prepared by

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for

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DEDICATION

Lacking wives, children, or a deceased mother, I dedicate this project to Arf Arf. Arf Arf, the rags to riches dog who has the freedom and happiness we all strive to achieve.
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Mr. and Mrs. Frank Ball for the initial idea, encouragement, and patience as they watched me juggle 7000 projects at once.

Jane Hanes for plundering through the pages of rough drafts, which I could barely read.

John Potis for his morning coffee, and insightful constructive criticism.

Ron Spangler and George Young who sat back patiently trusting my every move without knowing what I was.

And, Contour Golf, U.S.A. who sponsored the trip and hopefully will customize and implement this written about miniature golf process.
INTRODUCTION

Since it is customary to write introductions and acknowledgements which very few people read, I decided to start like this:

It would be nice to know where the underwritten academic laws of thesis writing came from. If I could find them, I would make an amendment to rule number one:

All thesis papers must be written in a dry professional manner.

Maybe there is a hidden reason to the purpose of this golden rule, a reason which forces the young minds of academicians to prove to their judging educators that they have been well shaped into thinking patterns of the knowledged "real world". (Strange as it is though, the "real world" is much more of a cut-throat survival-of-the-fittest place than the altruistic utopias the elder academicians profess of).

The standardization of theses, thus the dryness, is natural so that one thesis can contribute to another, and so on, until the body of knowledge has been expanded to every imaginable mechanical extension of man's unused portions of the brain. But, one has to wonder what the theses of Groucho Marx's, Lucille Ball, Dick Van Dyke, or Dr. Bill Cosby would be like if they were forced to write about humor in a serious dry professional manner. Humor would not be so if it was written about this way.

The point to this sarcastic rhetoric is three-fold:

One: By the time one gets to the introduction writing in preparing a thesis, one feels a bit of relief and pride, and, at the same time, a bit of hate and distemper towards the idea of theses. The best way to vent such blues and happiness is documentation, by the standardized method.

Two: Miniature golf, the subject of this thesis is for the most part regarded as an insignificant humorous game of putt-putt, midget, or pee-wee golf. A subject that leads to endless stories about where someone played, or jokes and questions about how there could not possibly be enough information existing to write a thesis about the childish game. The fact is there is a great deal of information relating to miniature golf. It is only a matter of synthesizing facts from non-related resources into the applications of miniature golf.

Three: If you have plundered this far into the introduction then chances are you will continue to read to the end of the book. I appreciate that and hope that putt-putt becomes a bit more than a game played by people of days-gone-by. I hope that this book adds to the limited body of knowledge of miniature golf because putt-putt it ain't no more.

Maybe the next contributor to the miniature golf body of knowledge will add nothing but laughter.

Until the fall of 1997, my exposure to miniature golf was limited to childhood experiences of putt-putt at a local neighborhood park, one which boasted of windmill challenges, loop-the-loop-s, and a free-game-on-hole-eighteen, providing it was a hole-in-one. All this changed when I was taken to an adventure course in Fort Myers, Florida in November of 1997. I could see that miniature golf was no longer the same. The challenge of the game had been uplifted; it was more of a fantasy trying to mimic the sophistications of Disney's Epcot Center. All the basic components from past eras still existed, the putter, ball, night lighting, amplified music, and, of course, people. It was the verticality of the sites, the addition of water masses, the inclusion of congruent themes, and the challenge which had changed. My visit to the "new adventure" was brief and I attempted to gain a quick mental overview of what this new strain of miniature golf was about.

My sparked interest, along with the encouragement of a mentor, prompted me into considering ways to use miniature golf as an undergraduate thesis project. The challenge began here.

I assembled a proposal for the project directing the rhetoric towards the historic growth and validity of the project. I suspected that there would be apprehension from the College of Architecture and Planning about "putt-putt" as a landscape architectural terminal project. Preliminary discussions indicated this by the continu-
ous cynical -- "putt-putt?" I knew that I had to expand my personal knowledge of the sport and its evolution by going to the places where miniature golf had prospered and experienced the changes of time. I needed exposure, not only to arm myself for justification of the project, but to make an inventory of existing courses, the first step of the professed designed process.

After making inquiries about the best miniature golf courses to visit, and locating a thoughtful sponsor for a trip, I set out on Christmas Day, equipped with a map, rent a car, and a credit card. During the next ten days I made an inventory trip that covered 3500 miles, nearly twenty-five miniature golf courses, and a stop in practically every tourist trap in the Southeastern United States. (The use of the word tourist trap is not sarcastic in respect to miniature golf because it is in these environments which the fun of miniature golf can burgeon, practically unyielded.) I did my best to put my way through every course open for play. This sometimes led to four or five games a day. I talked with managers, workers, and players to try and find out what makes the games tick. I photographed as many sites as possible and took notes at each course visited.

The trip paid off because now I feel I have gained a general knowledge of miniature golf and the applications of the design process to the game.

This thesis is only a general discussion and an introduction to the history, the existing courses, the game, the organizational structure, and the design process. It will give the less knowledgeable a basic understanding of the game and the game's development.

The next step, for me, is to execute and design the steps professed of in this volume.

Enjoy what is, and maybe someday soon you can experience what will be.
Locating a record of the history of miniature golf is a challenging task. The only complete journal relating to the subject is *Miniature Golf*, (Margolies, 1987). The proceeding is a paraphrase from parts of this volume. It is included for those who have no access to the book or for those needing a brief review of the miniature golf evolution. The book is a complete and humorous account of the history of miniature golf.

The history of miniature golf is not the story of one solitary genius working alone but of many inspired men and one truly visionary woman, all of whom responded to the deep-rooted collective yearning in the early twentieth century America for a scaled-down version of the Royal Game of Golf (p. 14).

People had been building practice or English putting greens for many years. But not until a man from North Carolina added plants, seating, and miniature obstacles to the greens did the miniature game come into existence.

The story of miniature golf begins with the well-to-do James Barber of Pinehurst, North Carolina, who, in 1916, decided to design a smaller version of "real" golf for his estate. To do so, he hired an "amateur architect of fiendish ingenuity" to create and lay out the miniature game. When the project was completed, Mr. Barber looked at the creation and said "This'll do!" The estate course from then on was called "Thistle Dhu" (p. 14). Thistle Dhu was a true beginning for the soon to be feverish game but remained behind the gates of the Barber Estate where it was played only by the family and friends.

