

## All Golf Simulators are not created equal!

Having been in the "Custom Golf Club" business for over 35 years, we at Alberta Golf Works have seen both the "Best", and the "Worst" when it comes to the equipment used to either fit golf clubs, or provide simulation data to play simulated golf.



Over the years, we have owned over 7 different systems that we have used to acquire the details necessary for us to truly build "Custom Made Golf Clubs".

Several of our earlier systems used either sensors in the floor that the club head passed through on the way to the ball, or laser beams that the club head and/or the ball pass through during and after the ball is hit. This data is then fed through computer algorithms that quickly calculate what the golf ball would do given the numbers seen by the floor sensors, and/or the laser beams being passed through.

The system that uses laser beams is the more accurate of these two systems, since it actually does to some degree calculate what the golf ball does after it is hit. The disadvantage of this system is that the ball always has to be hit from a specific location, or tee position in order for the calculations to be reasonably accurate. Systems we have employed using this technology are: Par T Golf, and Golf Achiever. The problem we had with these systems is the necessity to be constantly adjusting either the laser array, tee height etc. in order to insure accurate readings.

A system that uses only floor sensors can tell you a lot about what the golf club does, but it really does not have a clue what the golf ball is doing. You can even miss the golf ball and it will still try to calculate what would happen to the ball assuming you hit it on or near the sweet spot. Some of the systems we have employed using this type of pickup are; Golftech, Sportech (now out of business), and P3 ProSwing. More recently a unit called "OPTISHOT" by Dancing Dog has been advertising this sort of device.

If you really want to know what is happening to the "GOLF BALL", and this really is the key, a system employing high speed cameras is what is needed, and in our opinion the way to go for either acquiring Golf Ball data or Simulation data. This type of unit actually knows what the golf ball does after it has been hit, since it takes actual images of the ball at impact, and for several inches after impact. The unit can then calculate with great precision the speed of the ball, the launch angle of the ball, the angle left or right the ball is travelling, the spin on the ball, and the distance that ball would travel through the air. The only guess then is the roll out of the ball after it lands and this is impossible to get accurately for obvious reasons (ie. downhill, uphill, hard or soft fairway etc.). The roll out the ball would have is calculated based on what information you put in during testing (wind, rain, hard conditions, soft conditions, etc), although a calculation based on the "GOLF BALL" facts, present the most accurate information in order to simulate a "GOLF GAME".

With the above in mind, if you are looking for a Launch Monitor/Golf Simulator either for personal, or commercial use, come by Alberta Golf Works and check out our new "BOGOLF" systems which allow more flexibility for RH -LH applications in a commercial environment.

These systems are camera based as explained earlier, and can come equipped with up to 100 different golf courses.

So, whether you are looking for a whole simulator system, or consulting on a partial system suited to specific needs why not take advantage of our years of experience