

“GGR Half-n-Half” – the Next Step

**GET GOLF
READY
IN 5 DAYS!**



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

A Great
way to
Get Your
Game
going...

Meet
NEW
Golf
Buddies!

Half
Instruction
Half in
Play...

Get Over
the “Fear
of the
First Tee”

“GGR Half-n-Half” – the Next Step

Half Instruction, Half in Play - 7 hrs in 5 Lessons- \$129

Meet Saturdays at 1:30 PM at Shadow Lakes Pro Shop

Contact Coach Rick (510) 917-6442

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www.NewRulesCoachRick.com

“GGR Half-n-Half” – the Next Step

Get Golf Ready, introduced new golfers to & be able to play golf. They were left to find their own way to be good enough to play with experienced golfers. Many asked: “What’s the next step?”

Get Golf Ready – Half-n-Half takes it to the next level with **half of each lesson to develop skills and half of each lessons to play on the course.** This builds on the basic Get Golf Ready. One of the most hardest parts of golf is taking the range game to the first tee. GGR Half-n-Half builds each lesson’s skill on the range, and plays that skill on the course.

Day 1. Plan & Prep for Play backwards.

Starting out we warm up, prepare for the round and then manage our emotions to play the first hole with:

- Setup, balance & alignment for straight shots.
- Learning club distances & when to use what club.
- Equipment / accessories for your golf bag.
- Rules that help on tee box, fairways & cart paths
- Etiquette of play honors & pace of play.

These are all confidence builders for when we play!

Day 2. the End Game.

We’re playing backwards, so we need to finish this hole, so we can move onto the next one with:

- Managing your putts to make the last one perfect.
- Pre shot routine to settle nerves and sink putts.
- Taking care of the course after your golf shots.
- Using the right club for the shot on & near the green.
- Rules & etiquette on & around the green.
- Pace of play, when & where to add up the score.

These eliminate pressure of the group behind you!



Day 3. the Short Game.

Once we’re over the emotions of the first shots, we now start to play to finish by scoring well with:

- Chipping & pitching control with club options.
- Side hill & rough setup technique to get good shots.
- Choosing the right club for the golf shot you have.
- Rules for hazards and ground under repair conditions.
- Pace of play methods to allow you to make your shot.

These build a confident short game for frustration free!

Day 4. the Driving Game.

With a hole completed, it’s Drive for Show time:

- The 3 Power points where you “get all of that one”.
- Sweet spot contact for all your golf shots.
- When to use which – driver, wood, or long iron.
- Take tee box advantage for course management.
- Playing your game & the course wind conditions.
- Pre shot routine, visualization & pulling the trigger.

Build consistency from the first shot on every hole!

Day 5. Playing the Whole Game.

Now that you are prepared & ready, let put it all together, On the Course, Where It Matters!

- Planning the hole, play & adjusting the plan.
- Knowing the rules that save you penalty strokes.
- Choosing targets to avoid those course hazards.
- Pre shot routine, visualization & pulling the trigger.
- Different golf tournament play & how to play well.
- Improving After a round of golf, for the next time.

Set the time to improve your game & just have fun!



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