



Men's Golf Association
2017 Handbook



The Eighth Season

CFNMGA Past Presidents

2010 – Dave Huber

2012 – Tom Johnson

2014 – Bob Axelrod

2016 – Rich Keith

2011 – Dave Huber

2013 – Mike Gibson

2015 – Rich Keith

CFNMGA Board of Directors, Coordinators and Advisors

Keith Blankenbicker, *President*

Dave McKee, *Vice President*

Darrell Davies, *Secretary*

Ed Kosteva, *Treasurer*

Gary Cassista, *Co Director, Games, Rules
and Tournaments*

Jim Batty, *Co Director, Games, Rules and
Tournaments*

Rich Keith, *Past President*

Mike Gibson, *North Brunswick Cup
Coordinator*

Jeff Lind, *Newsletter Publisher*

Dave Will, *Interclub Golf Coordinator*

Bob Axelrod, *Statistician*

Adam Clark, *Head Golf Professional*

Blake Valand, *Assistant 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.

CFNMGA EVENT SCHEDULE FOR 2017

(unless otherwise indicated, all games are a shotgun starting at 8:30 AM)

DATE		EVENT
Mar	8	Opening Day One Best Ball Net
	15	Low Gross, Low Net flighted by handicap
	22	Two Best Balls Net
	29	3 Best Balls on Par 5's, 2 Best Balls on Par 4's, 1 Best Ball on Par 3's All Net flighted by handicap
Apr	5	"Masters Day" Major for MGA Cup Odds and Evens Net flighted by handicap
	12	6-6-6 Net
	19	Fronts and Backs Net flighted by handicap
	26	Beat the Pros 80% handicap
May	3	CFN Course Closed – Wells Fargo Championship
	10	"Players Championship Day" Major for MGA Cup , Point Quota flighted by handicap
	17	Three Best Balls Net
	19, 20, 21	North Brunswick Cup Tee times TBA
	24	Triple Sixes flighted by handicap
	31	CFN Course Closed – Aeration
Jun	7	Two Man Scramble flighted by handicap
	14	"US Open Championship Day" Major for MGA Cup . Individual Stableford flighted by handicap
	21	1 Best Ball on Par 5's, 2 Best Balls on Par 4's, 3 Best Balls on Par 3's All Net

CFNMGA EVENT SCHEDULE FOR 2017

(unless otherwise indicated, all games are a shotgun starting at 8:30 AM)

	28	1-2-3 Game
Jul	5	Low Gross, Low Net
	12	3 Best Balls on Par 5's, 2 Best Balls on Par 3's, 1 Best Ball on Par 4's All Net
	19	"British Open Championship Day" Major for MGA Cup , Two Best Balls Net flighted by handicap
	26	Fronts and Backs
Aug	3	Odds and Evens Net
	9	"PGA Championship Day" Major for MGA Cup Point Quota flighted by handicap
	16	One Best Ball Net flighted by handicap
	23	Triple Sixes
	30	3 Best Balls on Par 5's, 2 Best Balls on Par 4's, 1 Best Ball on Par 3's All Net
Sep	6	CFN Course Closed - Aeration
	13	Beat the Pros 80% Handicap flighted by handicap
	20	6-6-6
	27, 28	Presidents Cup – no other MGA event Tee times TBA
Oct	4	Three Best Balls Net flighted by handicap
	11	Two Man Scramble
	18	1 Best Ball Par 4's, 2 Best Balls Par 5's, 3 Best Balls Par 3's All Net
	25	Individual Stableford flighted by handicap
Nov	1	Front and Backs
	8	1-2-3 Game flighted by handicap

CFNMGA EVENT SCHEDULE FOR 2017

(unless otherwise indicated, all games are a shotgun starting at 8:30 AM)

	15	Closing Day Two Man Teams - Best Ball flighted by handicap
Dec	7	MGA Annual Awards Banquet

Note: CFNMGA requires a paper score card to be maintained, signed and handed in by the foursome. This protects against electronic failures of the cart scoring system, minimizes the possibility of scoring or addition errors, facilitates scoring for the skins game and MGA Cup Championship 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 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 Balls on Par 5's, 2 Best Balls on Par 4's, 1 Best Ball 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.

