

Made the Cut! Golf Game

INTRODUCTION: Made the Cut! is a statistically accurate shot by shot simulation of the PGA Tour. This is a true solitaire simulation. No player decisions are made at any time if replaying the 2019 PGA Season. Each of the 2019 set golfers are unique and will perform according to various individual golf statistics provided they play a similar golf schedule as in real life. Each golfer was rated for their driving ability, ability to hit greens, short game and putting. The courses have been rated for each round of play and each hole, based on the 2019 statistics. This helps capture easy or tough pin placements; good or bad weather conditions and easy or hard holes in general.

Play a single golfer through his 2019 PGA Tour schedule, maybe just a handful of contenders or all players that Made the Cut! Play only the Majors, a handful of events or the entire season.

You will find four golfers from the 2019 PGA Season Set and the Stadium Course from the Desert Classic Tournament in La Quinta, CA to DEMO at the end of these rules. Play a stroke or match play event, as a team or individual.

The 2019 PGA Season Set includes approximately 260 golfers who earned at least a single Fedex point throughout the 2019 season AND played enough holes to record accurate statistics. It also includes courses and tournament information for all 44 events played out each weekend of the 2019 PGA Season! The 2019 PGA Season Set PDF is \$20. PayPal to msborba@aol.com

If you're interested in purchasing or have any questions/feedback, please reach out to me at msborba@aol.com. Thanks, Miguel

ANATOMY OF A GOLFER CARD

PGA TOUR 2019				RANK
Brooks Koepka				1
Going for the Green!				74
On the Green!				28
Drive/Fairway		Par 3 Tee/Approach		
Fairway	62	65	GIR	
First Cut (-15)	80	70	Fringe	
Rough (-25)	93	89	Rough	
Bunker (-35)	98	98	Bunker	
PENALTY?	99	99	PENALTY?	
Short Game		R*	F*	B*
		33	95	33
Putting		GIR	1ST	Gim+
		34	39	97

Rated Season (PGA TOUR 2019)

Name (Brooks Koepka) | Fedex Cup Season Rank (1)

Going for the Green! (74) Percentage roll of 00 - 74 golfer goes for the green for all Par 5's and short Par 4's

On the Green! (28) Percentage roll of 01 - 28 of hitting green when Going for the Green!

Made the Cut! Golf Game

Drive/Fairway shots from Par 5 & Par 4 tee box and Par 5 2nd shot when laying up
Fairway through Penalty? result of Drive/Fairway shots

Fairway (62) percentage roll of 01 - 62 hit fairway with tee shot or Par 5 lay up
First Cut (-15) (80) percentage roll of 63 - 80 missed fairway into first cut. An adjustment of -15 is applied to the first Gim+ putt AFTER missed 1ST putt attempt.
Rough (-25) (93) percentage roll of 81 - 93 missed fairway into rough. An adjustment of -15 is applied to the first Gim+ putt AFTER missed 1ST putt attempt.
Bunker (-35) (98) percentage roll of 94 - 98 missed fairway into fairway bunker An adjustment of -15 is applied to the first Gim+ putt AFTER missed 1ST putt attempt.
These negative adjustments to first Gim+ putt are cumulative

For example, Par 5 tee shot lands in fairway bunker will carry a -35 adjustment to golfer's Gim+ putting range. If his Par 5 layup shot lands in the First Cut (-15), the total adjustment to his Gim+ putting range AFTER any missed 1ST putt attempt for this hole would be -50!

Penalty? (99) percentage roll of 99 results in a chance the shot was hit out of bounds or lost. Refer to the Penalty?/Very Poor Shot Table.

