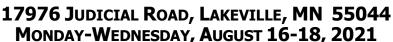


60TH MGA FOUR-BALL CHAMPIONSHIP

BRACKETT'S CROSSING COUNTRY CLUB





NOTICE TO COMPETITORS

DIRECTIONS TO BRACKETT'S CROSSING: Click **HERE** for directions to Brackett's Crossing Country Club.

CHAMPIONSHIP PRACTICE ROUNDS: Practice rounds are NOT available. **LODGING INFORMATION:** No specific lodging arrangements have been made.

FOOTWEAR POLICY: The use of metal or traditionally designed spikes is *prohibited* at **Brackett's Crossing**. Breach of

this condition: **DISQUALIFICATION.**

COURSE SETUP: Specific course setup information is printed below.

PRACTICE FACILITIES: The practice range will be open at least 60 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.

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: Caddies are 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 beginning at 7:30a until 6p 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. A list of the results with gift certificate amounts also will be provided to the Golf Shop shortly after play has concluded.

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 be 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 8:00 am with the leaders starting at (approximately) 9:30 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: 75.1/142)

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	3	4	4	4	4	35	4	4	3	4	5	4	3	4	5	36	71
Yards	427	201	557	439	197	392	441	449	432	3,535	452	435	141	393	531	430	220	400	546	3,548	7,083
Time	:16	:14	:17	:16	:14	:15	:15	:16	:15	2:18	:17	:16	:13	:15	:17	:15	:15	:16	:17	2:21	4:39

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