

ROG EXPLAINED: Interactive Learning Videos

TRAINER'S GUIDE

NEAREST POINT OF RELIEF



Introduction to the Rules of Golf Explained: Interactive Learning Videos

Rules of Golf Explained is a collection of 12 short videos offering simple, straight-forward explanations of how to play by the Rules and what your choices are when applying the Rules in situations that happen while playing. The explanations should be familiar but each will probably contain a thing (or things) not previously known or realized by many golfers who view them.

The following information is provided to help you conduct a presentation approximately 20 minutes in length to a small group of golfers using any of the 12 Rules of Golf Explained videos as the center piece. Each presentation is divided into four parts:

- 1) **TEASER QUESTION** (1 to 2 minutes): Each video begins by showing an incident and asking a Rules question about it. Ask participants to consider the question and write down or remember their answer before continuing to view the video. This question will be reviewed and participants will have the opportunity to find out the correct answer at the end of the video. This teaser question is designed to focus the attention of participants on the topic covered in the video.
- 2) **VIDEO** (3 to 5 minutes depending on the video)
- 3) **TEASER QUESTION REVIEW AND ANSWER** (2 to 4 minutes): Most participants, after watching the video, should be clear on the correct answer to this question (even if they were not entirely sure prior to viewing the video). As the presenter, you will have the option to click the button for either the correct or incorrect answer.
 - a. If the correct answer is selected, a message communicating the answer is correct will appear.
 - b. If the incorrect answer button is selected, a message stating that the answer is incorrect will appear.

Regardless of which answer is selected, three buttons will appear.

- a. **<Back to Question>** allows the opportunity to review the question.
- b. **<Review>** will replay the portion of video that provides the answer to the question.
- c. **<Continue>** will advance to the next question without reviewing the answer to the question.

Notes are provided in the next section of this Trainer's Guide for this and the other three questions to help you as the presentation leader clear up any confusion participants might have with incorrect answers.

- 4) **THREE FOLLOW-UP QUESTIONS AND ANSWERS** (5 to 8 minutes): The three additional follow-up questions are meant to reinforce other important points made in the video. As the presenter, you will once again have the opportunity to click the buttons for the correct or incorrect answers. As outlined above with the first question, you will always have the option to:
 - a. Review the question.
 - b. Replay the relevant part of the video.
 - c. Continue to the next question or the end of the video.

A note of caution: These videos are not comprehensive explanations of the Rules covered, but broad overviews meant to cover fundamental and commonly encountered aspects of each Rule presented. If questions come up that are not answered by the video, we recommend they be handled individually after the formal presentation session. If you know the answer and are comfortable answering, please do. If you are not, the USGA can be contacted at (908) 326-1850 or by email at Rules@usga.org.

Rules of Golf Explained – Nearest Point of Relief

This segment focuses on the Nearest Point of Relief. Identifying the nearest point of relief is the first thing you have to do in the two-step procedure the Rules of Golf require you to follow when you take free relief from things like cart paths, ground under repair and casual water.

The primary messages of this segment are:

- To take relief away from interference by things like cart paths, ground under repair or casual water, your first step is to determine the starting point for your relief procedure, a spot the Rules of Golf call the “nearest point of relief.”
- The nearest point of relief is the spot the shortest distance away from where your ball lies that is not closer to the hole and where if your ball was there, you could make a stroke at it without any interference from the thing you are taking relief from.
- A reliable method for determining the nearest point of relief is demonstrated in this video.

The secondary messages of this segment are:

- The nearest point of relief is not guarantee you will get a good lie or a clear shot to the hole.
- The nearest point of relief for a ball in the same position may be different for different players.

Teaser Question (Question 1)

Q1. Casual water interferes with Morgan Pressel's stance. She must find the nearest point of relief, not nearer the hole, where she has complete relief from casual water for her:

- Stance
- Lie of Ball
- Area of swing
- Stance, lie and area of swing** (correct answer)

Click button "Continue to video to find the answer."

Question answered correctly: "That's correct!"

Question answered incorrectly: "Sorry, that's not correct."

Choose between the three options:

- **<Back to Question>** allows the opportunity to correctly answer the question, or
- **<Review>** to replay that portion of the video which answers this question, or
- **<Continue>** to go to Question 2.

Three Follow-up Questions (Questions 2, 3 and 4)

Q2. Determining the Nearest Point of Relief is the first thing you have to do when you want to take relief from which of the following?

