

*Carrying Place Golf & Country Club
along with the GTA AM Tour
welcomes you to the halfway
mark of the 2026 season!*



PLAY LIKE AN AMATEUR,
GET SPOILED LIKE A **PRO**

gtaamtour.com



CARRYING PLACE
GOLF & COUNTRY CLUB

CARRYING PLACE

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Appropriate Attire for Men



- Shirts that are turtleneck, mock turtleneck or collared golf shirts are acceptable. T-shirts are not permitted on the golf course.
- Pants or shorts with rips, fading or tattered look are not acceptable attire, nor are sweat pants or jogging pants.
- Men are asked to wear tailored slacks or Bermuda shorts. Shorts falling more than one inch below the knees are not permitted, nor are tight-fitting cycling shorts, or denim jean shorts of any colour. Cargo shorts are permitted provided they are clean, pressed, and are not ripped, torn, faded or stained.
- Only soft spike shoes may be worn on the golf course. Golf shoes with metal-spikes of any kind are not permitted. Golf sandals and running shoes with minimal tread are permitted on the golf course.
- Hats are required to be worn forwards at all times.

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Appropriate Attire for Women



- Golf shirts and tailored blouses are encouraged. Halter tops, tube tops, crop tops and tank tops are not permitted.
- Fitted golf pants and Capri pants are permitted. Sweat pants, jogging pants, stirrup pants are not acceptable attire.
- Spandex shorts and denim jean shorts of any colour are not acceptable attire. Cargo shorts are permitted provided they are clean, pressed, and are not ripped, torn, or stained.
- Only soft spike shoes may be worn on the golf course. Golf shoes with metal spikes of any kind are not permitted. Golf sandals and running shoes with minimal tread are permitted on the golf course.
- Hats are required to be worn forwards at all times.

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Clubhouse Dining Areas and Patios



- Appropriate dress for these areas is golf attire as outlined above and relaxed casual wear including jeans in a state of good repair, without rips or holes. Sandals may be worn without socks. Religious headwear is permitted in all areas of the Clubhouse.





Carrying Place Golf & Country Club

Monday, July 6, 2026

NOTICE TO COMPETITORS

This information supplements the 2026 Local Rules and Terms of Conditions for the GTA AM Tour. The current issue of the Golf Canada Rules of Golf govern play. **Any rules on the host club scorecard do not apply. Penalty for breach of a Local Rule is the general penalty, unless otherwise noted.**

1. **OUT OF BOUNDS (Rule 18.2):** See GTA AM Tour Hard Card for how Out of Bounds is defined.

HOLE #5: The fence on the right defines out of bounds and the red line has no meaning until the double red stakes near the green. After the double red stakes, the red penalty area is defined by the red line.

HOLE #11, #13 & #15: Out of bounds is defined by white stakes or a white line and the red line has no meaning.

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.

HOLE #5: The edge of the red penalty area surrounding the green is defined by the red line after the double red stakes.

DROP ZONES AVAILABLE

HOLE #2: For a ball that enters the penalty area behind the green, another ball may be put in play using Rule 17.1d(1), (2) or (3), or as an additional option may use the Drop Zone located in the rough on the back left side of the green.

HOLE #5: For a ball that enters the penalty area surrounding the green, another ball may be put in play using Rule 17.1d(1), (2) or (3), or as an additional option may use the Drop Zone located in the rough on the back left side of the green.

HOLE #7: For a ball that enters the penalty area behind the green, another ball may be put in play using Rule 17.1d(1), (2) or (3), or as an additional option may use the Drop Zone located in the rough on the back right side of the green.

HOLE #10: For a ball that enters the penalty area in front of the green, another ball may be put in play using Rule 17.1d(1), (2) or (3), or as an additional option may use the Drop Zone located to the left of the pond.

HOLE #14: For a ball that enters the penalty area behind the green, another ball may be put in play using Rule 17.1d(1), (2) or (3), or as an additional option may use the Drop Zone located to the right side of the green.

4. **OBSTRUCTIONS AND GROUND UNDER REPAIR (Rule 16.1 applies):** Any areas of ground under repair will be marked or noted.

NO PLAY ZONES: Areas that are ornamental garden beds, turf nurseries or decorative flowerbeds are No Play Zones that are to be treated as Ground Under Repair. Players must proceed under Rule 16.1f.

HOLES #15 & #16: The turf nurse to the right of both holes is a No Play Zone. Players must proceed under Rule 16.1f.

