

On The Green Golf Caddy - Reading a Hole Card

Overview

Once you become familiar with the Hole Cards, you'll be able to quickly identify which holes are more difficult than others, where the major trouble on the course lies, which strategies are available to you, and the risks and rewards of those strategies. Hole Cards have four distinct sections.

Hole Strategies

There are three possible strategies built into some of the holes. GO is a strategy available whenever you see the word "GO" and a number from 1-8 in the Modifier Section of the Hole Card. TEE is a strategy available whenever you see the word "TEE" in the Modifier Section of the Hole Card. "GAMBLE" is a strategy available whenever you see the word "GAMBLE" in the Special Section of the Hole Card.

Section 1 - Information Section

St Andrews - Old Course Hole 14 - Long				
WIND	GO	PAR	YARDS	HCP
W / I	6	5	618	16
GO/TEE				
When the word GO and a number appear here, eligible golfers may use the GO option. When the word TEE appears here, all golfers may use the TEE option.		To be eligible for the GO option, the golfer's GO Rating on his card must be greater than or equal to the GO value shown on the Hole Card. Any golfer may use the TEE option.		

Section 2 - Modifier Section

Section 2 - Modifier Section		
	SHOT MODIFIER	SCORING MODIFIER
SHOT -7 / 0	This number modifies the Shot roll on this hole. The number to the left of the slash is used whenever the golfer is not able/willing to use the GO/TEE option. The number to the right of the slash is used whenever the golfer is able/willing to use the GO/TEE option.	This number modifies the Scoring roll on this hole. The number to the right of the slash is used ONLY WHEN the golfer used the GO or TEE option and is ON TARGET.
SCORING -24 / -22		
EAGLE -2	EAGLE	Modifies the golfer's EAGLE range.

Section 3 - Hazards Section

HAZARDS	NORM	GO	SC	BG	
Out of Bounds?	1	1-2	[1]	+0 -5	When a golfer's Shot roll results in TROUBLE, the Activator Die is consulted to determine which of the hazards he has landed in. The column labeled "NORM" indicates the distribution of hazards when not using the GO or TEE option. The "GO/TEE" column (in this example, GO) indicates the distribution of hazards when using the GO or TEE option. Notations shown in brackets [] to the left of the NORM hazard distributions refer you to the matching notation in the Special Section of the Hole Card. The "SC" column lists the modifier to the Scoring roll that must be added for being in this hazard. The "BG" column lists the modifier to the Bogey Check that must be made if the player's Scoring result requires a Bogey Check. When an "{R}" appears, use the Rough modifier in play for today's round.
Bunker-Beardies	2		[2]	+0 -8	
Hell's Bunker	3		[3]	+0 -10	
Rough	4-5	3-4	{R}	-8	
SAND	6-7	5-6		+10 -10	
{G} Long Putt	8-9	7-8		+10 -10	
{G} Off Green	0	9-0		+10 -10	

Note the differences in the NORM and TEE columns. If a golfer chooses to play it safe, he brings the bunkers into play (20% chance). However, if he uses the GO option, he takes the bunkers out of play, but runs a greater risk of going out of bounds (20% chance).

TROUBLE	SAND	{G} and SAND rule on GO option
Once the hazard has been determined, the golfer then resolves the hole with a roll on the TRBL section of his card, applying all modifiers accumulated to this point (Scoring, Weather, Wind, Hazard, Special Notations, and Special Event). The exception to this is when the golfer is in SAND.	If the hazard is SAND (not fairway bunker), the golfer resolves the hole using the SAND section of his card, applying all modifiers accumulated to this point (Scoring, Weather, Wind, Hazard, Special Notations, and Special Event).	Whenever a golfer uses the GO option and ends up in a hazard marked "{G}", or in SAND, he is assumed to have landed there in one shot less than a golfer who played it safe. Therefore, once the Scoring roll has been resolved, deduct one stroke from the final score for the hole.

