555 Faults & Fixes 'PERFORMANCE EXCELLENCE'

ARMED WITH THE TOOLS

Your '555 Team' approach to 'Faults & Fixes' is both very simple and highly predictable. Those are both good things in 'Golf' and 'Life'!

You know that we strive to understand 'Scientific Realities' such as 'The Physics Of Rotation' and 'The Geometry Of The Circle'. This material always applies.

There are aspects and elements that are 'Consistent' to every swing universally. 'The 555 System' includes a very comprehensive application and foundation of these.

Whenever we come up against a 'Fault', the 'Fix' relies upon our knowledge of 'The 5 SET-UPS', 'The 5 ESSENTIAL ELEMENTS' and 'The Five 555 CONCEPTS' which we call the 'Problem Solvers'. Sounds like these three groups of five might be worthwhile noting as we get into yet another 'Faults & Fixes'. Here they are!

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'The 5 SET-UPS' ...
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1) 'Posture', 2) 'Grip', 3) 'Stance', 4) 'Ball Location' and 5) 'Alignment'.

'The 5 ESSENTIAL ELEMENTS' ...

1) 'Clubface AIM', 2) 'Clubhead PATH', 3) 'Clubhead SPEED', 4) 'Sweet Spot' and 5) 'Angle Of Attack'.

'The FIVE 555 PROBLEM SOLVING CONCEPTS' ...

1) 'The Golfing Machine Concept', 2) 'The Tether Ball Pole Concept', 3) 'The Balsa Airplane Concept', 4) 'The Human Ratchet Set Concept' and 5) 'The Dead Rope Concept'.

Equipped with these 'Three Groups Of Five', we can tackle any 'Mechanical Golf Issue' that arises in a logical and realistic manner. 'Faults & Fixes' will become second nature.

"Welcome Aboard!"

"Enjoy The Ride!"

CAN'T HIT MY #2 IRON ISSUE

Rumor has it that Lee Trevino once said, "Only God Can Hit A #2 Iron!" I guess that eliminates the '#1 Iron' as well?

What do you do if you cannot effectively strike great or even reliable #2 Irons?

Give it away to someone else who can't! You will appear to be generous and they will likely never tell you the truth about that club's ultimate fate! Give the #1 Iron away too so they can keep each other company!

There are great alternatives on the market today.

Take a serious look at the may **'Trouble Woods'** and give consideration to **'Utility Woods'**. They are designed to strike the 'Ball' more easily and they do just that!

You will get better results any day with a good old '#III, #V or even a #VII Wood' rather than a very low numbered long-shafted Iron.

If you are absolutely stuck on hitting these very long irons, take a specific lesson that focuses on that tool. I bet you will get some advice from your instructor that resembles what I have just shared with you!

This 'Great Game' is more about 'How Many' than it is about 'How'!

Be realistic and honest about your game.

Have FUN!

"Welcome Aboard!"
"Enjoy The Ride!"

SATISFACTION GUARANTEED

E-Mail: AskUs@555golf.com WebSite: 555golf.com Telephone: (817) 673-8888

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