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## THE ARC OF APPROACH

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This is the Curved Line of the Angular Motion of the Clubhead (Clubhead blur) through Impact. It actually meets the Ball on its Inside-Aft Quadrant as it travels Down to the Low Point Plane Line and back across the Impact Plane Line again

It can be said to be a visual equivalent of the Geometric Plane Line. The Arc of Approach is best restricted to "Swingers".

The player will cover the Arc of Approach with the Clubhead but it is the Right Forearm, Pressure Point #3 that will Deliver the Clubhead through Impact

This is a "Wheel Rim" Procedure.