

On The Day>>>

Setting up the course

2 hours before>>>

- It will take two people approximately 2 hours to set up a nine hole event. The Lightsticks, Hole Markers and Inserts will glow for 8 hours, giving plenty of time to set up during daylight and complete the tournament.

1 hour before>>>

- 1 hour before the tournament is due to start, prepare the balls and tees ready for issuing when the draw is complete.

Remember to set the meeting point at the bar, think of those extra drink sales!

- To prepare the balls, bend the golf ball insert to activate and shake well. Use a tee to push lightstick in all the way. Centre the Lightstick in the ball with a tee. The Lightstick can only go in one way.

- When every one has arrived and it is time to make the draw for a 9 hole shot gun scramble, we suggest you take a pack of cards and remove all the cards with a value higher than nine along with the jokers. This will give you 36 cards, 4 of each number. Shuffle and place face down on a table, now invite each player to pick a card. Once all the cards have been chosen

“Simply awesome!

*We'll definitely be playing again soon.
If only it stayed darker for longer!* THOMAS ELLIS ”

you can announce that all aces will play together from the first tee, all twos from the second tee and so on. This effectively splits up the members getting them to mix with people they may not otherwise have known.

- Once all the equipment has been issued and the players are at their tees, it is time to start the tournament. We recommend the use of a firework for maximum effect, both visually and audibly.

NightGolf:
Supplies

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What do I need to run an event?>>>

“We all really loved our game of Night Golf.”

It's a great, light-hearted, twist on the original game and was a great night out for everyone involved. GRAEME DYSON ”



Flags

The flags should be marked with a **Flag Lightstick (BLUE)**. Attach to the flag using masking tape.



Hazards

Mark hazards with **Hazard Marker Lightsticks (RED)**.



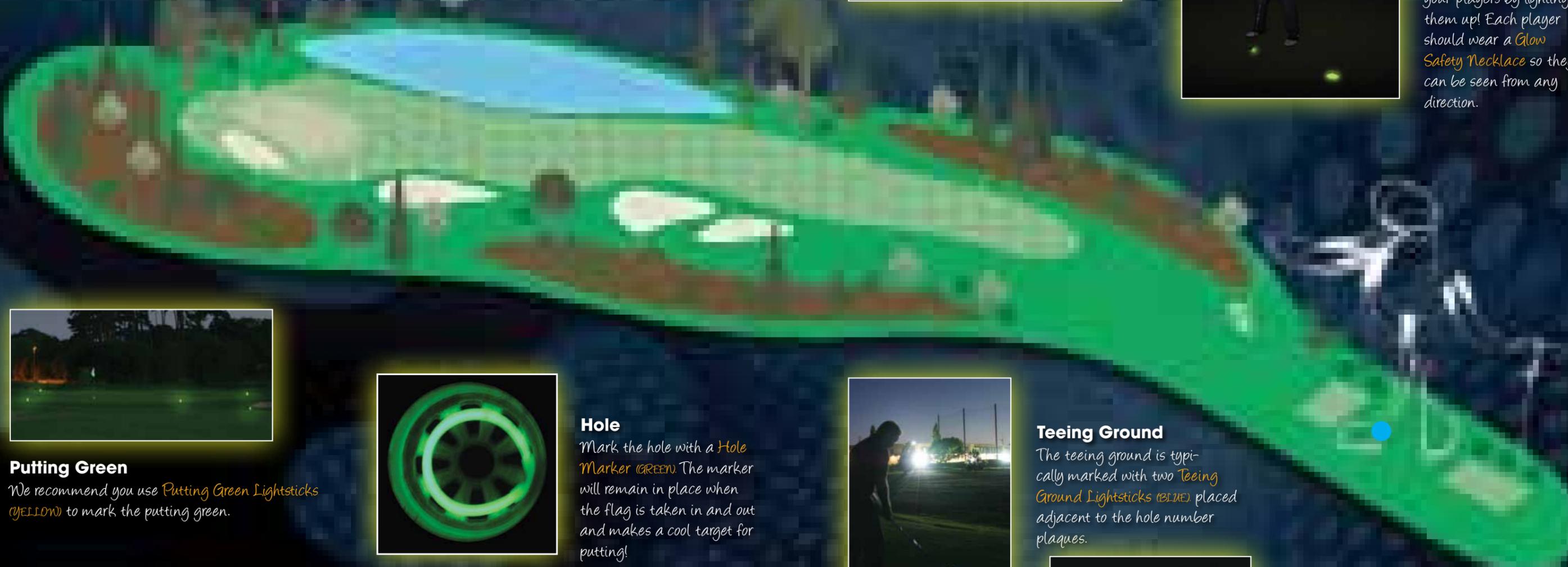
Fairway

Aim to distribute **Fairway Lightsticks (GREEN)** evenly on each side of the fairway.



Players

Make sure you don't lose your players by lighting them up! Each player should wear a **Glow Safety Necklace** so they can be seen from any direction.



Putting Green

We recommend you use **Putting Green Lightsticks (YELLOW)** to mark the putting green.



Hole

Mark the hole with a **Hole Marker (GREEN)**. The marker will remain in place when the flag is taken in and out and makes a cool target for putting!



Teeing Ground

The teeing ground is typically marked with two **Teeing Ground Lightsticks (BLUE)** placed adjacent to the hole number plaques.



Golf Balls

Each player will need a **Nitelite Golf Ball**. It is a good idea to buy extra balls and inserts just in case players lose one!



Golf Carts/Bags

Golf carts and bags can be marked with a mixture of **Glow Safety Necklaces** and **Lightsticks** to make them visible; so you can find your clubs and mark scores easily.

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