

# 2024 MDGC Team League → Week 10 Match Play K1-C Long

No		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	+/-	Sum
	Par	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2		<b>36</b>
<b>1</b>	carlos gonzalez	1	1						2	1	2	1	2	2	1	1	1	1	1	<b>-9</b>	17
<b>2</b>	Jorge De Jesus Vargas	1	2	1	2	2	2	1	2	1	2	1	2	1	2	1	2	2	1	<b>-8</b>	28
<b>3</b>	Nicholas Toledo	2	2	2	1				1	2	1	1	2	2	2	1	1	1	2	<b>-7</b>	23
<b>3</b>	David Espinosa	2	2	2	2	1	2	1			2	1	1	1	2	1	2	1	2	<b>-7</b>	25
<b>3</b>	David Brenner	2	2	1	1	2	1	2	2	2	1	2	2	1	2	2	2	1	1	<b>-7</b>	29
<b>3</b>	Bebo	2	2	1	1			1	1	2	2	2	2	2	2	2	1	1	1	<b>-7</b>	25
<b>3</b>	Eddie Gillette	1					1	2	1	2	2	2	2	1	2	2	1	1	1	<b>-7</b>	21
8	Zamantha Rivera	2	1				2	2	2	2	1	2	1	2	2	1	2	1	1	<b>-6</b>	24
8	Los	2	1	1	1	2	2	2	1	1	2	1	2	2	2	2	2	2	2	<b>-6</b>	30
8	Devin Aedo	1	1	1	2	2	2	2	2	2	2	2	2	2	2	1	1	1	2	<b>-6</b>	30
11	Emilio Condis	1	2	1	2	2	2	1	2	2	2	2	2	1	2	2	2	1	2	<b>-5</b>	31
11	Abdiel Hernandez	2	1	2	2	1	2	2	1	2	2	2	2	2	1	2	1	2	2	<b>-5</b>	31
11	Javier A. Ruiz	1	2	2	1	2	2	2	1	2	2	2	1	1	2	2	2	2	2	<b>-5</b>	31
11	Mario Guerra	2	1	2	1	2	1	2	1	2	2	2	2	2	2	2	2	2	1	<b>-5</b>	31
15	Preston Ransom	2	1	1	2	2	2	2			1	2	2	2	2	2	2	2	1	<b>-4</b>	28
15	Donald Everage	2	1	2	1	2	2	2	1	2	2	2	2	1	2	2	2	2	2	<b>-4</b>	32
15	Jonathan Gramling	2	2	1	2	1	2	2	2	2	2	2	2	2	2	1	1	2	2	<b>-4</b>	32
15	Andres Balanta	1	2	2	2	2	2	2	2	2	2	2	2	2	1	2	1	2	1	<b>-4</b>	32
19	Sebastian Perez	2	2	2	2			2	2	2	1	2	2	1	1	2	2	2	2	<b>-3</b>	29
19	Melissa Petruzzello	2	2	1	2	2	2	1	2	2	2	2	2	2	2	2	1	2	2	<b>-3</b>	33
19	Pedro Vera	1	2	1	2				2	2	2	2	2	2	2	2	2	2	1	<b>-3</b>	27
19	Jose Matamoro	2	1	2	2	2	2	2	2	2	1	2	2	2	2	2	2	1	2	<b>-3</b>	33
23	Yandy Gonzalez	2					2	2	2	2	1	1	2	2	2	2	2	2	2	<b>-2</b>	26
23	Adam Zwibelman	2	2						1	2	2	2	2	1	2	2	2	2	2	<b>-2</b>	24
23	Mario Lopez	2	2				2	2	1	2	2	2	2	2	2	2	1	2	2	<b>-2</b>	28
23	Rolo Ruiz del Vizo	2	2	2	2	2	2	2	2	2	2	1	2	1	2	2	2	2	2	<b>-2</b>	34
27	Mario L 2																			<b>0</b>	0
27	Javier Moreno																			<b>0</b>	0
27	Ryan Bobson																			<b>0</b>	0
27	Randy Beers																			<b>0</b>	0
27	Frank Vargas																			<b>0</b>	0



If tied after your 18th hole, play your starting hole. If still tied, play the next hole. If still tied, play the next hole as the third and final hole. If the third hole is tied, then whoever is CTP off the tee of the third playoff hole is the winner.

This is not a regular league round. It is a closed match play round specifically for our teams competition. No ctp, scratch or handicaps are in play.

H1 Road and Beyond is OB.

H2 Road and Beyond is OB. Metal Fence and Beyond is OB.

Hole 3 Island Mando. yellow line surrounding island and beyond is out. Drop zone if OB from tee.

H4 Road and Beyond is OB. Metal Fence and Beyond is OB.

Hole 5 Road and Beyond is OB. Metal Fence and Beyond is OB. go to drop zone between trees facing fence diagonal to basket if OB over metal fence.

Hole 6 - parking lot left OB. Road right OB. Metal Fence and beyond OB. Sidewalk long of hole C is in.

Hole 7 - new C position par 4 near the former long pad of hole 8. The road off the main road behind the former C position and in front of new C pin is now OB.

Hole 8 - short and long pads are across the street from hole 7 pins. Road is OB. Parking Lot is OB.

Hole 9 - short and long pads in the big field between pad 15 and 12. Metal Fence and beyond is OB

Hole 10 C is now par 4. Tees are farther back around the former C pin of hole 11. Old pad by hole 9 pin is abandoned.

Hole 11 B pin is B/C

Hole 12 new short and long pads to the left of old 12 pad towards parking lot. Old 12 short and long are no longer used. Road and Beyond is OB. Wall and Beyond is OB.

H13 Road and Beyond is OB. Metal Fence and Beyond is OB. Beyond Wooden fence on right is OB.

H14 Road and Beyond is OB.

H15 Road is OB. Parking Lot is OB.

H16 Road and Beyond is OB.

Hole 17 old short pads no longer used. Path to new short and long pads is through woods behind Hole 16 B. Road and Beyond is OB. Metal Fence and Beyond is OB.

Hole 18 drop zone if your tee shot drive is OB past hedge line on right. OB left on road, play where last crossed inbounds.

Unless Otherwise Stated:

All roads and parking lots OB

Touching curb is in bounds.

Walking paths and sidewalks are in bounds

Additional relief 1 meter barb wired only on K2 H3&4

Metal fences and beyond are ob.

K1 H8 on roof is OB

K1 H12 beyond concrete wall OB

If you Throw OB from Drop Zone regular OB Rules.

## Hole-by-hole statistics

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Tot	%	
Par	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	36	
Avg	1.7	1.6	1.5	1.7	1.8	1.9	1.8	1.6	1.9	1.7	1.7	1.9	1.6	1.8	1.7	1.6	1.6	1.6	1.6	30.7	
Difficulty	10	2	1	8	15	16	13	3	17	11	12	18	4	14	9	5	6	7	-5.3		
Hole in one	8	9	10	7	3	3	5	10	3	7	7	3	10	4	7	10	10	10	10	126	29%
Par 0	18	15	10	13	13	17	17	14	21	19	19	23	16	22	19	16	16	16	16	304	71%