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PROUDLY PRESENTS THE 2020 MILL STREET BREWERY OPEN

Are you ready to dance with the Devil?
Devil's Paintbrush - A True Masterpiece!



THIS IS YOUR LAST CHANCE TO MAKE UP SOME VALUABLE
POSITIONS AHEAD OF THE 2020 TOUR CHAMPIONSHIP!



GTA AM TOUR COVID-19 RESPONSE PLAN

During the COVID-19 outbreak, the GTA AM TOUR has prepared this document for the purpose of distribution to all players, staff, and host facilities to advocate the measures to be followed from the Provincial Government, Health Officials and Regional Authorities.

All measures to be taken below are specific to our events, taking into consideration what is being recommended from authorities noted above. The GTA AM Tour will follow any/all guidelines put forth by all levels of government and health officials, and also ensure a clear line of communication with each host facility to ensure the safe conduct of everyone while on site at each facility.

GTA AM Tour Team Members (Staff)

The main objective is to ensure the health and safety of everyone during our events. We will require a declaration from each staff member that they are ready, willing, and able to assist in the execution of the event. Each staff member must ensure that they are healthy, and to the best of their abilities, symptom free. If any staff member shares information with the GTA AM Tour that could result in the potential of contact with COVID-19, they will be asked to refrain from participating in the events.

If any staff member discloses any symptoms of COVID-19, they will not be allowed to attend the events, and will be encouraged to seek medical assistance, either through the Ontario Health website or their local physician.

1. Guidelines for GTA AM Tour Staff while at events

- a. The main priority of the tour team members will be to ensure the following:
 - i. Maintain physical distancing (Minimum of 6 feet)
 - ii. Wash hands regularly
 - iii. Disinfect all surfaces

- b. At each event, tour team members will be given the following:
 - i. Mask
 - ii. Gloves
 - iii. Hand Sanitizer
 - iv. Disinfectant Wipes or Cleaner

- c. Once assigned a golf cart, tour team members will thoroughly clean all surfaces before and after use

- d. Items typically given out at each event will now be left with the tour team member for the season. These items will include, but are not limited, to the following:
- i. Clipboard
 1. All items typically printed (Tee Sheet, Time Par Sheet, Etc.) will be e-mailed to each staff member and we will require them to print them off and include for each event
 - ii. Cart Sign
 - iii. Radio & Headset
 - iv. Spotter Flags
 - v. Airhorn

Respect Towards Staff/ Host Facilities/ Competitors

It is tremendously important that all GTA AM Tour staff and competitors respect everyone who is a part of the event as well as respecting the golf clubs for hosting us. As everyone knows, it is an honor to play these amazing golf courses and it is our job as the tour community to respect everyone who is present that day. Following Course guidelines, playing by the rules, and respecting all officials is especially important to the GTA AM Tour and it is something we take great pride in. The GTA AM Tour wants to create a fun yet competitive environment for everyone. For this to happen, all GTA AM Tour staff, officials, competitors, course members, course staff, and the host facility should all be treated with respect, integrity, and kindness.

GTA AM Tour Players

Once the GTA AM Tour has been given permission to conduct events, we will communicate our entire COVID-19 platform, as it relates to our events, with the GTA AM Tour database. Because each host facility could potentially have difference guidance, we will need to take that into consideration and be sure to share all this information with the tour players.

Below is the final draft of communication to the GTA AM Tour database showing what measures we will take to ensure the safety of everyone.

The following safety measures and procedures have been put into place to ensure everyone is safe and healthy this season, while playing on The GTA AM Tour.

ELIGIBILITY / NON-ELIGIBILITY (DURING COVID-19)

Players will be ineligible to play GTA AM TOUR events if they fall into one or more of the following categories:

1. If they are experiencing symptoms related to COVID-19. Please click [here](#) to take the self-assessment test.
2. Have been tested positive for COVID-19 and not yet recovered.
3. If someone they have been in contact within the past 14 days has tested positive for COVID-19.

REGISTRATION

For all 2020 events, players will continue to receive a tee time e-mail within 3-4 days of the event. This e-mail will also detail any additional measures that are not covered below.

BEFORE YOU ARRIVE AT THE COURSE

All materials typically handed out at GTA AM Tour events will be eliminated. This can include, but is not limited to, Notice to Competitors, Pin Location Sheet, Official Scorecards. Event documents will be uploaded to the event information page for each event. Players can review all documents provided in advance and, if they so choose, print a copy to bring with them to the event.

1. We will indicate in the tee time e-mail what type of food & beverage services will be available. It is the player's responsibility to prepare for the day based on these guidelines
2. We will indicate in the tee time e-mail if the practice facilities are open
3. Water coolers have been removed from the golf course
4. Caddies and spectators are prohibited from all GTA AM Tour events in 2020

REGISTRATION AT THE COURSE

1. As you approach the parking lot of the host facility, you will be met by a greeter from the GTA AM Tour, and potentially one from the host facility as well. This person will provide you with VERY EXPLICIT instructions on how to proceed. We will confirm your tee time and make sure that you have arrived at the designated time as instructed in the tee-time e-mail
2. At your first event, and immediately upon arrival, please check in at registration to pick up your Tour Sponsor Gift Bag. Physical distancing measures will be in place at the registration area, and must be followed
3. After your first event, you will continue to physically check-in at registration
4. Please look for markers on the ground at registration to facilitate a safe distance from GTA AM Tour staff and fellow tour players
5. No skins game, hole in one challenge, or any other on-course games until further notice

