

## MGC Welcome Pack, part 2: On the Golf Course

### What do you need to play Golf?

#### Clothing

Our golf club has a relaxed dress code.



For beginners, we recommend wearing flat soled shoes. Proper golf shoes with spikes, studs or dimpled soles will provide much better grip on slopes and in wet conditions.

You should wear comfortable clothing that will allow you to make a golf swing, but not denim jeans or jackets, track suits, shell suits or football kit which are not allowed on the golf course.

#### In your golf bag

Here is a selection of the equipment that you should have in your golf bag:



- Up to 14 golf clubs, including a putter
- Golf balls and tees
- Ball marker and pitch mark repairer
- Towel to clean clubs and balls
- Umbrella and Waterproofs
- Hat and golf glove
- Drinks and snacks
- Mobile phone (on silent)
- Scorecard holder and pencils
- Pocket rule book (or an App on your phone)

When you first start playing golf you will probably be using second-hand or borrowed equipment, which is fine while you are learning to play.

As you become more proficient you may find that you benefit from having custom fitted clubs and balls to best suit your own individual swing. There are many types of golf club and golf ball on the market, each one designed for different swing types.

Jon in the Pro Shop can give you advice and help you find your ideal club and ball combination using the computer swing analysis equipment at the back of the shop.

#### Golf Insurance

If you register with *England Golf* you will be covered by their Public Liability insurance, however individuals are strongly recommended to provide their own golf insurance with adequate cover for liability and theft of equipment, including when you are away on holiday.

## Playing on the Golf Course



*Note: For an explanation of the terms **highlighted bold**, please refer to the **definitions** section below.*

We have 18 holes, numbered 1 to 18. Play normally begins at hole 1 and continues playing each hole in numerical order. Each hole starts at a Tee (or Tee Box), a flat piece of land with short grass (or sometimes an artificial grass mat).

Within each tee is a smaller rectangular area called the **Teeing Area**, indicated by coloured markers (pots) on the front corners, from which you hit your first shot. The teeing area is moved regularly to reduce wear and tear of the grass.

Mapperley has 3 sets of tees which enable each hole to be played at different lengths to suit the ability of individual players. The tees are White (Back), Yellow (Middle) and Red (Forward), any of which may be used by members and visitors in casual play. Ladies normally use the red pots.

Please be aware that our maintenance staff (Greenkeepers) are likely to be on the course during the week and they have priority at all times, so you may occasionally have to wait a short time while they mow the grass, cut new holes in the greens, rake bunkers, etc.

### **Facilities on the Course**

There are water fountains adjacent to the 10th and 15th tees.

There is a ladies toilet near the 15th tee. It can be accessed after the 8th and 14th holes. The code is C1459Z. In addition the Halfway House situated by the 9th tee is open on Saturdays and on Sunday mornings for refreshments and toilet facilities. It is also open on those Tuesdays when our big competitions are played (Spring Meeting; Lady Captain's Day; Autumn Meeting; and ladies opens).

There is a compressed air supply by the 18th green which you can use to clean mud and grass from your shoes and equipment.

### **Distance Markers**

There are marker posts situated either side of fairways at 150 yards from the centre of the greens and coloured discs in the fairways at 200 yards (white), 150 yards (yellow) and

100 yards (red). These will help you to judge how far from the green you are when choosing which club to use.

## *Practice Facilities*

Golf is a physical game and to lessen the chance of strains and sprains you should loosen up beforehand with a few stretches and gentle exercises, just as you would when playing any other sport. And if possible allow time to hit a few practice shots before your round in the practice net or on the range. You will often find that you will play better if you have warmed up first.

We have the following practice facilities where you can hone your golfing skills:

- The Practice Ground is to the right of the 1st fairway, with a covered shelter that can be used when it is raining. Always hit shots uphill from the bottom of the range and use the artificial mats during the winter. Tubes of practice balls may be borrowed from the Pro shop.
- There is a Practice Chipping Green and Bunker between the 12th and 16th greens. This is part of the old 'Pond Hole' and is sometimes used for general play in the winter.
- The Practice Putting Green is outside the Pro Shop.
- There is a Practice net and a small chipping green with a bunker located by the ladies 1st tee where you can warm up prior to teeing off.

## *Tee Times & Reservations*

The tee is sometimes reserved for club competitions and visiting groups (societies). Members can usually play when they wish outside of these times. Societies are an important source of income for the golf club and need to be made welcome as the income helps to subsidise our annual membership fees.

During Covid restrictions all tee times must be pre-booked. This can be done by contacting the Pro Shop or by booking online using the **BRS app** (details of how to do this are on the [Member Accounts](#) page on the website).

## *Pace of Play*

As a new golfer you are likely to take longer to play a round of golf than experienced golfers. It is important that you are aware of your pace of play so as not to hold up the golfers in groups behind you. A group of 4 experienced players should take no more than 4 hours 15 minutes for a full round, and less for a 2-ball or 3-ball.

