

NICK FALDO
PLAYS THE

Open



MIND
GAMES

Play your own Open Championship
on Royal St George's Golf Course with

Nick Faldo



Nick Faldo plays the Open

Introduction

This booklet is a guide to the golf course at the Royal St. George's Club in Sandwich, chosen for the 114th Open Championship 1985. 18th to 21st July.

For computer game play instructions see page 15.

The Open

The first winner of the famous Open Championship Trophy was Tom Morris Jnr. in 1872 at Prestwick. The trophy is a gold plated base metal claret jug. The winner receives the Championship Gold Medal. The first Amateur in the Championship, unless he's the winner, receives a Silver Medal, provided he completed 72 holes. Other Amateurs who complete 72 holes each receive a Bronze Medal.

Today's professional golfers have the added lure of considerable prize money ranging from £50,000 to £300. In the 1870's the prize money was £5 . . . !

The Royal St. George Golf Course

As the popularity of golf spread in the 1870's, an exiled Scot, Laidlaw Purves, saw the opportunity to cater to London's wealthy golfers and bought 300 acres from the Earl of Guildford and opened St. George's. It became royal in 1902 and 1985 will see the 10th Open this century played on the course. Changes have been made to the course over the years and modern equipment has reduced some of the terrors of the course, but it still demands fine driving as the shape, angling and contours of the greens are unusually marked.

Local Rules

**Out of Bounds (Rule 29-1)*

Over the Boundary Fence at the 1st, 2nd, 4th, 5th, 7th, 11th, 13th, 14th, 15th and 18th Holes.

**Water Hazard (Rule 33-2)*

The ditch crossing the 14th hole, known as the 'Suez Canal' is a water hazard.

Road behind 18th Green

This hole is an integral part of the course, and no relief is allowed under Rule 31-2(i).

**Pop-up Sprinklers*

If a sprinkler head off the putting green intervenes between a ball lying off the putting green, but not in a hazard, and the hole, and is within two club lengths of the ball, the player may lift the ball and drop it without penalty at the nearest position to where it lay in order to avoid the sprinkler, but not nearer the hole.

