

Brooklawn Country Club

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Caddie Handbook

Brooklawn Country Club was founded in 1895 and was one of the first members in the United States Golf Association. The club has a deep history and has played host to numerous national golf championships including the U.S. Women's Open (1979), the U.S. Junior Amateur (1974), the U.S. Senior Open (1987) and the U.S. Girls Championship (2002). Brooklawn has also produced a number of very fine golfers over the years and is also considered to be where Gene Sarazen launched his career. Others, when they identify Brooklawn, describe it as a Tillinghast course, a very famous course designer who did most of his work in the 1920's and 1930's.

Another thing that defines Brooklawn is its' caddie program, easily the best in the area. For those who love the game, it is a treat to play with a caddie. It is a tradition that dates back hundreds of years to the origins of the sport in Scotland that has unfortunately been disappearing. Why? Because clubs, resorts and public courses make money off of carts and nothing off of the caddie program.

Brooklawn is different. We continue to have a strong sense of tradition towards the game and just as we like to 'give back to the game' by hosting championships and tournaments, we want to give back to the community as well. For those willing to get up early and embrace four hours of good physical labor, the pay and opportunities can be rewarding.

Our hope is to have a successful program and this can be defined in several ways. First, it has to be something that members and their guests enjoy and appreciate. If caddies don't do the job expected, the other option is to take a cart. On the other hand, if caddies do a good job, then more people will use them and pay should also increase commensurately. This is the "Win/Win" we want - a program that is good for both the members and caddies alike. This guide book will likely be revised each year or so and is one way we hope to establish the things we all need to do to make this program work.

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Levels of Caddies

There is no formal ranking system for caddies but they are generally categorized as either an 'A', 'B' or 'C' caddie. While there is no defined pay scale, it is understood that 'A's make more than 'B's and 'B's make more than 'C's. It is hoped that over time, through training and feedback, that we can make everybody an 'A' caddie or at least a 'B'. There are clubs around the country where this is very much the case and when people have the opportunity to play at these places, it is a foregone conclusion that you will take a caddie - how could you not because it a great experience. This is the 'Win/Win" we would like to have at Brooklawn - good for members and guest and good for the caddies as well. Here are some general guidelines that define each level:

"C" Caddie	<ul style="list-style-type: none"> • All novice caddies are "C" caddies because they are still learning the basics • May be a more experienced caddie but is one who more or less carries a bag (or bags) • Tends to show a lack of enthusiasm for their job. May do the basics but may do them poorly. May also miss some of the basics
"B" Caddie	<ul style="list-style-type: none"> • Experienced caddie who does all the basics fairly well. This would include: <ul style="list-style-type: none"> ○ Keeping pace with the golfer(s) ○ Being a good forecaddie and keeping an eye on balls. Will maintain the line of sight to where the ball may have finished and helps in the recovery of lost balls. ○ Tends the pin and knows where to stand on the green ○ Rakes traps ○ Be prepared to provide the golfer with yardages ○ Cleans the golfers balls on the green ○ Knows where to stand after giving the golfer a club ○ Keeps quiet so as to not disturb a golfer who is in the middle of a swing ○ Is alert to his surroundings and is willing to share responsibilities and help a fellow caddie
"A" Caddie	<ul style="list-style-type: none"> • Also an experienced caddie but is almost a member of his golfer's team given the contributions he can make. An "A" does all the things a "B" caddie does but in addition will or can: <ul style="list-style-type: none"> ○ Provide yardages but will offer other commentary that may impact club selection of the shot including wind, temperature, lie, moisture and other factors. ○ Provide commentary on how a hole might be played ○ Provide advice on reading putts ○ Have a decent working knowledge of the rules of golf
'M' Caddie	<ul style="list-style-type: none"> • A "Masters" caddie is an 'A' Caddie that has a strong knowledge of the rules of golf, understands aspects of game management and strategy. Can also help with certain shot making situations and is expert on reading greens.

All caddies are independent contractors. As a caddie, you are not an employee of the club. Your direct responsibility is to the member or guest who has contracted for your services and you are expected to abide by the guidelines set forth within this handbook and the instructions of the Caddie Master. Because the caddie is a contractor, the club will not be held liable for injury incurred while caddying, playing golf or engaging in other activity not relating to golf on the property and will indemnify and hold harmless the club against any claim or liability arising from the actions of the contractor in providing their services.

Caddie Evaluations

In order to objectively determine the level of each caddie, golfers are asked to fill out a brief form (sample below). The scoring of this form is such that a caddie needs to attain a minimum score in order to get points. The point here is that a below average score is not acceptable. The point value for 2 times the score give. .

Caddies are being offered training and are encouraged to let their golfers know their capabilities in order to score in each of these areas. In addition, all evaluations are kept by the caddie chairman and any caddie who wants to know why they may not be scoring as well as they would like is encouraged to learn what might be holding them back. The caddie chairman will share this feedback but it will not be for attribution to any specific golfer.

	Excellent	Good	Average	Below Avg	Poor	
Appearance / Attitude / Demeanor	5	4	3	2	1	<i>Minimum 3</i>
Keeps Pace / Hustles	5	4	3	2	1	<i>Minimum 3</i>
Etiquette / Knows where to stand / quiet	5	4	3	2	1	<i>Minimum 3</i>
Forecaddie / lost balls	5	4	3	2	1	<i>Minimum 3</i>
Tends the pin / Cleans Balls / Cleans Clubs	5	4	3	2	1	<i>Minimum 3</i>
Rakes traps / Replaces Divots	5	4	3	2	1	<i>Minimum 3</i>
Provides yardages	5	4	3	2	1	<i>Minimum 3</i>
Hole - Game Management / Club Selection	5	4	3	2	1	<i>Minimum 2</i>
Green Reading	5	4	3	2	1	<i>Minimum 2</i>
Knowledge of rules of golf	5	4	3	2	1	<i>Minimum 2</i>

A caddies rating is the average of the last five scores.

Important note regarding caddie ratings

Caddies will be docked points for two reasons:

- 1) If they are found to submit false evaluations on their own behalf, they will be given a score of zero the first time, two scores of zero the second time and so on.
- 2) If a caddie confirms his loop and fails to show within 45 minutes of his assigned time, he will be give a score of zero.

Assignment of Caddies

Historically, assigning caddies was part art and part science. Members and guests were always able to request a caddie that they like. Generally speaking the better caddies got out earlier than lesser caddies and those who arrived earliest got out earliest. There were also times when the caddie master needed to try to match the personality of the caddie to the golfer. Seniority was also a factor.

Beginning in 2009, Brooklawn is going to a formalized evaluation of caddies. Now caddies are assigned based solely upon ratings with the better caddies getting out first. Also, since tee times are known two days ahead of time, assignments will be made and there is no longer a need to show up early in the morning. Caddies are expected to arrive 45 minutes prior to your scheduled start. This will give the caddie master an opportunity to reassign your loop. If a caddie misses a loop without calling in advance, their rating will be adjusted downward. Members and guests can continue to request a specific caddie.

Caddie Scholarships

For many years, Brooklawn has offered scholarship opportunities to caddies. In 2009, Brooklawn became a member of the Western Golf Association which gives caddies the opportunity to apply for the Evans Scholar program. This is a full scholarship which covers tuition and rooming at schools such as Northwestern, Penn State, University of Michigan, Purdue and a number of other schools.

In addition to Brooklawn and Evans Scholars, Brooklawn caddies are eligible for scholarships through the Westchester Golf Association Caddie Scholarship Fund and the Widde Neale Scholarship which is offered through the Connecticut State Golf Association. For more information, a caddie should look on the Brooklawn Caddie website or talk with the caddie master, caddie chairman or other members of the golf staff.

