

Parts of a Golf Course

Knowing where you are on the golf course is very important. There are different rules for each part of the course. This section will explain the different parts of the course and how to identify them.

The Teeing Ground: This is the starting point for each hole on the golf course. Markers placed on the teeing ground indicate where players are supposed to tee off. Players must tee off from between the markers and no further than two club lengths behind the markers.

The Fairway: The fairway is the part of the course where the ball is supposed to land before approaching the green. It usually runs 30-50 yards wide. It is made up of shorter grass so it is easier to hit from.

The Putting Green: This is the area of short grass around the hole, usually mowed and rolled to achieve the smoothest possible surface. The edge of the green is bordered with slightly longer grass. You are able to mark your ball and clean it without penalty on the putting green.

The Rough: This is the area along the sides of the fairway where the grass is allowed to grow longer. Courses may have two or three cuts of rough where the grass is a different length in each one. It is generally harder to hit from this grass.

The Bunker: This is a hole in the ground filled with sand. It is considered a hazard and is usually placed along the fairway and surrounding the putting green. Since it is a hazard, you are not allowed to ground your club in it.

The Water Hazard: This may be any lake, sea, pond, river, or anything similar. Boundaries of a water hazard are usually defined by either yellow or red stakes. There are certain options defined in your rulebook if you hit your ball into a water hazard.

Knowing the parts of the course and the rules for each gives you an advantage when you get into certain situations. Nobody wants to take a penalty stroke if they don't have to. You can avoid extra strokes if you study the golf course and the rules for each part.

