

# **HIREKO**

## **Dynacraft Genesis Driver Special Instructions**

Thank you for your purchase of the Dynacraft Genesis adjustable driver. This innovative head allows clubfitters and individual golfers to change the swingweight and alter the clubhead's center of gravity for improvements in your ball flight. It further can be used as an educational tool to demonstrate the effect of weight and the weight's position.

Before you get started, your Genesis driver consists of one head (either 10.5 or 12 degree loft) with a 3.5g, 6.5g and 10g screw pre-installed into the head. You will also need to purchase additional screws and 4mm Allen wrench to customize the weight of the head to 24 unique configurations. The weights of the screws are not marked. The shortest length screw is the 3.5g. Both the 6.5g and 10g screws are the same length, but the different density material makes up the weight difference. The 10g screw is the piece without a dimple inside the shoulder where the Allen wrench is inserted.

The purpose of the adjustability of the Genesis driver is for a clubfitter or individual golfer to tailor both the swingweight and weight distribution of the head to the length and desired ball flight preferred by the golfer. Initially it may be necessary to alter the weights and location of weight a number of times. However, once the weights have been optimized, these will normally be located in their final location, unless the golfer dramatically changes their swing or the driver is altered for length, re-shafted or is sold or given to another golfer. The screws have been tested not to come loose during normal play as long as the black compression ring is present.

First look at the chart below to see what weight screws you may need for the length of the driver, shaft weight and your desired swingweight. Also note what weight(s) goes into the heel (closest to the hosel), sole (bottom of head) and toe (furthest from hosel) screw holes.

To insert the screws, take the tip of a 4mm Allen wrench (not enclosed) and insert to the full depth of the recesses area of the Allen screw (shoulder). With your hand firmly grasped on the head, align the screw over the screw hole and test fit. Before trying to tighten, make sure the screw is perpendicular to the screw hole, otherwise then it will become impossible the screw the threads in place. Turn the screw clockwise to tighten the screw into the opening until it is seated firmly, but do not over-tighten the screw. Proceed with remaining two screws.

The adjustability of the driver allows for the screws to be removed, changed and tightened until the proper weights and configuration has been made. To remove the screws, turn the screws counter-clockwise with a 4mm Allen wrench. Most of the time, adjustments will be determined on the range where ball flight can be seen as well as player feedback on the feel of the Driver can be made. With the number of screws and their varying weight, it is possibly to create swingweights that are considered well below or beyond normal ranges, for true customization. Once the swingweight is finalized for the proper feel, then the positions of the screws can be altered to fine tune the flight path desired by the golfer. In some case, the weights may be all the same, so it might be necessary to add or subtract a swingweight or two to find where the weights vary. Realize the changes of weights are not significant enough to turn a fade into a hook or a hook into a slice given the same swingweight.

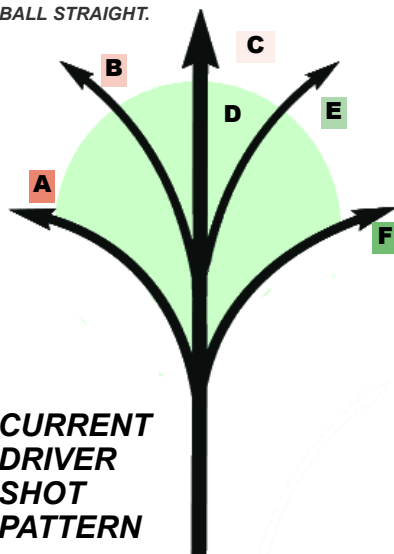
Listed below are a few things you should **never** do with your Dynacraft Genesis driver as it will void the warranty:

- Do not soak head in water or any other solution for cleaning, regardless if the screws are in place or not as water can get inside the head. Clean the head with wet rag or a towel only.
- Do not hit a ball if any screw hole is empty or if the screws are only partially installed. A loose screw could cause injury to someone if it should happen to come loose.
- Only use a 4mm Allen wrench, otherwise the shoulders of the screws can become stripped or rounded.
- Do not over-tighten the screws, as there is a possibility you could strip the shoulders of the screws or worse case scenario, crack the threads securing the screws from the soleplate.
- Do not alter screws or threads in the head in any way, as this can prevent the club from performing properly.

**NOTE: ACCORDING TO THE RULES OF GOLF, TWO KEY RULES APPLY WITH THIS DRIVER WHEN IT COMES TO POSTING A SCORE FOR HANDICAP:**

- Never adjust the screws during the course of a round, otherwise you will be violating the Rules of Golf 4-2a: "During a stipulated round, the playing characteristics of a club shall not be purposely changed by adjustment of by any other means."
- In Appendix II, 4a: "The clubhead must be generally plain in shape. All parts must be rigid, structural in nature and functional. It is not practical to define plain in shape precisely and comprehensively but features which are deemed to be breached of this requirement and are therefore not permitted include: (i) holes through the head."

