

A wide-angle photograph of a golf practice range at night. The range is illuminated by numerous bright spotlights, creating a starburst effect. The grass is green, and the background shows a long building with various signs and equipment. In the foreground on the right, a TrackMan launch monitor is visible, mounted on a stand. The overall scene is dark, with the lights providing the primary illumination.

How to practice with TrackMan Range

TRACKMAN

ACADEMY
POWERED BY
TRACKMAN

WHAT WE TRACK
OVERVIEW

GAMES AND FEATURES
PRACTICE, GAMES, VIRTUAL GOLF

PRACTICE WITH TRACKMAN RANGE
COURSE MANAGEMENT, CONTROL, GAME IMPROVEMENT

FAQs
WHAT DO I DO?

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

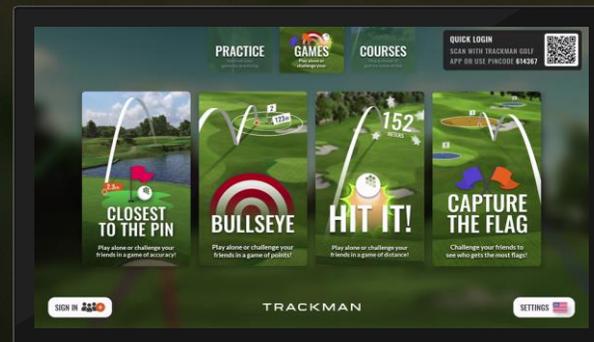
Distance from the pin after bounce and roll

WHAT WE DO

PRACTICE



GAMES



COURSES



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

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PRACTICE

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VIRTUAL GOLF

PRACTICE

HOW TO FIND

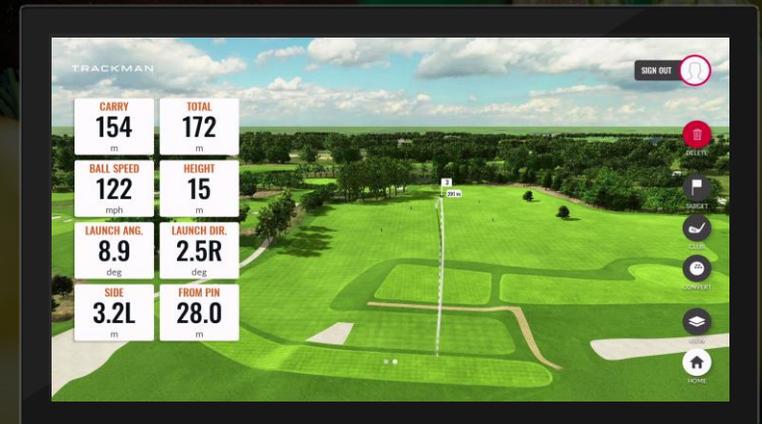
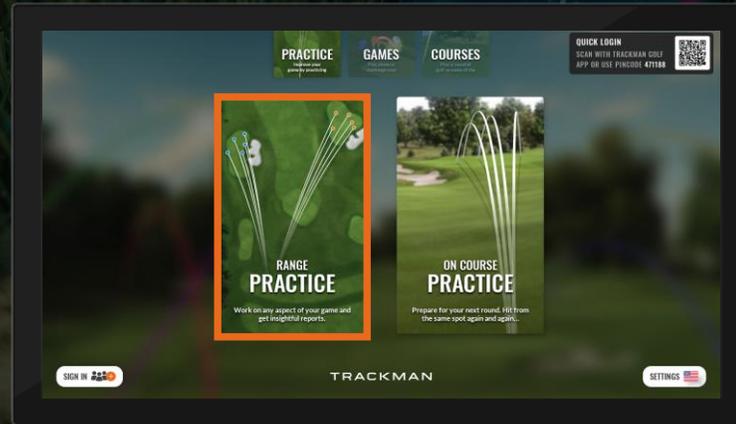
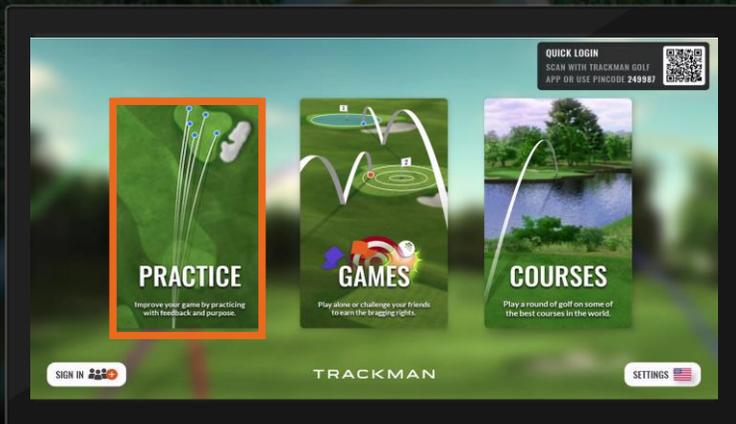
PRACTICE WITH PURPOSE

An introduction to the TrackMan metrics and teaching how these can be used.

PRACTICE

RANGE PRACTICE

LANDING SCREEN

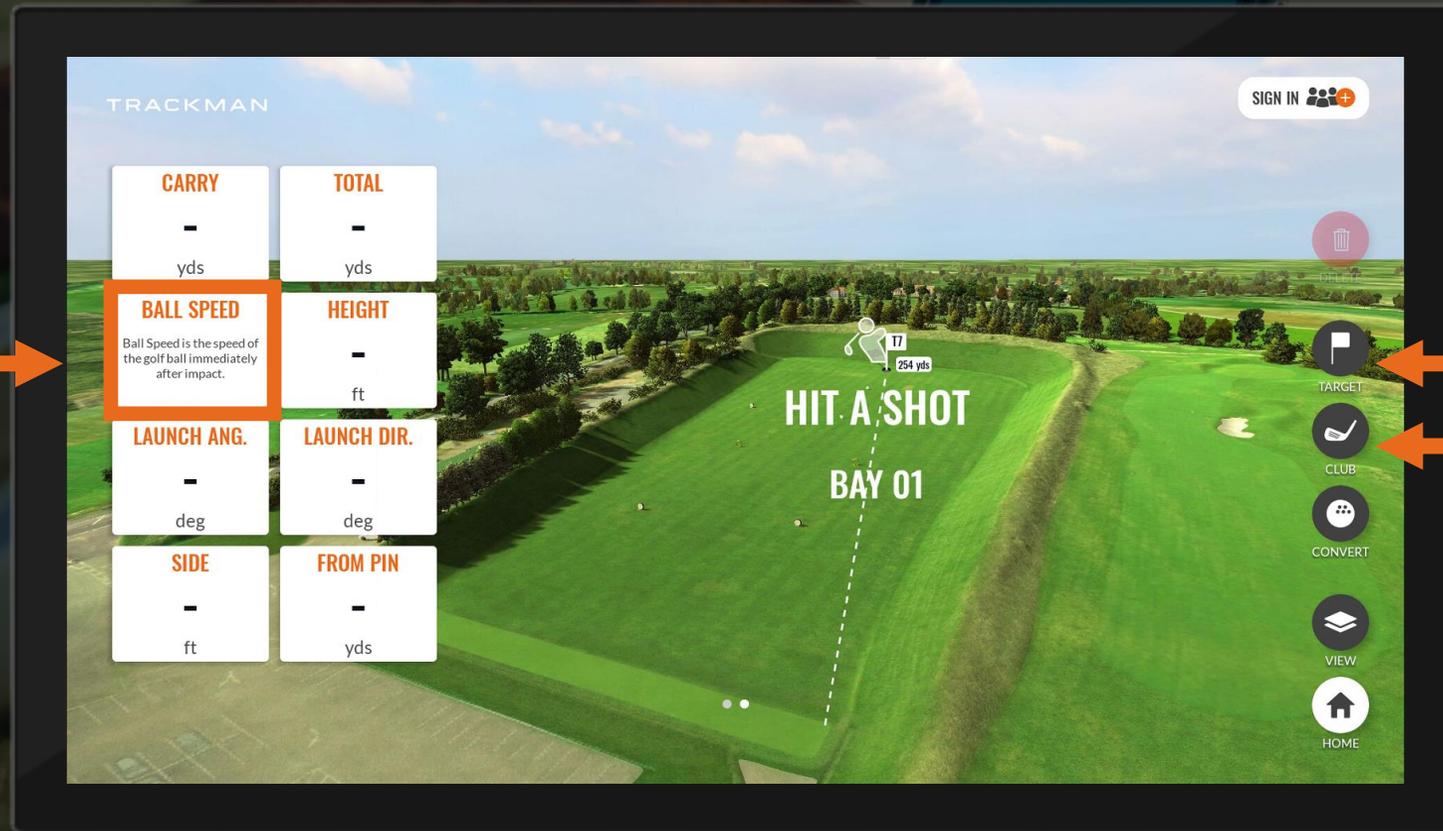


PRACTICE

MAIN SCREEN

RANGE PRACTICE LANDING SCREEN

WHAT DO THESE MEAN?
Tap on the data tiles to reveal a description of what they represent.



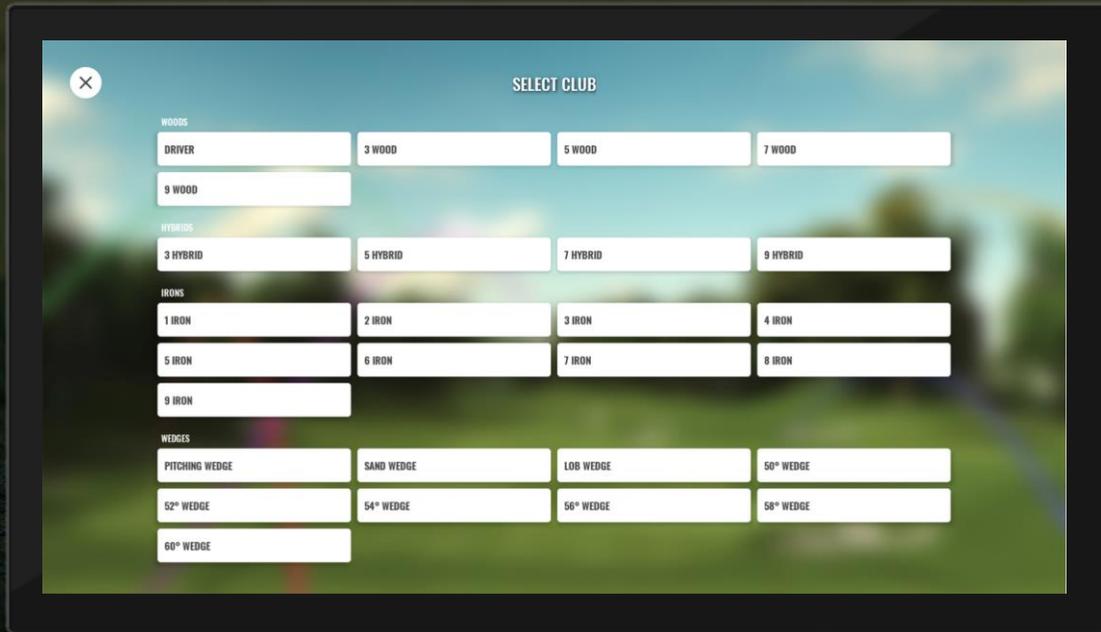
WHAT ARE THESE FOR?
For the best data transfer to app, the golfer should select their target and which club they are using.

