisions, made the same way every time. Run these five before every full shot. It takes about fifteen seconds, and it's the cheapest stroke saver in golf.

1 LIE

Sitting up or sitting down? Which way's the grain leaning?

2 WIND

What are the treetops doing, not just the flag? Look at them now so you don't end up in them.

3 TARGET

Middle of the green, not the pin. The pin is a trap with a flag on it.

4 MISS

Where's the safe side to miss? Aim away from the big number.

5 COMMIT

Pick the club, see the shot, swing at it. No half-swings, no second thoughts.

Smart golf isn't boring golf. It's knowing the shot you can pull off nine times out of ten, and playing that one. Every page in here is built on it.



Up, down, or tight?

Before you grab a club, look at how the ball's sitting. Same yardage, three different shots.

Sitting up

The ball's perched on top of the grass, practically begging for it. Swing normal. From rough it can fly a little farther and land with less spin (a "flier"), so take a touch less club.

Sitting down

The ball's tucked into the grass like it's hiding from you. Don't be a hero. Ball slightly back, grip down an inch, steeper swing, and enough loft to get out. The goal is to advance it, even if that leaves you short of the green.

Tight or bare

Firm ground, thin grass. Ball a touch back, hands slightly ahead, and clip it. A bump-and-run beats a fancy shot here. A flop? Worst idea on the course.

Rule of thumb: if you'd be happy with the safe play, take the safe play. The lie decides how brave you get to be.





& 1 • READ THE LIE

Reading the grain.

Grain is just the way the blades are leaning. It matters most on Bermuda (most of Florida, most of the year), and it changes how the ball sits, flies and rolls.

How to spot it

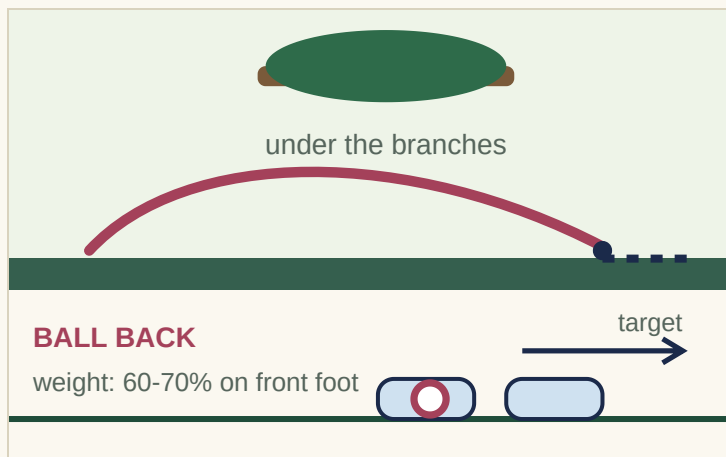
- & **Color.** Light and shiny means it's growing away from you (down-grain). Dark and dull means it's growing toward you (into the grain).
- & **The cup.** On a green, the ragged, brown edge of the hole is the side the grain grows toward.
- & **The lean.** Grain tends to run toward the setting sun and toward the nearest water or drainage.

Grain	Ball and club	What to do
Down-grain (away)	Ball sits up, flies hot, chips and putts run fast.	Less club, land it shorter, softer hands.
Into the grain (toward you)	Ball sits down, grabs the club, putts are slow.	More club, hit through it, give putts extra pace.
Across	Pushes the ball sideways with the lean.	Allow extra break toward the grain.

Winter overseed? Less grain, less drama. Check the cup edge when in doubt.

The punch.

Your escape artist. Low, controlled, and it laughs at wind and branches.



WHEN

Under branches, into a stiff wind, or any time you need it low.

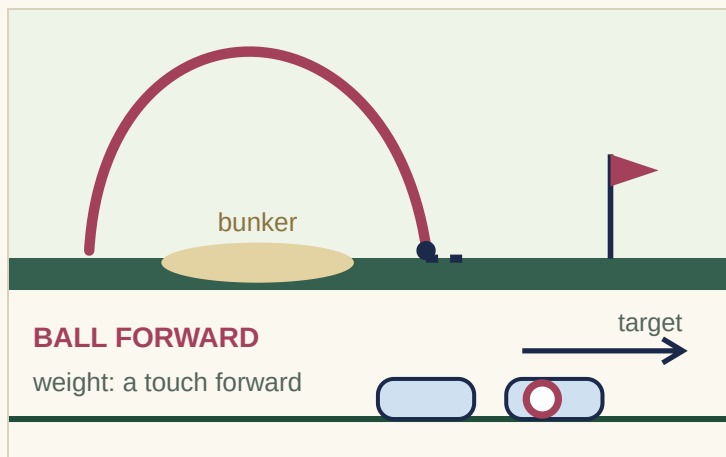
- & **Setup.** One or two more clubs than the yardage. Ball back of center, hands ahead, 60 to 70 percent of your weight on the front foot, grip down an inch.
- & **Swing.** Short backswing (hands about waist high), turn through, keep the hands ahead, and finish low with the club below your shoulders. Hold the finish like you meant it.
- & **Watch for.** Flipping your wrists. Lower finish, lower shot.

