

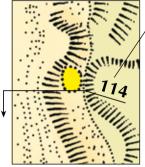
# KEY TO COURSE GUIDE

Black Tee and Yardage 434 0 360 White Tee and Yardage

**330** Green Tee and Yardage

Combination Tee and Yardage **330** 

Red Tee and Yardage **299** 



Distance from a point on the course to front edge of green.

Distance from tees to a point on the course.

**169 200** 

 $\bigcirc$  230

**304** 

Rough

Heather



Slopes, Mounds and Hollows



On Course Track

Gorse or Whins



Bunker



Footpath



Open Sandy Area, Grounding of Club Okay

All course measurements are located on sprinkler heads, in YARDS, to the front edge of the green.

# **Castle Stuart Golf Links**

Visual Experience, Errors & Recovery, Choice & Nuance

Visual Experience Welcome to Castle Stuart Golf Links, the 'beginning and cornerstone' for more to come in the way of our destination golf resort. The cornerstone links course enjoys a setting and topography that combine to make the golf experience visually memorable. The golf holes are 18 compositions that place the notable landmarks of the Moray Firth directly into the player's perspective. For the holes immediately abutting the sea, the Kessock Bridge, Chanonry Lighthouse, Fort George (home of the Black Watch) and Castle Stuart itself are often seen directly through the shotmaking frame. Atop the 'old sea cliff' these same Black Isle landmarks are often presented from towering heights that offer palpably different and perhaps even more spectacular visual aspects. It would be impossible not to enjoy these Highland landmarks when seen through greens with seemingly nothing beyond but a shimmering firth and the landmark itself. Surrounding the golfer is a rugged and natural landscape comprised of vast expanses of gorse, broom, heather, and sea marram. This mosaic often tightly frames the vistas beyond and combines an immediacy of natural surrounds with a grand sense of distant vistas. Enjoying the visual experience on any given hole is a private pleasure as other holes and conflicting inland views are out of sight. Castle Stuart's presentation of its manicured playing surface within its rugged natural beauty harkens back to a simpler era of golf, the 'transitional period' 1890 to 1935. Wayward shots find thin wispy fescue and pockets of bare sand where balls are easily found and recoveries manageable. The bunkering is characterised more by open sandy areas with pockets of light vegetation than by formally revetted (stacked sod or turf) manicured bunkers. And from some tees and greens, the 1930s style white 'Art Deco' clubhouse can be seen sitting prominently atop its viewing perch. All in all Castle Stuart can be described as a throwback to golf as it once was – a simple walk through pleasing natural surrounds with some companionable and competitive rules attached to it.

**Errors & Recovery** We have sought to promote an expansive mindset during play, to minimise time spent looking for lost golf balls, to create greens that allow for aggressive and confident putting, and to present a pleasurable setting for all to enjoy during their round of golf. Castle Stuart itself reflects an appreciation that the game of golf is more about error and recovery than it is about perfection. Its ethos is more about redemption than punishment. It reflects a perspective derived from the play of the 190 top professionals for whom statistics are readily available. Consider their facts per round, on average, out

on tour. 'Fairways hit' ... only 9 of 14. 'Greens hit in regulation' ... only 12 of 18. 'Up and down' success rate ... only 3 of 6. 'Final result' ... 3 birdies, 12 pars, 3 bogies, even par score. The facts reveal a game of error and recovery, perhaps the most underrated and yet interesting part of the game. The texture of recovery issues after the inevitable error is an important characteristic that often defines the personality of a golf course. How engaging are the recovery circumstances? Is there variety to the type of issues encountered? Are there interesting options available? Can a player demonstrate skill with his recoveries? Do the issues favour one class of player more than another? Does judgment in light of personal tendencies matter with regard to decisions taken? And perhaps most importantly, do the circumstances elicit hope that something good can yet happen despite the compromised situation? And as a result, is each and every golfer as pleasurably absorbed as possible, errors or not? 'Ball-in-pocket and disengaged', often the result of unrelenting difficulty, is a reality and state of mind that we think should be kept to a minimum. We believe the most cherished courses in the world keep each golfer in his or her competitive 'hunt' throughout the entirety of their round of golf, while also providing a pleasurable forum for friendly and companionable banter – one unmatched by any other sporting activity. We have taken our lead from great courses of this nature and the robust playing experience they elicit. Castle Stuart embraces wide latitude of play off tees. The question is often not about getting the ball in play but rather about finding where advantages can be had. Further, Castle Stuart does not confine seeking advantage solely to the long hitting player. Favourable approach angles into greens can often be found with driving lines and distances that are not likely to appeal to long hitting players. The use of edge contours (versus bunkers) to defend greens at Castle Stuart makes recovery issues manageable for those of lesser skills while often retaining a testy quality for the accomplished player. The course is more about interesting and manageable issues than difficulty for the sake of being difficult. It is about hope and redemption.

**Choice & Nuance** At Castle Stuart Golf Links, an individual's play can be approached in many ways. A few overall approaches are to be considered. A golfer can decide to go for the 'fat part' of generous fairways, let his tee shot go, and then take on whatever issue he's left with. Or he can use his eye to read the course to whatever depth his mind and skill set will allow. Meaningful nuances and choices are there to be discovered. The greens, their surrounds, and pin locations at Castle Stuart spawn issues and challenges worthy of tactical consideration on the tee. Castle Stuart is not a 'kick it through the uprights' type of golf course. Its holes can be evaluated tactically from the tee in consideration of the 'whole' and approached with that

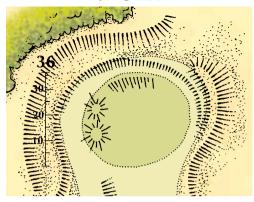
entirety in mind. Greens, surrounds, and pin locations can be seen and evaluated from most tees at Castle Stuart. And when the most salient issues are there to be read as quickly and easily as the simplest of billboards, then this course can 'talk' to the golfer – and with further looks, it can even 'whisper' intimate details. No map is necessary – just a good eye and an ability to 'look', 'listen', and to 'choose'. With whatever approach selected and whatever skill level brought to bear, it is best to remember the absorbing fun that is there to be found.

