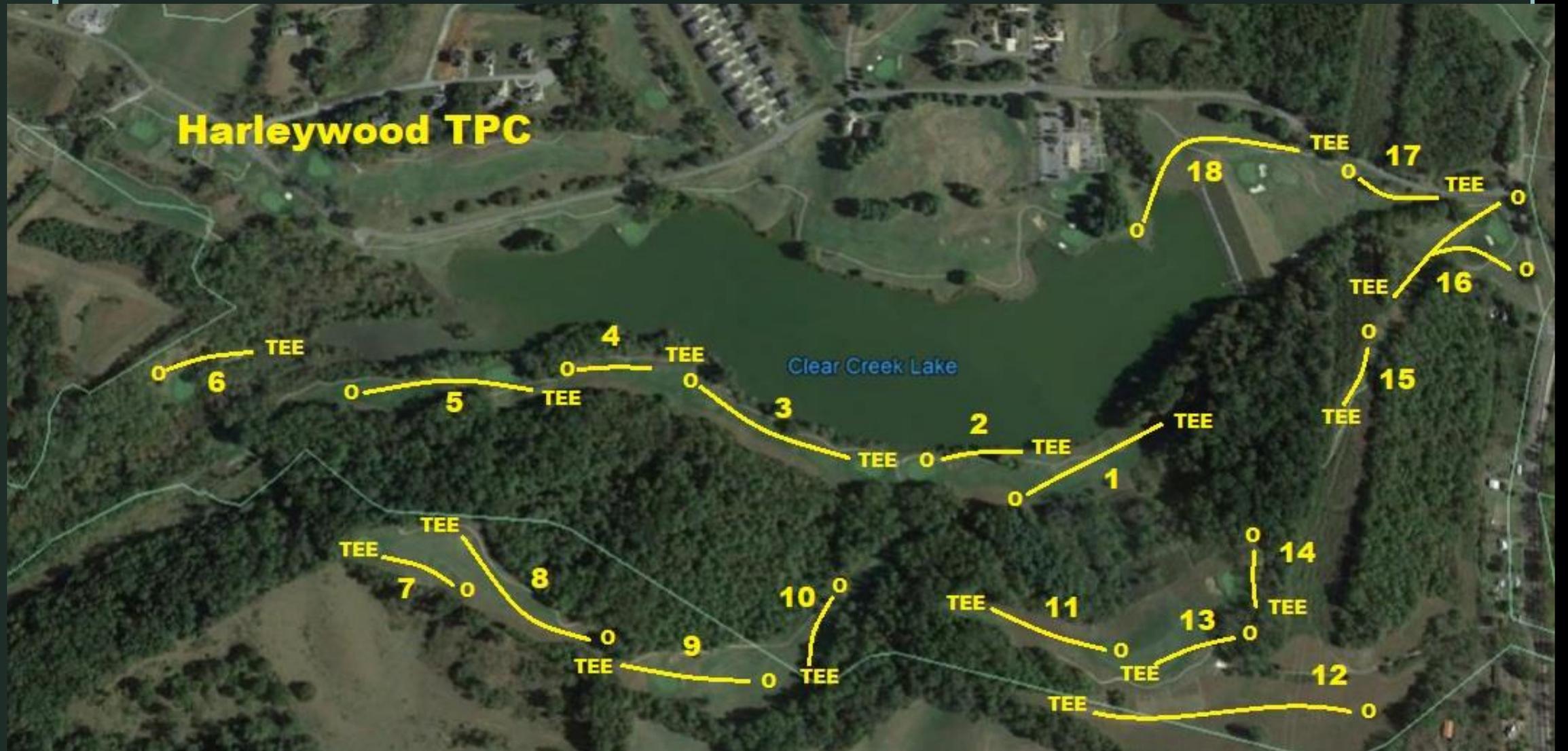


Clear Creek Golf Course

Back 9

Harleywood
TPC

Harleywood TPC



Harleywood TPC has many steep hills to climb and descend in the golf carts.

If it has rained in the last 24 hrs, chances are the ground and cart paths will be wet. If this is the case, **EXTREME** caution will be needed when driving carts.

Do not take carts on any steep hill if it has rained recently.

If you wreck a cart, you are legally responsible for any damage to the cart or any other problems / injuries that may arise from not obeying cart rules.

