ILGA Games_Rvsd_11-1-2026

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 3 clubs and a putter to the course.
3's & 5's	Game score on all par 3's and par 5's.
4's & 5's	Game score on all par 4's and par 5's.
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 1-14. Note: A player may choose to play holes 15-18 and record their actual scores. If a player chooses NOT TO finish playing Holes 15-18, the Tournament Chair will record their scores for 15-18.
14 Holes – Last	Game score on Holes 5-18. Note: A player may choose TO PLAY Holes 1-4 and record their actual scores. If a player chooses NOT TO play Holes 1-4, the Tournament Chair will record their score for Holes 1-4.
15 Holes	Game score on Holes 1-15. Note: A player may choose TO PLAY Holes 16-18 and record their actual scores. If a player chooses NOT TO finish playing Holes 16-18, the Tournament Chair will record their scores for Holes 16-18.
150 yards in	Course will be set up so that all Par 4's and Par 5's will play from approximately 150 yards.
Alternate Shot	50% of combined HC – Player A tees off on odd holes. Player B tees off on even holes. Play alternate shot until hole out.
Back Nine	Only Holes 10-18 are counted as the player's score.
Beat the Pro	A player's low net score vs. the Pro's gross 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.
Bets Net with a Twist	Best NET score (to Par) dropping worst Par 5, worst Par 4 and worst Par 3.
Best Nine (9) Holes	Lowest score on any 9 holes.
Bingo, Bango, Bongo	1 Point – First one on green; 1 Point – Closest to the Pin; 1 Point – First one in hole. First one on green DOES NOT apply to Par 3's – only 2 Points on these holes.
Three Blind Mice/Blind Holes	After completion of play, the pro shop will select three (3) holes to be subtracted from the total score.
Blind Partners	Two-person game. Ater the round is complete; the Tournament Chair will select partners within flights. The game score will be the combined score of the partners.
CHA-CHA-CHA	Team game. Hole 1 – 1 best score; Hole 2 – 2 best scores; Hole 3 – 3 best scores. Repeat.
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 selected ball is hit by the other player. Then players alternate shots until the ball is holed. Rule for Missing Player: Single Player hits two drives and two second shots then finishes the hole.
Chapman/Pinehurst	Best DRIVE, switch balls, HIT 2nd shot, pick best lie and alternate shot until ball is holed. Two drives per person. Hit,

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	Switch, Pick.
Choker	Select 1 person to be the Choker (MUST use her score) on each hole and 1 best NET
Christmas Wish	Net Tournament – THROW out 1 par 5; 1 par 4; and 1 par 3.
Crier's Tournament	Drop three worst (net to par) holes.
Criss Cross	Best score (to par) of holes 1 vs 10, 2 vs 11, etc. Minus 50% Handicap.
Cross Country	Lower score of Holes 1 vs 18, 2 vs 17, 3 vs 16, etc. Minus 50% Handicap.
Donut Hole	Player's score on Holes 5, 6, 7, 8, 9, 10, 11, 12 & 13.
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.
Even Holes	Player's score on Nine (9) EVEN numbered holes. (2,4,6,8,10,12,14,16,18)
Field Shots or Putts	Player records score and putts on each hole. Tournament Chair will choose Field Shots or Putts for game score.
Field Shots & Putts	Players record both score and putts on each hole. Game score is GROSS score less Putts.
First 4/Last 5 (Individual)	Player's score on Holes 1-4 and Holes 14-18.
First 4/Last 5 (Team)	Use 2 best scores on Holes 1-4 and 2 best scores on 14-18.
Fours (4's)	Player's score on all Par 4's
Front Nine (9)	Holes 1-9 are a player's game score.
Ghost Holes	Pro Shop randomly selects nine (9) holes to be used for game score.
Ghost Holes + Putts	Player keeps track of putts. Pro Shop selects none (9) holes for game score and the opposite nine (9) holes' putts are added to the game score.
Golden Tee	Each player receives a specially painted tee. It can be used to tee your shot up anywhere (except on the green) until it is lost or broken.
Gross and Net	Team game. Count 2 GROSS scores on Par 3's; 1 GROSS and 1 NET on Par 4's (cannot be the same player) and 2 NET scores on Par 5's.
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.
Honest Jane/John (Guess your Score)	Guess what your score will be and give it to the Tournament Chair or Pro Shop Staff prior to teeing off. It will be written on the pairings sheet as you check in. Winner is who guesses closest to their 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.
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
Just 4 Fun	Players with the greatest number of 4's wins.

