INSIDE THE CUP GOLF RULES

Inside the Cup golf is a golf simulation using real golfers and real courses to give the feel of the PGA on your tabletop.

To play you will need two twenty sided dice (2d20), one black and one white, and two ten sided dice (2d10), one black and one yellow. The use of these dice will vary depending on the type of shot being performed. A pawn can be used to track a golfer through the hole by placing it in the section the ball lands.

To get started, select a course to play and select at least one golfer (up to 4) to take around the course. Determine the pin placement for the round (1-4). These are the 1-4 shown around the **GREEN** section of the hole and can come into play on some shots that land around the green. Each hole plays from the bottom of the page to the top. Find the Hole 1 page and select a golfer to have honors. Head to the tee box...

DRIVING

DRIVE: Roll all 4 dice. Use the Drive section in the upper left of the golfer's card.

DRV		LFT	MID
A	16-20	4	15
B	7-15	4	16
C	2-6	3	16
D	1	3	17
E		2	17

Black 1d20: Use this roll to determine the distance grade of the drive hit by the golfer. Distance grades have a die roll or range of die rolls next to their grade. Find the distance grade which contains this roll. This distance grade shows how far down the fairway the ball travels on the drive. NOTE: Some golfers will not have a die roll or range for all distance grades.

White 1d20: Use this roll to determine the direction of the drive hit by the golfer. Read from left to right on the distance grade row determined above. If the roll is less than or equal to the LFT (LEFT) number, the drive is hit into the LFT section of the course at that distance grade. If the roll is greater than the LFT number but less than or equal to the MID rating, the drive is hit into the MID section of the course at that distance grade. Any roll greater than the MID rating is considered a drive hit into the RIGHT section of the course at that distance grade. **NOTE:** Some TEE sections may indicate certain

White 1D20 rolls are automatically in the MID section.

Black 1d10: Use this roll to find the exact location where the ball lands within the section after getting the distance and direction from the previous dice. If the section has no 0-9 breakdown, ignore this die. Refer to the section the ball lands in for the club to use for the next shot and resolve it using either the Approaching the Green or Layup procedure. NOTE: Some sections may indicated the next club is PO. These are where a golfer has no shot to the green and is forced to pitch out to the fairway. On these outcomes, add 1 stoke to the golfer and place his ball in the MID fairway section at the same drive distance as the PO. Resolve the next shot using the club for this new section.

Yellow 1d10: Not used on drives.

LAY UPS (%)

Most par 5's have sections where the drive will force or sometimes give the option for the golfer to lay up. Any drive that gives you the next club to use with a % next to it forces a lay up. Sections which give golfer the option to lay up or go for the green will show two choices separated by the word "OR".

If the golfer does not lay up, use the club listed and resolve the next shot using the Approaching The Green procedure.

OPTIONAL: If you do not want to make the decision for the golfer when given a choice to lay up or go for the green, you can use the following procedure:

Golfers have a **GO rating** *that is based on how often*

they went for the green on a par 5 when given an option. The higher the rating the more often the golfer goes for the green. If using this option, roll a 1d20. If the roll is less than or equal to the golfer's GO rating, they will go for the green. If the roll is higher, they will lay up.

LAY UP: Roll all 4 dice.

Black 1d20: This roll should be modified by any shot modifier listed in the current section. If the modified roll is greater than the golfer's MISS rating for the shot's club, the golfer successfully lays up down the middle of the hole. Otherwise, the golfer has missed the shot to the left or right.

(%) LAYUP					
LEFT 11-15		16-20 FAIRWAY PW (-1)		**RIGHT 16-20**	
11 WATER MI (+1)	12-15 SAND MI (+1)	11-15 FAIRWAY SI (+1)		16-17 FAIRWAY SI (+1)	18-20 ROUGH SI (-1)
LEFT 1-5		6-10 FAIRWAY SI		**RIGHT 6-10**	
1 WATER MI (+1)	2-5 SAND MI (-1)	1-5 FAIRWAY SI (-1)		6-7 FAIRWAY SI (-1)	8-10 ROUGH MI

SUCCESSFULLY LAYS UP
White 1d20: There are 4 rows in the middle section of the lay up area which denote differing distances left to the hole. Find the die roll range which contains this roll. The row shows the club to use for the next shot.