Even if it is dry, please be careful and realize the danger that is present in these conditions.

All greens are OB.

The OB line on greens is the primary cut line aka the actual putting surface, not the fringe. If you land on a green, play your next shot from where it crossed the boundary with a stroke penalty. If your disc makes a divot in a green, please do your best to repair it. Do not throw from greens.

All water is OB and must be surrounded to be OB.

Any tough calls on whether a disc is OB should give the benefit of the doubt to the player.

Bunkers play as a Hazard for Blue Tees (play from lie w/penalty).

White Tees play from lie in bunker as well, w/NO penalty.

Since we have groups on every hole and 2 carts on every hole as well, I am humbly asking that each group bring the basket, signs, and flags from the hole they finish on back to tournament central when ROUND 2 is completed.

This will save the Premier Design team over 3 hours of work retrieving baskets and signs after Round 2 is complete. The baskets mount easily on the back of the carts without having to disassemble them. After your group tees off on the last hole of the tourney, please get the tee signs, flags, and any signs that may be in the fairway. After putting out, please load the basket and bring it back with you.

Please leave Hole 18 set up, in case we have any playoffs.

After the awards at the 411 Hybrid in April 2015, we worked until after 10:30 pm picking up baskets and signs. Needless to say, we were wiped out and completely useless the next day. Just drive them back, park the cart, and we will take care of all unloading.



Harleywood TPC begins with the shot most people love, a big bomb off a big hill.

The lake on the right should be respected even though the hole plays away from it.

An ill-timed gust of wind could send you fishing. The basket is on the far left of the fairway.

Pars should be fairly easy but the birdie will require a solid approach.

Water (surrounded) – OB
Bunkers – Hazard for Blue Tee



Hole 2 has multiple options.

Righties can sweep a big hyzer out over the water and trees or scoot a sidearm under the trees on the left.

Lefties will probably choose the route under the trees.

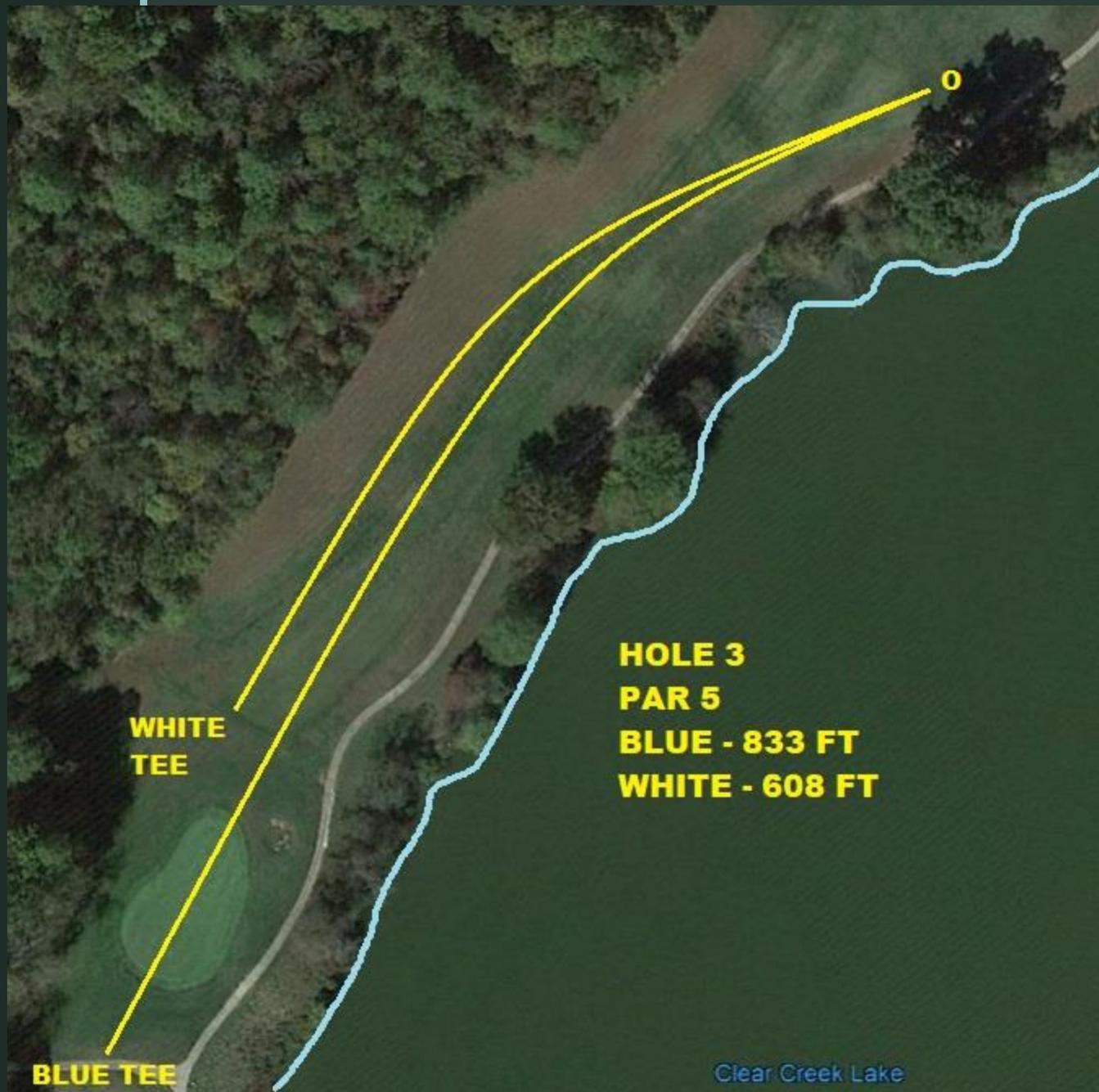
Birdies on this hole will not be easy but they will be very satisfying to write on the card.

