

ONE PUTTING

User Manual



- 4 Cautions in use of ONEPUTTING
- 5 Introduction of product and identification of components
- 6 Main functions
- 7 Name of every part
- 8 Mode conversion and Summary of function button
- 9 Starting of ONEPUTTING
- 10 Practice mode for voice lesson
- 11 Practice mode for setting distance
- 12 Game Mode
- 13 Detailed function explanation of ONEPUTTING
- 14 Before thinking it as failure
- 15 Green speed

Thank you for purchasing this product.
Please read this manual before you use it and keep it well for the future reference.

JUST A MOMENT,

TAKE CARE OF FOLLOWINGS BEFORE USING ONEPUTTING.

1 Paste the stickers enclosed with the putter used.

As ONEPUTTING is a system that recognizes infrared sensor reflected on the bottom surface of putter, attach white stickers to all putters.



Enclosed sticker sensor



Figure pasting stickers



Various types of putter can be used after sticker adhesion.

2 Avoid a place where the sunlight directly shines or direct light.

As ONEPUTTING is an electronic device that uses a digital sensor, malfunction may occur at a place where the sunlight directly shines or where a strong light exists. Use the product indoors where static electricity is not severe.

3 Use only a white ball.



Do not use a colorful ball like a red or pink, not white one as it affects data.

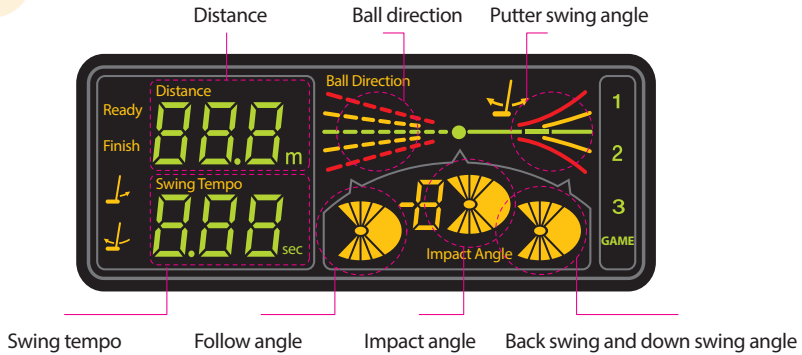
Caution: Practice the ball in a white surface so that a black logo or symbol of a white ball will not be opposed to the sensor where the ball is placed on.

4 Do not put a ball or putter on the sensor of the main body.

5 In the Distance Setup Practice mode and the Game mode, no voice lesson comes out.

IMMEDIATELY STARTING ONEPUTTING.

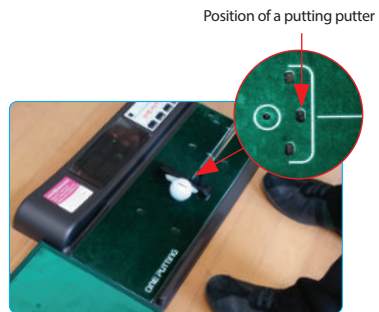
Information Screen explanation of putting result



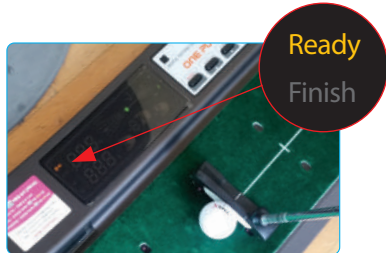
Using sequence of ONEPUTTING



1 Put a white ball in a proper position within a circle.



2 Put a putter in a whiter line of a putter shape.



3 Start putting if a Ready mark appears.



4 Practice with correction while watching data if putting is finished.

Cautions

Cautions in use of ONEPUTTING

As the ONEPUTTING as a digital putting practice product is composed of dedicate sensors and electronic parts keep following cautions in use.



Malfunction may occur at a place where the sunlight directly shines or where a strong light exists (immediately below indoor light).

Take care as malfunction may occur at a place where severe static electricity exists and use the product at a clean room.



Paste the enclosed white sensor sticker with the bottom surface of the used putter. Bright color series of straight putter have no need of pasting stickers.



Enclosed sticker sensor



Figure pasting stickers



Various types of putter can be used after sticker adhesion.



The DC power supplies provided together with product must be used. If not using product, turn the DC power supplies off.



