

# Multisport Simulator League

## Schedule & Courses

### Week 1

1/15 - 1/18

#### **Practice Round**

### Week 2

1/22 - 1/25

#### **Parkland Golf & CC- Back 9**

Scramble- Team game where both players will hit a shot and choose the better one.

### Week 3

1/29 - 2/1

#### **Huzhou Hot Spring- Front 9**

Best Ball- Each player on the team plays his or her own golf ball throughout the hole and at the end you take the better score from the hole.

### Week 4

2/5 - 2/8

#### **TPC Scottsdale- Back 9**

Alternate Shot- The first player tees off; the second player hits the second shot and so forth until the ball is holed. You MUST alternate tee shots every hole.

### Week 5

2/12 - 2/15

#### **Waterlefe Golf and River Club- Back 9**

Combined Score- Each player will play their own ball and at the end of the round each team will combine their score together for a total team score.

### Week 6

2/19 - 2/22

#### **Pine Rivers- Back 9**

Scramble- Team game where both players will hit a shot and choose the better one.

### Week 7

2/26 - 3/1

#### **The Jubilee Course- Front 9**

Best Ball - Each player on the team plays his or her own golf ball throughout the hole and at the end you take the better score from the hole.

### Week 8

3/5 - 3/8

#### **Tuscany Reserve- Front 9**

Alternate Shot - The first player tees off; the second player hits the second shot and so forth until the ball is holed. You MUST alternate tee shots every hole.

### Week 9

3/12 - 3/15

#### **TPC Louisiana- Back 9**

Combined Score- Each player will play their own ball and at the end of the round each team will combine their scores together for a total team score.

# Rules

- 2 Player Teams
- 9 holes per round - Different scoring game modes each week
- Callaway Scoring when applicable
- 1 hour time limit per round - can extend when available
- Book an hour slot between Sunday - Wednesday
- Substitute players can be brought in as long as approved - Email [ncubbison@playcoolsprings.com](mailto:ncubbison@playcoolsprings.com)
- Tees will be set based off course yardages for males, females, and seniors
- During alternate shot games teams must play from the farther set of tees based off
- No Mulligans
- Gimme length set to 9 feet
- Pick up set at Double Par

**Course conditions:** Calm Wind, Fairways Medium, Hole Locations Novice, Green Speeds Set to 10.

***\*During Alternate Shot a team that consists of a Left-Handed golfer and Right-Handed golfer will be allotted extra time due to having to switch hands each shot.***  
***Using About Golf Simulator***

## Cost

**\$475**

Returning League Member or Referred by a league member (Emailing them all, Not Advertised)

**\$525**

Early Bird November 28 - December 31

**\$600**

Standard January 1 - January 18  
Cost Includes Simulator Time and Prizes