

YOU MAKE THE CALL!

Featuring the “Not Ready for Prime Time”

Bunker Players

*disclaimer: any similarity to real persons
or events is unfortunately ... the truth!

CAST OF CHARACTERS

ROLE

ACTRESS

PLAYER A
PLAYER B
PLAYER C
PLAYER D

CHERYL STEELE
KATHRYN SARTAIN
JEANNE DREWES
JOYCE BUFFINGTON

NARRATOR

TERRY KLATT

SCREEN PLAY

KATHRYN SARTAIN

CREATIVE COLLABORATION

CLAIRE PALMER

G O L F ACRONYMS

GO OUT LAUGH FREQUENTLY
GENTLEMEN ONLY LADIES FORBIDDEN
GAME OF LIFE FIRST

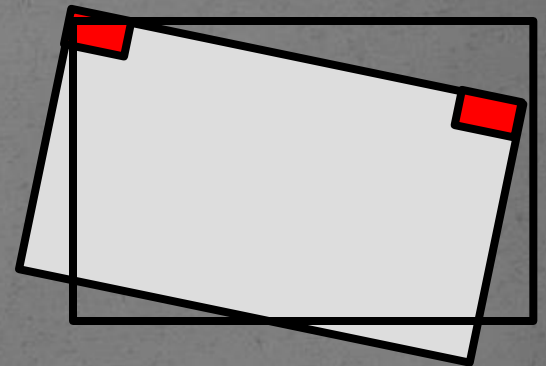
THE TEEING GROUND

Our players are getting ready to tee off for Thursday league play. Everyone is so excited that the snow is finally gone.

Watch carefully. Are they really ready to play golf?

Teeing Ground

The “*teeing ground*” is the starting place for the hole to be played. It is a rectangular area two club-lengths in depth, the front and the sides of which are defined by the outside limits of two tee-markers. A ball is outside the *teeing ground* when all of it lies outside the *teeing ground*. It is rectangular to the tee markers, regardless if placed correctly by the grounds keeper!



The Plays

- A teed the ball up within the teeing ground but took her stance outside the teeing ground
- B made a stroke at the ball, missed but ball went forward.. She then re-teed and made another stroke at the ball.
- C teed up in front of the markers.
- D teed up in front, on the line defining the front edge of the teeing ground

Correct Calls

- A teed the ball up within the teeing ground but took her stance outside the teeing ground.
- B: Could have played it as it lied and been hitting 2. Since she re-teed her ball, she took 'stroke & distance penalty' and hit her ball from the place where her last stroke occurred, the Teeing Ground. She incurred 1 stroke penalty and was then hitting 3.
- C: Her ball is not in play, she incurs a 2 stroke penalty and she must correct. If she does not correct before teeing off from next hole, she is DQ'd.
- D is good

IDENTIFYING THE BALL

- ALL 4 PLAYERS HIT THE SAME BRAND BALL. ALL 4 BALLS END UP IN CLOSE PROXIMITY TO EACH OTHER. PLAYERS NEED TO IDENTIFY THEIR BALL.

CAN YOU MAKE THE CORRECT
CALL?

CORRECT CALL

- B & C cannot identify which ball is theirs. Their balls are 'deemed lost'. They must return to the last spot they hit from, drop a ball into play and take stroke & distance penalty. In this case the place where their last stroke was made is the Teeing Ground. They may re-tee.

- D marked her ball so is able to identify which ball is hers. However, she rotated the ball without marking it, so she incurs a 1 stroke penalty for 'moving or touching the ball at rest' even though the ball wasn't lifted and stayed in the same place

- A found her ball, identified her ball based on the direction of her tee shot but there are 5 other lost balls in the area of the same brand. Her ball is deemed lost as well and she must go back to the teeing ground or last place she hit from. Stroke and distance penalty applies.

The Putting Green

The ladies have learned the benefits of being able to identify their golf ball so they have changed to colored golf balls and have marked them with an identifying mark!

