



May 27th, 2018

Sussex Golf & Curling Club

General Thoughts

- The strongest feature at Sussex is the setting. The course is laid out over great terrain and surrounded by wonderful views. Tree removal will be required to maintain these views and it should be done to showcase more of the rolling landscape
- Remove the trees immediately around the tees that prevent players from working the ball in either direction. This creates problems for playability and creates wear issues when all players want to use the same side of a tee
- I like the addition of the fescue, but I would recommend that you always think of it as an accent and not a source of strategy. I would suggest the club remove any controversial areas to avoid frustrating players
- In general almost every tee will eventually require levelling or rebuilding, so I have concentrated my comments to the tees that need more immediate attention
- I'm a strong believer that all holes for all players should be the same par and that every tee should be rated for all players. The intention of tees is to allow players to select the appropriate challenge for them
- Back tees should not only be the longest, but also have the most challenging angle. Each tee forward should provide that player with a better angle than the further back tee. The front tee should have the easiest angle for play.
- Every cart path should end by curling away from the fairway, so that carts will never enter at the end of the path. By doing this, they will enter at random points along the radius of the path, which will help spread wear
- Tee to green paths should only be built when there are no other options. It's better to add fairway and rough drainage because that will lead to healthier turfgrass
- When draining clay, use tighter spacing for drainage and backfill every line with sand right up to the surface. Don't sod over the sand, but instead allow the fairways to grow in and over the sand, which will draw in the surface water
- A bunker renovation should be the top priority because the bunkers are in poor condition and offer limited visual and strategic impact
- I recommend limiting the number of bunkers to keep the cost of construction and maintenance down. I would recommend building bunkers with flat sand bottoms with steep grass faced banks to minimize the maintenance and eliminate all washouts
- Ideally we should be looking at green rebuilding to make the holes a lot more playable, but economically I have made my recommendations "assuming" that every green will remain in the near term. If the economics allow for the opportunity, I would recommend rebuilding the 5th, 9th, 11th, 13th and 17th
- Since the greens are so challenging, I suggest adding an extensive amount of short turf around greens for playability. This will allow players to flop, chip or even put back onto the greens. The higher handicap players will benefit the most, since they will play their most comfortable choice. This will help make the game more fun for them

Ian Andrew Golf Design Inc.

47 Dufferin Avenue, Brantford, Ontario, Canada, N3T 4P6

Phone: 519-752-8456 Email: iandrew@sympatico.ca

Hole by Hole Recommendations

Hole 1

- Level the forward tee
- Cut all the fescue in front of forward tees for playability
- Drain the hillside between the tees and the start of the fairway
- Remove both fairway bunkers and have no bunkers on the opening hole
- Relocate cart path closer to the front of the forward tee, as it crosses the hole, which will do a better job of hiding the cart path from the tee
- Mow to create short grass on both sides of the green to increase the recovery options
- Remove the backdrop of trees to maintain the view out to the hills

Hole 2

- Extend the cart path down the remainder of the left side so carts can be used on the hole in the spring. Shift the cart path at the green from the right side to the left side, to extend the cart path up the left and around the back of the green to create a continuous cart path
- Return the fairway approach in front of the green to rough for playability
- Remove the ridge between the bunker and green to make the entire surface of the green visible from the fairway
- Rebuild and deepen front right bunker for character
- Remove back mounds to stop ice building up in the back of the green
- Create short grass chipping area over the back of the green for playability

Hole 3

- Remove trees from the right side of the tee to open up the tee shot
- Rebuild and expand the forward tee for more surface area
- Relocate the cart path to the right side of the forward tee to reduce the visibility
- Curl the end away from the fairway to help spread wear
- Turn the sinkhole on the right into a bunker by adding sand to the bottom
- Create a deep front left bunker slightly more in front of the green to emphasize the strategy of the hole
- Create a chipping area along the right for additional approach options
- Remove the back right bunker and replace with short grass
- Remove the Pines right of the green to open up the vista
- Selectively remove trees along the back of the green to open up a view to the valley beyond the 15th green

Hole 4

- Relocate the tees to the left to create space for altering the 15th hole tees
- Create two large tees to help spread the wear
- Remove trees on both sides of the hole to create a vista out to the hills in the background
- Add two grass faced bunkers to the front corners of the green

