

THE 2025 TAYLORMADE One Day 36 Hole MAJOR at Bond Head South Course









TAYLORMADE ONE-DAY 36-HOLE MAJOR

The Club at Bond Head - South

September 15, 2025

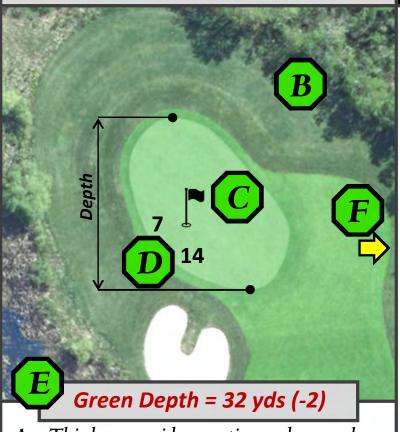
NOTICE TO COMPETITORS

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- 2. **HOST CLUB DROP ZONES ARE NOT AVAILABLE:** Any Drop Zone available at this event will be indicated by a GTA AM Tour sign.
- 3. **PENALTY AREAS (Rule 17):** Red and yellow lines define the edge of the penalty area. Where penalty areas are not marked with lines, the change in the height of the grass defines the edge of the penalty area. Where there is no change in the height of the grass, the penalty area is defined by its natural boundaries. Unmarked penalty areas are red penalty areas.
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- 6. **CART PATHS:** Cart paths are extremely slippery. Drive very slow and cautiously on descents and corners.

How To Use This Guide

Hole #6 (Par 4)

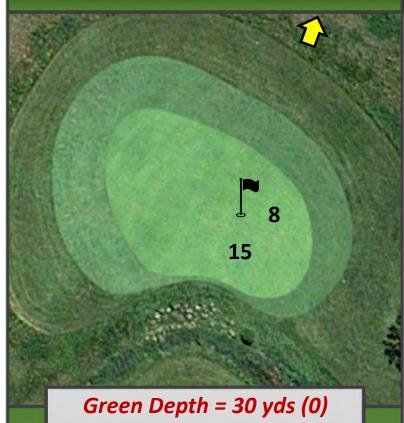


- A. This box provides pro tips and general information about the hole.
- B. Image of the green complex (aligned to the 150-yard marker).
- *C.* Flag showing the pin location.
- D. Distances from the front and side of the green to the pin location.
- E. Green depth and a +/- distance from the centre of the green to the pin in brackets.
- F. Arrow indicating the direction to the next tee (leave your clubs here when walking).
- G. Distances from spots in the teeing ground ooo to various locations in the landing area o. The distance text is colour coded to match the teeing ground spots. The actual tee marker positions will vary, but differences can be quickly paced off or estimated.
- H. Standard 100 , 150 , 200 , and 250 yard markers.



- I. Hole yardages for each flight.
- J. Flag indicating the year of photography.

Hole #1 Par 4

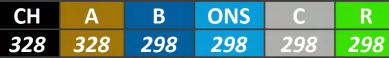


WELCOME to the 2025 TaylorMade 36 Hole Major!

The opening hole is a short Par 4 that requires a forced layup to a wide Fairway, leaving a short wedge or pitch to the green. The key here is avoiding a divot and then wedging it close to make your Birdie.

Unlike many greens at Bond Head, this green is relatively calm, meaning a nice easy start to your round!

This is a great hole to warm up and make your 1st Par, as the course only gets more challenging from here on!







Hole #2 (Par 4)

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Green Depth = 39 yds (-6)

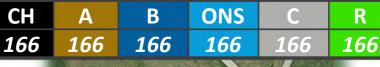
The 2nd Hole is slightly more difficult than the 1st, but it will still ease you into the round. This relatively short, slightly uphill hole requires a tee shot to split the fairway bunkers. You will then face an uphill approach that requires 1-2 extra clubs, depending on the wind.

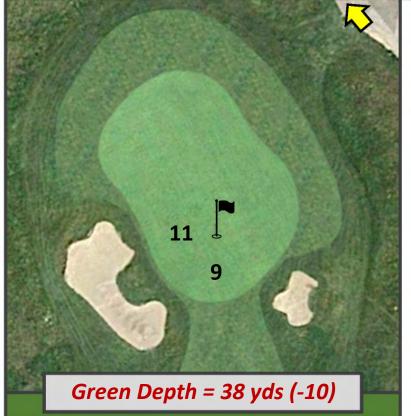
This green has a subtle ridge and slopes from right to left, meaning some challenging putts. Keep it simple here, and you could start with back-to-back Pars!