The Plays

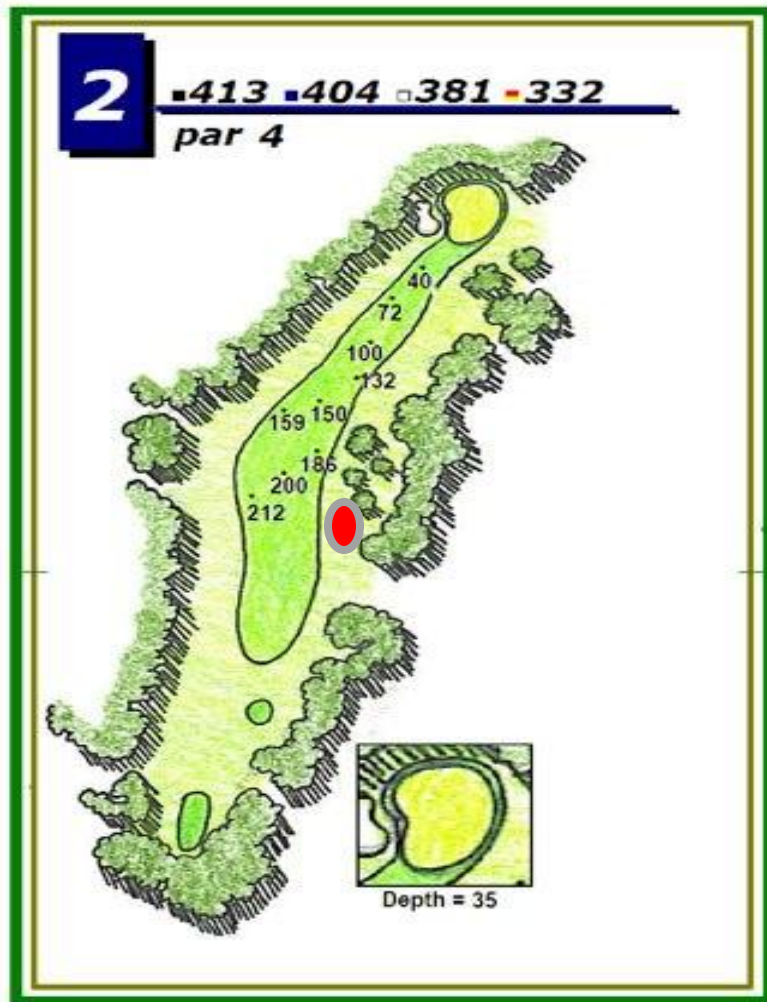
- B is on green lying close to the hole. She pulls the flagstick and hits her ball into the hole while holding the flagstick.
- A chips her ball onto green and strikes C's ball. She putts her ball in from where it lies. C putts her ball in from where it ended up after being struck by A's ball.
- D is 2' from the hole. To save time, A tells D she can have the putt.

Correct Call

- B is on green lying close to the hole. She pulls the flagstick and hits her ball into the hole while holding the flagstick.
 - Okay to do, no penalty
- A chips her ball onto green and strikes C's ball. She putts her ball in from where it lies. C putts her ball in from where it ended up after being struck by A's ball.
 - A's ball should be played from where it ended up. C's ball should be returned as close as possible to where it was struck by A's ball. C's score with the ball played from wrong place stands and she incurs 2 stroke penalty for playing from wrong place.
- D is 2' from the hole. To save time, A tells D she can have the putt.
 - In stroke play, each player needs to complete the hole. No giving of putts! D needs to correct before moving on to the next hole or she is DQ'd! . 1 STROKE PENALTY FOR MOVING BALL AT REST.

IMMOVABLE OBSTRUCTIONS

“NEAREST POINT OF RELIEF”



- ALL PLAYERS HIT THEIR BALLS NEAR THE ELECTRICAL BOXES ON THE RIGHT SIDE OF 2 NORTH. EACH TAKES RELIEF ... WHO DOES IT PROPERLY?

