

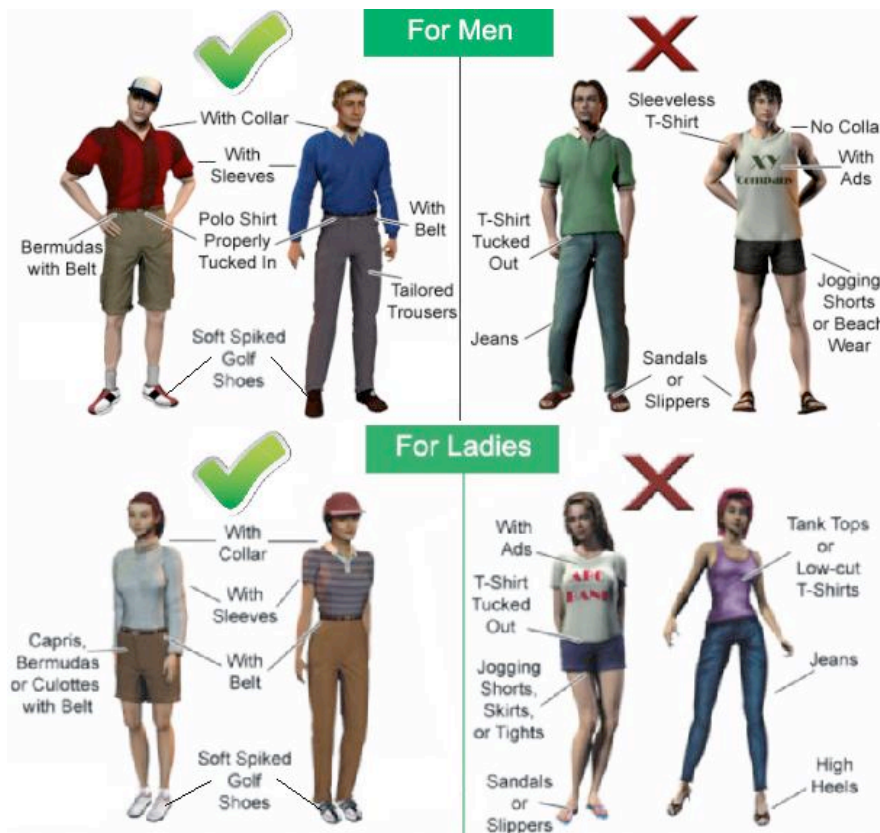
BASIC GOLF INTRODUCTION

DRESS CODE

Dress right for golf. A reminder for all golfers to maintain proper decorum when golfing. Here is a guide on proper golfing attire:

- | | |
|---------------|--|
| Ladies | <ul style="list-style-type: none"> ✓ Collared T-shirt (long or short sleeves – Tucked in) ✓ Long Pants and Knee Length sports short ✓ Shoes Proper Golf Shoes (Soft Spiked) must be worn at all times X Tops Tanks Tops, halter Tops, Singlets, Round neck T-shirts X Pants - Jeans in disrepair, cut-off shorts; tight, cargo, drawstring and Denim material pants X No working shoes (eg. High or flat heel shoes) |
| Men | <ul style="list-style-type: none"> ✓ Collard T-shirt (long or short sleeves – Tucked in) ✓ Neat casual trousers or Knee Length sport shorts ✓ Shoes Proper Golf Shoes (Soft Spiked) must be worn at all times X Tops - No Tanks Tops, Singlets, Round neck T-shirts X Pants - Jeans in disrepair, cut-off shorts; tight, cargo, drawstring and Denim material pants X No working shoes |

Note: Please check with your respective club or golf course policies as it may varies.



DRIVING RANGE

SAFETY

- One person per mat when practice
- When not practicing on mat, stay behind the Railings at the range

Safety on the Practice Facility & Course

- Slow Play (Please play within 15 mins per Hole)
- Play your next stroke only when the flight in front is out of range (club distance)
- Be extra careful when using the practice putting/chipping green and bunkers

GOLF EQUIPMENT

Golf Clubs: Maximum number of clubs per bag is 14

Beginners ½ set: Irons: 3, 5, 7, 9, Sand iron, 3 wood and Putter

Standard Full Set:

- Putter
- Irons – 3, 4, 5, 6, 7, 8, 9, Pitching Wedge and Sand Wedge
- Woods – 1, 3, 5 or 7 or 9 or Utility/Rescue Woods



PUTTER

Used for putting on the Greens where turf are closely mown.



