

GOLF

NATURE AND PURPOSE

Golf may be played by strokes or by holes. The objective is to play a ball from a teeing area to a hole, a prescribed distance from the tee, in the fewest strokes possible. An official round is eighteen holes. In stroke play, the winner is the person taking the fewest number of strokes over an entire eighteen holes of play. Each hole is given a rating of par determined by the length of the hole. In match play, or play by holes, the winner is the golfer who wins the greater number of holes despite the final total in strokes. Stroke play is considered more exciting, since each shot is of equal value, whereas in match play, a loss of two or more strokes on a hole may be recouped by a one-stroke victory on a later hole.

SUITING CLUBS TO SHOTS

The Long Irons

The number 2,3, and 4 irons are considered the long irons. They are used on the fairway when maximum distance is desired, but when the lie is such that the use of a wood is not deemed advisable.

The Medium Irons

This name applies to the number 5,6, and 7 irons. They are the middle-distance clubs among the irons. They offer greater accuracy and also allow the player to achieve some distance. The medium irons can often save strokes on the score. Many holes can be negotiated with a good tee shot and a well-placed one with an iron-leaving only an average length putt. These clubs can substitute for an approach shot if played well onto the green.

The Short Irons

This category includes the number 8 and 9 irons and the sand wedge. They have a high pitch to the face of the club and are used for short shots around the green and in getting out of the rough, hazards, and traps. These clubs are designed so that they impart a great deal of backspin to the ball and therefore little roll at the end of the shot.

SPECIAL SHOTS

The Pitch Shot

The pitch shot is generally executed with a high lofted iron such as the 8, 9, pitching wedge, or sand wedge.

The Chip Shot

The chip shot is generally executed with any iron club from a 5 through 9. The club selected usually depends on the distance from the hole and the amount of roll necessary to reach the hole.

The Sand Shot

The sand shot is usually a difficult shot for the beginner to master because sand does not have the firmness of the fairway nor does the ball set up as it does on grass. A specially designed club called a sand wedge is used to execute the shot.

The Putt

Putting is probably the most important phase of the game, and too often one of the most neglected. Concentration and confidence are two of the primary requirements for good putting, and can be gained best through practice of fundamental techniques. Forms of putting differ widely, but basic fundamentals are much the same.

Some important points about putting must be remembered by the beginning golfer. First, the putter head must continue to accelerate through the ball. Secondly, keep the putter head low to the ground and concentrate on making solid contact with the ball. Finally, learn to read the green.

GENERAL RULES

1. Never hit a shot until you are sure those in front of you are out of your range. If you hit another player, you may be liable for damages.
2. Never swing a club, especially on the tees, unless you are sure no one is standing close to you.
3. If the warning "Fore" is given, it is often dangerous to run to see where the ball is coming from. It is best to cover the head for protection and turn away from the direction of the warning.
4. In the event of a thunderstorm, it is not wise to remain outdoors. Shelter should be sought in a closed building protected against lightning. Large or small unprotected buildings are alternatives in the order given. If remaining outdoors is unavoidable, keep away from open spaces and hilltops. Also, stay away from isolated trees, wire fences, and small shelters in exposed locations. Shelter may also be sought in caves, depressions or deep valleys and canyons, the foot of a cliff, or in a dense stand of trees. Umbrellas held overhead in exposed places are dangerous.
5. Never practice in an area where others are playing. Most golf courses have special practice areas.
6. Never hit practice shots while playing a round. It not only wastes time but is dangerous.
7. Only one person should hit at a time. The person farthest from the hole should play first.
8. Knowing and applying the rules of golf and golfing etiquette will increase your safety on the golf course.
9. Carry a towel and wipe hands dry, particularly in hot humid days and rainy days.
10. Know the distances of specific clubs and distances you can hit the ball.
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SUMMARY OF IMPORTANT GOLF RULES

1. A player may have a maximum of 14 clubs in the golf bag at any one time. Penalty for exceeding the maximum: disqualification.
2. A player must tee up his ball between the tee markers or anywhere in the rectangle two club lengths behind them. Violation of the rule: two-stroke penalty.
3. An intentional swing at the ball must be counted as a stroke, even if the player "whiffs" it.
4. A ball is considered lost if not retrieved in 5 minutes.
5. A ball must be played as it lies except as provided for in the rules. Violation of the rule: two-stroke penalty.
6. Loose impediments such as grass, leaves, a flag stick, vehicle, or bench may be removed in order to hit a golf ball. If it must be re-dropped, it must be done no more than one club length from the original spot and no nearer the hole.
7. If a player hits a ball out of bounds, the player must take a one-stroke penalty and play the ball from the original spot.
8. When a ball is hit into a water hazard, the player may drop a ball behind the hazard, keeping the spot at which the ball crossed the hazard between himself and the hole. Penalty: one stroke.
9. A player is allowed to drop a ball out of casual water, but not nearer the hole.
10. A player, while in the act of putting on the green, whose ball hits another player's ball is assessed a two-stroke penalty in medal play. The opponent must replace his ball at the original spot. A player while putting off of the green, whose ball hits another ball on the green is not assessed a penalty.