The miniature golf game made its first public appearance during the fad crazes of the prohibition era in the 1920's. The absence of alcohol and the great-rich-quick mentality of the American people seemed to create public crazes that went from dance marathons to flagpole sitting and fish eating contests to miniature golf. Miniature
golf was one of the last of these publicly contested addictions. It went on to be one of the first games ever played at night.

Friends playing at Thistle Dhu.

Like Mr. Barber, another man became overwhelmed with the desire to build a miniature golf course on his estate. Thomas McCulloch Fairbairn, a cotton plantation owner near Tlahualilo, Mexico. He made many attempts to construct rolling green hills on his plantation out of the climatically dry earth, but he failed relentlessly. The persistent desire to build a midget game lead to a keen observation.

In 1922, Mr. Fairbairn noticed that a pile of cotton seed hulls near one of his cotton gins had been compacted by the foot paths of his laborers. He realized that if he simply put the game together with the cotton seed hulls he would be able to have the miniature golf game for his pleasures. The results were a combination of ground, still-fuzzy cotton hulls and oil to bind them together. He rolled this mixture onto a sand base adding to it a green dye so as to emulate turf. Simple as that, the golf course problems of the sandy south were solved. The results of the cotton seed-hull-oil mixture were so successful that Mr. Fairbairn joined with Robert McCart and Albert S. Valdespino as partners. In 1925 they patented their discovery and formed Miniature Golf Courses of America, Incorporated. They were the first legally to title the game "miniature golf," but they found themselves without a market for their product. This did not last long.

Farther to the north in New York City, Drake Delanoy and John N. Ledbetter saw an opportunity to capture the lunchtime crowds of the financial district with a lesser version of the suburban big golf game. The idea, in 1925, was to build little putting greens atop the skyscrapers of the busy downtown. These men like Mr. Fairbairn had many problems creating like surfaces of turf. They tinkered with many alternatives and eventually stumbled across the cotton-hull mixture. How they could have discovered this in New York City where cotton does not grow is a good question. The popularity of the game and the use of the cotton-hull mixture grew until the Miniature Golf Courses of America partners caught word of the applications of their
Messrs. Fairbairn and McCart informed the New York entrepreneurs that they were infringing upon their patent rights. In 1928 the four men came to an agreement which allowed Delanoy and McCart to lease the cotton-hull mixture plus royalties on the profits of golf courses built using the cotton-hull mixture. The New York team went on to build 150 rooftop games and began boasting of planned franchises in Australia, New Zealand, Italy, and France. These ambitions disappeared overnight when the Delanoy and McCart team vanished from the history of miniature golf. Delanoy had a reputation for his fly-by-night antics.

Simultaneous to the cotton-hull patent and the New York rooftop courses, a couple from the Georgia and Tennessee border pushed the idea of creating a storybook golfing playground. The couple was Garnet and Frieda Carter, part owner of a 700 acre English style resort atop Lookout Mountain. The resort was known for its large pool, "Mother Goose Village" cottages, and an eighteen-hole championship golf course.

The reasons why that the miniature golf course was added to the Lookout Mountain resort. One story has it that Garnet built it to occupy the patrons waiting to play the larger game. Another has it that it was created to keep the children of the golfing guests out of the way of the real game, (like father like son). Another has it that
Freida thought that the wives of the real golfers should have a similar game for themselves. And, yet another has it that Freida designed the miniature game for her own entertainment.

The Carters at Lookout Mountain.

Whatever the reason, the fact stands that Freida was the true designer, and her husband was the financial foundation to any of the Lookout Mountain endeavors. Freida had designed numerous structures and worked well with the local building contractors. Her works included a gas station, cottages, houses, and garages, the new kid on the block about this time in history. All of these were designed in a whimsical fairyland nature. Her miniature golf course utilized hazards constructed out of leftover sewer pipes, hollow logs, and included statues of gnomes and elves. After the course was
constructed, regardless of its intended audience, it was soon flooded with adults eager to play the whimsical game. The wise Mr. Carter quickly patented the obstacle-laden game under the trade name Tom Thumb in 1928.

Friends and regular patrons of the Tom Thumb Links, Ewing Watkins and Pollack Boyd of Chattanooga later went on to create their version of the game under the name Bob-O-Links Municipal Golf Course Company. Tom Thumb and Bob-O-Links became the two largest and most profitable chains during the 1930 miniature golf boom.

The Carters, Watkins, and Boyd, in comparing notes, soon found that they too had a problem of maintaining the putting turf. The grass and soil could not keep up with the volume of people trampling the courses. They started to search for a putting turf tolerant of the foot traffic and found the cotton-hull-oil mixture. They began to use it. Again, the Miniature Golf Courses of America partners heard of the illegal use of their patented idea and took action. The result, Carter alone paid $65,000 for the use of cotton hull mixture.

The addiction to miniature golf continued to grow, and the Tom Thumb Golf courses were popping up everywhere including in Florida. At one of these Florida Tom Thumb Golf courses, the brothers W.S. and A.J. Townsend caught the putt-putt fever. The Townsend's owned National Pipe Products Corporation in Rochester, New York, a company that manufactured valves for gas pumps. That was until they caught the bug. The Townsend's saw a market in mass producing the fantasy statuary and hazards of the Tom Thumb Golf courses. They made a deal with the Carters to produce the Tom Thumb hazards and retooled their machinery. The company of 200 people went into assembly line production popping out Tom Thumb fairytale objects that were hand painting. The Tom Thumb Golf courses became so popular that at one point there were three plants in different parts of the country manufacturing $4500 start-up miniature statuaries. Eventually the Carters formed the Fairyland Manufacturing Corporation which was a holding company under which Tom Thumb and National Pipe Products were controlled.

The Tom Thumb golf courses brought the Carters $1,000,000 in royalties by 1931 while the original course in Tennessee grossed almost $40,000. Some people did make money during the Depression capitalizing on this mini escape from the Depression itself. "The Madness of 1930" created between 25,000,000 and 50,000 miniature golf courses in the United States. The investment in which was between $125,000,000 to $325,000,000. The game was made for ocean liners, Indoors, vacant lots, and roof tops. There was even a national miniature golf tournament bringing cash prizes. This upset the United States Golf Association. The miniature game was degrad-
ing the royal elitist game of golf.

