

Made the Cut! Golf Game

INTRODUCTION: Made the Cut! is a statistically accurate shot by shot simulation of the PGA Tour. 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.

The game includes a risk/reward strategy option for the player when taking approach shots to the Green. You can choose to play standard, with no adjustments to the Golfer card or you can choose to Pin Hunt (PH) or Safe Play (SP). PH reduces golfer's chance to hit the green in regulation, but if they do, the golfer has a greater chance of sinking the putt. However, a missed Green is on the "wrong side", adding pressure to golfer's Short Game play. On the other hand, a golfer choosing to SP will find it easier to hit the green in regulation, but leave a longer than normal putt. However, a missed Green is on the "right side", taking pressure away from golfer's Short Game play.

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

Thanks for purchasing! If you have any questions/feedback, please reach out to me at msborba@aol.com. Thanks, Miguel

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ANATOMY OF A GOLFER CARD

PGA TOUR 2019				RANK
Brooks Koepka				1
G4G!	Par 4's	74	Par 5's	A(31)
On the Green!				28
PH? -10 / 10 / -10		SP? 10 / -20 / 10		
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)

G4G! Par 4's (74) Percentage roll of 00 – 74 golfer attempts to drive green on short Par 4's.

G4G! Par 5's (A(31)) Automatic 2nd shot drive for green if 1st shot finds the Fairway, otherwise a percentage roll of 00 – 31 required for golfer to drive for green when 1st shot missed Fairway.

On the Green! (28) Percentage roll of 01 - 28 of hitting green when G4G!

PH? (-10 / 10 / -10) Player option to Pin Hunt when hitting to Green. –10 adjustment to Par 3 Tee/Approach section GIR range. A miss due to adjustment considered landing in Rough. 10 adjustment to GIR putt if Green hit. –10 adjustment to SG putt if shot if Green missed.

For example, Koepka decides to PH? with his 2nd shot to the Green. His Par 3 Tee/Approach section GIR range would change from 01 – 65 to 01 – 55. His GIR putt range would change from 00 – 34 to 00 – 44. His SG putt range would change from 00 – 39 to 00 – 29.

SP? (10 / -20 / 10) Player option to Safe Play when hitting to Green. 10 adjustment to Par 3 Tee/Approach section GIR range. -20 adjustment to GIR putt if Green hit. 10 adjustment to SG putt if shot if Green missed.

For example, Koepka decides to SP? with his 2nd shot to the Green. His Par 3 Tee/Approach section GIR range would change from 01 – 65 to 01 – 75. His GIR putt range would change from 00 – 34 to 00 – 14. His SG putt range would change from 00 – 39 to 00 – 49.

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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 SG 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 SG 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 SG 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 SG 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 SG (39) percentage roll of 00 - 39 golfer sinks SG 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, SG or Gim+ putts and after hitting a great Short Game shot. The first Gim+ putt range following any SG 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 81 which means Koepka hit it into the Rough -25. Had he hit the Fairway on his drive, he would be automatically be going G4G!

Before Koepka hits his 2nd shot, we have to determine if he is laying up or G4G! because of his (31) range when missing the Fairway. A result of 40 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 SG putt attempt (if needed). These add to -50!

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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 earlier adjustments of -50 for hitting into the rough on his drive and fairway shots.

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 SG 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 SG putt, his first Gim+ putt AFTER any SG putt attempt needs to be adjusted by -50 because of his poor play, which means Koepka would need to roll 00 - 47 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 poor and found the rough, helping him decide 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!

Player Option (Pin Hunting and Safe Play):

Players have the option to play a Standard shot, Pin Hunt (PH) or Safe Play (SP) when taking all shots to the Green. The PH & SP strategies will affect three ranges on Golfer cards, specifically the Par 3 / Approach section GIR range and the GIR and SG putts range. The gap left when adjusting negative modifier for PH becomes missed Green shot into Rough. Let's look at Koepka's card:

Standard Shot:	Par 3 / Approach section GIR range GIR 01 – 65 GIR Putt: 00 – 34 SG Putt: 00 – 39
PH Shot:	Par 3 / Approach section GIR range GIR 01 – 55 GIR Putt: 00 – 44 SG Putt: 00 – 29
SP Shot:	Par 3 / Approach section GIR range GIR 01 – 75 GIR Putt: 00 – 14 SG Putt: 00 – 49
For Koepka's Par 3 / Approach section GIR range when PH:	GIR 01 – 55 Rough 56 – 65

NOTE: If a combination of PH/SP strategies were used for all 18 holes, the golfer would record a higher score versus playing the entire round Standard. There will be times in a Match Play event, at end of tournament when golfer needs to make something happen, when avoiding a large number is preferable to taking the chance with a Standard approach, etc. when playing these strategies are preferable.

