
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 online, by calling the pro shop, or upon arrival. It's better to plan ahead and book a tee time before showing up to the course. 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.



Ex. of booking a tee time online

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

For men the classic collared shirt is 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 inside all our pro shops. Look out for sales!

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 a least a dozen. You're gonna lose balls... even the best do.



CLUBS & BAGS

A putter, wedge, irons, and a driver any golf bag will help get you started. 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. Available in any Pro Shop.



DIVOT REPAIR TOOL

The divot repair tool is used to fix the scrapes and dents in the turf, caused when golf balls land on the putting greens. The marks, also called 'divots', can make playing golf frustrating, as when a golfer take a shot, 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 Pro Shop

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



The Clubhouse

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



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.



Chipping Green

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



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. And even then, very few people actually know all of them. So, don't worry about the rules too much to start. The key guidelines everyone should follow are: **(1) play quickly (2) play courteously and (3) leave the golf course better than you found it. Do these things and everyone will love you.**

A few other tips:

ETIQUETTE

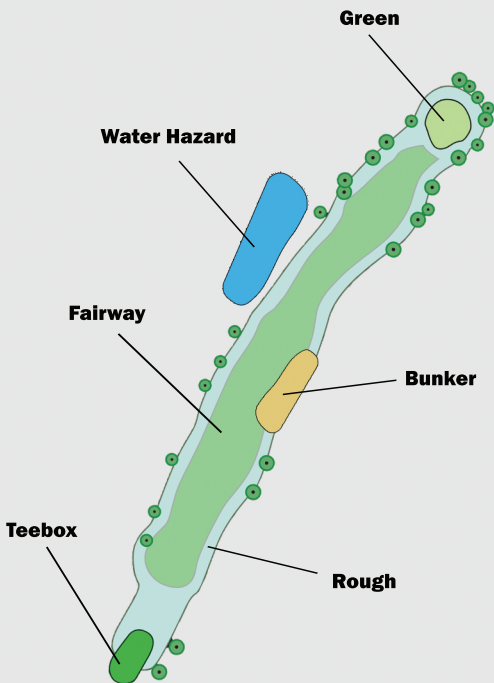
- 1** Be ready to hit when it's your turn to play. This might mean selecting your club and visualizing a shot or putt while someone in your group is hitting.
- 2** Repair divots in the fairways and ball marks on the green, yours and others. Try to leave the course better than you found it.
- 3** Pay attention to your pace of play. If your group slows down, delaying those behind you, let that group "play through" if there is a space ahead.
- 4** Stand safely away from other players who are hitting or putting. And never throw or slam clubs down. It can be dangerous, and it's not a good look.
- 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 don't make any scuffs on the turf. Drive golf cars according to course rules. Don't let phones be a distraction on the golf course.

RULES TO BREAK

"Rule"	How You Should Play
"Play the ball as it lies."	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.
"A game of golf is 18 holes."	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.
"Men play from the back tees, Ladies from the forward tees."	Not true... Tee choice should be dependent on skill level or how far a player can hit a driver, 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!
"The person farthest from the hole always hits first."	Most people play "ready" golf, which is a bit more practical and speedier 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.
"Every stroke counts, including a swing-and-miss."	Don't bother counting strokes in the beginning. In fact, throw the scorecard away, or use it to count how many good shots you hit. 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.

THE COURSE

What to look for when playing



Teebox - The starting point on each hole.

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" 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.

SCORECARD

Although score isn't important when starting out, the scorecard provides a lot of useful information when playing.

HOLE	1	2	3	4	5	6	7	8	9	CUT	10	11	12	13	14	15	16	17	18	IN	TOT	HCP	NET
Bronze	393	200	513	445	331	401	423	155	499	340	165	371	382	500	36	410	217	310	550	3341	701		
Gold	361	188	498	390	320	390	402	147	445	341	157	296	362	486	55	395	174	290	470	2993	6134		
Handicap	5	7	13	1	11	9	3	15	17		12	10	8	16	2	4	6	18	14				
Par	4	3	5	4	4	4	4	3	5	36	3	4	4	5	4	4	3	4	5	36	72		
Pace of Play	:12	:24	:44	1:01	1:13	1:25	1:40	1:50	2:10		2:26	2:33	2:46	3:04	3:19	3:32	3:42	3:55	4:15				
Black	347	168	485	370	310	315	394	140	435	2964	148	286	389	398	340	296	169	287	455	2668	5632		
Silver	285	158	402	330	280	310	308	117	384	2574	120	250	285	392	279	291	146	265	414	2442	5016		
Handicap	13	15	1	5	9	7	11	17	3		18	14	8	4	10	6	16	12	2				
Par	4	3	5	4	4	4	4	3	5	36	3	4	4	5	4	4	3	4	5	36	72		
Scorer:											Signature	Attest:											Date:

1

This is where you write down the names of those who are playing in your group, whether it's a full name, initials or a nickname.

2

This designates the total yardage of a particular set of tees. 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.

4

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

5

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

6

This is where a player would tally his or her overall score, combining the score from the first nine with that of the final nine holes, or "back nine."

7

This is the handicap for each hole. This measure, once you have played a number of rounds and established an official handicap, 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, Verbs 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.

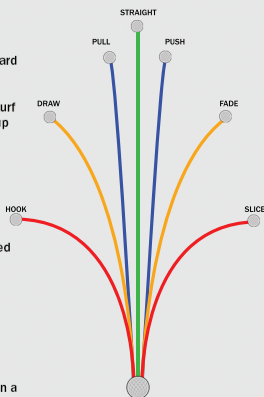
Draw: A shot that flies slightly from right to left for right-handed players.

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 never curves back.

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



SCORING

Ace: 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.

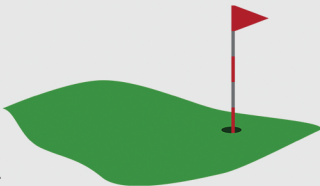
Double Bogey: A score of two over par on a hole.

Double Eagle: A score of three under par on a hole.

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

Mulligan: The custom of hitting another ball – without penalty

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



OTHER

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

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.

