

12/9/2018



SPHM  
HOSPITALITY

SPHM – CADDY HANDBOOK

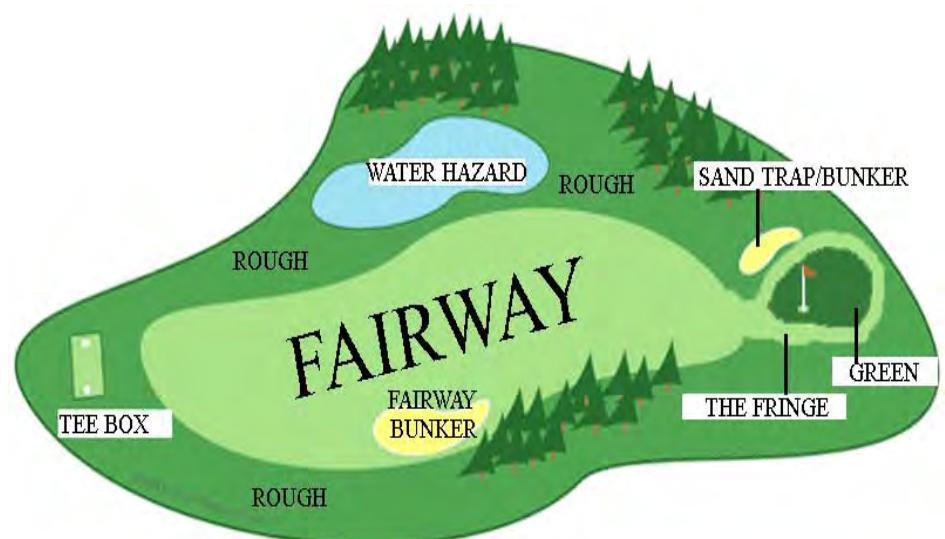


By: | Drs. Agustinus Agus Purwanto, SE MM



# Caddy Handbook

Jl. Letjen Sutoyo, Perum Kebonsari Indah Blok Q-14  
Kebonsari, Sumbersari, Jember 68122, East Java  
Indonesia





---

# Caddie Handbook



---

This Caddie's Handbook was prepared for any Golf Course manage under Sun Paradise Hotels Management [SPHM], it is intended that all of golf under the Sun Paradise Hotels Management [SPHM] has Caddie international equivalent standard. All Caddies should be observant of this manual; the deviation of this manual must be approved in writing by Augustinus Agus Purwanto.

Another thing that defines Sun Paradise Golf is its' caddie program, easily the best in the area. For those who love the game, it is a treat to play with a caddie. It is a tradition that dates back hundreds of years to the origins of the sport in Scotland that has unfortunately been disappearing. Why? Because clubs, resorts and public courses make money off of carts and nothing off of the caddie program.

Sun Paradise Golf is different. We continue to have a strong sense of tradition towards the game and just as we like to 'give back to the game' by hosting championships and tournaments, we want to give back to the community as well. For those willing to get up early and embrace four hours of good physical labor, the pay and opportunities can be rewarding.

Our hope is to have a successful program and this can be defined in several ways. First, it has to be something that members and their guests enjoy and appreciate. If caddies don't do the job expected, the other option is to take a cart. On the other hand, if caddies do a good job, then more people will use them and pay should also increase commensurately. This is the "Win/Win" we want – a program that is good for both the members and caddies alike. This guide book will likely be revised each year or so and is one way we hope to establish the things we all need to do to make this program work.

---

Drs. Agustinus Agus Purwanto, SE MM  
Founder of Sun Paradise Hotels Management [SPHM]  
Cell: +62 812 9444 1224

---



## Caddie Evaluations

In order to objectively determine the level of each caddie, golfers are asked to fill out a brief evaluation form (sample below). The scoring of this form is such that a caddie needs to attain a minimum score in order to get points with the idea being that a below average score is not acceptable. The point value is 2 times the score given.

Caddies are being offered training and are encouraged to let their golfers know their capabilities (rules, green reading, etc.) so the golfer can score their caddie in each of these areas. All evaluations are kept by the caddie chairman and any caddie who wants to know why they may not be scoring as well as they would like is encouraged to learn what might be holding them back. The caddie chairman will share this feedback but it will not be for attribution to any specific golfer. Caddies will know their ratings. They are posted each week on the Caddie page on the Sun Paradise Hotels Management [SPHM] website, at the bag room and they are on the sheet with caddie assignments.

Caddie Name: \_\_\_\_\_

	Excellent	Good	Average	Below Avg	Poor
Appearance / Attitude / Demeanor	5	4	3	2	1
Keeps Pace / Hustles	5	4	3	2	1
Etiquette / Knows where to stand / quiet	5	4	3	2	1
Forecaddie / lost balls	5	4	3	2	1
Tends the pin / Cleans Balls / Cleans Clubs	5	4	3	2	1
Rakes traps / Replaces Divots	5	4	3	2	1
Provides yardages	5	4	3	2	1
Hole - Game Management / Club Selection / etc.	5	4	3	2	1
Green Reading	5	4	3	2	1
Knowledge of rules of golf	5	4	3	2	1

Member Name: \_\_\_\_\_



---

A caddies rating is the average of the last five scores.

Important note regarding caddie ratings

Caddies will be docked points if they are found to submit false evaluations on their own behalf or if a he or she confirms their loop and fails to show within 45 minutes of his assigned time.

Also, it should be noted that caddie evaluations submitted by family members will not be considered

## Levels of Caddies

Many people still refer to caddies as either "A", "B" or "C" caddies and the generally expected levels of pay are in keeping with this scheme. It is hoped that over time, through training and feedback, that we can make everybody an 'A' caddie or at least a 'B'. The table below is a way to reconcile the definitions of the letter rating approach to a caddies rating from the evaluations that are submitted:

<p><b>"C" Caddie</b> <i>Rating below 80</i></p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> All novice caddies are "C" caddies because they are still learning the basics</li> <li><input type="checkbox"/> May be a more experienced caddie but is one who more or less carries a bag (or bags)</li> <li><input type="checkbox"/> Tends to show a lack of enthusiasm for their job. May do the basics but may do them poorly. May also miss some of the basics</li> </ul>
<p><b>"B" Caddie</b> <i>Rating between 80 and 89</i></p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Experienced caddie who does all the basics fairly well. This would include: <ul style="list-style-type: none"> <li>○ Keeping pace with the golfer(s)</li> <li>○ Being a good forecaddie and keeping an eye on balls. Will maintain the line of sight to where the ball may have finished and helps in the recovery of lost balls.</li> <li>○ Tends the pin and knows where to stand on the green</li> <li>○ Rakes traps</li> <li>○ Be prepared to provide the golfer with yardages</li> <li>○ Cleans the golfers balls on the green</li> <li>○ Knows where to stand after giving the golfer a club</li> <li>○ Keeps quiet so as to not disturb a golfer who is in the middle of a swing</li> <li>○ Is alert to his surroundings and is willing to share responsibilities and help a fellow caddie</li> </ul> </li> </ul>
<p><b>"A" Caddie</b> <i>Rating above 90</i></p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Also an experienced caddie but is almost a member of his golfer's team given the contributions he can make. An "A" does all the things a "B" caddie does but in addition will or can: <ul style="list-style-type: none"> <li>○ Provide yardages but will offer other commentary that may impact club selection of the shot including wind, temperature, lie, moisture and other factors.</li> <li>○ Provide commentary on how a hole might be played</li> <li>○ Provide advice on reading putting</li> <li>○ Have a decent working knowledge of the rules of golf</li> </ul> </li> </ul>

All caddies are independent contractors. As a caddie, you are not an employee of the club. Your direct responsibility is to the member or guest who has contracted for your services and you are expected to abide by the guidelines set forth within this handbook and the instructions of the Caddie Master. Because the caddie is a contractor, the club will not be held liable for injury incurred while caddying, playing golf or engaging in other activity not relating to golf on the property and will indemnify and hold harmless the club against any claim or liability arising from the actions of the contractor in providing their services.



