

The Golfer's Handbook by Robert Forgan (1881)

GLOSSARY OF TECHNICAL TERMS EMPLOYED IN THE GAME OF GOLF.

Baff - To strike the ground with the "sole" of the club-head in playing

Bunker - A sand-pit

Caddie - A person who carries the Golfer's clubs, and, if necessary, gives him advice in regard to the game

Cup - A small hole in the course, probably made by the stroke of some previous player

Dead - A ball is said to be "dead" - 1st, when it falls without rolling;

2nd, when it lies so near the hole that the "put" is a dead certainty

Dormy - One party is said to be "dormy" on the other when the former is as many holes a-head as there remain holes to play

(This word is fancifully derived from dormio, to sleep, owing to the security enjoyed by the dormy party)

Draw - To drive widely to the left hand (Synonymous with Hook and Screw)

Face - 1st, The sandy slope of a bunker; 2nd, the part of the clubhead which strikes the ball

Flat - A club is said to be "flat" when its head is at a very obtuse angle to the shaft

Fore ! - A warning cry to any person in the way of the stroke (Contracted for "Before")

Foursome - A match in which two play on each side

Gobble - A rapid straight "put" into the hole

Grassed - Said of a club whose face is "spooned" or sloped backward

Green - 1st, The whole Links; 2nd, The Putting-ground around the different holes

Grip - 1st, The part of the handle covered with leather by which the club is grasped; 2nd, the grasp itself

Half-one - A handicap of a stroke deducted every second hole

Halved - A hole is said to be "halved" when each party takes the same number of strokes

A "halved match" is a "drawn game;" ie, the players have proved to be equal

Hanging - A "hanging" ball is one which lies on a downward slope

Hazard - A general term for bunker, whin, or other bad ground

Head - This word is a striking specimen of incongruity and mixed metaphor

A head is the invest part of a club, and possesses, among other mysterious characteristics, a sole, a heel, a toe, a nose, a neck, and a face!

These features are briefly described in this Glossary, and the curious inquirer may easily have them pointed out to him by any one who knows the secrets of Golf-craft

Heel - 1st, The part of the head nearest the shaft; 2nd, To hit off this part

Hole - 1st, The four-inch hole lined with iron; 2nd, The whole space between any two of these

Honour - The right to play off first from the tee, which belongs to the winner of the last hole

After the tee-stroke, the party whose ball is furthest from the hole must play first

Hook - See Draw

Jerk - In "jerking" the club should strike with a quick angular cut behind the ball, and stop on reaching the ground

Lie - 1st, The inclination of a club when held on the ground in the natural position for striking; 2nd, The situation of a ball good or bad

Like - See under Odd

Like-as-we-lie - When both parties have played the same number of strokes

Links - The open downs or heath on which Golf is played

Loft - To elevate the ball

Match - 1st, The parties playing against each other; 2nd, The game itself

Miss The Globe - To fail to strike the ball, either by swinging right over the top of it, or by hitting the ground behind

Neck - The crook of the head where it joins the shaft

Nose - The point or front portion of the club-head

Odd - 1st, "An odd," "two odds," &c, per hole means the handicap given to a weak opponent by deducting one, two, &c, strokes from his total every hole

2nd, To have played "the odd" is to have played one stroke more than your adversary

Some other terms used in counting the game will be most easily explained here all together :

- If your opponent has played one stroke more than you - ie, "the odd," your next stroke will be "the like;"

if two strokes more - ie, "the two more," your next stroke will be "the one off two;"

if "three more" - " the one off three;" and so on

One-off-two, One-off-three, &c - See under Odd

Press - To strive to recover lost ground by special exertion - a very dangerous thing to attempt

Put - To play the delicate game close to the hole (Pronounced as in tut)

Rind - A strip of cloth under the leather to thicken the grip

Rub On The Green - A favourable or unfavourable knock to the ball, for which no penalty is imposed, and which must be submitted to

Scare - The narrow part of the club-head by which it is glued to the handle

Screw - See Draw

Set - A pack of clubs

Sole - The flat bottom of the club-head

Spring - The degree of suppleness in the shaft

Square - When the game stands evenly balanced, neither party being any holes ahead

Steal - To hole an unlikely "put" from a distance

Stimy - When your opponent's ball lies in the line of your "put" See Chap III, page 30

Swipe - A full driving stroke

Swing - The circular sweep of the club in driving

Tee - The pat of sand on which the ball is placed for the first stroke each hole

Third - A handicap of a stroke deducted every third hole

Toe - Another name for the Nose

Top - To hit the ball above its centre

Two-more, Three-more, &c - See under Odd

Upright - A club is said to be "upright" when its head is not at a very obtuse angle to the shaft Whins - Furze or gorse

Whipping - The pitched twine uniting the head and handle

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