

Colonial Heritage Course Guide

This Course Guide was originally published in 2012 as a requirement for the entry of the Colonial Heritage Men's Golf Association (MGA) into Williamsburg Cup (six golf clubs competing for bragging rights) competition. Its primary purpose was to advise competing teams when the use of a "provisional" ball might be considered in order to improve pace of play. The Course Guide was produced by MGA officials and approved by the golf course manager. It has changed over the years to account for changing course conditions and generally more information. The document remains what its title suggests, a "guide".

While most of the golf holes at the Colonial Heritage Golf Club are "what you see is what you get", there are possibilities for out-of-bounds shots (some of which are hard to determine from where the ball is struck) and lost balls (especially when the rough is grown, beginning in May). Accordingly, the prudent golfer playing Colonial Heritage will take full advantage of playing "provisional balls". In addition, there are a few special situations and local rules that come into play, and in this edition of the Course Guide you will find general tips from the Head Pro.

Note: The term "lost ball" in this guide refers only to balls not found and not in a "hazard".

Note: Please do not enter private property surrounding the course for any purpose.

Note: Please ride the Bermuda fairways as much as possible rather than the fescue areas.

Note: Please leave rakes in bunkers after use.

Note: Please beware of the shoulder-less "Copperheads" that occasionally frequent some hazards.



Hole 1 - Par 4 – Key Distances: Tee to Front of Dead-Ahead Bunker – Red 113; White 157. Tee to Back of Dead-Ahead Bunker – Red 150; White 192. Out of Bounds and Lost Ball Possibilities : Out of Bounds - Left toward the homes on the left from the tee, and right on the approach shot toward the green. Lost Ball - Left off the tee and right across the cart path into the native grasses. Local Rules: None.

Note: The rough immediately adjacent to the left side and forward of the fairway

bunker dead-ahead is generally not that difficult and presents an alternate route to the Green (albeit with the greenside bunker looming ahead). Head Pro Tip: Although the shorter distance to the hole is to over or to the left of the bunker straight ahead of the tees, keeping the ball down the right side of the fairway provides a easier approach to the pin.

Hole 2 - Par 4 - Key Distances: Tee to 150 Yard Marker – Red 105; White 153. Out of

Bounds and Lost Ball Possibilities : Out of Bounds - Left off the tee to the left of the cart path. Right off the tee toward the homes. Lost Ball - Left off the tee crossing the cart path. **Local Rules**: None. **Note**: The fairway slopes from right to left from the alignment of the tees. The rough on the left is generally "rougher" than the rough on the right, and when you hit left (rather than right or on the fairway, you put the greenside bunker into play. The Green slopes to the rear, so coming up a tad short will generally work better than a shot right at the pin. **Head Pro Tip**: As is the case with hole #1, the right side of the fairway presents an easier approach to the pin.

Hole 3 - Par 3 - Key Distances: Tee to Bunkers on Left and Right of the Green – Red 56; White 68. **Out of Bounds and Lost Ball Possibilities** : Out of Bounds - Right off the tee across the cart path on the right side of the green (toward the house on the right), left off the tee (especially the back tees), and beyond the cart path directly behind the green. **Local Rules**: None. **Head Pro Tip**: What you see is what you get.

Hole 4 - Par 4 - Key Distances: Tee to the Hazard to the Left of the 150 Yard Marker – Red 53; White 142. Tee to Front of Bunker on Right Side on Hill – Red 138; White 220. **Out of Bounds and Lost Ball Possibilities** : Out of Bounds - N/A. Lost Ball - Right into the woods off the tee and over the ravine but turning left into the gully. Approach shots finding the rough on the hill to the right of the fairway. Approach shots substantially over the green and beyond the cart path. **Special Issues**: Tee shots often carry the rise. Ensure that the group in front has hit their approach shots before teeing off (especially when hitting from the White tees). **Local Rules**: Tee shots finding the ravine forward of the tee - Hit again from tee (with 1 stroke penalty), or drop at the front of and on the Burgundy tee and hit (with 1 stroke penalty). **Note**: At the bottom of the circular depression to the left of the fairway is a metal drain which occasionally is covered with falling leaves. Check first as the metal can do a job on your iron. **Head**

Pro Tip: Center of the green is ideal on this hole.

Hole 5 - Par 5 – Key Distances: Tee to Mid-Point of Hazard on Right – Red 146; White 180. **Out of Bounds and Lost Ball Possibilities** : **Out of Bounds** - Shots from the first and second fairways in the direction of the green, and subsequent approach shots to the green, if hit extremely right. Shots substantially over the green beyond the cart path. **Lost Ball** - Shots from the first fairway that land in the taller grass on the mounded hill to the right on the second fairway. While there are lateral water hazards on the right, center, and left catching errant tee shots from the tees at #5, at least on the right side you can see where your ball entered the hazard. Although shots from the right hazard/ravine cannot practically be hit out of that hazard, dropping with a one-stroke penalty behind the hazard under Rule 26 will allow you to play the hole. Tee shots hit to the left of the cart path on #5, however, are most likely in the lateral water hazard, and if so, finding the ball is generally not probable.. **Local Rules**: A "drop" is allowed at the front of and on the Burgundy tee and hit (with one stroke penalty). Take advantage of the local rule. Otherwise, you may be sorry as to what you will find at the hazard spot. Tee shots finding the ravine forward of the tee - The ravine is a lateral water hazard. Hit again from tee (with 1 stroke penalty), or drop at the front of and on the Burgundy tee and hit (with 1 stroke penalty). **Head Pro Tip**: Easy to say, but keeping the ball on the fairway is essential.