MOBILE SCORING

1. We will be utilizing The GTA AM Tour's Live Scoring. One player per group will be designated to keep the scores for everyone. Players should also keep their own scores either on a mobile device or any items they have printed off
2. The Live Scoring marker for the group will be provided with the login password at the first tee. To prepare to keep score, the URL is: <https://gtaamtour.com/scoring>

ON THE COURSE

1. Caddies and spectators are prohibited at GTA AM TOUR events for the entire 2020 season. This rule will also apply to those wishing to bring someone that resides in the same household. No exceptions will be made
2. The Tour will continue to tee players off the first tee in threesomes, every 10 minutes, unless further guidelines have been handed down from governmental bodies or host clubs
3. No handshaking, simply say "Thank You" or bump putters at the end of your round
4. Players must always maintain a physical distance of at least 6 feet from each other
5. Bring hand sanitizer and use as often as you can, especially before and after using washrooms
6. Rakes have been removed from all bunkers. Players are encouraged to repair footprints using your feet to smooth the sand. The GTA AM Tour will implement a preferred lies policy in bunkers. Players will be entitled to mark their ball, smooth the area, and place the ball within 12" of the footprint, no closer to the hole

7. The flagstick must always remain in the hole. The Tour will be utilizing a new and safe product ([Bottoms Up Golf](#)), designed by Tour player Mike Hubbs. **DO NOT REMOVE THE FLAG**
8. If you use a motorized golf cart, only 1 player per cart will be permitted, unless the host facility has implemented government accepted dividers. Although host clubs will have a sanitation protocol in place for carts, all players will be required to wipe down all surfaces within, and outside the cart, after use. **PLAYERS WILL NOT BE ABLE TO PRE-BOOK CARTS, YOU MUST DO SO UPON ARRIVAL, AND WILL BE BASED ON A FIRST COME, FIRST SERVE BASIS**

AFTER YOUR ROUND

A GTA AM Tour scoring area will be established using social distancing measures. Players will be asked to read their scores allowed to our THE GTA AM TOUR Scoring Team for verification. Scoring will be final once you have left the scoring station.

There will be no playoffs. Winners will be determined by card-matching.

POST EVENT AND PRIZING

All per-event prizing will be e-mailed to winners after the competitions are closed, typically the next day. Other prizing will be handed out at the players next event.

Other Guidelines to Players

1. Encourage those players who are most susceptible to the virus to stay home. These will include players who have underlying health issues that can be affected by COVID-19 and those at a more vulnerable age group
2. Arrival times and check-in policy will be indicated on the tee time e-mail prior to each event. It will cover the following:
 - a. What time players can arrive on site (Based on tee time)
 - b. Availability of the practice facilities (Driving Range, Putting Green, Short Game Area)
3. Players must prepare for their rounds at their vehicles. All outside golf services will be closed to eliminate touch points
4. There will be a strong emphasis on walking at each event. Those requesting a power cart must do so through the pro shop and will be given out on a first come, first serve basis
5. Players must practice physical distancing at all time. Keeping a minimum of 6 feet away from other players, tour team and golf course staff. Any player that does not adhere to these measures could be asked to leave and potentially be banned from future events
6. Caddies and spectators are strictly prohibited for the 2020 season

GTA AM Tour Event Protocols

The GTA AM Tour is used to executing events at an extremely high level utilizing many features. With the goal to eliminate the amount of touch points for tour team members and players, adjustments will need to be made. Below is a model of what the GTA AM Tour will execute at each event. Management will put in place an event day execution plan for each area of the operations, including guidelines on how to make each task as safe as possible.

1. Placement of roadside welcome banner (If approved by host facility)
2. Placement of all sponsor banners (If approved by host facility)
3. Removal of all items on the first tee, other than the following:
 - a. GTA AM Tour Tent
 - b. 6ft Table
 - c. Cones on teeing area to indicate distance needed between players
 - d. Event sponsor banner
 - e. GTA AM Tour banner
 - f. A-Frame "Social Distancing" sign
4. Registration Protocols:
 - a. Use of trailer as main registration area
 - b. Set up 10x10 tent outside doors of trailer
 - c. Set up 6' tables at outside edges of tent to encourage distancing
 - d. Place cones on ground for players to stand at while waiting to register
 - e. At players first event, sponsor gift bags will be handed out to players
5. Elimination of prize ceremonies and removal of all items (Media Wall, TV, Tables, Prizing, Trophies)
6. Cancellation of tour organized skins game (Player conducted skins game available)
7. Cancellation of closest to the pin
8. The following on course measures will be taken:
 - a. Continue to set-up GTA AM Tour Flagsticks with Bottom's Up safe ball removal system
 - b. Continue to set-up GTA AM Tour Tee Markers (Black, Gold, Blue, White) and directional signs
 - c. Removal of GTA AM Tour Water Coolers
9. The following adjustment will be made to the competition material handed out to players at each event:
 - a. Pin location sheet and course guides will be loaded to each event info page on GTA AM Tour website
 - b. Live Scoring will continue to be used, and players will use their own mobile devices
 - c. Players will not be given scorecards and will use their mobile devices. Scoring procedures will be verbal after the round in the presence of a GTA AM Tour Official
 - d. Players will be able to use mobile devices for scoring or print off event scorecards from their account dashboard

Inclement Weather

Because there is no area of shelter that will be able to provide a safe practice of physical distancing, any event where the lightning detection system or air horns are used, all players must return to their vehicles and await further instructions.

