

*Office Hours:* I arrive on campus at 10:15 a.m. on Monday, Wednesday, and Friday. On Tuesday and Thursday, I arrive on campus at 9 a.m. I am usually on campus until 4 p.m. Please come visit any time. I have classes on MW at 8, 1, and 2-3:15. On TTH I am in class at 9:30 and 12:30. On Friday I am in class at 8 and 1. You are welcome to come any time, or, if you prefer, you may make an appointment to see me.

*Email:* [penglan@emory.edu](mailto:penglan@emory.edu) or type Penny England for LearnLink.

**Course Description:** This course is for students who have never received formal instruction in the fundamentals of golf. It is designed to help you develop your swing and your knowledge of the fundamental rules of golf.

**Course Content:**

warm-up and cool down procedures  
grip, stance, address, backswing, downswing and followthrough  
etiquette and course care  
rules  
terminology

**The Golf Facility:** There is no facility to accommodate golf classes on the Oxford College campus. We will meet at The Golf Training Center (Bob Johnston, golf pro) located on the access road of I-20 (south side) just west of Almon Road.

**Course Text:**

Robert Gensemer, Beginning Golf, second edition

**Grading:**

- |                 |  |
|-----------------|--|
| 1. Written Work | 400 points<br>two 100 point written exams<br>practice sessions=100 points<br>LearnLink entries=100   |
| 2. Skills Tests | 600 points:<br>complete nine holes of golf = 150 points<br>80 yards in the air, any club = 150 points<br>40 yards in the air, 8,9, wedge or sand wedge = 150 points<br>10 foot putt = 75 points<br>4 foot putt = 75 points |

EMORY UNIVERSITY



050000020175

3. **Class Participation** This is a participation class. It is important that you contribute/participate fully during each class. If you do not feel well enough to participate in class physical activity, you should attend class prepared to take notes, and give your commentary on activities of the day. Turn those notes in to me at the end of that class period. If you miss more than two classes **FOR ANY REASON** (including sickness, religious holidays, doctor/lawyer appointments) **fifty points per overcut will be deducted from your final grade.** THERE ARE NO MAKE-UPS FOR ANY CLASSES, WRITTEN OR SKILLS TESTS, OR HOMEWORK EXCEPT UNDER VERY UNUSUAL CIRCUMSTANCES. If you experience such unusual circumstances you must speak with me in a timely manner (within the week) in order for exceptions to be made in this policy. If you arrive after roll is called, see me **AT THE END OF THAT CLASS** to initiate a change in your recorded absence. Three lates counts as one absence. **Points may be added to your final grade for attention and effort during class.** **Fifty points will be added to your final grade if you have missed NO classes.**

Grading scale: A=.899 points; B=800-899; C=700-799; D=600-699

**Dress Code:** You may wear golf shoes, but they are not required. In lieu of golf shoes you must wear smooth-soled court shoes. No other footwear is acceptable. Shirts must be worn at all times. Failure to wear required attire will result in an absence.

**Equipment:** Each student must provide golf clubs (a minimum of driver, putter, wedge, 5 iron). Failure to have equipment will result in an absence.

**Agreement to Participate:** All students are required to read and sign the Agreement to Participate Form prior to the first day of activity.

**The Honor Code is based on the fundamental expectation that every person in Oxford College will conduct his or her life according to the dictates of the Honor Code and will refuse to tolerate actions in others which would violate the Honor Code.** I expect that you will have read the Honor Code and that you will abide by its dictates. Whenever you take a skills test, a written test or quiz, or make a LearnLink entry for this class you are under the dictates of the Honor Code.

