

**CIC**  
**NIGHT GOLF**  
**April 9, 2019– 5:30 PM**

**FOOD**

Saddle Brook Recreation center for Pizza and Salad.

Organizer will have score cards ready for each team so you will know what hole you start on, who is in your group, and who is your captain (the first name on the card).

**PUTTING CONTEST**

Following pizza, go to Saddle Brook Executive Golf Course putting green by 7PM for putting contest. You can either participate or observe. You can decide when you get there and see how it is set up. All you need is your putter.

All women putt into one hole; all men into a different hole. The winner from each receives a prize. Each winner plays off against the other for first prize.

**NIGHT GOLF –LET THE GAME BEGIN!!!**

**Be sure you have “glow balls” and a flashlight.**

- After the Putting Contest, as soon as it is dark, we begin night golf.
- A starter will be there to explain the rules.
- Captains will meet with the starter to get the boxes with the lighted globes and blinkers used for lighting tees and flags.
- When play is complete, the captains are responsible for returning the lights to the starter.
- Carts line up starting with hole 9, then 8, then 7, etc. and proceed to their hole. There will be eight people, four carts on each tee box.
- **The lead carts, the captains, are the only ones who can turn on their headlights to drive from the green to the next tee.** Since everyone has to follow the captain, the captains must be sure to wait for everyone to be in their carts.
- Everyone plays from the green tees.
- The men tee off from the odd holes and the women from the even. You then play best ball alternating men & women.
- **Flashlights cannot be used to light the tee.** They can be used to look for lost balls. If terrain is uneven, you can use flashlights walking to the tee box and back to your cart. **Flashlights cannot be used to light the tee!!!!**
- If you lose your ball and don't have a replacement, you are out of the game.
- At the end, captains pick up lights and boxes from their last hole and return them to the starter shack.
- Everyone meets back in the picnic area – captains turn in score cards.
- Prizes awarded.