

## Freshman Rules and Etiquette Test

1. On the golf course you are allowed to run:
  - a. On the green
  - b. In-between shots
  - c. Never
  - d. Through the bunkers
  
2. The number one priority in class is:
  - a. Safety
  - b. Doing magic tricks
  - c. Hitting golf balls
  - d. Telling Jokes
  
3. At golf class we are to carry our clubs like a \_\_\_\_\_ in between stations.
  - a. Baseball bat
  - b. Hockey Stick
  - c. An umbrella
  - d. A Cane.
  
4. Mark the proper place to stand while you're playing partner is hitting.
  - a. 1
  - b. 2
  - c. 3
  - d. 4

5. When hitting balls at the range, we get balls that are:
  - a. Past the ropes
  - b. In someone else pile
  - c. Out of the range
  - d. Out of your own pile.
  
6. When an instructor tells you to drop your club on the ground you:
  - a. Keep swinging
  - b. Hit one more ball.
  - c. Do a jumping jack
  - d. Set your club on the ground at your feet.
  
7. When putting after your ball has gone into the cup, you get it out with:
  - a. Your driver
  - b. Your wedge
  - c. Your putter
  - d. Your hand
  
8. After hitting a ball out of a bunker you do what:
  - a. Draw a smiley face with your club
  - b. Walk out and leave your footprints
  - c. Rake the sand where you walked in and out.
  - d. Drag your feet all the way back out of the sand.
  
9. When playing on the golf course after you have teed off, who plays first?
  - a. The closest person to the hole
  - b. The person who is farthest away.
  - c. Whoever teed off first
  - d. The person who is ready to play.
  
10. When walking up to mark your ball on the green you should:
  - a. Walk through everyone's line to get to your ball.
  - b. Try your best not to step in anyone's line to mark your ball.
  - c. Throw your coin as close to your ball as you can.
  - d. Leave it in the way and hope no one hits it.

## True/False

11. The first person to get to the tee box gets to tell the longest story before teeing off. T F
12. There is no penalty for lining up your putt before other players in the group have played. T F
13. Rakes placed near bunkers are for use by the maintenance crew and are not to be used by players. T F
14. The last player to putt is responsible for making sure the flagstick is replaced. T F
15. Talking and moving around when other players are trying to play helps them to get used to playing in front of a large gallery. T F
16. Never watch where your fellow-competitor's ball goes. It is his own fault if he can't hit it in the fairway. T F