TERMINOLOGY

1. **Address** The position taken by a player in preparing to start a stroke.
2. **Birdie** The score of one under par on a hole.
3. **Bogey** A score of one over par on a hole (United States rules). In countries playing the British rules, a bogey is the score an average golfer should make on a hole; on easier holes, par and bogey might be the same score.
4. **Divot** Sod cut with the club head when executing or attempting to execute a shot.
5. **Eagle** A score for a hole played in 2 strokes under par.
6. **Fairway** The course between the teeing ground and the putting green, exclusive of hazards.
7. **Fore** A warning cry to anyone of a stroke about to be played or one that has been played.
8. **Lie** The position of the ball on the playing ground. A lie refers to the angle of the club head.
9. **Par** The standard score for a hole.
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ETIQUETTE AND PLAYING COURTESIES

Since golf is a polite game with a well-defined code of ethics, it is important for every golfer to observe common courtesies while on the course.

In general, while playing the course:

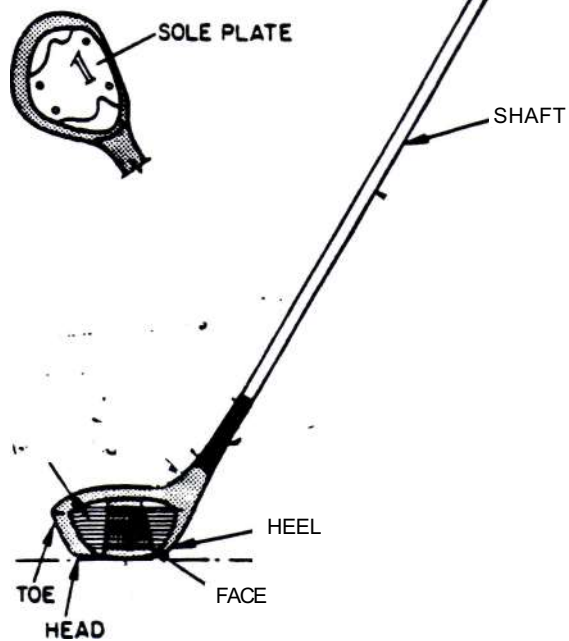
1. Be polite at all times, know the rules of golf so decisions can be made quickly without causing undue delay.
2. Be aware of the local rules and regulations that govern play on a course.
3. Do not hit practice shots between regular shots - it is an infraction of the rules.
4. Abstain from obscene language, loud talk, and club throwing.
5. Plan ahead and be ready to play your next shot without undue delay. The player farthest from the flag stick shoots first.
6. Do not talk, move around, or stand too close or directly in line of a shot when another player is preparing to shoot.
7. Never play shot until the group ahead is completely out of range.
8. While looking for a lost ball, do not unduly delay the play of others. Allow a group playing behind you to go through by signaling them to do so and do not resume play until they are out of range.
9. After each shot, pick up the divot or loose grass and replace it with your hand in the divot mark. Pat it down with your foot.
10. Fill holes made in bunkers and smooth the sand after playing from a trap. Be sure to rake all sand traps upon leaving them.
11. Keep pull carts and motorized carts off the green area.
12. Yell "Fore" if a ball is in danger of striking another person.
13. The person having the honor (lowest score on the preceding hole) tees up first.
14. Notify your partners when you wish to change a golf ball.

ON THE PUTTING GREEN

1. As soon as a hole has been completed, the player should leave the green. Do not total the scores and record them on the green.
2. Allow the person farthest from the hole to putt first.
3. When lifting a ball on the green, mark it with a coin.
4. Never lay a bag of clubs down on the green.
5. Do not throw the flag stick off to the side. Always lay it down gently, away from all play, and replace it when the hole has been completed.
6. Do not damage the hole with the stick or by standing too close to the hole.
7. Repair ball marks on the green.
8. Upon completion of the hole, the group should move off the green to record scores.
9. Do not drag your feet or in any way scuff the green.
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WOOD CLUB FIGURE 13-4.

Parts of a wood club and an iron club.



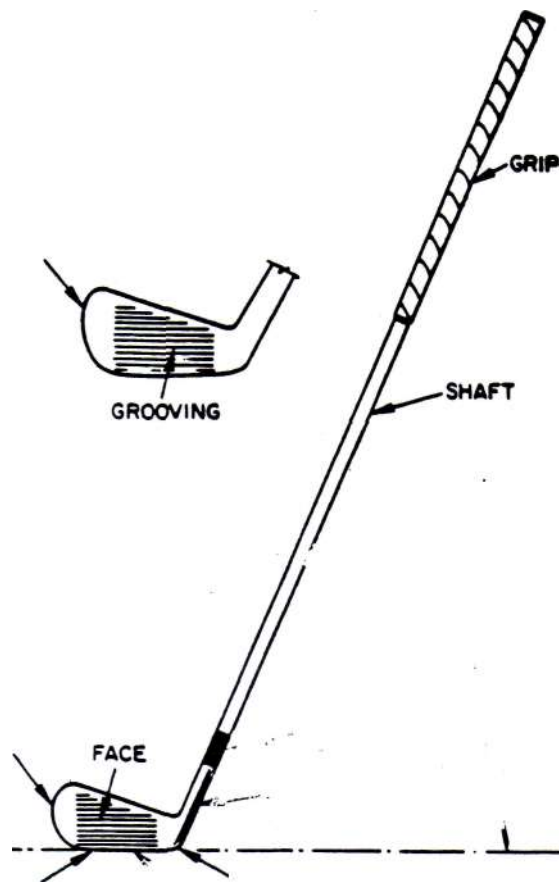
HEAD

HEEL

IRON CLUB

BLADE

TOE



GROOVING

SHAFT

FACE