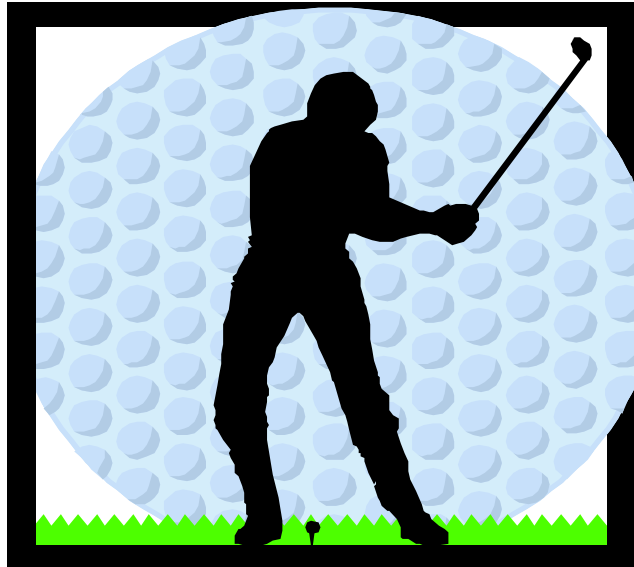


Men's Golf Association at Ford's Colony Country Club  
**2010 Tournament Director's Guide**



**Walt Culhane**

Vice President, Weekly Tournaments

[wculhane@cox.net](mailto:wculhane@cox.net)

MGA web address: <http://www.fcmgagolf.org>

MGA e-mail: [mga@fcmgagolf.org](mailto:mga@fcmgagolf.org)

FCCC Pro Shop: 258 - 4130

FCCC Golf Info Line: 258 – 4133

# Men's Golf Association - Tournament Director's Guide

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# **GENERAL RESPONSIBILITIES**

## **One Week Before Your Tour**

1. Select the game formats and post in the MGA schedule book located in the computer room. Specify yourself to be in the first group for non-shotgun events if you plan to play.
2. Coordinate game with the Pro Shop so they can arrange equitable pairings by handicap in accordance with the following "flight structure":
  - Monday: One "ABCD" flight
  - Wednesday: Two or more flights: AAAA, BBBB, CCCC, DDDD
  - Friday: Two flights: AABB & CCDD  
(If 7 or less foursomes, then 1 "ABCD" flight)
3. Since Wednesday is the busiest day, plan a relatively simple game to encourage a rapid pace.

## **Tournament Day**

1. Arrive early and pick up pairing sheet from Pro Shop. Coordinate cancellations and late entrants with pro shop to the extent possible and minimize the number of "blinds" in each flight. Monday and Friday, bring 4-5 envelopes in case winners are not present when prizes are finalized.
2. Put up message board by starters gazebo showing game, rules, and course & cart restrictions.
3. Place a white scorecard for the appropriate course and a pencil in one cart of each foursome. Scorecards are in the starter's gazebo.
4. Provide written instructions for complicated games on each cart.
5. Be prepared to talk about the "The Game of the Day Rules", cart restrictions, etc.
6. For Shotgun Starts begin announcements at least 15 minutes before starting time and send the field out at least 10 minutes before.
7. Encourage raking of bunkers, filling divots with sand, repairing ball marks and playing the round in 4hrs 20 min or less.

## **After the Game**

1. Collect scorecards and entry fees. (\$2.00 per player except on Wednesdays when the Pro Shop charges each player \$5.00 on his account.)
2. AUDIT winning scorecards, and make corrections as necessary, before announcing results and dispersing prize money. (Disqualify a player only if he recorded score by hole lower than his actual score.)
3. INCOMPLETE GROUP(S): Fill in for absent golfers or incomplete groups using players that have similar handicaps from other groups as "blinds."
4. Use Attachment I (a or b), CASH PAYOFF GUIDELINES, adjusted as required by actual amounts collected, to determine prize money distribution. Try to payout all prizes to team captain before completing the day's responsibilities. (A player serving as a "blind" can be paid only once.) If the winners are not present, put team winnings in an envelope and as soon as possible give the envelope to a team member to distribute.
5. Use Attachment Ia or Ib, DECIDING TIES, to break any ties.
6. Post winners and payoffs on bulletin board, and turn in scorecards to the pro shop.
7. Notify Walt Culhane, Vice President of Weekly Tournaments, at 645-4350 or by e-mail at [wculhane@cox.net](mailto:wculhane@cox.net) of any problems, complaints, etc.
8. Record Walkers and motor Cart Riders for the pro shop.



