



Welcome to Eatons Neck Golf Club on the northeast corner of Eatons Neck on Long Island, New York! This course was designed to highlight my love of “classic” courses from the early 1900’s, especially the genius of designers like Charles Blair Macdonald and Seth Raynor and their contemporaries, like Charles Banks, Walter Travis, Devereux Emmet, and Tom Bendelow.

Holes:

1. Sleepy Hollow – Inspired by the Macdonald & Raynor design at Sleepy Hollow Country Club in Westchester County, New York (just north of New York City).
2. Sahara – A “Sahara”-esque hole, dominated by sand traps that force the player to be very careful with ball placement all the way down this par 5. A “Principals Nose” and a bunker that surrounds most of the green (a nod to the great Pete Dye!) leave little room for error on the second and approach shots.
3. Eden – This Eden was inspired by Seth Raynor’s fifth hole at the Camargo Club, just outside Cincinnati. Like his, the green on my hole plays similar to a Redan, with variations of the Strath and Eden bunkers around it.

4. Raynor – This is simply a tribute to Seth Raynor and similar holes he has designed. Avoid the fairway bunkers, then try to force yourself to aim far enough right hit the right-to-left sloped green, avoiding the front-left and right-side bunkers.
5. Maiden – It is believed that the “original” Maiden hole is the par three sixth at Royal St. George’s. C.B. Macdonald and Seth Raynor used this green template in many of their designs. A maiden green has several undulations, with two main tiers or humps in the back of the green with a valley between them.
6. Double Plateau – This is a very tricky hole, starting with a tee shot to a 90-degree dogleg. Driving past the trees on the left leaves an uphill approach to the Double Plateau green, featuring five feet of elevation difference between the two levels. Pins on the upper plateau are especially tricky, with a very deep bunker short.
7. Ocean – This is a long par four, requiring a straight tee shot that stays out of the bunker on the left and the Long Island Sound on the right. The large green slopes down to the right. A bunker is there to help protect balls hit out to the right from running off and into the Ocean.
8. Sandpiper – I took this name from the (still active!) Sandpiper Farm, an equestrian facility on Eatons Neck ([Sandpiper Farm](#)). The eighth hole runs alongside the western edge of the farm, offering a view of one of the stables. A long second shot across Lighthouse Road is uphill to a very large green that plays to a large “Punchbowl” template-type green.
9. Options – The tee shot must thread a couple of fairway bunkers, then the fun begins. As the name suggests, there are numerous options for the second shot on this hole. A long tee shot may let someone go for the green. The safe option is to play to the fairway to the left, but similar to a Cape template, how much to bite off is a decision you need to make. The snaking green has a couple of levels, making placement important to make birdie.
10. Principal – The “Principal’s Nose” bunker from St. Andrews is one of the most famous bunker features used in classic golf course design. This hole features a large “Nose” in the middle of the fairway right where an ideal drive could land. There is a second “Nose” short right of the green that must be carried. The triangular shaped green can be difficult to hold if coming out of the rough or one of the bunkers.
11. Narrow – My version of the “Narrows” template, the “Twins” bunkers are somewhat short, tempting golfers to carry them instead of threading them. As with traditional “Narrows,” a shot from the right side of the fairway leaves a better angle at the elevated green.
12. Hogback – The “Hog’s Back Hole” has many variations, but mine demonstrates the extreme right off the tee. Too far to the right will kick you down into the fairway bunker. Be careful, because a tee shot can run too far and go through the fairway,

especially to the left. The approach shot to a square green (another Raynor feature) is inspired by the approach to the fifteenth green at the aforementioned Sleepy Hollow Country Club.

