

# The Bernard Darwin Trophies

## Rules and Terms of Competition

### 1. Rules

The Bernard Darwin Trophies and the following Terms of Competition are overseen by The Bernard Darwin Trophy *Committee* (the *Committee*), which consists of four members appointed by simple majority at an annual meeting to be held in November. None of the sixteen Bernard Darwin Trophy schools may have more than one representative on the *Committee* at any time. With regards to the administration of the Bernard Darwin Trophies and the application of the Terms of Competition, all decisions taken by the *Committee* are deemed to be final.

The Rules of Golf, the Local Rules for Woking Golf Club and any temporary Local Rules published at the Golf Club will apply.

### 2. Terms of Competition

The following Terms of Competition, together with any additions or amendments as published by the Bernard Darwin *Committee* on [bernarddarwin.org.uk](http://bernarddarwin.org.uk) or at the Golf Club have been adopted by the *Committee* for the purposes of Rule 1.3 in relation to the Bernard Darwin Trophies. Numbers in parenthesis refer to the relevant rule in The Rules of Golf (<https://www.randa.org/en/rog/the-rules-of-golf>). Words in *italics* carry the meaning as defined in the Rules of Golf.

#### 2.1 Eligibility

2.1.a Any entry fees must be paid as requested by the *Committee*.

2.1.b Contestants must have spent a minimum of three full terms or the equivalent of one full curriculum year as a pupil at a participating school between the ages of 13 and 18.

2.1.c Ad infinitum a player may only represent one school in all the Bernard Darwin Trophy competitions. It is considered against the spirit of the Bernard Darwin Trophy for a contestant to represent a school in one of the Bernard Darwin Trophies if he/she has previously played for a different school in The Halford Hewitt, The Cyril Gray or The Mellin.

2.1.d Contestants must be a member of their Old School Society or its equivalent.

2.1.e For the Bernard Darwin Trophy contestants must be aged 55 or over on the first day of competition.

2.1.f For the Senior Darwin Trophy contestants must be aged 65 or over on the first day of competition.

2.1.g For the Veteran Darwin Trophy contestants must be aged 75 or over on the first day of competition.

## **2.2 Form of Competition**

### **2.2.a Bernard Darwin Trophy**

The Bernard Darwin Trophy is an event for teams of six players. The form of play is scratch *foursomes match play*, with each match consisting of three separate games of *foursomes*. If the outcome of the match is not yet known and any game finishes tied after 18 holes, that game will continue until one *side* wins a hole. In other words, a *side* must win at least two games outright to win a match.

### **2.2.b Senior Darwin Trophy**

The Senior Darwin Trophy is an event for teams of six players. The form of play is scratch *foursomes match play* with each match consisting of three separate games of *foursomes*. If the outcome of the match is not yet known and any game finishes tied after 18 holes, that game will continue until one *side* wins a hole. In other words, a *side* must win at least two games outright to win a match.

### **2.2.c Veteran Darwin Trophy**

The Veteran Darwin Trophy is an event for teams of two players. The form of play is scratch *foursomes stableford* played over one round, using an adjusted bogey scorecard. Each school may enter up to three pairs.

## **2.3 Order of play and time of starting (Rule 5.3)**

### **2.3.a Bernard Darwin and Senior Darwin**

The team and chosen order of play will be presented by the team captain or his/her representative in person to a member of the *Committee* **not less than 30 minutes before the match is due to commence**. Under no circumstances will the team order of play or pairings be accepted over the telephone or by email.

### **2.3.b Veteran Darwin**

Both members of the team must present themselves to the *Committee* member in charge of the Veteran competition to obtain a starting time.

The time of starting for the first game of each match is shown on the draw sheet. Subsequent games are expected to start at seven minute intervals. The player striking the shot from the *teeing area* at the first hole of play must present themselves to the starter at that *teeing area* five minutes prior to the time of starting. His/her *partner* may wait in a position where the shot may be expected to finish. However, they must be present on or near to the hole when the *tee* shot is struck.

## **2.4 Secondary Competitions**

### **2.4.a Bernard Darwin and Senior Darwin**

For first *round* losers there will be a Plate Competition. Each team must enter at least two pairs (and usually three pairs) into the Competition, which will consist of a scratch *stableford round* played over 14 holes. The winning team will be the one that has the highest aggregate *stableford* points from their two highest scoring pairs.

Penalty for breach: at the discretion of the *Committee*, disqualification from the following year's Bernard Darwin or Senior Darwin event (as relevant).

#### **2.4.b Veteran Darwin**

For all competitors there is a secondary competition whereby an allowance is given for the combined age of the team. This allowance is added to the team's *stableford* score on a hole-by-hole basis as indicated on the scorecard. The allowance begins from a combined age of 156 and rises thereafter. On the day of competition, a chart is displayed on the competition notice board showing the allowance by age.

### **2.5 Teeing Areas**

#### **2.5.a Bernard Darwin**

The main competition will be played from the *teeing areas* defined by white tee-markers while the Plate competition will be played from the teeing areas defined by yellow tee-markers.

#### **2.5.b Senior Darwin**

Both the main competition and the Plate competition will be played from the teeing areas defined by yellow tee-markers.

#### **2.5.c Veteran Darwin**

The main competition will be played from the *teeing areas* defined by yellow tee-markers. Optionally, the Allowance competition may be played from the *teeing areas* defined by blue tee-markers provided that both competitors of the pairing are aged 80 or over.

### **2.6 Provisional Ball (Rule 18.3)**

A player who has gone forward to a position where he/she might expect his/her *partner's* shot to finish may return to the *teeing area* to play a *provisional ball* under Rule 18.3. However, the three-minute period for search for the original ball begins as soon as his/her *partner* or either of their *caddies* begins the search.

### **2.7 Practice (Rule 5.2a)**

Rule 5.2a is modified in this way:

On the day when a player is due to compete, a player must not practice on the course before or between *rounds*.

Penalty for first breach: General Penalty (applied to the player's side's first hole)

Penalty for second breach: Disqualification for that round.

Notwithstanding this Rule 5.2a a player may play in two separate competitions (e.g. the Senior Darwin and the Veteran Darwin) on the same day without having been deemed to have practiced on the course during the first of those competitions.

## **2.8 Advice (Rule 24.4)**

Each team may nominate one *advice* giver from whom players on the team may ask for *advice* and receive *advice* during the *round*. The team must identify the *advice* giver to the *Committee* before any player on the team begins his/her *round*. The *advice* giver has the same status as a member of the side in relation to his/her team.

The *advice* giver must not point out a *line of play* or walk on the *putting green* when the ball of a team player lies on the *putting green*.

## **2.9 Transportation (applies only to the Bernard Darwin and the Senior Darwin)**

During a round, a *player* or *caddie* must not ride on any form of motorised transportation except as authorised by the *Committee*. Authorisation will only be granted in exceptional circumstances, for example a long-term medical condition supported by a formal medical note. Exceptional circumstances may also include situations where the integrity of the competition is compromised, for example when a team is incomplete unless authorisation is granted.

A *player* who will play, or has played, under penalty of *stroke and distance* is always authorised to ride on motorised transportation should such be readily available.

Penalty for breach: the player gets the *general penalty* for each hole during which there is a breach. If the breach occurs between the play of two holes, it applies to the next hole.

## **2.10 Result of Match**

The result of a match is final when it has been reported by a member of the winning team to a member of the *Committee* and recorded by a member of the *Committee* on the official match card on the competition notice board.

Ends. Last updated 22<sup>nd</sup> May 2026.