FULL SWING *GOLF*

USER GUIDE

Version 1.2.4.12370

CONTENTS

STARTING FULL SWING GOLF

Use the arrows to navigate to Full Swing Golf icon.

- Select the **FULL SWING GOLF** icon.
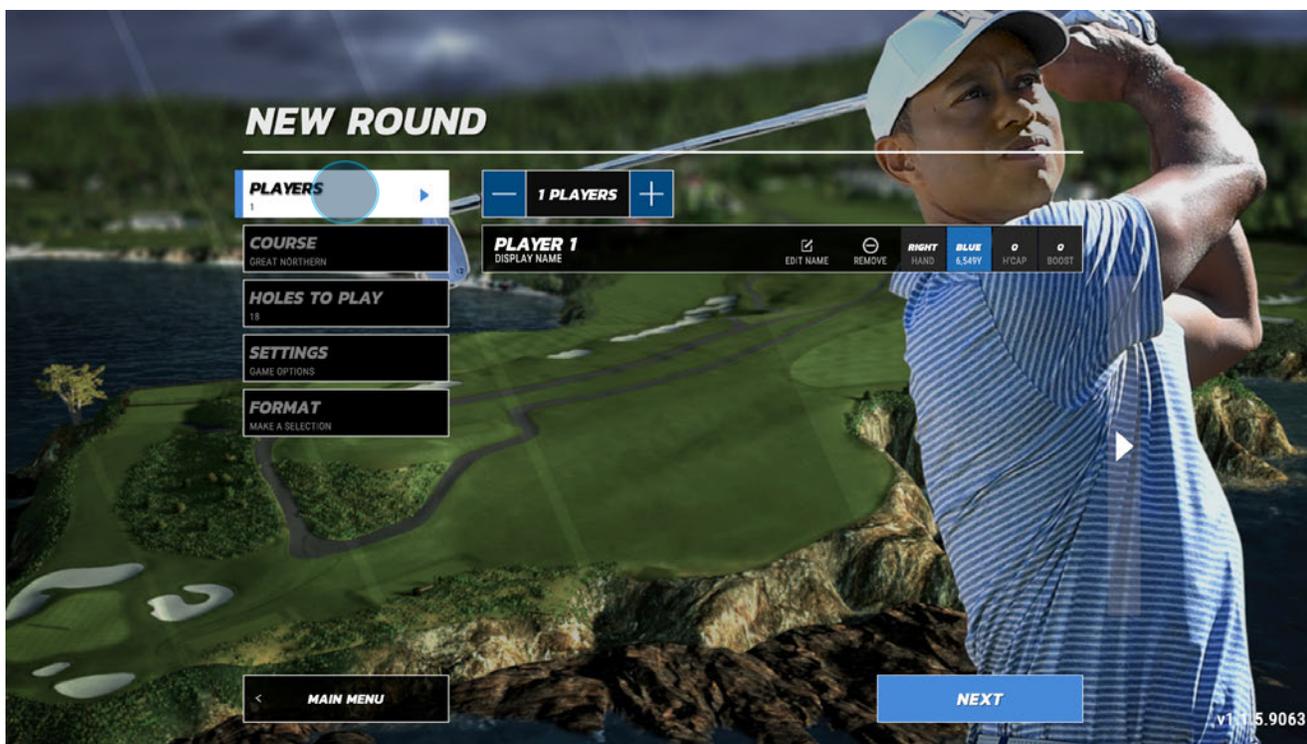
STARTING A NEW ROUND

- Select the **PLAY GOLF** icon from the game type menu.

RESUME A GAME

- Select the **RESUME A GAME** icon from the game type menu
to resume the last game played.

ADDING PLAYERS

- Select the **NUMBER OF PLAYERS** tab.
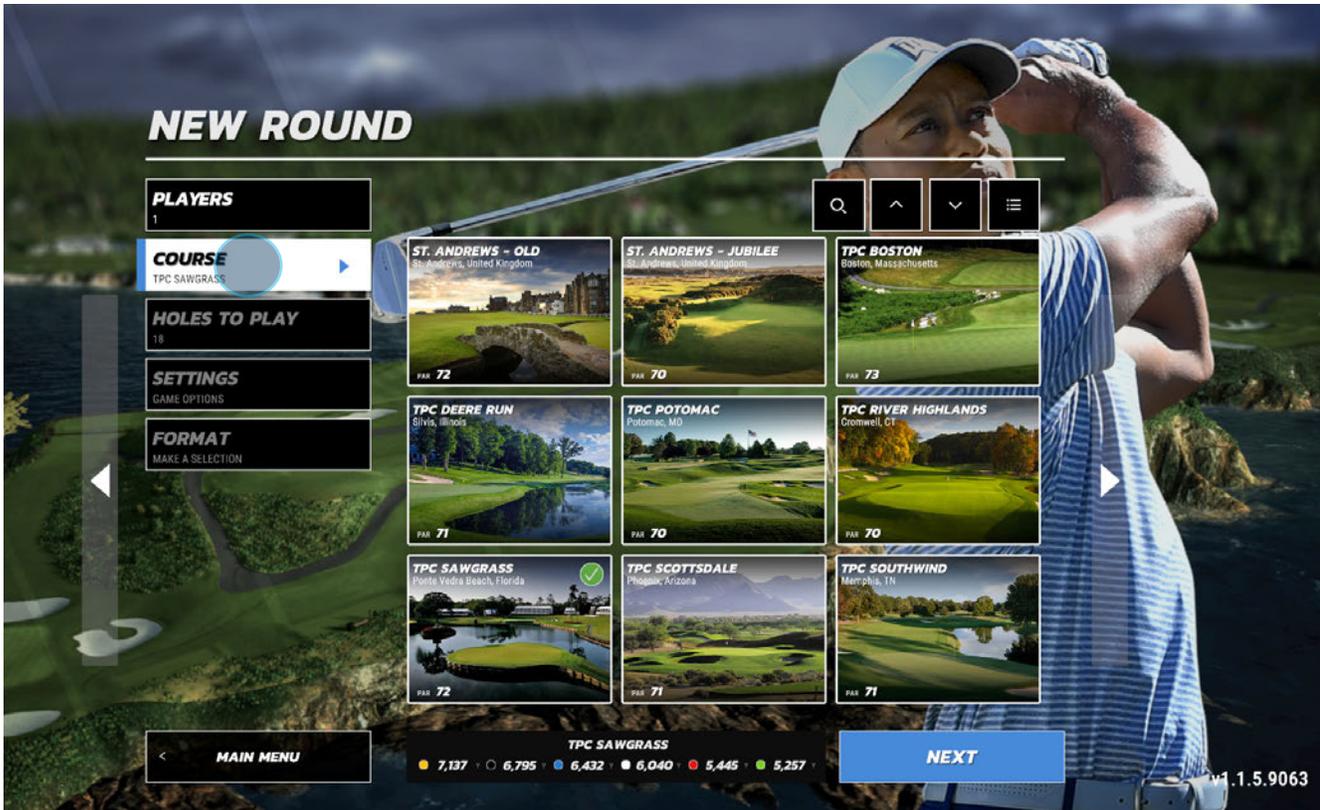
- Use the (+) and (-) buttons to add or remove additional players.

- Select **EDIT NAME** to edit player name.

- Select **HAND** to choose between left and right handed golfers.

- Select **TEE LOCATION** to change tee location.