Par 3 Tee/Approach shots from Par 3 tee box and all Par 4 and Par 5 shots at Green
GIR through Out of Penalty? result of Par 3 Tee/Approach shots

GIR (65) percentage roll of 01 - 65 hits green in regulation
Fringe (70) percentage roll of 66 - 70 misses green onto fringe
Rough (89) percentage roll of 71 - 89 misses green into rough
Bunker (98) percentage roll of 90 - 98 misses green into greenside bunker
Penalty? (99) percentage roll of 99 results in a chance the shot was hit out of bounds or lost. Refer to the Penalty?/Very Poor Shot Table.

Short Game R* (33) percentage roll of 01 - 33 golfer hits a great chip/pitch shot out of rough to near pin on green

Short Game F* (95) percentage roll of 01 - 95 golfer hits a great chip/pitch shot off of fringe or greenside fairway to near pin on green

Short Game B* (33) percentage roll of 01 - 33 golfer hits a great bunker shot to near pin on green

Putting GIR (34) percentage roll of 00 - 34 golfer sinks putt when hitting green in regulation

Putting 1ST (39) percentage roll of 00 - 39 golfer sinks 1ST putt after failing to hit a great Short Game shot

Putting Gim+ (97) percentage roll of 00 - 97 golfer makes a gimmie putt after missing any GIR, 1ST or Gim+ putts and after hitting a great Short Game shot. The first Gim+ putt range following and 1ST putt attempts is adjusted for any negative results obtained during Drive/Fairway shot.

PLAY EXAMPLE:

Lets say Brooks Koepka is playing a Par 5 with a hole difficulty rating of -10. The -10 hole difficulty rating is used to adjust the very first putt of the hole. We first roll his Tee shot under the Drive/Fairway section. The tee shot was 51 which means Koepka hit the fairway. Before Koepka hits his 2nd shot, we have to determine if he is laying up or Going for the Green! A result of 80 means he has decided to lay up, so will be taking two consecutive shots from the Drive/Fairway section of his golfer card. His layup shot of 87 found the Rough, resulting in a -25 adjustment to his first Gim+ putt AFTER a 1ST putt attempt (if needed).

Made the Cut! Golf Game

Since his 3rd shot is at the Green, we will use the Par 3 Tee/Approach section of his card. A roll of 71 means the shot missed the green and landed in the rough. Koepka is now facing a difficult up and down opportunity to save his par because of the hole difficulty of -10 AND his negative 2nd shot -25 adjustment for hitting into the rough on his lay up shot.

If Koepka manages to roll inside his R* range of 01 - 33, a great chip/pitch shot out of rough to near pin on green, he will be facing a very makeable Gim+ putt with an adjustment of -10 because of being the first putt of the hole giving Koepka a 00 - 87 chance for an up and down Par.

However, the likelihood of Koepka making an up and down goes down significantly if he fails to roll inside his R* range of 01 - 33. If the R* roll was a 51, he would then be facing a 1ST putt attempt of 00 - 39, adjusted down to 00 - 29 because of the hole difficulty adjustment of -10 to the first putt of hole.

To further complicate his situation, if he happens to miss his 1ST putt, his first Gim+ putt AFTER any 1ST putt attempt needs to be adjusted by -25 because of his poor Par 5 layup shot, which means Koepka would need to roll 00 - 72 just to secure a bogie and walk away without a 3-putt or worse!

DESIGNER NOTE: To help visualize Koepka's play of this Par 5, lets describe the action. Koepka's tee shot was perfect and found the fairway, but he decides he has a better chance of making birdie with a layup. Perhaps there is a water hazard guarding the green. Unfortunately, his lay up shot was poor and left Koepka in a bad position to attack the green with his third shot. The shot to the green found the rough, once again leaving Koepka with a difficult up and down opportunity to save par. If he had made a great chip/pitch shot from the rough, he would be facing a more difficult than usual gimmie putt due to the tough green and or pin placement. If he had made a poor chip/pitch shot out of the rough, he would be facing a long and difficult putt to save par and be challenged to 2-putt just to save bogie!