Fay Wray plays in Hollywood.

Miniature golf prospered to an all time high in popularity in 1930. The number of people playing the game from all walks of life had the movie industry worried about lessening crowds. Miniature golf was said to be the nation's fifth largest industry while the sales of theater tickets dropped 25 percent. This would push the film industry into the number six spot. Some film makers band their movie stars from the links. This did not last for Hollywood itself had over 300 miniature golf courses. The "if we can't beat em' we'll have to join 'em" ethics went into effect. The big movie producers began talking about converting unprofitable theaters into miniature country clubs. Yet other theaters across the country began selling dual tickets where a couple or friends could go to the movie then to the links.

The 1930 obsession forced a growth of gimmicks to keep customers returning. Owners began to create great plays to lure the customer, including Tom Thumb fashion wear, twenty-four-hour-a-day play, megalithic objects, and even live bears who snatched up the ball. All this hoopla began to get a bad reputation.

A Chicago Course lures customers.
Soon course owners were using beauty queens to lure men and well-dressed men to entice the women. Across the country ordinances and curfews were enacted to control miniature golf craze. Mob connection rumors to the game began to circulate. The game seemed to die almost overnight:

Miniature golf can indisputably lay claim to having inspired more legislation and called into play more existing legislation in a few months than any other form of entertainment on record. (American City Magazine, 1930)

The biggest scare of all was the sale of Tom Thumb golf. The game continued to be played during the winter of 1930-31 in pool halls, garages, theaters, and bowling alleys. The thrill of the game was dwindling faster and faster, and Garnet Carter saw the decline. Just before the largest miniature golf tournament, which Carter sponsored, he sold Tom Thumb to W.H. Robinson, and H.J. Heinz pickle manufacturer from Philadelphia for $200,000. The country could not understand why the Carters would sell such a profitable money-maker. By the summer of 1931, most of the miniature golf courses stood empty collecting dust because of ordinances and market saturation.

The miniature golf game took off with unrelenting speed coming to a screeching halt in the wake of a bad reputation. But, unlike most fads, this one did not disappear completely.
The 1950's brought America a slew of roadside businesses. Three of these, McDonald's, Holiday Inn, and Putt-Putt became some of the nation's first roadside businesses to franchise. Putt-Putt Golf and Games owned by Don Clayton, advocated miniature golf as a serious sport that should restrict trick shots. So, he designed, in 1953, a straight shot putting course void of gimmicks.

Competition to Putt-Putt Golf, Lomma Enterprises, Pennsylvania took the opposite approach. Al Lomma, who founded his business in 1955, created a more challenging atmosphere by increasing the hazards with spinning windmill blades and revolving statuary required split-second timing putts.

These roadside putt-putt franchises prospered a short while only to be left behind in the wake of super highways which began to plow their way through the American fields, skirting the little towns and their miniature golf courses.

Through the sixties and seventies miniature golf established itself as being much more than a fad. It became an American family pastime, an entertainment that could be played by all ages. The ploys to attract customers began to make regional differences. Many courses were only a part of an entertainment center which included water slides, go carts, batting cages, and video arcades.

A difference between the Westcoast courses and the Eastcoast has existed since the beginning of the game. The Westcoast links sport a direct connection to Hollywood and the backdrops of grand movie settings like the Taj Mahal. The Eastcoast courses are smaller in scale and carry more storybook and historical themes. The size is due in part to the short playing season. A significant type of the East coast courses is the "Myrtle Beach Style". Myrtle Beach seems to be the home of the rockeries made of gunite over which dyed water falls. Under the falls are caves where one or two holes are played. These caves are responses to smaller lot sizes.

From the "Myrtle Beach Style" emerged the game of the eighties
which has begun to fill the Florida regions forcing out the old fifties
style of rotating objects. The costs to build these rockeries has sky-
rocketed far beyond the back-yard vacant lots of the 1930's. All of
this seems to be a response to the increasingly sophisticated public
demanding more and more realities like the movies and the EPIC
Center.

The creative ingenuity applied to miniature golf remains unbounded.
Today, talking of franchises, taking the game indoors to malls, and
exporting the game to foreign soils is occurring again like it did in the
1930s. This time the test of time has already proven the game to be
more than a fad. The game is becoming regarded as an art form
through aphorisms and constructivism as are other forms of archi-
tecture. The Palladium included a full eighteen-hole miniature golf
course in its eclectic world of art and night club atmosphere.

The future offers no restrictions for miniature golf. Video anima-
tions, computer aided technologies, and eager paying customers
may bring to light a new era for this truly American family pas-
time.
COURSE

INVENTORY
The maturing of miniature golf since its 1930 heyday has resulted in regional miniature golf course differences which can be found in themes and construction materials. To gain an understanding of these differences, an inventory of miniature golf courses in the southeast was conducted.

The trip, as outlined to the right, covered over 3500 miles in ten days. Stops were made in towns that harbored commercial tourism. Commonly referred to as tourist traps, these meccas of vacationing people are well suited at providing the seasonal influx as well as a year-round continuum of people needed for profitable miniature golf courses.

It was not clear at the beginning of the trip as to what information was being sought other than first-hand exposure to existing conditions of miniature golf courses.
The documentation of the trip began as a loose uncategorized sketch book. As the trip progressed it became apparent that certain environmental elements occurred over and over again. These elements and other issues concerning the sitting, the design, and the management were noted. When the trip was completed and a wholistic evaluation of the visited courses was made, the results were organized and documented according to the outline at the right.

