

1 Castle Black

Friendly 45

The first hole starts in the shadow of the wall. The first starters will really be in shadow.

3
167

11 R¹ 23 R¹ 36 R¹
 12 R¹ 24 S¹ 44 R¹
 13 S¹ 25 ● 45 R¹
 14 ■ 26 ■ 46 ■
 15 ■ 33 ■ 55 ■
 16 R¹ 34 ■ 56 R¹
 22 R¹ 35 R¹ 66 R¹

Christian Reismann

2 Castle Black

2345

4
375

11 S² 23 R² 36 R²
 12 R² 24 ● 44 S²
 13 R² 25 ■ 45 R²
 14 S¹ 26 ■ 46 R¹
 15 R¹ 33 ■ 55 T¹
 16 R¹ 34 ■ 56 S¹
 22 R¹ 35 ■ 66 ■

3 Castle Black

Cordial Direct● 45

5
539

11 S³ 23 S³ 36 ●
 12 T² 24 ■ 44 T²
 13 R² 25 ■ 45 S²
 14 R² 26 ■ 46 R²
 15 ■ 33 T¹ 55 ■
 16 ■ 34 ■ 56 ■
 22 R¹ 35 ■ 66 R¹

4 Castle Black

Daunting● 345

4
421

11 T² 23 S² 36 S²
 12 R² 24 ● 44 R²
 13 S² 25 ■ 45 R²
 14 R¹ 26 ■ 46 R¹
 15 ■ 33 R¹ 55 T¹
 16 ■ 34 S¹ 56 T¹
 22 ■ 35 R¹ 66 T¹

5 Castle Black

2345

4
392

11 T² 23 S² 36 R²
 12 ● 24 ■ 44 S²
 13 T² 25 ■ 45 R²
 14 S¹ 26 ■ 46 R¹
 15 R¹ 33 ■ 55 S¹
 16 R¹ 34 ■ 56 R¹
 22 R¹ 35 ■ 66 R¹

6 Castle Black

Cordial● Challenging● 45

5
560

11 R³ 23 S³ 36 T³
 12 S² 24 ● 44 T²
 13 R² 25 ■ 45 S²
 14 ■ 26 ■ 46 R²
 15 ■ 33 ■ 55 R¹
 16 ■ 34 ■ 56 S¹
 22 T¹ 35 ■ 66 R¹

7 Castle Black

Friendly● 45

A fair and wide green. But the bunkers around the green require a solid Iron shot.

4
371

11 S ²	23 S ²	36 R ²
12 ●	24 ■	44 R ²
13 S ²	25 ■	45 R ¹
14 R ¹	26 ■	46 R ¹
15 R ¹	33 ■	55 S ¹
16 S ¹	34 ■	56 R ¹
22 R ¹	35 ■	66 R ¹

8 Castle Black

Cordial● 2345

3
183

11 R ¹	23 S ¹	36 S ¹
12 ■	24 ■	44 ■
13 ■	25 ●	45 ■
14 ■	26 ■	46 ■
15 S ¹	33 S ¹	55 R ¹
16 R ¹	34 R ¹	56 R ¹
22 T ¹	35 R ¹	66 T ¹

9 Castle Black

Challenging● 5

4
369

11 S ²	23 S ²	36 T ²
12 R ²	24 ●	44 R ²
13 S ²	25 ■	45 R ²
14 R ¹	26 ■	46 R ¹
15 R ¹	33 ■	55 R ¹
16 T ¹	34 ■	56 S ¹
22 T ¹	35 ■	66 S ¹

10 Castle Black

Daunting 2345

!

4
413

11 T ²	23 S ²	36 T ²
12 S ²	24 ●	44 R ²
13 R ²	25 ■	45 R ¹
14 R ¹	26 ■	46 S ¹
15 R ¹	33 ■	55 ■
16 T ¹	34 S ¹	56 ■
22 T ¹	35 T ¹	66 ■

11 Castle Black

Challenging 345

!
This long PAR 5 holes has a hard Green in the form of a halfmoon

5
607

11 R ³	23 S ³	36 ●
12 S ²	24 ■	44 R ³
13 R ²	25 ■	45 S ²
14 R ²	26 ■	46 R ²
15 R ¹	33 ■	55 R ¹
16 S ¹	34 ■	56 R ¹
22 R ¹	35 ■	66 R ¹

12 Castle Black

Daunting● 2345

!

3
204

11 R ¹	23 R ¹	36 R ¹
12 R ¹	24 S ¹	44 R ¹
13 S ¹	25 ●	45 R ¹
14 ■	26 ■	46 ■
15 S ¹	33 ■	55 R ¹
16 R ¹	34 ■	56 T ¹
22 R ¹	35 R ¹	66 T ¹