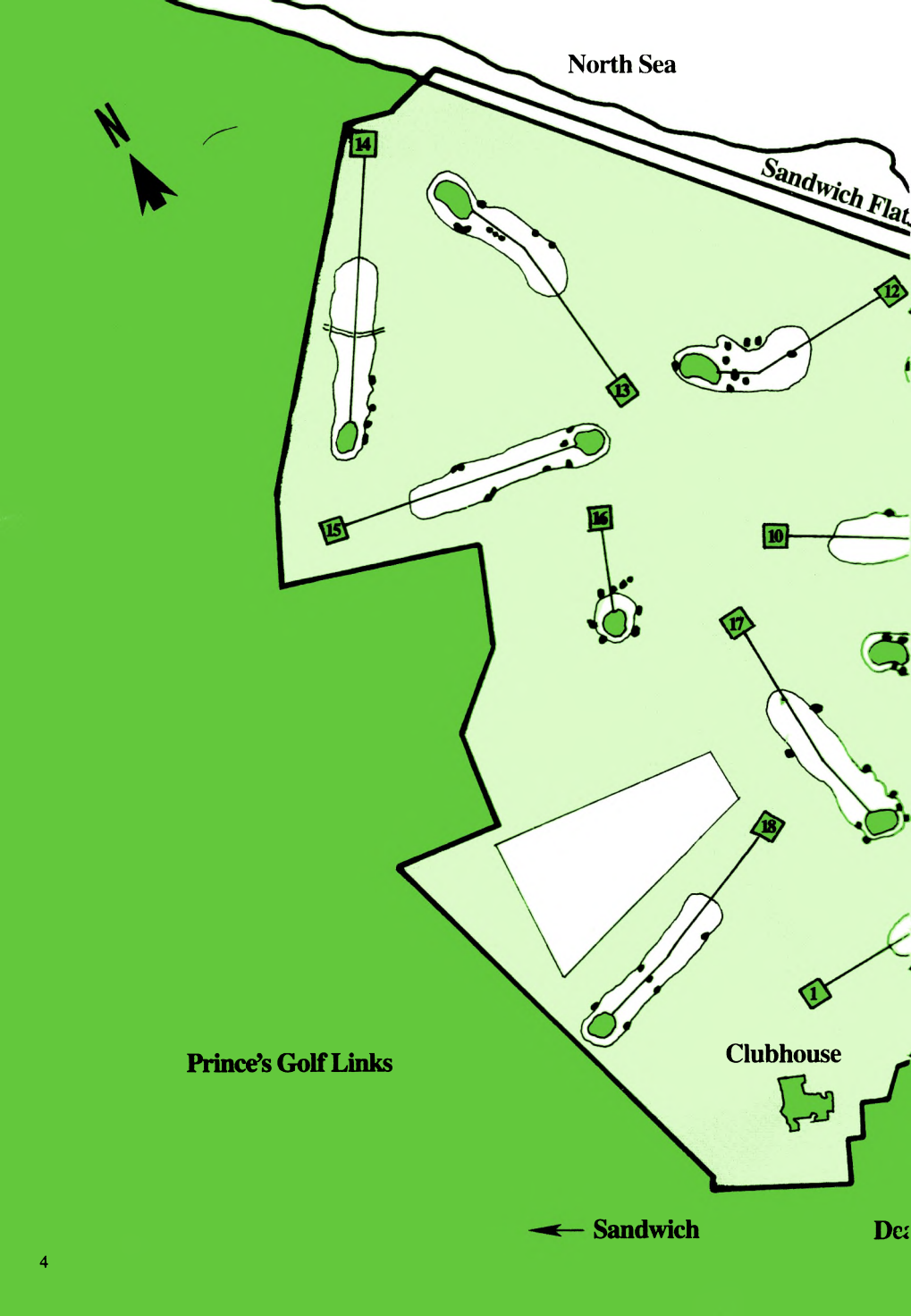
Molehills

Through the Green any area of bare sand or soil clearly recognisable as the remains of an old molehill may be treated as a "hole made by a burrowing animal". (Rule 32 applies).

Stones in Bunkers

Stones in bunkers are movable obstructions — (Rule 31-1 applies).

