

# Tiger Woods PGA Tour Golf FAQ/Walkthrough

by djg40

Updated to v2.00 on Jan 9, 2015

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=           Tiger Woods PGA Tour Golf           =
=           Game Boy Advance                   =
=           FAQ/Walkthrough by Daniel Gordon   =
=           Version 2.00                       =
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=           Section 00 -- The Find Feature     =
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This guide is now equipped with a Find Feature. Whenever you want to find something specific within this guide, use the mouse to highlight the corresponding text in the Table of Contents. Next, press both the Control

key and the "C" key on your keyboard. After the text has been highlighted, press both the Control key and the "F" key on your keyboard. This will bring up the Find Menu. Now, press the Control key and the "V" key on your keyboard. This will take the highlighted text from the document and put it in the "Find what:" text box on the Find Menu. Finally, press the Enter key on your keyboard. These five simple steps will take you anywhere you want to go within the document. I hope that makes navigating this guide a little easier.

=====  
= Section 01 -- Legal Disclaimer =  
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= Section 02 -- Version History =  
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Version 2.00  
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This guide, along with all my others, was updated to make it more consistent with my other walkthroughs, in terms of formatting. I also found a few more spelling errors, which have been corrected, and updated the copyright section to change "legal action" to "corrective actions."

Version 2.00 was submitted to GameFAQs on January 01, 2015.

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Version 1.21  
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This guide, along with all of my others, was updated to include my new email address. Additionally, several of my guides now have a new section, Previous Revisions. This was done mainly to move most of the Version History to the bottom of the file. Also, I think I caught all of the remaining spelling errors, though one or two probably slipped through the cracks. I hope you like the new look!

Version 1.21 was submitted to GameFAQs on June 25, 2004.

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= Section 03 -- Game Basics =  
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The Tournament Player's Club (TPC) at Sawgrass is located in Ponte Vedra Beach, Florida. The Player's Championship, one of the PGA Tour's most storied tournaments, is played here (at the Stadium Course) each and every year. The Player's Championship offers the richest purse in all of golf, and typically features the best field in all of professional golf.

The Stadium Course at the TPC at Sawgrass was completed in 1980 and was designed by world-renowned golf course architect Pete Dye. The TPC at Sawgrass was the first course built specifically for a PGA Tour event. Most of the courses played by the PGA Tour were not easily accessible for spectators. The Stadium Course at the TPC at Sawgrass changed all that, and a legend was born.

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- Section 03.01 -- Options -  
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Within the Options Menu, there are four different options with which the player can change, look at, or tweak. These include Sound, Difficulty, Weather, and Credits. Below is a discussion of each of these options in more detail.

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Sound  
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In the Sound Options menu, the player can toggle two different sound options. The first player controlled sound option is SFX, or Sound Effects. These sounds include things like the club hitting the ball, the ball landing, or rain drops falling. The second sound option is Music. This option, when turned On, will allow background music to play during game play.

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Difficulty  
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In the Difficulty menu, the player can choose between either Amateur

difficulty or Pro difficulty. During game play, Amateur difficulty is much more forgiving of off-center shots and the player has fewer weather worries, meaning that the wind will not be as strong, and the rain will fall infrequently. In Pro difficulty, the game will be more demanding in terms of shot accuracy, the player will be subjected to tougher weather conditions, and the other players (in tournaments) will be much improved.

-----  
Weather  
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In the Weather menu, there are four different weather options that the player can choose from. These four options are Random, Fine, Overcast and Storm. The Random option will randomly choose one of the other three weather options throughout game play. The Fine weather option will ensure that the weather conditions throughout the round are superb. The Overcast option means that the sky will be mostly cloudy, with sporadic sprinkles of rain. The Storm option means that game play will be heavily affected by rain storms. The easiest weather condition to play in is Fine, followed by Overcast, and finally Storm.

-----  
Credits  
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When the Credits option is shown, the game will bring up a scrolling credits section, which shows all of the people behind the design of the game, the production of the game, and the release of the game. The player can not really change anything in this menu, but it is still listed in the Options menu.

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- Section 03.02 -- Controls -  
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Targeting Mode  
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- Directional Pad -
  - Left/Right - Moves target area left or right.
  - Up/Down - Scrolls up or down. Does not move target area.
- START Button - Brings up the Resume/Exit Menu.
- SELECT Button - Toggles Power between 100%, 50%, and 25%.
- B Button - Toggles between Targeting Mode and Overhead Mode.
- A Button - Brings the player back to Overhead Mode.
- L Button - Changes club (drops down to the next available club).
- R Button - Changes club (goes forward to the next available club).

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Overhead Mode  
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- Directional Pad -
  - Left/Right - No function in Overhead Mode.
  - Up/Down - Toggles between Forward Stance (all the way Up), Middle Stance, and Back Stance (all the way Down).
- START Button - Brings up the Resume/Exit Menu.
- SELECT Button - Toggles Power between 100%, 50%, and 25%.

- B Button - Toggles between Targeting Mode and Overhead Mode.
- A Button - Start Swing.
- Start Down Swing.
- Hit the ball.
- L Button - Changes club (drops down to the next available club).
- R Button - Changes club (goes forward to the next available club).

-----  
 How To Hit The Ball  
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Of course, this being a golf game, the main goal is to have the ball end up in the hole. This is done, eerily enough, by hitting the ball! To hit the ball, the player must follow these basic steps. They are:

- 1) Pressing the A Button will bring up the Power Meter, which will begin to move towards the top.
- 2) Press the A Button again. This stops the Power Meter at the desired position. The idea is to have the green bar stop as close as possible to the very top of the Power Meter. This is the 100% Power mark, and will provide close to the given maximum distance of the club. Alternatively, the player could let the green bar move past the 100% Power mark, turning the bar red, which will give the player more distance than the club says it can go. Of course, using the additional Power will force the player to give up some ball control.
- 3) The final step is pressing, you guessed it, the A Button for a third time. This will stop the Power Meter at the bottom of the Meter. The object is to get as close as possible to where the green bar begins. Any deviation from this line will result in a loss of accuracy for the player. When using the additional Power, this loss can be alarming.

And that, as they say, is that. Hitting the ball is remarkably simple. And as anyone that actually plays this game of golf in real life, hitting the ball in the game is much, much easier!

-----  
 Looking At The Course  
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If the player presses the B Button and goes into Targeting Mode, the player will have the opportunity to look at the entire hole that he is currently playing. This is a nice feature that can be used to search out any sand traps or trees that may not be visible from the original view of the hole. Use of this feature will almost guarantee a two or three stroke difference in the player's score. In the game of golf, even something as little as two or three strokes can make a huge difference in the end.

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 - Section 03.03 -- Basic Golf Term -  
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This guide is written with the expectation that the player knows how to play the game of golf in real life. However, in case you do not know some of the basic terms, this section of the guide is where I will define some of the more basic golf terms.

Albatross - A score of three under par on a hole. The hardest thing

to do in golf. It is usually only possible on short Par fours or Par fives.

- Approach - The shot that is supposed to land on the green.
- Birdie - A score of one under par on a hole.
- Bogey - A score of one over par on a hole.
- Bunker - See Sand Trap.
- Cart Path - A pathway, usually paved, that the golf carts drive on.
- Chip - A short shot from next to the green that is designed to get the ball onto the green.
- Cup - The cup is the actual location of the hole on the green.
- Double Bogey - A score of two over par on a hole.
- Double Eagle - See Albatross.
- Draw - This is a controlled movement of the ball from right to left.
- Drive - The first shot on any hole.
- Eagle - A score of two under par on a hole. Difficult to achieve.
- Fade - This is a controlled movement of the ball from left to right.
- Fairway - The second shortest cut of grass on the golf course. It is the desired landing zone of the initial drive on the hole.
- Fringe - The intermediate cut of grass between the green and the fairway.
- Green - The shortest cut of grass on the golf course. The pin and the cup are located on the green.
- Handicap - This is the amount of strokes taken away from a golfer's final score, based on how well the player is. The player's handicap is determined by his average score.  
- Furthermore, in this game, each hole is given a difficulty score. This score is then used to determine the hardest holes on the golf course. A low Handicap number on a hole means that it is a difficult hole. A "1" means that that particular hole is the hardest hole on the golf course, while an "18" designates the easiest hole on the course.
- Hook - This is a shot in which the ball starts out by going straight, but then uncontrollably heads off to the left. This shot can be useful on some holes.
- Par - A score that matches the posted difficulty of the hole. The amount of strokes it would normally take a golfer to get the ball into the hole.
- Pin - The flagstick, located in the center of the cup.
- Pitch - See Chip.
- Quadruple Bogey - A score of three over par on a hole.
- Rough - The longest cut of grass in a golf course. Usually outlines the fairway, as well as the rest of the hole.
- Sand Trap - An obstacle on the golf course. It is a hole cut through the grass, and then filled in with sand.
- Slice - This is a shot in which the ball starts out by going straight, but then uncontrollably heads off to the right. This shot can be useful on some of the holes.
- Tee Box - The area at the beginning of the hole where the player tees off.
- Tee Shot - The first shot on any Par three.
- Triple Bogey - A score of three over par on a hole.

in order to get the maximum distance or the most accuracy. As a rule, as you go from top to bottom in the chart, the clubs gain more and more accuracy, but lose more and more distance. If you want to be more accurate, you must give up distance.

In Tiger Woods PGA Tour Golf, the player can choose between twelve different golfers. As can be expected, each player's clubs will go a different distance than another player's clubs, so these charts should come in handy. Note that in Tiger Woods PGA Tour Golf, the player can choose to hit the ball at 100% of Power, 50% of Power, or 25% of power, depending on the situation. As such, there will be one chart for each player, showing maximum distances in each of the three Power Modes.

Also in Tiger Woods PGA Tour Golf, each player has four statistics that are available for perusal by the player. They are DA (Driving Accuracy), DD (Driving Distance), SS (Sand Saves), and PA (Putting Average). Driving Accuracy refers to the frequency with which the player puts the ball in the fairway off of the tee. A longer bar here means that the percentage is higher for that particular player. Driving Distance refers to the total yardage that can be expected off of the tee. A player with a longer bar here will typically hit the ball farther off the tee than a player with a shorter bar.

