



Handbook

Sherman High School

Bearcat

Golf

Manual

This handbook tries to cover things that might occur in the golf program during the year. If a situation arises, the Golf Coach will make a decision that is best for the program. The Athletic Director and/or the parents may or may not be part of that decision.

### Winner vs. Loser

**The Winner = Is Always Part of the Answer**

The Loser = Is Always Part of the Problem

**The Winner = Always has an answer**

The Loser = Always has an excuse

**The Winner = Says, "Let me do it"**

The Loser = Says, "That is not my job"

**The Winner = Sees an answer for every problem**

The Loser = See a problem for every answer

**The Winner = Sees a green near every sand trap**

The Loser = Sees sand traps near every green

**The Winner = Says, "It may be difficult, but it is possible"**

The Loser = Says, "It may be possible, but it is too difficult"

## Sherman High School Golf Program

The following is what you need to know about being in an athletic program. It is very important that you read and understand the meaning of each.

1. **THIS IS A TEAM** – You should already know how to play golf. You are encouraged to take lessons from a golf professional. I (coach) am here to help you, encourage you to practice, provide you with tournaments and provide you with certain equipment for team competition.
2. **HIGH SCHOOL GOLF** – High School golf is an individual and a team sport. You can win individual honors, as well as team awards. BUT, you are part of a team first. Everyone should encourage their teammates to practice and play hard. Do not talk bad about your teammates. Do the best you can to support everyone on the team. Be respectful to your teammates, whether you like them or not. We are in this together.
3. **TREAT YOUR EQUIPMENT WITH PRIDE** – Your clubs cost you a lot of money, do not mistreat them. Our school equipment is just as valuable, take care of it. Be proud of you equipment, your team and the school you represent.
4. **We, Coach Dickson and Coach Atnip ARE YOUR COACHES** – In a sense, We are your boss. We will not misguide you. You are encouraged to receive help from anyone you feel is beneficial to your game, but remember that we are your coaches. I make the practice schedules, tournament schedules and provide you with this opportunity to compete.
5. **Be RESPONSIBLE, RESPECTFUL, HONEST AND LOYAL**, to the coaches, this team and Sherman High School.

**We win and we lose – TOGETHER”**

## Coaching Philosophy on Golf and Practice

1. **THE MORE YOU PLAY THE BETTER YOU WILL GET** – Some players have more natural ability than others, both need to play, to get better. There is no substitute for on course playing. You must learn to work the ball around the course in as few strokes as possible. This is only possible by playing countless rounds of golf.
2. **80% OF YOUR PRACTICE TIME SHOULD BE SPENT ON YOUR SHORT GAME** – Chipping and putting can get boring, but the quickest way to cut strokes off your score is to practice the short game. Once you are able to hit the ball relatively straight, you must have a sound short game so that you can score low. If you naturally have a good short game, you must depend on it to keep your scores low. If you are playing well, your short game will keep you from having the disastrous hole that will ruin your round. It is very important that you practice your short game daily!
3. **YOU MUST DO SOMETHING WITH GOLF EVERYDAY** – You could play, putt, chip, hit balls, or just swing a club.
4. **PRACTICE MAKES PERFECT** – You should be at school and you should be at practice every day. No Excuses! You are encouraged to play and practice on the weekends. You will be expected to practice and play on the days that I and your teammates are at a tournament. It is very important that you be reliable and accountable. If you are going to miss practice for any reason, I need to know. If you are not going to be at school, call me before practice starts. If you are at school, come by my room as early as you can.
5. **YOU PLAY LIKE YOU PRACTICE** – You must use your practice time wisely. Work on the basics, as well as shots that you may need on the course. Don't expect to hit a shot in a tournament that you have not practiced before. Use your practice time to develop all the shots that you may need.
6. **WITH HARD WORK AND DETERMINATION YOU CAN BECOME A GOOD GOLFER** – You must take lessons, practice hard, have fun and keep a positive mental attitude. If you do these things you will become a better player.

