



LA CAÑADA FLINTRIDGE  
COUNTRY CLUB



2023

# 2023 MGA Registration: \$125

## **Registration Includes:**

### **❖ Handicap for 2023 season**

- \$36 of your registration goes towards starting your 2023 SCGA / GHIN account.
- If you already have an established SCGA / GHIN account for 2023 the \$36 may be deducted from the initial registration fee. Please contact the MGA at [lcfccmga@gmail.com](mailto:lcfccmga@gmail.com) for details.

### **❖ Entry Fee for March Monthly Event**

- A \$45 value. Your entry fee for the first MGA Monthly Event, held on Saturday, March 4th, is included.

### **❖ Access to all MGA Events**

- Gain access to all of the MGA's events for 2023. Please see the schedule below (schedule is also posted in the men's locker room) for all the events the MGA offers.

### **❖ Prize Pool Contributions**

- A portion of the registration fee for each member will go towards prize pool contributions, which are used to boost payouts for events / side games throughout the year.

# LCFCC MGA 2023 Event Schedule

Date	Event / Format	Start / Time
Saturday - Jan. 21	Team Play - vs. Braemar	Shotgun - 8:30 am
Saturday - Jan. 28	Team Play - at Porter Valley	
Saturday - Feb 4	Team Play - vs. Porter Valley	Shotgun - 8:30 am
Saturday - Feb. 11	Team Play - vs. Seven Oaks	Shotgun - 8:30 am
Saturday - Feb. 18	Team Play - at Seven Oaks	
Saturday - Mar. 4	Team Play - at Braemar	
Saturday - Mar. 11	March Monthly Event (Major) 2023 Season Opener	Shotgun - 8:30 am
Saturday - Apr. 1	April Monthly Event 2nd Annual Sandy Greens Classic	TBD
Apr. 12 - July 19	Wednesday Night League starts	Shotgun - 5:30 pm
Thu / Fri / Sat May 18 - 20	MGA Canyon Classic	Fri / Sat Shotgun 9:00am
Saturday - June 10	June Monthly Event	TBD
Saturday - July 1	Forever Tournament starts	
Saturday - July 8	July Monthly Event	TBD
July 26 - Aug. 30	Wednesday Night Skins Games start	Shotgun - 5:30 pm
Saturday - Aug. 5	August Monthly Event	TBD
Sat / Sun Sept. 9 - 10	Club Championship (Major)	Tee-times - 8:00 am
Saturday - Sept. 30	MGA Ryder Cup Event	Shotgun - 8:00 am

Saturday - Oct. 21	MGA Players Championship and Skins Game	Tee-times - 8:00 am
Saturday - Dec. 2	MGA / WGA Booze Tourney	Shotgun - 8:30 am

# Notes for 2023

## ❖ Player Points:

- Each MGA Monthly Event and Skins Games will award Player Points. The top 12 Player Points earners throughout the season will have a chance to compete for an attractive prize pool in the MGA Players Championship in October!
  - A minimum of 3 events must be played throughout the season to qualify for the top 12. Skins games will count as ½ of an event.
  - Wednesday Night League and Skins Games are separate from the MGA Player of the Year and will not award Player Points.
- 4 “Majors” throughout the year will award bonus Player Points and have bigger payouts!

## ❖ Event Entry Procedure:

- Unless noted otherwise, registration for each event is done by paying the cart fee and entry fee. This can be done in person at the golf shop, or by calling the golf shop at 818-790-0155. Entry fees will be charged to your LCFCC member account at the time of the event. The entry fees that are collected for each event will go towards the prize fund for that event, and for some events, may include items such as food and beverage.

## ❖ Event Entry Deadline:

- For MGA Monthly events played on Saturdays, you must register no later than the Tuesday before the event by 5:00 pm. For Wednesday Night League and Skins Games, you must register no later than the day before (Tuesday) by 5:00 pm. Registration deadlines for all other events will be announced separately.

### ❖ **Withdrawing From An Event / No-shows:**

- If you registered for a MGA Monthly Event but can't attend, please contact the golf shop staff before the withdrawal deadline, which is Wednesday before the event by 5:00 pm. If you fail to inform the golf shop of a withdrawal and are a no-show for an event, you will be penalized 20 Player Points.

### ❖ **Tournament Prize Winnings:**

- All winnings earned (except for skins games / other optional buy-ins) will be awarded in the form of golf shop credit (or "scrip"). Any golf shop credit earned in an event will be added to your LCFCC membership account. You can check your balance at any time by checking with a member of our golf shop staff. Golf shop credit you have earned does not expire.
- There will be an optional skins game for most events. Skins games earnings will be paid out in cash!

### ❖ **Tiebreaking:**

- Unless noted otherwise, ties for prize winnings will be broken by a scorecard playoff using the USGA preferred method of comparing scores on the last 9 holes (18-10), then the last 6 holes (9-4), then the last 3 (3-1) and finally the 18th hole. If still tied, the scorecard playoff will continue by comparing scores on the #1 handicap hole, the #2 handicap hole and so on until the tie is broken.

