

## MGA Weekly Team Games Description

MGA arranges games most every Monday and Wednesday of the year. In-Season Monday's, MGA has guaranteed morning tee times. During the summer, MGA games use the lottery / weighted system for tee times.

The regular season plays from October through April. The two summer leagues, Manic Monday and Wild Wednesday, run from May to October.

### MGA Games we play

- 2 Net Best Balls
  - 1-2-3 Net Best Ball Waltz
  - 2 Net Best Balls With a Twist (some holes need 3 or 4 balls)
  - 3-2-1 Net Best Ball Reverse Waltz
  - 2-3-1 Best Balls. (Par 4's – 2 Balls, Par 3's – 3 Balls, Par 5's – 1 Ball)
  - Stableford 2 Net Best Balls
  - 1 Gross 1 Net Best Ball
  - Individual Low Net by Flight
  - Closest to the pin
  - Individual 1/2-stroke Net Skins
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- Most Mondays and Wednesdays will pay for birdies on designated holes, or skins. Closest to the pin will be used only for the four major events, including Opening Day, MGA Member/Guest Day, Mid-Season Blast, & Closing Day. These will all be cash payouts made by the MGA, not the Golf Shop, and this money will be distributed later in the week.
  - Food and beverage will generally be available "on your own" in the Grille except for announced and major events.
  - An established handicap is needed to play in all MGA & PG&CC club events.

**Pace of Play:** Pace of play is critical. It is every member's responsibility to keep pace with the group in front of you rather than just focus on a four-hour round.

### **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 it counts, putt it out. Although we say putt it out, most players concede putts. To standardize a "Gimme", a putt is a "Gimme" if it's **within 18" from the edge of the cup.**

### **Game Participation:**

- For MGA members and invited guests. Guests may not participate in Opening Day, Mid-Season Blast, or Closing Day.
- Club members who do not belong to the MGA may participate as a guest only 3 times. If they wish to continue playing in MGA Monday after that, they must join the MGA.
- After the sign-up deadline for any given Monday, if we do not have at least 72 players, the Club may fill open tee times with other Club members, but those other members will not participate in that day's MGA game.
- In-Season, regular game entry fee is \$11.00, plus any appropriate cart fee, charged to the member's account. During the summer, entry fees and prizes are in cash.


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

- Approximately 30% of the field will receive prize money in Golf Shop Credits.
- \$10 of the entry is paid out in the current week, and \$1 is reserved for 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. Cash envelopes will be available later in that week from the MGA Paymaster.

### **Call for players:**

- Emails are sent via Golf Genius beginning on Wednesday, twelve (12) days prior to the Monday round. Follow-up emails are sent on both Friday and Saturday mornings. The invites close on Saturday, nine (9) days prior to the Monday round. These emails will contain date, time, game, USGA recommended handicap allowance, pay out, prizes, and sign-up deadline.

### **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 Tournament Committee spends significant time setting up pairings that are balanced and fair. Cancellations after the pairings are completed (Friday before the 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, please notify the game manager at least 24-hours prior to your scheduled tee time. If you are unable to email us, please contact the Golf Shop.
- A player cancellation without an appropriate reason will result in the player being removed from the next scheduled game. Players who fail to show-up once will not be permitted to participate in the next scheduled game. Any player with more than one no-show will be removed from three future games.

- No-shows will be charged the entry fee (\$11.00) and a \$25.00 **NO SHOW FEE**.

**Pairings:** The MGA creates all pairings using Golf Genius.

**Tee / Handicap USGA Guidelines:**

- Your **INDEX** at the time the pairings are created in Golf Genius will be used for the game.
- **A-B-C-D Games:** All players will play from their Declared Tee. (White / Member / Yellow / Yellow-Red / Red). Based on USGA guidance, and to be consistent with Club events during the year, the handicap allowance for ABCD games will be 85%. The World Handicap System has eliminated the need for any adjustments based on players competing from different tees.
- **Individual Games:** In flighted games, three flights by tee (White, Member, Yellow, Yellow/Red & Red) will be played from your declared tees. Based on USGA guidance, the handicap allowance for individual games will be 95%. In addition, all skins games and ½-strokes individual net skins will use 95% handicap allowance.
- **Changing your Default Tee:** the complete MGA policy is posted on the MGA website.
- **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, now 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 the 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 after the event.