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Equipment and Qualifications: Rob

Disqualifications: Vincent

Fouls and ranking system: Michael

Basic Rules:

Golf is a single player sport. A full round/game consists of 18 holes with the main objective being to sink the ball in each hole in as few strokes as possible in order to minimise the cumulative score (number of shots/strokes) taken during a round/game. Each hole has a par, which is a predetermined number of strokes a first-class player should normally require for a particular hole. The par for each hole, when cumulated, should add up to 72 strokes on every golf course.

There are a variety of clubs which vary in loft that players can utilize in different situations (i.e., a putter which is used on the green).

Every hole begins at the tee box and is connected to the putting green by the fairway. The grass on the fairway is constantly maintained and is cut extremely short in order to allow for easier hitting. Surrounding the fairway is the rough, which is an area of tall and unmaintained grass which serves the purpose of punishing a player for lack of accuracy hence making it more difficult to hit. Located in and around the fairway and rough are hazards such as sand bunkers; hitting in such a hazard results in no penalty, but again makes it difficult for a player to hit. Certain areas on the course are out of bounds (i.e., water hazards) and will result in a player taking a penalty stroke, whereby they drop their ball next to the hazard and continue playing that hole but gain an extra stroke for hitting their ball out of bounds.

Ranking System:

In the sport of golf there are two different types of play/ranking systems in order to differentiate players; those being stroke play and match play. Stroke play is when a golfer receives a score by adding up the total strokes they have taken to complete their 18 holes, this score is then compared to the score of other golfers; the

lower scoring player will be victorious. Match play is when two golfers go head to head; playing each hole at the same time and comparing scores for that specific hole; the lower scoring player for that specific hole will win that hole and receive a point. The player with the most points (won the most holes) after 18 holes will be victorious. The most common of the two ranking systems, stroke play, is used across all PGA golf championships (except for specific match play tournaments) and hence we shall implement stroke play for our system.

Qualifications:

The following are required to join the PGA (Professional Golfers' Association):

- Participants must be at least 18 years of age.
- Participants must have matriculated with suitable qualifications, especially in literacy sciences and math.
- Have at least a 5 handicap for men and an 8 handicap for women or lower.
- Participants must be employed by a full PGA member in a green grass environment (ie. golf club or driving range).

Disqualifications:

A person can be disqualified for one of the following reasons:

- Turning in an incorrect or unsigned scorecard.
 - If your score is lower than your shot.
 - If you haven't signed your scorecard.
 - If your score is higher than your shot you won't be disqualified, but you'll be stuck with the higher score.
- Playing with equipment that is not approved by the rules OR using foreign substances on your clubs or balls.
- Misrepresenting your handicap.
 - Saying your handicap is 8 when it is actually 4.
- Missing your starting time.
 - If you arrive within 5 minutes after your time they are allowed to only give you a 2 stroke penalty.

Equipment:

Here we will discuss the equipment used by golfers on an average day. This includes golf bags and their clubs. There are many

different variations of clubs, with golfers only being able to hold 14 clubs in their bag at a time. The main clubs are:

- Drivers: They have a loft of 11.5 degrees with an average distance of a hit being between 230 and 260 yards. The shaft is 44 inches long and the head weighs 200 grams.
- Irons: there are a wide variety of irons, with them being categorized by numbers from 1 to 10. Here are the statistics on the first nine irons:
 - 1: They have a loft of 16 degrees with an average distance of a hit being between 200 and 225 yards. The shaft is 39.5 inches long and the head weighs 230 grams.
 - 2: They have a loft of 18 degrees with an average distance of a hit being between 180 and 220 yards. The shaft is 39 inches long and the head weighs 237 grams.
 - 3: They have a loft of 19 degrees with an average distance of a hit being between 160 and 200 yards. The shaft is 38.5 inches long and the head weighs 244 grams.
 - 4: They have a loft of 23 degrees with an average distance of a hit being between 150 and 180 yards. The shaft is 38 inches long and the head weighs 251 grams.
 - 5: They have a loft of 27 degrees with an average distance of a hit being between 140 and 170 yards. The shaft is 37.5 inches long and the head weighs 258 grams.
 - 6: They have a loft of 31 degrees with an average distance of a hit being between 130 and 160 yards. The shaft is 37 inches long and the head weighs 265 grams.
 - 7: They have a loft of 35 degrees with an average distance of a hit being between 120 and 150 yards. The shaft is 36.5 inches long and the head weighs 272 grams.
 - 8: They have a loft of 39 degrees with an average distance of a hit being between 110 and 140 yards.