<p>13 Castle Black</p> <p>DB Cordial Direct 5</p> <p>5 520</p> <p>11 S³ 23 S² 36 T² 12 R² 24 ● 44 T² 13 S² 25 ■ 45 T² 14 R¹ 26 ■ 46 T¹ 15 ■ 33 S¹ 55 T¹ 16 ■ 34 S¹ 56 T¹ 22 R¹ 35 ■ 66 T¹</p>	<p>14 Castle Black</p> <p>345</p> <p>This long PAR 4 has a quite wide fairway that allows Full Power Tee-shots.</p> <p>4 457</p> <p>11 T² 23 S² 36 ● 12 R² 24 S² 44 ■ 13 R² 25 ■ 45 R² 14 ■ 26 R¹ 46 R¹ 15 ■ 33 S¹ 55 T¹ 16 ■ 34 R¹ 56 T¹ 22 ■ 35 S¹ 66 T¹</p>	<p>15 Castle Black</p> <p>Direct● 45</p> <p>This relative easy PAR 3 hole has the most hole in ones one the Tour because the hole-placements and the form of the green are fair.</p> <p>3 155</p> <p>11 T¹ 23 T¹ 36 T¹ 12 R¹ 24 R¹ 44 R¹ 13 R¹ 25 S¹ 45 S¹ 14 ■ 26 ● 46 ■ 15 ■ 33 ■ 55 ■ 16 R¹ 34 ■ 56 R¹ 22 R¹ 35 S¹ 66 R¹</p>
<p>16 Castle Black</p> <p>Cordial 5</p> <p>an easy hole that brings the players back to the wall</p> <p>4 366</p> <p>11 T² 23 R² 36 R² 12 S² 24 ● 44 S² 13 R² 25 ■ 45 S² 14 R¹ 26 ■ 46 R¹ 15 ■ 33 S¹ 55 ■ 16 T¹ 34 ■ 56 S¹ 22 T¹ 35 ■ 66 R¹</p>	<p>17 Castle Black</p> <p>Cordial● 345</p> <p>A dogleg left with the wall on the right</p> <p>*go to GW2 chart</p> <p>4 392</p> <p>11 S² 23 R² 36 R² 12 ● 24 ■ 44 GW^{2*} 13 S² 25 ■ 45 GW^{2*} 14 R¹ 26 ■ 46 GW^{2*} 15 R¹ 33 ■ 55 R¹ 16 S¹ 34 ■ 56 R¹ 22 ■ 35 R¹ 66 R¹</p>	<p>18 Castle Black</p> <p>12345</p> <p>For the final a straight hole directly at the wall.</p> <p>*go to corresponding GW chart</p> <p>4 418</p> <p>11 R² 23 R² 36 S² 12 S² 24 ● 44 GW^{2*} 13 R² 25 ■ 45 GW^{2*} 14 R¹ 26 ■ 46 GW^{2*} 15 T¹ 33 ■ 55 GW^{1*} 16 S¹ 34 ■ 56 GW^{1*} 22 ■ 35 ■ 66 GW^{1*}</p>

<p>GW1 use green die result</p> <ol style="list-style-type: none"> 1 perfect bounce to the middle of the fairway, easy next shot, easy putt for Birdie 2 Dynamic? Lucky bounce and good next shot, easy putt for Birdie; Otherwise difficult putt for Birdie 3 ok bounce and ok next shot, difficult putt for Birdie 4 ok bounce and ok next shot, difficult putt for Birdie 5 Gilded? Unlucky bounce and hard next shot. easy putt for PAR; Otherwise difficult putt for Birdie 6 Oh no!¹ Go to next Chart 	<p>GW2 use green die result</p> <ol style="list-style-type: none"> 1 perfect bounce to the green, easy putt for Birdie 2 Dynamic? Lucky bounce to the green, easy putt for Birdie; Otherwise Difficult putt for Birdie 3 ok bounce, difficult putt for Birdie 4 ok bounce, difficult putt for Birdie 5 Gilded? Unlucky bounce, misses green. Good approach afterwards, easy putt for PAR; Otherwise difficult Putt for Birdie. 6 Oh no!² Go to next Chart
<p>Oh no!¹ reroll white die</p> <ol style="list-style-type: none"> 1 bounce to rough on the other side of fairway. Master? Good recovery shot, easy putt for PAR; Otherwise difficult putt for PAR 2 bounce to trees on the other side of fairway. Master? Good recovery shot, easy putt for PAR; Otherwise difficult putt for PAR 3 bounce to bunker on the other side of fairway. Sandy? Good recovery shoot, easy putt for PAR; Otherwise difficult putt for PAR 4 bad bounce only leads to half distance. Hard approach, difficult putt for PAR 5 bounces backwards to tee. Retry tee-shot (roll again) and add one stroke 6 ball stays in fissure of wall. Retry tee-shot (roll again) and add two strokes 	<p>Oh no!² reroll white die</p> <ol style="list-style-type: none"> 1 bounce to rough on th other side of fairway. Master? Good recovery shot, easy putt for PAR; Otherwise difficult putt for PAR 2 bounce to trees on the other side of fairway. Master? Good recovery shot, easy putt for PAR; Otherwise difficult putt for PAR 3 bounce to bunker on the other side of fairway. Sandy? Good recovery shoot, easy putt for PAR; Otherwise difficult putt for PAR 4 bad bounce leads to half distance. Approach shot leads to difficult putt for PAR 5 bounces backwards to origin of shot. Next try leads to DB difficult putt for PAR 6 ball stays in fissure of wall. Next shot plus penalty stroke lead to DB Difficult putt for Bogey