

## Welcome to the MGA Men's Day 2023 / 2024 season (Oct. 16<sup>th</sup> through Apr 29<sup>th</sup>)

(This document last updated 4/29/24)

The following are procedures used for MGA Monday and Wednesday games:

**MGA Monday Schedule:** ( find the full season schedule at: <http://www.plantationmga.com/> )

- Arrive and check in with bag staff. Allow time as necessary to warm up
- Results will always be sent out via email by end of day
  
- October through December, regular Monday games will play through crossover tee times, normally starting between 8:00 AM and 9:30 AM.
  - Be ready at starter / water station 10 minutes before your tee time
  - Balls-In-the-Air on the 1<sup>st</sup> and 10<sup>th</sup> tees at your assigned tee time
  - Given crossover format, you cannot expect to begin your 2nd nine until two hours after you start
  - Food / beverage on your own will be available in the Grille during their normal hours
  
- From January through Closing Day, and for our (4) major events, we are planning to normally use 8:30 AM shotgun starts. These (4) major events are : Opening Day (11/6), Member-Guest Day (2/5), Mid-Season Blast (2/26), and Closing Day (4/8).
  - 8:10 AM - Be in carts for announcements
  - 8:20 AM – Carts departing for assigned starting holes
  - 8:30 AM - Balls-In-the-Air on your assigned starting hole
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- Wednesday games are lottery tee times that are requested by assigned team captains.

**Pace of Play:** Pace of play is critical. It is every member's responsibility to keep pace with the group in front.

### **Etiquette:**

- Please remember to silence your cell phones and to tip the outside staff.
- Please adhere to all Club guidance regarding the 90-degree cart rule, cart-path-only, etc.
- The club has made an investment in practice balls for the coming season, and has asked that these not be removed from the practice range.
- Take a towel; return a towel.
- Cigarette and cigar butts should be disposed of in proper containers and not left on the golf course.

### **Putting:**

- If the ball is going to count in the team score, then it must be holed out. No "gimmes." Don't just take your "max score," putt it out.
- If the ball is not going to count in the team score, then it may be conceded, or the player may pick-up when reaching their max score (net double bogey)

### **Game Participation:**

- For MGA members and invited guests. Guests may not participate in Opening Day, Mid-Season Blast, or Closing Day. MGA members may invite guests to play along in MGA Monday and Wednesday games. The member should consult beforehand with the MGA game manager. If there is one guest in a foursome who has a valid handicap, they may participate in the game. If more than one guest is in a foursome, the foursome will not be in the game.
- Regular game entry fee is \$11.00. This fee is charged to the member's account on Mondays; cash on Wednesdays.


### **Payouts: 100% of money collected is paid out.**

- 30% or more of the field will receive prize money in Golf Shop Credits on Mondays; cash on Wednesdays.
- On Monday, \$10 of the entry is paid out in the current week, and \$1 is reserved for enhancing Closing Day prizes.
- Credits will be posted to accounts the following day.
- There is no payout to a blind draw.
- MGA Cash Prizes (for closest-to-the-pin or skins) are announced weekly and available to MGA members only. Cash envelopes will be available later in that week from the MGA Paymaster.

### **Call for players:**

- Invitation to play emails are sent via Golf Genius 12-13 days prior to the round. The invites close nine (9) days prior to the round.

### **Sign up:**

- **Sign up** is completed by clicking  in the sign-up email. You will be registered for the event and receive a confirmation email. Clicking "Not Playing" will stop all the future emails for that round/date.

### **Cancellations and No Shows**

- **If you sign-up, you are expected to play.** The Game Managers spend significant time setting up pairings that are balanced and fair. Cancellations after the pairings are completed (only 2 days before the Monday game) can result in unfair pairings and require the use of blind draws. We realize circumstances may arise (health or family) which will prevent a player from playing, but please notify us. If you are unable to play, on Monday, please notify Jim Smith ([jdsmith4203@yahoo.com](mailto:jdsmith4203@yahoo.com)) or Keith Yothers ([kyothers02@gmail.com](mailto:kyothers02@gmail.com)), on Wednesday please notify John Caraher ([John.Caraher@comcast.net](mailto:John.Caraher@comcast.net)) at least 24-hours prior to your scheduled tee time..
- A player cancellation without an appropriate reason may result in the player being removed from the next scheduled game. Players who fail to show-up once may not be permitted to participate in the next scheduled game. Any player with more than one no-show can be removed from three future games.
- Monday no-shows will be charged the MGA entry fee (\$11.00), as well as being charged by the Club a \$25.00 **NO SHOW FEE**, in accordance with Club policies.

