



Men's Golf Association
2016 Handbook



The Seventh Season

CFN MGA Past Presidents

2010 – Dave Huber	2011 – Dave Huber
2012 – Tom Johnson	2013 – Mike Gibson
2014 – Bob Axelrod	2015 – Rich Keith

CFN MGA Board of Directors, Coordinators and Advisors

Rich Keith, *President*

Ynez Garcia, *Vice President*

Keith Blankenbicker, *Secretary*

Darrell Davies, *Treasurer*

Gary Cassista, *Tournament Director*

Paul Zarnetske, *Games & Rules and Social
Director, Away Golf Coordinator*

Bob Axelrod, *Past President*

Mike Gibson, *N. Brunswick Cup Coordinator*

Jeff Lind, *Newsletter Publisher*

Dave Will, *Interclub Golf Coordinator*

Adam Clark, *Head Golf Professional*

Cape Fear National Men's Golf Association

Mission

The mission of the CFNMGA is to encourage enjoyment of the game and to familiarize players with the rules, good sportsmanship, and etiquette of the game. The CFNMGA and its members will adhere to the USGA Rules of Golf except as modified by the CFNMGA's local rules.

CFN MGA Event Schedule for 2016

DATE	EVENT
Mar 9	Opening Day One Best Ball Net 8:30 AM
16	2 Best Balls Net 8:00 AM
23	Low Gross and Low Net 8:00 AM (flighted by handicap)
30	3 Best Ball on Par 5's, 2 Best Balls on Par 4's, 1 Best Ball on Par 3's Net 12:00 pm
Apr 6	"Masters Day" Major for MGA Cup Odds and Evens. Net 12:00 PM (flighted by handicap)
13	6-6-6 Net 9:40 AM
20	Fronts and Backs Net 8:00 AM Shotgun (flighted by handicap)
27	CFN Course Closed
May 4	Individual Point Quota 8:30 AM
11	"Players Championship Day" Major for MGA Cup , Three Best Balls Net 8:30 AM (flighted by handicap)
18	Individual Stableford Net 8:30 AM (flighted by handicap)

CFN MGA Event Schedule for 2016

DATE	EVENT
20, 21, 22	North Brunswick Cup (at Magnolia Greens)
25	2 – Man Scramble 8:00 AM Shotgun
Jun 1	CFN Course closed
8	3 Best Balls on Par 5's, 2 Best Balls on Par 4's, 1 Best Ball on Par 3's Net 8:30 AM
15	"US Open Championship Day" Point Quota. Triple Sixes Net 8:30 AM (flighted by handicap)
22	1 Best Ball on Par 5's, 2 Best Balls on Par 4's, 3 Best Balls on Par 3's Net 8:30 AM
29	Team Point Quota 8:00 AM Shotgun (flighted by handicap)
Jul 6	1-2-3 Game Net 8:30 AM
13	"British Open Championship Day" Major for MGA Cup 1 Best Ball Net 8:30 AM (flighted by handicap)
20	Two Best Balls Net 8:30 AM
27	"PGA Championship Day" Major for MGA Cup Low Gross, Low Net 8:00 AM Shotgun (flighted by handicap)

CFN MGA Event Schedule for 2016

DATE	EVENT
Aug 3	Odds and Evens Net 8:30 AM
10	3 Best Ball on Par 5's, 2 Best Balls on Par 4's, 1 Best Ball on Par 3's Net 8:30 AM (flighted by handicap)
17	6-6-6 Net 8:30 AM
24	Fronts and Backs Net 8:30 AM (flighted by handicap)
31	Individual Point Quota 8:00 AM Shotgun (flighted by handicap)
Sep 7	Aerification at CFN – No MGA Event
14	3 Best Balls Net 8:30 AM
21	Individual Stableford 8:30 AM (flighted by handicap)
28, 29	Ryder Cup. 8:00 AM Shotgun on day 1; 8:30 AM start for tee times on day 2
Oct 5	3 Best Balls on Par 5's, 2 Best Balls on Par 4's, 1 Best Ball on Par 3's Net 8:30 AM
12	Triple Sixes Net 8:30 AM (flighted by handicap)
19	1 Best Ball Par 5's, 2 Best Balls Par 4's, 3 Best Balls Par 3's Net 8:30 AM

CFN MGA Event Schedule for 2016

DATE	EVENT
26	Team Point Quota. 8:00 AM Shotgun (flighted) by handicap)
Nov 2	1-2-3 Game Net 8:30 AM
9	1 Best Ball Net 8:30 AM (flighted by handicap)
16	Closing Day Two Best Ball Net 8:00 AM Shotgun
Dec 7	MGA Annual Awards Banquet

Note: CFNMGA requires a second score sheet to be maintained, signed and handed in as recorded by a player in the foursomes other cart. This minimizes the possibility of scoring or addition errors, facilitates scoring for the skins game and provides a copy of the scores to the statistician.