Park carts on path and walk down to tee.

Water (surrounded) – OB

Bunkers – Hazard for Blue Tee

Green - OB



Hole 3 will ask for distance off the tee, distance on the second shot, and a careful approach in order to card a birdie.

The terrain dictates that good shots land between the hill on the left and the cart path on the right.

A wise player will stay left of the cart path the whole way to avoid the OB and some horrible rough.

Cart path on right and beyond is OB, STAY AWAY!!

Water (surrounded) – OB
Bunkers – Hazard for Blue Tee



Hole 4 will demand good distance control.

The basket sits on a golf tee with thick woods behind it. The shots that end up there will have great difficulty getting out as this area of the golf course has never been used. It is thick.

The shot required is mostly left to right unless you want to challenge the woods on the right.

The lake is in play but way off to the right as well.

Keep carts to left of cart path.

Water (surrounded) - OB



Hole 5 is a fun hole that has lots of character.

The Blue Tee is perched above a golf green and demands a right to left crank in order to reach a level stance for the second shot.

The White Tee allows players to get close to the basket.

The basket sits at the end of a long shelf and approaches from the Blue Tee or drives from the White Tee can easily skip into a roller that can take away any chance of a birdie.

The rough that is right of the cart path is very thick, avoid it at all costs.

The lake is there as well but shouldn't come into play.

Keep carts to left of cart path.

Water (surrounded) – OB

Green – OB

Bunkers – Hazard for Blue Tee



Hole 6 is a blind right to left midrange shot with the basket sitting in a deep drain depression on the hill above the OB green.

Birdies are very gettable, but touch and imagination will be required.

Possibly the easiest hole on the course, don't let the birdie elude you.

Park carts on wooded boardwalk and walk toward green, then turn right up the hill to get to the tee.

Avoid using the old staircase as it is in bad shape.

Barb wire fence on right and beyond – OB
2-meter relief from barb wire fence.

Green - OB



Two birdie holes in a row!

This one is slightly tougher than Hole 6 but still very attainable.

Stay away from the rough on the right, it is UNFORGIVING.

Seriously though, you don't want to be there.