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

PRACTICE

CHOOSING CLUB AND TARGET

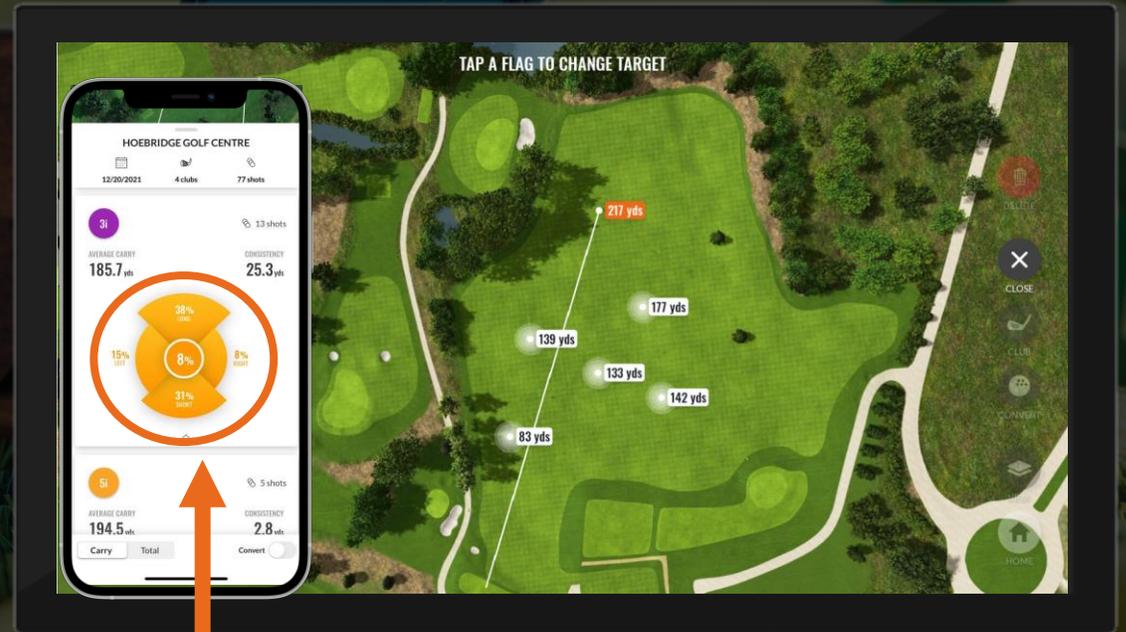
CHOOSE CLUB



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 you download the **TrackMan Golf** app, you will be asked to choose the clubs in your bag, which personalizes this screen. The **CONVERT** feature can only be used when a club is selected.

CHOOSE TARGET



WHERE ARE YOU AIMING?

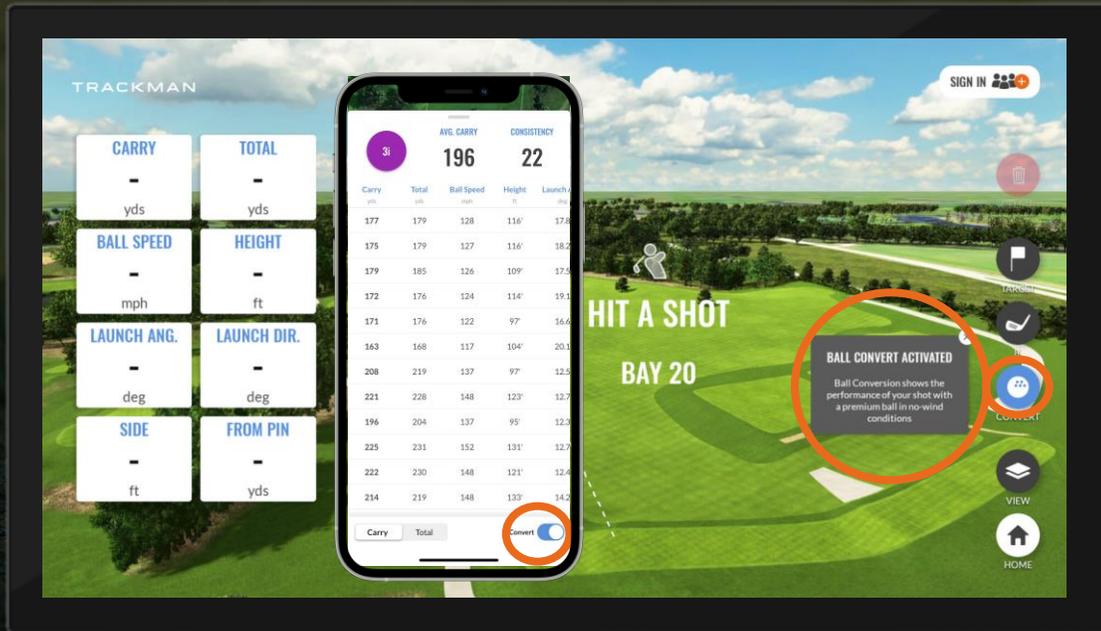
The more you tell us, the more we tell you.

Choosing your target provides detailed insights when you complete your practice session.

PRACTICE

CONVERT AND TABLE VIEW

CONVERT

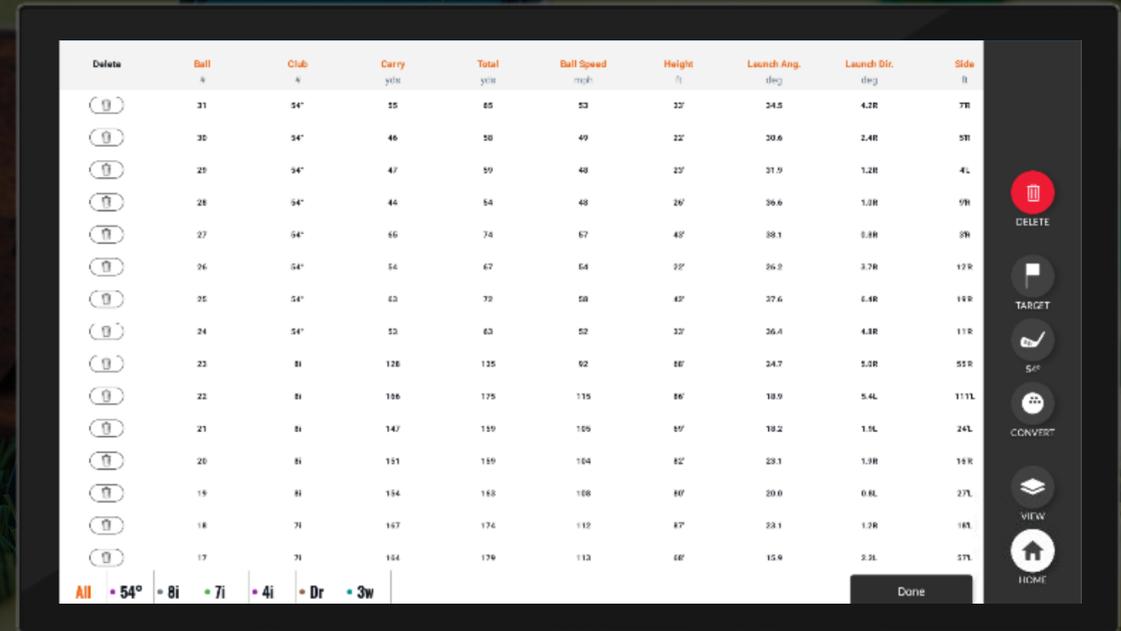


VARIABLES... GONE

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.

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

PRACTICE

ON COURSE PRACTICE

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.

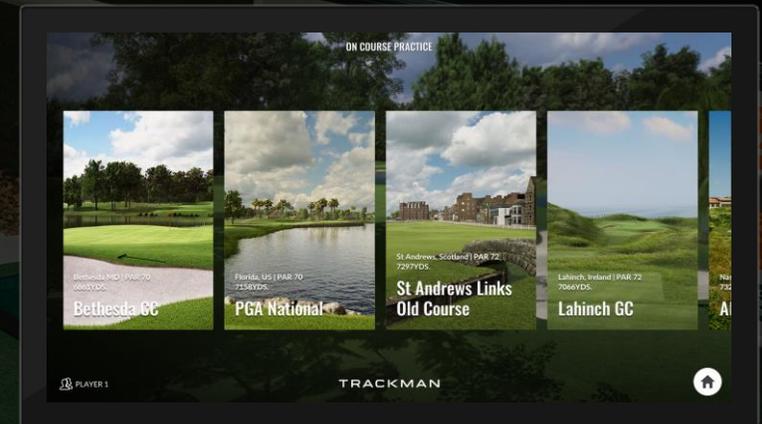
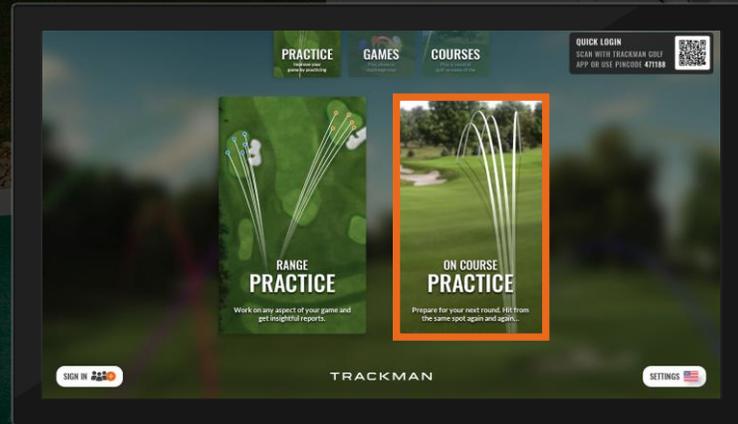
PRACTICE



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 enjoyment of Virtual Golf.

