

## 57<sup>TH</sup> MGA FOUR-BALL CHAMPIONSHIP

## OAK RIDGE COUNTRY CLUB 700 OAK RIDGE ROAD, HOPKINS, MN 55305



## **NOTICE TO COMPETITORS**

MONDAY-WEDNESDAY, AUGUST 20-22, 2018

**DIRECTIONS TO OAK RIDGE CC:** Click **HERE** for directions to Oak Ridge CC.

**CHAMPIONSHIP PRACTICE ROUNDS:** Practice rounds are available for the special rate of \$70 walking after 3pm on Wednesday through Sunday. Cash or reciprocal charge only. Call the Golf Shop (952/939-5460) to make arrangements.

**LODGING INFORMATION:** Specific lodging arrangements have not been made at area hotels.

**FOOTWEAR POLICY:** The use of metal or traditionally designed spikes is *prohibited* at **Oak Ridge GC**. Breach of this condition: *DISQUALIFICATION*.

**COURSE LAYOUT & DETAILS:** Specific course setup information is printed below.

**PRACTICE RANGE:** The practice range will be open at least one (1) hour prior to the first starting time each day of the Championship (weather permitting), and range balls are provided free of charge prior to play.

**DRESS CODE:** As stated in the official entry form, the MGA dress code will be strictly enforced. All shorts must be **Bermuda shorts**, which measure no more than two (2") inches above the knees. **The dress code will apply to caddies as well.** The player is responsible for the dress and actions of his caddie.

**CADDIES AND CART:** Oak Ridge CC does have caddies available. To reserve a caddie, please call the Golf Shop (952/939-5460) by Thursday, Aug 16. Contestants also may bring their own caddies, carry their own bag or use a pull cart (including motorized). Motorized riding carts are prohibited during the Championship.

**FOOD & BEVERAGE SERVICE:** Oak Ridge CC will not have breakfast items available. A limited menu will be available on Monday in the Grill downstairs. Complete food & beverage service will be available on Tuesday and Wednesday.

**AWARDS LUNCH:** The MGA will provide lunch on Wednesday following play for all teams making the cut. Awards will be presented upon the completion of play.

**RULE 31:** Four-Ball Stroke Play is in effect. According to Rule 31-4, hole scores recorded on the team's Official Scorecard MUST be <u>INDIVIDUALLY IDENTIFIABLE</u>. **All players should read the rule in preparation for the event!** 

**PLAY-OFF:** The Champion will be the team with the lowest score for the 36-Holes. Any tie for the Championship will be played off immediately, hole by hole, until the winner is determined (playoff holes are to be determined).

**FINAL ROUND QUALIFIERS:** Thirty-six (36) teams will qualify for the second and final 18 holes on Wednesday. The top **TBD** teams plus ties from Monday and the top **TBD** teams plus ties from Tuesday (36 total). Additionally, any team within **4 strokes** of the overall lead after the completion of the first round by all teams will qualify for the final round.

**FINAL ROUND STARTING TIMES**: Final round play will start from the 1<sup>st</sup> & 10<sup>th</sup> tees with the leaders starting at 10:00 am from the 1<sup>st</sup> tee. Exact time of the first group will not be determined until the cut is made. Starting times should be available after approximately 8 pm Tuesday on the MGA web site (<a href="www.mngolf.org">www.mngolf.org</a>). The MGA will send out emails and text messages Tuesday to announce the cut line and the posting of starting times.

**PACE OF PLAY:** The posted Pace of Play Policy will be in effect.

**POSTING OF TOURNAMENT SCORES:** Tournament scores *will* be posted for handicapping purposes. When entering scores on the official score card for a player who fails to complete a hole, please put the score the player *most likely would have made and an "X"* had the player completed the hole – for example, "7x".

**BLACK TEES (COURSE/SLOPE RATING: 72.6/137)** 

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Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Total
Par	4	4	3	4	5	4	3	4	4	35	4	3	4	4	5	4	3	4	4	35	70
Yards	394	412	184	394	494	428	199	457	420	3,382	336	217	418	350	540	376	170	387	436	3,230	6,612
Time	:15	:15	:14	:15	:17	:16	:14	:16	:16	2:18	:15	:14	:16	:15	:17	:15	:14	:15	:16	2:17	4:35

A four (4) minute "turn time" will been added to the pace of play when turning from  $9 \rightarrow 10$  or  $18 \rightarrow 1$ .