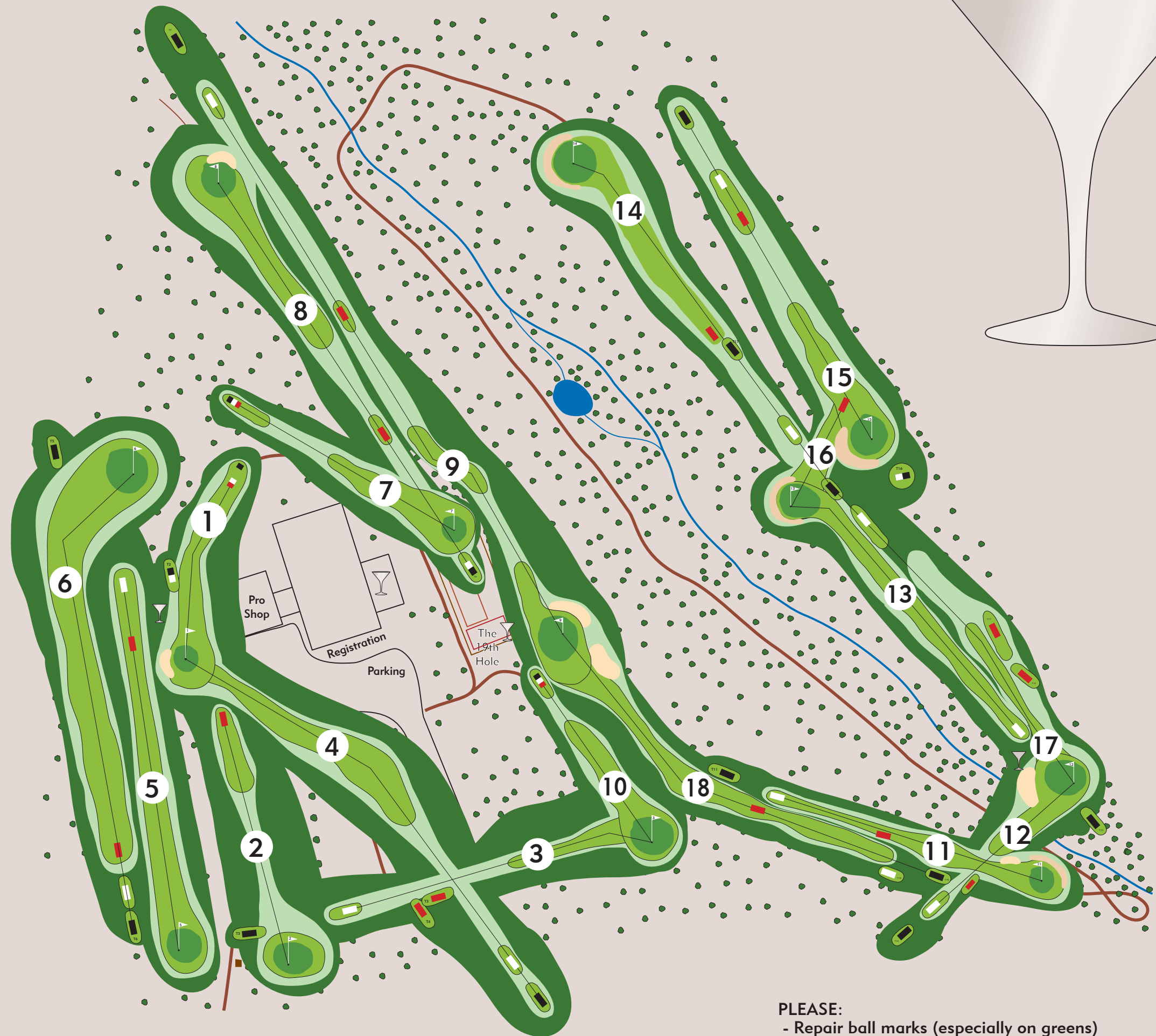



Smedberg Pines Golf Course and Resort

Hole descriptions, hints and tips:

1. PIT #1: This is the shortest par 4 but don't let that fool you. Keep your tee shot low and in the middle of the fairway.
2. THE ORCHARD: Apples lie between you and the green, landing in the orchard is not always good. The higher the better. Long = bad.
3. THE BLIND OAKS: A par 4 that you can birdie if you're feeling lucky and go for the green. Aim between the oaks and keep the ball high. It's longer than it looks. Approaching the green from the left works.
4. DRIVEWAY: A daunting hole from any tee, this par 4 requires another accurate setup shot. Watch the trees from the white or black tees.
5. WIDE OPEN: A hole true to its name with an open fairway and a long green. Use the bank on the right side of the green to your advantage.
6. RUN AWAY: The reverse of hole 5 plus a dogleg right. The green breaks to the house. If not carefull you can roll off the back of the green.
7. THE CORRAL: Blind tee shot #3. To assist your aim off the tee remember that the fairway slopes right to left and the grass on the fairway is not friendly, so don't trust it. Any ball hit long may never be found.
8. THE CLIFFS: Another blind tee shot and the hardest hole on the front 9. This tee shot is less forgiving than it may appear. Aim short and to the left of the oak. Going right or long may adversely affect your score.
9. BROKEN DOGLEG: The longest hole yet, this par 5 rewards accuracy, planning and some luck. Tee shots should end up at the crest of the path to the left of the marker. Big hitters have reached the green in 1 but be careful.
10. THE BOWL: The shortest and 'easiest' hole on the course, a high shot can result in a hole in one. Use the bank behind the hole to your advantage.
11. THE NARROWS: A narrow fairway makes the 11th hole difficult. Keep it low and straight. The green is fast, long and has a bunch of crap behind it.
12. THE STAIRMASTER: Earning its name from the incredible elevated tees, a straight and low tee shot is needed to avoid trees. Spotters are helpful.
13. MOUNTAIN MISERY: A tough par 4. This hole winds past a couple of trees and ends in a short dogleg left to a small green. The fairway may provide roll.
14. THE LANDING PAD: This hole is longer than it appears and requires a high, straight shot right of the hole. The best play is to land in front of the green and roll on.
15. THE TUNNEL: Although it may be tough to hold the green, a low shot is required to clear the trees. Anything other than short will provide an added challenge.
16. THE STUMP: Short but deceptive, very difficult, small green; phrases to describe the hole given a handicap of only 14. Short is way better than long.
17. SKID ROAD: If your tee shot is straight and lands in the fairway, your chances of getting a birdie increase. Tee shots hit too far right or left will be a problem. When approaching the green, remember the bank of #12.
18. THE LONG AND WINDING ROAD: The longest hole on the course requires one (or two) well placed setup shots. The fairway is narrow and plagued with trouble. A second slight dogleg right just before the green will carry the ball down to the hole. The barn above the hole houses the 19th hole...enjoy!



RULES AND REGULATIONS:

- 1 Local rules override all U.S.G.A. rules.
- 2 All players must have at least 1 club.
- 3 Out of bounds defined by the forest...use your best judgment.
- 4 Any drives hitting telephone lines, electric fences, planted trees or people in the fairway may be replayed (except #12).
- 5 Free relief from all staked or caged vegetation & piles of wood.
- 6 Embedded ball rule in effect - free relief. Lift, clean & place.
- 7 Loose impediments:
Twigs and leaves not actually growing and not stuck to the ball may be removed from around ball without penalty.
- 8 Balls not in fairways may be moved max 1 club length to allow for a full swing. Balls in fairway may be moved 1 foot.
- 9 Balls stuck on banks: One stick, branch, leaf, etc. may be lifted to allow the ball to roll off bank (if you wish). No more than 1.
- 9 Proper mountain golf attire recommended (pants, shoes, etc).
- 10 Spectators (spotters) encouraged, hecklers welcome.
- 11 Alcohol recommended. Bring a backpack or cooler. Coolers () may not always be stocked with refreshments.

PLEASE:

- Repair ball marks (especially on greens)
- Replace all divots
- No spiked shoes or boots on greens
- Keep pull carts, tractors, carts, bikes and motorcycles 5 feet from 'greens'.

TEE SCHEDULE:

Black Tee <input type="checkbox"/>	Tournament
(House approval not required)	
White Tee <input type="checkbox"/>	Regular
Red Tee <input type="checkbox"/>	Forward

NOTE:

Sprinkler heads do not have yardage markings. Bear shit counts as a 'loose impediment'. The house may be considered a 'hazard'. Don't spend more than 5 minutes looking for any one ball. Beware of cars on #4 and #12. Read yardages on every hole, it's a short course. See nothing, feel nothing and be the ball.