If the players cannot go back on to the golf course, the following measures will take place:

If an entire flight that has finished 18 holes, there may be a winner awarded for that flight.

If an entire flight has finished 9 holes, but not 18 holes, there may be a winner awarded for that flight.

If the entire flight has not completed 9 holes, the event will be cancelled for that flight.



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Devil's Paintbrush - HOLE #1 (PAR 4)



The ideal line on this opening Par 4 is right centre off the tee; however, be sure you know how far the gully is and choose your club wisely. The receptive green sits slightly below the fairway, but make sure to take enough club to clear the grassy hollows short of the green. Make sure to read putts from all angles on this tricky opening green. While on the tee, make sure to look at the Pin on #2, which will help you on your approach to that hole!

Right off the first tee, the Paintbrush will grab a hold of your full attention! Let's Go!

FLIGHT	YARDS	DISTANCE	AVOID GULLY	DISTANCE	AVOID GULLY
CHAMP	356	OF FAIRWAY	234	OF FAIRWAY	269
A FLIGHT	356	REQUIRED	234	REQUIRED	269
B FLIGHT	356	TO GET	234	TO GET	269
ONS	356		234		269
C FLIGHT	322		200		235
REC	322		200		235



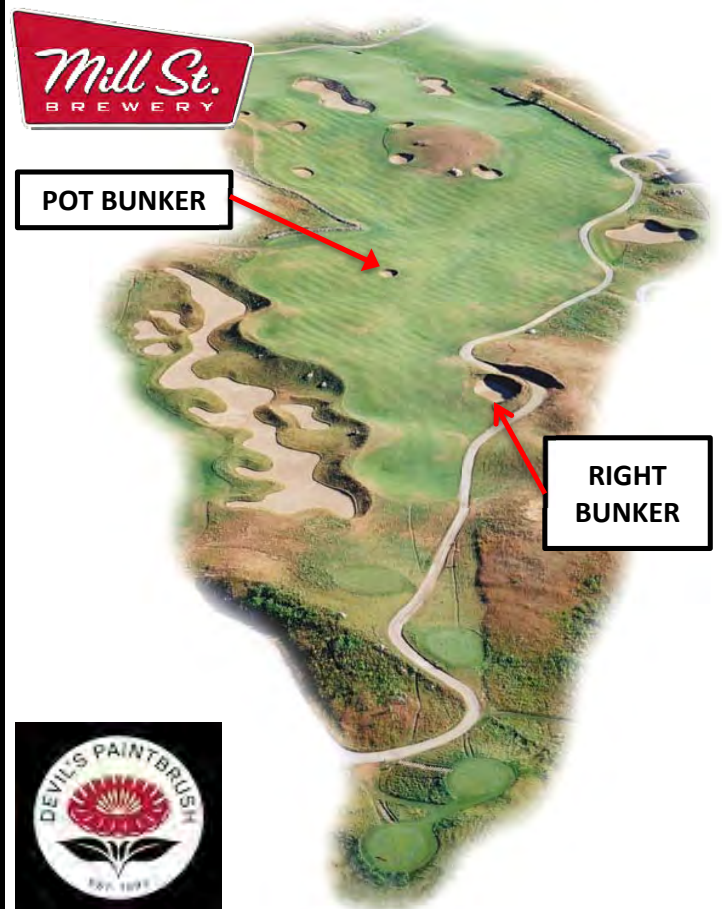
Devil's Paintbrush - HOLE #2 (PAR 5)



If you checked the Pin Position standing on the 1st tee, this should determine how you attack the 2nd hole. After your tee shot over the white aiming rock, you need to decide whether to play left, right, or over the large fescue-covered hump that conceals the large double green. The green is very reachable in two shots; however, holding the green requires a high precise iron to have an Eagle putt.

This reachable par 5 has given many a GTA AM Tour player fits as short par 5 does not always = easy!

FLIGHT	YARDS	DISTANCE	BEACH TIME	DISTANCE	GO FOR IT!
CHAMP	468	BUNKER / PAINTBRUSH REQUIRED TO	269	MIDDLE POT BUNKER REQUIRED TO	293
A FLIGHT	468		269		293
B FLIGHT	444		245		269
ONS	444		245		269
C FLIGHT	444		245		269
REC	444		245		269



Devil's Paintbrush - HOLE #3 (PAR 4)



This short Par 4 gives the player the chance to drive the green or play just short for a flip wedge and a chance at Birdie. The key objective on the tee shot is to avoid the pot bunkers strategically set in the fairway. If you avoid sand and stay left of the large hawthorne tree, a Birdie putt is a near certainty. Don't be too aggressive on your birdie putt, or you may face a lengthy par putt.

After carefully navigating the first 2 holes you can now get aggressive and go after a birdie or even an eagle!

