

2026 HBF Ryder Cup

Player Manual

(pictured – Barefoot Fazio #18 & Clubhouse)



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HBF Ryder Cup

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Formats of Competitive Play, Marquee Match, & Scoring

Competitive Rounds

We will participate in four rounds of competition in the following formats:

- 2 Man Best Ball @ Carolina National Golf Course (Heron & Ibis)
- 2 Man Modified Alternate Shot @ Barefoot Love
- 2 Man Scramble @ Barefoot Dye
- Singles @ Barefoot Norman

Marquee Match

- Each day there will be a marquee match played as the last match of the round
 - Except for Day 1 where the Team Blue Captain & Vice Captain will play against the Team Red Captain & Vice Captain in the marquee match, which will be the **FIRST** match of the day)
- This match is worth a total of 1.5 points to the winning team
- A match that ends in a tie will reward each team with .75 points
- A player can only play in 1 marquee match per Ryder Cup

Scoring

The winning team will need to reach **29** points first to win. There is a total of 57 points available thru all four rounds. Scoring for each match is as follows:

- Win = 1 point for the winning team per match
- Tie = .5 point for each team per match
- Loss = 0 points for losing team per match
- Marquee Match Win* = 1.5 points for winning team per match
- Marquee Match Loss * = 0 points for losing team per match
- Marquee Match Tie* = .75 points for each team per match

Pre-Competition Schedule

Key Dates

Below is a list of key dates prior to the 2026 HBF Ryder Cup that each player needs to be aware of:

- Thursday, Jan. 8 @ 6:30 p.m. – 2026 HBF Ryder Cup Draft @ Rooster's Fern Creek
 - We have the party room reserved from 6:00 p.m. – 9:00 p.m.
- Friday, January 12 – Payment due in full
- Saturday, Jan. 31 @ 6:00 p.m. – Day 1 Pairings Party (Location TBD)

Competition Schedule

Key Dates

Below is a schedule of the dates we are playing:

- Wed., Feb. 4 @ Carolina National Golf Club – 2 Man Best Ball
 - **Carolina National GC** – 1643 Goley Hewett Rd SE, Bolivia, NC 28422
 - First tee time – 9:08 a.m. – **DOUBLE TEE TIMES!!!!!!**
- Thurs., Feb. 5 @ Barefoot Love – 2 Man Modified Alternate Shot
 - First tee time – 8:44 a.m.
- Friday, Feb. 6 @ Barefoot Dye – 2 Man Scramble
 - First tee time – 9:00 a.m.
- Saturday, Feb. 7 @ Barefoot Norman – Singles
 - First tee time – 9:24 a.m.

Post Competition Schedule

Key Dates

Below is a schedule of activities following the 2026 HBF Ryder Cup:

- Saturday, Feb. 7 @ 7:00 p.m. – 2026 HBF Ryder Cup Awards
 - Landshark Bar & Grill North Myrtle Beach
- Super Bowl Sunday Round @ Barefoot Fazio
 - \$20/player entry fee
 - 4 Man Scramble (all four players tee off, select best tee shot, continue in this matter until holing out; max 2 putts)
 - Teams will be drafted at Landshark Bar & Grill following awards ceremony

Post Competition Schedule (cont.)

- Super Bowl Sunday Round @ Barefoot Norman (cont.)
 - Based on 24 players @ \$20/player (6 teams):
 - 4 Man Scramble
 - Total Pot = \$480
 - 1st place = \$320, \$80/player
 - 2nd place = \$160, \$40/payer
 - Teams will be determined by a draft; top 6 handicap players will be the captains and will draft teams from B, C, and D bucket players
 - Team Handicaps will be calculated by the USGA recommended formula
 - 20% Player A
 - 15% Player B
 - 10% Player C
 - 5% Player D

Competition Formats

- 2 Man Best Ball
 - Each player on both teams will tee off
 - Each player will play their ball from tee to green until holing out
 - The best net score, per hole, wins the hole
 - In the event of 2 of the same best net scores, that hole will result in a “push” and play will proceed to the next, sequential hole
 - If the match is tied after 18 holes, the match will end in a tie, .5 point awarded to both Team Red and Team Blue (.75 for Marquee matches)
 - Players will receive 100% of their index for NET skins
 - Players will receive 100% of their index for the match, which will then be adjusted by zeroing out the lowest handicap player and adjusting the remaining 3 players
 - Example:
 - Team Red – Player A (8), Player B (14)
 - Team Blue – Player A (4), Player B (12)
 - After Zeroing Out
 - Team Red – Player A (4), Player B (10)
 - Team Blue – Player A (0), Player B (8)
- 2 Man Modified Alternate Shot
 - Each player on both teams will hit a tee shot
 - Each team will select the best tee shot and proceed to alternate shots until holing out