Smart golf: a punch that gets you back in play beats a hero shot that finds the next tree.



The flop.

Looks great on TV. TV isn't keeping your score, so save it for when you truly need it.



WHEN

You're short-sided, there's a bunker or mound in the way, and you have green to land on.

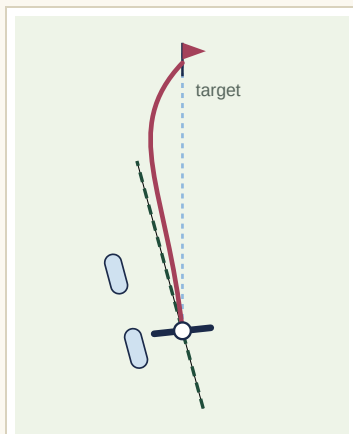
- & **Setup.** Most lofted wedge, wide open stance. Open the face first, then take your grip. Ball forward, weight a touch forward, hands light.
- & **Swing.** Swing along your feet line, hinge the wrists early, slide the club under the ball and keep accelerating. Finish high.
- & **Good lies only.** It needs a ball sitting up. Tight or bare ground? Bump it and move on.

Commit or don't. A decelerating flop is how you pop it up, then hit it again.



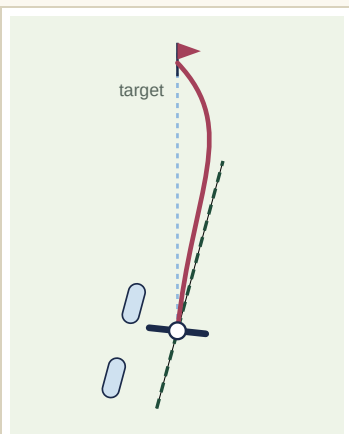
Fade and draw.

Here's the view from above. Your **feet** set the swing path. Your **clubface** sets the start line. The gap between the two bends the ball.



The fade

Feet and shoulders aim left of the target. Face aims a little left too, but open to your feet. Ball starts left, curls right.



The draw

Feet and shoulders aim right of the target. Face aims a little right, but closed to your feet. Ball starts right, curls left.

Green dashes = feet line and swing path. **Navy bar** = clubface. **Rose line** = ball flight. **Blue dashes** = target line.

& **Fade for slicers.** Already fade it? Stop fighting it. Aim left and let it come back.

& **Draw, don't hook.** Stay through the shot and don't roll your hands over early.

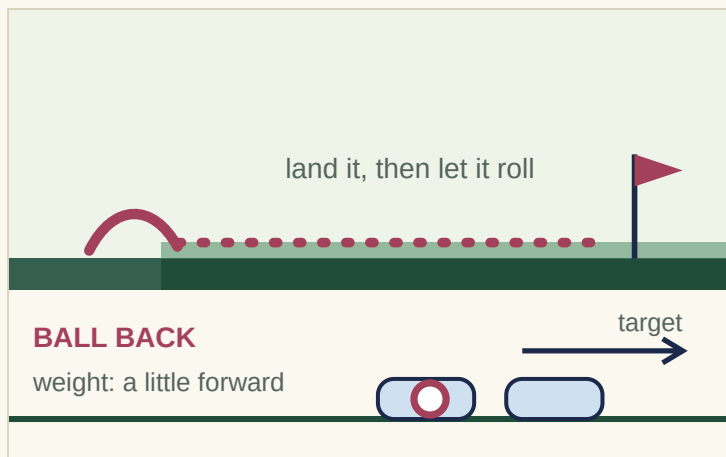
& **Lefty?** Flip everything.

Quick check: if the ball starts near where you aimed the face and bends the way you wanted, your setup worked. If not, check your feet first.



The bump-and-run.

The shot you should use more. Boring is a compliment here.



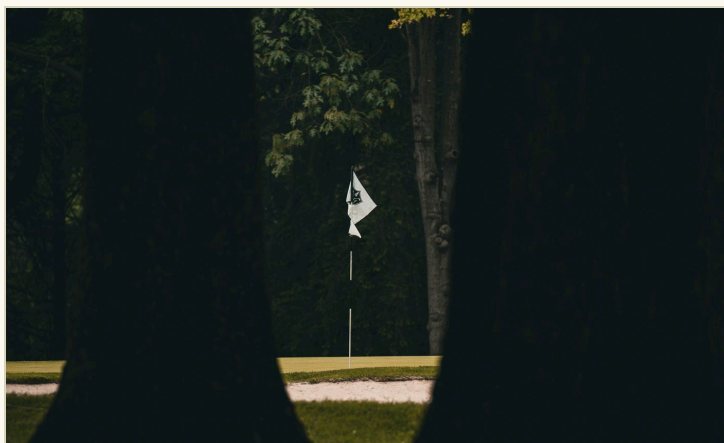
WHEN

Most greenside shots, whenever there's open ground between you and the hole.