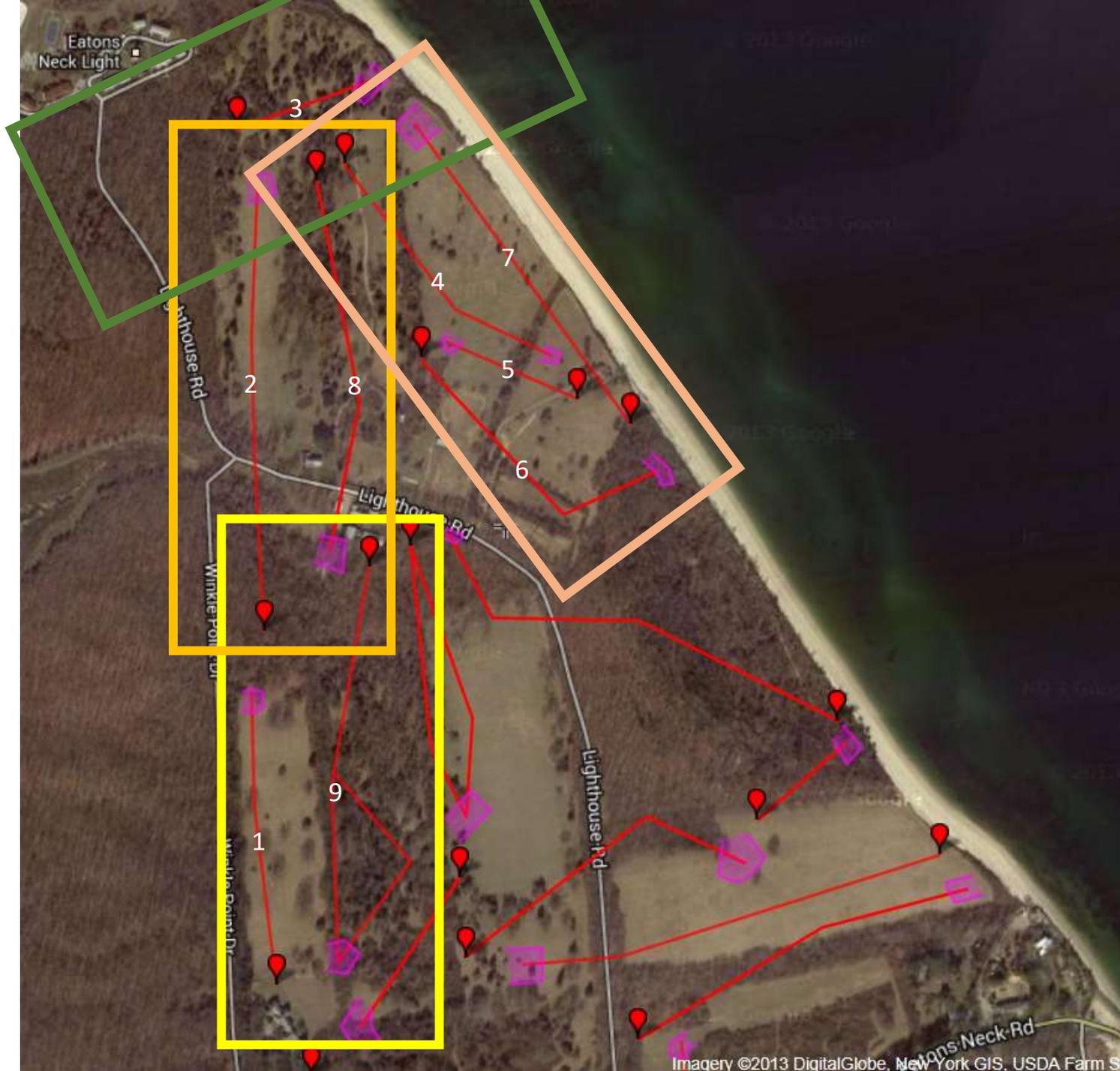
13. Risk-an'-Hope – The origin of this name is the fourteenth at the Turnberry Ailsa Course, a long, snaking par five. Like another hole with this name, the Johnny Miller-designed hole seventeen at Whitney Oaks Golf Club, the second shot must either be short or carry a hazard, in this case the Lighthouse Road.
14. Leven – The original “Leven” template is the sixteenth at Lundin Links in Scotland. My Leven doglegs to the right, with a long bunker down the right-hand side. The green is hidden by a large hill to the left, thus a tee shot to the right offers a slightly better angle into this front-to-back sloping green.
15. Short – Macdonald and Raynor put a “Short” in almost every one of their designs, emphasizing the need for a well-hit short iron and good putt. Like many Macdonald/Raynor shorts (see the tenth at Chicago GC, the eighteenth at the Old White at The Greenbrier, and the seventh at St. Louis CC), this short is ringed by an extremely deep bunker on two sides and another bunker to the right. Be careful putting towards the left and back, as hard-struck putts could wind up down in the bunker!
16. Road – No course should be without a hole inspired by the famous seventeenth at St. Andrews. My Road hole starts with a tough tee shot that must avoid a deep bunker jutting out into the fairway. The second is hit over a wall, bringing to mind hitting over the Old Course Hotel at “the Home of Golf.” Be careful of the Road Hole bunker short left and Lighthouse Road just over the small green.
17. Garden City – The seventeenth is inspired by the first hole of the Garden City Golf Club, also on Long island. This hole, designed by Devereux Emmet, has three “Church Pew” type bunker to the right, which must be carried for a better look at the square green. Playing to the left is safer, but brings more hazards into play on the approach.
18. Biarritz – I think this is one of the most unique and beautiful templates in all of golf. I stayed relatively true to the original Macdonald/Raynor template, a long par three with bunkers surrounding a long, narrow green with a huge valley in the middle. A fitting end to this classic course!