## 2010 MGA Tee and Shotgun Start Times

<b>DATES</b>	<b>TEE TIMES</b>
March	Monday, Friday & Saturday begins at 9:00 am Wednesday Shotgun at 10:00 am
April	Monday & Friday begins 8:00 am Saturday at 7:30 am Wednesday Shotgun at 9:30 am
May	Monday & Friday begins at 8:00 am Saturday at 7:00 am Wednesday Shotgun at 9:00 am
June-September	Monday & Friday begins at 8:00 am Saturday at 7:00 am Wednesday Shotgun at 9:00 am
October	Monday, Friday & Saturday begins at 8:00 am Wednesday Shotgun at 9:30 am
November-February	Monday, Friday & Saturday begins at 9:00 am Wednesday Shotgun at 10:00 am
January-February	Monday, Friday & Saturday times begin 9:00 am Wednesday Shotgun at 10:00 am

## Attachment I (a) - Cash Payout Guidelines for Monday and Friday

Number of Foursomes Per Flight	Total \$ □	PLACES TO BE PAID							Total \$ □
		1	2	3	4	5	6	7	
4	\$ 32.00	\$20	\$12	****	****	****	****	****	\$ 32
5	\$ 40.00	\$28	\$12	****	****	****	****	****	\$ 40
6	\$ 48.00	\$28	\$12	\$ 8	****	****	****	****	\$ 48
7	\$ 56.00	\$32	\$16	\$ 8	****	****	****	****	\$ 56
8	\$ 64.00	\$36	\$20	\$ 8	****	****	****	****	\$ 64
9	\$ 72.00	\$40	\$20	\$12	****	****	****	****	\$ 72
10	\$ 80.00	\$40	\$20	\$12	\$ 8	****	****	****	\$ 80
11	\$ 88.00	\$44	\$24	\$12	\$ 8	****	****	****	\$ 88
12	\$ 96.00	\$48	\$24	\$16	\$ 8	****	****	****	\$ 96
13	\$104.00	\$48	\$28	\$16	\$12	****	****	****	\$104
14	\$112.00	\$48	\$28	\$16	\$12	\$ 8	****	****	\$112
15	\$120.00	\$52	\$28	\$20	\$16	\$ 8	****	****	\$120
16	\$128.00	\$52	\$28	\$20	\$16	\$12	****	****	\$128
17	\$136.00	\$52	\$32	\$24	\$16	\$12	****	****	\$136
18	\$144.00	\$52	\$32	\$24	\$16	\$12	\$ 8	****	\$144
19	\$152.00	\$56	\$36	\$24	\$16	\$12	\$ 8	****	\$152
20	\$160.00	\$56	\$36	\$24	\$20	\$16	\$ 8	****	\$160
21	\$168.00	\$56	\$36	\$28	\$20	\$16	\$12	****	\$168
22	\$176.00	\$60	\$40	\$28	\$20	\$16	\$12	****	\$176
23	\$184.00	\$60	\$40	\$32	\$24	\$16	\$12	****	\$184
24	\$192.00	\$60	\$40	\$32	\$24	\$16	\$12	\$ 8	\$192
25	\$200.00	\$64	\$44	\$32	\$24	\$16	\$12	\$ 8	\$200

### Deciding Ties (USGA approved procedure)

1. Match the back nine holes for each tied team. If there is no winner,
2. Match the last six holes of the back nine for each tied team. If there is no winner,
3. Match the last three holes of the back nines for each tied team. If there is no winner,
4. Match the last hole of the back nine for each tied team. If there is no winner,
5. Perform the same match of cards for the front nine. If there is still no winner,
6. Call it a tie!