There were many visited courses that were either closed for the season, closed for the night, or out-dated. These courses were excluded from the final inventory. The format of inventory includes the course name and impressions, a typed introduction, which is followed by a hand written categorized documentation of the course visits, and finally photos and miscellaneous paraphernalia of that course.
COURSE INVENTORY

> LIGHTING:

> CADDY SHACK:

> PLANTS MATERIAL:

> PLATABILITY:

> PARKING:

> DETAIL NOTES & SKETCHES:

> MANAGEMENT:

> MAINTENANCE:

> MISC.:

ADDITIONAL NOTES:


HILLBILLY GOLF

Gatlinburg, Tennessee

IMPRESSIONS:

The location of Hillbilly Golf in the heart of the pseudo chalet mountain village is prime for miniature golf. Unique to Hillbilly Golf is the incorporation of the mountainside. One has to wonder if this course was the beginning to the Myrtle Beach rockeries.
> LIGHTING:
  - NOTED

> CARRY SPACE:
  - PEOPLE WENT OUTSIDE

> STRUCTURAL LANDSCAPE ELEMENTS:
  - OLD TRENCHES
  - SKILLS
  - A TRAM

> PLANT MATERIAL:
  - EXISTING MOUNTAIN VEGETATION

> PLAYABILITY:
  - CLOSED FOR SEASON

> PASSAGE:
  - PUBLIC PASSING TO ONE SIDE NO OTHER

> DETAIL NOTES & SKETCHES:

> MANAGEMENT:
  - MAINTENANCE

> MISC.:

> ADDITIONAL NOTES:
  - A UNIQUE COURSE SENSITIVE TO INJURE BUT LACKING A GOOD CONTINUITY OF TRENCH
  - ONE RIDES THE TRAM TO GET TO HOLE #1
  - ADDS TRAIL TO THE FUN
  - CLAIMS TO BE "WORLD'S MOST UNUSUAL"
  - REAL OPPORTUNITY TO INCORPORATE A REAL HILL INTO A COURSE IN GATLINBURG
HAUNTED GOLF
Pigeon Forge, Tennessee

IMPRESSIONS:

Haunted Golf is trapped in the flatland fiberglass colossal stage. The vernacular qualities of the caddy shack were congruent with mind painted images of rustic hillbilly shacks with porches and pickett fences. The gooly emerging from the caddy shack was highly creative. The parking lot between the caddy shack and the passing road reduced visibility.
> LIGHTING: NOT NOTED

> CADDY SHACK:

> STRUCTURAL LANDSCAPE ELEMENTS:
  - NOTHING MORE THAN GOLDFISH AND OBJECTS

> PLANT MATERIAL:
  - NOT NOTED

> PLAYABILITY:
  - NOT PLAY, OFF-SEASON

> PARKING:
  - IN FRONT OF COURSE BETWEEN ROAD AND COURSE

> DETAIL NOTES & SKETCHES:

> MISC.

> MANAGEMENT
  - MAINTENANCE

> ADDITIONAL NOTES:

> O
ADVENTURE GOLF

Pigeon Forge, Tennessee

IMPRESSIONS:

Located along the same commercial tourist strip as Haunted Golf, Adventure Golf seemed to lack a vernacular or theme congruence. A 35 foot diameter red octopus and a scaled-down pink Taj Mahal seemed out of context in the Smokies. A large less compact site than most miniature golf courses, Adventure Golf was missing the quaint ambience which is felt at many other courses. This feeling might differ when full of actively playing patrons.
> LIGHTING: NOT NOTED

> CADDY SHACK: NOT NOTED.

> STRUCTURAL LANDSCAPE ELEMENTS:
  - LARGE CYTISUS & TAJ MAHAL DOMINATE THE COURSE. CONFLICT OF SITE & TOWNE.
  - CYTISUS = RED色调 TAJ MAHAL = CONCRETE RUN.

> PLANT MATERIAL:
  - LIMITED TO A COUPLE OF MAPLES AND A smaller HEDGE TO BUFFER NEIGHBORS.

> PLAYABILITY:
  - OFF SEASON

> PARKING:
  - IN FRONT OF Course BETWEEN TOWING ROAD AND PLAY.

> DETAIL NOTES & SKETCHES: 

> MANAGEMENT:
  - MAINTENANCE:

> MISCELLANEOUS:

> ADDITIONAL NOTES:
  - THIS COURSE IS ON A LARGE PIECE OF LAND. THE SITE SEEMS TO loose THE AMBIANCE OF THE "FLORIDA HILLS." NOT SURE IF THIS FEEL WOULD EXIST IF PEOPLE WERE PLAYING... MANY PEOPLE.
### Course Inventory

**Treasure Island**

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**Rules**

1. What does an obstacle prevent putting, place ball one club head away.
2. Place word, head, ball player one club head front pocket of departure.
3. Each player is limited to six strokes per hole.
4. Play in foursome or less.
5. All players in group hit first shot, then proceed together to your ball.

[Blank line for player's names or comments]
TREASURE ISLAND GOLF

Myrtle Beach, South Carolina

IMPRESSIONS:

Conceptually, Treasure Island Golf is an excellent example of how to incorporate many design elements as a whole. People are used as a dynamic billboard using the plant material and rockeries as a backdrop. A congruent theme is well used throughout the course including a Spanish motif caddy shack. A sophistication of the environment here surpasses the whimsical ploys of fairy tales and jungles.
> LIGHTING:
  - ALL SHAPES - MOST BACK-LIGHTED

> CARRY SHOT:
  - LARGE
  - NEED TRAFFIC PLAN.

> STRUCTURAL LANDSCAPE ELEMENTS:
  - ENTRY CIRCLE'S B/WIDE
  - TWO CONES - NEEDED IN KING TO STEPS
  - RAFT  "MEET"

> PLANTS MATERIAL:
  - GAVE A TRANSFORMATION
  - "FHD" ON PLANT MIAL.
  - UNRECOGNIZABLE
  - NO GROUND COVERS

> PLATABILITY:
  - "MEET" WITH CIRCLE
  - BALL AND PUT ON GREENS WELL WITH BIRD WALLS AND "FHD" SURFACE
  - PLANTS, SPECIES, SECRET PATHS ARE GATED.

> DETAIL NOTES & SKETCHES:
  - BOUNDED CONCRETE côté 50'
  - "FHD" LOOKS (HOW LONG?)
  - RED/GREEN (CONFUSION)

> GOLF CLEAT:

> MANAGEMENT:
  - MAINTENANCE: DID NOT PAY CLOSE ATTENTION TO
    - WICKED SAND IN SAND TRAPS (NO SAND ON GREEN)

> DISC:
  - SHORT ACCOMPANIES THE GAME... DIRECT COURSES FROM
    THE BACK PLANE TO EXIT / E.
  - TEE HIGH ON ONE  "PYRAMID"

> ADDITIONAL NOTES:
  - AWARD WINNING DESIGN IN PEEBLES, MYRTLE
  - BEACH, S.C.
  - MOBILE BAY GOLF - SAME OWNER
  - 2 BLOCKS AWAY (38th & 4th)
WACKY GOLF

Myrtle Beach, South Carolina

IMPRESSIONS:

A franchise course of 1960's, Wacky Golf has a fiberglass sphinx, Humpty-Dumpty, dinosaurs, and a shark. The course was under mature vegetation, lacking pristine upkeep. This is not an example of miniature golf courses of the future.

