

**SPORTS COACH**

**SURROUND SUPER HD PACKAGE**



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[WWW.SPORTS-COACH.COM](http://WWW.SPORTS-COACH.COM)



## SURROUND SUPER HD SIMULATOR PACKAGE

GSX Surround Software including Arcadia Ranch Golf Course  
GSX Course Package (65 Courses in Total).  
GSX Virtual Ranges.  
GSX Tournaments.

Surround Sports Software (32+ Sports - 795+ Challenges and  
2,581 Sporting Venues)

USB 3.0 Super-Speed Camera Technology.  
i5 Computer System, Keyboard, Mouse & Computer Cabinet.  
3 HD Projectors.  
3 Golf Mats.  
Multi-Surface Rough and Bunker Mat.  
Grassed Flooring 30m<sup>2</sup>.  
IR Lighting System (4 Lights).  
Surround PVC Cage and Surround Canvas Screen.  
Steel Framework.



## GSX GOLF SOFTWARE

GSX Golf Software (Surround)  
GSX Player Data  
GSX Virtual Range  
GSX Virtual Chip  
GSX Virtual Putt  
GSX 65 Golf Courses  
GSX Nearest To Pin  
GSX Longest Drive  
GSX Default Options  
GSX Resume Round



## GSX GOLF COURSES

65 GSX Courses are supplied fully playable in the Golf Simulator, with very realistic graphics that are regularly enhanced.



## GSX CREATE AND CUSTOMISE

A simple to use interface allows you to effortlessly create players to match their style of play. Select any of three tee positions - Competition, Men's or Ladies. Pick 14 suited clubs for your bag and customise the suggested club displayed by increasing or decreasing your preferred club length. Set your player to left or right-handed.

Choose a handicap, and set boost to customise the system to respond with longer or shorter carry during shot calculations.



## GSX COURSE INFO SCREEN

View all of the available Golf Courses within the GSX Golf Course Library, select a course and view information relating to each course.

**GSX** PAUL - SHOT 1 YARDS

237 y	229 y	104.1 mph	145.1 mph	5.1 Secs	120'	389 y	16
DISTANCE	CARRY	CLUB SPEED	BALL SPEED	FLIGHT TIME	SHOT HEIGHT	TO PIN	ELEVATION



N-OUT 27°	OPEN 8.5°	139	PRINT	PAUSE	CONTINUE
SWING PATH	CLUB FACE	HIT FACTOR			

## GSX SHOT PERFORMANCE

The main menu offers 8 quick and easy to use options. Play a new game, Practice your game using the Virtual Range, Virtual Chip and Virtual Putt features. A Course Library option also offers a list of up to date courses that are available.

A Course Library option also offers a list of up to date courses that are available. Choose to play two contests including Nearest to Pin and Longest Drive and Resume a previous saved game.

**GSX**  
POWERED BY SPORTS COACH

CYPRESS				
HOLE	P	S	DIST.	CLUB
10	5	16	476 Yds	1W
Mens (E)	0			
John (E)	0			



MAN MENU    OPTIONS    CLOSE

Set    Reset

19.7 Tee Box

OPTIONS

## GSX IN GAME OPTIONS

Select from, Show Flag, Flyby, Mulligan, Rehit, Practice, Next Player, Hole Out, See your Last Shot, Shot Analysis, Reverse Replay, Digital Video Screen, Change Shot Cameras, See Scorecard, Mini Map and view the Leaderboard.