MISSES LEFT OR RIGHT
White 1d20: There are 4 sections showing where the golfer missed from long left to short right. Each section has a range of 5 die rolls in it. Use this roll to find where the ball lands using those ranges. This shows the club to use for the next shot.

Black 1d10: Not used on lay ups.

Yellow 1d10: Not used on lay ups.

APPROACHING THE GREEN

Shots towards the green and par 3 tee offs: Roll all 4 dice.

There are three possible special outcomes on these shots which are shown below. NOTE: Natural roll means before any modifications are applied.

1) DUFFED SHOT
This can occur from any approaching the green shot not taken from the tee, fairway, or rough.

If a natural roll of the **Black 1d20** is a 1, then a duffed shot has occurred. On a duffed shot, add one stroke

and take another shot from the same section with the same club and modifiers.

2) HOLE OUT CHANCE
This can occur on any approaching the green shot or par 3 tee shot.

If the natural roll of the **Black 1d20** is a 20 **AND** the natural roll of the **White 1d20** is 20 **AND** the natural roll of the **Black 1d10** is a 0, there is a chance to hole out. Look at the chart below for club used for the shot. If the **Yellow 1d10** roll is within the range given, the golfer has holed out the shot. If the **Yellow 1d10** roll is above the range, the shot is resolved as an **EXCEPTIONAL SHOT**, see below.

HOLE OUT CHANCE

Club	Yellow 1d10
PW	ALL
SI	0-7
MI	0-5
LI	0-3
FW	0-1

3) EXCEPTIONAL SHOT
This can occur on any approaching the green shot or par 3 tee shot.

If a natural roll of the **Black 1d20** is a 20, then an exceptional shot has occurred. In this case, the ball has hit the green. Use the Hit The Green procedure below but add the **Yellow 1d10** roll to **White 1d20** to determine proximity to the hole. The ball will be closer than normal to the hole. An exceptional shot cancels any proximity penalty modifiers. If the modified roll is greater than number listed for the <5 row, treat the result as <5.

STANDARD SHOT RESOLUTION
Approaching the green shots use the club listed in the section of the course where the previous shot landed or the club the tee section indicates. Some of these listings will show a (-#) or (+#) shot modifier. These modifications are added to the **Black 1d20** die before resolving the shot.

Black 1d20: This roll should be modified by any shot modifier listed in the current section and if taken from any place but the fairway or tee, by the golfer's recovery modifier (explained below). If the modified roll is greater than the golfer's MISS rating for the shot's club, the golfer hits the green. Otherwise, the golfer misses the green.

MISS	14	9	7	4	2
>35	4	3	3	3	2
26-35	7	7	6	6	5
21-25	9	9	8	7	7
16-20	12	12	11	10	10
11-15	16	15	15	15	14
6-10	19	19	19	19	19
<5	20	20	20	20	20

HIT THE GREEN

White 1d20: If the green is hit, use this roll to determine the proximity to the pin. If the shot was taken from anywhere except the tee or fairway, modify the **White 1d20** by adding the golfer's recovery proximity rating and subtracting the **Yellow 1d10**. Refer to the section on the golfer's card below the MISS rating using the shot's club. Starting from MISS, move down row by row until the modified **White 1d20** roll is less than or equal to the number. The distance given on this row is the how close the golfer is to the hole. Higher rolls are better. Proceed to PUTTING. The **Black 1d10** die is not needed.

16	FW	LI	MI	SI	P
OFF	12	10	8	6	5
ATG	19	19	19	18	18

MISSED THE GREEN

White 1d20: If the green is missed, use this roll to determine how poorly the golfer missed. Refer to the section of the golfer's card above the MISS rating using the shot's club. If the roll is less than or equal to the OFF rating, the golfer has missed the green by a wide margin; use the OFF procedure. If the roll is greater than the OFF rating but less than or equal to the ATG rating, the golfer has hit around the green; use the ATG procedure. Rolls greater than the ATG rating are considered on the FRINGE and use that procedure.

