



South Shields Golf Club

6-year Strategy

To Maintain and Develop

Introduction

Course development walk carried out by
Mark Wardle, Greens Chair
Phil Hargrave, Head Green Keeper
Tim Kent, General Manager

The objective of the review was to understand the current situation with the course and create a development plan that it was felt would update the course layout over a period of time, to support

- A.** The need to maintain a challenge based on equipment technologies relating to course yardage
- B.** Revise the challenge of hazards and general playability of the course in line with objective 'A' and also to enable the course to be a challenge and playable for low, medium and high handicap golfers.

Height of cut and general maintenance matters will be covered in the Course Policy Paper

This course plan forms a part of the course strategy which includes four elements

- 1. Course policy for an agreed SLA for the Greens Team to work with on a daily basis**
- 2. 6-year course strategy**
- 3. Winter works programmes**
- 4. STRI professional support and guidance to assess current SSGC methods against industry best practise**

Current situation

The course is a mix of limited Inland links and Heathland with the majority of the course being Heathland. Yardage off the competition tees sit at 6,295 which deemed to be short in 2019. The general condition of the greens and tees are high and are of consistent condition and have irrigation. Fairways do not have irrigation and can suffer from summer drought and scorch. Off fairway areas consist of wispy grass and light rough with area of high gorse and trees/bushes. A practise of letting the rough grow has created a thicker dense condition than would normally be expected and is obstructing wispy grass and certain flora and fauna from taking root, therefore limiting the natural progression of growth through natural pollination.

The majority of sand hazards are in poor condition and there is evidence of a bunker removal plan being completed in previous years.

Irrigation is through a bore hole, which produce high Ph Alkaline readings, which long term could be damaging to the types of grass on the course that relies on a more Acidic Ph.

Conclusion

The current bunker condition across the course detracts from the overall condition and standard of the course - this is due to a multitude of reasons which may be due to funding issues but also down to the incorrect construction of the bunkers in that the design of which has not taken into account the erosion element of high coastal winds and lack of effective drainage.

This development plan focus's therefore on three key elements which can be achieved through a planned approach over 5 years dependant on funding carried out during the off-season period by internal sources. With minimal external source being required

1. TEE's - to extend the course by lengthening tees
2. GREEN -to extend the course by introducing new extended greens to hole 2 and 6
3. BUNKERS- to remove, resite, introduce and alter bunkers across the course

Extension of Tee's and Bunkers can be achieved by existing greenkeepers with possibly some manual hard labour or member volunteer scheme

Extension or Moving the 6th Green will require some external specialisms

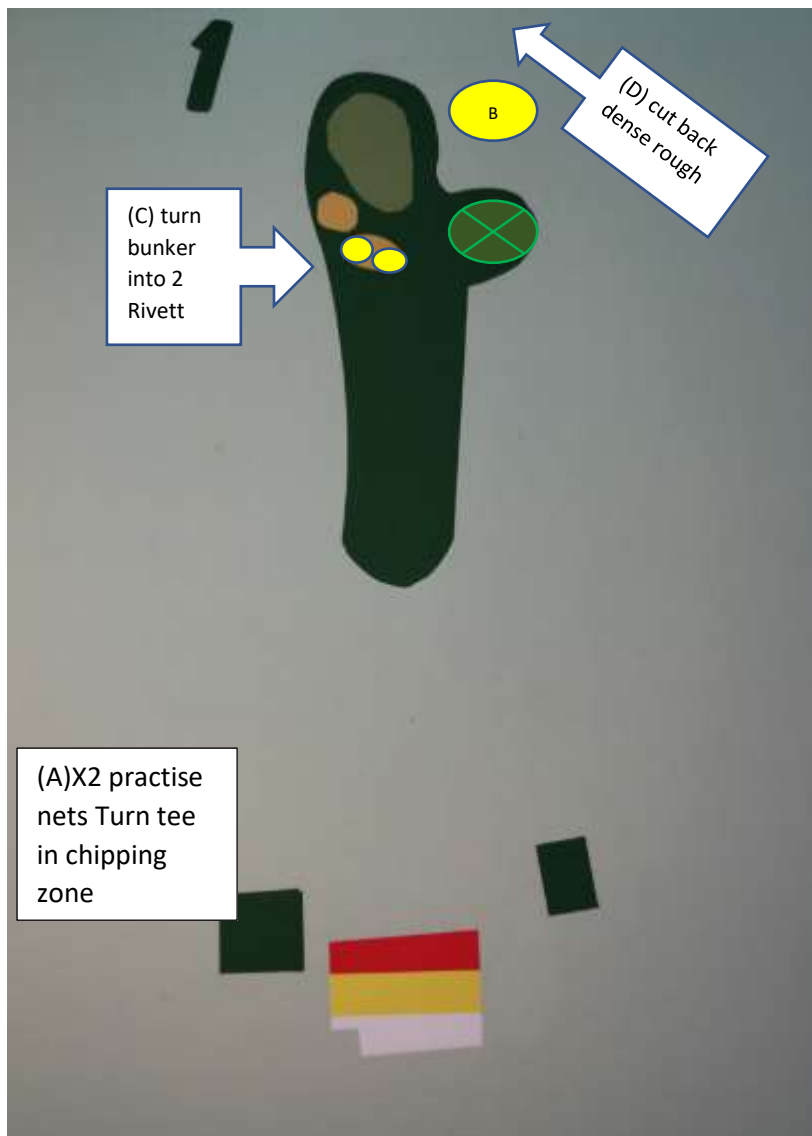
Bunkers will be a mix of banking removal, flattening. Some large bunkers being made into small pot bunkers with a mixture of grass banking and Reveting. This will return the course to a more linksy feel with riveting protecting the bunker walls from erosion and the de banking making playability easier. New bunkers will be introduced on holes where it is felt it would create a better challenge or create more of a feature of the hole in question.