## GSX DEFAULTS

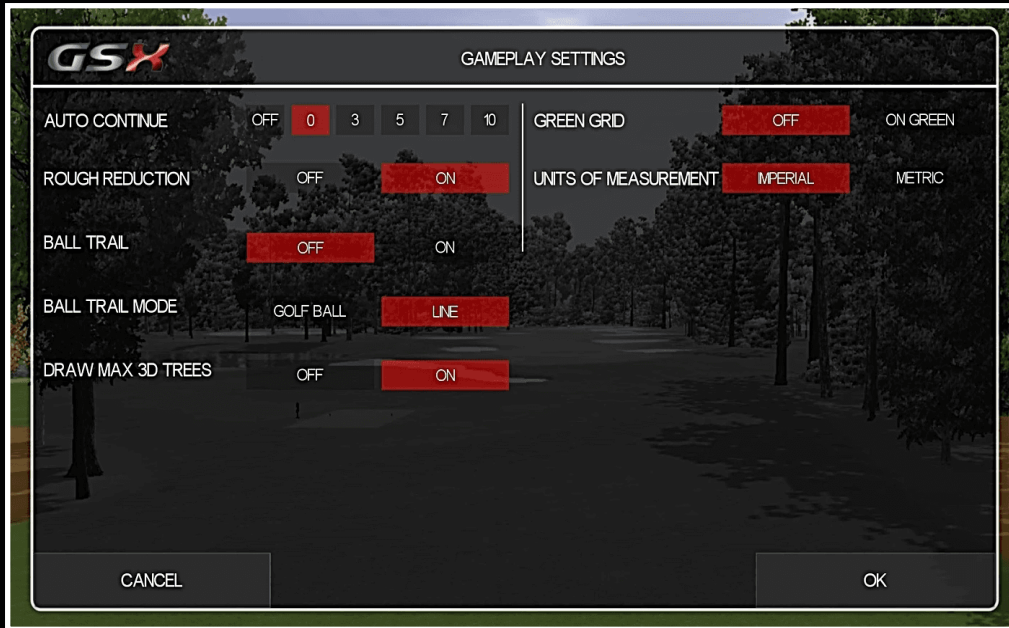
Accurately adjust the responsiveness of stimp speed, green hardness and putting alignment. Choose to apply rough reduction, switch the units of measurement between yards and metres.

Customise play by setting a time limit, auto hole out, gimme distances, et the system to auto hole out and choose to permit mulligans.



## GSX MORE DEFAULTS

Accurately adjust the responsiveness to ball speed, club speed, swing path, club face, horizontal launch, vertical launch, back spin, side spin and carry to act as a boost.



## GSX GAMEPLAY SETTINGS

Customise play by setting the following:

- Auto Continue
- Rough Reduction
- Ball Trail
- Green Grid
- Unit Measurements



## GSX SHOT CAMERAS

Shot Cameras allows the golfer to select various ball flight camera modes from Fixed position, Ball Cam allowing you to fly with the ball in flight, Reverse ball flight and many more.



## GSX LANGUAGES

Set the system to operate in any of 16 languages including:

English, French, German, Italian, Spanish, Swedish, Finnish, Portuguese, Russian, Norwegian, Dutch, Chinese, Arabic, Japanese, Indian & Malay.



## GSX GOLF COURSES

65 GSX Courses are supplied fully playable in the Golf Simulator, with very realistic graphics that are regularly enhanced.

Sports Coach's GSX HD Golf Simulator software provides golfers with the most advanced golf simulator graphics, with the most accurate detection system, along with Free of Charge software updates for life. Play a round of Golf or Analyse shots on the Virtual Range, Virtual Chip and Virtual Putting Green. Play All Year Round on 60+ GSX Golf Courses, with 100+ GSX Golf Courses under development.







## GSX LONGEST DRIVE

Longest Drive players to compete in a longest drive competition on Par 4's and 5's for each course. Choose to play from the competition tee, mens tee or forward position (ladies). Choose from bright, normal, cloudy or rain conditions and select the wind strength to increase difficulty. Players are offered 1, 2 or 3 attempts, and after each shot, a leader board is shown listing the leading players in order of their distance. Up to four contests can be played at once - men's, ladies, seniors and juniors, and play can be switched from right to left handed at any time.

LONGEST DRIVE - SHOT 0
YARDS

<b>259</b> <small>y</small>	<b>223</b> <small>y</small>	<b>107.0</b> <small>mph</small>	<b>149.8</b> <small>mph</small>	<b>5.5</b> <small>Secs</small>	<b>59'</b>	<b>532</b> <small>y</small>	<b>7' 11"</b>
DISTANCE	CARRY	CLUB SPEED	BALL SPEED	FLIGHT TIME	SHOT HEIGHT	TO PIN	ELEVATION

SWING PATH

VERTICAL ANGLE  
10.9°

HORIZONTAL ANGLE  
STRAIGHT

BACK SPIN  
1088 rpm

SIDE SPIN  
-239 rpm

<b>STRAIGHT</b>	SQUARE	<b>1.40</b>	PRINT
SWING PATH	CLUB FACE	HIT FACTOR	PAUSE
		CONTINUE	

### GSX - LONGEST DRIVE LEADERBOARD

Rank	Player	ID	Distance
1 ST	PAUL M	07798342154	259 Yds
2 ND	GARY	07512976675	256 Yds
3 RD	TONY SMITH	07214784532	255 Yds
4 TH	ANDY COLINS	07766890013	249 Yds
5 TH	STUART	07752901187	237 Yds
6 TH	TIM TURNER	07876129984	226 Yds
7 TH			
8 TH			
9 TH			
10 TH			

