

Hole 1 – Many courses start with a straightforward, easy hole. That's not the case at Metedeconk. The tee shot here requires accuracy. The further you try to hit it, the more accurate you have to be. The player must be mindful of the deep bunker on the left side of the fairway. If you have the power, fire away. Play your tee shot too far right and you risk running out of room rather quickly and playing your second from the trees. You must navigate a bunker fronting the right side of the green and a tricky false front left on your approach shot. If the pin is in the back left on the small plateau, you have to play short as long creates a difficult par.

Hole 2 - This is a slightly uphill Par 3 that typically plays longer than its stated yardage. Beware of the back left pin where there is not much room and plenty of forced carry to get past the bunker fronting the left side of the green. The front edge pin leaves little room for error with bunkers on both sides; leave it short and the upslope will have you chipping from 30 yards. Bail out right and you're playing from the woods.

Hole 3 - Arguably the most difficult Par 5 on the entire course, this hole typically plays into the wind and is only reachable in two for the very longest of hitters. The tee shot has water that can come into play on the left and a fairway bunker guarding the right side. The second shot is all about risk and reward, and the more you bring the water on the left into play the shorter the shot you will have into the green. The green is protected by a large bunker in the front. Hit your approach shot too long and you risk releasing into one of the slippery catch areas behind the green. The back right hole location brings water and the front bunker into play. A conservative approach to the middle of the green will leave you with a tricky putt.

Hole 4 - The fescue grass short of the fairway makes for an intimidating tee shot as it blinds the golfer to where the fairway begins. The large bunker on the left side of the fairway gobbles up many tee shots. The big hitter can clear this bunker but the fairway is severely sloped from right to left and less than precise shot will land in the rough. The hole sets up well for a left to right tee shot. The 4th green is one of the deepest on the golf course, and one of the most well-bunkered too. While the front pin may appear to be the easiest, a player must navigate the false front that lies just short of the green. A back right pin is a tough target so find the middle of the green and be happy with par.

Hole 5 - A short Par 5 that never plays as easy as it looks on the scorecard. A tee shot to the left side of the fairway gives you a good look at the green and a chance to get home in two. The green is guarded on the front and left by two deep bunkers; avoid these and this becomes a hole you can pick up a shot against par and get your round on track.

Hole 6 - The difficulty of this Par 3 is dictated by the location of the pin and the prevailing wind. The large back-to-front slope on the right side of the green generally dictates how aggressive you can be. If you're short, you could find yourself in the hazard. The front right hole location is the most difficult, as it's guarded by two bunkers.

Hole 7 - Robert Trent Jones Sr.'s design philosophy was for a difficult par and an easy bogey. No hole exemplifies this more than hole number 7. The fairway is generous off the tee but the more you try and chew off, the tighter the landing area. The green is very narrow in the front and slopes hard from right to left. It is surrounded by trouble: Water to the left, a hill behind and bunkers in front and behind the green. The downhill approach shot—especially if it's windy-- demands accuracy to navigate this hole in par or better. The far left pin is accessible for a good look at birdie; miss your approach though and you're looking at a double bogey.

Hole 8 - A large bunker in the middle of this fairway is the trademark of this hole creating options off the tee. Laying back before the bunker forces the player to have a mid-iron into a narrow green. Taking a more aggressive route over the bunker leaves you with a wedge and an inviting approach shot. The hole moves from right to left and positioning of your tee shot is imperative on this tough par 4.

Hole 9 - The finishing hole to the front nine offers a very generous fairway to attack off the tee. All the trouble begins with the approach shot. Metedeconk is known for difficult finishing holes after each nine and the 9th stands up to this test. While the green is generous, there are three separate tiers to navigate. Failure to get your ball on the proper tier will make a two putt treacherous! Between the wind and the elevation change, choosing the correct club for your approach shot is not an easy task. Be careful of the front pin position; with a poorly played approach shot or misjudged downhill putt you'll find yourself pitching from the fairway back up a steep slope.

10 Hole - The starting hole on the second nine is a triple dogleg left Par 5. Two gnarly bunkers protect each corner of the legs. The hole requires precision from tee to green. The severely sloped front portion of the green requires you to keep the ball underneath the hole if you want to have a good look at birdie; however an approach that's short to the front pin will find the slope and leave you with a 30-yard pitch from the fairway. The back left pin position sits on a small plateau making it tough to judge the proper speed for your putt; placing your approach shot in the center of the green is a safe play and almost always gives a good look at birdie. Big hitters going for the green in two can get up and down from the right green side bunker.

11 Hole - The place to attack the Par 4 11th green from is the left side of the fairway. Unfortunately, that side is anchored by a large bunker. This hole can play as much as four clubs different depending on the pin location. Like most holes at Metedeconk, there is really no good place to miss the green. Get your approach shot in the correct portion of the green in two and you may have a good look at birdie. Don't get greedy with the back right pin; play to the middle and two putt.

12 Hole - A picturesque Par 3 with a three-tiered green. There is a significant forced carry over a large pond that fronts the green and expands along the right side. With a

back right pin, you'll be happy with a four if you don't get your tee shot to the back tier. The left tee box gives you a shorter shot but it's often played to an interesting angle and into cross winds.

13 Hole - A subtle dogleg left, the Par 4 13th hole usually calls for less than driver off the tee. The right woods can sneak up on you in a hurry. The left fairway bunker captures a lot of shots, but it's better than the hazard left. Two bunkers guard the approach to this green which rises sharply from the fairway to the front edge. The narrow front portion of the green requires a very accurate approach if you want to walk away with par or better.

