

Drive section: Black distance; white read left to right depending on distance

If miss then white die used to determine FR, ATG or OFF. Read top down, above ATG considered OFF

Miss Range: Black die Roll <= miss

If green hit then use white die reading top down to find distance from pin

Dustin Johnson					CUT WE	A B-	2016 USA
DRV	LFT	MID			3	4	5
A	14-20	4	14	1-4	0	0	0
B	6-13	4	15	5-8	-1	-1	-2
C	2-5	4	16	9-12	-2	-2	-4
D	1	3	16	13-16	-3	-3	-4
F		3	17	17-20	-5	-6	-6
14	FW	LI	MI	SI	PW	0	+1
OFF	12	10	8	6	5	CHIP	
ATG	19	19	19	18	18	FAIL	15
MISS	12	9	7	5	2	+2P	44
>35	6	5	3	2	0	+1P?	108
26-35	10	8	6	4	1	+1P	205
21-25	13	10	8	6	3	SAND	
16-20	15	12	10	8	5	FAIL	20
11-15	18	16	14	13	11	+2P	87
6-10	20	19	18	18	17	+1+P	137
<5	21	20	20	20	20	+1P	205
PUTT	>35	26-35	21-25	16-20	11-15	6-10	<5
3	19	14	15	14	12	11	
2	195	198	190	155	144	91	15

Used if playing by round (cut and before, weekend)

Used if playing hole by hole

GO rating

Recovery proximity rating

Recovery rating

Chip shots 10-209 range

Sand shots 10-209 range

Putting 10-209 range, above shown range = 1 putt

HOLE 18 PAR 5 YARDS 543

Hole info

Green adjustment for distance and fringe

-1	19-20	20	20	20	20	20	20	
FRINGE	>35	26-35	21-25	16-20	11-15	6-10	<5	HOLE

When on green place marker at distance left

Red is the OFF readings

Orange is the ATF readings

			0 LONG											
			0-2 WATER PW			3-9 ROUGH PW								
1 LFT	1 ATG-BL					2 ATG-BC			3 ATG-BR			2 RGT		
WATER PW	0-2 WATER PW	3-7 SAND SD	8-9 ROUGH CH	ROUGH CH			0-2 ROUGH CH	3-9 SAND SD		ROUGH PW (-1)				
	4 ATG-ML			ATG 0 & 9 at pin local			5 ATG-MR							
	0-2 WATER PW	3-8 SAND SD	9 ROUGH CH	3 2	1 GREEN	4	0-2 ROUGH CH	3-9 SAND SD						
	6 ATG-FL			7 ATG-FC			8 ATG-FR							
	0-2 WATER PW	3-8 SAND SD	9 ROUGH CH	0-5 FAIRWAY CH (+1)		6-9 SAND SD	0-3 SAND SD	4-7 ROUGH CH	8-9 TREES CH (-1)					
3-9 SHORT														
0 WATER PW	1-2 SAND PW (-1)			3-6 FAIRWAY PW (+1)			7-9 TREES SI (+1)							

The numbers in the section headers are use by the black 1d10 die to determine where ball ends up when missed. Some sections have secondary range checks; check yellow 1d10

Par 5 layup section; If layup shot missed use the white 1d20 die to show where missed in the left and right sections

LAYOUT					
LEFT 11-15			RIGHT 16-20		
11 WATER MI (+1)	12-15 SAND MI (+1)		16-17 FAIRWAY SI (+1)	18-20 ROUGH SI (-1)	
LEFT 1-5			RIGHT 6-10		
1 WATER MI (+1)	2-5 SAND MI (-1)		6-7 FAIRWAY SI (-1)	8-10 ROUGH MI	

Par 5 layup section; If layup shot successful use white 1d20 and middle section to determine what club left to green

Driving section: Broken into left, middle and right sections as well as distance.

Black 1d20 die=distance grade

White 1d20 die =direction (L,M,R)

<0									>20
A	A-LFT (308)			A-MID (308)		A-RGT (308)			A
WATER TEE	0-3 WATER TEE	4-5 ROUGH #3	6-9 FAIRWAY #1	FAIRWAY MI% or FW (+1)		0-1 FAIRWAY #2	2-9 ROUGH #4		OB
B	B-LFT (288)			B-MID (288)		B-RGT (288)			B
WATER TEE	0-3 WATER TEE	4-5 ROUGH #4	6-9 FAIRWAY #2	FAIRWAY MI (-1)% or FW		ROUGH LI%			OB
C	C-LFT (268)			C-MID (268)		C-RGT (268)			C
WATER TEE	0-4 WATER TEE	5-6 ROUGH LI (-1)%	7-9 FAIRWAY #3	0-5 FAIRWAY #4	6-9 TREES FW (+1)%	0-1 FAIRWAY LI (+1)%	2-7 SAND FW (+1)%	8-9 ROUGH LI (-1)%	OB
D	D-LFT (248)			D-MID (248)		D-RGT (248)			D
WATER TEE	0-3 WATER TEE	4-5 ROUGH FW (+1)%	6-9 FAIRWAY LI%	FAIRWAY LI%		0-2 FAIRWAY LI%	3-8 SAND FW%	9 ROUGH FW (+1)%	OB
F	F-LFT (228)			F-MID (228)		F-RGT (228)			F
WATER TEE	0-3 WATER TEE	4-5 ROUGH FW%	6-9 FAIRWAY LI (-1)%	FAIRWAY LI (-1)%		0-3 FAIRWAY LI (-1)%	4-9 ROUGH FW%		OB

Black 1d10 die Secondary range checks may needed to be made to determine final outcome of where ball ends up.

% denotes layup shot, if no notation 2nd shot can be made to green; if both shot types show in a section player has option

#1	MI (+1)%	or	LI (-1)	TEE: FW		#2	MI%	or	FW (+1)
#3	MI (-1)%	or	FW			#4	LI (+1)%	or	FW (-1)

Accuracy roll of 1 and 20 are considered in the MID section

Teebox shows required club to use along with any modifiers or advantages.