

Exam and Supplemental Task Sheets

RECIPROCAL TASK SHEET 21: THE CHIP SHOT

Name: _____

1. **Student Information:** 60%-70% of all shots taken during a golf round are taken within 100 yards of the pin. The chip shot is a short accurate shot, used when just off the green.
2. **Objectives:** The student will demonstrate the skills of a short chip shot, from about 20 yards distance.
3. **Directions:** Chip 20 balls onto a green stopping the ball within 3 feet of a target located about 30 feet away. Have your partner record date and check appropriate response for each checkpoint for the chip shot.

(Record date of practice)	DATES							
Address	Yes	No	Yes	No	Yes	No	Yes	No
1. Take a narrow stance (feet within shoulder width), that is slightly open (lead foot just off the target line).								
2. 60% of weight on lead foot, toe slightly pointed out.								
3. Knees slightly bent.								
4. Bent over the ball from the waist.								
5. Head down, over the ball.								
6. Hands slightly in front of the ball, lead arm and club forming a straight line to the ball.								
7. The wrist of the trail hand forms a reverse "C" at address.								
BACKSWING								
1. Weight stays on lead foot.								
2. Keep head, hips and knees level throughout swing.								
3. Bring the club back smoothly, using the arms and shoulders.								
4. Keep the hands and wrists quiet.								
5. Preserve the reverse "C" in the wrist of the trail hand.								
6. Make a compact swing. The club head should stay below the knees.								
Downswing								
1. Weight stays on lead foot through impact.								
2. Keep head, hips and knees level throughout swing.								
3. Control the club using arms and shoulders through impact.								
4. Keep hands and wrists quiet.								
5. Preserve the reverse "C" in the wrist of trail hand.								
6. Brush the grass through impact.								
(Record date of practice)	DATES							
Follow-Through	Yes	No	Yes	No	Yes	No	Yes	No
1. Weight stays on lead foot.								
2. Keep head, hips and knees level.								
3. Preserve the reverse "C" in the wrist of the trail hand.								
4. Change roles with partner.								
5. Repeat until you complete all three columns on this task sheet.								

RECIPROCAL TASK SHEET 22: SCORING
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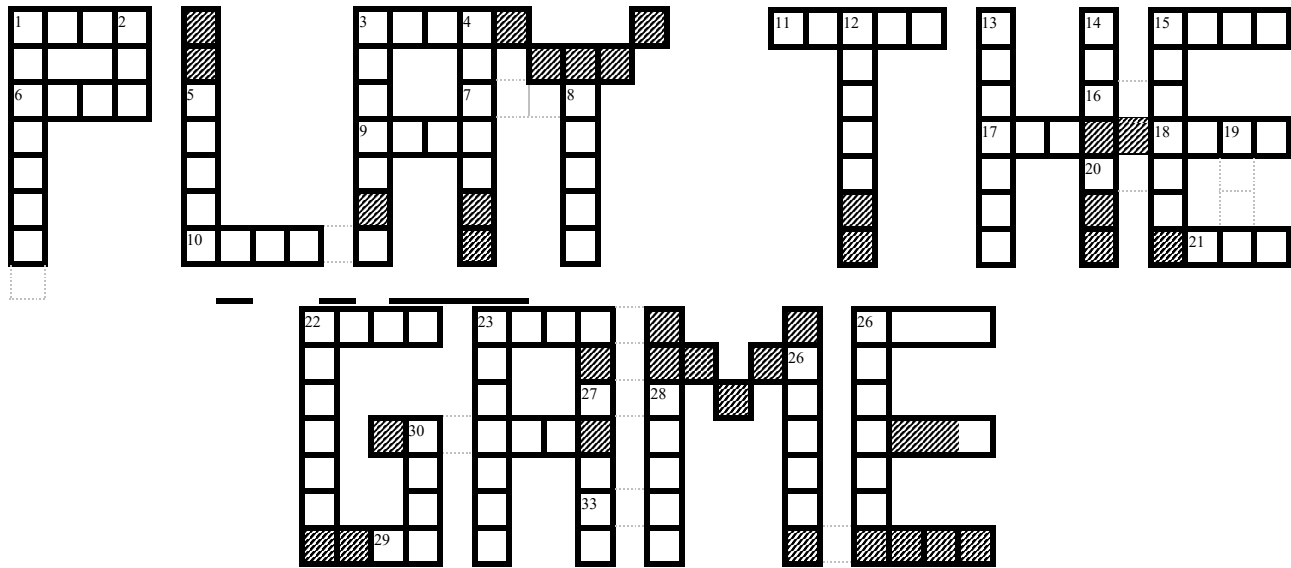
Directions: Two girls, Jane and Nancy, were playing a game of golf. The scores for each hole are listed as follows. Fill in the score card completely, on the answer sheet; Jane is keeping score.