PRINT

OK



## GSX NEAREST TO PIN

Nearest to Pin is a competition mode that allows players to compete on any Par 3 holes on any course. Players can choose to set the contest from the competition tee, mens tee or forward position (ladies). Choose the weather conditions from bright, normal, cloudy or rain and set the wind type to increase difficulty. Players then compete to hit as close to the pin as they can with the system offering 1, 2 or 3 attempts per player. During the contest, any shot that lands on the green gets an automatic reverse replay. After every shot the leader board is shown listing the leading players in order of their distance to the pin. Up to four contests can be played at once - mens, ladies, seniors and juniors, and play can be switched from right to left handed at any time.

**GSX** NEAREST TO PIN - SHOT -4 YARDS

189 y	172 y	86.8 mph	121.6 mph	5.1 Secs	78'	183 y	-15' 10"
DISTANCE	CARRY	CLUB SPEED	BALL SPEED	FLIGHT TIME	SHOT HEIGHT	TO PIN	ELEVATION

23.0° VERTICAL ANGLE	STRAIGHT HORIZONTAL ANGLE
2301 rpm BACK SPIN	111 rpm SIDE SPIN

STRAIGHT SWING PATH	SQUARE CLUB FACE	1.40 HIT FACTOR	PRINT	PAUSE	CONTINUE
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### GSX - NEAREST TO PIN LEADERBOARD

Rank	Player	ID	Distance
1 ST	PAUL	07893378871	17' 3"
2 ND	WENDY	07729119865	28' 1"
3 RD	JAMES	07294674299	32' 1"
4 TH	SCOTT	07411724189	51' 7"
5 TH			
6 TH			
7 TH			
8 TH			
9 TH			
10 TH			

PRINT

OK

**VIRTUAL RANGE**

HOLE	P	S	DIST.	CLUB
4			440 Yds	1W
PAUL 12 255 Yds				

	AVG.	MAX	MIN	LAST
DISTANCE	250 Yds	267 Yds	243 Yds	252 Yds
CARRY	217 Yds	234 Yds	210 Yds	213 Yds
ROLL	34 Yds	42 Yds	27 Yds	42 Yds
TO PIN	179 Yds	189 Yds	173 Yds	174 Yds
BALL	149 mph	149 mph	149 mph	149 mph
CLUB	106 mph	106 mph	106 mph	106 mph
FACE	0°	0°	0°	0°
PATH	0°	0°	0°	0°
SIDE SPIN	46	451	302	49
BACK SPIN	991	4078	941	944
H. ANGLE	0.0°	0.0°	0.0°	0.0°
V. ANGLE	9.9°	10.8°	9.4°	9.4°
HIT FACTOR	1.40	1.40	1.40	1.40
RESULTS				

Wind: [Icon] Reset

Tea Box

OPTIONS

# GSX VIRTUAL RANGE

Select the Virtual Range to practise all types of drives, long iron and mid iron shots. During play the analysis pane on the left side of the screen is updated after each shot showing distance, carry, roll, ball speed, club face angle, club head path, side spin, back spin, horizontal and vertical launch angles and offline accuracy

**GSX** PAUL - SHOT 12 YARDS

255 <sub>y</sub>	213 <sub>y</sub>	107.0 <sub>mph</sub>	149.8 <sub>mph</sub>	5.4 <sub>Secs</sub>	46'	429 <sub>y</sub>	-6' 3"
DISTANCE	CARRY	CLUB SPEED	BALL SPEED	FLIGHT TIME	SHOT HEIGHT	TO PIN	ELEVATION