## Playing Privileges

Caddies are strongly encouraged to play and the course is generally available on Mondays. Check with the caddie master regarding playing times and if you need clubs, we will be happy to arrange a set for you.

## Assignment of Caddies

Historically, assigning caddies was part art and part science. Members and guests were always able to request a caddie that they like. Generally speaking the better caddies got out earlier than lesser caddies and those who arrived earliest got out earliest. There were also times when the caddie master needed to try to match the personality of the caddie to the golfer. Seniority was also a factor.

Sun Paradise Golf uses the caddie ratings as the basis for assigning loops. Better caddies will get out first. This creates a meritocracy that will incentivize caddies to do the best job possible. Not only do people make more money for a job well done, caddies with the earliest loops have the opportunity to possibly get out again later in the day if they would like.

Since tee times are known two days ahead of time, assignments will be made and there is not a need to show up early in the morning. Caddies are expected to arrive 45 minutes prior to your scheduled start. This will give the caddie master an opportunity to reassign your loop. If a caddie misses a loop without calling in advance, their rating will be adjusted downward. Members and guests can continue to request a specific caddie.

## Hiring and Firing of Caddies

This is in some ways a misconception. Caddies are technically a contractor to the golfer, they are not employees of Sun Paradise Golf. However, Sun Paradise Golf plays a role in helping to match up caddies with golfers as described above.

Each year, Sun Paradise Golf will reach out to local schools and other programs who have young men and women who may be interested in caddying. It is tough work and typically only about 20% of the people who start at the beginning of the year will still be caddying at the end of the year. Part of the challenge is new caddies need to get loops to get ratings so they can work their way in to the system. If they have questions about how things work, they should discuss this with the Caddie Master or the Caddie Chairman. Sun Paradise Golf very much supports the caddie program and wants to provide good opportunities to good, young, hard-working people.



One of the programs we have implemented is a “Mentor Program”. The first five or six times new caddies show up, they will be assigned to members who have volunteered to take new caddies and help to show them the ropes. In addition, we run an information session where we go over aspects of this handbook, we provide some on course training early in the season and brand new caddies will be asked to “shadow” an experienced caddie before they ever carry a bag. When carrying for a mentor, you will carry a single bag so you can focus more on the finer points of caddying.

While caddies are not technically fired, there are a number of offenses that will cause them not to be assigned loops. This would include:

- Major infractions of the dress code
- Fighting, Swearing or Card Playing
- Swinging a golfers clubs
- Alcohol or drug use
- Repeated absences or tardiness
- Talking on their cell phone on the golf course
- Insubordination towards a golfer or the golf staff
- Soliciting members, club employees or other caddies for any purpose
- Falsifying information regarding prior employment, experience, education, skills or criminal record.
- Caddie Rating that is consistently below average

Other significant complaints about that caddie to the caddie master will also be considered as reasons for not being assigned loops. If the caddie master or golf staff is concerned about the ability of that caddie to physically do the job and if there are possible health concerns, a loop will not be assigned. Sun Paradise Golf may perform background check on any employee or caddie.



## Caddie Website

The public page of the Sun Paradise Hotels Management [SPHM] website has a golf tab on the far right hand side (<http://www.agustinusaguspurwanto.wixsite.com/sphm-hospitality>). There are two important caddie links there. One has more detailed information regarding caddie scholarships. The other link will get you to information that will include things like the caddie handbook, current "Caddie Notes", the rating sheets and caddie loop assignments. In terms of some of this information, you will find that it is username and password protected and this information can be gotten from the caddie master.

## Pace of Play

Sun Paradise Golf has always prided itself on maintaining a good pace of play in four hours or less. There is no doubt that a good caddie can enhance the pace of play and that it is possible to get around more quickly than two people sharing a cart. There are a number of things both golfer and caddie can do to improve the pace of play:

- Teamwork with your fellow caddies is the most important factor here. For instance, if you trade off at each green so one person handles cleaning balls, tending the pin and gathering putters and handing out drivers while the other caddie rakes traps and heads down the next hole to fore caddie, things will move much more quickly.
- Make sure you have a good spot on balls not in the fairway. A good trick is to carry a couple of extra towels that you can drop by a ball as a marker. Do this for your golfer, others in the group and golfers in other groups. Also, try to think ahead to where you might best be positioned. If your golfer is hitting most shots to the right, try to position yourself down the right side of the fairway.
- From a fore caddie standpoint, there are a number of holes where it makes sense for caddies to each take a side of the fairway. For instance the 4<sup>th</sup>, 7<sup>th</sup>, 11<sup>th</sup> and 12 through 14. The more balls are found, the more quickly your group will finish.
- You need to learn where, when and how to drop one golfer's bag and then attend to the other golfer. This is one of the reasons that carrying doubles can sometimes be more than twice as much work.
- If you need to go to stay with one player, offer clubs to the other player to take with him. If he might hit a six iron from that spot, give him the 4, 5 and 6-iron as well as one of your extra towels to lay the clubs on so grips don't get wet.
- You should rake traps, replace divots and do any general tending to the golf course



(including repairing pitch marks and picking up trash). These are all things that will reflect well on you with the golfer. However, if the golfer offers to do this, let him. You have other things you can do and the golfer may be doing these things to help keep the pace of play.

- This would include letting a golfer carry his bag for some part of the hole. If he or she is willing to do this, don't see this as falling short in your responsibilities – again, this may be offered in order to keep play moving.
- You will move more slowly with a heavy bag than a light one. If a bag is overweight, consult the caddie master about lightening it up by getting rid of extra balls, unneeded umbrellas and other gear that will not be needed. Carry bags are also available if a player shows up with a heavier tour-type bag.
- Maintaining a supply of tees, ball markers, score cards, spare pencils and markers can also contribute to the ability to maintain his or her pace.

## Caddie Basics

There are certain things that are expected and required of all caddies. Offering help in higher value-added tasks like green reading, help with the rules and clubs selection are great if a caddie knows what they are talking about. However, in the rating system we have, the most emphasis is on the basics and unless you do this well, the higher value tasks will count for very little.

