

ILGA Games_Rvsd_08-30-2021

ILGA GAMES & DIRECTIONS		
GAME	DIRECTIONS	
2 by 2 Scramble	A four-person game, Players A & B scramble and Players C & D scramble. Score is the sum of the two scramble scores.	
3 Club Monty	Player can only bring to the course 3 clubs and a putter.	Not a postable round May be played as gross or net
3's & 5's	Game score on all par 3's and par 5's.	May be played as gross or net
4's & 5's	Game score on all par 4's and par 5's	May be played as gross or net
5 Card Draw	Total of player's 4 best NET scores and 1 best GROSS score (may not duplicate holes for net & gross)	
14 Holes - First	Game score on Holes 1 through 14. <i>Note: A player may choose TO PLAY Holes 15, 16, 17 & 18 and record their actual score. If a player chooses NOT TO finish playing Holes 15, 16, 17 & 18, the Tournament Chair will record their score for Holes 15, 16, 17 & 18 as par plus their applicable pops.</i>	May be played as gross or net Birdies & Ringers ARE NOT APPLICABLE for Holes 15, 16, 17 & 18
14 Holes - Last	Game score on Holes 5 through 18. <i>Note: A player may choose TO PLAY Holes 1, 2, 3 & 4 and record their actual score. If a player chooses NOT TO play Holes 1, 2, 3 & 4, Tournament Chair will record their score for Holes 1, 2, 3 & 4 as par plus their applicable pops.</i>	May be played as gross or net Birdies & Ringers ARE NOT APPLICABLE for Holes 1, 2, 3 & 4
15 Holes	Game score on Holes 1 through 15. <i>Note: A player may choose TO PLAY Holes 16, 17 & 18 and record their actual score. If a player chooses NOT TO finish playing Holes 16, 17 & 18, the Tournament Chair will record their score for Holes 16, 17 & 18 as par plus their applicable pops.</i>	May be played as gross or net Birdies & Ringers ARE NOT APPLICABLE for Holes 16, 17, & 18
150 Yards In	Course will be set up so that all Par 4's and Par 5's will play from 150 yards	Not a postable round May be played as gross or net Birdies & ringers ARE NOT APPLICABLE
Back Nine	Only Holes 10 through 18 are counted	May be played as gross or net
Beat the Pro	A player's low net vs Pro's gross score	Net score
Best Ball of Twosome	This will consist of a two-person team within your flight and you will be competing within your flight. Record the better ball of the twosome for your team score.	May be played as gross or net
Best Nine (9) Holes	Lowest score on any 9 holes	May be played as gross or net
Blind Holes	After completion of play, pro shop will select three (3) holes to be subtracted from the total score	May be played as gross or net
Blind Partners	Two-person game. After the round is completed, the tournament chair will select partners within flights. The game score will be the combined score of the partners	May be played as gross or net
CHA - CHA - CHA	Team game. Hole 1 - 1 best score; Hole 2 - 2 best scores; Hole 3 - 3 best scores. Repeat	May be played as gross or net
Chapman (two person team)	Both players tee off. Player A hits player B's ball and player B hits player A's ball for the second shot. The team then selects one player's ball to play and the player's ball selected is hit by the other player. Then players alternate shots until the ball is holed. <i>Rule for Missing Player: Single Player hits two drives and two second shots then finishes the hole.</i>	Deduct 1/2 combined handicap
Cross Country	Lower score of Holes 1 vs 18, 2 vs 17, 3 vs 16, etc	May be played as gross or net
Donut Hole	Player's score on Holes 5, 6, 7, 8, 9, 10, 11, 12 & 13	May be played as gross or net
Eclectic	Two consecutive week event where you have the opportunity to better your score on the second day on a hole-by-hole basis to obtain one 18 hole score. If you are only able to play one day, that score will count for your total Eclectic score	May be played as gross or net
Even Holes	Player's score on Nine (9) EVEN numbered holes are used	May be played as gross or net
Field Shots or Putts	Player records score and putts on each hole. Tournament Chair will choose Field Shots or Putts for game score	May be played as gross or net; or PUTTS
Field Shots & Putts	Players records both score and putts on each hole. Game score is GROSS score less Putts	Gross score less Putts
First 4 / Last 5 (Individual)	Player's score on Holes 1 through 4 and Holes 14 through 18	May be played as gross or net
First 4 / Last 5 (team)	Use 2 best scores on Holes 1 through 4 and 2 best scores on Holes 14 through 18	May be played as gross or net
Fours (4's)	Player's score on all Par 4's	May be played as gross or net
Front Nine (9)	Hole 1 through Hole 9 are a player's game score	May be played as gross or net
Ghost Holes	Pro shop randomly selects nine (9) holes to be used for game score	May be played as gross or net
Ghost Holes plus Putts	Player also keeps track of putts. Pro shop selects nine (9) holes for game score and the opposite nine (9) hole's putts are added to the game score	May be played as gross or net
Hate 'Em	Before teeing off, tell your captain the three (3) holes you like the LEAST and DEDUCT them from your total score at the end.	DEDUCT 100% of handicap

