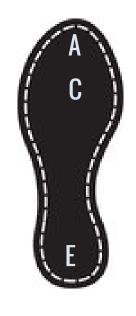


#### **LEGEND**



A-Left Toe C-Ball of Left Foot

E-Left Heel



B-Right Toe

D-Ball of Right Foot

F-Right Heel





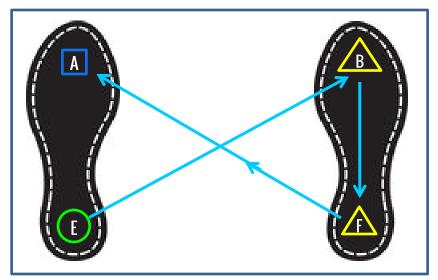
**CHANGE** 

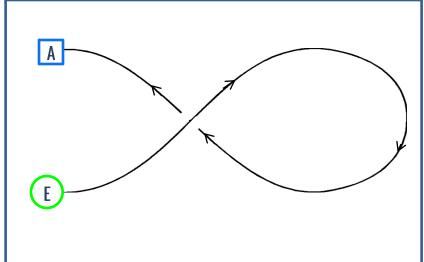






# COP Trace 1 'CROSS HEEL TOE'





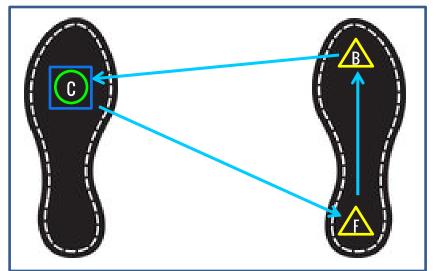
### **Typical Result:**

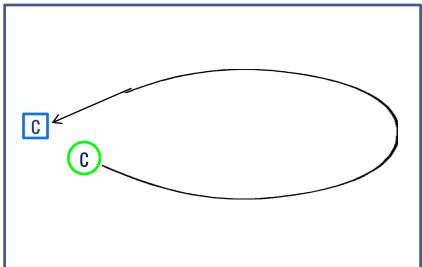
**Block Push** 







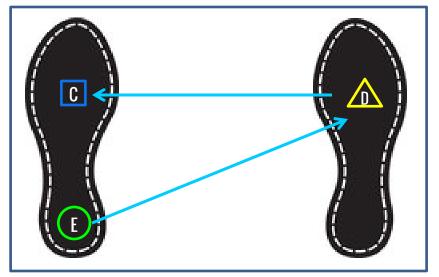


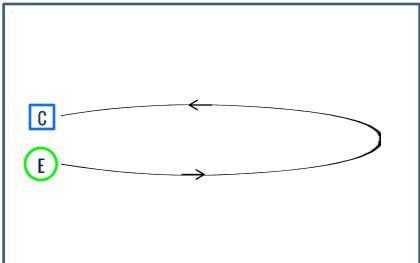


**Solid Contact** 







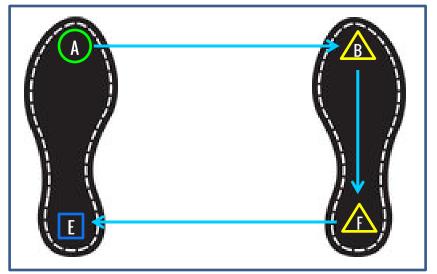


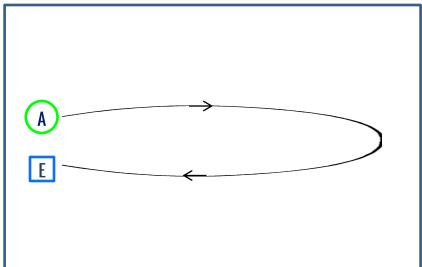
Solid contact, medium power









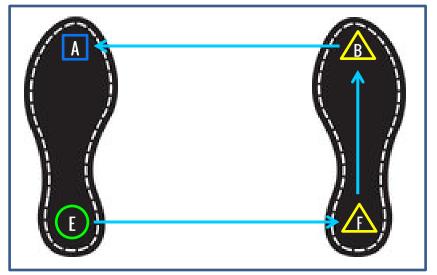


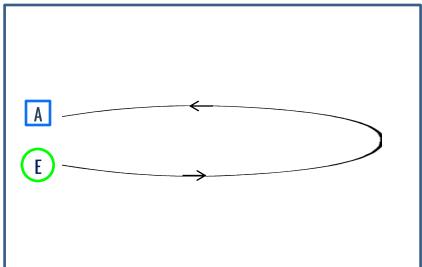
Pull hook









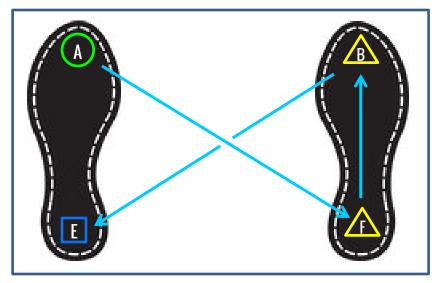


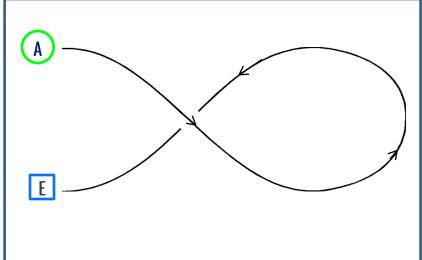
Push block





