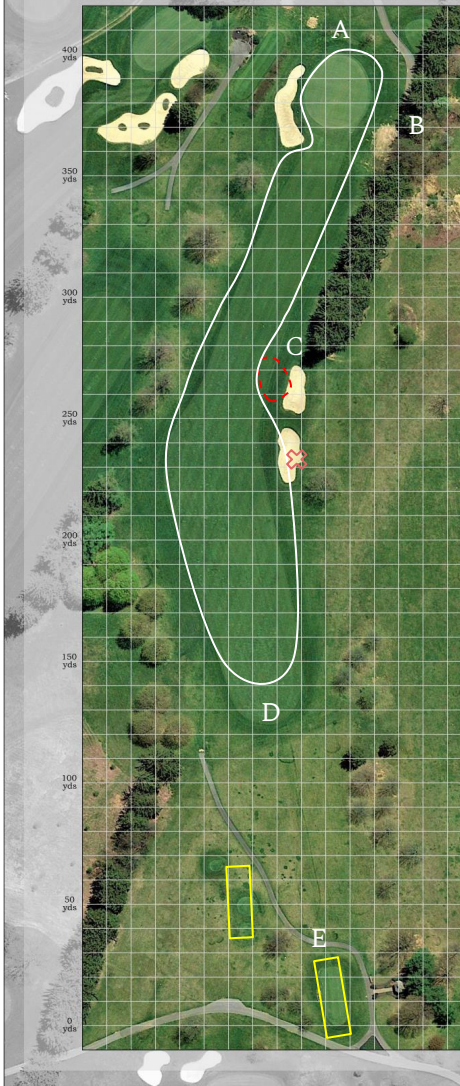


PRESENT LAYOUT**NOTES**

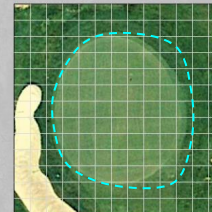
A Move pin oak from behind green. Reshape green side bunker.

B Expand fairway approach to the right of the green. Expand corners of the green.

C Shift fairway bunker to pinch landing area, remove 1 bunker.

D Recontour fairway lines adding width for the majority of golfers.

E Square and enlarge all tee surfaces.

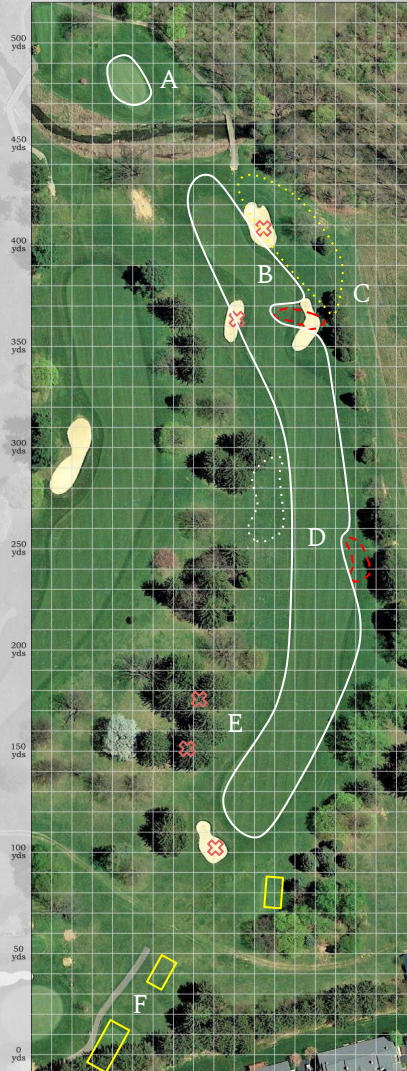


SCALE 1" = 50'
GRID 10x10 (ft)

SCALE 1" = 100'
GRID 10x10 (yds)



PRESENT LAYOUT



NOTES

A Green expansion, back right. Push collars out to drape over green pad.

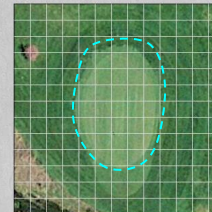
B Remove two bunkers in fairway and shape cross bunker to challenge the second shot for all players. Expand fairway.