IRON

Used on the fairway for specific distance or approach shots. Also used on short holes for teeing off.



**WOOD
Metal & Persimmon**

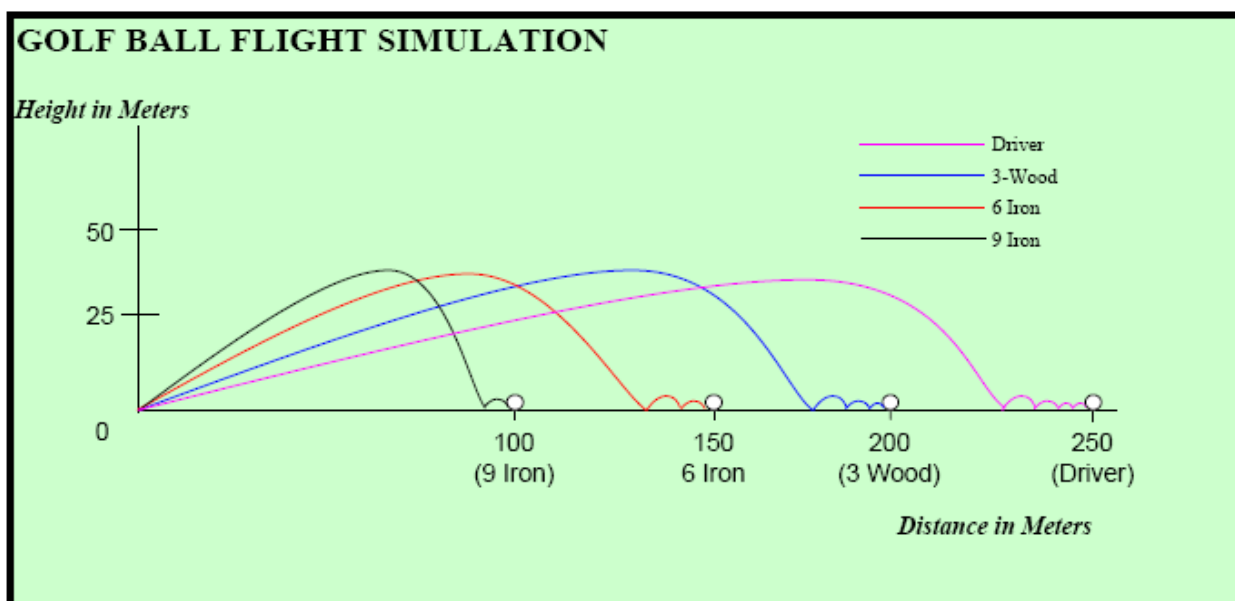
Used on the Teeing Ground (Tee-Boxes) for tee-shots or start of each hole.

