

THE CONSEQUENCES OF STROKE PLAY &  
THE OPPORTUNITIES OF MATCH PLAY

# ASGCA Forum

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2017 GOLF INDUSTRY SHOW  
FEBRUARY 7, 2016



## ASGCA Forum

The consequences of Stroke Play &  
The Opportunities of Match Play



## Panelists

Paul Albanese  
Gil Hanse  
Mark Hollinger  
Art Schaupeter

## ASGCA Forum

The consequences of Stroke Play &  
The Opportunities of Match Play



## Current Design Trends

- Turf & Tree Reduction
- Migration to 'firm & fast'
- Historic Restoration / Templates
- Bunker Renovations
- New Construction – destination resorts to highly complex municipal projects
- More Acceptance of Alternative Designs – Shorter, Reversible Courses, Par 3's, etc.

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The consequences of Stroke Play &  
The Opportunities of Match Play

# Challenges to Golf

- Pace of Play
- Cost
- Challenge





## Challenges to Golf

- Par

Par is the predetermined number of strokes that a scratch (or 0 handicap) golfer should require to complete a hole.

Par is the central component of stroke play, the most common kind of play in professional golf tournaments.

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# Challenges to Golf

- Par

Arbitrary Standard



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## Stroke Play vs. Match Play

Pace of Play  
Construction  
Maintenance  
Challenge  
Fair?

<u>Stroke Play</u>	<u>Match Play</u>
Count all the strokes vs.	Pick it up
Accommodate metrics vs.	Authentic
High vs.	Play it as you find it
Protecting Par vs.	Strategic Interest
Absolute vs.	“Rub”, fate, luck

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The consequences of Stroke Play &  
The Opportunities of Match Play

Stroke Play vs.  
Match Play

**Subject is not new.....**





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*“The merit of any hole is not judged by its length but rather by its interest and its variety as elective play is apparent. It isn’t how far, but how good!”*

A.W. Tillinghast

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*“Don’t worry about par. The practice of printing par figures is literally a mental hazard”*

Bobby Jones

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*“Immediately when we attempt to standardize sizes, shapes and distances we lose more than half the pleasure of the game”*

HS Colt

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## THE CONSEQUENCES OF STROKE PLAY & THE OPPORTUNITIES OF MATCH PLAY



*“Golf architecture is not science. ....the failure to understand this is one reason responsible for the dilemma in the minds of most golfers who try to come to a logical understanding of golf architecture and get nowhere.”*

Max Behr

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Forest Richardson said of stroke play....

*“a laborious game of ‘count the shots’”*

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## THE CONSEQUENCES OF STROKE PLAY & THE OPPORTUNITIES OF MATCH PLAY



Brad Klein said in a 2004 article about Match Play.....

*“Classic designers weren’t worried about par. They were worried about building interesting golf holes”*

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## THE CONSEQUENCES OF STROKE PLAY & THE OPPORTUNITIES OF MATCH PLAY



Recently Ty Butler [ASGCA] spoke about Par.....

*“would the average golfer enjoy the game more if there was not an impractical standard [par] looming in the background? ..... More often than not this leads to expectations, frustration and disappointment”*

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## Stroke Play vs. Match Play

Stroke Play: features & holes judged on how they affect your score

Match Play: features & holes judged on how they provide strategic interest



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Stroke Play vs.  
Match Play

**Time to give this subject some attention**

# Mark Hollinger

How does Stroke Play affect the way  
we design?