General golf etiquette is that if your group has lost more than a clear hole on the group in front, you should invite those behind to "play through" at a convenient time.

2-balls have priority over 3-balls and 4-balls and should be invited to start first from the 1st tee or play through because they are likely to be quicker. Golfers playing in competitions have priority over casual play.

There are lots of simple things that you can do to help speed up play:

- Walk briskly between shots
- Make sure that you are ready to play when it is your turn. The *Rules of Golf* recommend within 40 seconds.
- Pick up your ball if you have had a lot of shots and don't need to complete a hole.
- Don't fill in your scorecard while on the putting green – wait until you reach the next hole.
- Leave your golf bag to the side of the green where you will walk off to the next tee.
- Play **Ready Golf** as recommended in the *Rules of Golf*.

## Golf Equipment explained

<p><b>Driver:</b> A golf club with a large head and long shaft. Usually the club that is used for hitting the ball the longest distance from the tee. Sometimes known as a '1 wood'.</p>	
<p><b>Wood:</b> A golf club used for longer distance than irons. At one time the head used to be made out of wood, but today is usually made from metal. Can be a 'Driver' or a 'Fairway wood'.</p>	
<p><b>Iron:</b> A golf club that has a flat metal head. Typically numbered from 3 to 9. The low numbers (called long irons) have lower <b>Loft</b>, the higher numbers (called short irons) have a higher loft.</p>	
<p><b>Wedge:</b> An iron golf club with a high loft used for hitting short high shots. Wedge is often preceded by the loft (e.g. 56°) or words like pitching, gap, lob, sand, etc. to describe a specific use.</p>	
<p><b>Hybrid:</b> A cross between a wood and an iron. Also called a 'Rescue club' or 'Utility club'.</p>	

<p><b>Putter:</b> A golf club with a flat face used for rolling the ball on the Putting Green.</p>	
<p><b>Loft:</b> The angle of the club face clubface relative to vertical. Woods and long irons have a low loft for hitting lower longer shots. Short irons and wedges have a high loft for hitting higher shorter shots.</p>	
<p><b>Ball Marker:</b> A small round item such as a coin used to mark the spot of a ball to be lifted. Can be plain or personalised.</p>	
<p><b>Pitch mark repairer:</b> A small metal or plastic fork-like tool used for repairing damage caused by balls landing on the Putting Green.</p>	
<p><b>Tee (tee peg):</b> A small peg, usually made of wood or plastic, placed in the ground upon which the golf ball may be placed when playing a <b>Tee Shot</b>.</p>	

## Types of Golf Shot explained

*Note: definitions below that mention left or right relate to a right-handed player. The opposite applies for left-handed players.*

**Air shot:** Striking at the ball intentionally and missing it. It is counted as 1 stroke.

**Borrow:** The amount of break (curve) a player allows for when hitting a putt on a sloping green. There is always more borrow on 'fast' greens and downhill putts because as the ball is moving slower the effects of gravity are greater.

**Chip:** A short running shot used when playing onto a green or escaping from trouble.

**Closed:** Of the clubface, pointing left of target. Of the stance pointing right of target.

**Draw:** A shot that curves slightly from right to left.

**Fade:** A ball that curves slightly from left to right.

**Fat:** A shot that doesn't go far due to the clubhead striking the ground behind the ball, resulting in poor contact. Also called 'Heavy', 'Chunk' or 'Duff'.

**Fore:** A warning shouted to alert other players that a ball is heading towards them. It is very important that you shout Fore if your ball is heading towards other players.

**Flop:** A short pitch shot hit very high to land softly. Also called a 'Parachute shot'.

**Hook:** A ball that curves significantly from right to left.

**Lag:** A putt hit softly to finish close to the hole leaving a **Tap-in**.

**Mulligan:** Replaying a shot without counting the first one. Not allowed in Competitions!

**Open:** Of the clubface, pointing right of target. Of the stance pointing left of target.

**Pitch:** A short, high shot used when playing onto a green.

**Practice Swing:** To rehearse a shot without a ball before hitting the actual shot.

**Punch:** A shot hit deliberately low, often played when there is a strong head-wind.

**Pull:** A shot that flies straight left.

**Push:** A shot that flies straight right.

**Putt:** A shot that rolls along the ground, played on or near the green using a Putter.

**Sand Save:** Getting the ball into the hole in 2 shots from a bunker.

**Scrambling:** Managing to score well by virtue of good chipping and putting. A very good skill to have!

**Shank:** A shot that flies excessively to the right, caused by striking the ball with the hosel of an iron club (the joint between the club head and the shaft).