Bunkers to be created by traditional method of upturned sods as base and a variety of Reveted facings and grassed bank to low level flat bunkers.

Each hole has been catalogued with a view that each hole/element will be prioritised to ensure completion within a given timescale. The Durham Golf Union will need to be advised pre and during works so the course remains compliant to CONGU regs with the objective in increasing the competitive difficulty of the course.

ROUGH COSTINGS ARE PROVIDED AT THE END

Hole 1



- Introduce practise nets to teeing area to the left adjacent to the clubhouse and introduce a short game chipping zone (A)

- Remove the right-side bunker and introduce a new bunker further back with correct drainage and Reveted face (B)

- Turn inner bunker left into 2 pots with reveting to bank (C)

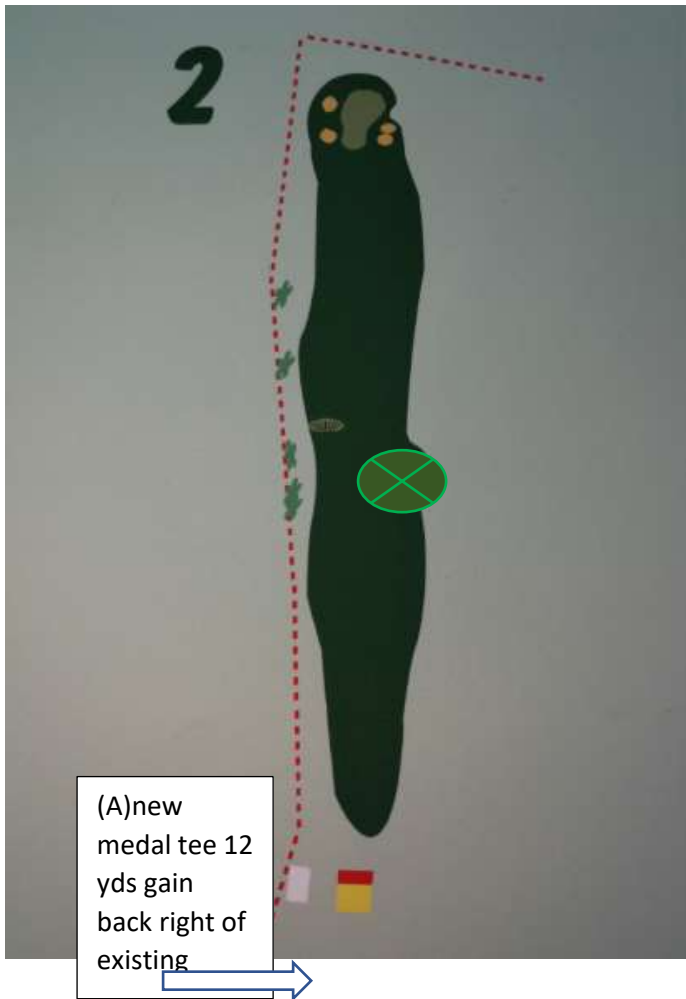
- Sieve and trim remaining bunker

- Cut back deep rough at rear right of green in front of gorse (D)

- Path to 2nd comp tee infill and make safe for traffic

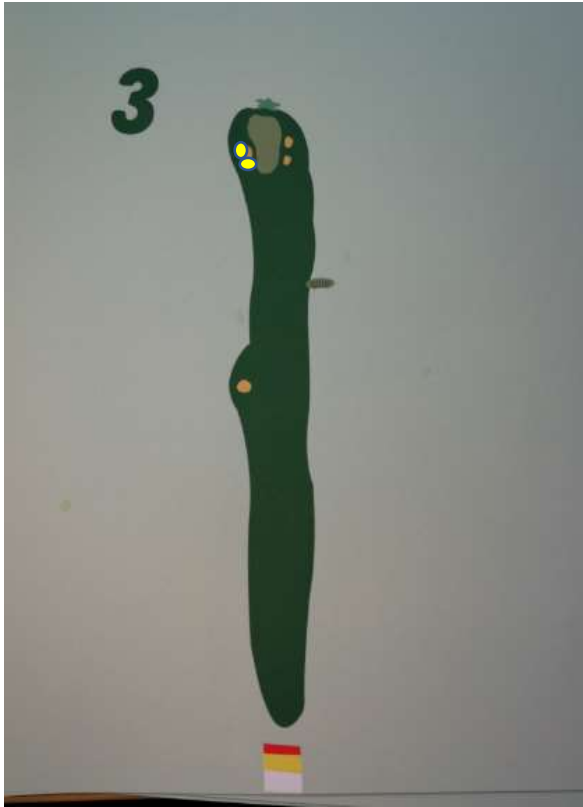
- Let rough grow right of hole between hole and practise ground to catch run offs and protect green from stray shots

