



TRANSFORMING DRIVING RANGE EXPERIENCES

TRACKMAN

WHAT WE TRACK



CARRY

How far the golf ball travels in the air from impact to first landing on the ground



TOTAL

Total distance including anticipated bounce and roll



BALL SPEED

The speed at which the ball is travelling when it leaves the club face



HEIGHT

Maximum height of a ball as it travels through the air



LAUNCH ANGLE

The angle, as measured from ground level, that the ball launches at impact



SIDE

Measure, relative to the target line, how the ball launches



LAUNCH DIRECTION

Indicates the dispersion from the target line as the ball lands

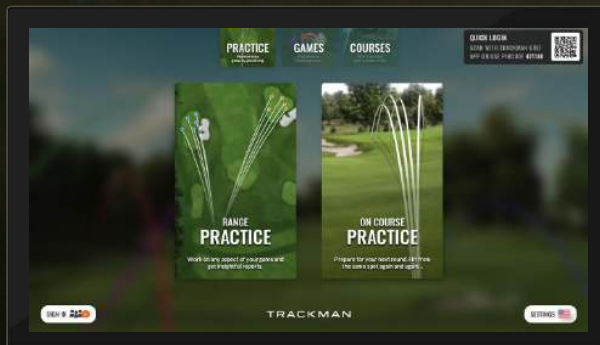


FROM PIN

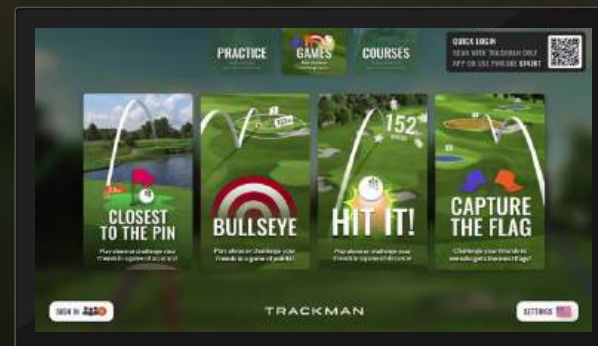
Distance from the pin after bounce and roll

WHAT WE DO

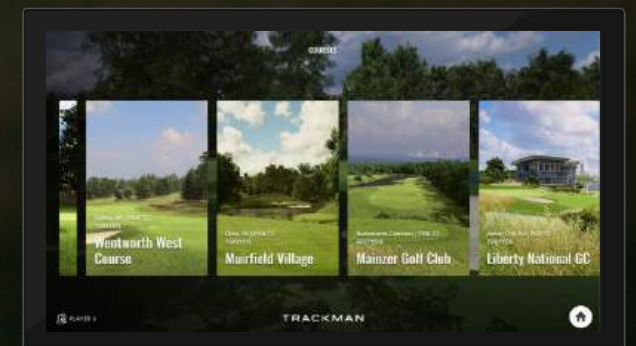
PRACTICE



GAMES



COURSES



The following pages provide an overview of each game mode's benefits

TRACKMAN

RANGE PRACTICE

HOW TO FIND

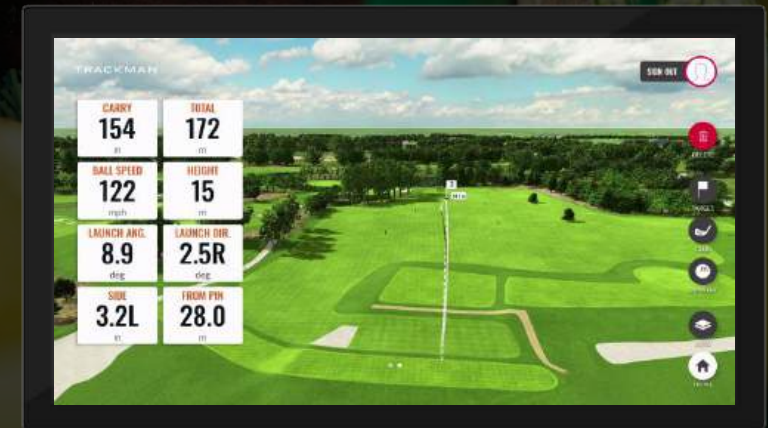
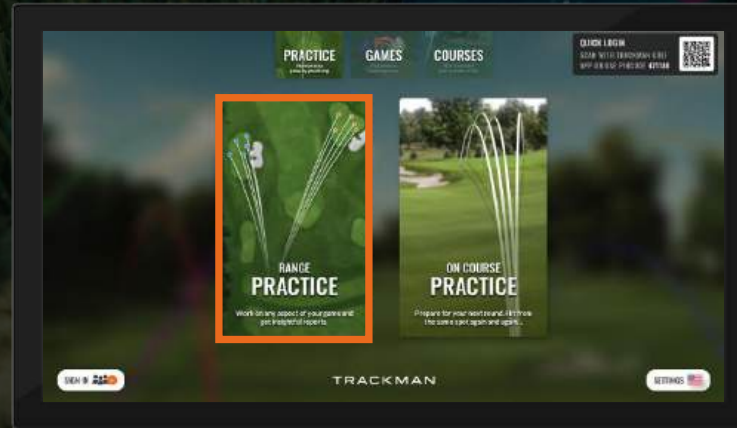
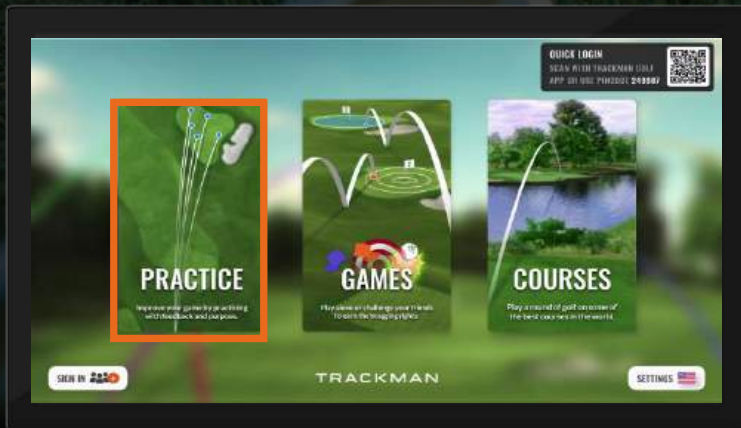
PRACTICE WITH PURPOSE

