



**62ND MGA
FOUR-BALL CHAMPIONSHIP
PEBBLE CREEK GOLF CLUB
14000 CLUBHOUSE LANE, BECKER, MN 55308
MONDAY-WEDNESDAY, AUGUST 14-16, 2023**



NOTICE TO COMPETITORS

DIRECTIONS TO PEBBLE CREEK GOLF CLUB: Click [HERE](#) for directions to Pebble Creek Golf Club.

CHAMPIONSHIP PRACTICE ROUNDS: Practice rounds are available for \$50. Please contact the Pebble Creek Golf Shop – 763/200-4268 – and identify yourself as an MGA Four-Ball contestant to schedule.

LODGING INFORMATION: No specific lodging arrangements have been made.

FOOTWEAR POLICY: The use of metal or traditionally designed spikes is *prohibited* at **Pebble Creek Golf Club**. Breach of this condition: **DISQUALIFICATION**.

COURSE SETUP: Specific course setup information is printed below.

PRACTICE FACILITIES: The practice range will be open at least 60 minutes prior to the first starting time each day of the Championship (weather permitting), and range balls are provided free of charge prior to play.

DRESS CODE: As stated in the official entry form, the MGA dress code will be strictly enforced. All shorts must be *Bermuda shorts*, which measure no more than two (2”) inches above the knees. **The dress code will apply to caddies as well.** The player is responsible for the dress and actions of his caddie.

CADDIES AND CART: Caddies are permitted in MGA events. Contestants may carry their own bag or use a pull cart (including motorized). Motorized riding carts are prohibited during the Championship.

FOOD & BEVERAGE SERVICE: The Club will open at 9a daily for food and beverage service (full menu at 11a). We hope you will take advantage of this opportunity and show your support for the Club by enjoying their service!

AWARDS LUNCH: The MGA will provide heavy hors d’oeuvres on Wednesday following play for all teams making the cut. Awards will be presented upon the completion of play. A list of the results with gift certificate amounts will be provided to the Golf Shop shortly after play has concluded. If you do not stay to redeem your credit, it will expire on Oct. 31.

DIGITAL SCORING: All scoring will be done digitally using the *Golf Genius* app. Each team will be responsible for keeping scores in this manner. Teams should report to the scoring area upon completion of play to confirm the scores entered into the system. Scores may not be changed once teams leave the scoring area. Teams failing to report to the Scoring Area will have their scores declared as official after the 2nd group behind them completes play.

RULE 23 – FOUR-BALL: According to Rule 23.2b(1), hole scores recorded on the team’s Official Digital Scorecard MUST be assigned to the player who made the score. Failure to do so will result in either (a) being forced to take a higher score or (b) DISQUALIFICATION should the score be lower than the person’s correct score for that hole.

PLAY-OFF: The Champion will be the team with the lowest score for 36-Holes. Any tie for the Championship will be played off immediately, hole by hole, until the winner is determined (Holes #10 & 18 will be used for the playoff).

FINAL ROUND QUALIFIERS: Thirty-six (36) teams will qualify for the second and final 18 holes on Wednesday. The top **13** teams plus ties from Monday and the top **23** teams plus ties from Tuesday (36 total). Additionally, any team within **4 strokes** of the overall lead after the completion of the first round by all teams will qualify for the final round.

FINAL ROUND STARTING TIMES: Final round play will start from the 1st & 10th tees at approximately 7:30 am with the leaders starting at 9:00 am from the 1st tee. The MGA will send out emails and text messages to announce the cut line and the posting of starting times.

PACE OF PLAY: The posted Pace of Play Policy will be in effect.

POSTING OF TOURNAMENT SCORES: Tournament scores *will not* be posted for handicapping purposes.

BLACK TEE (COURSE/SLOPE RATING: 73.7/139)

Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Total
Par	4	5	4	3	5	3	4	4	4	36	4	4	3	4	5	4	5	3	4	36	72
Yards	451	505	370	190	525	175	395	415	349	3,375	405	365	160	456	530	400	556	210	415	3,497	6,872
Time	:16	:18	:15	:14	:17	:14	:15	:16	:15	2:20	:16	:16	:13	:16	:17	:16	:17	:14	:16	2:21	4:45

A four (4) minute “turn time” will be added to the pace of play when turning from 9→10 or 18→1.