VERTICAL ANGLE: 9.4°

HORIZONTAL ANGLE: STRAIGHT

BACK SPIN: 941 rpm

SIDE SPIN: 19 rpm

STRAIGHT	SQUARE	1.40
SWING PATH	CLUB FACE	HIT FACTOR

PRINT PAUSE CONTINUE

**GSX**

	DISTANCE	CARRY	BALL SPEED	CLUB SPEED	PATH	FACE	V. ANGLE	H. ANGLE	BACK SPIN	HIT
1W	252y	223y	149.8mph	107.0mph	STRAIGHT	SQUARE	10.6°	0.0°	1058rpm	33
	251y	213y	149.8mph	107.0mph	STRAIGHT	SQUARE	9.6°	0.0°	956rpm	34
	248y	216y	149.8mph	107.0mph	STRAIGHT	SQUARE	9.9°	0.0°	993rpm	35
	256y	214y	149.8mph	107.0mph	STRAIGHT	SQUARE	9.6°	0.0°	962rpm	36
	252y	224y	149.8mph	107.0mph	STRAIGHT	SQUARE	10.8°	0.0°	1076rpm	37
	251y	218y	149.8mph	107.0mph	STRAIGHT	SQUARE	10.0°	0.0°	999rpm	38
	243y	213y	149.8mph	107.0mph	STRAIGHT	SQUARE	9.5°	0.0°	949rpm	39
	248y	215y	149.8mph	107.0mph	STRAIGHT	SQUARE	9.8°	0.0°	978rpm	40
	253y	216y	149.8mph	107.0mph	STRAIGHT	SQUARE	9.7°	0.0°	973rpm	41
	253y	224y	149.8mph	107.0mph	STRAIGHT	SQUARE	10.7°	0.0°	1069rpm	42
	245y	210y	149.8mph	107.0mph	STRAIGHT	SQUARE	9.5°	0.0°	946rpm	43
	255y	213y	149.8mph	107.0mph	STRAIGHT	SQUARE	9.4°	0.0°	941rpm	44
	250y	217y	149.8mph	107.0mph	STRAIGHT	SQUARE	9.9°	0.0°	991rpm	12

DELETE LAST DELETE ALL PRINT CLOSE

WAKONDA			
HOLE	P	S	CLUB
12			8i
PAUL			152 Yds

	AVG.	MAX.	MIN.	LAST
DISTANCE	143 Yds	167 Yds	37 Yds	162 Yds
CARRY	139 Yds	162 Yds	25 Yds	145 Yds
ROLL	4.6'	8 Yds	5.3'	17.1'
TO PIN	10 Yds	21 Yds	7.7'	8.9'
BALL	107 mph	121 mph	42 mph	111 mph
CLUB	76 mph	86 mph	30 mph	78 mph
FACE	0°	0°	0°	0°
PATH	0°	0°	0°	0°
SIDE SPIN	-81	492	-484	288
BACK SPIN	3897	3997	3906	3964
H. ANGLE	0.0°	0.0°	0.0°	0.0°
V. ANGLE	39.0°	40.0°	38.1°	39.6°
HIT FACTOR	1.40	1.40	1.40	1.40
RESULTS				

# GSX VIRTUAL CHIPPING

Virtual Chipping allows players to practice all types of mid iron shorts and short iron shots. Players can set the conditions to bright, cloudy, normal or rain, and set the wind to fine or gusty to alter the flight performance. Select a club and choose to play from any position. Play as many practice chips as you like, then review on screen club averages showing distance, carry, roll, to pin distance, ball speed, club speed, face angle, swing path, side spin, back spin and launch angle.

PAUL - SHOT 23
YARDS

152 y	146 y	79.8 mph	111.8 mph	5.0 Secs	146'	154 y	5' 8"
DISTANCE	CARRY	CLUB SPEED	BALL SPEED	FLIGHT TIME	SHOT HEIGHT	TO PIN	ELEVATION