	0 LONG				
	0-2 WATER PW	3-9 ROUGH PW			
1 LFT	1 ATG-BL	2 ATG-BC	3 ATG-BR		**2 RGT**
	0-2 WATER PW / 3-7 SAND SD / 8-9 ROUGH CH	ROUGH CH	0-2 ROUGH CH / 3-9 SAND SD		
	4 ATG-ML	ATG 0 & 9 at pin local	5 ATG-MR		
WATER PW	0-2 WATER PW / 3-8 SAND SD / 9 ROUGH CH	3 / 2 GREEN / 1 / 4	0-2 ROUGH CH / 3-9 SAND SD		ROUGH PW (-1)
	6 ATG-FL	7 ATG-FC	8 ATG-FR		
	0-2 WATER PW / 3-8 SAND SD / 9 ROUGH CH	0-5 FAIRWAY CH (+1) / 6-9 SAND SD	0-3 SAND SD / 4-7 ROUGH CH / 8-9 TREES CH (-1)		
	3-9 SHORT				
	0 WATER PW / 1-2 SAND PW (-1)	3-8 FAIRWAY PW (+1)	7-9 TREES SI (+1)		

OFF

Black 1d10: Use this roll to determine which section on the outer circle around the green the ball lands. The sections are labeled in red and start from long of the green followed by left, then right and finally short.

Yellow 1d10: Use this roll to find the exact location where the ball lands within the section after getting the distance and direction from the previous die. If the section has no 0-9 breakdown, ignore this die. Refer to the section the ball lands in for the next shot.

ATG - Around the Green

Black 1d10: Use this roll to determine which section on the inner circle around the green the ball lands. The sections are labeled in orange and start from the back-left going left to right and back to front. Rolls of 9 or 0 indicate the ball has landed in the section next to the day's pin location. *For example, on Pebble Beach Hole 18, pin location 1 would land in section ATG-BR while pin location 2 would land in section ATG-ML.*

Yellow 1d10: Use this roll to find the exact location where the ball lands within the section after getting the distance and direction from the previous die. If the section has no 0-9 breakdown, ignore this die. Refer to the section the ball lands in for the next shot.

FRINGE

The next shot follows the Chip procedure given below with the following changes:
1) The **Black 1d20** is modified by the rating listed on the hole card in the Black box above the word Fringe before it is multiplied by 10. If the modified roll is below 10 or above 209, treat it as 10 or 209, respectively.
2) If the Chip result is FAIL, treat it as +2P instead.

GOLFER RECOVERY RATINGS

Golfers have recovery ratings that are used whenever a golfer is taking an Approaching The Green shot from any place but the fairway or tee. It is not used for a lay up, chip (CH), or sand (SD) shots. The ratings affect the **Black 1d20** roll and if the green is hit, the **White 1d20** proximity roll. Plus ratings are good and minus ratings are bad.

RECOVER SHOT: The rating in red is used to modify the **Black 1d20** die roll.

RECOVER PROXIMITY: If the golfer hits the green, the rating with the red background is used to modify the **White 1d20** die. If the golfer misses the green, this rating is not used.

CHIP OR SAND SHOTS

These shots are used whenever a CH or SD club is listed or the shot landed on the fringe. These shots follow a similar procedure.

CHIP or SAND: Roll all 4 dice.

CHIP	
FAIL	15
+2P	44
+1P?	108
+1P	205
SAND	
FAIL	20
+2P	87
+1P?	137
+1P	205

Combine the Black dice by multiplying the **Black 1d20** by 10 and adding the **Black 1d10** This will give a number from 10-209.
*For example, the **Black 1d20** is an 11 and the **Black 1d10** is a 5. The resulting number is 115.*

Use the CHIP or SAND section on the right of the golfer's card. Starting from CHIP or SAND, move down row by row until the combined Black dice roll is less than or equal to the number. Read the result from this row.

For example, the 115 result is a +1P on CHIP and a +1+P on SAND for Dustin Johnson.

If the combined Black dice roll is greater than the number on the bottom row, the golfer has holed out from off the green with this shot; the hole is complete.

FAIL: Horrible shot. Add 1 stroke and take the same shot again with same modifiers, if any.

+2P: The shot is on the green and the golfer 2 putts to finish the hole.

+1P?: The shot is on the green but the golfer still needs to putt from a distance equal to the **White 1d20** die.

+1+P: The result is the same as +1P? above.

+1P: The shot is on the green and the golfer 1 putts to finish the hole.

Yellow 1d10: not used

PUTTING

PUTTING: Roll all 4 dice.

Combine the Black dice by multiplying the **Black 1d20** by 10 and adding the **Black 1d10** This will give a number from 10-209.