Hole 6 - Par 4 - Key Distances: Tee to Fairway Above Fairway Bunkers – Red 112; White 135. **Out of Bounds and Lost Ball Possibilities**: **Out of Bounds** - Tee shot going left across the cart path. **Lost Ball** - To the left of the cart path over the top of the rise. **Special Issues** - Tee shots often carry over the rise. Ensure that the group in front has hit their approach shots before teeing off (especially when hitting from the White tees). **Local Rules** - Tee shots finding the ravine forward of the tee - Hit

again from tee (with 1 stroke penalty), or drop at the front of and on the Burgundy tee and hit (with 1 stroke penalty). **Head Pro Tip:** There is significant slope from mid-Green toward the rear of the Green, so approach shots just a tad short of the area of the pin will work best.

Hole 7 - Par 5 - Key Distances: Tee to Fairway Equal to a Point Where the Tree on the Left Side is at the Same Distance – Red 183; White 233. Tee to Front of Bunker Dead-Ahead – Red 186; White 248. 150Yard Marker to First Greenside Bunker on Left – Red and White 148. **Out of Bounds and Lost Ball Possibilities :** **Out of Bounds** - Approach shots beyond the cart path directly behind the green. **Lost Ball** - N/A. **Special Issues** - Tee shots finding the lateral water hazard on right. Rule 26 applicable. If your two-club drop places your ball on the cart path, you are entitled to relief, but such relief, which must be "full relief" will place your ball on a serious side-hill lie. The better choice may be to drop within two club lengths on the right side of the cart path and hit with your feet on the cart path if necessary. **Local Rules:** Tee shots finding the lateral water hazard forward of the tee - Hit again from tee (with 1 stroke penalty), or drop at the front of and on Burgundy tee and hit (with 1 stroke penalty). **Head Pro Tip:** Staying to the right on this hole is best as the rough on the left is difficult to find decent lies.

Hole 8 - Par 3 – Key Distances: Tee to Front of Dead-Ahead Greenside Bunker – Red 72; White 89. **Out of Bounds and Lost Ball Possibilities :** **Out of Bounds** - Tee shots extremely left or right (toward homes on both sides of the hole). Tee shots or approach shots substantially over the green toward the road. **Local Rules:** None. **Head Pro Tip:** Generally speaking, what you see is what you get, but the Green slopes significantly from right to left.

Hole 9 - Par 4 - Key Distances: Tee to Front of Fairway Bunker on Left – Red 166; White 193. Tee to Back of Fairway Bunker on Left – Red 191; White 216. **Out**

of Bounds and Lost Ball Possibilities : **Out of Bounds** - Tee shots extremely left or right (toward homes on the left and Colonial Heritage Boulevard on right). Approach shots that veer toward the Clubhouse or overshoot the green substantially. **Lost Ball** - Tee shots into the hill on the right and the rough on the left. **Local Rules:** None. **Head Pro Tip:** Another hole where it is generally better to stay right on the fairway.

Hole 10 - Par 4 - Key Distances: Tee to Front of First Bunker on Left – Red 126; White 151. Tee to Fairway Bunker on Right – Red 96; White 121. Tee to Fairway Bunker Near the 150 Yard Marker – Red 193; White 218. **Out of Bounds and Lost Ball Possibilities :** **Out of Bounds** - Tee shots to the left with the potential of reaching the plantings, and tee shots to the extreme right with the potential of being near the driving range. Approach shots that substantially overshoot the green left and center. **Lost Balls** - Well struck tee shots toward the big tree slightly to the right. **Special Issues:** Tee shots often carry over the rise. Ensure that the group in front has hit their approach shots before teeing off (especially when hitting from the Gold tees). **Local Rules:** None. **Head Pro Tip:** For once, this is a hole where staying left on the fairway makes approach shots more manageable.

Hole 11 - Par 4 - Key Distances: Tee to Front of Fairway Bunkers on Right - Red 123; White 174. To clear this series of Bunkers – Red 177; White 218. **Out of Bounds and Lost Ball Possibilities :** **Out of Bounds** - Tee shots to the left and right toward the homes. Approach shots to the right that drift toward the homes. **Lost Ball Possibilities** - Tee shots to the left. Approach shots to the left and/or short of the green. **Local Rules:** None. **Head Pro Tip:** Another hole where it is generally better to stay right on the fairway, hitting your approach shot up the throat of the Green.