Caddie Website

The public page of the Brooklawn website has a golf tab on the far right hand side (<http://www.brooklawncc.com/>). There are two important caddie links there. One has more detailed information regarding caddie scholarships. The other link will get you to information that will include things like the caddie handbook, current "Caddie Notes", the rating sheets and caddie loop assignments. In terms of some of this information, you will find that it is username and password protected and this information can be gotten from the caddie master.

Pace of Play

Brooklawn has always prided itself on maintaining a good pace of play in four hours or less. There is no doubt that a good caddie can enhance the pace of play and that it is possible to get around more quickly than two people sharing a cart. There are a number of things both golfer and caddie can do to improve the pace of play:

- You need to learn where, when and how to drop one golfer's bag and then attend to the other golfer. This is one of the reasons that carrying doubles can sometimes be more than twice as much work.
- Make sure you have a good spot on balls not in the fairway. A good trick is to carry a couple of extra towels that you can drop by a ball as a marker. Do this for your golfer, others in the group and golfers in other groups.
- If you need to go to stay with one player, offer clubs to the other player to take with him. If he might hit a six iron from that spot, give him the 4, 5 and 6-iron as well as one of your extra towels to lay the clubs on so grips don't get wet.
- You should rake traps, replace divots and do any general tending to the golf course (including repairing pitch marks and picking up trash). These are all things that will reflect well on you with the golfer. However, if the golfer offers to do this, let him. You have other things you can do and the golfer may be doing these things to help keep the pace of play.
- This would include letting a golfer carry his bag for some part of the hole. If he or she is willing to do this, don't see this as falling short in your responsibilities - again, this may be offered in order to keep play moving.
- You will move more slowly with a heavy bag than a light one. If a bag is overweight, consult the caddie master about lightening it up by getting rid of extra balls, unneeded umbrellas and other gear that will not be needed. Carry bags are also available if a player shows up with a heavier tour-type bag.
- Maintaining a supply of tees, ball markers, score cards, spare pencils and markers can also contribute to the ability to maintain his or her pace.

Caddie Basics

There are certain things that are expected and required of all caddies. While some might think it is their choice to not comply with some of these requirements, they in fact bring down the overall quality of the caddie program. So you are not just hurting yourself but everybody else.

Dress and appearance

- Basic grooming and hygiene is a must
- Tan khaki shorts or pants are required. Cargo shorts are not allowed.
- A white collared shirt is required
- A caddie bib with name tag is required
- A hat is not required but the only hats allowed are Brooklawn Caddie hats. This means no doo rags.
- No earrings are allowed.
- Dress sensibly. Be aware of the forecast. Make sure your shoes are comfortable and offer adequate support.

Required by every caddie heading to the first tee

- Divot repair tool
- Tees, pencils, extra scorecards
- Bottle with seed mix
- Wet towel
- USGA Rule Book
- Yardage book or GPS if allowable
- Cell Phones are never allowed on the golf course

On Course

- Maintain a polite demeanor. The use of "Yes Sir" or "No Ma'am" has a surprising ability to impress. Always introduce yourself by the time you have arrived at the first tee.
- Speak only when spoken to unless it is obvious that the golfer wants to engage in a more sustained conversation. Silence is golden. Golfers are easily distracted.
- Give advice only when asked and if you know the answer. If you don't know, apologize and admit it - a golfer will respect an honest answer and give you added credibility when you do offer advice.
- Even if a golfer ASKS, do not critique his or her swing. Leave that to the course pro.
- Always determine the type of ball your player is using and how that ball is marked. Never touch a ball to identify it. Leave that to the golfer.
- Keep pace with your golfer. In fact, you should be at least even with or slightly ahead of your golfer. When you reach the ball, set the bag down about four feet to the ball's right (for a right-handed golfer.) Hold it upright so the golfer may choose his club, and after the club has been chosen move the bag back a few paces to the side and a few paces back so you are not in the golfer's peripheral vision.

- Be sure to stand still when any golfer is hitting or getting ready to hit. When walking, put your hand and/or a towel over the clubs to minimize the sound.
- Always be aware of where your shadow falls. It should never be in the golfer's line of sight. Likewise, it should never be across the line of the shot or over the hole when you are tending a pin.
- Pay attention to every shot your golfer makes. A lost ball is a triple bogie for a caddie.
- On blind holes, tell your golfer you are going ahead to "forecaddie." Quickly move to a point where you can see his or her tee shot land. To do this, you will need to be in a position like the crest of a hill where you can see the initial flight of the ball as well as its landing area. A good caddie knows his or her course well. After positioning the place where ALL of the shots of the foursome have landed (if you're caddying for a member of a foursome,) move to where your player's ball lies and set up for his next shot. This is another time to rest.
- Learn the proper way to hold a pin. Basically, you stand to the side of the cup with the pin still in the cup but not all the way to its bottom. You want to be able to easily remove the pin once your golfer has hit the putt. Make sure you are standing such that your shadow does not fall in the putter's line (path of the ball to the hole). If there is a question of whether or not a golfer wants the pin in the cup while putting, ASK. Simply say, "Would you like the pin, Ma'am (Sir)?" Some golfers use the pin for any putt of 20 feet or more. ALWAYS remove the pin as soon as a putt is struck.
- Have a sand rake in your hand if your player hits a shot into a bunker. As soon as he exits the bunker, rake the trap. Learn how to rake traps from another caddie or a caddie-master (an older caddie who runs a caddie program). If your golfer is in a greenside bunker and will probably hit a shot into the green, have his putter ready so if his shot comes to rest on the green, you can simply hand him the putter. He will then be ready to putt while you rake the trap.
- Stay out of a putter's line. No one wants to putt over a footprint left by a caddie. This can be tricky if there are four balls on a green, all on different sides of the cup, because you don't want to step on any of the other golfer's lines either. Clean your golfer's ball while he or she is waiting to putt. A towel that is wet at one end is a caddie's best tool. After a club is used, clean its club face as well.
- Understand the layout of the golf course and the best or shortest walking routes. Ask the caddie master or fellow caddies for advice.
- Know all 14 clubs. (Understand the difference between an iron and a fairway wood, a 6 and 9 iron (upside down) and various wedges like sand, pitching and lob. Be sure that you put the right clubs back in to the right bag. At the end of each round, double check to make sure that all is in good order.
- Hand player the club he or she selects. Move at least 3 to 4 paces away. After they hit, wipe down the club.
- Hand your golfer his putter as soon as he has hit the green. The caddie whose golfer has hit the green first should be the one who tends the pin.
- Offer to clean your golfer's golf ball at the green.
- Replace all divots on the fairway but not on the tee blocks if sand is available.
- Never swing the clubs.
- Memorize yardage of each hole and be prepared to give your player a yardage after you have paced them off from sprinkler heads or yardage markers.