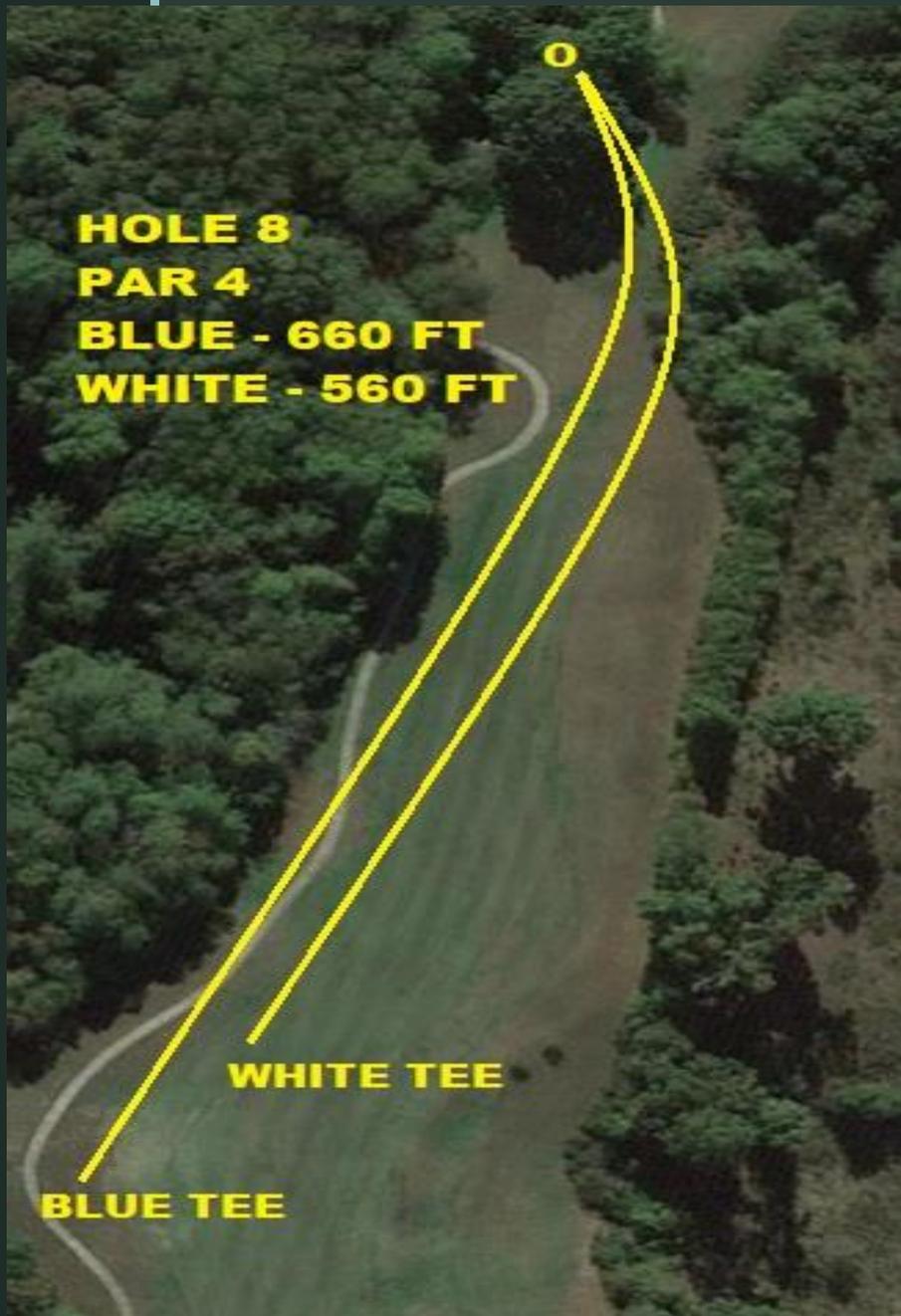
Two small flowering trees guard the basket that sits in a depression just behind them.

Get that deuce!

Do not drive carts down into the ravine, stay to the left.

Barb wire fence in rough on right and beyond – OB
2-meter relief from barb wire fence.

Green - OB



Hole 8 is a Par 4 that boasts a beautiful basket area.

While the cart path on the left and beyond is not OB, smart golfers will play as if it is.

Just like Hole 7's right side rough, you do not want to be in the woods all the way down the left side of Hole 8.

Steep drop-offs into thick woods usually translate into extra shots and general ugliness.

Keep that drive in the fairway on 8. The rough on both sides is brutal.

Keep carts to right of cart path.

Barb wire fence in rough on right and beyond – OB 2-meter relief from barb wire fence.



The front nine ends the way it opened, with a big downhill bomb!

Rarely do you play a 500 ft hole that is reachable for the birdie (or eagle from the White Tee).

