

MLCC Men's Handicap League – 2025

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

Thanks for joining! This is our 20th year with 101 players (11 new)!

Here's a quick overview:

- **Schedule:** League runs from May 22 to July 31, 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 for the league that day.
- You do not have to play with a league member, but must play with someone who attests your score by signing your scorecard.
- **Scoring and score card drop off:**
 - Write your full name on scorecard and actual scores for each hole.
 - Maximum score per hole is a triple bogey: par 3 = 6, par 4 = 7, par 5 = 8.
 - Have a playing partner check & sign the card, **then drop it in the Men's League receptacle at the Pro Shop or in folder on bulletin board in BAR after you play on Thursday.** Cards will be targeted for pick up on Friday with results published within a few days.
 - Check published results for mistakes. Corrections will be made for score cards turned in, but late cards won't be accepted once results published. Verify in group, who's in charge of card!
- **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 7th,** 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.
- **NEW for 2025 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 Jared “Bear” Ekstrand



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			