DENVER GOLF PRESENTS

THE BEGINNERS

GUIDE TO GOLF

Everything You Need To Know When You Know Nothing About Golf

DENVER GOLF
PARKS & RECREATION
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BEFORE YOUR ROUND
Helpful Things to Know Before You Step Foot On a Golf Course

Booking A Tee Time
A tee time is like a restaurant reservation. It’s the designated starting time for a round of golf. You can reserve a tee time online or by calling the pro shop. You can also walk up and check-in, but just like a restaurant, if you want to make sure you get a table, you make a reservation. You should arrive at the course about 25-30 minutes before your tee time. This gives you enough time to check in, warm-up or grab a drink.

Dressing For The Course

Headwear
Not a requirement but highly recommended. A hat or visor will help shade your face and eyes while playing.

Shirts
Collared shirts are the safest play, tucked or untucked. For women, a collared shirt or top, with or without sleeves works best.

Pants, shorts or skirts
The norm for golfers is to wear non-denim shorts, pants or skirts. Any athletic wear works too.

Footwear
You want any shoes that offer stability, traction and comfort. Traditional golf shoes or any athletic shoes work. No metal cleats or spikes.

All these items are available for purchase in all our pro shops. All courses have different dress codes. If you aren’t sure what to wear, call ahead or visit the course’s website.
EQUIPMENT
The Gear You’ll Need To Play

GOLF BALLS
Balls usually start anywhere from $1 to $5 dollars per ball. There are a wide range of balls but start cheap. Used golf balls are a great option. Bring at least a dozen. You’re gonna lose balls... even the best do.

CLUBS & BAGS
A putter, wedge (pitching wedge) irons (9, 7 and 5 iron) and a wood (5 wood, 3 wood or driver) in any golf bag will help get you started, however, any clubs will do. If you don’t own a set of clubs you can borrow from a friend/family member or rent from any course. You can even buy used clubs and other equipment at Harvard Gulch Golf Course for as low as $5!

TEES
These are the small plastic or wooden pegs that are used to raise the golf ball on the ground to help get the ball airborne. These are mainly used on the teeing area to start a hole. You can get a small bag in the pro shop for a couple bucks.

GLOVE
Not a necessity, but certainly helpful. The golf glove is used to provide a better grip on the club. It also helps to prevent blisters. Right-handed golfers typically wear a glove on their left hand, and vice versa for a lefty. You can buy one in any Pro Shop.

BALL MARK REPAIR TOOL
A ball mark repair tool is used to fix the scrapes and dents in the turf, caused when golf balls land on the putting greens. The ball can run into a divot and change its line. You can pick one up for free in any Denver Golf Pro Shop.

Golf is a game played outdoors, make sure you have sunscreen. And don’t forget your water bottle, we have water stations located in all our clubhouses.
AT THE GOLF COURSE
Everything You Will Find at a Golf Course

The Clubhouse
This is the main facility that houses the pro shop, restrooms, restaurant/bar. Leave your clubs outside.

The Pro Shop
Located in the clubhouse, this is where you check in for your round, buy balls for the driving range, buy or rent equipment and apparel.

Driving Range
Some courses have driving ranges where you can practice hitting golf balls. They have individual spots for you to hit. Baskets of practice balls can be purchased in the pro shop.

Putting Green
This area is for players to practice their putting only, and is usually located near the first tee. No chipping or full swing practicing here please.

Chipping Green
This area is for players to practice their chipping, bunker shots, and short pitch shots. No putting or full swing practicing here please.

The chipping green and putting green at every golf course are free to use! Come and practice anytime.
Golf has a lot of rules – like, A LOT – but pretty much all of them only matter if you’re playing competitively or in an organized event or tournament. Very few people actually know all of them, so don’t worry about the rules too much to start, focus on having fun! The key guidelines everyone should follow are: (1) play quickly (2) play courteously and (3) leave the golf course better than you found it.

A few other tips:

ETIQUETTE

1. Be ready to hit when it’s your turn to play. This might mean selecting your club and visualizing a shot or putt while someone in your group is hitting.

2. Replace divots in the fairways and repair ball marks on the green, yours and others. Try to leave the course better than you found it.

3. Pay attention to your pace of play. If your group slows down, delaying those behind you, let that group “play through” if there is space ahead. Keep in mind you will still need to catch up at some point.

4. Stand safely away from other players who are hitting or putting, and never throw or slam clubs down. It is dangerous, it damages the course and it makes you look REALLY BAD.

5. Be considerate. If your ball is heading towards a person or group, yell “FORE” as a warning. On the greens, step over other players’ putting lines and pick up your feet when you walk. Drive golf carts according to course rules and signs (keep off the greens and tees). Don’t let phones be a distraction on the golf course and don’t talk while people are swinging.

