**Pastures Golf Club**

**Golf Terminology and**

**Other Information**

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**Fairways:** Closely mown grass areas that go from the front of the teeing area and up to the green.

**Semi rough** and then deeper rough normally surround the fairway. The rough is grass cut longer than the fairway and is intended to penalise players that miss the fairway.

**The Green:** The area that you are trying to get the ball onto, as this is where the hole is situated. They are well maintained areas of grass that are mown very low so that they are a smooth surface for putting on. They vary in size and shape and have differing levels of slope. The hole location on a green is moved by the greens staff on a regular basis.

**Obstacles:** These occur as golf courses are made up of many different features, trees, length of grass, bunkers, water and bushes. If you hit your ball straight, it is rare to encounter obstacles but if you go off line they come into play. They break up the landscape but also make golfers manage their way around the course.

**Bunkers:** A hazard consisting of a prepared area of ground, often a hollow, from which turf or soil has been removed and replaced with sand or the like.

**Water Hazards**: Any sea, lake, pond, river, ditch, surface drainage, ditch or other open water course (whether or not containing water) and anything of a similar nature on the course.

**Lateral water hazard:** A water hazard or part of a water hazard so situated that it is not possible, or is deemed by the committee to be impracticable, to drop a ball behind the water hazard in accordance with the rules.

**Rough:** Grass grown longer than that on the fairway.

**Addressing the Ball:** Taking your stance and grounding the club, except that in a water hazard a player simply addresses the ball by taking a stance.

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

**Casual Water:** A temporary accumulation of water on the course where you may take a free drop.

**Divot:** Turf that is removed from the ground when a player’s swing hits the grass.

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

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

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

**Fore:** A warning shouted to alert other players that a ball in flight is heading in their direction.

**Gross Score:** The actual number of strokes a player has taken before his/her handicap is deducted.

**Grounding the Club:** Touching the surface or ground with the sole of the club at address.

**Ground Under Repair (GUR):** A damaged area of the course in which you may take a free drop.

**Honour:** The right to play from the teeing ground; determined by the **lowest score on the previous hole** or on the first tee by the flip of a coin. This is not such a big deal when playing in club competitions as we prefer **“ready golf”** to help speed up play. However, when players are in a **match-play** situation, the “honour” is still a very important part of the game.

**Hook:** A ball that starts right of your target and curves left (If you are right-handed).

**Loft of the Club:** The amount or degree of loft that is built into the club face.

**Loose Impediment:** Natural objects that are not fixed or growing, such as twigs, loose rocks, pine cones, leaves.

**Lost Ball:** Any ball that cannot be found within 5 minutes of starting to look for it and wasn’t seen to go into a water hazard of any type.

**Nett Score:** A player’s score having subtracted the handicap from the gross or actual score.

**Obstruction:** Anything artificial or man-made whether erected or left on the course, as well as artificially constructed roadways or paths.

**Out of Bounds:** Any areas outside the boundaries of the course in which play is prohibited, as defined by white stakes.

**Penalty Stroke:** A stroke added to the score for an infraction of the rules.

**Pitch Mark:** An indentation made by a ball landing on a green. All players must repair their pitch marks.

**Provisional Ball:** Another ball that is played when you think your ball might have gone out of bounds or is lost. Always announce that you are playing a provisional ball.

**Stance:** The position of the feet when addressing the ball.

**Stroke:** The name given to each attempt to strike the ball.

**Take a Drop:** The name given to the act of picking up the ball and dropping it in another spot in accordance with the rules.

**Through the Green:** All of the area of the course with the exception of the teeing ground, the green and any hazard.

**Topped:** A rolling or low bounding shot that is caused by striking the ball above the centre line.

**Wrong Ball:** Any ball other than the ball in play, a provisional ball or in stroke play a second ball.

**Local Rules:** Local rules are specific to your Club and it is important that you make yourself aware of them as they may have an influence on the interpretation of the rules of golf. They are in place for local features such as young trees that may be staked and therefore you may get a free drop.

**Rules of Golf:** consist of a standard set of regulations and procedures by which the sport of golf should be played and prescribe penalties for rule infractions. They are jointly written and administered by the R&A (spun off from The Royal and Ancient Golf Club of St Andrews) and the United States Golf Association (USGA). The R&A is the governing body of golf worldwide except in the United States and Mexico, which are the responsibility of the USGA. The rule book, entitled Rules of Golf, is published on a regular basis and also includes rules governing amateur status.

**Handicapping:** The purpose of a WHS (World Handicap System) handicap is to enable all golfers to be able to compete on a fair and equitable level, regardless of skill, males and females alike.

**Affiliated Golf Club members** can obtain an official WHS handicap, which allows entry into Club competitions and access onto other courses.

**What is a handicap** and why do I need one?

A golfer's handicap is a number assigned to him/her, which defines his/her skill/ability level.

A handicap gives all standards of golfers an opportunity to play together or compete against one another on an equal level.

In a stroke play event, a golfer’s handicap is deducted from his/her "gross" score (total shots taken) to provide a "nett" figure (total shots taken minus handicap).

In a match play event, a player’s handicap determines how many shots they will either give to, or receive from, an opponent.

At Pastures golfers are divided into the following categories:

Division 1 Handicap 14.0 and below

Division 2 handicap 14.1 and above

The handicap level for separating golfers into two divisions may vary from time to time, depending on the handicap make-up of the field. It has no effect on your handicap but it does affect which prize you might be eligible compete for.

**How do I improve my handicap?**

A player should complete a handicap qualifying round (the handicap committee will stipulate whether a round can be classed as "qualifying") and return a nett score (gross score minus handicap) which will then result in a score differential calculation (how different that score is to the CSS (Competition Standard Score).

These differentials are reviewed continually, and the player’s Handicap Index is kept up to date by calculating the best 8 scores from their last 20 games so a player’s handicap keeps up with his current ability and performance.