

# CLUBHUB™



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GOLF TERMS / ETIQUETTE / FUN FACTS

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**"GOLF IS DECEPTIVELY SIMPLE AND  
ENDLESSLY COMPLICATED; IT SATISFIES  
THE SOUL AND FRUSTRATES THE  
INTELLECT. IT IS AT THE SAME TIME  
REWARDING AND MADDENING.  
AND IT IS WITHOUT A DOUBT THE  
GREATEST GAME EVER INVENTED."**

*- Arnold Palmer*



At Kinetek Sports, we are passionate about golf. We love how it constantly challenges us. We love the continuous quest to improve. We love the camaraderie of a foursome of friends. And we love to experience the joy that this game delivers. Whether you've been strolling fairways since you were a child or you're just beginning your journey, let this guide sharpen your knowledge of the game or set you on the right track. Enjoy and play well!

**CLUBHUB**

## SWING ANALYSIS

*golf terms*

**CLUB HEAD SPEED:** the speed of the center of the clubface at impact (first contact with the ball).

**BACKSWING TIME:** the time, in milliseconds, beginning from the initial takeaway, ending at the change of the direction at the top of the backswing.

**DOWNSWING TIME:** the time, in milliseconds, beginning from the change of direction at the top of the backswing, ending at impact.

**TEMPO:** the ratio of Backswing Time divided by Downswing Time.

**CLUB PATH:** the horizontal angle at which the club head is moving at impact. Positive means to the right (inside-out for a right hand golfer), negative means to the left (outside-in for a right hand golfer).

**FACE ANGLE:** the angle of the face of the club head that makes impact with and influences initial direction of the ball relative to the target line. Positive means to the right (open relative to target for right hand player), negative means to the left (closed relative to target for right hand player).

**ATTACK ANGLE:** the vertical angle at which the head of the club is moving at impact. Positive means hitting up on the ball, while negative means hitting down on the ball.

**TRANSITION ANGLE:** is the angle, in relation to parallel, where the backswing ends and transition to the down swing begins.

### HOW THE TOUR PLAYERS STACK UP

Most tour players have a driver club head speed of over 120mph. This usually equates to more than 325 yards off the tee.



Transition  
**+47°**  
above

Tempo  
**3.5:1**

Speed  
**78**  
mph

Face Angle  
**+7.5°**  
open

Attack Angle  
**-8.5°**  
down

Distance  
**106**  
yds



## **PUTTING ANALYSIS**

*golf terms*

**ACCELERATION THRU IMPACT:** Initial forward-stroke speed compared to impact speed. If initial forward-stroke speed is greater than impact speed, acceleration thru impact will be a negative number representing a decelerating stroke. If initial forward-stroke speed is less than impact speed, acceleration thru impact will be a positive number representing an accelerating stroke.

**BACKSTROKE TIME:** the time, in milliseconds, beginning from the initial takeaway, ending at the change of the direction at the completion of the backstroke.

**FORWARD-STROKE TIME:** the time, in milliseconds, beginning from the change of direction at the conclusion of the backstroke, ending at impact.

**IMPACT SPEED:** how fast the putter head is traveling at point of impact.

**LOFT/LIE ANGLE:** loft angle refers to the putter face angle, typically 3-4 degrees. Lie angle refers to how the putter head sits at address, typically 70 degrees.

**SWING PATH DISTANCE:** total combined distance of backstroke and forward-stroke of putter path.

## ON-COURSE SHOT TRACKING

*golf terms*

**SHOT DISTANCE:** distance from where the ball is struck, to where it lands.

**FAIRWAYS HITS:** a fairway is considered hit if any part of the ball is touching the fairway surface after the tee shot on a par 4 or 5.

**GREENS IN REGULATION:** a green is considered hit "in regulation" if any part of the ball is touching the putting surface and the number of strokes taken is at least two fewer than par (i.e., by the first stroke on a par 3, the second stroke on a par 4, or the third stroke on a par 5).