14th Hole - This short Par 4 is a great opportunity for birdie. However, the more you try and chew off from the tee, the narrower your landing area. Wind is often a factor on this hole, but if you know how to use the slopes on the green properly, you can get a very good look at a three. Attack the back pin carefully; miss the green here and it's a very difficult up and down.

15th Hole - A demanding Par 5 that typically plays into the wind. The ideal tee shot is down the right side of the fairway, which is protected by one of the many statuesque Pine Trees for which Metedeconk is known. Water comes into play for both your layup and approach shot. The green has three distinct areas where the pin can be placed. It is imperative that you control your yardage on the approach shot. Failure to do so brings the dreaded three putt into play. The front right pin position is the most difficult because it is the smallest target and guarded by a bunker directly behind the required landing area. The front left pin position sits in a bowl and is very accessible. Big hitters can reach this green in two.

16th Hole - The Par 4 16th is the shortest Par 4 on the golf course. A large pond protects the right side of the fairway. The long hitters need to carry their tee shot over 265 yards if they dare try to drive this green. The green is very narrow and protected by false sides. No need to go for broke here; a controlled tee shot followed by a nice wedge gives you the best chance at birdie. If you don't judge the wind correctly on your approach you'll find yourself in the expansive greenside bunker; or worse, the high grass behind the green.

17th Hole - Robert Trent Jones Sr. was terrific at creating intimidating angles on approach shots, and the 17th hole is a very good example of that. Bunkers short right and long left make controlling your yardage imperative on this hole. Going long or right is nothing but trouble. You can attack the front pin. When the pin is back right on a small plateau, aim for the middle of the green and be happy with a two putt par.

18th Hole - Once again Metedeconk does not disappoint with another difficult finishing hole. The 18th green could be one of the toughest to hit. It is a severe uphill approach that is well guarded by two deep bunkers in the front and on the left. The low-handicapper will challenge the large bunker on the right side of the fairway to set up a low to mid iron approach shot. If you can accomplish that, you may want to take on the pin. Otherwise, the key is to play to the wide side of the green and rely on a deft touch with the putter to navigate this hole in par or better. The front left pin is nothing but trouble so aim to the middle and be happy with par.

19 Hole - Right out of the gate on the third nine the player is presented with a great risk-reward option. This Par 4 dog leg to the left has a bunker that protects the inside of the leg. The long hitter can challenge the bunker and if successful, he will have a wedge shot into one of the smaller greens on the golf course; miss your tee shot and you're punching out of the woods. If you choose to play it safe off the tee, you will be left with a mid-iron shot into an elevated green that is well protected by bunkers.

20 Hole - This Par 4 provides the player with a generous fairway off the tee. The approach shot calls for precision as the green slants hard from right to left and front to back. When the pin is back right, a good player can use the slope of the green to his advantage and set up a good look at birdie.

21 Hole - Once again Robert Trent Jones Sr. gives us a Par 5 with a lot of trouble lurking. Off the tee a player must challenge the bunker on the right; otherwise, a straight shot will leave you playing out of the left woods. From there the hole demands a long layup shot. The elevated green has two tiers and it's guarded by a deep bunker. Really big hitters can go for the green in two but they'll have to clear a hazard fronting the green. The back left pin is in a bowl and makes birdie a good possibility. Distance control and accuracy are the keys to this approach shot. Find yourself on the wrong tier and a two putt will be difficult.

22 Hole - This Par 4 presents another risk reward option for the player. If you challenge the right side off the tee you can catch a fairway that slopes away from you and will propel your ball into a short iron approach shot. However, miss right and you will not have a look into the number one handicap hole. Play conservative off the tee and your ball will land into an upslope and you will have a mid to long iron shot into a well-guarded green.

23 Hole - This is one of the more intimidating Par 3 tee shots on the course. The green is a peninsula surrounded by water and bunkers. Only the most fearless of players will directly chase the back left pin. The wind can be tricky on this hole so take enough club. If you bail out right, you'll be playing from a bunker or high grass, directly towards the lake.

24 Hole - Once again Jones has presented us with another risk-reward hole for this Par 5. There is a small hazard that runs up the left side of the fairway and sticks out at about 230 yards off the tee. The long hitter will look to carry the hazard and set himself up for a look at the green in two shots. A lateral hazard runs up along the left side of the hole and fronts the left side of the green. The dramatic slope from right to left in the middle of this green can be a friend to those using it to access the back left pin but it brings a three-putt into play if you're stuck on the wrong side.

25 Hole - This is a versatile Par 3 that can play anywhere from a mid to long iron in depending on where the tee and pin are placed. The green is treacherous with multiple tiers and a forced carry over a large hazard. To have a good look at birdie the player needs to get his ball on the proper tier and underneath the hole. Three is a good score on

this tough hole. Bail out left and you're in the hazard; bail out right and you'll have a tricky shot from high above.

26 Hole - This medium length Par 4 has a large bunker on the left side of the fairway that acts like a magnet to approaching tee shots. A tee ball down the right side of the fairway will open up the green for your approach shot. This hole has another severely sloped green that can send poorly struck shots off both the left and back of the green. Get the distance correct and you could have a good look at birdie; miss this green or find your ball on the side of the spine that bisects this green and you should be happy to walk away with a bogey.

27 Hole - This final hole of the third nine epitomizes all that Metedeconk is about. Once again Jones has saved one of his most difficult holes for the last. The hole is a long dog leg to the right and has Metedeconk's signature Pitch Pine protecting the right side of the fairway. A long drive off the tee over the tree leaves you with a short iron in. However, a tee shot out to the left is your safe route and will leave you a mid to long iron into a green with water front and right. You can bail out to the left. This green complex is treacherous. You must place your ball on the correct tier if you want to think about making a par.