

Optional Use of Wind Modifiers

Roll at beginning of round, Use the chart below

Wind

11 North Breezy	26 East Breezy
12 North Breezy	33 East Breezy
13 North Windy	34 East Windy
14 No Wind	35 No Wind
15 No Wind	36 No Wind
16 South Breezy	44 West Breezy
22 South Breezy	45 West Breezy
23 South Windy	46 West Windy
24 No Wind	55 No Wind
25 No Wind	56 No Wind
	66 No Wind

Roll a red die with each roll when you have a crosswind to get the wind's effect on that shot

With

Wind Breezy

Drives +3

FW FW(+2)

LI LI(+2)

MI MI(+2)

SI SI(+2)

P PI(+2)

Windy

+4

LI

MI

SI

P

P+1

Against

Wind Breezy

Drives -3

FW FW(-2)

LI LI(-2)

MI MI(-2)

SI SI(-2)

P PI(-2)

Windy

-4

FW(-4)

FW

LI

SI

P(-1)

Cross Wind

Breezy

Red Die

1-2

No Effect

3-4

L or R change according to wind direction

5-6

L or R change according to wind direction

Roll Again If 1-2 C changes to L or R with the wind

Cross Wind

Windy

Red Die

1-3

L or R change according to wind direction

5-6

L or R change according to wind direction

Roll Again If 1-2 C changes to L or R with the wind

SECOND PUTT

LENGTH OF FIRST PUTT

	A	B	C	D
1-3	GOOD	GOOD	GOOD	GOOD
4-6	1	GOOD	GOOD	GOOD
7-9	2	1	GOOD	GOOD
10-13	3	2	1	GOOD
14-17	4	3	2	1
18-21	5	4	2	1
22-25	6	4	3	2
26-30	7	5	3	2
31-35	9	6	4	2
36-40	11	8	5	3
41-45	13	9	5	3
46-50	14	10	6	3
51-55	16	12	8	4
56+	18	14	10	5