

FALL LEAGUE

Week 1 (Tuesday, September 1) – “TommyJohn” 9-hole stroke play. Both players tee off, select best drive. Play own ball from drive. Each player gets 1 free “Toss” per round at any given time, excluding balls on green or in hazards. Mark the ball, and make throw/toss from behind the mark. **Scoring-** (Combined Total).

Week 2 (Tuesday, Sept. 8) – “Pinehurst”. 9-hole stroke play. Both players tee off, then play their partner’s drive into hole. Ex. Player A & B hit drives, Player A plays into hole from Player B’s drive, and Player B plays from Player A’s drive. **Scoring-** (Combined Total).

Week 3 (Tuesday, Sept. 15) – “Screw-Ball” 9-hole stroke play. Both players tee off, select best drive. Play own ball from drive. Once per round, a team can elect a tee-ball the competitor team has to play for 2nd shot, excluding par 3s and tee shots in hazards. **Scoring-** (Combined Total).

Week 4 (Tuesday, Sept. 22) – “Battle” 9-hole stroke play. Both players tee off, select best drive. Each player plays own ball into hole. Every time a team scores better than opposing team on a hole, winning team is allowed to “steal” a club from each losing opponent. Neither opponent will be allowed to use that club for remainder of round, unless the opposing teams wins a hole and elects to “steal back” their own club. Not able to steal putters. **Scoring -** (Combined Total).

Week 5 (Wednesday, Sept. 30) – “Daytona” 9-hole point play. Both players tee off, select best drive. Play own ball from drive. **Scoring-** (Ex. Hole5: Player A scores 6, Player B scores 3, Team score for hole is “36”).

If both players are over par, the HIGHER number goes first. Ex. Hole5: Player A scores 4, player B scores 6, Team score for hole is “64”).

Week 6 (Thursday, Oct. 8) – “Modified Alternate” 9-hole stroke play. Both players tee off, select best drive. Players alternate shots into hole. **Scoring-** (Player A drive selected, Player B must hit 2nd shot, alternate into hole).

Week 7 (Thursday, Oct. 15) – “Survivor Golf” Full-field elimination game. Every team plays together starting on Hole #1. Gameplay will be true alternate, with only one player per team teeing off each hole. After each hole, the team(s) with the worst score (+ ties) are eliminated. The rest of the field moves to the next hole. After elimination, heckling, cheering, and following the field until completion is encouraged. Each person who stays and partakes in the above events on the course until there is a winner will receive a share of the beer chips. End of year flight payouts will follow in clubhouse. Inter-league mixed teams are allowed if partner or subs aren't available. 4:30 p.m. start time.

2-Man teams. \$30 per player (= \$5/week). Teams will be flighted into 3 flights. Payouts for skins (**\$40**), flight win (**\$20x3**), and closest-to-pin (**\$40**) contest **EVERY NIGHT**.

Even matches will be made after teams are entered and standings will go by simple Win-Loss record (Win=2 points, Tie=1 point. Loss=0 points). Flight winner payout at end of league on “Survivor” night. Ties for flight winner will be played-off by how far team lasts in “Survivor”.

Everyone plays White Tees on holes **1,2,4,5-7**, and Green Tees **3,8-9**. There is NO OB, play everything as a lateral hazard (2 club lengths).

Interested players without predetermined team sign up and we can combine into teams with consent. No sub restrictions. For any questions, suggestions or sign up please call/text Brendan at (618-531-2117) or email bb14golf@gmail.com.