Section 4 - Special Section

<p>[1] Ball heading towards OB. Roll D10. 1-5=Out of Bounds {T}. 6-0= {R}.</p>	Whenever a hazard has a number or letter noted in brackets [], you should then refer to the Special Section for more information on the hazard. These Special Notations allow us to give certain holes a specific customization to account for unique quirks not found in most other holes (such as the Road Bunker at St. Andrews, the island green at Sawgrass, Rae's Creek at Augusta, and the Church Pew Bunkers at Oakmont). These Special notations may require one or more additional die rolls. They may also allow the golfer to make a strategic decision, such as whether to use the GAMBLE option.
<p>[2] Ball heading towards Beardies. Roll D10. 1=In Sand. Splash out. {Pitch}, then +{R}. 2-8= {R}. 9-0= ON</p>	Unless otherwise noted, all Scoring rolls resolved after applying the conditions of the Special Notation are resolved on the TRBL section of the golfer's card, adding any modifiers shown in addition to those already accumulated to this point. If no modifier is shown, assume it to be zero.
<p>[3] Ball in Hell Bunker. Roll D10. 1= Ball still in sand. {Pitch} re-roll until out. 2-0= {Pitch}, then {R}.</p>	In this example, If the hazard Out Of Bounds is the result, Special Notation [1] is in play. Roll a d10 and if the result is 1-5, the ball goes out of bounds, make another Shot roll and apply the rules for the {T} notation. If the result is 6-0, the ball stops in the rough. Roll on TRBL, using the Rough modifier for the course today.

On The Green Golf Caddy - Reading a Golfer Card

Overview

Once you become familiar with the Golfer Cards, you'll be able to quickly identify what their strengths and weaknesses are. You'll see which golfers are best at avoiding TROUBLE (and the accompanying high scores), and which ones score well. Golfer cards have three sections.

Golfer Strategies

There are three possible strategies built into some of the holes. GO is a strategy available whenever a golfer's GO Rating is greater than or equal to any GO Rating for the current hole. On other holes, a TEE strategy may be used. On still others, the golfer, when in TROUBLE, can GAMBLE to save strokes, but at the potential risk of disaster.

Section 1 - Information Section

Aaron Baddeley <i>Australia</i>	The Information Section gives you the name of the golfer and his country of origin. The information on country of origin is useful for playing Ryder Cup or international team tournaments.
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Section 2 - Shot-Making Section

SHOT - MAKING	The first phase of the game is to make a roll on the Shot-Making Section, adding any modifiers for Weather, Wind, Shot, and Special Event. This is called the Shot roll.																
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">GO</td> <td style="width: 25%; text-align: center;">4</td> <td style="width: 25%;">QP RATING</td> <td style="width: 25%; text-align: center;">71 / 9</td> </tr> <tr> <td>ON TARGET</td> <td>01 - 60</td> <td>BOGEY</td> <td>01 - 92</td> </tr> <tr> <td>TROUBLE</td> <td>61 - 99</td> <td>DBL BOGEY</td> <td>93 - 109</td> </tr> <tr> <td>SUSPENSE</td> <td><u>00</u></td> <td>TPL BOGEY</td> <td>110+</td> </tr> </table>	GO	4	QP RATING	71 / 9	ON TARGET	01 - 60	BOGEY	01 - 92	TROUBLE	61 - 99	DBL BOGEY	93 - 109	SUSPENSE	<u>00</u>	TPL BOGEY	110+	The GO Rating is used whenever a Hole Card shows a GO Rating for the hole. If the golfer's GO Rating is greater than or equal to the GO Rating for the hole, the golfer may choose the GO option and go for the green, or he may choose not to go for the green. The GO option is never mandatory.
GO	4	QP RATING	71 / 9														
ON TARGET	01 - 60	BOGEY	01 - 92														
TROUBLE	61 - 99	DBL BOGEY	93 - 109														
SUSPENSE	<u>00</u>	TPL BOGEY	110+														

The QP Rating is used exclusively with the QuickPlay charts, and has no function in the main game.

