

TAPPS Golf

Player Participation Exam

This exam is to be given and administered by each Head Golf Coach before the golf season begins. Players must make a score of 85 or higher on this test before they are eligible to play in TAPPS District, Regional or State Golf events. Players may take the test as many times as necessary until they achieve the minimum required score, but no make-up test can be taken within one week of the previous test.

Head Golf Coaches are required to turn in player names and test scores to their District Tournament Host prior to their team's District Tournament. Any player not achieving the 85 minimum score required prior to District play may not participate in the District Tournament.

Section I - Safety

1. On the practice range, you may:
 - a. Hit as many balls as you want as fast as you want and/or need to
 - b. Hit any club you want to regardless of practice range rules for the day
 - c. Reach for another ball to hit only if it is safe to do so, i.e. you're not too close to the player to the left or right of, they are not swinging their clubs, etc.
 - d. Hit two balls at once only if it is in a game against your best friend who is also on the practice range
2. When waiting on the tee box for the group in front of you to move on, you may take practice swings under which of the following conditions:
 - a. You have looked 360 degrees around you to ensure no one is close to you.
 - b. You are not near a tee marker, golf bag, water cooler or any other item that you can strike when swinging
 - c. You are aware of anyone not in your group walking up to the tee late such as a coach, maintenance staff worker, etc.
 - d. All the above
3. From a safety perspective, when is it appropriate to play your next shot:
 - a. When players in the group in front of you are well out of range of your ball.
 - b. When you are ready.
 - c. When your group has asked you to hit.
 - d. When a player in the group behind you has asked you to hit.
4. If you hit a ball in the direction where there is a danger of hitting someone, you should immediately shout what and when:
 - a. "Watch Out" right before the ball hits them
 - b. "Hey" right before the ball the ball hits them
 - c. "Birdie" right after the ball has gone by them
 - d. "Fore" as soon after you hit your shot you see there might be a threat of your ball coming close to hitting someone
5. You have been warming up on the practice range before your tee time and a light rain begins to fall. When should you NOT start your round:
 - a. When you're hitting the ball poorly due to the light rain
 - b. When your playing partner shows up late for the tee time because the wet roads caused him to get stuck in traffic
 - c. When you realize you left your umbrella at home
 - d. When lightening accompanies the rain.

Section II – Care of the Course

1. When taking practice swings before your shot, you should avoid causing damage to the course by taking divots in the ground during your practice swings, even if it means not replicating your real shot.
 - a. True
 - b. False
2. It is the ground's fault when you hit a bad shot and therefore permissible to slam your golf club into the ground in frustration.
 - a. True
 - b. False
3. Which of the following methods is NOT suitable for avoiding doing damage on the putting green near the hole:
 - a. Not standing or stepping too close to the hole even to get your ball out of the hole
 - b. Picking the flagstick directly up out of the hole
 - c. Using your putter head to remove a ball from the hole
 - d. Leaning on your club as you remove the ball from the hole
4. You should not have to worry about how you walk if you're not wearing cleats since cleats are the only shoes that do damage to the golf course.
 - a. True
 - b. False
5. What is the proper method for repairing a ball mark (i.e. indentation in the ground) that your ball has made in the putting green?
 - a. Using a ball mark repair tool or golf tee, insert at the edges of the ball mark and bring the edges together with a gentle twisting motion, working not to lift the center of the indentation. Smooth the surface gently with your putter head.
 - b. Don't repair the ball mark. It is the golf course maintenance crew's job to work on the greens and repair ball marks left by players. Additionally, repairing your ball mark causes slow play.
 - c. Use your putter head to collapse the raised ground around the indentation.
 - d. Using your foot, step on the indentation and press down with your foot. This will level the surface and make it playable for everyone on the green.
6. When leaving a bunker, players should:
 - a. Walk to their next shot as fast as possible
 - b. Use a bunker rake to smooth over all holes and footprints made by them and any nearby made by others without causing a slow pace of play
 - c. Place bunker rakes outside of bunkers in areas where they are least likely to affect play.
 - d. B & C

Section III – Etiquette

1. What is the definition of "etiquette"?
 - a. A french word meaning "take your time"
 - b. Golf lingo for triple bogey
 - c. A code of ethical and/or social behavior regarding conduct, i.e. how the game should be played.
 - d. Impressive to an excessive degree