**Championship Local Rules.*



North Sea

Sandwich Flat

Prince's Golf Links

Clubhouse

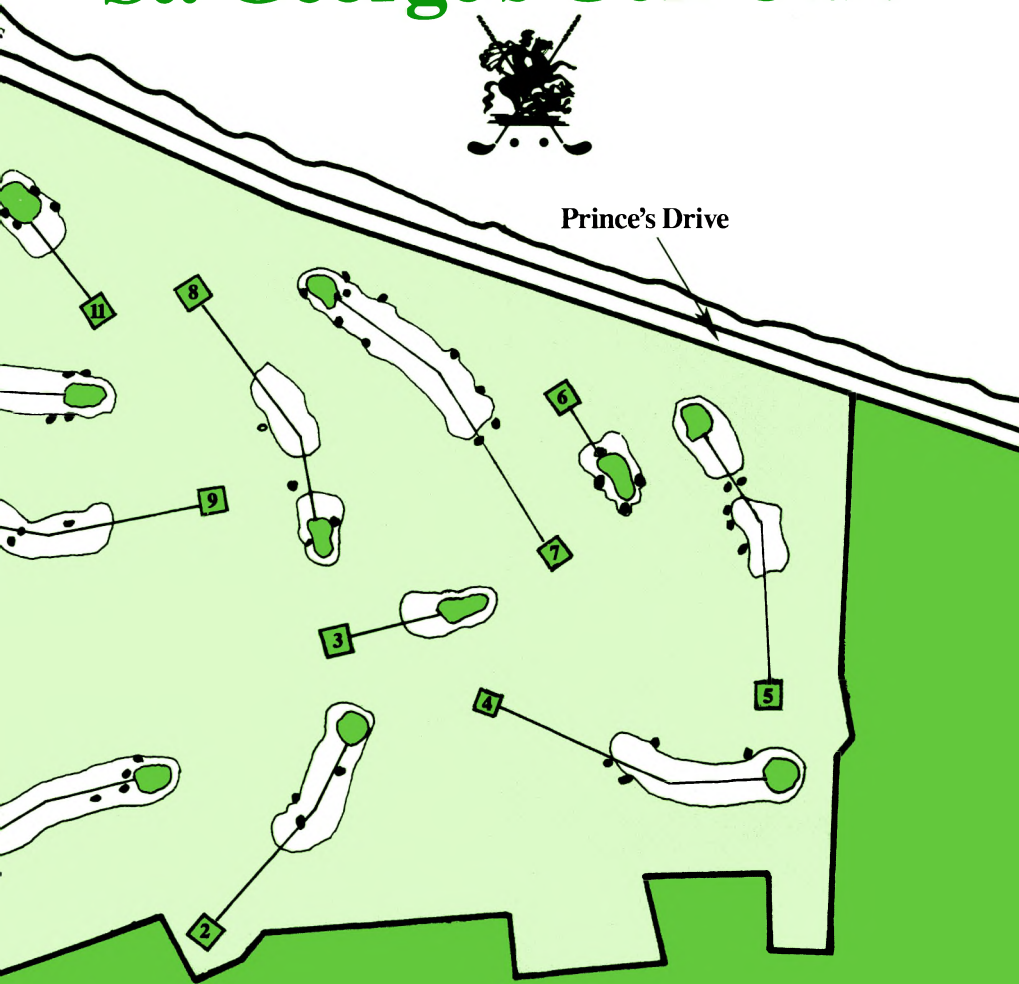
← Sandwich

Dea

The Royal St. George's Golf Club



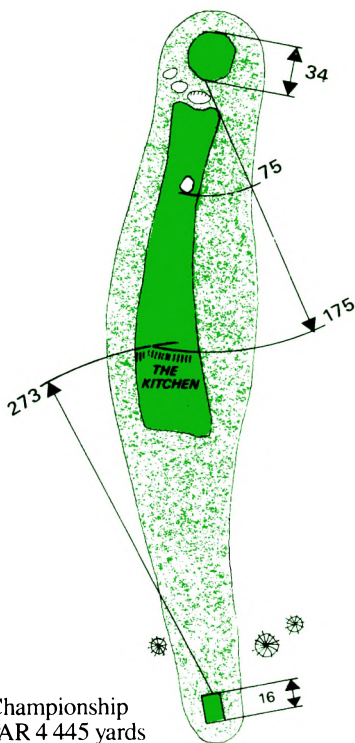
Prince's Drive



Hole-by-Hole Guide

The sketches are a general guide to each hole. Being set by the sea, the course is windswept and open. Deep bunkers, deceptive banking and streams are all part of the game. A classic course, and one to test the world's best.

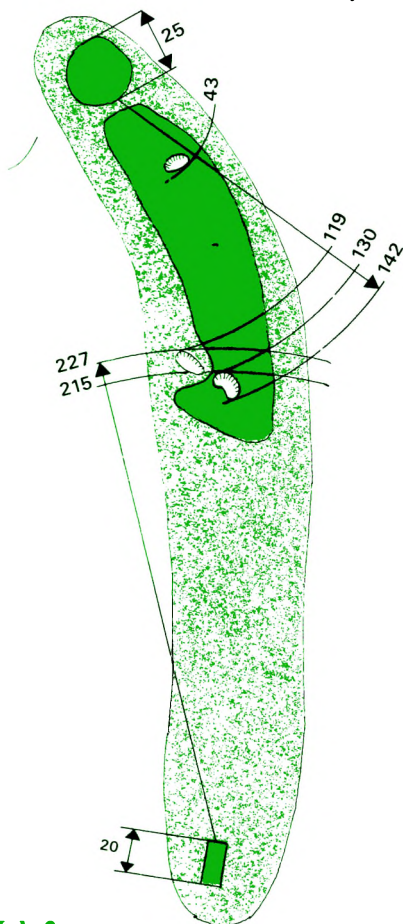
Championship
PAR 4 376 yards
Medal
PAR 4 341 yards



Championship
PAR 4 445 yards
Medal
PAR 4 400 yards

Hole 1

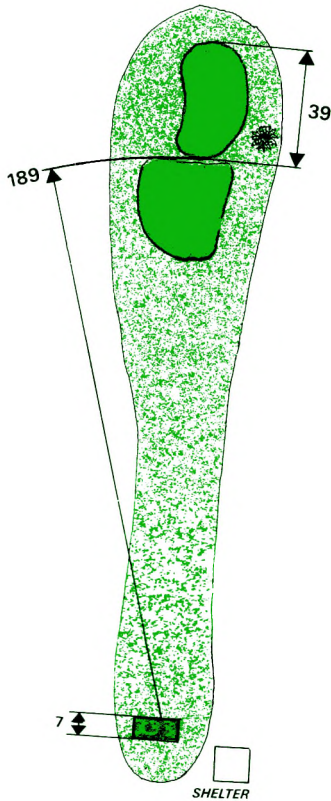
Concentrate on the second shot after driving to the right and into the valley known as the 'Kitchen.' Watch out for the two bunkers and the rough on the right.