Hole 2



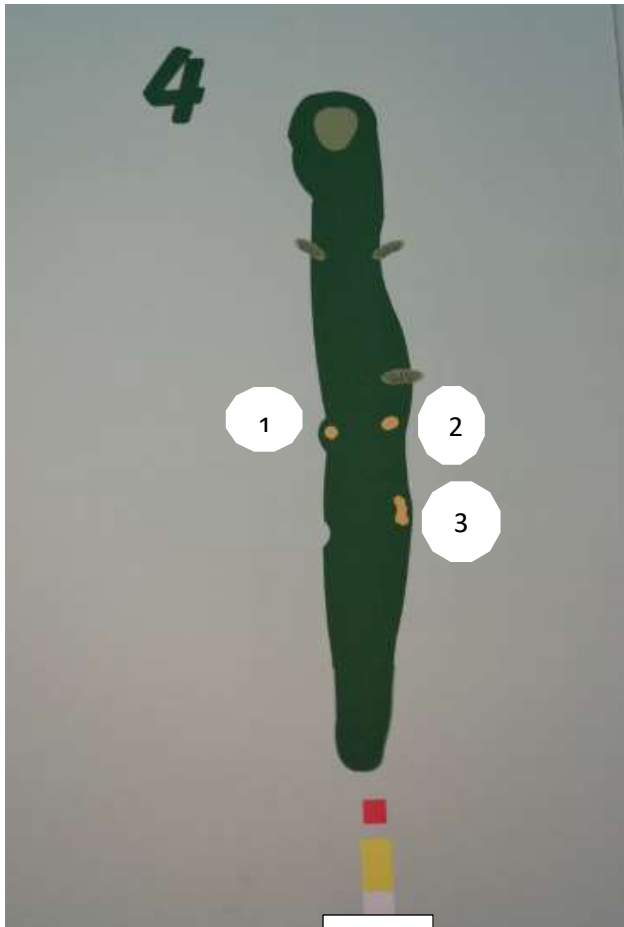
- New medal tee gain 12 yards back right of existing at top of gorse above first green
- Remove fairway bunker on right and flatten area
- Introduce more gorse to right side of hole from removed bunker to area level with green front
- Revett all greenside bunkers and reduce size of them to pot
- Opportunity to extend green to perimeter wall and create a feature at back of green, potential gain 40 yds. Bowl the green to protect from elements and replace surface to help reduce meadow grass proliferation

Hole 3



- Extend gravel path to end of tee and from as far back of white tee box
- Introduce more gorse to left side of fairway to bunker left
- Left greenside bunker turn into two pots with rivetted faces
- Right greenside bunkers Revet faces and reduce size to pot
- Remove tree at back of hole and replace with lollipop marker
- Flatten fairway bunker to left to remove high lip sieve and lower grass bank

Hole 4



(A)
new
tee

- (A) New medal tee 40 yards into gorse built up to existing gorse height but then to trim down gorse in front
- Reduce front banking on middle fairway bunkers to allow bunkers to be played more as a level fairway bunker
- 1,2,3 cut sieve and new sand
- Introduce more gorse to right side gorse and extend down to first mound on right side of hole past fairway bunker
- Let grass banks grow wispy but controlled to help create a funnel and close in the hole
- Remove mounds to left of green and right of green to allow for a more level chip up if green is missed

Hole 5



Turn the 2 large bunkers in middle into 4 pot bunkers flatten the high lip and turn into smaller grass bank down to and level

Bunker front right Revett which will reduce size

Bunker front left remove, but leave as hollow grass with banking

Back right bunker remove and turn it into grass hollow bank

Back left bunker Revett

(A) Remove tee wall and path extend tee back to perimeter gain 10 yds

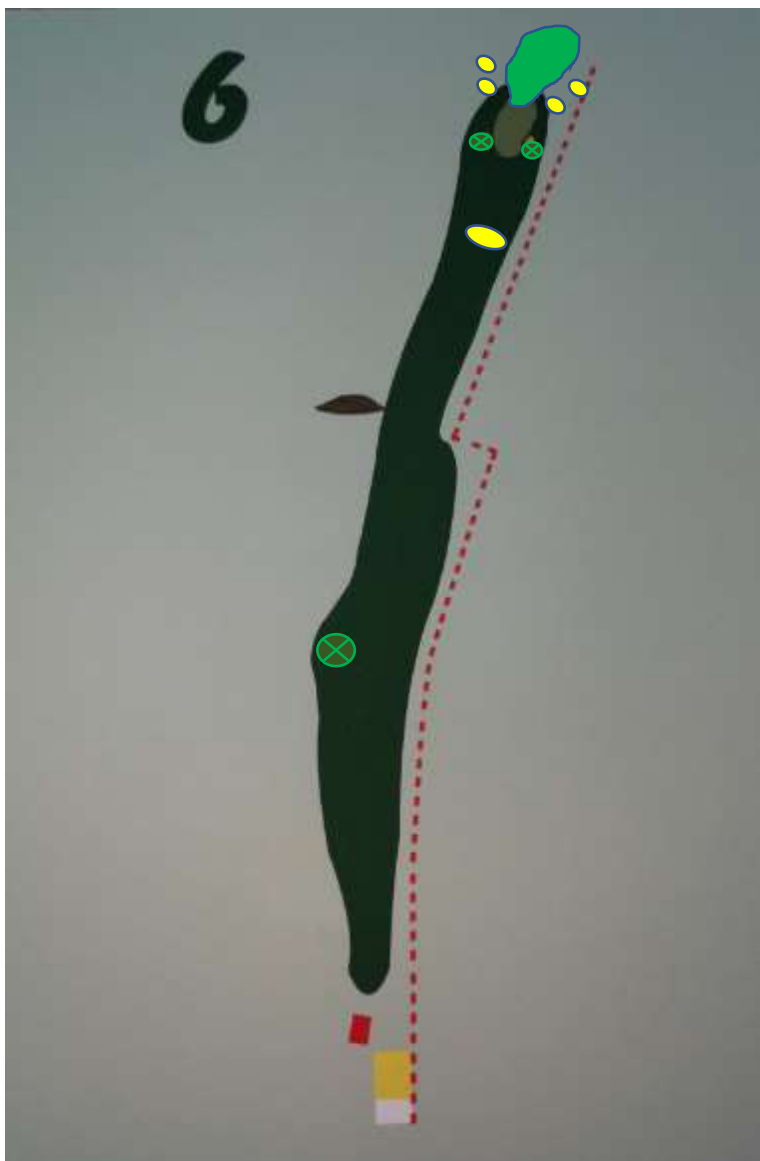
New path from 4th in front of 14th and 5th tee