C Establish fescue and other native grasses.

D Add fairway bunker to challenge better players off the tee. Also add field of small moguls in the left rough.

E Thin grove of spruce and remove "topshot" bunker.

F Expand and square all tee surfaces.



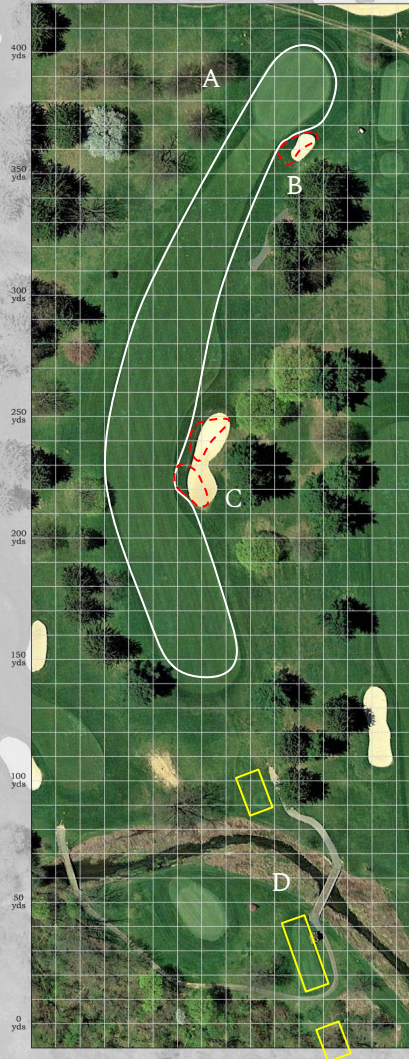
SCALE 1" = 50'
GRID 10x10 (ft)

SCALE 3" = 120'
GRID 10x10 (yds)





PRESENT LAYOUT



NOTES

A Only $\frac{1}{4}$ of the green is truly pinnable for the majority of the golf season. With an eye to preservation and playability it is recommended to expand the lower section of the green and modify the upper tier to create many more pin locations for daily play.

B Shape bunker in place.

C Reduce overall sand area to create two smaller bunkers. Shift fairway lines.

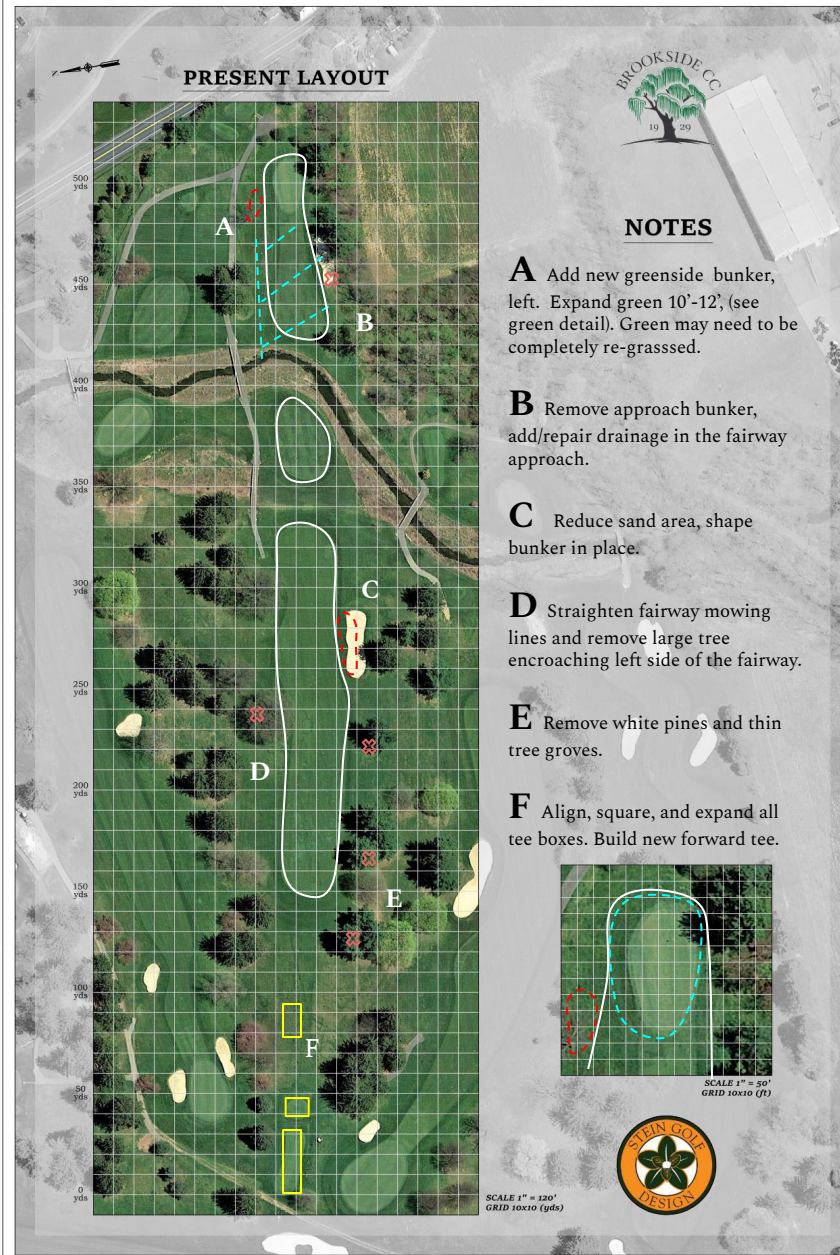
D Expand and square all teeing areas.