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COURSE NAME: WACKY GOLF
CITY, STATE: MYRTLE BEACH, S.C.
DATE: 12.27.87
TIME: A.M.
PLAYED: NO, CLOSED FOR SEASON

CONTEXT:
SOUTH END OF CORNER "PAT"

TRAFFIC:
HIGH SPEED "THRU" TRAFFIC

VISIBILITY:
* QUIET GOOD; THE SPHINX IS AN EYE CATCHER

DESIGN: LOW BUDGET—PLAYFOLD THEME: STORYBOOK WITHOUT CONVOLUTION

STORAGE:
* SMALL ONE ON CORNER SAME AS ALL WACKY GOLF COURSES

HILL (VERTICALITY):
* NOT EXISTENT, EXCEPT WHERE THE SPHINX IS LOCATED

WATER:
* A MINIMUM USED UP FRONT IN A FIBERGLASS POOL
COURSE INVENTORY

- **Lighting:**

- **Caddy Shack:**

- **Structural Landscape Elements:**

- **Plant Material:**
  - Large vegetation incorporated well as a buffer along course providing shade & increased maintenance.

- **Playability:** Closed for season.

- **Parking:**
  - Not paved - sand
  - See paving above for local.

- **Detail Notes & Sketches:**

- **Management:**
  - Lumber underneath mature vegetation were many needles, oranges, and leaves on the greens.

- **Misc.:**

- **Additional Notes:**

- **Notes:**


SMUGGLER'S COVE
St. Augustine, Florida

IMPRESSIONS:

A valiant attempt at preserving the existing coastal vegetation. This may have hindered the visibility of people to the passers-by. The pirates theme seemed fragmented by a victorian style caddy shack and an overshot water wheel. A Ponce-de-Leon theme might be more appropriate to local historical contexts. The caddy shack seemed removed from both the parking lot and passing road.
> LIGHTING:
  * COLUMBIA TYPE FLOOD LIGHTING

> CADDY SHACK:
  * 6 O'Clock Office
  * On-Ray
  * 90

> STRUCTURAL LANDSCAPE ELEMENTS:
  * GAVE 10 SQUARE FEET MAXIMUM FOR DECKS WITHIN 10 FEET OF BUILDING

> PLANT MATERIALS:
  * VARIOUS ATTEMPTS TO SAVE ALL WILDFLOWERS EXISTING VILLAGE: THE RESULT WAS REDUCING VISCIBILITY OF INTO THE ROAD
  * EXISTING PLANTS MAY HAVE POSITIVE TO MUCH OF DEBRI

> PLANNING:
  * MANY HOLES ARE PLACED VERY 4 ROTS WHEN THEY ARE
  * MARKED 18-20, SLOWS RAY #18 TO CHANG COURSE.

> PARKING:
  * NOT PAVED, MAY HAVE KEPT COSTS DOWN BUT WHAT HAPPENS WHEN IT RAINS?

> DETAIL NOTES & SKETCHES:

**MANAGEMENT**

> MAINTENANCE:
  * POTENTIAL PROBLEM WITH GROWN VEGETATION
  * OVERGROWTH IN LEAF-LITTER.
  * YOUNGER ADULT USED TO MAKE RUNS ON COURSE.

> MISCELLANEOUS

**ADDITIONAL NOTES**

> TO OPEN THE GROUNDS ARE DIRECTED TOWARDS THE HOUSE.

> ENTRANCE IS NOT CLEARLY DEFINED.
HOLIDAY GOLF

Daytona, Florida

IMPRESSIONS:

There was nothing outstanding about Holiday Golf except its location along the beach strip. It is amazing that people continue to play at places like Holiday Golf which are out-dated relative to the "Myrtle Beech Style". There seems to be an opportunity for other courses along Daytona Beach, or else renovating the existing oldies into new rockeries.
> LIGHTING:
  - NOT NOTED

> CADDY SHACK:
  - PEOPLE DO NOT ENTER

> STRUCTURAL LANDSCAPE ELEMENTS:
  - LOCATE GUESTS - MAINT

> PLANTS MATERIAL:
  - NONE

> PLAYABILITY:

> PARKING:
  - IN FRONT OF ROAD VIEW.

> DETAIL NOTES & SKETCHES:

> MANAGEMENT:
  > MAINTENANCE:

  > MISC.:

> ADDITIONAL NOTES:
  - OUTDATED BUT PEOPLE STILL PLAY
PIRATE’S COVE
Orlando, Florida

IMPRESSIONS:
A super location on a corner lot along International Drive, Pirate’s Cove exhibited excellence in gunite rockeries, statuaries, and water features. A high quality level of maintenance was used. The theme was congruent, yet it lacked a strong focal point. There seemed to be a dominance of palm trees on the site, making the course appear out of context to the rest of International Drive. A clean place, Pirate’s Cove lacked the hidden spark needed in creating a sense of place.

**COURSE INVENTORY**

- **Course Name:** Pirate’s Cove
- **City, State:** Orlando, FL
- **Plated:** Yes
- **Date:** 11/30/87
- **Time:** 1:30 PM

**Siting:**
- Located along the approach to shopping and hotels of Intl Drive

**Traffic:**
- 4 lane divided & flanked drive
- High volume

**Visibility:**
- Corner site - prime. (No signals)

**Design:** 2 - 9 hole course. Theme: Pirate’s 7 Treasures

**Signage:**
- Tall and "sleender" located on Intl Drive

**Hill (Verticality):**
- The hill was set back from road quite far
- Par 5 with retaining wall in parking lot resembles a ship

**Water:**
- Water fall buffers the sound of auto traffic
- Many holes plated around water features.
- Hit ball into water,Unless cut near cup
- Water used to "edge" greens away
- Deep and tall water features - many underwater feet
> LIGHTING:
  * OCCASIONAL FLOOD LIGHTING, FRONT & BACK LIT.

