

JAWS RAW

PURE SPIN IN ITS RAWEST FORM



FITTING PROTOCOL

STEP 1: PRE-FIT INTERVIEW

- Player's goals, current gamer, any physical limitations, are they taking lessons or plan to, etc.
- Current clubs and set make up, especially as it relates to wedges.
- Types of shots inside 100 yards the player prefers to hit and specifically, in and around the greens. For example, do they prefer to open the face or play most shots with a square face? What shots they are most and least confident in?
- Typical course conditions played on, including fairways, rough and sand - firm, average, soft, etc.

STEP 2: WEDGE MAKE-UP

- Based on the player's PW or AW/GW, determine how many wedges are needed to complete the set for proper gapping.
- Wedges should be added in 4°-6° increments to keep 10-15 yards between clubs until the set is complete
- Determine the likely SW loft, of either 54° or 56°, and likely LW loft, of either 58° or 60°.

PRO TIP

The final set make-up should provide a golfer 10- to 15-yard gap, between each wedge on full shots. Common wedge combinations: 48°/54°/60°, 50°/54°/60°, 50°/54°/58°, 52°/56°/60°, 48°/52°/56°/60°, 46°/50°/54°/58°

STEP 3: DATA GATHERING AND GRIND SELECTION

1. The player hits 3-4 full shots with the appropriate SW loft with an S Grind sole, with the fitter noting the average/common Angle of Attack (AoA) and asking for feedback on feel/ground interaction.
2. The fitter then makes an initial determination on a likely LW (58° or 60°) grind based on the pre-fit interview, SW test results and input from the player. If the fitter is not sure where to start, use the S grind.
3. The player hits 3-4 full shots with that LW wedge, with the fitter noting the average/common AoA and asking for feedback on feel/ground interaction.
4. The fitter then narrows the grind options to two, based on the AoA as shown in the middle column of the chart below.
5. The player hits 2-3 25-40 yard pitch shots with one of the recommended LW grinds, with the fitter noting the average/common AoA and launch/spin consistency and asking for feedback on feel/ground interaction.
6. The player then hits 2-3 25-40 yard pitch shots with other/second recommended LW grind, with the fitter noting the average/common AoA and launch/spin consistency and asking for feedback on feel/ground interaction



7. Finalize SW and LW recommendations:

- The fitter makes a final SW grind recommendation based on the AoA in the far left column of the chart below and player feedback.
- The fitter makes a final LW grind recommendation based on the AoA in the far right column of the chart below, launch/spin consistency (the more consistent the better) and player feedback.
- The 54°/56° and 58°/60° lofts recommended should be based on the player’s PW/AW/GW lofts as well as additional distance gapping work done during the fitting, as needed.