ON TARGET	TROUBLE	SUSPENSE	BOGEY CHECK
A modified dice roll in the range means that the golfer may use the ON column on his card. If the golfer has taken the GO option and also ended ON TARGET, the golfer may use the GO column for his Scoring roll.	A modified dice roll in this range or higher means the golfer has found a hazard. Check the Activator Die against the Hazard Section of the Hole Card to see what hazard the golfer found. Most hazards, except for SAND, cause use of the TRBL column on the Scoring roll.	An original dice roll of "00" causes this golfer to roll again on the SUSPENSE Card to see what Special Event has happened to them. The golfer must go immediately to the SUSPENSE Card.	Whenever the golfer receives a BOGEY result from TROUBLE or SAND, he must make a Bogey Check by rolling two dice, adding any Bogey Check modifier, and consulting the three bogey ranges found on his card.

On the Shot roll, any dice roll that is modified to 1 or less is ON TARGET. Any dice roll that is modified to 100 or more is TROUBLE.

On the Bogey Check, any dice roll that is modified to 1 or less is a BOGEY. Any dice roll modified to 100-109 is a DOUBLE BOGEY. Any dice roll modified to 110 or more is a TRIPLE BOGEY.

Section 3 - Scoring Section

SCORING	The second phase of the game is to make a roll on one of the four columns of the Scoring Section, adding any modifiers for Weather, Wind, Scoring, Hazards, Pin Placement, Special Notations, and Special Events. This is called the Scoring roll.																																			
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;"></td> <td style="width: 15%; text-align: center;">ON</td> <td style="width: 15%; text-align: center;">GO</td> <td style="width: 15%; text-align: center;">TRBL</td> <td style="width: 15%; text-align: center;">SAND</td> </tr> <tr> <td>EAGLE</td> <td></td> <td><u>01 - 13</u></td> <td></td> <td></td> </tr> <tr> <td>BIRDIE</td> <td><u>01 - 02</u></td> <td></td> <td><u>01 - 03</u></td> <td><u>01 - 03</u></td> </tr> <tr> <td>BIRDIE</td> <td>03 - 27</td> <td>14 - 74</td> <td></td> <td></td> </tr> <tr> <td>PAR</td> <td>28 - 99</td> <td>75 - 00</td> <td>04 - 59</td> <td>04 - 51</td> </tr> <tr> <td>BOGEY</td> <td><u>01</u></td> <td></td> <td></td> <td></td> </tr> <tr> <td>BOGEY</td> <td></td> <td></td> <td>60 - 00</td> <td>52 - 00</td> </tr> </table>		ON	GO	TRBL	SAND	EAGLE		<u>01 - 13</u>			BIRDIE	<u>01 - 02</u>		<u>01 - 03</u>	<u>01 - 03</u>	BIRDIE	03 - 27	14 - 74			PAR	28 - 99	75 - 00	04 - 59	04 - 51	BOGEY	<u>01</u>				BOGEY			60 - 00	52 - 00	<p style="text-align: center;">ON is used whenever the golfer rolled the ON TARGET result from his Shot roll.</p> <p style="text-align: center;">GO is used whenever the golfer rolled the ON TARGET result on his Shot roll and chose the GO option.</p> <p style="text-align: center;">TRBL is used whenever the golfer rolled the TROUBLE results on his Shot roll and is not in SAND.</p> <p style="text-align: center;">SAND is used whenever the golfer rolled the TROUBLE results on his Shot roll and ended up in SAND.</p>
	ON	GO	TRBL	SAND																																
EAGLE		<u>01 - 13</u>																																		
BIRDIE	<u>01 - 02</u>		<u>01 - 03</u>	<u>01 - 03</u>																																
BIRDIE	03 - 27	14 - 74																																		
PAR	28 - 99	75 - 00	04 - 59	04 - 51																																
BOGEY	<u>01</u>																																			
BOGEY			60 - 00	52 - 00																																

Any time the original dice roll falls within the range of numbers which appear in bold and underlined (such as ON-**BIRDIE**, ON-**BOGEY**, GO-**EAGLE**, GO-**BOGEY**, TRBL-**BIRDIE**, or SAND-**BIRDIE**) then those results are applied **immediately**. No further dice rolls, modifiers, or Bogey Checks are necessary.

