



The Rock Harbor Golf Club
BLUE THUNDER LEAGUE



Think of this league as the Festivus League or as that famous philosopher Frank Costanzia said, “Festivus is for the rest of us”. The mighty among us have the Titan League. Our golfing elders have the Geezer Wars and golfers of the feminine gender have the Powder Puff League. Now for the rest of us, players with enough Thunder to play the blue tees and a partner with a desire to strike a little golfing competitiveness like White Lighting or who would just like a little stiff drink from a brown jug.

Teams shall be made up of 2 persons, with one player playing from the blue tees, this person being referred to as “BlueThunder”. The other member of the team will play from the white tees and will be referred to as “White Lighting”. At least one team member must be a member of Rock Harbor. Each partner **must** have a verifiable USGA handicap. You must decide who you are before each match starts.

This league will be played under the same format as the Titan, Geezer and the Powder Puff League except for one small detail that will test the strength of the partnership and possibility the very golfing soul of the players.

The league will be composed of as many teams as can be constructed.

League matches will begin in April. Teams will schedule their own matches. Regular season matches will consist of 4 to 5 matches and must be completed by mid-month of September. Playoffs will begin at that time. A midway point will be established each season by which date, at least two league matches must be played, else you will face disqualification.

Substitute players can be used and are highly recommended to stay on schedule. At the end of the season, the official team members will be the persons who have played in the most matches. Teams will be ranked by points based on the number of points accumulated in the regular season matches. Rankings will determine playoff seed position.

Matches will be 18 hole match play based on the Nassau format. This format is made up of two 9-hole matches with the 3rd match based on the greater holes won of a nine hole match. Five (5) points will be awarded to the winner of the front nine match, five (5) points will be awarded to the back nine match and five (5) points will be awarded to the over-all match winners. If a side is tied or a press is tied each team is awarded 2 ½ points.

There are no individual points all points are team points. Specialty points will also be awarded for the following situations: a greenie, a splashy, a sandy, a wastey, a birdie, an eagle, a hole in one and a double eagle. Points will be awarded as follows for each:

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A greenie: Two points will be awarded to the team of the player that is closest to the hole on any par 3 and then makes par. If no member of either team is on a green after the tee shot then the closest person after the second tee shot are awarded a greenie point if par is made. In the event that no greenie point is awarded on a given par 3 hole that greenie points will be carried until the next par 3. For example, if no greenie points is awarded on the first par three and no greenie points is awarded on the second par three, then someone makes a greenie on the third par three all greenies being carried (or 4 carry points and 2 points for that greenie totaling 6 points) will be awarded at that time. If there are not any greenie points awarded by the conclusion of the last par three, they are dead or “left on the table” and will not be awarded during that match.

A sandy: Two points will be awarded for any ball that is holed in regulation par after being in the sand. On a par four if a player hits it into a fairway bunker and then hits into the greenside bunker and then gets up and down for par, that player shall be awarded four points. If that same player would have holed the third shot for a birdie, that would be six points. If that same player’s partner had gotten a birdie and a sandy on the same hole that team would receive 10 points. WOW!!!!

A splashy: Two points will be awarded for a ball that is holed in regulation after being in water and requiring a one-stroke penalty for relief.

A wastey: Two points will be awarded for a ball that is holed in regulation after being in a waste bunker. See “A sandy” for further rules.
If two strokes are used to get out of the same bunker and par is achieved, that constitutes a double.

A birdie: Two points will be awarded any team that scores a birdie on any hole. A birdie is holing the ball in one stroke less than par, not hitting a robin in mid-flight. While that would be cool, it does not get you any points.

An eagle: Four points will be awarded for any team that scores an eagle on any hole. An eagle is holing the ball in two strokes less than par, not hitting.... never mind you get the idea.

A hole in one: Six points.

A double eagle: Eight points will be awarded for any team that scores a double eagle on any hole. A double eagle is holing the ball in 3 strokes under par. Making a 2 on hole number 8 or a 1 on hole number 15 would be a double eagle. Hey good luck with this one.

One Small Detail: One half point will be deducted every time a player three putts.
Failure to finish a hole thus avoiding the chance to three putt also would result in a half point penalty.