Hole 2

The fairway beyond the bunkers is lumpy and care is needed to avoid the sharp bank to the right. The wind can change the play each time.

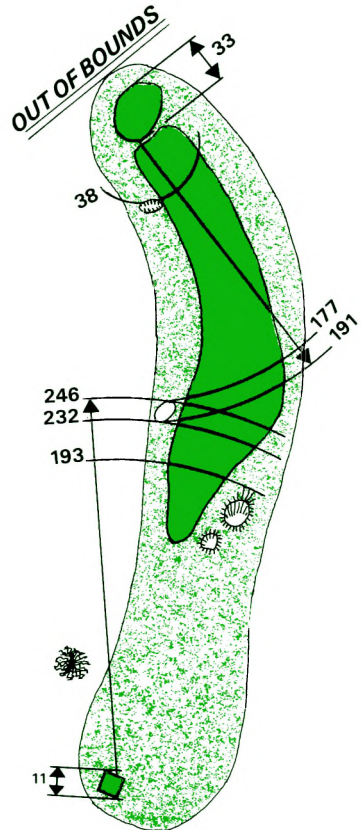
Championship
PAR 3 214 yards
Medal
PAR 3 200 yards



Hole 3

A new short hole with no bunkers but rough down the left hand side, replacing a blind tee shot to a punchbowl green.

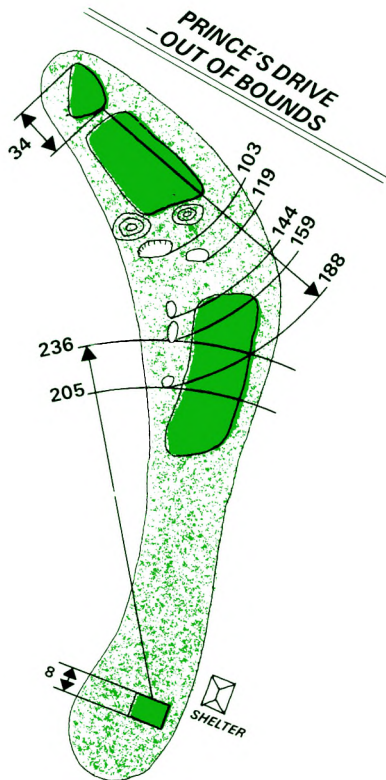
Championship
PAR 4 466 yards
Medal
PAR 4 420 yards



Hole 4

Drive down the right to get a sight of the green with its distinctive ridge. The bunkers are awesome! Hit a long drive with little elbow room.

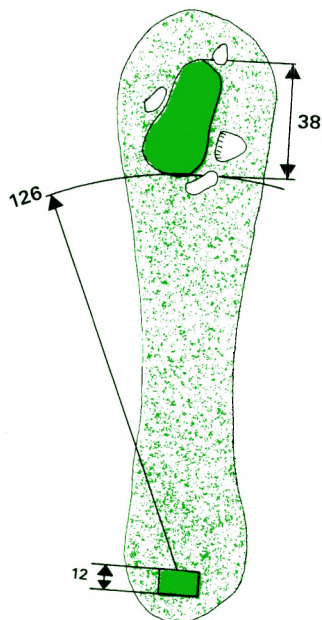
Championship
PAR 4 422 yards
MEDal
PAR 4 422 yards



Hole 5

Try to reach the plateau to see the flag between the dunes. How you get there depends on the wind: with a head wind just batter it hard: downwind or no wind, you have more options.

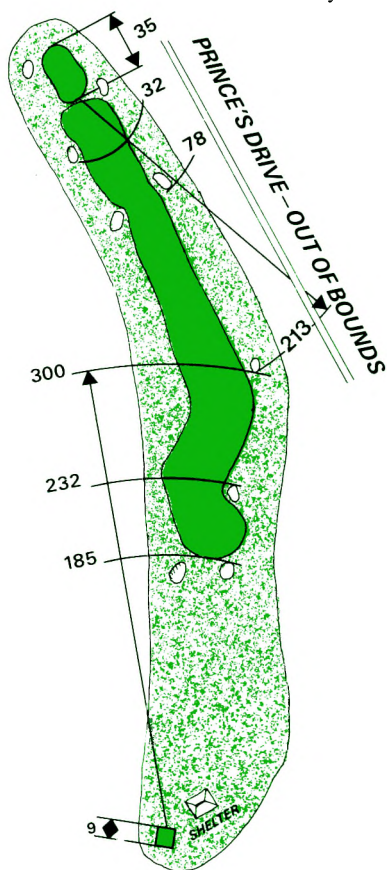
Championship
PAR 3 156 yards
Medal
PAR 3 156 yards



Hole 6

The famous 'Maiden', where gauging the wind is vital. She's not as formidable as in her youth, but is still a giant hill.

