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NO STRATEGY				
BLACK 1D20	WHITE 1D20		BLACK 1D10	YELLOW 1D10
DISTANCE	WHERE		SECTION	Not used on drive
SAFE 1 (1 less club than shown to for drive)				
BLACK 1D20	WHITE 1D20		BLACK 1D10	
DISTANCE -1 ZONE	WHERE -1 ZONE	1 & 20 MIDDLE	SECTION	If adjusted to below F zone they do not get the middle bonus
SAFE 2 (2 less club than shown to for drive)				
BLACK 1D20	WHITE 1D20		BLACK 1D10	
DISTANCE -2 ZONES	WHERE -2 ZONES	1,2 & 19,20 MIDDLE	SECTION	If adjusted to below F zone they do not get the middle bonus
AIMING (-2 left to +2 right max)				
BLACK 1D20	WHITE 1D20		BLACK 1D10	
DISTANCE	WHERE	-2 thru +2 added to 1d20	SECTION	

L A Y U P	LAYUPS			
	BLACK 1D20	WHITE 1D20		
	HIT	PROXIMITY IN FAIRWAY		
	MISS	MISS WHERE		

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OVERRIDES				
BLACK 1D20	WHITE 1D20	BLACK 1D10		YELLOW 1D10
(20)	(20) ROLL	0	HOLED OUT?	HECK CLUB HOLED OUT CHART, OVERRIDES ALL OTHER OUTCOMES
(20) EXCEPTIONAL	PROXIMITY			ADDED TO PROXIMITY ROLL (OVERRIDES ROUGH PENALTY)
(1) DUFF?	PLAY AS NORMAL IF SHOOTING FROM ROUGH OR FAIRWAY; OTHERWISE DUFFED SHOT (hit tree, stayed in sand, etc) REHIT FROM SAME SPOT			
NO STRATEGY				
BLACK 1D20	WHITE 1D20	BLACK 1D10		YELLOW 1D10
HIT	PROXIMITY			SUBTRACT FROM PROXIMITY IF NOT COMING FROM FAIRWAY
MISS	MISS WHERE	ALL	ATG OR OFF SECTION	RANGE IN SECTION
SAFE: aiming to the middle of the green (available from LI fairway or all MI and shorter shots from fairway and rough)				
BLACK 1D20	WHITE 1D20	BLACK 1D10		YELLOW 1D10
HIT	PROXIMITY	ALL	SUBTRACT FROM PROXIMITY	SUBTRACT FROM PROXIMITY IF NOT COMING FROM FAIRWAY
MISS	PROXIMITY	0&9	SUBTRACT FROM PROXIMITY	SUBTRACT FROM PROXIMITY IF NOT COMING FROM FAIRWAY
MISS	MISS WHERE	1-8	ATG OR OFF SECTION	RANGE IN SECTION
GAMBLE: go at pin (available from LI fairway or all MI and shorter shots from fairway and rough)				
BLACK 1D20	WHITE 1D20	BLACK 1D10		YELLOW 1D10
HIT	PROXIMITY	1-8	ADD TO PROXIMITY	SUBTRACT FROM PROXIMITY IF NOT COMING FROM FAIRWAY
HIT	PROXIMITY	0&9	MISS ATG PIN SIDE	RANGE IN SECTION
MISS	MISS WHERE	ALL	ATG OR OFF SECTION	RANGE IN SECTION

C H I P S A N D A N D F R I N G	BLACK 1D20 & BLACK 1D10 (10-209 number)		WHITE 1D20
	FAIL	FAILED SHOT SHOOT AGAIN FROM SAME SPOT	
	+2P	SHOT ON GREEN, TAKES 2 PUTTS	
	+1P?	SHOT ON GREEN, DISTANCE LEFT	
	+1P	SHOT ON GREEN, TAKES 1 PUTT	
	HOLE OUT	HOLED OUT ON THAT SHOT	

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NO STRATEGY			
BLACK 1D20 & BLACK 1D10 (10-209 number)		WHITE 1D20	
3 PUTT	3 PUTTS	GREEN DIFFICULTY	
2 PUTT	2 PUTTS	(##) Add 1 putt to total (not >3)	
1 PUTT	1 PUTT	## Subtract 1 putt from total (not <1)	
LAG			
BLACK 1D20 & BLACK 1D10 (10-209 number)		WHITE 1D20	YELLOW 1D10
3 PUTT	3 PUTTS	GREEN DIFFICULTY	9 BECOMES A 2 PUTT
2 PUTT	2 PUTTS	(##) Add 1 putt to total (not >3)	
1 PUTT	1 PUTT	## Subtract 1 putt from total (not <1)	0 BECOMES A 2 PUTT
AGGRESSIVE			
BLACK 1D20 & BLACK 1D10 (10-209 number)		WHITE 1D20	YELLOW 1D10
3 PUTT	3 PUTTS	GREEN DIFFICULTY	
2 PUTT	2 PUTTS	(##) Add 1 putt to total (not >3)	0 BECOMES 3 PUTT; 9 BECOMES 1 PUTT
1 PUTT	1 PUTT	## Subtract 1 putt from total (not <1)	