

## Grind Breakdown

### **NEW C-Grind**

A popular grind on Tour, truly built for skilled shot makers. With toe and heel relief, the leading edge will stay low even when you open the face. Players who can maintain swing speed through the ball are able to manufacture a variety of greenside shots.

**Player Type:** Skilled & Precise players who manufacture multiple shots around the greens

**Divot Type:** Shallow Divot

**Condition Type:** Firm

**Lofts:** 54°, 56°, 58°, 60°

**Bounce:** 8°

### **NEW J-Grind**

Featured only on our Full Toe wedge, J grind was developed specially for a full toe shape with more camber front to back, and toe to heel, to expose the generous bounce. This bounce features even more relief on the heel to allow players the versatility of opening the face. It's a forgiving grind with a pre-worn leading edge and 10° of bounce.

**Player Type:** Players who prioritize versatility in shotmaking, and forgiveness out of the bunker

**Divot Type:** Medium Divot

**Condition Type:** Soft

**Lofts:** 54°, 56°, 58°, 60°

**Bounce:** 10°

### **Z-Grind**

A tri-level sole design, with an aggressive leading-edge chamfer that acts as a skid plate for enhanced turf interaction. The chamfer also reduces digging, making this a more playable low-bounce grind. This is a versatile grind around the greens for opening the face or hitting it square. 8° bounce.

**Player Type:** Shot makers who like to open the face around the greens

**Divot Type:** Shallow Divot

**Condition Type:** Medium, Firm

**Lofts:** 58°, 60°, 62°

**Bounce:** 8°

### **S-Grind**

Standard medium-width sole with a slight ribbon at the back, and moderate heel relief to keep the leading-edge low through impact. A small leading-edge chamfer is employed for enhanced turf interaction. This is our most popular grind option for a wide variety of conditions and swing types. 10° bounce.

**Player Type:** Fits a variety of swing types; best for players who prefer a square face

**Divot Type:** Moderate Divot

**Condition Type:** Soft, Medium, Firm

**Lofts:** 48°, 50°, 52°, 54°, 56°, 58°, 60°

**Bounce:** 10°

### **X-Grind**

Our highest bounce option provides heel and toe relief, along with a narrow width for versatility when you open the face. A small leading-edge chamfer is added to reduce digging. The wedge is best suited to shot makers with a steep angle of attack. 12° bounce.

**Player Type:** Shot makers with a steep angle of attack

**Divot Type:** Deep Divot

**Condition Type:** Medium, Soft

**Lofts:** 54°, 56°, 58°, 60°

**Bounce:** 12°

### **W-Grind**

Our widest sole option with a tighter front to back radius and a small leading-edge chamfer. This promotes skidding and reduces digging. This is our most forgiving sole grind. 12° of bounce.

**Player Type:** Our widest sole for players who need the most help and forgiveness

**Divot Type:** Deep Divot

**Condition Type:** Soft

**Lofts:** 50°, 52°, 54°, 56°, 58°, 60°

**Bounce:** 12°