



Serving the game for all golfers in Minnesota

MGA PLAYERS', MID-PLAYERS' & SENIOR PLAYERS' CHAMPIONSHIPS SECTIONAL QUALIFYING – MESABA COUNTRY CLUB

415 E 51st St., Hibbing, MN 55746 Golf Shop: (218) 263-4826; Rules (952) 345-3963; MGA Staff (952) 201-5670

OFFICERS

President Mike Malone, Ridges at Sand Creek

Vice President Ede Rice, Edina Country Club / Woodhill Country Club

Secretary/Treasurer Paul Meierant, The Playas Golf Club

Past President Tom Smith, Brackett's Crossing Country Club

REGIONAL VICE PRESIDENTS

Metro Joe Conzemius, Interlachen Country Club

Shannon Klick, Minnesota Valley Country Club

Northeast Mike Stone, Crosswoods Golf Course

Northwest Glen Hasselberg, The Vintage at Staples

Southeast Skip Hambright, Med City Golf Club

Southwest Mark Loosbrock, Great Life Golf & Fitness

West Central John Young, Balmoral Golf Course

STAFF

Executive Director/ Chief Operating Officer Tom Ryan

WEDNESDAY, MAY 25, 2022

Local Rules & Information

- TEES: All players in the Players' & Mid-Players' Qualifier Divisions will play from the WHITE tees (approx. 6,573 yards). Players in the Senior Players' Division will play the BLACK tees (approx. 6,158 yards). NOTE: A senior player attempting to qualify in the Mid or Players' Division must follow the cart rules for that division.
TIES: In the event of a tie for the last qualifying spot and/or the alternate spot, an announcement will be made as to the playoff procedure. Options may include a scorecard playoff depending on social distancing guidelines. This will be consistent for all qualifiers.
RULES: The Rules of Golf, the MGA Terms of Competition, Pace of Play Policy, and the following local rules govern play. NOTE: Disregard any and all local rules printed on the local scorecard. SPECIAL NOTE: Currently the MGA does not have any specific rules in place due to COVID-19.
FORMAT: Two 9-hole rounds, stroke play. The MGA reserves the right to shorten the qualifying to 9 holes if, for any reason, the full 18 holes cannot be completed. If this happens, results will be based on 9-hole scores with the available spots divided accordingly in the event of a two-tee start.
RULES TO NOTE: 10.2b(4) Restriction on Caddie Standing Behind Player; 12.2a & 15.2a Removing Loose Impediments and Movable Obstructions in Bunker; 13.1c Improvements Allowed on Putting Green; 13.2 No Penalty for Striking the Flagstick; 14.3 Dropping Ball in Relief Area; Model Local Rule D-7 Exception 2 to Rule 11.1b applies; Model Local Rule E-12 Taking Back on the Line Relief
OUT OF BOUNDS: Course boundaries are defined by the following: White stake or lines and property fences. Inside edge of Pavement/Curbing for roads or parking lot bordering the course.
PENALTY AREAS: Penalty Areas are defined by either RED or YELLOW stakes and/or lines. When both stakes and lines are used to mark a Penalty Area, the stakes identify while the lines define the Penalty Area.
DROPPING ZONE: Local Rule E-1.1 There are no dropping zones in use for this event.
GROUND UNDER REPAIR: In addition to areas circled by white lines, the following areas are ground under repair: - Model Local Rule F-7 - Ball in sod seams of newly sodded areas - lie of ball & area of intended swing only
NO PLAY ZONE: All cultivated flower & shrubbery beds - mandatory relief
STONES IN BUNKERS: Stones in Bunkers are movable obstructions (Rule 24-1 applies) Leave rakes in Bunkers. Waste area right side of hole #5, played as part of the general area. You may ground your club.
OBSTRUCTIONS: All artificially surfaced roads and paths including gravel and rock surfaced paths and roads and reasonable extensions thereof including their artificial borders. Buildings, sprinkler heads, vehicles, stakes, player equipment, signposts, benches, walls, boulders, and fences (not marking boundaries) are either Moveable or Immovable Obstructions.
PACE OF PLAY: The published MGA Pace of Play Policy is in effect.
RULES COMMITTEE: MGA Site Captain and any other MGA committee person.
SITE CAPTAIN: Mike Damman - (952) 994-6211
MGA STAFF: Bob Boldus - (952) 201-5670