Hole #3 (Par 3)





Hole In One Competition!
This is the GTA Am Tour

Often playing downwind, this medium-length Par 3 has a receptive green to accept most tee shots.

If the pin is in front, avoiding the bunkers is key to making Par. If the pin is back, there is room to miss right, leaving plenty of green to get up and down. Some players might start Par-Par-Par, so get through the first three holes unscathed as you begin a difficult stretch of holes!





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Hole #4 (Par 4)



Green Depth = 37 yds (+6)

The 4th hole is an uphill Par 4 that gets more difficult the closer you get to the green. The ideal line is right centre, avoiding the left fairway bunker, and leaving an uphill lie.

The approach plays another club uphill, and is complicated by deep bunkers short, and a drop off area to the right of this green. Missing long will surely mean Bogey, so coming up short is your best miss on this hole!

The green slopes sharply from back to front, so staying below the hole is required for a routine 2-putt!



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Hole #5 (Par 3)



Green Depth = 35 yds (-12)

This tiny Par 3 can be really fun or can sneak up to bite you. The green falls off the back, so if you get greedy going for a back pin, you could have a difficult Par save. The green also slopes from front to back, so getting it close to a front pin can be difficult.

K.I.S.S. – Go for the middle of this green, and you are left with a makeable Birdie putt. A reachable Par 4 awaits, so many more chances to gain strokes on the field.

Remember: You cannot win it in Round 1, but you can surely lose it!

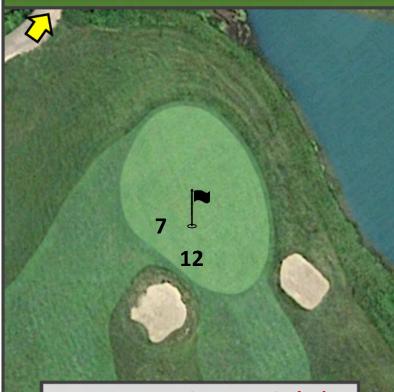


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Hole #6 (Par 4)

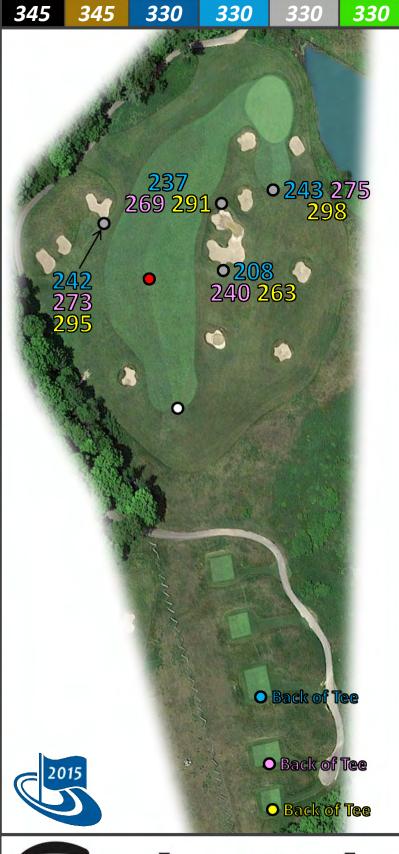


Green Depth = 30 yds (-3)

This reachable downhill Par 4 plays from an elevated tee down to a small green, protected by bunkers in front.

You can go for this green but leaking it right will mean a watery grave.

The smarter play is to the 100-yard marker, leaving a wedge to a shallow green. The green has some subtle slope, but if you remain prudent, you should be able to secure Par without too much difficulty.



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Hole #7 (Par 5)





The first Par 5 is a lengthy straightaway hole with pot bunkers lining the fairway every fifty yards.

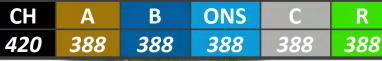
Avoiding one of these will increase your chance of Birdie or Par, but finding one of them could mean Bogey or worse. With trees down the entire right side, the ideal line is favouring the left centre off the tee.