7. **SOME PEOPLE WILL NEVER BE AS GOOD AS OTHER PEOPLE AT GOLF** - Some people are naturally better than other people at golf. This does not mean that you can't beat them. With practice, a weaker player can close the gap between himself/herself and a stronger player with practice. A stronger player can widen the gap between himself/herself and a weaker player with practice. The stronger player should win most of the time, but the weaker player should always try to beat the stronger player.
  
8. **SOME PEOPLE ARE JEALOUS** –Most people will be supportive of the team, but occasionally someone will try and run down the team. These people are not happy to begin with. They will talk bad about anything. Be pleasant to these people. Do not listen to them or get involved in their conversations about the team. Be positive and support the team.

**“PRIDE, I need no one to inspire me. It's not up to anyone else to make me give my best” ~ Hakeem Olajuwon**

## BEARCAT WORK-OUT SCHEDULE

1. All S.I.S.D rules will be followed during practice.
2. You are expected to be ready to practice 30 minutes from when you are released from class (if we are at the course). You must let me know personally if you are not going to be at practice or need to leave early. Do not make this a habit. You are responsible for telling me either the day before or call/text me. Do not depend on someone else to tell me.
3. **Other circumstances may affect the schedule which may change times.**
4. There will be a golf bus that will transport you to the golf course. You may drive to the golf course, if you have a car. Those without a car should ride the bus. ***If a golfer chooses to get in an unauthorized vehicle, Sherman High School or any golf coach is not responsible for anyone that breaks this rule.***
5. It is your responsibility to make up school work that you miss, due to a tournament. If you can't do this, then you will not be on the golf team. When you participate in a tournament, you will be allowed to attend one day of tutorials the next week (preferably on Tuesday). You also need to take advantage of morning help. If you do not need tutorials, you need to show up for practice.
6. You must wear golf appropriate attire at all times that you are on the course (range, practice green, etc). Shirts must be appropriate.

BOYS must wear a tucked in collared shirt at all times. GIRLS must wear appropriate golf clothes at all times.

All must wear golf shoes or tennis shoes. NO flip-flops or any other kind of shoes.

If you are out of dress code, you will not be allowed to practice and points will be deducted. You can sit in the clubhouse or call for a ride home. If this becomes a habit, you will be cut from the team at the semester break.

7. Please try and schedule any appointments on Friday.

Too many absences may cause you to be cut from the team.

8. NO SWEARING OR THROWING CLUBS

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**“FOLLOW YOUR DREAMS AND ENJOY THE TRIP”**

**Davis Love, JR.**

## REASONS PLAYERS REACH THEIR POTENTIAL

1. They have a high tolerance for hard work and pain.
2. They have a high golf IQ (a student of the game).
3. They are unselfish. They think team before self.
4. They make smart decisions on the golf course.
5. They have a good practice routine and are in good physical condition.
6. They practice on their own, without being told.
7. Self-Confidence that comes from repetition and knowing your deserve to win, because you have worked harder than anyone else.

**~TIGER WOODS**

“GOOD PLAYERS KNOW EXACTLY WHAT THEY CAN AND CAN’T DO. THE BEST PLAYERS KNOW THERE IS NOT A SKILL THAT CAN ELUDE THEM. THE MINUTE THEY DETECT A WEAKNESS IN THEIR GAME, THEY GO OUT THERE AND WORK ON IT UNTIL THE WEAKNESS BECOMES A STRENGTH. THE BEST PLAYERS ALSO SPEND A LOT OF TIME WORRYING HOW THEY ARE GOING TO MAKE THEIR TEAMMATES BETTER”

**~BILL WALTON**

## GOLF CLASS GRADE AND LETTERMAN POLICY

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Your golf grade will be determined through the following process:

### **ATTENDANCE**

1. You expected to attend golf practice on a daily basis (points will be deducted)
2. You must report your absences in **advance**. (Doctor, Dentist, other sport, etc) If you are absent from school, for the entire day, call/text me.
3. Leaving practice early will cause points to be deducted.

