

Sim League Weekly Games Rules and Setup

Highest Number of Fairways Hit

- Keep track of how many times both you and your partner's ball lands in the fairway
- Ball must come to rest in the fairway
- Par 3's do not count for this weekly game
- Team with the highest number of fairways hit will win the game that week

Highest Number of Greens In Regulation

- Keep track of how many times both you and your partner get a "Green in Regulation"
 - Ball must come to rest on the green, in the proper amount of strokes (2 less than par)
 - Ex. Par 5, ball is on the green in 3 strokes or less. Par 4, ball is on the green in 2 strokes or less. Par 3, ball is on the green in 1 stroke
- Team with the highest number of greens in regulation will win the game that week

Closest to the Pin

- Ball must come to rest on the putting green
- Each player is allowed 1 shot only
- The distance from the "Quick CTP" window is the distance that is to be recorded
- Whoever records the closest to the pin will win the game that week

Longest Drive

- Ball must come to rest in the fairway
- Each player is allowed 1 shot only
- The distance from the "Carry (game)" window on the right part of the screen is the distance to be recorded
- Whoever records the longest drive will win the game that week

How to Set Up a Weekly Game (Both Long Drive and CTP)

Neither highest number of fairways or greens in regulation need to be setup as these are to be recorded by the players throughout the round

- From the home screen, choose “practice”**
- Then select “on course practice”**
- From there select whatever course is being played that week**
- Under the “Match Settings” tab, choose the correct tees that they are playing from for the course**
- Click on the “Holes” tab and DESELECT all of the holes, before selecting on the hole that is to played for this game**
- If the game of the week is Longest Drive, they are fully set up. They need to record the “Carry (Game)” distance**
- If the game is Closest to the Pin, Select “Quick CTP” in the top left corner of the screen. They need to record the distance that this window gives them**