

MLCC Men's Handicap League – 2026

(Suggest turning Phone sideways for better readability)



Welcome to the Men's Thursday 9 HOLE Handicap League!

Thanks for joining! This is our 21st year.

Here's a quick overview:

- **Schedule:** League runs from May 21 to July 30, every Thursday. Play alternates between the front 9 and back 9 each week. If playing 18 holes, start with the designated 9 for the week. Your first hole at MLCC should be the first of the 9-holes (F9 or B9) for the league that day.
- You do not have to play with a league member, but must play with someone who attests your score.
- **Scoring will be electronic this year (more later).**
 - The designated scorer for your group should review all scores with the league players in the group and then enter all league player scores and submit.
 - Maximum score per hole is a triple bogey: par 3 = 6, par 4 = 7, par 5 = 8.
- **Match Winners:** The lowest 6 NET scores each week determine match winners. If there is a tie, the next set of scores will be used until a winner is determined or match ends in a tie. If fewer than 6 players from a team play, the highest common number of scores is used.
- **Handicaps:** Starting handicaps are based on last year's ending handicaps. New players will have their first 2 scores calculated to establish a handicap. The lowest NET score allowed is 31. If a player shoots an actual '29', then their score will be 29 (assuming a non-negative HDCP).
- **Rules:** Play the ball up, follow golf rules (no gimmes, mulligans, etc.). To assist in Pace of Play and how to count your penalty strokes, see page 2 for Local League rules on out of bounds, etc.
- **Thursday Aug 6th,** there will be a 9-hole scramble at 5:00 p.m., followed by a banquet. The scramble is free. To earn cash rewards, you need to play in at least 3 league matches.
- **Teams & Schedule:** Teams were selected by a handicap draw. See pages 3-5 for details.

Local League Rules and Pace of Play Guidelines – Summary

Some penalty strokes are modified from USGA to keep it simple. Remember Etiquette!

To keep play moving smoothly, especially when the course is busy:

- **Play “ready golf”** – Hit when ready, not just by distance order.
- **Max score per hole is triple bogey** – Par 3 = 6, Par 4 = 7, Par 5 = 8. Pick up and move on once reached, especially if groups are behind you.
- **Lost ball or out of bounds** – Drop near where the ball was lost or out of bounds (no closer to the hole), take a 1-stroke penalty, and hit your next shot (no re-teeing).
 - **Back 9, Hole 16:** If tee shot goes in the lake, drop across the lake between the blue 200-yard markers and hit your 3rd shot from there.
- **Scorekeeping** – Wait until the next tee box to write down scores.
- **Group size** – No groups of 6+. Let faster groups play through if needed.
- **Keep pace** – Stay within one hole of the group ahead. Use courtesy and common sense when letting groups through.
- **2026 during League Thursdays from 4 – 7 PM.**
 - Only league members and their guests can tee off.
 - Tee times are honored based on the order of arrival at the first tee. Any group coming off hole 9 simply gets in line and waits for those in front of them to tee off (no alternating).
- **Be patient and respectful** – The course may be crowded; the goal is for everyone to enjoy the round of golf.

Thanks for being part of the league! Let us know if you have any questions by emailing us at mlccmensleague@gmail.com.

Most of all, Have Fun!

Steve Casper and MLCC Staff



Schedule		All Play is on Thursday so that everyone plays the same pin & tee placements.									
		* Points: Win = 1, tie = .5; Last 2 weeks (7/24 & 7/31) - 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	5/22/25	2	1	10	9	8	7	6	5	4	3
2	5/29/25	7	3	2	10	9	8	1	6	5	4
3	6/5/25	3	4	1	2	10	9	8	7	6	5
4	6/12/25	8	5	4	3	2	10	9	1	7	6
5	6/19/25	4	6	5	1	3	2	10	9	8	7
6	6/26/25	9	7	6	5	4	3	2	10	1	8
7	7/3/25	5	8	7	6	1	4	3	2	10	9
8	7/10/25	10	9	8	7	6	5	4	3	2	1
9	7/17/25	6	10	9	8	7	1	5	4	3	2
10	7/24/25	Matches by seed - 1 vs 2, 3 vs 4, 5 vs 6, 7 vs 8, 9 vs 10									
11	7/31/25	Matches by seed - 1 vs 10, 2 vs 9, 3 vs 8, 4 vs 7, 5 vs 6									
12	8/7/25	9 hole scramble @ 5 PM, Banquet Dinner & Awards After									

1. 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.

2. 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.

3. Teams were created via handicap draw. Each team has at least one new league player.

4. 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).

5. The highest score to take on any hole for League Play scorecard is triple bogey.

Example: Par 3 max score 6, Par 4 max score 7, par 5 max score 8.

