

Etiquette Test

(Answers at the bottom of file)

NAME_____ SCORE_____

This section of the Test will test you on your knowledge of basic golf etiquette. Please circle the answer, or multiple answers, to each of the questions.

1. When arriving at Sandpiper Bay, or any golf course, to play golf, you should:
 - A. Go directly from your car to the first tee
 - B. Start on any hole that appears to be open
 - C. Check in at the Golf Shop and begin on hole #1
2. When you have a 9:30 a.m. tee time, you should:
 - A. Arrive at the golf course at 9:30 a.m.
 - B. Check in at the golf shop at 9:30 a.m.
 - C. Check in at the golf shop at 9:00 a.m. and be ready to hit your ball from the first tee at 9:30 a.m.
3. In order to drive a golf cart, you must:
 - A. Be with a parent or adult
 - B. Have permission from the golf professional
 - C. Be sixteen years old and have a valid driver's license
4. The Sandpiper Bay dress code permits you to wear certain types of clothing when using the golf course, practice green or driving range. Acceptable attire includes:
 - A. Bermuda shorts or golf slacks
 - B. Tee shirts
 - C. Collared shirts
 - D. Blue jeans
 - E. Tank tops
 - F. Golf shoes with soft spikes
 - G. Cut off blue jean shorts
 - H. Swimsuits
 - I. Soccer or baseball shoes
5. In order to establish a U.S.G.A. handicap, you must:
 - A. Only report your good scores
 - B. Only report your high scores
 - C. Report all of your score

6. Ready golf is a way to speed up the pace of play on the golf course. Common sense and etiquette should be used to avoid accidents. Which of the following are examples of ready golf?
 - A. Be ready to play when it is your turn
 - B. Line up your shot while others are hitting or putting
 - C. Make your club selection quickly
 - D. Limit yourself to one practice swing
 - E. After hitting your first putt, it is ok to tap in the short remaining putt.
 - F. Attend the flagstick and have it ready to be placed in the cup when the last person putting is finished.
 - G. Always leave your equipment between the current green you are on and the next tee so that you pick up your equipment on the way to your next hole.
7. To determine the order of play on the tee, the first player to hit is:
 - A. The player who is the tallest
 - B. The player who hits the ball the shortest to avoid hitting the group ahead of you
 - C. In competition play the player who scores the lowest score on the previous hole plays first, or has the "honor." While in our daily or recreational play in order to help pace of play for our fellow golfers, using "ready golf" would allow each player to tee off as soon as they are ready.
8. To determine the order of play on the fairway or green, the player to hit first is:
 - A. The player who arrives to their ball first
 - B. In competition play, the players whom ball is furthest from the hole
 - C. When using ready golf, the player ready to hit after everyone has reached the same point on the course and can hit without endangering another player
 - D. Both B and C
9. After hitting a shot on the golf course and your ball is heading towards another player or person, you should warn them by yelling _____.!
 - A. Watch out
 - B. Duck
 - C. Fore
10. When playing golf and someone else is hitting, you should:
 - A. Carry on conversations with other players
 - B. Stand quietly and out of the way and wait for them to hit
 - C. Walk out in front of their swing to distract them
 - D. When using ready golf, quietly observe and plan your shot so you will be ready to play when it is your turn
11. When you are playing golf and you have an open hole ahead of you, or groups are waiting behind you, you should:
 - A. Take your time and enjoy the weather
 - B. Hunt for golf balls
 - C. Step aside and let the faster group behind you play through

- D. Pick up your pace of play and catch up to the group in front of you
12. When playing a round of golf and carrying your golf bag, you should:
- A. Leave your bag beside the green nearest the next tee
 - B. Drop your bag on the green
 - C. Leave your bag in the fairway in front of the green
13. When playing golf, you should always:
- A. Replace your divots
 - B. Fix your ball marks
 - C. Rake your footprints in the sand bunkers
14. When a golf ball lands on the putting green, it creates an indentation, which should be repaired by a divot tool or tee. This indentation is called a:
- A. Dent
 - B. Spike mark
 - C. Ball mark
15. The putting greens on the golf course are very expensive to build and maintain. Which of the following are unacceptable behaviors on a putting green?
- A. Running and jumping on the green
 - B. Walking in the line of someone else's putt
 - C. Gently laying the flagstick on the ground so you can putt
 - D. Standing on the hole
 - E. Scooping the ball out of the hole with your putter
 - F. Slamming the flagstick into the cup
 - G. Walking gently and making sure you don't drag your feet
 - H. Putting or walking on a green covered by frost, snow or ice

ANSWERS:

1. C – Check in at the Golf Shop and begin on hole #1.
2. C – Check in at the golf shop at 9:00 am and be ready to hit your ball from the first tee at 9:30 am.
3. B and C – Have permission from the golf professional and Be sixteen years old and have a valid driver's license.
4. A, C and F – Bermuda shorts or golf slacks, Collared shirts, and Golf shoes with soft spikes.
5. C – Report all of your scores.
6. A, B, C, D, E, F, and G – Be ready to play when it is your turn, Line up your shot while others are hitting or putting, Make your club selection quickly, Limit yourself to one practice swing, After hitting your first putt, it is ok to tap in the short remaining putt, Attend the flagstick and have it ready to be placed in the cup when the last person putting is finished, and Always leave your equipment between the current green you are on and the next tee so that you pick up your equipment on the way to your next hole.
7. C – In competition play the player who scores the lowest score on the previous hole plays first, or has the “honor”. While in our daily or recreational play in order to help pace of play for our fellow golfers, using “ready golf” would allow each player to tee off as soon as they are ready.
8. D – Both B and C.
9. C – Fore.
10. B and D – Stand quietly and out of the way and wait for them to hit, and When using ready golf, quietly observe and plan your shot so you will be ready to play when it is your turn.
11. D – Pick up your pace of play and catch up to the group in front of you.
12. A – Leave your bag beside the green nearest the next tee.
13. A, B, and C – Replace your divots, Fix your ball marks, Rake your footprints in the sand bunkers (see notes below).
14. C – Ball mark.
15. A, B, D, E, F and H – Running and jumping on the green, Walking in the line of someone else's putt, Standing on the hole, Scooping the ball out of the hole with your putter, Slamming the flagstick into the cup, Putting or walking on a green covered by frost, snow or ice.

NOTES:

- At Sandpiper Bay, the general rule for fixing divots:
 - During the summer months, use sand (on carts) to fix Bermuda grass divots
 - During the winter, replace them with the Rye grass divot
- On putting green, do not fix spike marks until after you putt. You can fix your own ball mark.
- When all players are on the green, it is a one stroke penalty if you hit another player's ball that was not marked. Always request the other player to mark their ball. This does not apply if you are chipping or putting off the green.