# ASGCA MATCH PLAY FORUM



MARK E. HOLLINGER ASGCA, FASLA



# HOW DOES STROKE PLAY CHANGE OR IMPACT THE WAY WE DESIGN, DEVELOP ROUTINGS ?

## ■ STROKE PLAY COURSE DESIGN:

1. STROKE PLAY IS THE STANDARD FORMAT IN GOLF WITH ALMOST EVERY GOLF EVENT TELEVISED TO MILLIONS OF VIEWERS AROUND THE GLOBE EACH WEEK
2. WE NEED ADDITIONAL FORMATS OF PLAY WHICH SHORTEN THE TIME REQUIRED, LOWER THE COSTS INVOLVED , AND ATTRACT NEW PLAYERS TO THE GAME
3. STROKE PLAY GOLF DESIGN IS PRIMARILY BASED ON THE DESIGNER CRAFTING EACH HOLE TO DEFEND AGAINST PAR, AS A PART OF AN OVERALL AGGREGATE SCORE
4. STROKE PLAY GOLF HOLES TEND TO BE MORE STANDARD IN THEIR STYLE AND COMPOSITION
5. THE LENGTH OF A GOLF HOLE, THE SEVERITY , SIZE AND PLACEMENT OF ITS HAZARDS ARE ALL DESIGNED BASED ON TYPICAL PLAY TO PAR
6. AS TECHNOLOGY ADVANCES STROKE PLAY GOLF DESIGN REQUIRES LONGER GOLF LAYOUTS REQUIRING MORE LAND WITH HIGHER BUILD COSTS
7. STROKE PLAY COURSES REQUIRES MORE TIME TO PLAY





# MATCH PLAY FOR CONSIDERATION....

- MATCH PLAY STYLE HOLE DESIGN:
  1. REQUIRE LESS OVERALL LAND AS THE EMPHASIS IS SWITCHED TO STRATEGY AND A PLAYER'S IMAGINATION INSTEAD OF MATCHING PAR WITH HOLES OF SEVERE LENGTH AND DISTANCE.
  2. MATCH PLAY DESIGNED HOLES ALLOW FOR MORE DRIVEABLE PAR 4'S, CHALLENGING YET REACHABLE PAR 5'S, LONG ONE-PUTT STYLE PAR 3'S AND 4'S, STRATEGIC HAZARD POSITIONS, UNUSUAL GREEN COMPLEXES, AND MAXIMIZING ANGLES OF PLAY
  3. MATCH PLAY DESIGN REQUIRES LESS LAND, WHICH IN TURN LOWERS THE COSTS OF OBTAINING PROPERTY, LOWERS THE COSTS AND TIME REQUIRED TO KEEP THE COURSE IN TOP CONDITION, WHICH WILL LOWER THE COSTS OF GOLF TO THE PLAYING PUBLIC.
  4. AS WE BUILD COURSES REQUIRING LESS LAND, A ROUND OF GOLF MAY TAKE LESS TIME TO PLAY.
  5. THE RESULT MAY BE GOLF HOLES WITH LESS LENGTH BUT WITH MORE OPTIONS AND MULTIPLE ANGLES OF PLAY REQUIRING GOLFERS TO USE THEIR BRAIN, SKILL AND IMAGINATION MORE IN ORDER TO WIN A HOLE,
  6. COURSES MIGHT NOT ALL HAVE ONLY THE TYPICAL PAR 3, 4, AND PAR 5 CARDS. WE MIGHT INSTEAD DESIGN A COURSE WHICH ARE MADE UP OF VARIOUS PAR CONFIGURATIONS. (FOR EXAMPLE, WE JUST COMPLETED AN 18 HOLE ALL-PAR 3 COURSE , WHICH AS DESIGNED, IS PERFECTLY FORMATTED TO ENJOY MATCH PLAY EVENTS ON A REGULAR BASIS AS PAR 3 HOLES ARE WONDERFUL FOR THIS FORMAT. THIS NEW RESORT COURSE IS STIMULATING, CHALLENGING, FAIR, AND REQUIRES ABOUT HALF THE TIME OF A TRADITIONAL ROUND OF GOLF)
  7. DIFFERENT GAMES OF MATCH PLAY WILL RESULT FROM THIS SORT OF THINKING. ALREADY A POPULAR GAME IN DIFFERENT PARTS OF THE WORLD INVOLVE MATCH PLAY WITH A LIMITED NUMBER OF CLUBS, AND A LIMITED AMOUNT OF BALLS, THUS REQUIRING A PLAYER TO WIN A MATCH BY USING HIS CUNNING, PLAYING SKILLS AND LIMITED RESOURCES.



JMP

## ...MORE COMMENTS AND IDEAS

IN ORDER TO BROADEN GOLF'S APPEAL:

WHAT IF WE CREATED MORE COURSES WHICH EMPHASIZED AND PROMOTED THE BEST QUALITIES OF BOTH MEDAL AND MATCH PLAY TOGETHER IN A SINGLE DESIGN?

WHY NOT TRY TO DEVELOP MORE COMPETITIONS AND ORGANIZE MORE GAMES OF GOLF WHICH ARE CHALLENGING AND THAT ARE NOT JUST ABOUT SCORE? GAMES WHICH REQUIRE THE PLAYER TO THINK HIS WAY AROUND THE COURSE AS WELL AS ALONG EACH HOLE?

