

## **2022 CAROLINA COLOURS LADIES GOLF ASSOCIATION GAMES & GUIDELINES:**

Welcome to the 2022 Carolina Colours Ladies Golf Association Year! As members of the Carolina Colours Golf Club, and a member of its LGA, you are invited to come out on Tuesdays and Thursdays to enjoy our course and lots of fun rounds of golf with your Carolina Colours golfin' girlfriends!

The attached schedule for the 2022 LGA golf year includes a listing of the dates and golf games. We included a variety of games across the calendar with the hopes of creating a broad appeal for everyone.

The schedule includes weekly games as well as our monthly 9-Hole Social Golf Scrambles, held on certain Tuesdays and Thursdays throughout the year. Most of the 9-Hole Scrambles will be a Step Aside format (AKA Drop Out), with some new "Surprise Scrambles" mixed in to keep things fun! Mark your calendars and come join the fun!

- **The LGA Kick-Off Scramble, followed by our first 2022 Business Meeting was held on Tuesday, February 10th.**
- Our remaining **LGA Business LUNCH Meetings** are scheduled *every other month* on **Thursdays after our 9-Hole Social Scrambles:** April 7, June 9, August 11, October 13, and December 6 (Annual LGA Christmas Party).
- Our **LGA "9 & Wine" Step Aside Scrambles** are scheduled on Tuesday, May 17 and Tuesday, September 13.
- Our **LGA 9-Hole Surprise Scrambles** are scheduled on the following Tuesdays: March 29, July 12, and November 8. More details about the 'theme' and format will be sent out prior to each event.

### **LEISURE Option – New for 2022!**

For LGAers who may not want to play in the official Tuesday game, you have the opportunity to sign up for the 'Leisure' option. This means:

1. You will not pay the \$3 for the game
2. You may choose to pay \$2 to participate in Poleys, as long as a scorecard is submitted
3. Your scores may be recorded on your Ringer sheets, as long as a scorecard is submitted
4. You will play your regular golf game, keep score and post it in GHIN. You may pick up your ball when your maximum GHIN score on a hole is reached
5. Those choosing to play the Leisure option will tee off behind the groups playing in the official LGA game
6. You may choose this Leisure option on a weekly basis – no long-term commitment is necessary
7. To be eligible for any year-end recognitions, scorecards must be submitted

**RINGERS:**

- Cost to participate is \$5 per year
- All Tuesday & Thursday scores will be eligible for ringers by submitting a signed and attested scorecard to the Pro Shop; ~~however, scores achieved while playing the Leisure option on Tuesdays are not eligible for ringers.~~
- Participants should maintain their own sheets to record their 'ringers' or lowest gross score they achieve on each hole during the season during LGA individual play.
- End of year awards will be presented to individuals with the lowest gross ringer scores in each of the flights.

**HOLE-IN-ONE CLUB:**

- Cost to participate is \$5 per year
- Any Hole-In-One is honored as long as you complete your 18-hole round, with 2-4 golfers, at Carolina Colours Golf Course between March 1 & November 30. Note: Away play on other courses on LGA days is also included.
- The treasurer is chairman of the Hole-In-One Fund.
- Notification of the Hole-In-One must be given to the Treasurer and the Pro Shop at the time it occurs.
- The pay-out for a Hole-in-One will be determined at the end of the year, based on the number of Holes-In-One and the funds available for pay-out.
- Any unused funds will be 'rolled over' to the following year's fund.

Hope to see you there for these fun social golf events!

