



DRUIDSGLEN
GOLF CLUB

COURSE GUIDE

Welcome!

DRUIDS GLEN

Druids Glen Golf Club offers championship golf and scenic views. Draped in the shadow of Mt. Rainier, the 7,146 yard, upscale public course is carved out of 230 acres of second growth forest and features sculpted bent grass tee boxes, fairways and greens. With over 60 strategically placed sand bunkers and nine lakes, Druids Glen challenges golfers of all skill levels.

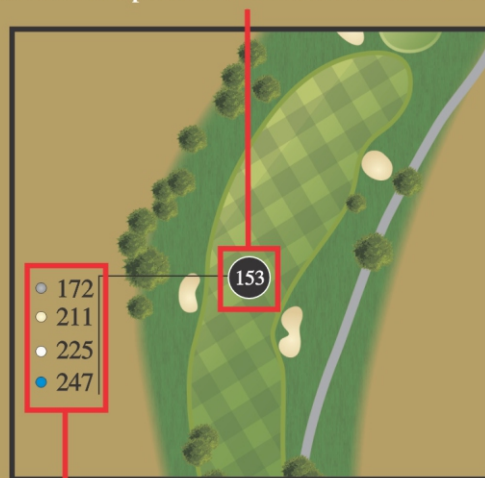
Druids Glen Golf Club is an upscale championship daily fee course. Our Professional Staff is dedicated to providing a respectful and considerate golf atmosphere. We challenge ourselves to be consistent and diligent in order to anticipate the needs of our guests. All guest will enjoy lasting memories of a championship Pacific Northwest golf experience at Druids Glen Golf Club.



key

-  Tournament Tee & Yardage
-  Championship Tee & Yardage
-  Standard Tee & Yardage
-  Gold Tee & Yardage

Distance from a point on the course to the center of the green.



Distances from tees to
a point on the course.



Distance from front
to back of green.



Trees



Cart Path

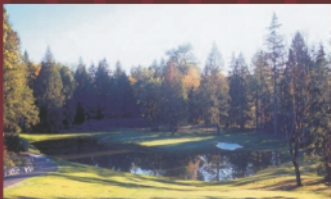


Bunker



Water

COURSE Info



Owned and Operated by Parks Legacy Project, LLC, Druids Glen is rated one of the top 10 most difficult courses in Washington. However, our four sets of tees allows play for all levels of golf.

While you journey through the second growth forest, nature is experienced at every hole.

“It is rare to have an opportunity to design a course on a property as spectacular as this. The views, the elevation change and desire to create a championship quality course made this a special project.”

--Keith Foster, Architect



HISTORY

STORY OF THE DRUIDS AND THE GLEN

The Druids of Celtic times were the absolute power of the community. The Druids were priests, poets, philosophers, physicians, judges and prophets. The Druids spent 20 years memorizing sacred texts, as these texts were not reproduced. According to Caesar, the Druids were the exclusive intellectual elite, and were recruited from the ranks of the nobility. The Glen was a sacred place where the Druids came together to share knowledge, experience and expertise.

THE DRUIDS GLEN LOGO

“Cu’Chulainn the Hound” was a renowned Irish hero from the 8th century, whose spirit now guards our grounds. A great Celtic warrior, he derived his adult name at age five by defeating a ferocious hound in battle. His entire life was devoted to protecting the Irish culture and freedom. His life was dedicated to defending his people and their land, even at the expense of his own life.

COURSE RULES

- USGA Rules shall govern all play except where local rules apply
- Out of bounds defined by white stakes
- Lateral water hazards defined by red lines or red stakes
- Water hazards defined by yellow lines or yellow stakes
- Play all unmarked treed or long grass areas adjacent to the fairway as lateral hazards. (one stroke penalty and drop)
- Ground under repair defined by white lines. Planted areas (flowers, etc.) treated as ground under repair
- If a ball is in a water hazard with a drop area you can proceed to use the drop area instead of rule 26, a penalty of one stroke applies
- Please rake traps and place rake in bunker
- Please replace all divots, repair ball marks on the greens and observe the dress code.

