

MLCC Men's Handicap League – 2026



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

(Suggest turning Phone sideways for better readability)

Thanks for joining! This is our 22nd year with 102 players (14 new).

- **Schedule:** League runs May 21–July 30, every Thursday. Play alternates weekly between Front 9 and Back 9. If you play 18, start on the league's designated 9 for that week. Your first hole played at MLCC should be the start of your league round.
- **Playing Partners:** You don't need to play with a league member, but your score **must be attested** by someone in your group.
- **Score Entry:**
 - All league scores are submitted **electronically**—no more scorecard drop-offs.
 - One player in the group acts as scorer, keeps a card, reviews scores with league players, then enters them using the **online MLCC Men's League score entry form** (link on the league website; QR codes posted in Pro Shop & Basement Bar).
 - Scorers should keep the physical card until the next week.
 - **Max score per hole:** Triple bogey (Par 3 = 6, Par 4 = 7, Par 5 = 8).
- **Match Winners:** Each week, the **lowest six NET scores** determine the match result. Ties are broken by comparing the next lowest scores. If a team has fewer than six players, the highest common number of scores is used. On potential rain outs, there must be at least 2 players per team to avoid cancellation.
- **Handicaps:**
 - Returning players start with last year's ending handicap.
 - New players establish a handicap after their first two scores.
 - Lowest allowed NET score is **31** (actual scores below 31 still count as actual if handicap doesn't go negative).
- **Rules:** Play the ball up. Follow standard golf rules—no gimmes, no mulligans. See page 2 for local rules on OB and pace-of-play guidance.
- **Banquet/Scramble :** Thursday, Aug 6 : **9-hole scramble at 5:00 p.m.**, Scramble is free. **Banquet will start after the scramble, @ around 7 PM** (if you don't play in scramble).
- **Teams & Schedule:** Teams were created by handicap draw. See pages 3–5 for full 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 5	Team 10	Team 4	Team 7	Team 2	Team 8	Team 3	Team 6	Team 9
1	5/21/26	2	8	3	9	6	1	5	10	7	4
2	5/28/26	7	9	4	10	1	3	6	2	8	5
3	6/4/26	3	10	5	2	8	4	7	1	9	6
4	6/11/26	8	2	6	3	9	5	1	4	10	7
5	6/18/26	4	3	7	1	10	6	9	5	2	8
6	6/25/26	9	4	8	5	2	7	10	6	3	1
7	7/2/26	5	1	9	6	3	8	2	7	4	10
8	7/9/26	10	6	1	7	4	9	3	8	5	2
9	7/16/26	6	7	2	8	5	10	4	9	1	3
10	7/24/26	Matches by seed - 1 vs 2, 3 vs 4, 5 vs 6, 7 vs 8, 9 vs 10									
11	7/30/26	Matches by seed - 1 vs 10, 2 vs 9, 3 vs 8, 4 vs 7, 5 vs 6									
12	8/6/26	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.
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 102 players, many who play after 4 PM.
- 2026 - On Thursday League Days from 3 - 7 PM:
 - Only league members and their guests may tee off.
 - 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.

2026 Teams – Note: 1 stroke was added to ending 2025 HDCP to start season.

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.

2026 Men's League 102 Players - 10 Teams	Starting HDCP	Avg of HDCP	Starting HDCP	Avg of HDCP
1 - Norman's Sharks	91.0	9.1	6 - Weiskopf's Wiseguys	96.4 9.6
Stillson, Jeremy	0.8		Harmon, Aaron	3.1
Guppy, Matt	5.4		Jehle, Nick	4.8
Thompson, Craig	5.4		Wiebler, David	5.9
Mackie, Greg	7.6		Johns, Nate	6.8
Begner, Josh	7.6		Askam, Tim	8.2
Pierson, Brent	10.4		Shreck, Adam	9.8
Nader, James	10.6		Pierson, Greg	11.0
Almasi, Andrew	14.0		Martin, Jarrod	13.0
Bieneman, Jeremy	14.2		Bryant, Todd	15.0
Ramirez, Val	15.0		Colgan, Jack	18.8
2 - Trevino's Highballers	92.4	9.2	7 - Hogan's Heroes	96.5 9.7
Graves, Nate	1.8		Ramsay, Dave	3.6
Urbanc, Moke	5.2		Almasi, Joe	4.8
Centers, Jason	5.8		Ehens, Matt	6.0
Patterson, Jim	7.4		Blum, Kenny	6.8
Kirvin, Zach	7.6		Criswell, Larry	8.2
Jackson, Bob	10.4		Hart, Seth	9.6
Almasi, Matt	10.8		Blum, Tucker	11.2
Sparks, Jason	13.8		Wolcott, Chip	13.0
Prater, Todd	14.6		Jones, Brian	14.0
Crusen, Aidan	15.0		Renner, Mike	19.3
3 - Watson's Kneeknockers	92.1	9.2	8 - Arnie's Army	90.6 9.1
McKinty, John	1.8		Putrich, Josh	3.8
Maier, Tom	5.2		Clark, John	4.4
Ewalt, Alex	5.8		Steffes, Adam	6.0
Copple, Jim	7.2		Ekstrand, Jared	6.4
Durst, Justin	7.8		Florey, Jon	8.6
Schmeig, Joel	10.1		Caulkins, Paul	9.6
Stillson, Ray	10.8		Cluskey, Ron	11.2
Welch, Michael	13.6		Hamby, Cooper	12.6
Almasi, Tom	14.8		Evans, Colton	13.0
Cochran, Chris	15.0		Dodaro, Tony	15.0

2026 Teams (continued)

4 - Gary's Players		92.2	9.2	9 - Wannabe Masters		99.1	9.0
Monroe, Nate		2.2		Anderson, Jeremy		4.0	
Cafferty, Pat		5.2		Harms, Tim		4.2	
Howard, Chris		5.8		ClaerHout, Todd		6.2	
Phillips, Ralph		7.1		Sumner, Branden		6.3	
Evans, Clark		7.8		Huwe, Gregory		8.0	
Price, Curt		10.0		Frye, Kevin		8.6	
Baumann, Jon		10.9		Babcock, Nick		9.1	
Peterson, Andy		13.5		Haulk, Jake		11.4	
Thornton, Bryan		14.8		Bourque, Philip		12.4	
Chatterton, Zac		15.0		Bolton, Brook		14.0	
				Webster, Garrett		15.0	
5 - The Golden Bears		93.4	9.3	10 - The Caddyshacks		97.5	8.9
Ott, Alex		2.5		Conklin, Tom		4.0	
Frietsch, Bill		4.9		Stover, Kyle		4.0	
Jehle, Scott		5.9		Miller, Steven		6.2	
McCoy, Derek		6.8		Roberson, Damon		6.2	
Burwell, Brandon		7.9		Bolton, Kuper		7.0	
Franks, Jason		10.0		Ruff, Jake		9.0	
Ewalt, Britt		11.0		Fletcher, Mat		9.0	
Cosby, Doug		13.4		Price, Eric		11.4	
Budzinski, Paul		15.0		Heinz, Dan		12.4	
Self, Dallas		16.1		Carter, Greg		13.4	
				Walraven, Noah		15.0	