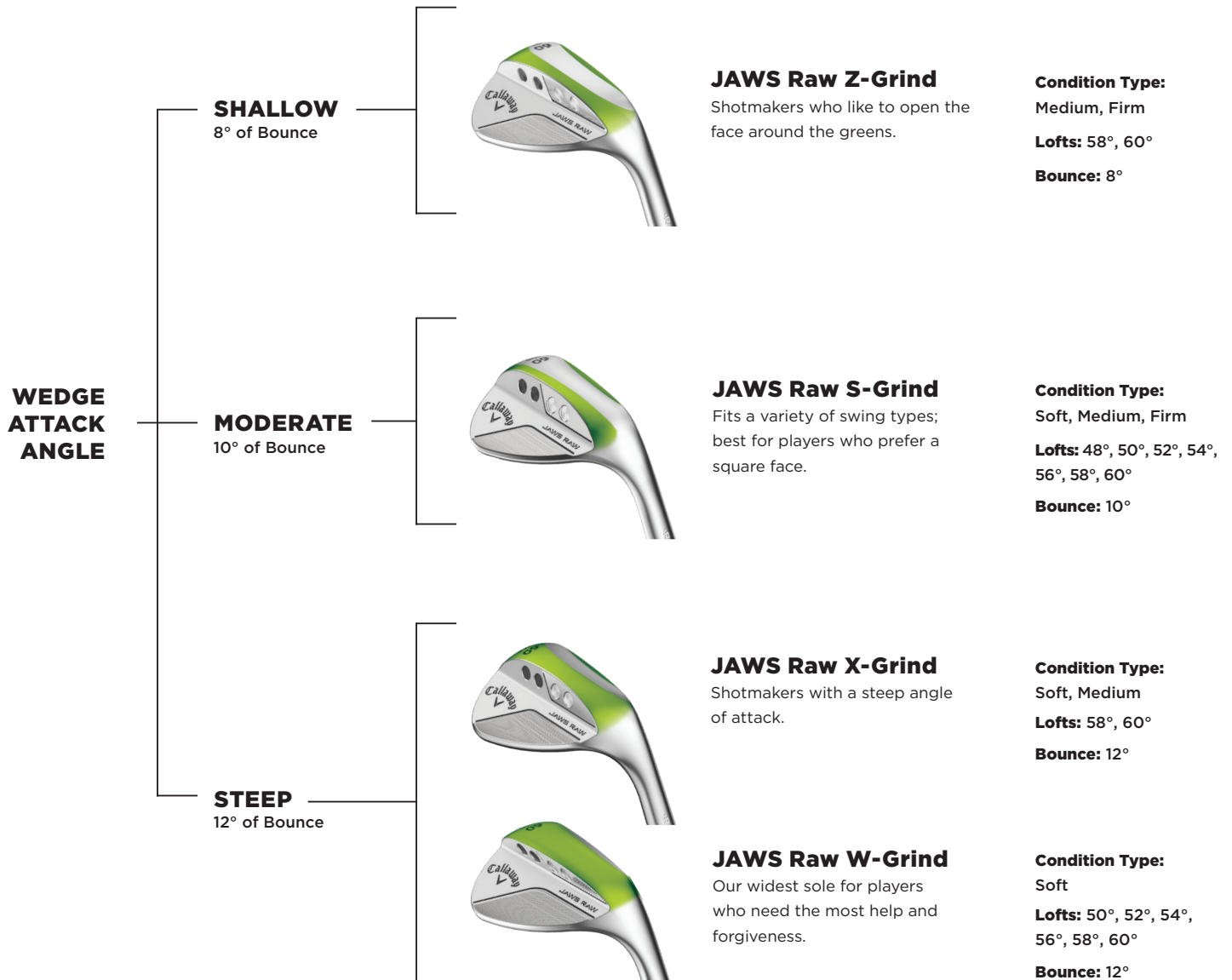
SW - 54° OR 56°	LW - 58° OR 60°	
FULL SWING AoA	FULL SWING AoA	25-40 YARD SWING AoA
7° or less / S Grind	5° or less / Z - S Grind	7° or less / Z Grind 7° or more / S Grind
7° or more / W Grind	5°-9° / S - X Grind	7° or less / S Grind 7° or more / X Grind
-	9° or more / X - W Grind	7° or less / X Grind 7° or more / W Grind

■ PRO TIPS

- While Angle of Attack (AoA) is a great way to help determine the proper sole grind for a player, there are some higher handicaps who are "shallow scoopers", whose AoA is low and who flip the head forward, adding loft, at/near impact. Numerous fat/thin shots and abnormally high launch angles on better struck shots are good indicators of this player type. These players are typically best suited for wider soles with more bounce, like the W grind, than their AoA numbers would indicate from the charts below.
- Similar but opposite, there are players who significantly de-loft the club through excessive shaft lean towards the target. Though not always, these players are typically better, faster swing speed players. These players may need additional bounce, as de-lofting the club through impacts lessens the bounce angle.
- Z-Grind:** A tri-level sole design, with an aggressive leading-edge chamfer that acts as a skid plate for enhanced turf interaction. The chamfer also reduces digging, making this a more playable low-bounce grind. This is a versatile grind around the greens for opening the face or hitting it square. This grind is often best for firm course conditions. 8° of bounce.
- S-Grind:** Standard medium-width sole with a slight ribbon at the back, and moderate heel relief to keep the leading-edge low through impact. A small leading-edge chamfer is employed for enhanced turf interaction. This is our most popular grind option for a wide variety of conditions and swing types. 10° of bounce.
- X-Grind:** Our highest bounce option provides heel and toe relief, along with a narrow width for versatility when you open the face. A small leading-edge chamfer is added to reduce digging. The wedge is best suited to shot makers with a steep angle of attack. This wedge is often best in medium to soft conditions and softer sand. 12° of bounce.
- W-Grind:** Our widest sole option with a tighter front to back radius and a small leading-edge chamfer. This promotes skidding and reduces digging. This is our most forgiving sole grind. This wedge can be best in soft, lush course conditions. 12° of bounce.



WEDGE RECOMMENDATIONS



Disclaimer: These are recommendations based off iron preference. Not all players will fit into this model. Short game needs can be very player dependent.