Unmodified 00 and 99 rolls:

On all unmodified rolls of 00, except when rolling for Going for the Green! range and on Penalty?/Very Poor Shot Table, golfer hit exceptional shot. Refer to the Exceptional Shot Table. On all unmodified rolls of 99, refer to the Penalty?/Very Poor Shot Table.

< 00 and > 99: Putt Range adjustments below 00 or above 99, due to hole difficulty and/or negative adjustments for hitting into Fairway First Cut, Rough or Bunker, are automatically made or missed, respectively.

00 EXCEPTIONAL SHOT TABLE 00

SHOT	RESULT
Par 4 Drive?	Great Drive, Auto GIR
Par 5 Drive? (even on True 3-shot Par 5's!)	Great Drive, Auto Go for Green!
Par 5 Fairway?	Auto GIR!
Go for the Green! / Par 3 Tee/Approach; Roll Again	00 Holed!; otherwise Gim+
R*, F* & B*	Holed!
Putting (GIR, 1ST or Gim+)	Holed!

Further Explanations:

Par 4 Drive? Record Fairway hit followed by GIR. Golfer's 3rd shot will be GIR putt.

Par 5 Drive? Record Fairway hit. Golfer's 2nd shot will be Par 3 / Approach.

Par 5 Fairway? Record Fairway for 2nd shot followed by GIR. Golfer's 4th shot will be GIR putt.

Made the Cut! Golf Game

99 PENALTY?/VERY POOR SHOT TABLE 99

SHOT	RESULT
Drive/Fairway? Roll Again	00 – 50: Out of Bounds/Lost Ball 51 – 99: Bad Lie in Rough (-45)
Go for the Green! / Par 3 Tee/Approach Roll Again	00 – 50: Out of Bounds/Lost Ball 51 – 99: Bad Lie in Rough 1/2 R*
R*, F* & B*	Very poor stroke, shoot similar shot again
Putting	Very poor stroke, shoot similar putt again

Further Explanations:

Drive/Fairway? Roll Again:

00 - 50: Shot went out of bounds or was lost. Stroke and Distance Penalty. Add stroke penalty and repeat shot. Golfer will be hitting his next shot from same location.

51 – 99: Shot found a bad lie in Rough, with a Gim+ putt adjustment of -45.

Go for the Green! / Par 3 Tee/Approach Roll Again:

00 - 50: Shot went out of bounds or was lost. Stroke and Distance Penalty. Add stroke penalty and repeat shot. Golfer will be hitting his next shot from same location.

51 – 99: Shot found a bad lie in greenside Rough, resulting in a modified 1/2 R* range. Golfer's next Short Game R* range will be halved.

R*, F* & B*: Very poor stroke, shoot similar shot again with same previous shot adjustments

Putting: Very poor stroke, shoot similar putt again with same previous shot adjustments

HOLE DIFFICULTY:

Each hole is rated for difficulty for each of the weekend rounds of a tournament. The difficulty could be negative (harder hole) or positive (easier hole). The hole difficulty is always applied to the very first putt of the hole, which could be a GIR, a 1ST or Gim+.

Going for the Green?

All Par 4 holes allowing golfers to Go for the Green? are clearly identified on the scorecard. All true 3-shot Par 5 holes will also be clearly identified on the scorecard and golfers are not allowed to Go for the Green? All other Par 5 holes allow golfers to Go for the Green? The Go for the Green? roll is made BEFORE the tee shot on allowed Par 4's and AFTER the tee shot on allowed Par 5's. If a golfer rolls within his Go for the Green? range, the next rolled shot in the Par 3/Approach section will use the On the Green! range instead of the GIR range. If the roll falls OUTSIDE the On the Green? range but INSIDE the GIR range, the shot is considered to have landed on the Fairway, just short of the Green with a -30 adjustment to next F* short game shot.