39.6°

VERTICAL ANGLE

STRAIGHT

HORIZONTAL ANGLE

3964  
rpm

BACK SPIN

288  
rpm

SIDE SPIN

STRAIGHT	SQUARE	1.40	PRINT	PAUSE	CONTINUE
SWING PATH	CLUB FACE	HIT FACTOR			

	DISTANCE	CARRY	BALL SPEED	CLUB SPEED	PATH	FACE	V. ANGLE	H. ANGLE	BACK SPIN	HIT
	148y	145y	110.7mph	79.1mph	STRAIGHT	SQUARE	39.6°	0.0°	3957rpm	21
	157y	150y	113.3mph	81.0mph	STRAIGHT	SQUARE	38.9°	0.0°	3885rpm	22
	165y	159y	118.5mph	85.3mph	STRAIGHT	SQUARE	39.2°	0.0°	3924rpm	23
	146y	142y	109.1mph	77.9mph	STRAIGHT	SQUARE	39.7°	0.0°	3974rpm	24
	153y	147y	112.7mph	80.5mph	STRAIGHT	SQUARE	39.8°	0.0°	3983rpm	25
	166y	160y	120.0mph	85.7mph	STRAIGHT	SQUARE	39.0°	0.0°	3900rpm	26
	141y	139y	105.9mph	75.6mph	STRAIGHT	SQUARE	38.3°	0.0°	3825rpm	27
	134y	132y	101.3mph	72.4mph	STRAIGHT	SQUARE	38.5°	0.0°	3851rpm	28
	158y	152y	115.2mph	82.3mph	STRAIGHT	SQUARE	39.1°	0.0°	3905rpm	29
8i	143y	142y	107.2mph	76.6mph	STRAIGHT	SQUARE	38.1°	0.0°	3813rpm	30
	162y	158y	116.7mph	83.3mph	STRAIGHT	SQUARE	38.6°	0.0°	3858rpm	31
	152y	146y	111.8mph	79.8mph	STRAIGHT	SQUARE	39.6°	0.0°	3964rpm	32
	152y	148y	112.0mph	80.0mph	STRAIGHT	SQUARE	39.0°	0.0°	3903rpm	12

DELETE LAST	DELETE ALL	PRINT	CLOSE
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**VIRTUAL PUTTING**

HOLE	P	S	DIST	CLUB
1			-1 Yds	PT
Par		B	22 Yds	

	AVG	MAX	MIN	LAST
DISTANCE	12 Yds	25 Yds	10 Yds	22 Yds
CARRY	4"	11"	4"	4"
ROLL	17 Yds	25 Yds	10 Yds	22 Yds
TO PIN	7 Yds	13 Yds	15"	4 3"
BALL	12 mph	15 mph	8 mph	13 mph
CLUB	8 mph	10 mph	6 mph	9 mph
PACE	0"	0"	0"	0"
PATH	0"	0"	0"	0"
SIDE SPIN	0	0	0	0
BACK SPIN	0	0	0	0
H ANGLE	-72°	-50°	-108°	-108°
V ANGLE	00°	00°	00°	00°
HIT FACTOR	140	140	140	140

4" 67' 10"

23 Yds

Reset

Green

OPTIONS

# GSX VIRTUAL PUTTING

Using the USB 3.0 Super Speed Camera Technology, putting is the world's most accurate, giving an extremely high precision and realistic representation of the putt. Measuring ball direction within a degree and ball speed to 1/100th of a mile an hour, putts can be measured accurately over the contoured 3 dimensional green, for each particular putt played.

**GSX** DEMO - SHOT 2 YARDS

7 <sub>y</sub>	0"	5.3 <sub>mph</sub>	7.4 <sub>mph</sub>	2.3 <sub>secs</sub>	0"	8' 4"	0"
DISTANCE	CARRY	CLUB SPEED	BALL SPEED	FLIGHT TIME	SHOT HEIGHT	TO PIN	ELEVATION

VERTICAL ANGLE

HORIZONTAL ANGLE

R 0.2°

BACK SPIN 0<sub>rpm</sub>

SIDE SPIN 0<sub>rpm</sub>

**STRAIGHT**

OPEN 0.4°

PRINT PAUSE CONTINUE - 4

SWING PATH CLUB FACE HIT FACTOR





## GSX SHOT PERFORMANCE

Accurate shot performance information is displayed after each shot. Analyse shot performance in 10th of miles per hour and 10ths of a degree for club speed, ball speed, swing path, club face angle, horizontal launch angle, vertical launch angle, distance, carry, back spin, side spin, distance to cup, elevation and lie position.

GSX VILLAGE LINKS COURSE		PLAYER STATISTICS			
DRIVING		CHIPPING		PUTTING	
Longest Drive	254 yards	Chips Played	5	Putts Played	34
Distance Average	242 yards	Chip Save Hits	3	Putts Average	1.89
Fairways Played	14	Chips Saves %	60 %	Longest Putt	19' 11"
Fairways Hit	9	Chip Ins	0		
Fairways %	64 %				
GREENS IN REGULATION		BUNKERS		HOLES PLAYED	
Greens Played	18	Bunkers Played	2	Eagles	0
Greens Hit	8	Sand Save Hits	0	Birdies	1
Greens %	44 %	Sand Saves %	0 %	Pars	11
				Bogeys	5
				2 Bogeys +	1
PRINT	PREVIOUS PLAYER	NEXT PLAYER	CLOSE		

## GSX STATISTICS

Statistics can be viewed or printed out at any point during a game, showing all golfers own detailed game performance for driving distance, driving accuracy, greens in regulation, chipping accuracy, sand saves, putts per round and hole performance results.