### **PARTICIPATION**

1. We will have qualifying rounds during each semester.
2. Work on the practice range, beginning golfers will utilize the range more than the advanced players.

### **GENERAL**

1. You will be graded on your responsibility on and off the course and at any time you are representing the Bearcat Golf Team and Sherman High School.
2. You have chosen to be a student/athlete and representing yourself and our school. Any activity that is unlawful or will cause you to miss any practice time or tournaments will affect your grade.
3. You are expected to be respectful to everyone when you are representing our team.
4. Not being in golf dress code will cause points to be deducted

### **ATTITUDE**

1. It is imperative that you maintain a POSITIVE MENTAL ATTITUDE, while a member of the Crosby High School golf program. There should be no threats of quitting, no whining, and no complaining.

YOUR ATTITUDE WILL GREATLY AFFECT YOUR GRADE.

## LETTERMAN POLICY

In order to earn a letter jacket you must fulfill at least one of the following criteria:

1. Be a member of the Varsity Golf Team and participate in 50% of the Varsity Tournaments in one school year.
2. Finish in the top 10 individual scores at the District Tournament.
3. Be on a team that makes it to state.
4. Participate in 8 Varsity Tournaments in career
5. Coach's discretion

## ACADEMICS

It is very important to me, your family and yourself that you strive to become the best student/athlete that you can. You have chosen to play golf as an extracurricular activity. You must maintain an average of 70 or above, in the classroom, to remain eligible to participate in tournaments. Your average will be determined at the end of the first six weeks and every three weeks thereafter. Everyone that is in the golf program will be expected to achieve good grades and never become ineligible.

1. Stay up with your assignments. Do not get behind!!!
2. Golf practice or tournaments should never be an excuse for low grades.
3. You are expected to be at practice everyday. You must complete your studies whenever possible. Your studies should not take away from golf practice and golf practice should never take away from your studies.
4. Do not put off homework, research papers, assignments or projects so that you must miss practice. Get ahead in your work or finish it on time. DON'T PROCRASTINATE.
5. A golf grade check form will be given to all golfers around progress report time each 6-weeks. These forms should be completed within 3 days. Parent signatures will be required if you have a grade below 80 in any class.
6. Your conduct in your classes is extremely important. Be respectful to your teachers.
7. Schedule make up tests and quizzes for mornings, if possible.

We should never lose a golfer to eligibility problems or behavioral problems. You should be a responsible young adult at school. Your grades and behavior reflect the type of person you are. If you can be counted on in the classroom, you can be counted on by this golf team.

If you become ineligible, you will be placed on probation. If you are ineligible for two grading periods in the same school year, you will be removed from the active roster and may be removed from the golf class.

If you complete the remainder of the year and pass all classes (promoted to the next grade), you may get a second chance to be in the golf program. If you are afforded this opportunity, you must never fail a grading period or be a behavioral problem. If you do, you may be permanently removed from the golf program. *NO QUESTIONS ASKED.*

## **BASIC GOLF COURSE RULES**

### **RESPECT FELLOW PLAYERS**

1. Don't talk, take practice swings or stand close to another player who is about to swing
2. Don't step on another player's putting line while on the green.
3. Warn other players of an approaching shot by yelling, "FORE".
4. When another player is hitting, try to follow the flight of their shot so you can help find it, if necessary.
5. Compliment good shots, ignore bad shots.
6. Avoid overly vocal outbursts. No cursing.

### **PLAY QUICKLY AND EFFICIENTLY**

1. Be ready to hit when it is your turn. Know your yardage and select the correct club in advance.
2. Keep pace with the group in front of you. You are playing too slow if the group ahead of you is more than one hole ahead.
3. Never look for a ball for more than five minutes, no more than 3 minutes if another group is waiting on the tee behind you.
4. Let faster groups play through.
5. Do not hit until the group in front of you is out of range.