- Hole 1 - Jane shot a 4 and Nancy took a bogey.
 2 - Jane made a 6 and Nancy a 7.
 3 - Jane shot ladies' par for the hole and Nancy made a birdie.
 4 - Jane and Nancy both shot a 6.
 5 - On the drive, Jane swung at the ball and missed it. Her second attempt was good and after 6 more strokes, her ball was in the cup. Nancy made the hole in 7.
 6 - Both players made the hole in even par.
 7 - Jane made an eagle. Nancy sliced her drive; her second shot was short of the green, but with two approach shots and two putts the ball was in the cup.
 8 - Jane had a lot of hard luck and ended up with a 13. Nancy took 6 strokes.
 9 - Jane made a 6 and Nancy a 7.

SCORE CARD

Hole	Yards	Men's Par	Women's Par	Handicap	Jane	Nancy				W + L - H O
1	345	4	4	10						
2	410	4	5	1						
3	474	4	5	6						
4	229	3	4	14						
5	396	4	4	4						
6	159	3	3	16						
7	552	5	5	5						
8	316	4	4	13						
9	367	4	4	17						
Out	3218	35	38							

1. What is Jane's medal score?
2. What is Nancy's medal score?
3. Who is the winner by medal play?
4. Who is the winner by match play?
5. What is the score by match play for Jane?
6. What is the score by match play for Nancy?



Across

1. Players should tee up within two ____ lengths behind the tee markers.
3. The player farthest from the ____ should shoot first during play.
6. Footprints in the ____ should be smoothed over with the club head.
7. The ____ of a coin may be used to decide who shoots first off the first tee.
9. Symbol for out-of-bounds.
10. The person with ____ score on the preceding hole tees off first.
11. Divots should be replaced immediately ____ the shot.
15. The reason ____ most beginners play too slowly is that they place their bag too far from the ball.
16. Each golfer must have his ____ set of clubs.
17. If there is a clear hole ahead, the group behind should be waved through by an ____ motion.
18. ____ practice swings before a shot during play is one too many.
20. The player should begin play from between ____ markers.
21. Beginners should ____ to speed up their play without rushing.
22. The basic ____ in golf is to play the ball where it lies.
23. Before teeing off, the golfer may practice at the driving ____.
24. One rule is that the player may not ____ the club in a sand trap.
27. The high side of a bunker is the ____.
29. The golfer may choose to leave the flagstick ____ the cup.
33. On the green, a golfer must ____ another player to mark his ball.

Down

1. There is no penalty for listing a ball from ____.
2. Playing too slowly is a ____ habit for a golfer.
3. Playing first off the tee is call the ____.
4. Player should ____ and leave a bunker at a spot level with the fairway.
5. In ____ play, a golfer does not return to the original spot to shoot another ball if his is lost because it slows play.
8. Part of the etiquette of golf is knowing where to ____ when others shoot.
12. The person whose ball is closest to the cup ____ the pin.
13. A ____ of one stroke is counted when a ball is hit into a pond.
14. An unplayable lie may be a ball which is ____ close to fence.
15. Preferred summer and ____ rules are the same.
19. A golfer should not shoot a ball ____ again while playing.
22. To ____ a ball during play is not good etiquette.
23. One should ____ a divot immediately.
24. A good golfer ____ the following group to play through if his group is slow.
26. If a player does not ____ his tracks in a sand trap he is not following proper etiquette.
28. On the tee a player may ____ a spot from which to shoot.
30. Whether or not he wants his score recorded depends ____ each player.
32. Usually there is a snack shop in the clubhouse where the golfer may ____ and drink.