**NUMBER OF PUTTS:** total number of putts tallied over an 18-hole round.

**PACE OF PLAY:** rate of play during a round of golf. Typical allotted time for a round of golf is 4h30m, or 15m per hole.

**SCRAMBLING:** when a player misses the green in regulation, but still makes par or better on a hole.

**AVERAGE GOLFER VS. TOUR PLAYERS** According to Golf.com they asked a golf-stats expert who has analyzed 60,000 shots hit by players of all levels to compare how the typical tour pro stacks up against average golfers in several key areas.

**TYPICAL DRIVE:** **Tour Pro:** 291 yards / **Avg. Golfer:** 235 yards

**RATIO OF HITTING THE GREEN OR FRINGE FROM 100-150 YARDS:** **Tour Pro:** 79% / **Avg. Golfer:** 50%

**MEDIAN 'LEAVE' FROM HOLE, 125 YARDS OUT IN FAIRWAY:** **Tour Pro:** 24 feet / **Avg. Golfer:** 47 feet

**MEDIAN 'LEAVE' FROM HOLE, 175 YARDS OUT IN FAIRWAY:** **Tour Pro:** 32 feet / **Avg. Golfer:** 71 feet

**UP-AND-DOWN SUCCESS, 20-60 YARDS IN FAIRWAY:** **Tour Pro:** 54% / **Avg. Golfer:** 15%

**UP-AND-DOWN SUCCESS, FROM GREENSIDE BUNKERS:** **Tour Pro:** 41% / **Avg. Golfer:** 16%





“CONFIDENCE IS THE MOST IMPORTANT SINGLE FACTOR IN THIS GAME, AND NO MATTER HOW GREAT YOUR NATURAL TALENT, THERE IS ONLY ONE WAY TO OBTAIN AND SUSTAIN IT: WORK.”

- Jack Nicklaus

## BALL ANALYSIS

*golf terms*

**BALL SPEED:** the ball's initial velocity after impact.

**CARRY DISTANCE:** distance the ball travels in the air (from impact to ball landing).

**EFFICIENCY (SMASH FACTOR):** the ratio, ball speed divided by club head speed, which describes the efficiency of impact.

**HANG TIME:** elapsed time from ball impact to initial ball landing.

**HEIGHT:** the apex point of the ball flight, measured relative to the height of the starting/launch position of the ball.

**LANDING ANGLE:** descent angle of the ball as it lands.

**LAUNCH DIRECTION (HORIZONTAL LAUNCH ANGLE):** the initial direction of the ball relative to target line. Positive means to the right, negative means to the left.

**ROLL:** distance the ball travels on the ground (from landing to final resting position).

**SHOT DISPERSION:** the measure of the lateral accuracy of a selected group of shots.

**SPIN AXIS:** as the ball spins around an axis, the measure of axial tilt. Positive means the axis is tilted to the right (thus resulting in a fade or slice for a right handed golfer), negative means the axis is tilted to the left (thus resulting in a draw or hook for a right handed golfer).

**SPIN RATE:** how many times the ball rotates per minute when leaving the clubface.

**TOTAL DISTANCE:** the sum of measured carry distance plus roll.

**VERTICAL LAUNCH ANGLE:** the ball's initial vertical angle relative to ground level.

### WARM UP:

- Try to arrive soon enough to give yourself time to warm up properly.
- Work your way through the bag, beginning with the short irons, moving onto the mid-and long irons and then the woods.
- It's often a good idea to finish warming up by hitting a few soft wedge shots before heading for the practice green and hitting a few putts.
- Don't hit hundreds of balls and leave your game on the practice tee.

### FIRST TEE:

- Check the scorecard to learn any local rules.
- If your playing companions suggest a match, it's a good idea to make sure everyone is comfortable with the stakes.
- Make sure to place an identifying mark on your ball and inform the other players the type and number ball you are playing.