An introduction to the TrackMan metrics and teaching how these can be used.
It is the golfer's first experience of range technology and the gateway to our game.

PRACTICE

RANGE PRACTICE

LANDING SCREEN



RANGE PRACTICE

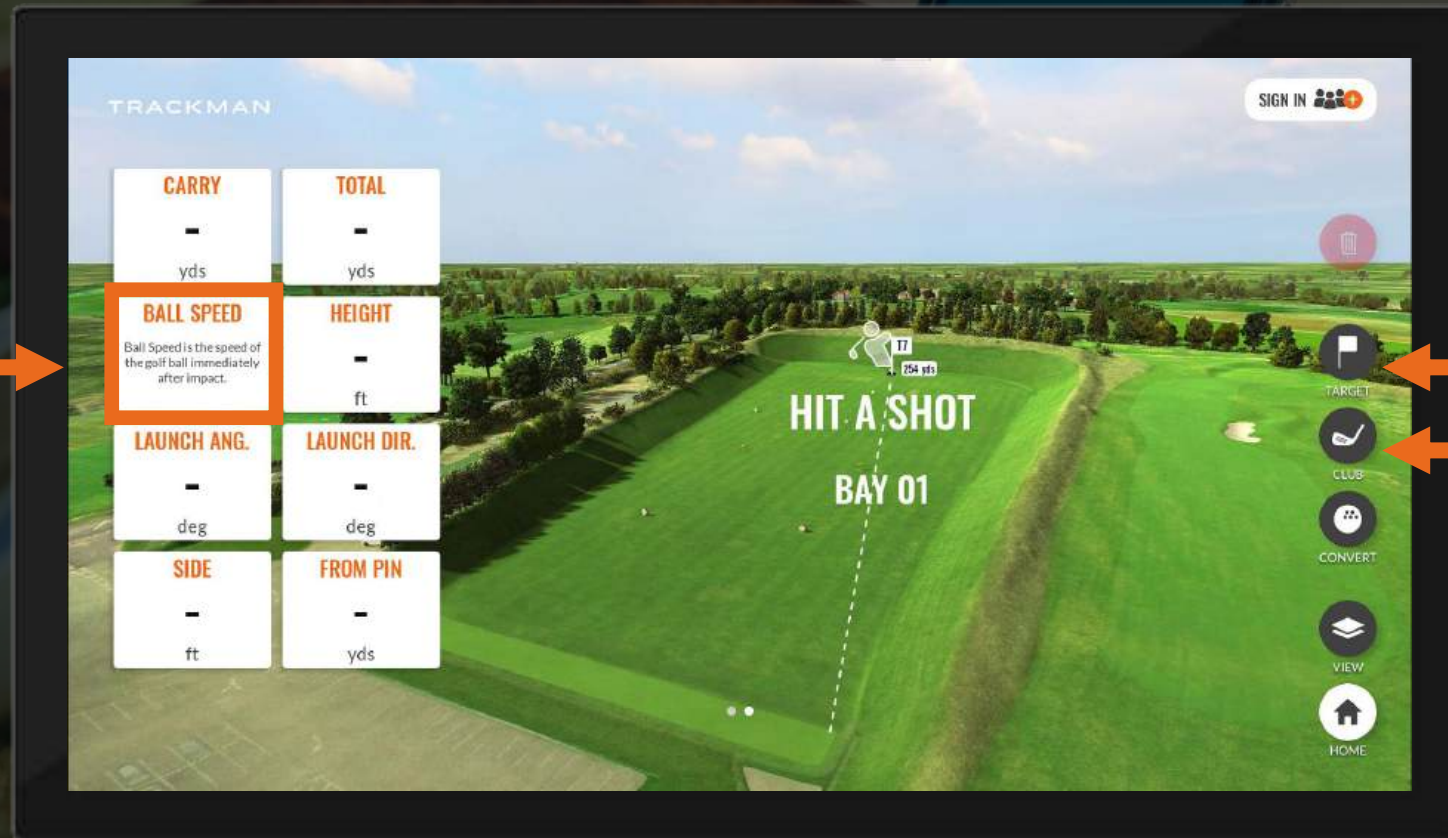
MAIN SCREEN

RANGE PRACTICE LANDING SCREEN

WHAT DO THESE MEAN?

Tap on the data tiles to reveal a description of what they represent.

Handy for a golfer new to the game.



