

Par for the Course Golf

Instructions (Version 1.7)

1. Preface

Par for the Course Golf is a tabletop sports simulation game using cards and dice. I designed this game with the tournament replayer in mind. There are two modes of play: a round-by-round engine that simulates a round score for each golfer based usually on one roll of the dice and a hole-by-hole engine that generates a score for each hole the golfer plays (again usually on just one roll of the dice). Golf courses also have an effect on both modes of play, so easy courses will play easy whereas difficult courses will have higher scores, plus individual holes have their own effects.

2. Equipment for Play

Here are the items that are required to play *Par for the Course Golf*.

- a) Set of Golfer Cards
- b) Set of Course Cards (optional, but highly recommended)
- c) Two ten-sided dice (preferably one that has sides 00-90, or dice of two different colors would be sufficient)
- d) Special Scoring Charts

3. Round-by-Round Game Play

a) Basic Play

Select a golfer from your set of Golfer Cards and grab your pair of ten-sided dice. If you are not using a die with side of 00-90, then select one color die to be the tens digit and the other color die to be the ones digit. A roll of 00 is read as such but is considered to be higher than a roll of 99. Roll the dice to get a two-digit result. Reference the golfer's card and find the appropriate Range in which your dice roll lies. Then look in the Score column for this golfer's score for the round.

() Rule – On some Golfer Cards, there may be a range number in parentheses. If the dice roll matches this result, then roll the two dice again. If that second roll is from 01 thru 50, then record the LOWER score as the round result. If that second roll is from 51 thru 00, then record the HIGHER score as the round result.

Refer to Dustin Johnson's card for two examples.

Dustin Johnson

2010 PGA Tour

Range			Score		
		Low	77	88	73
		62	89	93	74
		63		94	75
01	05	64	95	96	76
06	07	65	97	(98)	77
08	11	66	(98)	99	78
12	20	67			79
21	28	68			80
29	39	69			81
40	45	70		00	82
46	60	71			High
61	76	72			NS

Par 3		
Range		Score
01	16	Birdie
17	82	Par
83	00	Bogey+

Par 4		
Range		Score
01	(22)	Eagle
02	18	Birdie
19	80	Par
81	00	Bogey+

Par 5		
Range		Score
01	05	Eagle
06	48	Birdie
49	91	Par
92	00	Bogey+

Scoring Average	70.46
Money List	4
Wins	2
Top 10	7
Tournaments	23

Example 1 – Dustin Johnson has rolled a 56. If we reference his Golfer Card we find that 56 is between 46 and 60 and thus Dustin has shot a 71 for this round.

Example 2 – Dustin Johnson has rolled a 98. If we reference his Golfer Card we find that 98 is in () and we have to reroll the dice. The second roll results in a 45, which is less than 50, thus we take the lower score and Dustin has shot a 77 for this round.

You will also notice three special scoring rows: Low, High, and NS. Low represents scores lower than 62, High represents scores higher than 82, and NS represents situations where the golfer either has to withdraw (WD) or is disqualified (DQ). If the dice roll falls in one of these three ranges, then roll the dice a second time and refer to the appropriate Special Scoring Chart for the result. These charts are season specific and represent the total percentage of these scores shot in tournaments by the golfers represented in that season's Golfer Card set.

b) Advanced Play

Advanced play works the same as in basic play except the Course Cards have an effect. It is highly recommended that you use a Course Card so as to simulate the different environments in which the tournament professionals play.

At the top of each Course Card are a set of Round Score Roll Adjustments. When playing a specific course, you will add this adjustment to the dice roll before referencing the Range results. The first four numbers represent the adjustments based on the each of first four rounds of that tournament. The last number represents the adjustment based on the whole tournament's scoring average.

You may choose to apply the total adjustment to every round or apply each individual round adjustment to that particular round, or use specific adjustments to simulate special course conditions such as weather and pin placement. Feel free to make your own house rules as to which adjustment to use in each round and/or tournament. You might even choose to use random adjustments in some way, but I would suggest that a full four-round event should even out to the total adjustment for the course.

There are some courses that do not have a full set of adjustments. This was due to the fact that the course was used in a multiple-course tournament and thus course averages were computed based on the sum of hole-by-hole averages. In the instance of a blank adjustment, only the total adjustment for the entire tournament can be used.

Note: NS results can only occur on the original dice roll. Course adjustments CANNOT move a result in or out of the NS range. If the adjusted dice roll is high enough to produce a NS result, then the golfer instead will have a High result.

Refer to the Dustin Johnson and the Kapalua Plantation Course cards.

