

Links at Dardenne Ladies Tuesday Golf League - 2019

The league begins April 23rd and continues until October 16th. We hope you enjoy our league and feel this is the place for you to learn the game of golf, improve your game, and socialize with old and new friends.

During the season you will have the opportunity to play individual stroke play, have team events, scrambles and match play. Additionally, there are set days with low putts and Closest to the Pin Contests. Our league is comprised of beginning golfers and well as seasoned golfers with a range of ages, making it a fun league. **Prize money is \$5.00 cash each week (all must pay)**. Each week the results will be flighted based on the number of players and scores after the round. We will also have a Ryder Cup Format and Color-Coded Shirts for the event! (makes for a GREAT group picture) as well as a few major events. **For those special days only (Major's & Ryder Cup), each person will contribute \$10.00 for prize money to be paid out to the winners.**

The league will begin at 8:00am on Tuesday mornings. You should arrive in time to load your clubs, get water etc. and be in your cart and ready to go at 8:00am. Those starting on hole number one will pay prior to their round, those starting on other holes will pay when they make the turn at number 18, prior to proceeding to number one hole.

You are required to sign up each week with **Golf Genius Software which is available for free on your desktop or smart phone by MONDAY AT NOON to get into the Tuesday game. Through the Golf Genius Software, you will be able to check weekly formats, prize money distribution, and scores** (if you are not familiar with this program please see Will or Ned and they will assist you to set the url up on your phone.) If you have signed up and find you cannot play, please call the golf course and leave a message for Will or Ned.

If you are concerned about cart path only, call the course the morning of play.

Play Ready Golf!!

To help with the pace of play there is a maximum stroke rule of double par. There will be no gim'me putts. (This will help improve your putting ability). Be sure you are keeping up with the group in front of you.

Bumping or fluffing.. You can bump/fluff the ball, but no more than 6" and NO CLOSER TO THE HOLE.

You will be allowed a "breakfast ball" on your first shot of the day (meaning your starting hole even if it is a par 3). If you choose this, **you must use that shot, even if it is worse than the first shot.**

If the bunkers are full of water, remove your ball, place it laterally or behind the bunker no closer to the hole and hit your next shot. You do not have to take a penalty stroke.

Hazards. If your ball comes to rest in a hazard, you may take relief, or you may play the ball out of the hazard. If you choose to take relief, you must play your next shot from as close as possible to the point it went into the hazard but no more than one club length and be charged one stroke penalty.

If you hit your ball and it lands behind a tree, you must stay behind the tree and try to hit the ball to land on the fairway for your next shot. You cannot take it from behind the tree and improve the lie without taking a penalty stroke.

If you hit your ball into the creek on hole #11 or #17, you may hit another ball from the tee box or move up closer to the creek (this does not mean on the other side of the creek closer to the hole) and hit another ball, at this time you are hitting ball number three. This same scenario applies to hole 10, if it goes in the creek, you take a penalty stroke and hit another to get across the creek.

Hopefully these rules are not too complicated. They are designed to keep the game fun and MOVING! All rounds should be completed in 4.5 hours or less. If you should have any questions please don't hesitate to reach out to the ProShop Staff.