As ONEPUTTING detects quantity of light and automatically calibrates the sensor, do not hold a ball or putter etc on the bottom surface of the main body. (where the sensor is located at)

If failure of operation occurs, turn off and then turn on again after 2sec.



Exercise care so that excessive shock, moisture and salt, etc will not touch with product.



Do not disassemble product.

For optionally disassembled product, there is danger of electric shock and warranty repair will not be disqualified.



If replicating, processing and distributing ONEPUTTING without permission, the relevant person may be subject to criminal punishment according to the Act for Protection and Management of the Intellectual property rights as well as to damages in the Civil Law.

Introduction of product

This product is a device for putting correction and practice device on the new concept that analyzes the putting stroke data perceived in interval of 1/2,000sec from a digital sensor on the real time base and then displays the results on the screen.

This is efficient practice to find and correct problems in user's putting when practicing a putting, and the user can obtain self-confidence and maximum effect.

ONEPUTTING is easy to install and simple to move and can be conveniently used at a small space of office or home.

Identification of components

This ONEPUTTING set is composed of 5 total components such as main body, DC power supply, sensor sticker, user's manual and ball recovery unit.

ONEPUTTING's main body



DC power supply



sensor sticker



user's manual



Ball recovery unit



Model name of DC power supply unit :

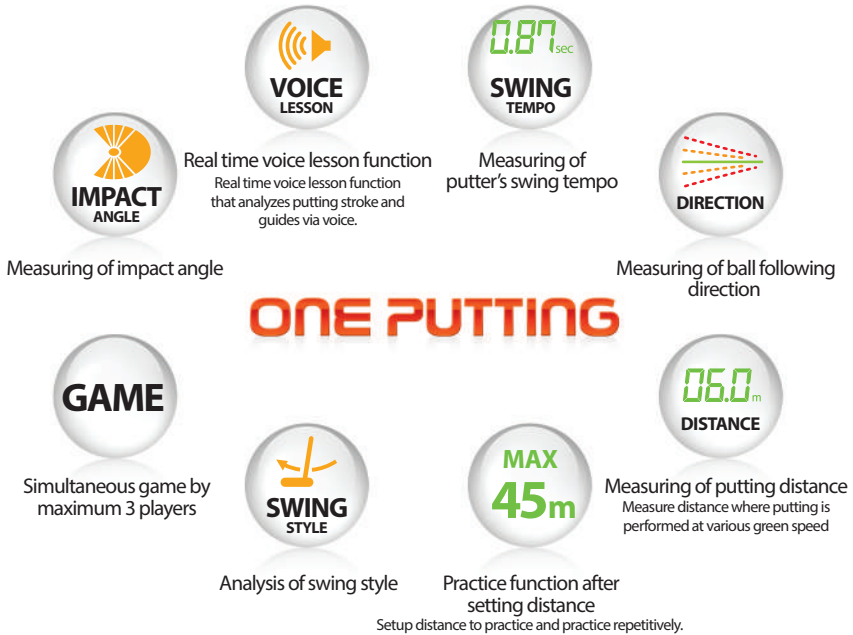
DRL-09500, Safety certification No: SA10022-2001D, Rated output A/C: DC 9V 500mA,

Manufacturer: Dream Electronics

-Never use other adaptors (A/S not allowed).

-A mat graphic may be changed without prior notice for better design.

Main functions of ONEPUTTING



Real time voice lesson function :

Real time voice lesson function that analyzes putting stroke and guides via voice.

Measuring of impact angle :

Function to measure angle of a putter in impact for information

Measuring of putter pace by phase :

Function to guide status of putter pace in back swing, down swing, impact and follow swing

Measuring of swing tempo :

Function to guide swing tempo in the unit of second in putting

Analysis of swing style : Function to analyze swing style (HIT & SWING) for information

Measuring of ball following direction :

Function to measure ball following direction after putting for information

Measuring of putting distance :

Function to measure ball putting distance after putting for information (adjustable green speed)

Practice function after setting distance :

Function for user to optionally measure distance for information

Distance setup by max 45m : Distance setup to a long putting up to 45m in the unit of 1 meter

Simultaneous game by maximum 3 players :

