

Ryder Cup Tournament

2 rounds of 18 holes (36 holes total)

2 teams of 16 players:

Europe

v

Rest of the World

Round 1 – Alternate Shot

Round 2 – 2-man Scramble

Pairings for each of the 2 rounds are decided by the team captains. Pairings for each of the 2 rounds do not have to be the same.

Round 1 – Alternate shot

4 players per flight - 2 players from each team playing in pairs. Pairs play ONE ball on each hole, in alternating order. Each pair must alternate the order in which they tee off, i.e. one partner tees off on all odd-numbered holes, the other tees off on all even-numbered holes.

Round 2 – Two-man Scramble

4 players per flight – 2 players from each team playing in pairs. After each player in a pair plays a stroke, they compare the results and select the best one. Both players in the pair then play the next stroke from that same spot. Each player in a pair must play at least SIX tee shots.

Scoring – Matchplay

The players who complete the hole in the fewest number of strokes (including strokes made and penalty strokes) win the hole. If you and your opponent have the same number of strokes (including strokes made and penalty strokes), the hole is tied or "halved".

The match is won when one pair is winning by more holes than remain to be played.

Each match is worth 1 point.

A tied match is worth ½ point to each team.

8 points are available in each of the 2 rounds. 16 pts are available in total. 8 ½ points are required to secure team victory.