

RULES: STROKE SAVER GOLF

SET UP

If you're only playing 2 golfers, lay out the course so that 2 of its sheets are placed side-by-side in front of you. This suggests the look of an entire course's panorama.

If you're playing a tournament using several golfers, consult the picture on page 4 to see the suggested set up of your tabletop. See the "Quick Play Tournament" rules which appear on page 2.



PLAYING STROKE SAVER

To get a golfer's score on a hole, examine the hole on the course chart. Decide whether to Gamble for a bird or play Normally. (Some holes offer a 3rd option, the lay-up which will be dealt with later.)

Single Number Results: Roll 2 dice, add them together and refer to the "Result" column. If a plain number appears, that is the golfer's score for the hole.

X Result: If an X appears go to the Unusual Occurrence Chart which is located on the back of the Top Chart. If the Rare Occurrence chart refers you to the X-Column, return to the X-Column for the hole and roll 2 dice to obtain the score.

Split Results: If you obtain a split score (generally on numbers 7, 9 or 11) this means the golfer's score could be either the first or second result —depending upon his Skill Test result. *For example, # 9 at Augusta has a 5 / 4 result. The Skill Column (next to # 9) indicates that DL (Driver Length) will be the skill to be tested.* Now find the skill

rating for the player and roll 1 die. If the player's rating for that skill is EQUAL to or HIGHER than the die roll, the player succeeds and receives the lower of the 2 scores. If the player's rating is LESS than the die roll, he gets the worse score.

Occasionally the Skill Column will have split skill results (e.g. DL/DA). In such cases, R1d to determine which will be used. On 1-3 the first skill is used, on 4-6, the second skill will be tested.

At times 2 skills may require testing for 1 hole. Such results will read "DL & DA."

+ Results on the X Chart

Roll on the "+ Results on X Chart" Table on the Top Board to see whether the result will be the number that appeared next to the plus on the X-Column roll, or a higher number.

Green Shaded Results: Shading is ignored unless one is Gambling. Gambling is treated below under "Strategy."

Checks with Modifiers

The modifier always applies to the Golfer's Rating, not the roll. *For example, Arnold Palmer is checking his DA which is rated 3. If the hole reads DA -1, Palmer's rating is 2 instead of 3.*

STRATEGY

Golfers always have the choice to Gamble or to Play Normally. Additionally, some holes offer an additional, more careful option, to Lay Up.

Gambling: On green shaded results, apply the Skill test. If the test is passed, the score is one lower than listed on the hole's chart. If the test is failed, the score is one higher than listed. **If NOT Gambling, IGNORE the skill test.**

Lay Up: This may only be utilized on holes on which (LU) appears next to the hole's par rating. To lay up, see the Lay Up Table on the top board.

If you go for the green, simply roll on the hole as usual. A roll is made on the Lay Up Table only if the golfer decides to play safe

and lay up.

GOLF EVENT CARDS (OPTIONAL)

The use of this deck of cards is optional, but HIGHLY suggested. If you are using the deck, employ the following sequence:

1. Determine the golfer's strategy to be used on the hole for ALL of the golfers playing the hole in a group.
2. Pick a card. Often it will just say, "Play Normally." In such cases, play proceeds in the usual manner just as if the card was not used.

However, if the card does provide some direction, simply follow that direction.

For example, Sam Snead is playing Oakmont's # 2 hole. Because he trails Ben Hogan by a stroke, he decides to Gamble. He picks a card that reads in pertinent part, "Has tricky putt... May Gamble or Play it safe."

Because the cards override the normal procedure, Snead is not forced to Gamble, even though that was his pre-hole choice. Since he's not gambling on the putt, he rolls on the hole as usual. He rolls a 7. That's a par.

COURSE COLOR CODING

Some courses have some color-coded X - Column results. The coding indicates a type of trouble the golfer has encountered on a hole.

The key below provides the meaning thereof.

Trees
Sand
Water

OPTIONAL ADVANCED RULES

WEATHER

Draw a Weather Card before the start of each day's round. That card will detail what modifications – if any – must be made to reflect the day's weather conditions.

US OPEN COURSE

Courses are changed for U.S. Opens. The fairways are narrowed, the rough is higher, and the greens are faster. Accordingly, the following rating modifications are made.

DA: -1

PU: -1

HOME COURSE

The ratings of a player who is playing on his home course are improved as follows:

PU: +1

DA: +1

QUICK PLAY TOURNAMENT

To Quick Play a tournament by playing only its last round, you'll use the numerical ratings that appear in the bottom-left corner of the golfers' cards to determine which 10 golfers are "in contention" and will be followed by the TV cameras during Sunday's round.

To do so, spread out the tournament mat. This includes boxes numbered from 6 to 17. For each golfer, R2d and add the golfer's tournament rating to the result. Then place the golfer in the box, the number of which is equal to the above result.