Sand Saves refers to the percentage of times that a player will get "Up and Down" out of a bunker. To get "Up and Down," the player must hit the ball out of the bunker and then use one putt to get the ball into the hole. A player with a longer bar here means that the player will have better control of his shots that come out of bunkers. For some players, getting "Up and Down" will save a lot of strokes over the course of a round. Putting Average refers to the average number of putts a player takes on each hole. Obviously, the goal is to use as few putts per round as possible. A player with a longer bar here means that the player actually has a worse Putting Average than a player with a shorter bar. In this instance, a shorter bar is ideal.

On each chart, a lone percentage means that the Power Meter was stopped at the top of the swing, while a percentage with "MAX" in front of it means that the Power Meter was allowed to exceed 100%. I am aware that there are other players besides Tiger Woods available for play, but they are used so infrequently that an entire Club Yardage guide would just be taking up space, and would not be used. So, in the interest of efficiency, I have omitted Club Yardage guides for the other eleven golfers in the game.

\*\*\*All distances are measured in yards, except the putter, which is measured in feet.\*\*\*

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Tiger Woods  
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The Club	25%	MAX 25%	50%	MAX 50%	100%	MAX 100%
Driver	67	76	135	155	270	320
Three Wood	60	66	120	135	240	270
Five Wood	51	61	102	121	205	240
Two Iron	52	62	105	122	210	245

Three Iron	48	56	97	112	195	233
Four Iron	45	52	90	104	180	208
Five Iron	41	48	82	100	165	196
Six Iron	40	44	80	93	160	188
Seven Iron	37	42	75	87	150	176
Eight Iron	35	39	70	83	140	161
Nine Iron	32	36	65	73	130	153
P Wedge	28	32	57	65	115	134
Sand Wedge	20	24	40	47	80	92
Putter	15	21	30	40	60	78

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- Section 03.05 -- Shootout -

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When the player selects Shootout from the Games Menu, the players will be competing against each other for the best scores on user-selected holes. When Shootout is selected from the Games Menu, the player will be taken immediately to the Players screen. At the Players screen, the player will have to choose how many players will be competing in this particular Shootout. The player must select either Two Players, Three Players or Four Players.

Once the number of players has been determined, the player will then be taken to the Select Player screen. In this screen, each player must choose a player to use for the duration of the Shootout. Once all participants have selected their players, the player is taken immediately to the Select Hole screen. From here, the player determines the Shootout's opening hole.

Once the Shootout begins, each player plays out the hole as normal. The player with the highest score at the end of each hole is eliminated from further competition in the Shootout. Also, the next hole played is the next numerical hole. For example, if the Shootout begins on the tenth hole, the next hole played in the Shootout will be the eleventh hole.

In the event of two or more people having the same score on a single hole, all players in the tie will advance to the next hole, with no one player getting eliminated. After all but one player has been eliminated from the Shootout, the Shootout ends, with the last remaining player winning the Shootout.

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- Section 03.06 -- Practice -

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The Practice Menu is the place to go to become a better Tiger Woods PGA Tour Golf player. Within the Practice Menu are three options, Any Hole, Putting



and Driving Range. Further discussion of these menu options can be found below.

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Any Hole  
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When the Any Hole option on the Practice Menu is selected, the player is taken to the Select Hole screen. From here, the player must select one of the eighteen holes on the golf course in order to practice their game. In this mode, the only golfer available for use is Tiger Woods. In fact, Tiger Woods is the only golfer that the player can practice with, no matter which Practice option is selected. When the player selects which hole they want to practice, the player is taken to that hole's tee box. Once there, the player can commence practicing the hole. When the player completes the hole, he is immediately taken back to the Select Hole screen to choose another hole to practice.

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Putting  
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When the player selects the Putting option from the Practice Menu, the player is taken to the Select Hole screen. From here, the player must select a hole to be practiced. Once a hole is chosen, the player is taken to the chosen hole's green as Tiger Woods. In the Putting option, Tiger Woods is the only golfer available for use. Once on the green, the player can practice putting the ball. Each time the player holes out, the game will randomly select a new spot from which to practice putting. The practice session will continue until the player chooses to Exit the Putting Mode.

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Driving Range  
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When the player selects the Driving Range option on the Practice Menu, he is immediately taken to the driving range as Tiger Woods. Unfortunately, Tiger Woods is the only golfer available for use at the Driving Range. At the driving range, the player can use any of Tiger's clubs, and can practice hitting the ball at different Power levels. Another unfortunate aspect of the driving range is that Targeting Mode cannot be used, so the affects of the wind must be inferenced. Also, due to the unavailability of the Targeting Mode, the player can only hit the ball straight ahead.

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= Section 04 -- Play Now Mode =  
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When the player selects Play Now on the Main Menu, the player is immediately launched into the challenge part of the game. The Play Now option allows the player to complete twelve different challenges in order to become a better player. While some of the missions can be quite easy, a few of them are downright difficult. In the Play Now challenges, Tiger Woods is the only playable character. A description of each challenge can be found below, along with how I completed each one. Also, a mini-scorecard, referencing the holes played in each challenge, will be listed in each challenge's strategy section.

It should be noted that these same strategies are listed in the Tour mode as well. They are listed again here for ease of use. This way, instead of searching throughout the guide for information in how to complete a specific challenge, all of the relevant information is right where the challenge is described. I hope you like it!

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- Section 04.01 -- Challenge 01: Par 5 Challenge -  
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"Long Holes

Beat the Par 5 holes by breaking Par. Tiger must shoot better than 20."

Hole Number	Par	Hole Yardage
02	5	511
09	5	581
11	5	531
16	5	500
Challenge Totals	20	2123

This is a fairly simple challenge that requires the player to play the four Par Fives and shooting nineteen or better. Most of the time, the player will Birdie one of these holes on his own, so do not worry too much about the difficulty of this challenge. It is very easy.

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Hole 02: Par 5 - 511 Yards  
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The second hole is a fairly short Par Five, with almost no real hazards. The landing area of the tee shot is wide open, so nearly anything will be in good shape for the second shot. From the landing area, there are two bunkers along the right side of the hole, with a lake to the right of the first bunker. There are six bunkers surrounding the green, though none are really big enough to worry about. This hole, like the first, has a cart path running along the entire left side. The second green is sloped heavily from right to left, and any shot landing on the left side of the green is likely to roll right off the green.

To score well on this hole, the player needs to put the tee shot in the fairway. From here, the player has two options: play safe or try to hit the green in two shots. To play it safe, use a mid-iron for the second shot and just try to keep the ball in the fairway. From there, a simple Sand Wedge should put the player on the green. To go for the gold, hit either a three wood or five wood for the second shot, depending on the yardage. If by chance the player misses the green with the second shot, simply chip onto the green. The green is heavily sloped from left to right, so try to have the second or third shot end up on the left side of the green. This will make far an easier (uphill) first putt. Either hole out the first putt for Birdie (or Eagle), or tap in the second putt for Par (or Birdie).

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Hole 09: Par 5 - 581 Yards  
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The ninth hole is a long, and I mean long, Par Five. From the tee, there is a river running along the right side. This turns into a lake near where the fairway begins, and there is a bunker to the left of the lake. The bunker is to the right of the fairway as well. At the landing area, the river returns, but meanders to the left, so as to cut the hole in two. From the landing area, and across the river, there is a very large bunker running along the left side of the fairway. Surrounding the green are five bunkers, three of which are quite small. The green is sloped from left to right.

This is one LONG Par Five. Fortunately, the landing area off the tee is very generous. Hit the drive into the fairway, ending up as close to the right side of the fairway as possible. There is absolutely no way to hit this green in two unless there is a very favorable wind, so I will just tell how to hit the green in three shots. For the second shot, lay up with a five wood and aim right at the beginning of the cart path. This should make the ball stay right in the middle of the fairway. For the third shot, I suggest hitting a Sand Wedge at just over full power. It will be much easier to control than a Pitching Wedge at 75%. Once on the green take the two putts and walk away from the hole knowing that your Par was a very good score.

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Hole 11: Par 5 - 531 Yards  
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Right off the tee, the eleventh hole has a river run along the left side, turn left, and go off-screen. Remember this little river for later though. Just in front of the fairway is a large bunker. This should not cause any concern, because the player should be able to clear the bunker easily. The fairway narrows at the landing area, and there is one big (though oddly shaped) bunker to the left of the landing area. The river comes in the hole from the left, and makes its way up and to the right side of the fairway. Just short of the fairway is a bunker, and a longer bunker runs all along the right side of the fairway up to the green. Also near the green are two smaller bunkers. The green has virtually no slope, except near the back, where it slopes away from the hole.

Off the tee, aim the ball so that it lands in the middle of the fairway. From here, the player is left with right around 250 yards. In other words, the smart play is to lay up. However, if the player likes to live on the edge, he could try to hit this green in two. It is not impossible. To play it safe, however, the player should hit whatever club will get the ball to about eighty-five yards out. Usually, a five iron will be able to get the ball over to the left fairway, leaving the player with a much easier shot than one over the water. From here, hit a Sand Wedge (or Pitching Wedge) to the green. An easy two putt will give the player a Par.

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Hole 16: Par 5 - 500 Yards  
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Hole sixteen is the shortest Par Five at the TPC of Sawgrass at 500 yards. Just off the tee is a small lake, and to the right of the fairway is a large bunker. Neither of these hazards should come into play. Going towards the green, there is a large lake along the right side of the fairway, and two bunkers close to the green on the left side of the fairway. Protecting the green are three bunkers, and the green is sloped from front to back. A fairly simple Par Five.

The sixteenth hole is my favorite hole on the entire course. This short Par

Five makes for a great Eagle opportunity. Hit the drive right into the center of the fairway. This should leave the player with about 225 yards to the green. To play it safe, hit a nine iron to advance the ball down the fairway, and then hit a nice Sand Wedge into the green on the approach. To try for an Eagle, hit a two iron for the second shot, and aim it so that the dotted blue line is just left of the bunker to the right of the green. Even if the player misses the green with this shot, a chip and a putt are all it takes to produce a Birdie. A Par here is really like a Bogey on any of the other holes, but would likely still be enough to complete this challenge.

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 - Section 04.02 -- Challenge 02: Par 3 Challenge -  
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"Short Holes

Beat the Par 3 holes by breaking Par. Tiger must shoot better than 12."

Hole Number	Par	Hole Yardage
03	3	144
08	3	217
13	3	171
17	3	132
Challenge Totals	12	664

This challenge can be quite hard. Birdies are hard to come by on these tough Par Threes, which means accuracy off the tee is important. No matter what I say in this guide, accuracy cannot be taught. If all else fails, putting can make up for any lack of accuracy, to a certain extent. Good luck!

