

# GOLF

## Vocabulary:

**Address the ball-** Taking a stance and grounding the club before the swing

**Approach-** Shot to the putting surface or green

**Apron-** Grassy area surrounding the green

**Away-** Ball farthest from the hole: to be played first

**Birdie-** One stroke under the designated par of a hole

**Bogey-** One stroke over the designated par of the hole

**Bunker-** A permanent hazard on the fairway (sand trap)

**Chip shot-** A short, low shot played to the putting green

**Divot-** A piece of turf cut or displaced in making a stroke

**Driver-** The one wood

**Eagle-** A score of two under par for the hole

**Fairway-** The closely mowed grassy area between the tee and putting green

**Fore-** A warning cry to any person in the way of play

**Green-** The putting surface

**Hazard-** Term used to define bunkers and water areas

**Honor-** The privilege of hitting first from the tee

**Hook-** A shot that curves in flight to the left due to a horizontal, counterclockwise spin on the ball

**Lie-** The position of the ball on the ground

**Par-** Numerical standard of scoring per hole, based on yardage, terrain, hazards and two putts on the green

**Rough-** The areas bordering the fairway in which the grass, weeds are allowed to grow freely

## Golf Etiquette

1. Safety – The first and foremost rule of golf etiquette is safety.
2. Quiet – Quiet is required on the golf course.
3. Pace of play – As much as people enjoy playing golf, they don't want their round to take all day. Always keep up with the group in front of you.
4. Hitting into the group in front of you – At the same time you are being careful to stay with the group ahead, you must also be careful not to hit into them.
5. Playing through – If you are playing slowly and there is more than 1 hole between you and the group ahead of you, allow the next group to play through.
6. Play ready golf whenever it's appropriate – If you are not playing golf in an actual tournament, or other sanctioned event, it is okay to play "ready golf."
7. Golf carts – Keep carts on paths at all times, obey all rules and signs posted due to weather, or course maintenance.
8. Divots – If your shot causes a divot to be dislodged from the fairway, walk over and replace the dislodged grass.
9. Losing a ball – Do not hold up the entire course because you lost a ball. Look for a few minutes and have a ball ready to drop if you don't find it.

10. Bunkers – When you are finished with your shot from the bunker, use the rake provided to rake out all evidence of your ball, shot, and footprints.
11. Spikes – Courses today require golfers to wear soft spikes on their shoes. If you don't have golf shoes, wear tennis shoes.
12. Repairing ball marks – Fix the dent on the surface of the green that was made from your approach shot. Use a ball repair tool.

### **Golf Practice Test:**

#### **Matching:**

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|--|------------|
| 1. One stroke under the designated par of a hole   | a. birdie  |
| 2. The privilege of hitting first from the tee   | b. divot   |
| 3. The closely mowed grassy area between the tee and putting green                                       | c. fairway |
| 4. A piece of turf cut or displaced in making a stroke   | d. honor   |
| 5. Numerical standard of scoring per hole, based on yardage, terrain, hazards and two putts on the green | e. par     |

1. a    2. d    3. c    4. b    5. e