AS A FIRST STEP IN CUSTOM FITTING FOR THE GENESIS DRIVER, DETERMINE THE GOLFER'S CURRENT DRIVER SHOT PATTERN. THE SCREW CONFIGURATIONS LISTED AT RIGHT WILL HELP THE PLAYER HIT THE BALL STRAIGHT.



**CURRENT DRIVER SHOT PATTERN**

Shaft Length/Swingweight (Based on 65g Shaft)											Raw	Heel	Center	Toe	Total	Direction	Screw	
46"	45.5"	45"	44.5"	44"	43.5"	43"	Weight	Screw	Screw	Screw	Weight	Type	Config.					
<b>Use Screw Configuration A To Fit A Player Who Hooks The Ball</b>																		
D7	D4	D1	C8	C5	C2	B9	185g	3.5g	3.5g	10g	202g	Fade Bias	A					
D9	D6	D3	D0	C7	C4	C1	185g	3.5g	6g	10g	205g	Fade Bias	A					
E1	D8	D5	D2	C9	C6	C3	185g	3.5g	10g	10g	209g	Fade Bias	A					
<b>Use Screw Configuration B To Fit A Player Who Draws The Ball</b>																		
D4	D1	C8	C5	C2	B9	B6	185g	3.5g	3.5g	6g	198g	Fade Bias	B					
D6	D3	D0	C7	C4	C1	B8	185g	3.5g	6g	6g	201g	Fade Bias	B					
D9	D6	D3	D0	C7	C4	C1	185g	3.5g	10g	6g	205g	Fade Bias	B					
E0	D7	D4	D1	C8	C5	C2	185g	6g	6g	10g	207g	Fade Bias	B					
E3	E0	D7	D4	D1	C8	C5	185g	6g	10g	10g	211g	Fade Bias	B					
<b>Use Screw Configuration C To Fit A Player Who Hits The Ball Straight</b>																		
D3	D0	C7	C4	C1	B9	B5	185g	3.5g	3.5g	3.5g	196g	Balanced	C					
D5	D2	C9	C6	C3	C0	B7	185g	3.5g	6g	3.5g	198g	Balanced	C					
D7	D4	D1	C9	C5	C2	B9	185g	3.5g	10g	3.5g	202g	Balanced	C					
D8	D5	D2	C9	C6	C3	C0	185g	6g	6g	6g	203g	Balanced	C					
E0	D7	D4	D1	C8	C5	C2	185g	6g	10g	6g	207g	Balanced	C					
E6	E3	E0	D7	D4	D1	C8	185g	10g	10g	10g	215g	Balanced	C					
<b>Use Screw Configuration D To Fit A Player Who Sprays The Ball</b>																		
D7	D4	D1	C8	C5	C2	B9	185g	6g	3.5g	6g	201g	Balanced	D					
E1	D8	D5	D2	C9	C6	C3	185g	10g	3.5g	10g	209g	Balanced	D					
E3	E0	D7	D4	D1	C8	C5	185g	10g	6g	10g	211g	Balanced	D					
<b>Use Screw Configuration E To Fit A Player Who Fades The Ball</b>																		
D5	D2	C9	C6	C3	C0	B7	185g	6g	3.5g	3.5g	195g	Draw Bias	E					
D7	D4	D1	C8	C5	C2	B9	185g	6g	6g	3.5g	201g	Draw Bias	E					
D9	D6	D3	D0	C7	C4	C1	185g	10g	3.5g	6g	205g	Draw Bias	E					
E0	D7	D4	D1	C8	C5	C2	185g	10g	6g	6g	207g	Draw Bias	E					
E3	E0	D7	D4	D1	C8	C5	185g	10g	10g	6g	211g	Draw Bias	E					
<b>Use Screw Configuration F To Fit A Player Who Slices The Ball</b>																		
D1C8	C5	C2	B9	185g	10g	3.5g	3.5g	202g	Draw Bias	F	D7	D4						
D9	D6	D3	D0	C7	C4	C1	185g	10g	6g	3.5g	205g	Draw Bias		F				
E1	D8	D5	D2	C9	C6	C3	185g	10g	10g	3.5g	209g	Draw Bias		F				

**Cut Shaft Weight/Swingweight Adjustments**

45g Subtract 2 swingweights	85g Add 2 swingweights
55g Subtract 1 swingweight	95g Add 3 swingweights
75g Add 1 swingweight	105g Add 4 swingweights

115g Add 5 swingweights
125g Add 6 swingweights

**Direction Type**

<b>Fade Bias</b> – Corrects Draw/Hook
<b>Balanced</b> – Neutral Ball Flight
<b>Draw Bias</b> – Corrects Fade/Slice