### AVOID SLOW PLAY:

- Walk at a reasonable speed between shots.
- Begin planning your next shot as you approach the ball.
- When you reach your ball, check the lie, select your club, visualize your swing and shot, and then play your shot.
- From the time you select your club until you actually hit your shot, you should take no more than 30 to 45 seconds.
- If you aren't ready to play when it is your turn, encourage one of your fellow players to play.

### MAINTAINING THE COURSE:

- Replace your divots.
- Turf tends to explode on impact, making it difficult, if not impossible, to replace the divot. In this case, you have two options:
  - You can use the toe of your shoe to kick in the turf around the edges of the divot.
  - Many courses often put containers of a soil/seed mixture on their carts and tees. If this is the case, simply fill in the divot with the mixture.
- Bring a rake into the bunker with you -- remembering that you should always enter the bunker from the low side at a point nearest to the ball.
- Whenever possible, avoid walking on the steep face of a bunker.
- After hitting your shot, rake the area you played from, as well as all your footprints and any others within reach.
- Rakes should be left either in or nearby the bunker.



## GOLF ETIQUETTE

- It is important to repair any pitch marks or indentations caused by the ball hitting the green.
- Using a tee, knife, key or repair tool, repair the mark by working the edges towards the center, without lifting the center of the mark. Don't tear the grass. Finish by smoothing the area with a club or your foot. Try to get the area smooth enough to putt over.
- Just remember that while the Rules of Golf allow you to repair pitch marks on your putting line, you cannot repair spike marks on your putting line until after you have putted.

### ON THE GREEN, REMEMBER:

- Don't step on your fellow players putting lines -- the imaginary line that connects the ball to the hole.
- If your ball is on a player's line, volunteer to mark the ball.
- If your ball is not furthest from the cup:
  - Mark your ball, either with a plastic marker or a small, thin, coin.
  - After you have marked your ball, place your putter down at a 90-degree angle with the heel touching your marker.
  - Move the marker from the heel to the toe of your putter. Reverse the procedure to return the ball to its original position.
- Do not stand where you might distract a fellow player and don't move.
- Don't make any noise when your fellow player is preparing to putt.
- If you don't have a caddie and are asked to tend the flagstick, make sure you aren't standing on anyone's line.
- Hold the flagstick at arm's length so the flag doesn't flutter in the breeze, and make sure your shadow doesn't fall across the hole or line. Loosen the bottom of the flagstick so it doesn't stick when you try and remove it by pulling it straight up after the other player has putted. The flagstick should be removed right after the player has hit the ball.
- If you lay down the flagstick, lay it off the green to prevent doing any damage to the green.
- Generally, the player closest to the hole will tend the flagstick.
- After everyone has putted out, immediately walk to the next tee.

### MISCELLANEOUS:

- If you hit a tee shot into the woods and suspect that it might be either lost or out-of-bounds, the Rules of Golf allow you to play a second or provisional ball.
- You then have five minutes from the time you reach the spot where you suspect the ball landed to find the ball. If it is not found within that five-minute period, you must declare it lost and play your provisional ball with a one-stroke penalty.

- If, however, you play the provisional ball and subsequently find your original ball in-bounds, you must pick up your provisional and continue to play the original ball, in-bounds.
- Out of bounds balls are assessed the penalty of "stroke and distance."
- For safety's sake, never hit when there's a chance you might be able to reach the group ahead of you, and any time you hit a shot that you think even has remote chance of hitting any other players, yell "fore" immediately, and make a point of apologizing to any players your ball lands near.
- Displays of frustration are one thing, but outbursts of temper are quite another. Yelling, screaming, throwing clubs or otherwise making a fool of yourself are unacceptable and, in some cases, dangerous to yourself and others.
- Finally, at the end of the round, shake hands with your fellow players, congratulate the winners, console the losers, and thank them for their company. At the end of the day, the great pleasure of the game is the time you get to spend with your friends whether old friends or new friends you just made through the game.





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