

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.

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.

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 week of the 2019 PGA Season!

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.

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.

If interested in purchasing the 2019 PGA Season Set PDF for \$20, please send PayPal payment to: msborba@aol.com

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 (5)	62	65	GIR	
First Cut (-5)	75	70	Fringe	
Rough (-10)	93	89	Rough	
Bunker (-15)	98	98	Bunker	
PENALTY?	99	99	PENALTY?	
Short Game		R*	F*	B*
		33	95	33
Putting		GIR	SG	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!

Example, if Par 5 drive lands in Bunker (-15) and Koepka rolls a 10 to shoot for green, his 2nd shot On the Green! range is shot adjusted from 01 – 28 to 01 – 13!

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.

NOTE: These adjustments stack with previous stroke's Drive/Fairway section shot adjustment.

For example, Koepka decides to PH? with his 2nd shot to the Green after driving into the Rough on his 1st shot. His Par 3 Tee/Approach section GIR range would change from 01 – 65 to 01 – 55 for PH and a further 01 – 45 because of driving 1st shot into Rough. His GIR putt range would change from 00 – 34 to 00 – 44. His SG putt range would change from 00 – 39 to 00 – 29. NOTE: A Par 3 Tee/Approach shot of 46 – 65 would find Rough!

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.

NOTE: These adjustments stack with previous stroke's Drive/Fairway section shot adjustment.

For example, Koepka decides to SP? with his 2nd shot to the Green after driving onto the Fairway on his 1st shot. His Par 3 Tee/Approach section GIR range would change from 01 – 65 to 01 – 75 for SP and a further 01 – 85 because of driving 1st shot onto Fairway. 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?

Fairway (5) (62) percentage roll of 01 - 62 hit fairway. A next shot adjustment of 5 will be applied to GIR or Par 5 layup Fairway range.

First Cut (-5) (75) percentage roll of 63 - 75 missed fairway into first cut. A next shot adjustment of -5 will be applied to GIR or Par 5 layup Fairway range. A miss into gap left by adjustment to GIR or Fairway range is considered to have landed in Rough!

Rough (-10) (93) percentage roll of 76 - 93 missed fairway into rough. A next shot adjustment of -10 will be applied to GIR or Par 5 layup Fairway range. A miss into gap left by adjustment to GIR or Fairway range is considered to have landed in Rough!

Bunker (-15) (98) percentage roll of 94 - 98 missed fairway into fairway bunker. A next shot adjustment of -15 will be applied to GIR or Par 5 layup Fairway range. A miss into gap left by adjustment to GIR or Fairway range is considered to have landed in Rough!

NOTE: These shot adjustments to GIR range stack with PH or SP player option.

NOTE: On Par 5's, the Drive result shot adjustment is applied to the Fairway range for subsequent layup shot. The layup result shot adjustment is then applied to the GIR range.

For example, Par 5 tee shot finds the fairway. If G4G! 5 will be applied to the GIR range. If attempting a layup shot, 5 will be applied to the Fairway range. If layup shot landed in Bunker, -15 will be applied to next shot's GIR range.

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? NOTE: Apply previous stroke's shot adjustment and/or PH or SP player option.

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. Can be adjusted by PH or SP player option.

Putting SG (39) percentage roll of 00 - 39 golfer sinks SG putt after failing to hit a great Short Game shot. Can be adjusted by PH or SP player option.

Putting Gim+ (97) percentage roll of 00 - 97 golfer makes a gimmie putt after missing any GIR, SG or previous Gim+ putts and after hitting a great Short Game shot.

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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 (-15). Had he hit the Fairway (5) on his drive, he would be automatically going G4G! with a 5 shot adjustment to his GIR range from 01 – 65 to 01 – 70! NOTE: When G4G!, the previous shot adjustment is still made to GIR, not On the Green! range. Because of his A(31) G4G! range, he has a 00 – 31 chance to go for green even when missing the Fairway. However, a roll of 40 means he has decided to lay up, so will be taking another shot from the Drive/Fairway section of his golfer card, only this time -15 is applied to the Fairway range from 01 – 62 to 01 – 47! His layup roll of 57 also finds the Rough (-15), due entirely to finding the Rough (-15) with his Tee shot! resulting in a -15 shot adjustment to the GIR range of his Approach to the Green from 01 – 65 to 01 – 50!

Since his 3rd shot is at the Green, we will use the Par 3 Tee/Approach section of his card. A roll of 61 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.

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 for 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 for being the first putt of hole, in order to save Par.

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 also 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, weather conditions 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.

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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 GIR 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.

Natural 00 and 99 rolls:

On all Natural rolls of 00, except when rolling for G4G! range and on Penalty?/Very Poor Shot Table, golfer hit exceptional shot. Refer to the Exceptional Shot Table. On all Natural rolls of 99, refer to the Penalty?/Very Poor Shot Table.

Modified < 00 and > 99: Range adjustments below 00 or above 99, due to hole difficulty, player option and/or shot 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!)	Long Drive to Fairway (5), Auto G4G!
Par 5 Fairway?	Great Drive, 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? Fairway (5). Golfer's 2nd shot will be G4G!
- Par 5 Fairway? Great Layup followed by GIR. Golfer's 4th shot will be GIR putt.

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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 (-20)
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 (-20), with a –20 shot adjustment to GIR or Fairway range.

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

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! and On the Green!

