

TrackMan Parameter Definitions

TrackMan University

2013



TrackMan™

TPS – 26 Data Parameters

CLUB SPEED ----- mph	SMASH FAC. -----	ATTACK ANG. ----- deg	CLUB PATH ----- deg	FACE ANG. ----- deg	FACE TO PATH ----- deg	DYN. LOFT ----- deg
SPIN LOFT ----- deg	SWING DIR. ----- deg	SWING PL. ----- deg	BALL SPEED ----- mph	LAUNCH ANG. ----- deg	LAUNCH DIR. ----- deg	SPIN RATE ----- rpm
SPIN AXIS ----- deg	HEIGHT ----- m	LAND. ANG. ----- deg	CARRY ----- m	SIDE ----- m	TOTAL ----- m	SIDE TOT. ----- m
LAST DATA ----- m	HANG TIME ----- s	FROM PIN ----- m	TARGET ----- m	SCORE -----		

TPS – 26 Data Parameters

→ TRACKMAN DATA

Club Data

-  Club Speed
-  Attack Angle
-  Club Path
-  Swing Plane
-  Swing Direction
-  Dynamic Loft*
-  Spin Loft*
-  Face Angle*
-  Face-To-Path*

TrackMan Combine

- From Pin
- Score
- Target

Ball Data

- Ball Speed
- Launch Angle
- Launch Direction
- Spin Axis
- Spin Rate
- Smash Factor
- Height
- Carry
- Side
- Total*
- Side Total*
- Landing Angle
- Hang Time
- Last Data

* Calculated Data

Ball Speed



- Immediately after impact
 - Use multiple coordinates, then calculate back to impact position
- Accuracy: +/- 0.1 MPH
- Contributors: Club Speed, Loft, Impact Position

- *The highest ball speed recorded during 2010 RE/MAX was QFist Ryan Louw @ 225 MPH, resulting in a 410Y drive.*
- *Jamie Sadlowski's best in 2010 was 224 MPH, during QFs*
- The Average Driver Ball Speed on the PGA Tour is 165 MPH
- The Average Driver Ball Speed for the LPGA Tour is 139 MPH

Vertical Launch Angle → Launch Angle

- Immediately after impact
- Reference = Horizon
 - Not necessarily ground
 - Electronic Level in radar
- Contributors: DyL, AA, Ball Type
- Accuracy: +/- 0.2 degree



- *On the PGA TOUR, the driver launch angle varies among players from 6 – 15 degrees, not including special shots (stinger)*
- *Across all clubs, LPGA players launch the ball higher*

Horizontal Launch Angle → Launch Direction

- Immediately after impact
- Starting direction of ball
 - Reference = Target Line
 - (+) = Right
 - (-) = Left



Spin Rate

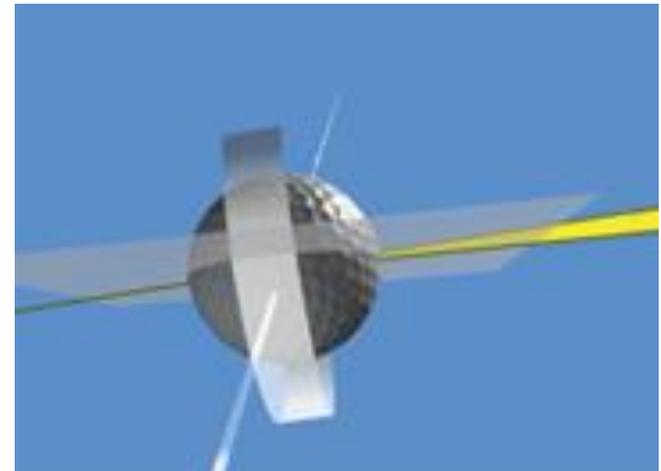
- Immediately after impact
- Total Spin, around Spin Axis
- Accuracy +/- 15 RPMs



• Increasing spin rate by 1000 RPMs increases landing angle by 7 degrees, whereas decreasing spin rate by 1000 RPMs flattens landing angle by 7 degrees