-----  
 Hole 03: Par 3 - 144 Yards  
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The third hole is a short Par Three with a lake directly in front of the tee box. This lake should not come into play, under any circumstances. Just past the lake is a large bunker, which also should not come into play. To the left of the green is a decent sized bunker, but it does not really protect the green at all. The green is heavily sloped from left to right, with anything landing to the left of the whole filtering down towards the hole.

The third hole has eight iron written all over it. Hit the eight iron off the tee and just take dead aim at the pin. Being mindful of the slope of the green, putt the ball. However, also keep in mind that Par on any of the Par Threes is a good score.

-----  
 Hole 08: Par 3 - 217 Yards  
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Hole eight is a dead straight Par Three with a green surrounded by ten bunkers. Obviously, some of these bunkers will come into play, so be careful when teeing off. The eighth green is crowned, so any shot landing short of the hole will be uphill, but any shot that lands past the hole will also

give the player an uphill putt.

This hole is probably the only place on the entire course where the best option is to use the two iron. Instead of aiming directly at the pin, however, I recommend that the player hit the shot so that it ends up on the left side of the green. From here, just two putt for the Par. These Par Threes are tough.

-----  
Hole 13: Par 3 - 171 Yards  
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The thirteenth hole is an average length Par Three with a lake just in front of the tee box. This lake runs all along the left side of the hole, all the way to the green. There is a large bunker between the tee box and the green, but should not pose a problem to the player. Protecting the green are two small bunkers, as well as the aforementioned lake along the left. The green is sloped from left to right.

This hole puts the played between clubs. In these situations, I usually hit the lower club at just over 100%. I think it is much easier to control, but the choice is really up to you. Take dead aim at the pin, and just try to stay on the green. A Par on any of the Par Threes is a good score.

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Hole 17: Par 3 - 132 Yards  
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Ah, the seventeenth hole at Sawgrass. This hole is definitely one of the most picturesque holes in all of golf. However, it is also one of the most difficult to play. The entire hole, from just in front of the tee box to the green is one big lake. To make matters worse, the entire green is surrounded by the lake, which means the player must be very accurate off the tee. Also protecting the green is one small bunker in the front, but that should be the least of your worries on this hole. Once on the green, though, things get a little easier. The green has little slope, with just a hint of it from front to back.

This is quite possibly the most difficult hole on the course, especially with the island green. Off the tee, hit a nine iron just left of the pin. This gives the player the best chance to hit the green. Two putts will get the player a tough, tough Par. It is very easy to drop a shot at this hole, so I will say it again: Par is a great score on these Par Threes.

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- Section 04.03 -- Challenge 03: Stay Ahead Challenge -  
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"Tiger vs. Montgomerie

Tiger 1 up with 3 to go. Keep the advantage over Colin Montgomerie to win."

Hole Number	Par	Hole Yardage
16	5	500
17	3	132
18	4	442

The challenges against computer opponents can range in difficulty from very easy to near impossible. It all depends on how they play, really. Just try to make Par on every hole, and that is usually enough to win this challenge. If this challenge seems to be too hard, try to hit sixteen's green in two. That will virtually guarantee a Birdie, and then just play safe for the remaining holes. This challenge is not usually hard, so just get those Pars.

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Hole 16: Par 5 - 500 Yards  
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Hole sixteen is the shortest Par Five at the TPC of Sawgrass at 500 yards. Just off the tee is a small lake, and to the right of the fairway is a large bunker. Neither of these hazards should come into play. Going towards the green, there is a large lake along the right side of the fairway, and two bunkers close to the green on the left side of the fairway. Protecting the green are three bunkers, and the green is sloped from front to back. A fairly simple Par Five.

The sixteenth hole is my favorite hole on the entire course. This short Par Five makes for a great Eagle opportunity. Hit the drive right into the center of the fairway. This should leave the player with about 225 yards to the green. To play it safe, hit a nine iron to advance the ball down the fairway, and then hit a nice Sand Wedge into the green on the approach. To try for an Eagle, hit a two iron for the second shot, and aim it so that the dotted blue line is just left of the bunker to the right of the green. Even if the player misses the green with this shot, a chip and a putt are all it takes to produce a Birdie. A Par here is really like a Bogey on any of the other holes.

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Hole 17: Par 3 - 132 Yards  
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Ah, the seventeenth hole at Sawgrass. This hole is definitely one of the most picturesque holes in all of golf. However, it is also one of the most difficult to play. The entire hole, from just in front of the tee box to the green is one big lake. To make matters worse, the entire green is surrounded by the lake, which means the player must be very accurate off the tee. Also protecting the green is one small bunker in the front, but that should be the least of your worries on this hole. Once on the green, though, things get a little easier. The green has little slope, with just a hint of it from front to back.

This is quite possibly the most difficult hole on the course, especially with the island green. Off the tee, hit a nine iron just left of the pin. This gives the player the best chance to hit the green. Two putts will get the player a tough, tough Par. It is very easy to drop a shot at this hole, so I will say it again: Par is a great score on these Par Threes.

-----  
Hole 18: Par 4 - 442 Yards  
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The finishing hole at the TPC at Sawgrass is dominated by the large lake that runs all along the left side of the hole. However, the rest of the hole is quite tame. There is only one bunker on the entire hole, and that

is back behind the green. Once on the green, the player will find a gently sloping surface from left to right.

Off the tee, aim the shot so that the ball ends up in the middle of the fairway. This should leave the player with right around a four iron into the green. Two putts will give the player a finishing Par, and will hopefully cap off a great challenge.

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- Section 04.04 -- Challenge 04: Birdie Challenge -

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"Try for a Birdie on the infamous 17th."

Hole Number	Par	Hole Yardage
17	3	132
Challenge Totals	3	132

This is the first of four challenges that consist of a single hole. This one, however, can be quite difficult. A Birdie on the hardest hole on the course is certainly not a walk in the park. Good luck!

-----  
Hole 17: Par 3 - 132 Yards  
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Ah, the seventeenth hole at Sawgrass. This hole is definitely one of the most picturesque holes in all of golf. However, it is also one of the most difficult to play. The entire hole, from just in front of the tee box to the green is one big lake. To make matters worse, the entire green is surrounded by the lake, which means the player must be very accurate off the tee. Also protecting the green is one small bunker in the front, but that should be the least of your worries on this hole. Once on the green, though, things get a little easier. The green has little slope, with just a hint of it from front to back.

This is quite possibly the most difficult hole on the course, especially with the island green. Off the tee, hit a nine iron just left of the pin. This gives the player the best chance to hit the green. From here, all the player has to do is sink the putt to score the Birdie. Nice playing!

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- Section 04.05 -- Challenge 05: Shootout Challenge -

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"Tiger vs. Faxon

Tiger must shoot lower than Brad Faxon."

Hole Number	Par	Hole Yardage
01	4	393

Challenge Totals	4	393
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This is the second of the single hole challenges and also the second of the challenges that pit the player against a computer opponent. This challenge is odd in that I have won it by scoring a Birdie, I have won it by scoring a Par, and I have won it by scoring a Bogey. It all just depends on how Faxon plays. This challenge should not be very hard.

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Hole 01: Par 4 - 393 Yards  
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The first hole is a pretty straightforward Par Four, with the green directly in front of the player off the tee. However, the fairway is sort of kinked, so the player must aim left off the tee in order to hit the fairway. There is a lake on the right side, just off the tee box, but it should not come into play. There are two bunkers to the right of the fairway, just past the lake, and farther up there is another bunker just off the fairway. The last bunker is on the left side and is protecting the green. A cart path runs all along the left side of this hole. The green itself is sloped from back to front.

To open the round, aim your tee shot so that the blue dotted line runs right along the left side of the first bunker. This should leave the player with about a Pitching Wedge for the approach shot. Aim the approach at the center of the green, right at the pin. The green is sloped from left to right. When on the green, be careful of the speed with which you hit the ball, and aim pretty much right at the cup. Now, either make the first putt for Birdie or tap in your second putt for a Par.

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- Section 04.06 -- Challenge 06: Comeback Challenge -  
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"Tiger vs. Begay

Tiger down 3 with 4 to go against Notah Begay III."

Hole Number	Par	Hole Yardage
15	4	425
16	5	500
17	3	132
18	4	442
Challenge Totals	16	1499

This is, by far, the most difficult challenge in the entire game. I have lost this challenge by scoring a Birdie on every hole. I even lost this challenge by having an Eagle on the sixteenth and a Birdie on the other three holes! The only way to win this challenge, in my experience, has been to play well AND have Begay play poorly. Without poor play from Begay, this challenge is damn near impossible.

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Hole 15: Par 4 - 425 Yards



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Just off the fifteenth tee is a large lake, although it has no effect on the shot. All along the right side of the fairway is a large bunker. Between the two parts of the fairway is a large bunker, which might come into play off the tee. On the left side of the green is a large bunker, and to the right are two smaller bunkers. The green is sloped from back to front.

To aim this drive, have the dotted blue line just barely touch the left side of the bunker. This should put the player right in the middle of the fairway, with about a six iron into the green. This is a fairly difficult green to hit, so if you do happen to miss this green, just try to chip the third shot close to the pin. One putt from there will give the player a well earned Par.

-----  
Hole 16: Par 5 - 500 Yards  
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Hole sixteen is the shortest Par Five at the TPC of Sawgrass at 500 yards. Just off the tee is a small lake, and to the right of the fairway is a large bunker. Neither of these hazards should come into play. Going towards the green, there is a large lake along the right side of the fairway, and two bunkers close to the green on the left side of the fairway. Protecting the green are three bunkers, and the green is sloped from front to back. A fairly simple Par Five.

The sixteenth hole is my favorite hole on the entire course. This short Par Five makes for a great Eagle opportunity. Hit the drive right into the center of the fairway. This should leave the player with about 225 yards to the green. To play it safe, hit a nine iron to advance the ball down the fairway, and then hit a nice Sand Wedge into the green on the approach. To try for an Eagle, hit a two iron for the second shot, and aim it so that the dotted blue line is just left of the bunker to the right of the green. Even if the player misses the green with this shot, a chip and a putt are all it takes to produce a Birdie. A Par here is really like a Bogey on any of the other holes.