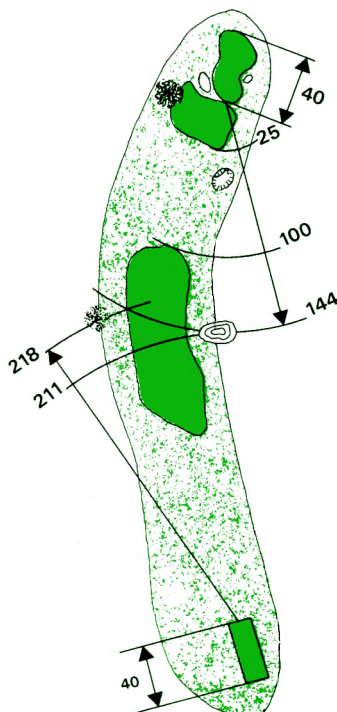
Championship
PAR 5 529 yards
Medal
PAR 4 474 yards



Hole 7

A huge driver over central bunkers. The ground drops down and runs parallel to the shore. The first par 5. If the wind comes from Ramsgate it can beat the best.

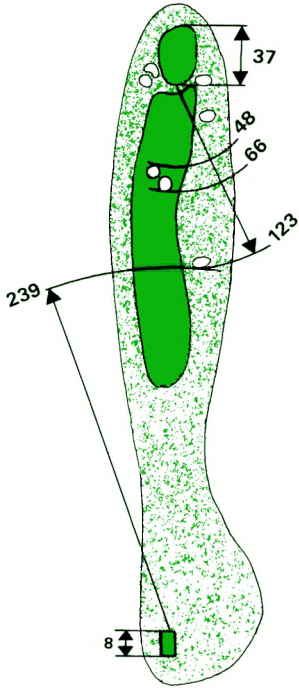
Championship
PAR 4 415 yards
Medal
PAR 4 410 yards



Hole 8

Reach the elevated part of the fairway and then the undulating green. Rough scrub and hollows will create major problems if you underhit.

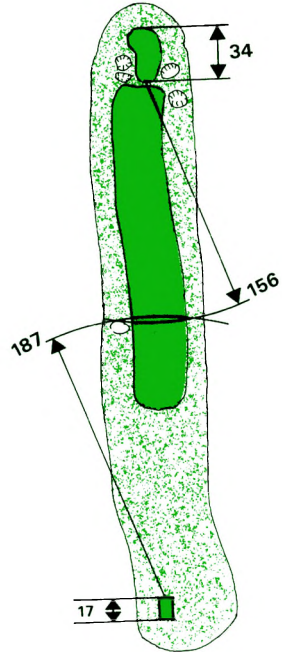
Championship
PAR 4 387 yards
Medal
PAR 4 376 yards



Hole 9

The green has a large slope running down from the bunkers on the left and a deep gully. From the left of the fairway it is difficult to attack a pin positioned at the back left of the green.

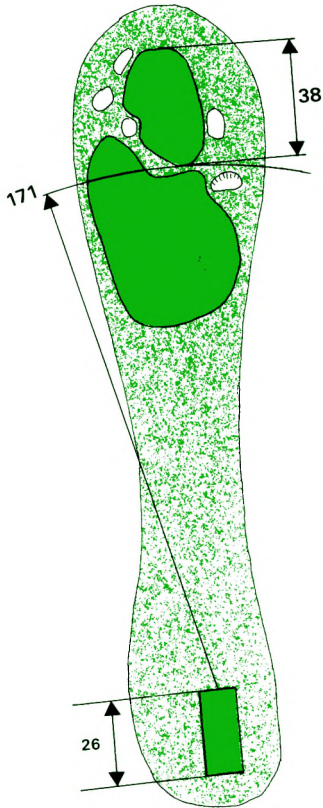
Championship
PAR 4 375 yards
Medal
PAR 4 377 yards



Hole 10

The green is exposed and elevated making the second shot a difficult one. Use a wedge just short of the green for fear of going over the back.