SCALE 1" = 50'
GRID 10x10 (ft)

SCALE 1" = 100'
GRID 10x10 (yds)





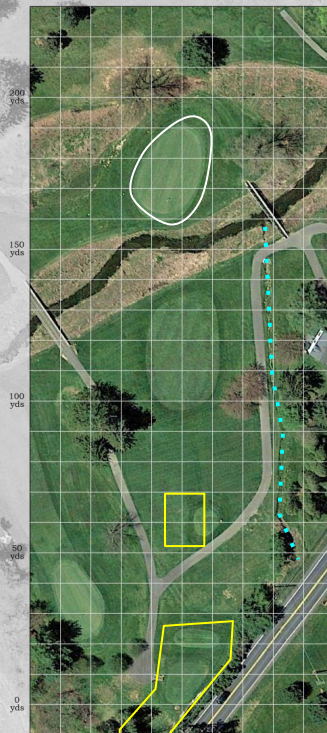
**NOTES**

A Expand back and right section of putting surface.

B Dredge ditch to improve handling capacity during storm events.

C Expand and square forward tee.

D Rebuild and combine back tees together. Square and align.

PRESENT LAYOUT

SCALE 1" = 80'
GRID 10x10 (yds)



SCALE 1" = 50'
GRID 10x10 (ft)





NOTES

A Remove front bunker and expand fairway cut around green site.

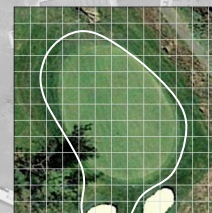
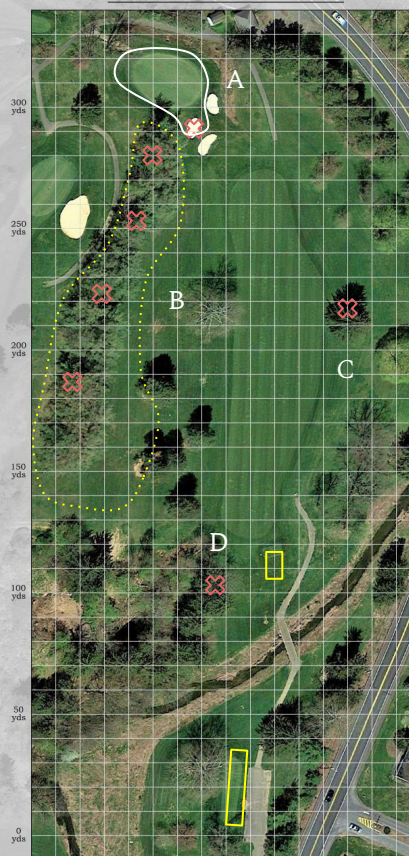
B Remove all trees along the hillside. Replace with fescues and native grasses.

