

Product manual

www.puttist-usa.com

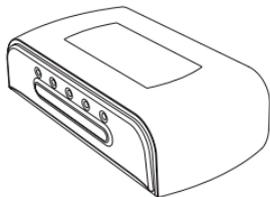
This manual is based on the PUTTIST PLUS model which has a rechargeable battery. Information related to the rechargeable battery is not applicable to the basic PUTTIST model.

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Product Components

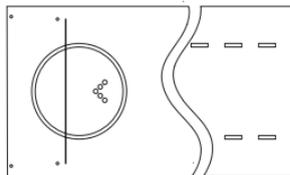
Main body



12V DC Adaptor



Mat

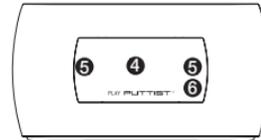


Carpet fixture

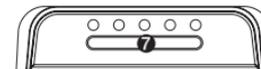


Indicators and Switches

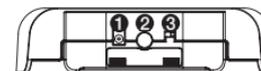
Top



Front



Back



① DC JACK (12V)

② Power/Mode Conversion switch

(On/ t,t,t/ 7-up, 7-dn, 7-rd)
t,t,t is putting from ten, twenty and thirty ft.

③ Green speed Selector (Fast, Average & Slow)

④ Main Display

⑤ Direction Indicator (Left & Right)

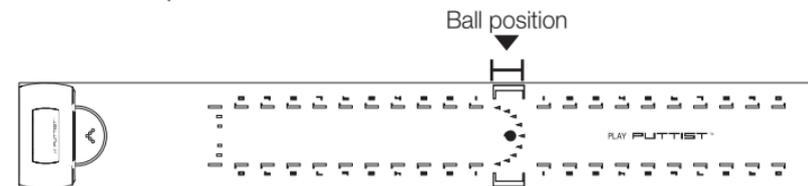
⑥ Battery Discharge Indicator

⑦ Sensing Area

Installation and Operation

1. Open the box and unroll the mat. Remove the protective tape from the adhesive non-slip pad at the bottom of main body. Store the protective tape in the box for re-application during storage.
2. Place the mat and body on a clean, dry, flat surface.
3. Press the power/mode switch on the back once to turn on. Within a few seconds, "000" will appear on the display indicating that normal mode is ready.
4. Press the power/mode button a second time for the t,t,t game mode. t,t,t means ten, tewnty and thirty.
5. Press the power/mode button a third time for the 7-putt-up (7-up) mode.

6. Press the power/mode button a fourth time for the 7-putt-down (7-dn) mode.
7. Press the power/mode button a fifth time for the 7-putt-random (7-rd) mode.
8. Press the power/mode button a sixth time to return to normal mode.
9. Once the mode is selected, place the ball on the starting line (between the brackets) and putt to the center of the unit.
10. To turn unit off, press and hold the power/mode button for 4 seconds. Automatic shutdown function activates after a few minutes of non-use.



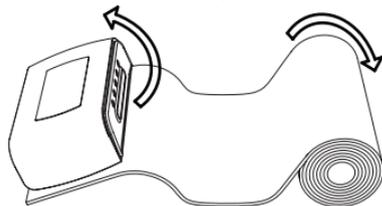
*** The putting distance will be displayed.

Tips for Moving and Storing

PUTTIST should be stored in its original box when not in use for extended periods or when travelling.

Store in box as follows:

1. Un-adhere the adhesive non-slip pad on the base of the main body by lifting the front part of unit away from the floor first as shown below.



Lifting the back first may cause damage to the non-slip pad.

2. Clean any dirt from the bottom of the pad and mat.
3. Roll the mat in the direction as shown in the picture to maintain functionality. Do not roll too tightly or too loosely.
4. The non-slip pad on the bottom of main body is crucial to maintain the functionality of the product. Clean dirt and dust off the pad with a damp cloth and apply protective tape after drying.