The green is OB, but the elevation drop should make clearing it no problem.

This hole is fun, reach back and let her rip!

Barb wire fence in rough on right and beyond
– OB
2-meter relief from barb wire fence.

Green – OB.
Bunkers – Hazard for Blue Tee



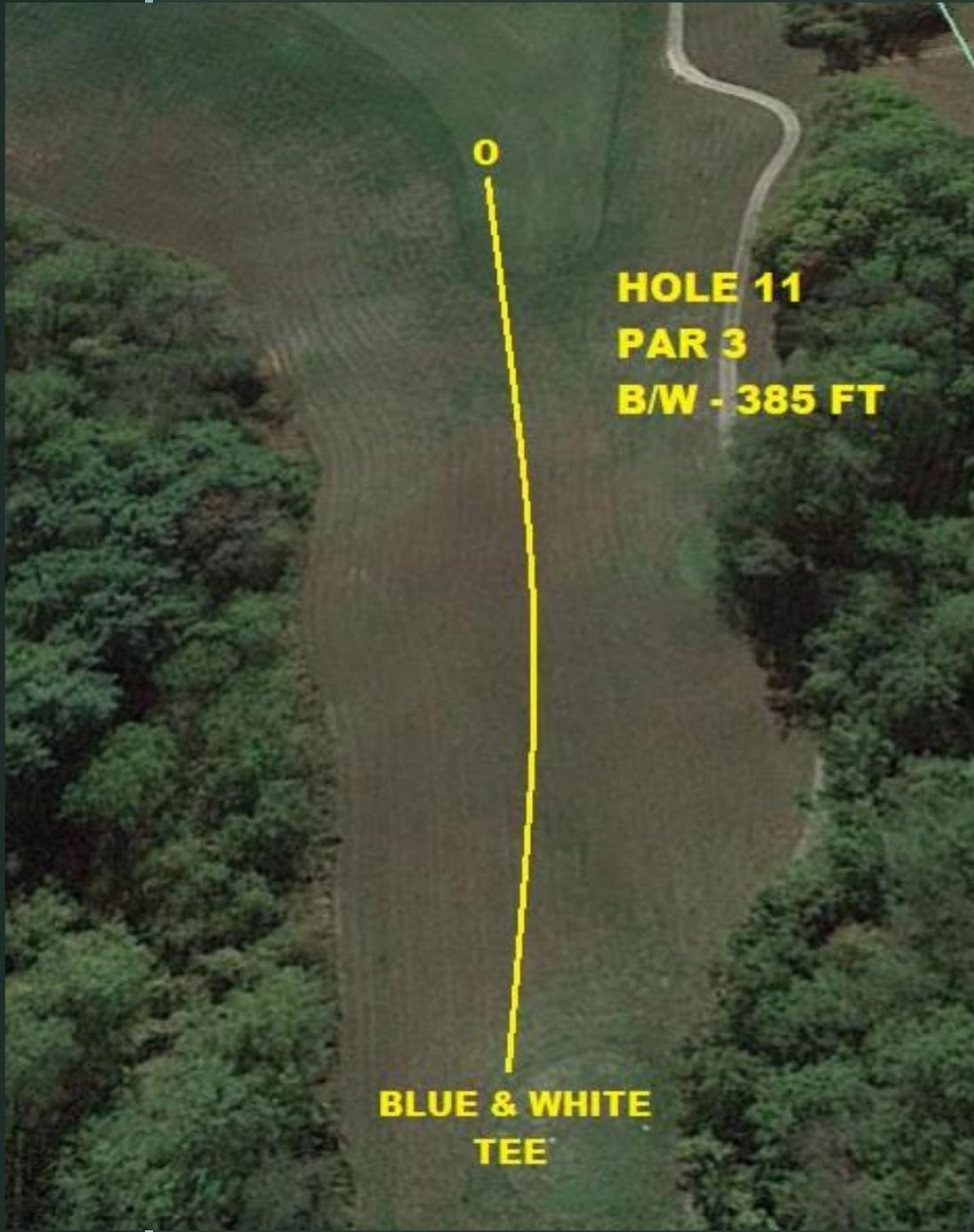
Lefties will like Hole 10, righties that can't sidearm will have a challenge.

Reachable for the deuce but touchy enough to cause bad dreams, Hole 10 demands precision.

