

Meditations of a Peripatetic Golfer

The other day several of us discussed golf architecture. We all agreed upon a good many particulars that any good architect should not do or should strive to avoid. Here is the list:

- Blind holes.
- Hidden bunkers.
- Rectangular tees.
- Three-shot holes.
- Courses longer than 6,500 yards.
- A sand bunker back of a long 2-shot hole.
- Mounds at the front corners of greens.
- Fairways too wide or too narrow.
- Putting greens larger than 8,000 square feet.
- Insufficient drainage.
- Sowing greens to red fescue.
- Sowing fairways to red fescue alone.
- Using lime or peat (so-called "humus").
- Using same set of models for every course he builds.
- Having all the bunkers kidney-shaped or clam-shell-shaped.
- Building tee-shot bunkers for the short slicer.
- Making putting greens exactly square or perfectly circular.
- Undulating greens too heavily.
- Ugliness of any sort.
- Recommending dealers who pay him a commission.

The conclusion is, that the man who habitually does any of the above-mentioned things is not a good architect.