

# “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](http://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!



Contact Coach Rick at (510) 917-6442 or [RickPGApro@gmail.com](mailto:RickPGApro@gmail.com)