For example, if Koepka is going for the green on a Par 5, his 2nd shot is:

00: Refer to the Exceptional Shot Table

01 – 28: Hit Green

29 – 65: Fairway just short of Green (-30 to F* shot)

66 – 70: Fringe

71 – 89: Rough

90 – 98: Bunker

99: Refer to Penalty?/Very Poor Shot Table

Made the Cut! Golf Game

Drive/Fairway Section Negative Gim+ Adjustments:

Each and every time a Drive/Fairway Section shot results in a negative adjustment, this cumulative adjustment is applied to the very first Gim+ attempted on the green AFTER a 1ST putt attempt (if needed).

DESIGNER NOTE: The only time the negative adjustment is applied to the Gim+ putt is when a golfer fails his Short Game shot AND subsequent 1ST putt. Visualize the golfer placed his previous shots in the "wrong" position to attack the green or pin, placing a lot of pressure on the short game. Without much green to work with or in a poor position above the hole, up and down putts are much longer and/or faster than desired.

SHORT GAME:

Any time a Par 3/Approach section result falls outside of the GIR range, a Short Game up and down opportunity is attempted. A percentage roll INSIDE the R*, F* or B* range is followed by a Gim+ putt attempt, adjusted by the Hole Difficulty. A percentage roll OUTSIDE the R*, F* or B* range is followed by a 1ST putt attempt, adjusted by the Hole Difficulty. If this 1ST putt is missed and a Gim+ putt is required, it will be adjusted by any Drive/Fairway Section Negative Adjustments. Subsequent putts use Gim+ putt with no adjustments.

Note: Some golfer's have an A or number in parenthesis for their R*, F* or B* card value.

A: Golfer has automatically made an up and down save. Record chip & putt.

(22): Golfer rolling 01 – 22 has automatically made an up and down save. Record chip & putt. Otherwise, on 23+ rolls, golfer has automatically failed his up and down. Record chip & putt and will be facing a Gim+ to prevent further damage.

PUTTING:

Green Hit in Regulation? (GIR) simply roll inside the GIR, adjusted by the Hole Difficulty. 1ST putts follow all Short Game shots (R*, F* & B*), adjusted by the Hole Difficulty. All missed GIR, 1ST and Gim+ putts are followed by a Gim+ putt with no adjustments.

NOTE: GIR putts follow every Par 3/Approach section shots landing on the Green, including going for the green shots. This includes shots taken from Par 3/Approach section after applied penalty strokes, even though they're not technically GIR's.

PAR 3 SHOT by SHOT:

First shot will be a percentage roll on the Par 3/Approach section of card. Result will then require a putt from GIR or an up and down opportunity from Short Game/Putting.

PAR 4 Traditional SHOT by SHOT:

First shot will be a percentage roll on the Drive/Approach section of card. Result will then be a Fairway hit or either a First Cut, Rough or Bunker which would all negatively adjust the first Gim+ putt attempted AFTER a 1ST putt attempt (if needed). The second shot will be a percentage roll on the Par 3/Approach section of card. Result will then require a putt from GIR or an up and down opportunity from Short Game/Putting.

Made the Cut! Golf Game

PAR 4 Going for the Green! SHOT by SHOT:

Each hole identified as a Going for the Green! opportunity will require a percentage roll to fall inside golfer's Going for the Green! Range, otherwise will be played traditionally. If Going for the Green! this first shot will use the Par 3/Approach section of card, except with the addition of the On the Green! range for successfully hitting the green. Any percentage roll falling outside the On the Green! range but still inside the GIR range will be considered landing on the Fairway just short of the Green.

PAR 5 Traditional SHOT by SHOT:

First shot will be a percentage roll on the Drive/Approach section of card. Result will then be a Fairway hit or either a First Cut, Rough or Bunker which would all negatively adjust the first Gim+ putt attempted AFTER a 1ST putt attempt (if needed). Second shot will be a percentage roll also on the Drive/Approach section of card. Result will then be a Fairway hit or either a First Cut, Rough or Bunker which would all negatively adjust the first Gim+ putt attempted AFTER a 1ST putt attempt (if needed). These two shot negative adjustments are cumulative. The third shot will be a percentage roll on the Par 3/Approach section of card. Result will then require a putt from GIR or an up and down opportunity from Short Game/Putting.