***Playing golf you learn a form of meditation. For the four hours you are on the course, you learn to focus on the game and clean your mind of worrisome thoughts. Golf has probably kept more people sane than psychiatrists have. HARVEY  
PENICK***

### Beginning Golf TTH Calendar--England

Dates	Class Activity
<b>JANUARY, 2001</b> (calendar may change due to weather)	
Tuesday, 30	
<b>FEBRUARY</b>	
Thursday, 1	
Tuesday, 6	
Thursday, 8	no class
Tuesday, 13	
Thursday, 15	
Tuesday, 20	
Thursday, 22	
Tuesday, 27	midterm review
<b>MARCH</b>	
Thursday, 1	Midterm Written Test: Appendix E, Chapters 1,2,3,7,8
Tuesday, 6	
Thursday, 8	
Monday-Friday, 12-16	SPRING BREAK
Tuesday, 20	rest and relaxation
Thursday, 22	Skills testing begins in the following order: 4-putt, lag putt, wedge, 80 yds.
Tuesday, 27	
Thursday, 29	
<b>APRIL</b>	
Tuesday, 3	
Thursday, 5	
Tuesday, 10	
Thursday, 12	
Tuesday, 17	
Thursday, 19	review for final
Tuesday, 24	Final written test: Appendix A, B,C,D Chapters 5,9,10
Thursday, 26	class evaluation
<b>MAY</b>	
Tuesday, 1	make-ups
Wednesday, 2	Reading Day



Any self-respecting golfer knows that movie line from *Caddyshack*: Judge Smails is wagging a dozen times on the first tee, and good ol' Al Czervik tells him to speed it up! Well, he's not the only one who needs to get going.

In a survey done by *Golf Magazine* last year, the most common problem in the game today is slow play, particularly at public courses. One would probably be surprised to find out that the problem is NOT with the hackers and beginners who shank the ball all over the place. The ones most at fault are those with a handicap between 8 and 20. These are the players who watch the pros on television and think they are just a few years away from the tour themselves. These are the ones to blame for those legendary five-plus hour rounds we all hate.

In the United States, it is customary for courses to set a benchmark of four and a half hours for a foursome to play 18 holes. Unfortunately, this is never enforced. In Scotland, the home of golf, they believe that anything over three hours is entirely too long—and it is strictly enforced!

There is a great story about these three American businessmen who were in Scotland and tried to get on a local course. The head pro was very reluctant because he knew how notoriously slow Americans are on the course. The pro finally agreed, but on the condition that if they ever caused a group behind them to wait, he would kick them off.

Well, the Americans agreed. After all, they were only a threesome, the course was practically deserted and they were all decent players. So off they went.

They didn't see another golfer for a couple of hours. But, as they were lining up their putts on the fourteenth green, they could hear a man yelling behind them. They all looked up to see the head pro driving his golf cart over the hill towards them, angrily shaking his fist.

The pro drove right up to the green and said, "We had a deal, and you broke your end. So please pick up and leave the course!" The Americans were stunned. What was this guy talking about?

Just then, over the hill, came a twelvesome. Yes, a twelvesome! There

were balls and carts flying all over the course. There were two or three people hitting at the same time, while several others were preparing to hit! There was not a single wasted motion in the group.

Yes, you read correctly. The threesome was holding up the twelvesome! We can all learn a thing or two from that story.

Granted, there are a few things we, as golfers, have no control over when it comes to speeding up play. For example, many courses do not have the guts to enforce promptness on the first tee, nor require slow players to either pick up and move on, or even leave the course after repeated warnings. Obviously, they do not want to upset paying customers.

Also, most courses require you to ride a cart, and they enforce the "cart path only" rule. This does not help when you play with three players of differing abilities. It also promotes a lot of walking back and forth across the fairway to and from your bag.

Still, there are some things we, as golfers, can do. Here are the Ten Commandments for faster play:

**1. Thou shalt play "ready golf."** Ladies and gentlemen, we are not professional golfers; we are not playing for the Green Jacket; we are not being rude when we play out of turn. If you are ready to play your shot, then hit it (safety permitting), regardless of whether or not you are away!

**2. When it's your turn to hit, thou shalt already be wagging.** Every player has a pre-shot routine, and you should not abandon it. But, you should begin this even before it is your turn. Even if your ball is right next to your partner's ball, you can still take all of your practice swings, wind checks, visualization techniques, etc., over to the side and out of his or her line of sight.