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- NEVER, never touch a ball that is in play (between tee and before it is holed out) nor allow the ball to touch you
 - Be well rested and ready to work hard.
 - Check the weather for the day. If you are going early in the morning or late afternoon it will be a lot cooler than the expected high for the day, therefore dress accordingly.
 - Sun screen. Remember you are going to be outside in the sun for four hours plus. Don't forget the back of the neck!
 - Food is important. You will be carrying one or two bags about 4 miles so make sure you have eaten before and have some healthy snacks.
 - Drink as much water as possible on the course. Don't let yourself get dehydrated.
 - When you are assigned a player, it is important to get organized. Find out your golfer's name and how to pronounce the name. Determine where you should meet your golfer and where to pick up his or her golf bag. You may be asked to pick up the golf bag at the bag storage or bag drop-off area. Understand where these areas are.
 - Identify your player's golf bag by examining the name on the tag. Count the number of clubs (maximum 14); remember the brand (name on the clubs - Taylor Made, Callaway etc.). Ask your golfer if it is ok to rack the clubs or put them in order. When racking clubs, woods and putter go on top, 1-6 irons in the middle of the bag and 7 iron and wedges on the bottom.
 - Check for other accessories like an umbrella, towel etc. Check to make sure that the zippered pockets are closed. Pick up the bag and see how it hangs. If it carries too high or low then adjust the strap.
 - When you walk with the bag over your shoulder make sure you place a hand on the end of the clubs. This will stop them from shaking which distracts your golfer and can bang up the clubs.
 - At the conclusion of the last hole, count the clubs in your player's bag, making sure none of them have been lost on the course. Wipe them with your wet towel at the bag rack. Replace the head covers on the woods. Ask your player what he or she would like done with the clubs. They will probably ask you to return them to the club storage area or bag pickup. If they are returning them to their car, offer to bring them over for them.
 - After you have cleaned, counted the clubs and returned them to the appropriate area as identified by your golfer and thank your golfer for the opportunity. They should pay you right away with cash or with a chit which you can redeem with the caddie master. If your golfer does not pay you immediately, notify the caddie master and he will address this with the golfer. If you borrowed towels from the club make sure you return them to the proper area. Any garbage of yours or your golfer should be put in the garbage or recycle bins.

Rules of Golf

In the end, a golfer is responsible for all aspects of his or her score. They are the one who will decide strategy on a hole, what clubs to hit and how they read a putt. However, technically, according to the Rules of Golf, a caddie is considered a member of that golfer's team. Therefore, the caddie is responsible for things as well and this includes a working knowledge of the rules of golf. A penalty against the caddie is a penalty against the golfer.

A good caddie will familiarize himself with the rules of golf. Regardless, there are a number of key things a caddie should know and do to make sure they don't negatively impact their golfer. If you want to better understand the rules, the first and most important step is to study the definitions. The most important rules to understand are as follows:

- **Number of Clubs (Rule 4)** - count the number of clubs on the first tee. Anything more than 14 clubs will result in a penalty.
 - Match Play - loss of hole up to maximum of two holes
 - Stroke Play - 2 strokes per hole maximum of four strokes
- **Never touch a moving ball (Rule 19-2)** - There is not penalty if a player's ball hits an opponent or their caddie (rule 19-3). However, if a player's ball hits a partner or his own caddie, there is a penalty. This means making sure that you stay out of the way of struck balls at all costs. Make sure that if you are forecaddieing, that you are in a position to see the tee shot but be ready to move if necessary. This also means moving bags because if a ball strikes the bag, it is a penalty.
 - Match Play - One stroke (used to be loss of hole)
 - Stroke Play - One Stroke
- **Indicating Line of Play On and Off the Green (Rule 8-2)** - If a player is trying to figure out where to hit a ball when they are off the green, you can give them the line but need to move out of the way. You can't leave clubs or towels in the spot as an indicator. On the green, you can not touch the green to indicate the line of the putt.
 - Match Play - loss of hole
 - Stroke Play - 2 strokes
- **Be sure to pull the pin when tending as soon as the ball is struck (Rule 17-3)** - If the ball hits the flagstick when the pin is tended it is a penalty. As soon as a putt is struck, you should pull the pin and move out of the way as quickly as possible. The same penalties apply if a golfer hits a putt on the green that hits the flagstick if the pin is unattended.
 - Match Play - loss of hole
 - Stroke Play - 2 strokes and ball is played as it lies
- **Don't give advice (Rule 8-1)** - Even for your own golfer, don't give advice unless asked. However for an opponent, giving advice is a penalty. It is also a penalty if they ask for advice - even something as simple as asking what club was hit. It is OK to give a yardage or indicate that there is a trap to the left or water in front of the green because these are factual statements. But saying "it plays about 2 clubs more than the yardage" or "you want to keep it left here" will result in a penalty.
 - Match Play - loss of hole
 - Stroke Play - 2 strokes
- **Fix pitch marks on the green but not spike marks (Rule 1-2)** - Spike marks should be fixed when leaving the green but fixing anything other than a pitch mark can be construed to be improving the line of play

- Match Play - Loss of hole
- Stroke Play - 2 strokes
- **Unplayable ball (Rule 28)** - This is a one stroke penalty. There are three options: 1) go back to where the last shot was hit, 2) go back as far as you like on a line drawn from the hole through the ball or 3) drop within two club lengths of the ball.
- **Loose impediments (Rule 23)** - You can move loose impediments except in a bunker or hazard. A caddie should always leave this to the golfer to do.
 - Match Play - loss of hole
 - Stroke Play - 2 strokes
- **Out-of-Bounds (Rule 27)** - If a caddie believes a ball has been hit out of bounds, he should indicate this to the golfer so he or she might hit a provisional ball. A ball is out if 100% of the ball is out - if any part of the ball touches or lies on the out-of-bounds line, the ball is in. The penalty for Out-of-Bounds is "stroke and distance" meaning that the golfer should go back to where that ball was struck, take a one shot penalty and hit again. This is a rule that probably most often violated when a golfer says "Oh, I'll just drop one here" or people who will play from out of bounds. This might be understandable in a friendly match to keep things moving. In a tournament like club championship or a member/guest, this is a problem because people need to "protect the field".
- **Obstructions (Rule 24)** - This is a place where a knowledge of the definitions is key. Movable obstructions can be moved (a trash can, bench, etc.) If a ball sits on or in a movable obstruction, the ball is picked up, the obstruction is removed and the ball is placed without penalty. An immovable obstruction would be something like a water cooler or a junction box for the irrigation system. In this case, you get one club length from the nearest point of relief no closer to the hole but you don't have to have line of sight to the hole. Stakes, walls or fences that define the out-of-bounds are not considered immovable obstructions. You can proceed under the rules for an unplayable lie in this instance.
- **Agreement to Waive the rules (Rule 1-3)** - an agreement by golfers to waive the rules is a serious violation. All involved are immediately disqualified.
- **Water Hazards (Rule 26)** - A water hazard is indicated by yellow stakes or a yellow line. Anything within the stakes or line is considered to be part of the hazard. The ball can be played from the hazard without penalty but you can not ground your club (Rule 13-4). There is a one stroke penalty if you decide to take a drop and you have three options. 1) You can drop within two club lengths of where the ball entered the hazard no nearer the hole, 2) you can go back to where you hit the last shot or 3) you can go back as far as you like from where the ball entered the hazard along the line of that spot and the pin.
- **Lost Ball (Rule 25)** - A ball is deemed to be lost if it can not be found within 5 minutes of the beginning of a search. There are instances when a golfer can declare a ball lost. The other thing that can happen is if a player plays a ball from beyond where the original ball was thought to have come to rest, then that original ball is deemed to be lost. Penalty for a lost ball is stroke & distance - take your one shot penalty and go back to where you hit your last shot.
- **Embedded Ball (Rule 25-2)** - A ball embedded in its own pitch mark "through the green" which means fairway or tightly mown area can be lifted, cleaned and dropped (not placed) without penalty.
- **Playing the wrong ball (Rule 15-3)** - If a player plays the wrong ball, he loses the hole in match play. In stroke play, it is a two stroke penalty but the error needs to be corrected before teeing off on the next hole or you're disqualified.

Brooklawn Country Club

Brooklawn Country Club was formed on May 1, 1895 by a group of local business leaders with the purpose of 'promoting outdoor and indoor sports in the City of Bridgeport, and to provide for its members means for the enjoyment of same.' From its earliest days, Brooklawn was conceived as a family club.

