

# PAR | GOLF KNOWLEDGE

VERSION A



PLAYer Name \_\_\_\_\_ Age/Grade \_\_\_\_\_ Date \_\_\_\_\_

Circle T (*True*) or F (*False*)

**PLAYers may refer to the Rules of Golf to answer questions.**

- 1| You should not make a stroke until the group in front of you is out of range. .... T / F
- 2| You are playing at a good pace if you are keeping up with the group in front of you. .... T / F
- 3| Match play is when the game of golf is played by holes. .... T / F
- 4| The winner in stroke play is the PLAYer with the highest score. .... T / F
- 5| You can stand outside the teeing ground to play a ball that is teed up within the teeing ground. .... T / F
- 6| You can improve your lie by pressing a club down on the ground behind the ball. .... T / F
- 7| The ball does not have to come to rest before a PLAYer can make a stroke. .... T / F
- 8| A ball is considered "lost" if you have searched for five minutes and have not found the ball. .... T / F
- 9| Hazards are beyond the boundaries of the course. .... T / F
- 10| You should write down your score on the score card before teeing off on the next hole. .... T / F
- 11| On a full swing, a wedge generally hits the ball shorter than a five-iron. .... T / F
- 12| Yellow, red, and white stakes identify water hazards. .... T / F
- 13| If the ball in play moves after address before making a stroke, the PLAYer can replace the ball without penalty. .... T / F
- 14| To save time, you should play a provisional ball if your ball may be lost outside a hazard. .... T / F
- 15| In stroke play, order of play at the next teeing ground is determined by highest score. .... T / F

**TOTAL SCORE:** \_\_\_\_\_  
*(number of correct answers)*

Successfully completed

Re-assess

# PAR | GOLF KNOWLEDGE

VERSION B



PLAYer Name \_\_\_\_\_ Age/Grade \_\_\_\_\_ Date \_\_\_\_\_

Circle T (True) or F (False)

PLAYers may refer to the Rules of Golf to answer questions.

- 1| In stroke play, order of play at the next teeing ground is determined by \_\_\_\_\_ T / F  
the lowest score.
- 2| You may repair old ball marks if they are in your line of putt. \_\_\_\_\_ T / F
- 3| You may make a stroke at the ball before it comes to rest without penalty. \_\_\_\_\_ T / F
- 4| In match play, a PLAYer who fails to hole out at any hole is disqualified. \_\_\_\_\_ T / F
- 5| Your line of putt can be touched to remove loose impediments. \_\_\_\_\_ T / F
- 6| A ball is considered "lost" if you put another ball into play without searching \_\_\_\_\_ T / F  
for the first ball.
- 7| The Rules of Golf allow you to carry fewer than 14 clubs. \_\_\_\_\_ T / F
- 8| If the ball in play moves after address before making a stroke, the PLAYer \_\_\_\_\_ T / F  
is deemed to have moved the ball and is assessed a one stroke penalty.
- 9| Out of bounds are marked by yellow stakes. \_\_\_\_\_ T / F
- 10| When a stroke is made from the putting surface, your ball must not strike \_\_\_\_\_ T / F  
the flagstick in the hole, unattended.
- 11| In match play, if you make a stroke with a wrong ball, you incur a \_\_\_\_\_ T / F  
two stroke penalty, and must correct your mistake under the Rules of Golf.
- 12| A ball hit with a driver generally goes farther than a ball hit with a wedge. \_\_\_\_\_ T / F
- 13| Loose impediments are natural objects such as stones, leaves and twigs \_\_\_\_\_ T / F  
provided they are not attached or growing or adhering to the ball.
- 14| An "obstruction" is anything artificial that is man-made and does not include \_\_\_\_\_ T / F  
any object(s) that mark out of bounds.
- 15| You may tee off three club-lengths behind the front edges of the tee-markers \_\_\_\_\_ T / F  
without penalty.

TOTAL SCORE: \_\_\_\_\_  
(number of correct answers)

Successfully completed

Re-assess