

GOLF NUTS TEAM EVENT 2022

Email results to Scott@Gocoogs.com or text to 206-909-6727

CURRENT WEEKS MATCHES

Team #	Players
1-Gocoogs	Scott Sutton / John Hansen
2-Talk Birdies to Me	Dan Howard, Ian Howard, Matt Blondin
3-Amigos Barrachos	Mark Escandon / Mike Williams / Barry Tomich
4-Ball Cuppers	Cam Bedry / Lane Shinnick
5-Dude...Where's My Par???	Kevin Byrd / Glen Watkins
6-Sultans of Swing	Dan Martin / Dave Anderson
7-Golf Nuts Money Deposit	Mitch Escandon / Nate Anderson

Round #1	Round #2	Round #3	Round #4	Round #5	Round #6	Round #7
April 20	May 4	May 18	June 1	June 15	June 29	July 13
Results	Results	Results	Results	Results	Results	Results
1-Gocoogs 2	1-Gocoogs	2-Talk Birdies to Me	1-Gocoogs	1-Gocoogs	1-Gocoogs	1-Gocoogs
6-Sultans of Swing 1	5-Dude...Where's My Par???	7-Golf Nuts Money Deposit	7-Golf Nuts Money Deposit	3-Amigos Barrachos	2-Talk Birdies to Me	4-Ball Cuppers
2-Talk Birdies to Me 2	2-Talk Birdies to Me	3-Amigos Barrachos	2-Talk Birdies to Me	4-Ball Cuppers	3-Amigos Barrachos	2-Talk Birdies to Me
5-Dude...Where's My Par???	4-Ball Cuppers	6-Sultans of Swing	6-Sultans of Swing	7-Golf Nuts Money Deposit	7-Golf Nuts Money Deposit	3-Amigos Barrachos
3-Amigos Barrachos 2	6-Sultans of Swing	4-Ball Cuppers	3-Amigos Barrachos	5-Dude...Where's My Par???	4-Ball Cuppers	5-Dude...Where's My Par???
4-Ball Cuppers 1	7-Golf Nuts Money Deposit	5-Dude...Where's My Par???	5-Dude...Where's My Par???	6-Sultans of Swing	6-Sultans of Swing	7-Golf Nuts Money Deposit
7-Golf Nuts Money Deposit 0	3-Amigos Barrachos - Bye 0	1-Gocoogs - Bye 0	4-Ball Cuppers - Bye 0	2-Talk Birdies to Me - Bye 0	5-Dude...Where's My Par???	6-Sultans of Swing - Bye 0

PLAYOFFS (3 Rounds)

July 27 - Playoffs - 1st Round
Nevin #1 - vs Nevin #2
Mamon #1 vs Mamon #2
Hurley #1 vs Hurley #2
August 10 - SEMI-FINALS
#1 Seed vs #4 Seed (team with best record including playoffs)
#2 Seed vs #3 Seed
August 24 - FINALS
Both Winners of Semi-Finals
Losing teams play for 3rd Place
Note: Any ties between seeds will be determined by head to head points.
If a winner cannot be determined, a match may be held if a week is available and both teams agree.
Otherwise a chip / putt off will be used

Team #	Players
1-Dream Team	John Adams / Troy Fischlin / Don Schroder
2-Lame & Healing 3	Shotwell / Gunderson / Watson
3-Triple T's	Tim Ditch / TJ Ditch / Todd Kramer
4-Fife for Life! Trojan Pride	Tim Fischlin / Dan Strojan
5-Weapons of Grass Destruction	Smitty / Koopmans / Willard / LaBounty
6-Lost Cause	Dan Santee / John Langenbach
7-Kardiac Kids	Marc Santee / Al Masel

Round #1	Round #2	Round #3	Round #4	Round #5	Round #6	Round #7
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Results	Results	Results	Results	Results	Results	Results
1-Dream Team 1	1-Dream Team	2-Lame & Healing 3	1-Dream Team	1-Dream Team	1-Dream Team	1-Dream Team
6-Lost Cause 2	5-Weapons of Grass Destruction	7-Kardiac Kids	7-Kardiac Kids	3-Triple T's	2-Lame & Healing 3	4-Fife for Life! Trojan Pride
2-Lame & Healing 3 1	2-Lame & Healing 3	3-Triple T's	2-Lame & Healing 3	4-Fife for Life! Trojan Pride	3-Triple T's	2-Lame & Healing 3
5-Weapons of Grass Destruction 2	4-Fife for Life! Trojan Pride	6-Lost Cause	6-Lost Cause	7-Kardiac Kids	7-Kardiac Kids	3-Triple T's
3-Triple T's 1	6-Lost Cause	4-Fife for Life! Trojan Pride	3-Triple T's	5-Weapons of Grass Destruction	4-Fife for Life! Trojan Pride	5-Weapons of Grass Destruction
4-Fife for Life! Trojan Pride 2	7-Kardiac Kids	5-Weapons of Grass Destruction	5-Weapons of Grass Destruction	6-Lost Cause	6-Lost Cause	7-Kardiac Kids
7-Kardiac Kids - BYE 0	3-Triple T's - BYE 0	1-Dream Team - BYE 0	4-Fife for Life! Trojan Pride - BYE	2-Lame & Healing 3 - BYE	5-Weapons of Grass Destruction - BYE	6-Lost Cause - BYE 0

