

DESCRIPTIONS OF COMMON LGA GAMES

PAIRINGS:

Option 1-ABCD- 1 flight

Option 2- A/B/C/D- 4 flights, 4-person team

Option 3-Four-person teams, 2 flights with these possible combinations;

AB,AB / CD,CD or AC,AC / BD,BD or AD,AD / BC,BC

Option 4- Two-person teams, 2 flights with these possible combinations:

AB/CD or AC/BD or AD/BC

Option 5- I,F – individual, 4 flights (A,B,C or D)

GAME DESCRIPTIONS:

1BB: Two-person teams with 1 best ball used per team

2BB: Four-person teams with 2 best balls used per team

1, 2, 1, 2: One best ball on the odd holes and 2 best balls on the even holes.

2,1,2,1: Two best net on odd holes, one best net on even holes.

1, 2, 3 on 5, 4, 3: 1 best net on par 5's, 2 best net on par 4's, 3 best net on par 3's

1, 2, 3 on Six, Six, Six: 1 BB on Handicap holes 1-6, 2 BB on handicap holes 7-12 and 3 BB on handicap holes 13-18.

2 Low Putts: Foursomes, flighted as noted on the schedule. Use 2 lowest putts of the foursome per hole. Lowest total (s) win.

2 Person Nassau: 2 person teams paired by handicaps. Game divided into 3 parts of front, back, and overall. You are playing match play against the other 2-person team in your foursome. Payout will be \$4 for front, \$4 for back, and \$4 overall.

4 Clubs & Putter: Each player can only carry and use 4 clubs + their putter.

40 Balls: Flighted foursomes. Foursome must use 40 net balls by the end of the round. After each hole, the team must decide how many balls to use. Indicate on the score card the number of balls used for each hole, and the net scores of those balls per hole (+/- to par). Scorecard will have line items for the number of balls and the net score (s) +/- to par. Lowest score (s) win.

Black / Orange Challenge: Field divided into two teams- Black and Orange. Players will be paired into two-person teams according to handicaps. The format will be match play, Black two-

person team versus Orange two-person team. Three (3) points will be available per match (1 for front, 1 for back, and 1 for total). Winning team (Black or Orange) will take all the money and bragging rights.

Bonus: A bonus is a reward for a good team hole. It is in **addition to** the required number of balls on a hole. If you are playing 2 BB Plus Bonus, and your 2 best balls are net birdies or better, there is NO bonus. However, if your 3rd and/or 4th balls are net birdies, you get a bonus for each additional birdie. Just remember that the bonus score is your team's **reward** for having an exceptionally good hole.

Bookends: All holes are 2 BB except holes 1,9,10, and 18 (the bookends) are 1 Best Ball.

C.O.D.: 4 women teams. If teams are ABCD, then AB & CD play holes 1-6, AC & BD play holes 7-12, and AD & BC play holes 13-18. 1 best ball per twosome. Play in the order listed on the scorecard, not by cart seating. If pairings are AC,AC/BD,BD, it also goes by the way teams are listed on the scorecard, not the way seated in the cart. 1-2, 3-4 are pairings for holes 1 through 6; 1-3, 2-4 are pairings for holes 7 through 12; and 1-4, 2-3 are pairings for holes 13 through 18.

Foursome Net Stableford: All players points will be combined and that will be the team score. Most points win.

Lone Ranger & The Three Amigos: ABCD 2 BB Stableford. The Lone Ranger is the A player on HANDICAP holes 1-5, B player on HANDICAP holes 6-10, C player on HANDICAP holes 11-14, D player on HANDICAP holes 15-18. After completion of the hole, count the Lone Ranger's net stableford score and the best net stableford score of the remaining players (The Three Amigos!!).

Modified Alternate Shot: 2 person teams. Each player hits a drive on every hole and then players pick the best drive. From the best drive the team will play Alternate Shot until the ball is holed. If your drive is picked, your partner plays the second shot and you continue alternating shots until the ball is holed out.

Odd/Even Toss: Throw out one odd and one even hole at the end of play.