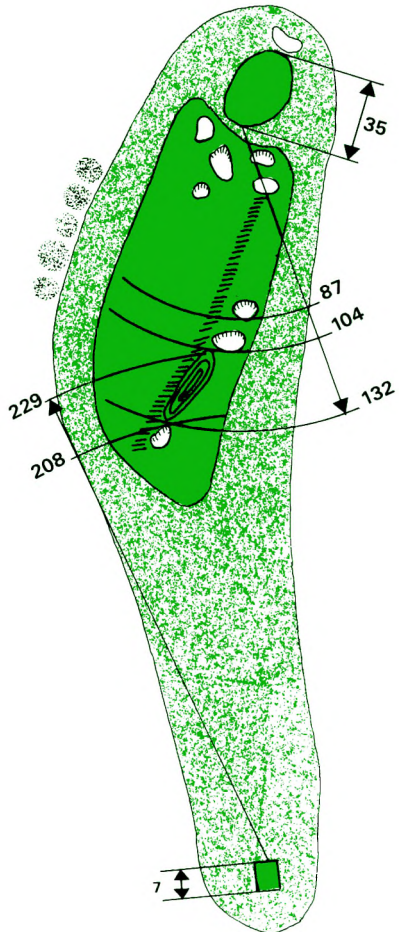
Championship
PAR 3 216 yards
Medal
PAR 3 216 yards



Hole 11

The green is protected by a series of bunkers and is deceptive. The tee is situated on the other side of the ridge, once a feature of the drive.

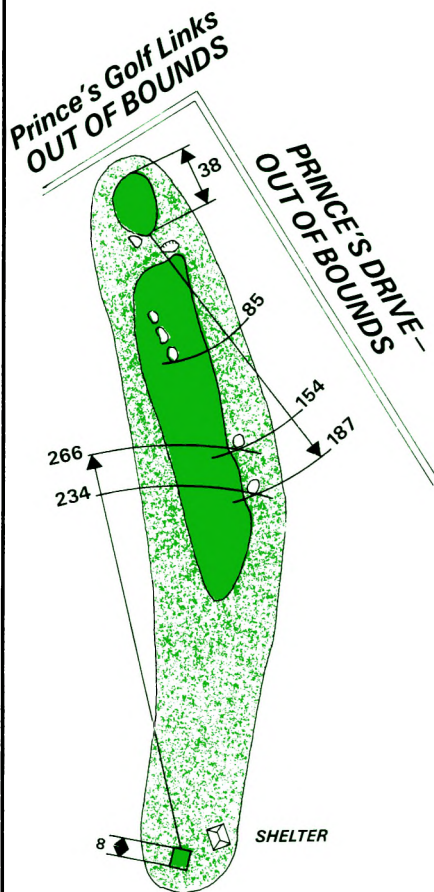
Championship
PAR 4 362 yards
Medal
PAR 4 343 yards



Hole 12

A refreshment hut by the green makes this a favourite. Watch the bunkers after a solid drive—you should be looking for a birdie.

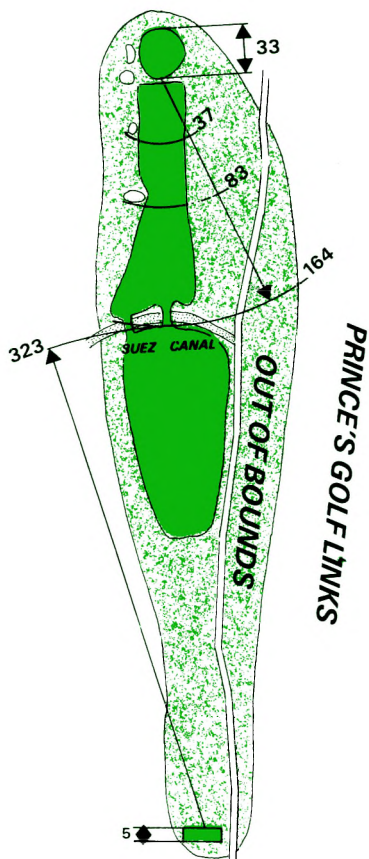
Championship
PAR 4 443 yards
Medal
PAR 4 438 yards



Hole 13

A central spine divides the green into two and a new bunker to the left restricts the entrance. Aim the second shot towards the Clubhouse at Prince's.