We also realise how important pre-and-post golf activities are to an overall 'golf experience'. We have embraced a total experience that starts with your arrival, a question-quieting approach to the clubhouse and what lies beyond. The proximity of the practice range to the golf shop, restaurant, locker rooms, and golf course is readily apparent. A warm welcome invites use of our full range of clubhouse amenities, a wee warm up on the practice range, the holing of a few putts before play, and the enjoyment of a complete meal or drink in the comfortable and friendly atmosphere of the clubhouse. And we haven't forgotten how important panoramic clubhouse vistas of both the course and the landmarks of the Moray Firth are to the full preand-post programme – a total experience that should lead to enduring memories. On a golf odyssey, what can be more important than fond memories savoured for a lifetime? Thank you for coming to visit Castle Stuart Golf Links. We'll see you in the bar.



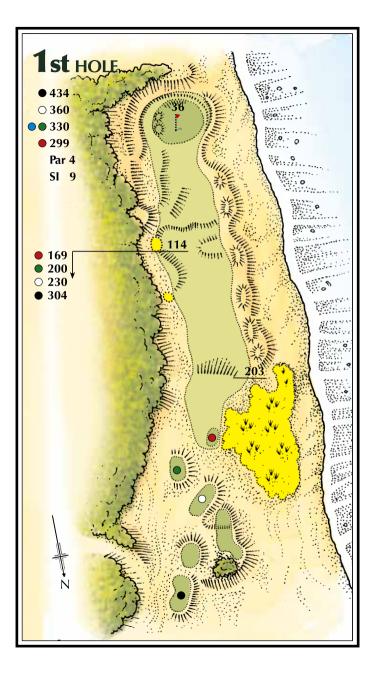
Mark Parsinen Managing Partner Castle Stuart Golf

#### 1st GREEN

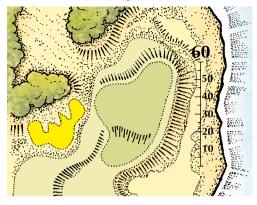


The tee shot on the first is perhaps one of the most unsettling at Castle Stuart, with penalties lurking both left and right in the form of a solid bank of gorse and the full expanse of the Moray Firth - stroke and distance to the left and lateral water hazard to the right. Contrary to your first impression, the play area is wide (60 yards) and forgiving with supporting upslopes on either side. A modest drive in play leaves a straightforward approach to a green more forgiving to recoveries from the left than right. With its simplicity and flip-flopping asymmetry the opening hole can be straightforward and yet vexing.



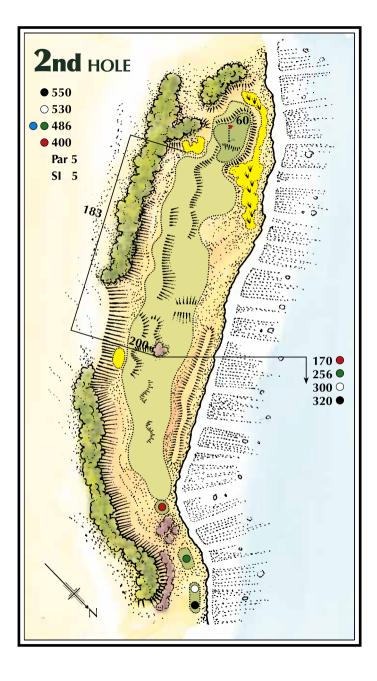


#### 2ND GREEN

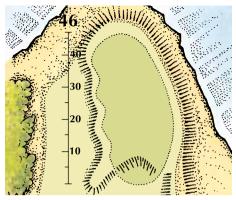


If playing for the green in two, a tee shot to the upper left fairway plateau will leave the best angle of play to the green. If playing three shots to the green, the lower right fairway hollow leaves the easiest second shot lay-up into backboard like contours down the left. The green is quite irregular and finicky in shape and in contours. Approach shots long and a little left are likely to leave recoveries from tight-mown turf. A putt, a chip, or a 'flip wedge' are the choices. Short and right can leave an awkward bunker recovery. Asymmetry characterizes this hole; it is not likely that you'll be indifferent to missing shots left or right. Enjoy the green's seemingly precarious position hanging on the edge of the sea which given closer scrutiny you'll find not so precarious after all.



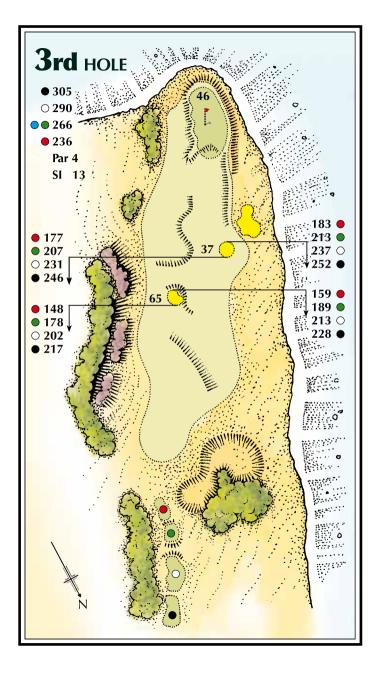


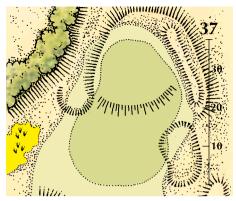
# 3RD GREEN



If you managed your game successfully on the first two holes, you're ready for a different kind of fun. A solid tee shot of any shape accompanied by the appropriate target line can find this green. Yes, this is a drivable par 4 under most conditions. The green is long and narrow (some 14 paces wide) and slightly sloping rightward toward the sea. Recoveries from left of the green are quite testy although one can putt, chip, or wedge it from the unevenly 'rumpled' and tightly mown fairway cut. Aggressive players choosing wedge, beware of the elevated green sloping away from your recovery position on the left. Those of more modest aspirations, have fun recovering with your putter. But whatever the decision on the tee, try and take the bunkers out of play with the first shot and remember how testing the lie, stance, and angle can be from left of the green.





