## Ryder Cup Rules

The game consists of three six hole segments.
Handicaps will be applied on holes 1-6 only at 100\%

## Holes 1-6 is "Best Ball"

Rules:

1. Each Player plays his own ball throughout these holes.
2. On each hole the lowest score (or "best ball") for the team is recorded.

## Holes 7-12 is "Alternate Shot"

## Rules:

1. Each player hits a tee shot from these holes.
2. The team then selects one tee shot from which to play the next shot. The player whose tee shot is not selected plays this shot.
3. The other player hits the next shot.
4. Players continue to play alternate shots until the ball is in the hole.
5. Each player must contribute at least two drives.

## Holes 13-18 is "Two Man Scramble"

Rules:

1. Each player hits a tee shot on these holes.
2. The team decides which shot is the most desirable.
3. Both players will play their next shot from that spot.
4. The best second shot is then chosen. The team will then play their next shot from that location
5. This procedure continues until the ball is in the hole.
6. Each player must contribute at least two drives.

## If team A and Team B tie for the lowest net. Then the hole is halved.

## If playing as a twosome, Play is best ball throughout.

Unfortunately, this game can only be played by teams of two. If your group is a threesome, one player will have to play a regular game of golf while the other two can participate in the Ryder Cup competition.

## Have Fun!

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