Land fill to create up to an 8 ft high banking surround at rear of green between 6th to create amphitheatre

(B)

(A) new
tee

Hole 6



(A) aspirational - extend green up to 70-yard into shrub land create 2 or 3 tier green

Place marker in middle of fairway

Remove fairway bunker left

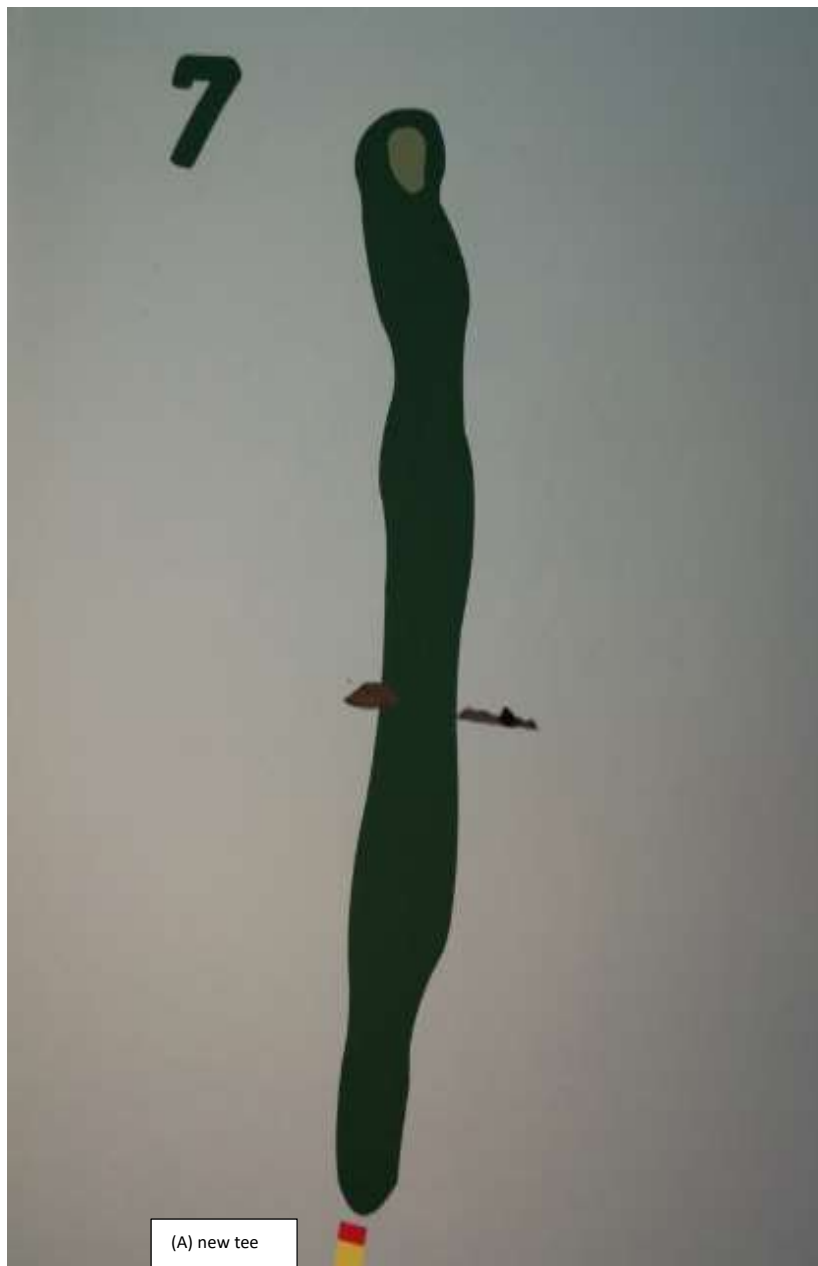
Cut back wispy rough before old bunker to allow run off for 2nd into 7th green

Let banks grow wispy to create theatre

Intro a new bunker short of bunker to force a choice of risk and reward 2nd or 3rd shot

Lose existing x2 greenside bunkers and intro 4 pot bunkers with reveted facings

Hole 7



(A) new tee

(A) new medal tee to side of extended 6th green gain 10 yds going back to trees on 9th, leaving wall as front of tee and new tee to be the same height as top of wall

Cut back wispy grass at left of hole past mound to side of green which will allow for run off on blind shots

Let grass banks grow wispy for theatre

Hole 8



Create new tee 40 yards back raised on top of shrubland

Extend path to new tee

Level of the fairway bunker left to reduce the amount of banking to allow a 2 or 3 club improvement on choice of club

Let wall banks grow wispy for theatre

Turn two fairway bunkers in front of the green into 2 small pot bunkers but create a wider gap between the two