If the tournament is a Major (British Open, Masters, U.S. Open, P.G.A.), subtract 2 from the rolls of all golfers' whose ratings are NOT followed by the letter "M." This will accomplish 2 things: 1) Lower Scores for the tougher majors, and 2) Lower Scores for all but the golfers who tend to do especially well in majors.

For example, Arnold Palmer is playing a Major. His rating is 6M. He rolls a 7 on two dice. Adding Palmer's Tournament Rating of 6, the result is 13. Place Palmer in the 14 box. His score so far is -1 under, per the 14 box on the mat. (Note that you did NOT subtract 2 from Palmer's total because of his Major (M) Rating. You would subtract 2 from the totals of all golfers who don't possess the M Rating.

The top 12 golfers will contend for the title in the last round. The higher the golfer's total (above) the better the finish. The golfers' scores relative to par are the +, -, or E numbers that appear in the boxes on the mat.

Ties: . Break ties randomly (e.g. a die roll, shuffling then drawing golfers' cards, etc).

Often several golfers will tied at a particular score (e.g. x strokes back) while there may be no golfers at a particular number or numbers of "Strokes Back" cards.

GOING FOR THE GREEN

On some Hole Cards, players will find a GO Rating for the hole. Whenever this GO Rating appears, some golfers may be eligible to use the Go For The Green Option (or, GO Option, for short). The GO Option represents a golfer going for the green in **one shot fewer** than normal (e.g. reach a par 5 in 2, a par 4 in 1).

To be eligible to select the GO Option, the individual golfer's DL Rating must be **equal to or greater** the hole's GO Rating. If the golfer's GO rating is less than the GO Rating for the hole, the golfer cannot choose the GO Option.

To Go for the Green the golfer must first pass a DL check. Passing the DL Check means that the shot is long enough to reach the green – not necessarily that it is on the green.

If the DL check was passed, the golfer rolls normally on the hole's chart, but **subtracts 1** from his eventual score (e.g. a 4 becomes a 3). This is because he has reached the green in one stroke less than normal. Further, if the hole roll results in a DL check, he needn't pass it again since he has already done so.

If the DL check fails, the golfer's ratings for ALL remaining checks on this hole are **2 worse**. Further, any subsequently rolled DL Check automatically fails. Otherwise, the golfer scores in the normal manner on this hole – he does NOT subtract 1 stroke just because he attempted to go for the green.

Example: Arnold Palmer is playing the 12th hole at Oakmont, which has a Go Rating of 5. Any golfer whose GO Rating is 5 may elect the GO Option on this hole. As Palmer's DL Rating is 5, he may choose the GO Option. Palmer rolls a 4 on his DL check. Therefore, he will score 1 less than the charts indicate when he rolls on the hole chart.

Important Note: Since this Go for the Green strategy is considered a Gamble, the hole is played invoking the Gambling Rules for the green-shaded hole results.

TABLETOP SET UP




Weather

Event Cards

Place Holder

Note: Place golfers on the course page, above or below the hole they're playing in order to save space.



17: -5

Determine order of finish as follows:

1. **R2d** and add to golfer's **T** Rating
2. Break ties first If a Fractionated Rating appears. Otherwise, do so randomly.

14: -2

If a Golfer's Tournament Rating (bottom-left hand corner of card) is followed by an **M**, in Grand Slam Tournaments ADD 1 to his roll

16: -4

13: -1

15: -3

12: E

11: +1

8: +4

10: +2

7: +5

STROKE SAVER TOURNAMENT

9: +3

6: +6

STROKE SAVER GOLF

GAMBLE

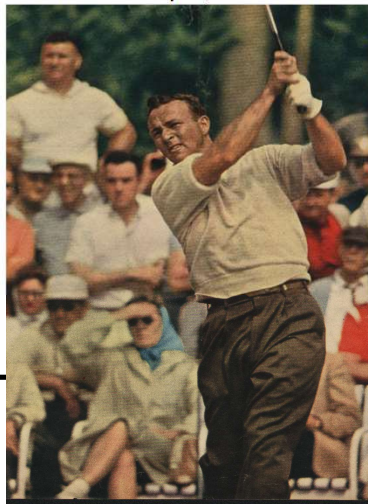
Green-shaded results are the only results that are effected. When such a result is rolled, make the called for skill check. The -1, -2, etc. results require the roll to be modified 1 or 2, etc **worse**. For example, a -1 skill check roll of 4 becomes a 5.

When a green-shaded result is rolled, do not necessarily use the listed Skill Tested. Instead, R2d:

- 2-8 Use skill listed
- 9 PT
- 10 IP
- 11-12 SG

Last Day Pin Placement & Gambling

Iron Play skill tests are all modified 1 worse due to the difficult last-day pin placement.



- RESULTS on X CHART

When a + appears next to a result (e.g. 8+), R1d.

- 1-3 Original result from X column
- 4 Add 1 to result listed in X Column
- 5 Add 2 to result listed in X Column
- 6 Add 3 to result listed in X Column

GREEN-SHADED RESULTS

Not Gambling Ignore the shading, and take the **printed result**.