Four months before Brooklawn was formed, the United States Golf Association was organized. In 1896, the Club became a member of the USGA, making it one of the first dozen or so clubs to join the Association. Its first golf professional was Tom Morris, grandson of famed Scottish golfer and professional at St. Andrews, Tom Morris, Sr.

In 1918, Gene Sarazen began his career at Brooklawn as an apprentice club-maker. His accomplishments included the invention of the sand wedge, becoming the first golfer to win all four of golf's Grand Slam events, the Masters, the US Open, the British Open and the PGA Championship and the scoring of the famous double eagle, the "shot heard around the world," on the par-5 15th hole at Augusta that enabled him to go on to win the 1935 Masters. Many of "The Squire's" golfing memorabilia can be found in the Club's Trophy Room. Julius Boros, winner of two US Opens, the PGA and numerous other golf championships, grew up in the area and often played the course as an amateur.

Although not known throughout the golfing world, but always to be remembered and loved at Brooklawn is Charles C. (Charlie) Petrino, Golf Pro Emeritus. He began as a 12-year old caddie in 1917 and became caddie master in 1926. In 1942 he was named co-pro of the Club and finally in 1948 was appointed head professional. Until his death in 1998, Charlie continued his association with Brooklawn, almost always being present for the Archie Wheeler Golf Tournament, an eagerly anticipated annual outing that continues to flourish today because of the generosity of Archer C. Wheeler who, with his twin brother William B. Wheeler, was a charter member of the Club and the winner of the first Golf Club Championship.

The original golf course was a nine-hole layout, 2,596 yards long, on what was then rolling farmland on the outskirts of Bridgeport. The nine-hole course was later lengthened, additional land was purchased and a new 18-hole course was opened in 1911. Almost 20 years later, A. W. Tillinghast, one of history's premier golf architects who also designed, among others, the courses at Winged Foot Golf Club, Baltrusol Golf Club and Bethpage, redesigned the course into its present form. Over the years changes have been made in the shape of some of the greens, sand traps have been taken out and new ones have been put in, tees have been moved and what were small trees at one time, have now grown to full maturity. To recapture its original design, the Club hired a Tillinghast course historian in 2000 to oversee a major modernization of the course.

The Club's first clubhouse was a farmhouse that was part of the land originally used for the first nine-hole gold course. In 1916, a new clubhouse was built at a grand cost of \$90,000 including all furnishings. At the time, The Bridgeport Telegram described it as "one of the show places of Bridgeport". Equally spectacular is the view of the surrounding area from the balcony off the upstairs ballroom. Since its origin, the clubhouse has undergone many changes, including eight new bowling alleys being installed in 1966, new men's and ladies' locker rooms and expanded grill room and a new pro shop. A new swimming pool has been constructed and in 2001/2002 a whole new tennis facility was built.

Over the years, Brooklawn has been the site of numerous amateur and professional golfing events. In 2003 Brooklawn hosted the USGA Junior Girls Championship and in 2001 the Connecticut State Amateur. Other USGA Championships include the 1974 Junior Boys, (David Nevatt); the 1979 U. S. Women's Open (Jerilyn Britz) and the 1987 U. S. Senior Open (Gary Player). The Club's Trophy Room has the sign-in sheets for these Open events with legendary golfing names thereon, including Nancy Lopez, Judy Rankin, Betsy King, Beth Daniel, Pat Bradley, Billy Casper, Gene Littler, Chi Chi Rodriguez, Bob Toski and Arnold Palmer.

Gene Sarazen

Gene Sarazen (February 27, 1902 - May 13, 1999) is the first and one of only five golfers (along with Ben Hogan, Jack Nicklaus, Gary Player, and Tiger Woods) to win all the major championships in his career. Sarazens Grand Slam included the: U.S. Open in 1922, the PGA Championship in 1922, 1923 and 1933, a British Open in 1932, and The Masters in 1935.

He was born in Harrison, New York and began caddying at age ten at local golf clubs, took up golf himself, and gradually developed his skills; he was essentially self-taught. He used the somewhat unusual, at the time, interlocking grip to hold the club. In his autobiography "My Championship Years" he talks fondly of his two years at Brooklawn as an assistant pro. Back then, the role of assistant meant playing matches with members and their guests. In 1921, Archie Wheeler encouraged Sarazen and arranged for him to play in Florida that winter. He felt that Sarazen needed to take next steps in his career. The following year he won two major championships - at age 20. He was a contemporary and great rival of Bobby Jones.

The winner of 39 PGA Tournaments, Gene Sarazen was inducted into the World Golf Hall of Fame in 1974. He was the Associated Press Male Athlete of the Year in 1932, a charter member of the World Golf Hall of Fame (1974), and won the PGA Tour's first Lifetime Achievement Award in 1996. He played on six U.S. Ryder Cup teams: 1927, 1929, 1931, 1933, 1935, and 1937.

Sarazen invented the modern sand wedge and debuted the club at the British Open at Prince's Golf Club in 1932 (which he won). He called it the sand iron and his original club is still on display at Prince's. There had been previous sand-specific clubs, but Sarazen's innovation was to weld solder onto the lower back of the club, building up the flange so that it sat lower than the leading edge when soled. The flange, not the leading edge, would contact the sand first, and explode sand as the shot was played. The additional weight provided punch to power through the thick sand. Sarazen's new developed technique with the new club was to contact the sand a couple of inches behind the ball, not actually contacting the ball at all. Every top-class golfer since has utilized this wedge design and technique.

Sarazen hit "The shot heard 'round the world" in the 1935 Masters Tournament. It was a final round 235-yard 4-wood on the par-5 15th hole that went in, giving him a very rare albatross 2 on the hole. He trailed the leader by three shots at the time, and made them up all at once. It led to his later winning the tournament in a playoff over Craig Wood. At the time of his second shot a check for \$1,500, the winning prize, had already been written to Craig Wood.

Sarazen was a small (5 ft 4 ins) man, who nevertheless could hit the ball a very long way, even when compared with larger, stronger players. As a multiple past champion, he was eligible to continue competing after his best years were past, and occasionally did so in the top events, well into the 1960s, and occasionally into the 1970s. Throughout his life, Sarazen competed wearing knickers or plus-fours, which were the fashion when he broke into the top level.

For many years after his retirement, Sarazen was a familiar figure as an honorary starter at the Masters. From 1981-1999, he joined Byron Nelson and Sam Snead in hitting a ceremonial tee shot before each Masters tournament. He also popularized the sport with his role as a commentator on the Wonderful World of Golf television show. At the age of 71, Sarazen made a hole-in-one at the 1973 British Open Championship. In 1992, he was voted the Bob Jones Award, the highest honor given by the United States Golf Association in recognition of distinguished sportsmanship in golf.

Sarazen had what is still the longest-running endorsement contract in professional sports - with Wilson Sporting Goods from 1923 until his death, a total of 75 years. In 2000, Sarazen was ranked as the 11th greatest golfer of all time by Golf Digest magazine.