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All specialty points will count. For example both players on the same team make birdie, four points will be awarded.

The match will be played with the two “Blue Thunder” players teeing from the blue tee boxes and then the “White Lighting” players teeing from the white tees. Teams will determine the order of play on the first tee by the flip of a coin or a tee toss. Then the players from the blue will play in the appropriate order and then the players on the white tees will tee off in the same team order.

After the first 9-hole match or side is finished if one team is ahead by more than two holes the team behind will start with an advantage. For example if a team has won 4 holes and halved the other 5 holes, they have won the front side by 4 holes. The team that is behind will start the back nine two holes up. So for example if all 9 holes were halved then the team awarded the 2-hole advantage on the 10th tee box would win the back nine two holes up. So if the spread is two holes or less there is no advantage granted on the back nine. For every hole advantage over two, a one-hole advantage will be granted. For example if you are down 3 you will get 1, if you are down 4 you will get 2 and so on. This “adjustment” will have no effect on the 18-hole match, which will be decided by the actual number of holes won or lost by each team. If the final match is tied then each team will be awarded 2.5 points for the match score.

You can press any time your team is two or more down on either side, not the eighteen. You can also press anytime your team is one or more down on holes 9 & 18. Presses are not automatic and have to be accepted.

The net team aggregate score will decide the winner of each hole. Simply add the gross score for each team player together, subtract any handicap strokes allowed for that hole and match that score to that of the opposing team. For example if on number 5 team A’s players score a 5 and a 6 and are granted no strokes, and team B’s players scored a 5 and a 6, but they were granted one stroke on that hole they would win the hole with a net score of 10 vs. 11. If no strokes were granted then the teams would have “halved” the hole.

Handicaps shall be decided based on the USGA handicap for the tee being played on the day the match takes place. Simply look up your name on the handicap computer, and look for the numbers in the appropriate color, blue for “Blue Thunder” players and white for “White Lighting” players. The handicap for both players will be added together giving a team handicap. So if the “Blue Thunder” has 10 in blue and the “White Lighting” has a 10 in white they have a team handicap of 20. Once the teams have determined their respective team handicaps a handicap adjustment will be given based on a 2 shot spread. For example if team A has a team handicap of 26 and team B has a team handicap of 28 there will be no shots or handicap adjustment made. But if team B had a handicap of 30 then all shots above the 2 stroke spread would be granted, in this case team B would be granted a one shot deduction on the score posted on the two most difficult holes on the course.

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Disputes: The presiding pro is empowered by the league to make any call that suits him based on the available evidence or hear say at the time a dispute arises. The League expects the pro to be capricious and arbitrary in any and all rulings. The League further expects that the pro should decide in most cases for the team that is doing the least amount of whining! Penalties could be levied. Let's face it, we are not a group of elementary schoolers.

Keep in mind that you are playing the regular season for the most points to gain the best position for the playoffs. During the playoffs it's win or go home. Playoff matches use the same format as regular season play. Sudden Death, if necessary, is played in accordance with strict match play format, using the team's aggregate score for the hole. No points are awarded during sudden death.

We will be playing for bragging rights and our name to be forever enshrined on the Blue Thunder jug that will be displayed in a prominent place in the Rock Harbor Club House.

No entry fee will be charged – Non-members will pay a special league rate each match played. Other monetary considerations will be between teams after each match. For example each point could represent a monetary value

Although each hole played is "won or lost" by a side, USGA Stroke Play Rules to apply during play of each hole.

All putts must be holed unless the hole is over and the player has three putted or more.

We will be playing the ball *Down* unless conditions deem other wise.

Scorecards with gross scores and all points won need to be recorded. Cards must be signed and attested and turned in to the Proshop.

Warning:

Standing near a player after they have three putted can be hazardous to your health. Physical harm is a real possibility. Sensitive ears could be exposed to verbal abuse. Anyone who feels they may need a referee, paramedic, bodyguard, office sir of the law or a priest, please make your recommendation before starting play.

Frank Costanzia also said "Festivus is a time for the airing of Grievances".
I feel sorry the guy who sets the pins during Festivus.

Good luck!