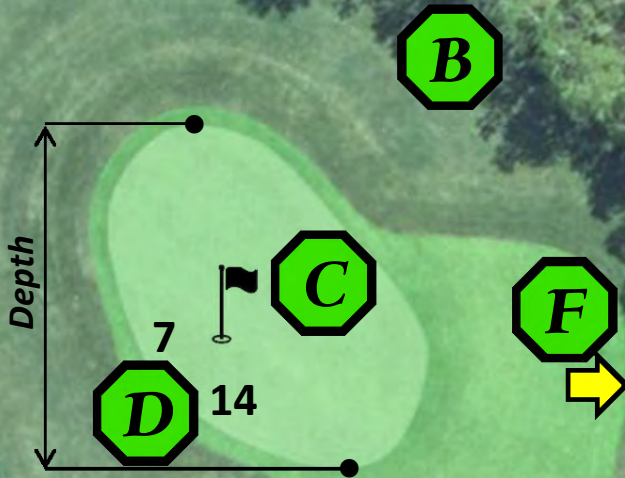
DROP ZONES AVAILABLE:

HOLE #18: For a ball in the clubhouse, patio or garden behind the green, the player may proceed using Rule 16.1f, or as an additional relief option, may use the Drop Zone located to the right of the green.

How To Use This Guide

Hole #6 (Par 4)

CH	A	B	ONS	C	R
342	342	331	331	320	320



Green Depth = 32 yds (-2)

- 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 to various locations in the landing area. 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.

Carrying Place Golf & Country Club

Hole #1(Par 4)

CH**A****B****ONS****C****R****366****366****366****366****366****366**

Green Depth = 28 yds (-6)

*Carrying Place Golf & Country Club
Welcomes the GTA AM Tour!*

*This opening Par 4 is a great
starting hole. The ideal tee shot is
down the right side of the
fairway. A good tee shot here
will give you a great angle into a
green protected by water
on the left side.*

*Big hitters should put the
driver away and use their
3-wood or driving iron.*



● Back of Tee

● Back of Tee



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Hole #2 (Par 4)

CH	A	B	ONS	C	R
352	352	352	352	325	325



Green Depth = 29 yds (+4)

This short Par 4 is uphill from the tee to the green. Bunkers are in play on either side of the fairway, so make sure to avoid these and split the middle.

Bunkers also guard the green in front and out to the right with a penalty area behind the green.



Carrying Place Golf & Country Club

Hole #4 (Par 3)

CH	A	B	ONS	C	R
140	140	140	140	120	120



Green Depth = 32 yds (-3)

The 4th hole is a short Par 3, but don't let the distance fool you.

The large green is slightly elevated, and you will need to execute a solid tee shot for a chance at a Birdie.

The green is protected on the right by a large bunker, and be careful as a 3-putt could sneak up on you if you let your focus wander!



Half Moon

JAMAICA

Carrying Place Golf & Country Club

Hole #5 (Par 4)

CH	A	B	ONS	C	R
428	396	396	396	396	396



Green Depth = 32 yds (+6)

This long Par 4 requires a solid tee shot. A good drive will give you a chance to reach a well-protected green. Out of bounds is on the right side, so be sure to aim a little more to the left.

Par on this hole is a solid score, but a birdie may result in some SKINS CASH!

Members play this hole as a par 5!



Blue Tees
GOLF

Carrying Place Golf & Country Club

Hole #6 (Par 4)

CH	A	B	ONS	C	R
333	333	320	320	320	320

7
4

Green Depth = 25 yds (-9)

Put the driver away. Laying up short of the water is key on this hole. The ideal play here is a long iron/hybrid that you can hit between 190 to 230 yards to give yourself 100 to 140 yards into the green.

A large pond is situated directly in front of the green, and another small pond can be found directly behind it. Play safe and smart. Distance control is the key to securing your Par!

192 219 ● 202 229
○ 178 205
○ 163 190

● Front of Tee

● Back of Tee



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Hole #7 (Par 3)

CH	A	B	ONS	C	R
156	156	146	146	146	146



Green Depth = 28 yds (0)

Just like the first Par 3 at Carrying Place, this green is elevated and plays a little longer than advertised. Bunkers are placed on the front left and right, but going long will make for a difficult up-and-down. Birdie will not win a skin, but an Ace should suffice!



