

Pleasant Point Golf Club 10 year plan (the course)

Overview

1. The course does not need an overhaul any changes suggested are cheap/quick and a tweeking of the course.
2. Any development should not unduly penalise the longer handicap members.
4. Old nine is underdeveloped.(marginal challenge)
5. The course has not kept up with modern golf technology.
6. If we plant too many trees we can cut them down. But it takes a very long time to get them there.
7. If we put a mound or grass bunker or a mound in the wrong place we can move it.
8. Any development must not increase the work load of the greenkeeper or volunteers to any great extent.
9. Reward fairway play and penalise long wayward shots.
10. Remove bunkers as to be effective in giving members practice at getting out, we need ten or a dozen on the course. A lot of extra cost and time in maintenance. A proper bunker on the practise fairway?
11. Maintain the overall park like appearance of the course.
- 12. Don't get hung up on the timetable. It's only a guide. The spread of the workload has to be considered.**

Hole No.1

Year 1

Plant out south side with evergreens

Plant out dogleg landing areas with deciduous (must then be played as dogleg)

New blue tee +20m (need to trim 2 branches) right of track. **Already being trialed.**

Plant Sth. Slope of tee with Viburnum

Move white tee marker back 15m

Move yellow tee marker back 10m

Add mounds to right front approach to green

Add mounds to right edge of dog leg fairway

Year 3

Remove right hand gum @ green

Year 4

Remove left gum (left fairway)

Make bunker into grass bunker

Year 6

Remove left gum @ green

Logic

Make this hole play as a dogleg by killing landing areas on right side and entry to the green.

Shift green westward to make hole longer? Cost verse benefit?

Hole No.2

Year 1

More plantings south side fairway

Add 8m to front of white tee (new yellow tee 126m)

Year 2

Remove bunker and make into grass bunker/mounds

Add mounds to front of green

Add green entry fairway

Logic

This green is often a lottery green when frozen or in dry conditions
The bunker is normally in poor condition
Gives a different yellow tee length
Offers a genuine landing area all year
Enlarge and undulate green?

Hole No.3

Year 1

Add 8m to white tee (move marker back 10-15m)?
Add 180m marker
Develop blue tee
Move fairway to the right 5m (off tee—230m) **Trialing at present.**
Tree line south side of fairway especially on point of dogleg.
Add small mounds to front right of green
Plant trees in right triangle fairway/out of bounds hedge /4th tee
Possibly move ladies tee slightly to the right to give them better alignment. The frost problem would be no worse than the men's tee.

Logic

This hole has been problematic for many years because of danger to No. 5 green.
By moving fairway to the right and adding some length and rewarding a good tee shot will overcome most of these issues.

Hole No.4

Year1.

Add kidney to blue tee (extra 12m from current blue) **Being done as fill available.**
Move white marker back 8m
Move yellow back 6m
Move O/B in from existing tree line by green. Or leave as is.
Widen fairway.
Possibly an out of bounds beyond the track behind the green.

Logic

Increase size of tee as only half can be used in winter and being par 3 gets cut up.
Yellow tee always on the front (gives a different length yellow par 3)
Gives a different length blue par 3 than No.16

Hole No.5

Year1.

Tree line south side of fairway (evergreen)
Add trees to north side (deciduous)
Add small mounds to edge of fairway (maybe three grass bunkers/mounds)

Logic

Reward a good shot.
Disadvantage poor shot.
Hole cannot be lengthened.

Hole No.6

Year 1.

Plant out south side of fairway (evergreen). Plant out vacant triangle between 6 & 7.
Plant out north side (deciduous) to stop No.3 blue tee access

Develop new blue tee beside No.3 yellow tee **or between 3 yellow and 6 tee as is being trialed.**
Would need a safety screen.

Year 2

Add fairway mounds/contours

Add greenside grass bunker

Logic

This will be the signature par 4 on the front nine

Rewards good shots

Adding fairway grass bunkers and trees will add character to the hole.

Add safety to stop play on no.3 hole onto the very dry landing area at the start of fairway to easily reach no. 3 green in 2 shots

Hole No.7

Year1.

Add out of bounds to right side of hole, from shed to practice green

Plant out south side of fairway (evergreens)

Plant north side (deciduous)

Develop left greenside grass bunker

Plant evergreen tree south side of green

Flatten tee.

Add blue 180m marker

Year 5

Add grass bunkers/contours fairway

Logic

Reward good shots

Add character to hole

Stop play onto practice area rewarding a poor shot.

Hole No.8

Year 1.

Move white marker back 10m

Even out tee.

Logic

Gives yellow tee room to move

Hole reasonably well developed for future

Maybe add a couple of evergreen trees to enhance character in winter.