Spin Axis

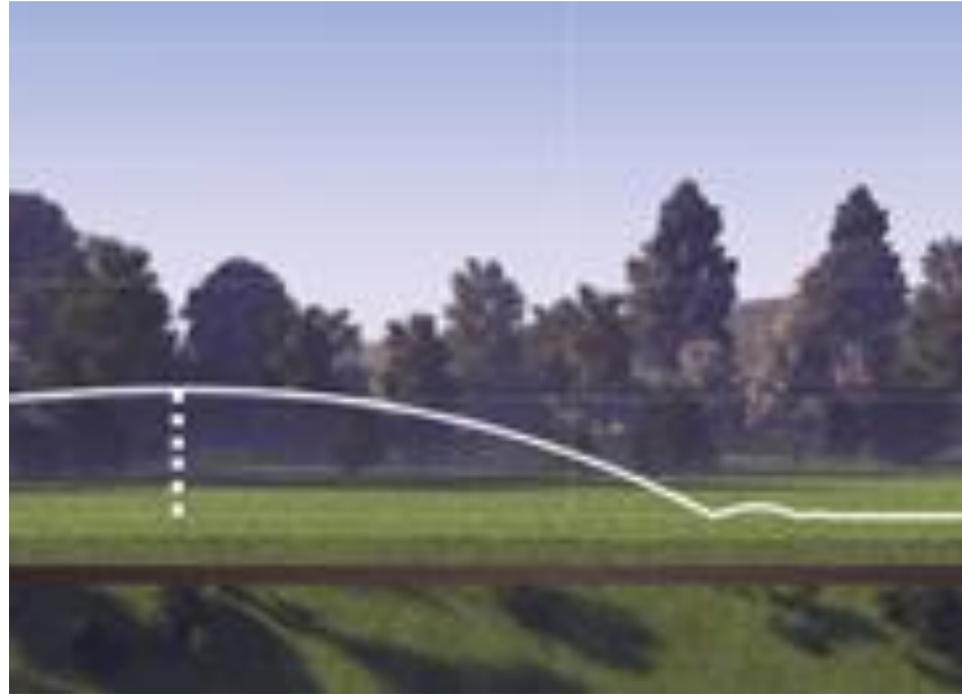
- 0 degree spin axis = straight (no wind)
- Tilting of Axis results in curved ball flight
 - (+) axis tilt results in fade/slice
 - (-) axis tilt results in draw/hook



** Rule of thumb: a ball will curve 0.7 % offline per 1° spin axis*

Max Height → Height

- APEX



- On average, PGA TOUR players apex all clubs at ~30Y
- On average, LPGA TOUR players apex all clubs at ~23Y