Gambling Make the **check**. If passed, **1 better** than original result. If failed, **1 worse** than the original result. (e.g. if 1 better, a 4 becomes a 3).

LAY-UP (LU)

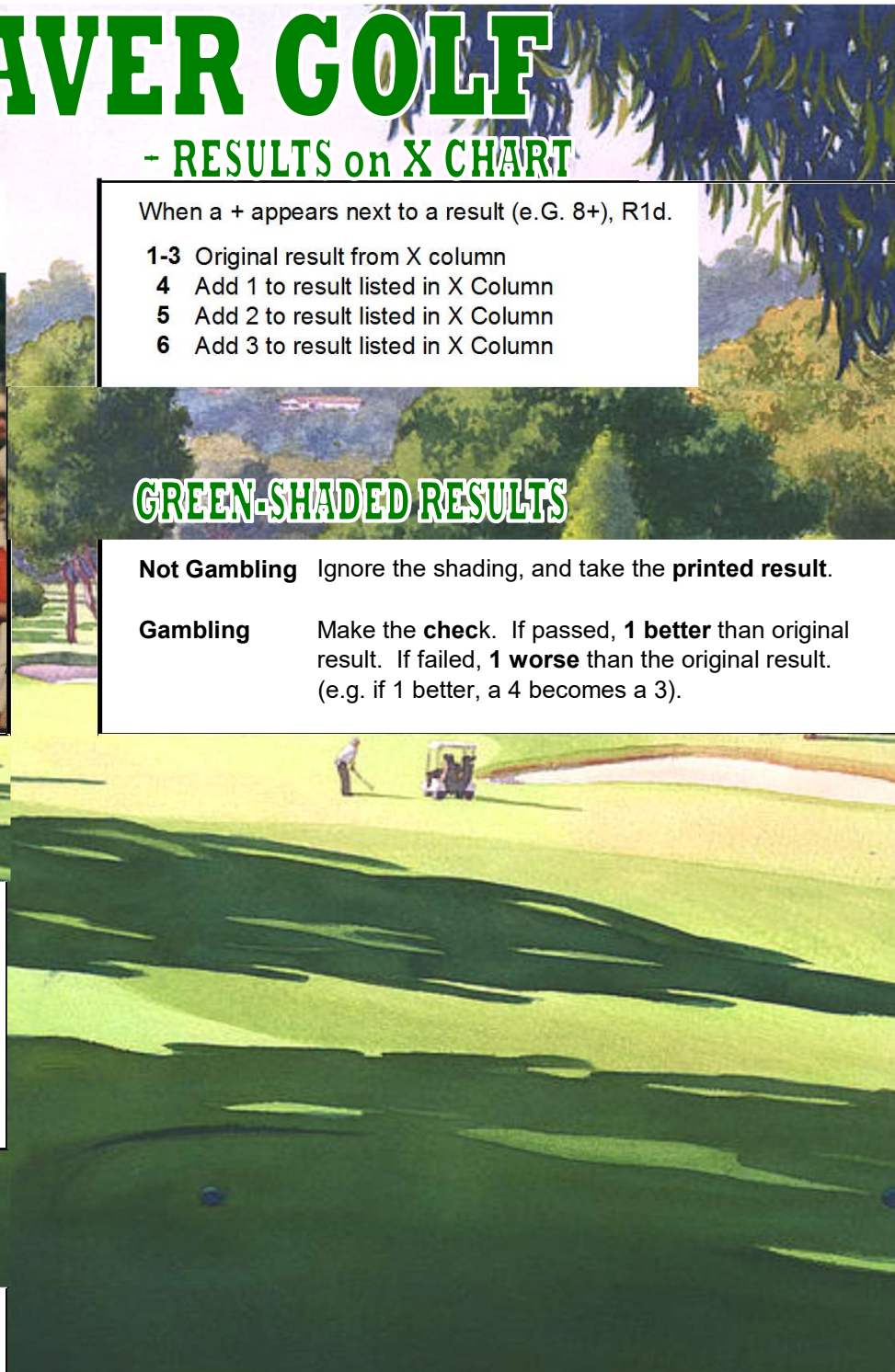
Some Par 5 holes include the layup symbol (LU) next to their par ratings. On such holes one must decide whether to go for the green or lay-up.

If you go for the green, roll as usual. If you play carefully by laying up, a 2nd roll will be necessary **only IF** one scores a birdie or eagle, or a bogey or worse. The second die roll:

- 1-2: Use the original roll (e.g. the bird, eagle, bogey, etc.)
- 3-6 Lays up on 2nd shot. Puts 3rd shot on, then down in 2 for par.

CHARGER

On the last day, the all of the golfer's attributes are 1 better **whenever** he Gambles. In Single-Day Event, per above on holes 14-18.