**REMEMBER:**

- LGA Tuesday weekly games are \$3.00 (optional: Poleys are \$2.00)
- Please record your "chip-ins," earned during LGA Tuesday and Thursday play dates, on the LGA Bulletin Board located in the Pro Shop.
- Add your Birdies (all Flights) and Pars (Flight 3 only), earned during LGA play dates, to the LGA Bulletin Board.
- Record gross scores on score cards. The Pro Staff will make appropriate adjustments to determine weekly winners.
- Winners will be based on NET Scores per GHIN course handicaps, unless otherwise stated.
- Record your game scores in GHIN. (The exceptions being scrambles and 3-Club games)
- All ties will be decided by a scorecard playoff.
- We will play from the purple tees on HOLE 16 on a monthly basis, 3<sup>rd</sup> or 4<sup>th</sup> Tuesday.
- Maximum score per hole for LGA games: Par 3 – 11 / Par 4 – 12 / Par 5 – 13

**INDIVIDUAL GAMES (listed in alphabetical order).**

Post your Gross Score in the GHIN system per your maximum score for each hole using Equitable Stroke Control (ESC) per USGA guidelines and your course handicap.

On the game scorecard, record your GROSS score for each hole. The Pro Shop will figure NET scores using your course handicap to determine winners.

**ANY NINE MIXED:** Play and record gross scores for each hole. Out of the 18 holes, *select 9 of your best scores* on any of the holes. Total the gross scores on those 9 holes and deduct  $\frac{1}{2}$  your handicap for final NET score.

**BEST NINE:** (Front or back). Play and record gross scores for each hole. *Select your BEST Front or Back Nine Holes.* Total the gross scores on those 9 holes and deduct  $\frac{1}{2}$  your handicap for final NET score.

**EVEN ONLY HOLES:** Play and record gross scores for each hole. *Count only the EVEN HOLES (2, 4, 6, 8, 10, 12, 14, 16, 18).* Total the gross scores on those 9 holes and deduct  $\frac{1}{2}$  your handicap for final NET score.

**FRONT AND BACK TOSS OUT:** Play and record gross scores for each hole. *Toss out 1 hole from the front and 1 hole from the back.* The 16 holes that remain are added up to create your final score. Winners are based on Low Net for remaining 16 holes.

**LOW PUTTS:** Record the number of putts for each person on each hole. If any part of the ball is touching the green, it is considered a putt. Winners are the lowest numbers of putts.

**MUTT AND JEFF:** Play and record gross scores for each hole. Only the 5 longest holes and the 5 shortest holes count as follows: *Longest: 11, 3, 17, 9, 13, and Shortest: 2, 16, 6, 12, 10.* Winners are based on Low Net for the Mutt and Jeff Holes.

**NASSAU:** Play and record gross scores for each hole. NASSAU winners are based on the *best NET score on the front 9, best NET score on the back 9, and best NET score on 18 holes.* Three NET winners. (Players are only eligible for one prize.)

**ODD ONLY HOLES:** Play and record gross scores for each hole. *Count only the ODD holes (1, 3, 5, 7, 9, 11, 13, 15, 17).* Total the gross scores on ODD ONLY HOLES. Winners are based on Low Net for ODD ONLY HOLES.

**SCRATCH THREE:** Play and record gross scores for each hole. *Toss out your 3 worst holes.* The 15 holes that remain are added up to create your final score. Winners are based on Low Net for those 15 holes.

**SELECT NINE:** **Before the start of play**, choose either the front or back nine holes (indicate your SELECT NINE on the scorecard). Play and record gross scores for each hole. Total the gross scores on your SELECT NINE holes and deduct  $\frac{1}{2}$  of handicap for final NET score. Winners are based on Low Net for SELECT NINE.

**STABLEFORD POINTS:** Play and record gross scores for each hole. Using the players NET score for each hole, the Pro-Shop will record points for each hole score as follows: 5 pts.= Double Eagle; 4 pts. = Eagle; 3 pts. = Birdie; 2 pts. =Par, 1 pt. = Bogey. Winners are determined by the highest number of points over the 18 holes. (We will try to get the scoring adjusted to 5 pts=Eagle, 4 pts=Birdie, 3 pts=Par, 2 pts=Bogey, 1 pt=Double Bogey.)

**THREE CLUB MONTE:** Prior to play, each player selects three clubs (plus a putter), to put in her bag. All other clubs are removed from golf bags. These three clubs are used to hit every shot, except for putting which the putter will be used as normal. Record gross scores. Do not post in GHIN. Lowest score wins.