A.W. Tillinghast

Albert Warren "Tillie" Tillinghast (1874–May 19, 1942) was a noted American golf course architect. Tillinghast was one of the most prolific architects in the history of golf; he worked on no fewer than 265 different courses. Tillinghast-designed courses have hosted multiple professional golf major championships—the 1927 PGA Championship, contested at Cedar Crest Park; the 2002 U.S. Open, contested at Bethpage State Park; the 2005 PGA Championship, contested at Baltusrol Golf Club, which has also been the host of seven U.S. Opens; the 2006 U.S. Open, contested at Winged Foot Golf Club— and many others. A list of some of his more notable courses includes:

Course	Role	Year	City	State
Monterey Bay G&CC	R	1936	Pebble Beach	California
San Francisco GC	OD	1918	San Francisco	California
Stanford University	R	1937	Stanford	California
Brooklawn CC	R/A	1930	Fairfield	Connecticut
Innis Arden GC	R/A		Old Greenwich	Connecticut
Manchester CC	R	1935	Manchester	Connecticut
Round Hill CC	E	1935	Greenwich	Connecticut
Wee Burn CC	R	1936	Darien	Connecticut
Woodway CC	E		Stamford	Connecticut
Oakland Hills	E	1936	Bloomfield Hills	Michigan
Interlachen CC	E	1936	Edina	Minnesota
Baltusrol GC, Lower Course	OD	1922	Springfield	New Jersey
Baltusrol GC, Upper Course	OD	1922	Springfield	New Jersey
Hackensack GC	R		Oradell	New Jersey
Ridgewood CC	OD	1929	Paramus	New Jersey
Bethpage, Black Course	OD	1935	Farmingdale	New York
Bethpage, Blue Course	OD	1935	Farmingdale	New York
Bethpage, Green Course	R	1935	Farmingdale	New York
Bethpage, Red Course	OD	1935	Farmingdale	New York
Bethpage, Yellow Course	OD	1935	Farmingdale	New York
Fenway GC	OD	1924	Scarsdale	New York
North Shore CC	OD	1917	Glen Head	New York
Quaker Ridge GC	OD	1918	Scarsdale	New York
Rockaway HC	OD	1925	Cedarhurst	New York
Saxon Woods GC	OD	1930	Scarsdale	New York
Scarsdale GC	OD	1923	Hartsdale	New York
Siwanoy CC	R	1936	Bronxville	New York
Sleepy Hollow CC	R/A	1928	Scarborough	New York
Sunningdale CC	R/A		Scarsdale	New York
Winged Foot GC, East Course	OD	1923	Mamaroneck	New York
Winged Foot GC, West Course	OD	1923	Mamaroneck	New York
Wykagyl CC	R/A	1931	New Rochelle	New York
Carolina CC	R	1936	Raleigh	North Carolina
Inverness Club	R		Toledo	Ohio
Philadelphia Cricket Club	OD	1933	Philadelphia	Pennsylvania
Sunnehanna CC	OD	1923	Johnstown	Pennsylvania
Colonial CC	E	1936	Fort Worth	Texas

OD - Original Design / R - Redesign / A - Additions / E - Examined & Consulted on construction

The original Tillinghast rendering for Brooklawn hangs in the Men's locker room and is dated September, 1929. The holes are all very recognizable but what is notable is that many of the original traps were never built due to financial pressures due to the Great Depression.

Learn to Read the Green - By Greg Norman

A good putting stroke is only half of what you need to become a good putter. The other side is artistic -- reading the green. Good green reading comes with experience. After hitting enough putts over enough different types of terrain and grass, you develop a sixth sense of how the ball will roll. As you walk onto a green, whether you realize it or not, you take in all sorts of subtle information.

If the green appears light, you know you're putting against the grain; if it's dark you're downgrain. If the green is set on a high area of the course and you feel a breeze as you step onto it, you sense that the putt will be fast. Even if you don't look closely at the surrounding terrain, you are aware of any major slope in the land.

Without having to tell yourself, you know which is the low side of the green and which is the high. If the putting surface is hard and crusty under foot, you receive one message, if it's soft and spongy you get another. Experience with many, many putts allows you to run this data through your mind before you even mark your ball.

The most elusive aspect of green reading has to do with the grain. Grain refers to the direction in which the blades of grass grow. The light/dark appearance is one way to read it. Another method you can use is to take your putter blade and scrape it across a patch of fringe. If the blades of grass brush up, you're scraping against the grain. If they mat down, you're scraping with it. (Incidentally, be sure to do this scraping on the fringe. On the greens, it's against Rule 35.)

A third method is to take a look at the cup. Often, the blades of grass will grow over the edge of the cup in the direction in which the grain moves. Grain usually grows toward water, especially toward the ocean, and in the West it's apt to lean toward the mountains. If you're not near any such topography, figure on the grain growing in the direction of the setting sun.

Grain is strongest on bermuda grass, where short, crew-cut-like blades tend to push the ball strongly. Although each putt on each green is different, as a general rule you can figure on stroking the ball about 20 percent harder than usual on a putt that's dead into the grain and about 20 percent less on a downgrain putt.

When the ball breaks with the grain, read-in extra "borrow." When the slope is against the grain, play for less break. These effects are less marked on the long-stemmed bent and other strains of grass, but they are present nonetheless. The break of your putt will also be affected by the firmness of a green, the wetness/dryness, the amount of wind you're facing, and even the time of day. In general, any time you have to hit the ball hard, you play for less break.

Another way of reading the break on a green is to watch the way other players' putts behave. I'm all for "going to school," but with one caveat: Allow for any difference between your own playing style and those of your fellow players. If, for instance, your friend is a lagger and you're a charger, don't play as much break as he does.

Finally, if I have one hard and fast rule in putting, it's this: Never hit the ball until you have a good vision of the path on which it will roll. Sometimes-we all know those golden moments -- the vision will come to you immediately. You'll "see" the perfect putt the minute you step up to it, and more often than not, you'll sink it just as you saw it.

Other times, it will take much longer to get a picture of the putt, and even then you won't be comfortable. But don't make your stroke until you have the best read you can get. You have to believe in your line if you

want to have a good chance of sinking any putt. When the putt has lots of break in it, be sure to visualize the entire path that the ball will take, particularly the last part as it drops.

And if it must come in from one side, visualize that moment in particular. Keep in mind that every cup has sort of a gate or doorway. On straight putts the doorway faces directly parallel to the blade of your putter. On putts that break, however, you have to mentally reposition that doorway -- slide it a bit clockwise or counterclockwise around the cup to allow for the sidewinding approach of the ball.

I'm a confirmed "spot putter," which means that once I have the path of the ideal putt visualized, I pick out a point at the crest of the break and orient my eyes, my putter blade and my mind toward that point rather than at the hole. After all, if my read is correct, and if I hit that spot with the correct speed, the rest of the putt will take care of itself.

So search for those spots and discolorations in the green that you can use to discipline your aim on putts. This practice also teaches you to ensure that the line of your putt is a smooth one, free of twigs, debris, and particularly ball marks. (Ball marks, by the way, are a "hot button" with me. I often repair two or three of them on a green, and I can't understand why every player can't take care of his own. In fact, I once went so far as to suggest that players be fined for failing to repair their ball marks.)

Once you have the line in mind, ingrain it by continuing to visualize the ideal path of the putt. Ingrain the feel for distance too, as you take your practice strokes. Don't just flip the putter back and forth. Stroke an imaginary ball with exactly the force you plan to impart on your putt.

Distance is by far the most important consideration on putts of 20 feet or more. Hit the ball the correct length, and even if you misjudge your direction you'll rarely finish more than a foot or two from the hole. Keep in mind, however, that "proper length" for an aggressive putter means striking the ball with enough force to rattle it into the cup.

The only way to get a touch for distance is to practice. Someday, spend 15 minutes hitting the same 50-foot putt, and at the end of that session you'll be able to hit it consistently to within a couple of feet of the hole. It's just a matter of training your hand and arm muscles to respond to what your eye sees, then refining that ability through repetition.

Long-putt practice always gives me sort of a general sense of feel. For a more refined touch, I like to work on the fast downhillers, particularly those with some break in them. These are without question the hardest putts. Usually, I'll hit them off the toe of the putter. This deadens the hit a bit while still allowing me to make a normal stroke.

I practice uphill putts when I want to work on the mechanics of my stroke. Whereas on a downhill, you simply want to get the ball moving on the proper line with the proper pace, on the uphiller you have to make it go. If you want to be successful when putting up a steep slope, you must keep your head down and steady, keep the putterhead low going back, and accelerate through the ball -- all hallmarks of a good stroke.