Team #	Players
1-Bogey Men 3	Chris Grigg / Mike Brooks / Bob Kassner
2-Stay Calm / Hack On	Jason Kudla / Lane Langolf
3-Screamin' Eags'	George Foster / Kemal Miller
4-Brooks & Dunn	Craig Brooks / Jim Brooks / Jeff Dunn
5-Three's Company	Andy Ludwig / Roger Bolstad / Julian Slane
6-Cowboys & Indians	Neil Singh / Steve McReynolds / Brian Schuldt
7-Lacey Underalls	Jeff Lacey / JJ Lacey

Round #1	Round #2	Round #3	Round #4	Round #5	Round #6	Round #7
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Results	Results	Results	Results	Results	Results	Results
1-Bogey Men 3	1-Bogey Men 3	2-Stay Calm / Hack On	1-Bogey Men 3	1-Bogey Men 3	1-Bogey Men 3	1-Bogey Men 3
6-Cowboys & Indians	5-Three's Company	7-Lacey Underalls	7-Lacey Underalls	3-Screamin' Eags'	2-Stay Calm / Hack On	4-Brooks & Dunn
2-Stay Calm / Hack On 0	2-Stay Calm / Hack On	3-Screamin' Eags'	2-Stay Calm / Hack On	4-Brooks & Dunn	3-Screamin' Eags'	2-Stay Calm / Hack On
5-Three's Company 3	4-Brooks & Dunn	6-Cowboys & Indians	6-Cowboys & Indians	7-Lacey Underalls	7-Lacey Underalls	3-Screamin' Eags'
3-Screamin' Eags' 3	6-Cowboys & Indians	4-Brooks & Dunn	3-Screamin' Eags'	5-Three's Company	4-Brooks & Dunn	5-Three's Company
4-Brooks & Dunn 0	7-Lacey Underalls	5-Three's Company	5-Three's Company	6-Cowboys & Indians	6-Cowboys & Indians	7-Lacey Underalls
7-Lacey Underalls - BYE 0	3-Screamin' Eags' - BYE 0	1-Bogey Men 3 - BYE 0	4-Brooks & Dunn - BYE	2-Stay Calm / Hack On - BYE	5-Three's Company - BYE	6-Cowboys & Indians - BYE 0

Missing Results

Round #1	Round #2	Round #3	Round #4	Round #5	Round #6	Round #7
April 20	May 4	May 18	June 1	June 15	June 29	July 13
1 vs 6	1 vs 5	2 vs 7	1 vs 7	1 vs 3	1 vs 2	1 vs 4
2 vs 5	2 vs 4	3 vs 6	2 vs 6	4 vs 7	3 vs 7	2 vs 3
3 vs 4	6 vs 7	4 vs 5	3 vs 5	5 vs 6	4 vs 6	5 vs 7
7 - BYE	3 - BYE	1 - BYE	4 - BYE	2 - BYE	5 - BYE	6 - BYE

Basic Rules:
 Note: Any matches not played as scheduled, need to be made up prior to the start of the next Team Event at 5:00. Matches may also be played earlier than scheduled if necessary.
 - Use league handicap index for matches (do not round up or down)
 - Low handicap's play each other and high handicaps play - unless both teams agree to change
 - (1) point for each victory and (1) point for overall winners - 3 points maximum

Standings Tie Breaker:
 - Head to Head Points
 - If teams did not play Head to Head (or ended up tied Head to Head), then a Chip / Putt off with 2 players participating from each team. 1 player from each team does a putt off or coin flip etc to decide who gets to choose first - winning team decides if they want to chip or putt and the location.
 - The other team decides if they want to go first or 2nd. Both teams get to watch the other teams shots. The one ball closest to the hole is the winner