### **LEAVE THE COURSE IN BETTER SHAPE**

1. Replace your divots.
2. Rake the sand trap after playing from the bunker.
3. Fix your ball mark and any others you may find on the green.
4. Never damage the course in frustration or on purpose.

**"It's a funny thing, the more I practice the luckier I get."**

**~Arnold Palmer**

## TOURNAMENT PROCEDURES

1. Be at the predetermined departure site 5 minutes or more before departure time.
2. You may bring a change of clothes as long as they conform to school rules.
3. You will be required to wear the team uniform to all tournaments.
4. You must carry your school bag to all tournaments.
5. You must conform to all CISD rules, golf team rules and course rules.
6. We will make every effort to arrive at the tournament site one hour before the first tee time. You should stretch before warming up.
7. Roll a few putts on the practice green before reporting to the driving range. Try and get a feel for the speed of the greens.
8. Report to the range. Start with your wedge and work your way thru the bag. Learn you ball flight for the day. Do NOT try to change your swing. Do not wear yourself out.
9. You will receive your tee assignment and instructions from your coach while you are on the range.
10. Report to the designated area when the tournament host calls you with your information. Report immediately.
11. When you are dismissed, go immediately to your tee assignment.
12. You must act responsibly and maturely during the course of the day. No cursing, throwing balls or equipment, breaking clubs, or hitting your bag in any manner.
13. Do not make excuses. Play hard, post your score, and see where we stand. No loud or disruptive behavior in front of other teams or fans.
14. Never accuse another player of cheating if you did not play with him/her.
15. Always shake your opponents hand after the round. Regardless of your feelings for your opponent, acknowledge his effort, win or lose, when play is over.
16. Never conceded a putt during any kind of tournament.
17. You may acknowledge your opponents good shots, but don't overdo it. Don't pump him up by bragging on him. Ignore his bad shots.

**“I never played a round when I didn't learn something new about the game” ~Ben Hogan**

## TOURNAMENT PLAY

1. You will carry the following items in your bag:
  1. **Balls** – carry enough balls to get you thru the round
  2. **Tees** – make sure you have enough
  3. **Coins** – always mark your ball with a coin or coin-like object
  4. **Marker** – always mark your ball to identify it from other players
  
2. You will always carry the following equipment in your bag:
  1. **Jacket** – never know when the weather will turn bad
  2. **Umbrella** – leave it in your bag
  3. **Towel** – always have a clean one
  
3. You must always have clean shoes and clubs. Do this the night before.
4. If there is no predetermined order which you tee off of to begin a tournament, be the first in your group. Always want to go first.
5. Never give up the tee box. If you have “honors”, tee off first. Do NOT let someone tee off in front of you, if you have “honors”. Put the pressure on them, make them watch you.
6. Make sure it is your turn, when you are in the fairway. Make your play and get ready to move to your ball. Be thinking about your next shot as you walk.
7. Your clubs must be out of the way. Do not place your clubs where they can get hit by an errant shot.
8. Place your bag off the green and in line with the next tee box.
9. Tend the flag if your ball is closest to the hole.
10. If you are first to putt, and you hole out, put up your putter and tend the flag.
11. Do not make unnecessary movements or noises while others are playing.
12. If you get something to eat or drink at the turn, tee off before you begin consuming it.

“The most important shot in golf is the next one.”

~Ben Hogan

## INCLEMENT WEATHER

It is necessary for us to practice in bad weather. We must use the time we are afforded at the course for practice. Unfortunately, we will be practicing on some poor conditions. These conditions may consist of high wind, light rain, cold temperatures and wet grounds. Tournaments are not called off unless these conditions become extreme, so we must practice on them.

