

DAILY PLAY

Sign Ups - Mon./Wed./Fri./Sat. Events (18 holes)

- Players must be signed up by noon on the day prior to play.
- Late sign ups will be placed on a waiting list and accommodated at the discretion of the pro shop and that week's Tournament Director. Guidelines for late entrants are given below.
- As a courtesy, cancellations should be phoned into the pro shop (757-258-4130) as soon as possible. Failure to cancel may result in the member being charged a cart fee.
- Call the member info line, **757-258-4133** for tee times, course conditions and weather delays.
- Guests of an MGA member, who have an established USGA handicap index, may play with the member in any event except on Wednesday.

Play

- The USGA Rules of Golf, supplemented by the local rules, will govern play.
- The ball will be played down as much as possible. The need for winter rules will be determined by course conditions. A decision will be made by that week's Tournament Director with assistance from the pro shop.
- Balls must be holed, putted out, in order to count in team or individual scoring. When a player's ball will not count in team scoring, he should pick up after reaching the Equitable Stroke Control (ESC) maximum for his handicap.
- Slow play will not be tolerated and sanctions may apply. The MGA believes a typical 18 hole round of golf should be played in 4 hours and 20 minutes

Completing the Scorecard

- Enter the first and last names, GHIN posted handicap and GHIN identification number for each player on the MGA Tournament scorecard before the round begins.
- Just right of each player's computer number, enter the tee played by each player, (G for Gold and S for Silver). If everyone plays from the same tee, check Gold or Silver.
- Enter each player's gross and net hole scores after each hole played. Check with each player between holes to ensure the hole scores are correct.
- When a player picks up his ball and is thus "out of the hole," mark his most likely net score or ESC, whichever is lower, and mark the hole gross score as "X" for the player.
- Total the gross and net scores for individuals and team net scores, excluding any pick up "X" scores after 9 and 18 holes. A player with a pick up "X" score is eliminated from individual, but not team competition for the round.
- If a player cannot complete 18 holes, for scheduled game of day only, use his actual scores for all completed holes, and selected net blind scores for remaining, uncompleted holes. Player's incomplete gross scores should be calculated under handicap guidelines.
- Incomplete groups will be given a blind by the TD. Players selected as blind should only be used once.
- It is the scorer's responsibility to enter the team's score for the round in the handicap computer. When recording scores in the computer for handicap calculation, use no more than the ESC maximum score for any hole in the total score for that player.
- At the end of the round, check the gross and net scores with each player. After the individual scores are checked, total the team score, and date and sign the scorecard.
- One of the players then checks the team individual hole and total scores to ensure they are correct and signs the scorecard as "attestor."
- The Tournament Director only accepts scorecards that are correctly signed and dated. It is the TD's responsibility to ensure the winning scores are accurate and no prize is awarded for an

incorrect scorecard.

Pairings for Weekly Play

- The pro shop will arrange pairings and a review will be made by that week's Tournament Director.
- Pairings will be:
Mondays = ABCD; *Wednesdays* = Flighted: AAAA; BBBB; CCCC; & DDDD; *Fridays* = AB and CD.
- Pairing method for inter-club qualifying and stroke play tournaments will be:
AAAA, BBBB, CCCC, and DDDD.

Generally, an A player is one of the Club's better players with a handicap between 1 and 9. Players designated as B would carry a handicap between 10 and 19; C between 20 and 29; D players carry a handicap 30 and above. The number and mix of participants sometimes dictates that pairings change; for example a lack of A players would dictate that the higher rated B player would become an A player in the foursome.

This arrangement of the flights, especially on Mondays, has the objective of enabling all MGA members to play and socialize with other members who normally would not play together because of varying skill levels.

Normal Tee Times and Shotgun Starts

(CALL 258-4133 FOR YOUR TEE TIME AND ANY INFORMATION ON DELAYS)

DATES	TEE TIMES
March	Monday, Friday & Saturday begins at 9:00 a.m. Wednesday Shotgun at 10:00 a.m.
April	Monday & Friday begins 8:00 a.m. Saturday at 7:30 a.m. Wednesday Shotgun at 9:30 a.m.
May	Monday & Friday begins at 8:00 a.m. Saturday at 7:00 a.m. Wednesday Shotgun at 9:00 a.m.
June-September	Monday & Friday begins at 8:00 a.m. Saturday at 7:00 a.m. Wednesday Shotgun at 9:00 a.m.
October	Monday, Friday & Saturday begins at 8:00 a.m. Wednesday Shotgun at 9:30 a.m.
November	Monday, Friday & Saturday begins at 9:00 a.m. Wednesday Shotgun at 10:00 a.m.
December	Monday, & Friday times begin 9:00 a.m. Wednesday Shotgun at 10:00 a.m.; Saturday at 9:00 a.m.
January-February	Monday, & Friday times begin 9:00 a.m. Wednesday Shotgun at 10:00 a.m.; Saturday at 9:00 a.m.

Guidelines For Late Entrants In Weekly Tournaments

- Members should sign up for an event in the MGA in the 18-hole sign-up book located in the computer room not later than noon on the day before the event.
- Late entrants will be accommodated on a space available basis. Members wishing to play who have not signed up by the 12 noon deadline, must contact the pro shop and notify the MGA designated pro that they wish to play.
- On the day of the event, the pro shop will inform the Tournament Director (TD) who the late signups are, and will assist the TD with placement of the late entrants into groups, if possible.
- On the day of the event, the late entrant must arrive before the first tee time, register with the pro shop (if he has not already done so), and meet with the TD to determine if and when he can play in that day's event.