Hole 5

- Rebuild the back tee into two tees that both line up with the fairway
- Remove trees from around the tees for tee health
- Remove trees on the right of the tee shot for playability and options
- Relocate forward tee to the left side of the hole for improved angle
- Relocate cart path over to the left earlier and run it through the trees to reduce visibility from the tees
- At the landing area, remove all trees inside the left cart path to improved playability and to showcase the undulations in the landing area
- Remove all the trees on the right landing area inside that path to increase the options on the second shot
- Address the poor drainage around the creek. This may require creek work to solve the problems with trapped water
- Remove the fairway in front of the green for playability
- Limit the short grass over the back of the green to about one third of the way up the slope
- Extend fescue one third of the way down the back hill for character
- This green should eventually be rebuilt with only a steep pitch from back to front for improved visibility and playability

Hole 6

- Level the main tee
- Dramatically deepen the left bunker to emphasize its key location
- Create short grass collection area right of the green for recovery options
- Add sign to indicate cart passage from 8th hole passes close to the 6th green

Hole 7

- Add two diagonal carry bunkers on the left side of the landing area. The first would be built in the same location as the current bunker, but angled back towards the 150 stake in the fairway. The second would continue in the same direction in line with the first bunker to further emphasize that dramatic carry angle. Players can risk carrying those bunkers to set up an easy approach, or play wide of them, leaving a pitch over a greenside bunker to a green that slopes away from play

- Remove the right fairway bunker and replace it with fairway
- Relocate the right greenside bunker to the front right making the approach from the safe side of the fairway much more challenging
- Remove the mound left of the green, and create short grass down the entire left of the green to allow the ball to chase away from the green surface. This feature will emphasize the reason for taking on the left fairway bunkers
- Extend the cart path to the back right of the green for access

Hole 8

- Remove all the trees in front of the pond to open the view of the green
- Remove the cart path between the pond and the green to improve the aesthetics
- Add new cart path up the right side of the hole and have that tie into the path going from the 6th green to the 7th tee. Have the carts temporarily share the path, before diverting off the shared path and along the back of the 6th green
- I would recommend warning signs to notify the players of the risk with the adjacent hole

Hole 9

- Run the path from the 8th green through the woods, between the middle and back tee and up the right side to remove the path from view having the cart path exit on higher ground
- Rebuild middle tee into one tee and at one elevation
- Remove trees from pond for visibility of the left side of the fairway
- Relocate the Red Tee to the left side beyond the pond for the best angle
- Rebuild the three small fairway bunkers into one diagonal bunker
- Expand fairway behind bunker to reward carrying the hazard
- Reshape front bunkers closer to the green to emphasize the plateau green site
- Create chipping area over the back of the green for recovery options
- This green is another that should be rebuilt into a green that only falls strongly from back to front for visibility and playability

Hole 10

- Relocate the forward tee further up to make the hole more playable
- Remove a few pines from the inside corner of the dogleg to clearly see the carry bunker located at the corner. Rebuild that bunker into a deep grass faced diagonal carry bunker
- Remove the right-side bunker and replace with fairway
- Add a diagonal approach bunker 50 yards short of the green, on the right side, to create a decision on the second shot
- Create a deep left greenside bunker to place a premium on the approach played away from the second fairway bunker up by the green
- Create short grass fall off on the right by removing the bunker and replacing it with short turf down the slope
- Remove trees from the backdrop to ensure the long views remain

Hole 11

- Rebuild and level main tee
- Shift cart path exit to the left to help spread wear
- Expand fairway to the left after adding drainage the left side of the valley
- Remove right greenside bunker and replace it with a flat chipping area for playability
- Drain the right of the green with small area drain set in a small depression basin designed to collect the water before it reaches the green surface
- Create a deep left bunker to define the green and contain wayward approach shots
- Remove back bunker and replace with gentle chipping area for easier recovery options

Hole 12

- Remove cart path and use the maintenance road in the trees for carts
- Remove trees on the right side of the tee to open up the hole for playability
- Add a fairway bunker 250 yards out on the right to challenge players seeking that ideal angle into the green
- Remove all the trees around the large White Pine on the left to open up the landing area
- Remove the smaller trees around the left side Maples to showcase the larger trees
- Remove the smaller trees from around the White Pines to showcase the trees at the green
- Rebuild front left bunker to defend the approach from the left side of the fairway
- Remove right greenside bunker for improved access and to eliminate wear problem