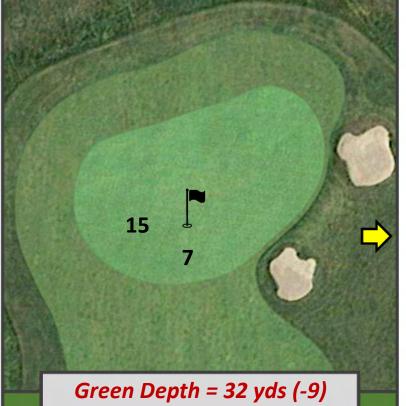
The green is protected by two bunkers left and one to the right, but the green itself slopes gently from right to left. Putts are makeable on this lengthy hole!





Hole #8 (Par 4)





This medium-length Par 4 often plays into the wind, making it play much longer than the scorecard.

The ideal play is centre cut over the left fairway bunkers, leaving a long/mid-iron into a moderately sized green. The bailout here is to the left side, which allows a chip or pitch to all pin positions.

The green has some subtle slopes from back to front, so be mindful of that if putting from pin high!





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Hole #9 (Par 5)



Green Depth = 36 yds (+7)

Your final hole on the front 9 is a reachable Par 5 for many players. At just under 500 yards, the ideal play is left centre of the fairway. If you nutted it, you will have an angle to the elevated green tucked into the hillside protected by trees short of the green. Most players will lay up short of the final fairway bunker on the left, leaving a perfect angle to the two-tiered green. With a fall off area back of the green, taking dead aim is your best chance to win a Skin! A left miss will leave a tricky sidehill chip, so favour the right side here!



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Hole #10 (Par 4)



Green Depth = 34 yds (-5)

The 10th hole is a fun start to the back nine. This short dogleg right Par 4 plays even shorter off the elevated tee. Many will challenge the bunkers on the corner, leaving just a wedge into a large green.

Due to the elevation, the wind can be a significant factor on both your tee shot and approach. The green slopes mildly from back to front and left to right, so be mindful when you line up your Birdie putt.

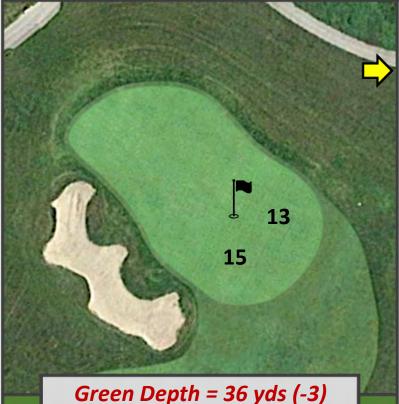


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Hole #11 (Par 4)



The 11th hole is another short dogleg right Par 4 that offers the player many options off the tee. With a wide fairway, you can play safe with an iron or hybrid, or take the big dog and hit it as far as possible.

The key to this hole is avoiding the right fairway bunkers, which could cause a difficult approach with an uneven lie. Once on the short grass, take dead aim at the pin. Birdies will be made, but maybe even an Eagle!





Hole #12 (Par 5)



Green Depth = 31 yds (-9)

The 12th hole is best described as a Monster Par 5. Playing as a 3-shot hole for everyone. With a downhill tee shot and an uphill layup, it will take 2 solid shots to set yourself up for an easy Par. With O.B. down the right side, it's best to favour the left of the fairway. On your layup, the ideal spot is the 150-yard marker, taking the 4 fairway bunkers out of play. The green is protected by a bunker short of the green, but it will accept most approaches. The green is relatively benign, so finding the G.I.R. should result in a 2-putt Par.





Hole #13 (Par 4)



Green Depth = 29 yds (+12)

The 13th hole plays as a mediumlength Par 4. The right fairway bunker is rarely in play, with most people hitting their tee shot inside the 150-yard marker. Playing slightly downhill, some players may go through the fairway into the rough.

The kidney-shaped green slopes from back to front and right to left, leaving some difficult up and down attempts to save your Par. This hole plays more difficult than it appears on the guide, so be sure to keep your focus before heading to the next tee!