FLIGHT	YARDS	DISTANCE	SAFE PLAY	DISTANCE	GO FOR IT!
CHAMP	293	STANDARD	243	STANDARD	271
A FLIGHT	293	ANCHOR	243	ANCHOR	271
B FLIGHT	254	ORREN	198	ROFF	225
ONS	254	QUE	198	QUIGRE	225
C FLIGHT	254	ITRE	198	IREEN	225
REC	254	DE	198	END	225



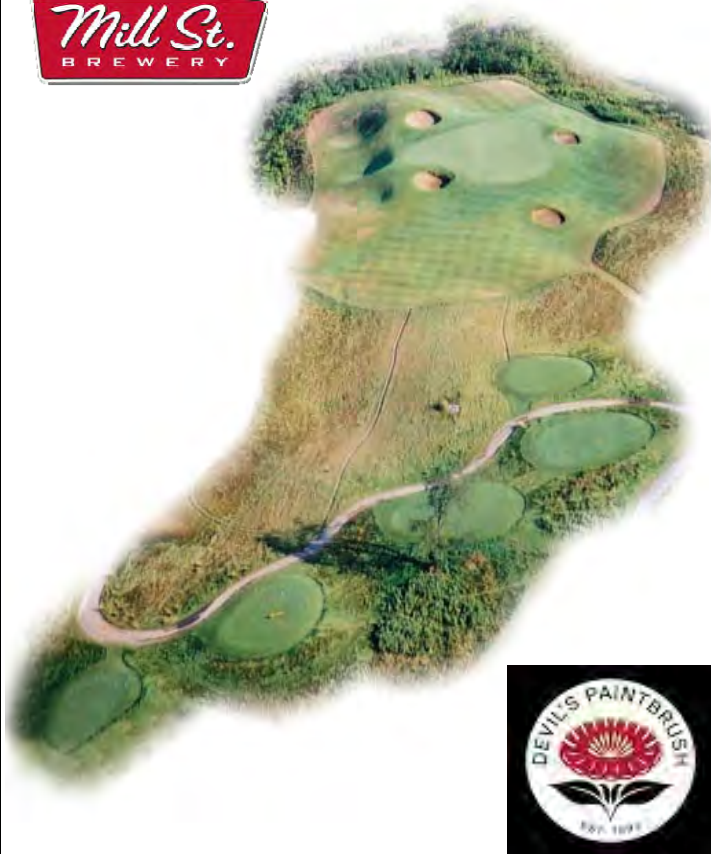
Devil's Paintbrush - HOLE #4 (PAR 3)



The set of Par 3's at Devil's Paintbrush are unmatched anywhere. It's impossible to tire playing the Par 3 4th Hole because of so many ways to hit the green, which falls away on all sides and protected by a pot bunker on the front left. Run it in, fly it in, turn it over. Whatever you choose, this hole is thrilling.

There are many ways to make a birdie here but bogeys or worse always seem to come out of nowhere!

FLIGHT	YARDS	AIM FOR GREEN CENTRE OF	AVOID SAND	CAN YOU SAVE PAR?	PAR SAVE?	
CHAMP	191					PAR SAVE?
A FLIGHT	172					PAR SAVE?
B FLIGHT	172					PAR SAVE?
ONS	172					PAR SAVE?
C FLIGHT	145					PAR SAVE?
REC	145					PAR SAVE?



Devil's Paintbrush - HOLE #5 (PAR 4)



This sprawling hole features a large landing area and a blind second shot over a high ridge. Three boulders set in the ridge provide guidance to the green, which is set within a bowl between a vast bunker to the right and grassy hollows on the left. If you dare, drive over the three rocks and have an open look with a wedge in your hand and a chance at hitting it close.

If your tee shot is short and your approach is blind, the green is always more left of where you think it is!

FLIGHT	YARDS	D I S T A N C E T O 1 5 0 Y A R D S	SAFE PLAY	D I S T A N C E T O T O P O F H I L L R E Q U I R E D	GO FOR IT!
CHAMP	391		241		280
A FLIGHT	391		241		280
B FLIGHT	361		211		250
ONS	361		211		250
C FLIGHT	315		165		204
REC	315		165		204



Devil's Paintbrush - HOLE #6 (PAR 4)



A headwind will challenge most every golfer who attempts to carry the large cavernous fairway bunker on the right some 200 yards from the tee; however, finding the sand here means a sure bogey. There is plenty of room to the left and a gully short of the green, which you must carry on the approach. The green is unusual with the rear section 12 feet higher than the front.

Pay close attention to your yardage as the fairway can run out quickly with a long drive and cost you a penalty drop!