Alternate game: In the event of weather related last minute cancellations, an alternate game may be played. The alternate game will be 2 man teams, best ball net. The teams will be formed while players are on the course to minimize delay in play. However, you will need to play your ball to hole out on each hole in the event the hole is used for the game.

Description of Golf Events

1 Best Ball Par 4's; 2 Best Balls Par 3's & 5's

Count one best ball net of the foursome on Par 4 holes; 2 best balls net on the Par 3 and Par 5 holes.

1 Best Ball on Par 5's, 2 Best Balls on Par 4's, 3 Best Balls on Par 3's, Net

On all Par 5's, the lowest net score of 1 player is recorded; on all Par 4's, the 2 lowest net scores are recorded; on all Par 3's, the 3 players' lowest net scores are recorded.

1-2-3 Game

Starting at hole #1, the lowest net score of 1 player is recorded; on hole #2, the 2 lowest net scores are recorded; on hole #3 the 3 lowest net scores are recorded. Start the process over on hole #4 and continue it throughout the round.

3 Best Ball on Par 5's, 2 Best Balls on Par 4's, 1 Best Balls on Par 3's, Net

On all Par 5's, count 3 net scores; on all Par 4's, count 2 net scores; on all Par 3's, count 1 net score.

6-6-6

Record one best ball net on the holes with handicap 1-6; two best balls net on the holes with handicap 7-12; and three best balls net on the holes with handicap 13-18.

Fronts & Backs

Two best balls net on the front nine and three best balls net on the back nine.

Individual Stableford

Points are earned – Bogey (1 pt.), Par (2 pts.), Birdie (4 pts.), Eagle / hole-in-one (8 pts.). Highest point total wins.

Low Gross, Low Net

Two best balls of team – 1 low gross, 1 low net total for each hole. Same ball may not be used for both. Full handicap will be used for low net.

Description of Golf Events

Odds & Evens

One best ball net of the foursome on the odd numbered holes; 2 best balls net on the even numbered holes.

One Best Ball Net

In this team event, the lowest net score on each hole is counted.

Point Quota

Your official MGA handicap deducted from 36 represents your target score. The goal is to meet or exceed your target score by accumulating points based on your score on each hole. Each player's points are totaled for the team score. Points are earned – Bogey (1 pt.), Par (2 pts.), Birdie (4 pts.), Eagle / hole-in-one (8 pts.). Highest point total wins.

Three Best Balls Net

3 best balls net on each hole count.

Triple Sixes

Record one best ball net on holes 1 thru 6; two best balls net on holes 7 thru 12; and 3 best balls net on holes 13 thru 18. This is a net score event.

Two Best Balls, Net

Two best balls net on each hole count.

Two-Man Scramble

Each player in the twosome hits a tee shot – the team then selects the best drive, and from that spot each player hits a second shot. This procedure is followed on subsequent shots including putts. At least 3 drives of each player must be used on each nine. Handicaps are used only to determine twosomes.

Two-Man Teams – Best Ball

Count the best ball net of the twosome for each hole.

MGA Cup Championship and Ringer Tournament

The **MGA Cup Championship** is an individual net score season-long event open to all MGA members. As with the PGA FedEx Cup, players earn points based on performance relative to other participants each week. The MGA Cup Championship is flighted by handicap and uses net individual scores (maximum score limited to ESC for each hole) to calculate points awarded for each weekly event. A \$25 Entry Fee is required.

All weekly MGA golf events in which a player plays his own ball will be an MGA Cup Event. However, if last minute weather related cancellations reduce the total field to less than 20 players, the scores from that event will not be included in the MGA Cup standings.

