



# 2018 Heron Lakes Men's Club OGA Tournament Qualifying Info



The Heron Lakes Men's Club funds the entry fees into three major OGA Championship Tournaments for qualifying members each year:

## Tournament of Champions | Net Championship | Team Championship

Members who qualify are offered the opportunity to represent the Club and compete against some of the best golfers in Oregon and Washington.

2018 OGA Event #1	74 <sup>th</sup> Annual OGA Tournament of Champions
<b>Dates:</b> April 7th-8th	<p><b>Automatic Qualification:</b></p> <p>Previous Year's Overall Club Champion (Gross)            Previous Year's Senior Club Champion (Gross)            2018 champions qualify for 2019 OGA TOC</p> <p>*Must hold an active Club membership during year in which member will be competing in the OGA TOC*</p>
<b>Course:</b> The Reserve	
<b>Funded Entries:</b> 2 players	

2018 OGA Event #2	34 <sup>th</sup> Annual Oregon Net Championship
<b>Dates:</b> September 22nd-23rd	<p>2018 Overall &amp; Senior Net Champions automatically qualify. <b>Additional Qualification Opportunities:</b></p> <p>Wed. 8/8 Weekly Game &amp; Sat. 8/11 Weekly Game            Three flights each day, winner of each flight qualifies</p> <p>*All play from white tees on Greenback. If player(s) qualify on 8/8, they cannot also qualify on 8/11*</p>
<b>Course:</b> Resort at the Mountain	
<b>Funded Entries:</b> 8 players	

2018 OGA Event #3	91 <sup>st</sup> OGA Men's Team Championship
<b>Dates:</b> September 29th-30th	<p>The Club President will appoint a Committee to select a team or teams, if room. Members must log at least 10 Club rounds during the season to be eligible. OGA &amp; USGA events count as Club rounds (must be reported to the handicap chair). Handicap index is a major, but not the only factor considered by the Selection Committee.</p> <p>*Overall Club Champion automatically selected.*</p>
<b>Course:</b> Black Butte Ranch	
<b>Funded Entries:</b> 4-8 players	

Qualifying members will be notified via email/phone by the Club's OGA Representative