- Select **HANDICAP** to enter player handicap

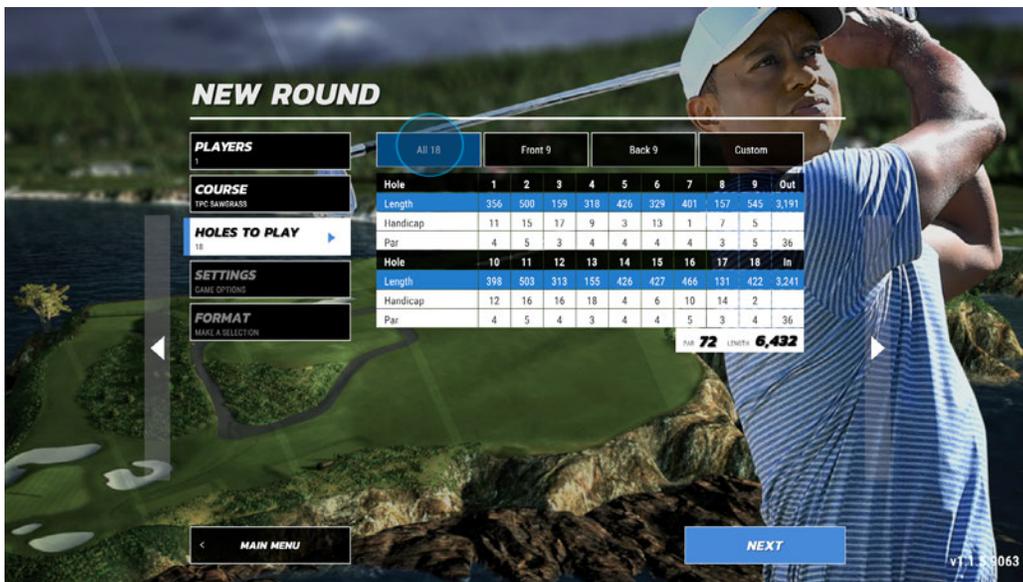- Select **BOOST** (upcoming feature)

REPEAT FOR ALL PLAYERS

- Select **NEXT** to select the course.

COURSE SELECTION

- Select the **COURSE** tab.

- Select the desired course icon.

- Select **NEXT** to set the holes to play.

HOLES TO PLAY

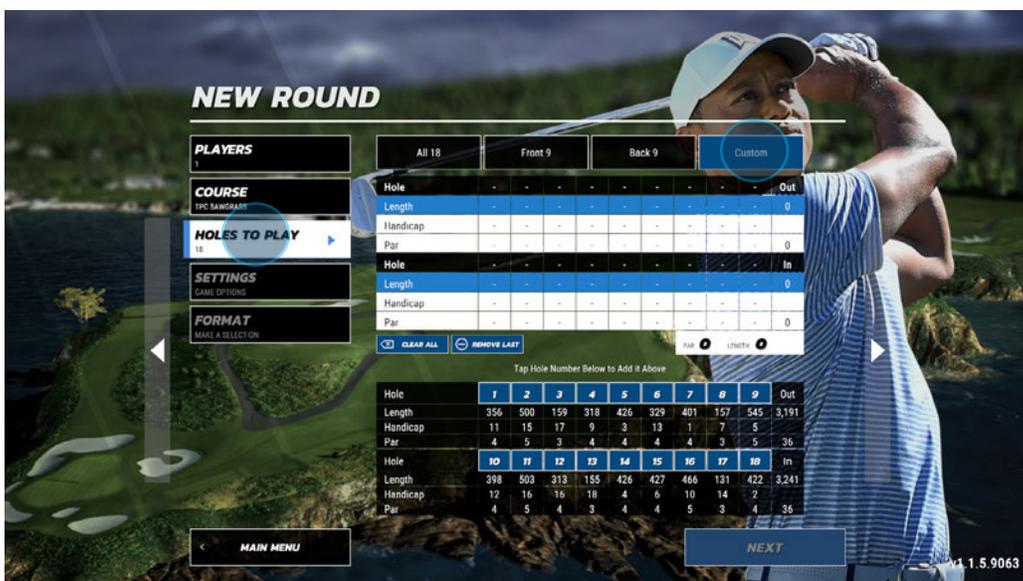- Select the **HOLES TO PLAY** tab.

PLAY ALL 18

- Select **PLAY ALL 18** to play each hole on the course.

PLAY FRONT 9

- Select **FRONT 9** to play the first 9 holes on the course.

PLAY BACK 9

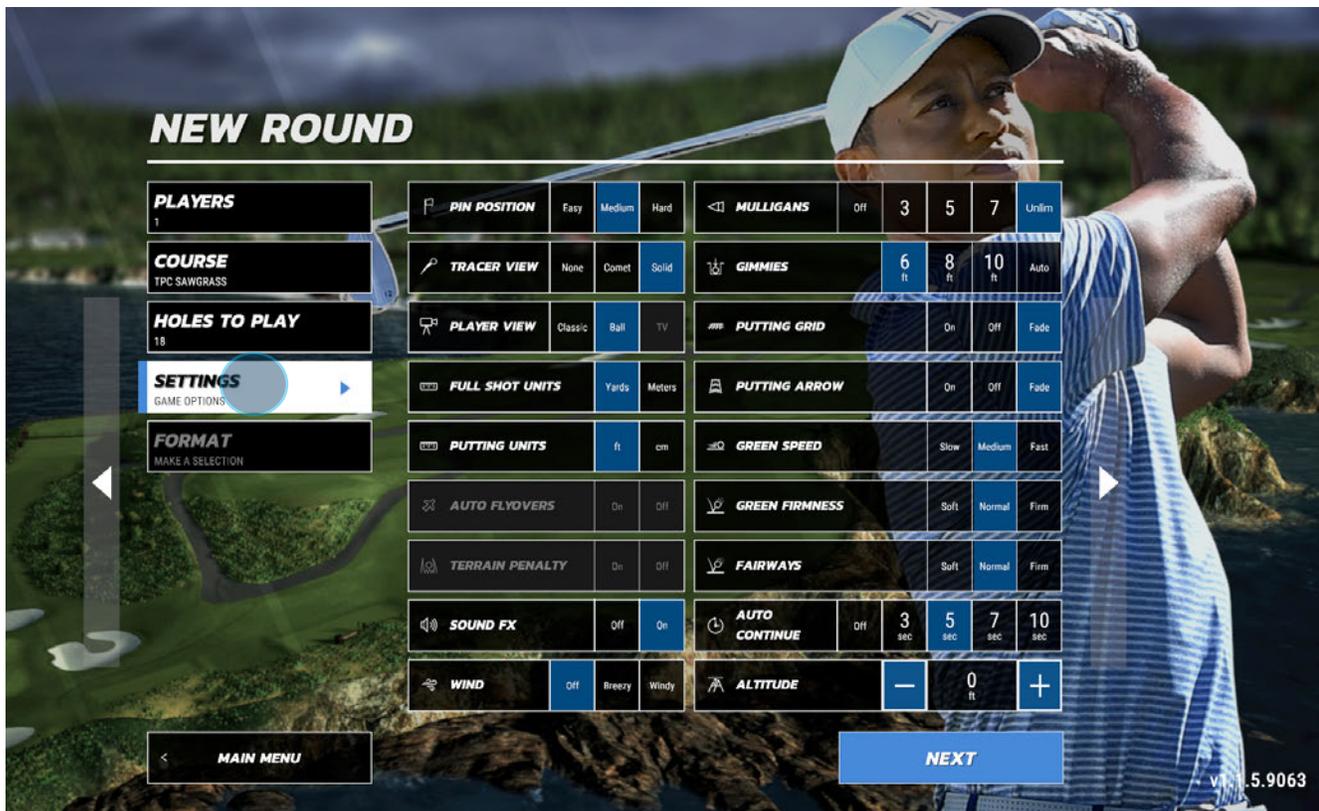- Select **BACK 9** to play the last 9 holes on the course.

CUSTOM

- Tap each hole you would like to include in the round.

- Select **NEXT** to edit game settings.

IN-ROUND SETTINGS

TRACER VIEW
None
Comet (Tracer fades as ball travels)
Solid (Tracer remains solid throughout ball flight)

PLAYER VIEW
Classic (Camera remains at the tee as ball flies)
Ball (Camera follows the ball throughout ball flight)
TV (Camera switches from classic view to ball during ball flight)

FULL SHOT UNITS
Yards/Meters

PUTTING UNITS
Feet/Centimeters

AUTO FLYOVERS (Currently Not Available)

TERRAIN PENALTY (Currently Not Available)