Pace of Play

Have a game plan on how you want to play the course.
Carry a spare ball or two.
Take no mulligan or practice shots.
Decide what club you will need before you get to the ball.
Be prepared to play when it is your turn.
Make your practice swings while others are playing.
When out of the hole and heading for a triple-bogey, pick up.
Watch where you hit your own ball, so it can be found quickly.
Watch other putts to learn the speed and break on the greens.
Repair ball marks and divots while waiting for other players.
Mark your scores as you walk to the next tee.
Be conscious of the lost ball rule in looking for a lost ball.
Putt when ready, don't wait for outside players.
Forget honors, the first man on the tee should hit it.
Play when ready in fairway, even simultaneously.
Shorter distance players hit first, when group ahead is out of range.



CORRECTING SWING

HOOK

Play the ball back of your normal location and align the leading edge of the clubface square to the baseline of the inclined plane.

PULL HOOK

Play the ball at your normal location and close the clubface.

SLICE

Play the ball ahead of your normal location and align the leading edge of the clubface square to the baseline of the inclined plane.

PUSH SLICE

Play the ball at your normal location and open the clubface.





THE FIRST HOLE

“Genesis” A fairly straightforward beginning to the round. Favor the right center of the fairway avoiding the bunkers for the best approach. Your approach shot should favor the right side of the green.

- 219
- 276
- 288
- 313



1
PAR 4
HCP 11

- 183
- 240
- 252
- 277



- 319
- 376
- 388
- 413



The SECOND HOLE

“Road Home” Temptation best describes the reachable Par 5. A well-struck drive favoring the left side will leave you with a difficult decision. This wide but shallow green is only 17 yards deep and designed to receive only high soft shots.





THE THIRD HOLE

“Stone’s Throw” The first in a series of terrific par 3s. Pay attention to hole location for accurate yardage as the green is 60 yards deep. A shot played to the middle of the green leaving a long two putt could be the smart play.



3

PAR 3
HCP 5



- 117
- 170
- 182
- 213



The Fourth Hole

“Northwest Passage” A well-struck tee shot down the right side of the fairway is necessary for a mid to long iron approach. Avoid the bunkers from the tee to have any chance at par. Par is a good score on this demanding hole.





The Fifth Hole

“The Dragon” A legitimate three shot par 5, leaving only the longest of players having any chance to reach the green in two. A decent tee shot followed by a proper lay up on the left side of the fairway should leave you a short iron into this small green.





THE SIXTH HOLE

“View Point” Part two of the challenging par 3s at Druids Glen. A tee shot hit anywhere on the putting surface should be considered a good one. One extra club on this hole is a good idea.



