

TRACKMAN

# VALIDATE YOUR FEEL

A NEW ERA OF PUTTING INTELLIGENCE

*1<sup>st</sup> generation*

**TRACKMAN**  
PERFORMANCE PUTTING

# PERFORMANCE IN PUTTING

## THE 3 THINGS THAT MATTERS

1. GREEN READING

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2. BALL STARTING DIRECTION

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3. DISTANCE (SPEED)



Mental

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Strategy

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Equipment

# START THE BALL INSIDE THE HOLE

SIDE AS A FUNCTION OF DIRECTION AND DISTANCE



LaunchDir °	Distance (m) / Side (cm)														
	1	1,5	2	2,5	3	3,5	4	4,5	5	6	7	8	9	10	m
0,5	0,9	1,3	1,7	2,2	2,6	3,1	3,5	3,9	4,4	5,2	6,1	7,0	7,9	8,7	cm
1	1,7	2,6	3,5	4,4	5,2	6,1	7,0	7,9	8,7	10,5	12,2	14,0	15,7	17,5	cm
1,5	2,6	3,9	5,2	6,5	7,9	9,2	10,5	11,8	13,1	15,7	18,3	20,9	23,6	26,2	cm
2	3,5	5,2	7,0	8,7	10,5	12,2	14,0	15,7	17,5	20,9	24,4	27,9	31,4	34,9	cm
2,5	4,4	6,5	8,7	10,9	13,1	15,3	17,5	19,6	21,8	26,2	30,5	34,9	39,3	43,6	cm
3	5,2	7,9	10,5	13,1	15,7	18,3	20,9	23,6	26,2	31,4	36,7	41,9	47,1	52,4	cm
3,5	6,1	9,2	12,2	15,3	18,3	21,4	24,4	27,5	30,5	36,7	42,8	48,9	55,0	61,1	cm

WILL YOU MAKE THE PUTT?

RELATIVE HOLE SIZE DEPENDS ON THE BALL SPEED AT THE HOLE

TRACKMAN

# SETUP OF TRACKMAN

## BEST PRACTICE FOR PUTTING

### Radar to ball distance

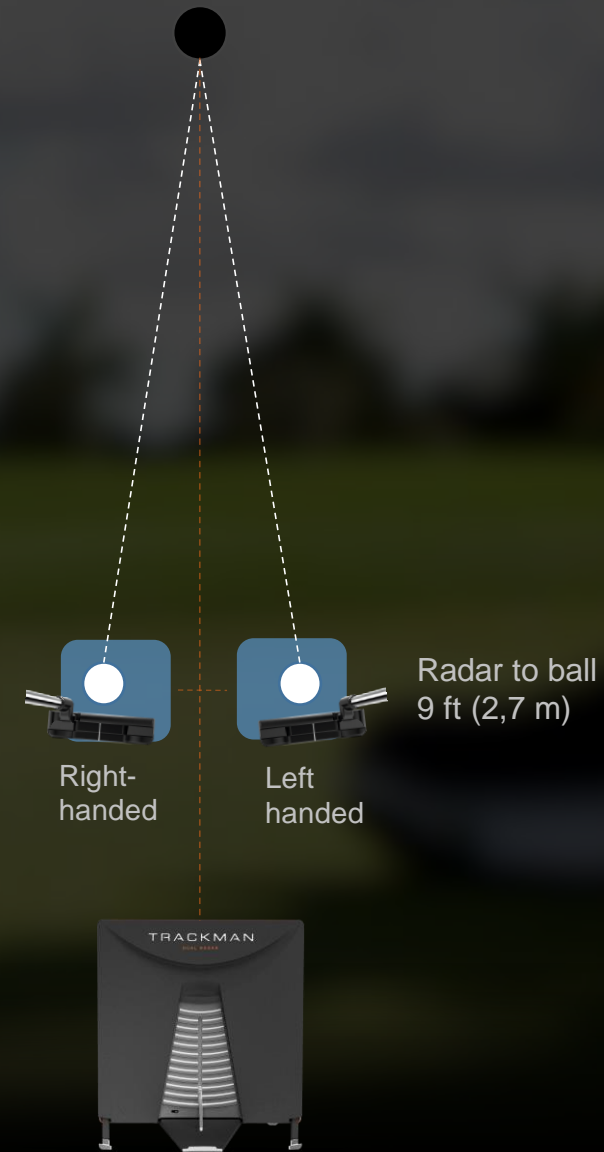
Within 8-10 feet (2,4-3,0 m). Optimal distance = 9 feet (2,7 m)