WHAT ARE THESE FOR?

For the best data transfer to app, the golfer should select their target and which club they are using.

The **CONVERT** function will not work without selecting a club

RANGE PRACTICE

CHOOSING CLUB AND TARGET

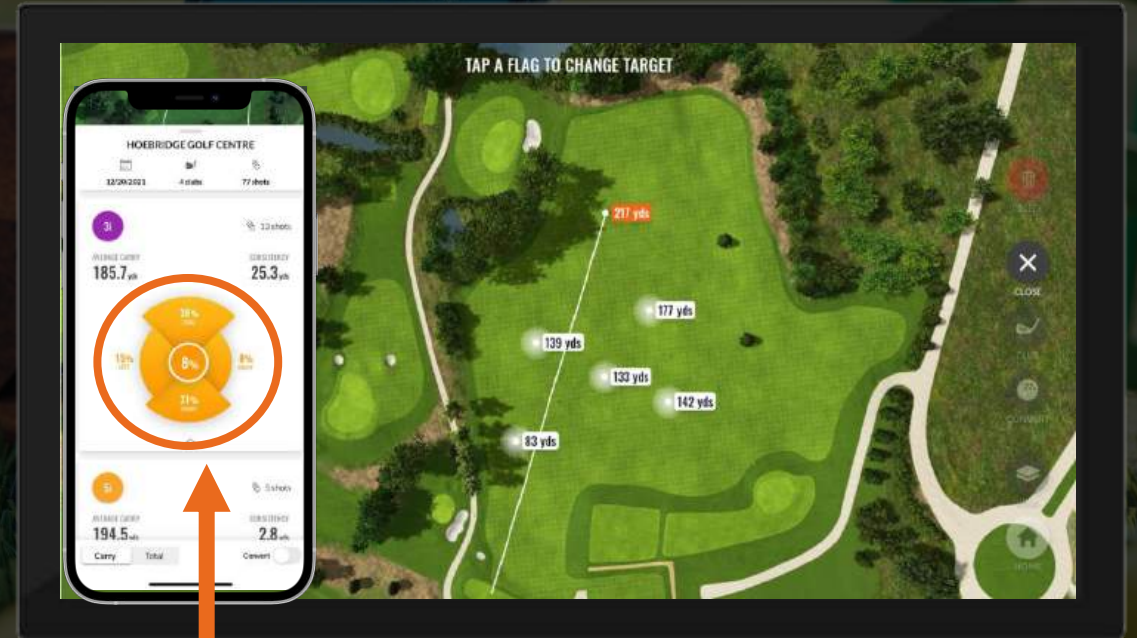
CHOOSE CLUB



WHAT'S IN THE BAG?

Ensure the correct club is selected for accurate data to be sent through to the app (seen later in this document). Once golfers download the **TrackMan Golf** app, they will be asked to choose the clubs in their bag, which personalizes this screen. The **CONVERT** feature can only be used when a club is selected.

CHOOSE TARGET



WHERE ARE YOU AIMING?

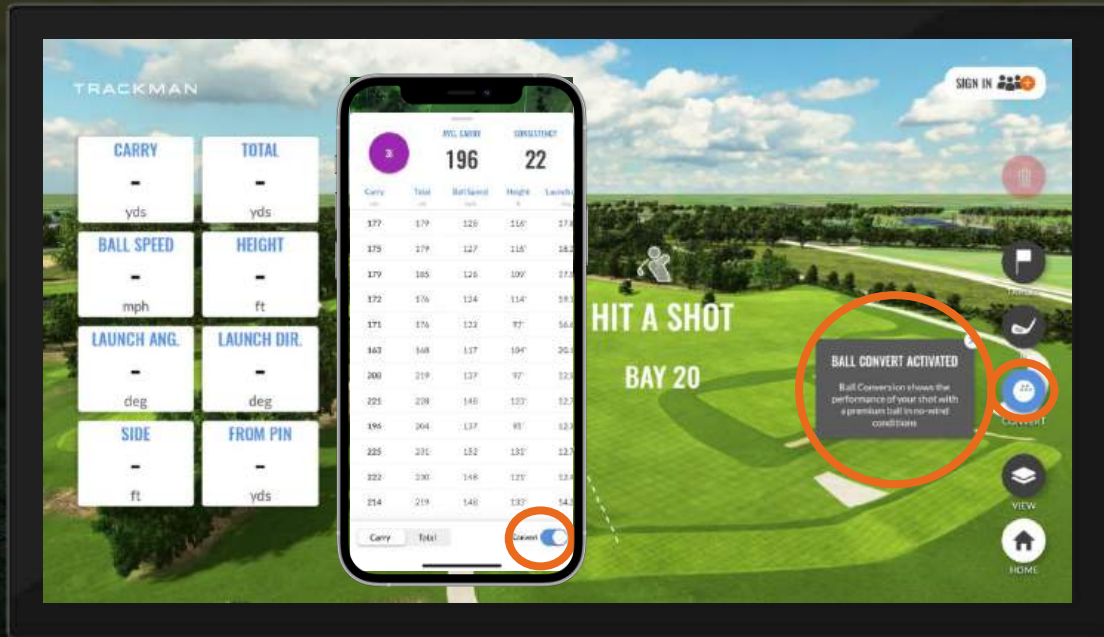
The more you tell us, the more we tell you.

Choosing your target provides detailed insights when the golfer completes their practice session.