6

PAR 3
HCP 17



- 160
- 182
- 202
- 233



The Seventh Hole

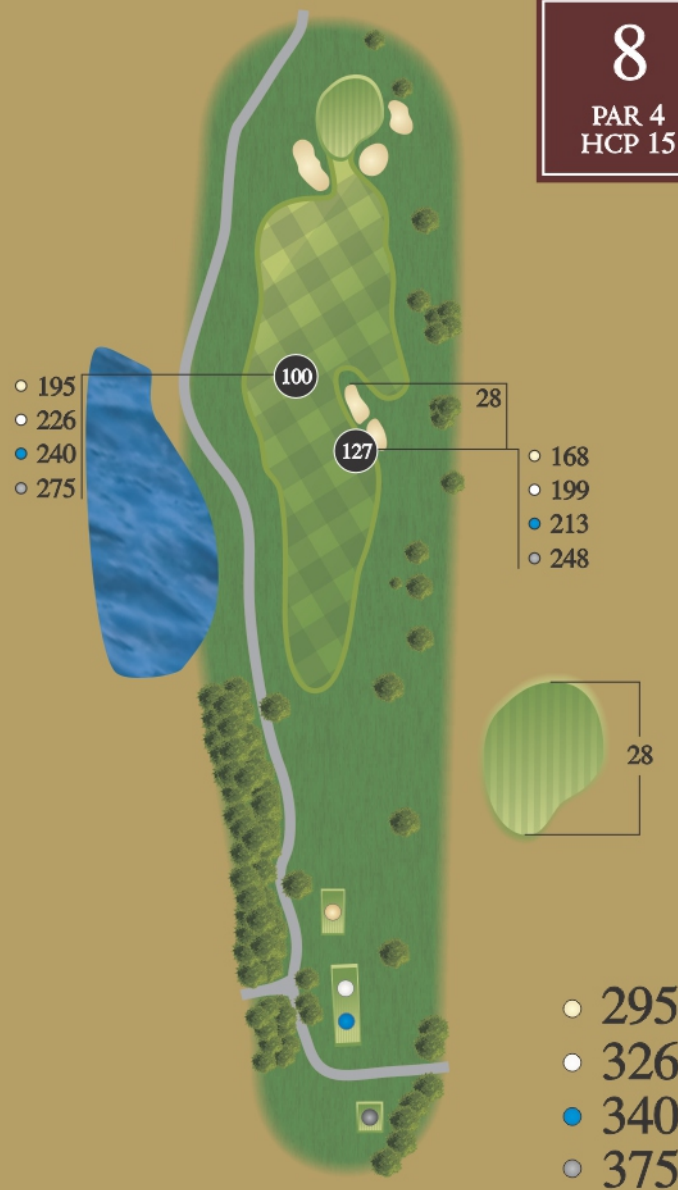
“Plateau” This short par 4 offers options. Take out the driver and try to drive it onto the top tier, possibly reaching the putting surface. Option two is to play a mid to long iron from the tee leaving yourself a short iron onto another small green. A good risk reward hole.





The Eighth Hole

“Firs” The ideal landing area is left of the fairway bunkers leaving a shot or mid iron approach to this well framed green. Water left should not come into play. With a good tee shot this hole should yield a few low scores.





The Ninth hole

“Lakes Edge” This difficult par 4 requires a well struck tee shot favoring the left side followed by a precise second shot avoiding the water surrounding the green. A poorly struck tee shot could mean laying up to avoid big numbers.







The Tenth Hole

“Nirvana” A tee shot long and left center will clear the way for a 165-230 yard second shot depending on your tee of choice.





The Eleventh Hole

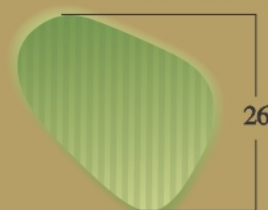
“Punchbowl” The smart tee shot here is to play to the right side of the fairway, avoiding the fairway bunkers off the tee.





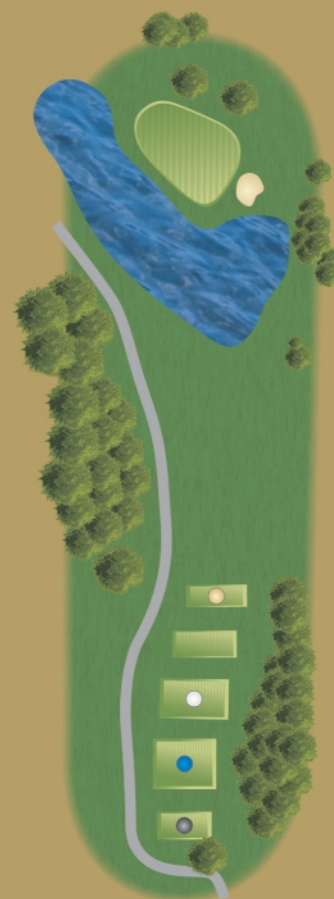
The Twelfth Hole

“Free Fall” Enjoy this beautiful par 3 by selecting the proper club for the elevation change.