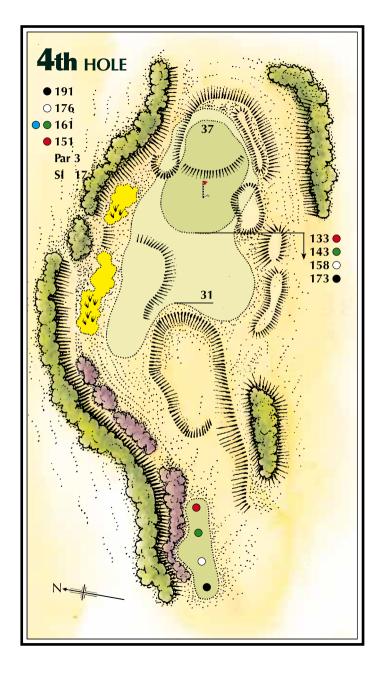


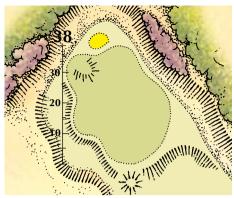
There are three ways to get your ball onto this mid-length par 3 green:

1) a shot meant to land short on the high left fairway plateau can release the ball down and to the right onto the front left portion of the green,

2) a shot with enough spin can land and 'grow teeth' as it sits down on the green, or 3) a releasing shot can find the 30 yard long and virtually invisible fairway plateau fronting the green. Let the wind conditions, pin placement, and preferred shot shape govern your thought process, but note that certain wind directions cause swirling, while others can make you feel like you're in a wind tunnel. There is more room around the green than meets the eye at first glance, so don't be afraid to make a confident strike. And with a single glance at this hole's 'framed composition', you will know the origin of our logo, the 'open spire' that defines the architecture of Castle Stuart.

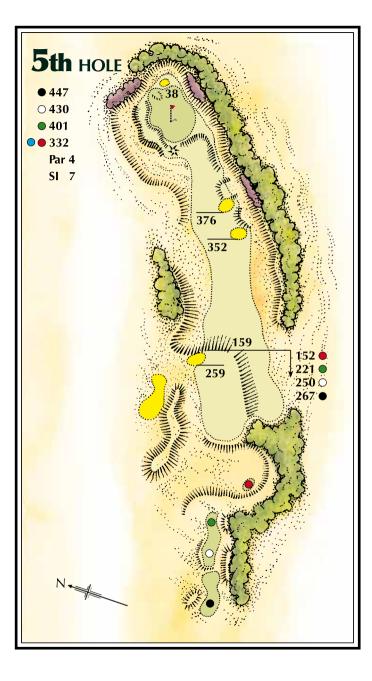




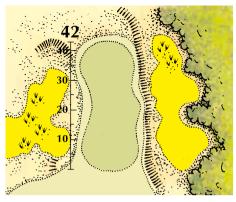


This green is best approached from the right due to a hidden valley of fairway and a steep contour guarding the front/left side of the green. The approach angle from the left is further confounded by a hidden bunker just beyond the right half of the green, lurking below the 'revetted eyebrows.' A solid drive down the middle fading to the right would be perfection. Hence, a tee shot to the right is preferable but slightly unsettling as the right side of this very generous fairway is hidden and out of sight behind the large hillock of gorse located forward and right of the tee. Wind conditions may also bring a downslope in the fairway into consideration.



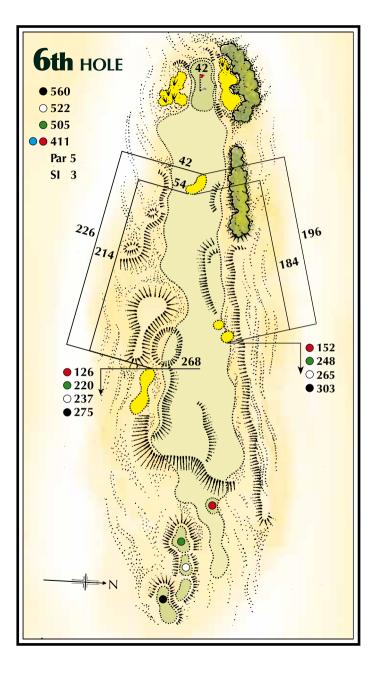


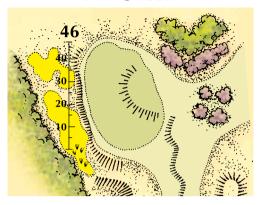
# 6тн GREEN



Appreciate from the outset on this hole, that the green is long and very narrow (16 paces wide) with bunkers both leftside, rightside and one some 80 yards in front. For even the longest hitters, getting on this 5 par in two is a daunting task. So the issue isn't one of bashing away, but rather one of the 'leave as in snooker or pool' to make the shot onto the putting surface manageable. For most, the issue is going to be one of safety and position with respect to the play onto the green. This straightaway hole will often come down to considered positioning relative to the bunker some 80 yards in front of the green. And although this green appears perched on the sea, appreciate the optical illusion – parts of the 3rd and 4th holes are actually between the green and sea beyond but are hidden from view.

