

3D Golf BioDynamics Swing Analysis

First Name: Richard **Last Name:** Davies **Email:**
Date: 14-Jul-07 **Test type:** Initial test
Mass: 165 lbs **Height:** 70 " **Handicap:** 10

Summary

1. Richard, you have some good qualities to your swing, however, at set up, your butt sits too far back and your right hip sits too high.
2. During the backswing your hips over rotate.
3. In the downswing, you need to start with a lateral shift of your hips, this will result in a much improved hand path.

Setup Foundations

Alignment

	Corridor	You
Hips	0 to 8°	0 Open
Shoulders	5 to 12°	10 Open

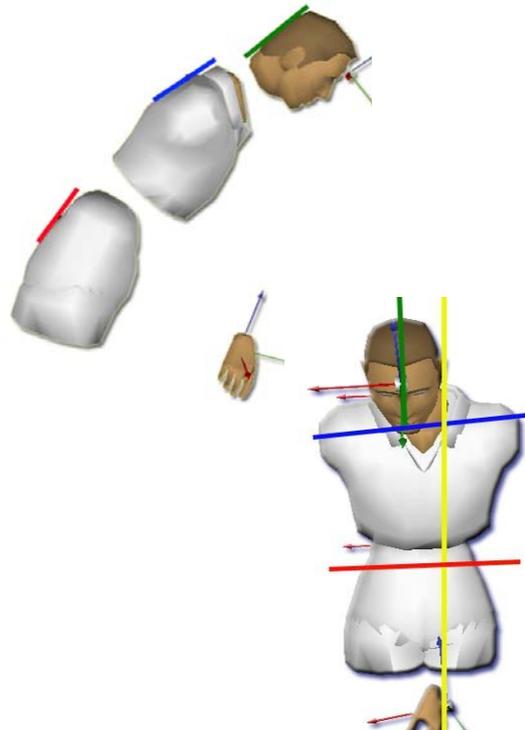
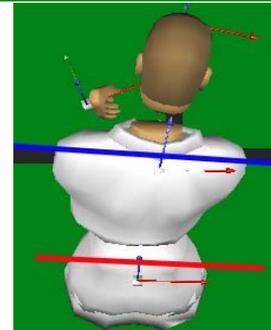
Green = within corridor
 Yellow = just outside corridor
 Red = well outside corridor

Bending

	Corridor	You
Hips	12 to 16°	19 Forward
Shoulders	35 to 45°	38 Forward
Head	30 to 50°	51 Forward

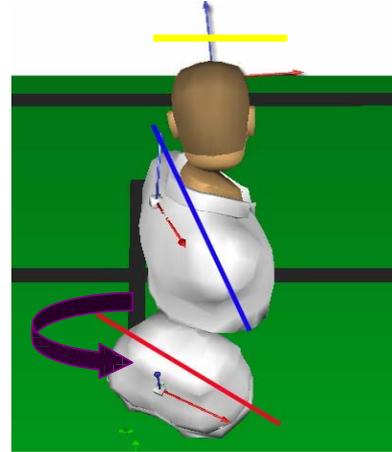
Tilting

	Corridor	You
Hips	0 to 3°	-3 Left
Shoulders	7 to 13°	11 Right
Head	0 to 10°	-2 Left

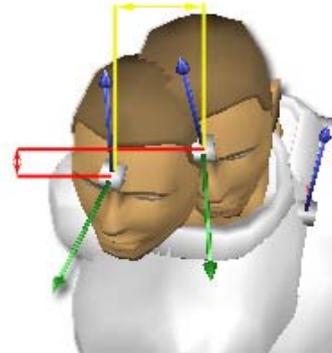


Backswing

Rotations			
	Corridor	You	
Hip Turn	-35 to -45°	-67	Closed
Shoulder Turn	-85 to -95°	-97	Closed
X-Factor	-40 to -50°	-30	Closed
X-Factor Stretch	-15 to -25°	-25	Closed
Head Turn	-20 to -40°	-14	Closed

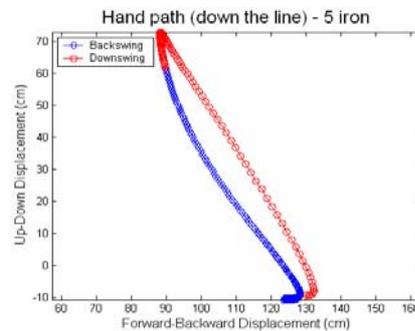
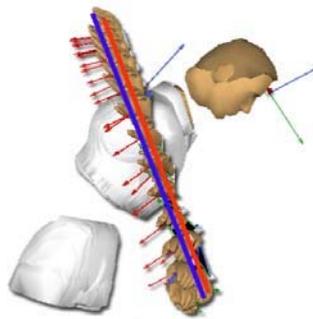


Stability			
	Corridor	You	
Head sway (Address to top)	3 to 4½"	5.2	Away
Head lift (Address to top)	-1½ to ½"	0.3	Up
Head thrust (Address to top)	-½ to ½"	-0.8	Backward
Hip drop (Address to top)	-1½ to ½"	-1.5	Down



Ideal Hand Path

Your Hand Path



Blue = backswing Red = downswing

Downswing

Impact Zone			
	Corridor	You	
Hip Turn	35 to 45°	32	Open
Shoulder Turn	35 to 50°	30	Open
Head Turn	10 to 40°	1	Open
Hip Tilt	10 to 15°	6	Right

Spine Angle Control			
	Corridor	You	
Head drop <small>(Top to impact)</small>	-2½ to ½"	-2.8	Down
Head thrust <small>(Top to impact)</small>	-½ to ½"	-0.8	Backward

Body Speeds		
	Corridor	You
Hips	420 to 550 deg/s	475
Shoulders	550 to 700 deg/s	653
Hands	20.0 to 25.0 ft/s	25.1

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

