555 GOLF EDITORIALS

'PERFORMANCE EXCELLENCE'

SHORT GAME

Air To Ground Ratios
The 555 Short Game Grid Sheet

This 'Short Game' topic never gets old or out of fashion!

It also seldom gets fully understood. "Why?" you ask. Because it is quite nebulous and touch oriented ... delicate golf artwork! Naturally 'Huge Variables' to deal with. It must be our objective to reduce the 'Variables' and establish more 'Constants' I golf. Consistency' demands more 'Constants'. Your 'Understanding & Pre Shot Routine' invite more 'Consistency'.

You know your 'Optimal Stroke Length' ('OSL') from our 'Putting Clinics'. This 'Core Stroke Procedure' ('Stroke Length' – 'Thigh Body Clocking') occurs when you make a 'Brace Handed Take-Away' to the point where your 'Target Shoulder Soft Tissues' ('Muscles, Ligaments and Tendons') come into 'Gentle Tension or Soft Stretch'. You must learn to smoothly accomplish this 'OSL' consistency. (see 'The Mirror Drill and Feel')(see 'The 12" Landing Circle' – 'I/T')

This 'OSL' being accomplished, 'Set-Up With Your Chipping Protocols' ('Stance Narrow-ish, Target Foot Flared Open, Weight Slightly Forward and Ball Location Aft'). Pull your 'Short Game Sticks with their various 'Lofts & Lengths'. Remember they are just 'Tools' with fixed mechanical conditions. Let's make one swing ONLY ('The OSL') with each from the light rough, perhaps '5 Paces' from the 'Putting Surface'. ('Variable Distance' – 'On & In')

Each club, with one 'Energy', will create a distinct 'Air / Carry Distance' and then also achieve a specific 'Ground / Run Distance'. This is called your 'Club Ratio'. 'Environmental Conditions' always factor, so this is more of an art form than a science. Experiment and master!

CLUB	LOFT	RATIO TOTAL DISTANCE – Hip Body Clock	
#SW	56	3:1	On & In - TBD
#AW	52	2:1	On & In - TBD
#PW	48	1:1	On & In - TBD
#9 Iron	44	1:2	On & In - TBD
#8 Iron	40	1:3	On & In - TBD
#7 Iron	36	1:4	On & In - TBD

(write the data in your 'Short Game Grid Sheet')

"Welcome Aboard!"
"Enjoy The Ride!"

SATISFACTION GUARANTEED

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24/7

AIR TO GROUND TIME DIAGRAM

Develop Your Short Game Grid Sheet

Objective: To Reduce Variables and Increase Constants

Controls & Parameters:

- 1) We apply 'Constant Energy' by using the 'Optimal Stroke Length' ('OSL')

 This is a 'Base Line Control'
- 2) We use variable 'Golf Clubs' and thus variable 'Lofts'
- 3) We use variable 'Golf Clubs' and thus variable 'Lengths'
- 4) 'Angular Momentum' factors directly
- 5) 'Trajectory Requires Energy', therefore 'Higher Flight' requires more energy.

 'Lower Flight' requires less energy.
- 6) 'Less Height' with progressively 'Less Lofted Clubheads and Longer Shafts', tend to produce more 'Ground or Run/Roll Time'
- 7) 'Environmental Elements' factor. (Ambient Wind, Temp, Moisture, Grass etc.)
- 8) If you accomplish a 90 degree 'Launch Angle' (straight up), your 'Run/Roll Time' and 'Distance' will be ZERO. ('Fundamental Physics & Science')

As you can see, this 'Short Game' exercise is a significant challenge.

Remember, "We Solve Complexity With Simplicity!"

Rough

Fringe

Green