TrackMan automatically selects the most distant target.

TAP A FLAG TO
CHANGE TARGET LINE

Your default Target line is Flag 3



DONE



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.

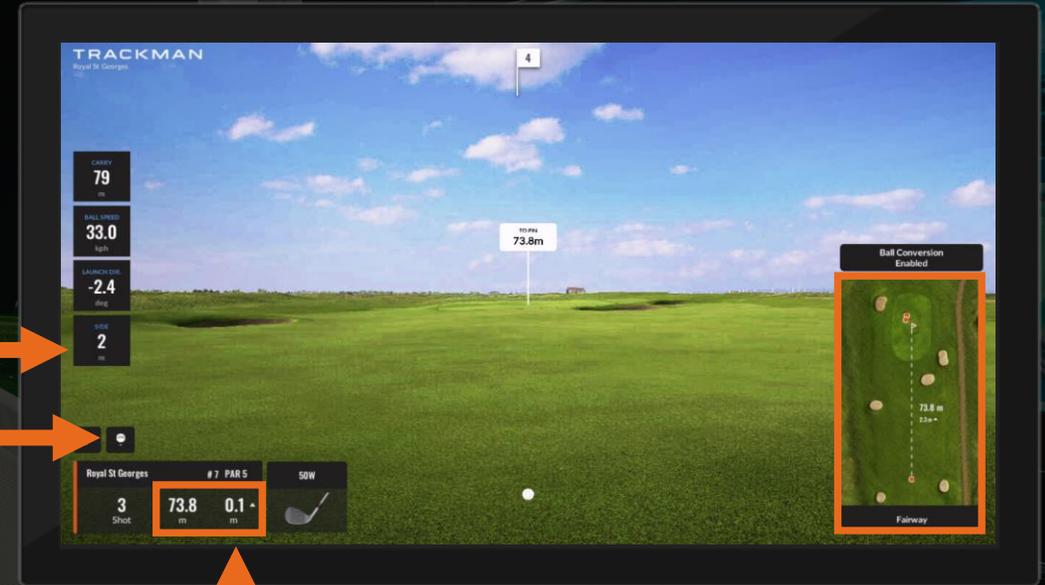
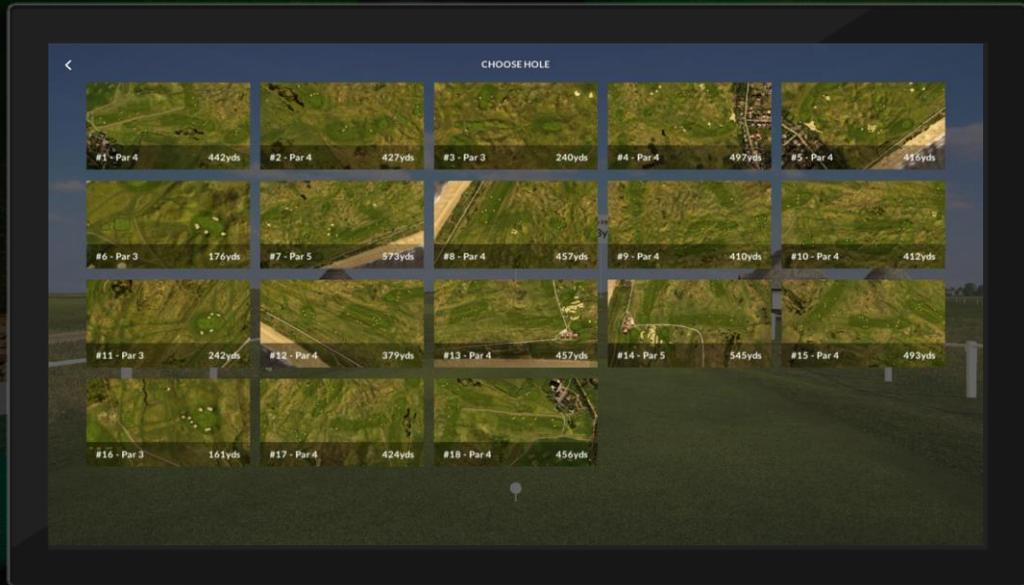
Enjoy replicating historic shots, or hone your game on a familiar shot.

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.



PRACTICE

GAMES

VIRTUAL GOLF

GAMES

THERE'S SOMETHING IN TRACKMAN RANGE FOR EVERYONE



The screenshot shows the main menu of the Trackman Golf app. At the top, there are three tabs: 'PRACTICE', 'GAMES', and 'COURSES'. The 'GAMES' tab is selected and highlighted in orange. In the top right corner, there is a 'QUICK LOGIN' section with the text 'SCAN WITH TRACKMAN GOLF APP OR USE PINCODE 145397' and a QR code. The main area features four large, colorful cards for different game modes: 'CLOSEST TO THE PIN' (with a 2.3m distance), 'BULLSEYE' (with a 123m distance), 'HIT IT!' (with 152 METERS), and 'CAPTURE THE FLAG'. Each card includes a brief description of the game. At the bottom of the screen, there are three buttons: 'SIGN IN' with a group of people icon, 'TRACKMAN' in the center, and 'SETTINGS' with a US flag icon.



TRACKMAN

GAMES

CLOSEST TO THE PIN

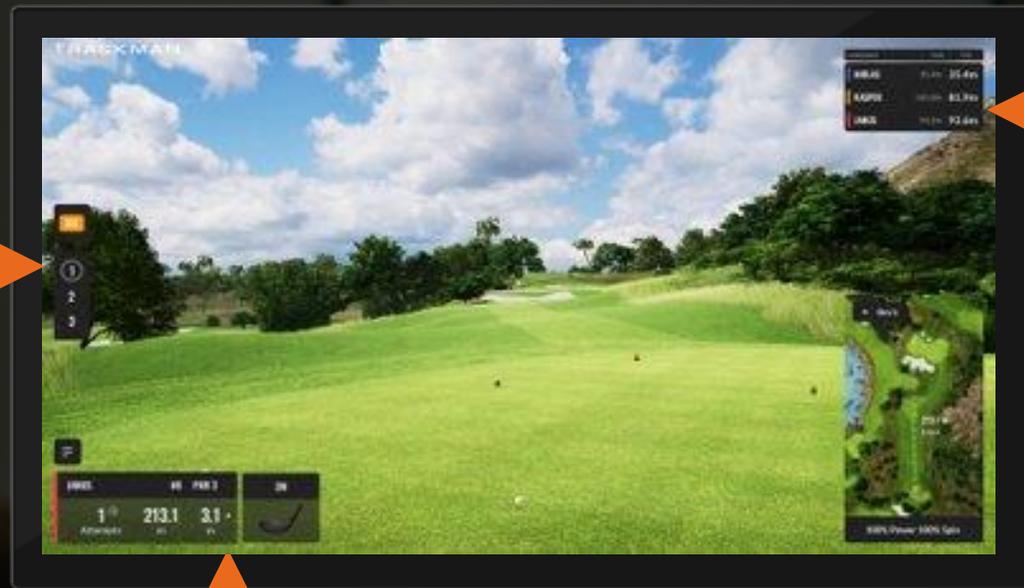
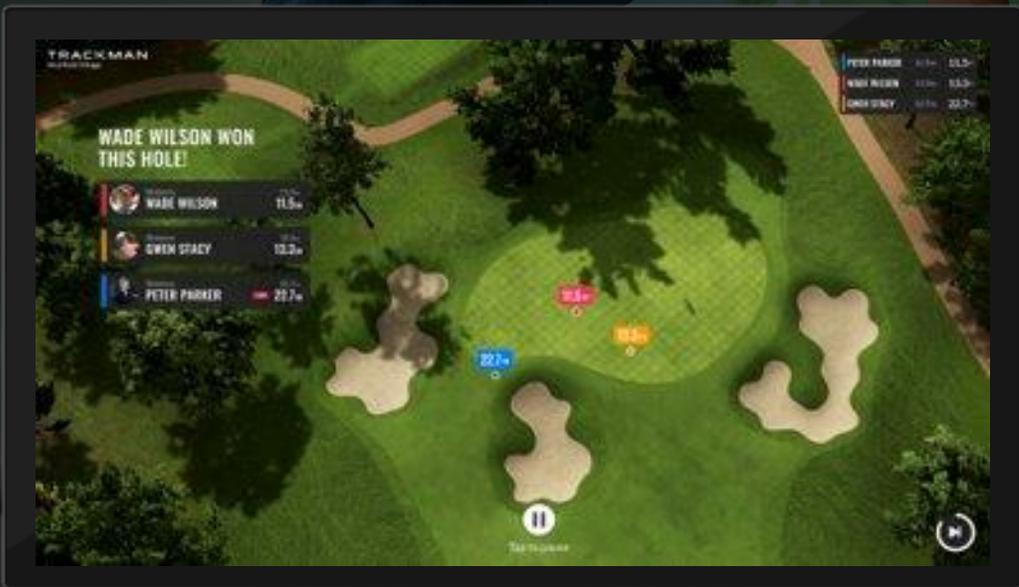
BEST SHOT COUNTS

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.