PAR 5 SHOT by SHOT:

First shot will be a percentage roll on the Drive/Approach section of card. Result will then be a Fairway hit or either a First Cut, Rough or Bunker which would all negatively adjust the first Gim+ putt attempted AFTER a 1ST putt attempt (if needed). Going for the Green? roll, if percentage falls inside golfer's Going for the Green! range, golfer is going for the green on his second shot, otherwise hole will be played traditionally. If going for the green, the second shot will use the Par 3/Approach section of card, except with the addition of the On the Green! range for successfully hitting the green. Any percentage roll falling outside the On the Green! range but still inside the GIR range will be considered landing on the Fairway just short of the Green.

Made the Cut! Golf Game

SAMPLE GOLFERS

PGA TOUR 2019				RANK	PGA TOUR 2019				RANK
Brooks Koepka				1	Henrik Stenson				85
Going for the Green!				74	Going for the Green!				57
On the Green!				28	On the Green!				15
Drive/Fairway			Par 3 Tee/Approach		Drive/Fairway			Par 3 Tee/Approach	
Fairway	62		65	GIR	Fairway	72		61	GIR
First Cut (-15)	80		70	Fringe	First Cut (-15)	86		66	Fringe
Rough (-25)	93		89	Rough	Rough (-25)	95		87	Rough
Bunker (-35)	98		98	Bunker	Bunker (-35)	98		98	Bunker
PENALTY?	99		99	PENALTY?	PENALTY?	99		99	PENALTY?
Short Game		R*	F*	B*	Short Game		R*	F*	B*
		33	95	33			35	98	25
Putting		GIR	1ST	Gim+	Putting		GIR	1ST	Gim+
		34	39	97			28	39	98

PGA TOUR 2019				RANK	PGA TOUR 2019				RANK
D.J. Trahan				164	Brendon de Jonge				260
Going for the Green!				72	Going for the Green!				33
On the Green!				28	On the Green!				38
Drive/Fairway			Par 3 Tee/Approach		Drive/Fairway			Par 3 Tee/Approach	
Fairway	59		67	GIR	Fairway	61		61	GIR
First Cut (-15)	79		71	Fringe	First Cut (-15)	80		65	Fringe
Rough (-25)	93		89	Rough	Rough (-25)	93		87	Rough
Bunker (-35)	98		98	Bunker	Bunker (-35)	98		98	Bunker
PENALTY?	99		99	PENALTY?	PENALTY?	99		99	PENALTY?
Short Game		R*	F*	B*	Short Game		R*	F*	B*
		42	80	25			24	57	30
Putting		GIR	1ST	Gim+	Putting		GIR	1ST	Gim+
		31	37	98			26	32	93

Made the Cut! Golf Game

DATE	TOURNAMENT	WINNER / PRIZE MONEY	FEDEX CUP POINT
JAN 17 - 20	Desert Classic Stadium Course, La Quinta, California • Purse: \$5,900,000	Adam Long \$1,062,000	500

HOLE ADJUSTMENTS

True 3-shot Par 5; Can't Go for the Green!																					
Reachable Par 4; Can Go for the Green!																					
HOLE	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOTAL
PAR	4	4	4	3	5	3	4	5	4	36	4	5	4	3	4	4	5	3	4	36	72
YARDS	446	372	458	178	532	207	339	564	453	3549	406	617	350	203	388	475	547	150	443	3579	7128
R3	10	-14	10	2	13	2	10	3	10		10	13	10	2	10	10	3	2	10		
R4	6	-18	6	-3	9	-3	6	-1	6		6	9	6	-3	6	6	-1	-3	6		