### TIPS FOR PLAYING IN BAD WEATHER

1. Always carry an umbrella.
2. Always carry a rain jacket or suit.
3. Dress warmly (layers). You can always take a layer off.
4. Walk around puddles and know the rules about casual water.
5. Keep several dry towels and gloves in your bag.
6. Keep your grips dry. Cover you clubs so water cannot get down into your bag. Dry you grip before you hit and before you put it back in your bag.

### WHAT TO DO WHEN LIGHTNING IS NEAR

1. Avoid wire fences.
2. Avoid isolated trees.
3. Avoid hilltops and open spaces.
4. Avoid tractors and other golf course maintenance machinery.
5. Avoid golf carts, unless you are on your way in.
  
6. Seek buildings protected against lightning.
7. Seek large framed buildings.
8. Immediately go to the clubhouse.
9. Do not put yourself in danger. Do not keep playing.

***I will make the decision to halt practice due to inclement weather. You are to report to the course every day.***

***~Coach Dickson***

## HOW TO STAY DRY

In the rain, your biggest concern is to keep your hands and grips dry. Have your umbrella handy and use a cover for the top of your clubs – this keeps the rain from trickling down onto the grips. Putting a towel in the bottom of your bag can keep water from seeping up.

Keep a dry towel and extra glove in your bag. Hanging a small towel under the struts of your umbrella helps keep the towel dry and allows easy access before gripping your club. Collapse your umbrella as you prepare to play, so the wind does not flip it.

Between shots, keep your hands in your pockets or tucked in your waistband. Whenever possible, walk with your palm facing down – this will help keep them dry.

## HOW TO PLAY IN THE RAIN

It's important to stay in balance and to swing with more control. Most golfers tend to overswing, so wearing a rain jacket becomes a blessing because it makes a three-quarter swing essential. On most shots you will want to take one more club – maybe even two – because the ball will not carry as far in heavy, wet air and due to the three-quarter swing.

If the ground is sloppy, widen your stance slightly and use less leg action.

If you are playing the competition, realize that the level of play is not going to be as good in poor weather. Let poor weather bother the others. Take care of your business and don't let it bother you.

**“Of all the hazards, fear is the worst.”**

**Sam Snead**

## WHAT EVERY GOLFER NEEDS TO KNOW

1. **Be humble** – but, do not be in awe of the upper class golfers. They may be good, but you will be too someday.
2. **Don't play slowly** – take care of your business. Help others locate their balls, but keep in mind your ball is the most important.
3. **Enjoy the outdoors** – enjoy each course you play. Look around and learn about how each course is designed. Learn about grass types, bunker design and layouts that you like best.
4. **Play the ball as it lies** – in the long run this will make you a better player. Only touch the ball (lift, clean and replace) when course conditions warrant this.
5. **Know some history** – learn about the history of golf. Learn about the school's golf history. Try to create your own history.

## DON'T EVER QUIT!!!!

When things go wrong – as they sometimes will

When the road you're trudging seems all uphill

When the funds are low and the debts are high

And you want to smile but you have to sigh

Rest if you must. (But Don't You Quit)

Life is weird with its twists and turns...

As every one of us and sometimes learns.

And many a failure turns about...

When he might have won had he stuck it out.

Don't give up though the pace seems slow...

You may succeed with one more blow.

Success is a failure turned inside out...

The silver tint of the clouds no doubt.

And you'll be near when it seems far.

So stick to the fight when you're hardest hit...

It's when things seem worst, that you mustn't quit!!!!

**“Don’t give up, don’t ever give up.”**

**~Jim Valvano**

### **General Rules and Information**

The following guidelines may grow, shrink or change with time and has new situations arise.