Another great way to practice your stroke is to hit putts first using only your left hand, and then only your right. You can "teach" each of the hands the proper feel much more easily when you work with them one at a time.

Handicaps

Handicaps for the golfer and the golf course are important. They allow players of different levels to have matches with each other. Below is a summary of how each works

Handicapping the Golfer

Brooklawn prides itself on every member posting every score for every round of golf that they play. Handicaps are a percentage (85%) on the best 10 of the last 20 rounds played. The theory is, that when you are playing well, this is the score that you are capable of shooting. Some clubs or other parts of the country may only post tournament scores or stroke play (as opposed to match play scores). There are different rationale for doing this. In match play events, putts may be often given or conceded. Similarly, if a competitor's partner has already won or halved a hole, then his or her putt may not mean anything and they might pick up to facilitate the pace of play.

Likewise, some times a player may pick up before even reaching the green if they are out of that hole. None the less, the USGA does have a prescribed methodology based upon a player's posted handicap as to what score they should take in such a situation. The general convention at Brooklawn is that if a player is on the green and that putt does not impact the match, within a certain distance, they will 'take' that putt but beyond a certain distance, they will "take a pass at it" in order to be able to post a legitimate score. Brooklawn believes that if everybody is playing the best they can in a match or stroke play situation, which is presumably always going to be the case, then all scores should count and be posted.

More information about the exact methodology for how handicaps are calculated can be found on the USGA website. <http://www.usga.org/Handicapping.aspx?id=7792>

Handicapping the Golf Course

Every scorecard at every golf course will note the handicap of each hole. One common misconception is that the #1 handicap hole is the toughest hole on the course. This tends to be true but it is not always the case. In fact the handicap of a hole refers to the spread between how the low handicap and high handicap player will score on that particular hole.

A club will from time-to-time, collect scores for varying levels of player and track how different groups score on each hole. It is important that this sort of analysis be performed whenever there are significant changes to a golf course such as the introduction of new tee boxes or traps. While there is a prescribed methodology by the USGA as to how hole handicaps are determined, there is some flexibility in terms of how a committee can decide upon the handicap for each hole.

Hole handicaps are important in match play where strokes are given because they are typically given in order of handicap. So for instance, if a three handicap is playing an eight handicap, he would give him five strokes and those strokes would fall on the five highest handicap holes. In the case of Brooklawn, this would be holes 7, 11, 4, 13 and 1.

You might also note that the front nine will be the odd numbered handicap holes and the back nine the even numbered handicap holes (it can be the opposite at other courses). The reason for this is that it generally precludes a number of strokes being granted in succession. If this were to happen, it has the potential to swing the momentum in a match.

The description of each Brooklawn hole that follows details the handicap for each hole.

The Golf Course

Hole #1

Men's Par	4	Black	435	Blue	420	Men's Handicap	5
Women's Par	5	Green	410	Red	397	Women's Handicap	5

Number one doglegs left around a large bunker located some 235 yards from the tee, with a carry of 250 yards needed to clear it from the back tee. The fairway then slopes down gently before rising more sharply in front of an elevated green that is flanked on the right and left by large, deep bunkers. The green slopes from back to front, which can be a factor for the aggressive golfer who is long with his approach - this is not a green you want to be over because there is not a lot of room behind and it is usually a tough chip coming back. The first plays fairly tough and the green is elevated has the effect of lengthening the hole beyond its 435 yards. Toughest hole locations are in the front and right. This green can run very fast at times and when this is the case you want to be below the hole on your approach.

Player A	The long hitter can carry the trap and be left with a short iron in. However, it is possible to hit through the fairway, hook the ball on to the range out of bounds or hit a poor shot in to the trap. This is a high risk/reward shot and the prevailing wind can be a factor in deciding what to do.
Player B	The best play is to the right of the trap. You will be left with 180 to 200 yards slightly uphill but you give yourself a chance to hit the green in two. A second shot short in front still leaves a decent opportunity for an up and down but take a look at which side of the fairway would you want to come in from
Player C	You might get there in two but a shot down the middle, second over the trap and a short iron on the green is your best chance at par here.

Hole #2

Men's Par	3	Black	210	Blue	195	Men's Handicap	17
Women's Par	3	Green	160	Red	160	Women's Handicap	15

A strong opening par three at 210-yards from the tips. The green itself is relatively flat by Tillinghast standards, and is one of the largest on the course. But another characteristic of Tillinghast's defense of his greens is encountered for the first time at number two: a green running away from the player. The hole plays somewhat easier than the yardage because it's downhill from the tee and the green is big and fairly smooth but considerations of the wind and whether the ground is soft or running and pin placement are key considerations. Premium hole locations at the second are in the front and back left.

Player A	Depending upon the conditions, from the tips players might hit as little as a 7 iron all the way up to a hybrid or rescue club. Unless the pin is tucked back left, the better player will try to hit a shot that will run up to the hole.
Player B	You are going to hit anything from a mid-iron to a fairway wood and center of the green is usually a good play
Player C	Probably hitting a long iron up to a driver. It is better to hit a ball short and in front than right or left in to the traps. Short-siding yourself is not good but you may also be left with a long sand shot which is no picnic either.

The Golf Course

Hole #3

Men's Par	4	Black	379	Blue	366	Men's Handicap	13
Women's Par	4	Green	340	Red	270	Women's Handicap	13

At 379 yards, a short par four that will be receiving well-lofted high irons onto its sharply contoured putting surface. But the emphasis is on accuracy: out of bounds runs the length of the left side and golfers too far right will be coming out of rough with a sidehill lie, an awkward angle and contending with a deep bunker that guards the right flank of the green. Another deep sand-filled crater imperils the left side. The green itself slopes from back to front and is fairly narrow so the hole is made more difficult because second shots are often struck off a sidehill upslope. A hole location on the front right is most difficult. This green can run very fast at times and when this is the case you want to be below the hole on your approach.

Player A	A fairly easy driving hole. Everything will slope to the left. Generally aim middle, let the ball roll left and give yourself a less of a sidehill lie. The second shot is generally easier from the left side but avoid the rough and tree limbs left. Keep your approach below the hole.
Player B	Definitely reachable with a good drive and middle to long iron. Don't get too aggressive on your second shot if you can't get there. Much better to lay up to a relatively flat area 30 to 75 yards in front of the green and give yourself a decent chance for an up and down par.
Player C	A drive to the flat, a good middle to long iron to 30 to 75 yards in front of the green and a good chip are the best chance at par here.

Hole #4

Men's Par	4	Black	469	Blue	440	Men's Handicap	3
Women's Par	5	Green	420	Red	406	Women's Handicap	11

Four is a long challenging par four that requires a good drive to have any chance at par. On the left lurks out of bounds, on the right, trees and dense rough. Bunkers guard the green front left and right. Behind and to the left of the green, a steep slope plunges away to a spot 10 feet below the putting surface. The hole starts on a tee that sits among trees, creating a slight chute and the landing area is blind but fairly generous. The fairway begins a gentle down slope 220 yards from the tee and continues its gradual descent all the way to a very severe green with a large ridge on the left side. Premium hole locations are in the front, and in the back left and most people say this is one of the toughest greens to read on the course.

Player A	Another good driving hole with middle to left preferred. The trees and rough make hitting this hole in two, tough. But you need to avoid OB left. A good middle to long iron to hit this green in regulation. Unless it is very wet, shots 5 to 10 yards in front of the green tend to roll up and on. This can be a tough green to hold so hitting the right shot is key to holding it.
Player B	Reachable with a good drive and a long iron up to a fairway wood. If you can't get there, a lay-up somewhere in front to the right is generally preferred, even if the pin is right.
Player C	A tough, long par 4 that can play like a par 5, particularly if the wind is against. Maybe reachable with two phenomenal shots, definitely with three good ones. Play middle to left on your drive but come in from the center to right on your third if that's the plan.