RANGE PRACTICE

CONVERT AND TABLE VIEW

CONVERT

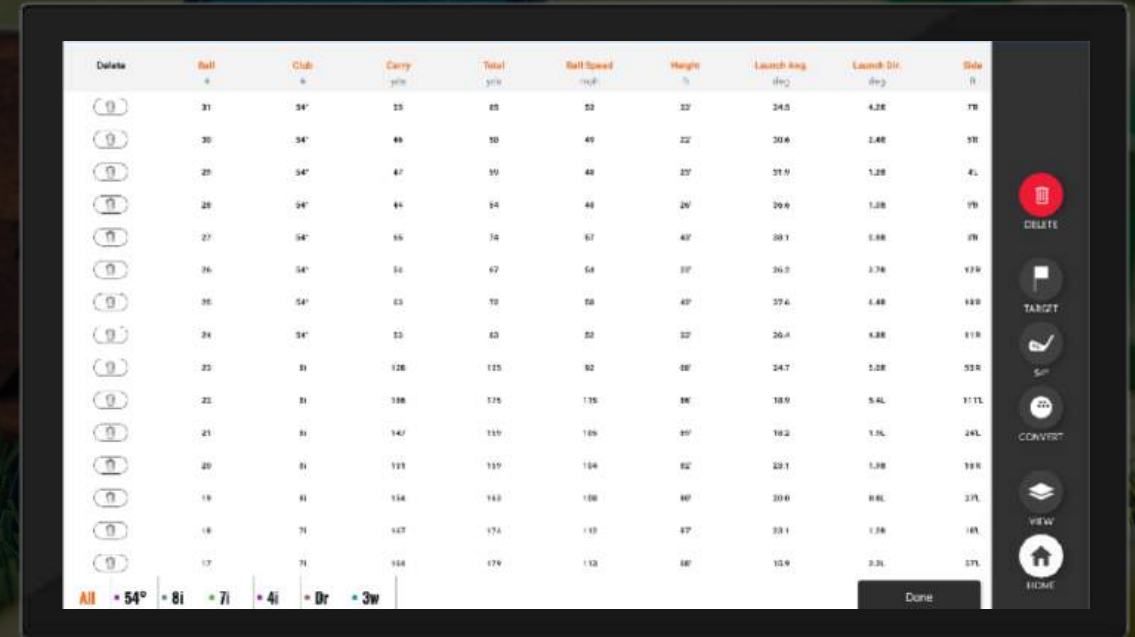


VARIABLES.... GONE

CONVERT uses algorithms to show the performance of the golfer's shot with a premium ball in 'no wind' conditions.

Into wind? Distance measurements will increase.
Down wind? Distance measurements decrease.

TABLE VIEW



NOBODY'S PERFECT

We all hit a bad one from time to time.

Golfers can delete those shots they'd rather forget and have tailored data sent to the app for accurate averages.

ON COURSE PRACTICE

HOW TO FIND

RECREATE THE EXPERIENCE

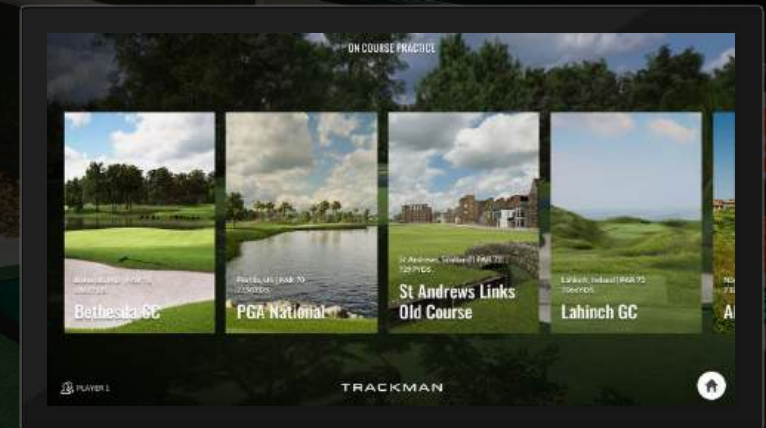
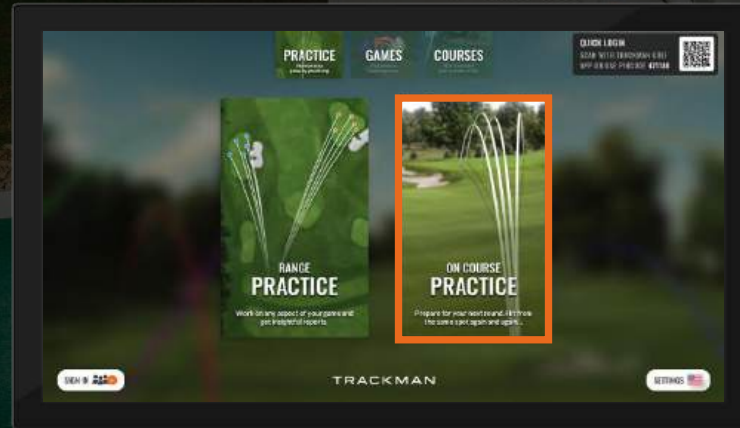
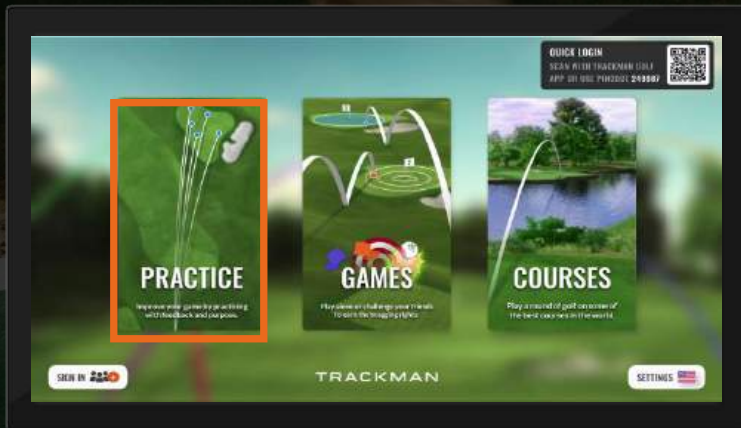
Let off course play, become on course insights