Land Angle

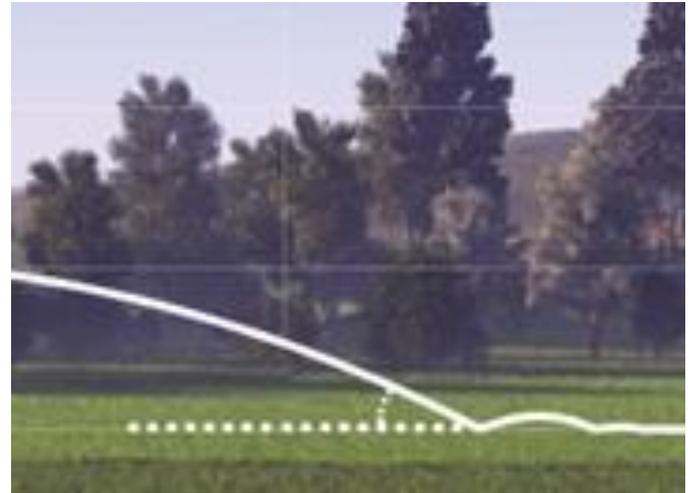
→ Ball Angle into Carry Flat

DRIVER – 40 degrees

- More spin increases Land Angle
- Less Spin decreases Land Angle

APPROACH SHOTS – 50 degrees

- Be sure to moderate spin for controllable flight, predictable landing

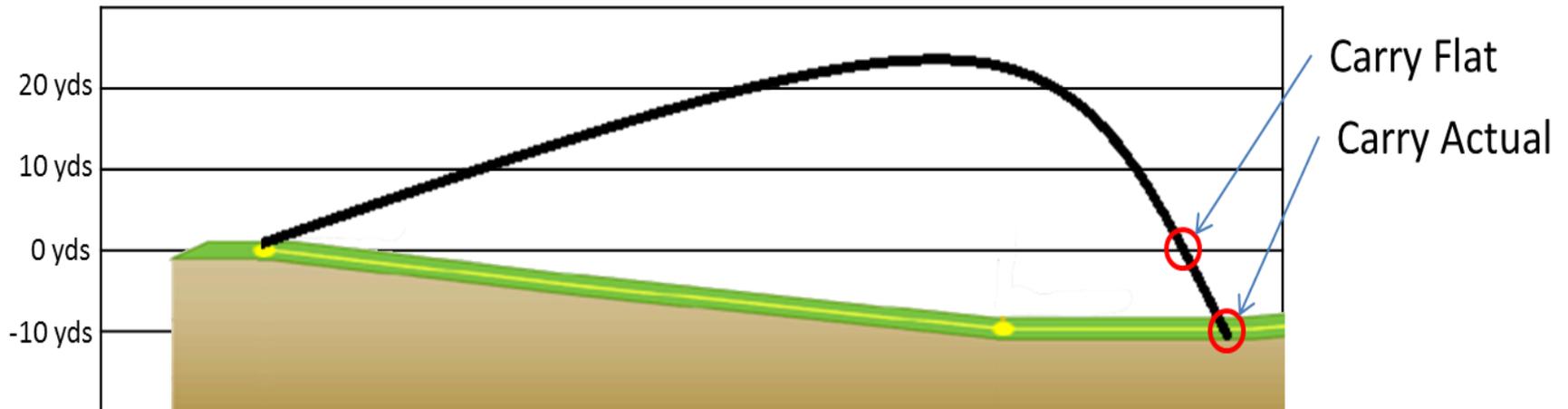


→ *For every 1 degree flatter landing angle, a drive on the PGA Tour will bounce and roll an additional 1.5 to 2 yards*

Carry

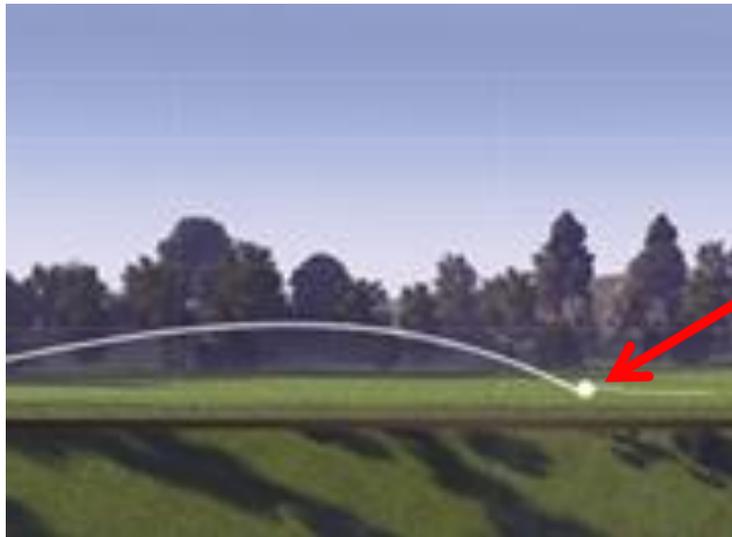
- Carry = **Carry FLAT**
 - @ Zero Elevation
 - 45 deg landing angle
 - 1:1 relationship

Landing Angle [deg]	Height difference between tee-off area and landing area			
	1	5	10	15
29	1,8	9,0	18,0	27,1
33	1,5	7,7	15,4	23,1
37	1,3	6,6	13,3	19,9
41	1,2	5,8	11,5	17,3
45	1,0	5,0	10,0	15,0
49	0,9	4,3	8,7	13,0
53	0,8	3,8	7,5	11,3
57	0,6	3,2	6,5	9,7
61	0,6	2,8	5,5	8,3
65	0,5	2,3	4,7	7,0
69	0,4	1,9	3,8	5,8