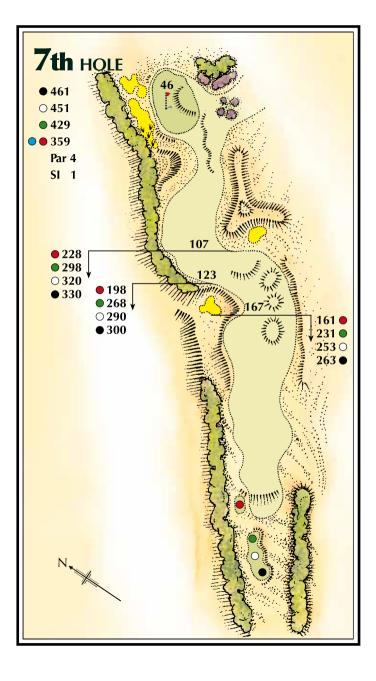


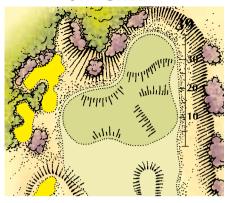




Playing into the 7th green from a leftside angle makes the approach far more manageable than from the rightside, which can result in either a blind shot or one visually unsettling – one that visually places the green on the edge of the 'old sea cliff' high above the sea while also making the contours look as though they could release even well struck shots toward the abyss. Never fear, on the tee there is ample room to play your drive; the issue however, is the angle and length of approach you're left with. Do take the leftside hollow into account on the tee, but even the hollow has a forgiving wee lower plateau regarding shots barely finding their way into it. Note that hidden greenside bunkers can save many left-sailing and wayward approach shots from the abyss below. Take time to enjoy the view through the green with nothing beyond but the Moray Firth and Chanonry Lighthouse in the distance.

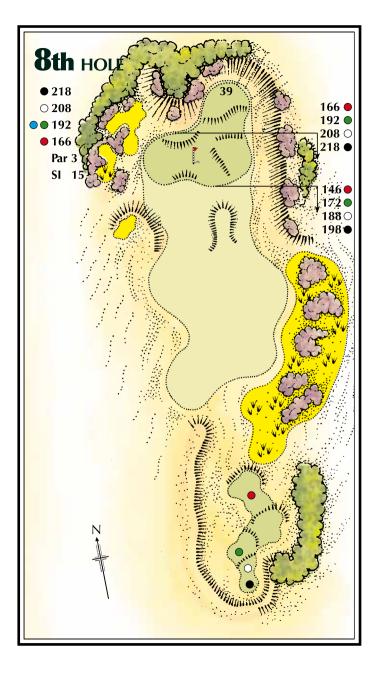


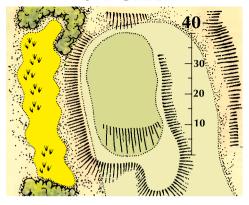




The contours of this 'punchbowl' green make first-putt position relative to pin placement an easy or perplexing problem to solve. From the wrong part of the green, one can be left with an 'I can't get there from here' recovery-like problem to solve; with imagination however, ways can be found to get the job done with the putter. Finding your way to the correct half of the green is the first order of business from the tee on this somewhat lengthy par 3. Except under headwind conditions, getting the ball on the ground well before the green is a very reasonable consideration. Let your eyes guide your line but do note the central mound fronting the green – landing on the wrong side of it can deflect your ball undesirably.

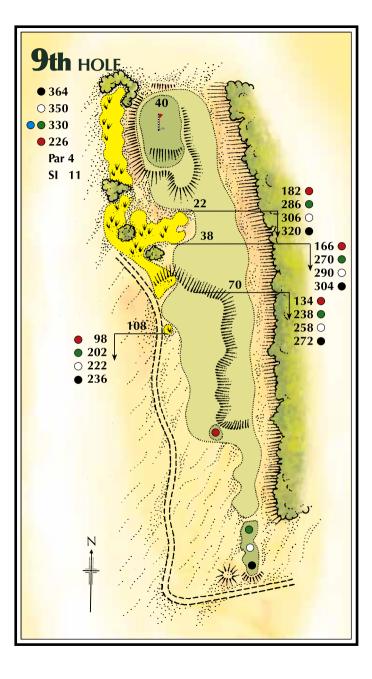


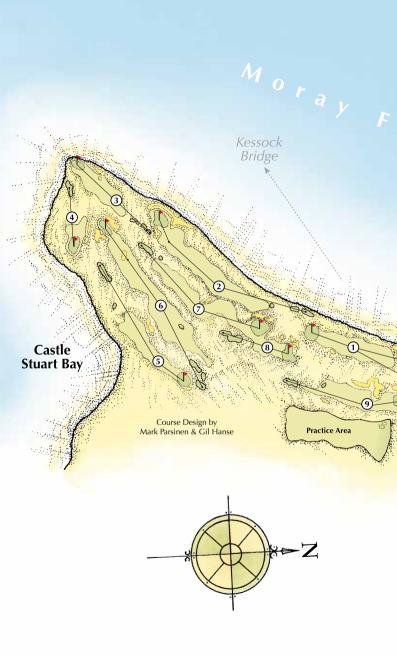




Downwind this par 4 is drivable for many players, but the line needs to be the fairway right of the green, where contours plus a little right-to-left ball flight can bring you onto the back portion of the green. Less than solid strikes that leave the ball in the fairway hollow short and right of the green result in awkward and blind low-to-high shots to a less-than-receptive green. Tee balls struck solidly directly at the green bring the largely-hidden and intruding finger of the leftside 'open sandy area' into play. Playing short of that hidden finger of sand is a very reasonable choice as it makes the fairway landing area very wide. Playing even shorter to the high leftside plateau leaves a visible putting surface with its contours receptive from that angle. That angle plus a short iron in your hands can spell birdie territory. Your choice on the tee.