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Hole #8 (Par 5)

CH	A	B	ONS	C	R
485	485	445	445	415	415



Green Depth = 31 yds (+1)

The only Par 5 on the front nine features a two-tiered fairway that can entice longer hitters to play left of the fairway bunkers. Be sure to check your yardage on the tee to ensure you cover the water. The safe play is to the top tier fairway on the right, then to the landing area to give a short approach into the green. Longer hitters can hit left of the fairway bunkers to leave a mid-iron or less into this green. The green is protected with subtle undulations, so take your time putting to avoid a three-putt.



● Back of Tee

● Back of Tee



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Hole #9 (Par 4)

CH

A

B

ONS

C

R

338

338

338

338

318

318



5

14

Green Depth = 31 yds (-2)

A nice, gentle finish to your front nine awaits you at the 9th hole.

This Par 4 is uphill the entire way but plays straight away with minimal trouble lurking on either side unless you really mess up.

A well-placed tee shot on the right side of the fairway will give you the best look into this tight green.

Avoid the left side of this hole if you want to stay out of trouble.



● Back of Tee

● Back of Tee



Half Moon

JAMAICA

Carrying Place Golf & Country Club

Hole #10 (Par 3)

CH	A	B	ONS	C	R
187	177	146	146	146	146



Green Depth = 37 yds (-13)

The #1 Hdcp hole requires a long shot over the pond, awaiting golfers making the turn. It's a hole that requires a solid strike to carry the water with a bunker behind the narrow green.

Check the wind, as the tee is somewhat protected, which can give you a false sense of what's really there.

Picking the correct club and swinging with confidence is the key to success on this Par 3.



Blue Tees
GOLF

Carrying Place Golf & Country Club

Hole #11 (Par 4)

CH**A****B****ONS****C****R****394****365****365****365****365****365**

Green Depth = 33 yds (+8)

The pond you carried on #10 is also in play down the right side on this Par 4, but you must also contend with out of bounds down the left. Accuracy is more important than distance here, so drive it straight and play it safe.

Your uphill approach into the two-tiered green could lead to three putts. Take your time, as Par is a good score on this hole.



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● Back of Tee

● Back of Tee

Carrying Place Golf & Country Club

Hole #12 (Par 3)

CH	A	B	ONS	C	R
170	170	170	170	170	170



Green Depth = 33 yds (-6)

This is the last of the Par 3's at Carrying Place. While it is not the longest Par 3 on the course, the green is well protected with bunkers and water on the right and a huge slope on the left.

With a front pin, the best play is to land one just slightly short of the green, as it should hop on.

This may look easy, but this hole can jump up and bite you in the Butt!

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



Carrying Place Golf & Country Club

Hole #13 (Par 5)

CH
501

A
501

B
501

ONS
501

C
460

R
460



Green Depth = 24 yds (0)

This long Par 5 will test players' accuracy and distance. A good tee shot will be down the left-centre of the fairway, giving the longer hitters the chance to Go For It in 2!

You will have to contend with trees on both sides for the second shot & will reward accuracy and distance to give you a good look for your third.

The green is very wide and slopes from front to back.

236 260

214 238



● Back of Tee

● Back of Tee

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Hole #14 (Par 4)