Practice any shot, from any location, on any of our courses over... and over again.

PRACTICE

ON COURSE PRACTICE

CHOOSE YOUR COURSE



ON COURSE PRACTICE

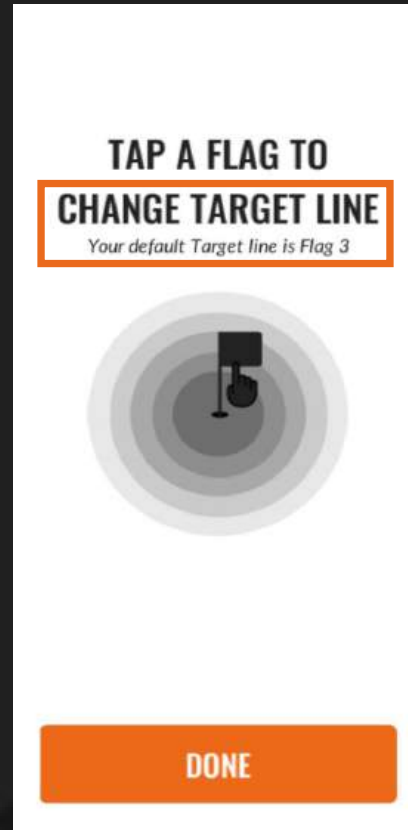
CHOOSE YOUR TARGET LINE

CRUCIAL TO THE EXPERIENCE

Choosing the most appropriate target is 'make or break' for golfers' enjoyment of Virtual Golf.

We encourage target images in each bay to help golfers understand the outfield.

TrackMan automatically selects the most distant target.



ON COURSE PRACTICE

CHOOSING CLUB AND TARGET

ANY SHOT, ANYWHERE

On all our Virtual Golf Courses, you can place your ball at any point on the golf course.

Enjoy replicating historic shots, or hone your game on a familiar shot.

DATA

There are 8 data tiles available, choose which 4 you want immediately available

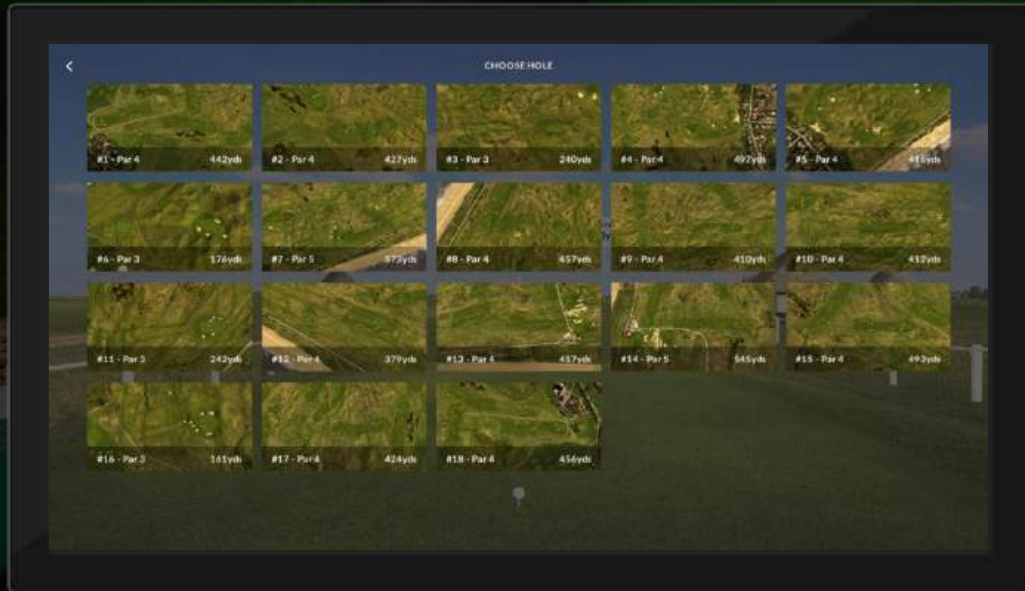
CHOOSE WHERE

Select the ball icon to move shot location

RECREATING REAL GOLF

CONVERT is always enabled in Virtual Golf.

Virtual Golf Shows the distance to hole and takes into account elevation changes.

