



## THE COACHING SYSTEM



The best way to improve your golf game is to go about it systematically. The Coaching System is a structured approach to better golf. It leaves nothing to chance. If you follow the system you will improve. Even better, continually using the system means your game will continually improve. The tools and skills you are about to learn are the smartest, fastest way to better golf.

SESSION	TIME	FOCUS	RESULTS
Game Profile	20 min	Golfer profile questionnaire. Current game status. Goals. Physical limitations. Preliminary road map.	Provides initial game picture, long term and short term goals, journey map. Game discussion.
Assessment: Short Game Full Swing	45 min 45 min	Short Game Test (Scoring Putts, Approach & Lag Putts. Chip, Pitch & Lob shots) Full Swing Test (Center Contact. Directional Accuracy. Distance. Shape)	Provides realistic view of skill level for all clubs and shots. Establishes initial baseline for training. Allows for prioritization and creation of Coach's Game Plan.
Assessment: Playing Skills	90 min	Playing Skills evaluation on-course (Navigation, Strategy, Execution)	Real-time assessment of playing skills, strategy & shot making ability.
Yardage Charting	120 min	Carry distance all clubs: Avg, Min, Max, Miss.	Allows for Pro-level club and shot selection strategic thinking.
Coach's Game Plan	30 min	Goal-based road map. 2 Strengths, 1 weakness. Training Schedule.	This is the training program. Specific drills and performance objectives. Practice plan.
Training	30 min	Intro to Training. Performance stats. Practice plans.	Hands-on training session. The How To and Step-by-Step.
Playing Lesson	120 min	Course Navigation. Game Management. Strategies for scoring.	How Playing Skills are the key to consistently lower scores.
Training	60 min	Private lesson focused on practice and training.	Identify swing issues and practice drills. Personal Best and Home Run Derby training.
Benchmarking	90 min	Assessment tests.	Update/revise Game Plan.
TOTAL	11 hrs	Complete Coaching.	\$330.00/mo for 3 months