C Remove spruce tree to improve turf health and playability.

D Clean back a few more trees to open view of fescue.

E Expand and square all tees. Shift back tee, slightly to the right.

PRESENT LAYOUT



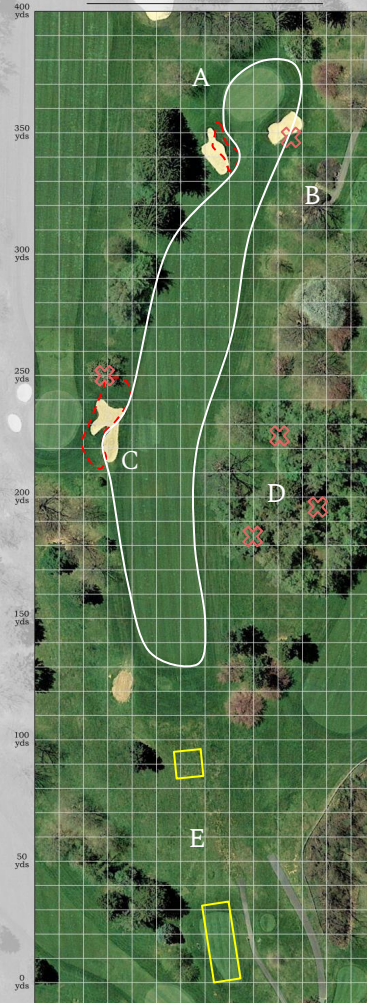
SCALE 1" = 50'
GRID 10x10 (ft)

SCALE 1" = 100'
GRID 10x10 (yds)





PRESENT LAYOUT



NOTES

A Modify grassing lines in front and around the green to create run off chipping area

B Shift left bunker closer to the green, remove bunker on right

C Shape larger bunker or two small bunkers in place to protect #9 green and challenge tee shots on #7

D Thin out larch grove, leave hardwood specimens

E Renovate forward tee.
Square and enlarge back tees



SCALE 1" = 50'
GRID 10x10 (ft)

SCALE 1" = 100'
GRID 10x10 (yds)





NOTES

PRESENT LAYOUT



A Create deeper green side bunker and reduce bunker size

B Remove right green side bunker

C Expand approach landing area, replace collar where needed

D Expand and square all teeing areas

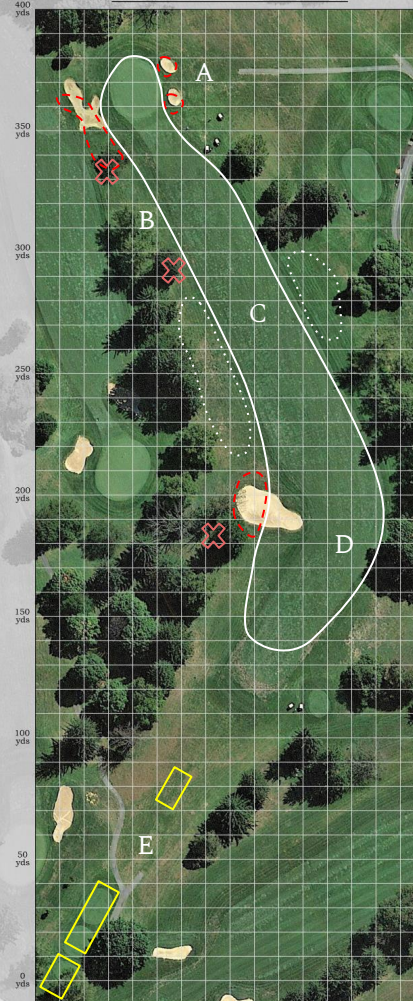


SCALE 1" = 40'
GRID 10x10 (ft)





PRESENT LAYOUT



NOTES

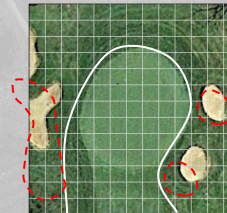
A Expand approach on left side of green to connect with bunker shared with #7.

