



2018 **MGA** Super Bowl Shamble

Cost - \$65/player

This tournament is a 4-Man, one day, unflighted event using the “Pinehurst Qualifier” Format (see details below). Teams will be built through draft which will take place the Friday evening before the event (again, see details below).

This is a “Minor-Alternate” event for the Hunters Cup Chase – players on the winning team receive 300 points.

Event Schedule

Friday Night – February 2, 2018

- 6:30 – 7:00 - MGA Annual membership meeting – Main Dining Room.
State of the MGA Address
Election of new directors.
- 7:00 – 7:45 - Draft beer included along with heavy hors d’oeuvres
- 7:45 - ??? - Team Draft

Saturday, February 3, 2018

- 7:00 - 8:25 Range opens, Bloody Mary/Screwdriver Bar available
- 8:30 Shotgun start
- 1:00 - ??? Lunch and Awards
Draft beer, chili bar, hot dogs, hamburgers, grilled chicken sandwiches, plus dessert.

Team Draft Rules

Following the successful draft of last year’s event, the A & B players are drafting and will automatically be paired together by default see round 1 below.

1st round (pre-determined): The lowest handicap A players and highest handicap B players will automatically be paired together to establish the teams this will continue on that same trend until all teams are established.



2nd round: The A & B players for each respective team will then pick their C player. The draft order for your C player will be determined by randomly choosing an NFL team logo team chosen will determine your draft order based on that NFL team's finishing spot for the 2015-2016 season.

3rd round: Once the A & B players have picked their C player your D player pick will automatically be inverted. For example if you picked your C player first your D pick will automatically be last.

Tournament Format

The tournament format is a shamble with a modified stableford scoring system. It is likely the fairest handicapped events you can play. Teams are assigned a point quota total which is determined total handicaps of all 4 members using the following formula:

Example

Combined Team Handicap	40
Multiply by .6	$\times .6$ (adjustment for Shamble at 60% of Course Handicap)
Equals a team handicap of	24
Maximum Quota Points	144 (4 players x 36 points = 144)
Minus Team Handicap	-24
	120
Multiply by .5	$\times .5$ (adjustment for 2 of 4 point totals per hole)
Team Quota for Round	60 (round to nearest whole number)

All players will tee off from **the tournament (black) tees**. The team will select the best tee shot and everyone will play their own ball from that location through the remainder of the hole. The 2 best scores on each hole is recorded and converted to points.

- 1 point for gross bogey
- 2 points for gross par
- 3 points for gross birdie
- 4 points for gross eagle
- 6 points for gross double eagle
- 6 points for a Hole-In-One

Teams earn points for par's, birdies, eagles etc. The team with the highest points above their quota wins.



On Course Contests

There will be 4 closest to the pin contests on each of the par 3 holes.

Prizes

Trophies will be giving to the Champions as well as the 2nd and 3rd place teams. Prize payouts will be given to 1st - 7th Place finishers.

1 st Place Net	\$600/team
2 nd Place Net	\$500/team
3 rd Place Net	\$400/team
4 th Place Net	\$300/team
5 th Place Net	\$200/team
6 th Place Net	\$150/team
7 th Place Net	\$150/team

Closest to the pin (4) \$50 each

* All prizes will be paid in pro shop credits.

Tournament Rules

Contestants must be MGA members, with a verifiable handicap.

USGA rules will govern play, except as noted in the local rules, with the following exceptions:

The Pro Shop and MGA will act as the Rules Committee for the tournament.

All play will be from the **black tournament tee markers** – approximately 6300 yards.

In the event that play is suspended by the Pro Shop, it shall be resumed from where it was discontinued. Players must mark their ball location and return to the clubhouse.

Water Hazards – defined by yellow stakes and lines

Lateral Hazards – defined by red stakes and lines

Out of Bounds – defined by white stakes and lines

Ground Under Repair – defined by white lines