# 555 GOLF ACADEMY <br> 'WHERE PASSION MEETS PERFORMANCE' 

CUT YOUR HANDICAP<br>BY 1/4 IN A 4 LESSON SERIES!

I can hear your response to this strong but proven claim, "WOW! You've got to be kidding?" Your '555 Team' fully understands your feed-back! Not at all unexpected!
"No way!" you say. The '555 Team' guarantees it as long as you do your part ... providing 'Desire, Honesty and an Open Mind'!

## SATISFACTION GUARANTEED

Well, let's take a look at some broad or ball park numbers.
If you are playing to a 30 or 40 handicap (' 100 to 110 Golf' - Not all that unusual nationwide, especially if you are 'Honest'!), this claim means that your '555 Team' member will take off 7-10 strokes per round with 'Four Lessons of 2 Hours Each'! Still an amazing claim, isn't it?

## LET'S DIG DEEPER!

This is primarily about your 'Short Game' ... shots inside your 'Full Swing Pitching Wedge'. Keeping it simple, this key segment makes up about $80 \%$ of your carded strokes. A big deal? Bigger than big!

Let us get further into this consideration. Shooting '100 to 110 Golf', how many 'Putts' do you make per round? Likely $45 \%$ of your total strokes or even more! So your 'Putting comprises about $45+$ strokes per round! That is about 3 per hole! 'Honesty!' How many 'Three Putts' do you make per round? A '100 to 110 Shooter' will be more than 'Three Putts' on many greens! So, that could be as many as '55 Putts Per Round'! A 'Hacker' (said lovingly) might have $60 \%$ of his stroke on the 'Dance Floor'. Certainly 'On \& Immediately Around The Dance Floor'! ('Putting, Chipping, Bump \& Run')

Next, 'How many 'Chips or Bump \& Runs' might you make per round ( $A$ ' $B \& R$ ' is a variety of 'Chip')?' When we consider this very common 'Procedure', we might focus on how many we have to make 'TWICE'? If you are playing ' 100 to 110 Golf', you could have 9 double 'Chips or B\&R' per round.
'How many 'Pitches' might you make per round?' When we consider very common this 'Procedure', we might again focus on how many we have to make 'TWICE'? If you are playing 'Hacker Golf', you may have 9 double 'Pitches' per round.
'How many 'Short Irons To The Green' ('GIR') might you make poorly during eighteen holes?' When we consider this very common 'Procedure', we might again focus on how many we have to make 'TWICE'? If you are playing 'Hacker Golf', you will very likely again have 9 double 'Approach Shots' per round.

Enough said. Let the numbers do the talking. $18+9+9+9=45$ Strokes that may be identified as 'Potentially Removable From Your Card' 'FROM ONLY YOUR SHORT GAME'! The above 45 strokes come from no ' 3 or 4 Putts', no 2 Chips, no 2 Pitches and no missed Greens In Regulation' ('GIR'). If we take away two of the 'Chip/Pitch/Approach' categories for reality we still come up with 27 strokes saved! 110 less 27 produces an 83 round! Not a bad short term goal for a 110 shooter?

We have not even mentioned your 'Long Irons, Fairway Woods or Driver' as yet! They can take off more strokes. Remember, this 'Silly Game' is all about 'Fairways, Green and Putts'! ('FGP')

## NEED I SAY MUCH MORE?

Your '555 Team' will strive realistically to

## ‘CUT YOUR HANDICAP BY A 1/4 OVER FOUR LESSONS'!

By the way!
If you are 'NOT A HACKER' or 'Weekend Warrior' and still shoot '90 Golf' or '100 Golf', our claim is quite relative. If you are ' 18 to 28 Over Par', improving your scoring by ' 6 to 10 Strokes Per Round' is a great challenge well within our 'Reach' and likely soon within our 'Grasp'. Exciting prospect isn't it!

Think 'Probability Of Success'!

"Welcome Aboard!"<br>"Enjoy The Ride!"

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