



I Wanna Golf Now! Inc.
(IWGN!) The Company
The Short Game Place®
(TSGP) The Product

MANAGEMENT

Kathleen A. Erickson
Founder/Owner

President & CEO
TBD

Executive Team
TBD

INTELLECTUAL PROPERTY

Utility Patent Pending
Par 2 Indoor & Outdoor Golf
9 or two 9-hole courses

Registered Service Mark
The Short Game Place®

FUNDING

Ask \$7M
Prior Investment \$550k

CONTACT

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I Wanna Golf Now!™ Inc. DBA **The Short Game Place®**

Indoor Patent Pending 9-Hole Par 2 Skills Golf Course

Play | Train | Rehab | Compete | Socialize | Eat | Drink

Play Golf 24/7-365

INDUSTRY CHALLENGES

Golf provides many benefits including entertainment, physical and emotional strength, a healthy competitive outlet, and more, yet of the 89.3 million Americans who want to play, only 25% can. With over 15k golf courses across the US, 70% are seasonal and closed at night. Also, the short game portion of golf contributes to over 70% of the score, making it the most important part of the game. Limited places to practice, and restricted by weather and daylight, makes the skill harder to improve. The cost to play can be a big obstacle, and companies and organizations lose money, and team building efforts, when tournaments cancel at the last minute due to weather, and can be challenged by the 4+ hours it takes.

OUR SOLUTION

At TSGP, golfers will enjoy 9 beautiful 10 to 40-yard holes of Par 2™ golf *indoors*. Life-like turf, shrubs, and trees, real water and sand bunkers, transport players to outside course play. Going beyond just learning and playing the game, lessons and physical therapy will ensure the player's body is optimized for playing longer in life with less injuries. Routine changes, such as speed of the green, pin placement, wind, and lighting, will challenge and support skills development, enhance the desire to return consistently, and become a member.

Each hole is designed for a foursome to complete the entire 9-hole course in just over one hour; *power hours* will allow singles, or doubles, to play a round in under an hour. Adaptive and disabled players (30% of golf population) finally have a place to play, consistent with their unique needs provided for while not inhibiting every other golfer. Friends and families will gather in The Chip Shot™ Bar & Grill to enjoy our food and beverages, even when not golfing. The culture will enhance communities and offer a safe, inclusive, and family-friendly place to gather.

Business networks and non-profit organizations will find our meeting/catered event spaces to be just what they need.

COMPETITION

With growing demand for golf, entertainment facilities are increasing, but typically focus on outdoor facilities, such as TopGolf and DriveShack; putt-putt courses and simulated golf bays do not provide golfers with the real-world golf experience, and feel and effect of a game. Calloway Golf purchased TopGolf for \$2.6b in stock, showing their dedication to the new golf entertainment industry, and 4Q21 earnings brought them to \$3.1 Billion.

REVENUE/MARKET/DEMAND

We are a Pre-revenue startup. The golf industry generated \$85b in 2021, with golf courses and the new entertainment facilities. But, with all that, there is a \$252b market available which we will target, capturing a bigger piece as we expand the company. Revenue will be derived from individual game fees, memberships, branded merchandise, food & beverage, training/event room rental, instruction, and rehab as-well-as leagues and tournaments

MANAGEMENT BACKGROUND

Kathleen A. Erickson, Owner/Founder, brings over 35 years in national retail and service management, logistics and distribution with companies such as Wolf Camera and has actively supported the Frisco, TX, Chamber of Commerce. Her experience and passion will lead the vision, culture, and rapid growth of the Company.

President & CEO, TBD. We are actively seeking the right individual to fill this position.

INVESTMENT

Seeking \$7M (\$100k min.) investment for up to 41% preferred stock in the parent company. Funds will be used to open first location and prove the concept. Margins are projected at the end of year five and also seven to create an optimal exit opportunity.

INTELLECTUAL PROPERTY

IWGN! Inc. holds the pending utility patent on all Par 2™ indoor and outdoor golf courses and the design aspects of real golf play indoors. The Short Game Place® is a registered service mark owned by the company.

EXISTING COMPANY ASSETS

Through previous funding, the company has acquired these assets: Building Architecture, Golf Course Design, Operations and Employee Handbooks and Manuals, giving us the ability to break ground and build immediately.

AGGRESSIVE SCALING

We will begin expanding once the proof of concept is completed with conservative growth to 21 locations by end of year seven. We will create a new entity for each location to avoid dilution of original founder's shares.

COMPANY HISTORY

Kathleen A. Erickson conceptualized playing indoor golf in 1992 but, until recently, key components, such as high-quality turf and engineering to construct a cost-effective building, were not viable.