OTHER ESSENTIALS

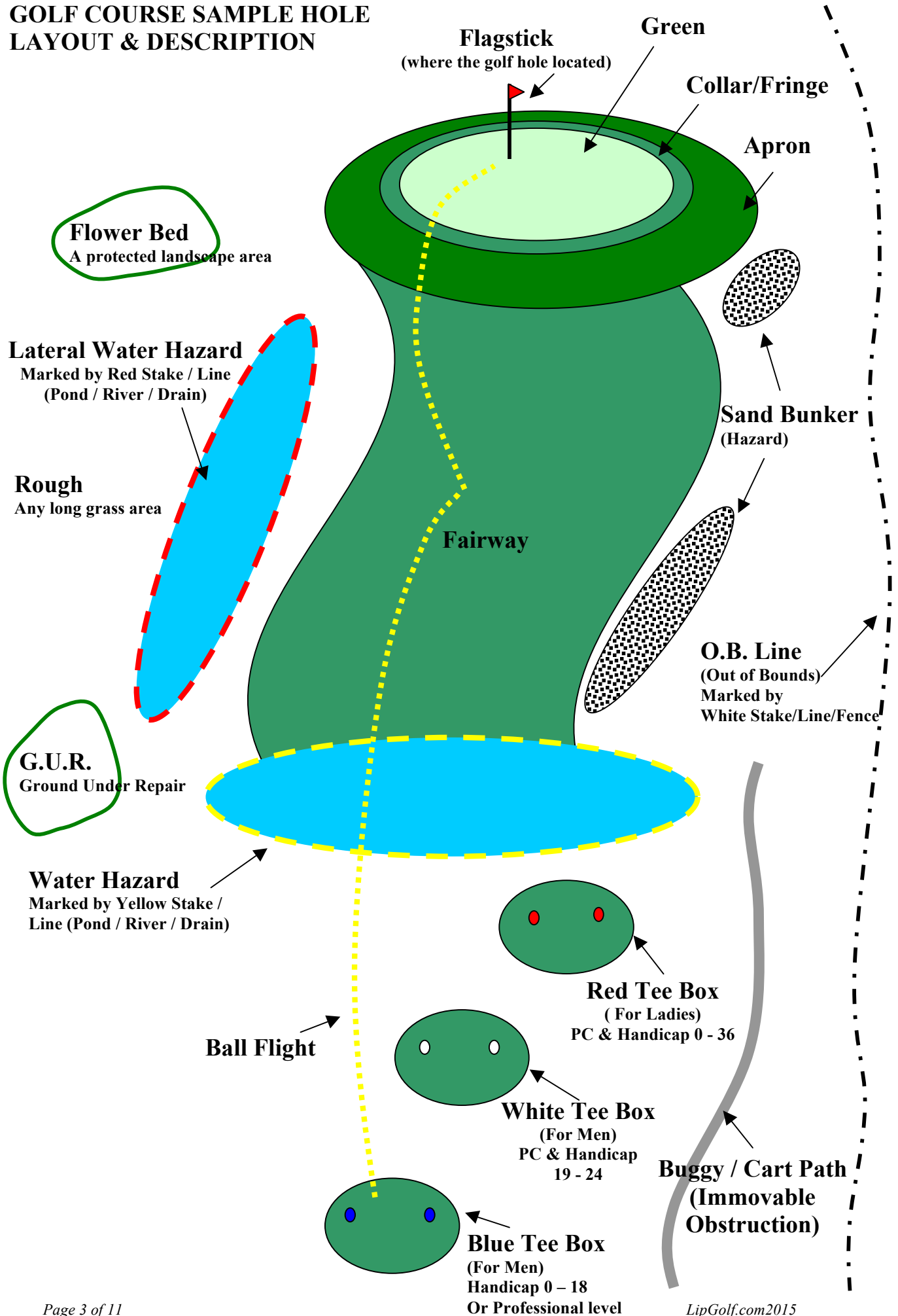
- | | | | |
|-------------------------------|--------------|-------------|------------|
| Balls | Ball Markers | Golf Glove | Tees |
| Pitch Fork/Ball Mark Repairer | Umbrella | Sunblock | Towels |
| Drinks | Snacks | Pencils/Pen | Score Card |

BALL FLIGHT & CLUB SELECTION

The followings are examples of ball flights in relations to the selected clubs/equipment used. The clubs and distances are as general guide as it varies from all level or play;



GOLF COURSE SAMPLE HOLE LAYOUT & DESCRIPTION

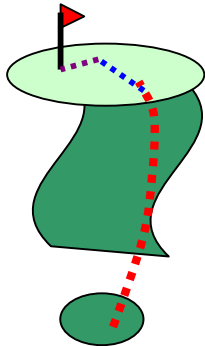


GOLF COURSE AND HOLES

- A typical golf course has 18 holes
- Front Nine / First Nine (Hole #1-9) & Back Nine / Second Nine (Hole #10-18)
- It is made up of a combination of par 3's, 4's and 5's
- The PAR of a typical golf course is 72 strokes