**VILLAGE LINKS**

HOLE	1	2	3	4	5	6	7	8	9	OUT
TOURNAMENT	379	570	206	466	395	550	452	157	460	3635
MENS	362	540	186	440	363	524	405	135	445	3400
FORWARD	320	498	124	390	321	480	373	101	379	2986
HANDICAP	13	3	15	1	11	5	7	17	9	
PAR	4	5	3	4	4	5	4	3	4	36

**MEDAL STROKE PLAY COMPETITION**

	10	11	12	13	14	15	16	17	18	IN	TOTAL
	393	196	343	481	429	576	550	204	416	3588	7223
	359	169	320	457	407	552	526	176	393	3359	6759
	312	141	281	408	368	501	451	139	350	2951	5937
	12	18	14	2	8	4	6	16	10		
	4	3	4	4	4	5	5	3	4	36	72

	GROSS	NET
PAUL (16)	4(3) 5(4) 4(3) 5(4) 4(3) 5(4) 5(4) 3(3) 5(4) 40(32)	4(3) 3(3) 4(3) 5(4) 4(3) 4(3) 7(6) 3(2) 4(3) 38(30)
	78(62)	62

PRINT
PLAYER STATISTICS
CLOSE

## GSX SCORECARD

The scorecard can be viewed or printed out at any point during the game, showing all golfers performance with their handicap calculated against the stroke index for the course selected.



## SURROUND SPORTS SIMULATOR

Whether for commercial or home use, the Surround Sports Simulator is a fantastic way to enhance stadium tours, training sessions, competitions or to enjoy several popular sports indoors whatever the weather. Easily convert any room from a leisure facility, sports bar, hotel or even your own home into an interactive sporting experience that can be enjoyed all year round.



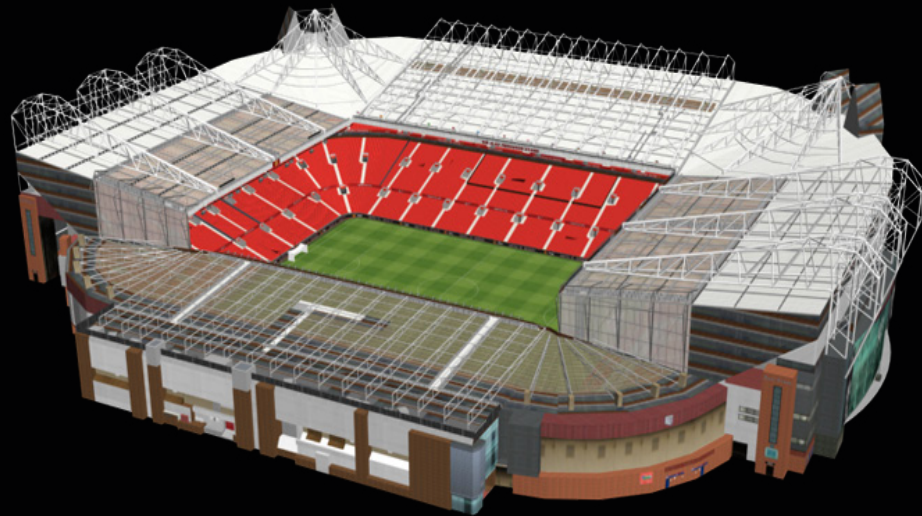


Football	Contest Golf	Gridiron	Baseball
Tennis	Ice Hockey	Field Hockey	Basketball
Rugby Union	Rugby League	Sevens	Aussie Rules
Softball	Handball	Netball	Gaelic Football
Cricket	Twenty20	Archery	Volleyball



## SURROUND SPORTS

Our Multi Sports Simulator, currently includes 32+ Sports Including: Football, Rugby Union, American Football, Ice Hockey, Basketball, Tennis, Australian Football, Rugby League, Field Hockey, Gaelic Football, Bandy Soccer Golf and Putting. Interactive Sports currently under development include Baseball, Cricket, Futsal, Handball, Hurling, Lacrosse, Netball and Volleyball, our multi sports simulator, is already the most comprehensive interactive multi sports simulator in the world.



