

Gunpowder Bay Golf Resort

by Bryce

Contents:

- I. Design Contest
- II. Design Theory of selected holes (for design contest)
- III. About the course itself
- IV. Credits

I.

Gunpowder Bay Golf Resort is my fictional entry in the 2010 design contest. The plot used is a real location along the Great Lakes of the United States. I appreciate everyone involved with the contest, and wish the best for all of the other designers.

II.

My design theory entries are holes 7 and 9.

Hole #7:

The 7th hole is a par 3 of around 165 yards. This hole is meant to be played from the back tees to get the full effect. With the plot providing some coastline and some steep elevations, I thought I would put it to use with a combination of 2 of my favorite designers from the PGA 2000 community; Yannick Trives and Robert Wagers. The hole layout is loosely based on a driveable par 4 designed by Yannick Trives on Muerill Golf Links. I have always loved that hole, but decided to make a par 3 with this one. I used some rock/cliff texture on this hole (as well as some others) and wanted to emulate some of the immaculate rock formations that Robert Wagers has created over the years. With lots of undulation, I tried for the realistic jagged edges with some smooth slopes mixed in. The green is typical of how I have made them over the years by being hilly and still having accessible pins. Since the cliff/beach/water engulfs the front and left, I decided there was no need for any sand traps

Hole #9:

Hole 9 is a slightly downhill par 5 of about 530 yards. You may be able to tell once you are on the tee, that this hole is completely inspired by the 18th hole at Pebble Beach. The bay is on the left, but does not come into play, however the trees in the middle of the fairway will. I believe there are only a couple of trees in the fairway on Pebble's 18th, so I expanded that idea a little and put a small jungle. The fairway is still very wide on either side of the trees, but the wider side (right) will run out of fairway unless you play a draw. The green doesn't resemble Pebble Beach, simply because I wanted it to be a little more reachable.

The reason why I chose these 2 holes is because of the one thing that inspires me in real life golf.....a breathe taking view. Both of these holes will make you feel like you are on top of the world, or at the edge of the world with the bay right beside them.

III.

The course is a par 72 and plays to 7,027 yards from the back. There are only 2 tee locations for each hole. The upper tees are not actually "upper" per se. I just put an extra set of tees to provide some different views and looks on alot of the holes. The "upper" tees play to about 6,703 yards, but throughout my playtesting, I found time and again that they provide more of a challenge than the back tees do. I tried to keep the greens long and thin to provide some defense, but alot of players will still be able to destroy this course.

Some of the easier holes are actually some of the longest. The last 2 holes are 2 of the 3 longest par 4's on the course, but I think play easier than alot of the <400 yard holes. The hardest hole (for me) is the shortest par 4. It's only 255 yards, but watch out! If you go right or short.....you'll be dropping! I have also noticed that in my time of playing PGA 2000, I have had 21 hole in

ones. In practice mode they don't count, but I can honestly say that I had at least 4 of them while playtesting. I used the Amaroo green texture, which may be a little slower than average, but it makes for a fun time on very dry. There isn't a lot of thick rough either, but missing fairways will still get you into trouble.

I suggest playing with average, dry and breezy settings. Great golfers should try very dry greens. Good luck and enjoy your round at Gunpowder Bay Golf Resort! You will need these custom libraries:

Amaroo
Coos Bay
Cypress
Island (listed as Island Plot)
Ocean Side
Palmela

IV.

I really want to thank everyone still involved in the PGA 2000 community. To the creators of the libraries that I used, I really appreciate it, especially Voyer Koreis. Thanks to Robert D. Wagers for the music from Travertine, and I hope you are able to recover really soon. Thanks to Brian Zager for getting the new website up for us to be able to do this, and also for creating the plot for the contest. Thanks to Dar Brown for all the work and effort he puts forth for the game. I want to also thank everyone who designed in the contest. Anyone and everyone who plays any of these contest courses, a very big THANK YOU!

Please feel free to leave a comment or criticism at the golfsimclubhouse forum, or e-mail me at doroncook@hotmail.com. Gunpowder Bay Golf Resort is solely the creative work of Doron Cook and may not EVER be used for any monetary gain without prior written consent.