

MLCC Men's Handicap League - 2024

Welcome to the Men's Handicap League, 2024! Thank you for participating! We have 91 players this year. It is our 19th year; here are some general rules of the League.

- **SCHEDULE:** This league will run 11 weeks from June 1st to Aug 10th. **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. Signs will be on the 1st tee reminding you which 9 to play. **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 hole 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. Any card turned in without a name that has at least first initial, last name and/or using number for scoring will not be entered (sorry)! The teams common number of players that played will be used to determine winner using the total 'NET' Scores.
Have a playing partner review & sign the scorecard when you are done and put the card in the Men's Handicap League score card receptacle, located in the Pro Shop or BAR. Cards will be targeted for pick up on Friday, so please remember to turn in your score card when done on Thursday. The weekly results will be emailed early the next week.
- **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. After 2 scores, the actual scores will be used in handicap calculations. The lowest 'NET' score allowed will be a 31 (regardless of handicap). In 2021, there were as many 'NET' sub 30 scores as in the previous 3 years. 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, but other than that, everyone should play by the rules of golf. That means no gimmies, mulligans, etc. **Count your penalty strokes according to the Local League rules on out of bounds, etc., and to assist in Pace of Play, see page 4 for more detail.**

The final night, August 17th, we will have a 9-hole scramble at 5:00 p.m., followed immediately with a banquet dinner and awards. The scramble is free (there will be a payout) and teams can decide if they want to get into the skins (\$10 a team). 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.**



Have Fun! MLCC 2023 Men's League

Schedule

2023 - All Play is on Thursday so that everyone plays the same pin & tee placements.

* Points: Win = 1, tie = .5 ; Last 2 weeks (8/3 & 8/10) - Win = 2, tie = 1 ; (Point standings sorted left to right)

Points									
WK#	Thursday Dates	Team 1	Team 2	Team 3	Team 4	Team 5	Team 6	Team 7	Team 8
1	6/1/23	2	1	8	7	6	5	4	3
2	6/8/23	7	5	4	3	2	8	1	6
3	6/15/23	4	6	5	1	3	2	8	7
4	6/22/23	6	3	2	8	7	1	5	4
5	6/29/23	3	4	1	2	8	7	6	5
6	7/6/23	8	7	6	5	4	3	2	1
7	7/13/23	5	8	7	6	1	4	3	2
8	7/20/23	2	1	8	7	6	5	4	3
9	7/27/23	8	7	6	5	4	3	2	1
10	8/3/23	Matches by seed - 1st vs 2nd, 3rd vs 4th, 5th vs 6th, 7th vs 8th							
11	8/10/23	Matches by seed - 1st vs 8th, 2nd vs 7th, 3rd vs 6th, 4th vs 5th							
12	8/17/23	9 hole scramble @ 5 PM, Banquet Dinner & Awards After							

1. There are 8 teams. Each team will play each other in the first 7 weeks.

Weeks 8, 9 were by card draw of previous weeks. Week 1 & 6 were drawn.

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).

In 2021, there were as many "net" sub 30 scores as in the previous 3 years.

If a player actually shoots a '29', their score will be 29 (assuming they don't have a negative handicap).

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.

2023 Men's League 88 Players - 8 Teams	Starting HDCP	Avg of HDCP		Starting HDCP	Avg of HDCP
1 - Norman's Sharks	85.52	7.8	5 - The Golden Bears	91.28	8.3
Stillson, Jeremy	-0.90		Coulter, Ken	1.60	
Cafferty, Pat	4.10		Urbanc, Moke	3.35	
McKinty, John	4.10		Kriz, Jeff	4.98	
Maier, Tom	6.10		Burwell, Brandon	5.85	
Crisco, Brad	6.28		Centers, Jason	6.85	
Criswell, Larry	8.85		Claerhout, Todd	8.10	
Hart, Seth	8.85		Caulkins, Paul	9.60	
Frye, Kevin (N)	11.00		Carlyle, Quinton (N)	10.00	
Brashers, John (N)	12.00		Cluskey, Ron	11.10	
Jackson, Bob	12.35		Self, Dallas	14.85	
Price, Eric	12.79		Howard, Chris (N)	15.00	
2 - Trevino's Highballers	86.04	7.8	6 - Weiskopf's Wiseguys	97.20	8.8
Monroe, Nate	0.35		Ramsay, Dave	1.60	
Northrup, Jim	4.00		Harmon, Aaron	2.85	
Durst, Justin	4.35		Phillips, Ralph	5.05	
Ehens, Matt	6.10		Wake, Charlie	5.35	
Copple, Jim	6.35		Johns, Nate	7.10	
Halloway, Chad	8.60		Begner, Josh	7.85	
Roberson, Damon	9.09		Mercer, Mike (N)	9.00	
Stover, Kyle (N)	10.00		Brown, Tim	9.66	
Fletcher, Mat (N)	12.00		Bolton, Brook	10.64	
Threw, Mick	12.10		Almasi, Andrew	15.10	
Price, Curt	13.10		Thornton, Bryan	23.00	
3 - Watson's Kneeknockers	86.28	7.8	7 - Hogan's Heroes	92.69	8.4
Graves, Nate	0.60		Harms, Tim	2.10	
Miller, Steven	3.60		Kirvin, Zach	2.38	
Ekstrand, Jared	4.85		Askam, Tim	5.10	
Jehle, Nick	5.85		Putrich, Josh	5.35	
Putney, Tom	6.60		Almasi, Matt (N)	7.00	
Blum, Kenny	8.48		Ludwig, Jay	7.35	
Patterson, Jim	9.10		Powers, Brett	7.79	
Steffes, Adam (N)	10.00		Pierson, Brent	9.77	
Bourque, Philip	11.85		Thompson, Craig	10.35	
Shreck, Adam (N)	12.00		Schmeig, Joel	15.65	
Haulk, Jake	13.35		Colgan, Jack	19.85	
4 - Gary's Players	89.07	8.1	8 - Arnie's Army	91.62	8.3
Ott, Alex	1.10		Casper, Steve	2.10	
Guppy, Matt	3.60		Conklin, Tom	2.35	
Tuttle, Gene	4.85		Mackie, Greg	5.10	
Clark, John	5.85		Jehle, Scott	5.35	
Almasi, Joe	6.85		Harris, Marty (N)	6.00	
Dunbar, Al	8.27		Ewalt, Alex	7.60	
Sheridan, Tyler	9.35		Monroe, Jim	7.60	
Evans, Clark (N)	10.00		Ewalt, Britt	9.85	
Shissler, Charlie	11.35		Wiebler, David	9.97	
Stillson, Ray	13.85		Almasi, Tom	17.35	
Nater, James (N)	14.00		Carter, Greg	18.35	

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.

1. 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.
2. **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.**
3. If people are waiting, write your score down after you get to the next tee box.
4. 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.
5. 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.
6. 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.

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