

Simulator Playing Tips

1. **THE BIGGEST MUST** is to ensure the **SILVER DOT** on the ball **FACES THE SCREEN**. This dot will help the FlightScope system accurately read the spin on the ball
2. The **second important item** is to **be sure that no one, or object is between the FlightScope system and the player hitting the ball**. The FlightScope system needs a clear view of the player (it will track the club) and the ball (to measure spin, ball speed, direction, etc.)
 1. When hitting driver, hit the ball where the tee is located. Remember this tee is adjustable so be sure to adjust to the proper height before hitting your driver.
 2. When hitting all other shots, place the ball within 3-4 inches of the tee (3-4 inches back towards the FlightScope system)
4. For chip shots, use the following locations & try to get the ball airborne at least 3 feet:
 - To play a lower shot, play the ball closer to the back of the hitting area
 - To play a higher shot, play near the tee for best results
5. When chipping, be aware of the grid on the green
 - A blue grid means the greens slopes away/down and the ball will react accordingly – it will continue to run away from you
 - A green grid means the green is flat
 - A red, or orange to red grid, means the green slopes upward and the ball will stop faster.
6. When chipping, you need to get the ball higher than you would normally. At times, the system will not read a low chip and you should replay the shot.
A full swing flop shot may have the potential to be hit outside the netting should not be attempted – see waiver / disclaimer **regarding responsibility of damage caused errant shots**.
7. Aiming – if you need to adjust where you are aimed, use the computer to move the aim point; the software will automatically turn and adjust the screen accordingly. For example, if you are behind a tree and need to hit around it to get the ball back in play.
8. Play ready golf & be aware of your pace of play & the time you have rented the unit for. Just like a real round of golf, there is another group right behind you waiting to play