





### 3D Golf BioDynamics Swing Analysis

First Name: David Last Name: Horsey Email: horseydave14@aol.com

Date: 14-Sep-07 Test type: Initial test

Mass: 165 lbs Height: 71 " Handicap:

#### **Summary**

- 1. David,your latest swing observations. At set up your hips are slightly closed and your right hip sits higher than your left.
- In your backswing your weight moves slightly into your left side. You need to work on allowing the weight to turn into your right side better. On impact, your hips fail to shift laterally enough and your body and head are under rotated.

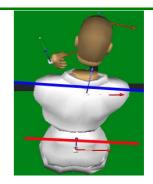
### **Setup Foundations**

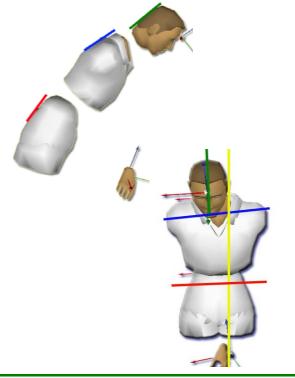
Alignment			
	Corridor You		
Hips	0 to 8°	-2 Closed	
Shoulders	5 to 12°	<b>10</b> Open	





Tilting			
	Corridor	You	
Hips	0 to 3°	<b>-3</b> Left	
Shoulders	7 to 13°	<b>8</b> Right	
Head	0 to 10°	<b>2</b> Right	











# **Backswing**

	Rotatio	ns		<u> </u>
	Corridor	You		
Hip Turn	-35 to -45°	-54	Closed	
Shoulder Turn	-85 to -95°	-95	Closed	
X-Factor	-40 to -50°	-41	Closed	
X-Factor Stretch	-15 to -25°	-9	Closed	
Head Turn	-20 to -40°	-18	Closed	
	Stabili	ty		
	Corridor	You		
Head sway (Address to top)	3 to 4½"	3.2	Away	
Head lift (Address to top)	-1½ to ½"	0.2	Up	
Head thrust (Address to top)	-½ to ½"	0.3	Forward	
Hip drop (Address to top)	-1½ to ½"	-0.4	Down	
	Ideal Hand	l Path		Your Hand Path
,				Hand path (down the line) - 5 iron  70

Red = downswing

Blue = backswing

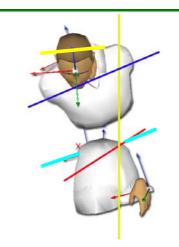




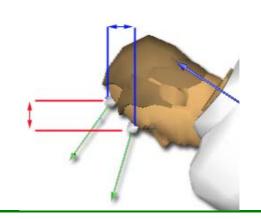


# **Downswing**

Impact Zone			
	Corridor	You	
Hip Turn	35 to 45°	<b>26</b> Open	
Shoulder Turn	35 to 50°	<b>24</b> Open	
Head Turn	10 to 40°	<b>-7</b> Closed	
Hip Tilt	10 to 15°	5 Right	



Spine Angle Control			
	Corridor	You	
Head drop (Top to impact)	-2½ to ½"	<b>-0.5</b> Down	
Head thrust (Top to impact)	-½ to ½"	<b>-1.5</b> Backward	



Body Speeds			
Corridor You			
Hips	420 to 550 deg/s	470	
Shoulders	550 to 700 deg/s	635	
Hands	20.0 to 25.0 ft/s	23.2	

Timing Sequence (order that peak speeds occur in downswing)			
	Hips	Shoulders	Hands
Ideal	1	2	3
5-iron	1	2	3
Driver	0	0	0







