

YELLOW TEE BOX:

GOLF COURSE

Visualize the break of the green

Notice how the green is sloped

Gravity

Back to front?

Left to Right?

Walk around the hole to feel the contour with your feet

Pace of Play

Keep up with the group in front of you

Pay attention to those that are behind you

If there is an open hole ahead of you let the others play through

TECHNIQUE

Learning pace and rhythm

Think "1-2-3" for rhythm

Develop a rhythm in your golf shots to produce a fluid more consistent stroke.

Warm up before you play to develop better routine, rhythm and flexibility.

The distance of your shot is determined by how far back you bring the club in your backswing. Always keep the same rhythm! Remember think "1-2-3".

Downhill putts will pick up more speed than putts going uphill

Learning basic shots

Chip - A chip is a very short shot used when the ball is close to the green but not on the green. The intention of the chip shot is to jump the ball over thick high grass, bad lies, land soft and roll towards the hole. You can use any club from sand wedge to 8 iron to chip the ball.

Pitch - Just like a chip but slightly bigger swing and from a farther distance. You want to use a higher lofted club (these include sand wedge, pitching wedge or 9 iron) for this shot.

Putt - A putt is a very short swing taken with the putter that is intended to move the ball that is on or near the green into the hole.

HELPFUL HINT : Try using a Bump N' Run - A shot around the green in which the player hits the ball into a slope to deaden its speed before settling on the green and rolling towards the hole

CLUBS

Knowing your clubs

Each club has a different loft. The loft is the angle of the clubface. This controls the trajectory or how high or low your ball will travel from the ground. The higher the shot the shorter distance it will travel. The lower shot will travel a much further distance.

Use different clubs with different lofts to control yardage, high shots and/or low shots.

Practice perfecting your swing to hit the sweet spot (the center of the clubface where the ball is designed to be hit) more often to maximize distance and accuracy.

Try using the same stroke/swing and using different clubs to control the distance.

NOTE: Shorter clubs with more loft will produce a higher softer shot while longer clubs will produce a lower shot that will roll more.

SCORING

Get familiar with basic rules

Lost Ball-If you lose a ball go back to where you last hit from and hit again.

Then add 2 shots to your score on that hole for the penalty you incurred: "2 stroke penalty".

Hitting someone else's ball- Go back and replay all shots hit with incorrect ball.

2 stroke penalty

Out of Bounds- The area that is determined to not be the golf course defined by white stakes around the perimeter of the hole.

If you hit your ball here, you must replay that shot from where you just played.

2 stroke penalty

Record score

Compare to "Personal Par"