

About Golf

Science

- Physics
 - Factors that effect ball flight
 - Club face Position
 - Where ball is struck
 - Clubhead Speed
 - Practice
- Biomechanics
 - Game of opposites
 - Hit down to make ball go up
 - Hit up to keep ball low
 - Accelerate** through the ball
 - Leads to more control on shots

The "Rules"

- Various Formats
 - In brief
 - Official
- "Course Rules"
 - Adaptations for course
 - Shown on score card
- Play by them**

Terms to know

- "Fore"**
 - Yell, when your (or someone in your group) ball going towards others
 - Hear, protect yourself
- "Ready Golf"
 - Suspends order of play

Typical Golf Hole

- Clarity - Define Play
 - Even the Playing Field
 - Skill is rewarded
- Logic Behind Rules and Etiquette**
 - Speed of Play
 - Maintain "contact" with group ahead
 - If you lose it, let others play through
 - Course Care
 - Safety
 - Much is common sense and how you would like to be treated

Terms to know

- Do over "Mulligans"
- Not improve or alter lie "Play it down"
- "Count them all"
- Short putt "Its good" "Gimmies"
- Established number of strokes to complete hole
 - Based on distance
 - Par 3 < 250 yds
 - Par 4 > 250 < 450
 - Par > 450
- Par
 - Score names relative to par
 - Eagle = 2 less than par
 - Birdie = 1 less than par
 - Par
 - Bogey = 1 over par
 - Double Bogey = 2 over par
 - An 8 on a par 5 = Snowman
 - Triple = 3 over par

Tee Box

- Honors
 - Who hits first?
 - Person who "won" (scored lowest) on the last hole
 - Informal toss tee
- Where to place ball
 - Teeing area (for ball) is between markers being used and up to two club lengths behind them
 - How to do it
- Not playing the shot? Where to stand and what to do
 - Stand off to side (not in player's view or line of sight)
 - Be quiet beginning with pre-shot routine
 - Follow ball's flight
 - Wait until group ahead hits their 2nd shots
- Don't hit into others

Time wasters

- Follow flight as best you can
- Lost ball 5 minutes
- Place chipping irons on flag or the way back to your clubs
- Lost club
- Scoring on green after completing the hole
- Placing clubs on "wrong" side of hole

The "Line"

- Route between the ball and hole
- May not be a straight line
- Extends beyond cup
- Avoid stepping on it!!

Fairway

- Person who is "Away" hits first
- Repair all divots you create
- Markers
 - Blue = 200 yds to center of green
 - White = 150 yds to center of green
 - Red = 100 yds to center of green
 - May also have white post or distinctive shrub
- Rake all sand traps after use
- Chipping

Putting Green

- Interferes with other player's line
- Moving the marker
- Marking the ball
- Pitch marks (made by ball)
- What you can/can't repair
 - Spike marks
- Reading a putt
- Tending the flag
- Flag Colors have meaning
 - Red = Front Third
 - White = Middle
 - Blue = Back Third
 - Pin or Flag
 - Replace it when done

The Biggies! to Know and Do