SOUND FX
On/Off

WIND
Off/Breezy/Windy

MULLIGANS
Off/3/5/7/Unlimited

GIMMIES
6ft/8ft/10ft

PIN POSITION
Easy/Medium/Hard

GREEN SPEED
Slow/Medium/Fast

GREEN FIRMNESS
Soft/Normal/Firm

FAIRWAYS
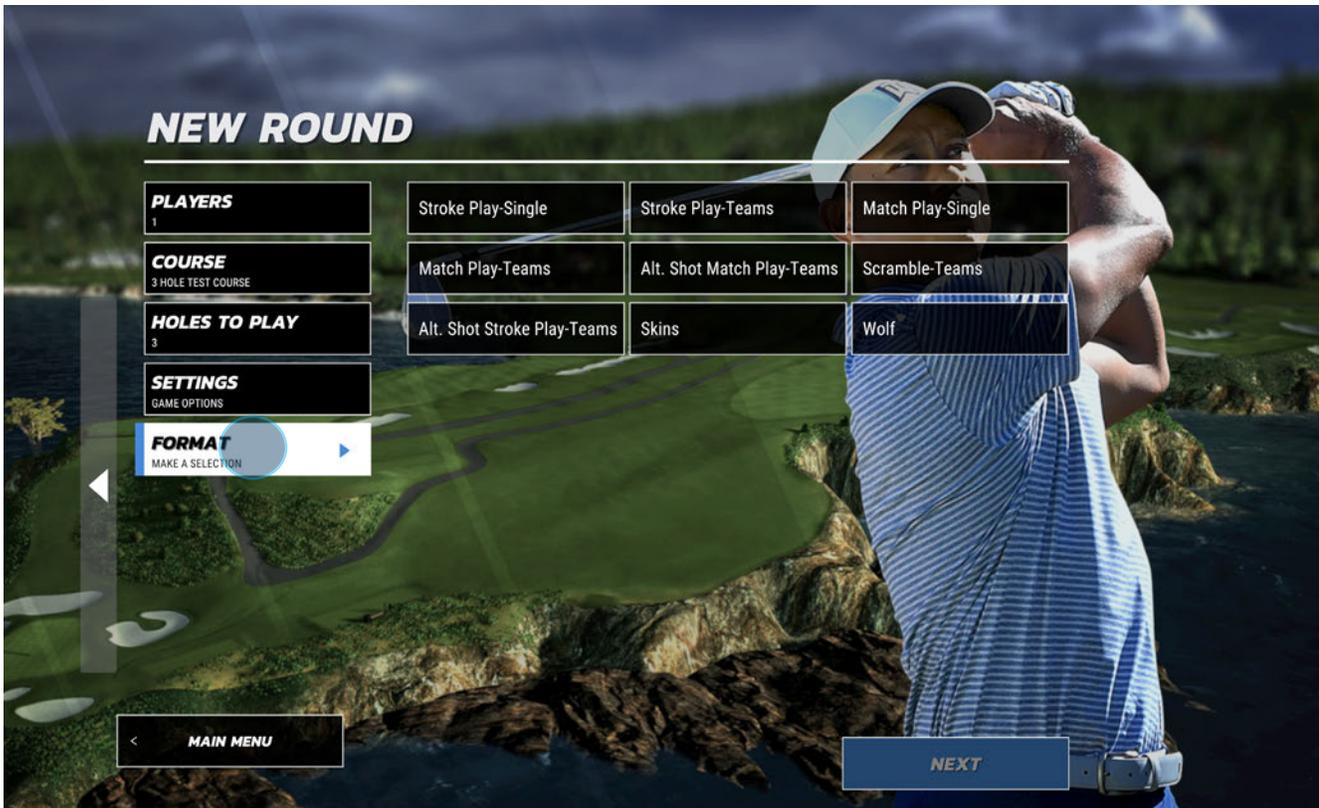Soft/Normal/Firm

AUTO CONTINUE
Off/3/5/7/10

ALTITUDE
(-) OR (+)

- Select **NEXT** to edit game format

7

FORMAT

Select the **FORMAT** tab.

FORMAT

- Select **SINGLE** or **TEAMS** for stroke play and match play formats.

STROKE PLAY
Players record the number of strokes, with penalties, it took to complete each hole.
At the end of the round, each player adds up the scores for each hole.
The player with fewest shots to complete the round wins.

- Select **STROKE** for Stroke Play

MATCHPLAY
Players are play against each other with each player trying to score the lowest on individual holes.
Players will either win, lose or tie each hole. The player with the most holes won wins the round.

- Select **MATCHPLAY** for Matchplay

ALT. SHOT MATCHPLAY
Alternate shot play is a mode in which a team consists of two people who alternate
hitting the same ball. The player who tees off also alternates each hole.
Teams compete to win the most holes.

- Select **ALT. SHOT MATCHPLAY** for Alt Shot Matchplay

FORMAT CONTINUED...

ALT. SHOT STROKE PLAY
Alternate shot play is a mode in which a team consists of two people who alternate hitting the same ball. The player who tees off also alternates each hole.
Teams compete for a better score on the course.

- Select **ALT. SHOT STROKE PLAY** for Alt Shot Stroke Play

SKINS
Skins is a free-for-all play format in which players earn points by having the lowest score on a hole. Unawarded points are added to the next hole's pot when the best scores tie, increasing the stakes.

- Select **SKINS** for Skins

SCRAMBLE - TEAMS
The tournament involves teams of up to four players. The main purpose of this format is to allow golfers of all levels to participate in tournaments together and have fun due to the relaxed rules and lack of pressure to achieve individual scores.

Common Rules:

1. Teams are selected with 2+ members.
2. All team members tee off on every hole.
3. Team members must select the most desirable shot and all team members hit their following shot from this ball position. This repeats on every shot until the hole is finished.
4. Team members must hit all shots from within one club length of the selected shot.
5. Once on the green, the selected shot must be marked before any put is taken.
6. All puts must be made from within 1 putter head length of the marked location.
7. Players may not use the club or putter head length to move closer to the hole.
8. Players moving their ball to the selected shot may place their ball for the best lie, however, they may not move the ball to improve the type of lie they have (cannot move the ball out of a hazard, out of the rough, or onto the green).
9. The player whose ball is selected may not improve their lie.
10. The score is recorded as if the team is a single player.

- Select **SCRAMBLE - TEAMS** for Scramble - Teams Play

FORMAT CONTINUED...

WOLF

1. THE WOLF

    a. Wolf is a betting game where players take turns being "the wolf"—a player with the abilit to partner with the player of his choice for a hole.

    b. The wolf always tees off first on a hole.

    c. The wolf may only partner with a player immediately after that player's tee off.

    d. If the wolf does not partner with any players for a hole, the hole plays out in a wolf-versus rest scenario. If the wolf takes on a partner and there are four players in the game, the remaining two players are automatically on a team. Either scenario, teams are treated a they would be in matchplay—a team's score for a hole is taken to be the best score among the players on the team.

2. TURN ORDER

    a. The order in which players tee off is fixed—excepting when they are the wolf, players tee off only after the player before them in the starting lineup.

    b. Each new hole, the player who was last wolf is moved to the end of the player order list, allowing the next player to be the wolf.

    c. Once the number of holes remaining is less than the number of players, the wolf for each hole is the (or a) player with the lowest score to allow for comeback opportunities.

3. SCORING

    a. Wolf is a betting game in which the losing players pay the winning players. As such, points subtracted each hole should equal points added each hole (net points awarded each hole should equal 0).

    b. For a 2v2 hole, each player either loses 1 point or wins 1 point.

    c. For a 2v1 hole, the losing team pays 2 points to the winning team.

    d. For a 3v1 hole, the wolf wins or loses 3 points and opponents of the wolf either win 1 point each or lose 1 point each.

    e. If a hole ends in a tie, no points are awarded, and the weight of the unclaimed points carries over to the next hole. This effect stacks.

4. CAVEATS

    a. Wolf entirely disables hamburger menu mulligans, as this is not an option we want players to have in this mode.

- Select **WOLF** for Wolf Play

- Select **NEXT** to manage teams or begin round.

MANAGE TEAMS

- Assign each player to a team.

- Select **NEXT**.

- Review game settings.

- Edit individual player settings.

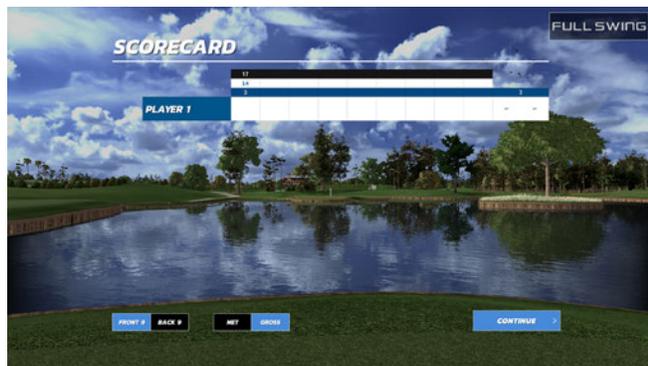- Select **START** to begin your round.

