

PREFACE

All the numbers in the charts represent how many rings to move your cursor for a max hook or max slice shot. The goal being, to have your ball land in your original aiming location within +/- approximately 1 yard.

The club charts (below) have all been broken down by club size (drivers, woods, long irons, etc.) and ALL have been personally verified during play and guaranteed to work +/- 1 yard. Because of that, this is a very incomplete list because its only the clubs that I've had and have personally tested.

Wedges were not included because it was just too tedious, and really why would you ever need to hook a wedge.

Curl will NOT affect where your first landing spot is, only what happens to the ball from that point forward.

THE BASICS

"Hook" is where your ball travels to the left of center. To shoot a hook shot, pull back your ball (in whatever direction you want) and release when the aim needle is to the extreme left.

"Slice" is where your ball travels to the right of center. To shoot a slice shot, pull back your ball (in whatever direction you want) and release when the aim needle is to the extreme right.

"Headwind" is wind that's blowing in your face.

"Tailwind" is wind that's blowing at your back.

Anything in between a "perfect shot" and max hook/slice is for your experience to figure out.

USING CURL

Refer to the bullseye illustration below during these tips

When pulling straight back, your ball will come off in the direction of the the blue line.

If you curl the same direction as your slice, your ball will come off in the direction of the red line.

If you curl the opposite direction as your slice, your ball will come off in the direction of the green line. The more curl your club has, the closer to the green line you get. Some clubs with high curl can essentially shoot straight shots this way (This is how I most often use hook/slice, especially in the sand or rough, to get accurate straight overpower shots every time).

(For this I will be referencing a slice shot for simplification since that's what the illustration shows.) So pulling straight back makes your ball come off in the direction of the blue line, as you slowly pull to the right your ball will get closer and closer to the red line. As you slowly pull to the left your ball will get closer and closer to the green line. In this way you can fine tune where your shot will end up.

How I aim (this refers to game play and not the illustration): While you're setting up your shot, if you connect where the yellow ball guide line intersects with the other ring, make an arrowhead as the tip of your new ball guide line and go straight out from there, that will represent your blue line.

ADJUSTING FOR WIND

ALWAYS adjust for wind before moving your rings for your hook/slice.

If you're shooting for max distance, if you're moving your target back to adjust for wind, make sure that you move it back straight forward so that you're at max distance again. (Normally I just visualize where the ball will land to adjust my target for the wind, so that I'm always at max power.)

RIDING THE WIND (TAILWIND)

(In my experience, this only applies to drivers and some very long woods) When hitting an overpower hook/slice shot with tailwind, your ball is actually going land nearly double whatever the wind is. So if there's a 6mph wind, you'll have to adjust for around 10-12mph instead.

If the wind is blowing directly northeast and you hit a max slice shot, that northeast wind is now direct tailwind and will carry your ball that extra amount.

HEADWIND

(In my experience, this only applies to drivers and some very long woods) When hitting an overpower hook/slice shot into headwind, your ball is actually going land back nearly double whatever the wind is. So if there's a 6mph wind, you'll have to figure for around 10-12mph instead.

The good thing about a hook/slice shot though, if you have headwind straight at you, you can hook/slice your ball around the wind so that its not directly affecting the ball so much. This will minimize the headwind affect.

ELEVATION CHANGES

When adjusting your shot from side to side for your hook/slice: If you're gaining elevation as you move, you will need to decrease the number of rings you're moving (so if you're moving 14 rings, move 13 instead).