Par 3 Holes

UNUSUAL OCCURENCES

Par 4 & Par 5 Holes

- 11** The T shot lands on the green and is rolling toward the hole . . . It's in the hole!
A hole in one!
- 12** Sticks the T-shot 6" from the hole & taps it in for a birdie!



- 13-16 Water near Green** T-shot lands in the drink!
SG Check: Bogey / Double Bogey
- Otherwise:** As club strikes the ball, some fans yell, "In the HOLE!"

- 21-22** Multiple-break putt! Make PU Check modified +2 worse. If passed, it's a birdie. If failed, roll again, but do not modify. If 2nd check is passed, it's a par; otherwise, it's a bogey.

- 23** Confers w/caddy on T. See Very Rare Occurences

- 24-26** Tricky downhill putt for par. May gamble or play safe.
Gamble PU CK +2 worse for either Birdie or Bogey.
Play Safe PU CK for Par or Bogey.

- 31-34 Popular** Crowd spurs golfer on. He sticks approach inches from the pin for a tap in birdie.
- Otherwise** Sinks a 15 footer for a par!

- 35-45** Drives it into the rough under trees. Hits a bad iron out of the pine needles!

- Volatile:** Throws club! Penalized 1 stroke!
SG Check: Double Bogey / Triple Bogey
- Others:** SG Check: Bogey / Double Bogey

- 46-56 Amateur** Double bogey on this par 3 upsets golfer.
His ratings all 1 worse for the rest of the day.
- Others:** A roar is heard from somewhere on the course. Roll Normally

- 61-62 Trap near Green:** Golfer must hit the ball over the trap and stop it without much green to work with. Master sticks the high wedge within inches & gets his par! Others make a SG Check: Par / Bogey

- Otherwise:** The crowd is silent as golfer stands over his T-Shot. Roll on X Chart

- 63-66** The gallery is absolutely silent as the golfer stands over his T-shot.

For this time of year, the weather is beautiful. Any negative weather effects are eliminated.



- 11** Long shot bounces up onto the green rolls into the hole! An eagle!
- 12** **Hole is Less than 350 Yards:** Holes long putt from fringe for an eagle!
Hole is 351 yards or Longer: Long shot rolls into the hole! An eagle!
- 13** The drive is hooked badly! It may be a lost ball! R2d, and add 4 if Popular. If the result is 8 or higher, the ball is found and the golfer bogies the hole. Otherwise, it's a lost ball penalty and a double-bogey.
- 14** T-shot finds trouble. If master, comes back & gets down in par. Otherwise, it's a bogie.
- 15** **Sand by Green** IP CK: **Pass:** Par **Fail by 1:** Bogey. **Fail by 2:** It's buried. Must pass a SG CK to avoid a Double Bogey.

- Otherwise** See # 22

- 16** **Water near Green** IP: Pass: Par Fail by 1: Bogey
Fail by 2: Water! Double Bogey!
- Otherwise** See # 21

- 21-22** Multiple-break putt! Make PU Check modified +3 worse. If passed, it's a birdie. If failed, roll again, but do not modify. If 2nd check is passed, it's a par; otherwise, it's a bogey.

- 23-24** Tricky downhill putt for par. May gamble or play safe.
Gamble PU Check: Par / Double Bogie
- Play Safe** Automatic Bogie

- 25-35** The crowd is absolutely silent as he stands over T shot.
Roll Normally

- 36-45** Drives it into the rough under trees. Hits a poor iron of the pine needles!

- Volatile:** Throws club! Penalized 1 stroke!
SG Check: Bogey / Double Bogey

- Others:** Master comes back and makes a par! Others make a SG Check: Par / Bogey

- 46** After conferring w/caddy, he approaces T-shot. See Very Rare Occurences

- 51** Drives into the rough, under tall trees. There is a narrow line through the bases of 2 trees to the green. CHOICE:

- Gamble on Full Shot:** IP Check: Birdie / Double Bogey

- Safe Punch Out:** IP Check: Par / Bogey

- 52-61 Doglegs** Hooks or Slices drive so that there is no straight approach to the green. CHOICE: Put shape on the ball or hit a recovery chart.

- Shape the Ball: IP: Birdie / Double Boggy

- Recovery Shot: IP: Par / Bogey

- Otherwise:** R1d: 1: Hole's X Chart 2 DA for Par/Bogey 3 DL Par/Bogey
4 IP Par/Bogey 5. SG Bird / Par 6 PU Bird / Par

- 62-66 Amateur** Double bogey upsets the golfer. His ratings all 1 worse for the rest of the day.

- Others:** As the golfer stands over his 2nd shot, the gallery is silent.