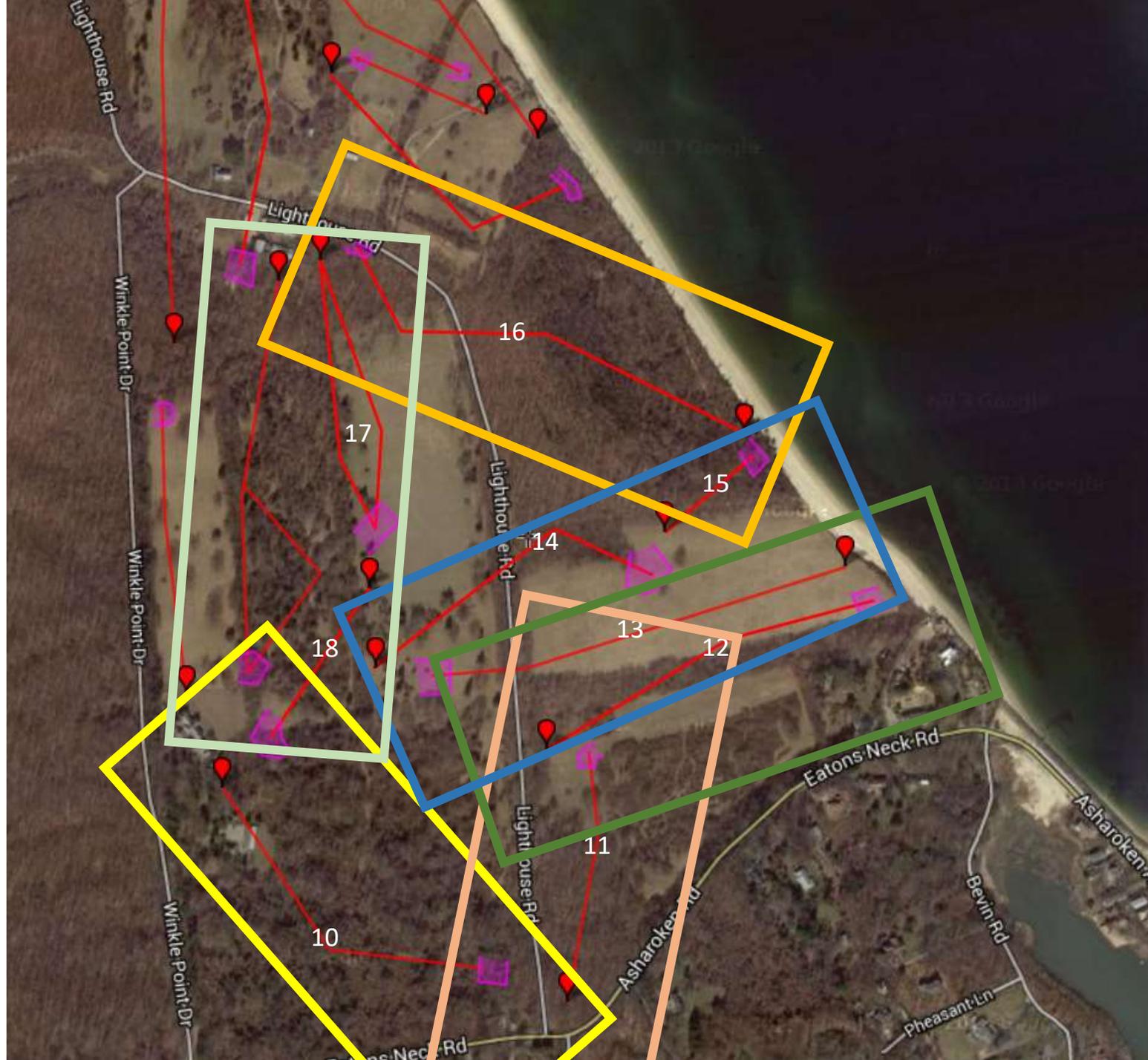
The following pages are early design plans to help me lay out the course.