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



SETTINGS

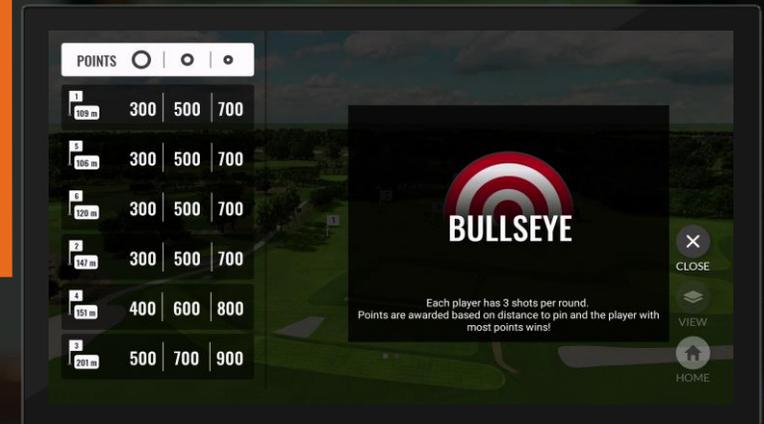
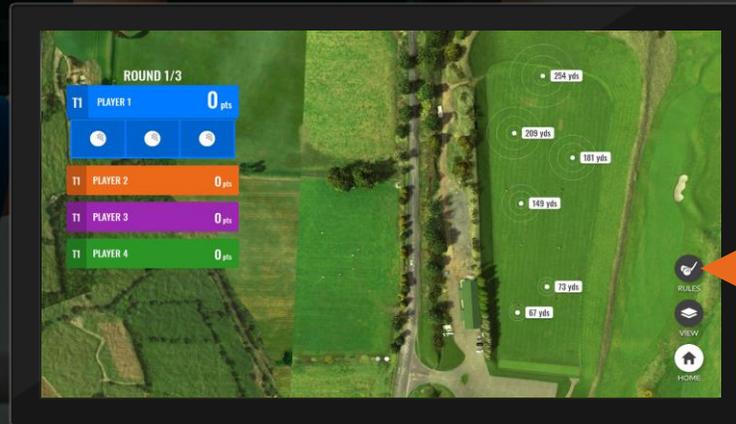
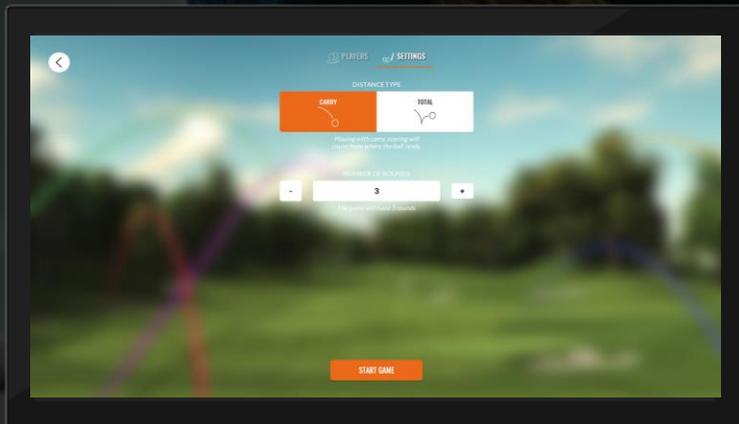
Choose how many rounds of three shots to play and whether the game is to be played with carry, or total distances.

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!

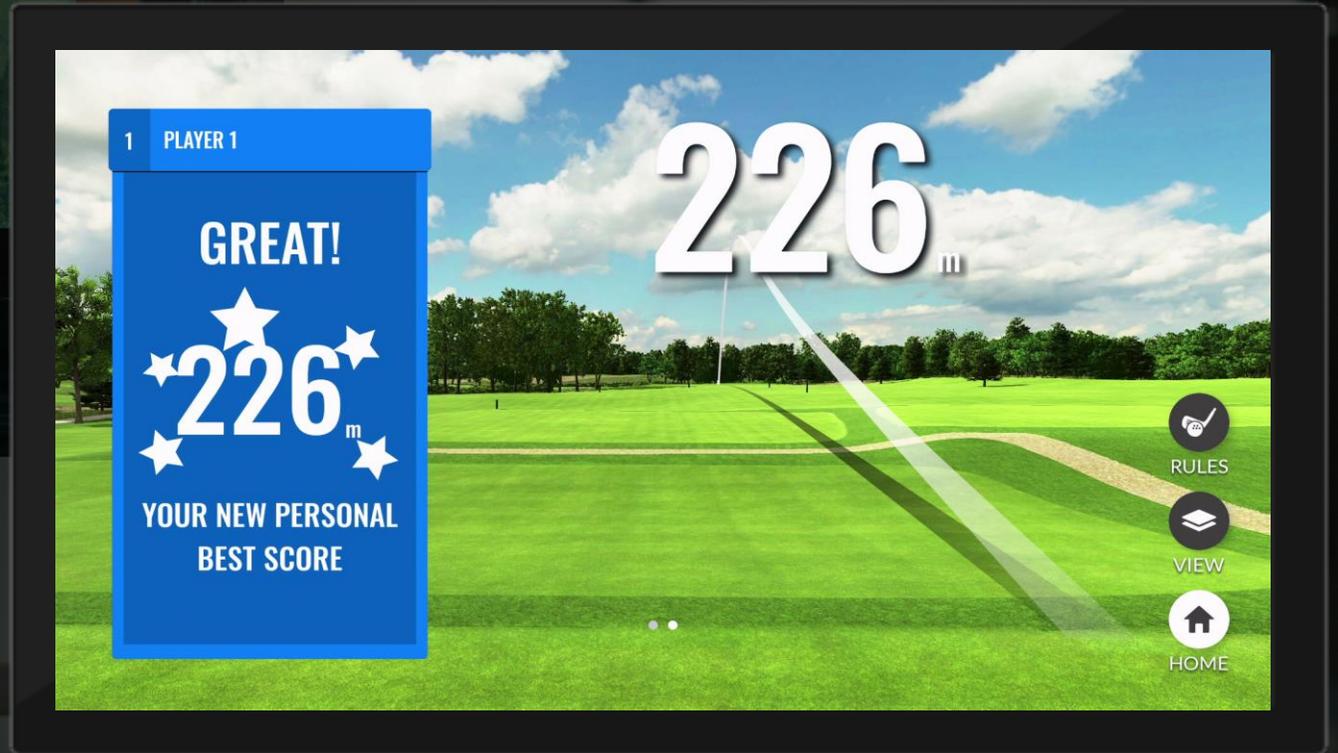


BEAT YOUR BEST

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.