> CART SHACK:
  * STATIONARY, HEAT OUT

> STRUCTURAL LANDSCAPE ELEMENTS:
  * CONCRETE BASES
  * BRICK WALKS ON HILLSIDE
  * STEPS
  * MAILBOXES
  * LIMIT USE OF GRASS COLORS - USING BULLET BETWEEN HILLS

> PLAYABILITY:
  * LOW MAINTENANCE TO CARRY ON PAVING

> EASING:
  * 50' EASING IN each SIDE

> DETAIL NOTES & SKETCHES:

  * LARGE STONE BOUNDARIES ON AT 45° ANGLE.
  * BUNKERS LOOK LIKE REAL STONE/GRANITE BECAUSE OF PAINT STENCILS.
  * 3'-4' OUTLETS
  * BUNKER NOT USED FOR WINTERING SCARE - CUT AT ANGLE
**RULES**

1. **Tee Off:** All players in a group hit their first shots, then proceed together to their second.

2. **Maximum Group Size:** Foursome. No more than 4 players.

3. **Stroke Limit:** 6 per hole for each player.

4. **Out of Bounds:** Place ball back to play one club head from where it went out. Take 1 stroke penalty.

5. **Obstacles:** If side rails or obstacles prevent putting, you may move ball one club head away.

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**THANK YOU FOR PLACING TRASH IN CONTAINERS**

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GATOR GOLF
Kissimmee, Florida

IMPRESSIONS:
Lights. If it was not for stadium style flood lighting, Gator Golf would not be noticed along the billboard alley which it sits. A verticality exists as a green grassed mound topped with cement Giraffes. The use of banana and palm trees was a pleasant addition to varying textures.
LIGHTING:
   · INTENSE SODIUM FLOOD LIGHTING

CADDY SHACK:

STRUCTURAL LANDSCAPE ELEMENTS:

PLANT MATERIALS:

PLATABILITY:

PARKING:

DETAIL NOTES & SKETCHES:

MANAGEMENT:
   · MAINTENANCE:

MISC.:

ADDITIONAL NOTES:
COBGO RIVER GOLF

Orlando, Florida

IMPRESSIONS:

The flow of people through the caddy shack is par excellence. The moat surrounding the course added to a separation feeling of the game from the "outside" world. An Indiana Jones theme, Congo River executed the idea through in the caddy shack and the out buildings; but, the theme broke down in the fine details like workers uniforms, victorian benches, and signage. Variations of this caddy shack are well suited for many others to consider. The caddy shack is a gateway to play.
> LIGHTING:
- NOT NOTED

> CADDY SHACK:
- ELEMENTS: JUNGLE MOTIF
- MATERIAL: METAL, WOOD, CONCRETE
- SMALL AREA: LOOKS LIKE JUNGLE SHACK
- DECORATIVE WALLS WITH VINES, FLOWERS
- PLANT MATERIAL:
- HIGH PLANTED FLOWERS
- LIMITED GROUND COVER
- MINIMAL PLANTING PLANTS

> PARKING:
- IN FRONT OF HILL
-活動場所
- GOOD FOR LARGE EVENTS
- PARKING

> DETAIL NOTES & SKETCHES:
- [Sketch of details]
- [Sketch of parking]

> MANAGEMENT:
- MAINTENANCE:
- [Sketch of maintenance]

> MISC.:
- [Sketch of miscellaneous]

ADDITIONAL NOTES:
- JUNGLE MOTIF WELL EXECUTED IN THE BUILDINGS;
  THE OVERALL CURVES OF THE ENTRANCES TO THE
  HOTEL; THE MATERIAL SEEMED TOO MODERN.
- QUESTION THE RESTRICTION OF PASSENGER-BY VISIBILITY,
  TO WHICH IS LIMITED TO WHAT IS SEEN FROM
  THE HOTEL; THERE WERE ONLY AS MANY PEOPLE
  AT HURST'S CREEK YET CONGO RIVER WAS IN
  A PEDESTRIAN/AUTO SHOPPING ZONE.
SMUGGLER'S COVE

Fort Meyers, Florida

IMPRESSIONS:

An inviting compact course full of activity, Smuggler's Cove is missing the fine tuned details in gunite, maintenance, and theme qualities. The variety and color of plant material adds to the life of the space. Water wheels and pirates are an association difficult to make. The manager adds to the fun of the game, an empathy not made at any other visited game.

> CONTEXT:
* Located along a two-lane road to the beach

> TRAFFIC:
* High volume -- can see more need of four-lane road

> VISIBILITY:
* Excellent line of buildings, signage, lighting, and hill as a composite composition

> DESIGN:
  > THEME: SHIP INLAID PIRATES

> SIGNAGE:
* Soft lighting
  > Tagging
* Low to ground

> HILL (VERTICALITY):
* Used to sell site, expose players, and buffer parking

> WATER:
* Large amounts used
  > Many of the piping systems are visible, below, the fantasy of the game

DATE: 12-8-77 TIME: AFTERNOON

PLAYED: YES

CITY, STATE: FORT MEYERS, FL.

SHIPPING CENTER

Pirate Cove

Large Wheel

No. 1
> LIGHTING:
> • ALL STADIUM FLOOD LIGHTING.

> CADDY SACK:
> • REDUCED VETERINARY MOTIF — USER CONNECTION TO TREES OR TERRAIN.
> • NO VETERINARY EMBLEM ON SACK.
> • CIRCULATION WEST: CADDY SACK ENTER BOX 1 THEN OUT.

> STRUCTURAL LANDSCAPE ELEMENTS:
> • BEAUTIFUL PLANTS TRIMMED AS NEEDED.
> • LIGHT MUSEUM TYPE, MODERN, QUALITY.
> • GREAT HILL NOT CONSONANT WITH PLANT MATERIALS.

> PLANT MATERIAL:
> • EXCELLENT RANGE OF GROUND COVERS:
> • FERNS, PERENNIALS, FLOWERING THISTLES.
> • COMPLETE VARIETY OF ALL WILD.
> • PLANT MATERIALS NOT TO APE HILLS.
> • LESS PLANTING THAN IT ALWAYS WAS.
> • BEAUTIFUL PLANTS TO CHALLENGE GOLF RATING.

