

'SHORT GAME GRID'

Simple Format

	T-D	H-D	LR-DT	AP-DT	F/S BS-DT
#7
#8
#9
#PW
#AW
#SW
#LW
#XW

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 LOADING'** and thus **'THRUST'**. Don't **'Flip Hand Release'**! That is a manipulation error not reliable or consistent. **'Maintain Your Steady TRIANGLES & Captain EYES'**!