B Remove two small trees close to fairway.

C Consider small field of moguls on either side of the rough to deter wild tee shots.

D Remove spruce tree on the dogleg, adjust fairway lines and shape bunker inside dogleg to accommodate new angle.

E Move forward tee in line with back tees. Square and expand tee boxes.



SCALE 1" = 50'
GRID 10x10 (ft)

SCALE 1" = 100'
GRID 10x10 (yds)



PRESENT LAYOUT



NOTES

A Reshape bunker to wrap around back of green.

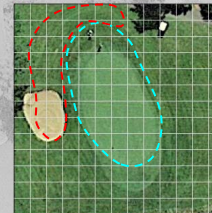
B Expand back of green (see green detail) and install new paved cart path.

C Thin tree grove.

D Reshape mogul field, replace soils with sandy material and plant fescue.

E Reduce sand area and combine into one bunker.

F Expand and square all tee surfaces.

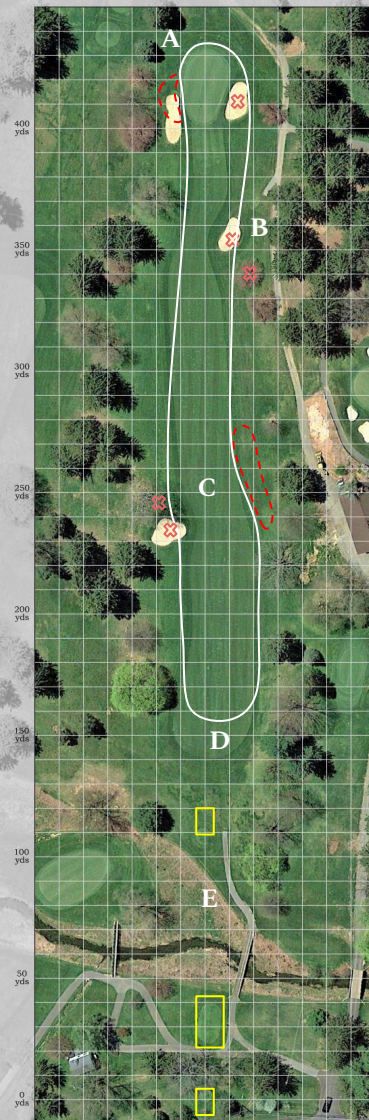


SCALE 1" = 50'
GRID 10x10 (ft)

SCALE 1" = 100'
GRID 10x10 (yds)



PRESENT LAYOUT



NOTES

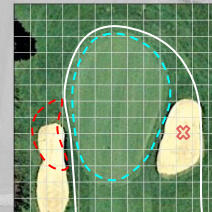
A Reshape left greenside bunker and remove bunker right. Replace with fairway approach connecting to green surface.

B Remove fairway bunker and one small tree in rough.

C Remove fairway bunker and large sycamore left. Create new bunker to the right.

D Shorten fairway and straighten lines.

E Expand and square all tee surfaces.



SCALE 1" = 50'
GRID 10x10 (ft)

SCALE 1" = 100'
GRID 10x10 (yds)





NOTES

A Replace sand and add new drainage in all bunkers. Combine two bunkers in front.

B No change to putting surface.

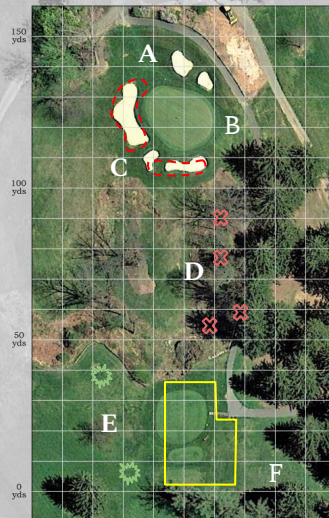
C Deepen left green side bunker to fix shape of floor to prevent wash-outs.

