



## SCORE CARDS

It is important that players keep score cards correctly. There are a lot of pieces of information that you should be careful **is correct** and tidily written so that scorers and handicapper can easily read the information. You **must** show your name, your 7-digit membership number, correct handicap index and course handicap (check on the handicap information in locker room or if at another course on the NZGolf information sheet that will be prominently displayed) the date of play and be careful that **scores** (and stableford points etc.) are correct, addition is correct, and the card is signed. If incorrect scores are submitted the player will be disqualified. If incorrect information is entered scorer or handicapper may be confused and unable to enter the information.

*(Tidiness is next to godliness, and the scorer and handicapper are your golf gods!!!)*

## NECESSARY TOOLS

Apart from clubs all golfers should have at least the following with them when they play-

1. Tees. (You may need a variety if you tee your ball at different heights for different tee-shots?)
2. Balls- suitably marked for identification. (It's a good idea to have a few spares!)
3. Ball marker(s). (Generally coins or commercially made- good idea if they are small but quite visible.)
4. Towel or similar cloth. (For cleaning- balls, clubs, hands, etc.. Some prefer to carry one wet, one dry.)
5. Pen or pencil. (Pen's better but sometimes they don't do the job if cards get damp.)
6. Pitch-mark (plonk-mark) repairer. (Best to have a custom made rather than just using a tee to fix ball damage.)
7. Gloves are obviously optional and a matter of personal preference. Other optional items might be...
8. Sunscreen.
9. Water or other suitable hydration.
10. Umbrella. (You **will** need one, one day! Wet-weather over pants and jacket are handy extras, as is waterproof bag cover too!)

Obviously you will gather other 'knick-knacks' and useful aids.

## HANDICAP SYSTEM

To enable players of different abilities to play together every player is allocated a 'handicap' that is arrived at through a formula that counts the best 10 scores of the last 20 rounds. First handicaps are allocated based on the first 5 scores, then continually updated every fortnight. A 'handicap' will be a decimal that is rounded up or down for a whole number for playing. The 'handicap' will give 'strokes' (either between players in 'match play') or on certain holes (in 'stroke play').

If you play at another golf course, the handicapper at that club will enter your score so it is **very important** that your 7-digit membership number is clearly written and correct. If you bring cards home from other golf courses they will also count for handicapping purposes.

You can check your handicap in the club locker-rooms or online at [www.golf.co.nz/mygolf/](http://www.golf.co.nz/mygolf/) Check your handicap before play.

**Note:** Sometimes you will end up with a BIG number- this will be assessed for handicapping purposes- for example you might score a 10 but it will be assessed as (say) 7.

## COACHING

At various times free coaching sessions will be organised at the golf club. These will generally be on Sunday mornings, and anybody is welcome. **Keep a watch out on notice-board or in newsletters for when these are.**

If you desire to have help with aspects of your game on a one-to-one basis there are members who are happy to give you advice. Don't hesitate to ask.

If there are aspects of the game that bemuse you during a round don't hesitate to ask one of your playing partners for advice or clarification. **Don't be afraid or ashamed to check your rule book-** the rules are actually there to help.

## THE R&A RULES of GOLF

### ETTIQUETTE

Section i in the R&A "Rule of Golf" covers very important guidelines on the manners of playing the game of golf. Care of the course and consideration for fellow players are especially important

### SOME INTERESTING TERMS

Section ii in the R&A "Rules of Golf" gives a comprehensive list of 'DEFINITIONS' and checking these out will make many rules and explanations make more sense. Check these out because it explains a number of situations that you may get relief from, or, conversely situations that cost you shots to get relief from.

### RULES

Section iii in the R&A "Rules of Golf" is all the **RULES**. You do not need to know all of these off by heart but you should make yourself familiar with some of the more obvious-

## THE CLUBHOUSE

The clubhouse is open after 'club days' and everyone is more than welcome to come up for results, a bit of refreshment, food and fellowship. Occasionally the committee organises social occasions which all members and their friends are welcome to attend.

The downstairs is always open and members are able to access toilets, showers, information and notice-boards, and buy drinks from the vending machine in the foyer.