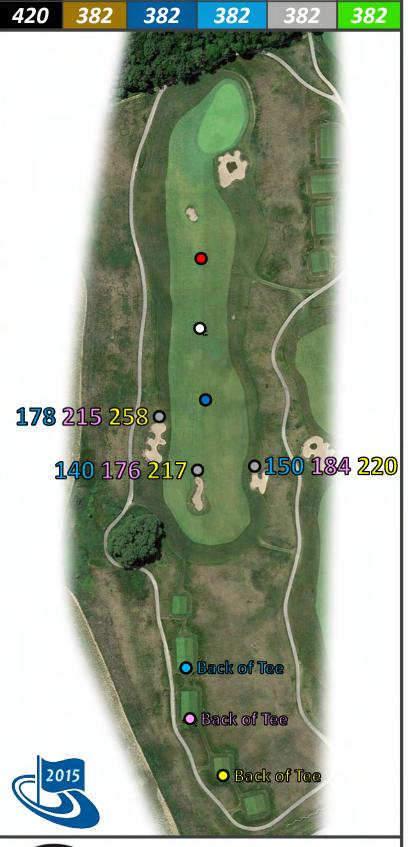
CH

Hole #14 (Par 4)



Green Depth = 50 yds (+11)

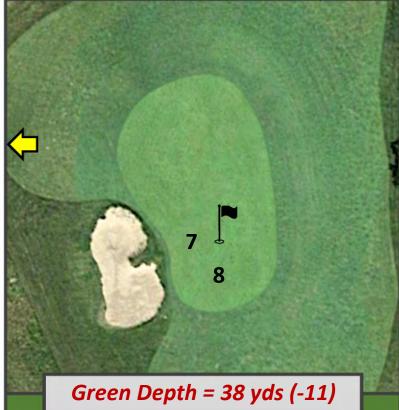
The 14th hole is a medium-length Par 4 that plays longer than advertised. With a slightly uphill tee shot and a right-to-left prevailing wind, the narrow fairway can be difficult to find. The green is protected by a bunker short, which may swallow up many shots with a front pin position. The green slopes from left to right, so missing left can leave a difficult Par save. Keep it between the ropes for best results.



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Hole #15 (Par 3)



The 15th hole is a long downhill Par 3 with a large green, protected by drop off areas on 3 sides and a bunker left of the green. The wind is usually from left to right, so the right bailout area sees a lot of action.

The green also slopes from back to front and left to right, so even if you find this green, 3 putts can occur.

The closing stretch is a challenging one, so be sure to secure your Par before heading to the 16th tee.



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Hole #16 (Par 5)



Green Depth = 48 yds (-4)

The 16th hole is a short Par 5 dogleg right that can cause a train wreck if you get careless. With a penalty area down the entire right side and fairway bunkers on both sides, finding the short grass is key on this hole. Longer hitters can easily go through the fairway, finding the left rough or fairway bunkers. The layup is a difficult one, as the closer you get to the green, the narrower it gets. The green is also very narrow and protected by several bunkers!

Despite the yardage, Par is a good score on this short Par 5.

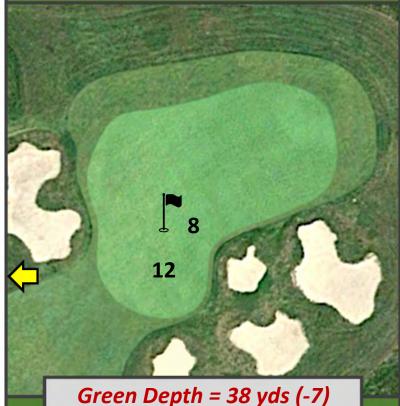


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Hole #17 (Par 3)



The penultimate hole on the South course is a medium to short Par 3 that requires an accurate tee shot.

With several bunkers protecting this green, and often playing into the wind, finding the surface can be a challenging task. Depending on the pin position, you can find yourself with a difficult up and down if you miss the green.

The green has many slopes, so avoiding a 3-putt will take your utmost focus!



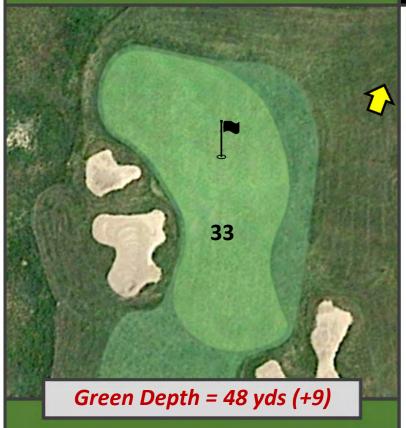
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Hole #18 (Par 4)



The 18th hole is a demanding Par 4 that plays uphill the entire way, and often into the prevailing wind.