Hole 13

- The green is far too challenging from the current back tee
- Green becomes much more reasonable if the hole is played as a short par three
- This change would also preserve the trees on the right, otherwise they will need to be removed to make the current hole more playable
- Back tee becomes a turf nursery
- Rebuild 145-yard tee to become the primarily the back tee, making sure it's large enough to occasionally be used for the white tees
- Add new large short tee that will have three tees playing from 120 yards down to 90 yards, so that players have a better chance of staying on the green
- Add short grass chipping area on the left of the green for a place to play away from the steep slopes and drop on the right side
- The green is still be a candidate for rebuilding

Hole 14

- The hole is only long enough to be played as a par four
- Abandon the back tee and turn it into a turf nursery
- Relocate the back tee in line with the forward tees by removing trees behind the path
- Rebuild the current forward tee and turn that into the White tee
- Add a new forward tee much further up on the right side for the Yellow and Red tees
- Remove the first Maple from the middle of the fairway for playability
- Relocate the cart path running down the left side into the woods so that it is completely out of view at the corner of the dogleg
- Remove the fairway bunkers from both sides of the landing area and expand this into additional fairway
- Remove the bunker beyond the pond to open up the view of the green
- Remove the copse of trees on the right after the pond and create a feeder slope by turning this area into fairway
- Remove the two left bunkers by the green
- Create short grass around the entire green for playability and recovery options

Hole 15

- The intention is to balance out the par threes by making this the longest par three
- Remove trees behind and to the left to relocate the tees back
- Build three new tees that should be around 200 yards, 160 yards and 120 yards
- Remove hardwoods from the left side of the fairway to open view out into valley
- Remove the Spruce left of the green to showcase the valley as the key feature of the hole
- Remove the mound from the front left of the green and replace with a deep bunker
- Remove trees from the right of the green and use the fill from the bunker to raise the right side to create a large feeder slope into the green

Hole 16

- Remove trees behind tee for view
- Remove last section of trees from the left of the landing area to expose the large valley
- Remove all the trees from the sinkhole
- Add sand to create a deep fairway bunker in the farthest end
- Expand fairway to the left of the sinkhole to bring the valley more into play
- Remove the right bunker and replace it with fairway. This will reward a very accurate tee shot with a favourable bounce toward the green, but will also punish any attempt at the green that is even slightly too far to the right
- Shift the path entrance at the green further left to get it away from play

Hole 17

- Level back tee
- Reduce the left fairway down in size to reward only a long accurate drive, while expanding the right fairway to make that the most accommodating alternative
- Create a deep front left bunker to define the left side of the green
- Expand the short grass even further to the right for increased options on the approach
- Add short grass out the back for easier recovery
- This green should be rebuilt and pitched hard from back to front

Hole 18

- The hole would be a far more interesting and fun short par five finisher
- Build a new back tee close to the back of the 17th green
- Build a new white tee close to the Blue tee to improve the angle and reduce the carry over the pond.
- Keep the remaining forward tees because the location works great
- Clear out around pond for visibility
- Add two diagonal carry bunkers to the right side of the fairway to challenge the players on the back tees
- Add a third diagonal carry bunker 75 yards short of the green on the left side of the fairway to challenge anyone trying to lay up short left for the ideal line into the green
- Add a deep front right bunker to define the right side of the green
- Add short grass along the left and back of the green for additional recovery options
- This is another candidate for rebuilding because of the severity of the slopes in the green. Playing this as short par five will provide more opportunity to manage this green. The decision on this green should come after all other hole changes have been made

I would recommend the club begin with tree removal and the changes to the grassing lines of the golf course. This requires very little capitol, but will address some of the bigger playability issues. Tees can be done over time by prioritizing where the biggest problems are. The biggest expenditure will be rebuilding the bunkers. This will require a golf contractor.

I certainly enjoyed my couple of days at Sussex. This course could be much better with better bunkering and eventually a few critical green rebuilds.

Please don't hesitate to call with questions about the report.

Yours sincerely,
Ian Andrew Golf Design Inc.

Ian Andrew, ASGCA