Beat the Pros - 80% Handicap

Two man teams playing one best ball net using 80% of handicap against the two pros playing one best ball scratch

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.

DESCRIPTION OF GOLF EVENTS

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.

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.

DESCRIPTION OF GOLF EVENTS

Two Man Teams – Best Ball

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

MGA CUP CHAMPIONSHIP & RINGER TOURNAMENT

The **MGA Cup Championship** is an individual net score season-long event open to all MGA members. It is modeled after the PGA FedEx Cup with players earning points based on their performance relative to other participants each week. The MGA Cup Championship is flighted by handicap and uses ESC scores to calculate points awarded for each weekly event. Flights are established based on the median GHIN Handicap Index of those participants as of MGA Opening Day. Once set, the cutoff Handicap Index for flights will not be changed during the MGA season regardless of the indices or number of MGA Cup participants joining after Opening Day. A \$25 entry fee is required to participate.

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 scores in MGA Cup Events played with an official GHIN handicap will count toward the Championship. MGA Events played using a temporary handicap set by the CFN pro shop to allow a new player to participate in the weekly MGA golf event will not be counted for the MGA Cup Championship. New entries into the MGA Cup Championship will be accepted only through May 1st, after which the Championship roster will be closed to new entrants for the season.

All participants earn points for each MGA event in which they play and all participants will be eligible for cash prizes. The prize list will be determined by the number of paid MGA Cup participants and will be

MGA CUP CHAMPIONSHIP & RINGER TOURNAMENT

posted on the MGA Bulletin Board when it changes during the season. In addition, current standings of the participants will be posted on the MGA Bulletin Board and/or emailed to 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 earner 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 throughout 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.

GOLF HANDICAPS

Handicaps for all CFNGMA 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 Handicap Manual and based on the course rating 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).

Also,

- 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 except for those games so defined.
- Unless otherwise indicated in the game description, MGA events will be played using

GOLF HANDICAPS

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 intent here is to allow you to participate in, and not miss, the scheduled MGA event while you have friends visiting from afar, allowing them also to enjoy CFN and experience your MGA while staying with you. The policy is not intended to accommodate neighbors/friends/guests who live in Brunswick Forest, across the street or other day trip kind of people who can play at CFN almost any time they like. The member and guest will be in the same foursome.
- While we are happy to have your guest play with us, he will not be able to participate in either the weekly event or the Skins game.
- The MGA member is responsible for ensuring his sponsored guest is entered in the event by the cutoff date and time. 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 via email to the Pro Shop staff with a copy to the MGA President.

LOCAL AND MGA RULES AND POLICIES

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

LOCAL AND MGA RULES AND POLICIES

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. If your ball is lost in an un-mowed non-hazard area, it must be replayed from the original location under penalty of one stroke. To 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

LOCAL AND MGA RULES AND POLICIES

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.
- 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.

LOCAL AND MGA RULES AND POLICIES

- 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 post-able round if at least 13 holes have been completed. A player would record a net par for all unfinished holes after #13. The post-able 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

- The Hole-In-One Club exists to help defray costs the successful Hole-In-One golfer may incur after his round in an MGA Event at CFN.
- The cost to belong to this Club is \$3.00
- The Hole-In-One Club only applies to MGA Events (includes the Ryder/Presidents Cups but excludes away golf, Interclub, and North Brunswick Cup).

LOCAL AND MGA RULES AND POLICIES

- Monies held in the Hole-In-One Club will be awarded 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.
- The MGA provides a commemorative plaque at the year- end awards banquet to any player who achieves the hole-in-one in MGA play.

***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

1281 Cape Fear National Drive
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For Membership Information Contact

Darrell Davies, (910) 399-6241 or
any member of the MGA Board or CFN Pro
Shop staff