

# **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 be 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**