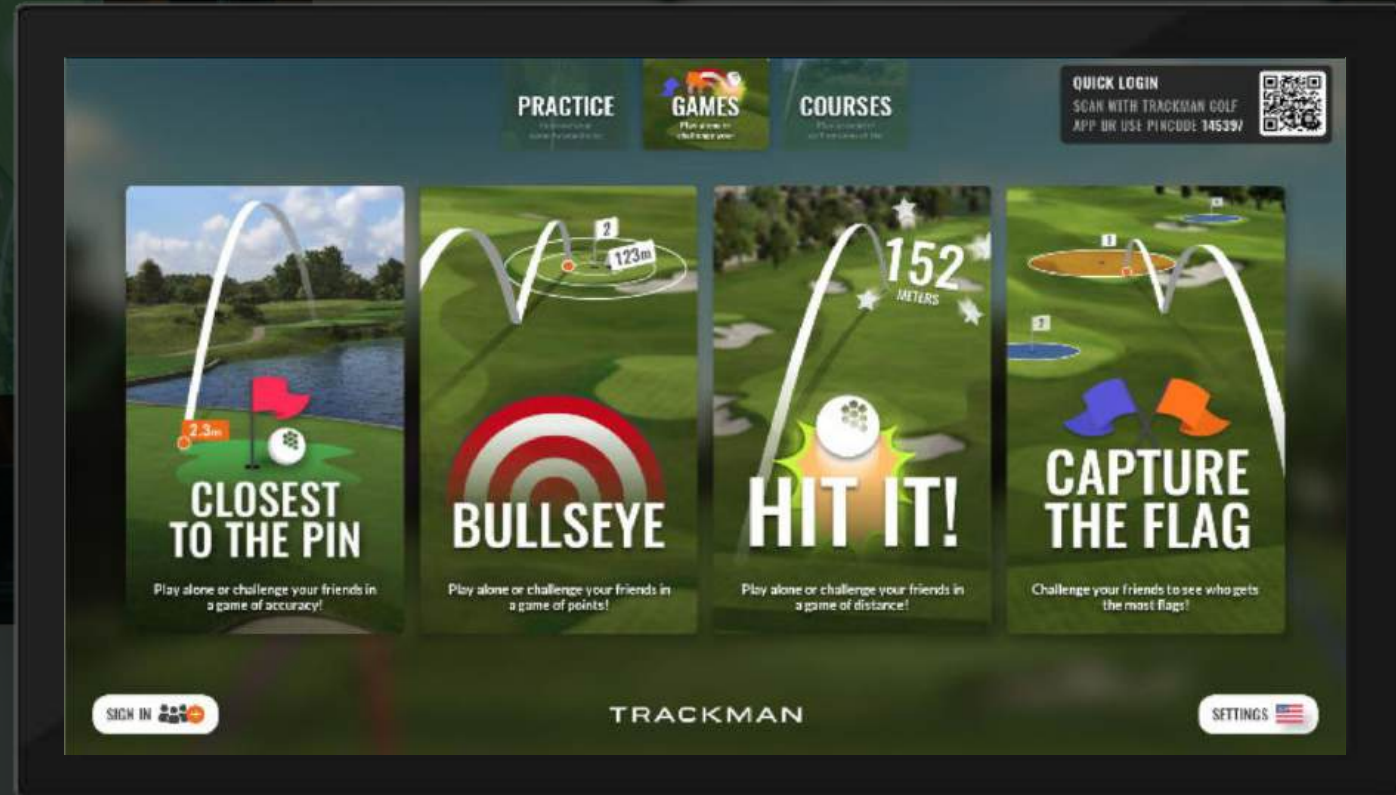


GAMES

THERE'S SOMETHING IN TRACKMAN RANGE FOR EVERYONE



Magic Pond



CLOSEST
TO THE PIN



BULLSEYE



HIT IT!



CAPTURE
THE FLAG

TRACKMAN

GAMES

CLOSEST TO THE PIN

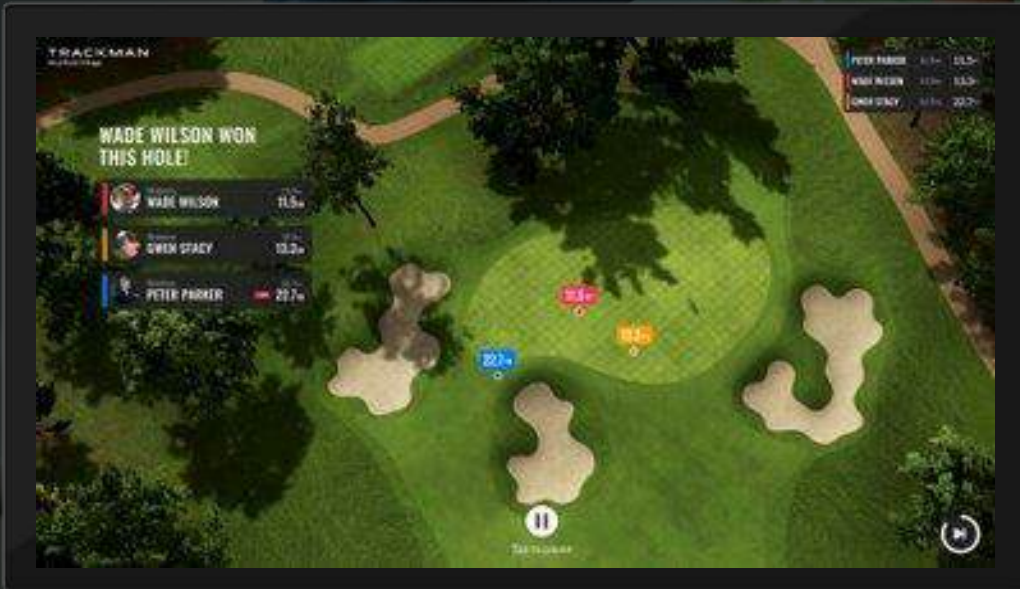
BEST SHOT COUNTS

The shot closest to the pin on each hole counts.