The shaft is 36 inches long and the head weighs 279 grams.

- 9: They have a loft of 43 degrees with an average distance of a hit being between 95 and 130 yards. The shaft is 35.5 inches long and the head weighs 286 grams.

- Pitching wedge: They have a loft of 47 degrees with an average distance of a hit being between 80 and 120 yards. The shaft is 35.5 inches long and the head weighs 293 grams.
- Sand wedge: They have a loft of 55 degrees with an average distance of a hit being between 60 and 100 yards. The shaft is 35.5 inches long and the head weighs 305 grams.
- Putter: The only club allowed to be used on the green. There are three types of shaft positioning: heel, centered and hosel offset.
- Tees: Used on the tee box, the ball is placed on top to allow a slight elevation off the ground.
- Divot tool: used for fixing the green when the ball has formed a divot. This tool flattens out the green.
- Towel: Used to clean the club heads.
- Green marker: Used to keep a ball's place if it gets in the way of another player's ball on the green.
- Golf bag
- Golf cart
- Club head covers: Protects the heads of the golf clubs from hitting each other and potentially cracking the heads.
- Gloves: Prevent blisters on the hands.
- Shoes: The soles of the shoes have special spikes allowing extra grip for the player when taking their shot.

Foul:

As we are implementing the stroke play style of golf, each stroke is important to the golfer's final score and hence certain rules apply in order to ensure fairness between all players. Violating one of these rules will result in a penalty stroke (i.e., an extra point added to a golfer's score).

The first type of penalty in golf comes before the game has begun and has to do with the golfer's equipment. A player may have a maximum of 14 clubs in their golf bag and their ball should comply with legal restrictions (i.e., less than 1.68" or more than 1.62oz). The shaft of a player's golf club should not exceed 48". If a player is found to violate these rules, a 2 stroke penalty for each hole the player has played up until the discovery of the violation will be given.

The second and most common penalty involves the hazards on the course (i.e., water hazards or anywhere out of bounds). If a player hits their ball into one of these hazards they are required to take a 'drop'. A 'drop' is when a player drops a new ball in the nearest playable location in the area that their ball entered the hazard, this will result in a penalty stroke.

Location:

Golf course areas:

{ golf course types: links, parklands, desert, championship etc}

Course consists of 18 holes each with a teeing ground/box

1. Teeing area:

- closely mown grass
- May play ball; standing outside teeing area
- Directly on the surface of teeing ground (off the deck)
- Supported by manufactured tee (limited to height of 4 inches)
- Natural substance (mound of sand placed on surface)
- 4 types of tee boxes;
 - Red-closest to hole-Used by ladies of all ages, juniors (up to 12yrs) & novice players of any age/gender
 - Gold- next farthest-Used by teenage boys, low-handicap ladies, and senior or high-handicap men.
 - White- farther still-Used by low-to-average-handicap men and low-handicap teenage boys.
 - Black or blue-farthest- Used only during tournaments or by zero-handicap ("scratch") male players.

1. Fairway area:

- Grass even and short

1. Rough area:
 - grass higher
1. Putting Green area:
 - closely trimmed grass
1. Hazards area:
 - High grass
 - two types: (1) water hazards, such as ponds, lakes, and rivers; and (2) bunkers, or sand traps.
1. Out of bounds area:

Guidelines to develop a nitrogen fertilization schedule for golf course turfs.

See table 2-

<https://www.usga.org/content/dam/usga/images/course-care/water-resource-center/bmps-irrigating-golf-course-turf-rutgers-univ.pdf>

Par on each hole:

Par is determined for each hole simply by distance. or what's called the Effective Playing Length of the hole.

Par	Men	Women
Par 3	0-250 yards	0-210 yards
Par 4	251-470 yards	211-400 yards
Par 5	471-690 yards	401-575 yards
Par 6	691+ yards	576+ yards

Types of grass on golf course:

- Bermuda grass; A durable, drought-tolerant, warm-season turf
- Bent grass; cool-season grass
- Zoysia grass; A warm-season grass that is cold-tolerant enough for transition zones
- Rye grass; autumn
- Fescue; wispy, golden grasses but can serve as short grass too
- Poa annua; cool-season grass

Factors affecting grass health:

- Air movement
- Type of soil used
- How often the ball is moved
- Irrigation
- Climate

Frequency of watering depending on the soil

It is evident, from the discussion above, that turf grown on sandy soil must be irrigated differently than the same turfgrass grown on clay or loam soils

See table 4

<https://www.usga.org/content/dam/usga/images/course-care/water-resource-center/bmps-irrigating-golf-course-turf-rutgers-univ.pdf>

