

| ILGA GAME DIRECTIONS     |   |
|--------------------------|---|
| GAME                     | DIRECTIONS  |
| 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   |
| Chapman (two man teams)  | 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. The other hits the third shot. Then players alternate shots until the ball is holed. <b>Use ½ combined handicap. Rule for missing player: Single player hit two drives and two second shots then finishes the hole.</b> |
| 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.   |

|                           |  |
|---------------------------|--|
| Flag Day                  | <p>Flag Day is a competition format in which golfers begin the round of golf with an allotment of strokes, then play the course until their strokes run out. The game gets its name from the fact that little flags are usually given to competitors to stick in the ground at the point from which their final shot is played. The golfer who stakes her flag the farthest around the course is the winner.</p> <p>Using full handicaps often means that several golfers will reach the end of 18 holes with strokes left; those golfers would go back to 1 and keep playing. Alternately, all players with strokes remaining can stop after 18 and the golfer with the most strokes remaining is the winner.</p> |
| 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.  |

Commented [JD1]:

|                          |   |
|--------------------------|---|
| 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.  |