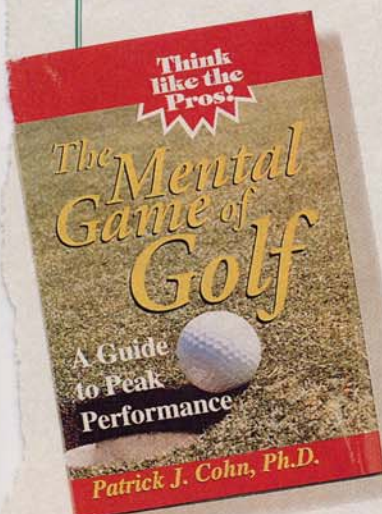


New Products

Marketplace

Ratings: one (poor) to five (excellent) stars



Mind games

Everyone agrees that golf is primarily a mental game, yet this side of things remains overlooked by amateurs. A good way to overcome this is *The Mental Game of Golf* (\$19.95, 1-800-637-3557), by Dr. Patrick J. Cohn, a sound, practical guide to help you build confident control of your game. The best feature may be the assistance in developing a preshot routine. There's also an assortment of useful exercises and tips including "Stay focused in the present," "Practice like you play," and "Use pressure to your advantage." Quotes from PGA and LPGA stars enhance many of the lessons, while brief chapter summaries highlight mental and physical keys. One problem: The rudimentary illustrations do nothing to help the book—or you. Rating: ★★★½

Great gripping

It seems obvious that the stronger a golfer's fingers, the more control he'll have of his swing. Despite this, few people invest time and money in their digits. That's too bad because the GripMaster hand-strengthenener (\$13.99; 1-800-752-0164) outperforms rubber balls, spring grips, and foam-rubber eggs for improved finger strength. GripMaster is the only handheld trainer that can isolate exercise to each individual finger. Simply place a finger on each of four spring-loaded pads and squeeze. The suggested workout takes 10 minutes a day and vigorously tones every muscle between elbow and fingertip. GripMaster is available in three tension levels: light, medium, and heavy. Rating: ★★★★★½

Indoor golf

We've looked at hundreds of instruction aids and dozens of computer games, but we've never reviewed one product that combines the best of both elements. That is, until now, with the ProSwing System (\$199.95; 1-800-860-4727). In

January 1993, we featured the ProSwing Club, a 26-inch "club" that emits a beam of light, which is picked up by a base unit that analyzes your clubhead speed, distance, tempo, and direction. What's new is a software package that links the analyzer to a personal computer, allowing you to play Torrey Pines, or sharpen your skills at the driving range, chipping or putting greens. (Additional courses like The Belfry, Pinehurst #2, and Firestone cost \$19.99-\$29.99.) By the way, you can still receive analytical data while you play. The graphics are good, not great, and yardages aren't always faithful. Still, the ProSwing may help you get a grip on your swing while you simulate playing real golf. Rating: ★★★★★



Corner Video

Hanging with Harvey

Harvey Penick has completed the modern Grand Slam of instruction tips with his "Little Green Video" (\$19.95; 1-800-320-8400). If you liked his previous three products, then you'll enjoy this one, too. The 70-minute tape doesn't baffle with technical jargon; instead, it offers simple lessons using images and stories. Topics include fundamentals, the Mental Game, hook and slice cures, and his "magic move" to a good downswing. There are repeat performances from the "Red Video," including narration by Dave Marr and demonstrations by Tom Kite and Ben Crenshaw. Whether or not you're wrapped up in Penick-mania (the first 10 minutes promote his other works) this serves as a good primer for both the beginner and the experienced golfer. Rating: ★★★★★



JOHN NASTA