The demanding tee shot is a forced carry over water to an angled fairway protected by deep bunkers and steep mounds on both sides. If you avoid the trouble, your approach plays 1-2 clubs more uphill to a large green with bunkers short and left. The green also has multiple slopes, making for challenging putts at any length. Par is an excellent way to finish off round number one! Now you can check the leaderboard and see where you stand!



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TAYLORMADE ONE-DAY 36-HOLE MAJOR

The Club at Bond Head - South

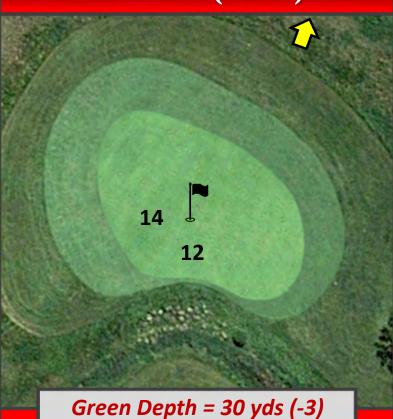
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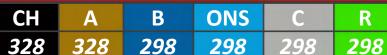
Hole #1 (Par 4)



The opening hole is a short Par 4 that requires a forced layup to a wide Fairway, leaving a short wedge or pitch to the green. The key here is avoiding a divot, and wedging it close to make your Birdie.

Unlike many greens at Bond Head, this green is relatively calm, meaning a nice easy start to your round!

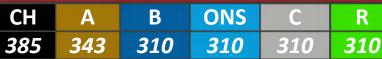
This is great hole to warm up and make your 1st Par, as the course only gets more challenging from here on!







Hole #2 (Par 4)





The 2nd Hole is slightly more difficult than the 1st but will still ease you into the round. This relatively short, slightly uphill hole requires a tee shot to split the fairway bunkers. You will then face an uphill approach that requires 1-2 extra clubs, depending on the wind.

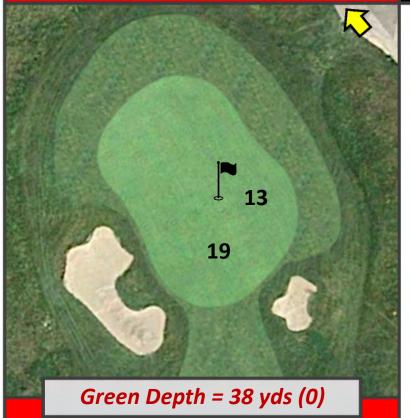
This green has a subtle ridge and slopes from right to left, meaning some challenging putts. Keep it simple here and you could start with back-to-back Pars!





Hole #3 (Par 3)

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166	166	166	166	166	166
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This is the GTA Am Tour Hole In One Competition!

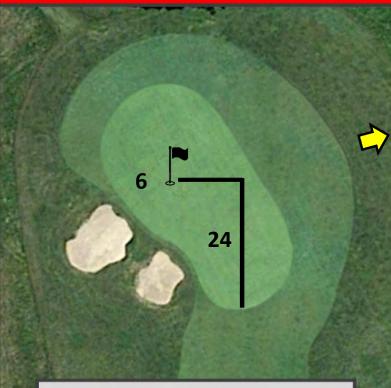
Often playing downwind, this medium-length Par 3 has a receptive green to accept most tee shots.

If the pin is in front, avoiding the bunkers is key to making Par. If the pin is back, there is room to miss right, leaving plenty of green to get up and down. Some players might start Par-Par, so get through the first 3 holes unscathed as you begin a difficult stretch of holes!





Hole #4 (Par 4)



Green Depth = 37 yds (+6)

The 4th hole is an uphill Par 4 that gets more difficult the closer you get to the green. The ideal line is right centre, avoiding the left fairway bunker, and leaving an uphill lie.

The approach plays another club uphill, and is complicated by deep bunkers short, and a drop off area to the right of this green. Missing long will surely mean Bogey, so coming up short is your best miss on this hole!