### Ball to target distance

Tracking putts from 10-30 feet (3-10 meters)

### Light conditions

To create a visual ball path, the ball needs to be visible in the video. Make sure you have enough light indoor, and do not face the radar into direct sunlight outdoor



# DEFINITIONS

## 1<sup>st</sup> GENERATION BALL DATA

### Launch direction

Horizontal launch in relation to the target

### Distance

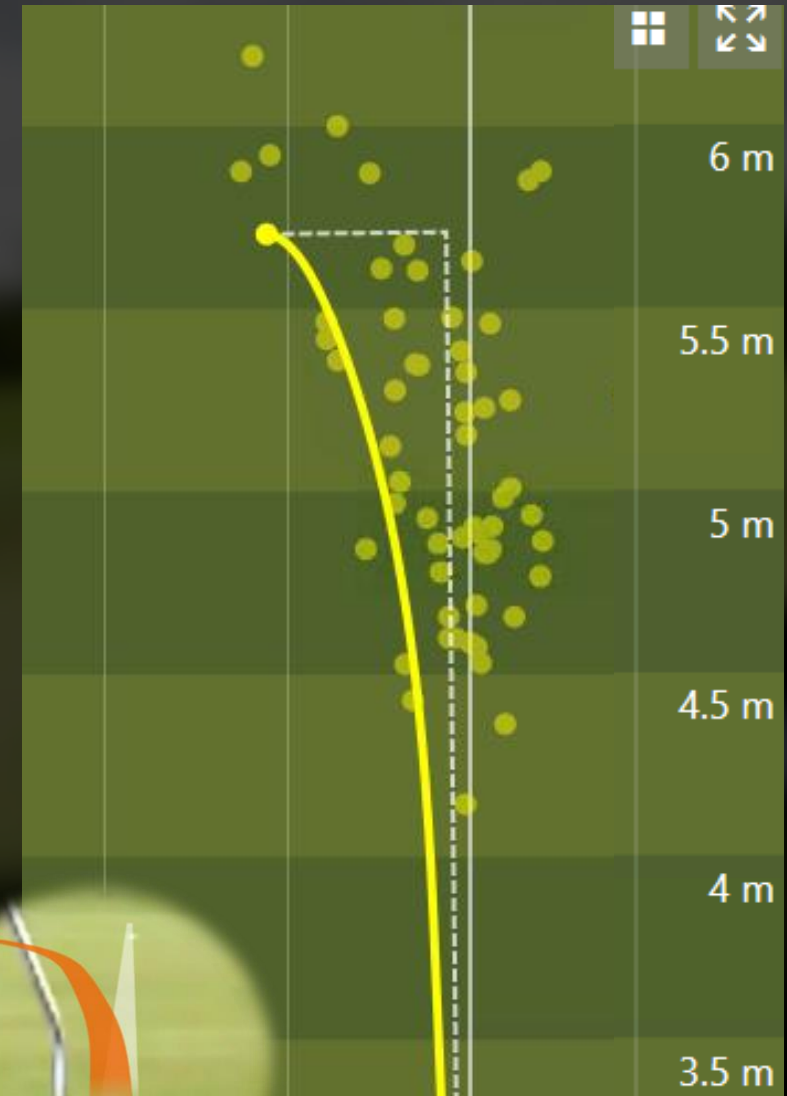
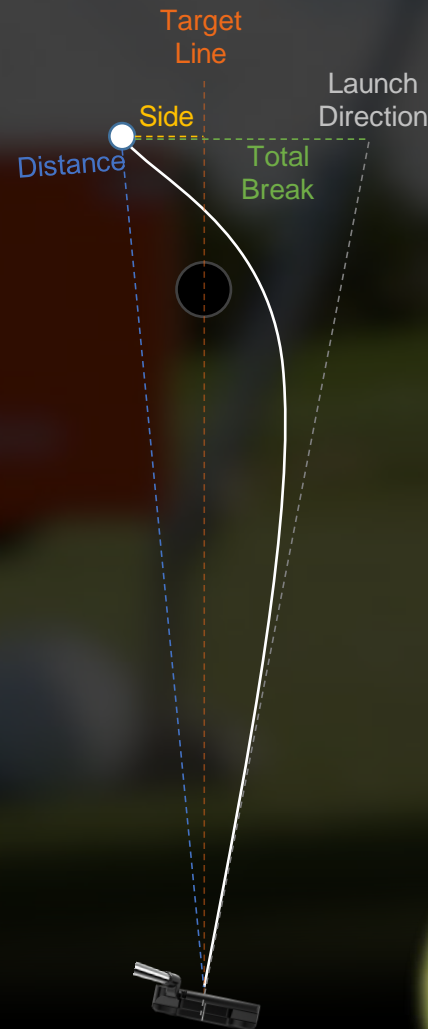
The total distance in a straight line from the starting point

