E Gaynor Brennan Goals For Holes

General:

Raise canopy of trees

Concentration on greens and tee surrounds

Low branches that hit carts and mowers

Overgrown/safety hazard(keeping in mind that some trees are kept for safety)

Edge Bunkers

Recontour fairways

Reclaim Woodlines and encroaching areas.

Weed control

Ultimate goal of 100% Turf coverage in all playable areas.

Update amenities with a uniform thought.

Garbage cans

"Tee Stations"

Yardage distance markers.

Signage

Hole 1:

Solve wear area on first Tee

Dress up area by forward tees

Recontour Fairway

Clean up and mulch Flower Beds

Hole 2:

Fix drainage by cart path turns

Tee station

Paint Guardrail Thin-out growth behind green Hole 4: Reclaim abandoned tee Thin-out by tee Remove shrubs Solve drainage by cart path Prune 2 lower leaders from large oak tree Recontour fairway Hole 5: Fix Tee area Recontour fairway Clean out around rocks by green and 6 tee. Hole 6: Clean up between blue tees and forward tees. Recontour fairway Hole 7: Clean up in front of back tees Reclaim old tee for nursery green and sod farm Drainage by the turn

Recontour fairway`

Curbing by green

Open up area leading to tee

Hole 3:

Recontour fairway. Fix planting/divider between 8 /18 tee Hole 9: Fix tee area Prune trees on right side by bunkers Hole 10: Recontour fairway Hole 11: Recontour fairway Remove tree before green Improve turf coverage Hole 12: Fix drainage by tee Clean up and mulch flower beds Prune trees that touch from 12 tee and 18 green Recontour fairway Hole 13: Clean up dump in sight lines Remove stump from creek in front of green

Prune dead wood off of large oak

Remove tree left side of green

Hole 8:

Re-do tee area	
Remove shrubs on left by back tee	
Hole 14:	
Improve fairway	
Clean up rough area left side of fairway	
Remove old cart path down hill	
Hole 15:	
Reclaim abandoned tee	
Build forward tee.	
Hole 16:	
Thin out trees by green left side	
Clean out wooded area on the right	
Hole 17:	
Recontour fairway	
Hole 18:	

Prune trees that overhang the green