1



Ratings: **IP**: 1 Better **DL**: 2 Worse

2



Ratings: **IP**: 1 Worse

3



Ratings: **PT**: 1 Worse due to fast greens

4



NO ADJUSTMENT

5



6



7



NO ADJUSTMENT

8



9



10



NO ADJUSTMENT

11



12



NO ADJUSTMENT

WEATHER

WEATHER

WEATHER

WEATHER

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WEATHER

<p>1</p> <p>Reaches the green in regulation.</p> <p>Has a tricky put that twists both ways! May Gamble or Play it safe.</p> <p>Gamble PU CK -2: Birdie / Bogey</p> <p>Safe Automatic Par</p>	<p>2</p> <p>The gallery greets the golfer with applause as he reaches the tee.</p> <p>The golfer tosses his ball to a kid in the gallery & takes a new one from his bag.</p> <p>Play Normally</p>	<p>3</p> <p>Par 3</p> <p>The gallery greets the golfer with applause as he reaches the tee. Roll normally.</p> <p>Other Holes</p> <p>The golfer's T-shot is right down the middle & one of his longest of the day. Roll normally. (Automatically passes any DA Check.)</p>
<p>4</p> <p>The gallery greets the golfer with applause as he reaches the tee . . .</p> <p>Roll on the Unusual Occurance Chart.</p>	<p>5</p> <p>Par 3 Play normally</p> <p>Others</p> <p>Drive is into the high rough! He hits a poor iron out of the high grass!</p> <p>Volatile: Throws club! Penalized 1 stroke!</p> <p>Master: Comes back with good short game & a nice putt to save par.</p> <p>Others: SG Par / Bogey</p>	<p>6</p> <p>If Water is Near Green</p> <p>IP+1 Pass Par (Bird IF die result of 2) Fail by 1 Bogey Fail by 2+ In the drink! Double bogey.</p> <p>Otherwise</p> <p>Reaches green in regulation, but has a multiple break putt! PU +2 (worse) Fail by 1: Par Pass: Bird Fail by 2+: Bogey</p>
<p>7</p> <p>Hole is Straight Par 4 and UNDER 360 YDS</p> <p>If golfer's DL is 4 or less, see "Otherwise," below. If DL is 5 or 6, make DL Check. If passed, on in 1. PU CK for Eagle / Bird.</p> <p>OTHERWISE</p> <p>The crowd is silent as the golfer tees off. Play normally.</p>	<p>8 Dogleg (if Cutable) May attempt to cut via making DL & DA checks.</p> <p>Both Passed: He cuts the dogleg! Roll normally, but subtract 1 from his score.</p> <p>Failed</p> <p>T-shot ends up in trouble! Roll normally, but add 1 to his score.</p> <p>OTHERWISE Play Normally</p>	<p>9 Dogleg (if Cutable) May attempt to cut via making DL & DA CKs (modifier -1 easier).</p> <p>Both Passed: He cuts the dogleg! Roll normally, but subtract 1 from his score.</p> <p>Failed</p> <p>T-shot ends up in trouble! Roll normally, but add 1 to his score.</p> <p>OTHERWISE Play Normally</p>
<p>10 Dogleg (if Cutable) May attempt to cut via making DL & DA checks.</p> <p>Both Passed: He cuts the dogleg! Roll normally, but subtract 1 from his score.</p> <p>Failed</p> <p>T-shot ends up in trouble! Roll normally, but add 1 to his score.</p> <p>OTHERWISE Play Normally</p>	<p>11</p> <p>Stewards call for quiet on the tee. R2d:</p> <p>If DOUBLES, see Unusual Occurances</p> <p>OTHERWISE, play normally</p>	<p>12</p> <p>Par 3 with Water Near the Green</p> <p>T-shot lands in the drink!</p> <p>SG Check: Bogey / Double Bogey</p> <p>Otherwise</p> <p>Play Normally</p>