The rough on the left below the green is no place to be.

Keep that drive close to the pin and cash in the rewards.

No OB.



From the tee, Hole 11 looks rather tame but upon closer inspection, it has teeth that can't be seen.

The basket is perched atop a steep drop-off on the left.

Right to left shots that go too far left will have a huge uphill putt/approach. The rough at the bottom of the hill is fierce.

Drives that bail out too far to the right will face the death putt/approach.

Accurate shots will be richly rewarded. 385 ft may seem long for a deuce hole, but the downhill elevation shortens the hole nicely.

Do not drive carts down the hill left of the basket, it is way too steep.

No OB.



Normally a hay field adjacent to the golf course, Hole 12 will let you air it out twice before reaching the basket.

A big drive will set you up for another bomb into the green.

Round hay bales may be present. They are part of the course; no relief is given.

Accurate distance will reward you with a chance at a birdie.

Be sure to exit the hole by staying to the right as you are leaving the green.

No OB.



Hole 13 features a slow uphill drive to a beautiful basket area nestled under a canopy of trees.

Once inside the trees, the rough on the right is mean.

Originally distanced at 370 ft, the hole was shortened to 325 ft, with the purpose of allowing more players an opportunity at birdie.

Green – OB.

Bunkers – Hazard for Blue Tee



Once again, Premier Design tosses in a wooded hole on a golf course.

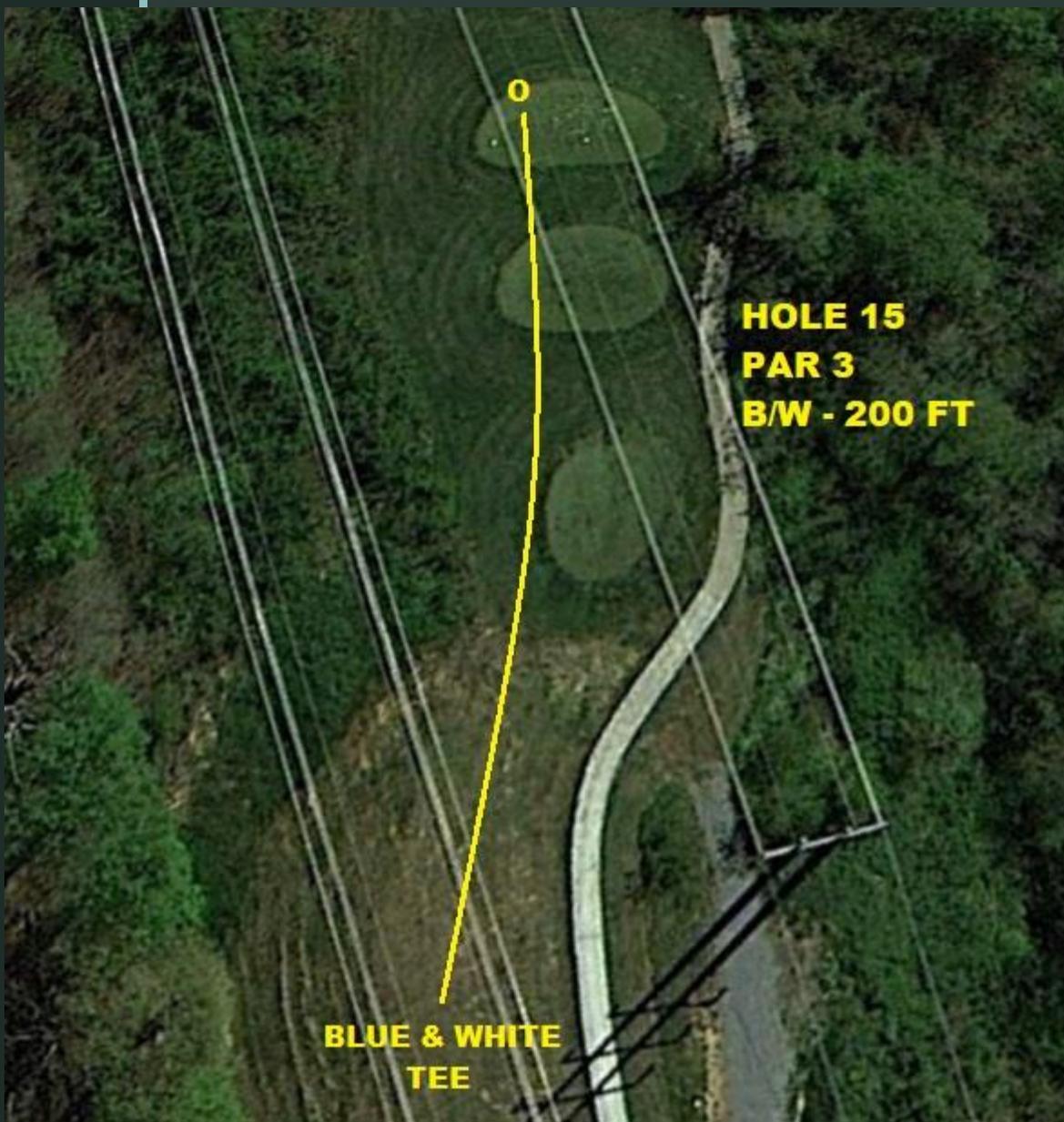
Not as wooded as some but tight, nonetheless.