WHY NOT PROMOTE THESE CONCEPTS TO POTENTIAL DEVELOPERS SO AS TO TAKE THE GAME IN MORE DIRECTIONS, ALLOWING THE COST OF GOLF TO COME DOWN AND ALLOW DESIGNERS THE FLEXIBILITY TO MOVE AWAY FROM ONLY TRADITIONAL STYLE LAYOUTS?

THE GAME MAY JUST BENEFIT FROM THIS THINKING, PROVIDED THE GOLF INDUSTRY ENCOURAGES AND PROMOTES THIS NEW DIRECTION...AND WE MIGHT FIND A NEW YOUNG GROUP OF GOLFERS TO ENJOY IT.....



*LET'S FOLLOW THE PIPER*



JMP



# DESIGNING FOR MATCH PLAY- A STRATEGIC GOLF HOLE



THIS DEMANDING HOLE DESIGN IS A CLASSIC "CAPE STYLE HOLE" PRESENTING MANY OPTIONS FROM THE TEE IN ORDER TO CHALLENGE PLAYERS OF ALL SKILL LEVELS. WATER HAZARD INVITES PLAYERS TO CARRY AS MUCH OF THE LAKE AS THEY DARE. PLAYERS WHO SUCCESSFULLY CARRY THE WATER ON THE MOST AGGRESSIVE LINE, ALONG THE EXTREME LEFT, WILL HAVE THE OPPORTUNITY TO PLAY FOR THE GREEN IN TWO SHOTS AND SET UP A POSSIBLE WINNING SCORE. THOSE WHO PLAY MORE CONSERVATIVELY TO THE RIGHT, ARE FACED WITH DIFFERENT CHOICES AND OPPORTUNITIES FOR THE SECOND SHOT. THE LENGTH OF THIS TYPE OF HOLE IS NOT AS IMPORTANT AS THE VARIOUS ANGLES OF ATTACK. A TRULY MEMORABLE CHALLENGE

## \*FAVORITE MATCH PLAY HOLE- I HAVE DESIGNED (A REACHABLE PAR 5 HOLE)

SOMETIMES A STRATEGIC HOLE SETS UP THE ENTIRE FINISHING EXPERIENCE FOR THE GOLF ROUND. THIS PAR 5 HOLE IS REACHABLE IN TWO SHOTS, YET OFFERS NUMEROUS WAYS TO PLAY IT REQUIRING THE PLAYER TO DETERMINE EACH SHOT CAREFULLY. THE HOLE POSITION WITHIN THE FINISHING SEQUENCE OF HOLES MIGHT WELL END A MATCH EARLY FOR THE AGGRESSIVE PLAYER.



*VIEW FROM TEE*

**BLUE BAY RESORT GOLF CLUB, LINGSHUI, HAINAN ISLAND, CHINA**  
*Hole 14, Par 5, 542 Yards ARCHITECT: MARK E. HOLLINGER*

**JMP**



# \*FAVORITE MATCH PLAY HOLE- I HAVE DESIGNED

THE APPROACH IS THE KEY TO  
THIS WELL BUNKERED  
TINY, UNDULATING,  
DIFFICULT GREEN



THIS REACHABLE PAR 5 HOLE REQUIRES A TEE SHOT  
CARRYING THE LEFT SIDE BUNKERS. FROM HERE THE  
PLAYER MUST THEN DECIDE WHICH DIRECTION ,  
WHICH ANGLE AND LINE OF PLAY TO TAKE...AND  
HOW TO AVOID THE NUMEROUS HAZARDS

JMP



## \*FAVORITE MATCH PLAY HOLE-ALL TIME ( A DRIVABLE PAR 4 HOLE)

WHAT MAKES THIS HOLE SO GREAT IS THAT THE PLAYER IS TEMPTED TO DRIVE THE GREEN. OTHERWISE, THERE EXIST MANY OPTIONS FROM THE TEE ON THIS SHORT, SEEMINGLY SIMPLE HOLE. THE FAIRWAY NARROWS AS ONE APPROACHES THE GREEN SO THE LENGTH AND ANGLE OF THE LAYUP 2<sup>ND</sup> SHOT MUST BE CAREFULLY CONSIDERED



