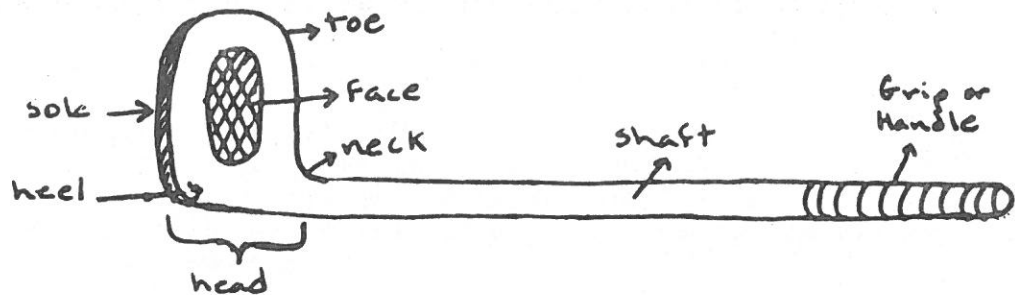


GOLF STUDY GUIDE

I. EQUIPMENT:

- A. Woods - longer shafts, wood or composite heads, for longer lower shots. #1-5.
- B. Irons - shorter shafts, metal heads, more angled face.
 1. #1-9 with specially clubs (wedge and putters)
 2. The lower the number, the less the club's face angle and the greater its distance.
 3. The higher the number, the greater the angle of the face and the shorter its distance.



II. RULES:

1. Every swing counts as 1 stroke.
2. If the ball accidentally falls off the tee, it can be re-teed without penalty.
3. The removal or pressing down of any irregularities of the ground (grass, dirt, sand, etc.) is not permitted. Any non-planned hazard can be moved. pebbles, twigs, leaves, etc.
4. If the ball is lost or hit out-of-bounds, you should go back and drop the ball at the spot where the ball was originally hit. To score; count one for your original swing, plus one stroke penalty.
5. If a ball lands in a water hazard, you can drop a ball behind the hazard. One stroke penalty.
6. Planned hazards: If the ball lands in an unplayable lie, you may drop the ball as long as it is no closer to the hole. One stroke penalty.
7. Unplanned hazard: A ball landing in an area under repair, construction or an artificial obstruction (hose, water fountain, bench, etc.) may be dropped with no penalty.

III. Etiquette:

- A. On the tee:
 1. Observe the tee markers. Always tee the ball behind them.
 2. The player with the "honor" drives first.
 3. Stand well behind the person hitting.
 4. Wait until the players ahead have played their second shots and are out of your driving range before teeing off.
- B. General:
 1. Never talk or move around when another player is hitting.
 2. Never stand in the line of a player's shot.
 3. Wait until players ahead are out of range before hitting.
 4. Be ready to take your stroke when it is your turn.
 5. Identify your ball before beginning play.
 6. Follow the flight of your partner's ball so you can find it right away.
 7. If there are golfer's behind you who are slowed by your play, invite them to "play through".
 8. Replace and press down all divots with your foot.
 9. Call "fore" if your ball might hit someone.

C. On the course:

1. On the fairway, the player who is "away" plays first.
2. In the sand trap, smooth over foot marks and club marks with the rake when you leave the trap.
3. Leave your bag at the edge of the green.
4. On the green, the player who is "away", putts first.
5. Record your score off the green.

IV. TERMS:

1. Address the ball: Get into position to play the ball.
2. Ace: hole in one.
3. Approach shot: the shot that is intended to put the ball on the green.
4. Away: the ball farthest from the hole. Should be hit first.
5. Birdie: One stroke below par for the hole.
6. Bogey: One stroke above par for the hole.
7. Caddie: A person who carries the golfer's clubs.
8. Divot: A piece of turf cut out by a club during a swing.
9. Drop the ball: A legal way to move the ball. Face the hole, go 2 club lengths parallel or behind where it landed, then drop the ball over your shoulder.
10. Eagle: Two under par.
11. Fairway: Area between a tee and the green where the grass is cut short.
12. Fore: The warning cry on the golf course.
13. Hazard: Any obstacle that interferes with the ball.
14. Honor: Right to play first from a tee, gotten by having the lowest score on the previous hole.
15. Hook: A shot that curves to the left.
16. Par: Perfect score for a hole.
17. Out of bounds: The area outside the proper course, from which balls may not be played.
18. Playing through: At the invitation of the group ahead, players behind may pass them and continue play.
19. Penalty stroke: A stroke added to the score of a hole.
20. Rough: The unkept territory surrounding the fairway.
21. Slice: A shot that curves to the right.
22. Stance: position of the feet.
23. Tee: Elevation where the ball is placed for the drive.