D Remove all trees overhanging edge of quarry.

E Plant two trees to protect tee and discourage players from cutting the corner on 13.

F Shift tee surface right for safety and expand total square footage.

PRESENT LAYOUT





NOTES

A Expand green and re-shape bunkers in the approach and greenside. Overall goal is to reduce sand area while maintaining strategic value of the hazards.

B Add new fairway bunker and soften artificial mounding.

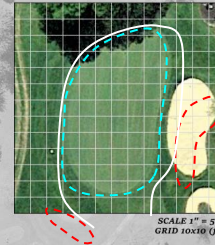
C Convert maintained rough to native fescue rough.

D Expand tee shot landing area to the right and left.

E Remove large sycamore in center of fairway.

F Expand and square all teeing areas.

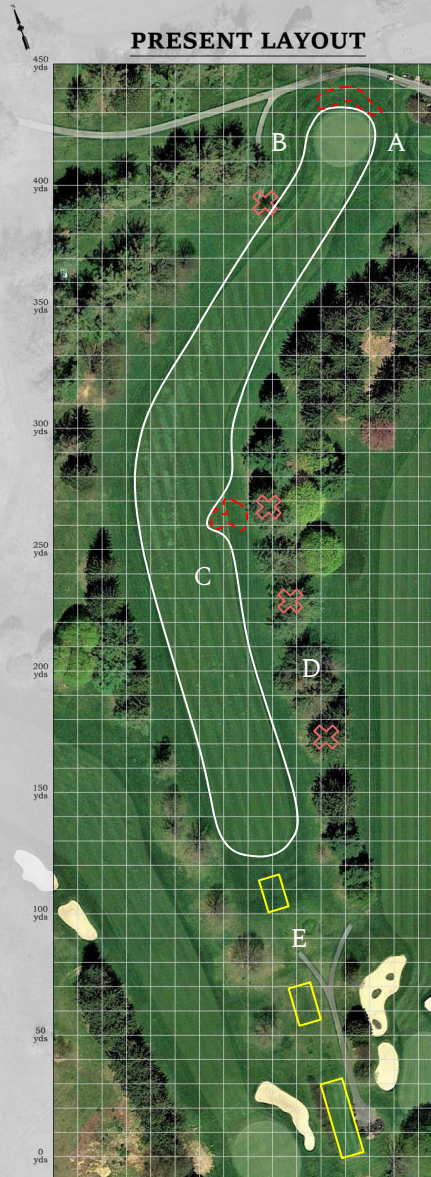
PRESENT LAYOUT



SCALE 1" = 120'
GRID 10x10 (yds)



PRESENT LAYOUT



NOTES

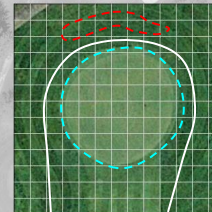
A Reshape entire green surroundings, modify lower right half of the green to connect approach and fairway.

B Remove solo tree and build back bunker to allow running shots from the left side of the fairway.

C Build new fairway bunker to define strategy and ideal line of approach to the green.

D Thin right side tree line to promote better turf conditions

E Build new tee complex with three distinct teeing locations



SCALE 1" = 50'
GRID 10x10 (ft)

SCALE 1" = 100'
GRID 10x10 (yds)



PRESENT LAYOUT



NOTES

A Expand green surface to add back pin locations. Consider modification to front right section to improve turf health and playability.

B Reshape green side bunker in place

C Remove trees on the right side of fairway and all trees blocking views to #6. Establish native/ fescue grass to create visual contrast and maintenance savings

D Expand and reshape fairway to encourage drives to right side

E Add forward tee. Abandon middle left tee and expand existing middle tee.