FLIGHT	YARDS	DISTANCE STANDARD REQUIREMENT	BEACH TIME	DISTANCE STANDARD REQUIREMENT	GO FOR IT!
CHAMP	395		203		274
A FLIGHT	395		203		274
B FLIGHT	357		169		240
ONS	357		169		240
C FLIGHT	357		169		240
REC	357		169		240



Devil's Paintbrush - HOLE #7 (PAR 3)

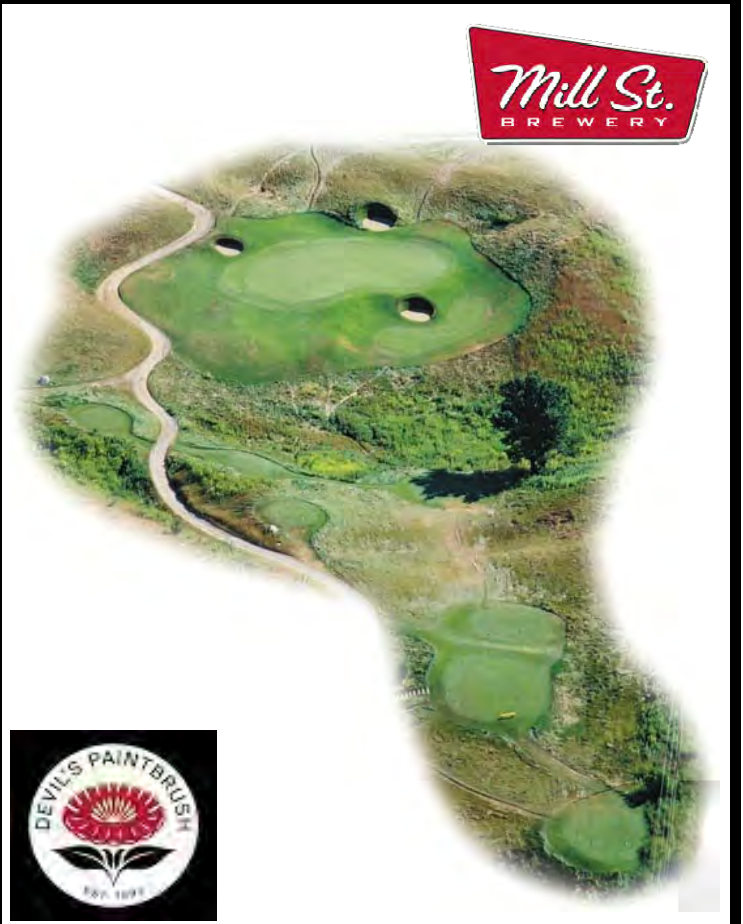


This stunning Par 3 plays from an elevated tee across a fescue-filled valley to a wide plateau green. A ridge splits the green and must be considered when standing on the tee, which plays 5-10 yards shorter to the left side. If your ball finishes on the wrong side, be happy with your 3 putt and move to the Par 5 8th Hole.

THIS IS THE GTA AM TOUR HOLE IN ONE COMPETITION!

Par is always a good score but make sure you check the wind direction as this green can make for very difficult up and downs!

FLIGHT	YARDS	CAN YOU ACE THIS?	ACE?	CAN YOU SAVE PAR?	PAR SAVE?		
CHAMP	165		A				PAR SAVE?
A FLIGHT	165		A				PAR SAVE?
B FLIGHT	165		A				PAR SAVE?
ONS	165		A				PAR SAVE?
C FLIGHT	165		A				PAR SAVE?
REC	165		A				PAR SAVE?



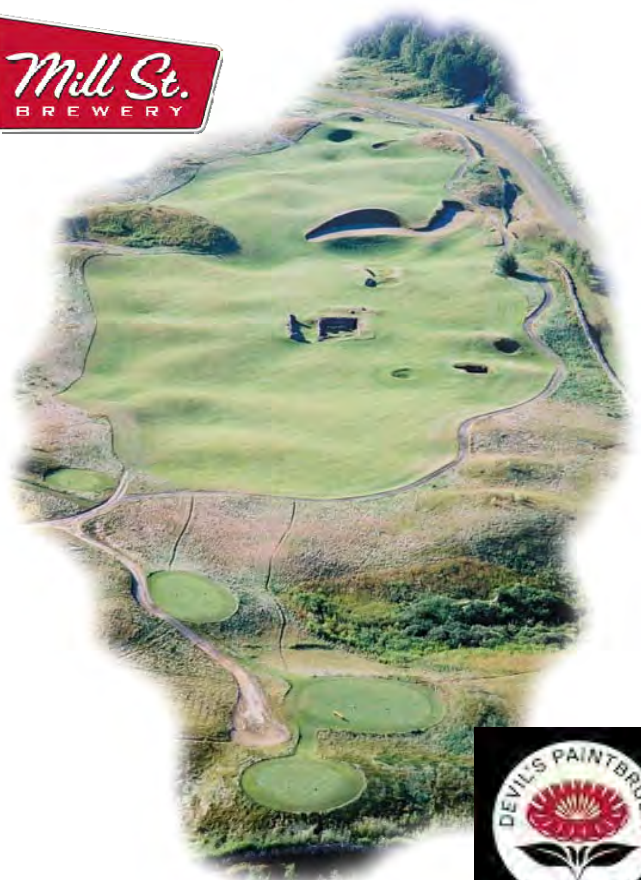
Devil's Paintbrush - HOLE #8 (PAR 5)



The foundations of an old Caledon barn divide the football field wide fairway on this mesmerizing Par 5. There is more room to the left from the tee, but your approach must carry a sod-walled bunker 60 yards wide and 15 feet high. The heaving fairway beyond leads to a green nestled above a hollow, with fescue on both sides. This green is the smallest at the Paintbrush, so player beware on their approach.