Example of Par 3

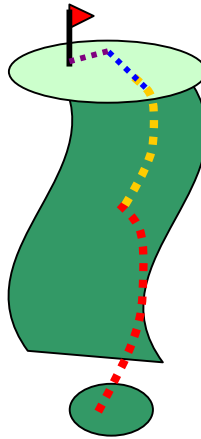
1 – 225 metres long



One Stroke (reachable)
on the Green
& Two Putts

Example of Par 4

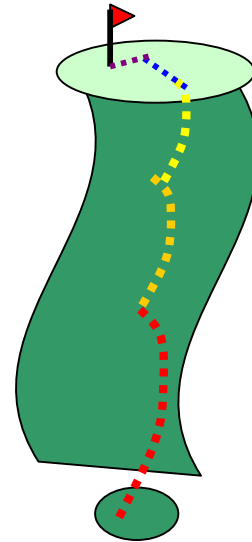
226 - 423 metres long



Two Strokes (reachable)
on the Green
& Two Putts

Example of Par 5

424 – 621 metres long



Three Strokes (reachable)
on the Green
& Two Putts

SAMPLE SCORECARD (3-Holes Course)

Hole	Length (M)		Par	PLAYERS			
	White	Red		A	B	C	D
1	374	231	4				
2	530	450	5				
3	160	90	3				
Total	1064	771	12				

Golf Terminology

Par (score)

In golf, a **par** is a predetermined number of strokes that a golfer should require to complete a hole, a round (the sum of the total pars of the played holes, also called the **course rating**), or a tournament (the sum of the total pars of each round). Pars are the central component of stroke play, the most common kind of play in professional golf tournaments.

The length of each hole from the tee placement to the pin determines par values for each hole primarily, though not exclusively. Traditionally, holes are assigned par values between three and five strokes. An average par-three hole will range between 100 to 250 yards from the tee to the pin. Average par-four holes range between 251 and 475 yards. Average par-five holes are between 476 and 600 yards. Other considered factors include terrain and objects that may require a golfer to take fewer or more shots to overcome (such as trees, water, hills, or buildings). Some golf courses offer par-twos and par-sixes as well.

Typically, professional golf courses have par values of 72, with four par-threes, ten par-fours, and four par-fives.

Course and tournament scores

A golfer's score is determined by how many shots have been taken by the golfer relative to par. If a course has a par of 72 and a golfer takes 75 strokes to complete the course, the golfer's reported score is +3, or "three-over-par". This means that the golfer has taken three shots more than par to complete the course. If a golfer takes 70 strokes, their reported score is -2, or "two-under-par".

Tournament scores are calculated by totaling the golfer's score relative to par in each round (there are four rounds in professional tournaments). If each of the four rounds of a tournament has a par of 72, the tournament par would be 288 and the golfer's score would be recorded relative to the tournament par. For example, a golfer could record a 70 in the first round, a 72 in the second round, a 73 in the third round, and a 69 in the fourth round. This would give the golfer a tournament score of 284, or four-under-par.

Hole scores

Scores on each hole are reported in the same way that course scores are given. Nicknames are given to scores on holes ranging from five-under-par to five-over-par.

Par

Even (E). The golfer has taken as many strokes as the hole's par number. In theory, pars are achieved by two putts, with the remaining shots being used to reach the green. For example, on a par-five hole, a player would be expected to take three shots to reach the green and two shots to putt the ball into the hole.

Birdie

One-under-par (-1). These most commonly occur when a player's approach shot lands sufficiently close to the hole that he or she requires only one putt to hole out. The term is believed to have originated during a game at the Atlantic City Country Club in Northfield, NJ in either 1899 or 1903. It seems that one day, three golfers - William Poultney Smith, founding member of Pine Valley, his brother Ab Smith, and George Crump, who was later to build Pine Valley, about 45 miles away - were playing together when Crump hit his second shot only inches from the cup on a par-four hole after his first shot had struck a bird in flight. Simultaneously, the Smith brothers exclaimed that Crump's shot was "a bird." Crump's short putt left him one under par for the hole, and from that day the three of them referred to such a score as a "birdie." In short order, the entire membership of the club began using the term and, since as a resort the club had a lot of out-of-town visitors, the expression spread and caught the fancy of all American golfers.

Eagle

Two-under-par (-2). Eagles most commonly occur on par-fives, when golfers with enough strength can drive to the green in two strokes rather than the expected three, and then hole out with just a single putt. Less commonly, a player will hole his or her approach shot (either the second shot on a par-four or the third shot on a par-five) to achieve an eagle. Naturally enough, a Hole-In-One on a par-three hole also results in an eagle.