Add large undulations east of green

Plant back and sides of tee with Viburnum

Hole No.9

Year 1.

Develop into dogleg left.

Add new dogleg blue tee (plus 10m)

Trim 2 branches for blue tee

Add new dogleg white tee

Plant out **all** left side of hole and plant trees on right of fairway. Currently no penalty for a sliced shot as it is open to the green.

Mow new dogleg fairway line.

Let rough grow in No.9 and No.1 triangle or plant more trees.

Year 3

Add fairway mounds/grass bunkers.

Logic

This is easily to poorest hole on the course.

This hole can easily have challenge and character added

Hole No.10. OAKs

Year 1.

Move white marker back 10m

Even out tee

Develop 2 optional tees for blue and white for dogleg left in front of clubhouse

Plant extra oaks on right side of fairway (check with other owner re shading).

Plant extra oak on left side (on green side of existing large oak)

Year 10.

Remove old right oak if it hasn't fallen down

Mow for more of a dogleg left.

Add fairway grass bunker around removed oak.

Logic.

Optional dogleg tees changes the character of hole

Stops play down 14 (speeds up play on opening hole)

Looks great from clubhouse.

Extra oaks on right side will catch some balls and speed up play.

Hole No.11.

Year 1.

New yellow tee over the creek (plus 40m) or extend back towards creek.

Develop new blue tee to right (shift fence)

Add trees to right and left of fairway.

Experiment with mowing.

Year 3

Add mounds/grass bunkers

Logic

This hole lost much character when the willow tree fell.

This hole has large landing areas

This hole can easily turned into slight dogleg right.

Hole No.12

Year 1.

Move white tee marker back 10m

Continue with blue tee back 14m or across irrigation race?

Move fairway across right 1 cut from 100m mark

Add large mound/s to left front of green

Add deciduous tree/s to front left of green (similar to front right of No. 2)

Narrow fairway on left of hole 13 i.e. adds more rough to disadvantage poor tee shot

Year 2

Remove 2 left side gums.

Year 3

Add grass bunker or mounds to kill left entry to green.

Year 8

Remove right side gum.

Add mounds where needed.

Logic

This has been a problematic hole because of the gums.

By lengthening hole and rewarding play from the centre and the right makes the gums irrelevant (brings grass bunker into play)

By introducing much more trouble to left front of green will make entry more difficult than at present.

Hole No.13

Year 1.

Add large and long grass bunker and mounds to right front of green.

Kill right entry to hole with deciduous trees from green to tee.

Plant deciduous trees to protect No.15

Year 3-10

Remove gums as the hole develops

Extend green back left i.e. kidney shaped

Logic

Again, same as no 12 i.e. makes gums irrelevant.

This is already a long par 3.

Hole No.14 Willows

Year 1.

Add willow where previous one fell on clubhouse side of creek.

Add 180m marker

Shift mound in front of green to the right where it was originally meant to be to give straight run up fairway onto green.

Hole No.15

Year 1

Add 8m to tee for new blue

Plant extra trees on left between creek and green

Mow fairway to edge of hazard (experiment)

Trim branches on tree in front of tee

Year 2

Move all tee blocks back 10m

Logic

A signature par 4 allowing several tee shots bringing into play all the natural features.

Takes mostly out of play the ball losing conifers

A simple change to make a big difference

Hole No.16

Year 1

Extend green back 1m

Extend green forward 3/4m

Year 2

Raise fairway immediately in front of green approx. 2 feet to edge of creek so it can be seen from the tees or scalp off brow of fairway (or combo of both.) or plant scrubs on corners of creek.

Logic

This should be our signature par 3.

The hazard does not offer intimidation from tee because it cannot be seen
The raised edge of the creek or other suggestions will do this..
Extending green as previously done offers a 3 club length difference as this cannot be done from tee.

Hole No.17

Year 1

Develop kidney tee (white) to the back left (in front of existing blue tee)
Develop blue off edge of No. 15 tee.
Plant out left side of dog leg. To kill entry to left of green.
Mow new shape dogleg.
Add extra mounds to left entry of green.

Year 2

Remove right gum beside bridge
Add left fairway grass bunker

Year 5

Remove left side gums (maybe leaving 1 or 2)

Year 8

Remove last gums
Remove left conifer over bridge IF needed.

Logic

Make this into a left dogleg as originally planned. i.e. Front mound on green and 220m mounds on the right.
Moving the tees helps lengthen and develop this hole.
This would be a short genuine risk reward hole.
Bridge already defines hazard.

Hole No.18

Year 1

Plant extra trees on left side of fairway near creek.
Plant one or two trees on right beside of oregans near the scruffy conifer.

Logic

Tee landing area is wide on the left.
Conifer at the creek could easily be further destroyed with next snow storm.
This is a good finishing hole.