- The best net score, per hole, wins the hole
- In the event of 2 of the same best net scores, that hole will result in a “push” and play will proceed to the next, sequential hole
- If the match is tied after 18 holes, the match will end in a tie, .5 point awarded to both Team Red and Team Blue (.75 for Marquee matches)
- Handicaps for this format will use the following equation:
 - $(\text{Player A Index} + \text{Player B Index}) \times .375$ (or 50% of 75%)
 - Example:
 - Team Red - Player A (9), Player B (10)
 - $(9 + 10) \times .375 = 7$
 - That team would receive 7 strokes
 - That team would receive 100% of those strokes for NET skins
 - That total will be adjusted once both team's handicaps are determined
 - Example:
 - Team Red - Player A (9), Player B (10) = 7 strokes
 - Team Blue – Player A (6), Player B (16) = 8 strokes
 - Team Red = 7 for NET skins
 - Team Blue = 8 for NET skins
 - After zeroing out:
 - Team Red = 0 (for the competition)
 - Team Blue = 1 (for the competition)
- 2 Man Scramble
 - Each player on both teams will hit a tee shot
 - Each team will select their best tee shot and drop from there within one club length, but not changing the lie (e.g. – cannot move ball from first cut to fairway, rough to first cut etc.)
 - Each team will proceed to select their best shots until holing out
 - The best net score, per hole, wins the hole
 - In the event of 2 of the same best net scores, that hole will result in a “push” and play will proceed to the next, sequential hole
 - If the match is tied after 18 holes, the match will end in a tie, .5 point awarded to both Team Red and Team Blue (.75 for Marquee matches)
 - Handicaps for this format will use the following equation:
 - $(\text{Player A Index} + \text{Player B Index}) \times .33$
 - Example:
 - Team Red - Player A (3), Player B (17)
 - $(3 + 17) \times .33 = 7$
 - That team would receive 7 strokes
 - That team would receive 100% of those strokes for NET skins

- That total will be adjusted once both team's handicaps are determined
- Example:
 - Team Red - Player A (3), Player B (17) = 7 strokes
 - Team Blue – Player A (4), Player B (9) = 4 strokes
 - Team Red = 7 for NET skins
 - Team Blue = 4 for NET skins
 - After zeroing out:
 - Team Red = 3 (for the competition)
 - Team Blue = 0 (for the competition)
- Singles
 - Each player will tee off
 - Each player will play his own ball until holing out
 - Each player will play their ball from tee to green until holing out
 - The best net score, per hole, wins the hole
 - In the event of 2 of the same best net scores, that hole will result in a "push" and play will proceed to the next, sequential hole
 - If the match is tied after 18 holes, the match will end in a tie, .5 point awarded to both Team Red and Team Blue (.75 for Marquee matches)
 - Players will receive 100% of their index for NET skins
 - Players will receive 100% of their index for the match, which will then be adjusted by zeroing out the lowest handicap player and adjust the remaining 3 players
 - Example:
 - Team Red – Player A (8)
 - Team Blue – Player A (4)
 - After Zeroing Out
 - Team Red – Player A (4)
 - Team Blue – Player A (0)

Competition Playing Rules

- No player can play **against** another player, as an opponent, more than 2 times during 1 HBF Ryder Cup
- No player can play **with** another player, as a teammate, more than 2 times during 1 HBF Ryder Cup (this excludes singles, players can be in the same foursome on Singles Day)
- Players must putt out everything for the sake of the NET skin competition

Competition Playing Rules (cont.)

- Players are not expected to attend each pairing session, but are free to do so
 - Each day's pairings will be posted to the Myrtle Beach 2026 Facebook page
- Players are expected to arrive at least 30 minutes prior to their tee time and be ready to play 5 minutes prior to their tee time.
- All players are expected to play each round of competition.
 - In the event a player cannot play due to illness, injury, family emergency etc.:
 - The team that player is on will then sit one additional other player (if it's a 2-man format that day)
 - The opposing team will sit 2 players from competition, but can play for skins that day (Captain's choice)
 - If it is Singles day, the opposing team will only sit 1 player (versus 2 for the 2 man matches)
 - Regardless of 2-man competition or 1 man (Singles), the match that is not played b/c of players sitting will result in a .5 point for both teams
 - No player can sit out more than 1 round of competition
 - The Captains and Vice Captains will make the choice as to whom will sit out and that decision is final
- Inclement Weather
 - In the event that a round of competition is interrupted by inclement weather and we are NOT able to resume play that day, the following course of action will be taken:
 1. All matches that have completed 9 holes at the time of suspended play will be considered complete and the result will be determined by the match score at the end of 9 holes,
 2. Any matches that have not completed 9 holes at the time of suspended play will be considered a Tie regardless of current score at the time the match is suspended, both teams will be awarded a .5 point, .75 for the marquee match
 3. Any match that has been fully determined (closed out) at the time of suspended play will be considered closed out, points awarded appropriately.
 4. If all play is suspended prior to the beginning of our round of competition, all matches will be considered a tie and each team will be awarded a .5 point per match, .75 for the marquee match. Each player will receive a rain check for this round to be used by a given date determined by the pro shop. This can likely be used for next year's trip.
 5. It is at the discretion of the commissioner to assess any potential forecasted weather threats to determine if a round should be limited to 9 holes prior to the beginning of play on any given day.