**So you think you can hit this green in 2?
I wouldn't bet the house on that!
This hole is meant to be a 3 shotter.**

FLIGHT	YARDS	T D O I S T A N C E	SAFE PLAY	T D O I S T A N C E	GO FOR IT!
CHAMP	548	R E A N C H	233	R O U N D	271
A FLIGHT	548	A N C H	233	A R C Y	271
B FLIGHT	511	F R O U N D	193	F R O U N D	231
ONS	511	Q U A R T E R	193	Q U A R T E R	231
C FLIGHT	511	I R E D O N	193	I R E D O N	271
REC	511	N	193	N	231



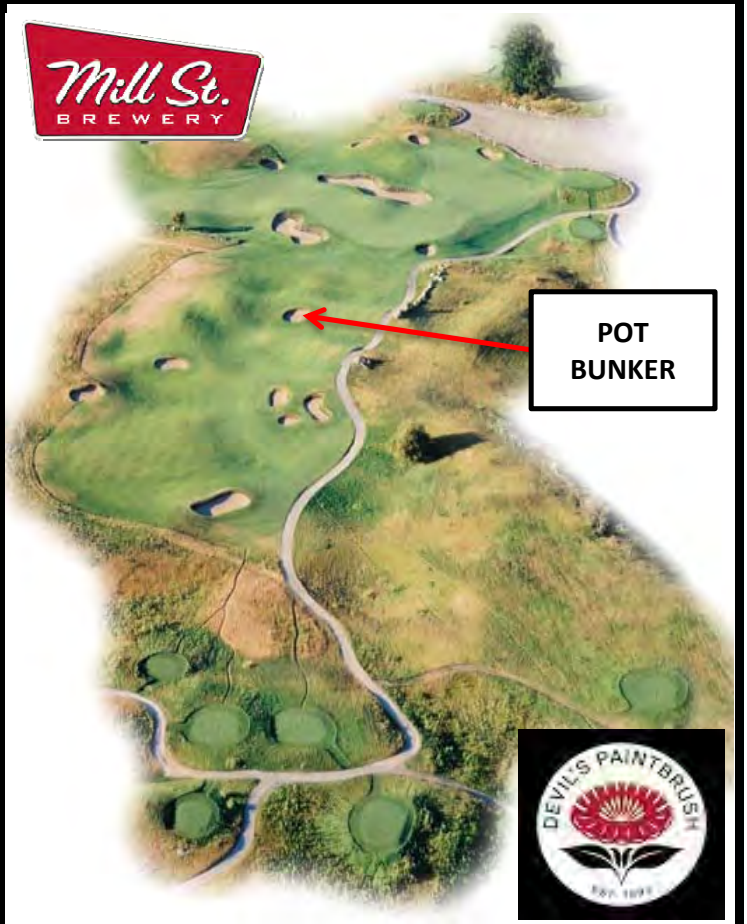
Devil's Paintbrush - HOLE #9 (PAR 4)



Your ideal line on this short Par 4 is down the right, but high fescue and big numbers lurk if you miss this fairway right. If you play to the centre of the fairway, avoid the ball-grabbing pot bunkers and have a short iron into this double green, which is 90 yards long and can play as much as 4 or 5 clubs deep.

The pot bunker in the middle of the fairway collects more tee shots than any other bunker in Canada! (Maybe) :-)

FLIGHT	YARDS	T O D I S T A N C E P O T B U N K E R	BEACH TIME	D T O S T A R N O N C E T R O F O U G I R E E N	BOMBS AWAY!
CHAMP	360		227		284
A FLIGHT	357		224		281
B FLIGHT	357		224		281
ONS	357		224		281
C FLIGHT	325		192		249
REC	325		192		249





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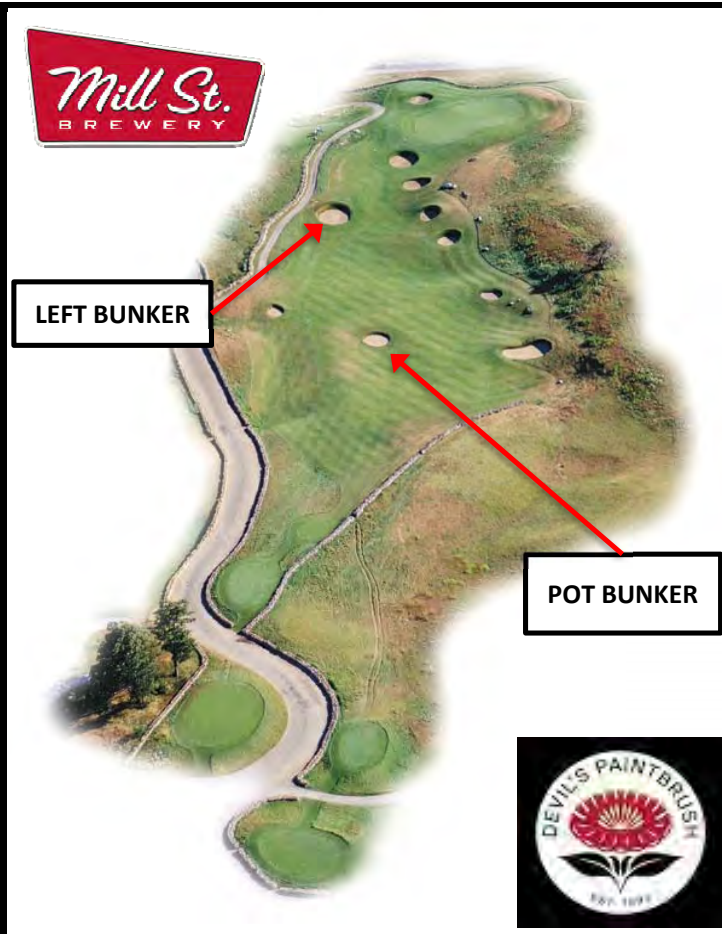
Devil's Paintbrush - HOLE #10 (PAR 4)



