

555 GOLF EDITORIALS

'PERFORMANCE EXCELLENCE'

SHORT GAME

Air & Ground Time

Flight & Roll

Think 'Putt, Chip, Bump & Run, Knock Down, Punch and Full Swing' all the way to our Driver. By increasing our 'Brace Hand Travel Distance' ('Stroke Length'), we can control our 'Outcomes' and 'Happiness'.

Now think about working around 'The Dance Floor', from the fringe or 50 yards and in.

This short discussion is initially more about 'The Concept' than it is about proven data.

This is about 'Hitting Your Landing Circles' ('Air & Flight Results') more than it is about aiming at the stick and 'Holing Out'. This is about 'The Process' and not about the 'Outcome'.

This is about 'Ball Flight Ratios' ... 'Air & Flight Time' vs. 'Ground & Roll Time'. If you can 'Hit Your Circles', you shall hit your cups with all your 'Short Clubs'!

'555 Students' all develop our own numbers actually testing and using the masterful '555 Body Clocking System', but the following numbers are in the 'Air Time - Ground Time' golf ball park.

AIR TIME ('Fly') vs. GROUND TIME ('Roll')

#7 Iron (20% - 80%), #8 Iron (30%-70%), #9 Iron (40%-60%), #PW (50%-50%), #AW (60%-40%), #SW (70%-30%), #LW (80%-20%)

Now it is 'Tinker Time'.

Enjoy!

"Welcome Aboard!"

"Enjoy The Ride!"

SATISFACTION GUARANTEED

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