Kapalua Plantation Course									
2010 SBS Championship									
Tournament Course Avg					69.88				
Round Score Roll Adj					-3	-6	0	-1	-3
Hole	Par	Range Adj			Bogey+ Result				
	73	Eag	Bir	Bog	Bogey	Double	Other		
1	4		-9	2	01 83	84	00		
2	3		-5	-6	01 92	93	00		
3	4		8	13	01 83	84	00		
4	4		1	2	01 89	90	00		
5	5	2	9	4	01 00				
6	4		16	8	01 00				
7	4		-2	5	01 73	74	00		
8	3		0	-4	01 83	84	00		
9	5	2	34	8	01 00				
10	4		16	14	01 00				
11	3		13	6	01 85	86	00		
12	4		3	14	01 00				
13	4		6	11	01 00				
14	4		33	10	01 78	79	00		
15	5	-1	20	2	01 88	89	88	89	00
16	4		2	6	01 00				
17	4		-9	-1	01 90	91	00		
18	5	0	2	1	01 67	68	89	90	00

Example 1 – Dustin Johnson is playing a round at the Kapalua Plantation Course with has a total Round Score Roll Adjustment of -3. The dice roll results in a 42 which we then add a -3 in order to get a modified dice roll of 39. Referencing Dustin’s Golfer Card results in a round score of 69 (as opposed to a score of 70 that he would have shot had the Course Card not been in play).

Example 2 – Dustin Johnson is playing a round at the Kapalua Plantation Course when the winds have freshened a bit and the course is playing a little more difficult, so we choose to use the 0 course adjustment (that was the result of the third round of the 2010 SBS Championship). The dice roll results in a 57 that is unadjusted (due to the 0 adjustment) and thus Dustin has shot a round of 71.

4. Hole-by-Hole Game Play

a) Basic Play

Select a golfer from your set of Golfer Cards and grab your pair of ten-sided dice. If you are not using a die with side of 00-90, then select one color die to be the tens digit and the other color die to be the ones digit. A roll of 00 is read as such but is considered to be higher than a roll of 99. Roll the dice to get a two-digit result. Reference the golfer's card and under the appropriate par for the hole find the appropriate Range in which your dice roll lies. Then look in the Score column for the result on that hole.

() Rule – On some Golfer Cards, there may be a range number in parentheses. If the dice roll matches a range number that is followed by another number in parentheses, then roll the two dice again. If that second roll is less than or equal to the number in parentheses, then the result is the Score as listed. If that second roll is greater than the number in parentheses, then the result is the next higher Score.

Bogey+ Rule – A range result in the Bogey+ row means that the golfer has scored a bogey or worse on that hole and requires a second roll of the dice. If the second roll of the dice is a 01 thru 98, then the result for the hole is a bogey. If that second roll is a 99 or 00, then the result for the hole is a double bogey.

Refer to Dustin Johnson's card for some examples.

Dustin Johnson

2010 PGA Tour

Range			Score		
		Low	77	88	73
		62	89	93	74
		63		94	75
01	05	64	95	96	76
06	07	65	97	(98)	77
08	11	66	(98)	99	78
12	20	67			79
21	28	68			80
29	39	69			81
40	45	70		00	82
46	60	71			High
61	76	72			NS

Par 3		
Range		Score
01	16	Birdie
17	82	Par
83	00	Bogey+

Par 4		
Range		Score
01	(22)	Eagle
02	18	Birdie
19	80	Par
81	00	Bogey+

Par 5		
Range		Score
01	05	Eagle
06	48	Birdie
49	91	Par
92	00	Bogey+

Scoring Average	70.46
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Example 1 – Dustin Johnson is playing a Par 3 hole and has rolled a 67. If we reference his Golfer Card we find that 67 is between 17 and 82 and thus Dustin has scored a Par for the hole.

Example 2 – Dustin Johnson is playing a Par 4 hole and has rolled a 01. If we reference his Golfer Card we find that there is a (22) next to that range result. We roll the dice a second time and the result is a 20. Since that is less than or equal to 22, Dustin has scored an Eagle for the hole. If that second roll had been say a 78, which is greater than 22, then Dustin would have scored a Birdie for the hole.

Example 3 – Dustin Johnson is playing a Par 5 hole and has rolled a 96. If we reference his Golfer Card we find that 96 is between 92 and 00 and thus is in the Bogey+ row. We roll the dice a second time and the result is a 43 and thus Dustin has scored a Bogey for the hole.

b) Advanced Play

Advanced play works similar to the rules in basic play except the Course Cards have an effect. It is highly recommended that you use a Course Card so as to simulate the different environments in which the tournament professionals play.