Introduce a new pot bunker Reveted on front right of green entry to catch the short ball run off

new tee

Hole 9



Remove first bunker left and flat lay new turf

Remove middle bunker and flat lay new turf

Split rear left fairway bunker into 2 pots with grass banking to flat sand

Introduce new bunker to top right fairway outer apex with grass banking to flat sand

Remove grass banks at back of hole to allow proper run off

Revet all three greenside bunkers and reduce in size, making back of bunkers lower level and flatter

Relay medal tee with irrigation

Hole 10



Extend tee back to wall to gain 4 yds

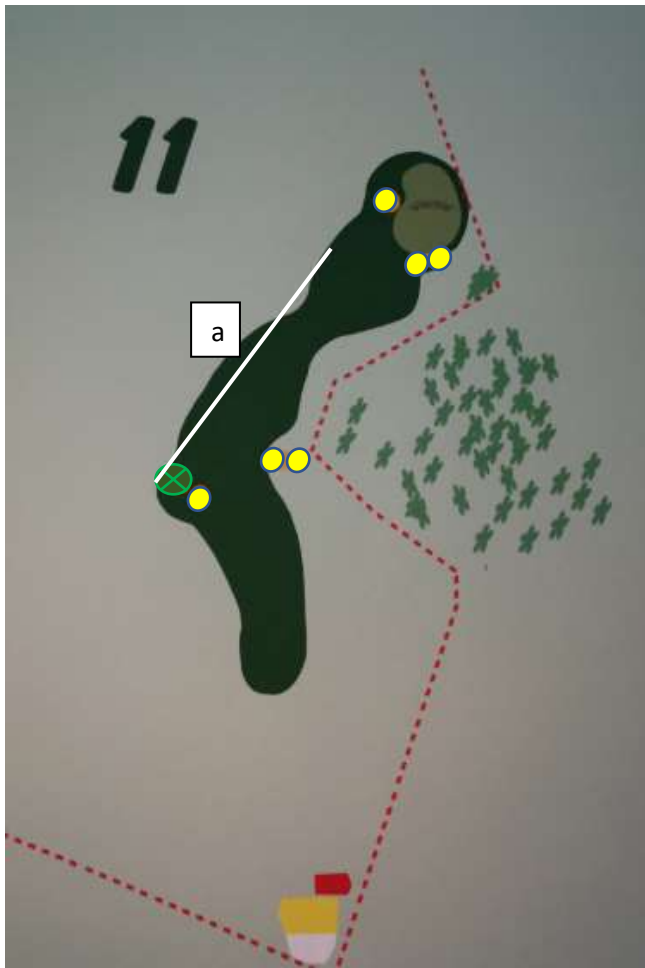
Reduce height of gorse in front of tee and ensure managed to approx. 4 ft height

Cut hedge all along hole and fell trees aside of the tree for light and visual view of sea to a height of 5ft

Remove mounds at the back of the green and create run off zones for long balls

Revet all three bunkers creating a steep Revet front but leaving the rear of the bunker flat to run into sand

Hole 11



Extend tee into far corner of land gain 3 yards

Reduce height of trees front side of tee to open up vista

Remove rear left fairway bunker allow rough to grow into side of left bunker along tree line (A)

Make left remaining fairway bunker smaller and grass bank to a flat sand base with a flat rear ball entry

Turn right fairway bunker into two pot bunkers with grass banks to a flat sand base with a flat rear ball entry

Low level riveting to all three greenside bunkers due to undulations of green which will remove full splash shots being forced to get out of them

Hole 12



Distance identifiers on wall and also poles into left rough

Path at rear of green to be built up between green and 13th tee

Bunker right side of green to be Rivetted and reduced in necessary size with flat rear entry ball entry

Left side bunker rivet bank and necessary size reduction

Fairway bunkers remove all stones and rocks reduce grass banking to a flatter sand base and allow for a flatter rear entry of ball

