

`SHORT GAME GRID`

Short Format

	T-D T-DT	H-D H-DT	LRC	AP	F/S BS
#7 (36)					
#8 (40)					
#9 (44)					
#PW (48)					
#AW (52)					
#SW (56)					
#LW (60)					
#XW (64)					

This 'GRID' details **Fourty** specific 'Strokes', ('Components and Procedures') that you can reliably perform. You will likely narrow your choice to two clocks. This 'GRID' is a great 'Golf Tool'! Test and record your actual results. Carry your updated **RECORD SHEET** with you.

NB: Once your 'Brace Hand Travel Distance' ('BHTD') reaches you 'Hip Body Clock Elevation', you are naturally inducing some **Lower Body Machine COIL WINDING** and thus **THRUST**. Don't **Flip Hand Release**! That is a manipulation error not reliable or consistent.

'Maintain Your Steady TRIANGLES & Acute Captain EYES'!