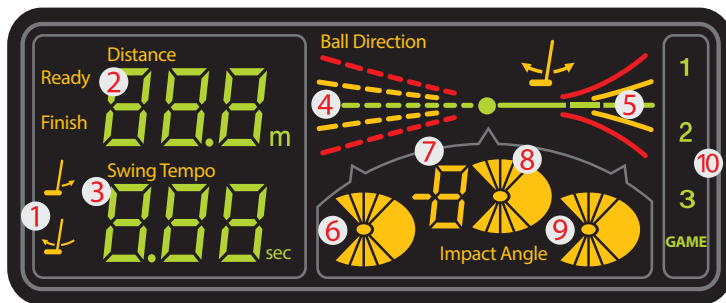
Putting game that maximum 3 persons can randomly enjoy at the same time (6-hole, 9-hole, 18-hole selectable)

Explanation of ONEPUTTING main body



1. Result display Screen
2. Mode button (practice/distance setup/game conversion button)
3. Function selection button (green speed, etc)
4. Ball position detection sensor
5. Putter detection sensor
6. Volume switch
7. Power switch
8. DC power connection unit (adapter)

Explanation of result display Screen



1. Swing style
2. Distance
3. Swing tempo
4. Ball following direction
5. Backswing/Downswing track
6. Putting status in followswing
7. Putter angle in impact (9[Open] ~ -9[Close])
8. Putting status in impact
9. Putting status in backswing/downswing
10. Green speed


Method to see putter angle

 = Closing of putter face
  = Square status
  = Opening of putter face

Name of every part

Mode conversion

The user can variously practice putting using 3 total modes such as Voice Lesson Practice mode that analyzes putting stroke in real time and informs the results via voice, Distance Setup Practice mode that can practicing specific distance by setting up distance and Game mode that maximum 3 persons can enjoy and practice game at the same time.

Mode conversion is done using the Mode button. 

Voice lesson Practice mode Initial power on status

Distance setup Practice mode Press the mode button lengthly in the Voice Lesson Practice mode for more than a second.

Game mode Press the mode button shortly in the Voice Lesson Practice mode.








Mode is converted to the Voice Lesson Practice mode status if pressing the mode button in the Game mode or the Distance Setup Practice mode.



Summary of function button

Information appearing on the Result Display Screen when pressing the function button (1,2,3-button) shortly or lengthly in every mode status are summarized as below.

The user can practice more effectively through classified putting data if practicing putting after well-understanding the contents of the Function Button.

Mode status	Pressing time			
In Voice Lesson Practice mode	Press shortly	Green speed fast	Green speed usual	Green speed slow
In Distance Setup Practice mode		Increase distance	Decrease distance	Completion of distance setup
In Game mode		Selection of 6 holes / person	Selection of 9 holes / 2persons	Selection of 18 holes / 3persons
In Voice Lesson Practice mode	press lengthly	Putting success rate/ Average tempo	Total putting numbers	Voice lesson re-hearing
In Distance Setup Practice mode		Putting success rate/ Average tempo	Total putting numbers	-
In Game mode		Total putting numbers of No.1 player	Total putting numbers of No.2 player	Total putting numbers of No.3 player

Example) Green speed is selected as Fast Green if pressing No.1 button shortly in the Voice Lesson Practice mode.

Total par numbers are announced if pressing No.2 button lengthly in the Distance Setup Practice mode.

ONEPUTTING Power On

Do not put a ball or putter on the main body when powering on (malfunction may occur).

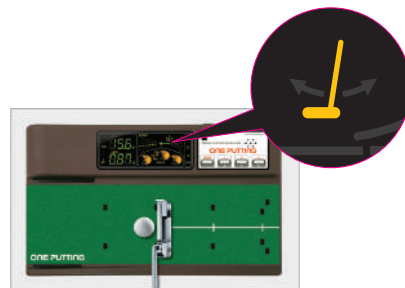
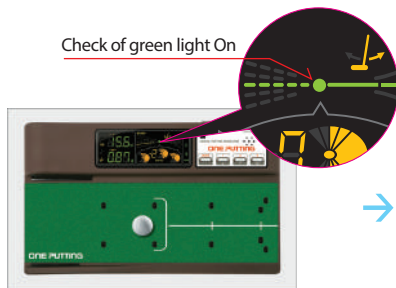


1 Connect a DC power unit with the main body.

2 Press power switch On.

3 Ready for practice is completed if announcement comes out.

Ready for putting practice (check places to put or putter)



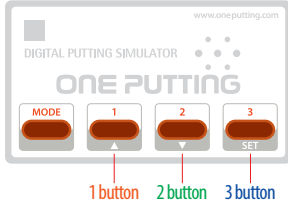
1 Put a ball on the ball sensor.
Check that green light turns on the Ball Icon.