> HYDROLOGY:
> • WET HILLS.
> • WATERS FROM ROAD BY HILL.

> DETAIL NOTES & SKETCHES:
JUNGLE GOLF

Fort Meyers, Florida

IMPRESSIONS:

The gunite was an authentic simulation of stone. Thatch palm roofed huts and cement safari animals were used to create a jungle theme. Water lilies in the pond added a sensitive touch to the reality of the water. The detailing of the cement finishes of sidewalks added a gentle touch. A cement hanging bridge would have been more fun if it was able to swing.
**COURSE INVENTORY**

**LIGHTING:**
- STAIUM STANDARDS.

**CADDY SHACK:**
- OILCANS ISLAND PLAIN HUT ... ROUND
- OPEN AIR CONCEPT

**STRUCTURAL LANDSCAPE ELEMENTS:**
- CONCRETE ELEMENTS/BRIDGE (RIOGAH FUSION)/GIRAFFES
- SHADE AND SCALED THROUGHOUT COURSE.

**PLANT MATERIALS:**
- LIMITED VARIETIES
- NAIR TREE PLAYS DIFFERENTLY COURSE FROM CONTEXT

**PLAYABILITY:**
- FIRST PLAYS CLOSELY TO FUTURE CHAMPIONSHIP STYLE
- SIMPLE COURSES TO TEST PLAYERS ABILITIES

**PARKING:**
- MADE SURFACE

**DETAIL NOTES & SKETCHES:**
- OVERLOOK FLAT
- CONCRETE WATER FLOOD
- TREE "SHADING AREA"

- TIMBO TRIMS USED
- WATER "SPILL" WALKS USING OIL TO CREATE BRICK FINISH.

**MANAGEMENT:**
- MAINTENANCE:
  - COURSE NOT AS DURABLE AS OTHERS COMPAREABLE.

**MISC.:**

**ADDITIONAL NOTES:**
- OF ALL COURSES VISITED, WISCONSIN WISCONSIN IS THE MOST AUTHENTIC EXPRESSION OF MINE. (SENE WISE)
- SUPERB RETROFITTING JOB, EASENTS MADE A
- POSITIVE DIFFERENCE.
RULES
6 stroke LIMIT per hole.
Replace ball out of bounds with 1 stroke penalty.
Roll against tall or obstacle may be moved one clubhead length.
You cannot win free game while playing a free game. Only one free game can be won in a day.
Free game holes are 3, 7 & 17.
Play each hole in turn. No skipping holes.
Only five people per group at any one hole.

COURSE INVENTORY
JUNGLEGOLF
P.O. Box 4038
2091 San Carlos Blvd.
Fort Myers Beach
Florida
(813) 468-9797

GOLF COURSE INFORMATION
SCOTT LEE
P.O. Box 4038
Ft. Myers Beach, FL 33931
CASTLE GOLF
Fort Meyers, Florida

IMPRESSIONS:
The visibility of Castle Golf is restricted form the passers-by the parking lot and vegetation. There seemed to be a conflict between the organic incorporation of coral rock and the rigidity of the gray cement castle and caddy shack. This is another course lacking a true sense of place because of a fragmented theme.

COURSE INVENTORY

- Course Name: CASTLE GOLF
- City, State: Fort Myers, FL
- Date: 11/28
- Time: Afternoon
- Played: Yes

SIGHTING:

- Context:
  - Located a half mile from other commercial activities.
  - Turned into a mature pine grove.

- Traffic:
  - High volume, high speed.
  - Castle's block caused bit golf course

- Visibility:
  - Buffered from road by parking lot & vegetation

DESIGN:

- Trees: Mediterranean cypress trees

- Signage:
  - Not noted.

- Hill (Verticality):
  - A hill with a waterfall & a mounted pseudo herd schwanstein.

- Water:
  - Used as a waterfall & a large rock against which all play is focused.
COURSE INVENTORY

LIGHTING:
- NOT ILLUMINATED
- IF ILLUMINATED, LIMITED DUE TO SURROUNDING BUILDINGS

CAFE/SHACK:
- LOOKED LIKE A CAFE/SHACK, WORKED WELL
- WENT INSIDE TO NAKED LIGHTING; IMPROVEMENTS NEEDED
- COMPLAINTS ABOUT LACK OF A/C; CONSIDER USING AN AIR CONDITIONER

STRUCTURAL LANDSCAPE ELEMENTS:
- OVERVIEW LIKE OF UNIQUE CAFE, MORE ATTRACTION, BUT THE SPACE LOOKED UNEVENLY LIT, NOT CLEANSING ORPIAO
- NOTING APPEARS "NAIVE" ABOUT LANDSCAPE

PLANT MATERIALS:
- WIDE VARIETY, INCLUDING A ROLL IN THE PARK
- LIMITED USE OF GROUND COVERS & FLOWERING PLANTS

PLAYABILITY:
- EASY... VERY FLAT

PARKING:
- IN FRONT

DETAIL NOTES & SKETCHES:
- MANY WAYS BETWEEN HOLES... NOTICED MOST DAMAGE OCCURRED WHILE PEOPLE (KI DS) WAIT FOR NEXT HOLE
- SEVERAL HOLES WERE MORE THAN PAR 2
- COURSE DIDN'T SEEM ORGANIC, OR DO IT ENJOY A THEME CONSISTENTLY

MANAGEMENT:
- MAINTENANCE:

MISC:

ADDITIONAL NOTES:
- THIS WAS ANOTHER COURSE CALLING A GAP FOGS BLOCK AS PEOPLES DRONE BY. YET, THE COURSE WAS BIBED FROM CLEAR VIEW OR PARERS-154 BECAUSE OF VEGETATION AND PARKING LOT LOCATION.
MINIATURE GOLF

Rules

1. A ball lost on the green or out of bounds shall be replaced with a penalty of one stroke.
2. A ball on the fairway may be moved with the clubhead.
3. Putts must be made in order, but not usual players ahead have limited
   4. All groups limited to 5 persons, at any one hole.
5. Please use sidewalks, and bridges where provided.
6. Outdoor and same sex not permitted.