Very reachable at 205 ft, the line must be good to get a putt for birdie.

The green is OB so don't let the left side of a tree send you to Extra Strokesville.

Green – OB.

Bunkers – Hazard for Blue Tee.



Hole 15 messes with your mind the first time you look at it.

From the tee on top of the big hill, it looks as if you are throwing a disc off the top of a mountain with no place to land.

Fortunately, there is plenty of room to land. You just can't see it from the tee.

The shot is deceiving but not as tricky as it looks.

The rough on both sides is thick and a disc will hide easily.

No OB.



Hole 16 needs a two-page description to do it justice.

MPO, MP40, MP50, AND MA1 will play from the top tee, all other divisions will play from the bottom of the hill.

From the Blue Tee it is over 500 ft to the middle of the landing area. However, due to the extreme steepness, it can be reached with mids and even putters!

Google Earth states the elevation drop is over 200 ft. That kind of downhill shot makes discs react in ways you may have never seen.

Not only is the hill steep to throw off, the cart path is steep as well.

PLEASE BE CAREFUL DRIVING DOWN THIS HILL, ESPECIALLY IF IT HAS BEEN RAINING.

Any lost discs off the Blue Tee will have the option of re-teeing or throwing shot #3 from the White Tee/Blue Drop Zone.

The DZ is located on the far left of the landing area and doubles as the White Tee. NO CARTS can be driven to the White Tee. Leave on cart path.

Driving up and down the hill looking for a lost disc is not an option, and the 3-minute lost disc rule must be strictly adhered to, hence the DZ option.

Each round will feature a different pin position.

Round One will be on the right of the pond and approach shots will have to clear the pond.

Round Two pin position is much more difficult. Approaches to it have multiple OB's to deal with.

Streets and beyond – OB; Pond (surrounded) – OB; Creek (surrounded) – OB
Green – OB; Bunkers – Hazard for Blue Tee



After all the drama of Hole 16, Hole 17 may seem like a letdown, but it is not.