ANSWER SHEET

Across

1. Players should tee up within two club lengths behind the tee markers.
3. The player farthest from the hole should shoot first during play.
6. Footprints in the sand should be smoothed over with the club head.
7. The toss of a coin may be used to decide who shoots first off the first tee.
9. Symbol for out-of-bounds. Rope
10. The person with lowest score on the preceding hole tees off first.
11. Divots should be replaced immediately after the shot.
15. The reason why most beginners play too slowly is that they place their bag too far from the ball.
16. Each golfer must have his own set of clubs.
17. If there is a clear hole ahead, the group behind should be waved through by an arm motion.
18. Two practice swings before a shot during play is one too many.
20. The player should begin play from between tee markers.
21. Beginners should try to speed up their play without rushing.
22. The basic rule in golf is to play the ball where it lies.
23. Before teeing off, the golfer may practice at the driving range.
24. One rule is that the player may not drop the club in a sand trap.
 1. The high side of a bunker is the rim.
29. The golfer may choose to leave the flagstick in the cup.
33. On the green, a golfer must ask another player to mark his ball.

Down

1. There is no penalty for listing a ball from casualty
2. Playing too slowly is a bad habit for a golfer.
3. Playing first off the tee is call the honor.
4. Player should enter and leave a bunker at a spot level with the fairway.
5. In medal play, a golfer does not return to the original spot to shoot another ball if his is lost because it slows play.
8. Part of the etiquette of golf is knowing where to stand when others shoot.
12. The person whose ball is closest to the cup takes the pin.
13. A penalty of one stroke is counted when a ball is hit into a pond.
14. An unplayable lie may be a ball which is too close to fence.
15. Preferred summer and winter rules are the same.
19. A golfer should not shoot a ball over again while playing.
22. To remove a ball during play is not good etiquette.
23. One should replace a divot immediately.
24. A good golfer directs the following group to play through if his group is slow.
26. If a player does not smooth his tracks in a sand trap he is not following proper etiquette.
28. On the tee a player may mark a spot from which to shoot.
30. Whether or not he wants his score recorded depends upon each player.
32. Usually there is a snack shop in the clubhouse where the golfer may eat and drink.



GLOSSARY OF TERMS

- Address: Taking the grip, stance, and proper body position in preparation to making a stroke.
- Approach shot: A stroke played to approach putting green, i.e. pitch, chip.
- Apron: the grass area around green.
- Away: The ball farthest from hole.
- Birdie: A score of one under par for a hole.
- Bogey: A score of one over par for a hole.
- Break of green: The slant of the green.
- Bunker: A hazard, usually a depressed area covered with sand or a grassy mound.
- Bye: The holes remaining to be played to determine the winner of the match.
- Caddie: A person who carried the golfer's clubs and who can give her advice in regard to the course.
- Casual water: Water, which accumulates on a course after a storm, not always present--not part of a hazard.
- Chip shot: A short, low shot played to the green.
- Closed Stance: The left foot slightly in advance of the right--the player tends to face slightly away from the line of flight of the ball.
- Club: The implement with which the ball is struck.
- Course: The area within which play is permitted.
- Cup: The hole sunk in the green into which the ball must be played in order to terminate play on that hole.
- Dead: A ball is said to be "DEAD" when it lies so near the hole that the putt is a dead certainty. A ball is also said to "FALL DEAD" when it does not run after slighting.
- Divot: A piece of turf removed by the club in making a shot.
- Dogleg: A hole in which the fairway curves to the right or to the left.
- Double bogey: Two strokes over par for a hole.
- Driver: #1 wood
- Drop the Ball: The player stands facing the hole and drops the ball over her shoulder.
- Eagle: A score of two under par for the hole.
- Face: The striking surface of the club.
- Fade: A shot that slightly curves to the right in flight.
- Fairway: The mowed grassy area between the tee and the putting green.
- Flag: Marks the spot on the green where the cup is located.
- Flagstick: The marker indicating the location of the hole.
- Flight: Division of players according to ability for tournament; also, the path of the ball in the air.
- Fore: A warning cry to any person in the line of the play.
- Four-Ball Match: Two players play their better ball against the better ball of their opponents.
- Foursome: Two players playing one ball on each side; partners alternate hitting the ball.
- Green: The putting surface.
- Grip: That part of the club that is grasped and the grasp itself.
- Gross score: The total number of strokes taken to complete a round of golf.
- Grounding the club: Placing the sole of the club on the turf in preparation for making the stroke.
- Half-Shot: A stroke that is less than a full swing.
- Halved: Each side makes the same score on a hole.
- Handicap: The approximate number of strokes one shoots over par, or the allowance of strokes to equalize players of different ability.
- Hanging Lie: The ball lies on a downward slope.
- Hazard: Any obstacle that interferes with the free flight or roll of the ball, (National; trees, natural water, rocks and so forth; made hazards; bunkers, sand traps; and so forth).
- Head of the Club: The heavy part of the club, used for striking the ball.
- Heel of the Club: The part of the club head below the point where the shaft and the head meet.
- Hole: One unit of the course including the playing tee, fairway, hazards, green, and cup.
- Holing Out: Sinking the ball in the cup.
- Honor: The privilege of playing first, acquired by winning the preceding hole.
- Hook: A flight of the ball curves to the left.
- Impact: The contact of the club with the ball.
- Irons: A graded series of metal-headed clubs.
- Lie: The position of the ball on the ground.
- Like: A player is playing "the like" when she makes an equal number of strokes to that just played by her opponent.
- Links: The golf course.
- Loft: To elevate the ball; also, the angle of pitch of the face of the club.
- Loft of the club: The angle of pitch of the clubface.
- Loose impediments: Objects such as dead grass, fallen leaves, pebbles, worms, fallen twigs, etc.
- Mashie: A five iron used in golf.
- Match Play: Competition by holes; the player winning the most holes wins the match.
- Match: The game itself.
- Medal Play: A competition by total scores for all holes; the player with the lowest total score wins the match.
- Medallist: The low score player in a medal tournament.
- Nassau: A system of scoring awarding one point for the winning of each "nine" and an additional point for the match.
- Net score: The score resulting from subtracting handicap from gross score.