The PUTTIST™

PUTTIST™ is short for “Putting Artist” which was developed to combine distance and direction training for putting.

Ten Putting Drill Facts and Tips,

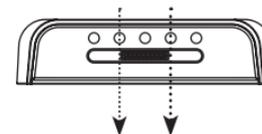
From “Dave Pelz’ s Putting Bible”

1. Putting accounts for up to 50% of the total strokes in a round of golf.
2. A driver shot of 300yd and a putt of 3ft are both equal to one stroke.
3. Stroke with a fixed wrist producing a pendulum-like movement.
4. Determine your putting line and aim to keep the ball rolling, not bouncing, along the green.
5. Speed/distance is four times as important as direction.
6. You need to practice a stroke 10,000 times to master it.
7. Practicing 100 times a day, 100 days makes 10,000 strokes.
8. You need another 10,000 practices to make it permanent.
9. A wise golfer aims not to get the ball into the hole, but attempts a stroke with optimum speed, so the ball passes the hole and stops within 17inch from the hole. He will stroke so that the ball stops within a 6ft circle around the hole for putts over 40ft.
10. Last of all, putt with confidence.

* Pelz, Dave, *Dave Pelz’s Putting Bible*. New York: Doubleday, 2000.

Putting Direction and Distance

1. A straight putt is one that hits the center of the sensor within the **three middle markers**.



Recognizable extent of straight putt

2. A putt too far to the left will light up the left direction alarm LED, and “≡ = _” will be displayed. A putt too far to the right will light up the right direction alarm LED, and “_ = ≡” will be displayed.

3. The reality of putting is that “*a short putt is a failed putt*”

Therefore, PUTTIST is set to recognize a successful putt as one that reaches the target or passes the target by not more than 2ft (see the **Never Up, Never In** table below).

Target	Successful Putt Range
10ft	10~12ft
15ft	15~17ft
20ft	20~22ft
25ft	25~27ft
30ft	30~32ft
35ft	35~37ft
40ft	40~42ft

4. The distance will be displayed on the screen and both LED lights will flash to indicate a successful, straight putt. The display will disappear downwards for a short putt failure, and upwards for long putt failure.

5. **A perfect game score in each game will be displayed as “PUTTIST, PUTTIST, PUTTIST.”**

Modes of Operation

Green Speed Setting

The default green speed for PUTTIST is 9,8ft as measured with a stimpmeter. Using the green speed selector on back of the unit, the green speed can be set to Fast, Average or Slow.

F Fast : 11,5ft

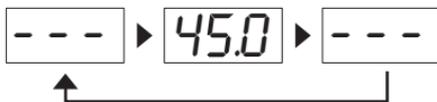
A Average : 9,8ft

S Slow : 8,2ft

* A Stimpmeter is a v-grooved aluminum bar which is a green speed measuring tool used by the USGA (United State Golf Association).

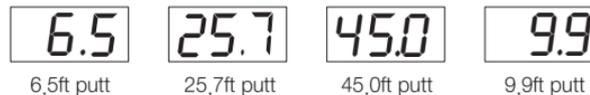
Normal Mode

- Useful for repeated practice of any distance between 6.0ft. and 45.0ft.
- Distance will be displayed for putts between 6.0ft. and 45.0ft.



Examples of Normal Mode

(Unit:ft)



Left / Right Missed Putt Display.

- A putt that is not straight will be indicated by the following display in the direction of the putting error.