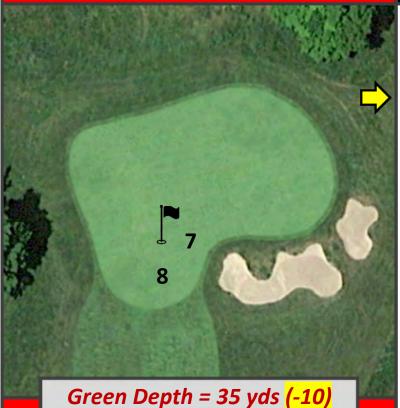
The green slopes sharply from back to front, so staying below the hole is required for a routine 2-putt!





CH

Hole #5 (Par 3)



This tiny Par 3 can be really fun or can sneak up to bite you. The green falls off the back, so if you get greedy going for a back pin, you could have a difficult Par save. The green also slopes from front to back, so getting it close to a front pin can be difficult.

K.I.S.S. – Go for the middle of this green, and you are left with a makeable Birdie putt. A reachable Par 4 awaits, so still chances to gain on the field.

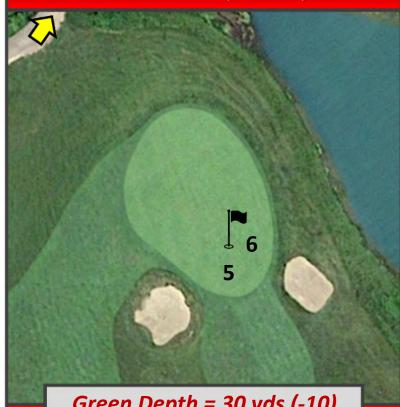


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Hole #6 (Par 4)

СН	Α	В	ONS	С	R
345	345	330	330	330	330

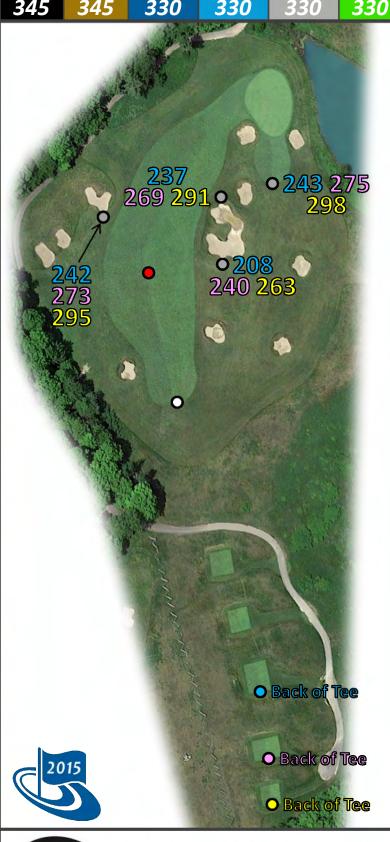


Green Depth = 30 yds (-10)

This reachable downhill Par 4 plays from an elevated tee down to a small green, protected by bunkers in front.

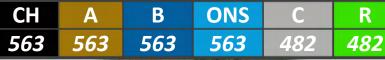
You can go for this green but leaking it right will mean a watery grave.

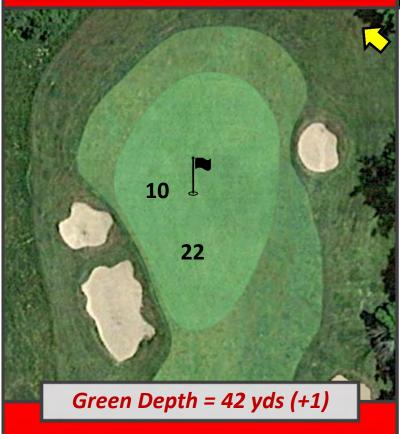
Depending on where you stand against the field, the smarter play is to the 100-yard marker, leaving a wedge to a shallow green. The green has some subtle slope, but if you remain prudent, you should be able to secure Par without too much difficulty.





Hole #7 (Par 5)





The first Par 5 is a lengthy straight away hole with pot bunkers lining the fairway every fifty yards.

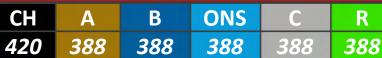
Avoiding one of these will increase your chance of Birdie or Par, but finding one of them could mean Bogey or worse. With trees down the entire right side, the ideal line is favoring the left centre off the tee.

