

Tamarack Tuesday Night League – 2023 Meeting

- 18 Teams (No Bye Week since even number of teams)
 - Western Waterproofing dropped, but Bogey Men expanding to two teams
 - Added Greyhounds – Team captain: Wesley Hall
- League Starts: April 11th, 5:15pm shotgun start
 - Start will change to 5:30pm sometime mid May – Course or I will let you know.
- League Duration: 20 weeks – With League Tourney, Saturday August 26th with 7am Shotgun
 - Last Tuesday of play is August 22nd
 - Will distribute Team money for points earned after Tourney
 - Will not play Tuesday, July 4th
- League Fee: \$300/team – Due by Tuesday, August 1st – Cash/Check/Venmo
 - Payable to Dave Esker, Venmo: @Dave-Esker
 - Where does all the money go
 - League Statistician Fee: \$500
 - Payout to Bartender and Cart Person at end of year \$200 Total
 - Remainder back to teams – either through League Tourney participation or \$s/point for season (\$2.50/point last year)
- Tamarack Website has new provider this year – similar look and feel (<https://www.tamarackgolfclub.com>)
 - I will post
 - Rules, Schedule, Important notices
 - Weekly match results, resulting team position (league standings), updated handicaps, and skin winners
 - Posted before next match – usually by weekend
- Day of Match:
 - Check in at cashier at least 15 minutes before start
 - Pay greens fee (\$15 walking, additional \$8 if cart is used), Range balls available for \$7 small and \$12 large
 - Signup Sheet and Handicap Lookup at Cashier counter as well – please put “X” by name
 - Pick up Scorecard with team labels from credenza across from cashier counter like last year
 - Please let someone with “ok” penmanship write in the names (Include **Last Name**) of players and scores
 - I’ll assume both teams have agreed to the scores on the card after play is complete
 - Sign up for Optional \$5 skins game by bulletin board
- Team Roster: My League Manager software has a hard limit of 12 players per team
 - This should be plenty to field a 4some every week

2023 Meeting – Cont'd

- Rules - Highlights
 - Gimmies – Allowed, and up to your opponent to give
 - Max Strokes – Max score of double par + 1 on a hole
 - 1 Penalty Stroke for OB
 - Rake and Place in Bunkers – Rule: Section B: 3.f
 - 15 min grace period for late player – Section B: 6
 - After 15 minutes - double par + 1 on holes missed will be recorded
 - What Tee to play (Birthday during the season allows you to start the season on the upward tee)
 - Rule – Section B: 11
 - Players 64 years of age or younger will use WHITE tees
 - Players 65 through 74 will use the YELLOW tees
 - Players 75 and older will use the RED tees
- New approach to points earned during match
 - Instead of your team getting 2 points for the combined net win against twosome - have individual matches between the foursome
 - Example: In a foursome
 - Team A has 2 players playing against Team B's 2 players.
 - From this foursomes scorecard - the lowest handicap player from Team A will be matched up with Team B lowest handicap player then the other 2 players will play against each other
 - Winners of each individual net match gets one point
 - An additional one point is won by lowest team net
 - Resulting in 3 points available per foursome played, then possible 6 points per team like last year
- Handicap
 - Stroke Reduction per hole - USGA Equitable Stroke Control applied
 - Program uses the best 10 most recent rounds
 - Starts dropping worst score after that
 - I pull in scores/handicaps from previous year for starting handicap – will use 3 practice scores of ending handicap
 - New players – 3 rounds to establish handicap
 - Use 80% of strokes over par (score is adjusted for stroke reduction), then 94% starting 4th round
 - Max handicap is 16