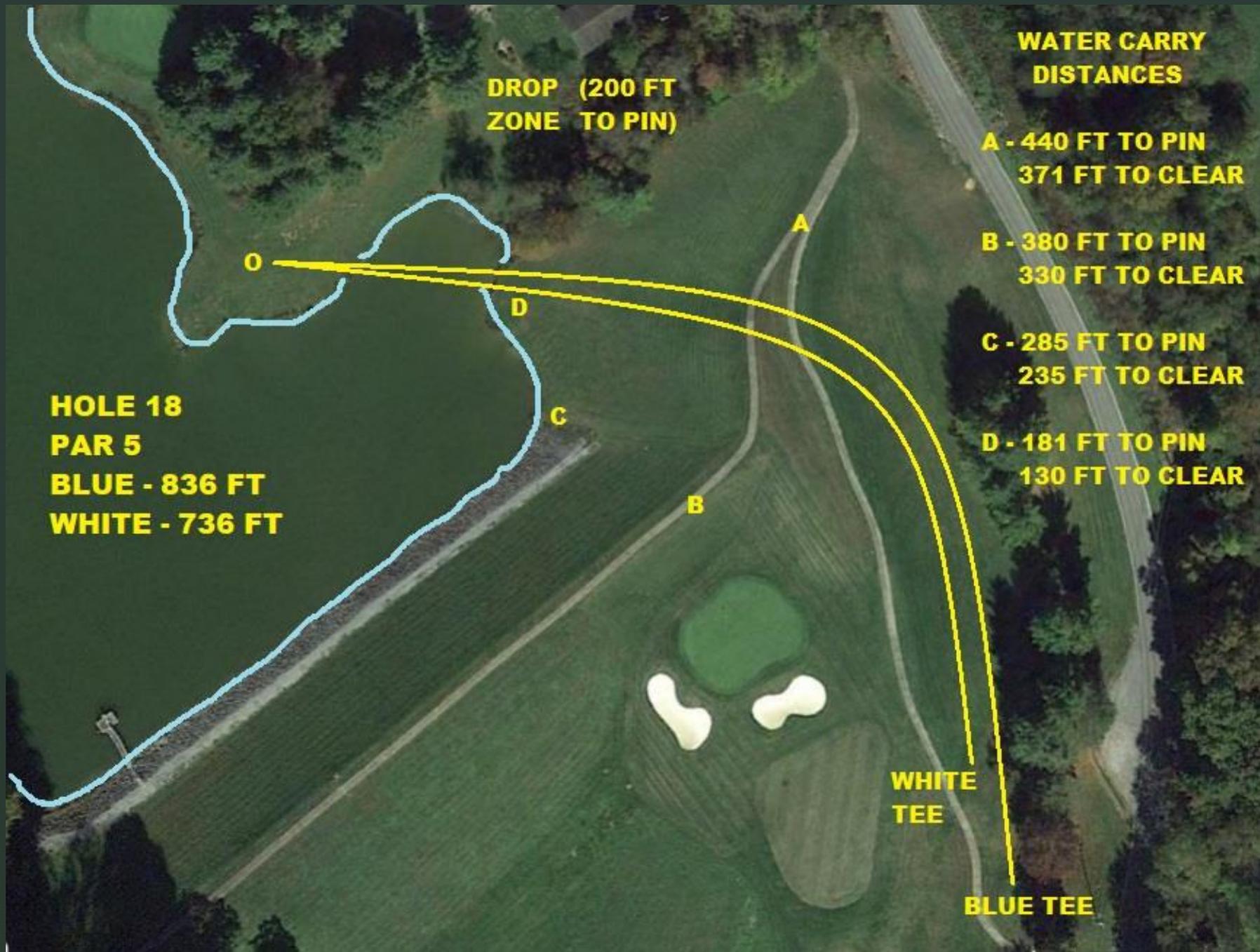
The tee shot must go left to right to avoid the taller grass on the left. The tall grass is a disc eater, avoid it at all costs!

The second shot is a steep uphill approach to a mostly blind basket area.

Birdies will require good distance off the tee and a well placed second shot.

Do not drive carts into taller grass on left of fairway or on the steep hill surrounding the basket.

Street and beyond - OB



Hole 18 needs a page to itself as well. Hole 18 is one to remember.

The drive on this Par 5 will demand distance and big arms might want to go for the green in two.

The earthen dam looms on the left and the big drives could be able to reach the top of the dam and be rewarded with an awesome view of the peninsula green. However, they must throw across the OB green and bunkers to get there.

From there, it is roughly 380 ft over the cove to the basket. Can you say risk/reward? For the mortals in the tourney, keep your drive in the open field right of the dam, send your second shot over the blind hill toward the cove, toss your approach over the water, and make that birdie putt for a 4.

However you approach the green, shots that end up in the drink will throw their next shot from the Drop Zone located on the basket side of the peninsula on the right, with a one stroke penalty. No Tin Cup possibilities here, losing one disc is enough. **Shots that end up in the water from the DZ, will play normal water OB rules.** You must drive around the cove, back to the clubhouse, around tournament central, and turn left to access the green with carts.

You can park on the tee side of the peninsula and walk over to the green if you like, but the trail is narrow that leads to the basket. Spotters will be a necessity on Hole 18, especially for those throwing the blind right to left shot over the hill toward the water.

Water – OB (proceed to Drop Zone unless shot originated from DZ); Street and beyond – OB.

Green – OB; Bunkers – Hazard for Blue Tee