For putts missed to the left

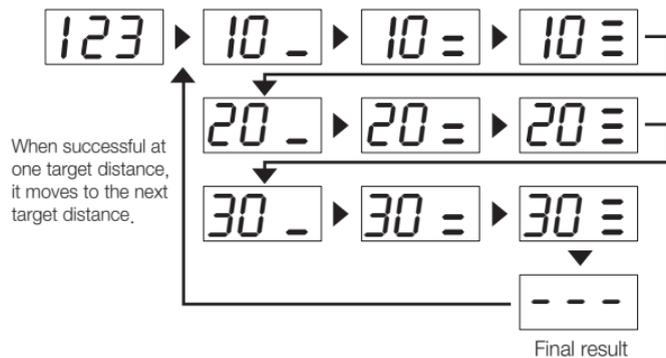


For putts missed to the right

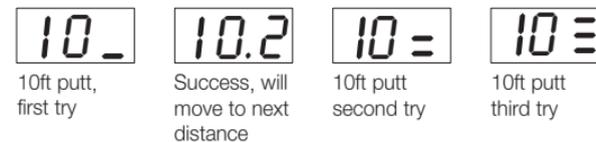
The direction alarm LED light will light up on the same side.

t,t,t Game Mode

- Designed to improve medium to long distance putting skills through repeated practice.
- Three putting attempts are allowed for each distance.

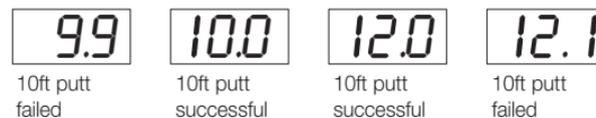


Example of t,t,t Game Displays



The achieved distance will be displayed on the screen and both LED lights will flash for a **successful putt**.

For example



Final result of t,t,t game

Final result of t,t,t game will display as follows:

- The first digit indicates the number of times that your 10ft putt attempt was successful ("-" shows all attempts failed)
- The second digit indicates the number of times that your 20ft putt attempt was successful ("-" shows all attempts failed)
- The third digit indicates the number of times that your 30ft putt attempt was successful ("-" shows all attempts failed)

↑ ↑ ↑
10ft 20ft 30ft
result result result

t,t,t Handicap

The handicap score adds the results of the successful 10ft, 20ft and 30ft putt attempts.

Handicap 6

Unavailable
due to "-"

Handicap 3
(**Best score**)

A perfect score is 111 (handicap 3), indicating success at each target distance on the first attempt.

"PUTTIST, PUTTIST, PUTTIST" will be display for a perfect score.

t,t,t Handicap Guide

- * 3-4 : Excellent PUTTIST
- * 5-7 : Good PUTTIST
- * 8-9 : Average PUTTIST

7-putt Mode

- Recommended for repeated practice of 10, 15, 20, 25, 30, 35 and 40ft putts.
- Press power/mode once each to switch to 7-up 7-dn or 7-rd mode.
- Seven putting opportunities are given in each 7-Putt game, that is, one attempt for each distance.
- The final result will be displayed as the number of successful putts in the game.

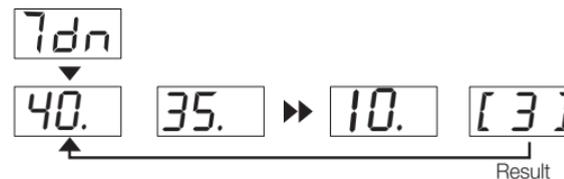
7-up game

- Seven putting distance targets are given in ascending order (10, 15, 20, 25, 30, 35 and 40ft). The following result display shows that six out of a possible seven putts were successful:



7-dn (Down) Game

- Seven putting distance targets are given in descending order (40, 35, 30, 25, 20, 15 and 10ft). The following result display shows that three out of a possible seven putts were successful:



7-rd (Random) game

- Seven putting distance targets are given in random order. The following result display shows that four out of a possible seven putts were successful:



7-Putt Scoring Analysis



▶ Score 7

The highest score is 7, which means successful putts were achieved in all seven putting opportunities.

“PUTTIST, PUTTIST,PUTTIST” will display for the highest score.