Obstacles on the golf course:

- weave poles (agility obstacle)
- ponds
- trees
- bunker
- rough
- penalty areas
- bushes

Types of courses:

1. Links golf courses;
 - very natural

- little to no trees
- found in coastal areas
- wide open without trees lining fairways
- 1. Parkland Golf Course;
 - found inland
 - lots of trees and lush grass
 - manicured and heavily constructed
 - have flat fairways
- 1. Desert Golf Course; found in areas with more arid climate
- 2. Heathland Golf Course;
 - found inland
 - few trees (mostly pine trees) and coarse grasses
- 1. Par-3 course;

Individuals

Golfer/Player

A golfer is a person who plays golf. In order to be considered as a pro golfer you must be licenced under the PGA (Professional Golf Association). The level of golfer is measured by handicaps. The lower the handicap the better the golfer. Professional golfers with a handicap of 0 are called scratch golfers.

Caddie

A carry is a person who carries the golfers' clubs. The carry also gives the player advice thus he/she must know as much as possible about the golf course their playing in. He/she must know things such as the obstacles on the course, strategies required to be able to play in the course and avoid obstacles, and which clubs are required for certain scenarios. The caddie usually walks ahead to spot the golfers next hole and how far it is.

Referee/ Rule official

The job of the referee is to enforce the rules and make sure every player follows them throughout the game. Must also keep the score of the match using a scorecard and returns it to the scoreboard after the match. If there's any rules broken during the match the referee must write it down and submit it.

Golf coaches

They are golf specialists who help train the golfers. They must make sure a golfer is ready for the upcoming match and helps improve the players weaknesses. The

coach must also come up with the game plan and strategies to use in each course before the match.

Commentators

They observe and commentate on the match. They usually give each players statistics before the play just to give the audience more info about the player.

Course Manager

Manages the golf course as well as the staff and makes sure everyone on the course is satisfied and happy with the services offered on the course.

Golf types of games and their point systems. Types of Strokes

- Match play

Match play is a hole-by-hole competition where the golfer who makes the best score on the individual hole wins that hole. The player who wins the most holes throughout the match is the winner. In match play you are going up against your opponent in head to head competition

- Stroke play

Stroke play is an 18 hole cumulative score competition where the golfer with the best overall score after 18 holes wins. In stroke play you are going up against the course and trying to out play your fellow competitors.

- Better/best ball

A Better/Best Ball tournament involves teams of 2, 3, or 4 golfers and can be played as match or stroke play. Each team member plays their own ball throughout the round. After each hole, the lowest score from each team member is the score for that team on the hole. For instance, on a par 4 for team 1 golfer A makes a 5 while golfer B makes a 4 and team 2 golfer C makes a 3 while golfer D makes a 6; so team 1 would use golfer B's score of 4 and team 2 would use golfer C's score of 3. The team with the lowest best ball score at the end of 18 holes wins. Strong players, low handicappers or scratch golfers, could play individually against a 2 or 3 person team playing best ball.

With larger teams of 3 or 4 golfers you can play 2 Best Balls format, where you take the top two scores from the team members after each hole as the team score

- Scramble

Scramble tournaments involve teams of 2, 3, or 4 golfers. In a Scramble tournament each team member tees off on every hole. After the initial tee shots, the team selects the best shot out of their teammates and then each team member plays their next shot from that spot. This continues throughout the rest of the shots on the hole including putting. A player is allowed to place the ball within one club length of the spot of the best shot, but not nearer to the hole. The scramble is often played as stroke play event with the team with the lowest cumulative score after 18 holes winning

- Alternate shot (foursome)

Alternate Shot format involves teams of 2 golfers. Players from each team alternate shots on each hole throughout 18 holes. Teammates alternate who hits the tee shot on each hole. For instance team 1 with golfers A & B: on hole 1 golfer A tees off, B hits 2nd shot, A hits 3rd shot, then B putts it in, and then on hole 2 B tees off, A hits 2nd, and so on

- Four ball

Four Ball format is played with teams of two and uses a better ball scoring method. It can be played as either match play or stroke play. Each golfer plays their own ball during the entire match. For match play, at the end of each hole the golfer with the lowest score wins the hole for their team, earning a point. The team with the most points at the end of the round wins. An example: after hole 1, for team 1 player A scored 5 and player B scored 6, for team 2 player C scored 4 and player D scored 5. Player C has won hole 1 for team 2, earning their team a point. For stroke play, the team's score on each hole is that of the lowest scoring team member. The team with the lowest score at the end of the round wins

- Skins game

The Skins Game format can be played individually or as teams. For a Skins Game each hole is worth a skin. The golfer with the lowest score on a hole wins the skin. If two or more players tie then no skin is awarded, instead the skin is carried over to the next hole. The player who earns the most skins at the end is the winner.