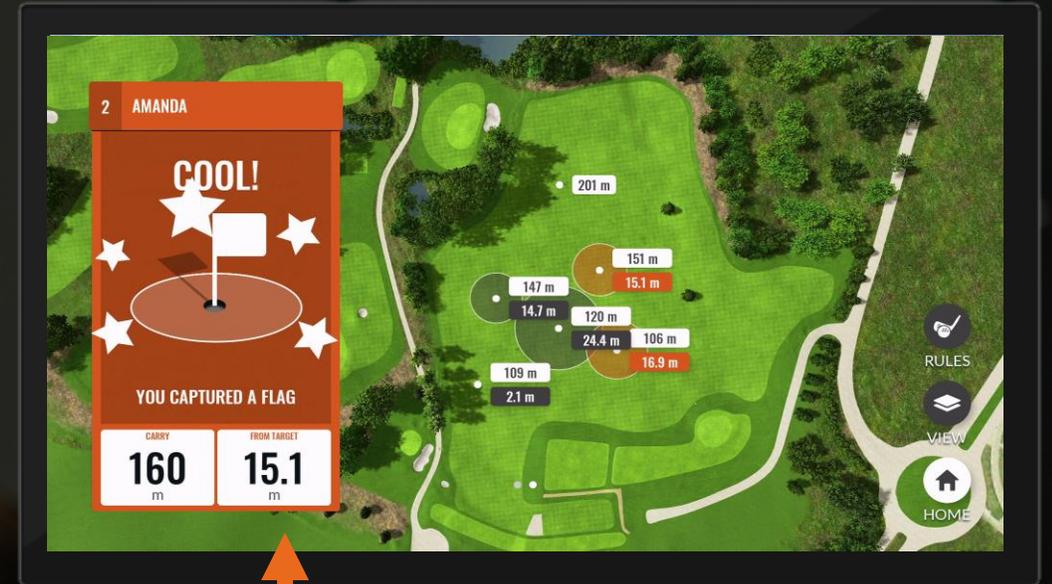
HIT IT! is compatible with leaderboards

GAMES

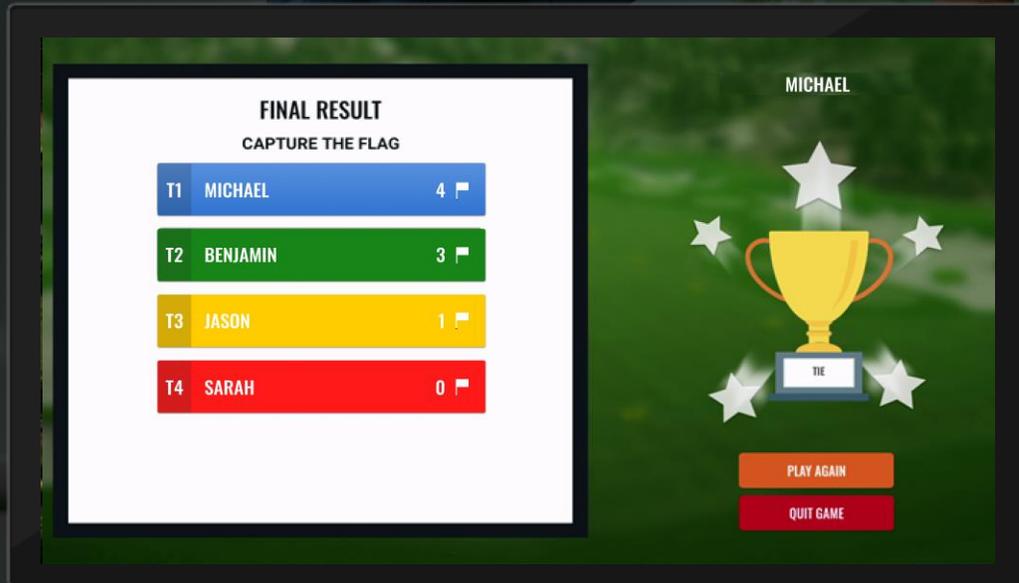
CLOSEST TO THE PIN

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


CAPTURE THE FLAG



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**

PRACTICE GAMES

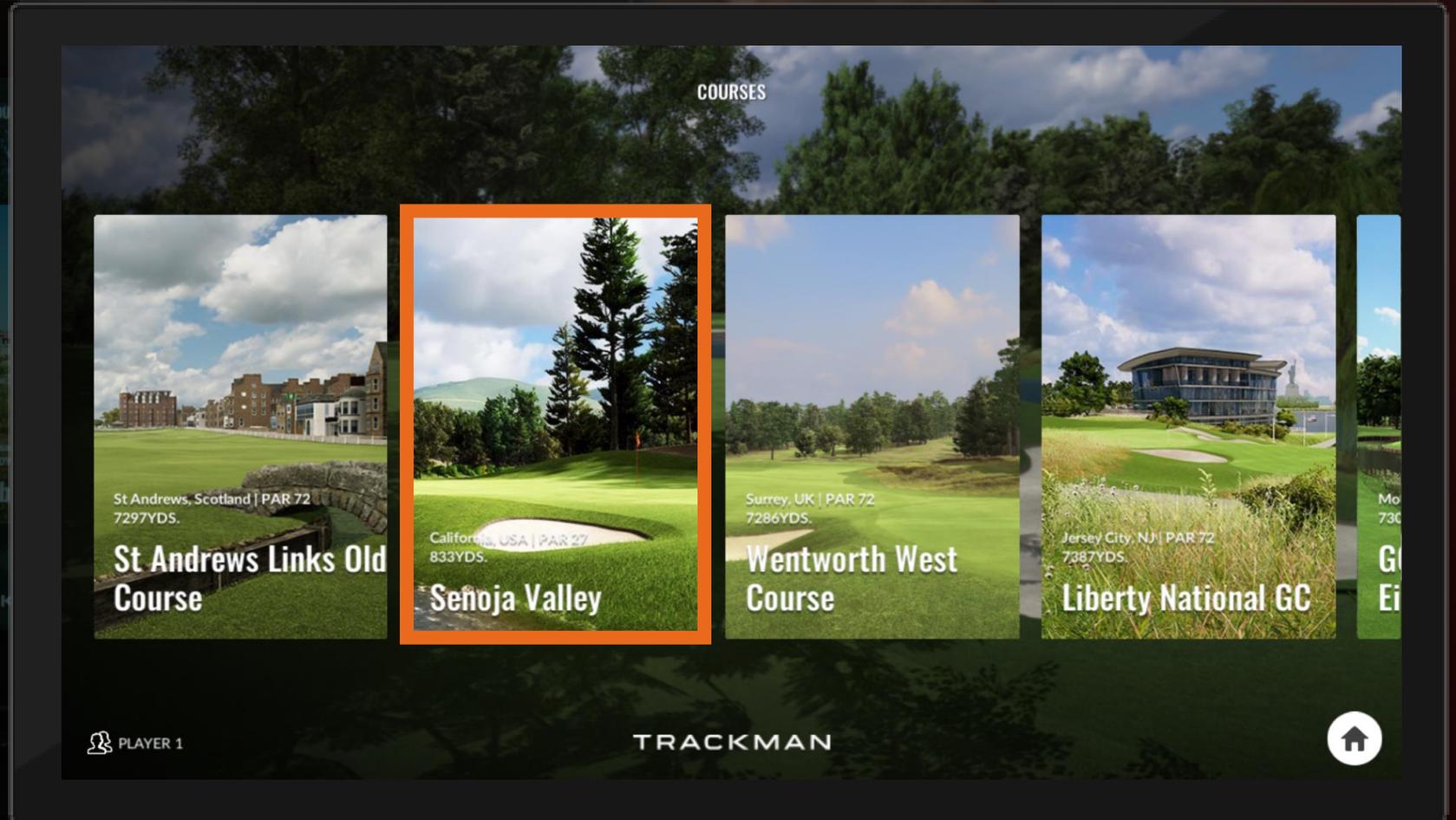
VIRTUAL GOLF

VIRTUAL GOLF

THE BEST COURSES IN THE WORLD

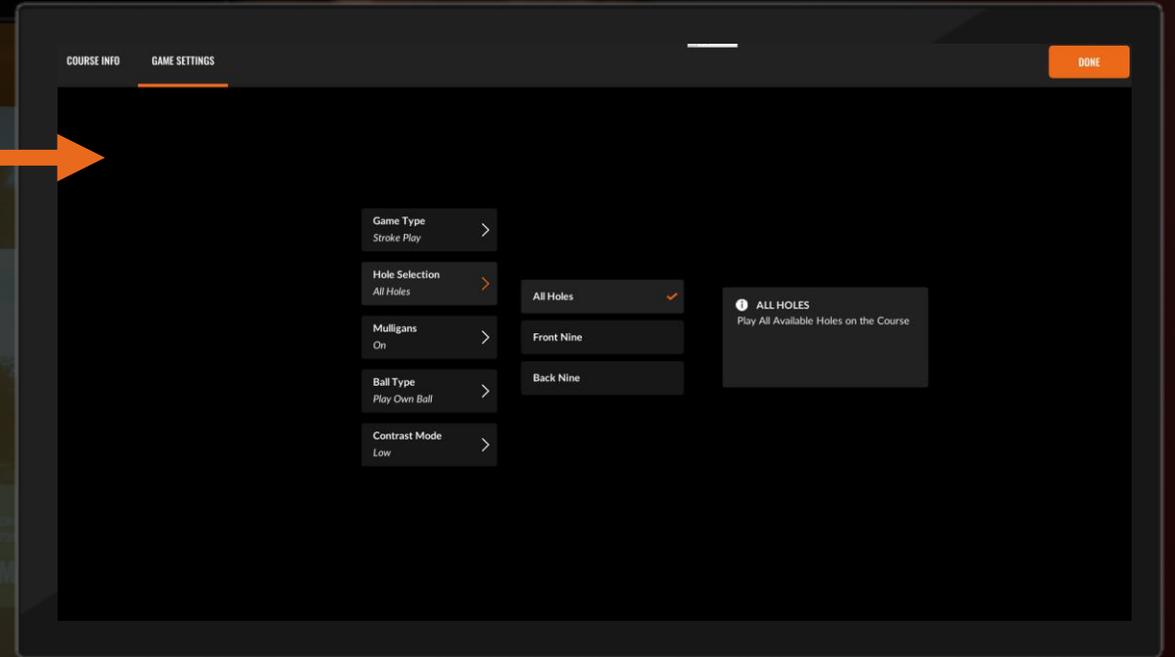
THE BEST COURSES IN THE WORLD

Players of all abilities can practice and play on a wide variety of stunning virtual courses, which can be played in a fraction of the time it would take to play a full round.



VIRTUAL GOLF

START SCREEN AND SETTINGS



EVERYONE CAN PLAY

Up to 6 players can play together. Select the edit icon to change names and change their handicaps accordingly.

CHOOSE YOUR GAME MODE

Choose between Stroke Play or Stableford game modes.
Stuck for time? Select which 9 holes you'd like to play.

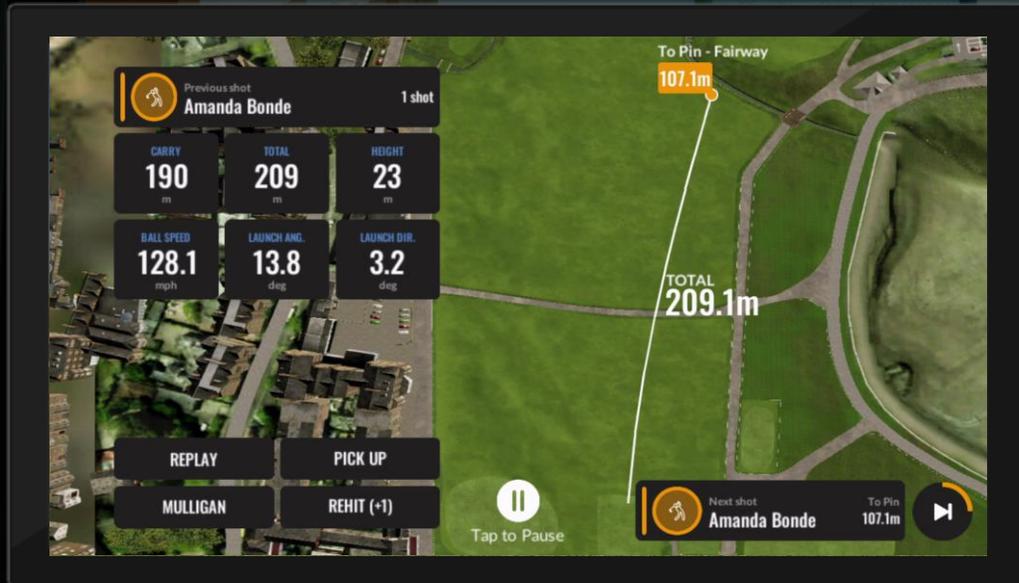
VIRTUAL GOLF

LAYOUT AND DATA

ACCURATE TRACING

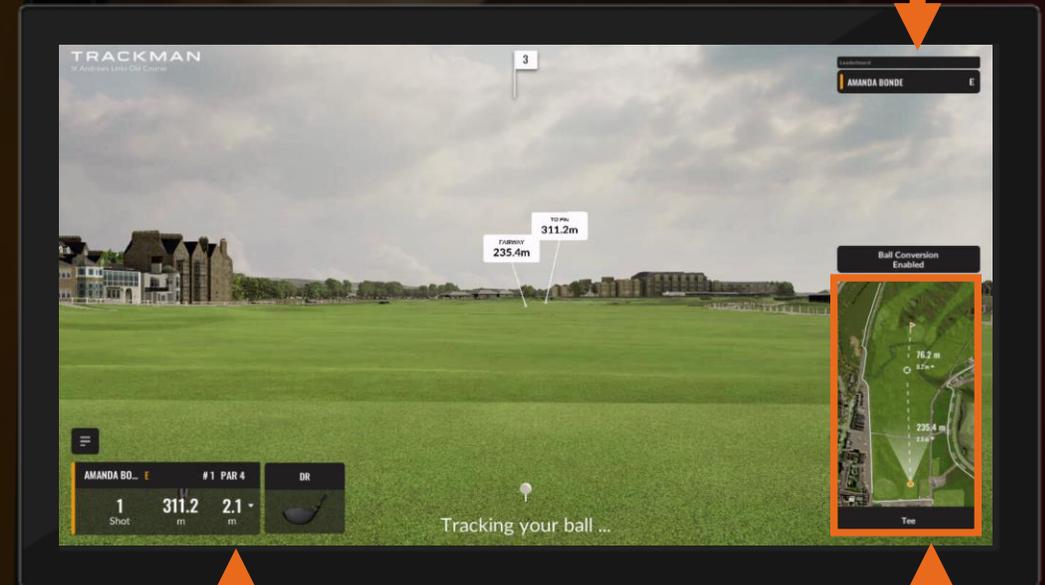
Using our market-leading radar technology, see our accuracy in action with the tracer over stunning graphics.