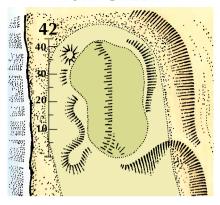




# **Castle Stuart**

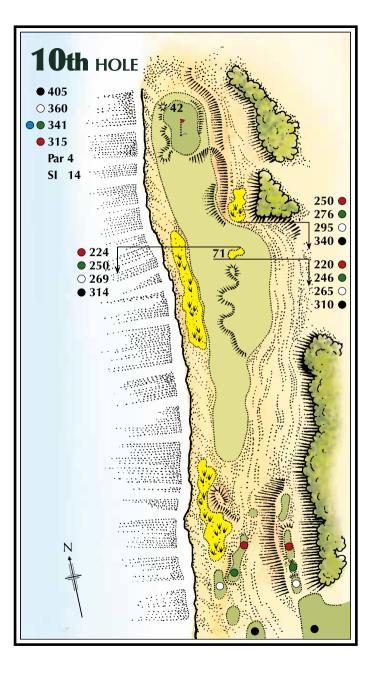


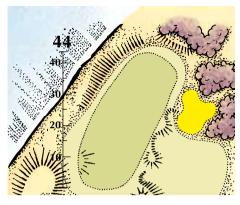
#### 10th GREEN



Consider the green with its significant contour running front to back leaving the lower half portion nearest the sea. This aspect makes approach shots from the higher rightside of the fairway difficult and perhaps made even more so given the likelihood of a 'hanging lie' on that side of the fairway. Without doubt the best play off the tee is to the leftside of the fairway; but for safety, playing toward the fairway bunker slightly right of middle is a reasonable target line; but, if you're a long hitter or the hole is playing downwind, that fairway bunker must be taken into account. From the lower tees it is hidden from view so check the course guide to see how far away it is from your teeing position before banging away. Finding yourself in that bunker is no fun; virtually everywhere else is. Once on the green you'll notice that a misstep won't put you in the sea alongside, but it's close.

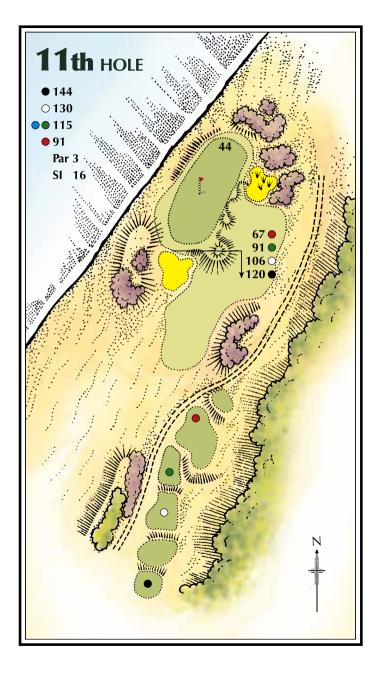


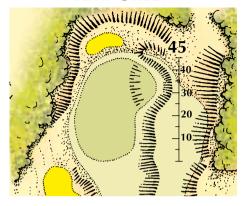




Now for some fun on this short par 3. First get the negatives out of the way. Long and left is not good. Nor is long and right. So for those low handicappers playing mid-to-back pin locations, don't go 'over the top' or 'push' your shot. You won't like the result. For those of us average players, short and right is a very manageable recovery area, and interesting no less. Putting up and through the greenside contours will yield many a par. Maybe this 'shorty' is a wee bit harder, relatively speaking, for better players than for the rest of us. Enjoy the view of Chanonry Lighthouse and the firth beyond the green on this hole that exudes intimacy with the sea.

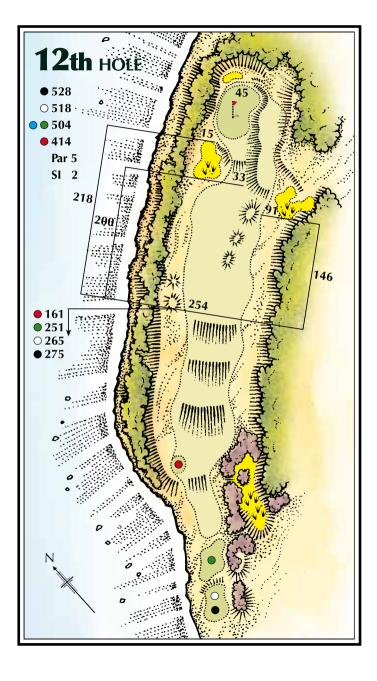


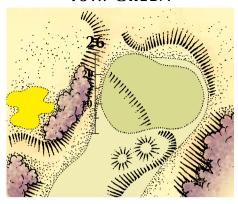




Forget about the green on this tee. 'Hitch up your kilt' and get your drive in play. Then have some fun. Laying up to a distance short of the intruding 'landform' on the right is very sensible. Having a go for the green with your second shot should take a few facts into consideration. First, the posts marking the water hazard to the left of the green are just off the green itself. Second, the fairway plateau alongside the right of the green requires shaping a right-to-left shot – the contours do not automatically bring the ball leftward onto the green. Third, the steep contour separating the rightside plateau from the green itself can yield unpredictable bounces. Fourth, there is an ample length (20 yards plus) fairway plateau fronting the green above the bunker. If you have the nerve and a long high cut, have fun. Otherwise, think it through - maybe laying up isn't such a bad option.

