

# MLCC Men's Handicap League - 2024

Welcome to the Men's Handicap League, 2024! Thank you for participating! We have 98 players this year. It is our 19th year; here are some general rules of the League.

- **SCHEDULE:** This league will run 11 weeks from May 23rd to Aug 8<sup>th</sup>. **Play must be on Thursday.** You do not have to play with a league member, but must play with someone who attests your score.

Play this year will alternate between the front 9 and back 9 each week. **If you are playing 18, you need to start with whatever 9 the league is playing that Thursday.** For example, week 2 you would play the back 9 tees first and then the front 9 tees if you are playing 18 holes that league day. Turn in the first 9 holes score you shoot.

**SCORING:** Have your full name filled in on the card. Enter your actual score for each hole as a number on the scorecard. Have a playing partner review & sign the scorecard when you are done and put the card in the Men's League score card receptacle, located in the Pro Shop and BAR. Cards will be targeted for pick up on Friday. Weekly results will published within a few days.

**New for 2024, change in how match winners are calculated and max score of triple bogey.**

- The lowest 6 NET Individual Scores will be used to determine winner of each weeks match. If less than 6 players play for a team, the highest common number of scores from both teams will be used.
- **The Maximum score you should take on any hole is a triple bogey.** If there are Group(s) behind you, please pick up after you've reached triple bogey, let your group finish out and move to the next hole. For a Par 3 - max score is 6, Par 4 – max score is 7, Par 5 – max score is 8.
- **HANDICAPS:** Starting handicaps are based on last year's ending handicap if you were in the league. New League members will have their first 2 scores calculated based on a pct of what they shoot to handicap to establish a Handicap. See 'How Handicaps are Calculated' on website for detailed explanation. The lowest 'NET' score allowed will be a 31 (regardless of handicap). If a player shoots a '29', then their score will be 29 (assuming they don't have a negative handicap).
- **RULES:** Everyone is allowed to play the ball up. Follow the rules of golf. There are no gimmes, mulligans, etc. Count your penalty strokes according to the Local League rules on out of bounds, etc. To assist in Pace of Play when course is crowded, **see page 5 for more detail.**

The final night, August 15th, we will have a 9-hole scramble at 5:00 p.m., followed immediately with a banquet dinner and awards. The scramble is free. To receive a cash reward, you need to play in at least 3 league matches.

- **Teams** were selected by a handicap sort draw. Teams & Schedule are on pages 2, 3 & 4.



Have Fun! 2024 MLCC Men's League

## 2022 Men's League Teams / Schedule

## Schedule

2024 - All Play is on Thursday so that everyone plays the same pin &amp; tee placements.

\* Points: Win = 1, tie = .5 ; Last 2 weeks (8/1 &amp; 8/8) - Win = 2, tie = 1 ; (Point standings sorted left to right)

Place											
Points											
WK#	Thursday Dates	Team 1	Team 2	Team 3	Team 4	Team 5	Team 6	Team 7	Team 8	Team 9	Team 10
1	5/23/24	2	1	10	9	8	7	6	5	4	3
2	5/30/24	7	3	2	10	9	8	1	6	5	4
3	6/6/24	3	4	1	2	10	9	8	7	6	5
4	6/13/24	8	5	4	3	2	10	9	1	7	6
5	6/20/24	4	6	5	1	3	2	10	9	8	7
6	6/27/24	9	7	6	5	4	3	2	10	1	8
7	7/11/24	5	8	7	6	1	4	3	2	10	9
8	7/18/24	10	9	8	7	6	5	4	3	2	1
9	7/25/24	6	10	9	8	7	1	5	4	3	2
10	8/1/24	Matches by seed - 1 vs 2, 3 vs 4, 5 vs 6, 7 vs 8, 9 vs 10									
11	8/8/24	Matches by seed - 1 vs 10, 2 vs 9, 3 vs 8, 4 vs 7, 5 vs 6									
12	8/15/24	9 hole scramble @ 5 PM, Banquet Dinner & Awards After									

- There are 10 teams. Each team will play each other in the first 9 weeks.  
Weeks 10 & 11 matches will be based on standings at that time.  
Tie breakers for week 10 & 11 matches: 1. Head to Head results.  
2. If needed, lowest net Score TEAM AVG used in Matches YTD.
- Each win in week 1 thru 9 is worth 1 point, a tie is .5 points.  
In weeks 10 & 11, a win is worth 2 points, a tie is 1 point. (Kinda like Fedex Playoffs)  
There are 13 points available if you win every match.  
~ 70% of points are in weeks 1 thru 9. ~ 30% in weeks 10 & 11.
- Teams were created via handicap draw. Each team has at least one new league player.
- The lowest 'NET' handicap score allowed will be a 31 (regardless of handicap).  
If a player actually shoots a '29', their score will be 29 (assuming they don't have a negative handicap).
- The highest score to take on any hole for League Play scorecard is triple bogey.  
Par 3 max score 6, Par 4 max score 7, par 5 max score 8.  
If the course is busy, groups in back of you, pick up your ball after you get to triple bogey

Note: Estimated HDCP's were assigned to new players to help balance the team draw.

New players will use the New member HDCP calculation for their first 2 scores.