Shot data is shown after each shot and the option is available for replays, pick up, mulligans or penalty strokes.



CURRENT SCORE

Current score to handicap can be seen here



RECREATING REAL GOLF

CONVERT is always enabled in Virtual Golf.

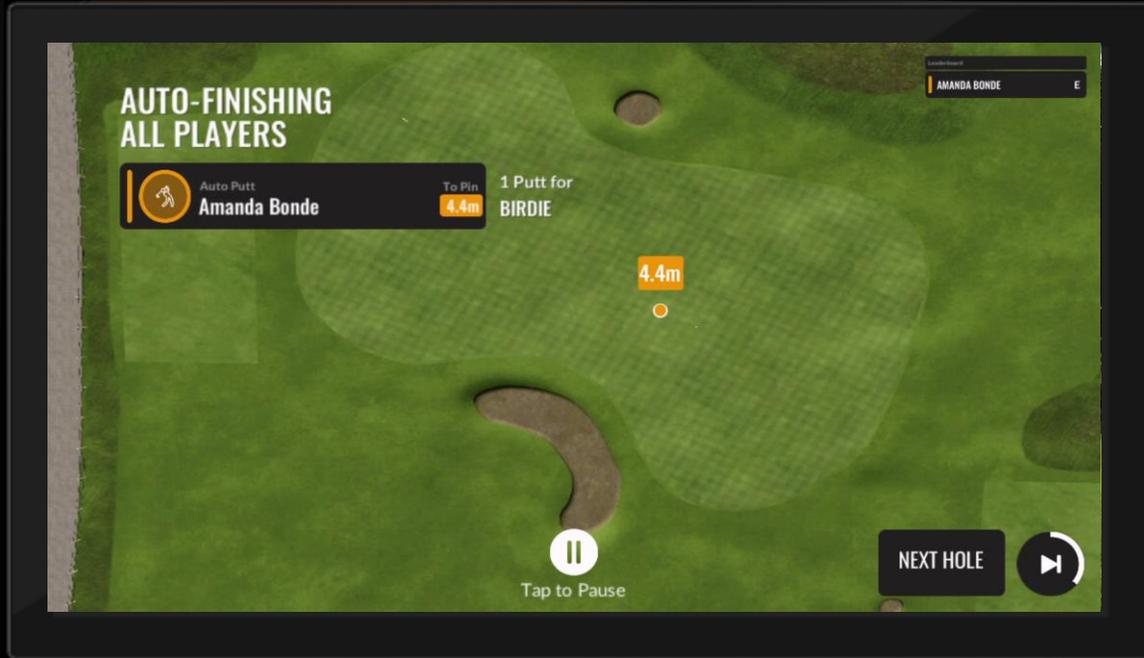
Virtual Golf shows the distance to hole and takes into account elevation changes.

CHECK YOUR DISTANCE

Select a location on the mini map to see an accurate distance measurement from the hit location.

VIRTUAL GOLF

AUTO-FINISH AND COURSE REPORTS



AUTO-FINISH

To save time and to recreate a real golfing experience, our Virtual Golf is programmed to 'Auto-Finish' when within 20 yards of the hole.

Our courses are mapped to the highest accuracy. The finishing score is calculated using algorithms based on PGA Tour statistics.



COURSE REPORTS

All virtual golf activity is shown on the TrackMan Golf app after a round.

You can see each round and track progress – a totally new dimension to driving ranges.

ACADEMY
POWERED BY
TRACKMAN

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PRACTICE WITH TRACKMAN RANGE
COURSE MANAGEMENT, CONTROL, GAME IMPROVEMENT

FAQs
WHAT DO I DO?

TRACKMAN

A wide-angle photograph of a golf practice range at night. The range is illuminated by several bright spotlights, creating a starburst effect. In the background, a long building with a glass facade is visible, featuring multiple 'TRACKMAN' logos. The foreground is a large, well-maintained green grassy area. On the right side, a black Trackman sensor unit is mounted on a post, with the brand name 'TRACKMAN' printed on its side.

HOW TO PRACTICE WITH TRACKMAN RANGE

TRACKMAN

COURSE MANAGEMENT

CONTROL

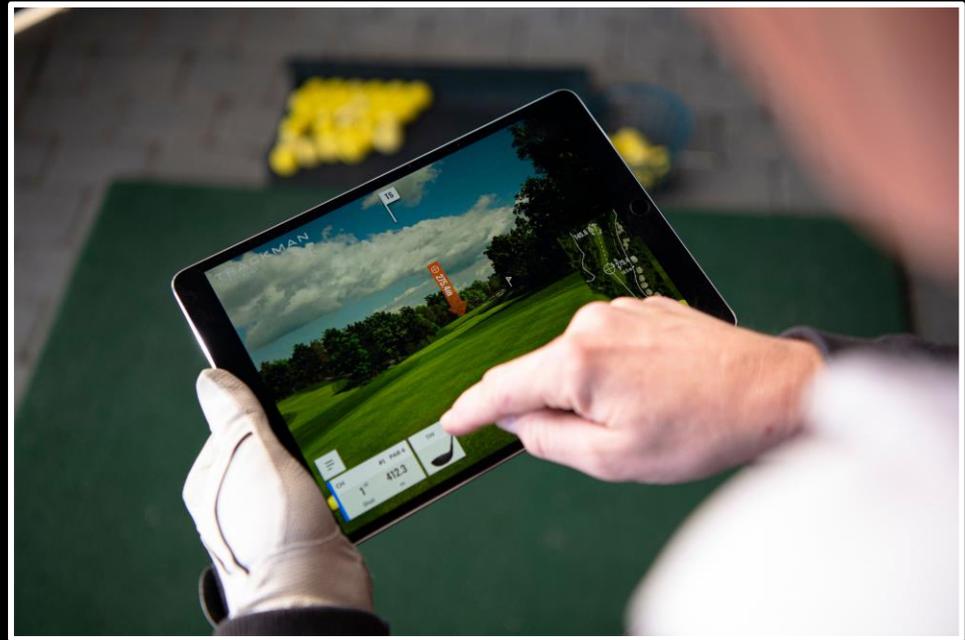
GAME IMPROVEMENT

CATEGORY: COURSE MANAGEMENT

Feature: On Course Practice

#1 Find your favourite distance

Choose a hole of your choice in "On Course Practice" mode. Ideally with a bunker or water hazard in front of the green. Start at a distance of 50-70m from the green and move further away in 10m increments until you reach a distance of 120m. Take 5-10 shots per distance and record the number of times you hit the green. At the end, compare the number of green hits at the different distances to find out at which distance you have the most hits. This is the distance you should hit your shots at in the future to improve your green-in-regulation statistics.

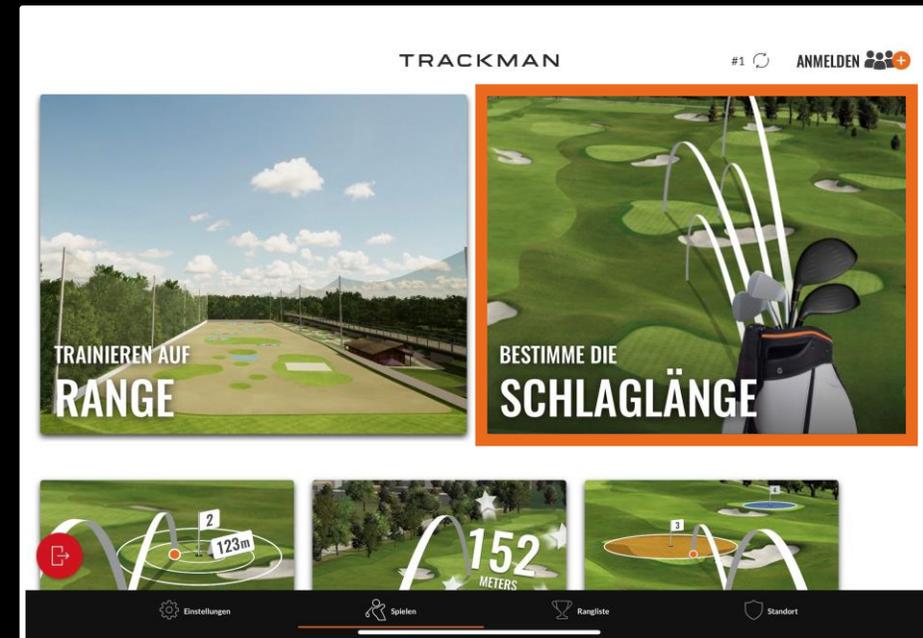


CATEGORY: COURSE MANAGEMENT

Feature: Find My Distance

#2 Know your numbers

This is the perfect exercise to know the exact length of your individual clubs. To do this, select the "Find my distance" function and go through the individual clubs in your individual bag. You must have previously created this in your profile within the TrackMan Golf app. If you are unsure about which club to use on the course in the future, this exercise will help you make the right decision.

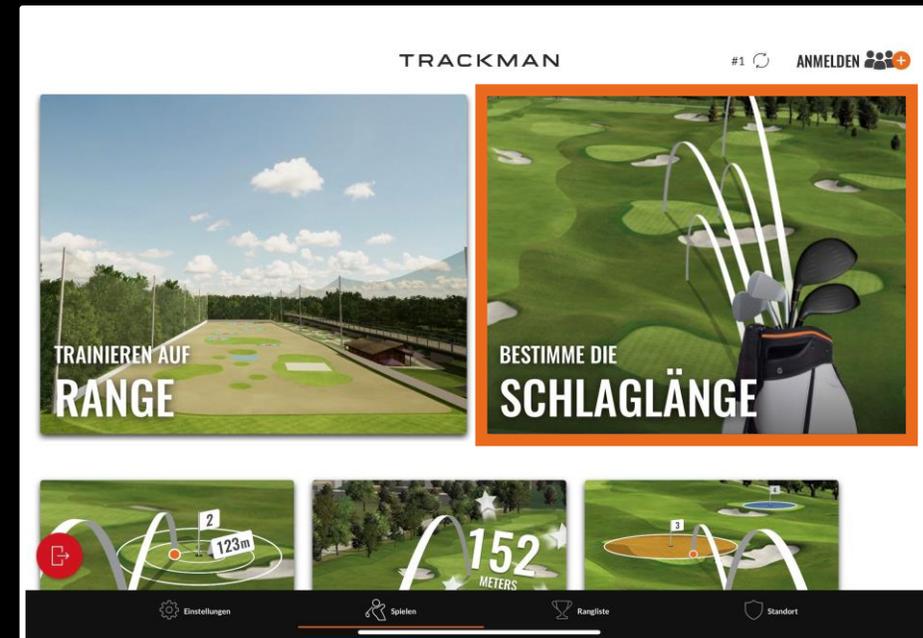


CATEGORY: COURSE MANAGEMENT

Feature: On Course Practice

#3 Situation pro

Take a moment and think about which situations on a round of golf usually give you a headache. These can be long shots into the green, for example. But this can also be shots into the green over a water hazard. Do you have problems playing a fade or a draw from the tee box? These are all everyday situations that we are confronted with on a round of golf. Now use the "Practice on the course" function and recreate the various situations on one of the many courses available. To do this, select the hole and the ball position that is most similar to your "problem situation" and practise this shot over and over again.