O.N.E.S: Two best net balls on the holes that start with O,N,E, or S (1,6,7,8,9,11,16,17,18). For all other holes (2,3,4,5,10,12,13,14,15) any net birdie or better will count.

Pink / White Challenge: Field divided into two teams- White and Pink. Players will be paired into two-person teams according to handicaps. The format will be match play, White two-person team versus Pink two-person team. Three (3) points will be available per match (1 for front, 1 for back, and 1 for total). Winning team (White or Pink) will take all the money and bragging rights.

Putts/Net: Flighted foursomes. For holes 1-6, use 1 BB net; for holes 7-12, use 2 low putts; for holes 13-18, use 1 BB net, and 1 low putt (cannot be the same ball.) Record scores and number of putts on the scorecard on the line indicated. Lowest total (s) win.

Red, White, Blue Challenge: This is a game that can be played when LGA day falls on a patriotic holiday (such as Flag Day). Field is divided into 3 teams (Red, White & Blue). Teams set up by handicap, 2 person teams, 1 Best Ball. Each team's Better Ball score will be added to others on the same team. Winning team gets 2/3 of purse, second place gets 1/3 of purse. Maximum score of net double bogey will apply.

Scramble: All players tee off and choose the best shot. All players then hit from that location and again choose the best shot. Play continues in that manner until the hole is completed. Two drives will be required from each player (winter season game).

Scrambled Scramble: Holes 1-9: Scramble (each person tees off and you take best shot). Each person hits from that ball location. Repeat each shot until ball is holed. Holes 10-18: Step away scramble. Each person tees off and you take best shot. The person whose ball is used does not hit the next shot. Continue format until ball is holed.

Shamble: Everyone hits own drive. Then each player plays own ball in from the best drive using full handicap. 2 BB of team using full handicap. One player's drive can only be used 9 times.

Six, Six, Six: 4 person teams, holes 1 through 6 are 2 best net balls, holes 7 through 12 are a shamble (use best drive of foursome, then play own ball from there-2 best balls using full handicap), holes 13-18 are scramble format.

Solheim Cup Event: Field is divided into two teams, Red and Blue. Players will be paired into two-person teams according to handicaps. Each twosome will play against their opposing twosome using the following format: Hole 1-6 better net ball of two, Hole 7-12 two-person Modified Alternate Shot, Hole 13-18 two-person Scramble. Points will be awarded as follows: 1 for Better Ball, 1 for Alternate Shot, and 1 for Scramble (1/2 point awarded for ties in each event). Winning team (Red or Blue) will take all the money and bragging rights. (Winter season game)

Stableford: Scoring – Net bogey-1 point, Net Par-2 points, Net Birdie-3 points, Net Eagle-5 points, Net Albatross-8 points.

Step Aside Scramble: All players tee off and choose the best drive. The person whose drive is taken does NOT hit next shot (3 players only). Continue with this format until ball is holed out.

Strike Three: Four-person team, 2 BB. Throw out any three holes when play is completed.

Strike 3-4-5: 2 Best Net balls - Throw out worst par 3, worst par 4 and worst par 5.

Team Quota: Your handicap is subtracted from 36. This becomes the "quota" that you must meet. Based on GROSS scores, you get 5pts for eagle, 3pts for birdie, 2pts for par, 1 pt. for bogey. The goal is to get more points than your quota. For the team score you will add all 4 quotas together.

Tee Switch: On ODD holes all players play from the V tees. On EVEN holes all players play from the VI tees. 2 Best Balls (net).

T & F: 2 best net balls on all holes starting with a **T** or **F** (2,3,4,5,10,12,13,14,15). Any Net Birdie or better will count on all other holes (1,6,7,8,9,11,16,17,18).

Triple Play: AB/CD - 2 person teams, Holes 1-6 will be 1 Best Ball, Holes 7-12 will be Modified Alternate Shot, Holes 13-18 will be a Scramble. You are playing against other 2-person teams in your flight.

Waltz: Hole 1- 1 best net of foursome. Hole 2- 2 best net of foursome. Hole 3- 3 best net of foursome. Repeat in groups of 3 holes. Scoring: low net to par. Reminder: use the actual holes on course not your personal starting hole.

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