



2023/2024 Eagle Ranch Simulator Competition

During the months of December, January, and February Eagle Ranch Golf Club will be running a MONTHLY Net 2-Person Best Ball competition on the SIMULATOR. Below are the details:

- Teams: 2 Players (Male, Female, or Junior)
- Format: Net 2-Person Best Ball One Net Ball per Hole is scored Each player will receive 80% of their handicap. (Each participant needs an active Handicap.)
- Tees: Blue Tees Men and Juniors 15 and Up White Tees - Seniors 60 and older and Juniors between 11 and 14.
 Yellow Tees - Ladies and Juniors 10 and Under
- Courses (All Arnold Palmer Designs): December Aviara January Tralee February Jeremy Ranch
- Fee: \$20 per Team or \$10 per Person (Each team is responsible for booking a simulator time slot. A one-hour slot costs \$65 (Eagle Ranch homeowners get a 20% discount) and it takes about two hours for two people to play 18-holes. Please feel free to play with another team at the same time, just make sure to book enough time.
- **Putting:** The computer will decide whether you get one, two, or three putts. Through trial and error this is the best and fairest way to handle putting.
- **Mulligans:** Due to some inconsistencies with the launch monitor everyone will receive TWO mulligans during their round. If you don't use them, you lose them.
- **Registering:** When booking a time slot choose the Competition Button which will let the staff know you plan on competing in the month-long competition. (A staff member will issue an official scorecard once you arrive which needs to be turned in following play. Write down Gross Scores ONLY!)
- **Payouts:** All payouts will be in Shop Credit. (Number of teams paid out and amount will be determined based on participation).
- **Participation:** A team or individual can compete in the competition as many times as wanted. The team or individual will have to pay the Competition and Simulator fee each time.

If you have any questions, please contact Nate Corsbie at ncorsbie@eagleranchgolf.com or 970-328-2882 Ext. 4