

# Report On Practice Facilities At Københavns Golf Klub

October 2017



MACKENZIE & EBERT

INTERNATIONAL GOLF COURSE ARCHITECTS

# BRIEF & THOSE PRESENT

## **Purpose of Visit**

To look at the practice facilities to advise on the driving range, the short game green and the par three course and how they could be upgraded further.

## **Present**

### ***For Københavns Golf Klub***

Mr. Hans Ole Voigt, Chairman

Ms. Ina Agerbæk, Greens Committee Member

Mr. Peter Hoverby, Greens Committee Member

Mr. Christian Tage Hansen, Managing Director

Mr. Mark Molin, Professional

Martin Nilsson, Head Greenkeeper

### ***For Mackenzie & Ebert***

Tom Mackenzie

# Assessment



# Driving Range



Many clubs would kill to have facilities as good as the ones that KGK has now, but there is still plenty that can be done to improve further.

It is perhaps not as long as ideal but there is not much that can be done about that. If it has a weakness it is that the scale of it is totally different to the course. It is 100 m wide when most of the playing corridors on the course are more like 40m.

It has been an unusually wet summer but the range was saturated, causing balls to plug, making them difficult to pick up and hard to wash.



# Short Game Area



The location of this green is far from ideal. It is in a shady area with lots of leaves, twigs and acorns. The turf will never be up to the standard that members expect.

It is also too small and the bunker is causing balls to end up in the neighbouring garden. The bunker, because it is small and well used, is untidy and, with all of the maintenance and golfer traffic, this is an unattractive area.



# Par Three Course



The tiny amount of use that the par three course receives says a lot. The golfers cannot like it because such courses are normally popular with all players.

There are a few reasons

- It is too difficult for beginners.
- The greens are tiny and the contouring is too great for their size. Good shots are rarely rewarded.
- The large green in the middle feels like a practice green (which it is) and it makes it feel like a compromise.
- The fact that it has five holes is odd as well. 3 or 6 holes is much more normal but that is not the reason that people choose to stay away but it is not ideal.

# Recommendations



# Driving Range



Invest more in improving the drainage of the area and then in dressing with sand. Balls will be much quicker to pick up, they will be cleaner and fewer will be lost.



# Driving Range



Create a series of long diagonal target greens each with three flags spaced 10 or 15m apart. If there are three of these targets from 80m to 170m then it is possible for most players to hit almost every club to a flag.



# Driving Range



Break up the width of the range at the far end so that those practising long clubs like drivers play into an area about the scale of the fairways on the course. This can be marked with some more trees or bushes. An aspect that needs study is what length the grass on either side would be and how balls can be picked up from that area.

These three recommendations will provide further improvement on the range.



# Short Game Area



The only way to improve the weaknesses of the present facility is to start again in a different position. The obvious position is left of the range tee and the new practice green in the long grass. This will involve gaining permission from the Forest Authorities but Martin Nilsson thought this was possible.