## SURROUND SPORTS VENUES

- 32+ SPORTS PLAYABLE
- 795+ CHALLENGES
- 2,581+ SPORTING VENUES

LONDON, MANCHESTER, BARCELONA, MADRID, MUNICH, DORTMUND, PARIS, MONACO, ROME, MILAN, AMSTERDAM, EINDHOVEN, MOSCOW, SOCHI, LOS ANGELES, ISTANBUL

[CLICK HERE TO SEE THE SPORTS SIMULATOR WEBSITE](#)



## SUPER SPEED USB 3.0 CAMERAS

Two USB 3.0 Super Speed Cameras work simultaneously at separate 90 degree angles to create the world's most accurate 3 dimensional ball flight model.



## HI-SPEC i5 COMPUTER

A Powerful Intel i5 Computer System, with keyboard, mouse, speakers and cabinet.



## HD PROJECTOR

x3 Short Throw  
Full HD 16:9 Projector  
1920 x 1080p Resolution  
2,200 ANSI lumens  
10,000: 1 Colour Contrast,  
3D-capable via HDMI Inputs  
NVidia 3DTV Play ready



## INFRARED LIGHTING

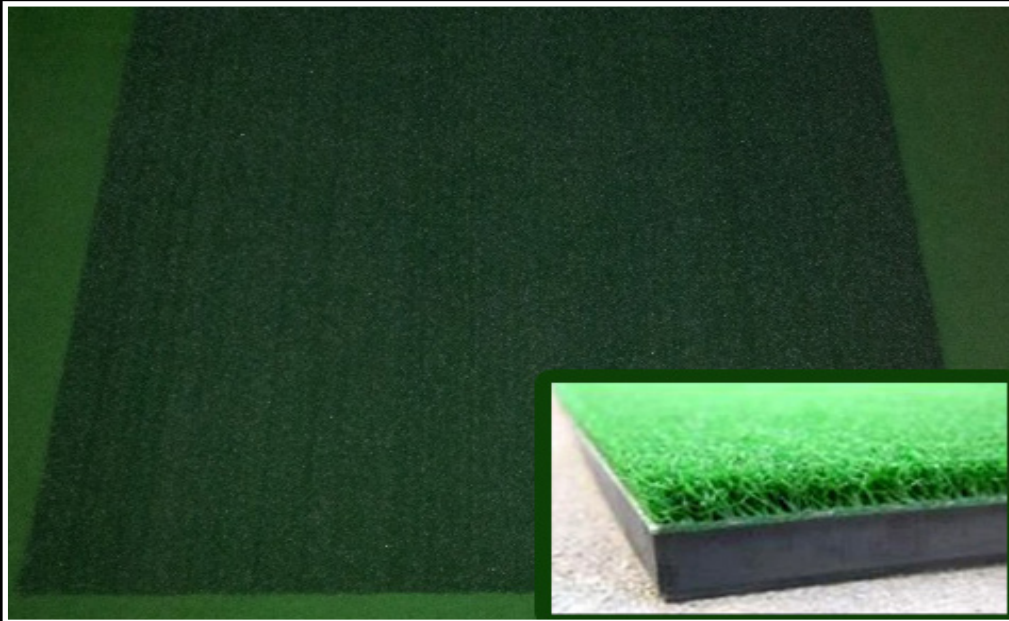
X4 Sports Coach Infrared Lighting units uses 55 low wattage Infrared LED's. No light can be seen emitting from the light unit, improving on ball detection and projected image quality.



