



2025 COUPLES NIGHT

All you need to know about the 2025 season!

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Titles to Be Won

Most Awesome Couple: This is the highest honor that can be awarded in the Shelter Valley Pines Couples Night. This is the couple that displays golfing excellence on a weekly basis and collects the most points over the season in the Most Awesome Couples Race. See “Most Awesome Couples Race” for more details.

Couples Championship Winner: This is the second highest honor a couple can be awarded in the Shelter Valley Pines Couples Night. This is in the last couple standing in the Couples Championship elimination tournament. See “Couples Championship” for full details.

Year End Championship Team: This is the Couple that demonstrates extreme skill & ability and wins the 2 Person Low Net at the Year End Tournament.

League Games & On Course Competitions

Scramble: This format is used for team play. In this format all golfers tee off and then play from the best shot. They continue using and playing from the best shot until the team has holed out. When choosing the best shot it should be noted that players may not change the lie of the ball (ie if the ball is in the rough, all golfers must hit from the rough).

Best Score: This format is used for team play. In this format everyone in the group plays their own ball (like regular stroke play) and at the end of each hole, the scorekeeper circles the lowest score of the group and uses that score as the team score. Typically when the club runs a best score, handicaps will be applied and each group will be given a scorecard that has the handicaps applied for their players.

Stroke Play: also known as medal play, is a scoring system in the sport of golf. It involves counting the total number of strokes taken on each hole during a given round, or series of rounds. The winner is the player who has taken the fewest number of strokes over the course of the round, or rounds. IE REGULAR GOLF

Shamble: This format is a combination of the scramble and stroke play. All golfers in the group (2 or 4) will tee off and go to the best shot (like a scramble). From the best tee shot, players finish out the hole with their own ball (like stroke play).

Guess Your Score: Players are required to guess what they will shoot on their round before teeing off. The player closest to their actual score will win a prize.

Partners Drive: In this game both you and your partner take their tee shots. After both have hit, you will play the hole out from your partner's tee shot and your partner will play out from your tee shot.

3 Club Challenge: The 3 club challenge is a game played where individuals are only allowed to use 2 clubs and the putter (for a total of 3 clubs) during their round of nine holes. This format is played on the front nine

Closest to Pin: This competition is used mostly on par 3's. The player who is closest to the pin (must be on green) on their tee shot is deemed the winner. The player marks their location with the marker provided. In the event your shot is directly in front of the hole we do ask that you place the marker behind the hole at the equivalent distance. This way you will not block a potential hole in one.

Closest to Rope: For this competition the player who is closest to the rope will win the prize. Please note that the rope may not always be a straight line. If you overshoot the rope we congratulate you on your great drive but you have knocked yourself out of this competition.

Longest Drive: Awarded to the person who hits the longest drive (must be in the fairway)

Shortest Drive Awarded to the person who hits the shortest drive (must be in the fairway)

Farthest from Pin: The opposite of Closest to the Pin, this prize is awarded to the player who hits their tee shot farthest from the pin BUT STILL ON THE GREEN

In The Drink: On this hole any player who hits their tee shot into the water can circle their name on the scorecard. They will then be entered into a draw to win a prize.

Closest to the Bottle: Similar to the closest to pin, the club will place a bottle in the middle of the fairway. The player who is closest to the bottle off their tee shot will win this prize. (Must be in fairway)

Longest Putt: Awarded to the individual who sinks the longest putt. You cannot win this by just having a long putt, you must drain it as well. **You must also be on the green surface for this to count. League rules state that a putt is from the green surface only.**

Couples Night Rules 2025

- **HOLIDAY MONDAYS:** The league will play on holiday Monday's. If players cannot make this Monday they may make up their game anytime that week. Players may book earlier times on a Holiday Monday if that is preferred. If booking an earlier time on the Holiday please note that 9 holes may be booked anytime after 2:00 PM while 18 hole rounds may be booked earlier in the day. All holiday Monday games will be played on the front nine.
- USGA rules as modified by local rules shown on the scorecard and noted in this section will govern all play at the *Shelter Valley Pines Golf Club*.
- Summer rules will apply unless notified by the league committee. The ball may not be moved and must be played as it lies. If you're in a divot, play it from the divot.
- Men (aged 18 to 54) will use the blue tees, men (aged 55 and older) will use the white tees, for all games played and the ladies will use the red tees unless notified by the league committee for special occasions.
- The league will play and follow the schedule noted on the web page
- Alternating 9's: The league will alternate between front and back nines on a week to week basis starting on the back nine.
- Handicaps: Players will earn three handicaps through the year; a front nine, back nine and average handicap. Front and back nine handicaps will be used for your matches in the match play. Average handicaps will be used for all other point's races and rankings.
- Pace of Play & Tee times: Each group is responsible for playing 9 holes in 2:15 minutes or less. Please keep pace with the group ahead of you. Players are to be on the first tee by their tee time.
- To qualify for prizes, players must attend 10 of the 19 scheduled events. If an event is rained out, the number of days to qualify will be reduced by the number of rained out days. Whenever we have a rainout, we will run a rain date on the following Saturday evening (pending no events) with the same events and activities planned.
- Each player is responsible for his own score. Opponents should point out any miscounts. *Any disputes will be decided and resolved by the league committee.*
- One group member will keep the official score for the group. **Enter the FIRST INTIAL and Full Last Name of all players** on the scorecard. Please write the date on the card. The scorecard must be signed and attested before being handed in. **MAXIMUM 9 PER HOLE.**

- At the end of each round, the scorer is responsible for writing in each participants score on the score sheet located next to the score card box before handing in the score card.
- Members on the committee are the only individuals allowed to change a HDCP
- Weekly prizes will be awarded the following week. All current results will be available in your weekly email.

Most Awesome Couples Race

This race determines which couple will win the Most Awesome Couple Award. Every week when points are available (see your schedule), couples can earn points for excellent play and participation. Points are given out in the following manner.

Low Net, 2 nd Couples Low Net	10 Points per couple
3 rd & 4 th Couples Low Net	9 Points per couple
5 th & 6 th Couples Low Net	8 Points per couple
7 th & 8 th Couples Low Net	7 Points per couple
9 th & 10 th Couples Low Net	6 Points per couple
All other scores entered (Participation)	5 Points per couple

The team with the most points at the end of the season will win the Most Awesome Couple Award.

Note: This race is based off the low average net score of each couple. We determine low net by subtracting the average net handicap from your weekly average score. Please note that during the first five weeks of play points are given out for participation only as handicaps are not available yet.

Maximum points a couple could earn is 160 and note that two weeks of play are worth double points.

Points are no longer available after August 18, 2025.

In the event of a tie at the end of the point's race, we will use the year end final to break the tie. The team with the lowest net at the year end will win the title.

Couples Championship

The Couples Championship is a mini tournament that plays over the course of the season where couples are matched head to head. These rounds (see your schedule) run over 3 weeks periods. During each head to head match, the team that scores the lowest net score over the allotted time period will advance.

For Example: 3 Week Period

	Week 1 Net	Week 2 Net	Week 3 Net
Team Sith	34	38	29
Team Zander	30	39	32

Team Sith would win this head to head match and advance as they scored the low net of 29.

The team left standing at the end of the season will win the Couples Championship!

The tournament bracket will be posted at the clubhouse with scores updated weekly.