2 Put a putter on the putter detection sensor.
Start putting if the Putter Icon turns on.

TIP - It is recommended to use a white and clean ball for accurate operation of the sensor.
- Attach the enclosed white sensor sticker to the putter as the sensor recognition ratio reduces where the bottom surface of the putter is of a back color series.

Practice mode for voice lesson

The Voice Lesson Practice mode provides function to lesson major problems of user's putting via voice by analyzing putting stroke in real time. (Powering on enables to automatically setup the Voice Lesson Practice mode).



Button	1 button	2 button	3 button
Method			
↵ Press shortly	Green speed fast	Green speed	Green speed slow
↓ press length	success rate average tempo of putting	Usual Total putting numbers	Voice lesson re-hearing

- TIP**
- Pressing button lengthly means to pressing the button until "Ding-Dong" sounds for a second.
 - Pressing the Mode Button in the Distance Setup Practice mode or Game mode shortly enables to convert the Game mode to the Voice Lesson Practice mode.

Type and explanation of voice lesson

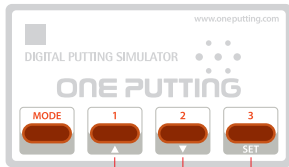
🔊 Good Putt!

When ball forwarding direction is central and the putter is in the square status in impact and the downswing track is straight.

- 🔊 **Please push putter to the intended target direction continuously after impact.**
Make follow through longer and lower than backswing.
- 🔊 **Impact angle was opened/closed please check putter pace at impact.**
Practice so that status of the putter pace becomes square in impact.
To make the ball forwarding direction straight, track of putter must become straight and status of the putter space must be square.
- 🔊 **The putter track was opened/closed throughout follow, check putter pace position.**
A ball can be easily forwarded to the target point when pushing the putter in the target direction straightly in the status that putter pace maintains square even in follow swing after impact.
- 🔊 **Please set the center of the putter pace at impact.**
- 🔊 **Please keep putting not to be excessive inside/outside on swing path.**
Practice so that track of putter may become straight immediately before impact with a ball in the course of downswing. Where track of putter is not straight, the ball forwarding may not be straight even if the putter pace becomes square.
Make so that track of putter becomes straight when starting backswing.
- 🔊 **Please maintain in parallel between ground and putter at address.**

Practice mode for setting distance

Distance Setup Practice mode is function for the user to repetitively practice the relevant distance by setting up the desired distance within 2m ~ 45m distance.



1 button 2 button 3 button

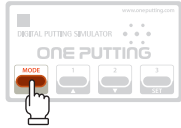
Button	1 button ▲	2 button ▼	3 button / Set
Method			
↓ Press shortly	Increase distance	Decrease distance	Completion of distance setup
↓ press lengthy	success rate average tempo of putting	Usual Total putting numbers	—

Hole in Hole-in and applause sounds where ball direction is central or is the same with setup distance or passes 70cm.

Concede applause sounds within radius 50cm from the hole.

- TIP**
- Pressing button lengthy means to pressing the button until “Ding-Dong” sounds for a second.
 - Pressing the Mode Button in the Distance Setup Practice mode or Game mode shortly enables to convert the Game mode to the Voice Lesson Practice mode.

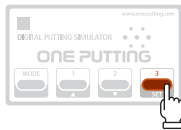
Practice method for setting distance



- 1 Press the Mode button lengthy until “Ding-dong” sounds for more than a second.



- 2 Setup the desired distance using the 1-button (Up) and the 2-button (Down).



- 3 Complete the distance setup by pressing the 3-button.

- TIP**
- Distance Setup Practice mode can be converted in the Voice Lesson Practice mode.
 - Practice after sound mode is completed as buttons and sensors do not operate while sound comes out.
 - In the Distance Setup Practice mode and the Game mode, Voice Lesson does not come out.

Game Mode

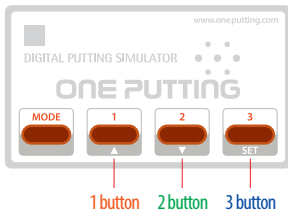
Game mode is function to perform such practice as actual game by that ONEPUTTING optionally sets up the distance within 2m through 20m and maximum 3 players can select and enjoy 6-Hole, 9-Hole and 18-Hole.

