

APRIL 27th & 28th

9:00am Shotgun Start
MUST BE AVAILABLE BOTH DATES

2 DAYS | 54 HOLES 3 9-HOLE ROUNDS EACH DAY DAY ONE BACK 9 @ 9:00AM DAY TWO FRONT 9 @ 9:00AM TOTAL TWO-DAY POINTS \$50 per player (Covers BOTH days)

SPACE LIMITED. RESERVE YOUR SPOT NOW!

Entry's due by April 15th



SIGN-UP NOW



BI-ANNUAL MEMBER-ONLY

RYDER CUP

FORMAT

DAY 1 | SHOTGUN START | 9:00AM | BACK 9 (HOLES 9-17)
DAY 2 | SHOTGUN START | 9:00AM | FRONT 9 (HOLES 1-8 & 18)

Entry covers weekend tournament greens & carts fees, lunch and a lot of fun!

ROUND 1

MORNING SESSION FOUR BALL - BEST BALL

In Fourball, each member of a two-person team plays his/her own ball, so four balls are in play on every hole. Each team counts the lowest of its two scores on each hole. The team whose player has the lowest score wins the hole. If the low scores are tied, the hole is halved.

ROUND 2

MID-SESSION

FOURSOMES - ALTERNATE SHOT

In foursomes, each two-person team plays one ball per hole with the players taking turns until each hole is complete. Players alternate hitting tee shots, with one leading off on odd-numbered holes, and the other hitting first on even-numbered holes. The team with the low score on each hole wins that hole. If their scores are tied, the hole is halved.

ROUND 3

LATE SESSION

SINGLES

In singles, each match features one player from each team. The player with the lower score on each hole wins that hole. If their scores are tied, the hole is halved.



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RULES

MATCH PLAY FORMAT

Overall score is not in play. Therefore if a player/team has scored a par and your team is putting for a bogey, go ahead and pick up and move to the next hole to keep pace of play.

POINTS

l Point per Match.

In the event of a tie on the final day, teams will enter a Sudden Death match. Format will be selected by random drawing. I Team from each side will be selected to face-off head-to-head on Hole I. i.e.: If Team A wins the hole, the tournament is over and Team A wins. If the hole is halved, I more team from each team will be selected to face-off. This will continue until a team has scored.

TEE MARKERS

Ladies- Red | 65+ Men- Red | 60+ Men- White | U60 Men- Blue Players are allowed up to two club lengths behind tee marker.

LIFT, CLEAN & PLACE

We will play the ball up. Players are allowed a scorecard to reposition their ball. No closer to the hole and not allowed to change cuts of grass. I.e.: Rough to fairway, vice-versa, etc.

OUT-OF-BOUNDS

Boundary Stake locations will be provided morning of. Stroke & Distance is the ruling. Player can take a drop no closer to the hole and as far back as needed while assessing a l Shot Penalty. i.e.: l goes in the woods, take a drop for 2, and hitting 3 on your next shot.

PUTTING ON THE GREENS

If there is visible damage in the way, discuss with opposing players/team and find a resolution no closer to the hole. A hole, like #3, where closer to the hole may be the only resolution- again, converse with the other team and decide what is just & fair.

NO GIMMIES

Everything must be putted out!