-----  
Hole 17: Par 3 - 132 Yards  
-----

Ah, the seventeenth hole at Sawgrass. This hole is definitely one of the most picturesque holes in all of golf. However, it is also one of the most difficult to play. The entire hole, from just in front of the tee box to the green is one big lake. To make matters worse, the entire green is surrounded by the lake, which means the player must be very accurate off the tee. Also protecting the green is one small bunker in the front, but that should be the least of your worries on this hole. Once on the green, though, things get a little easier. The green has little slope, with just a hint of it from front to back.

This is quite possibly the most difficult hole on the course, especially with the island green. Off the tee, hit a nine iron just left of the pin. This gives the player the best chance to hit the green. Two putts will get the player a tough, tough Par. It is very easy to drop a shot at this hole, so I will say it again: Par is a great score on these Par Threes.

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Hole 18: Par 4 - 442 Yards

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The finishing hole at the TPC at Sawgrass is dominated by the large lake that runs all along the left side of the hole. However, the rest of the hole is quite tame. There is only one bunker on the entire hole, and that is back behind the green. Once on the green, the player will find a gently sloping surface from left to right.

Off the tee, aim the shot so that the ball ends up in the middle of the fairway. This should leave the player with right around a four iron into the green. Two putts will give the player a finishing Par, and will hopefully cap off a great challenge.

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- Section 04.07 -- Challenge 07: Par 4 Challenge -  
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"Medium Holes

Beat the Par 4 holes by breaking Par. Tiger must shoot better than 40."

Hole Number	Par	Hole Yardage
01	4	393
04	4	360
05	4	460
06	4	382
07	4	436
10	4	415
12	4	336
14	4	437
15	4	425
18	4	442
Challenge Totals	40	4086

This challenge is not too easy, but it also is not too hard. Just by trying for all Pars, the player is bound to get at least one Birdie. Ten holes of solid, consistent play will ensure that this challenge is completed.

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Hole 01: Par 4 - 393 Yards  
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The first hole is a pretty straightforward Par Four, with the green directly in front of the player off the tee. However, the fairway is sort of kinked, so the player must aim left off the tee in order to hit the fairway. There is a lake on the right side, just off the tee box, but it should not come into play. There are two bunkers to the right of the fairway, just past the lake, and farther up there is another bunker just off the fairway. The last bunker is on the left side and is protecting the green. A cart path runs all along the left side of this hole. The green itself is sloped from back to front.

To open the round, aim your tee shot so that the blue dotted line runs right along the left side of the first bunker. This should leave the player with about a Pitching Wedge for the approach shot. Aim the approach at the center

of the green, right at the pin. The green is sloped from left to right. When on the green, be careful of the speed with which you hit the ball, and aim pretty much right at the cup. Now, either make the first putt for Birdie or tap in your second putt for a Par.

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Hole 04: Par 4 - 360 Yards  
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The fourth hole is a short Par Four with what appears to be a river of some sort winding through the hole. There is a long fairway bunker to the right of the fairway, and the river runs all along the right side of this bunker. After the bunker, the fairway goes to the left, and the river then runs from right to left, directly between the player and the green. Across the river, the green is protected by three bunkers, though none should come into play. The green itself is sloped from left to right, with many shots landing to the right of the hole trickling off the green.

For the drive, again position the dotted blue line so that it is just to the right of the left edge of the bunker. This should make sure that the tee shot lands in the fairway. This should also leave about sixty-five yards to the pin. While it is true you could simply hit a Sand Wedge at 100% and hope to get the timing of the shot right, instead try hitting a nine iron at 50%. This way, the player can still hit the shot at "full power." Aim right at the pin and hit the shot, which ever way you choose. From here, a Par or better is only two putts away.

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Hole 05: Par 4 - 460 Yards  
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The fifth hole is a long Par Four with an enormous lake sitting right in front of the tee box. To the left of this lake, (but to the right of the fairway), is a large bunker. Finally, to the left of the bunker is the fairway. After the landing area, there are two very large bunkers, one on each side of the fairway. Around the green, there are three small bunkers to the right and one very large bunker to the left of the green. The green is sloped right to left, but fortunately, it is not too severe.

For this tee shot, aim the dotted blue line directly at the left edge of the second pond. Hitting the drive at 100% in this direction will virtually guarantee that the shot lands in the fairway. From here, it should be a nice three iron to the green. If the player does miss the green, chip onto the green and try to get it close to the pin. Par on this hole is a very good score.

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Hole 06: Par 4 - 382 Yards  
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The sixth hole is fairly simple. Along the left side of the fairway are two very large bunkers, and to the right of these bunkers is a long lake. Further up, there are three bunkers just short of the green, and four more bunkers protecting the green. The green is fairly flat, with a small break from front to back.

Aim the tee shot so that the second (larger) blue circle just touches the left edge of the fairway. This will make a shot that ends up in the fairway much more likely. From here, the player just has a nice Pitching Wedge to the green. On this hole, do not be afraid to take dead aim at the pin. A

Birdie on this hole is easy to come by, but remember that Par is always a good score.

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Hole 07: Par 4 - 436 Yards  
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The seventh hole is an average length, dogleg right Par Four. A long bunker runs all along the left side of the hole, until the hole doglegs. To the left of the bunker is a river, which runs then entire length of the hole. From the landing area, there are two bunkers to the right of the fairway leading up to the green, and a river to the right of the two bunkers. Protecting the green are two small bunkers. The green is sloped from back to front, so a lot of putts will be straight up the hill.

For the drive, just aim the ball right down the middle of the fairway. This will make for a nice, easy seven iron into the green. Most putts will be either straight up the hill or straight down the hill, so worry more about direction than speed on the uphill putts. On downhill putts, just barely touch the ball and let the natural slope of the green do the rest for you. This hole is one of the easier holes on the entire course.

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Hole 10: Par 4 - 415 Yards  
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Off the tee, the Par Four tenth hole is daunting. A river runs along the left side, as well as a long bunker just to the left of the fairway. To make matters worse, there is a large bunker right at the landing area, nestled between two parts of the fairway. Further up, the green is protected by one bunker. The green is sloped from front to back.

For the tee shot, aim the dotted blue line so that it parallels the left side of the first bunker. This is the best course of action to let the ball land in the fairway. This should leave the player with about an eight iron into the hole. On longer drives, it might be a nine iron, but at 100%, the yardage is usually just right for an eight iron. The mostly flat green makes for an easy two putt. This hole is also a great Birdie opportunity.

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Hole 12: Par 4 - 336 Yards  
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The twelfth hole is odd. There is water off the tee, but none to worry about. There is a large bunker to the right of the fairway, but again, the player need not worry about it. The fairway itself is quite short, so any shot hit at maximum power is likely to outdistance the fairway. Between the end of the fairway and the green are two bunkers, though none are really protecting the putting surface. The green is then sloped from right to left.

For this drive, simply hit the ball right down the middle of the fairway. This will leave the player with an almost perfect yardage for a Sand Wedge. The green is small, but just aim for the middle, right at the pin. Because the green is so small, a two putt should be quite easy, and a Birdie is a distinct possibility.

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Hole 14: Par 4 - 437 Yards  
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Right off the tee on the fourteenth hole is a river and a large bunker. The lake runs all along the left side of the hole. After the first bunker, there is a second bunker that runs all the way from the beginning of the fairway all the way to the green. Surrounding the fourteenth green are six bunkers, of which four are small and to the back. The green itself is sloped right to left and front to back.

For this drive, hit the ball right down the middle of the fairway. This should be fairly easy. This should leave the player with about a six iron into the green. On this hole, I recommend staying left of the pin. Being below the hole will certainly make for an easier putt. From here, a two putt should be a walk in the park, so take your Par (or better) and go to the next hole.

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Hole 15: Par 4 - 425 Yards  
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Just off the fifteenth tee is a large lake, although it has no effect on the shot. All along the right side of the fairway is a large bunker. Between the two parts of the fairway is a large bunker, which might come into play off the tee. On the left side of the green is a large bunker, and to the right are two smaller bunkers. The green is sloped from back to front.

To aim this drive, have the dotted blue line just barely touch the left side of the bunker. This should put the player right in the middle of the fairway, with about a six iron into the green. This is a fairly difficult green to hit, so if you do happen to miss this green, just try to chip the third shot close to the pin. One putt from there will give the player a well earned Par.

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Hole 18: Par 4 - 442 Yards  
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The finishing hole at the TPC at Sawgrass is dominated by the large lake that runs all along the left side of the hole. However, the rest of the hole is quite tame. There is only one bunker on the entire hole, and that is back behind the green. Once on the green, the player will find a gently sloping surface from left to right.

Off the tee, aim the shot so that the ball ends up in the middle of the fairway. This should leave the player with right around a four iron into the green. Two putts will give the player a finishing Par, and will hopefully cap off a great challenge.

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- Section 04.08 -- Challenge 08: Eagle Challenge -  
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"Try for an Eagle on the shortest Par 5, Hole 16."

Hole Number	Par	Hole Yardage
16	5	500
Challenge Totals	5	500

This challenge is self explanatory. Just score an Eagle on the sixteenth hole. Sound hard? It is easier than you might think.

-----  
Hole 16: Par 5 - 500 Yards  
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Hole sixteen is the shortest Par Five at the TPC of Sawgrass at 500 yards. Just off the tee is a small lake, and to the right of the fairway is a large bunker. Neither of these hazards should come into play. Going towards the green, there is a large lake along the right side of the fairway, and two bunkers close to the green on the left side of the fairway. Protecting the green are three bunkers, and the green is sloped from front to back. A fairly simple Par Five.

The sixteenth hole is my favorite hole on the entire course. This short Par Five makes for a great Eagle opportunity. Hit the drive right into the center of the fairway. This should leave the player with about 225 yards to the green. Do not even think about laying up. Go for the green in two. To try for an Eagle, hit a two iron for the second shot, and aim it so that the dotted blue line is just left of the bunker to the right of the green. A great shot here will leave the player with no more than twenty feet to the pin. Hit a good putt and watch the ball drop into the hole for an Eagle.

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- Section 04.09 -- Challenge 09: Storm Challenge -  
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"High winds and rain

Make Par on a tough Par 5 despite the poor conditions."

Hole Number	Par	Hole Yardage
09	5	581
Challenge Totals	5	581

This challenge can be hard, depending on the direction of the wind. In this challenge, the player must contend with high wind speeds in a heavy rain. The rain makes this hole play longer than it really is, so hitting the green in two is out of the question. Just go for a Par; it is all you need to complete the challenge.