### Side

The total side distance from the horizontal target at the ball's resting position

### Total break

The total side movement from the ball's launch direction perpendicular to the target line.



# DEFINITIONS

## 1<sup>st</sup> GENERATION BALL DATA

### Ball speed

Initial ball speed immediately after separation from the putter face

### Roll speed

Speed at the point where the ball starts to roll

### Speed drop

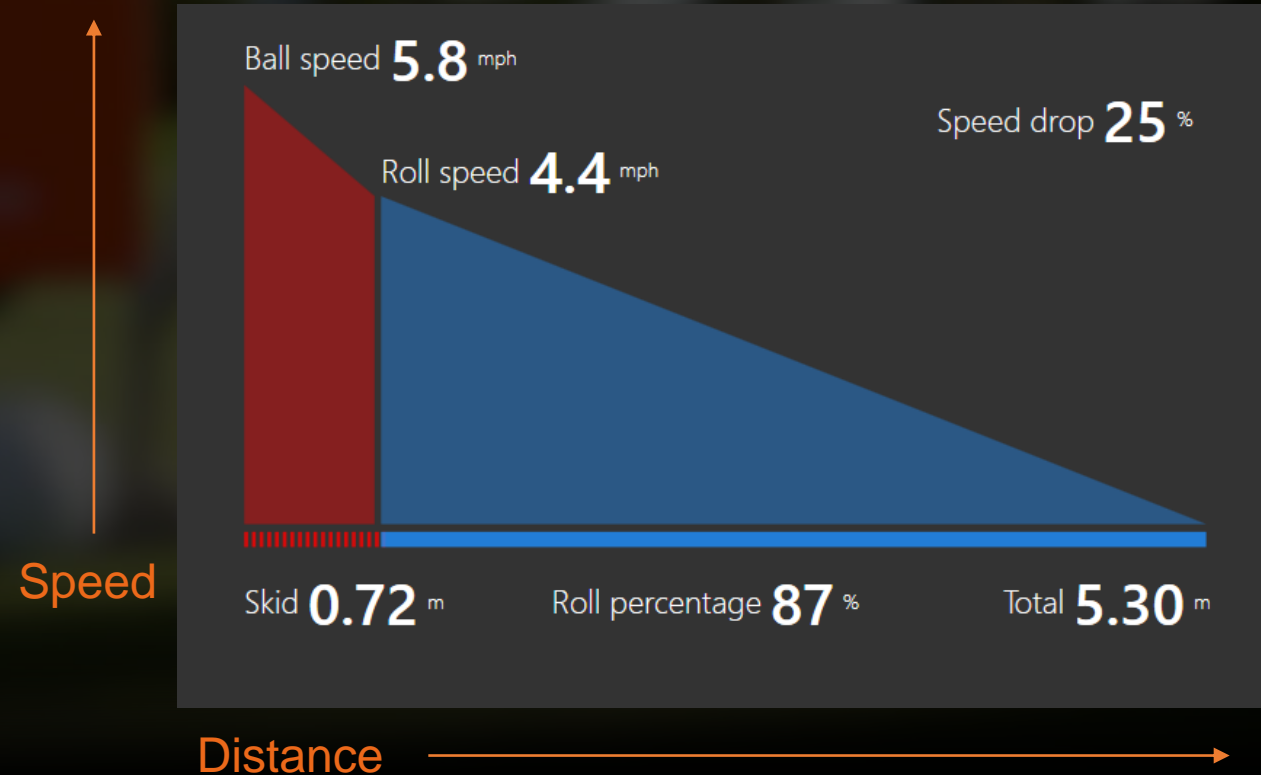
The drop in speed during the skid phase, in relation to Ball Speed

