

CATALOG INFORMATION

Dept and Nbr: PHYED 78.1      Title: BEGINNING GOLF  
Full Title: Beginning Golf  
Last Reviewed: 3/9/2020

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.00	Lab Scheduled	4.00	3	Lab Scheduled	70.00
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00

Total Student Learning Hours: 70.00

Title 5 Category: AA Degree Applicable  
Grading: Grade or P/NP  
Repeatability: 22 - 4 Times in any Comb of Levels  
Also Listed As:  
Formerly: PE 35.1

**Catalog Description:**  
The purpose of this course is to provide students with an understanding of the game of golf, along with fundamentals, techniques, rules, and etiquette. Through this course students will learn the correct mechanics needed for the basics of beginning golf.

**Prerequisites/Corequisites:**

**Recommended Preparation:**

**Limits on Enrollment:**

**Schedule of Classes Information:**  
Description: This course provides an understanding of the game of golf, along with fundamentals, techniques, rules, and etiquette. (Grade or P/NP)  
Prerequisites/Corequisites:  
Recommended:  
Limits on Enrollment:  
Transfer Credit: CSU;UC.

Repeatability: 4 Times in any Comb of Levels

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	<b>Effective:</b>	<b>Inactive:</b>
<b>CSU GE:</b>	<b>Transfer Area</b>	<b>Effective:</b>	<b>Inactive:</b>

<b>IGETC:</b>	<b>Transfer Area</b>	<b>Effective:</b>	<b>Inactive:</b>
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<b>CSU Transfer:</b>	Transferable	Effective:	Fall 1981	Inactive:
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<b>UC Transfer:</b>	Transferable	Effective:	Fall 1981	Inactive:
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**CID:**

**Certificate/Major Applicable:**

Not Certificate/Major Applicable

## **COURSE CONTENT**

### **Outcomes and Objectives:**

Upon completion of the course, students will be able to:

- I. Demonstrate the fundamentals of beginning golf, techniques, rules, and etiquette.
- II. Demonstrate the fundamentals of beginning golf to include full swing, chip shot, pitch shot, and putting.
- III. Demonstrate the various techniques of the golf swing to include the grip, stance, address, take away, and follow through.
- IV. Demonstrate knowledge of proper etiquette.
- V. Utilize the rules of golf for play.
- VI. Participate in a round of golf.

### **Topics and Scope:**

#### **BASIC FUNDAMENTALS OF GOLF:**

- I. Understanding the game of golf
  - A. Full Swing
  - B. Chip shot
  - C. Pitch shot
  - D. Putting
- II. The Full Swing
  - A. Grip
    1. Baseball/Ten finger
    2. Overlap
    3. Interlock
  - B. Stance
    1. Square
    2. Open
    3. Closed
  - C. Address
  - D. Take away

- E. Follow through
- III. Chip Shot
  - A. Grip
  - B. Stance
  - C. Address
  - D. Take away
  - E. Follow through
- IV. Pitch Shot
  - A. Grip
  - B. Stance
  - C. Address
  - D. Take away
  - E. Follow through
- V. Putting
  - A. Grip
  - B. Alignment and position
  - C. Putting strategy
- VI. Rules/Etiquette
  - A. United States Golf Association Summary of Rules
    - 1. Penalties
    - 2. No Penalty
    - 3. One-Stroke Penalty
    - 4. Two-Stroke Penalty
    - 5. Disqualification
  - B. Courtesy on the Course

### **Assignment:**

Assignments may include any or all of the following:

1. Practicing and performing full swing, chip shot, pitch shot, and putting
2. Assigned or suggested reading
3. Critique video presentations
4. Demonstration of golf rules and etiquette
5. Final objective exam

### **Methods of Evaluation/Basis of Grade:**

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because skill demonstrations are more appropriate for this course.

Writing  
0 - 0%

**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None	Problem solving 0 - 0%
<b>Skill Demonstrations:</b> All skill-based and physical demonstrations used for assessment purposes including skill performance exams.	
Class performances	Skill Demonstrations 10 - 40%
<b>Exams:</b> All forms of formal testing, other than skill performance exams.	
Multiple choice, True/false, Matching items, Completion, Short answer, Essay	Exams 10 - 40%
<b>Other:</b> Includes any assessment tools that do not logically fit into the above categories.	
Participation	Other Category 30 - 60%

**Representative Textbooks and Materials:**  
 Skills, Drills & Strategies for Golf, Stephens & Stephens. Holcomb Hathaway, Publishers, 1999.