

## **Murphy's Laws of Golf**

Never try to keep more than 300 separate thoughts in your mind during your swing.

When your shot has to carry over a water hazard, you can either hit one more club or two more balls.

No matter how bad you are playing, it is always possible to play worse.

A golf match is a test of your skill against your opponents' luck.

Counting on your opponent to inform you when he breaks a rule is like expecting him to make fun of his own haircut.

The shortest distance between any two points on a golf course is a straight line that passes directly through the center of a very large tree.

There are two kinds of bounces; unfair bounces and bounces just the way you meant to play it.

You can hit a two acre fairway 10% of the time and a two-inch branch 90% of the time.

Since bad shots come in groups of three, a fourth bad shot is actually the beginning of the next group of three.

When you look up, causing an awful shot, you will always look down again at exactly the moment when you ought to start watching the ball if you ever want to see it again.

Every time a golfer makes a birdie, he must subsequently make two triple bogeys to restore the fundamental equilibrium of the universe.

There are two things you can learn by stopping your backswing at the top and checking the position of your hands: how many hands you have, and which one is wearing the glove.

Hazards attract, fairways repel.

You can put "draw" on the ball, you can put "fade" on the ball, but no golfer can put "straight" on the ball.

A ball you can see in the rough from 50 yards away is not yours.

If there is a ball in the fringe and a ball in the bunker, your ball is in the bunker. If both balls are in the bunker, yours is in the footprint.

Don't buy a putter until you've had a chance to throw it.