



2018 Winter Golf League

The New Year is here and most of us are starting to get that Golf Itch again. Well, let's get to scratching that itch and work on becoming a scratch golfer! We will be starting an 8-10 team Round Robin League beginning the week of Monday, January 22nd. Teams will consist of 2 players and will compete in "Best Ball Net" matches against another 2-person team. The course and conditions will be chosen by Whitetail Staff weekly and will remain consistent for all matches played that week. Win/Loss Records will be tracked to determine 1st, 2nd, and 3rd place for prizes upon completion of all matches.

Cost- \$175/player

An 8-team league would result in 7 weeks of competition and 1 exhibition match. Exhibition matches will take place before the actual week 1 matches to help everyone get the hang of Simulator play and to create an account to establish your handicaps. The exhibition matches will be the pairings listed in week 7. Once all participants sign up, we will establish team numbers. If more or less teams join, we will make a new schedule and payout structure.

Exhibition	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
3 vs 7	1 vs 2	3 vs 4	2 vs 6	5 vs 7	1 vs 3	4 vs 5	3 vs 7
2 vs 8	3 vs 8	1 vs 7	7 vs 8	4 vs 8	2 vs 4	1 vs 8	2 vs 8
1 vs 5	4 vs 7	6 vs 8	1 vs 4	2 vs 3	5 vs 8	2 vs 7	1 vs 5
4 vs 6	5 vs 6	2 vs 5	3 vs 5	1 vs 6	6 vs 7	6 vs 7	4 vs 6

(8-Team Scenario Payouts)

- 1st Place- \$400/Team
- 2nd Place- \$250/Team
- 3rd Place- \$150/Team

Whitetail Winter League Rules/Scoring

-Before beginning your first round, make sure you have created an account and finished a practice round to generate your simulator handicap. If you haven't, speak to Alex about your handicap before competing.

-Scores will be tracked by the Best Net Ball amongst you and your partner for each of the 9 holes to be played in a given Round. (On hole #1 If Bob scores a 4 without a stroke, and Jim scores a 4 (net 3) due to his handicap, their team will take a 3 on hole #1)

-Everyone in this league has come to understand that the technology can have its flaws and we want things to be as honest as possible. If you hit a shot, for example a wedge that felt like it was hit appropriately, but it flies 190 yards with 0 degrees of launch, please take your mulligan and try again. If the problem persists, come grab golf staff. Mulligans are not intended as redo's for poor shots, but only for computer flaws or accidental shots caused by your shadow passing over the sensors.

-Please make sure to log in to your accounts when playing. If for some reason the internet is not working, play your round offline. Be sure to always track your gross score on

a paper scorecard and label it for the specific course you are playing so Alex can go back and track the net scores after your rounds.

Course conditions and Set up

-All players will play from the “Pro tees”.

-10 foot gimmies

-No Wind

-Soft Greens

-Slow Greens

-Moderate Fairways

-Unlimited Mulligans

Select Course Elevations (This chooses the actual elevation of the course you are playing that day and will affect your distances as it would if you were really playing the courses)