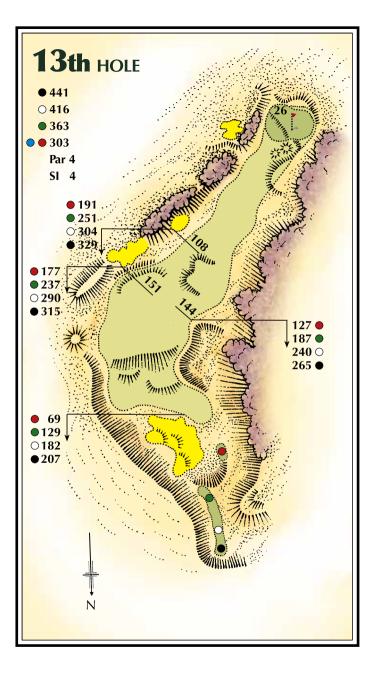




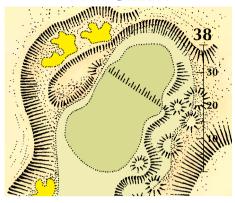


Take your time to consider this tee shot – you'll probably need it after the walk up from 12 green. This hole must be seen as a risk-return dogleg to the right. The more you challenge the hollow on the right the closer you'll be to the green. BUT, playing into the green from the far leftside of the fairway (as it angles toward the green) is significantly preferable to being on the rightside, especially if one is downwind and is thinking about getting the ball on the ground in front of the green; and this is doubly true for a right-half pin location. Almost any ball from the left can make its way through the fronting contours to the right half of the green; but virtually all 'running shots' from the rightside get deflected to the left. Contours are often just that way – helping from some angles and hindering from others. Enjoy the view as you walk to the green – you haven't seen the sea for a few minutes – and the perspective through the green with nothing beyond but the sea and then the Kessock Bridge is worth a wee pause to enjoy. Plus we hope you enjoyed the colony of sand martins in the sand cliffs left off the tee



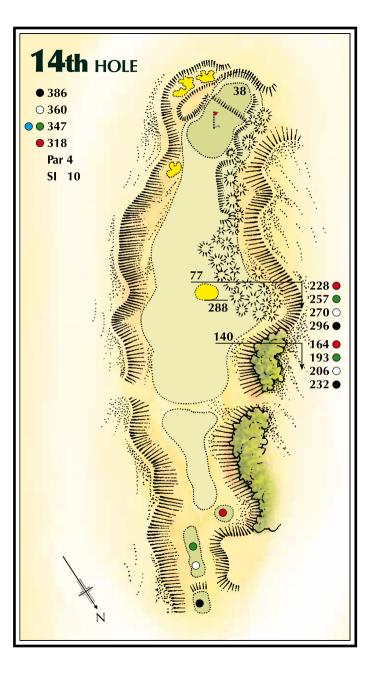


# 14th GREEN

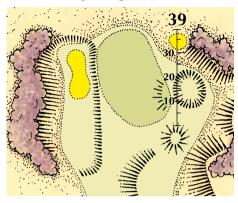


Under normal conditions this is a drive and a short iron. The landing area beyond is wider than it appears when looking down the 'dune slack.' Two things matter: 1) that the rightside of the landing area is fraught with uneven lies due to the small hillocks and hollows, uneven ground that we call 'rumple,' and 2) that from the rightside angle the green is shallow and there is no fronting ground on which play for a forward release anywhere close to reliably. The leftside of the fairway allows playing down the lengthy axis of the green and the fronting ground is not only flattish and reliable, but helping in that leftward shots can get deflected back toward the green's axis. Recovering around this green can often be done with a putter. So if you don't like bunkers, don't fret – the ones behind actually sit up on the bank beyond a fairway hollow that separates them from the green itself.



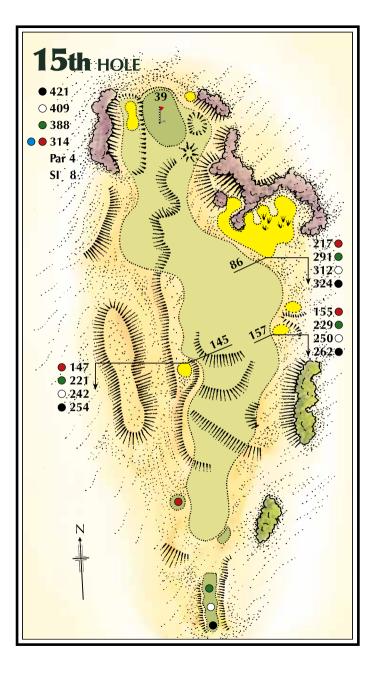


#### 15th GREEN

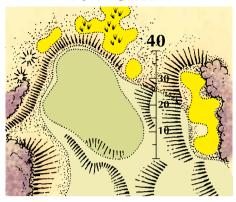


The plateau you're trying to get to from the tee isn't as far away as it looks. But do consider wind conditions when deciding carry distance for the bunker on the left AND for the 'open sandy area' through the heart of the fairway. The left half of the fairway leaves an unobstructed view of the green and receptive green-plus-fronting contours, but you must fuss with that leftside bunker with your tee ball. The leftward 'wispy hollow' does allow recoveries to the green; so don't be overly worried about trying for the leftside. The rightside is more agreeable for tee shots but everything works against the approach angle the more right you are – you can't see the green and the contours fronting the green become unpredictable, confounding, and often leading to undesirable resting places. But, because the green is large enough, you can consider flying the ball to it unless playing under significant downwind conditions.