2. What one is considered to be the most appropriate golf attire (i.e. how you dress) for playing on the golf course or practice range?
 - a. Collared shirt, cargo shorts and sandals with golf cleats on the bottom of the sandal
 - b. Collared shirt, khaki golf shorts and golf cleats
 - c. Nice t-shirt that is tucked into nice golf shorts and nice tennis shoes
 - d. Nice t-shirt that is tucked into nice golf shorts and golf cleats
3. Like all sporting events, it is encouraged to make a lot of noise and cheer loudly for the players
 - a. True
 - b. False
4. Which of the following ways shows consideration for other players on the golf course?
 - a. Not moving, talking or making unnecessary noise during their play
 - b. Turning off all electronic devices such as cell phones, blackberries or iPods during your round of golf
 - c. Not standing too close or directly behind the ball or hole when another player is about to play
 - d. All the above
5. Which is the truest statement?
 - a. Because slow play is such a big issue, players should get to their ball quickly, hit when they're ready, and move on to their next shot.
 - b. After all players have teed off, walk with a good pace to your ball and be ready to play when it is your turn.
 - c. After all players have teed off, walk with a good pace to your ball and take any amount of time you need to ensure that you will hit a great shot.
 - d. The first player to the tee box should hit first.
6. On the putting green, where is it permissible to stand when not putting?
 - a. Anywhere you want to as long as you're not moving or making any unnecessary noises.
 - b. Away from others and their lines of putt and in a place where your shadow does not cross them or their lines of putt when they are trying to putt.
 - c. Behind others who are putting
 - d. Behind the hole while others are putting
7. Once you have holed out your ball, what should you do?
 - a. Get your ball out of the hole and quietly stand out of others' way until they are finished putting. Without stepping on anyone's putting line, you should pick up the flagstick, hold the flag so that it does not flap in the wind, and put the flagstick back in the hole once everyone is finished to help speed up play.
 - b. Let your caddie get the ball out of the hole
 - c. Get your ball out of the hole and walk quickly to the next tee, regardless of what your playing partners are doing
 - d. Yell "Yipee!"
8. When should players share scores with each other in the group?
 - a. On the putting green of the hole just completed
 - b. Only after the round has completed
 - c. Only after 9 holes has been completed
 - d. On your way to the next tee

9. After all the players in your group have hit shots from the fairway into the green, what is the best method to follow for keeping up a good pace of play (i.e. not playing too slowly)?
 - a. All players should run to the green, mark their ball, and putt as people are ready.
 - b. Walk steadily up to the green, set your bag on the off the front part of the green and putt when ready.
 - c. Walk steadily up to the green, set your bag behind the back side of the green between the green and the next tee and putt when ready.
 - d. Walk steadily up to the green, set your bag behind the back side of the green between the green and the next tee and play in order starting from furthest away from the hole.

10. What are some general rules on keeping up a good pace of play?
 - a. Stay on pace with the group in front of you.
 - b. As long as it is not a distraction to the other players in your group, prepare to hit your shot while others are preparing to hit theirs, so that you can actually hit your shot when it is your turn to play.
 - c. Be aware of your fellowship with others in your group. If discussions are slowing people down, cut back on discussions.
 - d. All of the above.

11. If a player believes his ball may be lost outside a water hazard or is out of bounds, to save time, he should play a provisional ball. (i.e. a second shot just in case the first shot is not found, therefore avoiding the need to walk all the way back to the place from where the previous shot was played).
 - a. True
 - b. False

Section IV – Rules

1. The penalty for a lost ball or ball out of bounds (OB) is:
 - a. 2 strokes
 - b. 1 stroke
 - c. 1 stroke plus distance
 - d. No penalty if you can find the ball out of bounds

2. The penalty for dropping a ball out of a hazard is:
 - a. 2 strokes
 - b. 1 stroke
 - c. 1 stroke plus distance
 - d. No penalty since you can drop it out of the hazard without penalty

3. You may obtain free relief from all of the following EXCEPT:
 - a. A ball washer machine
 - b. A cart path
 - c. An old tree
 - d. A sprinkler head

4. When turning in your scorecard following the completion of your round, you are responsible for:
 - a. Just your total score since that is how you are compared to other golfers
 - b. Just your two 9-hole scores
 - c. Your total score and signing your card
 - d. Your hole-by-hole scores and signing your card

5. Unless the rules sheet for a particular day of tournament states otherwise, you should always play your ball as it lies.
 - a. True
 - b. False

6. Players are allowed to remove loose impediments without penalty provided that their ball is not in a hazard. Examples of loose impediments are:
 - a. leaves and twigs
 - b. pieces of paper
 - c. rocks in the ground
 - d. both a and b

7. When taking relief from a lateral water hazard (marked with red lines or stakes), which of the following is not an option?
 - a. Dropping on the line of flight
 - b. Dropping two club lengths from where your ball last crossed the margin of the hazard
 - c. Going back to where you played your last stroke
 - d. Keeping the point where you last crossed the hazard between you and the hole, and dropping as far back as you would like.

8. When you are playing in a tournament it is OK to:
 - a. Ask your fellow competitor what club he/she hit
 - b. Tell your fellow competitor "good shot"!
 - c. Ask your coach what's wrong with your swing
 - d. Tell your fellow competitor what club you hit.

9. Regarding your lie and the position of your ball, you may not remove anything fixed or growing (ie. grass, weeds, branches):
 - a. True
 - b. False

10. In stroke play competition, you will be penalized for playing out of turn.
 - a. True
 - b. False

11. If a ball putted on the green strikes the flagstick, who is penalized?
 - a. The player who should have taken the flag out
 - b. All players in the group
 - c. The golf coach
 - d. The player who putted the ball