

What is the mission of the Oak Hollow Golf Academy

The Oak Hollow Golf Academy is dedicated to serve you. From beginning golfers to the most advanced players, our objective is to maximize your talent and potential, as well as your enjoyment of 'the greatest game'.

Our academy instructors have more than 80 years of teaching and playing experience and a passion for helping each golfer achieve their goals. We look forward to the opportunity of helping you reach your individual goals and objectives.

RAISE YOUR GAME

Analyze your golf technique in slow-motion

- Every day thousands of golf instructors and amateurs, from amateurs to professionals analyze their swings using huddle technique.
- Break down your swing in slow-motion - use drawing tools and side-by-side comparison with PGA Tour players to help you improve and lower your scores.
- Instructors can quickly share videos to their students to provide additional feedback and value. Students can send their swings to instructors to get feedback and coaching.

Get Golf Ready

Picking the right Get Golf Ready Class for you or your friend? Check out what each class entails or what the typical participant make-up is in each level.

Level One- Participants usually shoot from 95 and above, or are beginners

Areas of the game that are covered include: Day One – Putting, Alignment and Distance Control Day Two – Chipping and Pitching Day Three – Full Swing with Irons, Setup, Grip, Posture, getting the club on Plane Day Four – Full Swing with Driver and 3 Wood and Sand Bunkers Day Five – Go out on the course to put everything to practice, learning Course Management and Rules of Play

Level 1.5 - Participants have taken Level One and don't feel like they are ready for the Level Two Class

Areas of the game covered: Mix between the two levels

Level Two- Participants usually shoot from 84 to 95, or have taken the Level One class and have a good understanding of their game.

Areas of the game that are covered include: Day One – Putting, learn how to read the undulation of greens, thus making the golfer a better player Day Two – Chipping and Pitching, additional techniques that can be used for various course conditions Day Three – Full Swing with Irons, learning and establishing a pre-shot routine, that can be beneficial in developing rhythm and timing in the golf swing and getting the golfer focused during each and every shot Day Four – Full Swing with Hybrids and Fairway woods off the Ground Day Five – Go out on the course to put everything to practice, working specifically on downhill, side hill, and uphill shots

Level Three- Participants usually shoot below 84, or have taken the Level Two course and have a proficient understanding of their game.

Areas of the game that are covered include: Day One – Putting, Even from off the green if needed and Lob Shot, getting out from behind trees effectively Day Two – Chipping and Pitching the ball from various locations around one of the greens on the course, giving much needed on course practice, in real situational golf Day Three – Learning how to hit and control the ball from 100 yards and closer to the green Day Four – Full Swing with Irons and Woods Day Five – Go out on the course to put everything to practice, Learning to get back in play and when to go for it and when to play safe

***Classes can be changed to meet the make-up of each specific class based on the overall ability of the participants.**



NORTH CAROLINA'S INTERNATIONAL CITY™
PARKS & RECREATION



Teaching a Game That Lasts a Lifetime

336-883-3260

Oak Hollow Golf Academy

Events

All group instructional events are co-ed. Spaces are limited. Payment in advance will secure spot.

Minimum numbers are required for each event.

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

5 LESSONS ONLY \$99

Get Golf Ready Level 1 - 5 Days

March 11, 12, 13, 18* & 19, 2019 5:45-7pm
April 23, 24, 30, May 1 & 2, 2019 5:45-7pm
July 22, 23, 24, 31 & Aug. 1, 2019 5:45-7pm
Sept. 17, 18, 19, 24 & 25, 2019 5:45-7pm
Oct. 8, 9, 10, 15 & 16, 2019 5:30-6:45pm

Get Golf Ready Level 1.5 - 5 Days

May 14, 15, 16, 21 & 22, 2019 5:45-7pm

Get Golf Ready Level 2 - 5 Days

August 12, 13, 14, 19 & 20, 2019 5:45-7pm

Get Golf Ready Level 3 - 5 Days

Availability Based on Requests

Please visit our website at

oakhollowgc.com

to learn more about the Events of
The Oak Hollow Golf Academy
and further information
call 336-883-3260

Oak Hollow Golf Academy
3400 N. Centennial Avenue
High Point, N.C.

PGA Professional Teaching Staff



PGA

Steve High
Head Golf Professional

Jimmy D. Bayne Jr.
Teaching Professional

Private Instruction Lesson Rates

1 hour (Adult) \$70
Package of 3 \$189
Package of 5 \$299
Package of 10 \$535*

1 hour (Junior) \$45
Package of 3 \$120
Package of 5 \$175
Package of 10 \$330*

*The packages of 10, include 9 private lessons
and a 2 hour playing lesson

2 hour playing lesson \$100

All private lessons are done using
Hudltechnique Video Analysis Software

Junior Players Academy

Introduces

PGA SPORTS ACADEMY

"FIT FOR GOLF"

Events

PGA Sports Academy events take a more in depth look at all aspects of the swing through video analysis, develop a practice plan for improvement, as well as learn course management strategies under the supervision of our PGA instructional staff. They will also include fitness aspects that will help to develop essential elements in the golf swing.

Oak Hollow Junior Players Academy is joining with the First Tee of the Triad to bring two new exciting events for the Spring and the Fall. Go to thefirstteetriad.org for more info.



March 18 - May 13, 2019

Spring First Tee of the Triad Player Level

Mondays from 4:30 - 6pm

August 26 - October 14, 2019

Fall First Tee of the Triad Player Level

Mondays from 4:30 - 6pm



3-Day PGA Sports Academy Golf Schools

June 25, 26 & 27, 2019 July 16, 17, & 18, 2019
8am-1pm 8am-1pm
\$125 per student \$125 per student

August 6, 7, & 8, 2019

8am-1pm
\$125 per student

Juniors take advantage of our **\$20 Range Pass** for the summer, which gives you a small range basket each day from June 1-August 31, 2019