**Slice:** A ball that curves significantly from left to right. Very familiar to most golfers!

**Tap-in:** A very short putt that you shouldn't miss!

**Tee Shot:** The first stroke on a hole, played from the **Teeing Area**.

**Thin:** A low shot that goes a long way, caused by striking the ball with the bottom leading edge of the club.

**Top:** A low bounding shot that doesn't go far, caused by striking the top the ball.

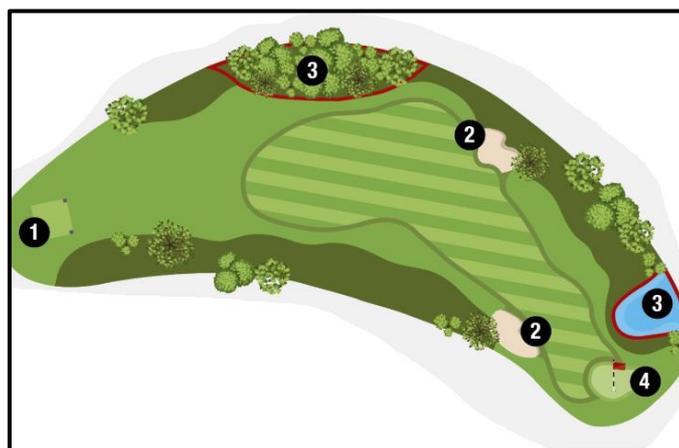
**Up and Down:** Getting the ball into the hole in 2 shots from just off the green.

## Things found on the Golf Course

### Areas of the Course

The *Rules of Golf* define 5 areas in that make up the course:

- (1) **Teeing Areas:** The places where you start each hole. They are rectangular, two club-lengths deep where the front edge is defined by the line between the forward-most points of two tee-markers (pots) and the side edges are defined by the lines back from the outside points of the tee-markers.



- (2) **Bunkers:** Specially prepared areas of sand, often a hollow from which turf or soil was removed.
- (3) **Penalty Areas:** Places from which relief with a one-stroke penalty is allowed if the player's ball comes to rest there. Penalty Areas are marked by either red or yellow stakes or lines (they are all red at Mapperley).
- (4) **Putting Green:** The area on the hole the player is playing that is specially prepared for putting and contains the hole into which the player aims to play a ball.
- (5) **General Area:** Anywhere on the course with the exception of the other 4 defined areas

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## Abnormal Course Conditions

The *Rules of Golf* define 4 conditions from which free relief is available:

- **Animal Hole:** A hole dug in the ground by an animal, including the loose material the animal dug out of the hole, e.g. mole hills.
- **Ground Under Repair (GUR):** An area of the course that is damaged or being worked on by maintenance staff.
- **Immovable Obstruction:** Anything artificial or man-made whether erected or left on the course that is deemed immovable by the Committee. Includes artificially constructed roads and paths.
- **Temporary Water:** Any temporary accumulation of water on the course.

See *Welcome Pack part 3* for details of when interference from an Abnormal course condition exists and how to take relief.

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## Other Definitions

**Apron:** An area of short grass sometimes found to the front of the **Putting Green**.

**Closely Mown Area:** an area of grass cut to fairway height or less.

**Divot:** Turf that is removed when a player's clubhead hits the grass. Your divots should be replaced and pressed down where they came from, except on teeing grounds where there may be a mixture of soil and grass seed available to put in the divot hole. Try to avoid taking divots with practice swings, especially on tees.

**Dog-leg:** A hole that does not follow a straight line from the tee to the green.

**Green:** See **Putting Green**.

**Fairway:** A closely mown grass area found on most holes between the Tee and the Green.

**Flagstick:** A movable pole in the hole, usually with a flag at the top. Sometimes called the 'pin'.

**Hole:** Has 2 meanings in golf parlance:-

[1] An area on a golf course starting at a **Teeing Area** and finishing at a hole<sup>[2]</sup> on the **Putting Green**. Most golf courses have either 18 or 9 holes.

[2] A hole in the ground on the **Putting Green** where the Flagstick is located. It is 4¼ inches (108 mm) in diameter and at least 4 inches (101.6 mm) deep. It is the finishing point of each hole<sup>[1]</sup>.

**Loose Impediment:** Any unattached natural object such as stones, loose grass, leaves, branches and sticks. In most situations loose impediments may be removed without penalty from anywhere on the course, including **Bunkers** and **Penalty Areas**.

**Out of Bounds:** Areas outside the boundaries of the course in which play is prohibited. Usually defined by white stakes or a white line.

**Pitch Mark (ball mark):** An identification made by a ball landing. Pitch marks on the green should be repaired using a pitch marker repairer or tee peg before flattening down with your putter.

**Preferred Lies (pick & place):** During the winter when the course is muddy, if your ball is on a **closely mown area**, you are allowed to pick it up, clean it and replace it within 6 inches no nearer the hole. Sometimes preferred lies are extended to everywhere in the **General Area**.

**Rough:** Grass grown longer than that on the fairway. Also 'semi-rough' which is not as long.