

- Hole 1**
- New tee between blue and green
 - Tee at Putting Green (special event tee)
 - Slit drainage/sub drainage at landing area short of creek
Dredge Creek as need for increased capacity/flow
Remove all trees left of green for improved turf conditions and surrounds play options
Rebuild bunkers in HCC-Stiles character
Explore irrigation pond behind green within broad native area
Add pitch area right of green
- Hole 2**
- Add tee forward and right
 - Rebuild tee (raise and level)
 - Dredge water/wet area right of tee
 - Rebuild bunkers in HCC-Stiles character
Rebuild right fairway bunker in Stiles character (added 1995)
Expand Green forward within original green pad
Expand approach to right at green for run on per original plan
Add drainage right of the fairway
Construct continuous cart path along right side of the hole
- Hole 3**
- Remove up to 15 trees to explore new back tee
 - Add forward tee
 - Restore Crossing Creek with strategic meander
 - Remove 1-2 pines along left side to set up tee shot angle/strategy
Strip and level tee surface
Widen fairway to right to set up angles of play
Add bunkering into right hillside to frame landing area
Remove trees at right of green
Explore continuous cart path along right side of the hole
Rebuild bunkers in HCC-Stiles character
Expand recontour green for improved pinning areas
Develop pitch area to left of green
- Hole 4**
- Remove island in pond
 - Level and expand teeing area tie into hole 3 surrounds
 - Reroute cart path
 - Dredge pond in front of green
Reshape back of green for playability and drainage control
 - Reshape awkward contouring at back slope, fescue framing
 - Expand approach/pitch area at left of green (run on)
 - Rebuild front bunker in HCC-Stiles character
- Hole 5**
- Remove 6 pines at left on hillside to open line of play
 - Expand/level tees
 - Clean natural area at bottom of hill
 - Develop contour mowing pattern
 - Rebuild/reposition fairway bunkers in Stiles character
Rebuild greenside bunkers in HCC-Stiles character
Restore short Stiles fairway bunker
Widen approach to green to promote run on
Expand green surface (all around) to original perimeter
Add pitch area at back of green
Option - Reroute cart path along left side
Add drainage within fairway
- Hole 6**
- New tee left of pines
 - Add new forward tee
 - Add/expand drainage at valley in fairway
 - Widen fairway to right
 - Continue tree removal along left side
Rebuild bunkers in HCC-Stiles character
Expand green at right side (run in)
- Hole 7**
- Rebuild bunkers in HCC-Stiles character
 - Pitch area at right of green
 - Clear all trees and brush behind green to 8 tee
- Hole 8**
- Add new tee +30 yards to add strategy to hilltop carry
 - Add mid tee at 535 yards
 - Remove 7 trees at right of hillside
 - Expand fairway towards creek
Cut in hillside catchment hollows along right slope add irrigation
Restore fairway bunkers in HCC-Stiles character
Option- Develop Irrigation Support Pond along right side (strategy at approach and green)
Remove 3 maples inside of cart path at green
Remove pine at right of green
Rebuild greenside bunkers in HCC-Stiles character
Add drainage at left of cart path tie to creek
Extend drainage to lower creek at right
Shift fairway to right tied into new 2nd landing area bunkering
Remove spruce trees short right of green
Remove 4 pines at right expand pond to 8 green
Restore original 9th tee long right of green
Expand green surface to left
Add pitch area at back right of green
- Hole 9**
- Add subsurface/slit drainage at bottom of slope
 - Tie 9th surrounds into 18th hole for wide variety of shot making option, visual impact from clubhouse
 - Expand green surface to original pad
- Hole 10**
- Expand pitch areas all around green (entry experience)
 - Expand green surface to left
 - Add tee surfaces left
 - Rebuild bunkers in HCC-Stiles character
- Hole 11**
- Remove pines left of green
 - Rebuild bunkers in HCC-Stiles character
 - Add subsurface/slit drainage at bottom of hill
 - Tie surrounds into 12th tee
- Hole 12**
- Tie tee into hole 11 green surrounds
 - Tree removal left of landing area (open various lines of play)
 - Add drainage at low area in fairway
 - Create shared tee 12/18
Restore left fairway bunker
Remove 4-5 trees short left of green (oaks)
Expand green (all around) back to original green perimeter
Rebuild bunkers in HCC-Stiles character
- Hole 13**
- Clear all brush behind tee
 - Add tee surface (280 yards)
 - Remove 6-7 pines right of green
 - Expand fairway perimeter to present line of play options
 - Rebuild bunkers in HCC-Stiles character
Remove maple left of green
Reposition left greenside bunker per original plan/remove tree tie into 14 tee
Pronounce punchbowl green- expand green forward
- Hole 14**
- Remove 12-15 trees between 13/14...14/17
 - Rebuild bunkers in HCC-Stiles character
 - Remove all trees at left of green/approach
 - Clean brush trees left and right of tee
Shape catchment at left/back to create greenside interest
Remove 6 oaks left of green
Significant green expansion
Add pitch area around back and right of green
New tee angle to 15 from back left of 14 green
Rebuild bunkers in HCC-Stiles character
- Hole 15**
- New forward tee opposite creek 150 yards
 - Use 15 tee for back tee hole 17 (460 yards)
 - Add tee at top left of fairway knob
 - Rebuild bunkers in HCC-Stiles character
 - Explore restoration of Stiles central/left slope bunker
Add pitch area left of green
Expand green surface
- Hole 16**
- Add forward tee at 340 yards
 - Strip and level tee surface
 - Rebuild bunkers in HCC-Stiles character
 - Add fairway drainage (in concert with hole 8)
 - Expand approach at left into bunker
Add pitch area off back of green
Clean brush and expose creek left and behind green
- Hole 17**
- Remove 3 oaks and maple behind tee
 - Add forward tee
 - Expand tee back to 440 yards
 - Remove failing maple at right
 - Construct new walk bridge/railings
Tie surrounds into 18th tee
Add pitch areas around green between bunkers
Clean around pond (to 12)
- Hole 18**
- Clean around pond at right of tee to view hillside
 - Reintroduce well?
 - Rebuild bunkers in HCC-Stiles character
- Short Game/Practice Areas**
- Construct new short game practice green (area) behind 5 tee adjacent to putting green/pool
 - Redesign practice area targets (short course)
 - Realign range from maintenance area



BROAD VISION • CAREFUL THOUGHT • HAND-CRAFTED DESIGN

Robert McNeil
The Northeast Golf Company
118 Beauchamp Dr.
Saunderstown, RI 02874
rmcneil@northeastgolfcompany.com
office: (401)667-4994

Haverhill Country Club
58 Brickett Ln, Haverhill, MA 01830



October 23, 2024