CYPRESS POINT GOLF CLUB    PEBBLE BEACH, CALIFORNIA  
HOLE 9, PAR 4, 289 YARDS    ARCHITECT: ALISTER MACKENZIE

JMP



## \*FAVORITE MATCH PLAY HOLE-ALL TIME

DESIGNED AND  
CONSTRUCTED NEARLY  
A CENTURY AGO,  
WHEN MATCH PLAY  
WAS POPULAR, THE  
DECISIONS REQUIRED  
FROM THE TEE TO SET  
UP THE BEST  
APPROACH FOR THE  
PLAYER ARE MASSIVE.  
THE ENTIRE HOLE IS  
LESS THAN 290 YARDS,  
AND IF NEGOTIATED  
PROPERLY A WINNING  
SCORE IS VERY  
POSSIBLE



*AERIAL VIEW*



CYPRESS POINT GOLF CLUB

*HOLE 9, PAR 4, 289 YARDS*

*PEBBLE BEACH, CALIFORNIA*

*ARCHITECT: ALISTER MACKENZIE*

**JMP**



## \*FAVORITE MATCH PLAY HOLE-ALL TIME

THE GREEN  
COMPLEX IS  
NESTLED INTO A  
NARROW  
BOTTLENECK  
WITHIN THE  
DUNES HAS  
MORE THAN 10  
FEET OF  
ELEVATION  
CHANGE FROM  
SIDE TO SIDE  
WITH  
PRONOUNCED  
SLOPE, RIDGES  
AND A NARROW  
WIDTH



*CLOSEUP VIEW OF GREEN*



CYPRESS POINT GOLF CLUB

*HOLE 9, PAR 4, 289 YARDS*

*PEBBLE BEACH, CALIFORNIA*

*ARCHITECT: ALISTER MACKENZIE*

JMP

# *\*FAVORITE MATCH PLAY HOLE-ALL TIME*

## *(A DIFFICULT ONE-PUTT PAR 3 HOLE)*

A MAGNIFICENT  
DRAMATIC  
MEETING OF THE  
SEA AND LAND  
OVER WHICH THE  
PLAYER MUST  
NAVIGATE WHILE  
THE SEA BEATS  
ALONG THE  
ROCKS DIRECTLY  
BELOW THE TEE.  
CONCENTRATION  
IS ALWAYS  
DIFFICULT. THERE  
ARE EASIER  
OPTIONS FOR THE  
PLAYER TO THE  
LEFT. THIS HOLE  
CAN BE A CARD  
WRECKER



*CYPRESS POINT GOLF CLUB*  
*HOLE 16, PAR 3, 233 YARDS*

*PEBBLE BEACH, CALIFORNIA*  
*ARCHITECT: ALISTER MACKENZIE*

*JMP*



## \*FAVORITE MATCH PLAY HOLE-ALL TIME

THIS  
CHALLENGING  
PAR 3 HOLE,  
WHICH IS  
FREQUENTLY  
PLAYING  
DIRECTLY INTO  
THE WIND, IS A  
VERY LONG  
CARRY OVER  
WATER FOR A  
HOLE BUILT IN  
1926,  
THEREFORE  
PLAYING OUT  
TO THE LEFT  
FAIRWAY AND  
CHIPPING TO  
THE GREEN FOR  
A ONE-PUTT PAR  
IS A MATCH  
PLAY OPTION TO  
CAREFULLY  
CONSIDER FROM  
THE TEE



*AERIAL VIEW*



CYPRESS POINT GOLF CLUB    PEBBLE BEACH, CALIFORNIA  
HOLE 16, PAR 3, 233 YARDS    ARCHITECT: ALISTER MACKENZIE

JMP

# Gil Hanse

Does Match Play require a different footprint?