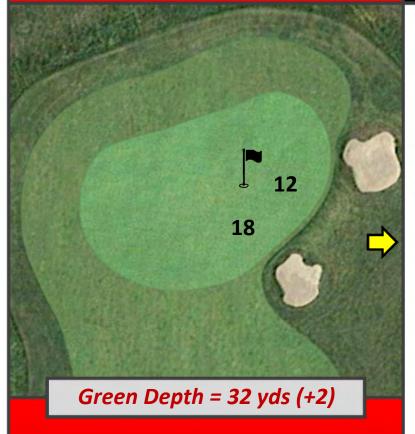
The green is protected by two bunkers left and one to the right, but the green itself slopes gently from right to left. Putts are makeable on this lengthy hole!





Hole #8 (Par 4)





This medium-length Par 4 often plays into the wind, making it play much longer than the scorecard.

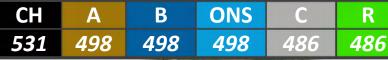
The ideal play is centre cut over the left fairway bunkers, leaving a long/mid-iron into a moderately sized green. The bailout here is to the left side, which allows a chip or pitch to all pin positions.

The green has some subtle slope from back to front, so be mindful of that if putting from pin high!





Hole #9 (Par 5)





Your 27th hole of the day is a reachable Par 5 for many players. At just under 500 yards, the ideal play is left centre of the fairway. If you nutted it, you will have an angle to the elevated green tucked into the hillside, and protected by trees short of the green. Most players will lay up short of the final fairway bunker on the left, leaving a perfect angle to the twotiered green. With a fall off area back of the green, taking dead aim is your best chance to win a Skin! Missing left will leave a tricky sidehill chip, so if you miss, favour the right side!





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Hole #10 (Par 4)



Green Depth = 34 yds (0)

Your final nine holes of the day start with this fun short dogleg right
Par 4 that plays even shorter off the elevated tee. Many will challenge the bunkers on the corner, leaving just a wedge into this large green.

Due to the elevation, the wind can be a significant factor on both your tee shot and approach. The green slopes mildly from back to front and left to right, so be mindful when you line up your Birdie putt.



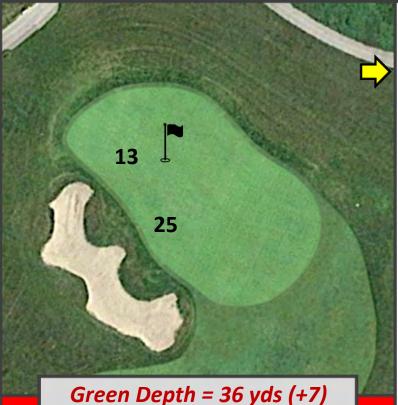
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Hole #11 (Par 4)



The 11th hole is another short dogleg right Par 4 that offers the player many options off the tee. With a wide fairway, you can play safe with an iron or hybrid, or take the big dog and hit is as far as possible.

The key to this hole is avoiding the right fairway bunkers, which could cause a difficult approach with an uneven lie. Once on the short grass, take dead aim at the pin. Birdies will be made, but maybe even an Eagle!



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Hole #12 (Par 5)



Green Depth = 31 yds (+3)

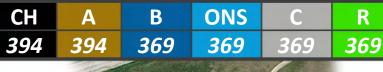
The 12th hole is best described as a Monster Par 5. Playing as a 3-shot hole for everyone. With a downhill tee shot and an uphill layup, it will take 2 solid shots to set yourself up for an easy Par. With O.B. down the right side, it's best to favour the left of the fairway. On your layup, the ideal spot is the 150-yard marker, taking the 4 fairway bunkers out of play. The green is protected by a bunker short of the green, but it will accept most approaches. The green is relatively benign, so finding the G.I.R. should result in a 2-putt Par.

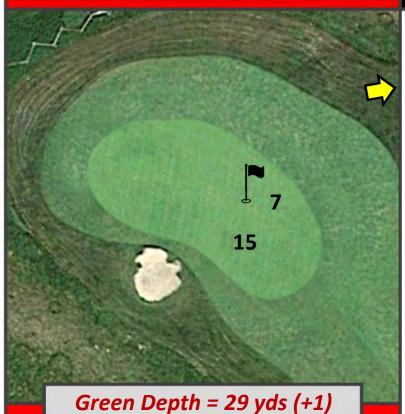




Back of Tee

Hole #13 (Par 4)





The 13th hole plays as a medium length Par 4. The right fairway bunker is rarely in play, with most people hitting their tee shot inside the 150-yard marker. Playing slightly downhill, some players may go through the fairway into the rough.