All participants earn points for each event played and all will be eligible for cash prizes. The prize list is determined by the number of paid MGA Cup participants and will be posted along with the current standings of the participants each week during the season. During the last three weeks of our season, the top 50% of the players in each flight (may be higher if players were tied in point total), based on earned points, will be eligible to play in the MGA Cup Playoffs. Each of those players will carry all their points earned through the MGA Cup competition throughout the year into the playoffs. Each event of the MGA Cup playoffs will award 2000 points to the player finishing first with remaining points awarded based on the Fed-Ex Cup Playoff point distribution scheme. When the playoffs are completed, the top point earners of each flight will be deemed MGA Champions and will have their names inscribed on the MGA Cup, which will be displayed in the CFN Clubhouse during the following year.

All MGA members are automatically entered into the **Ringer Tournament** without additional charge. A Ringer score is your lowest **gross** score on each hole during the season and is counted toward a total gross score. The lowest Ringer score in each of two flights (**flights determined by handicap**) will win a cash prize at the awards dinner.

Handicap Policy

Handicaps for all CFNMGA members will be computed in accordance with USGA guidelines, utilizing the nation-wide GHIN system. The maximum allowable handicap is 36. When you join or renew your MGA membership, you will declare which tees you will play in MGA events. Returning MGA members may not change that selection for the duration of the season. New MGA members may change their tee box selection one time, before they play their third MGA event.

In accordance with the USGA manual and based on the course ratings for each tee position, stroke adjustments to your course handicap will be made as follows based upon the tees you play: Blue, +3 strokes; Blue/White, +2 strokes; White, 0 strokes; White/Green, -2 strokes; Green, -3 strokes. Note that the addition of strokes may not cause the player's total stroke allowance to exceed the maximum allowable handicap (36).

- All MGA members must maintain their handicap at CFN.
- The Pro Shop staff will post all eligible scores (18 holes played) in the GHIN system for MGA golf events. The Pro Shop will not post any rounds where 18 holes were not completed/actually played.
- 100% of handicap will be used.
- MGA events will be played using Equitable Stroke Control (ESC) as described in the USGA handicap manual.

Guest Policy

- A male overnight guest of an MGA member, who is at least 21 years of age, may participate in any MGA event (except special events). The member and guest will normally be placed on the same team.
- If the guest has a verifiable USGA handicap, he can participate fully as a team member, except that he will not pay the entry fee nor participate in the team winnings. If the guest does not have a verifiable USGA handicap, he can participate in the event, but his score will not count, and his team will use a blind draw in his place. The guest may participate in the Skins game.
- The MGA member is responsible for ensuring his sponsored guest is entered in the event by the cutoff date and time if applicable, his USGA handicap is provided to the CFN Golf Shop in sufficient time to verify it and appropriately place the guest on a team. Since guests cannot be entered on the CFN web site or at the CFN posting station, entering a guest in an event should be communicated directly to the Golf Shop staff.
- As a courtesy, the sponsoring member should also inform the MGA President that a guest will be playing.

Local and MGA Rules

Cape Fear National MGA Events: USGA rules will govern all play except as modified by Local Rules:

For USGA Rules please see the USGA website:
www.usga.org.

Local Rules for Cape Fear National MGA events:

- Out of bounds as identified by white stakes is played as a lateral hazard with the exception that you may not play the ball from the out of bounds position. Drop within 2 club lengths of where your ball entered out of bounds. Holes #1 (OB right) and #3 (OB left) use drop area for out of bounds on your tee shot.
- Optional drop areas for balls hit into hazards are available on holes 1,2,3,6,8,9,10,14 and 18.
- When an event is played under Cart Path Only conditions, players may lift, clean and place ball in your own fairway only, within 1 club length, no closer to hole. Ball must be placed in a fairway condition.
- If your ball lands in a waste bunker and is “unplayable” due to a recent weather event such as strong rains or maintenance related issues such as the edges of the bunker being machined but not raked, you will get a free drop. The “A Player” in your group must agree that the condition warrants a free drop. You do not get a free drop because your ball is in a footprint, no matter how deep the footprint.
- Relief for Embedded Ball Rule: If a ball is embedded in its own pitch-mark, through- the-green, it may be lifted, cleaned and dropped without penalty, as near as possible to the spot where it lay, but no nearer the hole.