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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 G4G!
Par 5 Fairway?	Auto GIR!
G4G! / Par 3 Tee/Approach; Roll Again	00 Holed!; otherwise Gim+
R*, F* & B*	Holed!
Putting (GIR, SG 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.

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)
G4G! / 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.

G4G! / 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

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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 SG or Gim+.

G4G!

All Par 4 holes allowing golfers to G4G! 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 G4G! All other Par 5 holes allow golfers to G4G! The G4G! percentage 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 G4G! 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.

NOTE: An A in golfer's Par 5 GFG! Range means automatic GFG! if Drive found Fairway.

A number in parenthesis following an A means a chance golfer GFG! even if his drive missed the Fairway.

For example, if Koepka hits his Par 5 drive:

Fairway: He will automatically GFG! because of his A rating.

First Cut, Rough or Bunker: Has a 00 – 31 chance to still GFG!

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

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 SG 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 SG 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.

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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 SG putt attempt, adjusted by the Hole Difficulty. If this SG 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. SG putts follow all Short Game shots (R*, F* & B*), adjusted by the Hole Difficulty. All missed GIR, SG 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.

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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 SG 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.

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 SG 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 SG 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 SG putt attempt (if needed). G4G! roll, if percentage falls inside golfer's G4G! range, golfer is going for the green on his second shot, otherwise hole will be played traditionally. If G4G! 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.

NOTE: Some golfers automatically GFG! if Drive shot hits the Fairway and they have an A Par 5 rating. Also, some golfers have a number in parenthesis AFTER the A Par 5 rating which provides a percentage chance to GFG! even when Fairway is missed.

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SAMPLE GOLFERS

PGA TOUR 2019				RANK
Brooks Koepka				1
G4G!	Par 4's	74	Par 5's	A(31)
On the Green!				28
PH? -10 / 10 / -10		SP? 10 / -20 / 10		
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	SG	Gim+
		34	39	97

PGA TOUR 2019				RANK
Henrik Stenson				85
G4G!	Par 4's	57	Par 5's	79
On the Green!				15
PH? -10 / 10 / -10		SP? 10 / -20 / 10		
Drive/Fairway		Par 3 Tee/Approach		
Fairway	72	61	GIR	
First Cut (-15)	86	66	Fringe	
Rough (-25)	95	87	Rough	
Bunker (-35)	98	98	Bunker	
PENALTY?	99	99	PENALTY?	
Short Game		R*	F*	B*
		35	98	25
Putting		GIR	SG	Gim+
		28	39	98

PGA TOUR 2019				RANK
D.J. Trahan				164
G4G!	Par 4's	72	Par 5's	A(31)
On the Green!				28
PH? -10 / 10 / -10		SP? 10 / -20 / 10		
Drive/Fairway		Par 3 Tee/Approach		
Fairway	59	67	GIR	
First Cut (-15)	79	71	Fringe	
Rough (-25)	93	89	Rough	
Bunker (-35)	98	98	Bunker	
PENALTY?	99	99	PENALTY?	
Short Game		R*	F*	B*
		42	80	25
Putting		GIR	SG	Gim+
		31	37	98

PGA TOUR 2019				RANK
Brendon de Jonge				260
G4G!	Par 4's	33	Par 5's	55
On the Green!				38
PH? -10 / 10 / -10		SP? 10 / -20 / 10		
Drive/Fairway		Par 3 Tee/Approach		
Fairway	61	61	GIR	
First Cut (-15)	80	65	Fringe	
Rough (-25)	93	87	Rough	
Bunker (-35)	98	98	Bunker	
PENALTY?	99	99	PENALTY?	
Short Game		R*	F*	B*
		24	57	30
Putting		GIR	SG	Gim+
		26	32	93

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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		