The kidney-shaped green slopes from back to front and right to left, leaving some difficult up and down attempts to save your Par. This hole plays more difficult than it appears on the guide, so be sure to keep your focus before heading to the next tee!

Are you getting tired yet? 5 more to go!





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Hole #14 (Par 4)



The 14th hole is a medium-length Par 4 that plays longer than advertised. With a slightly uphill tee shot and a right-to-left prevailing wind, the narrow fairway can be difficult to find. The green is protected by a bunker short, which may swallow up many shots with a front pin position. The green slopes from left to right, so missing left can leave a difficult Par save. Keep it between the ropes for best results.



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Hole #15 (Par 3)



The 15th hole is a long downhill
Par 3 with a large green, protected
by drop off areas on 3 sides and a
bunker left of the green. The wind
is usually from left to right, so the right
bailout area sees a lot of action.

The green also slopes from back to front and left to right, so even if you find this green, 3 putts can occur.

The closing stretch is a difficult one, so make sure to secure your Par before heading to the 16th tee!

Let's GO! Only3 more holes left!



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Hole #16 (Par 5)



Green Depth = 48 yds (-14)

The 16th hole is a short Par 5 dogleg right that can cause a train wreck if you get careless. With a penalty area down the entire right side and fairway bunkers on both sides, finding the short grass is key on this hole. Longer hitters can easily go through the fairway, finding the left rough or fairway bunkers. The layup is a difficult one, as the closer you get to the green, the narrower it gets.

The green is also very narrow and protected by several bunkers!

Despite the yardage, Par is a good score on this short Par 5.





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Hole #17 (Par 3)



The penultimate hole on today's 36-hole Major is a medium to short Par 3 that requires an accurate tee shot.

With several bunkers protecting this green, and often playing into the wind, finding the surface can be a challenging task. Depending on the pin position, you can find yourself with a difficult up and down if you miss the green.

The green has many slopes, so avoiding a 3 putt may put you in a position to bring home the trophy!



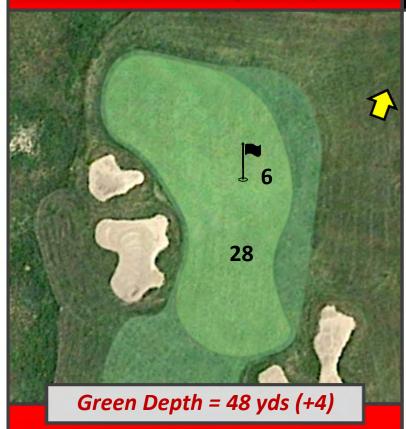
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Hole #18 (Par 4)



The 18th hole is a demanding Par 4 that plays uphill the entire way, and often into the prevailing wind.

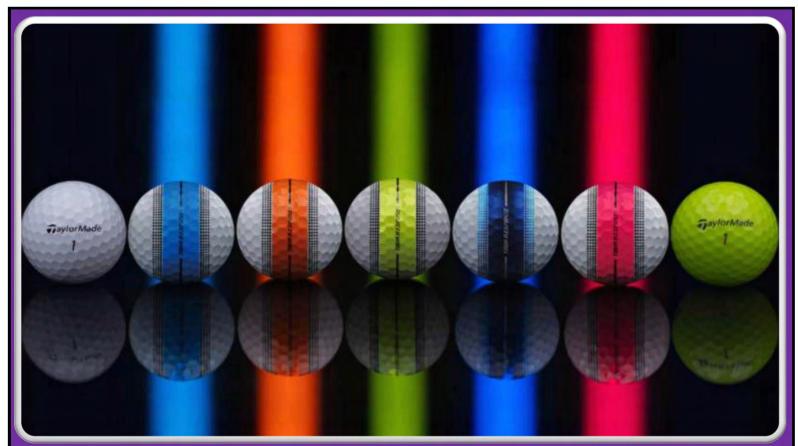
The demanding tee shot is a forced carry over water to an angled fairway protected by deep bunkers and steep mounds on both sides. If you avoid the trouble, your approach plays 1-2 clubs more uphill to a large green with bunkers short and left. The green also has multiple slopes, making for challenging putts at any length. Par is an excellent way to finish your round!

After 36 holes of stroke play, go and enjoy a cold Michelob ULTRA or two!



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