

2024 Carolina Colours Ladies Golf Association

Game Guidelines

Welcome to the 2024 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 Golfing Girlfriends.

The schedule attached to the LGA Web page for the 2024 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 game guidelines are as follows:

Leisure Option

LGAers who do not want to play in the official Tuesday game, can sign up for the “Leisure” option. This means:

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

Ringers:

- Cost to participate is \$5 per year.
- All Tuesday and Thursday scores will be eligible for ringers by submitting a signed and attested scorecard to the Pro Shop.

- 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.

Reminders:

- Chip-In's – record on the Chip-In Spreadsheet on the LGA Bulletin Board
- Birdies – record on the Tree on 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.
- All ties will be decided by a scorecard playoff.
- Maximum score per hole for LGA games: Par 3 – 8, Par 4-9, Par 5-11
- The rule for maximum score for Tuesdays is Par plus 2 strokes plus your dots plus 1
- The rule for maximum score for Thursday is Par plus 2 strokes plus your dots.

Individual Games:

On your 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 ½ your handicap for the final NET score.

BEST NINE will now be SURPRISE NINE: Play and record gross scores for each hole. Golf will select the BEST Nine Holes. Take the lower gross score and deduct $\frac{1}{2}$ your handicap for the final NET score.

EVEN ONLY HOLES: Play and record gross scores for each hole. Count only the EVEN (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.

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 those 9 holes and deduct $\frac{1}{2}$ your handicap for the 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 the remaining 16 holes. Full handicap will be used.

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.)

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 the 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 or

5 pts = Eagle; 4 pts = Birdie; 3 pts = Par; 2 pts = Bogey; 1 pt = Double Bogey

Winners are determined by the highest number of points over the 18 holes.

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 the golf bag. 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, and BEST 3 of par 5's. Total the scores for the selected 9 holes. Deduct $\frac{1}{2}$ 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.

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 which 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, select/circle the 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 4th – Use a patriotic ball

HALLOWEEN BALL: October 31 – Use an orange ball

NINE HOLE STEP ASIDE SCRAMBLES (Do Not Post Scores in GHIN), played in combination with an LGA lunch meeting, are scheduled periodically.

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.

Ribbon Tournament: Team game for A, B, C, D players as determined by Pro Shop. Each player will receive a ribbon before starting round, each ribbon will be a different color. Each flag stick will also have a ribbon tied to the bottom of it. Everyone plays their own game, after everyone has holed out, the person whose ribbon matches the ribbon on the

flag stick will be the only score counted for that hole. Only one score per hole is counted as the Team score. At the end, each team should have 18 scores – the Team with the lowest total score will be the winner.