

Bec's Etiquette tips

PRIOR TO PLAY

- Arrive at least fifteen minutes early to the tee area.
- Be prepared to have others join you if have less than 4 in your group.
- Cancelling a booking. Cancel online/pro shop. Ring or text a member of your group to apologise and forward on your apologies.

ON THE TEE

- Announce to the team what marks you have on your ball.
- Ensure you have your sand bucket.
- Ready Golf means that the player with the honor (best score on the last hole) should be READY TO HIT FIRST. If the player with the honor isn't ready, then someone else hits first.

THE FAIRWAY

- Bunker rakes should be faced rake part forward pointing to the green. Some courses rakes are half in half out. Check the rules.
- Repair a divot using you sand. Smooth down the sand afterwards.
- Unplayable shot? You may take relief ie drop a ball. The ball must be dropped straight down from knee height, must be dropped by you, must first strike the ground within your relief area, and must remain within that relief area. The size of the relief area can be one club-length for things like cart paths and ground under repair, or two club-lengths for lateral relief for an unplayable ball or a ball in a red penalty area. If the ball doesn't stay in the relief area after dropping it, simply drop it again. If it again doesn't stay in the relief area, place a ball on the spot where it struck the ground on the second drop.
- Local Rules are in miscore under Menu (Top RH)
- Penalty Strokes most commonly occur when:
Lost Ball: If a ball is lost (maximum searching time allowed is 3 minutes) a new ball must be played from the original position. A one-stroke penalty must apply, plus the original shot. ie count two additional shots.
Out-of-Bounds: A ball that lies out-of-bounds must be re-hit from the original position. A one-stroke penalty must apply, plus the original shot must count.

Unplayable Lie: If a ball rests in a position where it is unplayable, ie. against a tree, it may be lifted and dropped within two club lengths of the original position. A one stroke penalty applies.

Accidentally Moving a Ball: If a ball is accidentally moved a player must replace the ball at the original position. A one-stroke penalty will apply.

Hitting the Wrong Ball: If a player accidentally plays the wrong ball, the original ball must then be played with a two-stroke penalty.

- **Improving Lie:** Do not pull up or push down grass around the ball to improve your lie. Also do not bend, break or move growing vegetation.

ON THE GREEN

- Avoid pulling carts or driving carts across the green but in some courses this can be done and in fact is preferred rather than wearing a path around the green.
- Place your bag or cart between the green and the next tee. ie You should never be walking back to your buggy. Never leave your buggy on the green.
- Repair your own ball marks and one other.
- Avoid stepping on another player's putting line.
- Players begin putting when all balls are on the green.
- Mark your ball if it is in the path of another player's ball. "Flatty" if in direct line. You may be asked to move your marker out of the line and then back again.
- Balls can be marked if off the green, but only if the ball owner asks you to do so.
- Continue putting until holed out unless you would be standing on someone's putting line.

TIPS TO AVOID SLOW PLAY

- **On the tee:** Record your score from the last hole after you have hit- unless someone has walked up to hit already.
- **Down the fairway:**

Walk directly to your ball unless you reach someone else's ball first. Player furthest from the hole usually plays first but golfers out of range of the group in front can play first, if ready.

Walk briskly between shots and be ready to play when it is your turn.

Start thinking about your shot as you near your ball

- Keep pace with the group in front of you at all times.
- Already be at your ball ready to hit when it is your turn. ie All players should go directly to their own ball as the other is hitting and be ready for their own shot
- Watch everyone's balls until they stop rolling to avoid lengthy searches.
- Wait to record the scores on the next tee.
- Slow group in front of you?

Don't directly address the players. If this has gone on for some holes it is time to contact the pro shop (ph # back of the card)

- If there is a gap of an entire hole you are definitely behind. By then you should be "peeling off" to the next tee. A pair peels off, hits their next shots and then do their scores as the others reach the tee.

LOST BALL

- On the tee, if there is a chance your ball is lost you can hit another ball. Call this a "Provisional Ball". This will be your third shot if the ball is never found.
- Looking for a lost ball: Next person should hit their shot whilst the other three are looking- all four should not need to look for a ball at once.
- Click the timer on the miscore app- it will do a countdown for the 3 minutes you are entitled to look.

And Finally remember:

A BAD PUTT IS ALWAYS
BETTER THAN A BAD CHIP
WHEN JUST OFF THE EDGE
OF THE PUTTING GREEN

GOLF SAYINGS

A

Above the hole Refers to a ball on any sloping green positioned so that the next putt is downhill. Downhill putts are harder to judge for speed and slope, and also riskier, so the good golfer aims to keep his ball 'below the hole' at all times.

Ace A hole in one.

Airshot In attempting to hit the ball the player misses completely.

Approach Short or medium shot to either the pin or putting green.

Attend the flag To remove and hold flag whilst another player putts.

B

Back Nine The last nine holes of a golf course.

Birdie One under par score on a hole.

Bogey One over par score on a hole.

Break In putting, the curve the ball will follow due to slope and/or grain in the green.

C

Carry Distance a ball travels from impact to hitting the ground.

Chip Shot Short shot played with minimum loft from off the green.

D

Divot Turf removed when hitting a shot.

Dogleg Left or right bend in fairway.

Dormie In match play, having a lead equal to the number of holes remaining to be played, ie. two up and two to play.

Draw Controlled right to left shot with a moderate curve (or left to right for left-handers).

Drop When the ball is lost, or there is an unplayable lie, a ball is dropped from arm's length at shoulder height onto the course.

E

Eagle Two under par score on a hole.

F

Fairway The short-grass area between the tee and the green.