- & **Club.** A 7 or 8 iron, even a hybrid. Less loft, fewer ways to mess it up.
- & **Setup.** Ball back, hands ahead, narrow stance, weight a little forward.
- & **Swing.** Rock the shoulders like a putt, no wrist action, and land it on the first part of the green. Let it roll to the hole.

Own one shape. Don't try to work it both ways. Learn the shot your swing already makes and let it do the heavy lifting.





& 2 · SHAPE THE SHOT

Which shot when?

That flag between the trees? That's a punch. Here's the cheat sheet for everything else.

Situation	Play
Trees in the way	Punch
Dogleg that fits your usual miss	Your natural shape (fade or draw)
Short-sided, good lie	Flop, if you really need it
Everything else near the green	Bump-and-run

When in doubt: pick the shot with the most room for error. You can always get fancy at the 19th hole.





& 3 · PLAY THE WIND

Read it up high.

Your ball spends most of its flight way above your head, so what you feel on the tee isn't what it feels at the top. Trust the treetops and the clouds over the flag, and definitely over your hat.

& **Toss some grass** to see what's happening down low.

& **Watch the tops of the tallest trees.** That's closer to what the ball will meet. Look at them now so you don't end up in them.

& **Florida afternoons.** Sea breezes build later in the day, so the same hole can play a club longer by the back nine.

Wind	Club	Swing
Into you	More club, about one for every 10 mph	Smooth, not harder. Ball slightly back, grip down, low finish.
Behind you	Less club, but about half as much as a headwind adds	Normal. Land it short. It'll run out.
Across	Same club	Aim upwind of the target and let it ride.

Rules of thumb. A high shot gets pushed around way more than a low one.

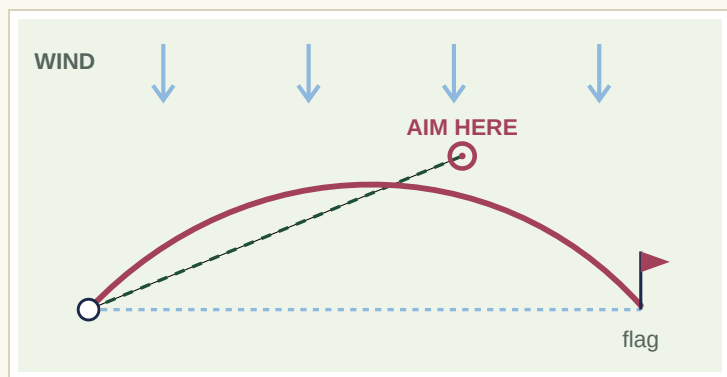
Three wind mistakes.

1. Swinging harder into it

A harder swing adds spin, and spin makes the ball balloon and stall like a bad Frisbee throw. Take more club, swing at 80 percent, keep it low.

2. Aiming at the flag in a crosswind

Pick a spot upwind of the target and aim there. Then commit. A half-hearted swing in a crosswind is how you meet the water.



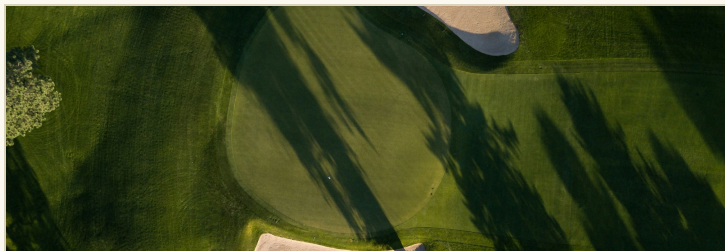
From above: aim at the spot, not the flag. The wind does the rest.

3. Forgetting the downwind roll

Wind at your back? The ball comes in flatter and runs out. Land it short of the pin and let it release. A tailwind helps less than a headwind hurts, so don't cut too much club.

When in doubt, punch it. A low shot stays under the worst of it and gives you a fighting chance at the next one.





& 4 · SMART GOLF

Bogey golf breaks 100.

A bogey on every hole is a 90 on a par 72. Most golfers who shoot 100 aren't hitting bad shots all day. They're making a few big numbers. Smart golf is just getting rid of them.

- & **Aim at the middle.** The pin is a target for tour pros. The middle of the green is a target for you.
- & **Choose the safe miss.** Know which side of the hole has trouble and aim away from it.
- & **Take your medicine.** In trouble? Play out sideways. A bogey from the fairway beats a double from the trees.
- & **Lag, don't gamble.** From long range, just leave the putt inside three feet. Three-putts add up fast.
- & **Know three clubs you trust.** Lay up to the yardage where you love your next shot.
- & **Short game drops strokes fastest.** Fifteen minutes on the practice green beats fifteen minutes at the range.

Breaking 90? Same plan, a few more pars. Cut the penalty strokes first, then the three-putts.





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Got a buddy who shoots your number?

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& & &

The Weekly Loop

One good read, one local rule and one great 19th hole, free every Thursday.

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