COURSE MANAGEMENT

CONTROL

GAME IMPROVEMENT

CATEGORY: CONTROL

Feature: Practice on the range

#4 The 15 Shot Drill

Alternate between 5 draws, 5 fades and 5 straight shots. Check with the help of TrackMan Range whether it is really the desired curve. Get a feel for which curve suits you best and which curve you have the best control over. Do the same exercise once with an iron and once with a driver. The results can be quite different.



CATEGORY: CONTROL

Feature: Practice on the range

#5 Flower Power

Start with the maximum fade/draw curve and decrease it a little with each stroke until you reach a straight trajectory. How many different curves can you play? Do this exercise once with your driver and once with an iron.



CATEGORY: CONTROL

Feature: Practice on the range

#6 How low can you go?

During a round of golf, you will always find yourself in situations where you have to hit the ball high over an obstacle such as a tree. But you also come into situations where you have to keep the ball particularly low. For the following exercise, set yourself a minimum carry distance (e.g. 80m) and try to hit the ball as low as possible with an iron of your choice. Ideally, you will succeed with the so-called "stinger".



CATEGORY: CONTROL

Feature: Practice on the range

#7 How high can you go?

During a round of golf you will often find yourself in situations where you have to hit the ball high over an obstacle such as a tree. For the following exercise, set yourself a minimum carry distance (e.g. 80m) and try to hit the ball as high as possible with an iron of your choice.



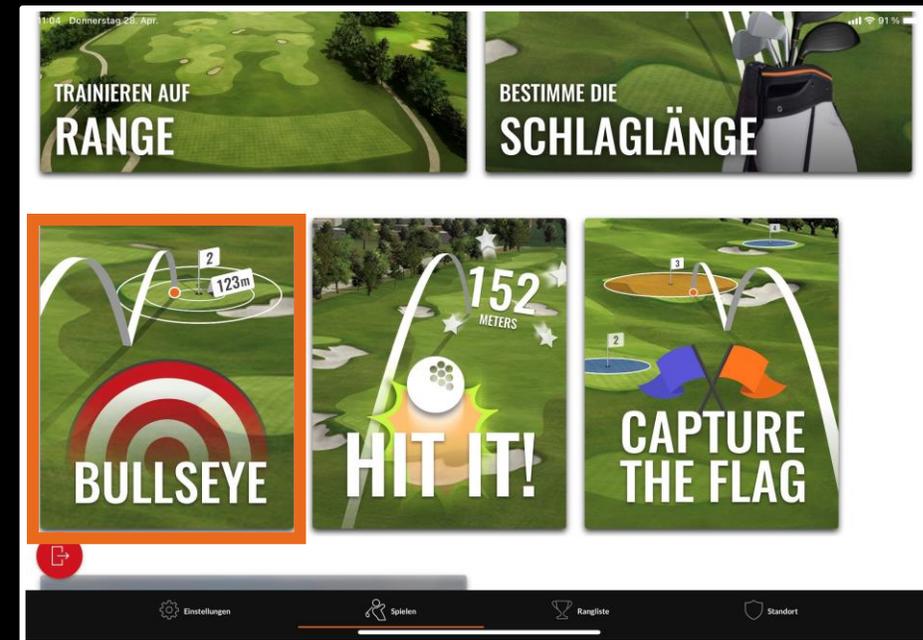
CATEGORY: CONTROL

Feature: Bullseye

#8 Improve your accuracy

It's not always just about distance. If you want to improve your golf game in the long term, you should put a lot of focus on your accuracy. Complete the Bullseye Challenge alone or with a friend. Focus only on accuracy and forget about your technique for a second. Sometimes it's all about the feeling.

Repeat this exercise over and over again!



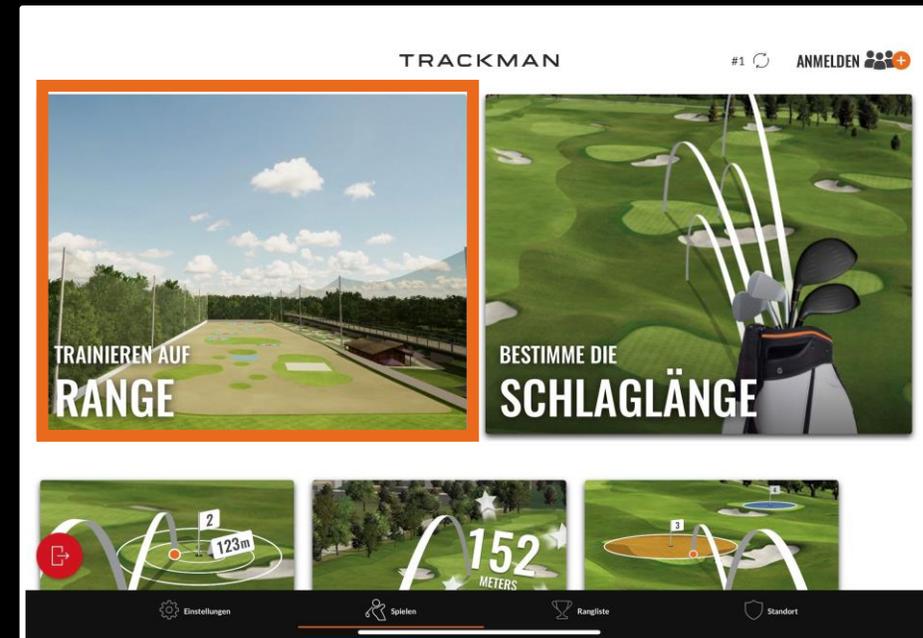
CATEGORY: CONTROL

Feature: Practice on the range

#9 Iron Whisperer

Grab an iron of your choice and work your way down in 10m increments until you play the iron to half the "normal distance".

Example 7 iron: You normally hit your 7 iron 140m carry. Start with three shots at 140m. Then three shots at 130m, then three shots at 120m and so on until you reach three shots at 70m distance. This exercise helps you to build up a special feeling for your irons.

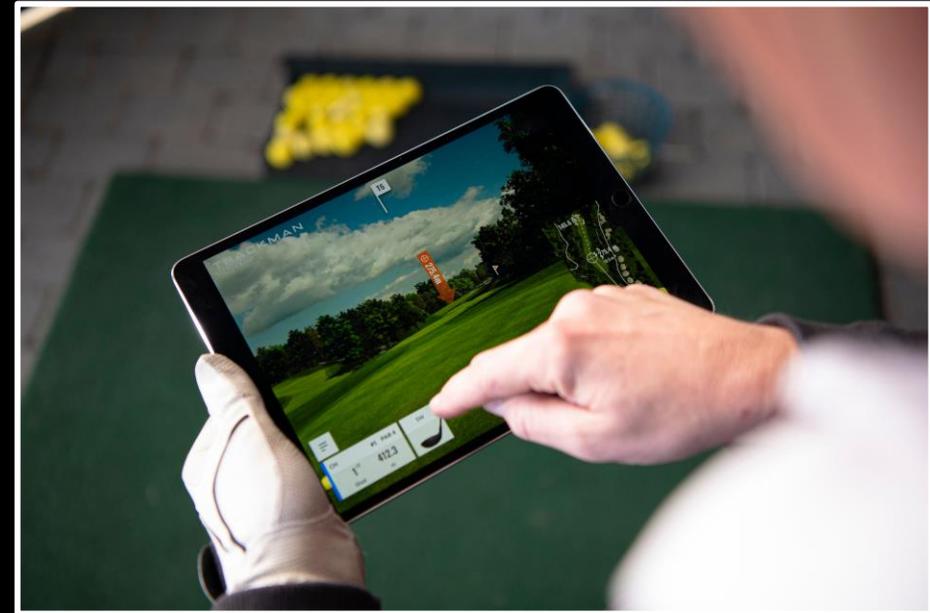


CATEGORY: CONTROL

Feature: Courses

#10 Control on the course

Play a course of your choice in Virtual Golf and always use one club less than you normally would to reduce club head speed and build rhythm and control. Example: You have a 140m shot and would normally hit a 7 iron. Instead, in this exercise you will hit a controlled 6 iron.

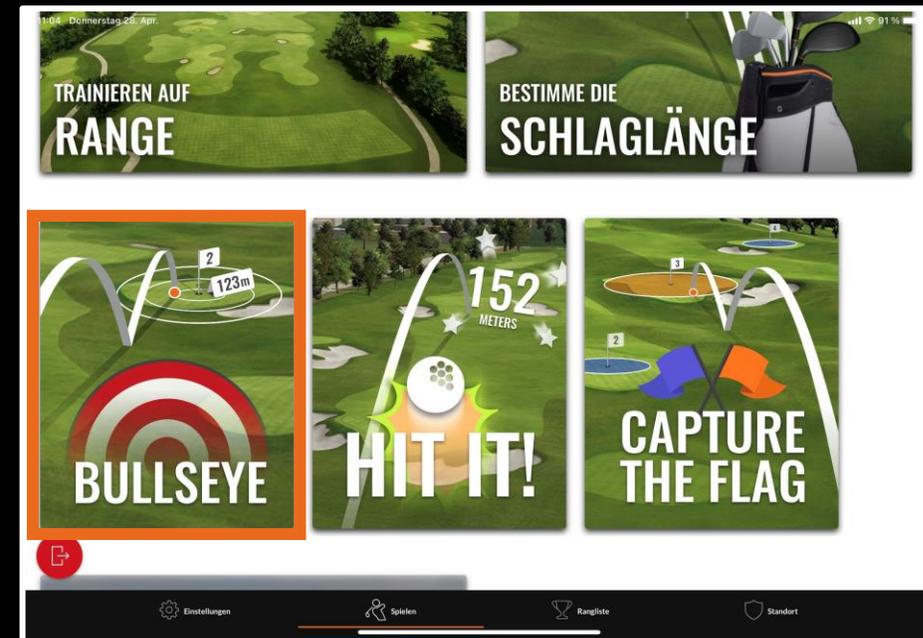


CATEGORY: CONTROL

Feature: Bullseye

#11 Change your clubs

Choose a target that you can reach with your 9 iron.
Then try to play the same distance with 8, 7, 6, 5,...
Iron.