## SURROUND PVC CAGE & SCREEN

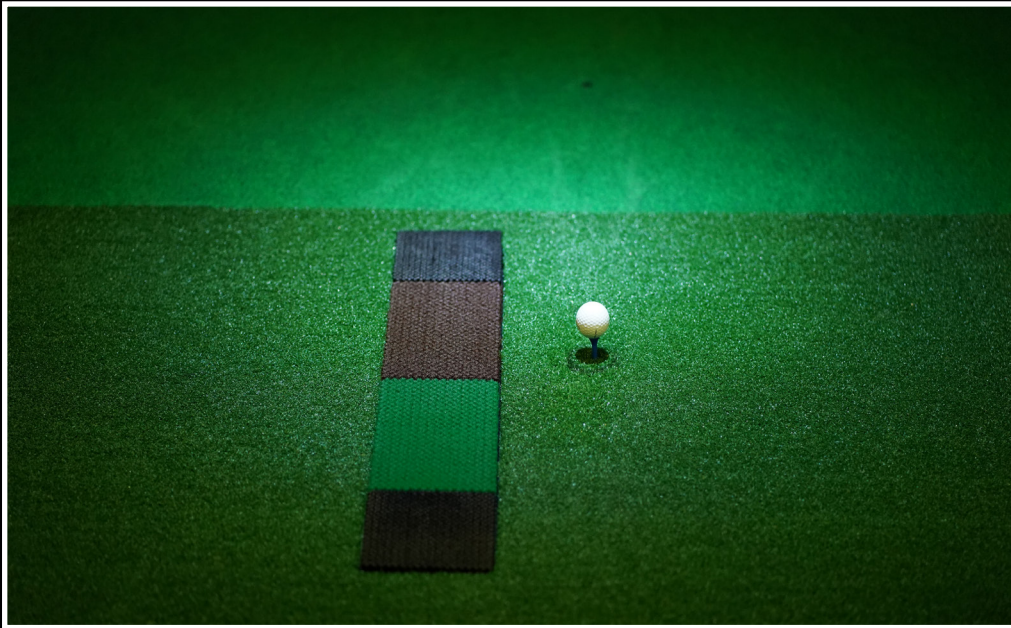
Surround PVC Cage & Canvas Strike Screen

Surround PVC Cage (three sided)  
3.65 wide x 2.85m high. Surround Roof 5m wide at the front.  
Projection Strike Screen and Elastic Cord fittings included.



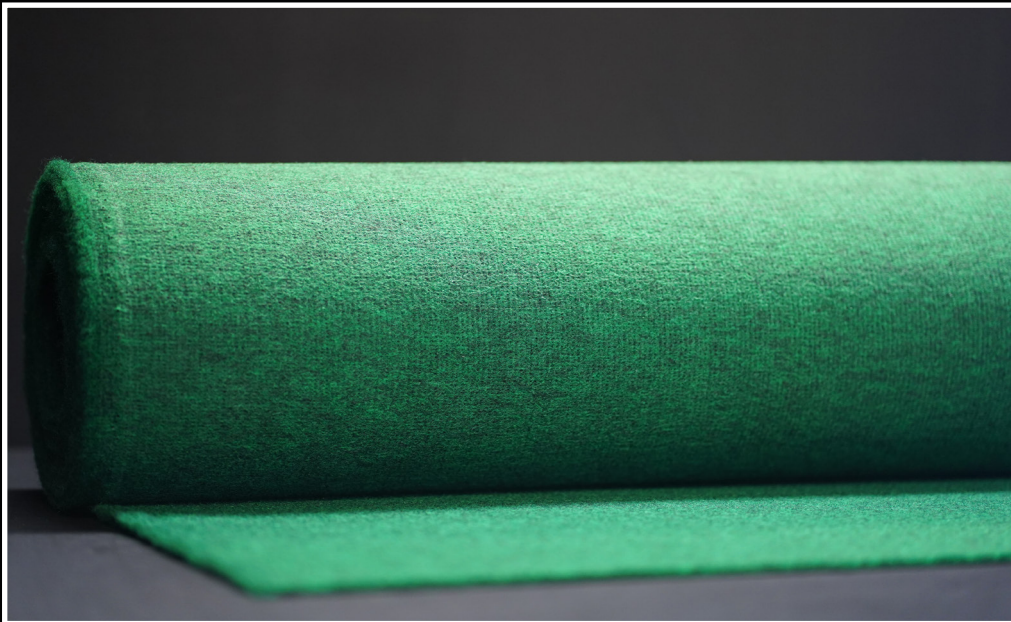
## TWO STANCE MATS

1m x 1m Astroturf Grassed Mats on a specially designed Foam Composite Base.



## ONE HOLDING MAT

1m x 1m AstroTurf Grassed Mat on a specially designed Foam Composite Base with multi surface mat cutout.



## BAY CARPET

Dark Green Non Reflective 2m x 15m Carpet, used with the Overhead Camera System.



## STEEL FRAMEWORK

Galvanised Steel Framework, Steel Clamp Fittings and Instructions.