Follow-through The latter part of the swing from striking the ball to completion of the motion.

Fore! Warning shout when a shot may endanger another player.

Four-Ball Group of two pairs of golfers recording the better ball score of each pair based on gross or net scores.

Foursome Group of two pairs of golfers playing shots alternately with the same ball. The partners drive at alternate holes, so one will drive the even numbers and one the odd numbers.

Free drop When a player is entitled to make a drop without a penalty stroke.

G

Gimmie Very short putt close to a hole, awarded by other players. Only used in match play, or in friendly golf.

Grain Direction in which blades of grass grow and influence the speed and roll of the ball on the putting green. When looking 'into the grain' a green will appear darker, and 'with the grain' it will appear lighter or shinier. When putting 'across the grain' the ball will move left or right.

Gross score The total number of actual strokes played within a round, before handicap is taken into account.

GUR Short for "Ground Under Repair" If an area of the course is under maintenance and your ball lands there, you can remove your ball without penalty. Normally identified by stakes or a line.

H

Half Shot Reduced swing when taking a shot. Used for shorter shots, or when extra control is required.

Hole out To finish a hole by getting the ball in the cup or hole. Usually done with a putt, but sometimes with a chip from off the green, and occasionally with a full shot.

Honour Given to the player scoring lowest on last hole and granting the right to tee off first on the next.

Hook Shot curves strongly from right to left (or the opposite, if you play left handed!).

I

In play A shot that comes to rest within the boundaries of the course (the opposite of 'out-of-bounds').

Interlocking grip A right-handed player using this grip will interlock the little finger of his right hand with the index finger of his left hand (vice versa for lefties). A good grip for players with small hands. Used by Tiger Woods and Jack Nicklaus, among others.

L

Lie Resting place of the ball on the course, hence a 'good lie', or 'poor lie'. Also the angle at which the clubhead is set on the shaft. Tall people usually have clubs with an 'upright' lie (making the shaft more vertical) and shorter people use a 'regular' or 'flatter' lie (placing the clubhead further away from the body).

Links Golf course on coastal terrain, usually with sand dunes and very few trees, and exposed to the wind. Literally a piece of ground that 'links' the mainland to the sea.

Lip Edge of the hole.

Lip-out A putt that catches the lip of the hole and turns around the rim without falling in.

Lob Shot High shot often over a bunker

M

Marker Thin, flat item used to mark the position of a golf ball on the green to prevent your ball obstructing other player's shots. Small coins may be used, or specifically designed discs of metal or plastic. Also a person who keeps the score in a match, either as a spectator accompanying the players, or one's opponent.

Match Play Competition scored by the number of holes won or lost. The opposite of 'stroke' or 'medal' play. In this format, matches often do not go the full 18 holes.

Mixed Man and woman playing together, eg: 'Mixed Foursomes'. Each partner plays off their own tees.

N

Net score Score after the handicap strokes have been deducted from the gross score.

O

OB Short for 'out of bounds'. Area outside the course play area, usually marked by a white line or white stakes, or boundaries such as walls, fences or railings.

P

Par Standard number of strokes for each hole, always including two putts. Almost all golf holes are par 3, 4 or 5, although some new courses are building ultra-long par 6 holes.

Penalty Extra stroke(s) added to a player's score for violation of the rules, loss of ball, out of bounds, etc...

Pin Flagstick.

Pin-high A ball which is level with the pin, but to one side.

Pitch Shot used to approach the green, shorter swing than normal, but longer and more lofted than a chip.

Play Through When a group of slower golfers or those searching for a ball allow others to pass them. It is good etiquette to allow faster players to 'play through'.

'Plus' Golfer A golfer whose handicap is better than scratch, so he has to add or 'plus' strokes to his gross score after a round, rather than subtracting them.

R

Range Practice area (also called the Driving Range).

Recovery Shot played back into a good position from an unfavourable one.

Rescue Putt Long putt from off the green using a hybrid. An alternative to a chip shot

Relief Permission to lift and drop the ball without incurring a penalty.

Rough Longer and thicker grassed area of the course.

S

Shank Shot struck by the hosel of the club which causes the ball to go sharply right.

Skinny Said of a shot hit thin, which flies lower than usual and with no control.

Slice A shot that curves violently to the right, banana-shaped. Usually caused by striking the ball with an open clubface and an in-to-out swing. The commonest shot shape among beginners and high-handicappers.

Stroke keeping the score on every hole. The lowest number of strokes, gross or net, wins.

T

Thin A shot somewhere between a top (see below) and a well-struck ball. The ball is hit below the equator, but not enough to get properly airborne, causing a low and uncontrolled shot. Especially destructive when chipping or pitching around the green.

Top To hit the ball above the centre, causing the ball to dive down and roll rather than rise.

U

Unplayable lie When it is impossible to play a shot because of ground conditions or an obstruction. The player may drop the ball in a better position, in accordance with the rules, under penalty.

Up and Down When a player fails to be on the green in regulation, but gets on it with an approach shot and one-putts into the hole.

W

Worm-burner A topped, or thinned shot that runs along the ground, thus endangering the useful invertebrates that might be getting a breath of fresh air.

Y

Yardage The distance between the player's ball and the target he is aiming for. The 'yardage' of a hole is officially the figure given on the scorecard from a specific tee, but will vary according to the position of the tee-markers and the pin position on the green. Top players use 'yardage measurement tools' to calculate their distance from specific points on the course and to help with club selection.

Yips Chronic missing (or fear) of short putts, usually because of a nervous twitch. Very difficult to overcome, but can be alleviated by unorthodox grips or long (eg 'broom-handle' or 'belly') shafted putters.