

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!

‘The 5 SET-UPS’ ...

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!”

PULLS & PUSHES ISSUES

Your **'Target Line'** is the line drawn from 'The Core Of Your Ball' to your 'Target Quarter' of the centre of the cup.

Always carefully select your 'Precise Target'.

If you have a cross wind of some other factor such as a sideways sloping fairway, which will directly affect your ability to get directly from 'A To B', you will need to adjust your 'Target Line'. This is called your **'Ball Flight Line'**.

When you 'Ball' leaves the 'AIMED Clubface', it starts out on what we call the **'Initial Ball Flight Line or PATH'**. When it subsequently drifts or curves off this line, we then call it the 'Ball Flight Line or PATH'.

You can physically modify your **'Clubhead PATH'** from the 'Optimal Path' to a more 'Inside Out Pushed Path'. When you exaggerate this 'Hand & Clubhead Path' it is aptly called a **'Straight PUSH'**.

You can physically modify your 'Clubhead PATH' from the 'Optimal Path' to a more 'Outside In Or Cast Path', which precipitates what we aptly call a **'Straight PULL'**. This 'Procedure' remains quite 'Connected' and thus typically generates more 'Clubhead SPEED' than the 'Push'.

With either of these 'Push – Pull Procedures', if you get 'Quick Handed', you can cause them to morph into a **'Push Fade – Slice'** or even into a **'Pull Draw – Hook'**.

This 'Golf Stuff' can get nastier before it gets better, unless you strive to **'Keep Those Leg-Driven Hands Moving Down The Target Line'**.

Keep focused on the **'CAUSE & EFFECT'** reality.

In this manner you shall grow in your 'Knowledge and Performance'.

**“Welcome Aboard!”
“Enjoy The Ride!”**

SATISFACTION GUARANTEED

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