Niblick: An iron-headed golf club with the face slanted at a greater angle than any other iron except a wedge; a nine iron.
Nook: The point at which the shaft joins the head of the club.
Obstruction: An artificial object on the course, which may be movable or fixed.
Odd: A player is playing "odd" when on a given hole she is making a stroke one more in number than that last played by her opponent
Open Stance: The left foot is drawn back so that the player tends to face somewhat in the direction of the flight of the ball.
Out-of-Bounds: The area outside the proper course, from which balls may not be played.
Par: An arbitrary standard of scoring excellence based on the length and difficulty of a hole.
Pitch shot: A shot played to a putting green that travels in a high trajectory.
Press: Trying to hit the ball beyond one's normal power.
Provisional ball: A second ball played in case it is undetermined if the first ball is lost or out of bounds.
Pull: A ball that travels in a straight line to the left of the intended line of flight.
Push: A shot that travels in a straight line to the right of the intended line of flight.
Rough: The areas to the right or left of the fairway in which weeds and grass are allowed to grow.
Slice: A shot that curves in flight to the right, caused by the ball spinning in a horizontal, clockwise manner.
Stance: The position of feet in addressing the ball.
Stroke: Any forward motion of the club head made with intent to strike the ball.
Stroke play: Competition based on the total number of strokes taken.
Tee: The starting place for the hole or the peg on which the ball is placed for driving.
Tee markers: The markers placed on the tee to indicate limits of the teeing area.
Trajectory: The line of flight the ball takes when hit.
Whiff: When you swing and miss the ball.



GOLF RATING SCALE

Name: _____ Class Period: _____

1. **Grip** (4 points -- 1 each)

- _____ Right-hand V is straight up or slightly right
- _____ Two knuckles of left hand showing
- _____ Grip tension is correct
- _____ Hands completely on grip of club

2. **Stance** (4 points -- 1/2 each)

- _____ Feet proper width apart
- _____ Standing proper distance from ball
- _____ Weight even over feet (ask)
- _____ Knees bent properly
- _____ Proper bend from waist
- _____ Arms hanging naturally
- _____ No unnecessary tension in arms and hands
- _____ No unnecessary tension in legs

3. **Alignment** (3 points -- 1 each)

- _____ Not left of target
- _____ Not right of target
- _____ Proper sequence of address. (Draw imaginary line and pick a spot on the line. Set club square, feet together. Place right foot first on parallel line. Take last look at target.)

