



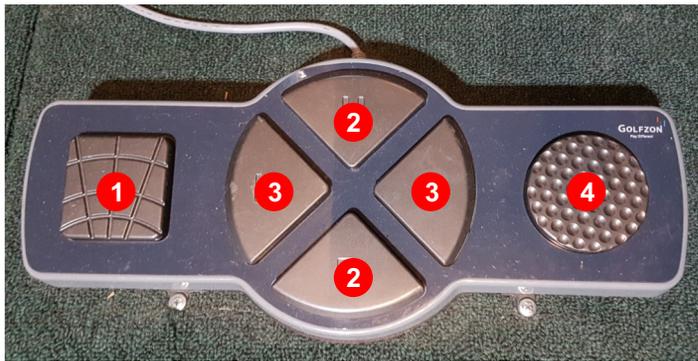
- 1 Course name, hole #, par & distance from the very back tees
- 2 Wind direction and speed
- 3 This orange line shows where you are aimed. You can change your aim by using the left and right arrows on the floor console. The orange line is always lined up with the stripes on the mat.
- 4 Distance from the tee to the end of the orange aiming line, along with the elevation change. Note that uphill elevation is shown in orange, and downhill elevation is shown in light blue. You can find any distance from your ball by using the mouse and hovering over this overhead view.
- 5 Nominal distance from the end of the orange aiming line to the pin
- 6 Flag location

- 7 Click here to change your tee height. Remember, only the driver can be hit off the tee. All other shots must be played from the fairway mat.
- 8 Click here to get to the Main Menu where you can add or delete players, skip a turn and access other features
- 9 When setting up your game you can select your ball type - distance (orange), high spin (blue) or balanced (yellow). If nothing is selected, the ball will default to a white balanced ball. Note that once your round has started you cannot change the ball type.
- 10 This shows the current location of your ball. To avoid getting a distance penalty, make sure you play your shot from the correct mat!
- 11 The current club selection. It isn't necessary to change your club for every shot, but is important if you want to putt from off the green. Club selection is done using the floor console's up & down arrows.
- 12 The number of mulligans remaining for that player

## Please remember . . .

- Play safe - only one person on the swing platform at a time
- The floor lifts and tilts - watch your step when on the swing platform
- Only the driver can be hit off the tee - everything else is hit off the fairway (striped), rough and sand mats
- In order for our staff to properly clean and sanitize the bay, simulator time ends at 5 minutes before the end of time booked. Please manage your pace of play accordingly!

## Floor Console



- 1 Reveals a grid pattern of the terrain in front of you. Helpful when chipping around the green
- 2 Unless you are using the Golfzon app to track yardages, it's not necessary to use these buttons to change your club, however, if you plan to putt from the rough, don't forget to change to putter! Also, watch you don't accidentally change your club when using the aiming buttons
- 3 These buttons are for aiming right/left. Watch the orange aiming line on the overhead view in the top right corner. This line is always aligned with the stripes on the hitting mat, so once you're done aiming, hit it straight down the stripes!
- 4 If a ball doesn't come up automatically, use this button. If that doesn't work, check to see that the system has balls loaded into the hopper - you may be out of balls.

## Playing Tips

**Putting** - it's all about the pace. . . . Approximate putting distances on a flat green:

- 10' to the tape
- 16' to the beginning of the white mat
- 24' all the way to the screen

**Elevation change** - Pay attention to the elevation change which is underneath the shot distance. Light blue number is a downhill shot, and orange is an uphill shot. The larger the number, the more you have to factor that into how you will play your shot. Just like outdoor golf, it's especially important to consider this when putting.

**Approach shots** - When hitting onto the green, there is a "heat map" of the green in the upper right hand corner. Red are the higher elevations, blue are the lower areas. Looking at this will help you plan your approach shot.

**Distance penalties** - Make sure you are playing your shot from the correct mat. The system will automatically assess a distance penalty of between 10 - 40% if you played your shot from the fairway mat instead of from the rough or sand mats.

**Tee height** can be adjusted by clicking on the Tee symbol in the lower right corner. Remember to click "OK" once you have selected your height.

### Popular Keyboard shortcuts

Red Key (F2) - Hole flyover

Green Key (F12) - Mulligan "S" key - switch between RH & LH

### Troubleshooting

**Ball not coming up?** First of all, **DO NOT stick anything into the hole** where the ball pops up! Make sure that there are balls in the hopper - you may simply be out of balls. If this is the case, just move some balls over from the other side of the bay. If there seems to be enough balls on your side, but none are coming up, try jostling the balls in the hopper a little - they may be slightly jammed.

**Accidentally go out of turn?** Use the mulligan button to "undo" the shot so the correct player can have their shot

**Ball not being detected on the tee?** Make sure you have the driver selected, as it's the only club that is allowed to be used off the tee. If you've selected any other club the system will not detect the ball off the tee - it is looking for the ball on the fairway mat.