Each Course Card has adjustments for each hole that will either increase or decrease each individual golfer's range ratings for Eagles, Birdies, and Bogey+ scores. Also, each Course Card provides varying ranges for Bogey, Double Bogey, and Other results depending on the severity of each individual hole.

When playing a hole, the Range Adjustments will have an effect on each golfer's scoring ranges for each type of par and score. For the Eagle and Birdie range, ADD the Range Adjustment to the TOP number in the range (a blank space in the Eagle Adj means that nothing is added to the golfer's Eagle range). For the Bogey+ range, ADD the Range Adjustment to the BOTTOM number in the range.

Bogey+ Rule – A range result in the Bogey+ row means that the golfer has scored a bogey or worse on that hole and requires a second roll of the dice. Reference that second dice roll on the Course Card under the Bogey+ Result and obtain the result. If the result is a Bogey or Double Bogey, then record that score and move to the next hole.

If the result is Other, then roll the dice once again. This time when the result is referenced on the Course Card, the results are Triple Bogey, Quadruple Bogey, and Other. If the result is again Other, then roll the dice and consult the card for a Quintuple Bogey, Sextuple Bogey, and Other. Continue to repeat this process until a score for the hole is obtained.

Let's look at Dustin Johnson playing a round at the PGA West – Nicklaus Course.

PGA West - Nicklaus Course									
2010 Bob Hope Classic									
Tournament Course Avg					69.01				
Round Score Roll Adj					-7				
Hole	Par	Range Adj			Bogey+ Result				
	72	Eag	Bir	Bog	Bogey	Double	Other		
1	4		4	9	01 92	93 00			
2	4		-1	10	01 80	81 00			
3	3		8	2	01 85	86 00			
4	5	-2	10	5	01 80	81 00			
5	4		-2	2	01 81	82 00			
6	4		2	-4	01 71	72 00			
7	3		18	13	01 80	81 00			
8	5	4	10	1	01 82	83 00			
9	4		4	11	01 89	90 00			
10	4		13	10	01 80	81 00			
11	3		6	-2	01 83	84 96	97 00		
12	4		10	14	01 00				
13	5	2	0	-3	01 00				
14	4		15	9	01 92	93 00			
15	4		12	13	01 86	87 00			
16	5	4	16	3	01 88	89 88	89 00		
17	3		4	2	01 00				
18	4		2	-3	01 78	79 97	98 00		

Example 1 – Dustin Johnson is playing the Par 4 1st hole and has rolled a 20. Dustin's normal Birdie range on par 4 holes is 02-18 but the Course Card shows that an adjustment of 4 should be added to the Birdie range, thus making it 02-22. Dustin has scored a Birdie for the hole.

Example 2 – Dustin Johnson is playing the Par 3 7th hole and has rolled a 97. Dustin's normal Bogey+ range on par 3 holes is 83-00 but the Course Card shows that an adjustment of 13 should be added to the Bogey+ range, thus making it 96-00. The roll of 97 is still within this range and thus we need to roll the dice a second time. The second roll is an 82 which is between 81 and 00 in the Double column. Thus, Dustin has scored a Double Bogey for the hole.

Example 3 – Dustin Johnson is playing the Par 5 16th hole and has rolled a 07. Dustin's normal Eagle range on par 5 holes is 01-05 but the Course Card shows that an adjustment of 4 should be added to the Eagle range, thus making it 01-09. Dustin has scored an Eagle for the hole.

5. Special Notes

Montreux Golf & Country Club: Events played at this course, such as the Barracuda Championship, used a Modified Stableford scoring format. The result of that format is that there are no round scores recorded and thus no Round-by-Round adjustments are possible. If replaying this event as played on the TOUR, then you will have to use the Hole-by-Hole format in which the adjustments are provided.

Best of the Rest, Field Filler, and Average Golfer Cards: The Average Golfer cards in each set takes the average results from all the golfers that have been carded. The Best of the Rest card takes the round scores from all of the golfers who earned money that season but played in less than 5 events. There are no Hole-by-Hole results for the Best of the Rest card. Only use the Round-by-Round results for these golfers. The Field Filler card takes the round scores from all the golfers who failed to make a cut that season. There are no Hole-by-Hole results for the Field Filler card. If you managed to have a Field Filler make the cut and you then wanted to play his card using the HBH format, then I would suggest you use the Average Golfer card.

6. Conclusion

Hopefully you have found the instructions easy to read, the examples helpful demonstrations, and can now play the game with ease.

If you have any questions, comments, or suggestions, please feel free to email me at pganascar@aol.com or send a message in the Tabletop Sports Delphi Forum to the handle “pganascar”.

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Updated: November 2014