





3D Golf BioDynamics Swing Analysis

First Name: Scott Last Name: Booth Email:

Date: 10-Jun-07 Test type: Initial test

Mass: 180 lbs Height: 70 " Handicap: 0

Summary

- 1. Scott, you have some very good aspects to your game, however at address you are a little open with your shoulders and your butt sits a little tucked under. Your right hip also sits too high at address
- 2. As you start your downswing, you need to allow your hips to move laterally before they rotate. This will allow the body to open up more on impact.

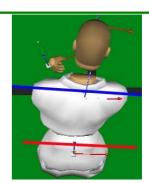
Setup Foundations

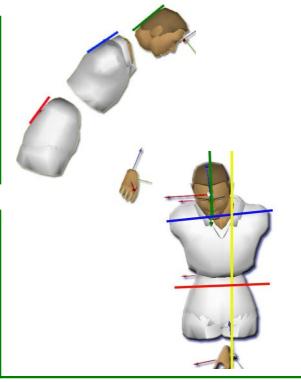
Alignment			
	Corridor	You	
Hips	0 to 8°	2 Open	
Shoulders	5 to 12°	18 Open	



Bending			
	Corridor	You	
Hips	12 to 16°	11 Forward	
Shoulders	35 to 45°	42 Forward	
Head	30 to 50°	52 Forward	

Tilting			
	Corridor	You	
Hips	0 to 3°	-1 Left	
Shoulders	7 to 13°	12 Right	
Head	0 to 10°	3 Right	











Backswing

	Rotatio	ns		1
	Corridor	You	1	
Hip Turn	-35 to -45°	-54	Closed	
Shoulder Turn	-85 to -95°	-91	Closed	
X-Factor	-40 to -50°	-37	Closed	
X-Factor Stretch	-15 to -25°	-4	Closed	
Head Turn	-20 to -40°	-26	Closed	
Stability				
	Corridor	You	I	AND
Head sway (Address to top)	3 to 4½"	3.6	Away	
Head lift (Address to top)	-1½ to ½"	0.8	Up	
lead thrust (Address to top)	-½ to ½"	0.8	Forward	
Hip drop (Address to top)	-1½ to ½"	-0.3	Down	
	Ideal Hand	l Path		Your Hand Path
				Hand path (down the line) - 5 iron 80 100 100 100 100 100 100 100

Blue = backswing Red = downswing

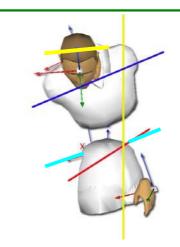




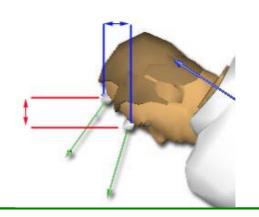


Downswing

Impact Zone			
	Corridor	You	
Hip Turn	35 to 45°	21 Open	
Shoulder Turn	35 to 50°	31 Open	
Head Turn	10 to 40°	1 Open	
Hip Tilt	10 to 15°	8 Right	



Spine Angle Control			
	Corridor	You	
Head drop (Top to impact)	-2½ to ½"	-2.2 Down	
Head thrust (Top to impact)	-/2 lU /2	-0.6 Backward	



Body Speeds			
Corridor You			
Hips	420 to 550 deg/s	433	
Shoulders	550 to 700 deg/s	629	
Hands	20.0 to 25.0 ft/s	25.7	

Timing Sequence (order that peak speeds occur in downswing)			
	Hips	Shoulders	Hands
Ideal	1	2	3
5-iron			
Driver			