Un-mowed non-hazard areas: There are a number of un-mowed non-hazard areas. If your ball lands in an un-mowed non-hazard area, your ball is in play. As such you can move loose impediments and ground your club without penalty. To

Local and MGA Rules

support good pace of play, please hit a provisional ball if you hit a ball that could be in an un-mowed area that is not marked as a hazard.

Scoring: Scoring for each hole is the actual number of strokes you took to complete the hole. It is not necessarily limited to your ESC. The CFN staff will post your score as modified by your ESC for handicap purposes.

However, to speed up play, a player may (and should) pick up and concede his ESC score any time doing so will not affect the match. He may not pick up, and must record all strokes, in any match or on any hole in which his gross score (without handicap) is used for the match or hole. And he may not pick up, and must record all strokes, in any match or on any hole where his net score (with handicap) is used for the match or hole.

If you are out of a hole and choose to pick up, your score for that hole is the number of strokes you took at the time you picked up PLUS your honest judgment of the number of additional strokes you believe it would have taken you to complete the hole. Put an "X" after your numerical score (for example 8x). If there is any doubt as to whether his gross or net score would be used on a hole for his team or individual score, the player must complete the hole.

All putts must be holed (putted out). There are no "gimmees" regardless of length if your score counts for the game.

Pace of Play Policy

- As a 4-some on the course, your pace of play dictates the maximum pace of play for all 4-somes behind you. Please be considerate to your fellow players and maintain a good pace of play. Target time for a 4-some to complete an MGA event round at CFN is 4 hr. 30 min. when carts are '90 degree', and 4 hr. 40 min. when cart path only.

Local and MGA Rules

Pace of Play Policy (con't.)

- If you are playing at a pace behind the allotted time per hole, you may be asked to skip a hole (by the ranger). If this occurs the players involved will take a score consistent with their handicap plus par. Example - hole is a par 4, you receive 2 strokes on the hole; your score would be 6. Alternatively, you may play the skipped hole after your round is completed if course conditions permit.

Rain Policy

- In case of rain, if no group has completed the round, and if conditions are such that it is unlikely that play can continue, CFN may cancel the event and entry fees would be refunded.
- If any group has completed the round, it is incumbent upon the following groups to strive to finish the round, or at a minimum, finish 13 holes.
- A round becomes a postable round if at least 13 holes have been completed. A player would record a net par for all unfinished holes after #13. The postable scores for a team that completes at least 13 holes will be used to assess their position in the game for that day.
- If a player chooses not to complete at least 13 holes, he will be DQ'd and will forfeit his \$5.00 entry fee. However, if any player cannot complete 13 holes due to lightning or a mid-event course closing, and conditions are such that it is unlikely that play will continue, he will not be DQ'd, he will not forfeit his \$5 entry fee and no MGA Cup points for his flight will be awarded that day.
- Please be aware that a player who does not complete his round, but completes at least 13 holes, must post his own score using net par for all incomplete holes.

Hole-In-One Club

Hole-In-One Club

- The Hole-In-One Club primarily exists to help defray costs the successful Hole-In-One golfer may incur subsequent to his round in an MGA Event at CFN. The cost to belong to this Club is \$3.00...it only applies to MGA Events (includes the Ryder/Presidents Cups but excludes away golf, Interclub, North Brunswick Cup).
- Monies held in the Hole-In-One Club will be rewarded to the player that shoots the first hole-in-one of the day. The successful recipient will be responsible for satisfying 'celebratory' costs, including tips, incurred at the club that day. The MGA Treasurer will deliver all the monies held by the Hole-In-One Club to that player as soon as practical. Once funds are disbursed, participation in a replacement fund will require an additional \$3.00.
- The shot must be taken from a standard or "recognized" tee box.
- The drive does not have to land on the green.
- Hole-in-one shots involving a "temporary" green are still valid.
- The scorecard reflecting the hole-in-one must be scorer signed and attested.
- Determining the validity of the round is subject to the MGA Rain Policy.

Sign up on the CFN web site for the weekly MGA event or go to the CFN Golf Shop and sign up at the posting station by 12:00 noon Tuesday.

If you encounter a problem, call the Golf Shop at 910-383-3283.



Men's Golf Association

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For Membership Information Contact

*Keith Blankenbicker, (910) 769-1615 or
any member of the Board or Pro Shop staff*