

# FALL LEAGUE

**Week 1 (Tuesday, Aug. 30) – “TommyJohn”** 9-hole stroke play. THIS IS NOT A SCHAMBLE. Play own ball from drive. Each player gets 1 free “Toss” per round at any given time. The toss is used as an extension of your previous shot. You cannot use toss for ball on green, or ball in penalty area. When tossing, mark the ball, and make throw/toss from behind the mark. **Scoring-** (Combined Total).

**Week 2 (Thursday, 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. 13) – “Go Fish”**. 9-hole stroke play. Both players tee off, select best drive. Play own ball from drive (Schamble). Partners must use the same club off the tee each hole. Once a club is used to tee off, you cannot tee off with that club the rest of the round. **Scoring-** (Combined-Total).

**Week 4 (Tuesday, Sept. 20) – “Screw-Ball”** 9-hole stroke play. Both players tee off, select best drive. Play own ball from drive (Schamble). Each team can elect to make each opposing player “redo” a shot once per round.

Ex. Player A on team 1 chips in for birdie, team 2 can elect to make player A redo that chip. It can be used for against any shot or putt. **Scoring-** (Combined-Total).

**Week 5 (Tuesday, Sept. 27) – “Battle”** 9-hole stroke play. Both players tee off, select best drive. Each player plays own ball into hole (Schamble). Every hole a team scores better than opposing team, 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 6 (Thursday, Oct. 6) – “Short Course”** 9-hole stroke play. Play your own ball from tee to green. All holes will be setup as Par 3s from “different” teeing locations. Find routing map of course in clubhouse before play.

**Scoring-** (Combined-Total)

**Week 7 (Thursday, Oct. 13) – “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 2<sup>nd</sup> shot, alternate into hole).

**Week 8 (Thursday, Oct. 20) – “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. \$100 per team. Teams will be flighted into 3 flights. Every match is **STROKE PLAY**, not match play. Each match winner receives \$20. Standings will go by simple Win-Loss record (Win=2 points, Tie=1 point. Loss=0 points). Flight winner and runner up will be paid on Survivor Night. Ties for flight winner will be played-off by how far team lasts in “Survivor”.

64 and younger play White Tees, except Green Tees on **8 & 9**. 65 and older plays Green Tees all 9 holes. There is NO OB, play everything as a lateral hazard (2 club lengths). No sub restrictions.

For any questions, suggestions or sign up please call/text Brendan at (618-531-2117) or email [bb14golf@gmail.com](mailto:bb14golf@gmail.com).