

## COURSE MANAGEMENT - 1893

1. ASHTREE - called after the large tree on the left "two long drives and an iron shot should reach the green". The green was 20 yards square.

2. LODGE - named after the Lodge House of Pollok House situated on Cowglen Road. "At the putting green the first tree which is directly menacing is experienced" (!)

3. CLUMP - the game preserve is on the right. A deep ditch at the far side of the putting green will punish strong approaches.

4. TABLE - the green derives its name from being situated at an elevation.

5. HIPPENSTANES - or hipping stones - stepping stones. Hipping is to hop on one leg or skip [mentioned on Ainslie's map of Renfrewshire 1796]. No prominent features except rabbit holes to the right of the green.

6. COWGLEN - the first great difficulty. A few yards from the teeing ground a meandering burn has to be crossed. But a hedge on one side and a wire fence on the other by the burn add to the width of the dangerous ground and a well-raised long drive is required to reach safe ground. The approach to the hole is narrow and is between a garden and a game preserve which necessitates care with the second shot which will probably be taken with the brassy. The putting green which is raised is circular and about 270 yards from the tee. At the side are rabbit scrapes.

7. DAMSHOT - a watercourse running from a dam. [marked on Ainslie's map of Renfrewshire 1796]

8. CROOKSTON - a very sporting hole. At the distance of a short drive is a ridge of rabbit holes extending right across the course which will catch short heeled, toed or straight balls.

9. HALFWAY - again the player experiences a tree guarding the green. As the distance is 250 yards, a four may be expected.

10. CORKERHILL - it runs parallel with the river. A straight and long driver has a chance of reaching the green from the tee with a back wind but the 220 yards

to be covered will be well done in three or four.

11. RHANNAN - is 220 yards long. The line of the hole shaves the river which takes a quick turn. Timid players will drive for safety to the right and of course will be penalised by a longer approach. The green is furrowed and nicety of judgment will be brought to bear in the putting.

12. SUNK FENCE - presents another formidable difficulty. The drive will have all the excitement of clearing a deep ditch containing water and backed up by a high stone wall at a distance of 80 feet from the tee.

13. BRIDGE - this hole does not leave the Cart. A view of Sir John's home with its beautiful grounds is here obtained. But probably the golfer will be more intent in keeping his ball out of the river. The distance is 220 yards and another four will be run up.

14. WARREN - it strikes out at right angles from the river and derives its name from the putting green being placed in a rabbit warren which will give some variety to the approach game. It may be taken in five.

15. LAWBRUSH - so called on account of its being in the vicinity of a mound on which are trees from which tradition says witches were hung [sic] - a hillock often associated with a tumulus, so a place of religious significance, therefore an appropriate place to hang wrongdoers. The golfers have formed this into a hazard and it requires to be driven over or played round about. A five will be a good score for 380 yards.

16. DOWGATE - a corruption of Dovecote or doocot - situated near the square. 340 yards long and contains no more incident than a wire fence in front of the teeing ground and a road.

17. AVENUE - requires straight driving to prevent the ball going on the road to the left or the game preserve to the right.

18. HOME - is 360 yards in length and is a good test of long driving. The putting green is excellent and is 24 yards square. The golfer who is able to take this hole in an average of five will probably go round the course in a little over eighty.