### First impressions

- These are always important. Greet your golfer by name, look him in the eye, shake his hand and if you have not met before, introduce yourself.
- Know what type of ball your golfer is playing and if it is marked. If it is not marked, offer a marker so that he can mark it. This is not required under the rules of golf but it is strongly suggested and will generally come in handy once or twice a round.
- Count the clubs in the bag (14 maximum) and ask if he minds if you organize them the way you like. If your player has less than 14 clubs make sure he is aware of that. It could mean a club was left on the driving range or elsewhere. If he thinks he had 14 to start and finishes with 13 clubs, you may be unduly held responsible for a lost club.
- Clean all clubs at the beginning of the round and clean each club after it is played..



### Dress and appearance

- Basic grooming and hygiene is a must
- Tan khaki shorts or pants are required. Cargo shorts are not allowed.
- A white collared shirt is required
- A caddie bib with name tag is required
- A hat is not required but the only hats allowed are Sun Paradise Golf Caddie hats. This means no doo rags.
- No earrings are allowed.
- Dress sensibly. Be aware of the forecast. Make sure your shoes are comfortable and offer adequate support.

### Required by every caddie heading to the first tee

- Divot repair tool
- Tees, pencils, extra scorecards
- Bottle with seed mix
- Wet towel
- USGA Rule Book
- Yardage book or GPS if allowable
- Cell Phones are never allowed on the golf course

### On Course

- Maintain a polite demeanor. The use of "Yes Sir" or "No Ma'am" has a surprising ability to impress. Always introduce yourself by the time you have arrived at the first tee.
- Speak only when spoken to unless it is obvious that the golfer wants to engage in a more sustained conversation. Silence is golden. Golfers are easily distracted.
- Give advice only when asked and if you know the answer. If you don't know, apologize and admit it
  - a golfer will respect an honest answer and give you added credibility when you do offer advice.



- Even if a golfer ASKS, do not critique his or her swing. Leave that to the course pro.
- Always determine the type of ball your player is using and how that ball is marked. Never touch a ball to identify it. Leave that to the golfer.
- Keep pace with your golfer. In fact, you should be at least even with or slightly ahead of your golfer. When you reach the ball, set the bag down about four feet to the ball's right (for a right-handed golfer.) Hold it upright so the golfer may choose his club, and after the club has been chosen move the bag back a few paces to the side and a few paces back so you are not in the golfer's peripheral vision.
- Be sure to stand still when any golfer is hitting or getting ready to hit. When walking, put your hand and/or a towel over the clubs to minimize the sound.
- Always be aware of where your shadow falls. It should never be in the golfer's line of sight. Likewise, it should never be across the line of the shot or over the hole when you are tending a pin.
- Pay attention to every shot your golfer makes. A lost ball is a triple bogie for a caddie.
- On blind holes, tell your golfer you are going ahead to "forecaddie." Quickly move to a point where you can see his or her tee shot land. To do this, you will need to be in a position like the crest of a hill where you can see the initial flight of the ball as well as its landing area. A good caddie knows his or her course well. After positioning the place where ALL of the shots of the foursome have landed (if you're caddying for a member of a foursome,) move to where your player's ball lies and set up for his next shot. This is another time to rest.
- Learn the proper way to hold a pin. Basically, you stand to the side of the cup with the pin still in the cup but not all the way to its bottom. You want to be able to easily remove the pin once your golfer has hit the putt. Make sure you are standing such that your shadow does not fall in the putter's line (path of the ball to the hole). If there is a question of whether or not a golfer wants the pin in the cup while putting, ASK. Simply say, "Would you like the pin, Ma'am (Sir)?" Some golfers use the pin for any putt of 20 feet or more. ALWAYS remove the pin as soon as a putt is struck.
- Have a sand rake in your hand if your player hits a shot into a bunker. As soon as he exits the bunker, rake the trap. Learn how to rake traps from another caddie or a caddie-master (an older caddie who runs a caddie program). If your golfer is in a greenside bunker and will probably hit a shot into the green, have his putter ready so if his shot comes to rest on the green, you can simply hand him the putter. He will then be ready to putt while you rake the trap.



- Stay out of a putter's line. No one wants to putt over a footprint left by a caddie. This can be tricky if there are four balls on a green, all on different sides of the cup, because you don't want to step on any of the other golfer's lines either. Clean your golfer's ball while he or she is waiting to putt. A towel that is wet at one end is a caddie's best tool. After a club is used, clean its club faces as well.
- Understand the layout of the golf course and the best or shortest walking routes. Ask the caddie master or fellow caddies for advice.
- Know all 14 clubs. (Understand the difference between an iron and a fairway wood, a 6 and 9 iron (upside down) and various wedges like sand, pitching and lob. Be sure that you put the right clubs back in to the right bag. At the end of each round, double check to make sure that all is in good order.
- Hand player the club he or she selects. Move at least 3 to 4 paces away. After they hit, wipe down the club.
- Hand your golfer his putter as soon as he has hit the green. The caddie whose golfer has hit the green first should be the one who tends the pin.
- Offer to clean your golfer's golf ball at the green.
- Replace all divots on the fairway but not on the tee blocks if sand is available.
- Never swing the clubs.
- Memorize yardage of each hole and be prepared to give your player a yardage after you have paced them off from sprinkler heads or yardage markers.
- NEVER, never touch a ball that is in play (between tee and before it is holed out) nor allow the ball to touch you
- Be well rested and ready to work hard.
- Check the weather for the day. If you are going early in the morning or late afternoon it will be a lot cooler than the expected high for the day, therefore dress accordingly.
- Sun screen. Remember you are going to be outside in the sun for four hours plus. Don't forget the back of the neck!
- Food is important. You will be carrying one or two bags about 4 miles so make sure you have eaten before and have some healthy snacks.
- Drink as much water as possible on the course. Don't let yourself get dehydrated.
- When you are assigned a player, it is important to already be organized and ready to go. Find out your golfer's name and how to pronounce the name. Determine where you should meet your golfer and where to pick up his or her golf bag. You may be asked to pick up the golf bag at the bag storage or bag drop-off area. Understand where these areas are.



- Identify your player's golf bag by examining the name on the tag. Count the number of clubs (maximum 14); remember the brand (name on the clubs - Taylor Made, Callaway etc.). Ask your golfer if it is ok to rack the clubs or put them in order. When racking clubs, woods and putter go on top, 1-6 irons in the middle of the bag and 7 iron and wedges on the bottom.
- Check for other accessories like an umbrella, towel etc. Check to make sure that the zippered pockets are closed. Pick up the bag and see how it hangs. If it carries too high or low then adjust the strap.
- When you walk with the bag over your shoulder make sure you place a hand on the end of the clubs. This will stop them from shaking which distracts your golfer and can bang up the clubs.
- At the conclusion of the last hole, count the clubs in your player's bag, making sure none of them have been lost on the course. Wipe them with your wet towel at the bag rack. Replace the head covers on the woods. Ask your player what he or she would like done with the clubs. They will probably ask you to return them to the club storage area or bag pickup. If they are returning them to their car, offer to bring them over for them.
- Do not go in to a golfers golf bag unless he asks you to do so.
- After you have cleaned, counted the clubs and returned them to the appropriate area as identified by your golfer and thank your golfer for the opportunity. They should pay you right away with cash or with a chit which you can redeem with the caddie master. If your golfer does not pay you immediately, notify the caddie master and he will address this with the golfer. If you borrowed towels from the club make sure you return them to the proper area. Any garbage of yours or your golfer should be put in the garbage or recycle bins.
- Always help your fellow caddie. They will help you in return and it will be better for all concerned and make things go more smoothly and quickly.