<p>14</p> <p>If Sand beside Green: Catches the trap!</p> <p>SG</p> <p>Pass Gets it up & down for par.</p> <p>Fail by 1 Poor sand shot. Bogey</p> <p>Fail by 2 It's burried! Must pass SG Ck to avoid a Double Bogey</p> <p>Otherwise Play Normally</p>	<p>15</p> <p>Par 3</p> <p>The golfer's tee shot lands deep on the green. The golfer has a tricky downhill putt for par.</p> <p><i>May Gamble or Play it Safe:</i></p> <p>Gamble PU modified -2 2 / 4</p> <p>Safe Automatic 2-putt for a Par 3</p> <p>Otherwise Play Normally</p>	<p>16</p> <p>The T-Shot is down the middle. The gallery applauds politely.</p> <p>Play normally.</p>
<p>17</p> <p>The stewards hold their signs up as the golfer prepares to tee off . . .</p> <p>See Unusual Occurances</p>	<p>18</p> <p>Popular</p> <p>The popular golfer is spurred on by the crowd. May roll and take the result or take the result in the next row down.</p> <p>Otherwise <i>Play normally</i></p>	<p>19</p> <p>Par 3 with Trap Beside Green</p> <p>Golfer must hit the ball over the trap & stop it without much green to work with. Master sticks high wedge within inches & gets his par. Others: SG Par / Bogey</p> <p>Otherwise <i>Play normally</i></p>
<p>20</p> <p>Doglegs</p> <p>Hooks or slices drive so that there is no straight approach to the green. CHOICE:</p> <p>Shape the Ball IP Birdie / Double Bogey</p> <p>Recovery Shot IP +1 Par / Bogey</p> <p>Otherwise Play normally.</p>	<p>21</p> <p>The gallery applauds politely as the golfer moves about the course . . .</p> <p>Play Normally</p>	<p>22</p> <p>The birds chirp as the player tees off</p> <p>Play Normally</p>
<p>23</p> <p>Hole is Par 3 <u>and</u> over 225 YDS</p> <p>Make DL CK for the golfer's iron tee shot for Birdie / Par.</p> <p>Otherwise</p> <p>The stewards hold their signs up as the golfer prepares to tee off.</p>	<p>24</p> <p>The golfer receives a nice round of applause as he reacheds the tee block.</p> <p>Par 3</p> <p>T-shot lands almost soundlessly! Play Normally</p> <p>Par 4 & Par 5</p> <p>Solid T shot. Play normally</p>	<p>25</p> <p>The golfer receives a nice round of applause as he reacheds the tee block.</p> <p>The birds chirp as the player tees off</p> <p>Play Normally</p>

<p>26</p> <p>Par 3 with Water Near the Green <i>If Golfer Gambled</i> T-shot lands in the drink! SG Check: Bogey / Double Bogey</p> <p><i>If Golfer did NOT Gamble</i> Play Normally</p> <p>OTHERWISE Play Normally</p>	<p>27</p> <p>Hole is Par 3 <u>and</u> over 225 YDS Make DL CK for the golfer's iron tee shot for Birdie / Par.</p> <p>Otherwise The stewards hold their signs up as the golfer prepares to tee off.</p>	<p>28</p> <p>Hole is Par 3 <u>and</u> over 225 YDS Make DL CK for the golfer's iron tee shot for Birdie / Par.</p> <p>Otherwise The stewards hold their signs up as the golfer prepares to tee off.</p>
<p>29</p> <p>Par 4 or 5 The golfer hooks his drive severely! It may be a lost ball! R2d and add 4 if the golfer is Popular and/or a current leader. If the result is:</p> <p>7 or + The ball is found. Bogie / Par IP -3</p> <p>6 or - The ball is lost! IP: Bogie / Double Bogie</p> <p>Otherwise Play Normally</p>	<p>30</p> <p>Par 3 or Par 5 The crowd is silent as the golfer stands over his T-shot. Play Normally</p> <p>Par 4 Drives it into the rough and under tall trees! See Unusual Occurance # 51.</p>	<p>31</p> <p>The crowd is silent as the golfer stands over his T-shot . . .</p> <p>Par 3 Ball lands almost soundlessly. Play Normally</p> <p>Par 4 or Par 5 The drive is shaped beautifully, The crowd claps. Play Normally.</p>
<p>32</p> <p>In deep concentration, the golfer walks to the T-Box.</p> <p>As he places his ball on the tee, stewards raise their signs seeking silence.</p> <p>Play Normally.</p>	<p>33</p> <p>Hole is Straight Par 4 <u>and</u> UNDER 360 YDS If golfer's DL is 4 or less, see "Otherwise," below. If DL is 5 or 6, make DL Check. If passed, on in 1. PU CK for Eagle / Bird.</p> <p>OTHERWISE The crowd is silent as the golfer tees off. Play normally.</p>	<p>34</p> <p>Hole is Straight Par 4 <u>and</u> UNDER 360 YDS If golfer's DL is 4 or less, see "Otherwise," below. If DL is 5 or 6, make DL Check, modified 1 worse. If passed, drives green! PU CK for Eagle / Bird.</p> <p>OTHERWISE The crowd is silent as the golfer tees off. Play normally.</p>
<p>35</p> <p>First Golfer on this Tee in this Group The crowd applauds as the golfers reach the tee. Play Normally.</p> <p>Second Golfer on this Tee As the golfer places his ball on the tee, the stewards raise their signs seeking silence.</p> <p>Play Normally.</p>	<p>36</p> <p>First Golfer on this Tee in this Group The crowd applauds as the golfers reach the tee. Play Normally.</p> <p>Second Golfer on this Tee As the golfer places his ball on the tee, the stewards raise their signs seeking silence.</p> <p>Play Normally.</p>	<p>37</p> <p>Golfer is 5 or 6 Back: The golfer banters with his caddy and some members of the gallery beside the T. Play Normally.</p> <p>Otherwise: The golfer hesitates, then selects his club. As he places his ball on the tee, stewards raise their signs seeking silence. Play Normally.</p>

38

If Gambling

As the golfer places his ball on the tee, the stewards raise their signs seeking silence.

Test the Skill of the **Golfer's Choice** for:
Birdie / Bogey.