IN-ROUND MENU

FLYOVER

Select the **FLYOVER** tab to view a flyover of the current hole.

ION

Select the **ION** to review club
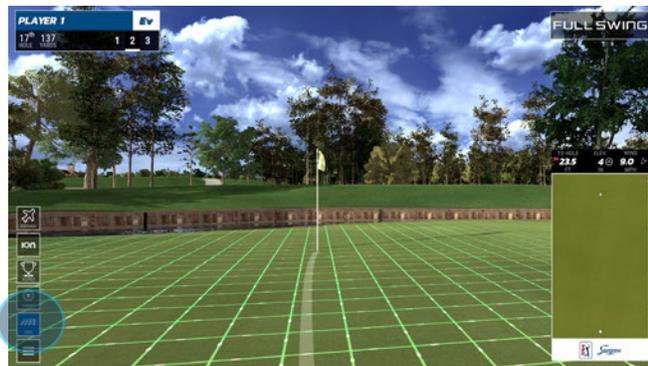and shot data of your previous shot.

SCORE CARD

Select the **SCORE** tab to see the
current leaderboad.

TARGET

Select the **TARGET** tab to adjust your
target line.

GRID

Select the **GRID** tab to overlay a grid on the green
to view undulations.

IN-ROUND SETTINGS

- Select the **MENU** tab.

PICKUP BALL

Select **PICK UP BALL** to end the hole. The maximum number of strokes for that hole will be added to your score.

TAKE MULLIGAN

Select **MULLIGAN** to repeat the last shot without adding a stroke to your score.

IN-ROUND PRACTICE

Select **IN-ROUND PRACTICE** to take practice shots. Select "End Practice" to return to the round.

TRACER

Select **TRACER** to toggle between ball tracer types or to remove ball tracer.

TOP VIEW

Select **TOP VIEW** to display overhead map.

CAMERA

Select **CAMERA** to toggle between camera views

EXIT ROUND

Select **EXIT ROUND** to exit the current round.

- **Select X to continue.**

EXIT ROUND

- Select the **MENU** Tab.

- Select **EXIT ROUND**.
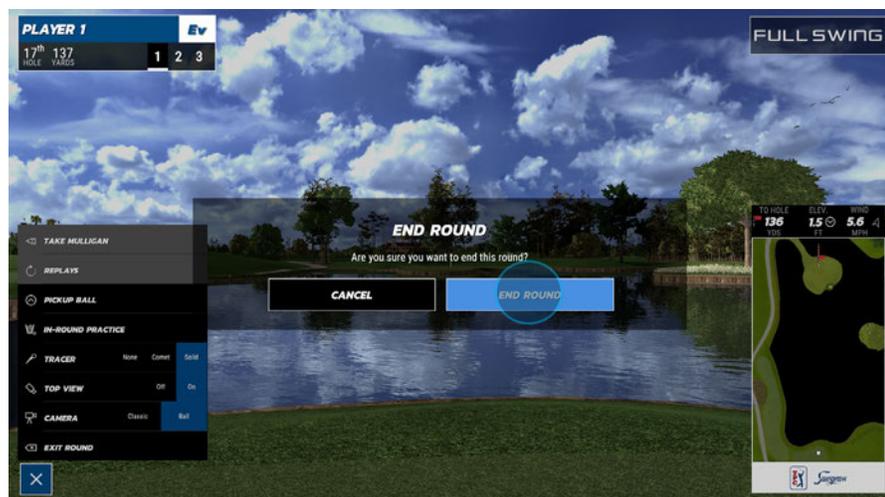
- Select **END ROUND**.