## Caddie Signals

Fore caddying is a very important part of the job and your golfer wants to know where his ball is. As much as possible, use these signals to let them know the status of their shot:

- Safe – like a safe signal coming in to home plate. Your ball is okay and I see it.
- Don't know – two hands above head pointing in general direction of where the ball went. This lets your golfer know you don't have an exact spot on the ball and allows them to maybe play a provisional ball if they think it is appropriate.
- Out-of-bounds – Point upwards in direction of the out-of-bounds. Use this signal even if you are not 100% sure the ball is out so that the golfer can hit a provisional ball
- In the hazard – Hold arm up but point down towards the ground

## Rules of Golf

In the end, a golfer is responsible for all aspects of his or her score. They are the one who will decide strategy on a hole, what clubs to hit and how they read a putt. However, technically, according to the Rules of Golf, a caddie is considered a member of that golfer's team. Therefore, the caddie is responsible for things as well and this includes a working knowledge of the rules of golf. A penalty against the caddie is a penalty against the golfer.

A good caddie will familiarize himself with the rules of golf. Regardless, there are a number of key things a caddie should know and do to make sure they don't negatively impact their golfer. If you want to better understand the rules, the first and most important step is to study the definitions. The most important rules to understand are as follows:

- Number of Clubs (Rule 4) – count the number of clubs on the first tee. Anything more than 14 clubs will result in a penalty.
  - Match Play – loss of hole up to maximum of two holes
  - Stroke Play – 2 strokes per hole maximum of four strokes
- Never touch a moving ball (Rule 19-2) – There is not penalty if a player's ball hits an opponent or their caddie (rule 19-3). However, if a player's ball hits a partner or his own caddie, there is a penalty. This means making sure that you stay out of the way of struck balls at all costs. Make sure that if you are fore caddying, that you are in a position to see the tee shot but be ready to move if necessary. This also means moving bags because if a ball strikes the bag, it is a penalty.
  - Match Play – One stroke (used to be loss of hole)
  - Stroke Play – One Stroke

- Indicating Line of Play On and Off the Green (Rule 8-2) – If a player is trying to figure out where to hit a ball when they are off the green, you can give them the line but need to move out of the way. You can't leave clubs or towels in the spot as an indicator. On the green, you cannot touch the green to indicate the line of the putt.
  - Match Play – loss of hole
  - Stroke Play – 2 strokes
- Be sure to pull the pin when tending as soon as the ball is struck (Rule 17-3) – If the ball hits the flagstick when the pin is tended it is a penalty. As soon as a putt is struck, you should pull the pin and move out of the way as quickly as possible. The same penalties apply if a golfer hits a putt on the green that hits the flagstick if the pin is unattended.
  - Match Play – loss of hole
  - Stroke Play – 2 strokes and ball is played as it lies
- Don't give advice (Rule 8-1) – Even for your own golfer, don't give advice unless asked. However for an opponent, giving advice is a penalty. It is also a penalty if they ask for advice – even something as simple as asking what club was hit. It is OK to give a yardage or indicate that there is a trap to the left or water in front of the green because these are factual statements. But saying “it plays about 2 clubs more than the yardage” or “you want to keep it left here” will result in a penalty.
  - Match Play – loss of hole
  - Stroke Play – 2 strokes
- Fix pitch marks on the green but not spike marks (Rule 1-2) – Spike marks should be fixed when leaving the green but fixing anything other than a pitch mark before all golfers are done putting can be construed to be improving the line of play
  - Match Play – Loss of hole
  - Stroke Play – 2 strokes
- Unplayable ball (Rule 28) – This is a one stroke penalty. There are three options: 1) go back to where the last shot was hit, 2) go back as far as you like on a line drawn from the hole through the ball or 3) drop within two club lengths of the ball.
- Loose impediments (Rule 23) – You can move loose impediments except in a bunker or hazard. A caddie should always leave this to the golfer to do.
  - Match Play – loss of hole
  - Stroke Play – 2 strokes
- Out-of-Bounds (Rule 27) – If a caddie believes a ball has been hit out of bounds, he should indicate this to the golfer so he or she might hit a provisional ball. A ball is out if 100% of the ball is out – if any part of the ball touches or lies on the out-of-bounds line, the ball is in. The penalty for Out-of-Bounds is “stroke and distance” meaning that the golfer should go back to where that

ball was struck, take a one shot penalty and hit again. This is a rule that probably most often violated when a golfer says "Oh, I'll just drop one here" or people who will play from out of bounds. This might be understandable in a friendly match to keep things moving. In a tournament like club championship or a member/guest, this is a problem because people need to "protect the field".

- Obstructions (Rule 24) – This is a place where a knowledge of the definitions is key. Movable obstructions can be moved (a trash can, bench, etc.) If a ball sits on or in a movable obstruction, the ball is picked up, the obstruction is removed and the ball is placed without penalty. An immovable obstruction would be something like a water cooler or a junction box for the irrigation system. In this case, you get one club length from the nearest point of relief no closer to the hole but you don't have to have line of sight to the hole. Stakes, walls or fences that define the out-of-bounds are not considered immovable obstructions. You can proceed under the rules for an unplayable lie in this instance.
- Agreement to Waive the rules (Rule 1-3) – an agreement by golfers to waive the rules is a serious violation. All involved are immediately disqualified.
- Water Hazards (Rule 26) – A water hazard is indicated by yellow stakes or a yellow line. Anything within the stakes or line is considered to be part of the hazard. The ball can be played from the hazard without penalty but you cannot ground your club (Rule 13-4). There is a one stroke penalty if you decide to take a drop and you have three options. 1) You can drop within two club lengths of where the ball entered the hazard no nearer the hole, 2) you can go back to where you hit the last shot or 3) you can go back as far as you like from where the ball entered the hazard along the line of that spot and the pin.
- Lost Ball (Rule 25) – A ball is deemed to be lost if it cannot be found within 5 minutes of the beginning of a search. There are instances when a golfer can declare a ball lost. The other thing that can happen is if a player plays a ball from beyond where the original ball was thought to have come to rest, then that original ball is deemed to be lost. Penalty for a lost ball is stroke & distance
  - take your one shot penalty and go back to where you hit your last shot.
- Embedded Ball (Rule 25-2) – A ball embedded in its own pitch mark "through the green" which means fairway or tightly mown area can be lifted, cleaned and dropped (not placed) without penalty.
- Playing the wrong ball (Rule 15-3) – If a player plays the wrong ball, he loses the hole in match play. In stroke play, it is a two stroke penalty but the error needs to be corrected before teeing off on the next hole or you're disqualified.