**3. Thou shalt adopt a continuous putting rule.** When it comes your turn to putt, keep going until you have finished—don't mark it, clean it and go through your entire routine, again, after each putt! Forget about standing in someone else's line. Just about every course is now soft spike only, which means you won't leave marks. Besides, the rules state that you can tap down any mark you have made, as long as it's not in your line.

**4. Thou shalt have all your equipment ready for play before you start your round.** Take all your head covers off (and leave them off), put 18 tees in your pocket if you have to, have at least one extra ball in your pocket, and, if you must buy something from the beverage cart every time it comes around, keep a \$20 bill in your pocket. You should never have to go digging in your bag for anything (except maybe a ball) during the course of play. Each time you go back in the bag, it's another 30 seconds that you are not playing golf. Over 18 holes, if each member of the foursome goes digging in his or her bag five times, that's ten minutes added to the round.

**5. Thou shalt not walk off yardages.** Again, we are not professionals. Most courses are well marked with sprinkler heads, and/or 200, 150 and 100 yard plates. You know about how far you have, and will it really make such a huge difference in club selection if you have "about 165 yards" as opposed to "162.3 yards?"

**6. Thou shalt not imitate the pros.** Professional golfers are finely tuned machines. Their pre-shot quirks, mannerisms, ticks and the like, are part of their routine—not yours. Jack Nicklaus stands behind his ball for a few moments before he addresses it because he is visualizing his shot. Tiger Woods surveys his putts from 17 different angles because he can see things in the grain and break that we will never see. You imitate them because you think it will help you. All you are really doing is slowing up play.

**7. Thou shalt not break for lunch after nine holes.** You would think golfers go on a three-day starvation diet before a round of golf. Then, any chance they get to buy a \$7 sandwich or \$5 beer, they load up. You are here to play golf. Eat a complete meal before your round. Afterwards, you can go to the 19th hole for a beer and a *continues on page 8*

## GOLF ETIQUETTE

(Continued from page 5) sandwich on me. If you absolutely must eat during a round, buy an apple or a power bar prior to your round, and eat it in between holes.

Thou shalt "pick up" after two shots out-of-bounds or in a water hazard. We all have a horrendous hole or two during a round, so write down a triple bogey or double par on the scorecard and move on to the next hole. On a par four hole, after two lost tee shots, you would have to re-tee, hit the fairway, then hole-out from the fairway just to make a double bogey. You are out of the hole, so pick up! Or, at the very least, drop out in the fairway with everyone else and play out the hole from there (but do it quickly).

9. Thou shalt take more than enough clubs when leaving the cart. Nothing burns me more than when a player leaves the cart, walks across the fairway to the far side and is looking for his ball in the rough with only one club in his hand. When he finally discovers where his ball is, he realizes that he can't hit the 7-iron in his hands 220 yards, so he has to go back to the cart. Whether you can or can't see where your ball is from your cart, take at least two extra clubs!

10. Thou shalt hit the darn ball sometime this month! Do you really need to take three practice swings before each shot? Do you really need to waggle and bob up and down six times before addressing the ball? Bobby Jones once said that if you saw him take more than one practice swing or waggle, he probably hit a poor shot. How can you argue with that?

Folks, this is not a lecture from a bitter, stodgy soul who is too serious on the golf course—just ask any of my playing partners. But, I do not want to spend the entire day on the course unless I am playing 36 or 54 holes. I have been guilty of violating every commandment listed above. But, I have seen the error of my ways and cut back considerably on the amount of time it takes me to play.

A funny thing happened, as well. I reduced my handicap from a 20 to a 9 in two years! Have you ever felt like your practice swing(s) are better than your actual swing? Then cut out or reduce the number of practice swings. Have you ever felt sluggish on the golf course? Then quit drinking beer and eating fat-filled sandwiches during your round—do it afterwards. Trust me, your game will improve.

Control the things you can when it comes to speeding up play! Adhere to these simple Ten Commandments and three things will happen: you'll enjoy the game more; your overall play and score will improve; and you will not feel rushed or hurried—yet you'll play in considerably less time! ●