Albatross

Three-under-par (-3). Also known as a **double-eagle**. These are extremely rare, and most commonly occur on par-fives with a strong drive and a holed approach shot. Holes-in-one on par-four holes (generally short ones) are also albatrosses. The most famous albatross was made by Gene Sarazen in 1935, which projected him into a tie for first at The Masters Tournament. He won the playoff the next day. The sportswriters of the day termed it "the shot heard 'round the world". Chip Beck, a more recent touring pro, made an albatross hole-in-one on the par-four ninth hole at the Omaha Classic, a Nationwide Tour event, in 2003.

Condor

Four-under-par (-4). Also known as a **triple-eagle** or a **double-albatross**. Scored by hitting a hole-in-one on a par-five or getting the ball in the cup in two strokes on a par 6, which is rarely in a professional game. A condor was scored by Mike Crean on hole 9 at Green Valley Ranch Golf Club in Denver in 2002. The hole was a par-five at 517 yards. Crean got a hole-in-one.

Bogey

One-over-par (+1). "Going round in Bogey" originally meant an overall par score, starting at the Great Yarmouth Golf Club in 1890, and based on a popular music hall song "Here Comes the Bogey Man". Notionally players competed against "Colonel Bogey" and this in turn gave the title to a 1914 marching tune.

As golf became more standardised in the United States, par scores were tightened and recreational golfers found themselves scoring over par, with bogey changing meaning to one over par. In professional play, bogeys usually result either when a player's ball lands in a hazard (such as a bunker, rough or water hazard) that makes it difficult or impossible to reach the putting surface in the 'regulation' number of strokes - or when a player takes one more putt than would be expected, having reached the green in regulation. Bogeys are relatively common, even in professional play - so much so that it is considered somewhat noteworthy if a player manages to complete a 'bogey-free' round - and they are the staple diet of most casual and club players. A player with a handicap of eighteen would be playing to his or her handicap if they scored a bogey on every hole.

Two or more shots 'dropped' to par result in scores known as a **Double-Bogey** (two shots over par), **Triple-Bogey** (three over par) and so on. However, because of the obscurity of higher tuple names, it is more common to hear very high scores referred to by the number of strokes rather than by name. For example, a player having taken 12 shots to negotiate a tough par-three would be far more likely to say "I took a 12" than "I shot a nonuple bogey."

FORMATS OF THE GAME

Generally, there are two forms of play

1. Stroke Play – (Rulebook page 28 – 29)

The player keeps playing the ball until the hole has been completed and the ball is holed out. Stroke play is the most thorough examination of a golfer's ability and is usually only played once per month (Monthly Medal) plus Club Championships / once per year. Stroke play is played most commonly throughout the world.

2. Match Play – (Rulebook page 26 - 27)

A match (stipulated round/holes) is won by the side which is leading by a number of holes greater than the number of holes remaining to be played.

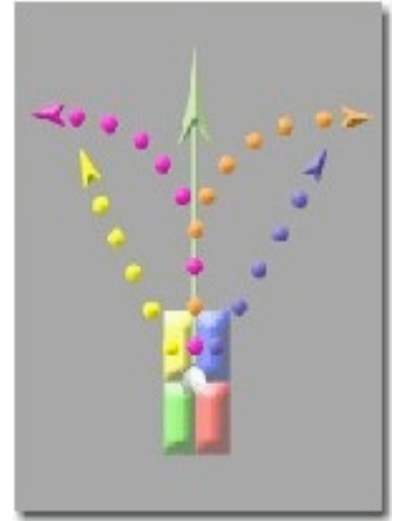
OTHER FORMATS OF PLAY:

- Threesomes & Foursomes – (Rulebook page 91)
- Three ball, best ball and four ball match play. (Rulebook page 92 – 94)
- Four ball stroke play (Rulebook page 94 – 97)
- Bogey, Par and Stableford (Rulebook page 97 – 99)

The Basic Types of Ball Flight

Below are two graphics. In each, the dotted lines represent various ball flights. The colored rectangles represent swing path (for example, and outside-to-inside swing path is represented by red-to-yellow). Note that the ball flights represent those of a right-handed golfer who is properly aligned.