The smart shot to this Par 4 is to play short of the pot bunkers dotting the fairway, placed 145 yards from the green. The approach is to an elevated green that plays much farther than it appears, and the green tilts left off a large hill to the right. A high left-to-right approach will hold the green and solidify your Par as you move to the next tee.

Another 'short' hole that demands your attention as trouble lurks everywhere!

FLIGHT	YARDS	T D O I S C A R N C Y P R O T Q U I B U N K E R D E R	BEACH TIME	D I S T A N C E L E F T B U N K E R T O	GO FOR IT!
CHAMP	352		212		280
A FLIGHT	352		212		280
B FLIGHT	313		169		240
ONS	313		169		240
C FLIGHT	313		169		240
REC	313		169		240



Devil's Paintbrush - HOLE #11 (PAR 5)



Although stretching to 591 yards from the Championship Tee, a player can cut many yards off this hole by hugging the right side and finding the speed slot left of the large tree. Should you execute this shot, the green is reachable in two. The safe play is farther left and play the hole in 3 shots. The layup should be played down the right side, giving the best angle into a green shared with the 14th hole.

Grip it and Rip it! A power fade (righty) or draw (lefty) will catch the downhill slope to allow you to go for this par 5 in two!

FLIGHT	YARDS	D I S T A N C E R E Q U I R E D	BEACH TIME	T O D O I S C T A R N C Y L A R Q U I R E D	GO FOR IT!
CHAMP	556		289		294
A FLIGHT	534		267		272
B FLIGHT	525		258		263
ONS	525		258		263
C FLIGHT	446		179		193
REC	446		179		193



CENTRE BUNKER



Devil's Paintbrush - HOLE #12 (PAR 4)



The ideal tee shot is down the left centre with a long iron or fairway wood, avoiding the pot bunkers guarding the right side. The 12th Hole plays 1-2 clubs longer on your approach due to the severely elevated green. Miss the green short and your next shot will be blind from a grassy hollow to a 3-tiered green with plenty of contouring.

As you approach to this elevated green, did someone mention the escarpment? It's in play here as well as the Pulpit!

FLIGHT	YARDS	TO DISASTRANCE LEFT REQUIRER	BEACH TIME	TO STANCERE BUNKER	GO FOR IT!
CHAMP	394		229		273
A FLIGHT	365		200		244
B FLIGHT	365		200		244
ONS	365		200		244
C FLIGHT	331		166		210
REC	331		166		210



Devil's Paintbrush - HOLE #13 (PAR 3)

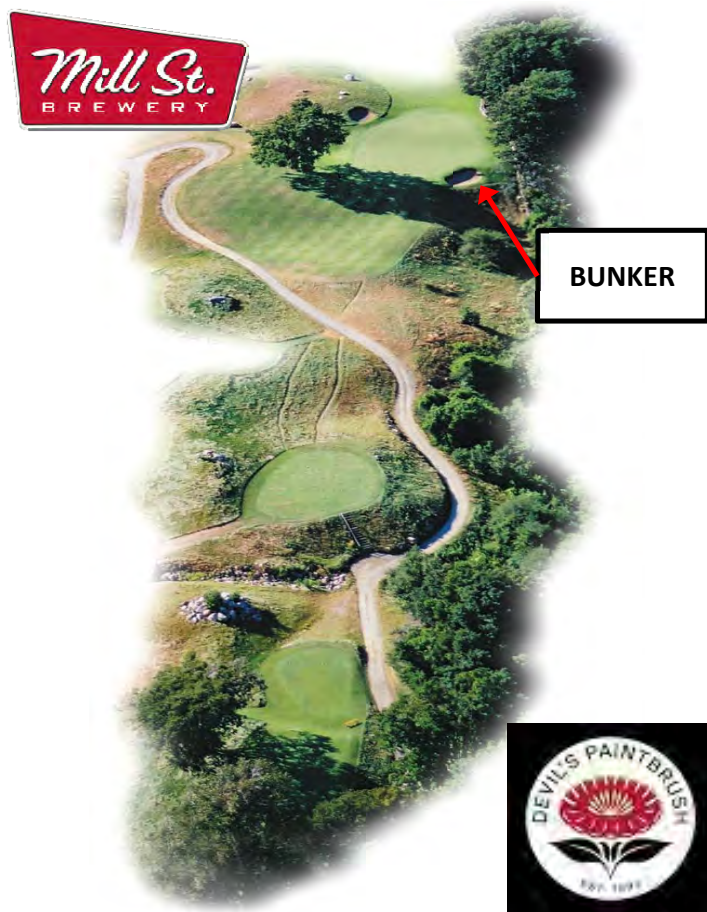


Hole #13 belongs in a collection of the World's Strongest Par 3's. At 226 yards from the tips, the tee shot must carry a valley with trouble down the entire right side.