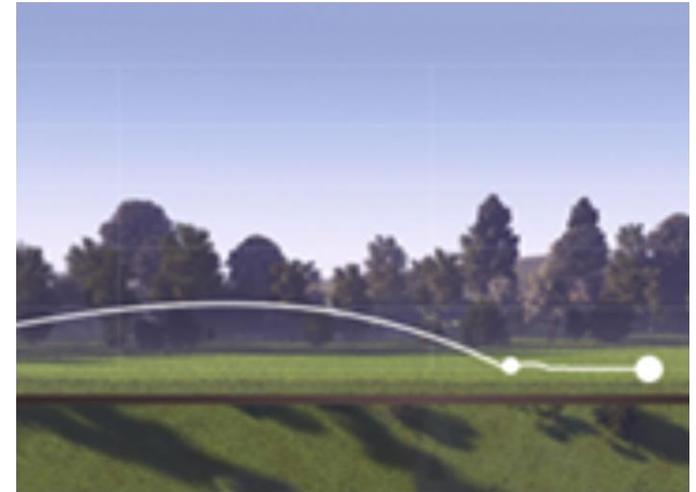
Time Flat → Hang Time

- Time in seconds to carry flat



- Average Drive on PGA Tour = 6.5 seconds
- Average Drive RE-MAX Quarterfinalist = 8.5 seconds

Total



- **Total = Total FLAT**

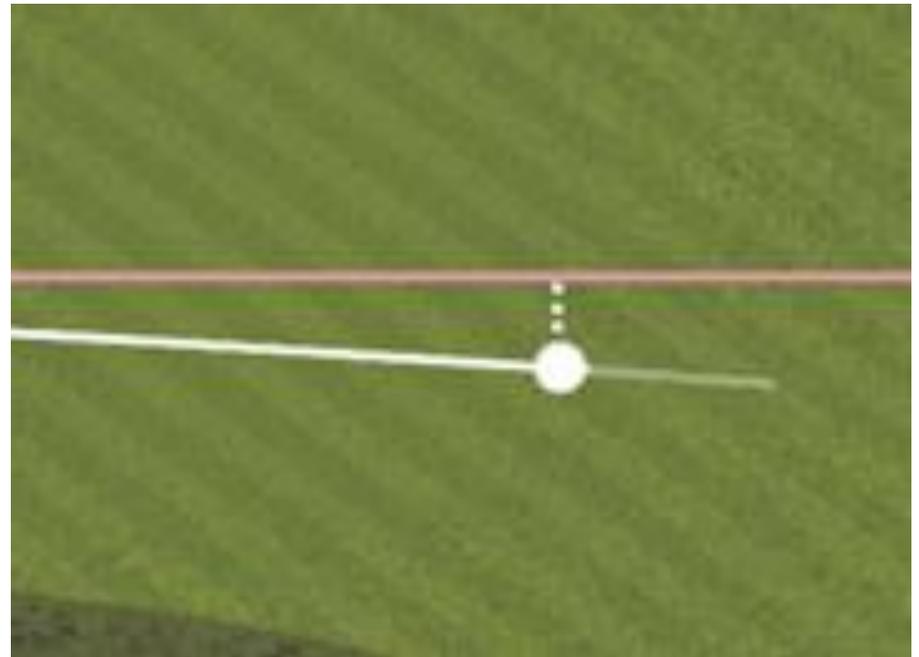
- @ Zero Elevation

- Bounce and Roll Model

- Assumption: PGA Tour Fairways
 - Based on Ball Landing Speed, Landing Angle, Landing Spin Rate

