

Tamarack Tuesday Night League – 2026 Meeting

- 18 Teams total
 - 14 Teams Returning – Captains need to email me their roster
 - Who Cares, Bogey Men, Derelicts, and Double Bogeys are out
 - 4 New teams: Bogey Bros (Brian Holas), Bourbon Street (Chuck Wagner), Ball Busters (Matt Nilges), and Hancock Irrigation (Todd Hancock) are in
 - New teams provide your rosters to me by next Wednesday via email – desker3@charter.net
- League Starts: April 7th, 5:15pm shotgun start
 - Start will change to 5:30pm sometime mid May – Course or I will let you know.
- League Duration: 20 weeks – last Tuesday night of play August 18th
- League Tourney, Saturday August 22th with 7:30am Shotgun
- League Fee: \$120/team
 - Due by Tuesday, August 1st – Cash/Check/Venmo
 - If Venmo - Payable to Dave Esker, Venmo: @Dave-Esker
 - Will payout out top 5 teams
 - 1st – 5th - \$120, \$100, \$75, \$50, and \$25 for 5th
 - Statistician - \$500
 - Rest of funds goes towards prize money for year end tourney
- Website: <https://www.tamarackgolfclub.com/tuesday-night-league/> I will post-
 - Rules, Schedule, Important notices
 - Weekly match results, resulting team position, and updated handicaps
 - Posted before next match – usually by weekend
- Day of Match:
 - Check in at cashier at least 15 minutes before start
 - Pay greens fee (\$20 walking, additional \$5 if cart is used), Range balls available for charge, extra play after 4pm for \$10
 - Signup Sheet and Handicap Lookup at Cashier as well – please put “X” by name
 - Scorecards will have labels indicating teams (opponents)
 - 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
 - Tamarack will put out 2 closest to pins – one on front nine and one on back. Winner gets free 9 hole pass
- Team Roster: My League Manager software has a hard limit of 12 players per team
 - If someone is injured I can temporarily remove the injured player and add a sub
 - This should be plenty to field a 4some every week

2026 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 (You can play a tees back further but you must stay there for the year)
 - Players 64 years of age or younger will use WHITE tees
 - New this year
 - Players 65 through 69 will use the YELLOW tees
 - Players 70 and older can use the RED tees
- Points earned during match – 2 players from each team play in foursome
 - Individual matches between the foursome
 - Example: In a foursome
 - Team A has 2 players and Team B has 2 players.
 - Have lowest handicap player from Team A match up with the Team B lowest handicap player then the other 2 players matchup
 - You can put any 2 players together – I will handle the actual pairings when I enter scores
 - Winners of each individual net match get one point
 - An additional one point is won by lowest team net
 - Resulting in 3 points available per foursome played
 - 6 points available per team
- 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 – (3 rounds required to play end of year tournament)
 - Use 80% of strokes over par (score is adjusted for stroke reduction) for round, then 94% starting 4th round
 - If a player has handicap from other league that will be used instead of needing to establish
 - Max handicap is 16