Allow banking to go wispy on mounds

Hole 13



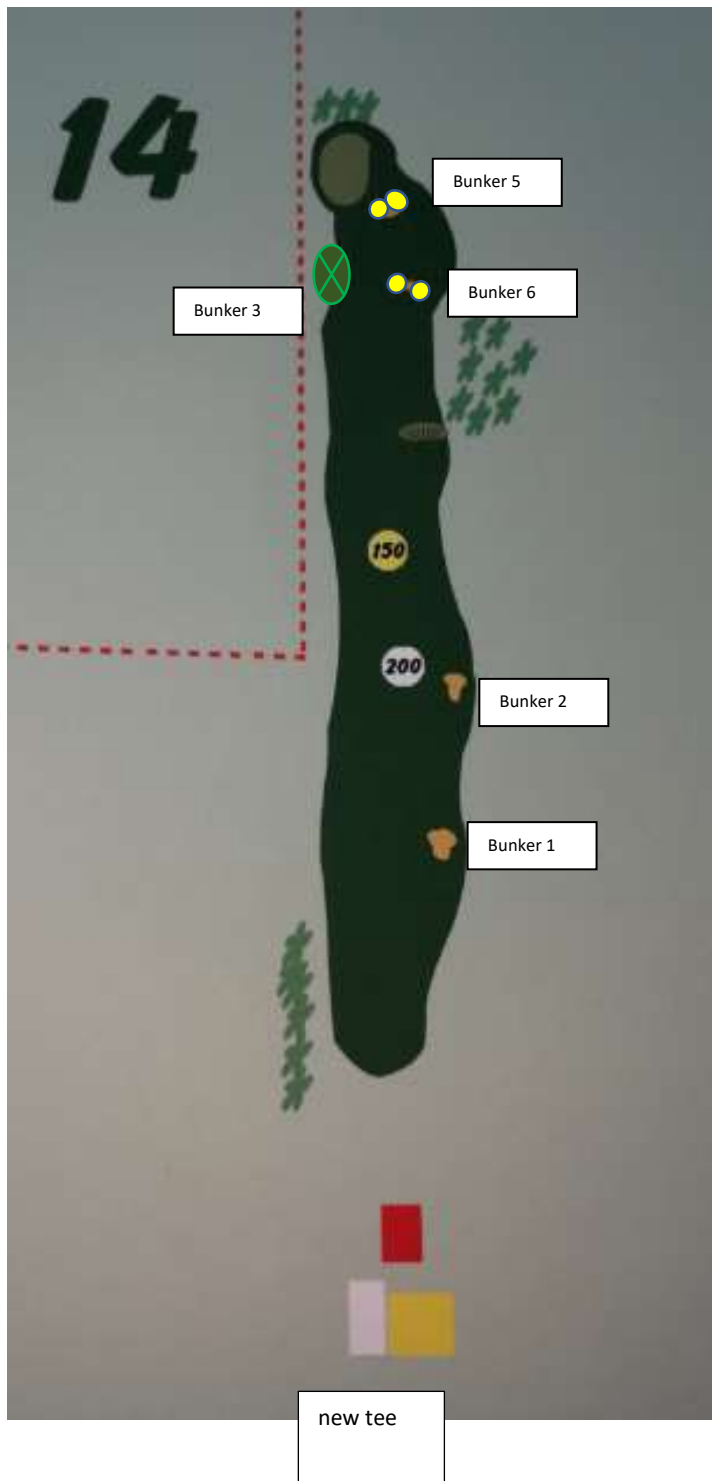
Extend left hand tee back 20 yards

Introduce gorse bushes to left of tee for the full length and to back of tee this will produce long term protection from play behind and play from the 8th

Revet greenside front bunkers and bunkers mid-way from tee to green which will reduce in relevant size

Repair rear two bunkers

Hole 14



Move tee back to Whitburn perimeter which wall to gain 10yds post 5th path and wall being removed

Remove fairway bunker far left short of green (3)

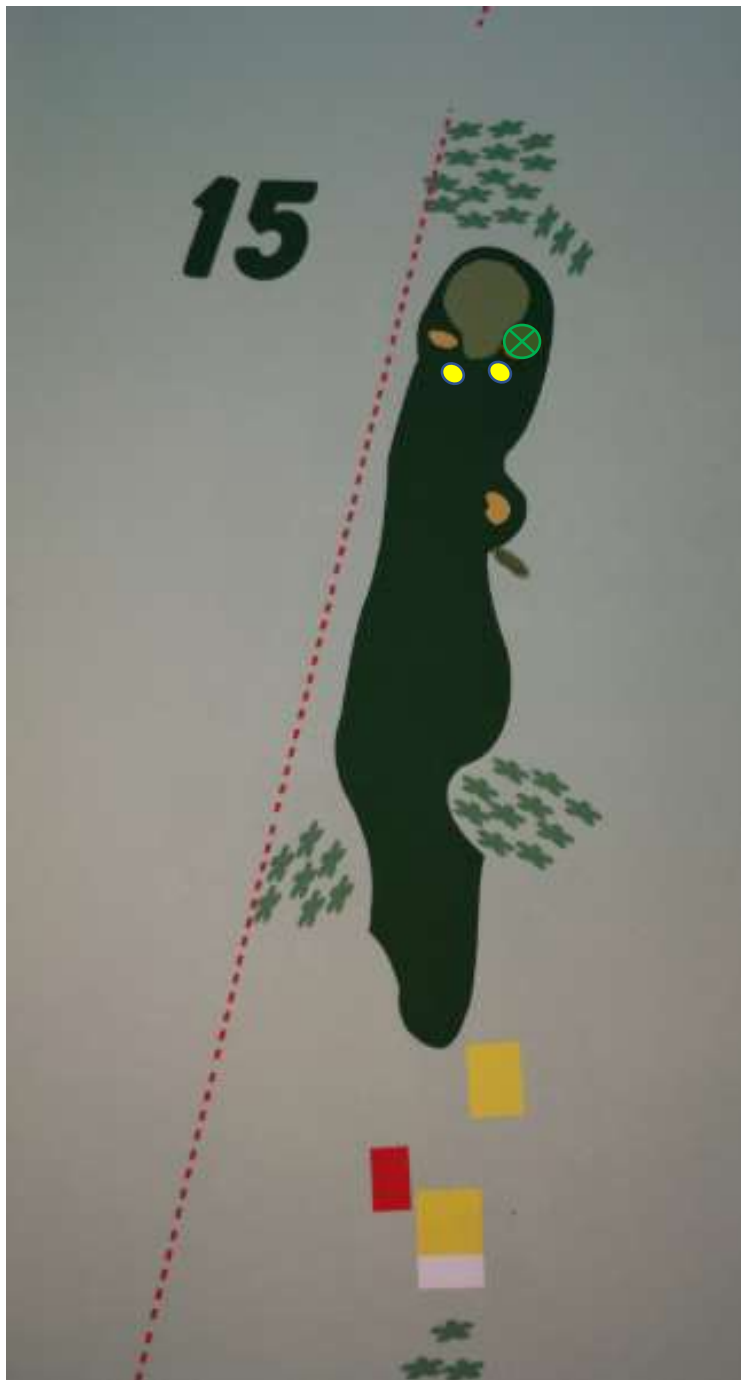
Fairway bunker (1) remove banking and turn into a flat low entry and exit bunker with grass banking to sand base

