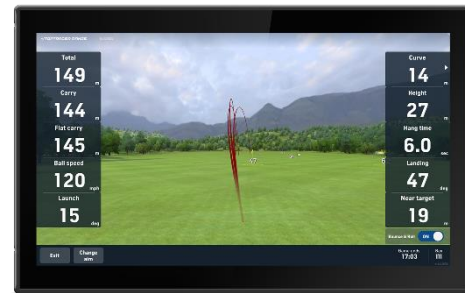


Instruction with Toptracer

- **Warm Up** mode to see carry numbers, ball speed, curve and more when working on mechanics.
 - Seeing what the numbers should be when “it clicks”.
 - Helping your student understand the data to help them during individual practice.



- **My Practice** mode for beginner clinics or lessons focused on distance control.
 - Learn the min and max for each club to ensure the correct club decision.
 - Learn which clubs have wider dispersion ratios (what clubs should I spend the most time on).
 - Have your clinics use My Practice while warming up to help them increase their knowledge on each club. This is a value add to any clinic offering!
 - Help your students on the golf course by ensuring they choose the right club, as this is something in their control.



- **T12 or T30** mode with new lessons or tracking progress.
 - Have a student complete T12 or T30 to give you a benchmark to start from.
 - Start a clinic series by completing these assessments. Over the course of the clinic, the student can see their progress and identify areas of improvement.
 - Easily determine a player’s strengths and weaknesses based on a strokes gained “report card” given once the player has completed the assessment.
 - Every month, have your student complete T12 or T30 to track progress.
 - Track progress over a series of lessons by reducing your performance handicap after completing the assessment.



- **Swing Capture** mode to see your students swings outside of lessons.
 - Have students’ text or email videos of their swing with the ball data as a split screen. Every swing video on Swing Capture is saved to your student’s phone.
 - Videos are a large portion of instruction, using Swing Capture allows the coach to view their students swing and gather the ball data associated to that swing.



- **Approach or Driving Challenge** mode to test your students with an “on-course” challenge.
 - *** Available on Monitors Only ***
 - If your student is struggling on approach shots or tee shots, have them use Approach or Driving Challenge to put their work to the test.
 - Simulates 9 approach or tee shots on our virtual golf courses of your choice.
 - Since these challenges are on a virtual golf course, your student must pick the right club, aim appropriately, and avoid the hazards of the hole.
 - Each of the 9 shots are from different holes and distances. This ensures your student is choosing the right club, identifying where to aim and simulate their pre shot routine.



- **Precision and Precision Series** game for distance and accuracy control.
 - During Precision your student can pick one of the targets in your outfield. Then will hit shots to that target and gain points based on proximity of the target.
 - During Precision Series the targets will change to force your student to switch clubs and see which yardages have a large dispersion rate than others.
 - Both game modes will test your student’s accuracy over a series of shots to identify their areas of improvement.