7-putt score analysis

* 7~6 : Excellent PUTTIST

* 5~3 : Good PUTTIST

* 1~2 : Average PUTTIST

Application of PUTTIST on a Real putting green

- The Standard distance between the standard ball position on the mat and the PUTTIST sensor is 2,7ft.
- Your aim is to imagine the target distance while practicing so that when on the green you will be able to replicate the putt.
- Putt with the relevant feel for the distance learned so that the ball stops within 2ft (one-putt range after passing the imaginary target).
- Compare the actual green speed on the putting green before teeing off by practicing 10ft, 20ft, and 30ft putts with the feel learned from training with PUTTIST.
- Understand the difference of the green speed between PUTTIST and a real putting green.

Calculating Green Speed

Green speed is not the same all the time. It can change by the hour or day even on the same course. Therefore, it is important for golfers to have their own standard. Knowing your own stride length is also important. An average adult stride length is 2ft, therefore 10ft is about 5 steps, 20ft about 10 steps etc. Find a flat area of putting green before teeing off. Putt your favorite distance and using your stride measure the distance travelled to figure out the current green speed. If the actual distance is longer, the green speed is faster. If the actual distance is shorter, the green speed is slower. On the actual green measure the distance along the putting line using your stride, taking inclines or declines into account. Putt through an imaginary target of 2.7ft by using your trained 'feel' for the actual distance required. You may make a number of birdies on a lucky day. You are a real PUTTIST.

My PUTTIST

Register your product and create your own My PUTTIST page to log game scores, view your PUTTIST stats and more! Visit www.puttist-usa.com/myputtist.

Precautions

1. Be sure to use the adaptor provided.
2. Charging the battery with an unapproved charger may cause the battery to explode or the product to malfunction.
3. Charging should be done in a place with good ventilation. Covering the charger may cause overheating and fire while charging.
4. Batteries should be charged for 10 hours before first use, or when recharging after prolonged use.
5. When the battery light (bottom right LED) flashes, an immediate recharging is required. **DO NOT ALLOW BATTERY TO COMPLETELY DISCHARGE.** Recharging after complete discharge may cause malfunction of the product.
6. A damaged power cord or power pack may cause a fire or electric shock. Do not forcibly pull on the power cord. Do not put heavy items on the charging power pack. Do not plug in the power pack with wet hands.
7. Be careful of excessive physical shock to the product, because the product has a high-precision built-in sensor. The product can be damaged by shock and pressure.
8. Do not install or use the product in a dusty or wet area.
9. Clean unit with a dry cloth and keep it away from water and other liquids.
10. When the non-slip pad on the bottom of the product loses adhesion because of dirt, clean it gently with a damp cloth. When removing the main body of the unit off the floor, lift the front of the unit up first.

11. The carpet fixture has sharp teeth. Be careful of the fixture during installation and use. Keep the fixture in a safe place after using to prevent stepping on it.
12. Putts over 50ft, may cause damage to the unit. They should not be attempted.
13. Take regular breaks when playing PUTTIST to avoid back strain.
14. Do not disassemble or modify the product in any way. Disassembling and alteration by unauthorized persons will affect the accuracy of the sensor and void any warranty.
15. Keep all components away from direct heat as it may result in malfunction or fire.
16. The product is not waterproof and is strictly for indoor use. Any water damage will void the warranty.
17. Do not wash the mat in water because as it will damage the rubber and fabric.
18. The product is only to be used on floors.
19. Infants/small children and pets around the unit should be supervised at all times.

Product Specification

Item	Unit	Details	Remark
Dimension	inch	Main unit 8 x 2 x 4	Including Mat 8 x 2 x 61
Weight	lb	0,95	1,45(Including Mat)
Rated Voltage	Volt	DC 12	Use approved adaptor
Charging Time	Hour	10	Recharge before complete discharge
Battery Life	Hour	>3	For continuous use
Putting Range	ft	6,0~45,0	No putt over 50ft

Continuous product improvement may change some of the above specifications without notice.

Warranty

- 12 Month Limited Warranty from date of purchase.

PUTTIST Co., Ltd.

In the USA and North America

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PLAY **PUTTIST**™

DESIGN BY INNO™