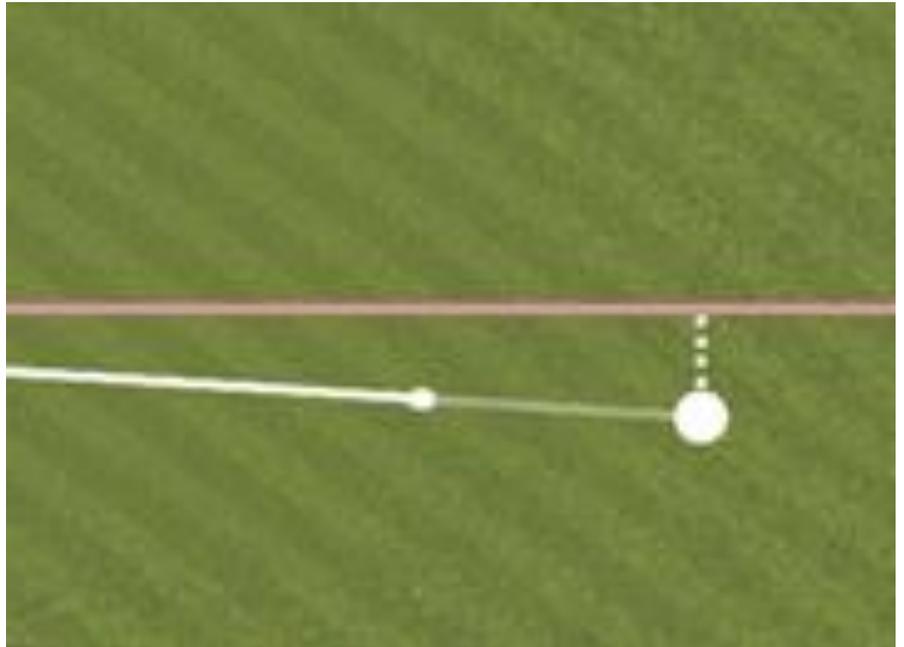
Side

- Side “FLAT”
- Reference is Target Line
 - (+) = right
 - (-) = left



Side Total

- Side Total “FLAT”
- *Calculated*: Includes Bounce & Roll
- Reference is Target Line
 - (+) = right
 - (-) = left



Last Data

- Last Measurement of ball flight
- Might be when ball impacts the ground

BUT:

- Player interrupts radar line of sight to ball
- Ball hits a tree
- Ball hits a driving range fence
- Hitting out of radar coverage
- 'Noisy' environment

Club Speed

- Instant prior to impact
- Center of club face
- Consider face rotation
 - Toe +7 MPH
 - Heel -7 MPH



- Jamie Sadlowski recorded the highest clubhead speed during the 2010 RE/MAX with **150 MPH** (result Ball Speed 224 MPH)
- The average driver clubhead speed on PGA TOUR is 112 MPH
- The average driver clubhead speed on LPGA TOUR is 94 MPH

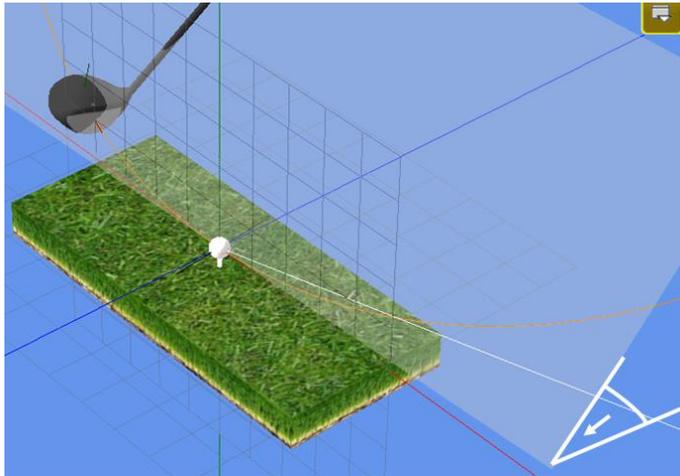
Smash Factor

$$\text{SMASH FACTOR} = \frac{\text{BALL SPEED}}{\text{CLUB HEAD SPEED}}$$

→ *Describes how solid you hit the shot!*

Vertical Swing Plane → Swing Plane

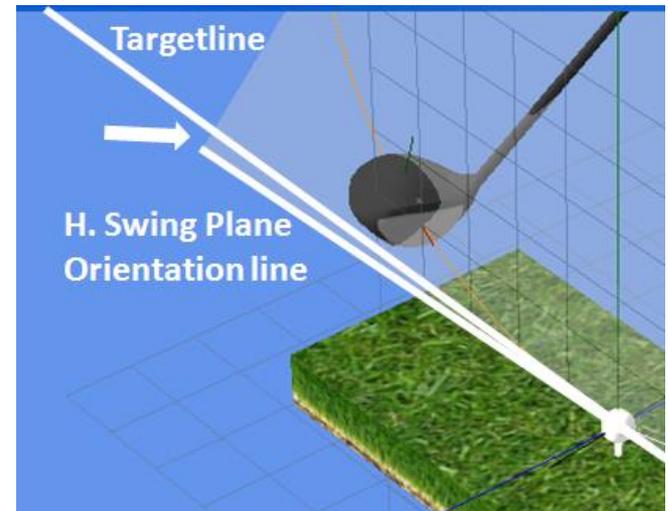
- Bottom half of downswing
- Relative to Ground
- Similar to video's "shaft plane"



- The average Driver VSP on PGA TOUR is 48 degrees
- The average 6-iron VSP on PGA TOUR is 60 degrees