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Kiss my Putt	Least number of PUTTS per round.
Lone Ranger	Team game. Each player takes a turn playing as the Lone Ranger for the duration of a hole. The score of the team is the "Lone Ranger Ball" combined with the lowest score of the remaining team members. The Lone Ranger rotates each hole.
Long & Short	The two-person team, before playing each hole, must decide which player will make field shots and which player will play from 75 yards out through the hole. (These two positions may be changed on each hole. One score will be recorded per hole. At the end of the round, add both handicaps together, divide in half. Subtract this from your gross score and place in the NET column. This is a nonpostable game.
Low Gross	Low GROSS score
Low Net	Low NET score (to par). Subtract your handicap from your total gross 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 Nines	Best Net (to par) total of the easiest 9 holes by course hole handicap.
Low Putts	Players record their score plus their putts on each hole. Game score is their total number of putts for 18 holes
Match Play (2 person)	Scorecard is popped off of the low player's 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.
Member/Member	Grab another ILGA member as your partner. Best ball of the twosome will be used
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
Most 3's, 4's & 5's	Circle holes with NET 3's, 4's & 5's and count the circled holes (not scores).
Mutt & Jeff	Best score on the 5 longest and 4 shortest yardage holes
Odd Holes	Player's score on Nine (9) ODD numbered holes are used (1,3,5,7,9,11,13,15,17)
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
O.N.E.S.	Player's score on all Holes beginning with O, N, E or S (1, 6, 7, 8, 9, 11, 16, 17, 18)
Pars or Better	Circle NET pars or better and COUNT THE CIRCLES, not the scores
Peak Performance	Best Net (to par) total of the hardest 9 holes by course hole handicap.
Poker	Total NET score PLUS best " to par" scores on 5 best gross holes.
Pro Shop Selection	Pro Shop selects a game total – NET score, 100% HC.
Putts don't Count (Field Shots)	Record both gross and putts on each hole. For game score subtract total putts from GROSS score.
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. Use gross score. (non postable)
Ribbons	Different colored ribbons are tied to flagsticks. Each player picks a colored ribbon prior to teeing off. Players play hole as usual and keep individual score. Individual with matching ribbon to flagstick is used for team score for that hole. Low score WINS.
Ryder Cup	The players will be divided into two groups (Red & Blue). Each foursome will have Two (2) Red Team Members and Two

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	(2) Blue Team Members. The foursome 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 you 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
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 player 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 the team (3) or (4) scores will be used on each hole.
Shamble	Choose the BEST drive. Each player plays Own ball through the hole. Must have two drives each.
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	NET score. 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
Step Aside Scramble	Select BEST drive. The other 3 players hit second shot; select BEST second shot and remaining players hit net shot; continue until holed out at the green. Whoever putts out CANNOT drive on the next hole.
String Tournament	Competitors each receive a string the length of their handicap (ex., a 20 HC has a 20” long string). The string can be used 5 times during the round. 1. A putt within the length of the string is considered “ good.”; 2. The ball can be moved to a better lie or location on any part of the course other than the green, 3. If two balls from the same playing group are within one string length of each other on the fairway, each of those players receives a 1 stroke deduction from their overall score.
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. Start over on the 5th hole and continue through hole 16. On holes 17 and 18 you may use any one player’s score.
Sweet & Sour	Game score is total of 8 best NET scores (to par) and your WORST NET score (to par)
T's & F's	Player's score on all Holes beginning T or F (2, 3, 4, 5, 10, 12, 13, 14, 15)
Tee-It-Up	Player may choose to tee it up anywhere on the course, including the sand, up until the green
TEN's	Player's score on all Holes beginning with T, E or N (2, 3, 8, 9, 10, 11, 12, 13, 18)
Three Blind Mice	NET score after Pro
Tin Whistle	GROSS Score – 1 for Bogey; 2 for Par; 3 for Birdie; 5 for Eagle.
Two Best Scores	Team game. All players complete each hole and team selects two best scores for team score