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Hole 09: Par 5 - 581 Yards  
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The ninth hole is a long, and I mean long, Par Five. From the tee, there is a river running along the right side. This turns into a lake near where the fairway begins, and there is a bunker to the left of the lake. The bunker is to the right of the fairway as well. At the landing area, the river returns, but meanders to the left, so as to cut the hole in two. From the landing area, and across the river, there is a very large bunker running along the left side of the fairway. Surrounding the green are five bunkers, three of which are quite small. The green is sloped from left to right.

This is one LONG Par Five. Fortunately, the landing area off the tee is very generous. Hit the drive into the fairway, ending up as close to the right side of the fairway as possible. There is absolutely no way to hit this green in two unless there is a very favorable wind, so I will just tell how to hit the green in three shots. For the second shot, lay up with a five wood and aim right at the beginning of the cart path. This should make the ball stay right in the middle of the fairway. For the third shot, I suggest hitting a Sand Wedge at just over full power. It will be much easier to control than a Pitching Wedge at 75%. Once on the green take the two putts and walk away from the hole knowing that your Par was a very good score, and certainly enough to complete this challenge.

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 - Section 04.10 -- Challenge 10: Front Nine Challenge -  
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"Beat Par on the front nine holes of Sawgrass."

Hole Number	Par	Hole Yardage
01	4	393
02	5	511
03	3	144
04	4	360
05	4	460
06	4	382
07	4	436
08	3	217
09	5	581
Challenge Totals	36	3484

This is another self explanatory challenge. Just play the front nine and shoot no more than thirty-five. Simply getting this far into the game means that this should be no problem, so just go out there and play a solid nine holes. Only two more challenges after this!

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 Hole 01: Par 4 - 393 Yards  
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The first hole is a pretty straightforward Par Four, with the green directly in front of the player off the tee. However, the fairway is sort of kinked, so the player must aim left off the tee in order to hit the fairway. There is a lake on the right side, just off the tee box, but it should not come into play. There are two bunkers to the right of the fairway, just past the lake, and farther up there is another bunker just off the fairway. The last bunker is on the left side and is protecting the green. A cart path runs all along the left side of this hole. The green itself is sloped from back to front.

To open the round, aim your tee shot so that the blue dotted line runs right along the left side of the first bunker. This should leave the player with about a Pitching Wedge for the approach shot. Aim the approach at the center of the green, right at the pin. The green is sloped from left to right. When on the green, be careful of the speed with which you hit the ball, and

aim pretty much right at the cup. Now, either make the first putt for Birdie or tap in your second putt for a Par.

-----  
Hole 02: Par 5 - 511 Yards  
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The second hole is a fairly short Par Five, with almost no real hazards. The landing area of the tee shot is wide open, so nearly anything will be in good shape for the second shot. From the landing area, there are two bunkers along the right side of the hole, with a lake to the right of the first bunker. There are six bunkers surrounding the green, though none are really big enough to worry about. This hole, like the first, has a cart path running along the entire left side. The second green is sloped heavily from right to left, and any shot landing on the left side of the green is likely to roll right off the green.

To score well on this hole, the player needs to put the tee shot in the fairway. From here, the player has two options: play safe or try to hit the green in two shots. To play it safe, use a mid-iron for the second shot and just try to keep the ball in the fairway. From there, a simple Sand Wedge should put the player on the green. To go for the gold, hit either a three wood or five wood for the second shot, depending on the yardage. If by chance the player misses the green with the second shot, simply chip onto the green. The green is heavily sloped from left to right, so try to have the second or third shot end up on the left side of the green. This will make far an easier (uphill) first putt. Either hole out the first putt for Birdie (or Eagle), or tap in the second putt for Par (or Birdie).

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Hole 03: Par 3 - 144 Yards  
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The third hole is a short Par Three with a lake directly in front of the tee box. This lake should not come into play, under any circumstances. Just past the lake is a large bunker, which also should not come into play. To the left of the green is a decent sized bunker, but it does not really protect the green at all. The green is heavily sloped from left to right, with anything landing to the left of the whole filtering down towards the hole.

The third hole has eight iron written all over it. Hit the eight iron off the tee and just take dead aim at the pin. Being mindful of the slope of the green, putt the ball. However, also keep in mind that Par on any of the Par Threes is a good score.

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Hole 04: Par 4 - 360 Yards  
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The fourth hole is a short Par Four with what appears to be a river of some sort winding through the hole. There is a long fairway bunker to the right of the fairway, and the river runs all along the right side of this bunker. After the bunker, the fairway goes to the left, and the river then runs from right to left, directly between the player and the green. Across the river, the green is protected by three bunkers, though none should come into play. The green itself is sloped from left to right, with many shots landing to the right of the hole trickling off the green.

For the drive, again position the dotted blue line so that it is just to the



right of the left edge of the bunker. This should make sure that the tee shot lands in the fairway. This should also leave about sixty-five yards to the pin. While it is true you could simply hit a Sand Wedge at 100% and hope to get the timing of the shot right, instead try hitting a nine iron at 50%. This way, the player can still hit the shot at "full power." Aim right at the pin and hit the shot, which ever way you choose. From here, a Par or better is only two putts away.

-----  
Hole 05: Par 4 - 460 Yards  
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The fifth hole is a long Par Four with an enormous lake sitting right in front of the tee box. To the left of this lake, (but to the right of the fairway), is a large bunker. Finally, to the left of the bunker is the fairway. After the landing area, there are two very large bunkers, one on each side of the fairway. Around the green, there are three small bunkers to the right and one very large bunker to the left of the green. The green is sloped right to left, but fortunately, it is not too severe.

For this tee shot, aim the dotted blue line directly at the left edge of the second pond. Hitting the drive at 100% in this direction will virtually guarantee that the shot lands in the fairway. From here, it should be a nice three iron to the green. If the player does miss the green, chip onto the green and try to get it close to the pin. Par on this hole is a very good score.

-----  
Hole 06: Par 4 - 382 Yards  
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The sixth hole is fairly simple. Along the left side of the fairway are two very large bunkers, and to the right of these bunkers is a long lake. Further up, there are three bunkers just short of the green, and four more bunkers protecting the green. The green is fairly flat, with a small break from front to back.

Aim the tee shot so that the second (larger) blue circle just touches the left edge of the fairway. This will make a shot that ends up in the fairway much more likely. From here, the player just has a nice Pitching Wedge to the green. On this hole, do not be afraid to take dead aim at the pin. A Birdie on this hole is easy to come by, but remember that Par is always a good score.

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Hole 07: Par 4 - 436 Yards  
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The seventh hole is an average length, dogleg right Par Four. A long bunker runs all along the left side of the hole, until the hole doglegs. To the left of the bunker is a river, which runs then entire length of the hole. From the landing area, there are two bunkers to the right of the fairway leading up to the green, and a river to the right of the two bunkers. Protecting the green are two small bunkers. The green is sloped from back to front, so a lot of putts will be straight up the hill.

For the drive, just aim the ball right down the middle of the fairway. This will make for a nice, easy seven iron into the green. Most putts will be either straight up the hill or straight down the hill, so worry more about direction that speed on the uphill putts. On downhill putts, just barely

touch the ball and the the natural slope of the green to the rest for you.  
This hole is one of the easier holes on the entire course.

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Hole 08: Par 3 - 217 Yards  
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Hole eight is a dead straight Par Three with a green surrounded by ten bunkers. Obviously, some of these bunkers will come into play, so be careful when teeing off. The eighth green is crowned, so any shot landing short of the hole will be uphill, but any shot that lands past the hole will also give the player an uphill putt.

This hole is probably the only place on the entire course where the best option is to use the two iron. Instead of aiming directly at the pin, however, I recommend that the player hit the shot so that it ends up on the left side of the green. From here, just two putt for the Par. These Par Threes are tough.

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Hole 09: Par 5 - 581 Yards  
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The ninth hole is a long, and I mean long, Par Five. From the tee, there is a river running along the right side. This turns into a lake near where the fairway begins, and there is a bunker to the left of the lake. The bunker is to the right of the fairway as well. At the landing area, the river returns, but meanders to the left, so as to cut the hole in two. From the landing area, and across the river, there is a very large bunker running along the left side of the fairway. Surrounding the green are five bunkers, three of which are quite small. The green is sloped from left to right.

This is one LONG Par Five. Fortunately, the landing area off the tee is very generous. Hit the drive into the fairway, ending up as close to the right side of the fairway as possible. There is absolutely no way to hit this green in two unless there is a very favorable wind, so I will just tell how to hit the green in three shots. For the second shot, lay up with a five wood and aim right at the beginning of the cart path. This should make the ball stay right in the middle of the fairway. For the third shot, I suggest hitting a Sand Wedge at just over full power. It will be much easier to control than a Pitching Wedge at 75%. Once on the green take the two putts and walk away from the hole knowing that your Par was a very good score, and likely enough to complete this challenge.

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- Section 04.11 -- Challenge 11: Back Nine Challenge -  
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"Beat Par on the back nine holes of Sawgrass."

Hole Number	Par	Hole Yardage
10	4	415
11	5	531
12	4	336
13	3	171
14	4	437
15	4	425

	16		5		500	
	17		3		132	
	18		4		442	
	----- ----- -----					
	Challenge Totals		36		3389	
	-----					

This is yet another self explanatory challenge. Just play the back nine and shoot no more than thirty-five. Simply getting this far into the game means that this should be no problem, so just go out there and play a solid nine holes. Only one more challenge after this!

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Hole 10: Par 4 - 415 Yards  
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Off the tee, the Par Four tenth hole is daunting. A river runs along the left side, as well as a long bunker just to the left of the fairway. To make matters worse, there is a large bunker right at the landing area, nestled between two parts of the fairway. Further up, the green is protected by one bunker. The green is sloped from front to back.

For the tee shot, aim the dotted blue line so that it parallels the left side of the first bunker. This is the best course of action to let the ball land in the fairway. This should leave the player with about an eight iron into the hole. On longer drives, it might be a nine iron, but at 100%, the yardage is usually just right for an eight iron. The mostly flat green makes for an easy two putt. This hole is also a great Birdie opportunity.

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Hole 11: Par 5 - 531 Yards  
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Right off the tee, the eleventh hole has a river run along the left side, turn left, and go off-screen. Remember this little river for later though. Just in front of the fairway is a large bunker. This should not cause any concern, because the player should be able to clear the bunker easily. The fairway narrows at the landing area, and there is one big (though oddly shaped) bunker to the left of the landing area. The river comes in the hole from the left, and makes its way up and to the right side of the fairway. Just short of the fairway is a bunker, and a longer bunker runs all along the right side of the fairway up to the green. Also near the green are two smaller bunkers. The green has virtually no slope, except near the back, where it slopes away from the hole.