OTHERWISE

The crowd applauds as the golfers reach the tee. Play normally.



39

A roar goes up from somewhere on the course! Something has happened.

**Re-SHUFFLE
now.**

40

Hole is Dogleg AND under 450.

If Master, read on here; otherwise, skip directly to "Otherwise." Master hits drive with shape (fade or draw) to yield a short 2nd shot. IP: Birdie / Par

OTHERWISE

As the golfer tees his ball up, the stewards signal for quiet. Play normally.



Houston, Texas

1953 Age: 43

Jimmy DEMARET

DL 3
DA 5
IP 5
SG 5
PT 5

Characteristics

Popular, Master
Hits Low Fade



Memphis, Tennessee

1953 Age: 32

Cary MIDDLECOFF

DL 4
DA 5
IP 4
SG 4
PT 5

Characteristics

Popular
"Doc"



Trenton, Texas

1953 Age: 39

Lloyd MANGRUM

DL 3
DA 4
IP 4
SG 5
PT 5

Characteristics

"Mr Icicle"
Smooth Swing



Fairfield, Conn.

1953 Age: 33

Julius BOROS

DL 3
DA 4
IP 5
SG 5
PT 4

Characteristics

Effortless Swing



Oakmont, Penna.

1953 Age: 36

Lew WORSHAM

DL 2
DA 3
IP 3
SG 2
PT 3

Characteristics

No Special Characteristics



Kerns, California

1953 Age: 25

Lionel HEBERT

DL 3
DA 2
IP 2
SG 2
PT 2

Characteristics

No Special Characteristics



Perdato Bay, Florida

1953 Age: 24

Dow FINSTERWALD

DL 2
DA 3
IP 2
SG 2
PT 2

Characteristics

Rookie
Consistent



Fort Worth, Texas

1953 Age: 41

Ben HOGAN

DL 4
DA 5
IP 6
SG 5
PT 4

Characteristics

Master, Popular
Bantam Ben, Clutch



Hot Springs, Virginia

1953 Age: 41

Sam SNEAD

DL 5
DA 3
IP 5
SG 5
PT 5

Characteristics

Master, Volatile, Clutch
"Slammin' Sammy"



Miami, Florida

1953 Age: 28

George BAYER

DL 6
DA 2
IP 2
SG 2
PT 2

Characteristics

No Special Characteristics



Texas

1953 Age: 38

Jerry BARBER

DL 1
DA 4
IP 2
SG 3
PT 2

Characteristics

No Special Characteristics



Raliegh, North Carolina

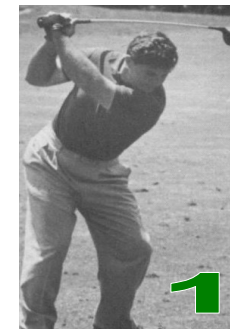
1953 Age: 26

Mike SOUCHAK

DL 4
DA 3
IP 3
SG 2
PT 2

Characteristics

No Special Characteristics



1953 Pro Golfers



Detroit, Michigan

1953 Age: 35

Walter BURKOMO

DL 3
DA 3
IP 3
SG 2
PT 3

Characteristics

No Special Characteristics



West Haven, Conn.

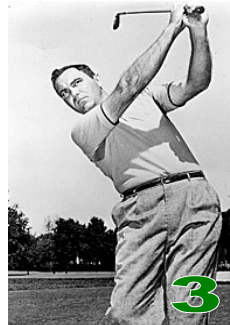
1953 Age: 31

Doug FORD

DL 0
DA 5
IP 1
SG 3
PT 5

Characteristics

Plays very quickly



Hadenville, Mass.

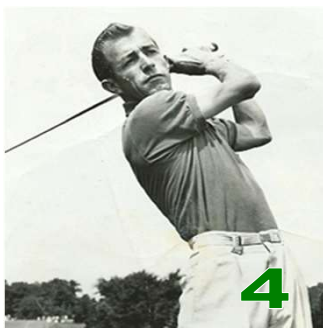
1953 Age: 27

Bob TOSKI

DL 2
DA 4
IP 4
SG 4
PT 3

Characteristics

"Mouse"



Trenton, Texas

1953 Age: 39

Lloyd MANGRUM

DL 3
DA 4
IP 4
SG 5
PT 5

Characteristics

"Mr Icicle"

Smooth Swing



Shreveport, Louisiana

1953 Age: 27

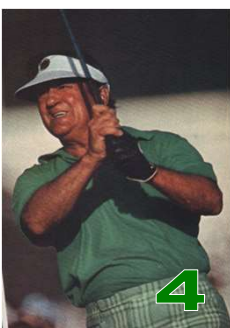
Tommy BOLT

DL 2
DA 4
IP 5
SG 3
PT 2

Characteristics

Volatile

"Terriable Tommy"



1953 Age:

DL
DA
IP
SG
PT

Characteristics

No Special Characteristics

3

Belleville, Illinois

1953 Age: 24

Bob GOALBY

DL 3
DA 4
IP 4
SG 3
PT 3

Characteristics

No Special Characteristics



Abilene, Texas

1953 Age: 24

Billy MAXWELL

DL 1
DA 5
IP 3
SG 4
PT 4

Characteristics



San Francisco, Calif.

