

THE VALLEY GOLF TEAM SCRAMBLE LEAGUE

Season 2 • 9-Team Scramble League

Updated Through Week 7

LEAGUE ANNOUNCEMENT

Thank you to everyone who continues to make Season 2 such a fun and competitive league. We appreciate everyone's support and sportsmanship each week.

WEEK 8 ANNOUNCEMENTS

This Week's Course

This week we head across the pond to **The Renaissance Club** in **North Berwick, Scotland**, home of the Genesis Scottish Open.

Good luck to everyone!

Auto-Aim

Auto-Aim will continue to remain **disabled** for league play, rewarding shot-making and creating a more authentic competitive experience.

Gimme Circles

4-foot gimme circles remain in effect for league play.

CURRENT GROSS STANDINGS

Rank	Team	W1	W2	W3	W4	W5	W6	W7	Total
	Paul / Chris	-6	-2	-8	-5	-3	DQ	DQ	-24
	Adrian / Alex	-4	+2	-6	-7	-1	+2	-2	-16
	Adam / Andrew	+2	+3	-5	0	0	DQ	DQ	E
4	Jesse / Will F	-2	+2	-3	-1	-1	+5	+1	+1
5	Brian / Todd	DQ	DQ	+4	-2	+4	+3	+2	+11
T6	Eric / Andre	+3	+7	+3	+2	+4	+5	+4	+28
T6	Troy / Albert	+8	+10	-5	+3	+2	+9	+1	+28
8	Joey / Gerry	+8	+5	E	+3	+6	+3	+8	+33
9	Will D / Dad	+12	+15	+3	+4	+12	+15	+8	+69

MATCH PLAY STANDINGS

Net Score Determines Match Winner

Rank	Team	W	L	T	Pts
1	Eric / Andre	2	0	1	5
T2	Brian / Todd	1	0	2	4
T2	Joey / Gerry	2	1	0	4
T2	Troy / Albert	1	0	2	4
T2	Will D / Dad	2	1	0	4
T6	Adrian / Alex	1	1	1	3
T6	Jesse / Will F	1	1	1	3

Rank	Team	W	L	T	Pts
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8	Paul / Chris	0	2	1	1
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9	Adam / Andrew	0	3	0	0
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WEEK 7 HEAD-TO-HEAD RESULTS

Match	Gross	Net	Result
Paul / Chris vs Adam / Andrew	DQ / DQ	DQ / DQ	 Double DQ (No Points Awarded)
Brian / Todd vs Jesse / Will F	+2 / +1	+1 / +1	 Tie
Troy / Albert vs Adrian / Alex	+1 / -2	-1 / -1	 Tie
Eric / Andre vs Freddy / Chris	+4 / Forfeit	+2 / —	 Eric / Andre
Joey / Gerry vs Will D / Dad	+8 / +8	+6 / +3	 Will D / Dad

WEEK 7 TEAM RESULTS

Team	Gross	Hdcp	Net
Adrian / Alex	-2	-1	-1
Troy / Albert	+1	+2	-1
Brian / Todd	+2	+1	+1
Jesse / Will F	+1	0	+1
Eric / Andre	+4	+2	+2
Will D / Dad	+8	+5	+3
Joey / Gerry	+8	+2	+6
Paul / Chris	DQ	-2	DQ
Adam / Andrew	DQ	0	DQ

WEEK 7 AWARDS

 Lowest Gross — **Adrian / Alex (-2)**

 Lowest Net — **Adrian / Alex & Troy / Albert (-1)**

 Closest to the Pin — **Will F (4'2")**

 Team of the Week — **Adrian / Alex**

WEEK 7 HIGHLIGHTS

 **Adrian / Alex Answer the Bell**

Adrian / Alex fired the lowest round of the week (-2) and tied for the week's best net score, keeping the pressure on the league leaders heading into the final stretch.

 **Match Play Race Tightens**

Eric / Andre remain in first place with five Match Play points, but **four teams sit just one point behind**. With only two weeks left before the playoffs, every match matters.

 **Two Huge Ties**

Two of the week's five matches ended in ties, keeping the Match Play standings extremely close entering Week 8.

 **Will F Wins Again**

Will F becomes the **first two-time Closest-to-the-Pin winner** this season after sticking one to **4'2"**.

 **Double DQ**

The featured matchup between Paul / Chris and Adam / Andrew resulted in a rare double disqualification, leaving both teams without Match Play points.

WEEK 8 MATCHUPS

Match

Teams

- 1 Paul / Chris vs Jesse / Will F
 - 2 Adam / Andrew vs Adrian / Alex
 - 3 Brian / Todd vs Freddy / Chris (*Forfeit*)
 - 4 Troy / Albert vs Will D / Dad
 - 5 Eric / Andre vs Joey / Gerry
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CLOSEST TO THE PIN

Week Winner Distance

- 1 Adrian 58'
 - 2 Eric 6'1"
 - 3 Will F 2'
 - 4 Andre 5'10"
 - 5 Jesse 6'1"
 - 6 Troy 5'2"
 - 7 **Will F 4'2"**
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Season Leaderboard

Player Wins

Will F 2

Adrian 1

Eric 1

Andre 1

Jesse 1

Troy 1

WEEK 7 TEAM HANDICAPS

Team	Handicap
Paul / Chris	-2
Adrian / Alex	-1
Jesse / Will F	0
Adam / Andrew	0
Brian / Todd	+1
Eric / Andre	+2
Joey / Gerry	+2
Troy / Albert	+2
Will D / Dad	+5

Handicap Calculation

- Average Gross Score = Total Gross ÷ Completed Rounds
- Team Handicap = **50% of Average Gross**
- Rounded to the nearest whole number
- DQ rounds are excluded

LEAGUE NOTES

- Match Play is determined by **Net Score**.
 - **Win = 2 Points • Tie = 1 Point • Loss = 0 Points**
 - Gross standings determine playoff seeding.
 - DQ = Automatic Match Play Loss.
 - Auto-Aim remains disabled.
 - **4-foot gimme circles remain in effect.**
 - Withdrawn teams remain on the schedule; remaining matches are recorded as forfeits.
 - All teams qualify for the playoffs.
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