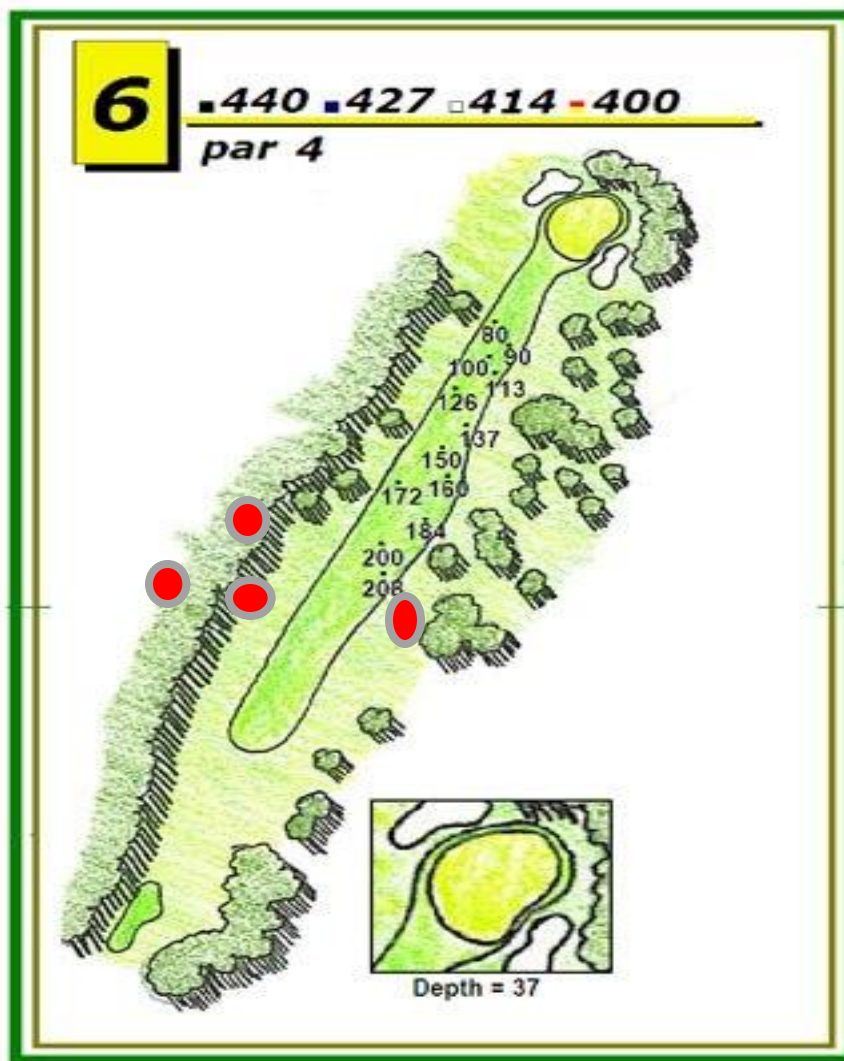
PLAYERS TAKE RELIEF

- B AND C BALLS ARE WITHIN INCHES ON THE RIGHT SIDE OF THE OF THE OBSTRUCTION. C IS LEFT HANDED. BOTH DETERMINE THEIR NEAREST POINT OF RELIEF & DROP WITHIN 1 CLUB LENGTH.
- D ANNOUNCES SHE IS GOING TO TAKE FREE RELIEF BECAUSE THE OBSTRUCTION IS IN HER LINE OF PLAY. SHE DETERMINES HER NEAREST POINT OF RELIEF, DROPS THE BALL WITHIN 1 CLUB LENGTH AND PROCEEDS TO PLAY
- YOU MAKE THE CALLS!

CORRECT CALLS

- **B AND C :** **B IS ENTITLED TO FREE RELIEF AS THE OBSTRUCTION INTERFERES WITH HER STANCE AND AREA OF SWING. C IS NOT ENTITLED TO RELIEF AS THE OBSTRUCTION IS NOT INTERFERING WITH STANCE OR INTENDED AREA OF SWING. C INCURS 2 STROKE PENALTY**
- **D ANNOUNCES SHE IS GOING TO TAKE FREE RELIEF BECAUSE THE OBSTRUCTION IS IN HER INTENDED LINE OF PLAY. SHE DETERMINES HER NEAREST POINT OF RELIEF, DROPS THE BALL WITHIN 1 CLUB LENGTH AND PROCEEDS TO PLAY. IF D'S BALL WAS ON THE PUTTING GREEN, SHE WOULD BE ENTITLED TO RELIEF FOR LINE OF PUTT. D IS NOT ENTITLED TO RELIEF FROM AN IMMOVABLE OBSTRUCTION WITHIN HER LINE OF PLAY. 2 STROKE PENALTY AND POSSIBLE SERIOUS BREACH OF THE RULES IF SHE GAINED A SIGNIFICANT ADVANTAGE.**
- **WHAT HAPPENED TO A? SHE STAYED CLEAR OF THIS ONE!**
- **REMEMBER: IF THE RELIEF IS FREE, YOU ONLY GET 1 CLUB-LENGTH TO DROP IN. IF YOU ARE PAYING WITH A STROKE, YOU GET 2 CLUB-LENGTHS!**

PROVISIONAL



THE PLAYS

- A, B & D SHANK THEIR BALLS OFF TO THE LEFT. C HOOKS HERS TO THE RIGHT INTO THE TREES.
- A IS NOT SURE IF SHE WILL FIND SO SHE SAYS SHE IS GOING TO HIT ANOTHER BALL, TEES UP AND DRIVES DOWN THE FAIRWAY.
- B ANNOUNCES SHE IS GOING TO HIT A PROVISIONAL BALL, TEES UP AND HITS DOWN THE FAIRWAY
- C THINKS SHE CAN FIND HERS ON THE RIGHT SIDE.
- D'S BALL WENT LEFT WITH A & B BUT SHE THINKS SHE WILL BE ABLE TO FIND.