## Learn to Read the Green - By Greg Norman

A good putting stroke is only half of what you need to become a good putter. The other side is artistic -- reading the green. Good green reading comes with experience. After hitting enough putts over enough different types of terrain and grass, you develop a sixth sense of how the ball will roll. As you walk onto a green, whether you realize it or not, you take in all sorts of subtle information.

If the green appears light, you know you're putting against the grain; if it's dark you're down grain. If the green is set on a high area of the course and you feel a breeze as you step onto it, you sense that the putt will be fast. Even if you don't look closely at the surrounding terrain, you are aware of any major slope in the land.

Without having to tell yourself, you know which the low side of the green is and which the high is. If the putting surface is hard and crusty under foot, you receive one message; if it's soft and spongy you get another. Experience with many, many putts allows you to run this data through your mind before you even mark your ball.

The most elusive aspect of green reading has to do with the grain. Grain refers to the direction in which the blades of grass grow. The light/dark appearance is one way to read it. Another method you can use is to take your putter blade and scrape it across a patch of fringe. If the blades of grass brush up, you're scraping against the grain. If they mat down, you're scraping with it. (Incidentally, be sure to do this scraping on the fringe. On the greens, it's against Rule 35.)

A third method is to take a look at the cup. Often, the blades of grass will grow over the edge of the cup in the direction in which the grain moves. Grain usually grows toward water, especially toward the ocean, and in the West it's apt to lean toward the mountains. If you're not near any such topography, figure on the grain growing in the direction of the setting sun.

Grain is strongest on bermuda grass, where short, crew-cut-like blades tend to push the ball strongly. Although each putt on each green is different, as a general rule you can figure on stroking the ball about 20 percent harder than usual on a putt that's dead into the grain and about 20 percent less on a down grain putt.

When the ball breaks with the grain, read-in extra "borrow." When the slope is against the grain, play for less break. These effects are less marked on the long-stemmed bent and other strains of grass, but they are present nonetheless. The break of your putt will also be affected by the firmness of a green, the wetness/dryness, the amount of wind you're facing, and even the time of day. In general, any time you have to hit the ball hard, you play for less break.



---

Another way of reading the break on a green is to watch the way other players' putts behave. I'm all for "going to school," but with one caveat: Allow for any difference between your own playing style and those of your fellow players. If, for instance, your friend is a lagger and you're a charger, don't play as much break as he does.

Finally, if I have one hard and fast rule in putting, it's this: Never hit the ball until you have a good vision of the path on which it will roll. Sometimes we all know those golden moments -- the vision will come to you immediately. You'll "see" the perfect putt the minute you step up to it, and more often than not, you'll sink it just as you saw it.

Other times, it will take much longer to get a picture of the putt, and even then you won't be comfortable. But don't make your stroke until you have the best read you can get. You have to believe in your line if you want to have a good chance of sinking any putt. When the putt has lots of break in it, be sure to visualize the entire path that the ball will take, particularly the last part as it drops.

And if it must come in from one side, visualize that moment in particular. Keep in mind that every cup has sort of a gate or doorway. On straight putts the doorway faces directly parallel to the blade of your putter. On putts that break, however, you have to mentally reposition that doorway -- slide it a bit clockwise or counterclockwise around the cup to allow for the sidewinding approach of the ball.

I'm a confirmed "spot putter," which means that once I have the path of the ideal putt visualized, I pick out a point at the crest of the break and orient my eyes, my putter blade and my mind toward that point rather than at the hole. After all, if my read is correct, and if I hit that spot with the correct speed, the rest of the putt will take care of itself.

So search for those spots and discolorations in the green that you can use to discipline your aim on putts. This practice also teaches you to ensure that the line of your putt is a smooth one, free of twigs, debris, and particularly ball marks. (Ball marks, by the way, are a "hot button" with me. I often repair two or three of them on a green, and I can't understand why every player can't take care of his own. In fact, I once went so far as to suggest that players be fined for failing to repair their ball marks.)

Once you have the line in mind, ingrain it by continuing to visualize the ideal path of the putt. Ingrain the feel for distance too, as you take your practice strokes. Don't just flip the putter back and forth. Stroke an imaginary ball with exactly the force you plan to impart on your putt.

Distance is by far the most important consideration on putts of 20 feet or more. Hit the ball the correct length, and even if you misjudge your direction you'll rarely finish more than a foot or two from the hole. Keep in mind, however, that "proper length" for an aggressive putter means striking the ball with enough



---

force to rattle it into the cup.

The only way to get a touch for distance is to practice. Someday, spend 15 minutes hitting the same 50-foot putt, and at the end of that session you'll be able to hit it consistently to within a couple of feet of the hole. It's just a matter of training your hand and arm muscles to respond to what your eye sees, then refining that ability through repetition.

Long-putt practice always gives me sort of a general sense of feel. For a more refined touch, I like to work on the fast downhills, particularly those with some break in them. These are without question the hardest putts. Usually, I'll hit them off the toe of the putter. This deadens the hit a bit while still allowing me to make a normal stroke.

I practice uphill putts when I want to work on the mechanics of my stroke. Whereas on a downhiller, you simply want to get the ball moving on the proper line with the proper pace, on the uphill you have to make it go. If you want to be successful when putting up a steep slope, you must keep your head down and steady, keep the putterhead low going back, and accelerate through the ball -- all hallmarks of a good stroke.

Another great way to practice your stroke is to hit putts first using only your left hand, and then only your right. You can "teach" each of the hands the proper feel much more easily when you work with them one at a time.



## Handicaps

Handicaps for the golfer and the golf course are important. They allow players of different levels to have matches with each other. Below is a summary of how each works

### Handicapping the Golfer

Sun Paradise Golf prides itself on every member posting every score for every round of golf that they play. Handicaps are a percentage (85%) on the best 10 of the last 20 rounds played. The theory is that when you are playing well, this is the score that you are capable of shooting. Some clubs or other parts of the country may only post tournament scores or stroke play (as opposed to match play scores). There are different rationales for doing this. In match play events, putts may be often given or conceded. Similarly, if a competitor's partner has already won or halved a hole, then his or her putt may not mean anything and they might pick up to facilitate the pace of play.

Likewise, sometimes a player may pick up before even reaching the green if they are out of that hole. None the less, the USGA does have a prescribed methodology based upon a player's posted handicap as to what score they should take in such a situation. The general convention at Sun Paradise Golf is that if a player is on the green and that putt does not impact the match, within a certain distance, they will 'take' that putt but beyond a certain distance, they will "take a pass at it" in order to be able to post a legitimate score. Sun Paradise Golf believes that if everybody is playing the best they can in a match or stroke play situation, which is presumably always going to be the case, then all scores should count and be posted.

More information about the exact methodology for how handicaps are calculated can be found on the USGA website. <http://www.usga.org/Handicapping.aspx?id=7792>

### Handicapping the Golf Course

Every scorecard at every golf course will note the handicap of each hole. One common misconception is that the #1 handicap hole is the toughest hole on the course. This tends to be true but it is not always the case. In fact, the handicap of a hole refers to the spread between how the low handicap and high handicap player will score on that particular hole.

