FITTING PROTOCOL – MAVRIK DRIVER

STEP 1 – PRE-FIT INTERVIEW

- Get Baseline Numbers from their Gamer Driver or
- If unsure of current loft start with a standard Mavrik 10.5 head in the Stated/Neutral Cog setting.
  - Head Speed/Ball Speed/Efficiency
  - Launch and Spin
  - Side Angle/Side Spin
  - Carry and Total Distances

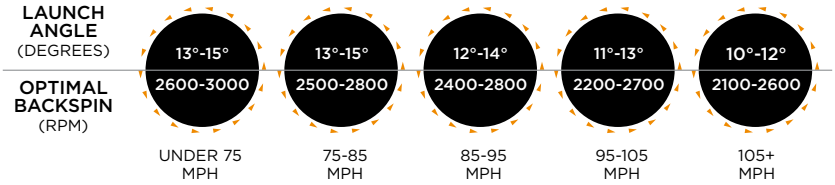
STEP 2 – DETERMINE FLEX BASED ON SWING SPEED

- General Guide based on Driver Head Speed (MPH)
  - X-Stiff – 105+
  - Stiff – 95-105
  - Regular – 85-95
  - Light – 75-85
  - Ladies – Under 75
- If current gamer is a Callaway driver, use their current shaft as long as it's properly fit.

STEP 3 – HEAD SELECTION

- Mavrik – Maximum ball speed and forgiveness.
- Mavrik MAX – Maximum forgiveness with Draw capabilities.
- Mavrik Sub-Zero – Player preferred shaping and neutral bias.

STEP 4 – LOFT / SPIN / LIE



- Adjust the OptiFit hosel COG (-1,+1,+2) if needed based on launch conditions.
  - Adding or decreasing loft by 1 can effect up to 500rpm of spin.
  - A range of 10-14 and 2100-3000 is a realistic target for a wide variety of players.
- Adjust the OptiFit hosel COG (neutral or draw) setting based on left/right dispersion.
  - Adjust lie by changing cog to "D" setting if noticing excessive slice spin.

STEP 5 – SHOT SHAPE

- If excessive slice spin with standard Mavrik is still present, try Mavrik MAX.
- If noticing excessive backspin without excessive slice spin, try Mavrik Sub-Zero.
  - If spin is still high, move 14g weight forward and 2g weight back.
- If noticing excessive hook spin, try Mavrik Sub-Zero.

STEP 6 – FINE TUNE SHAFT

- Shaft Weight– Going to a lighter weight shaft may create higher swing speeds, which in turn may create more ball speed for greater distance. If the player loses control or dispersion increases, return to the original shaft combination. If the player is already maximizing distance and suffers from a lack of control, try a heaver shaft within the already determined shaft flex.

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NOTES