**Attachment I (b) - Cash Payout Guidelines for Wednesday**

Number of Foursomes Per Flight	Total \$ □	PLACES TO BE PAID							Total \$ □
		1	2	3	4	5	6	7	
4	\$80.00	\$60	\$20	****	****	****	****	****	\$80
5	\$100.00	\$70	\$30	****	****	****	****	****	\$100
6	\$120.00	\$70	\$30	\$20	****	****	****	****	\$120
7	\$140.00	\$80	\$40	\$20	****	****	****	****	\$140
8	\$160.00	\$90	\$50	\$20	****	****	****	****	\$160
9	\$180.00	\$100	\$50	\$30	****	****	****	****	\$180
10	\$200.00	\$100	\$50	\$30	\$20	****	****	****	\$200
11	\$220.00	\$110	\$55	\$35	\$20	****	****	****	\$220
12	\$240.00	\$115	\$60	\$40	\$25	****	****	****	\$240
13	\$260.00	\$120	\$65	\$45	\$30	****	****	****	\$260
14	\$280.00	\$120	\$65	\$45	\$30	\$20	****	****	\$280
15	\$300.00	\$125	\$65	\$50	\$35	\$25	****	****	\$300
16	\$320.00	\$125	\$70	\$55	\$40	\$30	****	****	\$320
17	\$340.00	\$130	\$75	\$60	\$45	\$30	****	****	\$340
18	\$360.00	\$130	\$75	\$60	\$45	\$30	\$20	****	\$360
19	\$380.00	\$130	\$80	\$65	\$45	\$35	\$25	****	\$380
20	\$400.00	\$135	\$80	\$65	\$50	\$40	\$30	****	\$400

**Deciding Ties** (USGA approved procedure)

1. Match the back nine holes for each tied team. If there is no winner,
2. Match the last six holes of the back nine for each tied team. If there is no winner,
3. Match the last three holes of the back nines for each tied team. If there is no winner,
4. Match the last hole of the back nine for each tied team. If there is no winner,
5. Perform the same match of cards for the front nine. If there is still no winner,
6. Call it a tie!

**Attachment II (a) - Wednesday Game Results Publicity Form**  
(Monthly 18 Hole Stroke Play Tournaments)

**To:** Howard Haynes, e-mail: [hrhaynes@cox.net](mailto:hrhaynes@cox.net)  
**From:** FCCC-MGA Tournament Director: \_\_\_\_\_  
**Subject:** FCCC - MGA Wednesday Tournament Results

(Please use the format shown in the following example):

Ford's Colony Men, February 16, Monthly Stroke Play, Gold Tees, 1st Flight, Low Gross: Peter Moriarty,79, Low Net: John Jackson,66. 2<sup>nd</sup> Flight, Low Gross: David Harman, 83, Low Net: John Shumate, 68. 3<sup>rd</sup> Flight, Low Gross: Michael Chase, 87, Low Net: Lee Van Voorhees, 70. etc....

Info copy: Walt Culhane email: [wculhane@cox.net](mailto:wculhane@cox.net)  
Joe Ricketts email: [jhrbr@cox.net](mailto:jhrbr@cox.net)

## **Attachment II (b) - Wednesday Game Results Publicity Form**

**To:** Howard Haynes, e-mail: [hrhaynes@cox.net](mailto:hrhaynes@cox.net)  
**From:** FCCC-MGA Tournament Director: \_\_\_\_\_  
**Subject:** FCCC - MGA Wednesday Tournament Results

(Please use the format shown in the following example):

Ford's Colony Men, February 16, 2 best balls, 1st Flight, 1. Peter Moriarty, Tommy Womack, Bob Sumlin, David Harman, 128. 2. Dick Johnson, Bob Wellman, Craig Stambaugh, Tom Treese, 130. 2nd Flight: 1. John Shumate, Michael Chase, Lee Van Voorhees, George Trainor, 120. 2. Elmer Bigley, Jim Ahern, Dan Desmond, Vic Zodda, 133. 3rd Flight: 1. Dick Mozier, Ed Flook, Jerry VanAkin, Charles Lupsha, 121. 2. Ted Zlydaszek, Mike Scholberg, Bob Steele, Anthony Bentivegna, 122.