# a different footprint for golf?



- Maybe
  - Width for Options
- Lack of Necessity for excessive length

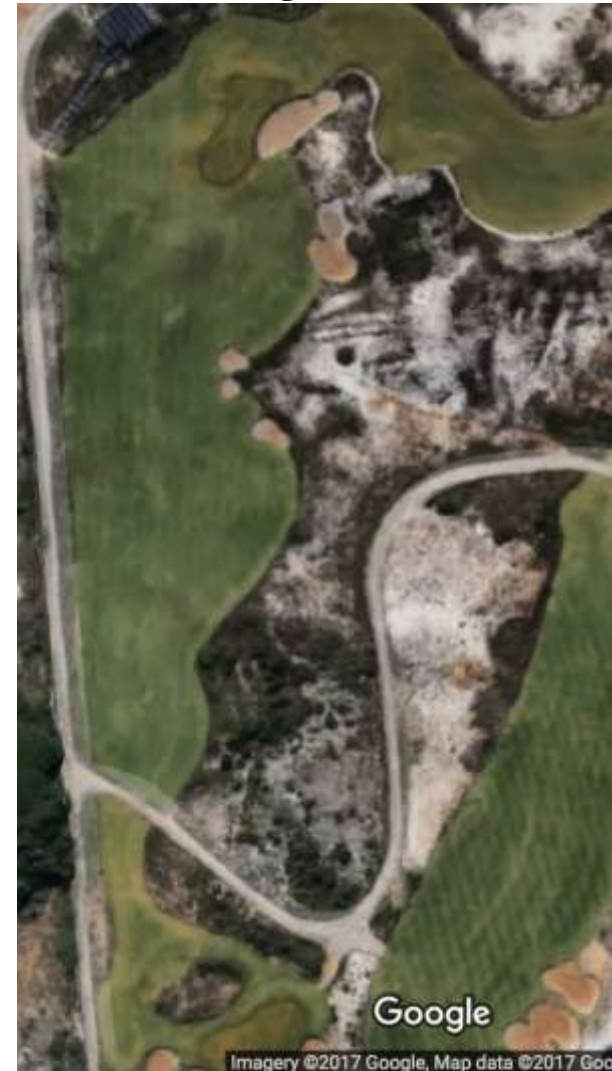


# Can we use the property differently?



- Potential opportunities for using more severe topography
- Potential to utilize more definitive hazard areas, water, wetlands, out of bounds, blind holes.

# Original Match Play Hole



# Existing Match Play Hole



# Existing Match Play Hole





# Paul Albanese

Does Match Play require changes in  
maintenance and operations?

# Effect of Maintenance & Design

## Match Versus Stroke Play

What is the essential difference between Match Play and Stroke Play?

MATCH PLAY: Opponent is Golfer

STROKE PLAY: Opponent is Golf Course

So – How does MATCH PLAY/STROKE PLAY affect the Maintenance/Operation Aspect of Design?

# RISK/REWARD CONTRAST

The DIFFERENCE (i.e CONTRAST) of RISK versus the REWARD for any given Golf Shot

Designers (And Superintendents) are able create a  
HIGH or LOW CONTRAST in the RISK  
versus the REWARD using a variety of  
elements such as:

- a. Heights of Turf Cut
- b. Ruggedness of Bunkers
- c. Tightness of Approach to Greens



# RISK/REWARD CONTRAST

## Which is more Appropriate for Match Play? High or Low Risk/Reward Contrast?

In Match Play – a golfer is more likely to take on a **HIGH CONTRAST RISK/REWARD** design than in Stroke Play–

WHY? Because in **MATCH PLAY** if a golfer takes on a **HIGH CONTRAST RISK/REWARD** shot and fails ~ they simply concede one hole, and still have a good chance of recovery in the game.

BUT – In **STROKE PLAY**– if a golfer takes on a **HIGH CONTRAST RISK/REWARD** shot and fails, they could conceivably lose multiple strokes, and lose any reasonable chance of recovery in the game.

In OTHER WORDS: Golfers playing **Match Play** are able to “pick-up” and move along, knowing a **HIGH RISK SHOT** only affects **ONE** hole.

BUT ~ Golfers playing **Stroke Play** are not able to “pick up” and move along, knowing a **HIGH RISK SHOT** will affect the **EIGHTEEN** holes i.e “Every Stroke Counts”.



# THEREFORE

In Match Play,

the

“RISK/REWARD CONTRAST” of the design  
may be HIGH

In Stroke Play,

the

“RISK/REWARD CONTRAST” of the design  
should be LOW

# Which is more Appropriate for MAINTENANCE INTENSITY?

High or Low Risk/Reward Contrast?

