



Night Time Golf Tournament

Start Time: Sundown

About the Balls: Glow-in-the-dark balls are not real golf balls and have a driving distance of 80% of a regular golf ball. Only use irons to drive glow balls! Never use a new thin-faced or hybrid golf club as it may become damaged by the hardness of the glow ball.

Tournament Format: 4-Man Scramble Event

1. Each player **MUST** wear a glowing necklace for the duration of the event for safety!
2. Each player will hit ONE shot from the **BLUE** tee.
3. The team will then decide which of the four team members' shots is best.
4. The other 3 players will pick up their ball and play their next shot from the location of the best shot.
5. Steps 3 & 4 are repeated for every shot until the hole is completed.

Note: Each member of the team may only hit 1 shot from each location. If your team has less than 4 players, please rotate the extra shot so that 4 shots are hit from each location in total.

Maximum Score Per Hole: The highest score on ANY hole is a double bogey. You must pick up and move to the next hole once you reach a double bogey – record the double bogey on your scorecard.
- For Example: a score of 5 on a Par 3, a score of 6 on a Par 4, etc.

Prizes: We will AWARD Prizes for 1st and 2nd place TEAMS. The Prizes will be awarded immediately following the tournament.

Tie-Break: In the event of a tie, the following rules will be use to break the tie:

1. We will draw Hole #'s (1-9) out of a hat randomly. The team with the lowest score on that corresponding hole will be declared the winner.
2. If all 9 holes scores are the same, the team with the most balls leftover will be declared the winning team.
3. If we are still tied, we will have a four-member beer chugging, relay contest to determine the winner.

Course Setup:

1. **Tee Boxes** are marked with glow sticks. Every team will tee off from the **BLUE** tees.
2. **Fairways** are outlined with **GREEN** glow sticks. That means you will hit between the “runway-like” markings. (The first glowsticks are at the 150 yard mark).
3. **Flagsticks** are lighted with blinking lights on the staff.
4. **Cups** are lit with a specially made **GREEN** glowstick.
5. **Bunkers / Hazards** are lit with **RED** glowsticks.
6. **Carts** are lit with **GREEN** glowsticks on the front and **RED** glowsticks on the back.
7. **Approaches** are also lit with glowsticks. (The approach is the area immediately in front of, or to the side of, the greens) PLEASE DO NOT DRIVE UP ONTO THE APPROACH AND/OR GREEN!! Please, please, please be respectful of the course.
8. Please keep carts 30 feet from tees and greens.

Finally, be extra careful tonight, particularly around the water and when returning to the clubhouse after you complete your round! Above all else... HAVE FUN!

Problems? Call the Pro Shop at 954.421.1188