"The easiest way to hook a ball is to try to slice it!"

A 'hook' is when the ball curves strongly in the direction of your follow-through, a 'slice' is when the ball curves strongly away from your follow-through.

A 'draw' is a quiet, under control slight hook-shaped shot, a 'fade' is a quiet, under control slight slice-shaped shot.

**Draw and Fade GOOD!**

**Hook and Slice BAD!!!**

## COURSE CARE

At times damage is unavoidable- this may be either a **divot** (a chunk of turf you remove with your club in a stroke) or a **plonk mark** (the mark made when your ball hits the green, *and also called a pitch-mark by people from away*). It is **very** important that these bits of damage are repaired. It is why you have a **pitch-repairer**.

With **divots** collect the pieces dislodged and put them back than stamp and heel them in so the grass will continue to grow.

With **plonk-marks** use your pitch-repairer to work the edges around the damage back towards the centre, and raise up soil that has been forced down. Leave the repairs as flat as you can.

If you find damage caused by others before you, repair that, too.

## WEEKEND GOLF

Greymouth GC is your golf club and we would love to see you out on the weekends. It's a way to meet new people, improve your game, have a bit of fun, and maybe even get a bit of **fame** by winning!!! Yay!!!

## THE GAME

The game of golf is simple- hit a ball from a **tee** and keep hitting it down a **fairway** trying not to get into the **rough** or a **hazard** until you get it into a 4" hole on a **green**. To do this you may use as many as **14 clubs** each designed slightly differently to affect the ball flight and distance of **stroke**. Areas not in play are **out of bounds**.

- **TEE** -the prepared area with markers you must play from.
- **FAIRWAY** -closely mown strip between **tee** & **green**. You may place here.
- **GREEN** -mainly flat very closely mown prepared area where you **putt** to a **hole**- be sure the flag is removed before your ball is putted in. (Keep carts clear.)
- **ROUGH** -area of golf course that is **not** closely mown. Placing is not allowed.
- **HAZARD** -is an area that is not mown or tended- may be a drain, bunker, stream, pond. Will be marked with **yellow** or **red** stakes. You may play out but it will cost you a **penalty stroke** to get relief from a **hazard**. Rules apply as to where & how you can drop after relief.
- **OUT OF BOUNDS** -this is defined by **white stakes**. If your ball goes **out of bounds** you **must** play another ball from where you last played. This costs you a **penalty stroke** so if your T shot went OB, your new ball is your 3rd stroke.
- Sometimes you might decide your ball is **UNPLAYABLE**. You may then take relief for a **penalty** of 1.
- If you take penalty relief you **must** **drop** the ball in a special way at a place marked- (*see rule 28*) face the hole, hold the ball at arms length at shoulder height and drop the ball no nearer the hole. The ball **must not** roll more than 2 club lengths from where it hit the ground- if it does, drop again (no penalty).
- Sometimes it isn't possible to drop close (2 club-lengths) to where the unplayable ball was and you may have to go back to where you last played from, or go back **in line** with the flag and the place where the ball lay.
- When you are playing a hole keep a careful count of the number of **strokes** you have. (*Note: an air shot [where you make a swing at the ball but miss it completely] counts as a stroke.*) Sometimes in **match-play** your partner may concede the next stroke (normally a short putt) to you. **This conceded stroke is still counted.** (In **match-play** your partner may even concede a hole if he/she has made a mess of it! Yay!!)
- At the completion of a hole fill in your **score-card** before you tee up for your next hole.
- Sometimes there will be places on the **course** that are in work and this will be designated (and marked as) **Ground Under Repair (GUR)** and if your ball goes into **GUR** you are allowed to drop out at the **point of entry** without penalty. If you lose a ball in **GUR** you may drop a new ball at **point of entry** without penalty.
- If you hit a ball into an area where it may be lost you should play a **provisional ball**. If you don't find your 1st ball this ball becomes ball in play.
- Always read the **Local Rules**- these cover special circumstances. Also check the notice-board for any temporary **local rules**.