

Woodsmen Ryder Cup (2025)

Formats – Rules – Forward Tee Policy

1. Teams assembled according to handicap. Concerted effort to get teams as equal as possible
 - Teams will be chosen Monday 13 Oct, watch your email. **Please have your HDCP current by then.**
 - HDCP's will be run daily during the tournament. Please enter your scores on the day you play.
2. Daily pairings assembled randomly by computer
 - Goal is to have as many players play with different men as possible
3. Games
 - Day 1: Head-to-head (Singles Match Play)
 - 2: 4 Ball
 - 3: Individual (No Ryder Cup – Stapleford Only)
 - 4: Total of 2 nets
4. Matches
 - Ryder Cup net of lowest handicap each day
 - Stapleford matches play to gross nut
 - -1 point for triple bogey (or worse), 0 for double bogey, 1 for bogey, 2 for par, 4 for birdie, and 8 for eagle.
5. Scorecards
 - Prepared/handed out each day
 - Dots already on card
 - Ryder Cup Handicap reflects playing off low handicap's ball
 - Stapleford Match played with gross handicap
 - At end of day give Jim/BJ/Vince your scorecards
 - Need to know team that won Ryder Cup match
 - Gross score only no nets plus Stapleford points by hole and total
 - Computer calculates nut and verifies Stapleford Points
6. Play from pre-determined Back, Mid or Fwd tees, declare your preference prior to the event.
7. Gimmies
 - Game is match play so OK but protect the field for Stapleford
8. Daily Summary Sheet
 - Jim will make them available about but not earlier than 5PM in his room. **Please do not stop by until then, if the door is locked, we are not ready.**
 - Includes
 - Next days' pairings/game
 - Daily cum Ryder Cup scoring
 - Daily cum Stapleford leaderboard

9. Don't try to win on a minor technicality
 - Not cutthroat golf and not gentlemen's golf. A reasonable place in between.
10. Play the ball as it lies everywhere on the course.
 - May make a lift – clean – place decision each day
 - Through the general area (everywhere except penalty areas, bunkers, tees)
11. Play left and right woods as red staked penalty areas.
 - Follow the contour of the hazard line for relief
 - Must be certain or virtually certain ball is in penalty area
12. Out of bounds options (Your call)
 - Treat as a red staked penalty area
 - 1 Stroke Penalty - 2 club lengths from the point the ball crosses the out of bounds markers
 - 2 Stroke Penalty – Application of E5 Rule
13. Water hazards – standard rules but use drop areas if marked.
14. Lost balls, roots, rocks etc.,
 - If a tree root impacts forward swing, then one club relief no closer to the hole. No Penalty. Roots impacting backward swing or stance, play the ball as it lies.
 - In all cases use your best judgement as to relief if agreed upon from your competitor.
 - Nearest point of relief no closer to the hole.
 - For many reasons a well hit ball might simply disappear because of leaves or high rough.
 - After three minutes looking for a ball that all agree is lost in the fairway or rough then the player may drop a ball as close as possible to where the group agrees the ball landed with no penalty. This applies only to the fairway and grass rough immediately adjacent to the closely mown fairway.
 - Balls lost in penalty areas and wooded areas not designed to be part of the mown rough are excluded from this rule.
15. Weather calls on a daily basis.