

FCC 2-Man League 2026 — Format & Payouts

Wednesdays • 5:15 PM shotgun • 9 holes • Front (Red) tees • 27 teams • \$50 per team

Weekly Formats

WEEK	DATE	FORMAT	HOW IT PLAYS
1	Aug 12	Scramble	Both tee off, pick the best shot, both play from there. Repeat until holed. One team score.
2	Aug 19	Shamble	Both tee off, take the best drive, then each plays their own ball in. Count the one best score.
3	Aug 26	Best Ball	Each plays their own ball the whole hole. Count the lower score.
4	Sep 2	Chapman	Both tee off, swap balls for the second shot, then pick one ball and alternate shots until holed.
5	Sep 9	Modified Alternate Shot	Both tee off, pick the better drive, then alternate shots until holed.

Flights (Scoring Only)

After Week 2, teams are placed into three flights of nine (A, B, C) based on Weeks 1–2 scores blended with last year’s results. Flights are for scoring and prizes only — weekly groups stay exactly as shown on the posted schedule. Weeks 1–2 flights are provisional; final flights lock after Week 2.

How You Win

League Gross Champion: lowest total gross score across all 5 weeks, any flight.

Flight Champions: Weeks 3–5, teams earn points by rank within their flight each week (1st = 9 points down to 9th = 1 point). Most points after Week 5 wins the flight. Tiebreaker: lowest combined gross Weeks 3–5, then lowest Week 5 score.

Payouts — \$1,100 Total

PRIZE	AMOUNT	DETAILS
League Gross Champion	\$150	Lowest 5-week total gross, all 27 teams eligible
Flight Champions (A, B, C)	\$100 each	Most points in flight, Weeks 3–5
Flight Runners-Up (A, B, C)	\$60 each	Second-most points in flight
Weekly Winners, Weeks 1–2	\$30 x 3 per week	Places 1, 10 and 19 on the overall gross list — top of each nine before flights are set
Weekly Winners, Weeks 3–5	\$30 x 3 per week	Low gross in each flight each week
Closest to the Pin, Week 5	\$20	Designated par 3, one shot per player

Math: $\$150 + (3 \times \$160) + (5 \text{ weeks} \times 3 \times \$30) + \$20 = \$1,100$. Weekly winners can repeat. Weekly ties split the money.

House Rules

No double-dipping on season money: if the Gross Champion also places in their flight, they take the \$150 and the flight money rolls down to the next team.

Weeks 1–2 weekly money: rank all 27 teams by gross that week and pay places 1, 10 and 19, \$30 each. Top of each nine, standing in for flight winners until flights are set. If a tie spans a paid place, the tied teams split that \$30.

Missed week: team scores that week’s highest score in their flight plus 2 for gross purposes and earns 0 points.

3-man team (16 Fritz | Burger | Kruse): any two play each week; if all three play, name your scoring two before teeing off.

All play from the Front (Red) tees. Gimmes inside the leather. Keep it moving, keep it fun.

Changed from the earlier version: play day corrected to Wednesday (all five 2026 dates fall on a Wednesday), and Weeks 1–2 weekly money now pays places 1, 10 and 19 instead of the top 3 overall.