RULES TO BREAK

<table>
<thead>
<tr>
<th>“Rule”</th>
<th>How You Should Play</th>
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<tr>
<td>“Play the ball as it lies.”</td>
<td>Unless you’re competing against others, beginners shouldn’t worry about this rule. Give yourself a better lie by rolling the ball around a little, fluffing it up in the grass or, better yet, teeing it up. Other golfers won’t care as long as you don’t slow down pace of play.</td>
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<td>“A game of golf is 18 holes.”</td>
<td>Sure, most courses you’ll play will have 18 holes, but you’re not required to play all 18. Feel free to play nine holes or perhaps even fewer if you’re strapped for time.</td>
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<td>“Men play from the back tees, Ladies from the forward tees.”</td>
<td>Not true... Tee choice should be dependent on skill level or how far a player can hit, not gender or age. We recommend that beginners use the most forward tees, or whatever distance they’re most comfortable playing... you can tee it up 100 yards away from the green if you want! Take any advantage you can get, have fun!</td>
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<tr>
<td>“The person farthest from the hole always hits first.”</td>
<td>Most people play “ready” golf, which is a bit more practical and quicker in informal play. As you probably guessed, this just means that you hit when you’re ready, even if you’re not farthest away. Just make sure nobody is in your line of fire, and that you’re not in someone else’s.</td>
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<tr>
<td>“Every stroke counts, including a swing-and-miss.”</td>
<td>Don’t bother counting strokes in the beginning. You’re here to have fun, not measure your performance or beat yourself up. There will be plenty of opportunities for that down the road as you improve.</td>
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THE COURSE
What to Look For When Playing

- **Teebox**: The starting point on each hole. Each tee marker represents a distance and offers a variety of options depending on the players skill level.

- **Rough**: Longer grass surrounding the fairway. Harder to hit from.

- **Fairway**: Short grass and ideal landing spot. Leads you to the green.

- **Bunker**: Pit full of sand, also known as a “sandtrap.” Try to avoid these.

- **Water Hazard**: Any body of water surrounding the hole. Avoid these.

- **Green**: Very short grass and the area around the hole where you putt.
Although score isn’t important when starting out, the scorecard provides a lot of useful information when playing.

1. This is where you write down the names of those who are playing in your group. It can be a full name, initials or a nickname.

2. This designates the total yardage of the hole. There are numerous sets of tees on every course of varying length based on ability. Some tees are designated by color, others by number or a course attribute.

3. This is the designated par for the particular hole. Holes are typically par 3s, par 4s or par 5s, with par 4s the most common on standard courses. The number represents the number of strokes it takes to play that hole (This is for formal play, you can make up your own par!)

4. This is where you write your score or number of strokes for each hole.

5. This is where you would write the cumulative score for the first nine holes, also frequently called the “front nine.”

6. This is where you tally a player’s overall score, combining the score from the front nine with that of the final nine holes, or “back nine.”

7. This is the handicap for each hole. Once you have played a number of rounds and established an official handicap, this would help to more evenly balance games played against other players who also have an established handicap.

8. This is the ideal time to play each hole. This is for pace of play purposes.
GOLF TALK
Terms and Words You’ll Hear On The Course

THE SHOTS

Break: The amount a putt will curve to the side because of the slope, grain and wind that affect the movement of the ball.

Carry: The distance a ball will fly in the air. Usually to carry a hazard or safely reach a target.

Fat Shot: A description of a shot when the clubhead strikes the turf behind the ball, resulting in poor contact and a shot that comes up well short of the target.

Fade: A shot that flies slightly from left to right for right-handed players.

Draw: A shot that flies slightly from right to left for right-handed players.

Hook: A shot that curves sharply from right to left for right-handed players.

Pull: A relatively straight shot that begins to the left side of the target for right-handed players and doesn’t curve back.

Push: A shot that starts to the right side of the target for right-handed players and doesn’t curve back.

Slice: A ball that curves sharply from left to right to a greater degree than a fade.

SCORING

Par: The score an experienced player is expected to make on a hole, either a three, four or five.

Ace: When the ball goes in the hole on your first tee shot. Another word for a hole-in-one.

Birdie: A score of one under par on a hole.

Bogey: A score of one over par on a hole.

Double Bogey: A score of two over par on a hole.

Double Eagle: A score of three under par on a hole, also known as an albatross.

Eagle: A score of two-under-par on a hole.

Mulligan: The custom of hitting another ball – a do over.

OTHER

Approach: A shot hit towards the green or towards the hole.

Ball Mark: A mark a ball makes when it hits the ground, usually on the green.

Divot: The turf displaced when the club strikes the ball on a descending path.

Lie: As it relates to the ball, the position of the ball when it has come to rest. As it relates to the club, it is the angle of the sole of the club relative to the shaft.