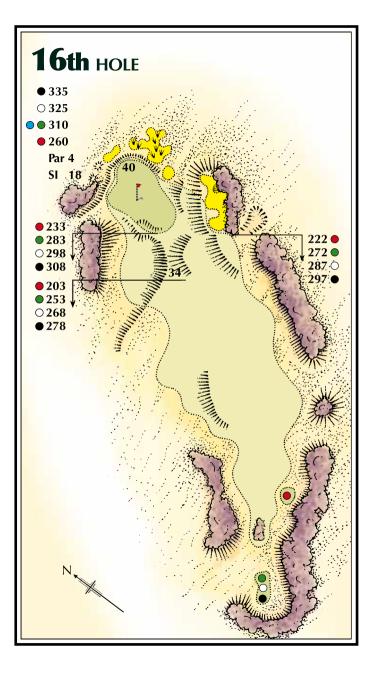


#### 16TH GREEN

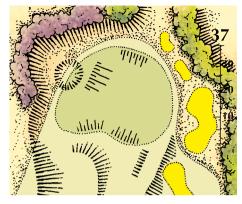


Now for the finishing three 'tweener' holes: a drivable 4 par where birdies will abound, followed by a long 3 par where bogies will come into play, and a 5 par finale where palpable seduction will lead some to eagles and others to bogies. If you're three down coming to the 16th tee, something good can still happen, because 'things' will happen on these finishing three. Having a go for it on 16 isn't a bad idea. Something disastrous can happen but it's not likely. A weak drive to the left off the tee leaves a difficult angle across a deep fairway hollow fronting the green. Long and right might find either a bunker or some heather from which recoveries can be made. Through the green and beyond are hidden 'saving' bunkers. Weak and right can leave a very manageable set of options for getting close – wedge it, chip it, and ves even putt it; playing less than driver down the right could be the smart play. On course, take note of the green's infinity edge with nothing beyond but the sea and Fort George (home of the elite Scottish Black Watch Highland Regiment) and Chanonry Lighthouse in the distance.



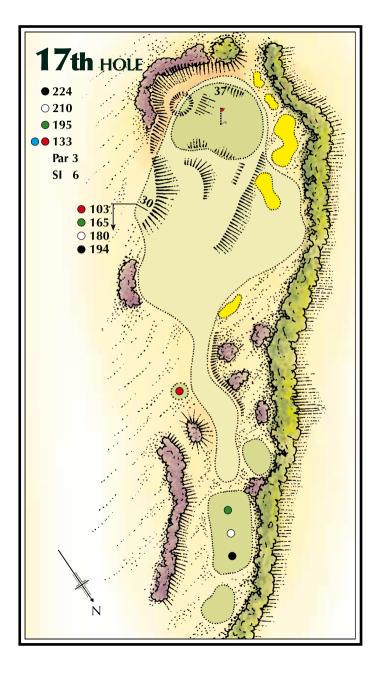


## 17TH GREEN

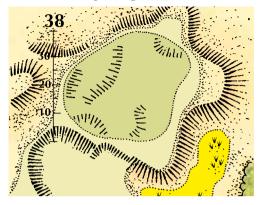


Obvious danger lies down the rightside on this longest of Castle Stuart's par 3s. The contours out to the left and short of the green turn a releasing shot down and onto the putting surface. Flying it long and left and failing to get the shot on the ground soon enough can put you into the deep 'wisp' – a recoverable situation but usually very difficult. A low running shot out to the left with a little left-to-right action is perfection. So is a nervy shot hit high to land soft in the heart of the green, but who has nerves like that, especially with a prevailing wind that can grab a high ball flight and turn it harder to the right than one might think on the tee.



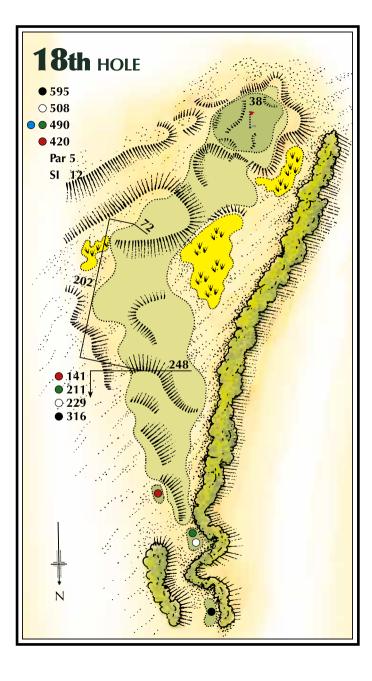


## 18TH GREEN



Before considering the challenges of the 18th, take note of the topography of the entire course and with a look over the cliff edge, marvel at where you've been. Now the challenge. This partially blind and potentially intimidating tee shot cries out for focus - ignore everything at this moment except a good line which is dead on the prominent blue Scottish saltire left of the clubhouse. Trust it. Use it. Let your drive go. Depending on your drive and wind conditions, you might consider going for the green in two. Appreciate that the 18th is the largest of Castle Stuart's greens; that there is hidden fairway in the hollow beyond the 'open sandy area' in front of the green; that a shot hit slightly left and short of the green can take a down slope and release rightward with enough pace to reach the green's center; and that there is an apron plateau fronting the green above the bunkers that allows a forward release onto the green. Have fun with your choice but don't forget the safe play with your second shot finding the fairway 'deck' (left of the bunker on the right side) leaving a 100 yard shot to a receptive green. Enjoy your last view through the green and sea to the Kessock Bridge. Also, remember that however you've played, you are only two pints away from feeling good about it. Enjoy the views from our clubhouse





## Art Deco Clubhouse

The conversation between architect Roy Malcolm and developer/owner Mark Parsinen about an Art Deco clubhouse dates back more than ten years when they were considering options for the clubhouse at Kingsbarns Golf Links near St Andrews. A more traditional approach sympathetic to the architecture of the surrounding



Traditional Deco architecture that inspired the design of Castle Stuart's clubhouse

estate was undertaken and Art Deco notions put on the shelf. A decade later, clubhouse conversations at Castle Stuart focused on the challenge of presenting the panoramic setting along the Moray Firth to those within the building for their maximum pleasure. Through a defining 'circular drum', Roy Malcolm and Steve Thomson of G1 Architects had their answer. The architecture would focus on bringing the surrounding panoramic beauty to the interior. Subsequent discussions centered on 'arrival and release' to views in the 'circular drum'. Interior 'compression and release' to panoramic views became the organizing principle. It united the approach to the utilitarian functions of the clubhouse – those of the golf shop, bar & restaurant, locker rooms, and top-floor lounge. From surrounding decks to sun-screening architectural elements to colour palettes for interior materials & furniture, the details flowed from the organizing principle. Form followed function. The white Art Deco building became the best vehicle to deliver the form while also reinforcing the tradition for Deco architecture that punctuates the coasts of Britain and for the white-washed buildings that populate the east coast of Scotland specifically. Chanonry Lighthouse is an archetype of the latter and features prominently in the course's visual experience. Mark Parsinen has proclaimed the work of architects Roy Malcolm and Steve Thompson a 'stroke of genius that binds the 1930s Art Deco form of the clubhouse and its era to the inspiration for the links course itself – the 'transitional period' of golf, a simpler more rustic era circa 1890 to 1935.'