### Skid distance

The distance the ball is bouncing/sliding with a steeper deceleration profile before it starts rolling with constant deceleration.

### Roll %

The amount of roll on the total putt distance.

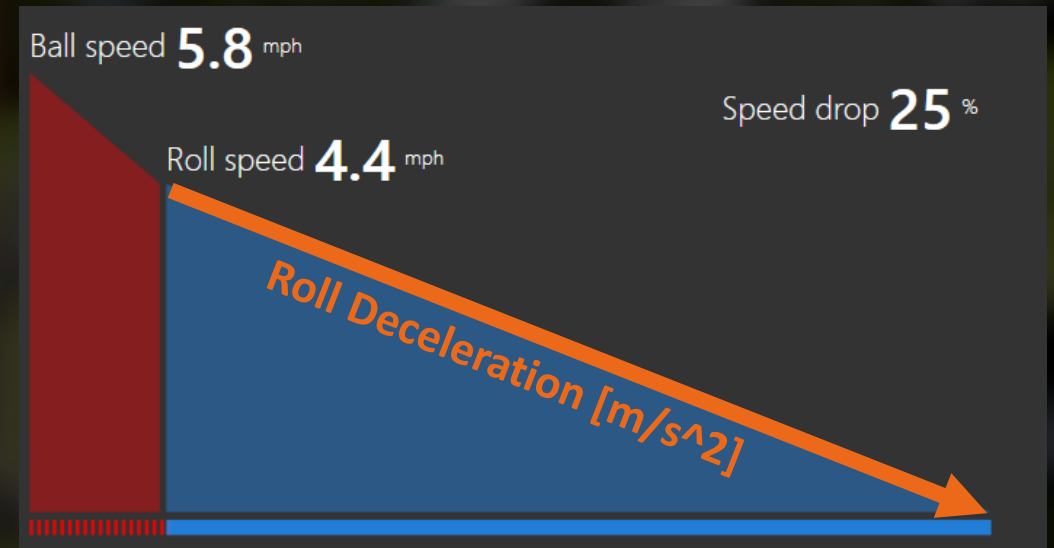


# DEFINITIONS

## 1<sup>st</sup> GENERATION BALL DATA

### Effective Stimp

The effective stimp for the individual putt, based on the average roll deceleration



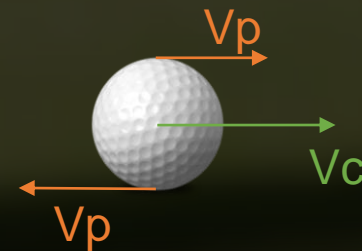
# DEFINITIONS

## 1<sup>st</sup> GENERATION BALL DATA

### Roll definition

When the peripheral speed ( $V_p$ ) equals the velocity of the ball ( $V_c$ ). In other words, when the rotation of the ball matches the forward speed of the ball and friction is constant. Roll is when the ball has constant deceleration.

