**The River Course at Blackwolf Run**

Final Release – 11/3/2014

Course Designer: Matthew Rose (from a plot supplied by D.L. Miller)

Course Type: Real

Statistics:

Par: 72

Yardage: 7,404 (black tees)

File Size: 90.3 MB

**Course History:**

Pete Dye’s original 18 hole layout at Blackwolf Run opened in 1988 and was named that year's "Best New Public Course" by Golf Digest, and has continued to accumulate awards and honors including regular ranking on the list of "America's 100 Greatest Golf Courses”.

Blackwolf Run played host to the 1998 and 2012 US Women’s Opens, won by Se Ri Pak and Na-Yeon Choi, respectively. However, these were played over the composite layout. The composite course uses the original 18 holes at Blackwolf Run, which were split between the two courses when the second 18 holes were added.

Holes 1-4 and 14-18 on the River course are played as the back nine on the composite layout. The nine middle holes (5-13) were added by Dye in 1989. In addition, the left side of #18 is often flooded for tournaments in order to form a lake; however in the interest of faith to the River layout, I have kept it as the bunker that it normally functions as for everyday play.

The River course has quickly earned a reputation as being among the country’s very best. The readers of *Golf Digest*, rating over 17,000 courses, selected it as one of the elite five-star golf experiences in America. *Golf Magazine* says this course "must be considered the nation's finest public-access course of modern times."

**APCD Design Notes:**

I received the Blackwolf Run plot from D.L. Miller in July 2012; at the time there were shapes and elevations present, and some limited planting. I have redone the planting, shaping on many holes, produced all the custom textures, custom flag, and custom tee markers (painted rocks).

In addition I have added all of Pete Dye’s recent back tees which were not present on the original plot. The location for the new tees was based on overheads and photos and in most cases the location is approximate to my best effort but possibly not 100% accurate (#4 was especially difficult as the back tee’s exact location on Google Maps is obscured by trees).

All of the yardages in the game have been set to match the scorecard exactly. As a result, this is an extremely long golf course to play in Links 2003 from the black tees in the game with the current Links club distances. Some of the fairways (#11, #12, and #16 in particular) require long carries just to reach the beginning. Dye has stretched three of the four par fives to well over 600 yards and that has made them almost unreachable in Links, although I have come very close on #11 hitting two drivers in click mode. A more playable experience may be found by playing the blue tees at around 6900 yards which is only slightly shorter than the back tees were when the course originally opened – a lot of the original back tees are now in fact in play for the blue markers.

This course features HD 1024 x 1024 textures – these are generally textures that I have created myself using some templates provided by others and some imported from other courses that I have modified.

Custom trees used on the course are imported from some other APCD courses, mainly Shinnecock Hills, Bethpage Black, Pine Valley, and Westchester. These course designs are credited to Dr. Robert Miller and Steve Avery, respectively.

The panorama is a stock one, but I went with it as I felt it suited the course and there are very few points on the course where it is actually visible. There are also stock staircases located at entrances to some of the steeper bunkers on the course, like the real course itself. All of my attempts to construct these staircases manually using 3D work were abandoned. I have done some 3D work on the clubhouse but it is not highly detailed as I have never been as skilled or as enthusiastic about this as others in the community.

The hole previews are taken from the club website and have been re-sized to fit and altered when necessary. I have placed nine pins on each green with three pin positions of each level of difficulty: Easy, Normal, and Hard.

**Fixes from beta release:**

Light Rough texture was rescaled to improve closeup appearance as suggested by play testers. A mid version was made to reduce tiling in distant camera shots.

Deep Rough / River Edge texture tweaked to reduce tiling; a mid and far were made to reduce tiling in distant camera shots. A mid texture was also made for bunker sand.

Ambiguous weeded / wooded areas along the banks of the Sheboygan River were changed to play as hazards to significantly reduce the likelihood of unplayable recovery shots which had been reported in beta testing, notably to the right of Hole #6. Areas changed include the left side of #1, the right sides of #5, #6, and #8, around the retention ponds between #9 and #11, the “no-man’s land” between the pond and river on #10, the river banks on #12 and #13, the pond bank on #17, and the area left of the waste bunker on #18.

Custom trees were inspected to ensure no “steel” collisions should result.

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