

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.

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

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