Off the tee, aim the ball so that it lands in the middle of the fairway. From here, the player is left with right around 250 yards. In other words, the smart play is to lay up. However, if the player likes to live on the edge, he could try to hit this green in two. It is not impossible. To play it safe, however, the player should hit whatever club will get the ball to about eighty-five yards out. Usually, a five iron will be able to get the ball over to the left fairway, leaving the player with a much easier shot than one over the water. From here, hit a Sand Wedge (or Pitching Wedge) to the green. An easy two putt will give the player a Par.

-----  
Hole 12: Par 4 - 336 Yards  
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The twelfth hole is odd. There is water off the tee, but none to worry

about. There is a large bunker to the right of the fairway, but again, the player need not worry about it. The fairway itself is quite short, so any shot hit at maximum power is likely to outdistance the fairway. Between the end of the fairway and the green are two bunkers, though none are really protecting the putting surface. The green is then sloped from right to left.

For this drive, simply hit the ball right down the middle of the fairway. This will leave the player with an almost perfect yardage for a Sand Wedge. The green is small, but just aim for the middle, right at the pin. Because the green is so small, a two putt should be quite easy, and a Birdie is a distinct possibility.

-----  
Hole 13: Par 3 - 171 Yards  
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The thirteenth hole is an average length Par Three with a lake just in front of the tee box. This lake runs all along the left side of the hole, all the way to the green. There is a large bunker between the tee box and the green, but should not pose a problem to the player. Protecting the green are two small bunkers, as well as the aforementioned lake along the left. The green is sloped from left to right.

This hole puts the player between clubs. In these situations, I usually hit the lower club at just over 100%. I think it is much easier to control, but the choice is really up to you. Take dead aim at the pin, and just try to stay on the green. A Par on any of the Par Threes is a good score.

-----  
Hole 14: Par 4 - 437 Yards  
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Right off the tee on the fourteenth hole is a river and a large bunker. The lake runs all along the left side of the hole. After the first bunker, there is a second bunker that runs all the way from the beginning of the fairway all the way to the green. Surrounding the fourteenth green are six bunkers, of which four are small and to the back. The green itself is sloped right to left and front to back.

For this drive, hit the ball right down the middle of the fairway. This should be fairly easy. This should leave the player with about a six iron into the green. On this hole, I recommend staying left of the pin. Being below the hole will certainly make for an easier putt. From here, a two putt should be a walk in the park, so take your Par (or better) and go to the next hole.

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Hole 15: Par 4 - 425 Yards  
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Just off the fifteenth tee is a large lake, although it has no effect on the shot. All along the right side of the fairway is a large bunker. Between the two parts of the fairway is a large bunker, which might come into play off the tee. On the left side of the green is a large bunker, and to the right are two smaller bunkers. The green is sloped from back to front.

To aim this drive, have the dotted blue line just barely touch the left side of the bunker. This should put the player right in the middle of the fairway, with about a six iron into the green. This is a fairly difficult green to hit, so if you do happen to miss this green, just try to chip the

third shot close to the pin. One putt from there will give the player a well earned Par.

-----  
Hole 16: Par 5 - 500 Yards  
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Hole sixteen is the shortest Par Five at the TPC of Sawgrass at 500 yards. Just off the tee is a small lake, and to the right of the fairway is a large bunker. Neither of these hazards should come into play. Going towards the green, there is a large lake along the right side of the fairway, and two bunkers close to the green on the left side of the fairway. Protecting the green are three bunkers, and the green is sloped from front to back. A fairly simple Par Five.

The sixteenth hole is my favorite hole on the entire course. This short Par Five makes for a great Eagle opportunity. Hit the drive right into the center of the fairway. This should leave the player with about 225 yards to the green. To play it safe, hit a nine iron to advance the ball down the fairway, and then hit a nice Sand Wedge into the green on the approach. To try for an Eagle, hit a two iron for the second shot, and aim it so that the dotted blue line is just left of the bunker to the right of the green. Even if the player misses the green with this shot, a chip and a putt are all it takes to produce a Birdie. A Par here is really like a Bogey on any of the other holes.

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Hole 17: Par 3 - 132 Yards  
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Ah, the seventeenth hole at Sawgrass. This hole is definitely one of the most picturesque holes in all of golf. However, it is also one of the most difficult to play. The entire hole, from just in front of the tee box to the green is one big lake. To make matters worse, the entire green is surrounded by the lake, which means the player must be very accurate off the tee. Also protecting the green is one small bunker in the front, but that should be the least of your worries on this hole. Once on the green, though, things get a little easier. The green has little slope, with just a hint of it from front to back.

This is quite possibly the most difficult hole on the course, especially with the island green. Off the tee, hit a nine iron just left of the pin. This gives the player the best chance to hit the green. Two putts will get the player a tough, tough Par. It is very easy to drop a shot at this hole, so I will say it again: Par is a great score on these Par Threes.

-----  
Hole 18: Par 4 - 442 Yards  
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The finishing hole at the TPC at Sawgrass is dominated by the large lake that runs all along the left side of the hole. However, the rest of the hole is quite tame. There is only one bunker on the entire hole, and that is back behind the green. Once on the green, the player will find a gently sloping surface from left to right.

Off the tee, aim the shot so that the ball ends up in the middle of the fairway. This should leave the player with right around a four iron into the green. Two putts will give the player a finishing Par, and will hopefully cap off a great challenge.

"Shoot the lowest score on the back nine to win. Tiger must beat:  
 Singh, V; Montgomerie, C; Leonard, J; Janzen, L; Cink, S."

.	-----	.
	Hole Number	
	10	
	11	
	12	
	13	
	14	
	15	
	16	
	17	
	18	
	-----	
	Challenge Totals	
	36	
	3389	
	-----	
	-----	

This challenge is nearly identical to the previous challenge except for one thing: in order to win this challenge, the player must shoot somewhere in the vicinity of thirty. Yes, that is correct. The player must shoot right around six under Par to win this challenge. Just trust your skills, always go for the green in two on Par Fives, and putt well. Those things are more important than any others, so practice those and this challenge will be a breeze. Good luck, this is the final challenge.

-----  
 Hole 10: Par 4 - 415 Yards  
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Off the tee, the Par Four tenth hole is daunting. A river runs along the left side, as well as a long bunker just to the left of the fairway. To make matters worse, there is a large bunker right at the landing area, nestled between two parts of the fairway. Further up, the green is protected by one bunker. The green is sloped from front to back.

For the tee shot, aim the dotted blue line so that it parallels the left side of the first bunker. This is the best course of action to let the ball land in the fairway. This should leave the player with about an eight iron into the hole. On longer drives, it might be a nine iron, but at 100%, the yardage is usually just right for an eight iron. The mostly flat green makes for an easy two putt. This hole is also a great Birdie opportunity.

-----  
 Hole 11: Par 5 - 531 Yards  
 -----

Right off the tee, the eleventh hole has a river run along the left side, turn left, and go off-screen. Remember this little river for later though. Just in front of the fairway is a large bunker. This should not cause any concern, because the player should be able to clear the bunker easily. The fairway narrows at the landing area, and there is one big (though oddly shaped) bunker to the left of the landing area. The river comes in the

hole from the left, and makes its way up and to the right side of the fairway. Just short of the fairway is a bunker, and a longer bunker runs all along the right side of the fairway up to the green. Also near the green are two smaller bunkers. The green has virtually no slope, except near the back, where it slopes away from the hole.

Off the tee, aim the ball so that it lands in the middle of the fairway. From here, the player is left with right around 250 yards. In other words, the smart play is to lay up. However, if the player likes to live on the edge, he could try to hit this green in two. It is not impossible. To play it safe, however, the player should hit whatever club will get the ball to about eighty-five yards out. Usually, a five iron will be able to get the ball over to the left fairway, leaving the player with a much easier shot than one over the water. From here, hit a Sand Wedge (or Pitching Wedge) to the green. An easy two putt will give the player a Par.

-----  
Hole 12: Par 4 - 336 Yards  
-----

The twelfth hole is odd. There is water off the tee, but none to worry about. There is a large bunker to the right of the fairway, but again, the player need not worry about it. The fairway itself is quite short, so any shot hit at maximum power is likely to outdistance the fairway. Between the end of the fairway and the green are two bunkers, though none are really protecting the putting surface. The green is then sloped from right to left.

For this drive, simply hit the ball right down the middle of the fairway. This will leave the player with an almost perfect yardage for a Sand Wedge. The green is small, but just aim for the middle, right at the pin. Because the green is so small, a two putt should be quite easy, and a Birdie is a distinct possibility.

-----  
Hole 13: Par 3 - 171 Yards  
-----

The thirteenth hole is an average length Par Three with a lake just in front of the tee box. This lake runs all along the left side of the hole, all the way to the green. There is a large bunker between the tee box and the green, but should not pose a problem to the player. Protecting the green are two small bunkers, as well as the aforementioned lake along the left. The green is sloped from left to right.

This hole puts the player between clubs. In these situations, I usually hit the lower club at just over 100%. I think it is much easier to control, but the choice is really up to you. Take dead aim at the pin, and just try to stay on the green. A Par on any of the Par Threes is a good score.

-----  
Hole 14: Par 4 - 437 Yards  
-----

Right off the tee on the fourteenth hole is a river and a large bunker. The lake runs all along the left side of the hole. After the first bunker, there is a second bunker that runs all the way from the beginning of the fairway all the way to the green. Surrounding the fourteenth green are six bunkers, of which four are small and to the back. The green itself is sloped right to left and front to back.

For this drive, hit the ball right down the middle of the fairway. This should be fairly easy. This should leave the player with about a six iron into the green. On this hole, I recommend staying left of the pin. Being below the hole will certainly make for an easier putt. From here, a two putt should be a walk in the park, so take your Par (or better) and go to the next hole.

-----  
Hole 15: Par 4 - 425 Yards  
-----

Just off the fifteenth tee is a large lake, although it has no effect on the shot. All along the right side of the fairway is a large bunker. Between the two parts of the fairway is a large bunker, which might come into play off the tee. On the left side of the green is a large bunker, and to the right are two smaller bunkers. The green is sloped from back to front.