<b>2024 Men's League 98 Players - 10 Teams</b>	<b>Starting HDCP</b>	<b>Avg of HDCP</b>		<b>Starting HDCP</b>	<b>Avg of HDCP</b>
<b>1 - Norman's Sharks</b>	<b>81</b>	<b>8.1</b>	<b>6 - Weiskopf's Wiseguys</b>	<b>89</b>	<b>8.9</b>
Stillson, Jeremy	-1		Conklin, Tom	2	
Ehens, Matt	6		Miller, Steven	5	
Centers, Jason	6		Harms, Tim	6	
Clark, John	8		Evans, Clark	7	
Mackie, Greg	8		Babcock, Nick (N)	8	
Frietsch, Bill (N)	9		Stillson, Ray	9	
Evans, Ethan (N)	9		Renner, Mike (N)	9	
Roberson, Damon	11		Pierson, Brent	10	
Schmeig, Joel	11		Brown, Tim	12	
Walraven, Noah (N)	14		Colgan, Jack	21	
<b>2 - Trevino's Highballers</b>	<b>69</b>	<b>7.6</b>	<b>7 - Hogan's Heroes</b>	<b>89</b>	<b>8.9</b>
Coulter, Ken	0		Kirvin, Zach	3	
Tuttle, Gene	6		Stover, Kyle	5	
McKinty, John	6		Wiebler, David	6	
Monroe, Jim	8		Begner, Josh	7	
Frye, Kevin	8		Blum, Tanner (N)	8	
Heinz, Dan (N)	9		Halloway, Chad	9	
Cosby, Doug (N)	9		Franks, Jason (N)	10	
Jackson, Bob	11		Fletcher, Mat	10	
Price, Eric	12		Nader, James	12	
			Almasi, Andrew	18	
<b>3 - Watson's Kneeknockers</b>	<b>70</b>	<b>7.7</b>	<b>8 - Arnie's Army</b>	<b>84</b>	<b>8.4</b>
Graves, Nate	1		Casper, Steve	3	
Jehle, Nick	5		Putrich, Josh	5	
Cafferty, Pat	6		Burwell, Brandon	6	
Askam, Tim	8		Copple, Jim	7	
Thompson, Craig	8		Ruff, Jake (N)	7	
Homer, Keith (N)	9		Blum, Kenny	9	
Blum, Tucker (N)	9		Pierson, Greg (N)	10	
Howard, Chris	11		Patterson, Jim	10	
Bolton, Brook	12		Cluskey, Ron	12	
			Carter, Greg	15	

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<b>4 - Gary's Players</b>	<b>96</b>	<b>9.6</b>	<b>9 - Wannabe Masters</b>	<b>83</b>	<b>8.3</b>
Ott, Alex	1		Northrup, Jim	4	
Phillips, Ralph	5		Harmon, Aaron	4	
Maier, Tom	6		Jansen, Coe (N)	6	
Steffes, Adam	7		Durst, Justin	6	
Ludwig, Jay	8		Guppy, Matt	7	
McCoy, Derek (N)	9		Hart, Seth	9	
Balagna, Max (N)	9		Sumner, Branden (N)	10	
Shreck, Adam	11		Ewalt, Britt	10	
Almasi, Matt	12		Threw, Mick	13	
Thornton, Bryan	27		Haulk, Jake	14	
<b>5 - The Golden Bears</b>	<b>91</b>	<b>9.1</b>	<b>10 - The Caddyshacks</b>	<b>86</b>	<b>8.6</b>
Monroe, Nate	1		Ramsay, Dave	4	
Urbanc, Moke	5		Prater, Todd (N)	4	
Claerhout, Todd	6		Ekstrand, Jared	4	
Johns, Nate	7		Jehle, Scott	6	
Reick, Jon (N)	8		Criswell, Larry	7	
Dunbar, Al	9		Almasi, Joe	10	
Peterson, Andy (N)	9		Ewalt, Alex	10	
Caulkins, Paul	11		Welch, Michael (N)	12	
Price, Curt	12		Self, Dallas	14	
Almasi, Tom	23		Bourque, Philip	14	

MLCC Men's League: **Pace of Play, Local League Rules on Lost Ball, Out of Bounds, etc. Penalty strokes are modified from USGA to keep it simple. Remember Etiquette!**

Local League rules to help pace of play as the course can get busy at times.

- Play "ready golf" as much as possible when the course is busy. Simply put, "ready golf" means that each golfer within a group hits when ready, rather than strictly adhering to the principle that the farthest from the hole plays first.
- The Maximum score you should take on a hole is a triple bogey. If there are Group(s) behind you, please pick up after you've reached triple bogey, let your group finish out and move to the next hole.
- **Remember league rules on lost ball, out of bounds, etc. Take a penalty stroke (see below).**
  - a. For any ball that goes out of bounds, is lost, is in an unplayable hazard, etc., **take a drop nearest the point in question, no closer to the hole. Take a penalty stroke and hit your next shot. For example, you would not re-tee if your tee shot went out of bounds or can't be found.**
  - b. On hole 16 (Par 4) where you play the bottom tee over the lake. **If you hit a ball in the lake off the tee, the DROP area is between the BLUE 200 Yard markers in the middle of 16 fairway across the lake. Drop your ball there. You are hitting your 3rd shot from 200 yards after the penalty stroke.**
- If people are waiting, write your score down after you get to the next tee box.
- Don't play in groups of 6 or more. Letting a group tee off after you have hit your tee shots is fine, but then let that group start the hole out ahead of your group.
- As a general rule, you should try and keep pace with the group in front of you. If the group in front of you is more than one hole ahead of you and your group is slower than the group behind you, you should invite the group behind you to play through. Playing through is a polite way to alleviate the differences in pace of play that can happen between groups of golfers.
- Different players/groups can play at different paces of play. Good thing is, when it comes to waving through, two fundamental rules should cover all scenarios whether your group is waiting or letting a group play through: **apply common courtesy and common sense.**

In the end, the course may be full and people playing on every hole. If that is the case, please show patience, courtesy and respect as you play to get your 9 or 18 holes in. **The end goal is for everyone to enjoy their round!**

Thank you for the great participation this year in league play! Let us know if any questions.

2024 MLCC Men's League