

# PGA 2K23 Wind Distance and Aim Data

Data Gathered and Analyzed by Gamer Ability



# IMPORTANT NOTES

- All the wind data was collected with default golf balls, no shot shaping, hitting perfect tempo, straight swing plane, 100% power or partial power golf shots. Overpowered, fast tempos, slow tempos, or missed swing plane golf shots will all change the wind affect.
- More information about wind affect changing with different elements is covered at the end of this video in my bonus tips.
- My wind data is based on MPH

# WIND CATEGORY SPEED METERS



# HEADWIND



# CROSS HW\*



Clubs	Average Percent Multipliers
Driver, Woods, Hybrid & Irons	1.25
Wedges	1.25

Clubs	Average Percent Multipliers
Driver, Woods, Hybrid & Irons	1.00
Wedges	0.90

# TAILWIND



# CROSS TW\*

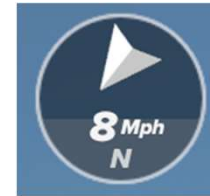
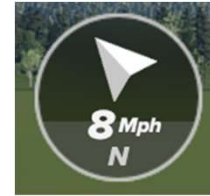


Clubs	Average Percent Multipliers
Driver, Woods, Hybrid & Irons	1.00
Wedges	0.90

Clubs	Average Percent Multipliers
Driver, Woods, Hybrid & Irons	1.00
Wedges	0.50

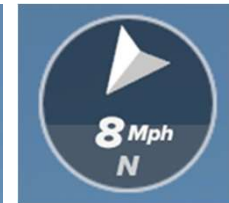
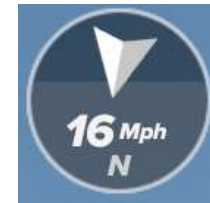
\*Greater Variability: Many Different Degrees of Cross Wind\*

# Cross Winds Variability



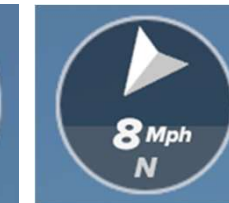
- A lot of variable here and that is where the eye test comes into play.
- **More vertical towards** a straight head/tail wind = the **greater the wind distance** affect will be on club carry.

- Increase multiplier for more vertical cross winds.



- **More horizontal towards** a straight side wind = the **lesser the wind distance** affect will be on club carry.

- Decrease multiplier for more horizontal cross winds.

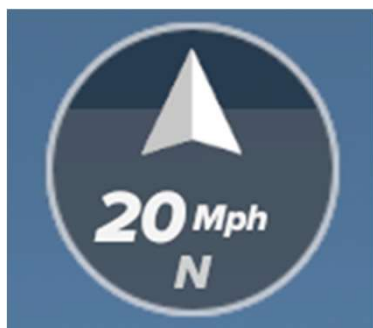


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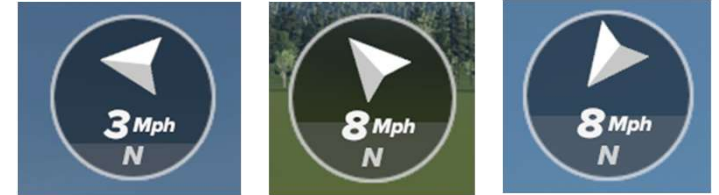


## Important notes with Distance Effect

- Higher winds have greater affect than shown in the average wind multiplier shown (18 mph plus wind speeds)
- Therefore, compensate by adding more yards of wind affect in your pre-shot calculations or just increase your multiplier to 1.5 or higher.



# WIND AIM MULTIPLIERS

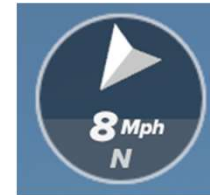


- Multiply the following numbers by the wind in mph to get how many yards to aim right or left.
- For Straight Side Winds: **1.25 Multiplier**
- For Cross headwinds\* and Cross tailwinds\*: **1.0 Multiplier**
- **IMPORTANT NOTE:** Use **grids for easy aim**. Grids are in meters, so **1 grid (1 meter) is 1.094 yards**. My data is in yards.
  - Every time you move **4-8 grids take off a half grid** line at the end to correct.
  - Every time you move **9 or more grids take off 1 to 1.5 grid lines** at the end to correct.
- Summary: take wind value in mph times/multiplied by multiplier and that is how many yards you aim right or left to compensate for wind aim affect



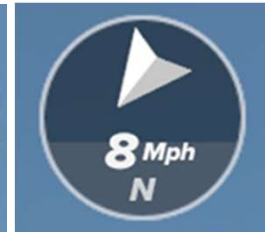
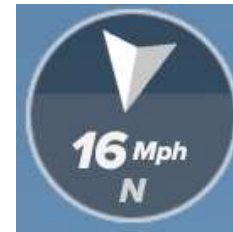
**\*Greater Variability: Many Different Degrees of Cross Wind\***

# Cross Winds Variability



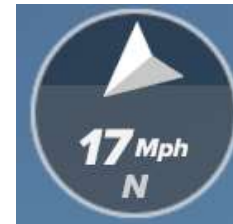
- A lot of variable here and that is where the eye test comes into play.
- **More vertical towards** a straight head/tail wind = the **lower the wind aim affect** will be on aiming

- Decrease multiplier for more vertical cross winds.



- **More horizontal towards** a straight side wind = the **greater the wind will affect** the aim.

- Increase multiplier for more horizontal cross winds.



**\*Greater Variability: Many Different Degrees of Cross Wind\***



# EASY WAY: JUST REMEMBER 1.25



- You can use the base 1.25 for all your wind calculations at base value.
- Then use your eye test and knowledge you have gained from this video to make adjustments by feel.
- Tailwinds affect less than 1.25
- Cross winds affect less than 1.25
- Wedges affect less than 1.25
- Very high winds speeds affect more than 1.25
- You will still be pretty close always using 1.25 but adjusting for wedges and also at very high wind speeds for all clubs.



## PITCH SHOTS – Aim and Distance the Same

Clubs	Average Percent Multipliers
<b>Driver, Woods, Hybrid &amp; Irons</b>	0.75
<b>Wedges</b>	0.50

- Flop/splash shots are barely affected by the wind. 1-3 yard affect in medium to high wind conditions.
- Wind does not affect chip shots