Fairway bunker (2) remove banking and make size of existing flat sand area only with grass banking to sand base

Turn front right greenside bunker into 2 Revetted pots (5)

Flatten right side fairway bunker and split into two with grass banking to a flat sand base and low rear ball entry (6)

Hole 15



Lose rear right greenside bunker

Introduce 2 reveted pot bunkers in front of green with approx. 10-yard gap to protect green from the long tee shot – risk and reward

Revett and repair right side greenside bunkers

Revett and repair left side greenside bunker

Flatten right fairway bunker and grass bank to a flat sand base with a flat rear ball entry

*POTENTIAL TO MOVE TEE
BACK INTO SCHRUB BUT
NEEDS MAJOR INFILL
POSSIBLE TO GAIN 40 YARDS*

Hole 16



Middle 3 fairway bunkers grass bank to a flat sand base low rear entry for ball

Far right fairway bunker split into 2 and grass bank to a flat sand base with low rear ball entry

Right greenside bunker **HEAVY AND DEEP** Reveting and redefine to small footprint

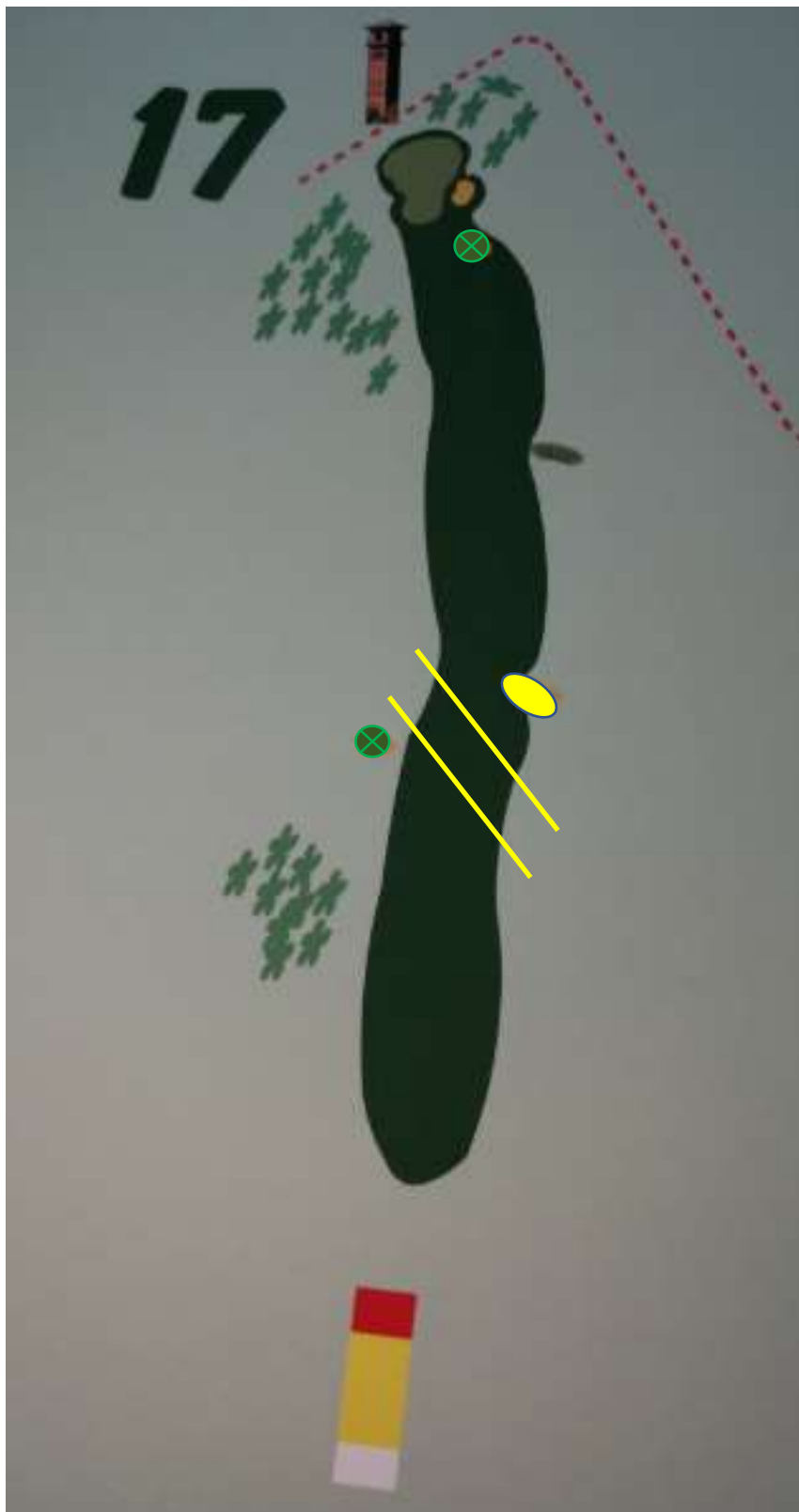
New Revetted pot bunker far rear left of green

Revet and pot bunker left side of green

Tree back of green removed on 3rd hole plan

Remove/reduce height of trees at bottom of path of tee to open up visual from comp tee