- Casual Water** (correct answer)
- Ground Under Repair** (correct answer)
- Unplayable Lie
- Cart Path** (correct answer)
- Water Hazard

If all three correct answers are chosen: "That's correct!"

If only one or two of the three correct answers are chosen: "Your choice is correct! However, there are three correct choices out of the five offered."

Question answered incorrectly: "Sorry, that's not correct."

Choose between the three options:

- **<Back to Question>** allows the opportunity to correctly answer the question, or
- **<Review>** to replay that portion of the video which answers this question, or
- **<Continue>** to go to Question 3.

Q3. To accurately determine the nearest point of relief, start at your ball. Simulate the direction of play and swing you would use if the interference wasn't there, using:

- the longest club in your bag.
- any club in your bag.
- the club you would use to play the shot if the interference wasn't there.** (correct answer)

Question answered correctly: "That's correct!"

Question answered incorrectly: "Sorry, that's not correct."

Choose between the three options:

- **<Back to Question>** allows the opportunity to correctly answer the question, or
- **<Review>** to replay that portion of the video which answers this question, or
- **<Continue>** to go to Question 4.

Q4. If a right-handed player takes relief from this ground under repair, where will the nearest point of relief be?

- 2 feet left of the ball's original position** (correct answer)
- 1 foot in front of the ball's original position
- 5 feet right of the ball's original position

Question answered correctly: "That's correct! The nearest point of relief can not be nearer the hole but may be in the fairway or the rough."

Question answered incorrectly: "Sorry, that's not correct."

Choose between the three options:

- **<Back to Question>** allows the opportunity to correctly answer the question, or
- **<Review>** to replay that portion of the video which answers this question, or
- **<Continue>** to go to the end of the video.

Resources

Video Script

► – VIDEO CLIP WITH INTRODUCTORY QUESTION

PART 1 – INTRODUCTION

The Rules permit you to take free relief when your lie, stance or swing are interfered with by things like a cart path, ground under repair or casual water.

If you want to take relief, your first step is to determine the starting point for your relief procedure, a spot called THE NEAREST POINT OF RELIEF.

PART 2 – DEFINITION

The NEAREST POINT OF RELIEF is the spot the shortest distance away from where your ball lies (either left of...right of...or behind it) that isn't closer to the hole and where if your ball was there, you could make a stroke at it without any interference to your resulting lie, stance and swing.

PART 3 – HOW TO DETERMINE

To accurately determine the NEAREST POINT OF RELIEF, start at your ball and imagine the interference wasn't there. What club, direction of play and swing would you use?

Use that club and duplicate the direction of play and swing in nearby locations where you are free from all three types of interference. The closest location to your ball's original position that is not nearer the hole is the NEAREST POINT OF RELIEF.

This player is demonstrating the most accurate way to identify closest relief points left, right and behind his ball in order to determine which of them is his nearest point of relief. However, this procedure is not required. When the nearest point of relief is obvious, it's ok to save time by going directly to that spot.

PART 4 – NEAREST, NOT NICEST

The NEAREST POINT OF RELIEF will not always be at the same spot for every player.

- The nearest point of relief from the cart path for this right-handed player is to the left, because his ball would shift a shorter distance in that direction, but not for this left-handed player. For the same reason his nearest point of relief is to the right of the cart path.
- The nearest point of relief from this ground under repair for both right and left-handed players is to the left...but notice the nearest point of relief is closer to the ball's original position for the right-handed player.
- Usually the nearest point of relief will be somewhere to the left or the right of your ball's original position, but occasionally it will be behind it.

Sometimes your nearest point of relief will be at a spot where your resulting line of play or lie is to your disadvantage.

This player would have a much clearer shot to the green from left of the cart path but his NEAREST POINT OF RELIEF, is to the right.

If he decides to take free relief from this path he is not allowed to choose the nicer of the points on either side of the path, he must start at the NEAREST POINT OF RELIEF (even if it is less than desirable) and drop his ball within one club-length of that spot.

This player might be better off playing his ball as it lies from the path.

PART 5 – QUESTIONS

For more information on the Nearest Point of Relief, refer to the Definition of Nearest Point of Relief in the Rules of Golf.

(pause)

Together with the R&A, the USGA governs the game worldwide, jointly administering the Rules of Golf, Rules of Amateur Status, Equipment Standards and World Amateur Golf Rankings.