### ❖ **Event Handicapping:**

- For MGA Monthly Events, the handicap used will be the players' index as of the Wednesday prior to the weekend of the event. For Wednesday Night League and Skins Games, the handicap used will be the players' index as of the day before (Tuesday) each event. The date of handicap indexes used will be posted separately for all other events.

### ❖ **Scorecards:**

- Please fill out your scorecards completely and take the time after your round to confirm scoring accuracy with your group.
- A properly filled out scorecard includes (example scorecard below):
  - Total strokes written down for each hole (no 0, or +/- 1).
  - OUT / IN / TOTAL scores are all computed and written down.
  - All numbers are written legibly.

- The scorecard is signed and attested.

12:58	1	August 14	74
Time	Tee	Date	Score
MAHAFFEY, John			7
Competitor			

HOLE	1	2	3	4	5	6	7	8	9	OUT
YARDS	434	437	165	556	453	195	381	581	426	3,628
PAR	4	4	3	5	4	3	4	5	4	36
SCORE	4	5	3	5	4	3	4	5	6	39

Marker's Signature \_\_\_\_\_

10	11	12	13	14	15	16	17	18	IN	TOTAL
485	373	404	179	411	456	222	536	454	3,520	7,148
4	4	4	3	4	4	3	5	4	35	71
4	6	4	4	4	4	4	6	4		79

Competitor's Signature \_\_\_\_\_

74-79=153

74-79=153

- Properly filled out scorecards go a long way in helping to simplify and speed up the post-round scorekeeping process. Quick and easy results after a round makes everyone happy!!

# LCFCC MGA Pace of Play Guidelines

The MGA pace of play guidelines leave the responsibility for maintaining the pace of play where it belongs, with you, the player. If you are the first group in the field, play efficient golf. If you are in a following group, keep up with the group in front of you and you will not have a pace of play issue. Pace of play is measured against the gap between you and the group in front of you, as well as the allotted time to play each hole. It is the responsibility of everyone in the group to make sure you are in position. If your group is out of position, talk amongst your group about remedying the situation. If you fall behind, you are expected to play efficient golf and get back into position. This might mean playing ready golf, or continuous putting, which are both allowed in stroke play. Your playing partners, the foursome behind you, and the LCFCC staff will thank you. Here are some tips for playing efficient golf and maintaining the pace of play:

- ❖ Be aware of your position on the course in relation to the group ahead. Any large gaps indicate your group is out-of-position.
- ❖ Play ready golf anytime it's appropriate (which is most of the time), especially if your group has fallen behind.
- ❖ When you hit your drive, pay close attention to where it is heading. If possible, line it up with a tree or other landmark so you can go right to it.
- ❖ Hit a provisional ball for shots that may be lost or out of bounds. You should rarely, if ever, have to go back to the tee or where your previous shot was hit!
- ❖ Look for another player's ball only after you have played your own shot. The time limit for a search is 3 minutes.
- ❖ Be aware of and ready to go when it is your turn to play. Meaning you have your distance read, club chosen and in hand, and are ready to step up to your ball.
- ❖ If you can continue to your ball without disturbing your playing partners or putting yourself in danger then do so.
- ❖ As long as you aren't disturbing your playing partners, begin reading / lining up your putt while others are putting so that you are ready when it is your turn.
- ❖ Be reasonable and respectful when it comes to time spent on the green. This is not the PGA tour, we are not pro golfers, there is no need for anyone to walk around a putt three times to get a read and then take 10 practice strokes. Get a quick feeling for the putt, then step up to the ball and putt, and who knows, keeping it simple might help!!
- ❖ Place your bag or park your cart on the side of the green closest to the next tee.
- ❖ Record your score on the next tee box to clear the hole for the group behind you.
- ❖ These guidelines can and should be followed during any round you play!

# MGA Player Points

## **EVENT PARTICIPATION POINTS**

- 15 points will be awarded to those who played in a tournament but finished outside the top 4 net places.

## **INDIVIDUAL EVENT POINTS AWARDED**

- 1st Gross / 1st Net : 70 pts each
- 2nd Net : 55 pts
- 3rd Net : 40 pts
- 4th Net : 25 pts

## **TEAM EVENT POINTS AWARDED**

- 1st Net: 60 pts (per player) each
- 2nd Net : 45 pts
- 3rd Net : 30 pts
- 4th Net: 15 pts

## **MAJOR INDIVIDUAL EVENT POINTS AWARDED**

- 1st Gross / Net : 105 pts each
- 2nd Net : 90 pts
- 3rd Net : 75 pts
- 4th Net : 60 pts

## **MAJOR TEAM EVENT POINTS AWARDED**

- 1st Gross / Net : 90 pts (per player) each
- 2nd Net : 75 pts
- 3rd Net : 60 pts
- 4th Net : 45 pts

\*\*Points will be awarded to only net finishing positions for most tournaments.

\*\*If a tournament is flighted or has multiple divisions, points will be awarded to the top 3 positions per flight/division.

\*\*Players can not earn points for both gross and net positions.