*For example, the **Black 1d20** is an 3 and the **Black 1d10** is a 0. The resulting number is 30.*

PUTT	>35	26-35	21-25	16-20	11-15	6-10	<5
3	19	14	14	13	11	10	
2	194	198	190	155	144	91	15

Use the putting section at the bottom of the golfer's card, read down the column which shows the distance the golfer is putting from on the top. If the combined black dice roll is less than or equal to the 3 row number, the golfer 3 putts. If the roll is greater than the 3 row number and less than or equal to the 2 row number, the golfer 2 putts. If the roll is above the 2 row number, the golfer has sunk the putt from that distance.

	19-20	20	20	20	20	20	20	
FRINGE	>35	26-35	21-25	16-20	11-15	6-10	<5	HOLE

COURSE PUTT MODIFICATION
Some holes are harder and some holes are easier to putt on depending on the course being played. This is shown on the hole cards on the line above the distance the golfer is putting from.

If the course shows number(s) in parentheses on a red background in the green adjustment section, this is a hard to putt green.

White 1d20: If this roll is in the listed range, add 1 putt to the number the golfer would have normally taken using the combined Black dice roll. If a 2 putt becomes a 3 from this, do not check for additional putts, shown below.

If the course shows number(s) NOT in parentheses on a green background in the green adjustment section, this is an easier green to putt.

White 1d20: If this roll is in the listed range, subtract 1 from the number of putts the golfer would have normally taken from the combined Black dice roll. The number of putts cannot go lower than 1.

ADDITIONAL PUTTS
Yellow 1d10: If the golfer 1 or 2 putts, ignore this die. If the golfer 3 putts and the roll is a 0 with this die, add another putt and roll this die again. If it is 0 again, add another putt and continue to roll until a result other than a 0 is rolled with this die. Technically there is no limit to the number of putts taken using this procedure but the odds are pretty low moving past 4 putts.

OPTIONAL STRATEGIES

DRIVE

SAFE

A golfer can choose to play it safe off the tee. They use one less club so less distance, but they increase their chances of hitting the MID section.

When a golfer chooses to play it safe, move the ball back one letter in grade distance from the distance given by the **Black 1d20**. An F distance remains F.

For example, A becomes B, B becomes C.

Resolve the **White 1d20** on the new distance row.

For example, If a golfer plays safe and rolls a B drive, it becomes a C because of the lesser club, so use the C row of the golfer's card to determine direction.

Depending on what shorter club was used, the golfer gains the following MID advantage. Ignore this advantage if the original distance before lowering was an F.

FW: any **White 1d20** direction roll of 1 or 20 is considered in the MID section on the drive. You may still need to check for exact location within the section as normal.

LI: any **White 1d20** direction roll of 1,2,19 or 20 is considered in the MID section on the drive. You may still need to check for exact location within the section as normal.

AIMING

Sometimes a golfer may want to avoid the right or left sides of the course. In this case, they can aim left or right by choosing a modifier of up to +/-2.

Before rolling the dice to resolve the drive, select how much aiming will be added or subtracted from the **White 1d20** direction die. Use the adjusted **White 1d20** roll with the golfer's card to determine the landing section on the hole. Any adjusted rolls of 0 or below are land in the far left <0 section, while any adjusted rolls of 21 or higher land in the far right >20 section.

APPROACHING THE GREEN

These options are only allowed if taking an Approaching The Green shot in the following circumstances:
1) LI from a fairway section, or
2) MI or less from a fairway or rough section.

GAMBLE

Roll all 4 dice as a normal Approaching The Green shot. If the green is missed, resolve as normal. If the golfer hits the green, check the **Black 1d10** die. If it is a 1-8, add the roll to the **White 1d20** in addition to the normal modifiers before checking to see how close the ball lands to the pin. If the roll is 9 or 0, the shot has missed the green and landed in the ATG section closest to the pin. Use the **Yellow 1d10** to determine where in the section the ball lands if needed.

SAFE

Roll all 4 dice as a normal Approaching The Green shot. If a golfer hits the green, subtract the **Black 1d10** roll from the **White 1d20** in addition to the normal modifiers before checking to see how close the ball lands to the pin. If a golfer misses the green with an OFF result, resolve as normal. If a golfer misses the green with an ATG or Fringe result and the **Black 1d10** is 1-8, resolve the shot as normal. If a golfer misses the green with an ATG or Fringe result and the **Black 1d10** is 9 or 0, the ball lands on the green. Add the **Black 1d10** to the **White 1d20** in addition to the normal modifiers before checking to see how close the ball lands to the pin.