Note, the ball could still be bouncing.





# HOW TO USE THE DATA

## TEACHING AND FITTING SITUATIONS

### 1. GREEN READING

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- ✓ Skid details
- ✓ The path of the entire putt
- ✓ Total Break
- ✓ Effective Stimp

### 2. BALL STARTING DIRECTION

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- ✓ Launch Direction
- ✓ Green/Ball inconsistencies

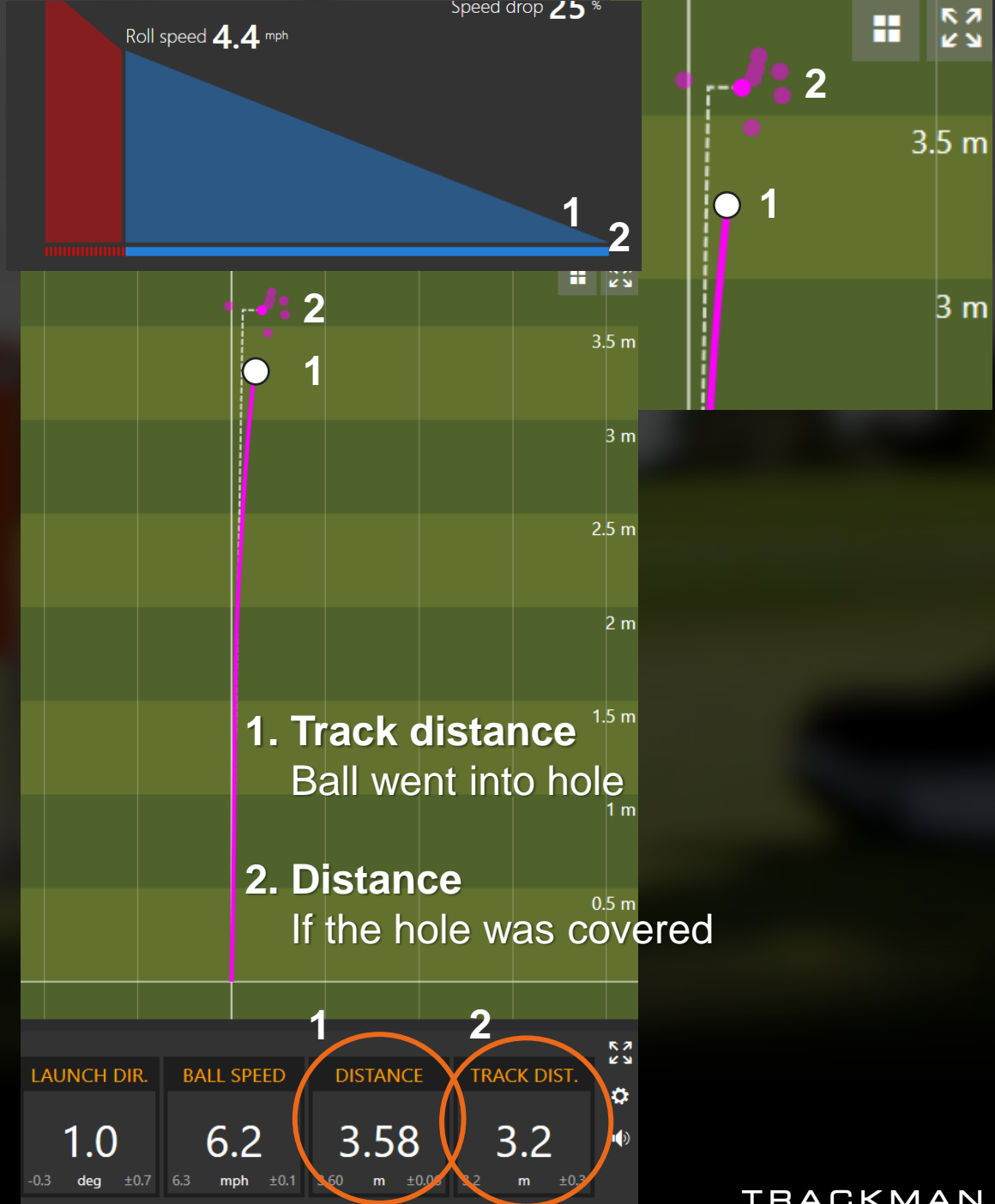
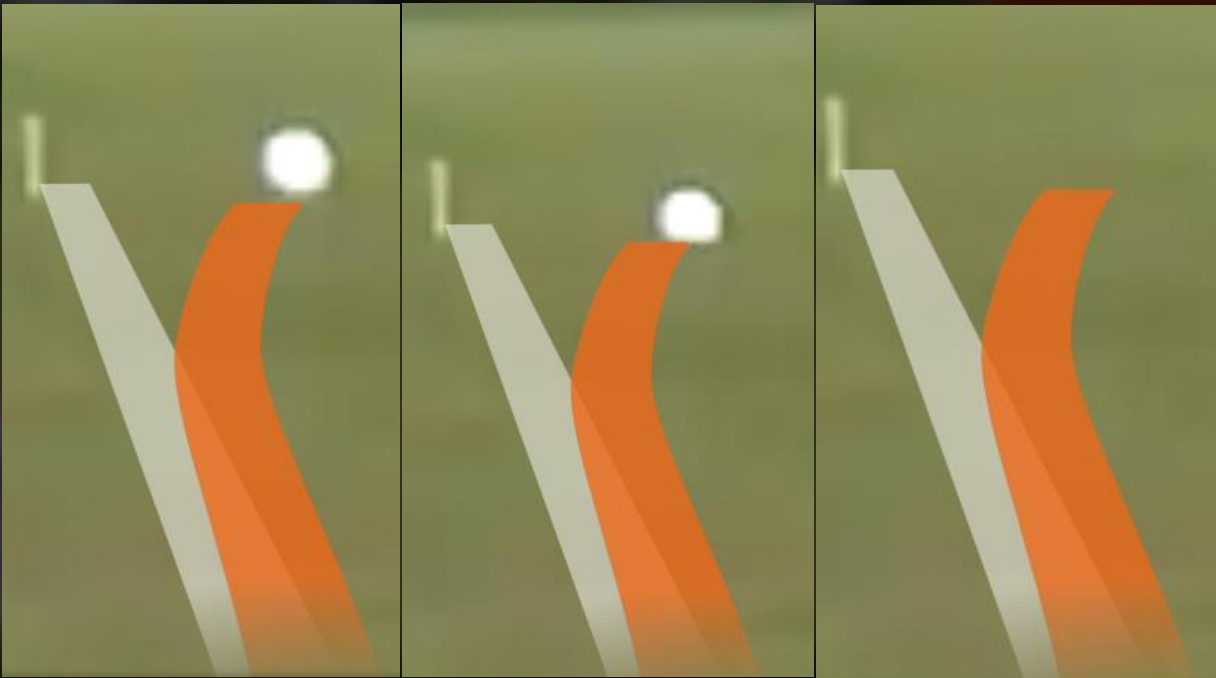
### 3. DISTANCE (SPEED)

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- ✓ Ball speed
- ✓ Skid distance / Roll %
- ✓ Roll speed
- ✓ Green/Ball inconsistencies

# HOLED PUTTS

## FEEDBACK ON SPEED AND READ



# PERFORMANCE PUTTING



**THIS IS ONLY THE  
BEGINNING....**