All Par 4 holes allowing golfers to G4G! are clearly identified on the scorecard. All true 3-shot Par 5 holes are also clearly identified on the scorecard for which 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: The GIR range is modified by previous stroke's shot adjustment.

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

A number in parenthesis following an A means a chance golfer GFG! even if his drive missed the Fairway. A number without an A or without parenthesis is golfer's chance to G4G! ONLY if he hits the Fairway with Par 5 Tee shot. If he does, the GIR range is modified by previous stroke's shot adjustment.

For example, if Koepka hits his Par 5 drive:

Fairway (5): He will automatically GFG! because of his A rating, with a 5 shot adjustment to GIR Range.

First Cut (-5), Rough (-10) or Bunker (-15): Has a 00 – 31 chance to still GFG!

For example, if Koepka is going for the green on a Par 5 after hitting drive into Rough (-10), his 2nd shot is:

00: Refer to the Exceptional Shot Table

01 – 28: Hit Green

29 – 55: Fairway just short of Green (-30 to F* shot)

56 – 65: Rough because of gap left from previous shot's -10 adjustment

66 – 70: Fringe

71 – 89: Rough

90 – 98: Bunker

99: Refer to Penalty?/Very Poor Shot Table

Drive/Fairway Section Shot Adjustments:

Each and every Drive/Fairway Section stroke includes a shot adjustment, which is applied to golfer's very next shot to GIR or Par 5 layup.

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SHORT GAME:

Anytime 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, Gim+ putts are attempted until ball is holed.

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

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

F: Golfer has automatically failed an up and down save. Record chip & missed SG putt and will be facing a Gim+ to prevent further damage.

(22): Golfer rolling 01 – 22 has automatically made an up and down save. Record chip & made Gim+ putt. On 23 – 98, golfer has automatically failed his up and down save. Record chip & SG putt and will be facing a Gim+ to prevent further damage.

PUTTING:

GIR putt: Follow all Par 3/Approach shots.

SG putt: Follow all poorly executed Short Game shots (R*, F* & B*).

Gim+ putt: Follow all missed putts and all successful Short Game chips.

NOTE: All putts above are modified by the hole difficulty if very first putt of hole.

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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 (5), First Cut (-5), Rough (-10) or Bunker (-15), which carry a shot adjustment to next stroke's GIR range. The second shot will be a percentage roll on the Par 3/Approach section of card to adjusted GIR. 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 and previous shot's adjustment to GIR range. Result will then require a putt from GIR or an up and down opportunity from Short Game/Putting. NOTE: Any Par 3/Approach section 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 with a -30 shot adjustment to Short Game F* chip.

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 (5), First Cut (-5), Rough (-10) or Bunker (-15), which carry a shot adjustment to next stroke's Fairway range. Second shot will be a percentage roll also on the Drive/Approach section of card. Result will then be a Fairway (5), First Cut (-5), Rough (-10) or Bunker (-15), which carry a shot adjustment to next stroke's GIR range. The third shot will be a 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 (5), First Cut (-5), Rough (-10) or Bunker (-15), which carry a shot adjustment to next stroke's GIR or Fairway range. A roll is then made to check if golfer G4G!

- Hit Fairway and has an "A" G4G! rating; G4G!
- Hit Fairway and roll falls inside golfer's G4G! range; G4G!
- Miss Fairway and roll falls inside golfer's parenthesis A(?) range; G4G!

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 and previous shot's adjustment to GIR range. Result will then require a putt from GIR or an up and down opportunity from Short Game/Putting. NOTE: Any Par 3/Approach section 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 with a -30 shot adjustment to Short Game F* chip.

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PGA TOUR 2019					RANK	PGA TOUR 2019					RANK
Brooks Koepka					1	Henrik Stenson					85
G4G!	Par 4's	74	Par 5's	A(31)		G4G!	Par 4's	57	Par 5's	79	
On the Green!					28	On the Green!					15
PH? -10 / 10 / -10		SP? 10 / -20 / 10				PH? -10 / 10 / -10		SP? 10 / -20 / 10			
Drive/Fairway		Par 3 Tee/Approach				Drive/Fairway		Par 3 Tee/Approach			
Fairway (5)	62	65	GIR			Fairway (5)	72	61	GIR		
First Cut (-5)	75	70	Fringe			First Cut (-5)	82	66	Fringe		
Rough (-10)	93	89	Rough			Rough (-10)	95	87	Rough		
Bunker (-15)	98	98	Bunker			Bunker (-15)	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						Putting					
		GIR	SG	Gim+				GIR	SG	Gim+	
		34	39	97				28	39	98	
PGA TOUR 2019					RANK	PGA TOUR 2019					RANK
D.J. Trahan					164	Brendon de Jonge					260
G4G!	Par 4's	72	Par 5's	A(31)		G4G!	Par 4's	33	Par 5's	55	
On the Green!					28	On the Green!					38
PH? -10 / 10 / -10		SP? 10 / -20 / 10				PH? -10 / 10 / -10		SP? 10 / -20 / 10			
Drive/Fairway		Par 3 Tee/Approach				Drive/Fairway		Par 3 Tee/Approach			
Fairway (5)	59	67	GIR			Fairway (5)	61	61	GIR		
First Cut (-5)	73	71	Fringe			First Cut (-5)	74	65	Fringe		
Rough (-10)	93	89	Rough			Rough (-10)	93	87	Rough		
Bunker (-15)	98	98	Bunker			Bunker (-15)	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						Putting					
		GIR	SG	Gim+				GIR	SG	Gim+	
		31	37	98				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		