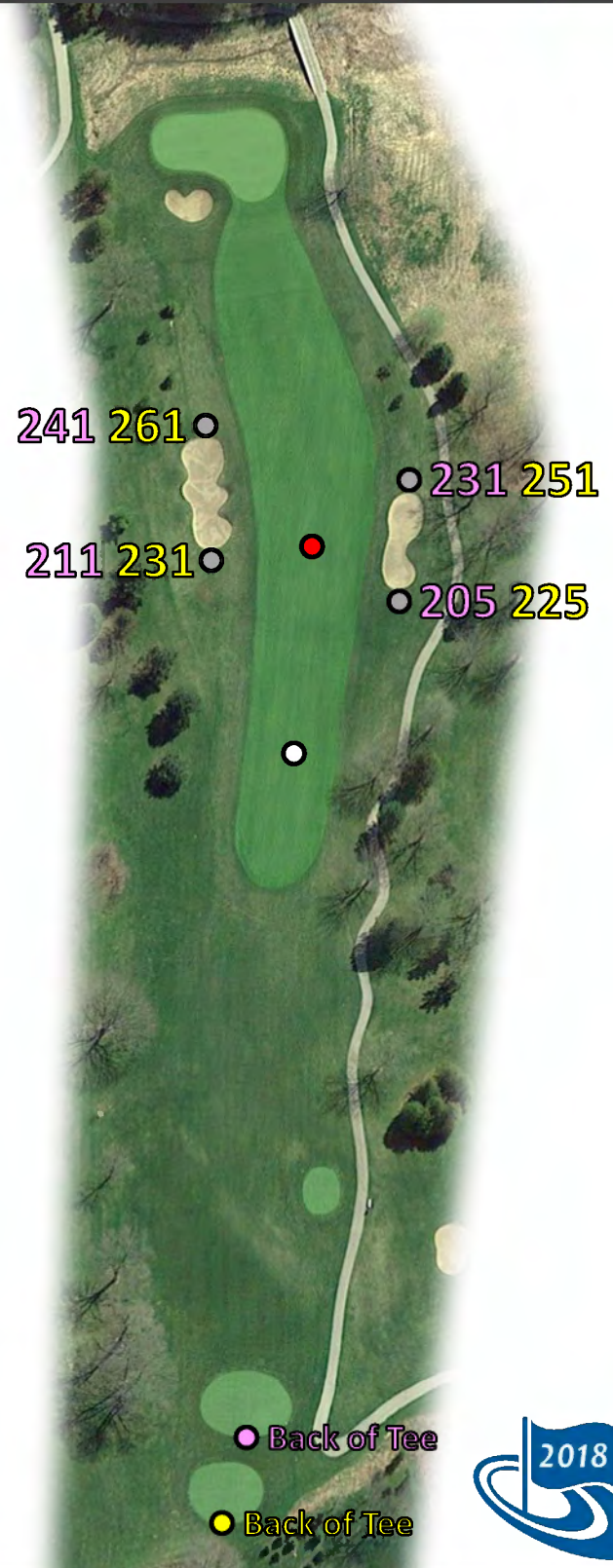
CH	A	B	ONS	C	R
330	330	330	330	330	330



Green Depth = 24 yds (-5)

This short Par 4 doesn't require a driver, but a great drive will leave you with an excellent Birdie chance. A 3-wood or driving iron will also work here, giving you a chance to make Birdie if you avoid the fairway bunkers.

The green plays downhill and is protected by a bunker in front and bushes behind. Do not go long. The green is quite tricky if you are not patient when reading the putts. Play it smart, and you should score well here.



Half Moon

JAMAICA

Carrying Place Golf & Country Club

Hole #15 (Par 4)

CH	A	B	ONS	C	R
394	394	387	387	387	387



Green Depth = 37 yds (+1)

This tee is your last call to loosen up your swing!

This long, uphill Par 4 requires accuracy and length to score well, as a bad tee shot will likely result in a Bogey or worse.

The large green is protected by a large bunker on the right and slopes quite a bit, which could make putting on this green a real challenge.



● Front of Tee
● Back of Tee



Blue Tees
GOLF

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Hole #16 (Par 4)

CH	A	B	ONS	C	R
355	355	340	340	340	340



Green Depth = 33 yds (+4)

A hard dog leg right where some Risk/Reward comes into play. Aim to be short of the fairway bunker on the far side of the fairway.

In doing so, you leave yourself with a great angle into the flat green. Players trying to cut the corner could find trouble in the trees on the right.

The green is elevated and narrow with a severe slope from back to front. Par is good, but Birdie is better!



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Hole #17 (Par 4)

CH	A	B	ONS	C	R
409	409	390	390	310	310



Green Depth = 27 yds (-10)

The penultimate hole is all about placement off the tee. A tee shot to the 150-yard marker will leave you with a flat lie on the top level of the fairway with a clear view of the green below.

Playing to the left side of the fairway will give you a great line into the green. Just beware of the greenside bunker on the right side. It is a small green, and if you hit the ball long on your second shot, you might find yourself in the penalty area.



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Hole #18 (Par 4)

CH	A	B	ONS	C	R
410	372	372	372	372	372



25

Green Depth = 35 yds (+8)

A great finishing hole awaits you here with a beautiful look at the clubhouse behind the green.

A penalty area comes into play on the left, and bunkers are on the right side. Find the fairway, and you will have an uphill approach into a large two-tiered green. Make sure to gauge your approach to stay on the correct tier.

Be sure to take an extra club on your second shot and stick it close if you expect some applause!



● Back of Tee

● Back of Tee

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