FULL SWING *GOLF*
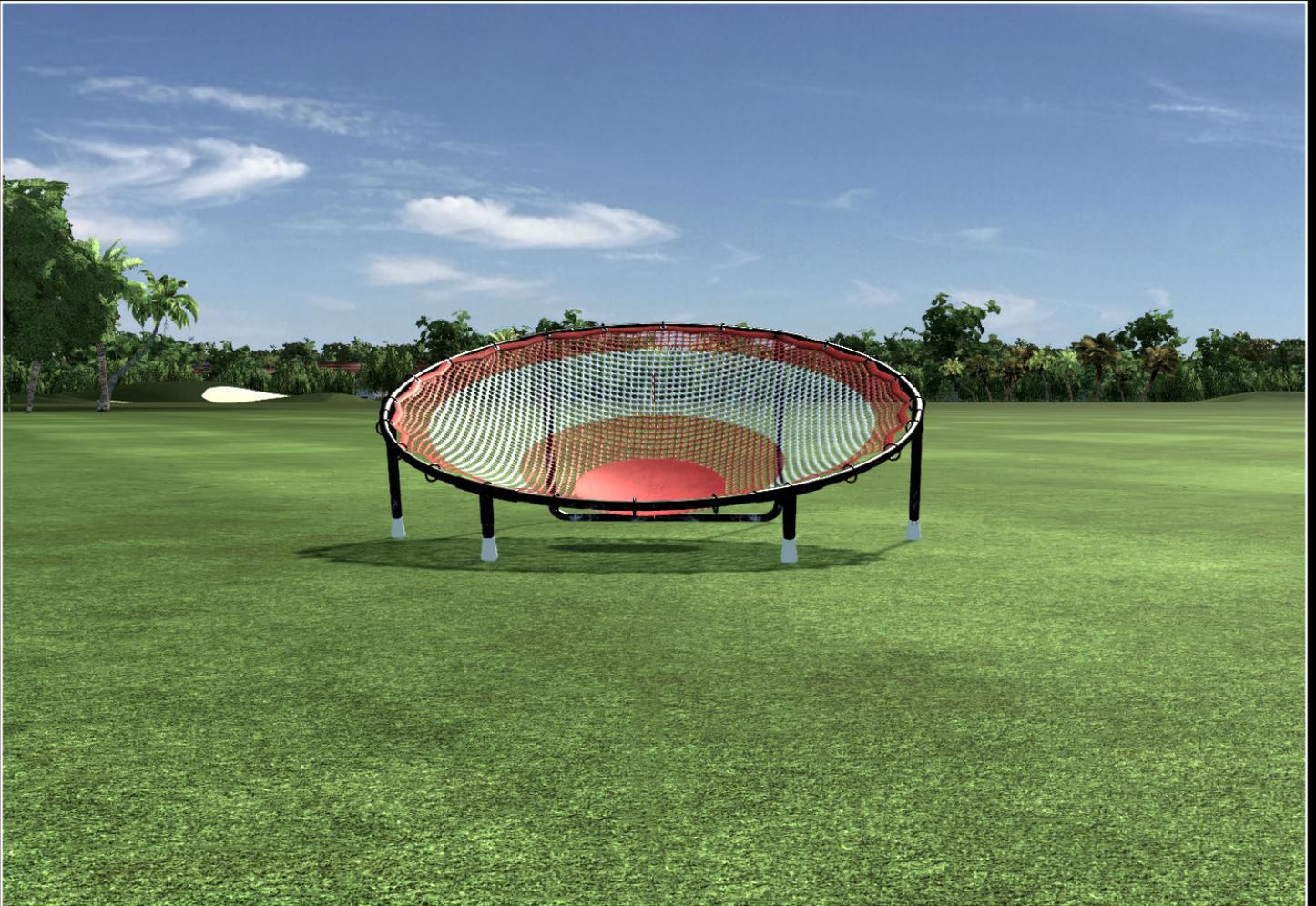
DRIVING RANGE

STARTING THE DRIVING RANGE

- Select the **PRACTICE** tab.
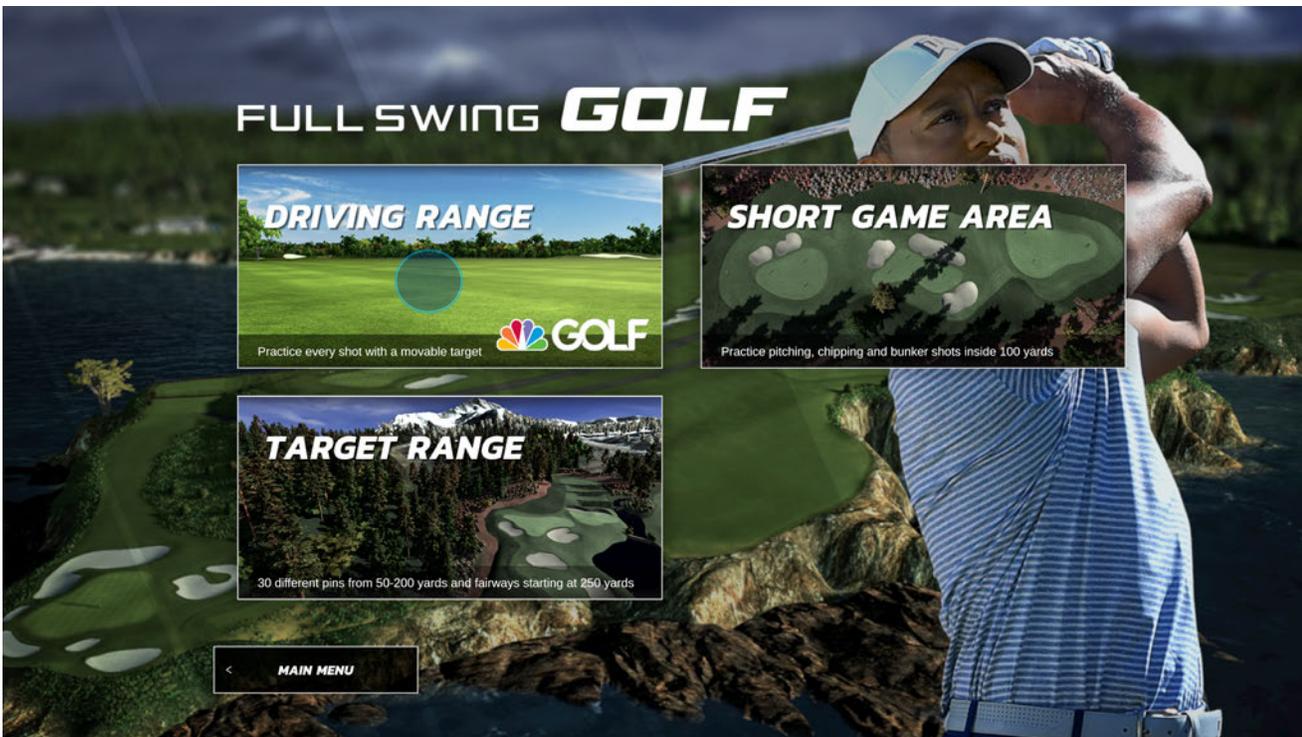
- Select the **DRIVING RANGE** tab to start the driving range.

DRIVING RANGE OPTIONS

DRIVING RANGE DATA

- Toggle on/off to enable or disable data window.
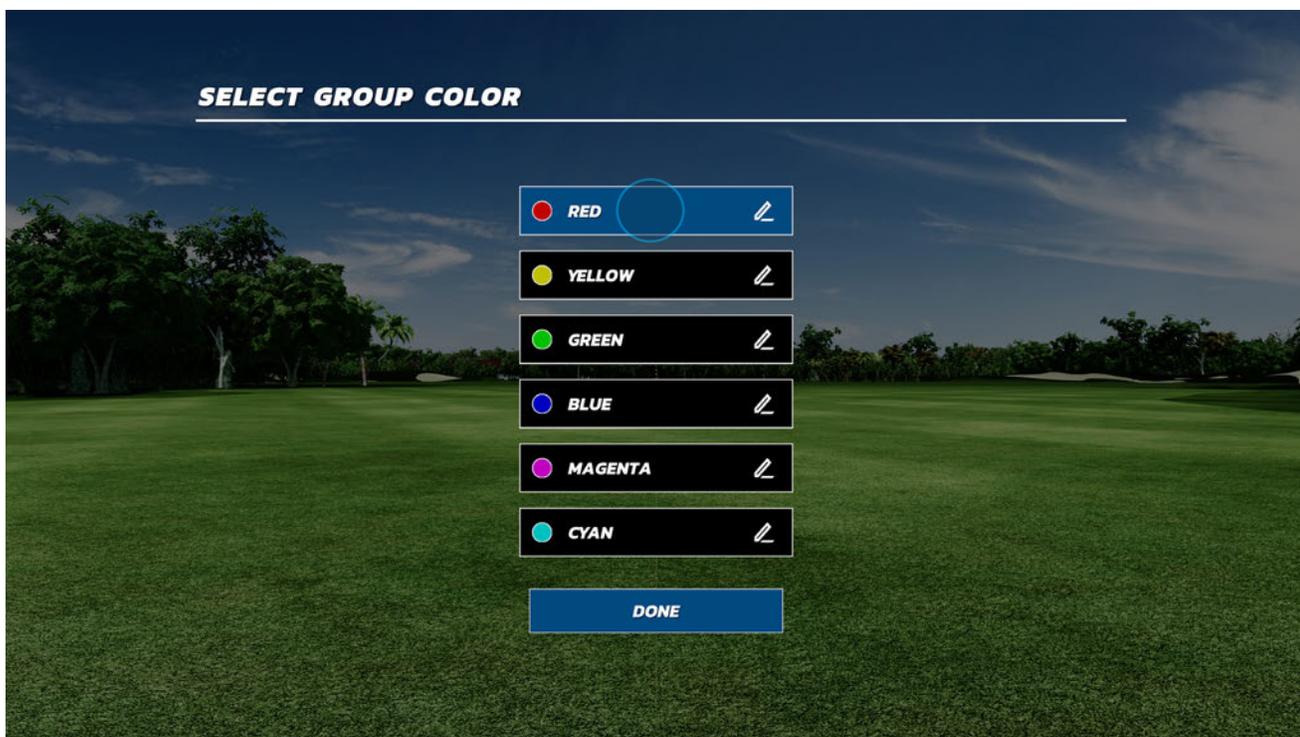

DRIVING ION3 VIEWER

- Select the **ION3 VIDEO** tab to display the ION3 video analysis window.

DRIVING RANGE CLUB MANAGER

EDIT COLOR GROUP

- Select **EDIT COLOR GROUP** icon.

SELECT GROUP COLOR

- Select the desired color.

DRIVING RANGE CLUB MANAGER

VIEW SHOT DISPERSION

- Select the **EXPAND** icon to open shot dispersion window.
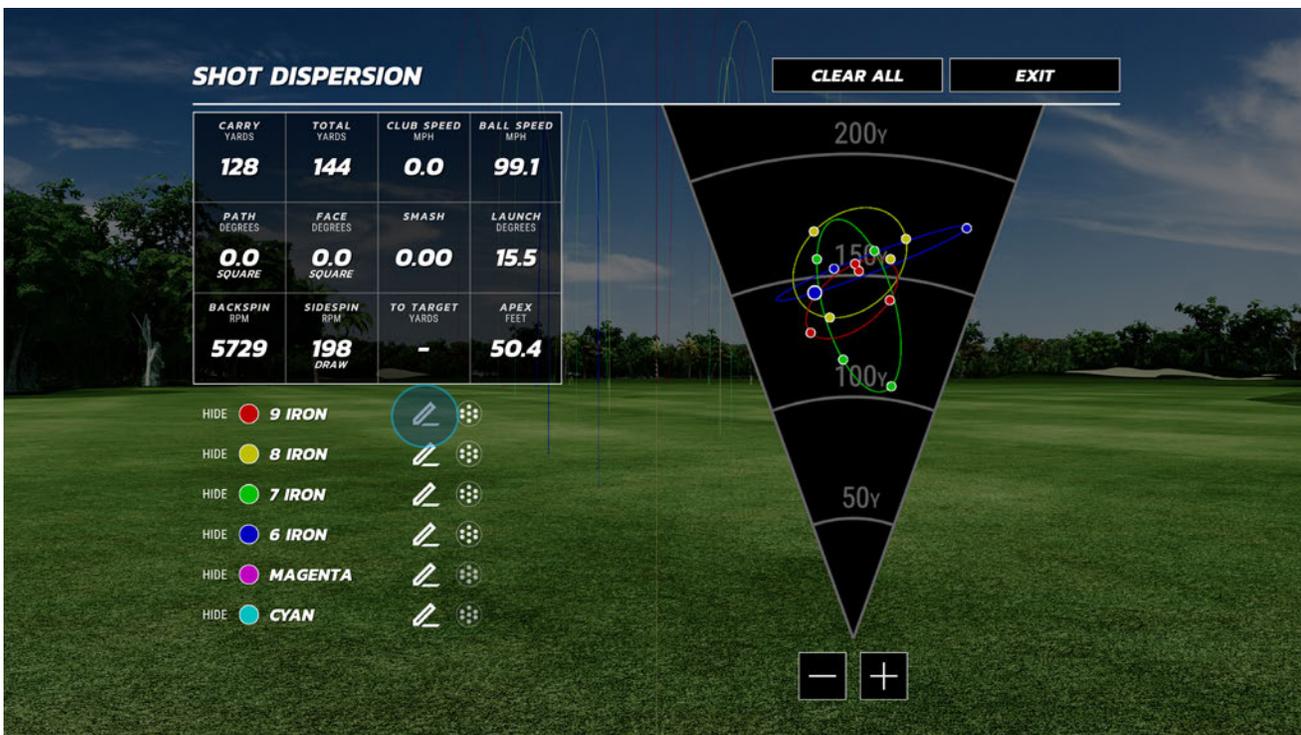
EDIT COLOR NAMES

- Select the **EDIT ICON** to edit the name of each group color.

