

'SHORT GAME GRID' Simple Format

	D T-DT	D H-DT	LR-DT	AP-DT	F/S BS-DT
	Feet No Thrust	Yards Thrust			
#7	30	68	94	95/110	140S/160F
#8	26	57	83	85/100	130S/150F
#9	22	47	72	70/85	120S/140F
#PW	18	38	61	55/70	110S/130F
#AW	14	30	50	46/61	100S/120F
#SW	10	23	41	42/57	80S/110F
#LW	7	17	33	38/53	50S/80F
#XW	4	12	26	32/47	30S/50F

This 'GRID' details **'Forty'** specific 'Stroke Patterns, ('Components and Procedures') that you can reliably perform. You will, however, narrow your choice to likely some ten to fifteen. A most valuable 'Golf Tool'.

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 & Captain EYES'!**