

Updated/Reviewed: 18 October 2025

## **2026 IKE CUP Terms of Competition**

### **Cutoff Date to join: 26 March 2026**

The Ike Cup, named after Dwight D. Eisenhower, is an EMGA tournament format like the Ryder Cup. EMGA members will qualify throughout the season for team eligibility and compete in a two-day tournament.

### **Dates: Qualification Period: 26 March – 3 Sep 2026**

Flight determinations based on Handicap Indexes on 26 March 2026

Round 1 – Sunday, 13 Sep 2026, Blue Course, 0800 Shotgun

Round 2 – Monday, 14 Sep 2026, Silver Course, 0800 Shotgun

### **Entry Fee: \$5.00**

**Prize Money:** Based on 100 entrants. Total Purse: \$500

Winning team purse: 67% of total purse divided by 12 for each member: \$27.92 per member

Losing team purse: 33% of total purse divided by 12 for each member: \$13.75 per member

**Team Captains:** Silver – EMGA President; Blue – EMGA Vice President

**Details:** To qualify, members will need a minimum of **six** scored rounds from qualifying events (OPCs, the Individual Modified Stableford tournament, the Variable Best Ball, and the two Kegel Rounds). Qualifying events will end with the OPC tournament on 3 Sep 2026. A member's best six scores from the qualifying events will decide their ranking for both Gross and Net scores. The EMGA will post weekly Ike Cup eligibility standings to the EMGA Web page and emails.

A total of twenty-four members will qualify for the Ike Cup. The 24 members will be chosen from four flights (split as equally as possible) established based on handicap indexes on 25 March 2026. Six members will be chosen from each of the four flights. The six from the first flight will consist of the top two Gross members (from white tees or longer) and the top four Net members. The remaining 18 members will be the top six Net members from within each flight 2-4. Alternates will first be chosen from within the flight of the player they're replacing as the next person up, if they have a total net score better than 438. If not, then the alternate will come from a 1-n list of players that are better than a 438 total net score from any of the flights.

**Format:** Two teams of 12 equally made up will form the Blue and Silver teams. The first day will have two Match Play team formats: Four-Ball (aka Two-Man Best Ball or Better Ball) for the first nine and Modified Foursomes (aka Modified Alternate Shot) for the second nine. Members will use 100% of their course handicaps for the Four-Ball and a team handicap (40% of team difference - select drive) for the Modified Foursomes. Course handicaps will be pulled on the first day and be good for both days of the tournament. USGA Rule 24 governs Team Competitions, Rule 23 for Four-Ball and Rule 22 for Foursomes.

Four-Ball. Each member of a two-man team plays his own ball, so four balls are in play on every hole. Each team counts the lowest of its two net scores on each hole, and the team with the lowest net score wins the hole. If the low scores are tied, the hole is tied. Winners for this 9-hole format will score 1 point; ties are half point.

Modified Foursomes. Each two-man team both hit their drives on all holes. Choose the best drive and alternate one ball taking turns until each hole is complete. The team with the lowest net score on each hole wins that hole. If their scores are tied, the hole is tied. Winners for this 9-hole format will score 1 point; ties are half point.

The second day competition will be 12 individual Match Play net score matches with 100% course handicaps. Model Local Rule H-5 is enabled, which states, "When two players from the same team are playing together in the same group, those players may give advice to and ask for advice from other during the round." Winner scores a point; ties are half point.

The captains select their members to pair up for the Four-ball and Foursomes competition. Matches for Day 1 will be worked out between the two captains with the home team going first. Matches for Day 2 will be decided after Day 1 concludes with the home team selecting a player first and then the away team selecting their player, then alternating until all 12 matches have been decided. The home team is always the Silver team.

### Team Composition

<b>Silver Team</b>	<b>Blue Team</b>
Flight 1 - Gross 1	Flight 1 - Gross 2
Flight 1 – Net 2	Flight 1 – Net 1
Flight 1 – Net 3	Flight 1 – Net 4
Flight 2 – Net 1	Flight 2 – Net 2
Flight 2 – Net 4	Flight 2- Net 3
Flight 2 – Net 6	Flight 2 – Net 5
Flight 3 – Net 2	Flight 3 – Net 1
Flight 3 – Net 3	Flight 3 – Net 4
Flight 3 – Net 5	Flight 3 – Net 6
Flight 4 – Net 1	Flight 4 – Net 2
Flight 4 – Net 4	Flight 4 – Net 3
Flight 4 – Net 6	Flight 4 – Net 5

The tiebreaker for qualifying will be decided (1) lowest round, (2) lowest two rounds, (3) lowest three rounds, (4) lowest four rounds, (5) lowest five rounds, (6) coin-toss.