DRIVING RANGE CLUB MANAGER

HIDE SHOTS FROM THE DISPERSION CHART

- Select the **HIDE** button.
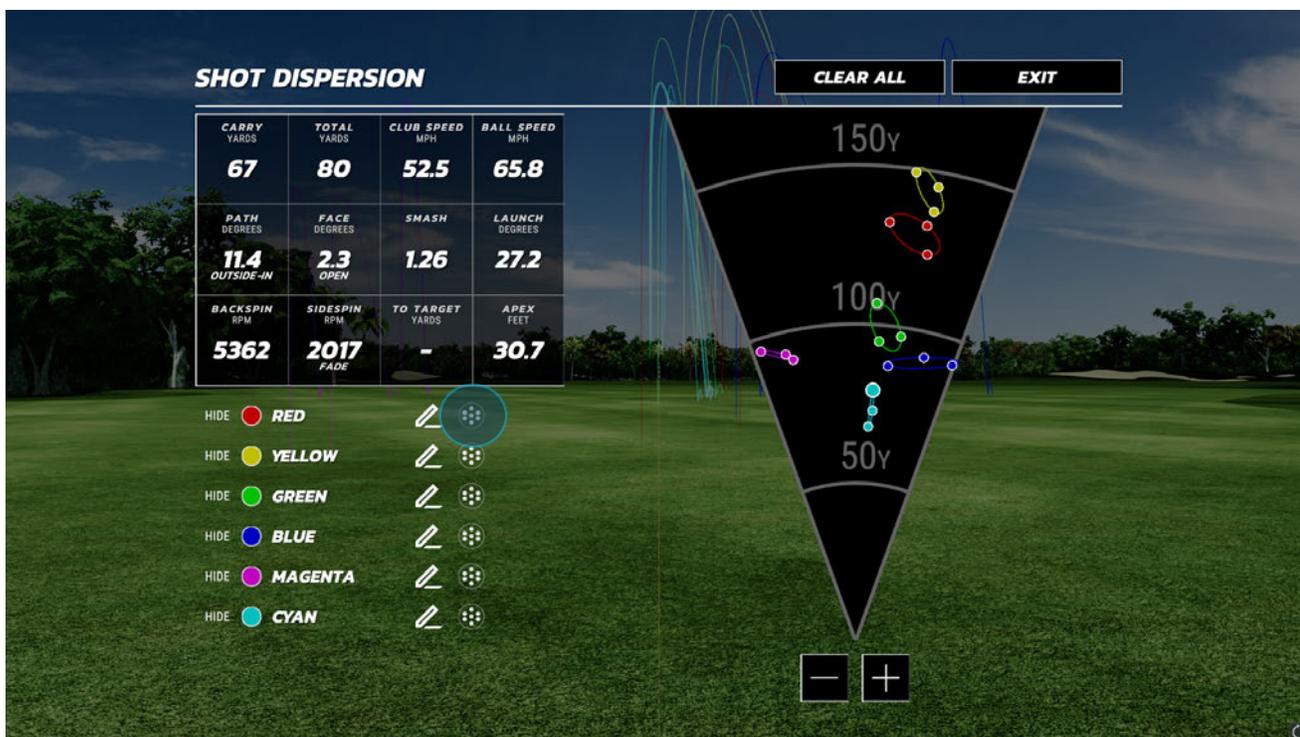
VIEW SPREAD OF SHOTS

- Select the **DOTS** button.

DRIVING RANGE CLUB MANAGER
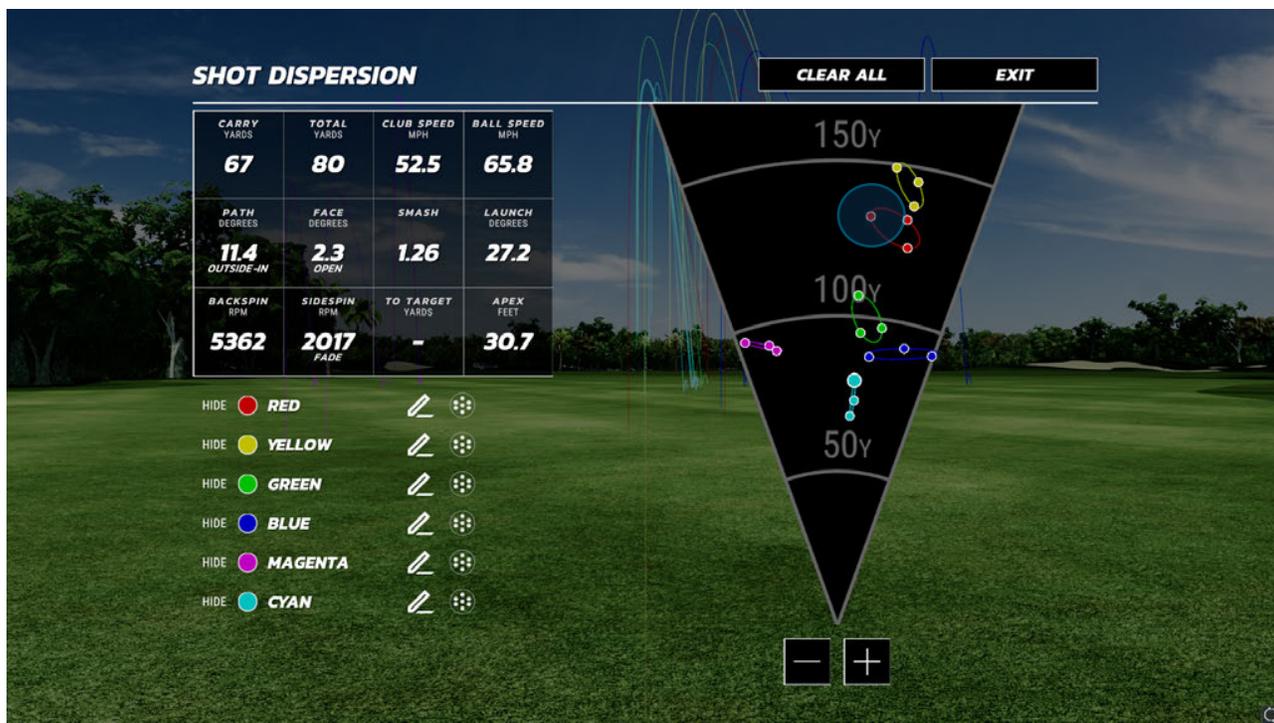
VIEW SPECIFIC SHOT DATA

- Select **ANY COLORED DOT** on the dispersion chart.

ZOOM IN/OUT ON THE DISPERSION CHART

- Select the +/- buttons.

DRIVING RANGE CLUB MANAGER

CLEARING ALL SHOTS
- Select the **CLEAR ALL** button.

EXIT SHOT DISPERSION
- Select the **EXIT** button.

DRIVING RANGE SHOT HISTORY

VIEW SHOT HISTORY
- Select the **SHOT HISTORY** button.