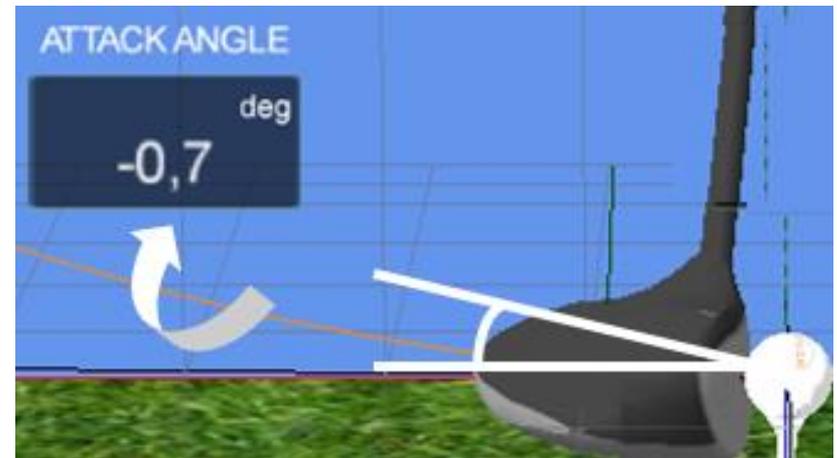
Horizontal Swing Plane → Swing Direction

- Bottom half of downswing
- Relative to Target Line
- 0 deg = parallel to target
- (-) = left; outside-in
- (+) = right; inside-out
- Visible on Video?
 - Camera alignment!!!



Attack Angle

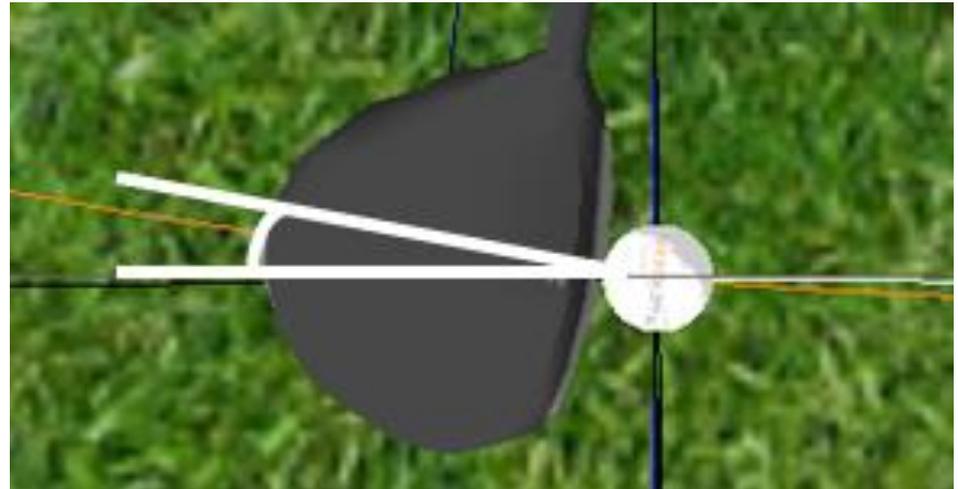
- Vertical movement of the club through impact
 - Changes ~ 0.8 deg
- Relative to horizon
- (+) = hitting up
- (-) = hitting down
- Accuracy +/- 0.5 deg



- The average **AA** for 2009 RE/MAX Quarterfinalists was +5
- During 2010 RE/MAX: Min **AA** was 0 and Max **AA** was +13
 - The average **AA** for PGA TOUR players is -1.3
 - The average **AA** for LPGA TOUR players is +3

Club Path

- Horizontal movement of the club through impact
 - Changes ~ 0.8 deg
- Relative to target line
- (+) = moving right
- (-) = moving left
- Accuracy ± 0.5 deg