The large tree left of the green is a good aiming point, where the terrain may kick the ball onto the green. Once on the surface, putting is fairly simple and will yield some Birdies if you managed to find the surface.

**It's a par 3, what can be so difficult?
"famous last words of the guy who shot 8!"**

FLIGHT	YARDS	D I S T O A N L C A R E R E Q U I R E D	SMART PLAY	D I S T A C A N C R Y R E B Q U I R E D	GO FOR IT!
CHAMP	206		191		198
A FLIGHT	149		125		132
B FLIGHT	149		125		132
ONS	149		125		132
C FLIGHT	137		120		127
REC	137		120		127



Devil's Paintbrush - HOLE #14 (PAR 5)



As with so many holes at the Paintbrush, the bounce of the ball is everything in avoiding the pot bunkers, which sit on the fairway like paint on a canvas. If you navigate the pot bunkers on the tee shot, try not to celebrate, as pot bunkers also guard the front of the green. This hole can yield anything from an Eagle to a Double. Split the difference and move to the next tee.

Time to bare down and make a solid push to the finish. Played correctly this hole could produce a low number and maybe a skin!

FLIGHT	YARDS	DISTANCE TO CENTRE REBUNKER	BEACH TIME	TO DISCARD EARLY OR TO RISK A BIRDIE	GO FOR IT!
CHAMP	548		317		280
A FLIGHT	505		269		236
B FLIGHT	505		269		236
ONS	505		269		236
C FLIGHT	454		224		195
REC	454		224		195



Devil's Paintbrush - HOLE #15 (PAR 4)



The smart play on this short Par 4 is right of the Coffin Bunkers guarding the left side, but short of the pond, leaving a mid to short iron approach over the water. The aggressive player can fly the bunkers on the left for a direct angle into the green, but missing left can result in more problems than anticipated.

Water will catch any poor shots from the tee as well as the approach. Play this hole wisely!

FLIGHT	YARDS	DISASTRAN YANCELE RET QUIBUN KERS TO	BEACH TIME	DISTAN CE REACH RE WATER	GO FOR IT!
CHAMP	372		261		291
A FLIGHT	340		224		255
B FLIGHT	340		224		255
ONS	340		224		255
C FLIGHT	340		224		255
REC	340		224		255



Devil's Paintbrush - HOLE #16 (PAR 3)



The slightly elevated green on the Par 3 16th Hole is gigantic. The green has so much drift and roll that there are many ways to attack any hole location. If the pin is back left, the best approach is a low burner that uses the contours to get close. If you can only see the top of the flag, the pin is in a large swail. Play to the left for your best chance at that elusive ACE!

**This hole plays more uphill than it looks.
Make sure you take enough club and go for a ONE!**

FLIGHT	YARDS	UP P A N D A D R E W N S A R E F O R	AVOID SAND	C A N Y O U S A V E P A R ?	PAR SAVE?	
CHAMP	159					PAR SAVE?
A FLIGHT	159					PAR SAVE?
B FLIGHT	156					PAR SAVE?
ONS	156					PAR SAVE?
C FLIGHT	156					PAR SAVE?
REC	156					PAR SAVE?



Devil's Paintbrush - HOLE #17 (PAR 4)



A stone wall bisects the fairway and brings ancient Ireland to mind. A dizzying array of pot bunkers may gobble any tee shot, even a good one. Who said golf is supposed to be fair? The green is 60 yards deep and gives you the chance to fly the ball to the hole or run the ball in. If you can't see the flag, the pin is back right.

Once you reach this green do you remember how to read the speed and break? (Psst...Escarpment)

FLIGHT	YARDS	D I S T A N C E R E Q U I R E D T O P O T B U N K E R	BEACH TIME	D I S T A N C E C A R T P A T H	GO FOR IT!
CHAMP	413		276	336	
A FLIGHT	389		253	313	
B FLIGHT	389		253	313	
ONS	389		253	313	
C FLIGHT	332		197	257	
REC	332		197	257	



Devil's Paintbrush - HOLE #18 (PAR 4)



The 18th is a great finishing Par 4 with the opportunity for Birdie or a chance for disaster of biblical proportion. After you find the fairway, sweep your shot in from right to left or over the devilish bunker guarding the left side of the green. If you find the front bunker, many are forced to play back down the fairway in order to hit their 4th shot on the green.

Taking Par on this hole is a fine salute as you sign your canvas on your masterpiece!

Keep your tee shot away from the clubhouse as many a drive has rattled off the roof! Remember to grab a few Mill Street's after your round!

FLIGHT	YARDS	D I S T A N C E L E F T R E Q U I R E D	SAFE PLAY	D I S T R Y C E R I G H T R E Q U I R E D	GO FOR IT!
CHAMP	370		236		207
A FLIGHT	370		236		207
B FLIGHT	337		186		179
ONS	337		186		179
C FLIGHT	337		186		179
REC	337		186		179



LEFT FESCUE



RIGHT
BUNKERS



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April Baird / Golf and Event Coordinator / Devil's Pulpit Golf Association
519.927.3001 ext. 234 / ABaird@dpga.ca / www.devilspulpit.com