SHOT HISTORY

Red	CARRY YARDS	TOTAL YARDS	CLUB SPEED MPH	BALL SPEED MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YARDS	
AVERAGES	118	130	79.2	94.6	5.4 OUTSIDE-IN	4.4 OPEN	1.19	22.0	6329	1913	56.9	0.0	
CHANGE GROUP	124	133	79.3	96.9	4.1 OUTSIDE-IN	5.6 OPEN	1.22	23.8	7047	2012 FADE	69.0	–	🗑
CHANGE GROUP	111	124	76.2	91.7	3.7 OUTSIDE-IN	6.8 OPEN	1.20	21.8	6043	1963 FADE	50.3	–	🗑
CHANGE GROUP	118	133	82.0	95.1	8.5 OUTSIDE-IN	0.9 OPEN	1.16	20.4	5896	1766 FADE	51.3	–	🗑

Yellow	CARRY YARDS	TOTAL YARDS	CLUB SPEED MPH	BALL SPEED MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YARDS	
AVERAGES	136	144	81.4	101.7	6.3 OUTSIDE-IN	4.5 OPEN	1.25	24.9	6597	2162 FADE	83.1	0.0	
CHANGE GROUP	139	146	82.3	104.8	8.6 OUTSIDE-IN	3.9 OPEN	1.27	25.0	7840	2853 FADE	92.2	–	🗑
CHANGE GROUP	138	149	80.2	100.2	2.4 OUTSIDE-IN	4.7 OPEN	1.25	24.8	4508	916 FADE	76.7	–	🗑
CHANGE GROUP	130	138	81.5	100.1	7.8 OUTSIDE-IN	4.7 OPEN	1.23	24.8	7443	2718 FADE	80.4	–	🗑

Green	CARRY YARDS	TOTAL YARDS	CLUB SPEED MPH	BALL SPEED MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YARDS	
AVERAGES	88	100	71.4	80.1	7.9 OUTSIDE-IN	3.0 OPEN	1.12	25.3	6182	1898 FADE	43.6	0.0	
CHANGE GROUP	87	97	73.2	79.2	7.6 OUTSIDE-IN	5.6 OPEN	1.08	26.5	6266	2327 FADE	44.5	–	🗑
CHANGE GROUP	81	95	70.9	76.7	8.8 OUTSIDE-IN	2.2 OPEN	1.08	23.8	5539	1807 FADE	34.8	–	🗑

DRIVING RANGE SHOT HISTORY

EXPAND/CONTRACT SHOTS
- Select the **UP/DOWN** arrows (far right of color charts).

DELETING INDIVIDUAL SHOTS
- Select the **TRASH CAN** button.

DRIVING RANGE SHOT HISTORY

CHANGING A SHOT TO A DIFFERENT COLOR
- Select the **CHANGE GROUP** button.

CLEARING ALL SHOTS
- Select the **CLEAR ALL** button.

DRIVING RANGE SHOT HISTORY

SHOT HISTORY

CLEAR ALL   EXIT

Red	CARRY YARDS	TOTAL YARDS	CLUB SPEED MPH	BALL SPEED MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YARDS	
AVERAGES	118	130	79.2	94.6	5.4 OUTSIDE-IN	4.4 OPEN	1.19	22.0	6329	1913	56.9	0.0	
CHANGE GROUP	124	133	79.3	96.9	4.1 OUTSIDE-IN	5.6 OPEN	1.22	23.8	7047	2012 FADE	69.0	–	🗑
CHANGE GROUP	111	124	76.2	91.7	3.7 OUTSIDE-IN	6.8 OPEN	1.20	21.8	6043	1963 FADE	50.3	–	🗑
CHANGE GROUP	118	133	82.0	95.1	8.5 OUTSIDE-IN	0.9 OPEN	1.16	20.4	5896	1766 FADE	51.3	–	🗑

| Yellow	CARRY YARDS	TOTAL YARDS	CLUB SPEED MPH	BALL SPEED MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YARDS	
AVERAGES	136	144	81.4	101.7	6.3 OUTSIDE-IN	4.5 OPEN	1.25	24.9	6597	2162 FADE	83.1	0.0	
CHANGE GROUP	139	146	82.3	104.8	8.6 OUTSIDE-IN	3.9 OPEN	1.27	25.0	7840	2853 FADE	92.2	–	🗑
CHANGE GROUP	138	149	80.2	100.2	2.4 OUTSIDE-IN	4.7 OPEN	1.25	24.8	4508	916 FADE	76.7	–	🗑
CHANGE GROUP	130	138	81.5	100.1	7.8 OUTSIDE-IN	4.7 OPEN	1.23	24.8	7443	2718 FADE	80.4	–	🗑

Green	CARRY YARDS	TOTAL YARDS	CLUB SPEED MPH	BALL SPEED MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YARDS	
AVERAGES	88	100	71.4	80.1	7.9 OUTSIDE-IN	3.0 OPEN	1.12	25.3	6182	1898	43.6	0.0	
CHANGE GROUP	87	97	73.2	79.2	7.6 OUTSIDE-IN	5.6 OPEN	1.08	26.5	6266	2327 FADE	44.5	–	🗑
CHANGE GROUP	81	95	70.9	76.7	8.8 OUTSIDE-IN	2.2 OPEN	1.08	23.8	5539	1807 FADE	34.8	–	🗑

EXIT SHOT HISTORY
- Select the **EXIT** button.

DRIVING RANGE PREFERENCES
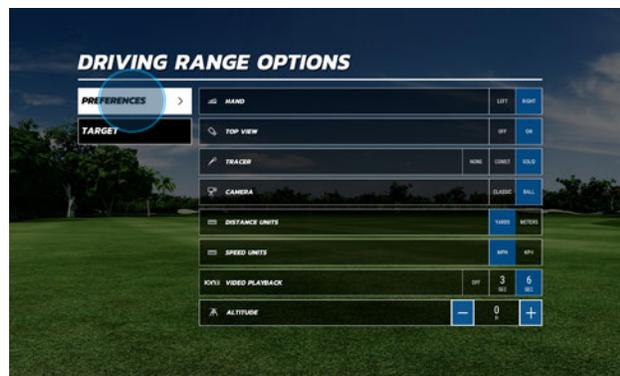
- Select the **MENU** tab to open the Driving Range Options window.

- Select the **PREFERENCES** tab to edit Driving Range options.

- Select **DONE** to return to the driving range.

- Select **EXIT RANGE** to return to the Game Type menu screen.

HAND
Left/Right

TOP VIEW
Enable or disable on-screen overhead view window.

TRACER
None/Comet/Solid

CAMERA
Classic/Ball/TV

DISTANCE UNITS
Yards/Meters

SPEED UNITS
MPH/KPH

VIDEO PLAYBACK
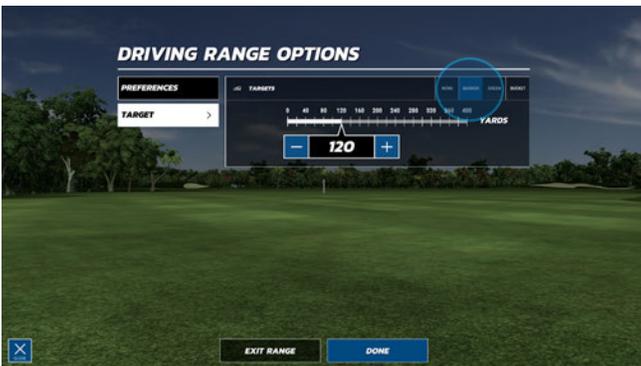Enable or disable ION3 club head video window.

ALTITUDE
(+) or (-) Feet

DRIVING RANGE TARGET OPTIONS

- Select the **TARGET** tab to open the Target option window.

DRIVING RANGE MARKER

- Select the **MARKER** tab to display a target marker on the driving range.

Use the slider to adjust the distance of the marker on the driving range.
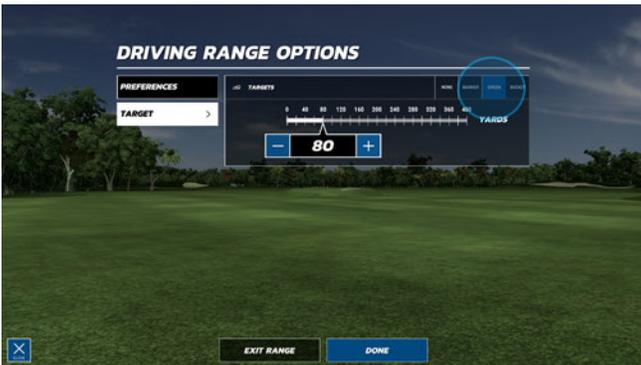
DRIVING RANGE GREEN

- Select the **GREEN** tab to display a target green on the driving range.