## **Castle Stuart**

When Mary Queen of Scots returned to Scotland in 1561, after the death of her husband the Dauphin in France, she gave the land on which Castle Stuart sits to her half-brother James Stuart, the 1st Earl of Moray. Castle Stuart was completed in 1625 by James Stuart, the 3rd Earl of Moray. Throughout centuries of Scotland's troubled history, Castle Stuart has stood a strong refuge and retreat for the Earls of Moray and the Royal Stuart family. High on Culloden Moor within sight of this great house, the Highland 'broadsword' rose and fell in the last futile attempt to restore the



Castle Stuart and new neighbour - 1625 and 2009

exiled Stuart kings to the British throne. The Stuarts and their kin wrote much of the bloody and poetic history that is Scotland's heritage. Having become a derelict ruin, Castle Stuart was restored to its former grandeur in 1977 by Richard Charles Stuart and his wife Elizabeth. They returned to Scotland after having built a successful business in North America. As Charles Stuart said, 'the house was never meant to be a monument; it was built to be lived in and with eight bedrooms it can be enjoyed by more than one small family of Stuarts'. Charles and Elizabeth Stuart continue

to offer the accommodation of eight bedrooms along with the charm and history of the castle at 'castlestuart.com.' The castle and its defining architectural spire can be seen in its prominence from the clubhouse at Castle Stuart golf links and especially so from the tee on the par 3 fourth hole.



| HOLE                   | • BLACK | O WHITE | <ul><li>GREEN</li></ul> | • BLUE | • RED | S.I. | PAR |  |  |
|------------------------|---------|---------|-------------------------|--------|-------|------|-----|--|--|
| 1                      | 434     | 360     | 330                     | 330    | 299   | 9    | 4   |  |  |
| 2                      | 550     | 530     | 486                     | 486    | 400   | 5    | 5   |  |  |
| 3                      | 305     | 290     | 266                     | 266    | 236   | 13   | 4   |  |  |
| 4                      | 191     | 176     | 161                     | 161    | 151   | 17   | 3   |  |  |
| 5                      | 447     | 430     | 401                     | 332    | 332   | 7    | 4   |  |  |
| 6                      | 560     | 522     | 505                     | 411    | 411   | 3    | 5   |  |  |
| 7                      | 461     | 451     | 429                     | 359    | 359   | 1    | 4   |  |  |
| 8                      | 218     | 208     | 192                     | 192    | 166   | 15   | 3   |  |  |
| 9                      | 364     | 350     | 330                     | 330    | 226   | 11   | 4   |  |  |
| OUT                    | 3530    | 3317    | 3100                    | 2867   | 2580  |      | 36  |  |  |
| 10                     | 405     | 360     | 341                     | 341    | 315   | 14   | 4   |  |  |
| 11                     | 144     | 130     | 115                     | 115    | 91    | 16   | 3   |  |  |
| 12                     | 528     | 518     | 504                     | 504    | 414   | 2    | 5   |  |  |
| 13                     | 441     | 416     | 363                     | 303    | 303   | 4    | 4   |  |  |
| 14                     | 386     | 360     | 347                     | 347    | 318   | 10   | 4   |  |  |
| 15                     | 421     | 409     | 388                     | 314    | 314   | 8    | 4   |  |  |
| 16                     | 335     | 325     | 310                     | 310    | 260   | 18   | 4   |  |  |
| 17                     | 224     | 210     | 195                     | 133    | 133   | 6    | 3   |  |  |
| 18                     | 595     | 508     | 490                     | 490    | 420   | 12   | 5   |  |  |
| IN                     | 3479    | 3236    | 3053                    | 2857   | 2568  |      | 36  |  |  |
| OUT                    | 3530    | 3317    | 3100                    | 2867   | 2580  |      | 36  |  |  |
| TOT                    | 7009    | 6553    | 6153                    | 5724   | 5148  |      | 72  |  |  |
| Date:<br>Weath<br>Comn | ner:    |         |                         |        |       |      |     |  |  |

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# Rules, Etiquette, and Contact Information

- Out of Bounds is beyond white posts, fences or walls bounding the course.
- 2. All water hazards at Castle Stuart are lateral hazards, defined by red stakes.
- 3. All roads and paths are immovable obstructions and free drop rules apply 24-2b.
- 4. PLEASE replace divots, repair ball marks, rake bunkers and smooth sand with shoes in open sandy areas.
- 5. Castle Stuart honours tradition by operating as a walking facility. All matches should keep pace with the match in front and cooperate with rangers when requested to do so. Golfers not keeping pace on the course will be asked to 'stand aside' to allow faster groups through.

## **Suggested Tees**

| by permission from golf shop onl | У  |
|----------------------------------|--|
| 9 or lower handicap (men)        |  |
| 10 or higher handicap (men)      |  |
| 9 or lower handicap (ladies)     |  |
| 10 or higher handicap (ladies)   |  |
|                                  | <ul><li>9 or lower handicap (men)</li><li>10 or higher handicap (men)</li><li>9 or lower handicap (ladies)</li></ul> |

<sup>\*</sup> Position of tee either on green or red tee markers.

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