



# Are you Ready for Fun?

Give us five days and we'll give you fun for a lifetime.



## Congratulations

You have graduated from the **Get Golf Ready** program! You are now ready to come back and play in the graduate outings and other programs geared to new golfers. Using fun and casual formats, these outings and programs are designed to continue your skill development while connecting you with golfers of similar abilities. Mentors will be available to help you with your game, guide you around the course and make sure you have fun as you begin making golf your sport for a lifetime.



# If you have ever thought about picking up a club,

either again or for the first time, you can make golf your sport for a lifetime. **Get Golf Ready** is designed to teach you in five 90-minute lessons everything you'll need to know to step onto a golf course and play with confidence. Lessons will include on-course activities taught by trained Golf Professionals who will make sure you have fun each step of the way.



## Lesson 1:

**Awaken the Golfer in You** – Just like when you were in school, the first day is always the easiest and the most important. During this first lesson, you'll learn:

- Golf history
- Golf etiquette and apparel
- Making a tee time, checking in and the first tee
- Getting ready to play, including loosening up and stretching, grip, stance, alignment and club types

## Lesson 2:

**Become One with the Course** – During the second lesson, you'll become more comfortable on the course as you experience the art of the short game. On the second day, you'll learn:

- Golf carts
- Repairing divots & ball marks
- Keeping position on the course
- Short game elements, including putting, chipping, pitching and sand traps

## Lesson 3:

**The Turn** – On the golf course, when you've reach the halfway mark, it's called "the turn." Here the turn means that you're halfway to becoming a golfer. On day three, you'll learn:

- Golf course elements, including rough, fairway, tee, green, bunker, hazard, out of bounds
- Rules of Golf
- Middle game elements, including mid-irons and balance

## Lesson 4:

**Driving School** – You know your way around the green, the fairway, bunkers and even the rough. Now it's time to step into the tee box and swing away. On the fourth day, you'll learn:

- Scoring
- How and where to use a golf tee
- Tee boxes, markers and other starting places
- Teeing off elements, including drivers, hybrids, fairway woods and swing tempo

## Lesson 5:

**Take Your Swing** – Over the course of the first four lessons, you've learned the what, when, where, why and how. Now it's time to do. On the final day, you'll learn:

- Playing golf without spending a fortune
- Best time of day/week to play to avoid pressure
- Avoiding first tee jitters
- Fun, camaraderie and support