When 2 persons or 3 persons playing game, the distance is differently setup every player and the remained distance is calculated by calculating angle of both forwarded distance and direction after one-putting. Thus, distance within 3m can be displayed as hole in even if hole direction is not green.

- Information such as total putting numbers and current hole number are displayed if pressing the relevant player number button during game (1-button: First player, 2-button: Second player, 3-button: Third player).

Hole in Hole-in and applause sounds where ball direction is central or is the same with setup distance or passes 70cm.

Concede applause sounds within radius 50cm from the hole.

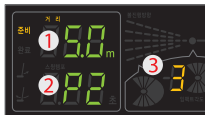


Method	Button	1 button	2 button	3 button
↓ Press shortly		Selection of 6 holes / person	Selection of 9 holes / 2persons	Selection of 18 holes / 3persons
⇩ Continuing pressing		Total putting numbers of No.1 player	Total putting numbers of No.2 player	Total putting numbers of No.3player

- TIP**
- Continuing pressing means status to continually press the button, and this mode is released if taking off the hands from the button.
 - This mode is ended if pressing the mode button in order to cancel or end during game setup.
 - In the Distance Setup Practice mode and the Game mode, Voice lesson does not come out.

How to see Information Screen in game mode

Ready for putting



1. Setup distance or remained distance
2. Player to putting
3. Current hole par numbers

Example)

The third putting distance of 5m remains for No.2 player.

When holding the relevant player button



1. Current hole numbers
2. Accumulated par numbers so far
3. Current hole par numbers

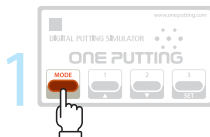
Example)

Accumulated putting numbers are 23 strokes, current 16 holes and 2-putt are completed.

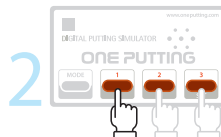
Game mode setup method

«) (Voice announcement) Please select person numbers.

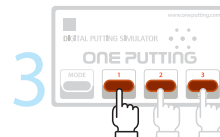
«) (Voice announcement) Select hole numbers.



Press the Mode button shortly.



Select person numbers using the No.2 and 3 button.
1 person (1-button), 2 persons (2-button), 3 persons (3-button)



Select hole numbers using the No. 1,2 and 3 button.
6 Hole (1-button), 9 Hole (2-button), 18 Hole (3-button)



Distance

Player can freely practice in the most similar status with actual green by classifying the green speed of major golf courses into Fast, Usual and Slow and measuring distance according to the selected green speed.

Practice method

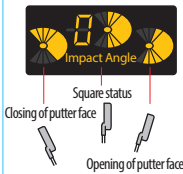
Practice so that a player can have accurate swing width according to distance while tempo is constant.
 (Example) Distance is about 5m if swing width is about 20cm when swing tempo is 1sec.



Swing tempo

Measures and displays required time from putting start to impact. To maintain a proper tempo, perform putting stroke like pendulum (pendulum movement). A ball can be forwarded to constant distance while maintaining swing tempo constant depending on swing width.

Practice method Constant swing temp can be obtained irrespective of distance.



Angle and status of putter

Directly check status of pace by measuring angle of the putter pace in impact. Take measure to perform a proper putting by easily finding and correcting problems in every phase by measuring status of the putter in backswing, downswing and followswing and display them in a drawing.

Practice method Status of putter must become square in a player's pace.



Measuring of ball direction

Measure and display direction of impacted ball.

- Green : Within $\pm 1^\circ$ (hole in angle)
- In putting within about 3m distance Orange : Within $\pm 3^\circ$ (angle away about 15cm from the center of hole cup)
- Red : More than $\pm 3^\circ$

- Ball direction may vary depending on status of putter immediately before and immediately before impact. Thus angle of the putter and direction of ball in impact do not necessarily correspond.



Measuring of swing path

Displays tracks of ↖ backswing, ↘ downswing.

Practice method Status of putter pace must become square within a player's pace.



Analysis of swing style

A HIT style means putting stroke when whole putting swing fails to do pendulum movement, backswing rapidly falls down and strike a ball and following swing is shorter than backswing.

These HIT style cannot forward a ball to constant distance at any time and ball following direction is not constant. Thus, perform continuous and stable stroke, soft pendulum swing that moves smoothly.