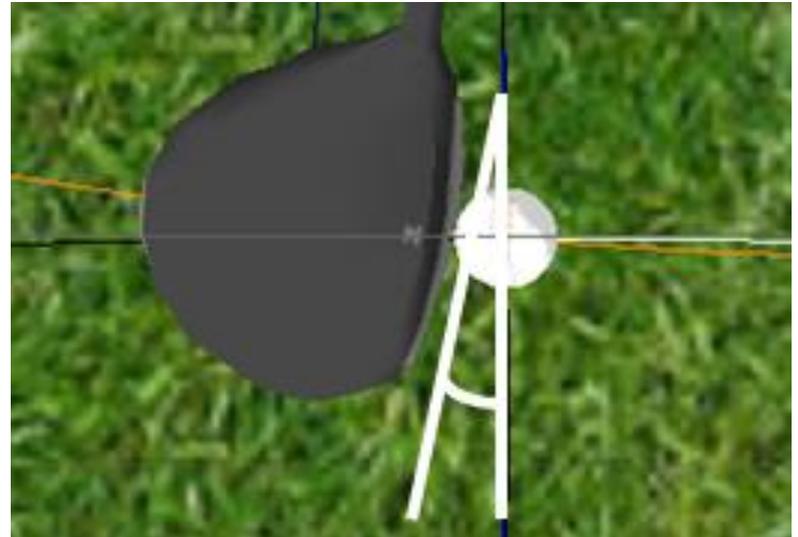
Dynamic Loft

- Orientation of club face at point of impact with the ball (Roll !)
- Relative to Plumb line
- Calculated from collision model
- Average through impact (0.5 ms)
 - Changes ~1 deg.



Face Angle

- Orientation of club face at point of impact with the ball (Bulge!)
- Relative to Target Line
 - (+) = Open
 - (-) = Closed
- Average through impact
 - Changes ~1 degree
- Calculated from Collision model

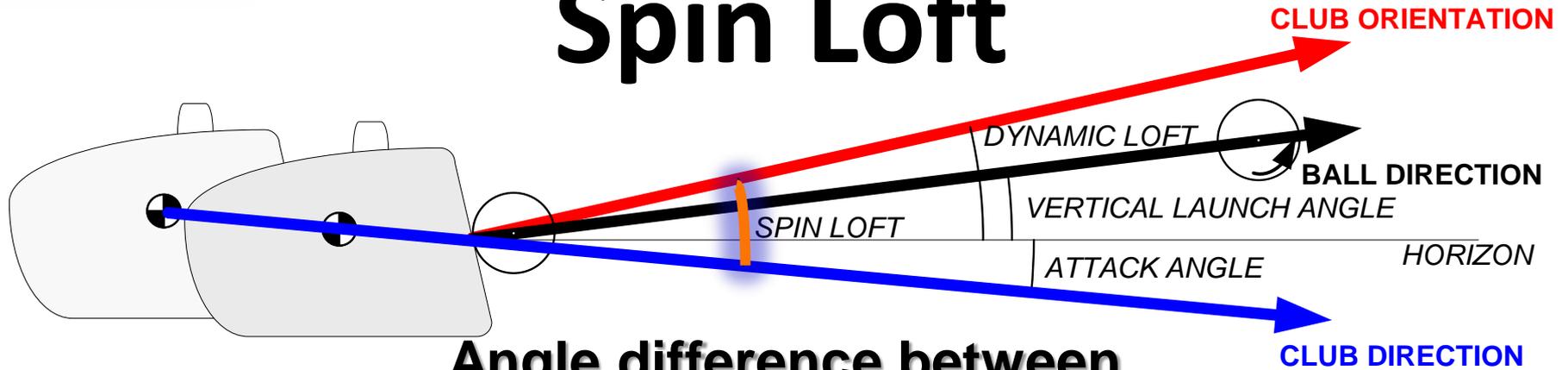


Face to Path

- Orientation of club face at point of impact with the ball (Bulge!)
- **Relative to Club Path**
 - (+) = Open to Path
 - (-) = Closed to Path



Spin Loft



Angle difference between
Dynamic Loft and Attack Angle



TrackMan Combine Specific Parameters

The interface displays three large parameter cards at the top, each with a dashed line and a unit 'm':

- FROM PIN**: m
- TARGET**: m
- SCORE**: m

Below these are ten smaller parameter cards, each with a dashed line and a unit:

- FROM PIN**: ft
- CARRY**: yds
- CLUB SPEED**: mph
- ATTACK ANG.**: deg
- BALL SPEED**: mph
- SPIN RATE**: rpm
- FACE ANG.**: deg
- LAND. ANG.**: deg
- LAUNCH ANG.**: deg
- CLUB PATH**: deg
- TOTAL**: yds
- SCORE**: yds

The bottom section contains two video windows:

- Trajectory Video**: Shows a golf ball's path on a green. A text overlay reads "1st shot at 60 yards" with an "Abort" button. The unit "yds" is visible at the bottom right.
- Dispersion**: Shows a grid of yardage markers (55, 60, 65) on a green. A dropdown menu is set to "Carry". The unit "Carry yds" is visible at the bottom right.