Info copy: Walt Culhane email: [wculhane@cox.net](mailto:wculhane@cox.net)  
Rick Jackson email: [rjackson62@cox.net](mailto:rjackson62@cox.net)

## Attachment III - Weekly Tournament Game Ideas

**BEST BALL** - A foursome plays against the best balls of other foursomes in the game or tournament. The lowest score of one, two, or three best balls on each hole, are used for scoring purposes with or without handicap. Examples:

**2 BEST BALLS** - 2 - BEST BALLS of foursome

**BEST BALL PER CART** - 2 - BEST BALLS of foursome - One best ball per cart

**3 BEST BALLS** - 3 - BEST BALLS of foursome

### **WIPE OUT THE TURKEYS**

3 - BEST BALLS on all holes. Equitable Stroke Control limits maximum score for any player. Pick up when you reach that score. Then eliminate the worst TEAM score on a Par 3, Par 4 and Par 5 for each nine.

### **SHOOT THE BIRDS**

Count the 2 - BEST BALLS on all holes. Subtract one stroke from your team score for each net birdie and two strokes for each net eagle or better (must be on the two counted balls).

### **BEST BALL - 1 - 2 - 3 - WALTZ**

1 - BEST BALL on holes 1, 4, 7, 10, 13, & 16

2 - BEST BALLS on holes 2, 5, 8, 11, 14, & 17

3 - BEST BALLS on holes 3, 6, 9, 12, 15, & 18

### **BEST BALL - 3 - 2 - 1 - REVERSE WALTZ**

3 - BEST BALLS on holes 1, 4, 7, 10, 13, & 16

2 - BEST BALLS on holes 2, 5, 8, 11, 14, & 17

1 - BEST BALL on holes 3, 6, 9, 12, 15, & 18

### **BEST BALL - SIX / SIX / SIX**

1 - BEST BALLS on holes 1 to 6

2 - BEST BALLS on holes 7 to 12

3 - BEST BALLS 1 on holes 13 to 18

### **BEST BALL - SIX / SIX / SIX**

3 - BEST BALLS on holes 1 to 6

2 - BEST BALLS on holes 7 to 12

1 - BEST BALL on holes 13 to 18

### **BEST BALL - SIX / SIX / SIX**

2 - BEST BALLS on holes 1 to 6

3 - BEST BALLS on holes 7 to 12

4 - BEST BALLS on holes 13 to 18

### **ETC...**

### **BEST BALL - EVEN / ODD**

2 - BEST BALLS on holes 2, 4, 6, 8, 10, 12, 14, 16, & 18

1 - BEST BALL on holes 1, 3, 5, 7, 9, 11, 13, 15, & 17

### **BEST BALL - ODD / EVEN**

1 - BEST BALL on holes 2, 4, 6, 8, 10, 12, 14, 16, & 18

2 - BEST BALLS on holes 1, 3, 5, 7, 9, 11, 13, 15, & 17

### **BEST BALL - EVEN / ODD**

2 - BEST BALLS on holes 2, 4, 6, 8, 10, 12, 14, 16, & 18

3 - BEST BALLS on holes 1, 3, 5, 7, 9, 11, 13, 15, & 17

### **ETC..**

## **2 BEST BALLS - EXCEPT 9 & 18**

2 - BEST BALLS on holes 1 to 8 and 3 - BEST BALLS on hole 9

2 - BEST BALLS on holes 10 thru 17 and 3 - BEST BALLS on hole 18

### **33 - 24 - 15 (BEST BALL)**

\* 3 - BBs on all par 3s

\* 2 - BBs on all par 4s

\* 1 - BB on all par 5s

### **33 - 24 - 25 (BEST BALL)**

\* 3 - BBs on all par 3s

\* 2 - BBs on all par 4s

\* 2 - BBs on all par 5s

### **33 - 24 - 35 (BEST BALL)**

\* 3 - BBs on all par 3s

\* 2 - BBs on all par 4s

\* 3 - BBs on all par 5s

### **33 - 24 - 45 (BEST BALL) ETC...**

\* 3 - BBs on all par 3s

\* 2 - BBs on all par 4s

\* 4 - BBs on all par 5s

## **BLACK-GOLD-SILVER (2 BEST BALLS) or (3 BEST BALLS)**

Each PLAYER must tee off 6 times from the Black Tees, 6 times from the Silver Tees and 6 times from the Silver Tees. Player's choice of Tee at any given hole, however at the end of 18 Holes all players in the foursome must have teed off six times each on the BLACK-GOLD-SILVER TEES. Gold Tee Handicap, no differential.

(Best played December through February)