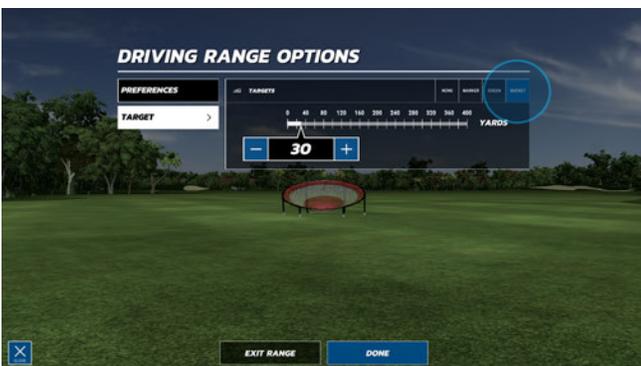Use the slider to adjust the distance of the green on the driving range.

DRIVING RANGE BUCKET

- Select the **BUCKET** tab to display a target bucket on the driving range.

Use the slider to adjust the distance of the bucket on the driving range.

EXIT DRIVING RANGE

- Select the menu icon.

- Select **EXIT RANGE**.

- Select **EXIT RANGE**.

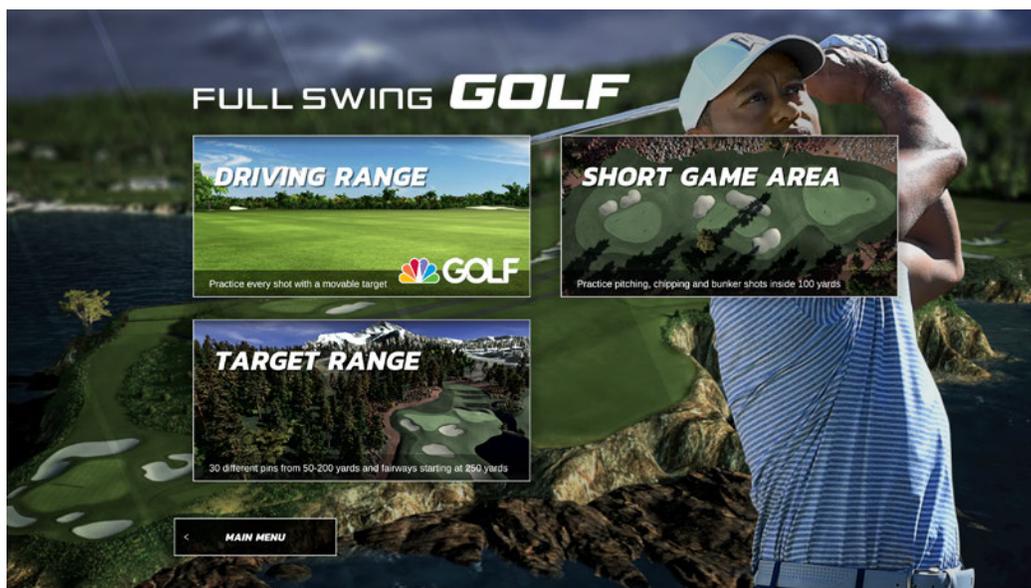# FULL SWING *GOLF*

PRACTICE AREA

PRACTICE AREA MAIN MENU

From the Main Menu Screen, select the **Practice** box by tapping within the bottom rectangle

CHOOSE WHICH PRACTICE AREA YOU WOULD PREFER BY TAPPING THE BOX OF YOUR CHOICE

GOLF CHANNEL DRIVING RANGE:
Practice every shot with a movable target in a wide open driving range over 400 yards deep

TARGET RANGE:
Pick your spot to tee it up and select 30 Different Pins placed on greens ranging from 50-200 yards or aim for two fairways that have a 250 yard carry. Practice hitting shots to tucked pins over sand and water hazards that can get you ready for your round or get your driver dialed in for narrow fairways.

SHORT GAME AREA:
Move your starting spot to where you want to pitching, chipping, and sand shots from all the way from the just off the green to 100-200 yards depending on where you set your hitting area and target. Move your cursor to hit over traps, from the rough, in the trees or just work on short chips to 3 greens that offers 9 pins.

TARGET RANGE

Move your cursor by placing your finger on the yellow that indicated your tee position to wherever you'd prefer left to right, forward or backwards within the dashed area.

Select your pin of choice by tapping on the number indicated by the pin, you will see the distance highlighted, if you'd like to move that number, you can adjust your tee position.

- Once you have selected your tee position and your pin, tap "**DONE**".

You will see the pin you have selected is highlighted, move your ball under the ION3 Camera Lights and when you see your green check mark, swing.

After each shot you will see your data tiles filled

- Tap **Remove Last** to remove data from the last shot

- Tap **Clear All** to clear all short data

- To change what pin you are aiming at, tap **Target** on the left side of the screen and pick again

SHORT GAME AREA

Move your cursor by placing your finger on the yellow that indicated where you will be hitting from to wherever you'd prefer all around the greens visible.

Select your pin of choice by tapping on the number indicated by the pin, you will see the distance highlighted, if you'd like to move that number, you can adjust your tee position.

- Once you have selected your tee position and your pin, tap "**DONE**".

You will see the pin you have selected is highlighted, move your ball under the ION3 Camera Lights and when you see your green check mark, swing.

After each shot you will see your data tiles filled

- Tap **Remove Last** to remove data from the last shot

- Tap **Clear All** to clear all short data

- To change what pin you are aiming at, tap **Target** on the left side of the screen and pick again
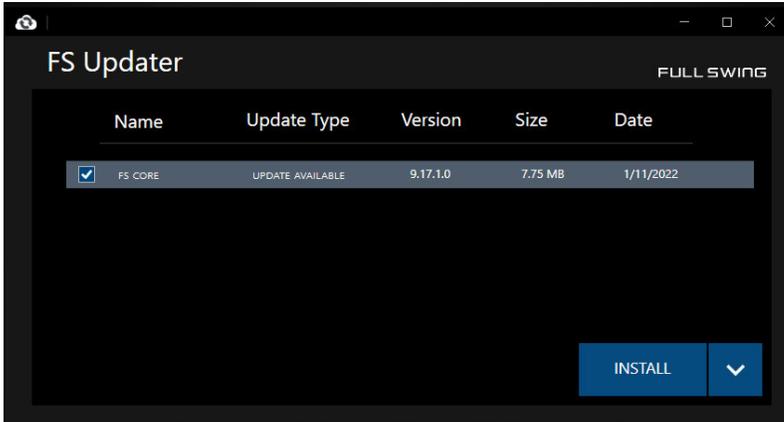
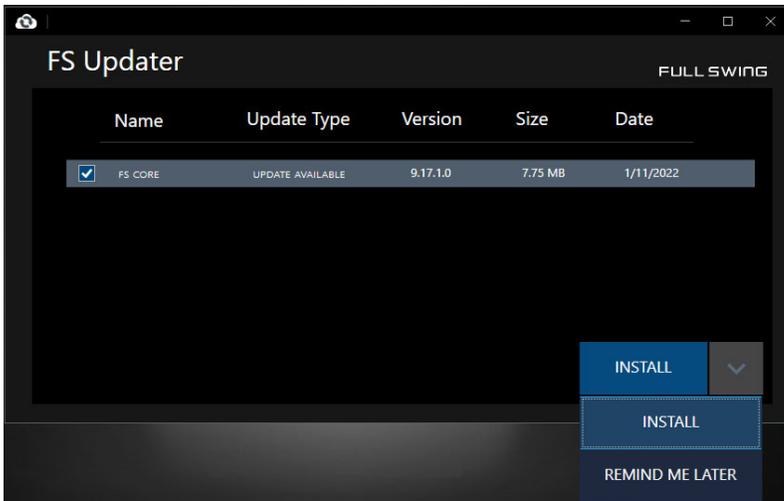# FULL SWING *GOLF*

SOFTWARE
UPDATES

SOFTWARE UPDATES

When Full Swing has an update release, you will receive an e-mail to let you know.

You will be prompted after you exit the Full Swing Operating System to update with the window below, if you'd like to update at that moment, tap **INSTALL**.

If you would like to install later, tap the ARROW to the right and tap **REMIND ME LATER**.

If you do not see the update prompt, please restart your computer and once Full Swing OS opens, please exit it and you will be prompted then.

If you do not see this please reach out to tech support.