# COP Trace 6 'CROSS TOE HEEL'





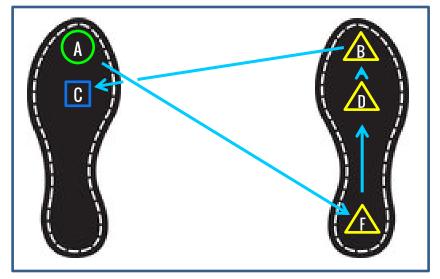
### **Typical Result:**

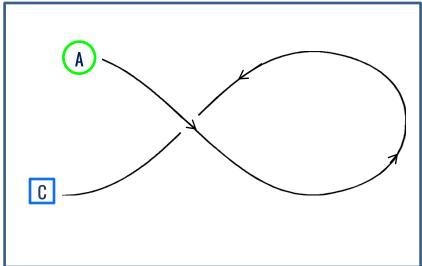
Pull hook









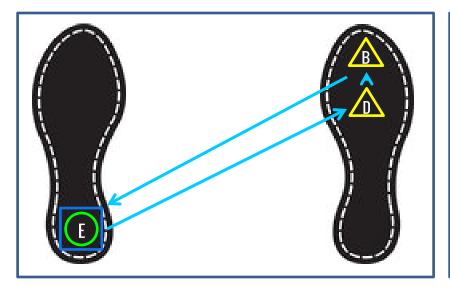


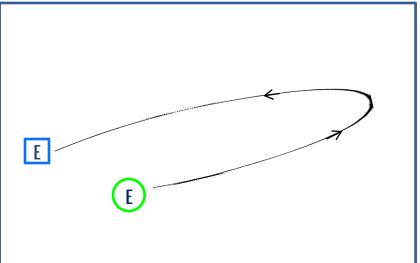
Solid shot, good power





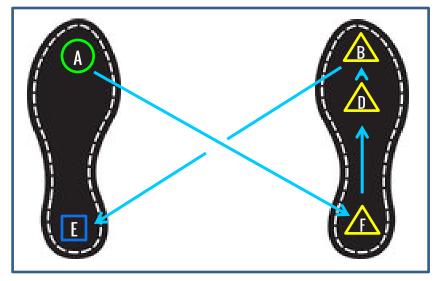


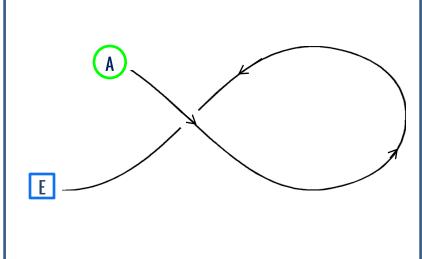




**Cut slice** 







Pull hook

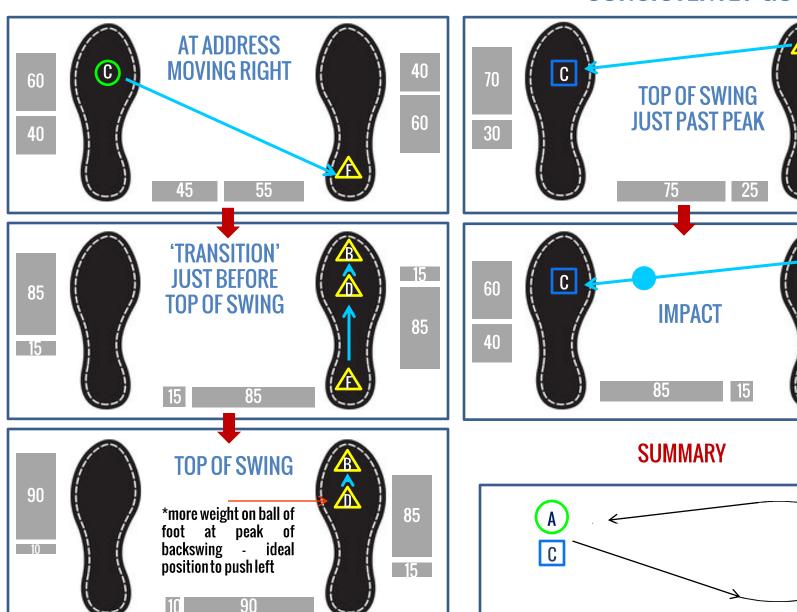


#### DRAFT

# COP TRACE TRENDS CONSISTENTLY GOOD SHOT

90

100



# SUMMARY TRENDS FOR STRONG COP TRACES

There are as many ways to hit a golf ball well as there are swing types.

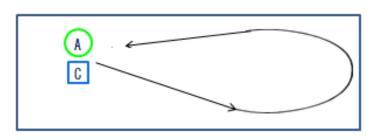
But consistently powerful shots have been observed with COP traces with the following trends:

DRAFT

- a. Start from left toe & ball of foot, moving to