- Zero Pot

- For an additional (and optional) \$10, each player can enter the Zero Pot
- To qualify for a cut of or the whole pot, a player must get a clean 4-0
- Example:
 1. Total # of players in Zero Pot = 44
 2. Pot Total = \$440
 3. 1 Player goes 4-0, that player wins an additional \$440
 4. 2 Players go 4-0, each player wins \$160 etc.
- The carryover from 2025 is \$800 which will be added to the 2026 pot.

- Playoff Tiebreaker

- In the event that at the conclusion of all 4 rounds of competition and both teams are tied, a true alternate shot tie-breaker playoff will take place to determine the 2026 HBF Ryder Cup Championship team.
- Teams will consist of 5 players that are Captain's choice, but MUST include the Captain for each team.
- The 5 players will be submitted to the Commissioner at least 5 minutes prior to the first tee shot of the playoff, with the determined order the team will play.
- The format will be true alternate shot. Each team will tee off, alternating players for each shot based on the predetermined order each team's Captain provided to the Commissioner until holing out.
- The winner will be determined by the best aggregate score over 3 holes; if the teams are still tied at that point, we will move into sudden death where best score on 1 given hole wins the 2026 HBF Ryder Cup

Golf & Lodging Costs

- Below is a grid of the golf & lodging packages (Reminder: this includes a breakfast at the clubhouse each morning)

Package #	Cost	Nights	Golf Rounds	Rounds Included	Arrival (check-in)	Depart (check-out)
1	\$671.79	6	5	Carolina National BF Love BF Dye BF Norman BF Fazio	Tuesday, Feb. 3	Monday, Feb. 9
2	\$635.79	5	5	Carolina National BF Love BF Dye BF Norman BF Fazio	Tuesday, Feb. 3	Sunday, Feb. 8
3	\$550.16	5	4	Carolina National BF Love BF Dye BF Norman	Tuesday, Feb. 3	Sunday, Feb. 8

Player Code of Conduct

- Day 1 Pairings will be held on Saturday, Jan. 31 @ a location that is TBD
- Day 2-4 Pairings will be held in the Commissioner's room for the Captains, Vice Captains – please limit it to those people UNLESS your Captain has extended the invite to you
- Pairings will be posted to the FB page following completion
- Players are expected to arrive at least 30 minutes prior to their tee time and be ready to play 5 minutes prior to their tee time
- This is our third year at Barefoot – let's build on the great memories we've already made and make the 2026 trip just as memorable!

What to do around Barefoot Resort

- **Places to eat/drink**
 - [Carolina Roadhouse](#) – 4617 North Kings Highway, 29577
 - [Landshark Bar & Grill](#) – 4846 Hwy 17 S Unit 60, 29582
 - [Blueberry's Grill](#) – 4856 Hwy 17 S, 29582
 - [Wild Wings Café](#) – 74706 Hwy 17 S, 29582
 - [Taco Mundo Cantina](#) – 4732 Hwy 17 S, 29582
 - [Dick's Last Resort](#) – 4700 Hwy 17 S, 29582
 - [Nacho Hippo](#) – 850 North Beach Blvd, 29582
 - [Barefoot Bistro](#) – 3914 Hwy 17 S, 29582
 - [The Kitchen Table](#) – 4601 Hwy 17 S, 29582
 - [Hamburger Joe's](#) – 712 48th Ave. S, 29582
 - [21 Main Prime Steakhouse](#) – 719 N Beach Blvd., 29582
 - [Crooked Hammock Brewery](#) – 4924 Hwy 17 S, 29582
 - [Lulu's North Myrtle Beach](#) – 4954 Hwy 17 S, 29582
 - [Ultimate California Pizza](#) – 4862 Hwy 17 S, 29582
 - [Umberto's](#) – 4886 Hwy 17, 29582
 - [Greg Norman Australian Grille](#) – 4930 Hwy 17 S, 29582
 - [Flying Fish Public Market & Grill](#) – 4744 Hwy 17 S, 29582
 - [Johnny D's Waffles & Benedicts](#) – 3900 Hwy 17 S, 29582
 - [Bourbon & Breeze Speakeasy](#) – 10435 N. Kings Hwy, 29572

- **Other Important Places**
 - **Kroger – 781 Main St., 29582**
 - **Wal-Mart – 550 Hwy 17 N, 29582**
 - **PGA Tour Superstore – 2310 Hwy 17 S, 29582**
 - **Walgreens – 4300 Hwy 17 S, 29582**
 - **Putters Pub – 5183 Barefoot Resort Bridge Road, 29582**