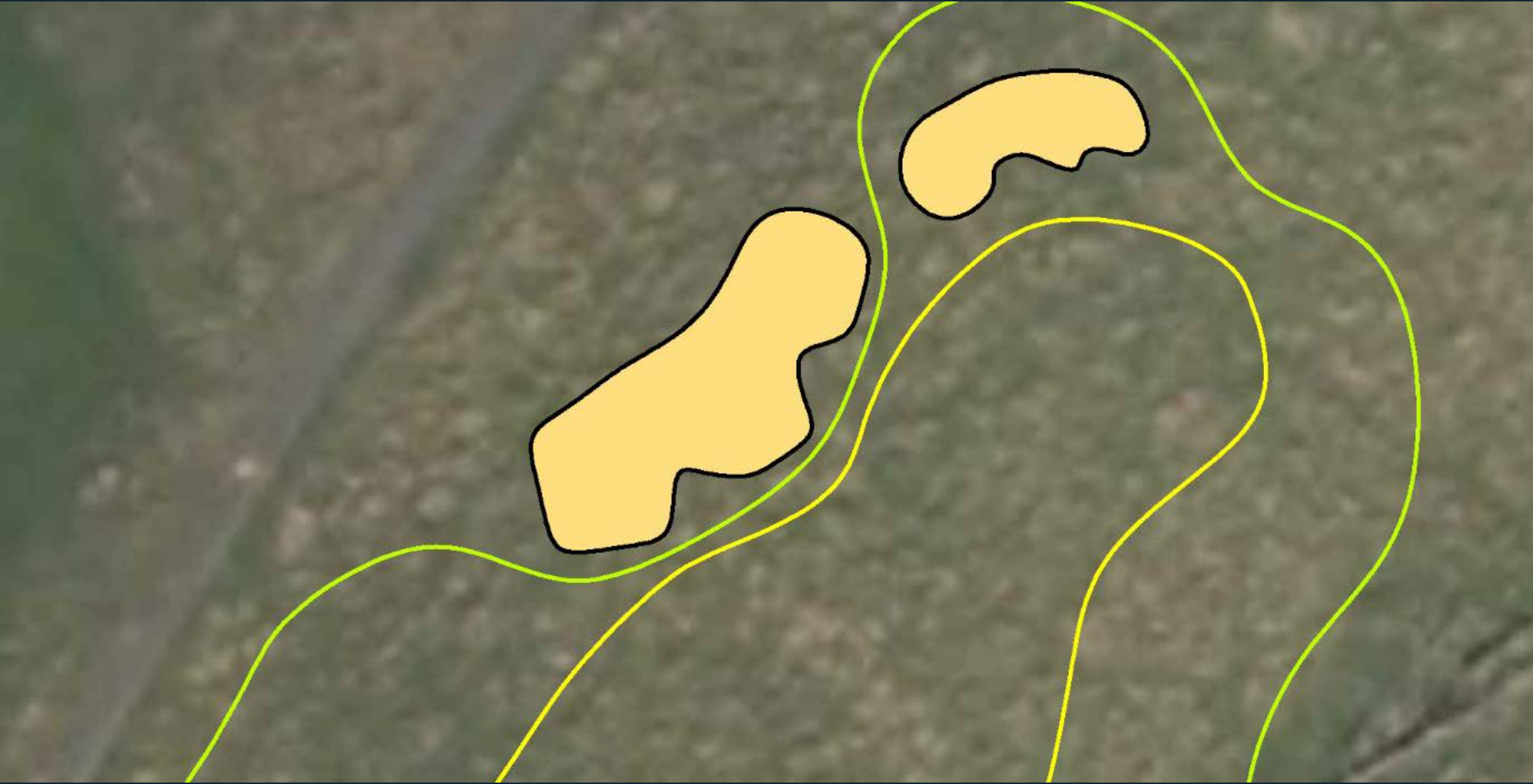
# Short Game Area



A good shape is to have it long - perhaps 50m long- and only about 10m wide. It does not need to be the width of a normal green and the aim is to create the longest perimeter to its size to create the largest player capacity.



# Short Game Area



There would be two different practice bunkers as part of the green at the par three 1st tee ending aiming towards the range so that thinned shots do not cause a problem. At the opposite end there would be closely mown chipping areas of different widths, semi rough and longer rough areas for all types of short game practice. Similar arrangements have been used on other Mackenzie & Ebert designs and they have worked well offering excellent value for money.



# Short Game Area



The present green would be removed altogether and returned to nature. This will also allow an untidy area to be tidied up.



# Par Three Course



This is a more difficult problem. It is clear that it is used very little when it is usual for these courses to be highly popular. The best examples are the ones where better players want to play it when they take new golfers out onto it. It is hard to see that happening now. This is "the better player test". Right now, most would not, so it is a big fail.



# Par Three Course – Greens and General Design



Any plan for the par three course must include enlarging and softening the existing greens. The goal is to make them easier, more fun, more receptive to incoming shots (not softer but shaped to hold balls rather than throw them off) and rewarding to good play. The holes may be better if they are made shorter as length really does not matter on this type of facility. Indeed better players need places to practice their half wedge shots.



# Par Three Course – Layout Options



## LAYOUT OPTIONS

There are some options to consider and there is no clear leader. The most appealing option is, most probably, unachievable because of the permitting challenges.

### Option 1

An ambitious plan is to develop a much larger 6 or 9 hole par three course in the rectangle of land east of the existing par three course, possibly using some of that area as well. The aim would be to create a course that is long enough to be rated for handicap purposes and provide a facility that all members would want to use for practice – not just a beginners course. It would be a wonderful facility that could also be used for more public use than just a club facility.

This would unavoidably involve significant loss of pasture in area of huge old oak trees and ponds. Based on past experience of permitting, this is far from easy and it is fair to say that it is unlikely to gain approval but that does not mean that the question cannot be asked.

# Par Three Course – Option 2



## Option 2

A more conservative option is to ask to build two holes in the additional area and to create a six hole par three course with character and interest than the current course. Similar permitting issues to Option 1 exist.



# Par Three Course – Options 3,4 & 5



## **Option 3**

If neither of these work then focus on creating the best possible six hole pitch and putt loop within the existing area of the par three course. They will be from 30 to 60 metres long and most players agree that these are amongst the hardest shots in golf and few good facilities exist for practising them. Permitting will be much easier.

## **Option 4**

Another option is simply to abandon it. That would reduce maintenance costs and make permission for the Short Game Area easier, but it means losing a facility with some value.

## **Option 5**

This is simply to improve what you have, making the greens larger and less severe.



# Return On Investment



## RETURN ON INVESTMENT

It is true that all of these plans will involve significant investment with little return income, apart from option 1 if members of the public could pay and play. That is true of this type of additional practice facility. If the Club does nothing then it will be paying for a facility to be maintained that receives almost no use so that in itself is a poor use of resources. The question is

*"Is the added enjoyment value to the members great enough to justify spending the money?"*

It is effectively a choice between abandoning it or investing in it to make it better. Which option depends on the permitting process.





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