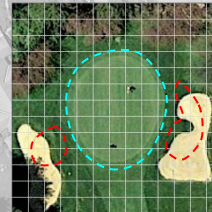
SCALE 1" = 50'
GRID 10x10 (ft)

SCALE 1" = 100'
GRID 10x10 (yds)



PRESENT LAYOUT**NOTES**

- A** Remove first approach bunker. Shape strategic mound with small bunker next to green.
- B** Replace green collars and reshape right greenside bunker. Remove cherry trees behind the green.
- C** Remove dense tree cover for playability and turf health.
- D** Expand fairway to the left for added playability and strategic play off the tee.
- E** Build new forward tee and expand existing tee surfaces
- F** Clean banks of quarry for visibility off the tee.



SCALE 1" = 50'
GRID 10x10 (ft)

SCALE 1" = 100'
GRID 10x10 (yds)



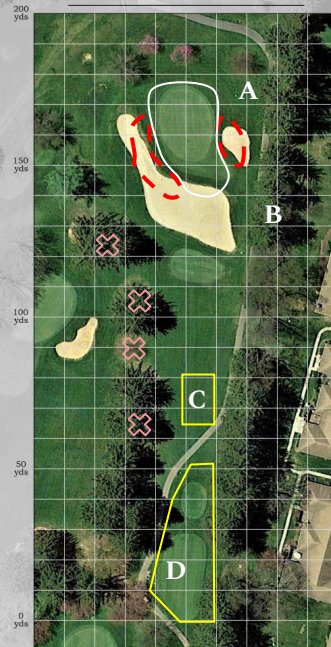
**NOTES**

A Reshape green side bunkers, reduce sand area

B Expand landing area in approach and expand edges of the green.

C Add forward tee and remove selected spruce trees, left.

D Generally expand and square all tee boxes

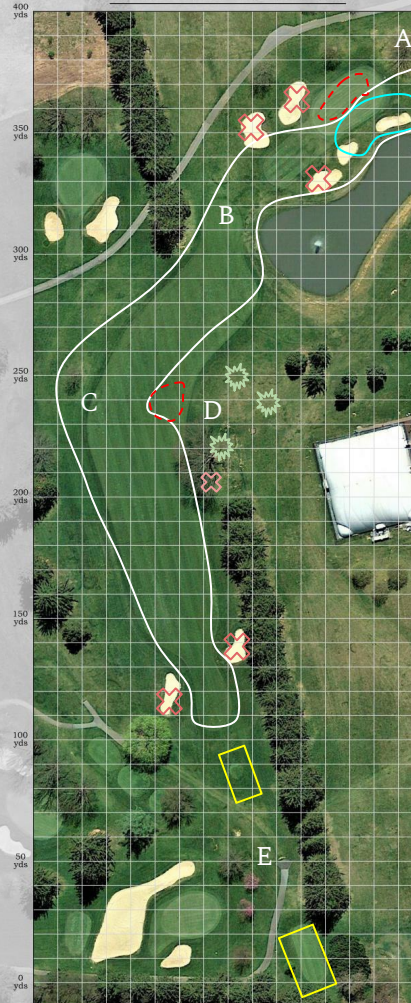
PRESENT LAYOUT

SCALE 1" = 40'
GRID 10x10 (ft)

SCALE 1" = 80'
GRID 10x10 (yds)



PRESENT LAYOUT



NOTES

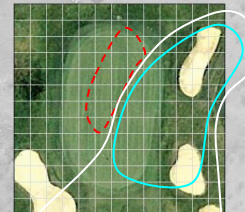
A Redesigned 18th green will wrap tightly to the pond to create a dramatic signature finishing hole.

B Fairway approach will be widened to help shorter hitters bounce the ball near the green and a back bunker will punish players who do not judge their approach shots correctly.

C The fairway will be expanded left, encouraging players to approach the green from the best angle.

D Remove sick ash tree and plant new deciduous trees in the far right rough. A new fairway bunker will be placed to challenge the best players off the tee.

E Remove two fairway bunkers in the beginning of the fairway. Expand and square all tees.



SCALE 1" = 50'
GRID 10x10 (ft)

SCALE 1" = 100'
GRID 10x10 (yds)