## **GOLD- SILVER - BRONZE (2 BEST BALLS) or (3 BEST BALLS)**

Each PLAYER must tee off 6 times from the Gold Tees, 6 times from the Silver Tees and 6 times from the Bronze Tees. Player's choice of Tee at any given hole, however at the end of 18 Holes all players in the foursome must have teed off six times each on the GOLD-SILVER -BRONZE TEES. Gold Tee Handicap, no differential.

## **FOUR MAN SCRAMBLE OR CAPTAINS CHOICE**

A designated captain of the foursome picks the best ball lie of the foursome thru the fairway and green and all members of that foursome hits or putts from that lie. Each player can be required to hit drives off the tee on one, two, three or four holes at the Tournament Director's discretion.

## **SCRATCH & SCRAMBLE**

On each hole, add foursomes {gross or net} scores. Then divide by "four" to obtain the foursomes team score. Include the fractions when adding the team score.

## **FOUR MAN Captain's Choice (Different Tees)**

Lowest handicap player uses Black tees; two middle handicap players use Gold tees; highest handicap player uses Silver tees.

## **FOUR MAN RED BALL SCRAMBLE**

Three man Scramble and one rotational Red Ball player per hole. Red Ball player must count all strokes and hole out. MGA Red Ball rules in effect.

## **SCOTCH FOURSOMES**

A match in which two plays against two and each side plays one or two balls. Playing two balls both partners tee off on each hole. Partners alternate shots until the ball is holed out. Alternate shots continue for entire round. Playing one ball the partners will play alternate shots from the tee and alternate shots until ball is holed out. Alternate shots continue for entire round.

### **STROKE PLAY**

Completion between players in which the winner or winners, plays the round or rounds, with the fewest strokes with or without handicap.

### **RED BALL**

Each player of the team is designated holes, depending on the game plan, and their score counts as the team score. FCCC-MGA rules specify that the Red Ball designation on a rotational basis is required before play starts. Each player of the team is given a fairway number, if required, (1, 2, 3, 4,...) prior to beginning play and assumes Red Ball responsibility on those designated holes.

### **ONE RED BALL**

Per foursome or threesome.

### **ONE RED BALL & ONE BEST BALL**

Per foursome or threesome.

### **ONE RED BALL & TWO BEST BALLS**

Per foursome.

### **SUCKER IN A BASKET**

After all players have putted out on their starting hole, choose one ball to score. On the next hole after putting out, choose one ball of the remaining three players to score. Next hole after putting out, choose one ball of the remaining two players to score. Next hole (REFER TO TITLE), use the player's ball you have not already used, and count all strokes. Next hole start all over again. On your 17<sup>th</sup> and 18<sup>th</sup> hole played, any ball can be used, but not the same ball twice.

### **NET UNDER PAR**

Each player in the group determines his net score on each hole. Add up the total number of (net) strokes under par for the group.

## **REFERENCES**

### **References from the 2010 MGA Information Packet (Required Reading)**

1. [Local Rules](#)
2. [Winter Play](#) or [Winter Rules](#)
3. [Hole-in-One Policy](#)
4. [Golfer of the Year](#)