### Pairings:

- The MGA creates all pairings using Golf Genius. Tee times will be available and communicated to each player via email.

### Tee / Handicap USGA Guidelines:


- Your Handicap Index will always be updated within 1-2 days of the round, and that updated Index will be used in the Game.
- **A-B-C-D Team Games:** Many of our games will be set-up as ABCD teams. All players will play from their MGA Declared Tee. (Player or G/W, White / Member / Yellow / Yellow-Red / Red). Based on USGA guidance, and to be consistent with Club events during the year, the handicap allowance for most of our ABCD games will be 85%. The World Handicap System has eliminated the need for any adjustments based on players competing from different tees.
- **Flighted Team Games:** Occasionally the team game will be flighted, meaning the teams will not necessarily be set up in an A-B-C-D fashion, but rather teams will either be in a flight of AB players, or a second flight of CD players. The intention here is to utilize like-handicap teams for players to play with other MGA members whose handicap is similar (something that would rarely ever happen in the ABCD format).
- **Individual Games:** We very rarely play Individual games. If we do, they will be flighted. In flighted individual games, three flights by tee (Player/White, Member, Yellow-Y/R-Red) will be played from your MGA declared tees. Based on USGA guidance, the handicap allowance for individual games will be 95%. In addition, all skins games / ½-stroke individual net skins will use 95% handicap allowance.
- **Scrambles:** Occasionally we play scrambles. All four members of a team start by teeing off on each hole before deciding on the best tee shot. After determining the spot for the second stroke, it is marked for visibility. Each golfer will then hit his ball from within one club length and proceed likewise until the lowest score for the hole is achieved. On the green, each golfer must hit his ball from the same spot. The process will then begin anew on the next hole until the end of the round. Generally, each member of a team is required to use 3 tee shots during the round. Should there be a threesome in a scramble; one of the team members hits a second ball for each shot on a given hole. The 4th ball shall be rotated between the B, C, and D players only. The "A" player may not have a second shot.
- **Players Flight:** MGA, as initiated during the 2022-23 season, will again include the Players Flight for those who desire to play in a lower-handicap, more competitive game. Consistent with the Club's on-going commitment, the Golf Shop will continue to reserve/provide Monday shotgun/tee times for the MGA, including the Players Flight. The Players Flight weekly game will primarily use the Green/White (Player) tees with very different low-handicap games as an alternative competition to the traditional MGA team (ABCD) game. The Players Flight includes a maximum playing handicap of 12. Like everyone within MGA, the Players Flight will be charged the weekly \$11 entry. In addition, those who do play in the Players Flight

game agree to participate in the individual and team games with additional cash stakes. If interested, please contact Jerry Kilcoyne or the Golf Shop.

- **Changing your Default Tee:** the complete MGA policy is located under the “Playing in MGA Games” tab of the MGA website at:

<http://www.plantationmga.com/>

### **Scoring: (Golf Genius)**

- Scores are entered BOTH through the Golf Genius APP  hole by hole and recorded on a manual scorecard provided.
- One cart will input hole by hole scores in the Golf Genius APP. The manual scorecard will be maintained in the second golf cart.
- If a player does not show up, or does not complete all holes, please do NOT enter an “X” for their score in the Golf Genius APP, but rather please leave that player’s score BLANK for those holes not completed.
- If a player completes less than 14 holes, and he leaves for the rest of the round, then he will be completely removed from Golf Genius for that round, and his group will receive a Blind Draw for the entire 18 holes. However, if a player completes 14 or more holes, but does not finish the round, his scores for the completed holes will count in the team game, and his teammates will not have any help from him for uncompleted holes.
- Before placing scorecards in the Jack-in-the-Box, located outside of the Golf Shop, the group MUST ensure that both the scorecard and phone-posted scores agree for the front nine, back nine and total for all players.
- If scorecard is turned in and the scores from the card do not match the scores entered to Golf Genius, the higher score will be used.
- Scorecards that are not turned-in the day of play will be considered NO Card, ineligible for prizes.
- Team/individual scores will be calculated by Golf Genius and posted to GHIN. Players do NOT post their own scores.
- Results will be sent, via email, to everyone who played that day, after the event.