4. **Swing** (10 points -- 1 each)

- _____ One piece take away
- _____ Head did not move up and down
- _____ Head did not move back and forth
- _____ Left arm extended
- _____ A complete coil is present
- _____ Club toe up to target -- BACKSWING -- at parallel level
- _____ Club toe up to target -- forward swing -- at parallel level
- _____ Club accelerates through ball
- _____ Club continues after contact
- _____ Facing target at the finish

Points

Performance

- | | |
|----|---|
| 10 | Good contact, good trajectory, good direction |
| 9 | Good contact, good trajectory, fair direction |
| 8 | Good contact, fair trajectory, fair direction |
| 6 | Fair contact, fair trajectory, fair direction |
| 4 | 2 items fair, 1 item barely acceptable |
| 2 | 1 item fair, 2 items barely acceptable |
| 0 | Miss or near miss |

RECIPROCAL TASK SHEET 23: SCORING
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Directions: Two girls, Jane and Nancy, were playing a game of golf. The scores for each hole are listed as follows. Fill in the scorecard completely, on the answer sheet; Jane is keeping score.

- Hole 1 - Jane shot a 4 and Nancy took a bogey.
 2 - Jane made a 6 and Nancy a 7.
 3 - Jane shot ladies' par for the hole and Nancy made a birdie.
 4 - Jane and Nancy both shot a 6.
 5 - On the drive, Jane swung at the ball and missed it. Her second attempt was good and after 6 more strokes, her ball was in the cup. Nancy made the hole in 7.
 6 - Both players made the hole in even par.
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SCORE CARD									
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Hole	Yards	Men's Par	Women's Par	Handicap	Jane	Nancy				W + L- H O
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Out	3218	35	38							

1. What is Jane's medal score?
2. What is Nancy's medal score?
3. Who is the winner by medal play?
4. Who is the winner by match play?
5. What is the score by match play for Jane?
6. What is the score by match play for Nancy?

GOLF ETIQUETTE

- | | |
|--|---|
| <ol style="list-style-type: none"> 1. On Tee: <ol style="list-style-type: none"> a. Observe tee markers. b. Player with honor drives first. c. Don't talk or move around when another player is driving. d. In general, be still while person is driving. e. Stand diagonally in front to the right of player. 2. Fairway <ol style="list-style-type: none"> a. Player who is away plays first. b. Never stand in line of player's shots. c. Keep quiet when another player is shooting. d. Ball list, signal other players to go ahead. e. Wait until preceding players are off green before making approach shots. f. Replace and press down with foot all sods. g. Call, "FORE", if ball goes near other players. | <ol style="list-style-type: none"> 3. Sand Trap <ol style="list-style-type: none"> a. Leave bag on edge of trap. b. Enter and leave at nearest point. c. Smooth out footmarks and club marks. 4. Green <ol style="list-style-type: none"> a. Leave bag on edge b. Place flag at the edge of green. c. Player away putts first. d. Keep away, out of line, or others putting. e. Keep still when player is putting. f. Avoid stepping on turf at edge of cup. g. Replace flag in cup. h. Leave green immediately after completing shots. 5. In General <ol style="list-style-type: none"> a. Only wear flat heels. b. When playing slowly, motion players behind to go ahead. Then wait until they are out of range before playing. |
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EQUIPMENT

CLUBS**Names and Uses:**

1. Woods
 - a. (#1) – driver – 120-180 yards, tee-off.
 - b. (#2) – brassie – 150-170 yards, tee-off, fairway-good lie.
 - c. (#3) – spoon – 145-160 yards, tee-off, on short holes; fairway.
2. Irons
 - #1 – driving iron
 - #2 – mid-iron, 140-150 yards, fairway long shots--poor lie, fairway long iron shots, low rough.
 - #3 – Mid-mashie, 125-135 yards.
 - #4 – Mashie iron, 115-125 yards, often used by women for tee shots on very short holes, long approach club, short roll-up approaches; more distance and less loft than mashie.
 - *5 – Mashie, 105-115 yards, and less; most popular approach club; rough and bed lies where distance is greater than can be obtained from lofted clubs; occasionally tee shots on very short holes.
 - #6 – Spade mashie; bad rough – greater distance than niblick.
 - #7 – Mashie niblick, 95-105 yards.
 - *8 – Pitching niblick, 85-95 yards.
 - #9 – Niblick
 - *10 – Putter

Woods and Iron Uses

1. The woods and first three irons are used for distance.
2. #4, 5, 6 irons are approach shots of medium distance; the ball will have a roll.
3. #7, 8, and 9 irons are used in hazards, bad rough, short approaches, and sand traps, and high pitch shots.
4. #10, the putter is used on the green.
5. Clubs marked (*) are essential for minimum set.