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Herbicide



2 hours
after
treatment

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24 hours
after
treatment*

*Time may vary
depending on conditions.

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Prior
to
treatment



1 day
after
treatment



5 days
after
treatment

QuikPRO[®]
Herbicide
Powered by **Roundup**
TECHNOLOGY™



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QuikPRO[®]
Herbicide
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JOHN DEERE

Golfdom

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Why not have some hazards so feared and so unique that they earn their own nicknames, as they do in Scotland?

"We have a mindset that — with a well-struck ball — you should be able to advance the ball. It's frustrating to change that mindset," Holt says. "It's a hazard. You should be lucky just to get out."

He's been including steeper-faced bunkers, 4- to 6-foot deep, in some of his recent redesigns.

On the other side of the coin, Holt considers how carries will affect the inconsistent golfers. He tries to keep what he considers "heroic shots" to a minimum because weaker players get discouraged if they must make too many all-or-nothing attempts. Offering a lot


of bailout options also increases playability. And he recommends keeping greens at about a 9 speed, which he says is fast enough to satisfy better players without scaring average golfers to death.

Finally, he pays attention to the vista off the tees. They should be challenging, but not severe enough to psyche out the typical player. The mental side of the game should not be intimidating, according to Holt.

Holt helped design some renovations at Wildwood Country Club in Louisville, a William Diddel design which opened in 1952. David Hawes, superintendent there, says the course now plays 6,500 from the tips, a gain of 200 yards over the previous distance. It also offers an extra — fourth — set of tees. One

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DYNAMIC GRAPHICS

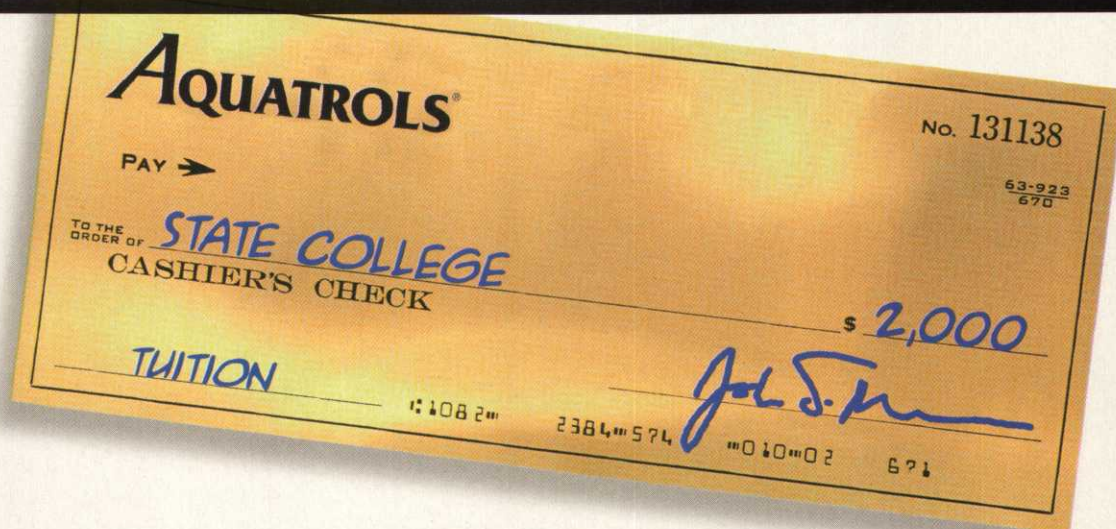


A criticism is that too many of today's bunkers do not penalize golfers enough.

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On the Level

Green speed should be fast enough to challenge better players — but not so fast that it intimidates high-handicap players.



DYNAMIC GRAPHICS

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of the biggest changes, not yet completed, involves moving the par-5, 17th green back 75 yards. It will still be reachable in two for long hitters, but with a longer carry and to a green surrounded by tougher penal areas.

Wildwood's crew has made other changes to challenge the best players: It interseeded the rough, adding bluegrass and fescue, for tougher, deeper lies. It also narrowed its fairways and moved the Holt-designed bunkers closer to greens to capture balls that are flying farther. With the addition of Toro Flex mowers, Hawes says he gets a more consistent cut on greens, allowing them to be more challenging at 9 feet to 9.5 feet on the Stimpmeter (bumped up to 11 for tournaments).

