

59TH MGA FOUR-BALL CHAMPIONSHIP

CROW RIVER GOLF CLUB



915 COLORADO STREET NW, HUTCHINSON, MN 55350 MONDAY-WEDNESDAY, SEPTEMBER 7-9, 2020

NOTICE TO COMPETITORS

DIRECTIONS TO CROW RIVER: Click **HERE** for directions to Crow River Golf Club.

CHAMPIONSHIP PRACTICE ROUNDS: Practice rounds are available any day OTHER THAN Tuesday or Thursday for \$30 walking or riding. Call the Golf Shop (320/587-3070) and identify yourself as a Four-Ball participant to make arrangements.

LODGING INFORMATION: No specific lodging arrangements have been made.

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

COURSE SETUP: Specific course setup information is printed below.

PRACTICE FACILITIES: Per MGA COVID-19 Local Rules and Policies, the practice range will be open 45 minutes prior to the first starting time each day of the Championship (weather permitting), and range balls are provided free of charge prior to play. You are entitled to twenty minutes to warm up on the driving range and fifteen minutes on the short game/putting green prior to play. Space is limited (9 spaces); please remember to socially distance.

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: At this time, caddies are not permitted in MGA events. Contestants may carry their own bag or use a pull cart (including motorized). Motorized riding carts are prohibited during the Championship.

FOOD & BEVERAGE SERVICE: Food service is available until 8p Monday from 11a-9p Tuesday.

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.

DIGITAL SCORING: All scoring will be done digitally using the *USGA Tournament Management* app. One team will be responsible for keeping scores in this manner, while the other team should keep a paper record of the scores. The scores entered electronically will be treated as the official scores. Teams should report to the scoring area upon completion of play to confirm the scores entered into the system. Scores may not be changed once teams leave the scoring area.

RULE 23 – FOUR-BALL: According to Rule 23.2b(1), hole scores recorded on the team's Official Digital Scorecard MUST be *INDIVIDUALLY IDENTIFIABLE*. (They must assigned to the player who actually made the score.)

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 **14** teams plus ties from Monday and the top **22** 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 1st & 10th tees at 8:30 am with the leaders starting at (approximately) 10:00 am from the 1st tee. Starting times should be available after 7 pm Tuesday on the MGA web site (www.mngolf.org). 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 not* be posted for handicapping purposes.

BLACK TEE (COURSE/SLOPE RATING: 72.8/128)

Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Total
Par	4	3	5	4	4	5	3	4	4	36	4	4	4	3	5	4	4	3	4	35	71
Yards	365	188	536	438	368	505	144	429	415	3,388	442	376	431	211	528	411	420	187	390	3,396	6,784
Time	:14	:14	:17	:15	:14	:17	:13	:15	:15	2:14	:15	:14	:15	:14	:17	:15	:15	:14	:15	2:14	4:33

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