

## Sager Ryder Cup

Links/Canyon/Meadow

Sunday September 7, 2025

Tee Times start 7:21 AM on Links

**Format:** The field will be broken into two Ryder Cup teams drafted by Captains and paired according to teeing ground and handicap. **Three different nine-hole formats.** 1. Alternate shot (Foursomes) match play, 2. Four-ball (Better Ball) match play, and 3. Individual (Singles) match play.

**For the first nine holes: (Alternate Shot) teams may decide who tees off on the first hole for the Alternate shot format and that player must then tee off on holes 1, 3, 5, 7, and 9. Player 2 must then tee off on holes 2, 4, 6, and 8. After the tee shot the players will alternate shots on the same ball until it is holed. Teammates will alternate tee shots regardless of who holes the final shot on previous hole. Should a provisional ball, e.g. off the tee, be necessary for a ball potentially lost or OB the partner that did not hit the first shot hits the provisional.** The handicap strokes on the card are applied to the team gross score. One point available for the winning team. ½ point for each team if the match is tied.

**For the second nine holes (Four Ball) each player will play his own ball and record gross scores.** One point available for winning team. ½ point for each team if match is tied.

**For the final nine holes (Singles) each player will play his own ball, record gross score.** Each player will be competing against one player from the opposing team. Total of 2 points available: 1 for each individual match and/or ½ point for each player if the match is tied.

**Flighting/Handicap:** Players paired by tee (due to Captains selections and roster make-up, players may be paired on different tees). In either case players will be given 50% of their team course handicap for the Alternate shot (Foursomes) format and 85% of their team course handicap for the Four-ball (Pair Better Ball) format and 100% of their course handicap for the Individual Match format.

**Teeing Ground:** See Scorecard for each player's teeing ground.

**Method to be used if Partner is missing:** The event committee will attempt to sub a player from a waitlist, or you may elect to

play solo competing for CTP contests and skins. You will also compete for up to 2 team points. One point in Four-ball (Pair Better Ball) and one point Individual Match. The 1 point for Alternate shot and the 1 point for missing player's individual match are forfeited. Or, you may receive a refund and forfeit all 4 team points. Your partner is not eligible for a refund unless he cancels in advance

**Recording Scores:** Teams should exchange scorecards. Record gross scores on the scorecard. If you pick up in the better ball portion, record the score you most likely would have made on the hole. Teams are to keep their own scores as well as act as a marker for another team in your group. Verify the score for each hole at the turn and at the end of the round. **You also must record your start time (if it is different than what is shown on the scorecard) as well as your turn and finish times.** Player and marker must sign the scorecard prior to turning it in to the scoring table immediately following the round. **The penalty for turning in an incomplete scorecard is disqualification.**

**Closest-to-the-Pin (CTP) Contests:** On the Links, two par three holes have individual competitions that pay \$50.00 each. **When the Alternate Shot format is played, both teammates will tee off on the Par 3 Hole for the CTP competition. However the team will have to officially play the ball of the person required to tee off on those holes.**

On Canyon and Meadow - three par-three holes have individual competitions that pay \$50.00 each. A separate \$5.00 contest is included with the registration for a fourth par-3 Glory Hole using a special measuring device. Measurement of CTP is from the flagstick to the front of the ball on the green.

**Hole In One Contest:** Included with Membership Registration.

**Skins Game:** A \$10 Basic Skins Game with two pots one for gross and one for net is included with registration for the last 2 nines (Better Ball and Individual Matches). The field will be placed into one flight (player vs field), payout will be low gross and low net scores. A putt conceded by your opponent must still be holed to be eligible for skins payout.

**Red Jacket SLR Points:** Team events are limited to Participation points only.

**Ties:** A Tie between the Two Ryder Cup Teams will result in a sudden death playoff between Team Captains. Captains may elect to appoint a team member for the playoff but must agree on the tees to be played.

**Hard Card/Local Rules:** Rules can be found on the website at [www.fhmgc.com](http://www.fhmgc.com). Abbreviated version, including drop zones, will appear on the back of the scorecards, if not scan the QR code on the front of the scorecard.

### Prizes

Prizes are in the form of Pro Shop credit. Credits can accumulate through the season, but must be spent by December 31, of this year (no exceptions). Prize amounts and distribution are based on number of players and will be posted the day of the tournament.