Bellshill Golf Course

Scotland

**Background to this rendition of the course:-**

In the late 60’s through to the 80’s, I was a member at this course. I wanted to create a version for Links Golf that would bring back some “fond memories”.

**Background to the real course:-**

The course is set in parkland, on the banks of the Calder River in Lanarkshire, Scotland and is adjacent to Strathclyde Park. It was opened in 1905 as a nine hole course. Bellshill was mainly a coal mining village at that time, but has since become a large and industrious town. The course web site is [www.bellshillgolfcourse.com](http://www.bellshillgolfcourse.com) . It is not a long course by today’s standards but with the wind, the elevation changes and a tendency to dry out, it requires a variety of different shots to get round safely.

**My version of the course:-**

I did not set out to ‘design’ a course and I haven’t. What I have tried to create is a version of the course for Links Golf that is faithful to the actual layout and has a ‘feel’ of the real thing.

I used 3D map and Google earth for the elevation data as I could not find any where to get a D.E.M. of the plot.

My version has quite a bit of ‘artistic’ embellishment, which includes areas of grass and shrubs between some fairways and using stock trees, bushes etc., rather than trying to create the actual flora of the course. The real course is surrounded by a fence and is bisected with a railway line which also crosses over a very large stone viaduct behind the 18th tee. In my version, I have only put a portion of the fencing in (I think it looks better without all the fencing) and after many failed attempts at trying to make ‘presentable’ railway, viaduct and also clubhouse objects (Photoshop is not my forte.) have used A.P.C.D. stock objects to represent these as well as the bridges on the course. I am still persevering and hopefully someday I will be able to turn out accurate custom 2D objects, as well as be able to successfully “map” 3D objects. I have not included photos of the course due to copyright laws, but check out the web site.

The preview yardages are ‘distance to the middle of the green’ and are very loosely based on the actual yardage booklet.

In my Beta version, I made a number of mistakes and would like to thank all of you who took the time to try out the course and point them out, which was the whole idea behind releasing it. I have corrected them and also modified parts of the course to make it more ‘Links Golf, player friendly’. (And you do tee off over the 17th green from the 18th tee in real life.)

I would suggest that if played with firm to hard greens, difficult pins and a breezy wind, while using a maximum of 100% swing, you should get the ‘feel’ of what the course was like.

**Those who have helped me:-**

Quite a few years ago, when I first started ‘playing’ about with A.P.C.D., I asked a few question on the Links Corner designers forum. One gentleman who replied was called Mike Jones. His helpful suggestions and comments were such that ever since I have been “hooked” on APCD. (I don’t know if I should thank him for this or not). When rendering this Bellshill course, I found out that some of the textures I was using use were by Mr. Jones and they could be used by me and any other ‘wannabe’ designers due to him making them available. Thank you Mr. Jones.

The main help to me has been Mr. Stewart Parker. He has been kind enough to answer my questions, has given me examples and explanations of his methods and has encouraged me to keep going when I felt like giving up on the course. A true gentleman, thank you Stewart and “Lang Mae Yer Lum Reek”.

I would also like to thank the person who made the forest hills pano’ I have used, thank you for making it available.

I hope that you enjoy playing the course as much I did ‘back in the day’.

John Wales

P.S. The course is not locked. Feel free to use it as you see fit.