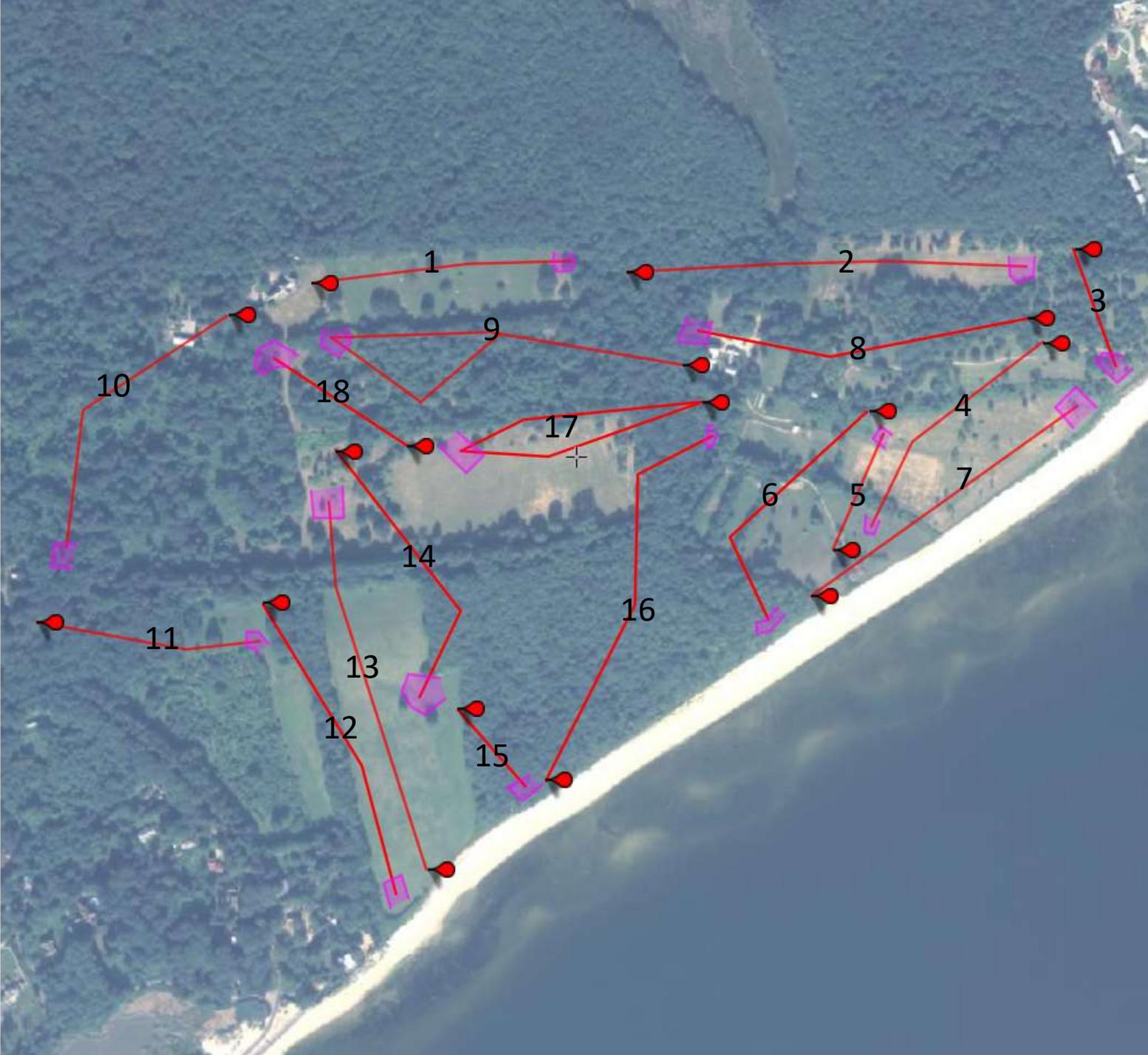
*Thank you for playing my course!*











- 1 – Sleepy Hollow
- 2 – Sahara
- 3 – Eden
- 4 – Raynor
- 5 – Maiden
- 6 – Double Plateau
- 7 – Ocean
- 8 – Sandpiper
- 9 – Options
- 10 – Principal
- 11 – Narrow
- 12 – Hogback
- 13 – Risk-an'-Hope
- 14 – Leven
- 15 – Short
- 16 – Road
- 17 – Garden City
- 18 – Biarritz