If the course is busy, with groups in back of you, pick up your ball after you get to triple bogey to keep pace of play moving. We have 101 players, many who play after 4 PM.

6. New for 2025 - On Thursday League Days from 3 - 7 PM:

1. Only league members and their guests may tee off.

2. Tee times are honored based on the order of arrival at the first tee

ex - a foursome coming off hole 9, gets in line at the back on 1st tee, no alternating off the tee.

2025 Teams

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.

2025 Men's League 101 Players - 10 Teams	Starting HDCP	Avg of HDCP		Starting HDCP	Avg of HDCP
1 - Norman's Sharks	83.9	8.4	6 - Weiskopf's Wiseguys	80.9	8.1
Stillson, Jeremy	0.1		Monroe, Nate	1.4	
Guppy, Matt	4.8		Jehle, Nick	4.0	
Tuttle, Gene	5.0		Wiebler, David	5.6	
Copple, Jim	7.3		Blum, Kenny	6.4	
Phillips, Ralph	7.4		Howard, Chris	7.8	
Caulkins, Paul	9.6		Westart, Brad (N)	9.0	
Nader, James	9.8		Ludwig, Jay	9.1	
Sparks, Jason (N)	13.0		Franks, Jason	10.2	
Fletcher, Mat	13.4		Patterson, Jim	11.8	
Walraven, Noah	13.6		Haulk, Jake	15.6	
2 - Trevino's Highballers	79.4	7.9	7 - Hogan's Heroes	82.5	8.2
Ott, Alex	0.3		Conklin, Tom	2.6	
Cafferty, Pat	4.8		Stover, Kyle	3.9	
ClaerHout, Todd	5.1		Ekstrand, Jared	5.8	
Mackie, Greg	7.1		Ehens, Matt	6.4	
Clark, John	7.6		Burwell, Brandon	7.8	
Bieneman, Jeremy (N)	9.0		Florey, Jon (N)	9.0	
Shreck, Adam	9.4		Heinz, Dan	9.1	
Price, Eric	10.0		Blum, Tucker	10.4	
Prater, Todd	12.6		Bourque, Philip	11.4	
Schmeig, Joel	13.6		Colgan, Jack	15.9	
3 - Watson's Kneeknockers	79.1	7.9	8 - Arnie's Army	80.7	8.1
Coulter, Ken	0.8		Harms, Tim	3.1	
Frietsch, Bill	4.4		Northrup, Jim	3.8	
McCoy, Derek	5.3		HalloWay, Chad	5.9	
Ewalt, Alex	6.8		Anderson, Jeremy (N)	6.0	
Jehle, Scott	7.6		Durst, Justin	6.4	
Cochran, Chris (N)	9.0		Maier, Tom	7.8	
Criswell, Larry	9.3		Babcock, Nick	9.0	
Peterson, Andy	10.0		Pierson, Brent	10.6	
Stillson, Ray	12.4		Welch, Michael	11.3	
Almasi, Matt	13.6		Almasi, Andrew	16.8	

2025 Teams (continued)

4 - Gary's Players	79.5	8.0	9 - Wannabe Masters	79.8	8.0
Graves, Nate	0.9		Ramsay, Dave	3.2	
Centers, Jason	4.3		Casper, Steve	3.3	
Blum, Tanner	5.4		Glenn, Mathew (N)	5.1	
Evans, Clark	6.6		Monroe, Jim	6.0	
Kirvin, Zach	7.7		Sumner, Branden	6.4	
Wiebler, Steve (N)	9.0		Hart, Seth	8.0	
Reick, Jon	9.2		Pierson, Greg	8.6	
Cluskey, Ron	10.1		Thompson, Craig	10.6	
Self, Dallas	12.4		Price, Curt	11.2	
Cosby, Doug	13.9		Renner, Mike	17.4	
5 - The Golden Bears	81.3	8.1	10 - The Caddyshacks	94.8	8.6
McKinty, John	1.4		Urbanc, Moke	3.3	
Steffes, Adam	4.3		Harmon, Aaron	3.6	
Putrich, Josh	5.4		Thompson, Bill (N)	5.0	
Roberson, Damon	6.6		Miller, Steven	6.0	
Almasi, Joe	7.8		Askam, Tim	6.3	
Dickson, Rob (N)	9.0		Frye, Kevin	8.0	
Begner, Josh	9.1		Johns, Nate	8.4	
Jackson, Bob	10.2		Ewalt, Britt	10.8	
Carter, Greg	12.2		Ruff, Jake	11.0	
Almasi, Tom	15.3		Hamby, Cooper (N)	15.0	
			Thornton, Bryan	17.4	