To aim this drive, have the dotted blue line just barely touch the left side of the bunker. This should put the player right in the middle of the fairway, with about a six iron into the green. This is a fairly difficult green to hit, so if you do happen to miss this green, just try to chip the third shot close to the pin. One putt from there will give the player a well earned Par.

-----  
Hole 16: Par 5 - 500 Yards  
-----

Hole sixteen is the shortest Par Five at the TPC of Sawgrass at 500 yards. Just off the tee is a small lake, and to the right of the fairway is a large bunker. Neither of these hazards should come into play. Going towards the green, there is a large lake along the right side of the fairway, and two bunkers close to the green on the left side of the fairway. Protecting the green are three bunkers, and the green is sloped from front to back. A fairly simple Par Five.

The sixteenth hole is my favorite hole on the entire course. This short Par Five makes for a great Eagle opportunity. Hit the drive right into the center of the fairway. This should leave the player with about 225 yards to the green. To play it safe, hit a nine iron to advance the ball down the fairway, and then hit a nice Sand Wedge into the green on the approach. To try for an Eagle, hit a two iron for the second shot, and aim it so that the dotted blue line is just left of the bunker to the right of the green. Even if the player misses the green with this shot, a chip and a putt are all it takes to produce a Birdie. A Par here is really like a Bogey on any of the other holes.

-----  
Hole 17: Par 3 - 132 Yards  
-----

Ah, the seventeenth hole at Sawgrass. This hole is definitely one of the most picturesque holes in all of golf. However, it is also one of the most difficult to play. The entire hole, from just in front of the tee box to the green is one big lake. To make matters worse, the entire green is surrounded by the lake, which means the player must be very accurate off the tee. Also protecting the green is one small bunker in the front, but that should be the least of your worries on this hole. Once on the green, though, things get a little easier. The green has little slope, with just a hint of it from front to back.



This is quite possibly the most difficult hole on the course, especially with the island green. Off the tee, hit a nine iron just left of the pin. This gives the player the best chance to hit the green. Two putts will get the player a tough, tough Par. It is very easy to drop a shot at this hole, so I will say it again: Par is a great score on these Par Threes.

-----  
 Hole 18: Par 4 - 442 Yards  
 -----

The finishing hole at the TPC at Sawgrass is dominated by the large lake that runs all along the left side of the hole. However, the rest of the hole is quite tame. There is only one bunker on the entire hole, and that is back behind the green. Once on the green, the player will find a gently sloping surface from left to right.

Off the tee, aim the shot so that the ball ends up in the middle of the fairway. This should leave the player with right around a four iron into the green. Two putts will give the player a finishing Par, and will hopefully cap off a win in the final challenge!

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=                               Section 05 -- PGA Tour Mode                               =
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The Games Menu is where the player should go in order to compete in "real" PGA Tour events. When the Games Menu is selected, the player has two options, PGA Tour and Shootout. When PGA Tour is selected, the player will then have to choose either 1 Player, Pass Around or Multi-Link. 1 Player means that only one player is going to play the tournament. Pass Around means that more than one person will be playing in the tournament, but all players will be using the same GameBoy Advance. Multi-Link means that more than one player will be playing in the tournament, and each player will have his own GameBoy Advance.

When PGA Tour is selected from the Games Menu, the player will be competing in a PGA Tour event. The tournament consists of two eighteen hole rounds, both of which are played at the TPC at Sawgrass. A mock scorecard can be found below, and hole by hole descriptions and strategies will follow the mock scorecard. Although the tournament consists of two rounds of golf, since they are both played on the same course, hole by hole strategies will only be given one time.

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.------.
| Hole Number | Par | Amateur | Pro |
|-----|-----|-----|-----|
|      01     |  4  |   345   | 393 |
|      02     |  5  |   453   | 511 |
|      03     |  3  |   115   | 144 |
|      04     |  4  |   324   | 360 |
|      05     |  4  |   413   | 460 |
|      06     |  4  |   322   | 382 |
|      07     |  4  |   382   | 436 |
|      08     |  3  |   163   | 217 |
|      09     |  5  |   523   | 581 |
|-----|-----|-----|-----|
| Front Nine Totals | 36 | 3040 | 3484 |
|-----|-----|-----|-----|

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10	4	363	415
11	5	473	531
12	4	291	336
13	3	132	171
14	4	360	437
15	4	363	425
16	5	473	500
17	3	97	132
18	4	352	442
----- ----- ----- -----			
Back Nine Totals	36	2904	3389
----- ----- ----- -----			
Eighteen Hole Totals	72	5944	6873
----- ----- ----- -----			

\*\*\*Amateur tees can only be played in Practice Mode\*\*\*

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Hole 01: Par 4 - 393 Yards  
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The first hole is a pretty straightforward Par Four, with the green directly in front of the player off the tee. However, the fairway is sort of kinked, so the player must aim left off the tee in order to hit the fairway. There is a lake on the right side, just off the tee box, but it should not come into play. There are two bunkers to the right of the fairway, just past the lake, and farther up there is another bunker just off the fairway. The last bunker is on the left side and is protecting the green. A cart path runs all along the left side of this hole. The green itself is sloped from back to front.

To open the round, aim your tee shot so that the blue dotted line runs right along the left side of the first bunker. This should leave the player with about a Pitching Wedge for the approach shot. Aim the approach at the center of the green, right at the pin. The green is sloped from left to right. When on the green, be careful of the speed with which you hit the ball, and aim pretty much right at the cup. Now, either make the first putt for Birdie or tap in your second putt for a Par.

-----  
Hole 02: Par 5 - 511 Yards  
-----

The second hole is a fairly short Par Five, with almost no real hazards. The landing area of the tee shot is wide open, so nearly anything will be in good shape for the second shot. From the landing area, there are two bunkers along the right side of the hole, with a lake to the right of the first bunker. There are six bunkers surrounding the green, though none are really big enough to worry about. This hole, like the first, has a cart path running along the entire left side. The second green is sloped heavily from right to left, and any shot landing on the left side of the green is likely to roll right off the green.

To score well on this hole, the player needs to put the tee shot in the fairway. From here, the player has two options: play safe or try to hit the green in two shots. To play it safe, use a mid-iron for the second shot and just try to keep the ball in the fairway. From there, a simple Sand Wedge should put the player on the green. To go for the gold, hit either a three wood or five wood for the second shot, depending on the yardage. If by chance the player misses the green with the second shot, simply chip onto

the green. The green is heavily sloped from left to right, so try to have the second or third shot end up on the left side of the green. This will make far an easier (uphill) first putt. Either hole out the first putt for Birdie (or Eagle), or tap in the second putt for Par (or Birdie).

-----  
Hole 03: Par 3 - 144 Yards  
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The third hole is a short Par Three with a lake directly in front of the tee box. This lake should not come into play, under any circumstances. Just past the lake is a large bunker, which also should not come into play. To the left of the green is a decent sized bunker, but it does not really protect the green at all. The green is heavily sloped from left to right, with anything landing to the left of the whole filtering down towards the hole.

The third hole has eight iron written all over it. Hit the eight iron off the tee and just take dead aim at the pin. Being mindful of the slope of the green, putt the ball. However, also keep in mind that Par on any of the Par Threes is a good score.

-----  
Hole 04: Par 4 - 360 Yards  
-----

The fourth hole is a short Par Four with what appears to be a river of some sort winding through the hole. There is a long fairway bunker to the right of the fairway, and the river runs all along the right side of this bunker. After the bunker, the fairway goes to the left, and the river then runs from right to left, directly between the player and the green. Across the river, the green is protected by three bunkers, though none should come into play. The green itself is sloped from left to right, with many shots landing to the right of the hole trickling off the green.

For the drive, again position the dotted blue line so that it is just to the right of the left edge of the bunker. This should make sure that the tee shot lands in the fairway. This should also leave about sixty-five yards to the pin. While it is true you could simply hit a Sand Wedge at 100% and hope to get the timing of the shot right, instead try hitting a nine iron at 50%. This way, the player can still hit the shot at "full power." Aim right at the pin and hit the shot, whichever way you choose. From here, a Par or better is only two putts away.

-----  
Hole 05: Par 4 - 460 Yards  
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The fifth hole is a long Par Four with an enormous lake sitting right in front of the tee box. To the left of this lake, (but to the right of the fairway), is a large bunker. Finally, to the left of the bunker is the fairway. After the landing area, there are two very large bunkers, one on each side of the fairway. Around the green, there are three small bunkers to the right and one very large bunker to the left of the green. The green is sloped right to left, but fortunately, it is not too severe.

For this tee shot, aim the dotted blue line directly at the left edge of the second pond. Hitting the drive at 100% in this direction will virtually guarantee that the shot lands in the fairway. From here, it should be a nice three iron to the green. If the player does miss the green, chip onto the

green and try to get it close to the pin. Par on this hole is a very good score.

-----  
Hole 06: Par 4 - 382 Yards  
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The sixth hole is fairly simple. Along the left side of the fairway are two very large bunkers, and to the right of these bunkers is a long lake. Further up, there are three bunkers just short of the green, and four more bunkers protecting the green. The green is fairly flat, with a small break from front to back.

Aim the tee shot so that the second (larger) blue circle just touches the left edge of the fairway. This will make a shot that ends up in the fairway much more likely. From here, the player just has a nice Pitching Wedge to the green. On this hole, do not be afraid to take dead aim at the pin. A Birdie on this hole is easy to come by, but remember that Par is always a good score.

-----  
Hole 07: Par 4 - 436 Yards  
-----

The seventh hole is an average length, dogleg right Par Four. A long bunker runs all along the left side of the hole, until the hole doglegs. To the left of the bunker is a river, which runs then entire length of the hole. From the landing area, there are two bunkers to the right of the fairway leading up to the green, and a river to the right of the two bunkers. Protecting the green are two small bunkers. The green is sloped from back to front, so a lot of putts will be straight up the hill.

For the drive, just aim the ball right down the middle of the fairway. This will make for a nice, easy seven iron into the green. Most putts will be either straight up the hill or straight down the hill, so worry more about direction that speed on the uphill putts. On downhill putts, just barely touch the ball and the the natural slope of the green to the rest for you. This hole is one of the easier holes on the entire course.

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Hole 08: Par 3 - 217 Yards  
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Hole eight is a dead straight Par Three with a green surrounded by ten bunkers. Obviously, some of these bunkers will come into play, so be careful when teeing off. The eighth green is crowned, so any shot landing short of the hole will be uphill, but any shot that lands past the hole will also give the player an uphill putt.

