

MacGolf Hustler

If you are struggling to just break par on Level 1 and run out of balls on the first hole when you play Levels 2 or 3 in MacGolf, then read on. The tips enclosed herein will have you shooting sub-par rounds after a few practice rounds. Once you become proficient at this system, you can shoot in the mid to high **50s** routinely.

Warning: The tips and techniques here may spoil your fun since the game will become less of a challenge. If you are a purist and like to improve using the trial and error method, this is not for you. However, if you occasionally like to "**drive for show and putt for dough**" then read on. I shot an 18 hole score of **55** on Shinook Hills using these techniques and am hoping to break 50!

1. Background

The procedures here work because the programming for MacGolf on Level 1 does not contain an algorithm which would introduce a "randomness" to how far a given club can hit the ball. Therefore, in a given wind condition, a certain club will always hit the ball the same distance (to the nearest yard). A caveat is that this is true only if the ball is allowed to roll its full distance without water, out of bounds, or sand intervening. For example, with zero wind, a full 9 Iron will always go 140 yards \pm zero! With the same zero wind, a **3 Box** 5 Iron will go 126 yards, always! You can probably begin to see that with the proper information (Table 1) you will no longer have to guess at which club to use or how much to take off your swing... the answer is on Table 1.

The techniques here work best on Level 1 since the wind is lightest and never exceeds 6 units. Once you become proficient, you will find that your scores on the other levels will also improve.

2. General Information

You might be wondering what a **3 Box** 5 Iron is. That is a fair question and **is** the key to this system. A **3 Box** 5 Iron is a 5 Iron with the vertical scroll bar on the left of the screen lowered 3 Box heights. It is important to do this accurately if you desire predictable results. The best way is to click the box and slowly drag down till the top of the box being drug overlays the bottom of the box that stays behind. (This condition is indicated by disappearance of both lines). When this occurs, release the mouse button and repeat twice more to get a **3 Box** 5 Iron.

CLUB	Full	1 Box	2 Box	3 Box	4 Box	5 Box	6 Box	7 Box	8 Box	9 Box
1 Wood	260	225	195	166						
3 Wood	245	212	182	157						
5 Wood	240	207	178	157						
2 Iron	230	193	166	141						
3 Iron	215	184	157	138						
3 Iron* (chipping)		5	17	27	40	54				
3 Iron (in sand)	138	124	111	100	88	78				
4 Iron	205	177	154	133						
5 Iron	192	167	144	126						
6 Iron	175	155	138	120						
7 Iron	155	136	123	110						
8 Iron	157	140	125	115						
9 Iron	140	125	112	101						
PTW	140	128								
SDW (out of sand)	93	86	79	70	63	57				
SDW (in sand)	74	66	62	55	43					
SDW* (in sand)		5	7	12	16	23	28	35	40	47
Putter	24	20	17	15	12	9				
Putter*		<1	<1	1	2	3	4	6	8	
CLUB	Full	1 Box	2 Box	3 Box	4 Box	5 Box	6 Box	7 Box	8 Box	9Box

* Box heights from bottom going up!

Table 1

Notes to Table 1:

- All distances are in yards with zero wind.
- All except asterisked clubs are box heights from the top.

3. Compensating for Wind

As I mentioned, wind on Level 1 does not exceed 6 units. Wind direction relates to the overall view on the right. Generally speaking, crosswinds require both an inflight and a ground roll correction. For instance, with a direct cross wind, I will move the horizontal scroll box into the wind 1 tick per unit of wind and also adjust my stance appropriately. For a cross wind from the left, the horizontal scroll box goes left and the hook slice scroll box beneath the feet should also move left so that the bottom foot is further left than the right foot (closed stance). The opposite is true of a right cross wind.

Head or tail winds must also be compensated for. As a general rule of thumb, a tail wind adds 1 yard of distance for each unit of wind, and a head wind subtracts the same amount. Quartering head or tail winds are best assessed by breaking them down into vectors and then applying the appropriate corrections. Wind corrections for putting are handled differently and will be discussed in the putting section.

4. Sand Shots

If you are unlucky enough to end up in a sand trap, not to worry. You can extricate yourself with either the SDW or the 3 Iron for fairway bunkers. Of course other clubs can be used, but these work best for me. Notice there are two different entries for SDW (in sand). The shorter shots are measured from the bottom up, and shots out to 74 yards are measured from the top down. For shots longer than 74 yards, I use the 3 Iron. As you can see, this will take you down to

where you can use the SDW again. If you get in sand farther than 138 yards away, punt (or figure out some distances for woods from sand)!

5. Short Game (< 140 yards)

This used to be the most difficult part of my game... now it's the easiest. I rarely use the PTW because the ball bounces too high, too often and is thus affected more by cross winds than the 9 Iron. When you get inside 93 yards, the SDW is a good choice. The ball sits down really nice with minimal cross wind drift. The predictability holds true for the SDW in or out of sand.

6. Putting

If you follow my advice so far, you will be consistently putting for Birdies (or Eagles) from less than 5 yards away. (Most of the time I hit my approaches to within 2 yards of the pin)! However, there will be times when you are further away. Although the Putter's distance consistency is the same as other clubs, the shorter distances involved and measurement of distance in yards make it more of a challenge. For instance, a 2 yard putt could be from 4'6" to 7'6" in length. As in real golf, "never up, never in"! If you don't get the ball at least **to** the hole, it will never drop. You should use the table figures and then add a tad of power. Oh yes, don't forget to consider wind.

If your approach shots are ending up within 3 yards of the pin, there is no need for cross wind correction. Once you get outside of 3 however, you need to correct for cross winds of more than 2 units. For putts of less than 10 yards, one click on the left or right view arrow is normally adequate. Putts between 10 and 18 yards usually require 2 clicks for a 5 or 6 unit direct cross wind and a putt of more than 18 yards with a 6 unit direct cross wind could use 3 clicks. (Good luck with that one)!!!

Oh yes, if your approach shot lands more than about 25 yards from the pin, consider the 3 Iron. The grounds keeper will only complain if you don't replace the divot! A 3, 4, or 5 Box 3 Iron might be just what the doctor ordered. Or how about a 4 1/2 Box 3 Iron? Remember, the box heights are from the **bottom** if chipping with the 3 Iron.

Well, that's it. Like I said, this may spoil your fun, but it didn't mine. If you're the type who likes to cash in on a sure thing, then this is for you. Now if only you could memorize the entire chart..... Questions or comments may be directed to B.Hukee on GEnie. Enjoy.