PUTTING

AGGRESSIVE

Golfers can declare to be aggressive when putting. When declared to be aggressive, roll for the putt as normal. If the roll outcome (including course adjustment) would result in a 2 putt, check the **Yellow 1d10** roll. A roll of 0 means the golfer was too aggressive and 3 putts instead. A roll of 9 means their aggressiveness worked and the golfer sinks the first putt. If the roll outcome (including course adjustment) of the putt was 1 and 3 putts, there is no change.

LAGGING

Golfers can declare to play it safe and lag. When declaring a lag putt, roll for the putt as normal. If the roll outcome (including course adjustment) would result in a 1 putt, check the **Yellow 1d10**. A roll of a 0 means it becomes a 2 putt instead due to the lag. If the roll outcome (including course adjustment) would result in a 3 putt, check the **Yellow 1d10**. A roll of a 9 means it becomes a 2 putt instead due to the lag. If the roll outcome of the putt was 2, there is no change.

QUICK PLAY

There are two ways to quick play rounds in ITCG. One is round by round with a rating for before the cut (CUT) and a rating for after the cut, on the weekend (WE). The other is hole by hole using the course card.

ROUND BY ROUND

Each golfer has two round by round ratings. One is CUT which is used on Thursday and Fridays of a tournament before the cut is made. The WE (weekend) is used for the weekend rounds after the cut has been made. Both ratings play the same way for a tournament.

CUT	A	2016
WE	B-	USA

PLAY A ROUND: Roll a 1d20.

Use the roll on the round by round chart in the column of the golfer's rating to determine the golfer's base result.

	A+	A	A-
1	1	+2	+2
2	0	+1	+1
3	-1	0	0
4	-1	-1	0

Courses have an adjust rating which is added to the round by round chart result. This adjust rating is shown on the main course card.

PAR 72	ADJUST = 0	YARDS 6816
HOLE PAR YARDS AVG RANK EAGLES BIRDIES	PARS	BOGEYS DOUBLES OTHER

For example, Dustin Johnson is playing before the cut and rolls a 3. He would shoot 0 (even par) from the chart and would add the 0 course adjust rating for an even par round.

You roll once for every golfer per round this way.

HOLE BY HOLE

Golfers have a section on the upper right on their cards that give ratings for how they play par 3's, 4's and 5's.

	3	4	5
1-4	0	0	0
5-8	0	0	0
9-12	0	-1	-2
13-16	-1	-1	-2
17-20	-2	-2	-3

PLAY THE HOLE: Roll all 4 dice.

For example, on hole #1 Dustin Johnson rolled a Black

1d20 = 19, a Black 1d10 = 4, a White 1d20 = 16, and a Yellow 1d10 = 3.

Use the **White 1d20** and read across that row on the golfer's card to the column with the par of the hole being played to find what modification, if any, is made to the **Black 1d20** die.

*Continuing the example, the **White 1d20** means the adjustment for Dustin on a par 4 is -3.*

Combine the black dice by multiplying the modified **Black 1d20** by 10 and add the **Black 1d10**. If the modified roll is below 10 or above 209, treat it as 10 or 209, respectively.

HOLE	PAR	YARDS	AVG	RANK	EAGLES	BIRDIES	PARS	BOGEYS	DOUBLES	OTHER
1	4	381	0.05	7		36	177	207	209	
2	5	502	-0.53	18	19	117	199	208	209	
3	4	390	0.00	9		41	180	206	208	209

Starting from Rank, move from the left to right column by column until the black combined dice roll is less than or equal to the number. The result at the top of the column is the score the golfer shot on that hole. If the result is OTHER, it is at least a triple bogey. If the **Yellow 1d10** is a 0, add another stroke and roll this die again. If it is 0 again, add another stroke and continue to roll until a result other than a 0 is rolled with this die.

Continuing the example, this -3 from Dustin's card is used to adjust the Black 1d20 (a 19) making it a 16. When the modified Black 1d20 is multiplied by 10 and combined with the Black 1d10, the adjusted roll is 164. This is less than or equal to the par section of hole #1. If Dustin had an adjustment of 0, his roll would have been a 194 which would be a bogey.

Follow this same procedure for every hole on the course for the golfer. If a hole does not have a number in a column (eagles or other, for example), that result can not be the scored on the hole.