Practice method It is recommended to practice so that size of followswing is larger than backswing.

Before thinking it as failure



Q. Shape of the putter status appears on a spot.

A. ONEPUTTING product can calculate accurate data only when the sensor recognizes the putter. As ONEPUTTING sensor is located at a place for a putter to pass, the stroke must be wrong if the putter fails to pass over the sensor.



Q. Impact angle is '0' but a ball forwarding direction is not straight.

A. Impact angle means angle in the moment when ball and putter meet each other. However, ball direct is determined when both ball and putter move together for a constant time after impact. That ball direction and impact angle do not correspond mean that putter pace are suddenly changed after impact. It is same phenomena as the ball forwards to different direction if striking a ball in a ping pong game. Thus straightly push the putter from downswing, passing impact to follow to match between ball direction and impact angle.



Q. No distance appears.

A. Please try several putting again as it may be temporary phenomena.



Q. Ball direction does not come out.

A. When the distance sensor fails to recognize a ball and the ball goes over or does not touch with impact sensor. As a ball will go over if generally striking it, the ball will not go over if impacting with feeling to push it.



Q. All data become '0' or previous data comes out after performing a putting.

A. Check whether putting is started on the putter sensor. There is no problems in measuring putting stroke even when moving the waggle and putter in ready for putting but the putting must be started from the putter sensor. The mode is changed to screen for the initial ready status if there is no impact within 2sec after the putter leaves in the putting ready status. In this case, the mode becomes the Ready Status again if holding the putter on the putter sensor.

Q. The device fails to properly operate even after putting.

A. The device and the button fail to properly operate while voice comes out. Retry after voice is ended.

Q. No Ready Lamp turns on. The device fails to properly measure.

A. The device fails to properly measure if no Ready Lamp turns on. The device fails to detect a ball if logo (black letters of ball) in practice is faced to the ball ready sensor direction. Hold the white surface without logo or symbol of ball on the ball ready sensor. Use a white ball as the colorful ball like a red ball will not be well-recognized by a sensor. Start putting on the putter ready sensor when starting putting. Waggle or moving object gives no effect on measuring but the device normally operates only when starting putting after hiding the putter sensor immediately before starting putting.

As the sensor fails to properly detect color if the bottom surface of putter is not white series, attach white stickers on the bottom surface of putter for use.

Green speed

 Fast Greed	stimpmeter measurement 3.0m (Lawm length 2.4mm~2.8mm)
 Usual Greed	stimpmeter measurement 2.5m (Lawm length 3.2mm~3.6mm)
 Slow Greed	stimpmeter measurement 2m (Lawm length 4.0mm~4.4mm)

Reference: Green speed of a golf course may change depending on season and time. US Open Green Speed: 3.8m)

The distance conversion chart

ft	m	yd
3.28	1	1.09
6.56	2	2.19
9.84	3	3.28
13.12	4	4.37
16.40	5	5.47
19.69	6	6.56
22.97	7	7.66
26.25	8	8.75
29.53	9	9.84
32.81	10	10.94
36.09	11	12.03
39.37	12	13.12
42.65	13	14.22
45.93	14	15.31
49.21	15	16.40
65.62	20	21.87
82.02	25	27.34
98.43	30	32.81
131.23	40	43.74
147.64	45	49.21
164.04	50	54.68

WARRANTY

OUR CORPORATION WARRANTS QUALITY OF THIS PRODUCT AS BELOW

Product name	ONEPUTTING
Warranty period	1 year from the purchasing date
Purchasing date	

1. Where default of the manufacturer or defect of product itself occurs due to within the warranty period, our corporation replaces it with the same product or compensates according to the provisions of the consumer damage regulations.
2. Where product failed within a year (the product warranty period) after purchasing, our corporation provides free repair service (where using general product for business purpose, the warranty period is reduced to the half).
3. Free compensation is not provided even within the warranty period in following cases but will be charged even within the warranty period:
 - Where failure occurs due to consumer's carelessness in treating or optional repair or modification
 - Where failure occurs due to Act of God (fire, earthquake, flood, lightening, etc)
 - Where failure occurs due to power failure
 - Where failure occurs due to defect of connection devices

ONE PUTTING

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MANUFACTURER : MATRO CO., LTD. KOREA.

Some of ONEPUTTING products may be changed without user's consent or notice for improvement of performance.