This hole is probably the only place on the entire course where the best option is to use the two iron. Instead of aiming directly at the pin, however, I recommend that the player hit the shot so that it ends up on the left side of the green. From here, just two putt for the Par. These Par Threes are tough.

-----  
Hole 09: Par 5 - 581 Yards  
-----

The ninth hole is a long, and I mean long, Par Five. From the tee, there is

a river running along the right side. This turns into a lake near where the fairway begins, and there is a bunker to the left of the lake. The bunker is to the right of the fairway as well. At the landing area, the river returns, but meanders to the left, so as to cut the hole in two. From the landing area, and across the river, there is a very large bunker running along the left side of the fairway. Surrounding the green are five bunkers, three of which are quite small. The green is sloped from left to right.

This is one LONG Par Five. Fortunately, the landing area off the tee is very generous. Hit the drive into the fairway, ending up as close to the right side of the fairway as possible. There is absolutely no way to hit this green in two unless there is a very favorable wind, so I will just tell how to hit the green in three shots. For the second shot, lay up with a five wood and aim right at the beginning of the cart path. This should make the ball stay right in the middle of the fairway. For the third shot, I suggest hitting a Sand Wedge at just over full power. It will be much easier to control than a Pitching Wedge at 75%. Once on the green take the two putts and walk away from the hole knowing that your Par was a very good score.

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Hole 10: Par 4 - 415 Yards  
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Off the tee, the Par Four tenth hole is daunting. A river runs along the left side, as well as a long bunker just to the left of the fairway. To make matters worse, there is a large bunker right at the landing area, nestled between two parts of the fairway. Further up, the green is protected by one bunker. The green is sloped from front to back.

For the tee shot, aim the dotted blue line so that it parallels the left side of the first bunker. This is the best course of action to let the ball land in the fairway. This should leave the player with about an eight iron into the hole. On longer drives, it might be a nine iron, but at 100%, the yardage is usually just right for an eight iron. The mostly flat green makes for an easy two putt. This hole is also a great Birdie opportunity.

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Hole 11: Par 5 - 531 Yards  
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Right off the tee, the eleventh hole has a river run along the left side, turn left, and go off-screen. Remember this little river for later though. Just in front of the fairway is a large bunker. This should not cause any concern, because the player should be able to clear the bunker easily. The fairway narrows at the landing area, and there is one big (though oddly shaped) bunker to the left of the landing area. The river comes in the hole from the left, and makes its way up and to the right side of the fairway. Just short of the fairway is a bunker, and a longer bunker runs all along the right side of the fairway up to the green. Also near the green are two smaller bunkers. The green has virtually no slope, except near the back, where it slopes away from the hole.

Off the tee, aim the ball so that it lands in the middle of the fairway. From here, the player is left with right around 250 yards. In other words, the smart play is to lay up. However, if the player likes to live on the edge, he could try to hit this green in two. It is not impossible. To play it safe, however, the player should hit whatever club will get the ball to about eighty-five yards out. Usually, a five iron will be able to get the ball over to the left fairway, leaving the player with a much easier shot than one over the water. From here, hit a Sand Wedge (or Pitching Wedge) to

the green. An easy two putt will give the player a Par.

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Hole 12: Par 4 - 336 Yards  
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The twelfth hole is odd. There is water off the tee, but none to worry about. There is a large bunker to the right of the fairway, but again, the player need not worry about it. The fairway itself is quite short, so any shot hit at maximum power is likely to outdistance the fairway. Between the end of the fairway and the green are two bunkers, though none are really protecting the putting surface. The green is then sloped from right to left.

For this drive, simply hit the ball right down the middle of the fairway. This will leave the player with an almost perfect yardage for a Sand Wedge. The green is small, but just aim for the middle, right at the pin. Because the green is so small, a two putt should be quite easy, and a Birdie is a distinct possibility.

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Hole 13: Par 3 - 171 Yards  
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The thirteenth hole is an average length Par Three with a lake just in front of the tee box. This lake runs all along the left side of the hole, all the way to the green. There is a large bunker between the tee box and the green, but should not pose a problem to the player. Protecting the green are two small bunkers, as well as the aforementioned lake along the left. The green is sloped from left to right.

This hole puts the played between clubs. In these situations, I usually hit the lower club at just over 100%. I think it is much easier to control, but the choice is really up to you. Take dead aim at the pin, and just try to stay on the green. A Par on any of the Par Threes is a good score.

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Hole 14: Par 4 - 437 Yards  
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Right off the tee on the fourteenth hole is a river and a large bunker. The lake runs all along the left side of the hole. After the first bunker, there is a second bunker that runs all the way from the beginning of the fairway all the way to the green. Surrounding the fourteenth green are six bunkers, of which four are small and to the back. The green itself is sloped right to left and front to back.

For this drive, hit the ball right down the middle of the fairway. This should be fairly easy. This should leave the player with about a six iron into the green. On this hole, I recommend staying left of the pin. Being below the hole will certainly make for an easier putt. From here, a two putt should be a walk in the park, so take your Par (or better) and go to the next hole.

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Hole 15: Par 4 - 425 Yards  
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Just off the fifteenth tee is a large lake, although it has no effect on the shot. All along the right side of the fairway is a large bunker. Between the two parts of the fairway is a large bunker, which might come into play

off the tee. On the left side of the green is a large bunker, and to the right are two smaller bunkers. The green is sloped from back to front.

To aim this drive, have the dotted blue line just barely touch the left side of the bunker. This should put the player right in the middle of the fairway, with about a six iron into the green. This is a fairly difficult green to hit, so if you do happen to miss this green, just try to chip the third shot close to the pin. One putt from there will give the player a well earned Par.

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Hole 16: Par 5 - 500 Yards  
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Hole sixteen is the shortest Par Five at the TPC of Sawgrass at 500 yards. Just off the tee is a small lake, and to the right of the fairway is a large bunker. Neither of these hazards should come into play. Going towards the green, there is a large lake along the right side of the fairway, and two bunkers close to the green on the left side of the fairway. Protecting the green are three bunkers, and the green is sloped from front to back. A fairly simple Par Five.

The sixteenth hole is my favorite hole on the entire course. This short Par Five makes for a great Eagle opportunity. Hit the drive right into the center of the fairway. This should leave the player with about 225 yards to the green. To play it safe, hit a nine iron to advance the ball down the fairway, and then hit a nice Sand Wedge into the green on the approach. To try for an Eagle, hit a two iron for the second shot, and aim it so that the dotted blue line is just left of the bunker to the right of the green. Even if the player misses the green with this shot, a chip and a putt are all it takes to produce a Birdie. A Par here is really like a Bogey on any of the other holes.

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Hole 17: Par 3 - 132 Yards  
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Ah, the seventeenth hole at Sawgrass. This hole is definitely one of the most picturesque holes in all of golf. However, it is also one of the most difficult to play. The entire hole, from just in front of the tee box to the green is one big lake. To make matters worse, the entire green is surrounded by the lake, which means the player must be very accurate off the tee. Also protecting the green is one small bunker in the front, but that should be the least of your worries on this hole. Once on the green, though, things get a little easier. The green has little slope, with just a hint of it from front to back.

This is quite possibly the most difficult hole on the course, especially with the island green. Off the tee, hit a nine iron just left of the pin. This gives the player the best chance to hit the green. Two putts will get the player a tough, tough Par. It is very easy to drop a shot at this hole, so I will say it again: Par is a great score on these Par Threes.

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Hole 18: Par 4 - 442 Yards  
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The finishing hole at the TPC at Sawgrass is dominated by the large lake that runs all along the left side of the hole. However, the rest of the hole is quite tame. There is only one bunker on the entire hole, and that

is back behind the green. Once on the green, the player will find a gently sloping surface from left to right.

Off the tee, aim the shot so that the ball ends up in the middle of the fairway. This should leave the player with right around a four iron into the green. Two putts will give the player a finishing Par, and will hopefully cap off a great round. Keep it up for the next round and you will be crowned champion!

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= Section 06 -- Frequently Asked Questions =  
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This section will try to answer any of the questions a reader has had in the past. This is the first time a guide of mine has included a section for Frequently Asked Questions, so I hope I do this correctly.

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Question 01  
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Question : I have all 12 challenges in the "Play Now" option. Is there a way of resetting the game so that you can replay challenges one through eleven again? All I can do now is play challenge twelve over and over again...

Answer : When the "Play Now" option is selected, the game always takes the player to the last available challenge. When all of them have been completed, the game automatically takes the player to the last challenge every time the "Play Now" option is selected. To access the other eleven challenges, simply press left on the Directional Pad, and the other eleven challenges will cycle.

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= Section 07 -- Previous Revisions =  
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Version 1.20  
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This guide was updated to reflect an addition. I have received a question through email, and I have reproduced this question in the brand new Frequently Asked Questions section. Thanks go out to David for bringing this question to my attention, as I believe it is a very common question, and one that I simply overlooked. I hope this question is now answered, and I look forward to answering any more questions. Thanks again, David!

Version 1.20 was submitted to GameFAQs on February 22, 2004.

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Version 1.10  
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This guide was updated, along with all of my others, to make the Table of Contents look cleaner. I hope you like the changes I have made. Actually, though, I like it, so I am keeping this format no matter what. I guess you had just better like it. I also updated the copyright dates.



Version 1.10 was submitted to GameFAQs on January 14, 2004.

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Version 1.00  
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This is the original guide, as submitted to GameFAQs. There will be updates to come, as there is inevitably something else that can go in here. All sections are as complete as I want them right now, and Hole by Hole strategies are provided for the entire game. All portions of this guide are of my own design, and will continue to be, until I find something better.

Work on this guide officially began on December 2, 2003.

Version 1.00 was originally submitted to GameFAQs on January 13, 2004.

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= Section 08 -- Special Thanks and Credits =  
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First, I would like to thank CJayC for running this site and for hosting this guide. If not for GameFAQs, I would not be as into gaming as I am, and I would not have thought so many other things are possible, other than just playing the game.

I would like to thank David for asking the first question in the Frequently Asked Questions section. I am sure this is a very common question, and one I easily overlooked. Thanks for bringing it to my attention, David.

And last, but definitely not least, I would like to thank my close friends on GameFAQs. Especially Steve, Devin, Chad, Brian, Zoop, Trace, and Andrew. You guys are more help than you realize, and I thank you for that.

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