Hole 12 - Par 4 - **Key Distances:** Tee to Beginning of Fairway Bunker on Left– Red 82; White 126. Tee to First of Fairway Bunkers on Right – Red 158; White 202. **Out of Bounds and Lost Ball Possibilities :** **Out of Bounds** - Tee shots and approach shots to the right toward the homes. **Lost Ball** - Stand of trees to the right and close to the tee box. **Special Issues:** For long hitters, tee shots (especially from the White tees) can reach the green. If you are a long hitter, you may want the green to clear before hitting. **Local Rules:** None. **Head Pro Tip:** Fairly obviously, right on the fairway is best, but you are better off in the left bunker than on the slope heading down to the bunker.

Hole 13 - Par 4 - **Key Distances:** Tee to First Fairway Bunker on Right – Red 89; White 119. **Out of Bounds and Lost Ball Possibilities :** None. **Special Issues:** Approach shots toward the green that start veering left of the green will either be in the junipers or over the cart path and down into the ravine. The junipers are within the water hazard and relief can be found only under Rule 26-1. **Do not hit from the juniper beds.** **Local Rules:** None. **Head Pro Tip:** Based upon the orientation of this Green with sand and junk on the right, you have a better approach shot if you are coming in from the left.

Hole 14 - Par 3 - **Out of Bounds and Lost Ball Possibilities :** **Out of Bounds** -Tee shots hit extremely to the right. **Local Rules:** Tee shots finding the ravine forward of the tee - Hit again from tee (with 1 stroke penalty), or drop at the front of and on the Burgundy tee and hit (with 1 stroke penalty). A ball hit into the bed and plantings at the rear of the green may be removed, if found, without penalty, and dropped no closer to the hole. Otherwise, play as lost ball. **Head Pro Tip:** This green has a false front that slopes general from left and back to front. Balls that sometimes land on the Green can roll back to the rough in front of the green.

Hole 15 - Par 5 - **Out of Bounds and Lost Ball Possibilities :** **Out of Bounds** - Tee shots right beyond the stand of trees and across the cart path. Approach shots sharply right and left (toward homes on the left and scrub land on the right). Approach shots that substantially overshoot the green straight on. **Lost Ball** - Tee shots to the right and into the stand of trees. **Local Rules:** None. **Head Pro Tip:** It is best to keep the ball right on the fairway to ensure that your final approach is up the length of the green rather than over the greenside bunkers on the left.

Hole 16 - Par 4 - **Key Distances:** Tee to the Front of the Ravine Dead-Ahead – Red 153; White 177. **Out of Bounds and Lost Ball Possibilities :** **Out of Bounds** - From the Black tees, tee shots extremely right toward the homes. Approach shots to the green overshooting the cart path behind the green (toward the houses). **Lost Ball** - N/A. **Local Rules:** Approach shots from the first fairway that go into the ravine forward of that fairway - Go to drop zone to the right of the green (with 1 stroke penalty). **Note:** The drop zone local rule only applies to approach shots and not tee shots. **Note:** The “carry” necessary from the ideal position at front of the ravine to the front of the Green is approximately 100 yards. **Head Pro Tip:** The Green has a severe false front and it is best to try to get to the center of the Green.

Hole 17 - Par 3 - **Out of Bounds and Lost Ball Possibilities :** **Out of Bounds** - Approach or tee shots substantially over the green toward the homes behind the green. **Lost Ball** - N/A. **Special Issue and Local Rule:** Tee shots into the ravine forward of the tee. Use "Drop Area" in front of the green. Tee shots into the hazard on the left or resting against fence on left. Go to "Drop Area", or Drop ball 2-Club Lengths (no closer to hole), both with 1-stroke penalty. Tee shots to the right into the hazard. Go to "Drop Area", or Drop ball 2-Club Lengths (no closer to hole), both with 1-stroke penalty. **Head Pro Tip:** What you see is what you get; sorry.

Hole 18 - Par 5 - Key Distances: Tee to beginning of water on left _red 163; White 230. Out of Bounds and Lost Ball

Possibilities : Out of Bounds - Extreme tee shots to the right or left toward homes.

Lost Ball - Left of the fairway before the pond, and right of the cart path on the hill .

Substantially over the green toward the athletic (Pro Shop) building. Special Issues:

There is a large drainage grate at the tee side of the pond on 18. Because the grate itself is in the water hazard, relief from the grate can only be granted under Rule 26-1.

Head Pro Tip: With water and slope down most of the left side, stay right. If the pin is at the front of the Green, and because the

Green slopes to the middle from the front, approach shots generally must land short of the Green itself before running out.

Throughout the Course - Immovable Obstructions (Irrigation System) Near Putting Greens - When your ball lies in a closely mown area within two club-lengths of a sprinkler head or other part of the irrigation system that is on or within two club-lengths of a green, you are entitled to relief. You may lift, clean and drop your ball, without penalty, within one club-length of and not nearer the hole than the nearest point of relief.