1st Course: Central Park, New York City 212/346-1600 1929
Play Miniature Golf!

Castle Golf

Come see why this enchanting course is considered Florida's best! A magical garden showcase. Castle Golf offers a unique challenge to golfers of every age, featuring 18 thrilling holes amidst the subtropical beauty of SW Florida. You'll play happily ever after at Castle Golf.

"FLORIDA'S BEST EVER!"

At Castle Golf, you'll be surrounded by majestic trees and a vast courtyard of lush greenery, flowers, and delightful fountains. Putter over creeks and play under waterfalls. Test your skill on a variety of split-level greens. Take the "boardwalk" through a tropical forest to our 14th hole. Treat yourself royalty. Castle Golf will thrill you with fun family entertainment in a relaxing, spacious atmosphere.

To arrange a group outing (12 or more), call 488-1899.

Conveniently located 1 mile south of the Bell Tower on U.S. 41; turn right at S.R. 885. Castle Golf is nestled right next to Lakes Park.

Castle Miniature Golf

A Magical Garden Showcase

Next to Lakes Park on Gladiolus Drive
SMUGGLER’S COVE
Mederia Beach, Florida

IMPRESSIONS:
Still under construction, Smuggler’s Cove is in a highly visible location. The gunite wall along the parking lot lacked a human scale and a few steps on the course seemed too narrow. The theme will remain to be seen upon completion.
> LIGHTING
- CLEMENS: ALTERNATIVE INSTRUCTIONS... CAN'T USE ORIGINAL FILE.

> CADDY SHACK:
- NOT QUITE ATTACTIVE - VINYL (GUSSETED VINYL) NOT PERMITTED TO PRINT.
- INCLUDE FAN.

> STRUCTURAL LANDSCAPE ELEMENTS:
- CIRCA 1970: PLANTINGS VIA COMPUTER & WATER BARRAGE.

> PLANT MATERIAL:
- NOT INDICATED YET.

> PLAYABILITY:
- DUMP AREA HAS POTENTIAL PROBES OR AMOUNT HILL TO GO OFF AT THE EXPENSE OF HITTING PARING FUTURE.
- HILL ON EDGE OF HILL.

> DETAILED NOTES & SKETCHES:

- GOOD SOLUTION TO A FLAT PIECE OF PREMISE.
- SIDEWALKS WIDE & NARROW.
- CURTAIN BACK OF HILL
  - NEED TO ADJUST
  - MUST BE 600+ WITH 800+ HILL.
- CURVE DEGREE COULD BE 75... FEEL.

> MANAGEMENT

- MAINTENANCE:

- MISC.

> ADDITIONAL NOTES:

-
FISH COVE ADVENTURE GOLF

Punta Gorda, Florida

IMPRESSIONS

Not yet open for play, Fish Cove Golf seemed to be in a compromising location along a high speed thoroughfare. Restricted visibility, the volume of customers might be hindered. The back of the course butted against the gulf, a pleasant feeling. An open-air caddy shack was the focal point of the course. It appeared that this course did not have the investment capital so many other courses have.
> LIGHTING:
  | NOT NEEDED

> CADDY SNACK:
  | EXCEPTED SIZED IN CENTER, 5000 OR LESS, OF COURSE.

> STRUCTURAL LANDSCAPE ELEMENTS:
  | YELLOW STUCCO WILL NOT AFFECT BRIGHT GRID

> PLANTS MATERIAL:
  | NOT USED

> PLAYABILITY:

> PARKING:
  | DR. STICK ON FRONT ROOF

> DETAIL NOTES & SKETCHES:
PIRATES COVE
Panama City, Florida

IMPRESSIONS:
A large hill with cascading water makes the setting of this course. The parking lot is sensitive to existing vegetation and the vegetation acted as back drop for the hill too. The back wall to the hill is subtly constructed to simulate the side of a wooden ship. A story caption accompanied each hole adding to a congruent pirate’s theme.

COURSE NAME: PIRATES COVE
CITY, STATE: PANAMA CITY, FL
DATE: 1-3-88
TIME: NITE
PLAYED: NO

DESIGN:
2-18 HOLE COURSES
THEME: PIRATE'S SHIPS

SIGNAGE:
* CASINO主題 על פלטפורמת עץ
* COUNTRY CLUB STYLE SIGNS ACCOMPANY HOLES

HILL (VERTICALITY):
* VERY TALL INCORPORATING PLANTS & WATER WELL

WATER:
* WATERFALL MORE PROMINENT THAN OTHERS.
> LIGHTING:
  - STAIRS STAIRCASES
  - LIGHTING OF COURSE DOESN'T AFFECT ALL LIGHTING
    ON PLAY - GUTTED.
  - CORDS HANG.
  - SPARE HOEFS.

> STRUCTURAL LANDSCAPE ELEMENTS:
  - WOOD CANE, TRENCH DRAIN & ROCK SIDE WALLS

> PLANT MATERIAL:
  - EBONY PLANT IN PARKING LOT UNDER A BACKDROP
  - IS THE HILL.

> PLAYABILITY:
  - FLAT PLAY
  - STILL PEOPLE PLAYED LONG AT NIGHT ON A COLD
    RAINY EVENING
  - PARKING:
    - SIZE PARKING LOT INCORPORATED WITH LARGE TREE

> DETAIL NOTES & SKETCHES:

[Diagram of course layout with various labeled sections and notes]

> MANAGEMENT:
  - MAINTENANCE:

> RISC:

> ADDITIONAL NOTES:

[Handwritten notes and diagrams related to course inventory and planning]
PIRATE'S ISLAND ADVENTURE GOLF

Ahoy, matey! Focus your spy glasses on Pirate's Island for a few swashbuckling rounds of Adventure Golf. Play through the historical markers of Captain Kidd or Blackbeard the Pirate on two 18-hole championship courses.

Your whole crew will enjoy the island atmosphere with its natural setting of tall, cool pines, dripping caves, waterfalls and island peaks. Everyone's got plenty of chances to win a free game. And we're open evenings, too!

Call (904) 235-1171 for group rates, birthday parties, special events or more information.

PIRATE'S ISLAND
ADVENTURE GOLF
9518 West U.S. (Scenic) Highway 98
Panama City Beach, Florida 32407
(904) 235-1171