12

PAR 3
HCP 16



- 122
- 149
- 166
- 182



The Thirteenth Hole

“Beyond the Creek” Favor the right side of the fairway to avoid an obstructed second shot. This green has a natural backstop, which will help slightly long shots.





THE FOURTEENTH HOLE

“Away from Rainier” Choose your tee shot carefully to avoid the bunkers off the tee. Play this hole conservatively and you should find a par or better on your scorecard.





THE FIFTEENTH HOLE

“Heading Home” A good tee shot is necessary to hit the green on your second. Favor the left side off the tee and let it run down the hill.

15

PAR 4
HCP 2





THE SIXTEENTH HOLE

“Sinker” Club selection is crucial from the tee.
Pay attention to hole location on this 41 yard
depth green.



16

PAR 3
HCP 8



- 103
- 141
- 181
- 206



The SEVENTEENTH HOLE

“Ridgeline” Avoid the bunkers right and favor the left side of the fairway. A great traditional hole with par being a great score.





The Eighteenth Hole

“The Burn” Only the longest hitters will attempt to hit this green in two. Avoid the lake on the left from the tee and play a proper lay up shot, avoiding the pot bunker located 100 yards from the green, and you will leave yourself a iron shot into this great finishing hole.



Repairing Ball Marks

Correctly repairing ball marks not only restores a smooth surface and helps keep grass healthy — it is part of our obligation to the game and to help take care of the courses we play. Immediately and correctly repairing ball marks helps grass on the greens recover much faster, but failing to do so leaves an unfixable blemish that will take weeks to heal. These simple steps take just seconds and help keep our course well maintained and in top shape.

- **STEP ONE:** Discard turf that is not attached. Insert tool forks on high side of ball mark and pull sod slightly down and toward the center of the ball mark.
- **STEP TWO:** Bring edges of mark together by gently twisting sod toward the middle of mark. Do not lift the center of the ball mark. Lifting center results in dead spots on the green that take weeks to heal.
- **STEP THREE:** After the turf has been re-established with grass on top of the mark, smooth the surface by gently tapping down with putter head or foot.



Raking Sand Traps

Finding yourself in a bunker is enough of a challenge without the added difficulties of a bad lie in an old footprint. Follow these easy steps for quick bunker-grooming and your fellow golfer will thank you!

- Enter the bunker from the point that's closest to your ball, but most level to the adjacent playing surface. Exit the bunker along the same path as you entered to reduce the amount of raking.

- Avoid climbing on steep bunker faces (you can damage the lip of the bunker and displace too much sand).

- Be careful not to pull excess sand to the lip of the bunker. Alternate between pulling sand toward you and pushing it back. This will create a relatively even surface without displacing too much sand.

- After raking, place bunker rake inside the bunker, parallel to the line of play.



Grill in the Woods

Let The Grill in the Woods host your corporate event. We host a number of golf tournaments, weddings, corporate events, trade-shows, and company holiday parties. Whether your a large, medium, or small business we have the facilities and the service to make your next corporate event a memorable one.



GRILL IN THE WOODS

at Druids Glen Golf Club

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Grill In The Woods at Druids Glen Golf Club
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Willow Olson - Event Coordinator
Grill In The Woods at Druids Glen Golf Club
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Tournament

At Druids Glen Golf Club we offer a premier facility to hole your next golf tournament. A championship caliber golf course and a picture perfect setting for your banquet afterwards in the Mt. Rainier Pavilion, Druids Glen is the place to be for any golf event. Our dedicated and professional staff will work closely with your organization and help you through each step of the tournament process. We have hosted a wide range of tournaments and events at our facility and can assist you with any of your tournament needs. Please contact us for more information about our facility and what we can offer for your golf tournament.



Lessons

“Improve your Game!!!”

Druids Glen Golf Course offers private and individual golf lessons, as well as a variety of group golf instructions for every skill level in Washington State. Please contact Tom Shiesz for more information.

PGA Class A Head Professional, Luke Olson
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GOLF CLUB

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