Your final score will be the average proximity to the hole, from your best shot on every hole played.

CLOSEST TO THE PIN

Three shots, per hole, per player



Current scores

RECREATING REAL GOLF

'Ball Conversion' is always enabled in Virtual Golf.

Virtual Golf shows the distance to hole and takes into account elevation changes.

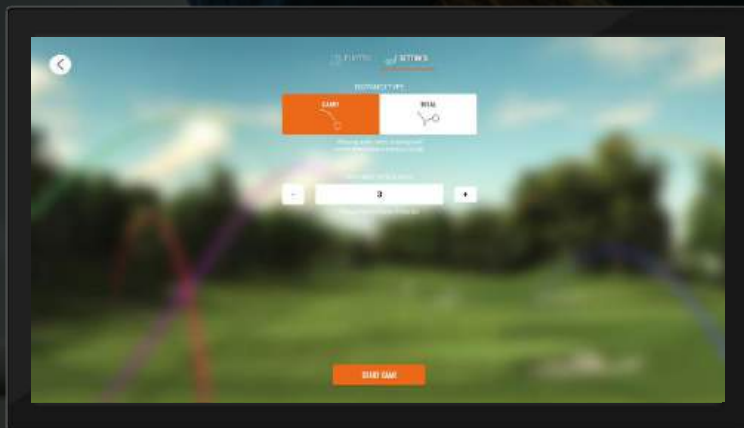
GAMES

BULLSEYE

BULLSEYE

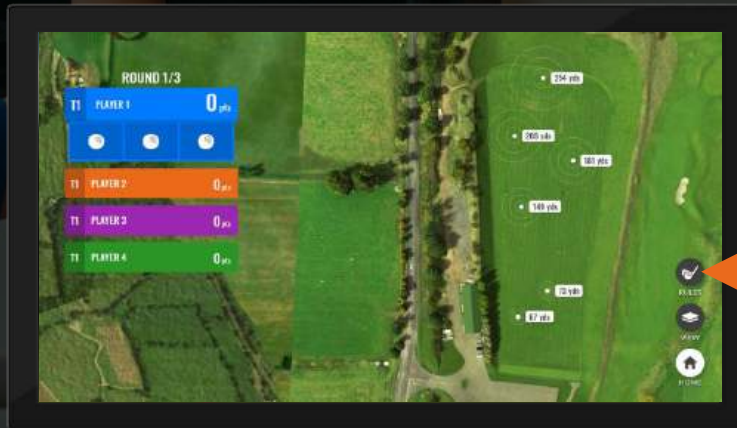
SETTINGS

Choose how many rounds of three shots to play and whether the game is to be played with carry, or total distances.



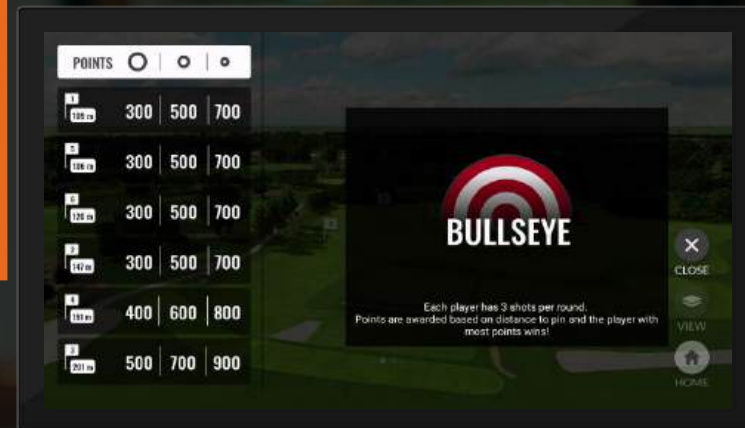
3 SHOTS PER ROUND

'Over the top' view shows the targets, play is in the same order each round.



SCORING

Over the top view shows the targets, The rules button reveals what points are awarded.



BULLSEYE is compatible with leaderboards

GAMES

HIT IT!