1. **Always ask yourself – “What would my parents or Coach Anderson want me to do in this situation?” The answer could keep you out of trouble.**
2. **Be where you are suppose to be, when you are suppose to be there, doing what you are suppose to be doing.**
3. **Each golfer will be expected to stay until the end of all golf team related activities (tournaments, fundraisers, practice, banquets, etc.)**
4. **You will NOT be allowed to wear an undershirt that can be seen through your team golf shirt.**
5. **It is the player’s responsibility to inform Coach Anderson about a change in his or her golf related plans.**
6. **All clothing must meet S.I.S.D. policy. Wear appropriate clothing to all golf activities.**
7. **Cheating will not be tolerated. If I prove you are cheating, you will be suspended from practice and/or tournament play. If it becomes habitual, you may be removed from the class. Do Not Ever Cheat!!!**
8. **Don’t Ever Quit. Finish your round, grind it out, and see what you are made of (unless it because of bad weather).**
9. **If at any time you need help on anything (school, life, golf or whatever), ask me. I will do what I can.**
10. **Never assume**

## **Important Rules to know on the course**

### **Ball moves after it has been address**

The player suffers a penalty of one (1) stroke. The ball must be placed in its original position, even it is a fraction of an inch or the player incurs another one (1) stroke penalty.

### **Relief from cart paths and ground under repair**

When a player takes relief without penalty from ground under repair or an immovable obstruction, they do not have a choice of sides. Players must establish the nearest point of relief and drop with one-club length of that point, no nearer the hole.

### **Water Hazards (no line of sight relief)**

When a ball comes to rest in a water hazard (usually defined as yellow lines or stakes) the player has 3 options:

1. Play the ball as it lies.
2. Use the stroke-and-distance option. Play a ball as nearly as possible at the spot from which the original shot was last played. *This is a one (1) stroke penalty.*
3. Draw an imaginary line between the point where the ball last entered the hazard and the hole. Drop behind the hazard on an extension of that line. The line of flight entering the hazard has no bearing on the drop. *This is a one (1) stroke penalty.*

### **Lateral Water Hazards**

When a ball comes to rest in a lateral water hazard (usually defined by red lines or stakes) the player has the same three options as the above water hazard, plus two others:

1. Drop a ball within two club-lengths of the point of entry, no nearer the hole. *One (1) stroke penalty.*
2. Determine the point on the opposite side of the hazard that is equidistant with the point of entry and drop a ball with two club-lengths. *One (1) stroke penalty.*

### **Dropped ball may roll two club-length**

A dropped ball may roll up to two club-lengths (no nearer the hole) and remain in play. If it rolls more than that it must be redropped. Should the second drop get the same results, the player must place the ball on the spot where it first touched the ground when dropped.

**Declaring a ball unplayable:**

Sometimes you will hit a ball into a location from where it is impossible, or unwise, to play it again (under a tree or in a tall clump of grass). Rather than waste strokes trying to get it out, you may declare it unplayable. The rules of golf allow you declare a ball unplayable, anywhere on the course, except within a water hazard. Once you have declared this, you three options:

1. Return to where you last played the ball and put another ball into play. *One (1) stroke penalty.*
2. Drop a ball within two club-lengths of the unplayable ball's position, no nearer the hole. **CAUTION** – your drop may be unplayable, also. *One (1) stroke penalty.*
3. Drop a ball behind the unplayable ball's location, keeping that point between the hole and where you drop. You may go backwards as far as you want. *One (1) stroke penalty.*

**\*\*\* If your ball is in a bunker and you declare it unplayable, under the last two options you have to drop the ball in the bunker\*\*\***

**“Golf is not, and never has been, a fair game.”  
Jack Nicklaus**

I agree to read the handbook that is being e-mailed, posted and/or shared with me and abide by the standards, policies, and procedures defined or referenced in this document.

The information in this handbook is subject to change. I understand that changes in district or Athletic Department policies may supersede, modify, or eliminate the information summarized in this booklet. As the district provides updated policy information, I accept responsibility for reading and abiding by the changes.

I also accept responsibility for contacting my coaches if I have any questions or concerns.

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Athlete Signature

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Date

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Parent Signature

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Date