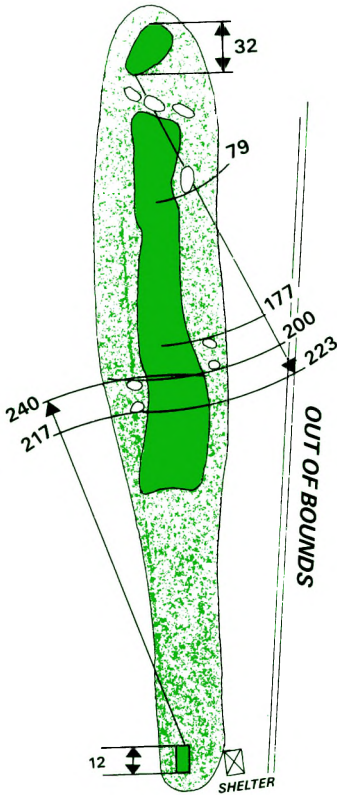
Championship
PAR 5 508 yards
Medal
PAR 5 497 yards



Hole 14

The stream called the Suez Canel crosses the fairway. Out of bounds threatens the drive. A birdie hole, but plenty of 6's and 7's.

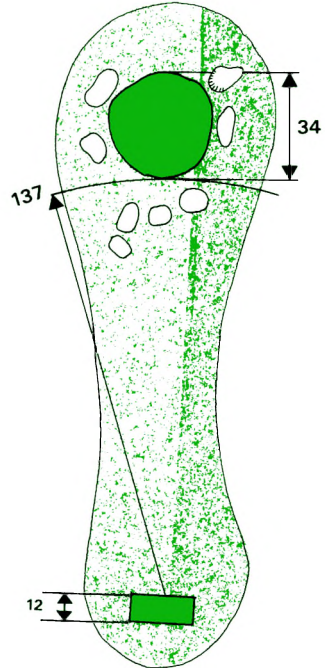
Championship
PAR 4 467 yards
Medal
PAR 4 439 yards



Hole 15

The drive must avoid bunkers to the left and right. The second shot is the difficult one. Bunkers on the green entrance are followed by banking to the left and a slope away to the right.

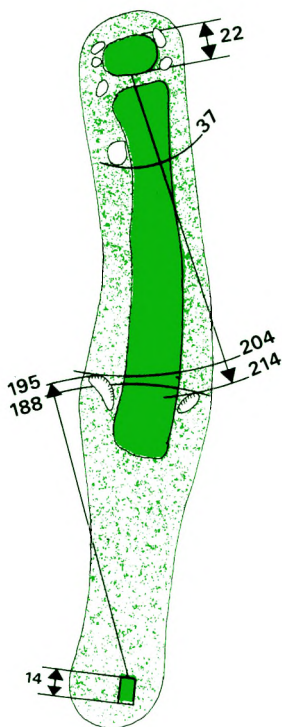
Championship
PAR 3 165 yards
Medal
PAR 3 165 yards



Hole 16

Formidable large bunkers and mounds hide the green. Not too difficult if it is only a mid or short iron.

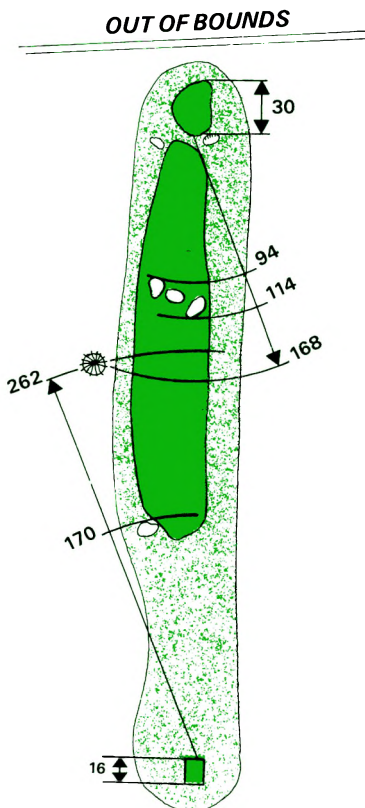
Championship
PAR 4 425 yards
Medal
PAR 4 422 yards



Hole 17

Another raised green—some 3 or 4 feet—and it's wider than it is deep. The flat approach can be deceptive with a narrow entrance to the green. Underclubbing is a distinct possibility.