Additionally you can also award skins for achievements on each hole such as: a 'Greenie' for landing a tee shot onto the green, 'Sandies' for a sand save, 'Woodies' for saving par after hitting a tree, and 'Arnies' for making par without hitting the fairway. You can add your own variations as well

- Stableford

The Stableford format is a stroke play tournament that can be played as an individual or team event using a points system in which the goal is to gain the highest score. A Stableford uses a points system established in the Rules of Golf, under rule 32,

- Etc
- Etc
- There are a lot of golf games

Golf Scoring Terms

Stroke-Any forward club swing that's intended to hit the golf ball.

Par-The number of strokes an expert player is expected to make for a given hole or a group of holes (usually 9 or 18).

Birdie-One stroke under par on an individual hole.

Eagle-Two strokes under par on an individual hole.

Albatross / Double Eagle-Three strokes under par on an individual hole.

Condor-Four strokes under par on an individual hole.

Ace / Hole-in-One-Getting the ball in the hole (cup) in only one stroke.

Bogey-One stroke over par on an individual hole.

Double Bogey-Two strokes over par on an individual hole.

Triple Bogey-Three strokes over par on an individual hole.

Quadruple Bogey-Four strokes over par on an individual hole

Golf swing terms

Pre-Shot Routine

The pre-shot routine consists of the orderly sequence of actions that a golfer will undertake shortly before hitting a shot.

Waggle

As an optional component of the pre-shot routine the waggle is accomplished just prior to the golfer beginning his swing, when the golfer's setup is mostly in place

Address

The stationary position of the golfer just as he is about to begin his swing. Normally – when he is allowed to – at address the golfer will be gripping the club and its clubhead will be laying on the ground just behind the ball, for a brief period of time.

Takeaway

The takeaway consists of the first sequence of actions that begin a golf swing. During its course, the golfer will start to bring the club back and into the backswing.

Backswing

The backswing consists of the sequence of actions that takes place immediately after the takeaway and up to the point where the club will begin to reverse course and start moving back towards the ball, at the top of the swing.

Top of the Backswing

The top of the backswing – or top of the swing – consists of the transitional moment in time where the backswing ends and the downswing begins.

Downswing

The downswing concerns the sequence of actions that immediately begin once the top of the swing is reached, as the club reverses course and begins traveling towards the ball. It ends when the clubhead has reached its lowest point, i.e., at impact.

Impact

As the term strongly suggests, the impact consists of the crucial moment where the clubface strikes the ball. How the body and the clubface are positioned in relation to the ball and target will have immense repercussions on where the ball will finally end up

Release

The term release refers to the transitional actions of the hands before and after impact. Indeed, during the backswing and downswing, the right hand will be trailing the left whereas in the follow-through, the left will trail the right

Follow-Through

The term follow-through refers to the sequence of actions that take place after the moment of impact, as the club continues traveling even though the ball has been hit. It allows for the club to lose its momentum and energy until it finally comes to rest, on top of the golfer's shoulders

Average statics

Tour stats include:

- **Club Speed**
- **Attack Angle**
- **Ball Speed**
- **Smash Factor**
- **Launch Angle**
- **Spin Rate**
- **Max Height**
- **Land Angle**
- **Carry.**
-

Shotgun Start

A shotgun start is a concept in which all the players in a tournament begin playing at the same time, but from a different place on the course.

Each player will start at a different hole when the tournament begins and the players will continue along the course in order from the hole where they began. For example, if a player begins at hole 15, they will then move to hole 16-18 and then continue to hole 1 and play through 14.

A shotgun start is an incredibly efficient way to utilize the expansive grounds of a golf course. Having everyone play at the same time speeds up the tournament, keeps it from getting log jammed at a particularly difficult hole, and allows all the participants to celebrate together at a post-tournament party.

Tee Times

A tournament that uses tee times assigns each participant a specific start time throughout the day. When participants are assigned a tee time, they usually all begin at the first hole on the course. Tee times are typically staggered anywhere between 10 and 15 minutes apart to give players a chance to move down the course and keep everyone moving.

Tee times are helpful when planning a large tournament with a lot of participants because it allows everyone some flexibility. People with busy schedules will be more likely to participate if they can choose a tee time that fits their needs.