- **Hook** (pink line): Cause - closed clubface at impact. Effect - ball curves to the left.
- **Slice** (orange line): Cause - open clubface at impact. Effect - ball curves to the right.
- **Pull** (yellow line): Cause - red-to-yellow swing path. Effect - ball starts left of target and flies straight.
- **Push** (blue line): Cause - green-to-blue swing path. Effect - ball starts right of target and flies straight.



A draw and a fade (not depicted on graphics) are nice descriptions of a slight hook and slight slice.

None of the ball flights described above will get the ball to the target, unless your alignment is off. But a combination of two of these ball flights can get the ball to the target. Let me explain:

Pull-Slice (yellow-orange line)

Cause - red-to-yellow swing path with an open clubface. Effect - ball starts left of target and curves right.

Some characteristics of a pull-slicer:

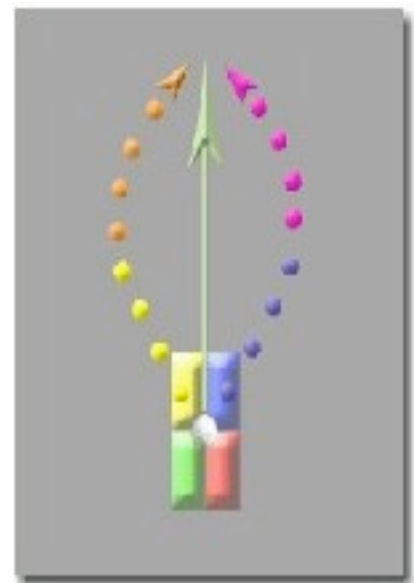
- Usually toe-deep divots that point to the left. Toe-deep means the toe of the club digs into the ground more than the heel.
- Battle scars on the top and toe of the driver from hitting the ball straight up.
- Tee marks on the bottom of the driver that are at an angle.
- Contact on the toe of the club.
- Ball flight is high with a loss of distance.
- Fights a slice.
- Best feeling shot is a pull to the left.
- Tension, tension, tension.

Push-Hook (blue-pink line)

Cause - green-to-blue swing path with a closed clubface. Effect - ball starts right of target and curves left.

Some characteristics of a push-hooker:

- Usually heel - deep divots that point to the right.
- Divots are usually very shallow or non-existent.
- Usually a good player, but one who fights a hook.



Note: Clubface position has a bigger influence on direction than the path of the swing. You could be making a pull-slice swing but because the clubface is very open the ball might not fly to the left before it starts slicing.

A pull-slicer should try to swing like a push-hooker, and vice-versa. There are a million swing thoughts to correct ball flight, but before you can figure out what's going to help correct a particular ball flight, you must know why the ball is flying that way to begin with.

And these are the basics, the most common issues with ball flight.

Proficiency Certificate (PC)

New golfer will be able to obtain a recognised Proficiency Certificate (PC) issued through a certified PGA Professional.

The **Proficiency Certificate** will enable you to play on a golf course, subject to the club's or golf course policy and availability of tee times.

Conversion of PC

- Current or expired PC, issued or tested by PGA Professionals, must be produced for verification
- PC Card will be valid for a period of one (1) year

GOLF HANDICAP

A golf handicap is obtained when a player has handed in minimum of 5 X 18 holes course rated scorecards with course receipts. The actual handicap number is calculated from the latest (moving) average score of the 5 score cards, however there is a limit to the maximum score (maximum stroke control) that a player can shoot per hole. Please check with the management of your respective golf clubs for detail.

Basic Handicap Test Requirements (for most clubs in Singapore)

- To submit a minimum of 5 x 18-holes' score cards from any standard golf course with player and marker signature before taking the test. Score cards must be from a golf course recognized by Singapore Golf Association
- Advance booking is required
- All payment must be made in full before the test
- A minimum of 7 holes is required to conduct the test
- A workshop on golf rules may be conducted before or after the test on the 9 holes
- To pass the test, as a guide, men must have a score of not more than 58-60 strokes and for ladies, not more than 65 - 69 strokes for their 9 holes (Score may varies upon clubs' requirement)
- Proper golf attire is required
- Handicap holders are require to maintain or keep their handicap active by submitting score cards from all rounds played

Etiquette

This section provides guidelines on the manner in which the game of golf should be played. If they are followed, all players will gain maximum enjoyment from the game. The overriding principle is that consideration should be shown to others on the course at all times.