ALL 4 PROCEED FORWARD TO SEARCH FOR THEIR BALLS. D THINKS AGAIN AND ANNOUNCES SHE IS GOING TO HIT A PROVISIONAL IN CASE SHE CAN'T FIND HER BALL. SHE GOES BACK TO THE TEE BOX, TEES UP ANOTHER BALL AND HITS INTO THE FAIRWAY.

- WHAT ARE THE CORRECT CALLS?

CORRECT CALLS

A: SAYS SHE IS GOING TO HIT ANOTHER BALL, TEES UP AND DRIVES DOWN THE FAIRWAY. SINCE A DID NOT ANNOUNCE SHE WAS HITTING A PROVISIONAL, HER FIRST BALL IS OUT OF PLAY, SHE MUST PLAY HER 2ND BALL, STROKE & DISTANCE PENALTY LYING 3

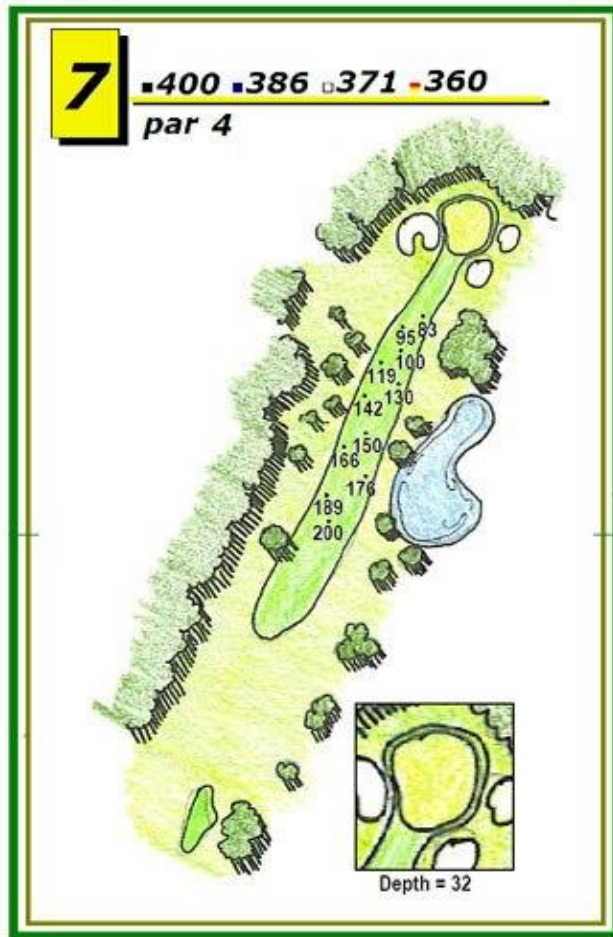
B: ANNOUNCES SHE IS GOING TO HIT A PROVISIONAL BALL, TEES UP AND HITS DOWN THE FAIRWAY B CORRECTLY ANNOUNCED SHE WAS HITTING A PROVISIONAL. IF SHE CANNOT FIND HER ORIGINAL BALL, THE PROVISIONAL WILL BE THE BALL IN PLAY. IF SHE OR SOMEONE FINDS HER ORIGINAL BALL WITHIN 5 MINUTES, SHE MUST PLAY THE ORIGINAL BALL.

C: IF C CANNOT FIND HER ORIGINAL BALL, SHE MUST GO BACK TO THE LAST PLACE SHE HIT (THIS CASE THE TEEING GROUND) AND DROP ANOTHER BALL INTO PLAY. SINCE SHE WOULD BE GOING BACK TO THE TEEING GROUND, SHE MAY TEE THE BALL UP AGAIN. STROKE & DISTANCE

D'S 2ND BALL IS NOW THE BALL IN PLAY. SHE IS LYING 3.

ONCE YOU MOVE FORWARD TO SEARCH FOR YOUR BALL, YOU CANNOT GO BACK AND HIT A PROVISIONAL. IF YOU DO, YOU HAVE PUT ANOTHER BALL INTO PLAY BY TAKING STROKE AND DISTANCE, 1 STROKE PENALTY.

