

Corrstown Golf Club Beginners Course Frequently Asked Questions

What is the offer?

This is an exciting opportunity for to give golf a try. We're aware taking the first step can be daunting but we're here to help introduce you to the game in a friendly and supportive environment. There will be 4 weeks of lessons conducted by a PGA professional who will give an introduction to the game of golf followed by 4 weeks of on course activities such as:

- Shortened Course
- 3/5/9 hole games
- Chipping Challenges

Please get in contact with the Office on 01-8640533 for more information relating to cost and starting date.

What would I need to wear?

Neat casual comfortable clothing will be suitable for the lessons. Be aware that it can get chilly on the golf course, so bring something suitable for the weather conditions. If you do not have golf shoes you can wear runners/trainers.

Do I need golf clubs?

No, all equipment needed will be supplied for the lessons. However, if you have clubs you may certainly bring these along.

I am already a golfer. Can I apply?

No, This programme is to encourage complete beginners who are looking to learn the basics or support those who are returning to golf after a very long period of time away and are looking to start at the most basic level.

Do I get a handicap?

No, In order to get a handicap you would need to be a member of a club and return 3 scorecards, as this is a beginner's programme you would not obtain a handicap,

However, Corrstown Golf Club has vacancies for new members, so if you are interested please visit: www.corrstowngolfclub.com or phone 01-8640533 to speak to one of our team.

Further information:

Please contact the office on 01-8640533 or sales@corrstowngolclub.com. We are happy to answer any queries and assist in your application for the Get into Golf project.

Golf Terminology

Golfers have a language all of their own but don't let that put you off! After you've learnt this list you'll sound like a pro!

Albatross: A score given for a hole that has been completed three strokes under par (the term par is explained below) and is sometimes known as a 'double eagle'.

Birdie: A hole played one stroke better than the expected standard (one under par).

Bogey: A hole played one stroke over par. Or you could end up with a double bogey (two over par), a triple bogey (three over) or worse — it is not uncommon to suffer from a bogey five.

Chip: A short shot intended to play the ball onto the green and as near to the hole as possible.

Drive: Usually a long tee shot played with a wood or driver.

Eagle: A hole completed in two strokes under par.

Fairway: Exactly where golfers should aim to keep to — the short grass between the tee and the putting green.

Flag: The marker of holes on the course.

Fore: A shout made by golfers to warn others when it is possible that a ball may be about to hit other players or spectators.

Green: The specially prepared grass surface surrounding the hole, where golfers attempt to putt the ball.

Handicap: A *golf handicap* is a numerical measure of a *golfer's* potential ability. In stroke play, it is used to calculate a net score from the number of strokes played during a competition, thus allowing players of different proficiency to play against each other on somewhat equal terms.

Hole-in-one: A rarity but not impossible. This is where a player hits the ball directly into the hole from their first (tee) shot.

Iron: The metal clubs in your bag (but not your woods or putter). These are numbered one to nine and generally the lower the number, the longer the distance the ball will travel.

Par: Abbreviation for 'professional average result'. This is the standard score for a hole or an entire course, which state the number of shots a professional is expected to take to hole the ball or complete the round.

Pitch: A short shot (but longer than a chip) played with a higher numbered club with less than a full swing — to flight the ball towards the target with accuracy.

Putt: A shot played on the green, usually with a putter — with the intention of getting the ball in the hole.

Putter: A flatter edged golf club intended to make the ball run smoothly along the green into the hole.

Rough: The longer and coarser grass at either side of the fairway that is best avoided.

Round: The act of playing on a course, usually consisting of 18 holes.

Sand wedge: A heavily angled club designed for playing out of a sand bunker.

Stableford: Stableford is a scoring system used in the sport of golf. Rather than counting the total number of strokes taken, as in stroke play, it involves scoring points based on the number of strokes taken at each hole.

Strokes: Stroke play, also known as medal play, is a *scoring system* in the sport of golf in which the total number of strokes is counted over one, or more rounds.

Sweet spot: The point on your club where you want to impact on the ball, to get it to go where you want. Cavity-backed clubs have large sweet spots and are best for beginners.

Tee: Refers to part of the course where you start each hole. Also refers to the wooden or plastic peg which you place in the ground and on which you place your ball before 'teeing off'.

Wood: These are the clubs you use to hit the ball the furthest, usually from your first (tee shot). The heads of the clubs used to be wooden, hence their name, but now most are metal.