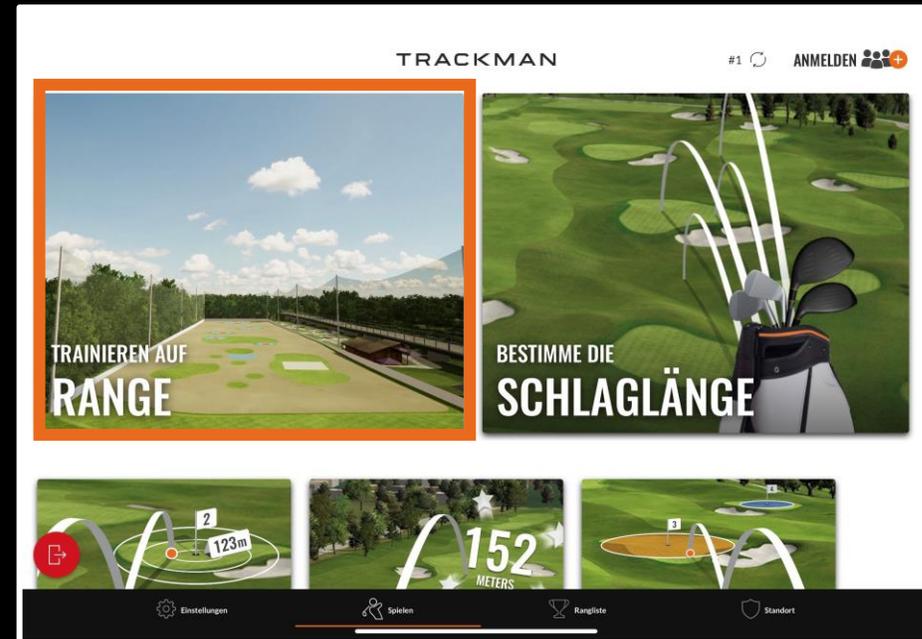


CATEGORY: CONTROL

Feature: Practice on the range

#125% Test

Go through different targets and try to place your shot within 5% of the respective distance from the target (150m shot - within 7.5m). Take 10 shots at a time and record your successful attempts. Monitor your progress over time to see which distances you need to work on.



COURSE MANAGEMENT CONTROL

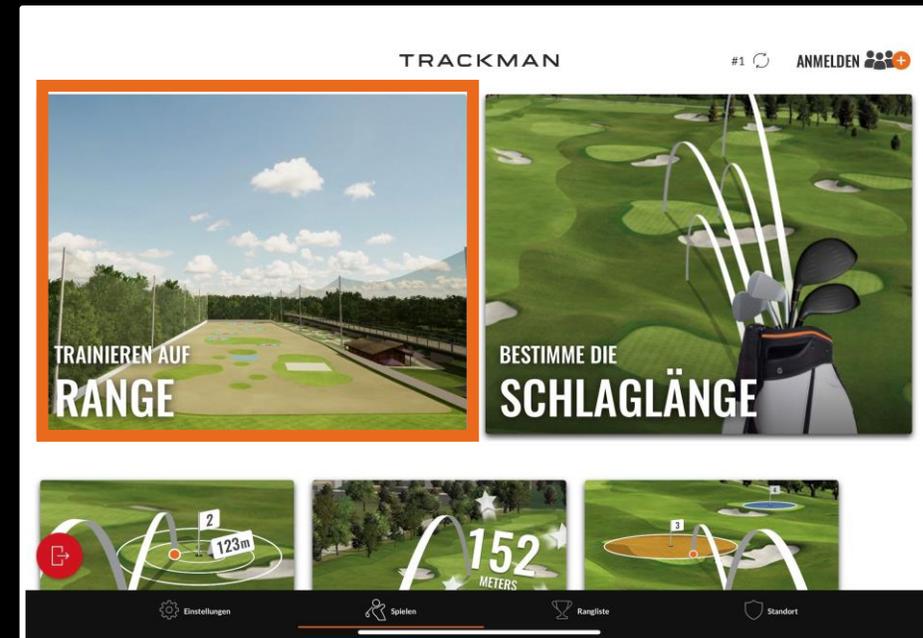
GAME IMPROVEMENT

CATEGORY: GAME IMPROVEMENT

Feature: Practice on the range

#13 Practice your skills

In your last lesson with your coach, did you learn a new grip, a new stance, a new trajectory or something similar? The goal is to hit the ball as close to the target as possible. Use your new skills and observe whether your ball starts in the intended line, has the intended trajectory and lands in the intended target.

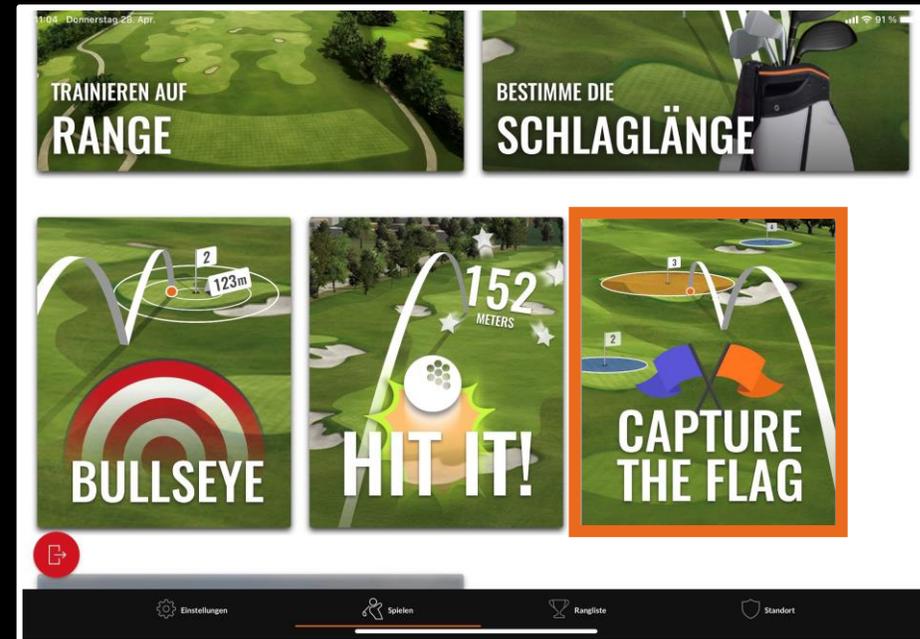


CATEGORY: GAME IMPROVEMENT

Feature: Capture the Flag

#14 Under pressure

Learn to play under pressure against opponents - see how you handle the pressure of the last shot, especially if there is a bet involved (it doesn't have to be money, it's better to bet around embarrassing tasks ;)). Capture the Flag is the perfect exercise for this.

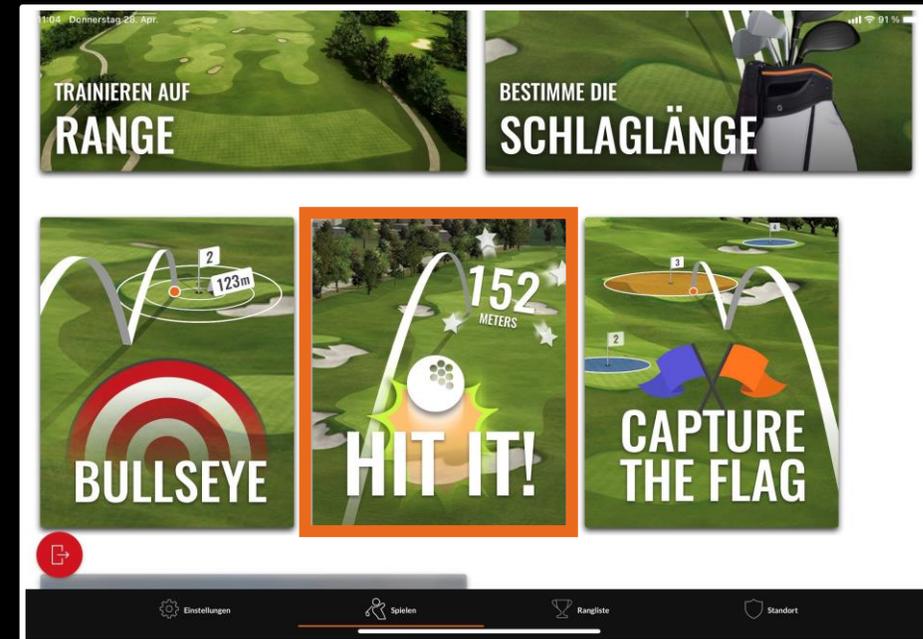


CATEGORY: GAME IMPROVEMENT

Feature: HIT IT!

#15 More distance!

Our game HIT IT! is the perfect feature to work on and check your drive distance on a regular basis. Try different things like changing your grip (strong, neutral, weak), making bigger swings, etc. to see the effect on your drives. Also look at the difference between giving 110% and 90%. The more regularly you train with HIT IT! the better your drives will be!



FAQS

FOR GOLFERS

? Why should I download the TrackMan Golf App?

Without the TrackMan Golf app, you are unable to enter leaderboard competitions or track your progress after every session.

Detailed analysis is available on your practice sessions

? How does it calculate your score on Virtual Golf?

TrackMan Range has mapped each course to the finest detail.

Your score is calculated based on green difficulty and algorithms using PGA Tour statistics

? How accurate is it really? How does It work?

The radars facing the player see from where the ball is hit. The radars behind the player see the ball flight. It is reading exactly what the golf ball does

? How do I know what points are rewarded for each ring on BULLSEYE?

Press the 'rules' button to see the breakdown of points reward for each ring on every target

? Can it show me my distance in metres, not yards?

Yes, on the home screen in the bottom right corner, you can open the region selector and choose the metrics your distances are shown in