1953 Age: 27

Bob ROSBURG

DL 1
DA 3
IP 1
SG 4
PT 2

Characteristics

"Rossie"



Dallas, Texas

1953 Age: 21

Gay BREWER

DL 5
DA 2
IP 4
SG 3
PT 1

Characteristics

No Special Characteristics



Houston, Texas

1953 Age: 30

Jay HEBERT

DL 3
DA 3
IP 4
SG 3
PT 3

Characteristics

No Special Characteristics



Plainview, Texas

1953 Age: 24

Don JANUARY

DL 3
DA 2
IP 5
SG 5
PT 2

Characteristics

No Special Characteristics



San Diego, Calif.

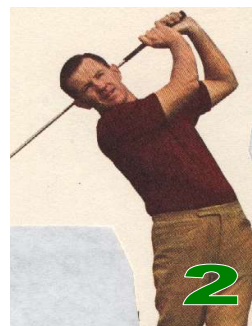
1953 Age: 22

Gene LITTLER

DL 2
DA 3
IP 4
SG 4
PT 3

Characteristics

"Gene the Machine"



1953 Age:

DL
DA
IP
SG
PT

Characteristics

4M

Fort Worth, Texas

1953 Age: 30

Jackie BURKE Jr.

DL 1
DA 4
IP 3
SG 4
PT 3

Characteristics

No Special Characteristics



Buenos Aires, Arg.

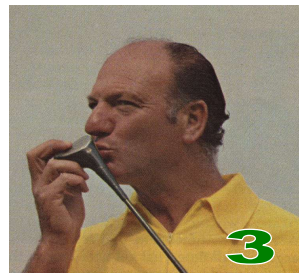
1953 Age: 30

Roberto DeVINCENZO

DL 3
DA 4
IP 2
SG 3
PT 1

Characteristics

No Special Characteristics



Pocono Manor, Pa

1953 Age: 30

Art WALL Jr.

DL 2
DA 4
IP 4
SG 3
PT 3

Characteristics

No Special Characteristics



Dothan, Alabama

1953 Age: 26

Gardner DICKINSON

DL 3
DA 5
IP 3
SG 3
PT 2

Characteristics

No Special Characteristics



1953 Age:

Chi-Chi RODRIGUEZ

DL
DA
IP
SG
PT

Characteristics

0

Charlotte, N. Carolina

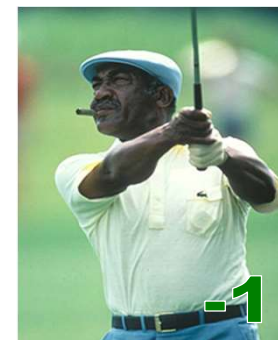
1953 Age: 31

Charley SIFFORD

DL 1
DA 5
IP 2
SG 3
PT 4

Characteristics

No Specials



Red Bluffe, California

1953 Age:

Al GEIBERGER

DL 2
DA 2
IP 2
SG 2
PT 2

Characteristics

No Specials

2

Latrobe, PA

1953 Age: 24

Arnold PALMER

DL 4
DA 3
IP 4
SG 4
PT 3

Characteristics

Charger

2

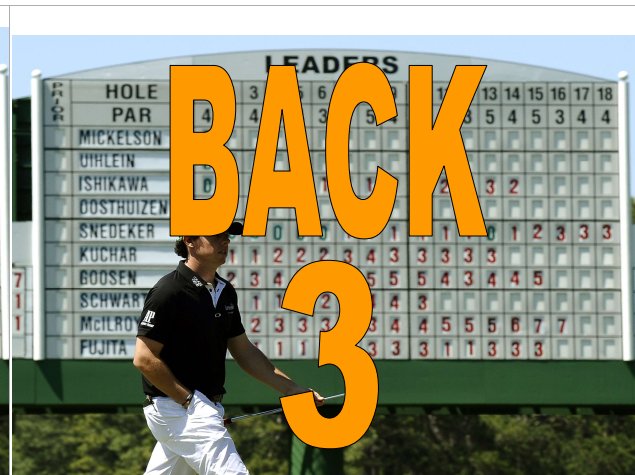
1953 Age: 24

Pau HARNEY

DL
DA
IP
SG
PT

Characteristics





OUT of CONTENTION

of 6 Toughest Holes		Otherwise	
Grand Slam Event		Normal Event	
1	PAR	1	BIRD
2	PAR	2	PAR
3	PAR	3	PAR
4	PAR	4	PAR
5	BIRD or BOGEY	5	PAR
6	BOGEY	6	BOGEY