Championship
PAR 4 458 yards
Medal
PAR 4 437 yards



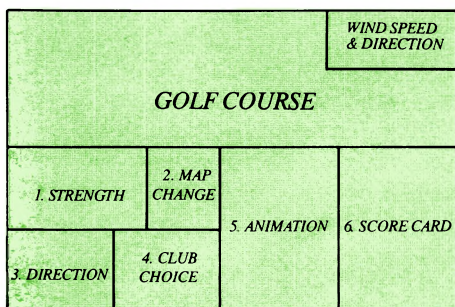
Hole 18

Ideally, a drive to the left avoiding the bunker on the right of the green, will allow the slope on the left of the green to come into play. Its known as 'Duncan's Hollow' – after a tied match between George Duncan and Walter Hagon in 1922.

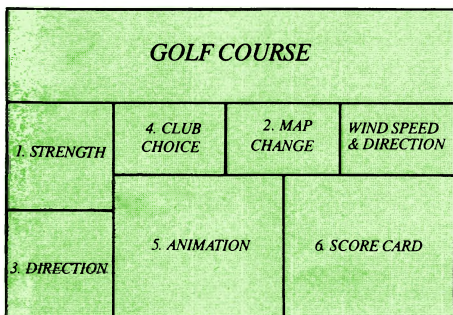
Teeing-Off

Playing the computer game

You can select the club, the strength and the direction of your shot by using joystick or keyboard control. The bottom of the screen is split into several sections. The top is the Royal St. George's golf course.



CBM 64 SCREEN DISPLAY



SPECTRUM 48K SCREEN DISPLAY

To play a shot follow the sequence below:

(a) The *hand* or cursor which controls the icons is moved using a joystick or the keyboard.

For CBM 64:

*A=left Z=right
N=up M=down
Space-Bar=fire
Quit=0*

For Spectrum 48K:

*All instructions appear on the screen
and the keys are user redefinable.*

Quit=0

(b) Move the cursor to *Box 4* using either the joystick or the keyboard controls. Scan through the choice of clubs using **UP/DOWN** and press **FIRE** or **SPACE-BAR** to confirm your choice.

(c) Move the cursor to either *box 1* or *3* to select the strength or direction of your shot respectively. Position the cursor near the arrows so the one you want lights up, and press **FIRE** or **SPACE-BAR** to confirm the strength or direction of your shot.

(d) Move the cursor back to the animated player, box 5, and press **FIRE** or **SPACE-BAR**. Pressing **FIRE** or **RETURN** will give you the caddy's comment on your choice of club. You can change your club at this point, or by pressing **FIRE** or **RETURN** take the shot.

(e) If you move the cursor to box 2 and press **FIRE** or **SPACE-BAR** you will change the top part of the screen to a smaller scale picture of the hole you are playing.

(f) *Box 6* shows you the distance and par for each hole as you play and the scorecard.

(g) To *Quit* a game press 0.

The controls you set before playing a shot are the major influence on any one play. However the joystick or keyboard is 'live'. That is, as the animated golfer moves his club you can 'fine tune' the strength and direction of shot. Left or Rights alters the direction and Up and Down the strength. Moving the joystick say, left diagonally will move the ball further forward and to the left. Experiment a little, it's not difficult. The effect provides a real 'live' feel to the play.

Once your shot has been played the screen will scroll to the new position. Use the smaller scale map (*box 2*) to see where you are and sort out the next shot. The golfer will line up automatically for the next shot.

Acknowledgements

Thanks for the help of Nick Faldo and Captain R.J.Hitchin, the secretary of the Royal St. Georges Golf Club.

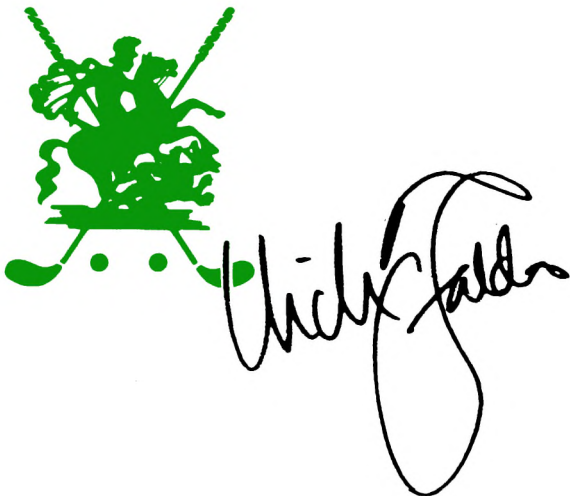
Game design by Mind Games.

Programming by Concept Software.

Loading Instructions

CBM 64: Press **SHIFT** and **RUN/STOP**

SPECTRUM 48K: **LOAD**""



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