A club will from time-to-time, collect scores for varying levels of player and track how different groups score on each hole. It is important that this sort of analysis be performed whenever there are significant changes to a golf course such as the introduction of new tee boxes or traps. While there is a prescribed methodology by the USGA as to how hole handicaps are determined, there is some flexibility in terms of how a committee can decide upon the handicap for each hole.



---

Hole handicaps are important in match play where strokes are given because they are typically given in order of handicap. So for instance, if a three handicap is playing an eight handicap, he would give him five strokes and those strokes would fall on the five highest handicap holes. In the case of Sun Paradise Golf, this would be holes 7, 11, 4, 13 and 1.

You might also note that the front nine will be the odd numbered handicap holes and the back nine the even numbered handicap holes (it can be the opposite at other courses). The reason for this is that it generally precludes a number of strokes being granted in succession. If this were to happen, it has the potential to swing the momentum in a match.

The description of each Sun Paradise Golf hole that follows details the handicap for each hole.



## The Golf Course

### Hole #1

Men's Par	4	Black	435	Blue	420	Men's Handicap	5
Women's Par	5	Green	410	Red	397	Women's Handicap	5

Number one doglegs left around a large bunker located some 235 yards from the tee, with a carry of 250 yards needed to clear it from the back tee. The fairway then slopes down gently before rising more sharply in front of an elevated green that is flanked on the right and left by large, deep bunkers. The green slopes from back to front, which can be a factor for the aggressive golfer who is long with his approach – this is not a green you want to be over because there is not a lot of room behind and it is usually a tough chip coming back. The first plays fairly tough and the green is elevated has the effect of lengthening the hole beyond its 435 yards. Toughest hole locations are in the front and right. This green can run very fast at times and when this is the case you want to be below the hole on your approach.

Player A	The long hitter can carry the trap and be left with a short iron in. However, it is possible to hit through the fairway, hook the ball on to the range out of bounds or hit a poor shot in to the trap. This is a high risk/reward shot and the prevailing wind can be a factor in deciding what to do.
Player B	The best play is to the right of the trap. You will be left with 180 to 200 yards slightly uphill but you give yourself a chance to hit the green in two. A second shot short in front still leaves a decent opportunity for an up and down but take a look at which side of the fairway would you want to come in from
Player C	You might get there in two but a shot down the middle, second over the trap and a short iron on the green is your best chance at par here.



---

## Hole #2

---

Men's Par	3	Black	210	Blue	195	Men's Handicap	17
Women's Par	3	Green	160	Red	160	Women's Handicap	15

A strong opening par three at 210-yards from the tips. The green itself is relatively flat by Tillinghast standards, and is one of the largest on the course. But another characteristic of Tillinghast's defense of his greens is encountered for the first time at number two: a green running away from the player. The hole plays somewhat easier than the yardage because it's downhill from the tee and the green is big and fairly smooth but considerations of the wind and whether the ground is soft or running and pin placement are key considerations. Premium hole locations at the second are in the front and back left.

Player A	Depending upon the conditions, from the tips players might hit as little as a 7 iron all the way up to a hybrid or rescue club. Unless the pin is tucked back left, the better player will try to hit a shot that will run up to the hole.
Player B	You are going to hit anything from a mid-iron to a fairway wood and center of the green is usually a good play
Player C	Probably hitting a long iron up to a driver. It is better to hit a ball short and in front than right or left in to the traps. Short-siding yourself is not good but you may also be left with a long sand shot which is no picnic either.



## The Golf Course

### Hole #3

Men's Par	4	Black	379	Blue	366	Men's Handicap	13
Women's Par	4	Green	340	Red	270	Women's Handicap	13

At 379 yards, a short par four that will be receiving well-lofted high irons onto its sharply contoured putting surface. But the emphasis is on accuracy: out of bounds runs the length of the left side and golfers too far right will be coming out of rough with a side hill lie, an awkward angle and contending with a deep bunker that guards the right flank of the green. Another deep sand-filled crater imperils the left side. The green itself slopes from back to front and is fairly narrow so the hole is made more difficult because second shots are often struck off a side hill upslope. A hole location on the front right is most difficult. This green can run very fast at times and when this is the case you want to be below the hole on your approach.

Player A	A fairly easy driving hole. Everything will slope to the left. Generally aim middle, let the ball roll left and give yourself a less of a sidehill lie. The second shot is generally easier from the left side but avoid the rough and tree limbs left. Keep your approach below the hole.
Player B	Definitely reachable with a good drive and middle to long iron. Don't get too aggressive on your second shot if you can't get there. Much better to lay up to a relatively flat area 30 to 75 yards in front of the green and give yourself a decent chance for an up and down par.
Player C	A drive to the flat, a good middle to long iron to 30 to 75 yards in front of the green and a good chip are the best chance at par here.



---

## Hole #4

---

Men's Par	4	Black	469	Blue	440	Men's Handicap	3
Women's Par	5	Green	420	Red	406	Women's Handicap	11

Four is a long challenging par four that requires a good drive to have any chance at par. On the left lurks out of bounds, on the right, trees and dense rough. Bunkers guard the green front left and right. Behind and to the left of the green, a steep slope plunges away to a spot 10 feet below the putting surface. The hole starts on a tee that sits among trees, creating a slight chute and the landing area is blind but fairly generous. The fairway begins a gentle down slope 220 yards from the tee and continues its gradual descent all the way to a very severe green with a large ridge on the left side. Premium hole locations are in the front, and in the back left and most people say this is one of the toughest greens to read on the course.

Player A	Another good driving hole with middle to left preferred. The trees and rough make hitting this hole in two, tough. But you need to avoid OB left. A good middle to long iron to hit this green in regulation. Unless it is very wet, shots 5 to 10 yards in front of the green tend to roll up and on. This can be a tough green to hold so hitting the right shot is key to holding it.
Player B	Reachable with a good drive and a long iron up to a fairway wood. If you can't get there, a lay-up somewhere in front to the right is generally preferred, even if the pin is right.
Player C	A tough, long par 4 that can play like a par 5, particularly if the wind is against. Maybe reachable with two phenomenal shots, definitely with three good ones. Play middle to left on your drive but come in from the center to right on your third if that's the plan.



## The Golf Course

### Hole #5

Men's Par	3	Black	195	Blue	173	Men's Handicap	15
Women's Par	3	Green	147	Red	130	Women's Handicap	17

A good downhill par three measuring 195 yards on the card, but usually playing shorter unless the breeze is right at you. Club selection is the ticket and in the back, a steep bank falls off to a large bunker. Where you miss the green counts – short or short right is not bad but anything else is generally a tough up & down.

Player A	Generally makes sense to aim at the center of the green and if you can, work the ball towards the pin. But make sure you hit the green, up and down from these traps can be tough.
Player B	Center of the green is the play, don't even look at the pin. Give yourself a shot at birdie but make sure you get your 2-putt par
Player C	Hit to the center of the green or to the center/right front for a good shot at an up & down par.