THE HIGHER  
the  
RISK/REWARD CONTRAST  
of a design the  
LOWER  
POTENTIAL MAINTENANCE INTENSITY

The LOWER  
the  
RISK/REWARD CONTRAST  
of a design the  
HIGHER  
POTENTIAL MAINTENANCE INTENSITY



# Heights of Cut of Rough

## Low Contrast Risk/Reward – 2”

Rough Aligning Outer Edge of  
Hole

Better for Stroke Play

High Maintenance Intensity



## High Contrast Risk/Reward – 6”

Fescue Aligning Outer Edge of  
Hole

Better for Match Play

Lower Maintenance Intensity





# Ruggedness of Bunkers

- The ruggedness of bunkers will determine how much **RISK/REWARD CONTRAST** there would be from being “IN” the bunker versus being “OUT” of the bunker.
- Exceptionally manicured bunkers, especially for professionals, in fact, often reverses the supposed **RISK/REWARD CONTRAST** intended by the architect.
  - I.e many skilled golfers would rather be IN the bunker versus the surrounds of a green – which is NOT the original design intention of the architect.

Low Contrast Risk/Reward – Perfectly  
Groomed Bunkers  
Appropriate for Stroke Play  
High Maintenance Intensity



High Contrast Risk/Reward –  
Rugged, non-groomed bunkers  
Appropriate for Match Play  
Low Maintenance Intensity





# Tightness of Approach (Augusta #15)



Low Contrast Risk/Reward –  
Rough at Approach  
Appropriate for Stroke Play  
High Maintenance Intensity

High Contrast Risk/Reward –  
Tight Approach  
Appropriate for Match Play  
Less Maintenance Intensity





THEREFORE:

MATCH PLAY

has potential for designs to be

HIGHER in

“RISK/REWARD CONTRAST”

Which can potentially be

LOWER in MAINTENANCE

INTENSITY,

# Tatanka Golf Club – Hole 15





# Tatanka Golf Club – Hole 15



Short Par 4 with many options for how to play the hole. More options -=  
**HIGH RISK/REWARD CONTRAST**= Designed with Match Play in  
Mind – and – Low Intensity Maintenance



# Art Schaupeter

How would Match Play change how a golfer plays or enjoys a golf course?

# Unintended Consequences of Stroke Play and the Opportunities of Match Play

Would match play affect how a golfer  
plays or enjoys a golf course?

Arthur Schaupeter, ASGCA

## Points of Discussion

- Golf's Function
- The Golfing Experience
- Forms of Play – Stroke Play vs. Match Play
- Design with a Focus on the Experience
- A Classic Match Play Hole
- A Contemporary Match Play Hole



# What is Golf's Function/Purpose?



# Golf as Recreation...



# Golf as Competition...





# Golf as a Social Activity...



# Golf for Personal Fulfillment...



# Golf as Exercise...





# Golf for Enjoying Nature...



# The Golfing Experience

- To be sustainable golf, at it's core, must be primarily an enjoyable experience. Everyone **chooses** to play golf, regardless of their purpose or objective. It's a discretionary spending of money and time.
- It should be so interesting that it engages the player emotionally and intellectually



# The Golfing Experience

- The form of play has predominantly driven the golfing experience and by extension the form of the course.
- The **desired** golfing experience should drive the form of play, which can then drive the form of the course.
- Different forms of play can be appropriate for different purposes or functions...it's not an either/or proposition.
- Golf courses can be designed to accommodate different forms of play or they can be designed to emphasize one form of play over the other.



# The Form of Play

- Match play predominant form of play originally.
- Stroke play has become the predominant form of play.
- Why has the predominant form of play shifted?

# The Form of Play

- Has the shift from match play to stroke play coincided with the rise to prominence of tournament golf and televised tournament golf?
- Recreational golfers and golf course development tends to follow the lead of the higher profile professional golf.
- This shift has altered the general perception of golf in terms of how it is played and has **resulted in changing how it is experienced and enjoyed by golfers.**
- How does the form of play impact the experience and/or enjoyment for the players?

# The Form of Play

## Unintended Consequences of Stroke Play

- Golf is played in a defensive or negative mind set:  
**Don't make a mistake!**
- One bad hole or shot can ruin the entire round
- Golfer plays with continual mental pressure
- The golf experience is constrained by predetermined notions of what the golfer “should” do or strives to do...par as the arbiter!
- Fairness valued above all, nature and randomness removed from the equation as much as possible.

# The Form of Play

- So, would an acceptance of match play as the predominant form of play affect how golfers play or enjoy a golf course?



