



NIGHT GOLF - GOLF CLUB GUIDELINES

Event Booking Process

To secure the club's Night Golf event, a 20% deposit is required of the minimum amount of teams required (please see next point). An invoice will be emailed to the club representative and once paid your date will be secured.

Team Booking Process

We advise the participating club to pre-register all teams in advance, with a deposit or full payment to secure the players place. This is the responsibility of the club. For a nine hole event, it is a requirement to recruit a minimum of 14 and a maximum of 18 teams.

Arrival (Shotgun Start minus 3 hours)

The IGE Events team will arrive approximately three hours prior to the start of the event. At this time we would ask that a club representative is available to meet to finalise the agreed layout of the event and to run through the timings of the evening. The IGE Events team would ask that a space is allocated in the clubhouse for registration with a large table and two chairs.

Set-up (Shotgun Start minus 2 hours)

The IGE Events team will begin set-up of the course two hours prior to the shotgun start. The process takes on average one hour and we would ask that a buggy is available to facilitate the set-up. The course is set-up with different coloured LED lights, which mark the course to enable play at night. Greens are lit up with green lights, fairways with blue lights, hazards with red lights and tee boxes with white lights. The LED lights are battery powered and affix to the ground with a thin spike.

Registration (Shotgun Start minus 1 hour)

To ensure an efficient registration process we would ask that teams have been pre-allocated to their starting holes and a starting sheet is provided to the IGE Events team. Registration opens one hour prior to the shotgun start with **one team member** collecting their LED balls and scorecards from the registration desk. We would ask that a club representative remains at the registration desk incase of any queries.

Brief (Shotgun Start minus 30 minutes)

A member of the IGE Events team will conduct a 10 minute briefing to all players to explain the format, demonstrate how the LED balls are operated and answer any questions that the players may have prior to the start or play. Players then make their way to their allocated hole.

VPAR Live Scoring

If your club has booked the VPAR live scoring system for the event, we will require all player names, team names, starting holes and email addresses two days prior to the start of the event. Access to a white wall, projector screen or large flat screen TV is required to facilitate the live leaderboard.

Format

Night Golf is played using a variation of Texas Scramble Format with players forming teams of four and all four players teeing off, followed by alternating shots (similar to greensomes). Players A&B will then play a shot from the chosen best drive and play alternate shots from there until the hole is complete. One score to count per hole.

E.g.

- 1) Players A,B,C & D all tee-off.
- 2) A & B hit second shot (from the chosen best drive) which lands just off the green.
- 3) C & D chip onto the green.
- 4) A & B take the putt which Player B holes.
- 5) Score is 4. On the next hole Players C & D would hit the second shot.

N.B. There are no limits to how many drives can be used per player.

At the end of the round the scores are added up and a NET score is calculated using the team handicap.

Handicaps

Night Golf handicaps are calculated by adding the four playing handicaps together and dividing by 10. Decimal points should be used to ensure a clear winner at the end of the event.

Layout

A pre-agreed layout should be finalised between the club representative and the IGE Events team. The aim is to find a series of holes that are easy to navigate and minimise any potential hazards, e.g. lakes, rivers, ravines, uneven surfaces etc Longer holes should be reduced in length to a maximum of Par 3 - 150 yards, Par 4 - 350 yards, Par 5 - 500 yards to enable all players to reach the green in regulation (please see below re club restrictions).

Equipment

Due to a slightly harder ball than standard, Night Golf is restricted to 5-iron through putter. Hybrids may be used, however please be aware that there is a risk of damage to your club due to the harder compression of the Night Golf ball.

Balls

Your team will be allocated 6 x Night Golf balls, which will illuminate on impact or by bouncing the ball on a hard surface. This sets a timer of eight minutes, after which the ball

will switch off. It is therefore important that all players immediately retrieve the ball to ensure it is not lost. Players should then move to their chosen shot position. If a ball turns off after being hit, please hit a provisional shot with a spare ball. All balls should be returned to the registration desk immediately after play.

Torches

It is advised that all players carry a torch to navigate parts of the course that are covered with the LED lighting. Head torches are useful to keep your hands free during play.

Post-event

IGE Events staff will collect all balls as soon as play has finished, with the club representative collecting in scorecards and totalling up the team scores. The IGE Events team will then clear up all LED lights and replace all flagsticks to ensure the course is ready for play the following morning.

Prize Giving

It is the club's responsibility to conduct the prize giving and arrange prizes for same.

Insurance

IGE Events provide full Public Liability Insurance for your event, with no additional cost to the club. Night Golf events are not normally covered under general golf club policies.