ON	GO	TRBL	SAND
In this column, original dice rolls of 01 and 02 are automatic birdies. Modified dice rolls of 27 or less are also birdies. Modified dice rolls of 28 or higher are pars. And an original dice roll of 00 is an automatic bogey. No Bogey Check is needed, score a bogey for the golfer.	In this column, original dice rolls of 01 to 13 are automatic eagles (unless the range is modified by the hole's Eagle modifier). Modified dice rolls of 74 or less are birdies, and modified dice rolls of 75 or higher are pars. Treat any underlined bogey result the same as a BOGEY from the ON column.	In this column, original dice rolls of 01 to 03 are automatic birdies. Modified dice rolls of 59 or less are pars, and modified dice rolls of 60 or higher require a Bogey Check.	In this column, original dice rolls of 01 to 03 are automatic birdies. Modified dice rolls of 51 or less are pars, and modified dice rolls of 52 or higher require a Bogey Check.

QuickPlay Options - Basic

Each golfer has a QuickPlay Rating, listed next to the "QP Rating" on the Shot-Making Section of his card. The number to the left of the slash indicates which column on the scoring tables will be used when it comes time to score the round. The following steps are performed for each golfer.

STEP 1 - SHOT ROLL	STEP 2 - SCORING ROLL	STEP 3 - QUICKSCORE ROLL	STEP 4 - MODIFY SCORE
Just as in the main game, make a Shot roll to see if the golfer is ON TARGET or TROUBLE. Treat SUSPENSE results as TROUBLE.	Just as in the main game, make a Scoring roll on either the ON or TRBL columns to determine the type of Scoring Table to use.	Roll on the proper Scoring Table (BIRDIE, PAR, BOGEY) and find the score for the round. This is called the QuickScore roll.	Check the Activator Die. If it is higher than the number to the right of the slash in the golfer's QP Rating, add one stroke to the score for the round.

On The Green Golf Caddy - Playing a Hole

Overview

Let's show you how the game is played as these three golfers take a shot at the 14th hole at St. Andrews. For illustration purposes, rough is set to +5, the Weather is Sunny (-5 Shot / +5 Scoring), and we're playing with the breeze (-5 Shot / +0 Score). The pins are Difficult today (+5 Scoring).