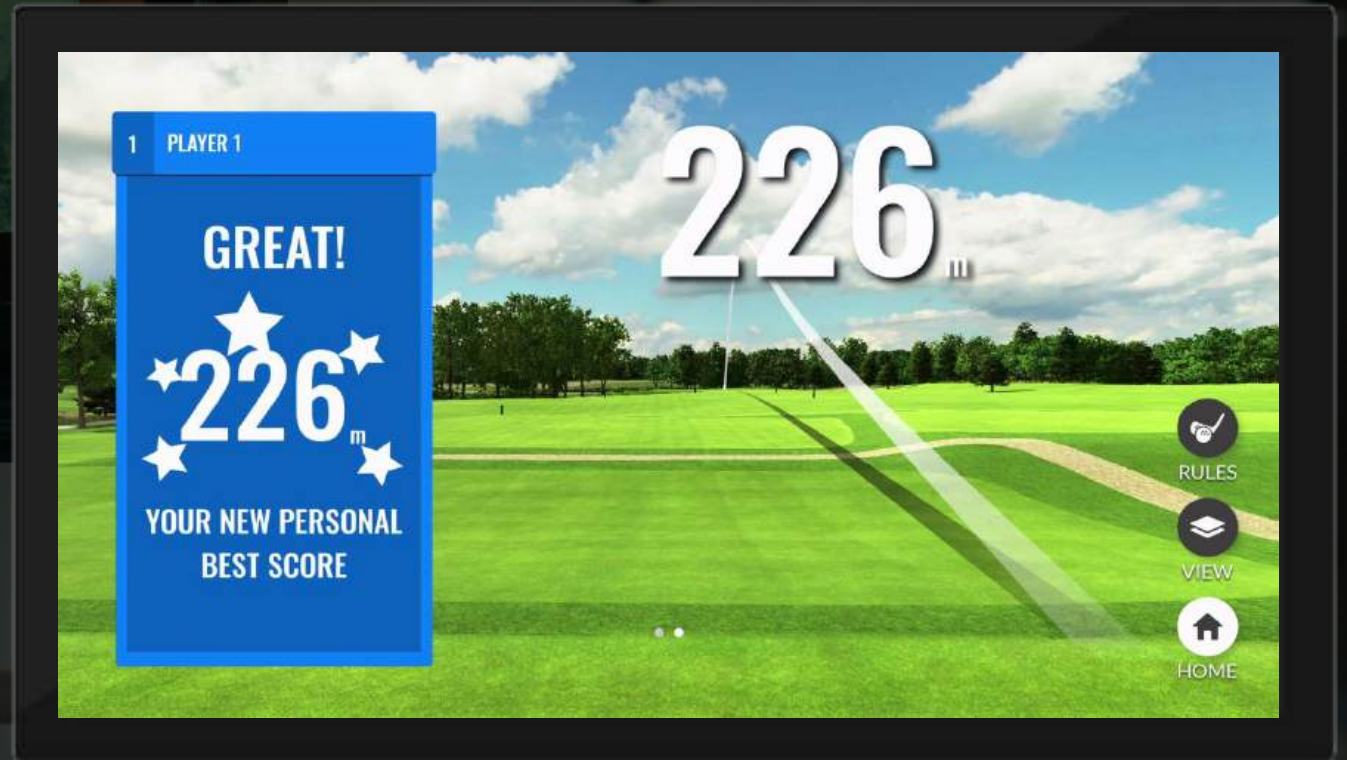


BEAT YOUR BEST

Quite simple: Who hits the ball the furthest, wins.
Suitable to play against friends or play alone and see your personal best.

Choose how many rounds of three are played.
The longest shot from any round counts.

Just like **BULLSEYE**, decide whether to be measured on carry, or total...
but let's be honest, we all want total here.



HIT IT! is compatible with leaderboards

TRACKMAN

GAMES

CLOSEST TO THE PIN

MOST FLAGS WINS

Steal your way to the win.
The player with the most flags, wins.

CAPTURE
THE FLAG

FINAL RESULT CAPTURE THE FLAG

T1	MICHAEL	4	🚩
T2	BENJAMIN	3	🚩
T3	JASON	1	🚩
T4	SARAH	0	🚩



PLAY AGAIN

QUIT GAME



CLOSEST GETS THE FLAG

Each player has three shots per round.
The player with the closest shot will claim the flag.

We have seen players enjoy this game mode, playing against themselves as two players to continue hitting closer to the flags **TRACKMAN**

LEADERBOARDS

AN INCLUSIVE EXPERIENCE

ANOTHER REASON TO SIGN IN

Leaderboards show the golfers' best scores on either **HIT IT!** or **BULLSEYE**

This can only be done by signing in using the **TrackMan Golf** app.

These can be created on trackmanrange.com and can be shown on any Smart TV using a hyperlink.



Results | Trackman Leaderboard

21st January - 18th February

Longest Drive (Hit It!) Winner - TOM220114

Prize - Golf for 2 at St Mellion Nicklaus Course

Target Challenge (Bullseye) Winner - Sam Edwards Golf

Prize - Golf for 2 at St Mellion Nicklaus Course

To claim your prize contact sem@plymouthgolfacademy.com

Well Done to Our Winners! New Trackman Leaderboard Coming Very Soon!

TRACKMAN

CREATE A COMMUNITY

We recommend:

Always have monthly leaderboards for **HIT IT!** and **BULLSEYE!**
Run stand alone event nights using **BULLSEYE!** in off peak days.

Speak with Customer Success to review areas for business improvement and support with event attendance.



KILWORTH SPRINGS BULLS EYE

FEB 1, 2022 - FEB 28, 2022

BULLSEYE

1	STUKINNAIRD	5850	11	KALYN12	3500
2	DAVE FRADS	5050	12	IJ SCOTT	3250
3	GILBERT91	4850	13	GRANT1974	3150
4	JAKET	4600	14	MPWHITE	2950
5	STEVEJS	4500	15	AWRIGHT	2650
6	SEAN CLARKE	4250	16	ZBIG	2600
7	DLR21	4100	17	MICHAEL EVANS	2550
8	JAYLEEROTH	4050	18	HARRYELLIS04	2500
9	ED BARNETT	3650	18	M YOUNG	2500
9	CRAGGS118118	3650	20	MARTYN WALKER	2450

TRACKMAN

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