### Hole #6

Men's Par	4	Black	401	Blue	380	Men's Handicap	7
Women's Par	4	Green	347	Red	305	Women's Handicap	9

The tee shot at the sixth plays uphill and needs to be delicately positioned, for the hole swings gradually but increasingly to the left before culminating at a sloping and very tightly bunkered green. The hole is neither overly long nor severely penal. Drives can be hooked into the left tree line or pushed straight into the right trees but in this case any second shot should be back in to the fairway. A severe back to front sloping green that has an entrance pinched by a bunker front left and a large one running the length of the green on the right. A third bunker menaces to the left rear. Long is "dead". Hole locations on the right side are most difficult.



Player A	There are options here. If you can move the ball right to left, aim down the center of the fairway and work it. The straight hitter can take it at the spot where the fairway and rough are cut up the left side. Rarely does a shot that tries to carry the trees on the left work. Your second shot plays slightly up hill and usually requires $\frac{1}{2}$ to 1 more club than the yardage indicates. Missing short is better than missing right or left.
Player B	A good drive to center of the fairway at the top of the hill will leave a good long iron in. If you are not comfortable trying to hit this well-guarded green, hit to the front/right and give yourself options for a good up & down.
Player C	Like #4, this hole can play long and might be reachable in two but players should think about the best way to get there in three. Fairways are good and playing shots that give you the best shot to keep the ball in play are the best chance at hitting this green in three to get your par.



## The Golf Course

### Hole #7

Men's Par	5	Black	610	Blue	588	Men's Handicap	1
Women's Par	5	Green	510	Red	490	Women's Handicap	1

Considered by many to be the 'signature' hole, this is the first five-par at Sun Paradise Golf. It offers a bit of everything: dogleg, sand, water, side hill/downhill lies, and it's got 610 yards of real estate on which to present all of this drama. The layout: dogleg right around a stand of trees with a corner that is 300 yards from the tee. Then the fairway begins a long march downward to flatlands. The Rooster River cuts a straight path across the fairway at the bottom, and finally there is the green – smallish and rather sand-bound.

Player	A For the long-hitter, this hole can play easier when it is all the way back. The up tees are further to the right and give you less opportunity to carry the corner. You have to pay attention to the wind and be very confident that you can carry the corner – shots in the trees right are almost always a punch-out back in to play. The alternative is a good drive down the middle, maybe slightly left that will carry down to the right. The mistake many make here is to not hit far enough left. When your drive bounds to the right – you are blocked out from making a full second shot. If you have a clear second shot, anything that will leave you 10 to 30 short of the end of the fairway will work. Anything longer tempts the rough and the Rooster River. Short gives you a downhill lie. Most people prefer to come in from the center/left on their approach.
Player B	Left, even short left, is the play. By keeping far enough back, you give yourself a second shot either down the hill or to the top of the hill. A good drive is key to scoring on this hole.
Player C	A very tough hole – the #1 handicap. Keep it left off the tee and move toward center/left as you look to set up your approach shot.



## The Golf Course

### Hole #8

Men's Par	5	Black	463	Blue	448	Men's Handicap	9
Women's Par	5	Green	394	Red	361	Women's Handicap	3

Tillinghast believed that a golf course had to flow harmoniously from one hole to the next, and the relationship of seven and eight – in spite of the fact that they are both par fives – more than demonstrates his philosophy. After the lengthy confrontation at seven, at the 463 yard eighth the golfer is facing what seems to be an innocent looking hole. But the tee shot plays into a sharp upslope that will unlikely get any roll leaving a fairly severe uphill lie. The golfer who elects to go for the green with his blind second shot takes the risk of getting beyond the hole or to the right of a tiny, elevated green ringed by deep bunkers, which is extremely slick from back to front and right to left. Hole locations in the front and to the right are severe.

Player A	Get a peek at this pin if you can when coming down #7. A good drive can set you up with a decent opportunity to hit this green in two. This is generally a pretty good risk/reward shot as up & down from the traps is not all that bad. Long is not good though.
Player B	A good drive down the middle or slightly left leave a mid-iron or long iron to a good lay-up spot in front of the green.
Player C	Play this hole like Player B – look to be over the hill in two and you will have a short to mid-iron in.



## The Golf Course

### Hole #9

Men's Par	4	Black	396	Blue	361	Men's Handicap	11
Women's Par	4	Green	345	Red	319	Women's Handicap	7

This hole will yield its share of birdies – and extract its share of bogies. Players should finesse the ball slightly to the left side from a tee situated well above the fairway, which is 30 yards wide in the landing zone. From there it will be a pitch across the Rooster River to a dime-sized green that is flanked by bunkers and a large tree to the right which must be avoided. Premium hole locations are in the back right and front left.

Player A	Depending on your length and the wind, a good spot to hit a nice long iron, fairway wood or driver with a bit of a draw. Center to the left side of the fairway avoids the big tree to the front/right of the green.
Player B	You will likely hit driver and try to keep it down the middle to leave yourself a short to mid-iron to this green.
Player C	A good drive here will leave you with options. You will likely have middle to long-iron in but you need to make sure you carry the Rooster River. If you are not comfortable, lay up to the middle or left. But really look at where you lay-up. The fairway drops off in front of the river and you need to decide if you want to be closer and tempting the rough or back a bit in the fairway. Most people will want to avoid the awkward downhill approach shot.



---

## Hole #10

---

Men's Par	3	Black	135	Blue	125	Men's Handicap	18
Women's Par	3	Green	125	Red	113	Women's Handicap	18

Only 135 yards but the hole is exemplary of Tillinghast's greenside defenses. From the tee, the golfer is confronted with a narrow target. The green sits above substantial bunkers that flank it left and right. These bunkers are designed to collect shots that err slightly – like those that kick off the side of the green – or, especially on the right, those that waver substantially off course because of the presence of mounds that will thrust the offending shot into the sand from the other direction. Being long isn't the alternative of choice, either.

Player A	A wedge or 9-iron to the center of the green and maybe work the ball towards the pin. You Definitely want to hit this green as up & down is fairly tough.
Player B	A short iron to the center of the green is the play
Player C	A short to mid-iron to the center of the green is your best shot at par



## The Golf Course

### Hole #11

Men's Par	5	Black	525	Blue	514	Men's Handicap	2
Women's Par	5	Green	455	Red	455	Women's Handicap	2

Eleven rolls uphill for its first several hundred yards, crests, adjusts course slightly to the left and then takes off downhill on a straight line for the green. Out of bounds on the left and trees on the right. A good tee shot in the fairway is important here. The golfer can hammer away on his second shot. The green, however, slopes strongly to the left so many prefer to come in from the middle or left side of the fairway. Putts – especially when the hole is front and right – are severe.

Player A	A big drive down the middle might give you a look at hitting this green in two, especially if you have a helping wind. This green slopes right to left which you need to account for on your approach. A lot of players like coming in from the left side of the fairway and to use this slope to their advantage.
Player B	You can hit your drive almost anywhere and have a decent second shot to set up your approach – but don't miss out-of-bounds left. One local trick is to play down the right side of the fairway and use the slope to kick your ball back to the middle and get a bit of roll as well. A second shot down the center to left side of the fairway lets you use the right/left slope of the green to your advantage.
Player C	A strong par 5 and reachable in three. However, if you need to lay-up, give yourself a good full shot in to this green. Given the slope of this green, a 20 to 50 yard shot can be a delicate undertaking and a shot that many people find somewhat challenging.