Ted Purdy <i>United States</i>					Thomas Levett <i>France</i>					Tiger Woods <i>United States</i>				
SHOT - MAKING					SHOT - MAKING					SHOT - MAKING				
GO	4	QP RATING	71 / 8		GO	3	QP RATING	72 / 1		GO	6	QP RATING	69 / 9	
ON TARGET	01 - 64	BOGEY	01 - 94		ON TARGET	01 - 61	BOGEY	01 - 93		ON TARGET	01 - 69	BOGEY	01 - 94	
TROUBLE	65 - 99	DBL BOGEY	95 - 00		TROUBLE	62 - 99	DBL BOGEY	94 - 00		TROUBLE	70 - 99	DBL BOGEY	95 - 00	
<u>SUSPENSE</u>	<u>00</u>	TPL BOGEY	110+		<u>SUSPENSE</u>	<u>00</u>	TPL BOGEY	110+		<u>SUSPENSE</u>	<u>00</u>	TPL BOGEY	110+	
SCORING					SCORING					SCORING				
	ON	GO	TRBL	SAND		ON	GO	TRBL	SAND		ON	GO	TRBL	SAND
<u>EAGLE</u>		<u>01 - 06</u>			<u>EAGLE</u>		<u>01 - 16</u>			<u>EAGLE</u>		<u>01 - 08</u>		
<u>BIRDIE</u>	<u>01 - 02</u>		<u>01 - 04</u>	<u>01 - 04</u>	<u>BIRDIE</u>	<u>01</u>		<u>01 - 04</u>	<u>01 - 04</u>	<u>BIRDIE</u>	<u>01 - 04</u>		<u>01 - 02</u>	<u>01 - 02</u>
BIRDIE	03 - 25	07 - 66			BIRDIE	02 - 22	17 - 59			BIRDIE	05 - 31	09 - 77		
PAR	26 - 96	67 - 97	05 - 55	05 - 47	PAR	23 - 95	60 - 96	05 - 51	05 - 39	PAR	32 - 98	78 - 99	03 - 62	03 - 54
<u>BOGEY</u>	<u>97 - 00</u>	<u>98 - 00</u>			<u>BOGEY</u>	<u>96 - 00</u>	<u>97 - 00</u>			<u>BOGEY</u>	<u>98 - 00</u>	<u>00</u>		
BOGEY			56 - 00	48 - 00	BOGEY			52 - 00	40 - 00	BOGEY			63 - 00	55 - 00
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Shot-Making

Cannot use GO option (hole GO > golfer GO)			Cannot use GO option (hole GO > golfer GO)			Can use the GO option and does		
Original dice roll		94	Original dice roll		45	Original dice roll		26
Hole Shot modifier		-7	Hole Shot modifier		-7	Hole Shot modifier - GO option		+0
Sunny weather Shot modifier		-5	Sunny weather Shot modifier		-5	Sunny weather Shot modifier		-5
Breeze Shot modifier (with wind)		-5	Breeze Shot modifier (with wind)		-5	Breeze Shot modifier (with wind)		-5
Modified dice roll		77	Modified dice roll		28	Modified dice roll		16
RESULT FROM CARD		TROUBLE	RESULT FROM CARD		ON TARGET	RESULT FROM CARD		ON TARGET

Trouble

Golfer in TROUBLE, needs Hazard Check			Golfer ON TARGET, no Hazard Check			Golfer ON TARGET, no Hazard Check		
Original Activator Die roll		5						
Hazard Found		Rough						
Hazard modifier		+5						
Bogey Check modifier		-8						

Scoring

In TROUBLE, use TRBL column			ON TARGET, use ON column			ON TARGET, use ON column		
Original dice roll		69	Original dice roll		4	Original dice roll		6
Hole Scoring modifier, non-GO		-24	Hole Scoring modifier, non-GO		-24	Hole Scoring modifier, GO		
Sunny weather Scoring modifier		+5	Sunny weather Scoring modifier		+5	Sunny weather Scoring modifier		
Breeze Scoring modifier (with wind)		+0	Breeze Scoring modifier (with wind)		+0	Breeze Scoring modifier (with wind)		
Pin Placement modifier		+5	Pin Placement modifier		+5	Pin Placement modifier		
Hazard modifier, Rough		+5	no Hazard modifier		+0	no Hazard modifier		
Modified dice roll		60	Modified dice roll		-10	Modified dice roll		6
RESULT FROM CARD		BOGEY	RESULT FROM CARD		BIRDIE	RESULT FROM CARD		EAGLE

Note that Woods' original dice roll of 6 fell into the range of the bold, underlined **EAGLE** result. As per the rules, the result is automatically an eagle.

Bogey Check

Original dice roll	99
Bogey Check modifier	-8
Modified dice roll	91
RESULT FROM CARD	BOGEY

VISUALIZATION OF HOW EACH GOLFER DID

Purdy found rough, scrambled back to the green, and two-putted for bogey.

Levet played the hole perfectly, and one-putted for birdie.

Woods went for it, and came away with an eagle-three.