# The Form of Play

## Opportunities of Match Play

- Golf is played from an offensive and positive mindset:  
**Go for it!**
- Allows for an emotional freedom, free to choose how to play a hole.
- Free to take chances and let the bad holes recede into the past.
- Free to view each hole as a new opportunity, a new adventure.
- Golf as an adventure creates interest and excitement, it engages the player emotionally and intellectually.

# Design with a Focus on the Experience

- **Alister MacKenzie:**

“One of the objects in placing hazards is to give the players as much **pleasurable excitement** as possible...on some of the British Championship courses one rarely takes a club out of the bag without having an **interesting shot** to play.”

“There are some leading players who honestly dislike the dramatic element in golf. They hate anything which is likely to interfere with a constant succession of threes and fours. They look at everything in the “card and pencil spirit.”

# Design with a Focus on the Experience

- **Charles Blair McDonald:**

“Variety is not only the ‘spice of life’ but it is the very foundation of golfing architecture. Diversity in nature is universal. Let your golfing architecture mirror it. An ideal or classical golf course demands variety, personality, and, above all, the charm of romance.”

“...there seems to be a constant endeavor to make golf commonplace, to emasculate it, as it were, of its finer qualities.”

# Design with a Focus on the Experience

- **Max Behr in 1923:**

**“Golf is a sport, not a game.”**

- Games, like tennis, baseball, football, etc. are “enclosed in principles”. The playing field is leveled out and made “fair” or equal for all.

- In a sport, “we stand before the great unknown”, with golf as a sport made enjoyable by the “nourishment of the imagination.”



# Design with a Focus on the Experience

- **Max Behr:**

“On a penal course we see what to avoid. A good shot is mere evasion of evil. On a great strategic course, the golfer is **engaged positively** to consider their options and ‘study what to conquer.’”

- Strategic golf holes and match play go hand in hand, together creating exciting, interesting holes to elevate the golfing experience.

# Design with a Focus on the Experience

- All of these golden age architects were prescient in describing today's golf roughly ninety years earlier, especially tournament golf, with its focus on turning golf into a game, something that they can be controlled.
  - Green speeds – reduce stroke variability and flatten greens.
  - Bunker consistency – remove chance; they used to be hazards!
  - Straightforward experience with no surprises; minimize or remove randomness or luck; consistency

# The Old Course

## St. Andrews, Scotland

### Hole 14



# The Old Course

St. Andrews, Scotland

## Hole 14





# The Club at Old Hawthorne

## Columbia, Missouri

### Hole 8



# The Club at Old Hawthorne

Columbia, Missouri

## Hole 8



# The Club at Old Hawthorne

Columbia, Missouri

## Hole 8





# The Club at Old Hawthorne

Columbia, Missouri

## Hole 8





# Final Thoughts

- **Alister MacKenzie:**

In the question of whether a course or hole is ideal from a stroke play or match play point of view, MacKenzie offered, “if it is necessary to draw any distinction between the two, there can be little doubt that match play should always have prior **claim...the true test of a hole, then, is its value in match play.**”

“It is the successful negotiation of difficulties, or what appears to be such, which gives rise to **pleasurable excitement and makes a hole interesting.**”

# Final Thoughts

- **Max Behr:**

“The object of golf is to give an intelligent purpose to the striking of a golf ball. To be worthwhile, **this purpose must excite and hold interest**. If it fails in this, the character of the architecture is at fault.”

# Final Thoughts

**Golf course design focused on:**

- Adventure
- Enjoyment
- Engagement
- Interest
- Individuality
- Opportunity

**...is golf course design that successfully focuses on the player's experience, and match play makes the best form of play for the player's freedom of expression and enjoyment of the experience.**



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Q&A

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- The challenge of handicapping
-

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THE CONSEQUENCES OF STROKE PLAY &  
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- Fairness – Does stroke play challenge the concept of fairness on the golf course?
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## THE CONSEQUENCES OF STROKE PLAY & THE OPPORTUNITIES OF MATCH PLAY



- How would the proliferation of Match Play affect golfers [average, low handicap, high handicap, etc.]
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- Should/could Match Play be expanded as part of the Tour Schedule? Why? Is it good? Bad? Olympics?
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- Do you have thoughts about Par? As an architect, is par constraining?

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Thank You

Paul Albanese  
Gil Hanse  
Mark Hollinger  
Art Schaupeter

