

<b>ILGA GAME DIRECTIONS</b>	
<b>GAME</b>	<b>DIRECTIONS</b>
2 by2 Scramble	A four-person game, two partners scramble, team 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.
3s & 5s	Each player will total her net score on all par 3s and par 5s.
Back Nine	Individual game. Each player subtracts 1/2 handicap from her back nine score.
Beat the Pro	Individual Game - players low net vs Pro's gross score
Best Ball of Twosome	This will consist of a two-person team. Record the better net ball of the twosome for your team score.
Best Nine (9) Holes	Lowest NET score on any 9 holes
Blind Holes	After completion of play, pro shop will select three holes to be subtracted from the total net score.
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 net of the partners.
CHA - CHA - CHA	Hole 1 - 1 Best Net; Hole 2 - 2 Best Nets; Hole 3 - 3 Best Nets. Repeat
Christmas Wish	Individual game - subtract two worst scores, plus handicap, from gross score.
Combined Net of Partners	This is a two-person game. Partners will be randomly assigned within flights - team score will be the combined net of the two players.
Cross Country	Lower score of holes 1 vs 18, 2 vs 17, etc. Minus 50% handicap
Eclectic	This is a two-day event where you will better your score on the second day on a hole-by-hole basis to obtain one 18 hole score. If you are able to play only one day, that score will count for your total Eclectic score.
Even Holes	Individual game - each player uses net scores on nine even numbered holes.
First 4 / Last 5	Team Game. Use 2 Best Net scores on each hole on first 4 holes and 2 Best Net scores on the last 5 holes.
Front Nine	Individual game. Each player subtracts 1/2 handicap from her front nine score.
Ghost Holes	Tournament Chair chooses nine random holes to be used. Minus 50% handicap
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. Then DEDUCT 100% of your handicap
Hopscotch	1 Net Best Ball on Par 5s; 2 Net Best Balls on Par 4s; 3 Net Best Balls on Par 3s.
If Only	Individual Game. Subtract two worst scores, plus handicap, from gross score.
Irish Rumble	This is a team game. On holes 1 - 6 one net score is recorded. Holes 7 - 12 two net scores are recorded. On holes 13 - 18 three net scores are recorded

Lone Ranger / Yellow Ball	Team game. Each player takes a turn playing with a yellow ball for the duration of the hole. For example, player A uses it on hole number one, player B on the second and so on. The net score of the designated "lone ranger" is then combined with the lowest net score of the other team members to make up the team score. If the yellow ball is lost, the team will be eliminated from the format.
Low Net	Subtract handicap from total gross score
Minnesota Scramble	Player 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 3 best nets.
Mutt & Jeff	NET score on the 5 longest and 4 shortest yardage holes.
Nine Hole Blind	Once everyone tees off, the pro will select the 9 holes that will count.
Odd Holes	Individual game - each player uses net scores on nine odd numbered holes.
ONES	Individual Game. Each player uses net scores on all holes beginning with O,N,E, or S (1,6,7,8,9,11,16,17,18)
Play from 150 in	Course will be set up so that all par 4s and 5s will play from 150 yards.
Ryder Cup	The players will be divided into two groups (Red & Blue). Each foursome will have 2 Red Team members and 2 Blue Team members. The format will be 2 person (best net) Match Play. At the end of play, the team that wins the most Matches Wins. If your match is completed before you reach the 18th hole, you may continue playing. If your match is tied at the end of the 18th hole, you receive 1/2 point.
Scramble	All players will hit a tee shot. Choose the drive your team wishes to hit and all player hit from there. Continue this way until the hole is completed. Each player must contribute 2 drives.
Select a Drive / Shamble	Four-person game. This is a team game. All players will tee off; team selects best drive; all players will play their own ball from there. Use two best net scores for the team score.
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 player)
Stableford / Modified	This game is based on a point system in which players win points based on their net score per hole. 4 points = Net Eagle; 3 points = Net Birdie; 2 points = Net Par; 1 point = Net Bogey
Stroke Play	Your actual score without any incomplete holes.
Sweet & Sour	Game score is total of 8 lowest net scores and your highest net score.
TENS	Individual Game. Each player uses net scores on all holes beginning with T, E, or N (2,3,8,9,10,11,12,13,18)
Ts & Fs	Individual Game. Each player uses net scores on all holes beginning with T or F (2,3,4,5,10,12,13,14,15)
Two Best Net	This is a team game. All players complete each hole and team selects two best net for team score
Uno, Dos, Tres	Team game. Team will use one best net on par 5s, two best nets on par 4s, and 3 best nets on par 3s.