**THROW OUT THREE:** Play and record gross scores for each hole. Toss out your highest NET score on one par 5; one par 4, and one par 3. Cross those scores off on your score card. The Pro Shop will determine winners by adding up the LOW NET Scores on the remaining 15 holes.

**TRIPLE THREE:** Play and record gross scores for each hole. Circle your BEST 3 of par 3's, BEST 3 of par 4's; BEST 3 of par 5's. Total the scores for the selected 9 holes. Deduct ½ your handicap to determine your Net Score for the selected 9 holes. Winners are based on the low NET Score for your selected 9 holes.

#### **TEAM GAMES:**

On TEAM GAME days, each individual will play and record gross scores for each hole. Your gross score can be posted in GHIN per Equitable Stroke Control.

Team Games are scheduled on the following Tuesdays:

April 29: Blind Divas

May 24: Cha Cha Cha

July 5: Star Spangled Banner Ball

September 20: Blind Divas

October 25: Halloween Ball

**BLIND DIVAS:** Play and record your gross scores for each hole. Your gross score can be posted in GHIN. Golf with handicaps is played as usual - determine each player's net score on each hole. Select the two best NET balls on each hole from your group, circle those holes. When the round is completed, six (6) holes will be blindly drawn out of a hat by the Pro. The scores for these holes will be subtracted from the total. The winning team has the lowest score on the remaining 12 holes.

**CHA CHA CHA:** Play and record your gross scores for each hole. Your gross score can be posted in GHIN. Golf with handicaps is played as usual - determine each player's net score on each hole. As a team, after play, select the best net scores for par holes as follows: Select/circle the 3 best net scores for Par 5's, select/circle the 5 best net scores for Par 4's, and select/circle 1 best net score for Par 3's. The winning team has the lowest total Net Score on selected/circled holes.

**SPECIAL BALL:** Play and record gross scores for each hole. Your gross score can be posted in GHIN. **Each foursome will receive a SPECIAL BALL.** On each hole, one player in each foursome is designated the "SPECIAL Lady" and will play with the special ball. That designation rotates throughout the round. *The team score for each hole will be the NET score of the player designated the "Special Lady," plus the lowest NET score of the other three players on the team.* Add the Net Scores for the Special Lady and the Best Net, record that score on the score card designated as TEAM. On the score card, track the scores for the Special Ball and Best Low Net by circling those scores on each hole. What if your SPECIAL Lady loses the special ball? For each lost SPECIAL BALL, subtract 1 point at the end of the round. Please tell the Pro Shop how many times your team lost a SPECIAL BALL. The winning team is determined by the lowest team score via the NET of SPECIAL Ball, plus Best NET of the other three players for each hole. The Pro Shop will determine the winning team.

**STAR SPANGLED BANNER BALL:** July 5 - Use a patriotic ball

**HALLOWEEN BALL:** October 26 - Use an orange ball

**NINE-HOLE STEP ASIDE SCRAMBLES (Do Not Post Scores in GHIN)**

LGA Scrambles, followed by an Association Meeting and Lunch, are scheduled every other month on **Thursdays:** 2/17, 4/7, 6/9, 8/11, 10/13, 12/6.

LGA Scrambles are also scheduled every other month on **Tuesdays or Thursdays** (lunch on your own): 3/29, 5/10, 7/12, 9/13, 11/8.

Hope to see you there for these fun social golf events! The usual format for each scramble will be a STEP ASIDE (AKA Drop Out), as described below, but be on the lookout for some "Surprise Scrambles" during the season with different themes/formats.

**STEP ASIDE SCRAMBLE:** Teams are made up of A, B, C, & D players as determined by the Pro Shop. Each player will hit a tee shot. The team will then choose the best tee shot. The player whose shot is selected 'steps aside' and does not hit. The other 3 players will play their second shot from that spot (within one club length and no closer to the hole). Continue this format until the ball is on the green. ALL players putt once the team reaches the green. The team with the lowest score for the round wins.