The Golf Course

Hole #5

Men's Par	3	Black	195	Blue	173	Men's Handicap	15
Women's Par	3	Green	147	Red	130	Women's Handicap	17

A good downhill par three measuring 195 yards on the card, but usually playing shorter unless the breeze is right at you. Club selection is the ticket and in the back, a steep bank falls off to a large bunker. Where you miss the green counts - short or short right is not bad but anything else is generally a tough up & down.

Player A	Generally makes sense to aim at the center of the green and if you can, work the ball towards the pin. But make sure you hit the green, up and down from these traps can be tough.
Player B	Center of the green is the play, don't even look at the pin. Give yourself a shot at birdie but make sure you get your 2-putt par
Player C	Hit to the center of the green or to the center/right front for a good shot at an up & down par.

Hole #6

Men's Par	4	Black	401	Blue	380	Men's Handicap	7
Women's Par	4	Green	347	Red	305	Women's Handicap	9

The tee shot at the sixth plays uphill and needs to be delicately positioned, for the hole swings gradually but increasingly to the left before culminating at a sloping and very tightly bunkered green. The hole is neither overly long nor severely penal. Drives can be hooked into the left tree line or pushed straight into the right trees but in this case any second shot should be back in to the fairway. A severe back to front sloping green that has an entrance pinched by a bunker front left and a large one running the length of the green on the right. A third bunker menaces to the left rear. Long is "dead". Hole locations on the right side are most difficult.

Player A	There are options here. If you can move the ball right to left, aim down the center of the fairway and work it. The straight hitter can take it at the spot where the fairway and rough are cut up the left side. Rarely does a shot that tries to carry the trees on the left work. Your second shot plays slightly up hill and usually requires $\frac{1}{2}$ to 1 more club than the yardage indicates. Missing short is better than missing right or left.
Player B	A good drive to center of the fairway at the top of the hill will leave a good long iron in. If you are not comfortable trying to hit this well guarded green, hit to the front/right and give yourself options for a good up & down.
Player C	Like #4, this hole can play long and might be reachable in two but players should think about the best way to get there in three. Fairways are good and playing shots that give you the best shot to keep the ball in play are the best chance at hitting this green in three to get your par.

The Golf Course

Hole #7

Men's Par	5	Black	610	Blue	588	Men's Handicap	1
Women's Par	5	Green	510	Red	490	Women's Handicap	1

Considered by many to be the 'signature' hole, this is the first five-par at Brooklawn. It offers a bit of everything: dogleg, sand, water, side hill/downhill lies, and it's got 610 yards of real estate on which to present all of this drama. The layout: dogleg right around a stand of trees with a corner that is 300 yards from the tee. Then the fairway begins a long march downward to flatlands. The Rooster River cuts a straight path across the fairway at the bottom, and finally there is the green - smallish and rather sand-bound.

Player A	For the long-hitter, this hole can play easier when it is all the way back. The up tees are further to the right and give you less opportunity to carry the corner. You have to pay attention to the wind and be very confident that you can carry the corner - shots in the trees right are almost always a punch-out back in to play. The alternative is a good drive down the middle, maybe slightly left that will carry down to the right. The mistake many make here is to not hit far enough left. When your drive bounds to the right - you are blocked out from making a full second shot. If you have a clear second shot, anything that will leave you 10 to 30 short of the end of the fairway will work. Anything longer tempts the rough and the Rooster River. Short gives you a downhill lie. Most people prefer to come in from the center/left on their approach.
Player B	Left, even short left, is the play. By keeping far enough back, you give yourself a second shot either down the hill or to the top of the hill. A good drive is key to scoring on this hole.
Player C	A very tough hole - the #1 handicap. Keep it left off the tee and move toward center/left as you look to set up your approach shot.

Hole #8

Men's Par	5	Black	463	Blue	448	Men's Handicap	9
Women's Par	5	Green	394	Red	361	Women's Handicap	3

Tillinghast believed that a golf course had to flow harmoniously from one hole to the next, and the relationship of seven and eight - in spite of the fact that they are both par fives - more than demonstrates his philosophy. After the lengthy confrontation at seven, at the 463 yard eighth the golfer is facing what seems to be an innocent looking hole. But the tee shot plays into a sharp upslope that will unlikely get any roll leaving a fairly severe uphill lie. The golfer who elects to go for the green with his blind second shot takes the risk of getting beyond the hole or to the right of a tiny, elevated green ringed by deep bunkers, which is extremely slick from back to front and right to left. Hole locations in the front and to the right are severe.

Player A	Get a peek at this pin if you can when coming down #7. A good drive can set you up with a decent opportunity to hit this green in two. This is generally a pretty good risk/reward shot as up & down from the traps is not all that bad. Long is not good though.
Player B	A good drive down the middle or slightly left leave a mid-iron or long iron to a good lay-up spot in front of the green.
Player C	Play this hole like Player B - look to be over the hill in two and you will have a short to mid-iron in.

The Golf Course

Hole #9

Men's Par	4	Black	396	Blue	361	Men's Handicap	11
Women's Par	4	Green	345	Red	319	Women's Handicap	7

This hole will yield its share of birdies - and extract its share of bogies. Players should finesse the ball slightly to the left side from a tee situated well above the fairway, which is 30 yards wide in the landing zone. From there it will be a pitch across the Rooster River to a dime-sized green that is flanked by bunkers and a large tree to the right which must be avoided. Premium hole locations are in the back right and front left.

Player A	Depending on your length and the wind, a good spot to hit a nice long iron, fairway wood or driver with a bit of a draw. Center to the left side of the fairway avoids the big tree to the front/right of the green.
Player B	You will likely hit driver and try to keep it down the middle to leave yourself a short to mid-iron to this green.
Player C	A good drive here will leave you with options. You will likely have a middle to long-iron in but you need to make sure you carry the Rooster River. If you are not comfortable, lay up to the middle or left. But really look at where you lay-up. The fairway drops off in front of the river and you need to decide if you want to be closer and tempting the rough or back a bit in the fairway. Most people will want to avoid the awkward downhill approach shot.

Hole #10

Men's Par	3	Black	135	Blue	125	Men's Handicap	18
Women's Par	3	Green	125	Red	113	Women's Handicap	18

Only 135 yards but the hole is exemplary of Tillinghast's greenside defenses. From the tee, the golfer is confronted with a narrow target. The green sits above substantial bunkers that flank it left and right. These bunkers are designed to collect shots that err slightly - like those that kick off the side of the green - or, especially on the right, those that waver substantially off course because of the presence of mounds that will thrust the offending shot into the sand from the other direction. Being long isn't the alternative of choice, either.

Player A	A wedge or 9-iron to the center of the green and maybe work the ball towards the pin. You definitely want to hit this green as up & down is fairly tough.
Player B	A short iron to the center of the green is the play
Player C	A short to mid-iron to the center of the green is your best shot at par

The Golf Course

Hole #11

Men's Par	5	Black	525	Blue	514	Men's Handicap	2
Women's Par	5	Green	455	Red	455	Women's Handicap	2

Eleven rolls uphill for its first several hundred yards, crests, adjusts course slightly to the left and then takes off downhill on a straight line for the green. Out of bounds on the left and trees on the right. A good tee shot in the fairway is important here. The golfer can hammer away on his second shot. The green, however, slopes strongly to the left so many prefer to come in from the middle or left side of the fairway. Putts - especially when the hole is front and right - are severe.