LATERAL WATER HAZARDS



- ALL 4 BALLS GO INTO WATER ON RIGHT SIDE OF WEST 7 ON 2ND SHOT.

- A = 2 CLUBS LENGTHS FROM WHERE BALL LAST CROSSED MARGIN OF HAZARD

- B = GOES BACK KEEPING THE POINT WHERE BALL LAST CROSSED MARGIN IN LINE WITH THE FLAGSTICK

- C = DECIDES TO GO EQUI-DISTANCE ON OPPOSITE MARGIN, 2 CLUB LENGTHS NO NEARER TO THE HOLE

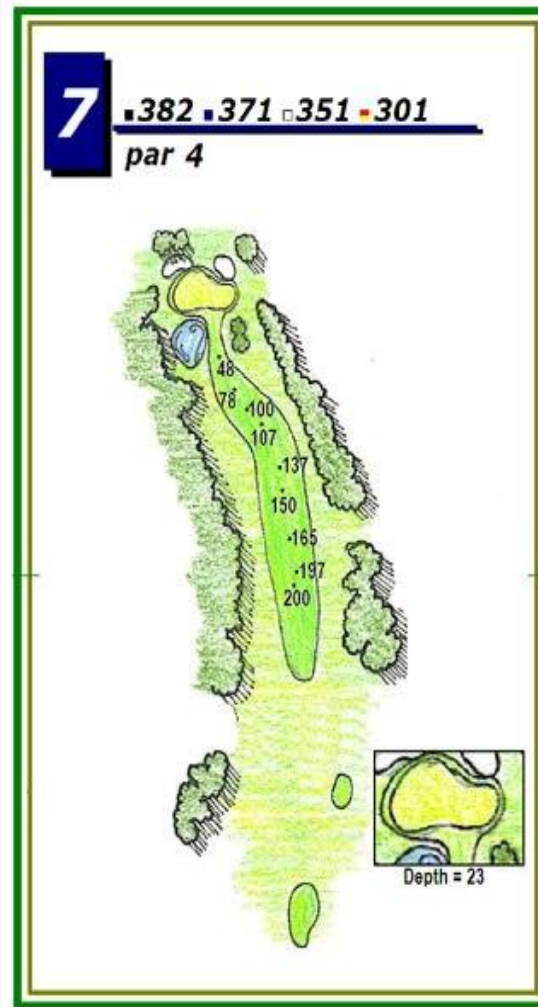
- D = GOES BACK TO WHERE BALL WAS LAST HIT

- NO BODY PLAYS IT WHERE IT LIES AS WATER IS TOO DEEP!

PLAY WATER HAZARD OPTIONS

MOMENT PLEASE WHILE WE CHANGE FILM!

CART PATH OPTIONS



EXPLANATIONS

- LEAVE BALL ON CART PATH UNTIL YOU DECIDE IF/WHERE TO MOVE IT. ONCE YOU PICKUP THE BALL YOU ARE COMMITTED.
- WITH CLUB YOU WOULD USE FOR YOUR NEXT STROKE, DETERMINE NEAREST POINT OF RELIEF – MARK
- CHOOSE WHICHEVER CLUB FROM YOUR BAG YOU WISH TO MEASURE WITH, MEASURE 1 CLUB LENGTH, NO NEARER THE HOLE — • —————
- DROP BALL FROM SHOULDER HEIGHT, MUST LAND INSIDE THE 1 CLUB LENGTH AREA.
- BALL CAN ROLL UP TO 2 CLUB LENGTHS AND STILL BE A LEGAL DROP!
- PLAYER MUST TAKE FULL RELIEF, CANNOT BE STANDING ON CART PATH
- REMEMBER: NEAREST IS NOT ALWAYS NICEST!

GAME COMPLETED!

IT'S TIME TO RECORD YOUR SCORES!

- SOCIAL PLAY SCORES
 - SKINS SCORES
- ADJUSTED SCORES

CRITIQUES!

- **PLAYER A ... GET A LESSON!**
- **PLAYER B ... PLEASE READ THE RULE BOOK!**
- **PLAYER C ... DECIDE IF YOU ARE RIGHT OR LEFT HANDED, PLEASE!**
- **PLAYER D ... WHAT A HAM!**

(APPLAUSE WELCOME)

Want to know more?

Visit **www.usga.org**

Click on **RULES**

And then **Rules of Golf Explained**
Video Series

There are 12 very short videos!