

# Tournament Organization and Top Dog Points System

The MGA Committee has elected to revise how we award the annual “Top Dog” honor and the qualification into the annual “Top Dog Shootout”. We are converting to a points system in lieu of tracking dollars won during a tournament. We have elected to make this move for three reasons:

- Help drive participation in our tournaments throughout the year
- Develop more interest in the overall “Top Dog” standings.
- Give the MGA Committee flexibility with budget for, Rhubarb tee gifts, food and beverage for tournaments.

MGA Members are encouraged to compete in as many tournaments as possible throughout the year. Depending on your placement within a given tournament you will be awarded points towards the annual “Top Dog” honor and invitation to play in the “Top Dog Shootout” for your participation in any MGA event.

## Top Dog Point System

### Number of Tournament Players/Teams Per Flight

		3	4	5	6	7	8	9	10	11+
Finishing Position	1st	75	85	95	105	115	125	135	145	175
	2nd	40	50	60	70	80	90	100	110	125
	3rd	20	30	40	50	60	70	80	90	100
	4th		20	30	40	50	60	70	80	90
	5th			20	30	40	50	60	70	80
	6th				20	30	40	50	60	70
	7th					20	30	40	50	60
	8th						20	30	40	50
	9th							20	30	40
	10th								20	30
	11th+									

Hole-in-One	
30 CTP + 100 pts	130
Closest to Pin	30

Top Dog Points for Closest to Pin and Hole in one only receive points as designated above (Hole-in-One and/or Closest to Pin points).

### Top Dog Point for Tournaments are as follows:

4 Man Tournaments – Points per above Top Dog Point System matrix.

2 Man Tournaments – Points 1.5 times above Top Dog Point System matrix.

Individual Tournaments - Points 2 times above Top Dog Point System matrix.

Major Tournaments (as designated by committee) – Points 2 times above Top Dog Point System matrix.

MGA Championship Tournament – Points 3 times above Top Dog Point System matrix

Individual Match Play Points each Flight:

200 (winner), 150 (runner-up), 100 (Round 2 loss), 50 (Round 1 loss)

### **Flight Equity**

The pro shop and the MGA tournament committee does it's best to have equal numbers of teams/players in each flight.

When the flights do not contain an equal number of players the points awarded all flights will be based on the flight with the highest number of teams/players.

Points will be awarded in each flight based on the order of finish.

### **Determination of Tied Scores**

For awarding "Top Dog" points in the event of a tie, the Tournament Director will add up all points for the tied places and divide by the number of teams/players tied for the spot. The tied teams/players will then be awarded the same number of points.

### **Top Dog Points and Pro Shop credit - 4 Man Team has to Draw a player from the field when player is missing.**

Top Dog Points and Pro Shop credit will be awarded to player drawn from the field based on the original team the player is on and not the team the player is drawn on.

### **Distribution of Players Handicap Index per Flight.**

The pro shop and the MGA tournament committee **will do it's best** to have same numbers of teams/players in each flight so that the difference from lowest handicap index team/player and highest handicap index team/player will be no more than 6 index points **where possible**.

### **Number of Teams Payout**

The pro shop and the MGA tournament committee **will do it's best to payout as many places as reasonable** in each tournament **depending on participation**.

### **Flight Assignment**

In 2 Man Team Events, if 2 teams have same handicap index and are at the flight break point, the 2 players with lower handicap indexes' will be used to determine which flight the team is assigned to.

1. The team with the player that has the lower handicap index will be put in the flight with the lower handicap index players and the team with the player that has the higher handicap index will be put in the higher flight with the higher handicap index players.
2. If the 2 lower handicap indexes are the same, then teams will be assigned flights based on a coin flip Heads or Tails. Heads being assigned to lower handicap index flight and Tails assigned to higher handicap index flight. Heads/Tails assigned to teams based on alphabetical order of lowest handicap index player. Pro shop to do coin flip.

### **Individual Events - Players with same index**

Flight for individual player will be determined based on player whose index has been lower the longest.

Players per flight may be adjusted as necessary to maintain same number of players in each flight **when possible**.

Pro Shop will establish flights and MGA committee will review.