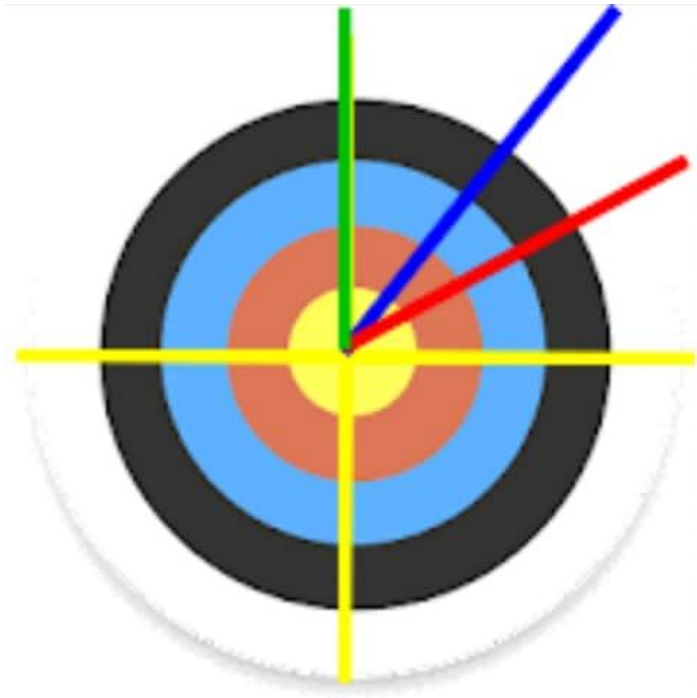
When adjusting your shot from side to side for your hook/slice: If you're losing elevation as you move, you will need to increase the number of rings you're moving (so if you're moving 14 rings, move 15 instead).

I normally never adjust more than 1 ring unless under extreme elevation changes then I'll go 2 rings.

USING IN PLAY

To play this way you will, A: aim your shot. B: adjust for wind. C: adjust for hook/slice. D: take your shot.

Straight shots: Aim your cursor in the middle of the fairway (or wherever you'd like), adjust for wind, move your target cursor to the right the designated number of rings for a max hook. Pull as far back to the bottom right corner as you possibly can. Let go when the needle is all the way to the left. Your ball will roll within a couple of degrees from your original straight shot aim.



Drivers	1	2	3	4	5	6	7	8	9	10
Rocket	10	12	12	14	14	15	15	15	15	16
Extra Mile	12	12	12	12	13	13	14	14	X	X
Big Topper	9.5	9.5	10.5	10.5				X	X	X
Quarterback	14	15	15	15	18	18	18	20	20	20
Rock	15	15	16	16	16	16	18	18	X	X
Thor's Ham	12	14	14	14	15	15		X	X	X
Apocolypse	12	12	14	15	16	16	17	X	X	X

Woods	1	2	3	4	5	6	7	8	9	10
Horizon	14	14	14	14				X	X	X
Viper	14	14	14	15	15	15	15	15	16	16
Big Dawg	14	14	14	14	14	14	16	18	X	X
Hammerhead	17	17	19	24				X	X	X
Guardian	14	14	16	16	20	20	22	22	X	X
Sniper	28	28	28	28	28	28	28	28	28	28
Cataclysm	15	16	16	16				X	X	X

Long Iron	1	2	3	4	5	6	7	8	9	10
Grim Reaper	14	15	17	19	20	20		X	X	X
Backbone	14	16	16	18	20	20	22	22	24	28
Goliath	11	11	13	15	15	16	16	16	X	X
Saturn	13	13	16	16	16	18	18	18	18	20
B52	18	21	22	22				X	X	X
Grizzly	22	22	22	24	26	26	26	26	X	X
Tsunami	15	15	15					X	X	X

Short Irons	1	2	3	4	5	6	7	8	9	10
Apache	16	16	17	18	18	18	20	20	X	X
Kingfisher	20	24	28	28	28	28		X	X	X
Runner	18	18	18	18	20	22	22	22	24	24
Thorn	18	20	20	20	22	22	23	23	X	X
Hornet	24	24	26	26	28	30	30	32	X	X
Claw	17	18	20	20	22	22	23	23	24	24
Falcon	20	20	22	23				X	X	X

Rough Irons	1	2	3	4	5	6	7	8	9	10
Roughcutter	16	16	18	18	20	20	20	20	20	20
Junglist	12	12	14	14	14					
Machete	13	13	14	15	15	15	16	18	18	20
Off Roader	15	15	17	18	18			X	X	X
Razor	20	20	20	20	20	20	20	20	X	X
Amazon	12	12	16	16				X	X	X
Nirvana	15	15	16	16	20	20	20	20	X	X

Sand Irons	1	2	3	4	5	6	7	8	9	10
Castaway	14	14	14	15	15					
Desert Storm	12	12	15	15	15	15	15	15	16	16
Malibu	15	18	18	19	19	20	20	20	X	X
Sahara	11	11	11	14	14			X	X	X
Sand Lizard	14	14	18	18	20	20	20	22	22	22
Houdini	13	13	14	14	15	15	15	18	X	X
Spitfire	16	16	18	18				X	X	X