The Spirit of the Game

Unlike many sports, golf is played, for the most part, without the supervision of a referee or umpire. The game relies on the integrity of the individual to show consideration for other players and to abide by the Rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they maybe. This is the spirit of the game of golf.



Safety

Players should ensure that no one is standing close by or in a position to be hit by the club, the ball or any stones, pebbles, twigs or the like when they make a stroke or practice swing.

Players should not play until the players in front are out of range.

Players should always alert greenstaff nearby or ahead when they are about to make a stroke that might endanger them.

If a player plays a ball in a direction where there is a danger of hitting someone, he should immediately shout a warning. The traditional word of warning in such a situation is "fore."

Consideration for Other Players

No Disturbance or Distraction

Players should always show consideration for other players on the course and should not disturb their play by moving, talking or making any unnecessary noise.

Players should ensure that any electronic device taken onto the course does not distract other players.

On the teeing ground, a player should not tee his ball until it is his turn to play.

Players should not stand close to or directly behind the ball, or directly behind the hole, when a player is about to play.

On the Putting Green

On the putting green, players should not stand on another player's line of putt or when he is making a stroke, cast a shadow over his line of putt.

Players should remain on or close to the putting green until all other players in the group have holed out.

Scoring

In stroke play, a player who is acting as a marker should, if necessary, on the way to the next tee, check the score with the player concerned and record it.

Pace of Play

Play at Good Pace and Keep Up

Players should play at a good pace. The Committee may establish pace of play guidelines that all players should follow.

It is a group's responsibility to keep up with the group in front. If it loses a clear hole and it is delaying the group behind, it should invite the group behind to play through, irrespective of the number of players in that group.

Be Ready to Play

Players should be ready to play as soon as it is their turn to play. When playing on or near the putting green, they should leave their bags or carts in such a position as will enable quick movement off the green and towards the next tee. When the play of a hole has been completed, players should immediately leave the putting green.

Lost Ball

If a player believes his ball may be lost outside a water hazard or is out of bounds, to save time, he should play a provisional ball.

Players searching for a ball should signal the players in the group behind them to play through as soon as it becomes apparent that the ball will not easily be found.

They should not search for five minutes before doing so. Having allowed the group behind to play through, they should not continue play until that group has passed and is out of range.

Priority on the Course

Unless otherwise determined by the Committee, priority on the course is determined by a group's pace of play. Any group playing a whole round is entitled to pass a group playing a shorter round.

Care of the Course

Bunkers

Before leaving a bunker, players should carefully fill up and smooth over all holes and footprints made by them and any nearby made by others. If a rake is within reasonable proximity of the bunker, the rake should be used for this purpose.

Repair of Divots, Ball-Marks and Damage by Shoes

Players should carefully repair any divot holes made by them and any damage to the putting green made by the impact of a ball (whether or not made by the player himself). On completion of the hole by all players in the group, damage to the putting green caused by golf shoes should be repaired.

Preventing Unnecessary Damage

Players should avoid causing damage to the course by removing divots when taking practice swings or by hitting the head of a club into the ground, whether in anger or for any other reason.

Players should ensure that no damage is done to the putting green when putting down bags or the flagstick.

In order to avoid damaging the hole, players and caddies should not stand too close to the hole and should take care during the handling of the flagstick and the removal of a ball from the hole. The head of a club should not be used to remove a ball from the hole.

Players should not lean on their clubs when on the putting green, particularly when removing the ball from the hole.

The flagstick should be properly replaced in the hole before players leave the putting green.

Local notices regulating the movement of golf carts should be strictly observed.

Conclusion; Penalties for Breach

If players follow the guidelines in this Section, it will make the game more enjoyable for everyone.

If a player consistently disregards these guidelines during a round or over a period of time to the detriment of others, it is recommended that the Committee consider taking appropriate disciplinary action against the offending player. Such action may, for example, include prohibiting play for a limited time on the course or in a certain number of competitions. This is considered to be justifiable in terms of protecting the interest of the majority of golfers who wish to play in accordance with these guidelines.

In the case of a serious breach of Etiquette, the Committee may disqualify a player under Rule 33-7.

HAPPY GOLFING!

