

*Welcome to
your new sport.*

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On the Course, Where It Matters!
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Congratulations, you have graduated from the Get Golf Ready group lesson program. You are now ready to come back and play in the graduate outings. Using fun and casual formats, these outings are geared to continue your skill development while connecting you with golfers of similar abilities. Mentors will be on hand 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.

**Go to GetGolfReady.com and sign up
for lessons or graduate outings today.**

GetGolfReady.com

**GET GOLF
READY
IN 5 DAYS!**



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

The rest of your life begins in five days.



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. The Get Golf Ready program is designed to teach you in five short lessons everything you'll need to know to step onto a golf course and play with confidence. Lessons will include on-course activities guided by trained PGA and LPGA professionals who will make sure you have fun each step of the way.

DAY 1. *Awakening the golfer in you.*

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

- The history of golf
- Proper etiquette on and off the golf course
- How to dress and what to carry in your bag
- How to find your way around the golf facility and the golf course
- How to stand, grip and take aim
- The role each golf club plays and when to play it
- Putting

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DAY 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:

- Chipping, pitching and green-side bunker shots
- Everything you need to know about golf carts
- Keeping healthy with golf and how to warm up
- How to care for the course, repairing divots and raking bunkers
- Speed of play and being aware of other golfers on the course



DAY 3. *The turn.*

On the golf course, when you've reached the halfway mark, it's called "the turn." Here the turn means you're halfway to becoming a golfer. On day three, you'll learn about:

- Using your irons and playing approach shots
- Stretching and how to avoid injury
- Which golfer in a group plays first
- The importance of being able to identify your golf ball
- The rules of the fairway, the rough and bunkers
- Introduction to "it's okay rules"

DAY 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 let it rip. On the fourth day, you'll learn:

- How to use your woods
- How and where to tee off from
- Which tee markers to use and when
- Where to park your golf cart at the teeing area/putting green
- The speed of play when it comes to ready golf
- Where to safely stand at all times

DAY 5. *Take your swing.*

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

- How to keep score
- Understanding the basic rules of golf
- Navigating from tee to green and green to tee
- How to read on-course signage
- Tips for playing in outings and scramble formats
- About upcoming opportunities to play golf