On the opposite side of the ledger, Wildwood is considering a switch in fairway grass to a stand-up bermuda that offers less-tight lies. This move would accommodate the club's older players with sweeping swings, making the ball easier to strike.

"It's a challenge, but you do the best you can," Hawes says

about accommodating all levels of play. "We have a broad range of ages out there."

Weed notes that architects and superintendents have faced this issue before — when shafts changed from wood to steel and during various golf ball advances, for example. But that doesn't make it any less crucial. "It's our biggest design issue: trying to design strategic golf courses that will challenge the top players and not unduly penalize the lesser players," Weed says.

(For the record, Weed thinks ball technology is the place to start in controlling distance advances that today make courses outdated before their time. "The golf ball is the most disposable item in the game," he says. "It's been changed a number of times. What's wrong with altering the specs on the ball to slow it down a bit? We don't need to keep going forward the way we have been.")

Scot Sherman, a senior associate at Weed Golf Course Design, notes that top players today are no longer tested in their long-iron games. The Weed group counteracts this, in part, by designing extra-long par 3s — and lots of them. These architects often favor building fewer par 5s and more par 3s (the River Highlands course, which Weed redesigned with 11 new holes in 1991, is a par 70 with four par 3s and only two par 5s). It's too difficult to make a par 5 at any distance a three-shot hole for today's players, according to Sher-

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"It's our biggest design issue: trying to design strategic golf courses that will challenge the top players and not unduly penalize the lesser players."

BOBBY WEED
ARCHITECT

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man, so why not build par 3s that are 240 yards or 250 yards from the tips to force long-iron play?

“We don’t build a golf course anymore without at least five tee locations,” Sherman says. This allows Weed Golf Course Design to create 250-yard par 3s for top players that can go down to 190 yards to 200 yards or less for the average male at another tee location. “We still want to challenge the average player to use every club in his bag, but that guy might only be able to hit a two iron 200 yards,” he adds.

Weed-designed courses feature bunkers in areas where only good players will find them. They also have more unlevel lies in fairway landing areas where only the boomers come to rest. They also are characterized by short par 4s that can seem like a great par opportunity for less-skilled golfers but challenge the top ball strikers to make a decision — go for the green off the tee and a possible eagle (and risk huge greenside penalties) or lay up.

“The average player can poke it to the middle of the fairway and onto the green, two putt

Why not have some hazards so feared and so unique that they earn their own nicknames, as they do in Scotland?

for par and never see the choices the top players are facing,” Sherman says.

Indeed, a bad choice at the driveable, 296-yard 15th at River Highlands by Kenny Perry last year may have cost him the Greater Hartford Open. Sharing the top of the leaderboard when he came to the hole, Perry hit a driver into a nearly unplayable lie by a bunker on the right side of the green and took a costly par on a hole that others in contention were birdieing. Perry lost his momentum after that and finished four strokes behind winner Peter Jacobsen.

Weed attributes Perry’s letdown on the hole to being somewhat apprehensive about his decision to hit driver, which is just the kind of mental game he wants his courses to play with the best golfers. “We love building those short par 4s of 300 yards to 330 yards,” he says.

Weed adds that many courses today are being overwatered. That takes away the roll that higher-handicap golfers need to be successful without hindering the best players. He suggests changing rough lines and creating bottlenecks in landing areas where only the big hitters can go. Trees can also be placed in areas that primarily affect them.

What Weed does not advocate is more and higher rough. To his mind, it slows down play and is boring to hit from hole after hole. High rough as the main hazard on a course, despite U.S. Open setup standards, does not make for pleasant golf. Instead, Weed wants the top players to think their ways around a layout.

“The best holes have options,” he says. “We don’t want courses to cater to pure physical ability.” ■

Allar is a freelance writer from Floyd’s Knobs, Ind.

A grass that offers fewer tight lies in the fairway is more accommodating for players with sweeping swings and allows them to strike balls easier.



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