

# A SHORT COURSE IN COURSE WRECKING

By

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Once you have paid your green fees and put on your spikes, firstly making sure they are sharp and if at all worn be sure to replace them with some nice new long ones, you are qualified to go forth as a course wrecker.

Don't worry your head about the green committee; it has just about given up complaining, anyhow. Don't think the committeemen care—they are only on the committee for what they can get out of it. As for our greenkeeper, he just loves a joke and cannot get out to the course early enough on Monday mornings to see if there is enough repair work to fill in his long hours for the week. Money for nothing.

Now that you know you haven't a care in the world, get out to the tee and enjoy your round of golf; if you reef out a heap of divots with those careless practice swings, what matter? It only makes the course look well used, and what better practice could you have for the new course than hitting off those undulating stances. As for those divot holes along the fairway—leave them. We have seen quite a few players wondering how to play out of those holes lately and it's great fun to hear them curse and bemoan the loss of a stroke (some players take their golf too seriously).

Anyhow, why bother to replace the divots or smooth out the holes with your clubhead—those impatient players behind will probably start lobbing balls around your ears—it's not worth the risk. You certainly can't scuff with your spikes—you must save those to tear up the turf in the greens. Just in case you have never noticed how successful those spikes are, you should play in the last four some day just to see what a good round some of those earlier players have had, and don't worry yourself about that unfortunate player who was penalized two strokes the other day for pressing down some torn up turf with his putter—he may have beaten you for a trophy only for those two strokes.

Having discussed all the 'ifs' at the 19th

and decided what score you would have had only for those shots to the green, you decide to get in some practice on those long pitches and full shots. To make sure these balls get plenty of stop, it's best to practice just after the greens have been well watered or after rain, they are lovely and soft then and you can get plug marks almost an inch deep—quite a thrill if your nerves can take it! But for the ultimate, wait until those soft greens have been freshly mown for a competition; the result is most devastating and a sure bet to upset the field—it couldn't happen to you.

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## To Do and Not To Do

The third edition of "Responsibilities of a Golfer" has been published by the Saucon Valley Country Club, Bethlehem, Pa.

The illustrated booklet outlines in words and pictures the things that players should do and others not do on the course. The opening message is, "Respect your golf course and your fellow members. Treat your course as though it were your own home and your own yard. It is your course and your club—it can be kept in good condition only with your help."

From there on "Responsibilities of a Golfer" goes on to tell players not to take practice swings on the tee; tee up only in the teeing ground; replace divots; not to hit into players ahead; don't walk up and down faces of bunkers; walk flat-footed to avoid heel marks; repair footmarks; repair ball marks; stand away from the cup area; don't squat on your toes; don't score the green in marking a ball; don't throw lighted cigarettes on the green; don't lean on a club, sending the other end into the green; don't rest your bag on the green, and don't allow your caddie to flop the pin onto the putting surface.