Hole 17



Remove collapsed
bunker front right of
green entry

Redefine and heavy
Reveting of right
greenside bunker

Lose bunker left on
fairway

Rework and grass bank
/flatten right fairway
bunker

Hole 18



Possibly move Ladies tee to back of yellow 16th to create a joint tee and move away from gorse to improve playability of tee shot

Repair and redefine right side fairway bunkers with grass banking to low level sand base

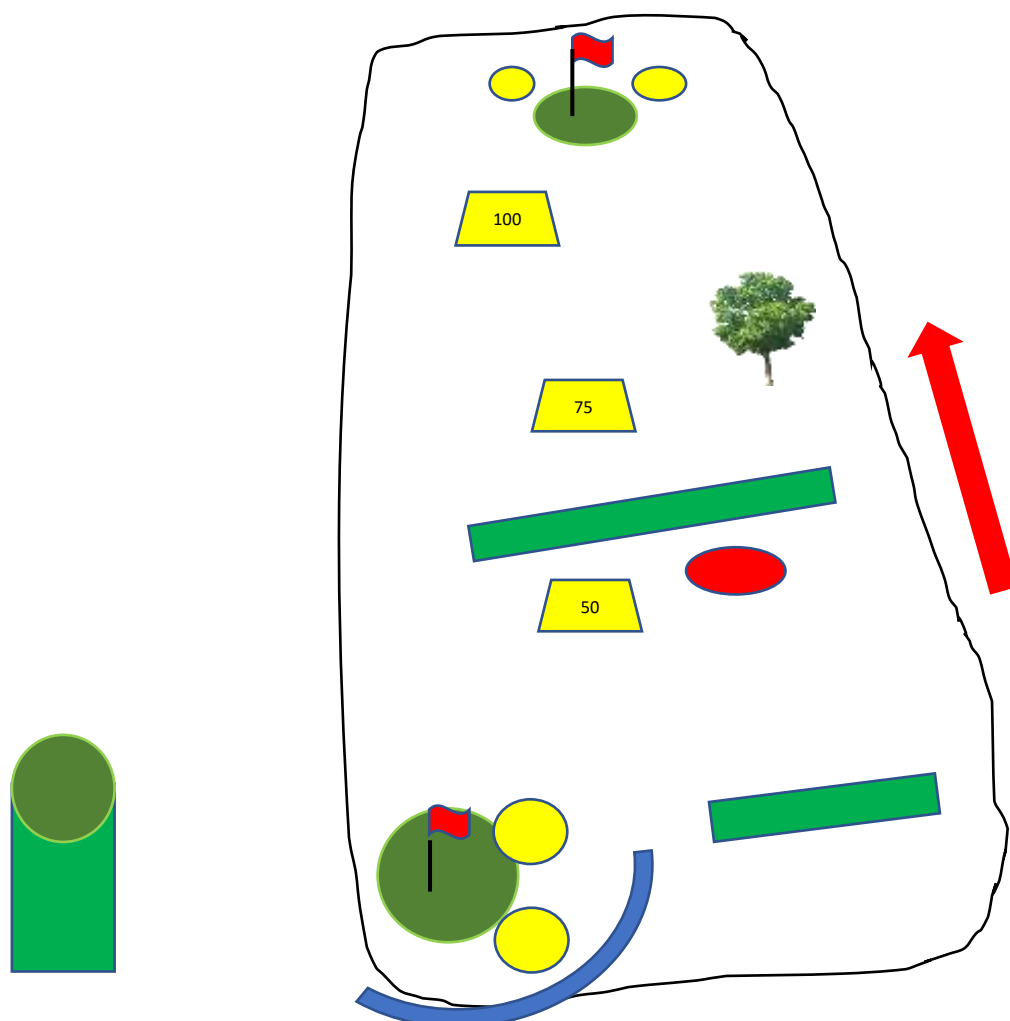
Remove cherry trees due to root ingress into bunkers and plant gorse between existing trees and practise ground border

Let rough grow between 18th and practise ground from Bunkers to front edge of putting green

Introduce new bunker far right to protect putting green from long ball of tee or wayward 2nd shot

Revet both greenside bunkers

Practise Ground



- Remove original green and bunker
- Introduce new tiered green and 2 bunkers at bottom of ground
- Introduce new practise green to top corner near 1st tee with bunkers for chip and bunker practise protect with a wall starting from existing path edge from path. Consider removal of some additional trees
- Locate x2 practise nets on old 1st tee
- Create a short game chipping area aside 1st tee towards old tee
- Introduce artificial grass to middle of practise ground and at top end to allow for seasonal flexibility
- Make traffic one way (Red Arrow)
- Introduce (red) chipping targets
- Introduce (yellow) range yardage markers

CONSIDERATION OF SPACE NEEDED TO RESITE PUTTING GREEN AWAY FROM CLUBHOUSE WHERE TREES ARE- TO ALLOW FOR A FLATTER PRACTISE PUTTING GREEN

Path outside clubhouse will need widening to allow for bigger patio usage and allowance for buggy passage. Possibly take edging up to putting green edges IF green stays where it

Course Works costings

13 bunkers to be removed and turfed over @£100 each = £1,300

11 bunkers to be put in @£500 = £5,500

9 existing to be made smaller or split into 2 @ £500 = £4,500

48 existing bunkers to be Reveted £500 =£24,000

Total bunkers work approximately £35,300

Build new 7th Green then when established lift old and use to extend 2nd Cost????

Inhouse works but need architect design?

Practise area revamp £?