2020/2021 Jenga Cup

Welcome to the 2019 edition of Jenga Cup. Good luck to all participants.

Qualifying Round Battleford 1st Group @12 PM

Format: Stroke play

- Everyone keeps score, counting all their strokes.
- No Mulligans
- 10 stroke limit per hole.
- If ball goes into trees and group determines it to be unfindable. Re-hit shot.
 2 Stroke Penalty.
- If ball goes into trees and group sees **Exactly** where ball should be but cannot find it. Drop ball as close to where it should be. **2 Stroke Penalty**.

The <u>**2** Lowest Net</u> scores will determine team captains. Jenga Cup rookies are not eligible for captaincy.

<u>Strokes given</u>: (Weighted average based on previous 3 years qualifying scores. Rookies are not eligible for captaincy)

Tony Renneberg	3	Josh Walchuk	19
Kris Grainger	7	Jordan Gall	20
Darryl Caudle	13	Clint Oleksyn	22
Kevin Nguyen	14	Paul Werezak	27
Brendon MacAuley	15	Al Lang	32
Ken Holstein	16	Jason Orvold	33
Jeff Wagner	17	Jeff Bryce	39
Brad Burnett	17	Wes Casavant	41
Lindsay Jones	17	Corbin Eskelson	N/A
Chris Oleksyn	19	Paul	N/A

Draft

<u>JackFish</u>

After Qualifying Round

Format: Player Draft

- Based on Strokes Given, players will be broken into 5 different Pools
- Captains will choose players from each pool, alternating picks.

Captain Perks

• Room and rounds paid for.

Saturday Matches ----Handicapped 2 Man Scramble Match Play(H2MSMP)

<u>Team Handicap</u>

- Add together team strokes. Divide by 4. Equals team handicap. Strokes are given on the hardest handicapped holes.
- To take advantage of a stroke on a hole. <u>BOTH</u> players must hit at least <u>one</u> shot during the hole.

<u>Tee Blocks</u>

• <u>Both</u> players on the same team will play from the tee colour of the lowest player's handicap.

Low Player	Tee Colour
handicap	
9 & under	Yellow(Champ)
10 to 18	White(Men's)
19 to 24	Blue(Senior)
25 and up	Red(Ladies)

<u>Tee Shots</u>

• <u>6</u> tee shots from each player must be used.

Tee Block Movement

If a team goes down by <u>3</u> holes, then the losing team moves up one (1) tee colour closer. If team goes down <u>4</u> holes, move up two (2) tee colours closer. If match returns to 2 holes down or less. Both teams play from their original tee blocks.

<u>Points</u>

<u>Result</u>	<u>Points</u>
AS	1/2
1 to 3 UP	1
4 UP or more	2

Shotgun Mulligans

- Limit of <u>1</u> shotgun per hole per player.
- Shotguns are required to be taken by player who hit the shot. Taking shotguns for teammate is not allowed.
- Take shotguns when there is no one waiting.
- All shotguns from previous hole must be completed before teeing off on following hole.