Player A	A big drive down the middle might give you a look at hitting this green in two, especially if you have a helping wind. This green slopes right to left which you need to account for on your approach. A lot of players like coming in from the left side of the fairway and to use this slope to their advantage.
Player B	You can hit your drive almost anywhere and have a decent second shot to set up your approach - but don't miss out-of-bounds left. One local trick is to play down the right side of the fairway and use the slope to kick your ball back to the middle and get a bit of roll as well. A second shot down the center to left side of the fairway lets you use the right/left slope of the green to your advantage.
Player C	A strong par 5 and reachable in three. However, if you need to lay-up, give yourself a good full shot in to this green. Given the slope of this green, a 20 to 50 yard shot can be a delicate undertaking and a shot that many people find somewhat challenging.

Hole #12

Men's Par	4	Black	412	Blue	392	Men's Handicap	14
Women's Par	4	Green	327	Red	327	Women's Handicap	16

Generally considered a "straightforward" par four. It plays downhill for the first 290 yards until it plunges off a ridge before finishing out the last 90 yards on a level approach to the green. A menacing, but level, bunker right. The putting surface itself is the largest on the course and can yield very long putts. Holes cut in the back right are the hardest.

Player A	Big hitters who can carry the hill have a big advantage here but you have to make sure you have the accuracy to hit this shot. You can be blocked out by trees left, you have the trap and gnarly downhill lies if you miss right. Low shots in to this green have a tendency to run.
Player B	A good drive down the middle leave you with a mid to long iron in. As always, don't short side yourself so don't get too aggressive on your approach but these traps are not too tough to get out of if you have a shot.
Player C	Right down the middle is all you need to do for any shot you hit.

The Golf Course

Hole #13

Men's Par	4	Black	372	Blue	353	Men's Handicap	4
Women's Par	4	Green	312	Red	312	Women's Handicap	4

Thirteen runs parallel to twelve and there the similarity stops. While twelve plays downhill, its neighbor turns around and goes straight up for 372 yards. While the twelfth green is "puttable", thirteen can be one of the toughest greens. Because of the uphill, generally the view of the pin is obscured so it is usually a good idea to take a look at this pin when coming down #12. One of the toughest putting holes on the course, above the hole is rarely ever good. A common mistake when trying to putt from in front of the green is to hit the putt hard enough up in to the slope.

Player A	Hit a good drive, hit the fairway. You will be left with a decent mid iron in. Usually this hole plays 15 to 20 yards longer than the yardage due to the uphill. Keep your approach below the hole.
Player B	A good drive in the fairway and mid to long iron gives you a good shot at par
Player C	A good drive and maybe a long iron up to fairway wood.

Hole #14

Men's Par	4	Black	416	Blue	408	Men's Handicap	6
Women's Par	5	Green	405	Red	400	Women's Handicap	12

The downhill fairway at fourteen is tight enough to demand the golfer's concentration, but sufficiently open and downhill to invite a good, long drive. Right is "dead" and a good drive will give the opportunity to play relatively high iron shots into one of Tillinghast's less severe greens, but bunkered left and right. The area fronting the green is wide open, but a tree line and the river close in from behind, and must be avoided.

Player A	Most guys can hit driver here but long hitters might want to think about three wood (or less). Center to left is preferable. In fact, shots in the left rough will often leave you with a chance to hit the green. Right is usually not good. If you're faced with a dicey second shot, keep in mind that there is water at the bottom of the hill. It is only about 2 feet wide but it tends to gather bad shots.
Player B	A good drive center or center/left will leave a mid to long-iron in.
Player C	You may be faced with a decision here. Does it make sense to try to carry the hill on your second shot, with water down at the bottom or should you lay up to the end of the fairway. Most people would probably lay-up given the risk/return.

The Golf Course

Hole #15

Men's Par	3	Black	138	Blue	131	Men's Handicap	16
Women's Par	3	Green	131	Red	120	Women's Handicap	14

A picturesque pond sets up the fifteenth tee. The green, elevated relative to the tee, awaits 138 yards away. There's not a good place to miss the green so center of the green is never a bad play. None of the bunkers are particularly inviting, as they bottom out well below the level of the putting surface, forcing a well-lofted explosion in order to recover. Behind the green, the terrain runs away. That leaves the front, where many a ball comes to rest, as there is a tendency to underclub on this hole. Any recovery will be to one of Tillinghast's "collecting" greens that slope away from the shot. Premium hole locations are front and back right.

Player A	Knowing pin placement is really key here. Pins especially on the right side are very hard to judge. As always, center of the green and working the ball back to the hole is not a bad strategy.
Player B	A short iron to the middle is a good play. It is really important to hit this green as up & down from anywhere except right in front is very tough.
Player C	A short to middle iron to the center of the green is usually the best play.

Hole #16

Men's Par	4	Black	335	Blue	315	Men's Handicap	12
Women's Par	4	Green	315	Red	288	Women's Handicap	10

A short par four but it's the type of short hole that can bite back, and its roller coaster green can generate a few thrills and spills. From the tee, the fairway rises and bends to the right around a large stand of trees and two deep bunkers. Right is where you don't want to miss it. From the left the green opens up, but the tee shot must be placed short of another deep bunker on the left. The green slopes steeply from back to front, making holes cut in the front the toughest.

Player A	The long hitter can carry the traps on the right. The trap through the green is reachable for a lot of people so deciding upon ball flight and club are really key. Try to take notice of this pin when coming down #14. Above the hole is not recommended.
Player B	A good drive to the left of the traps on the right leaves a short iron to below the hole
Player C	Definitely reachable in two with a good drive and a short to middle iron.

The Golf Course

Hole #17

Men's Par	4	Black	413	Blue	396	Men's Handicap	8
Women's Par	4	Green	354	Red	351	Women's Handicap	8

The fairway sits below the teeing ground, but is level and without the sidehill lies that can be found with such frequency elsewhere. A large bunker cuts in from the right to pinch the landing area. The green area is one of character - combining slickness, mounds and bunkers to mount a formidable defense. Once again, trees press close to the rear of the green and an overly-bold shot here may be unplayable.

Player A	The tee box tends to aim you right. Drives aimed at what feels like the center of the fairway seems to end up left. Aiming at the left side of the trap on the right is a pretty good line. Pay special attention on your second shot. The prevailing wind is normally helping and this green does not accept low running shots well. Even for back pin placements, shots to the front of the green are generally best.
Player B	Aim for the right side of the fairway and have a middle to long iron left. The right side of the green is more accepting of shots and tends to break back to the left. However be careful, the trap to the right does tend to gather bad shots
Player C	The wind usually helps here and a good drive and long iron up to fairway wood will get you there in two.

Hole #18

Men's Par	4	Black	407	Blue	397	Men's Handicap	10
Women's Par	4	Green	344	Red	344	Women's Handicap	6

Eighteen is a tight-driving par four hole from a tee set low among trees, the golfer's sightline runs straight on to Brooklawn's classic white clubhouse. First there is the tight driving area, with rough to the left and a long bunker and trees to the right. Hitting the fairway is a must as the hole plays slightly uphill and longer than its measured length. Four bunkers surround the green right and left. The green is sloped from back to front and left to right - so severely in the back and front left hole locations are severe.

Player A	A good draw drive down the right side works here. There is a trap right you want to avoid but center to the left side of the fairway is a good place to approach from. Shots need to be to the green. Despite a wide open front, there is a fairly severe slope in to the green which tends to kill shots or make a runner hard to judge.
Player B	Middle of the fairway and a good long iron will set up a potential birdie putt.
Player C	A good drive and long iron up to fairway wood may get you there. If not, lay up as close as you like because this is a green that you can chip into fairly easily.