- b. Right heel, quickly centering to the ball of the left foot near peak of backswing, generating excellent momentum & power driving to
- c. Ball of left foot at impact

Summarized by the 'D-Plane', with a trace resembling:

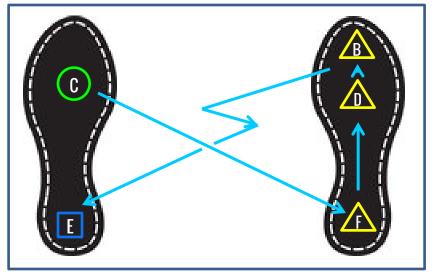
#### SUMMARY

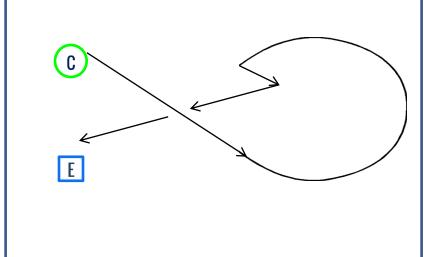


### **COP TRACE ANOMALIES**



### ANOMALY COP Trace 1 'REVERSE'



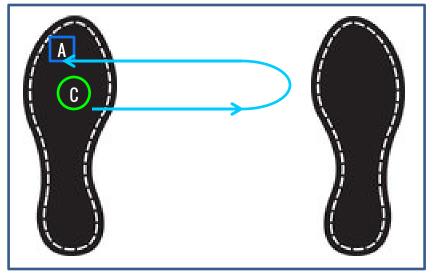


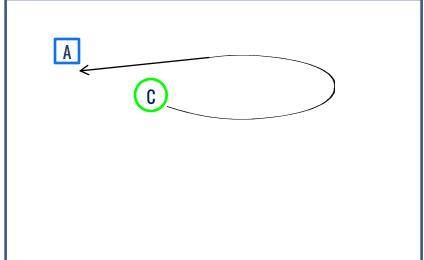
Occurs when COP suddenly changes direction prior to impact. Often seen in swings by 'power hitters'.





## ANOMALY COP Trace 2 'ARREVIATED'

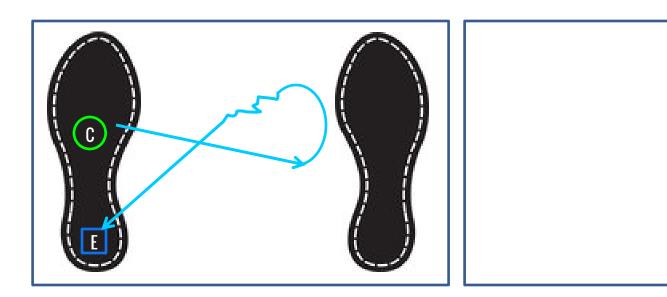




Movement to right gets greatly reversed, motion to the left exceeds motion to the right.



### ANOMALY COP Trace 3 'CHATTER'



Motion in any direction not consistent. Reducing chatter generally leads to increased consistency and better swing results.