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Honest John (Guess Your Score)	Guess what your score will be and give to Tournament Chair or Pro Shop Staff prior to teeing off. It will be written on the pairings sheet as you check in.	Gross score
Hopscotch / Uno, Dos, Tres	Team game. 1 Best ball on Par 5's; 2 Best balls on Par 4's; 3 Best balls on Par 3's	May be played as gross or net
If Only	Throw out your WORST hole, minus FULL handicap	
Irish Rumble	Team game. Holes 1 - 6, one best score is recorded; Holes 7 - 12, two best scores are recorded; Holes 13 - 18, three best scores are recorded	May be played as gross or net
Lone Ranger	Team game. Each player takes a turn playing as the Lone Ranger for the duration of their hole. The score of the team is the "Lone Ranger Ball" combined with the lowest score of the remaining team members	May be played as gross or net
Low Gross	Low GROSS score	Gross score
Low Net	Subtract your handicap from your total gross score	Net score
Low Net plus Putts	Player records both gross score and putts on each hole. Game score is GROSS score LESS 100% of handicap plus putts	
Low Putts	Player records their score plus their putts on each hole. Game score is their total number of putts for 18 holes	Putts only
Match Play (2 person)	Scorecard is popped off of the low players handicap. Players compete on each hole. The player with lowest net score on a hole is said to have won that hole. The player with the most holes won is the winner. Single players are automatically winners.	Net
Member/Member	Grab another ILGA member as your partner. Best ball of the twosome will be used	Net, flighted
Minnesota Scramble	Players A and B play their own ball (net); Players C and D play a scramble (net) using pops from Player C. Team selects 2 of the 3 best nets	
Mutt & Jeff	Best score on the 5 longest and 4 shortest yardage holes	May be played as gross or net
Odd Holes	Player's score on Nine (9) ODD numbered holes are used	May be played as gross or net
One on One	Team game. Use 1 Net and 1 Gross on each hole. You may not use the same player's score for both the net and the gross	
ONES	Player's score on all Holes beginning with O, N, E or S (1, 6, 7, 8, 9, 11, 16, 17, 18)	May be played as gross or net
Pars or Better	Circle NET pars or better and COUNT THE CIRCLES, not the scores	
Replay Shot	Player may REPLAY any ONE shot (even a putt) PER HOLE but MUST use the replayed shot, even if it is worse than the first shot. Keep an extra ball in your pocket to speed up play	Gross score
Ryder Cup	The players will be divided into two groups (Red & Blue). Each foursome will have Two (2) Red Team Members and Two (2) Blue Team Members. The format will be a 2 person (best net) Match Play. At the end of play the team that wins the most Match Play Holes wins. If your match is completed before your reach the 18th hole, you may continue playing. If your match is tied after the end of the 18th hole, you each receive 1/2 point	Net
Scramble	Team game. All players will hit a tee shot. Choose the drive your team wishes to hit and all players hit from there. Continue this way until the hole is completed. Each players must contribute Two (2) drives, one each on the front nine and one each on the back nine	
Select-a-Drive / Shamble	Team game. All players will hit a tee shot. Team selects the best drive. All players will play their own ball from there. Scorecard will indicate whether Two (2), Three (3) or Four (4) scores will be used on each hole.	May be played as gross or net
Six - Six - Six	Team game. Holes 1 - 6, one best gross; Holes 7 - 12, one best net; Holes 13 - 18, one best gross plus one best net (cannot be the same players)	
Stableford / Modified	Game is based on point system in which a player wins points based on their NET score per hole: Net Eagle = 6 points; Net Birdie = 3 points; Net Par = 2 points; Net Bogey = 1 point	
Sucker in a Bucket	Team game. After 1st hole select 1 Player's score. After 2nd hole select a different player's score. After 3rd hole select a different player's score and on the 4th hole select remaining player's score. Start over on the 5th hole and continue through hole 16. On holes 17 and 18 you may use any one players score.	
Sweet & Sour	Game score is total of 8 lowest scores and your highest score	May be played as gross or net
T's & F's	Player's score on all Holes beginning T or F (2, 3, 4, 5, 10, 12, 13, 14, 15)	May be played as gross or net
Tee-It-Up	Player may choose to tee it up anywhere on the course, including the sand, up until the green	May be played as gross or net
TEN's	Player's score on all Holes beginning with T, E or N (2, 3, 8, 9, 10, 11, 12, 13, 18)	May be played as gross or net
Two Best Scores	Team game. All players complete each hole and team selects two best scores for team score	May be played as gross or net