## Hole #12

Men's Par	4	Black	412	Blue	392	Men's Handicap	14
Women's Par	4	Green	327	Red	327	Women's Handicap	16

Generally considered a “straightforward” par four. It plays downhill for the first 290 yards until it plunges off a ridge before finishing out the last 90 yards on a level approach to the green. A menacing, but level, bunker right. The putting surface itself is the largest on the course and can yield very long putts. Holes cut in the back right are the hardest.

Player A	Big hitters who can carry the hill have a big advantage here but you have to make sure you have the accuracy to hit this shot. You can be blocked out by trees left, you have the trap and gnarly downhill lies if you miss right. Low shots in to this green have a tendency to run.
Player B	A good drive down the middle leave you with a mid to long iron in. As always, don't short side yourself so don't get too aggressive on your approach but these traps are not too tough to get out of if you have a shot.
Player C	Right down the middle is all you need to do for any shot you hit.



## The Golf Course

### Hole #13

Men's Par	4	Black	372	Blue	353	Men's Handicap	4
Women's Par	4	Green	312	Red	312	Women's Handicap	4

Thirteen runs parallel to twelve and there the similarity stops. While twelve plays downhill, its neighbor turns around and goes straight up for 372 yards. While the twelfth green is “puttable”, thirteen can be one of the toughest greens. Because of the uphill, generally the view of the pin is obscured so it is usually a good idea to take a look at this pin when coming down #12. One of the toughest putting holes on the course, above the hole is rarely ever good. A common mistake when trying to putt from in front of the green is to hit the putt hard enough up in to the slope.

Player A	Hit a good drive, hit the fairway. You will be left with a decent mid iron in. Usually this hole plays 15 to 20 yards longer than the yardage due to the uphill. Keep your approach below the hole.
Player B	A good drive in the fairway and mid to long iron gives you a good shot at par
Player C	A good drive and maybe a long iron up to fairway wood.



## Hole #14

Men's Par	4	Black	416	Blue	408	Men's Handicap	6
Women's Par	5	Green	405	Red	400	Women's Handicap	12

The downhill fairway at fourteen is tight enough to demand the golfer's concentration, but sufficiently open and downhill to invite a good, long drive. Right is "dead" and a good drive will give the opportunity to play relatively high iron shots into one of Tillinghast's less severe greens, but bunkered left and right. The area fronting the green is wide open, but a tree line and the river close in from behind, and must be avoided.

Player A	Most guys can hit driver here but long hitters might want to think about three wood (or less). Center to left is preferable. In fact, shots in the left rough will often leave you with a chance to hit the green. Right is usually not good. If you're faced with a dicey second shot, keep in mind that there is water at the bottom of the hill. It is only about 2 feet wide but it tends to gather bad shots.
Player B	A good drive center or center/left will leave a mid to long-iron in.
Player C	You may be faced with a decision here. Does it make sense to try to carry the hill on your second shot, with water down at the bottom or should you lay up to the end of the fairway. Most people would probably lay-up given the risk/return.



## The Golf Course

### Hole #15

Men's Par	3	Black	138	Blue	131	Men's Handicap	16
Women's Par	3	Green	131	Red	120	Women's Handicap	14

A picturesque pond sets up the fifteenth tee. The green, elevated relative to the tee, awaits 138 yards away. There's not a good place to miss the green so center of the green is never a bad play. None of the bunkers are particularly inviting, as they bottom out well below the level of the putting surface, forcing a well-lofted explosion in order to recover. Behind the green, the terrain runs away. That leaves the front, where many a ball comes to rest, as there is a tendency to underclub on this hole. Any recovery will be to one of Tillinghast's "collecting" greens that slope away from the shot. Premium hole locations are front and back right.

Player A	Knowing pin placement is really key here. Pins especially on the right side are very hard to judge. As always, center of the green and working the ball back to the hole is not a bad strategy.
Player B	A short iron to the middle is a good play. It is really important to hit this green as up & down from anywhere except right in front is very tough.
Player C	A short to middle iron to the center of the green is usually the best play.



## Hole #16

Men's Par	4	Black	335	Blue	315	Men's Handicap	12
Women's Par	4	Green	315	Red	288	Women's Handicap	10

A short par four but it's the type of short hole that can bite back, and its roller coaster green can generate a few thrills and spills. From the tee, the fairway rises and bends to the right around a large stand of trees and two deep bunkers. Right is where you don't want to miss it. From the left the green opens up, but the tee shot must be placed short of another deep bunker on the left. The green slopes steeply from back to front, making holes cut in the front the toughest.

Player A	The long hitter can carry the traps on the right. The trap through the green is reachable for a lot of people so deciding upon ball flight and club are really key. Try to take notice of this pin when coming down #14. Above the hole is not recommended.
Player B	A good drive to the left of the traps on the right leaves a short iron to below the hole
Player C	Definitely reachable in two with a good drive and a short to middle iron.



## The Golf Course

### Hole #17

Men's Par	4	Black	413	Blue	396	Men's Handicap	8
Women's Par	4	Green	354	Red	351	Women's Handicap	8

The fairway sits below the teeing ground, but is level and without the sidehill lies that can be found with such frequency elsewhere. A large bunker cuts in from the right to pinch the landing area. The green area is one of character – combining slickness, mounds and bunkers to mount a formidable defense. Once again, trees press close to the rear of the green and an overly-bold shot here may be unplayable.

Player A	The tee box tends to aim you right. Drives aimed at what feels like the center of the fairway seems to end up left. Aiming at the left side of the trap on the right is a pretty good line. Pay special attention on your second shot. The prevailing wind is normally helping and this green does not accept low running shots well. Even for back pin placements, shots to the front of the green are generally best.
Player B	Aim for the right side of the fairway and have middle to long iron left. The right side of the green is more accepting of shots and tends to break back to the left. However be careful, the trap to the right does tend to gather bad shots
Player C	The wind usually helps here and a good drive and long iron up to fairway wood will get you there in two.



## Hole #18

Men's Par	4	Black	407	Blue	397	Men's Handicap	10
Women's Par	4	Green	344	Red	344	Women's Handicap	6

Eighteen is a tight-driving par four hole from a tee set low among trees, the golfer's sightline runs straight on to Sun Paradise Golf's classic white clubhouse. First there is the tight driving area, with rough to the left and a long bunker and trees to the right. Hitting the fairway is a must as the hole plays slightly uphill and longer than its measured length. Four bunkers surround the green right and left. The green is sloped from back to front and left to right – so severely in the back and front left hole locations are severe.

Player A	A good draw drive down the right side works here. There is a trap right you want to avoid but center to the left side of the fairway is a good place to approach from. Shots need to be to the green. Despite a wide open front, there is a fairly severe slope in to the green which tends to kill shots or make a runner hard to judge.
Player B	Middle of the fairway and a good long iron will set up a potential birdie putt.
Player C	A good drive and long iron up to fairway wood may get you there. If not, lay up as close as you like because this is a green that you can chip into fairly easily.