APBA Master Golf Game Set-Up

1) Choose players.
2) Roll one die to determine pin placements for the round.
3) Select which clubs will be carried (max. 14)
4) Determine course conditions for ball roll.
5) Determine wind conditions for the day.

Teeing Off

1) May use **Momentum** point to tee off using **Average W** or **I** following a birdie or better. If used, may not **Aim** or **WTB**.
2) May use Bounce Back point to tee off using **Average W** or **I** following a bogey or worse. If used, may not **Aim** or **WTB**.
3) Determine wind conditions for the hole.
4) Player may not **Aim** from the tee on Par 3's, but can **WTB**.
5) When **Aiming** the ball, start from 25-yard marker and use a straight edge to determine whether there is sufficient tree clearance.
6) **Aim** from desired location and add 5 yards for every complete 15-yard increment from **Center Line**.

Aiming

1) Select **Origin Line** as desired and permitted.
2) Roll dice to determine **Carry, L/R Direction**, and **Roll**.
3) If the shot does not pass through a dogleg, make any L/R adjustments from the **Origin Line**. This becomes the **line-of-flight**.
4) If the shot does pass through a dogleg, make any L/R adjustments at the beginning of the dogleg.
5) Advance the ball along the **line of flight** to its **initial point of carry**.
6) Add **wind**, **course, condition**, **lie**, and ball **position** effects to the **initial point of carry**.
7) Make any dogleg adjustments to the **final point of carry**. (See "Hitting Through a Dogleg")

Working-the-Ball (WTB)

1) Working-the-ball (**WTB**) is often used when **Aiming** is not permitted.
2) Player announces the yardage, in 5-yard increments, that he will attempt to work-the-ball (**WTB**) to the Left or Right of the **Origin Line**. The call may not exceed the **Maximum WTB** for the club selected. Players may not **WTB** inside 75 yards.

3) After marking the **initial point of carry** roll the dice (again) and determine the result based on the player's **Shotmaking** rating for working-the-ball Left or Right, depending on what was called before the shot.

Hitting Knock-Down Shots (KD)

1) **Knock-Down (KD)** shots are often used to avoid strong **wind** effects.
2) Player announces that he will hit a **KD** shot.
3) Use the **KD** column rather than **N (normal)** column on the selected club chart.
4) Reduce **wind** effects by 50% (round down).
5) May be used in combination with **WTB**.

Hitting Through a Dogleg

1) Determine dogleg severity using supplemental **Dogleg Chart** or hole notes for course.
2) Make any adjustments for **Aim**, **Direction**, **Wind**, **Course Conditions**, and **WTB**. Then advance the ball to **final point of carry**.
3) If the ball carries and/or rolls past the dogleg, calculate the distance it goes past by counting backwards on a straight line to the bend. For each 5 yards past, move the ball in the **opposite direction** of the dogleg per the **Dogleg Adjustment Ratio**. (G = No adjustment, N = 5 yards for every 10 yards past, S = 5 yards for every 5 yards past)
4) Dogleg effects are ignored for Par 3 holes, 2nd shots unless trees block a straight line from ball to green's front/center, and shots that are hit to the opposite side of the dogleg.

Hitting Long 2nd Shots and Later Shots Greater Than 100 Yards

1) Determine if there is sufficient tree clearance.
2) May not **Aim** on Par 5 2nd shots unless going for the green.
3) If hitting from a **Good** angle, **Aim** from desired location and add 5 yards for every complete 15-yard increment from **Center Line**.
4) If ball is on **Center Line**, **Aim** from there.
5) If **short-sided**, you may not **Aim**. Use **Center Line** then **WTB**, if desired.

Hitting From Fairway (FW)

1) From 100 yards or less, lie and position are irrelevant.
2) If hitting from a **Good** angle, **Aim** from desired location and add 5 yards for every complete 15-yard increment from **Center Line**.
3) If ball is lying on **Center Line**, **Aim** from there.
4) If **short-sided**, you may not **Aim**. Use **Center Line** then **WTB**, if desired and 75 yards or more away.

Hitting Into and From Intermediate Rough (IR)

1) Ball rolls the same as if in fairway (FW).
2) When hitting more than 100 yards from intermediate rough (IR), use **IR Lie Chart** to determine lie and position before taking shot. Use FW column to determine shot result. From 100 yards or less, lie and position are irrelevant.
3) If hitting from a **Good** angle, **Aim** from desired location and add 5 yards for every complete 15-yard increment from **Center Line**.
4) If ball is on **Center Line**, **Aim** from there.
5) If **short-sided**, you may not **Aim**. Use **Center Line** then **WTB**, if desired and 75 yards or more away.

Hitting Into or From Rough (RR)

1) Ball rolls ½ the distance indicated in FW roll column (rounded up to nearest 5 yards).
2) Balls that land in the fairway (FW) and subsequently roll into the rough (RR), continue to roll ½ the remaining distance (rounded up).
3) When hitting more than 100 yards from rough (RR), use **RR Lie Chart** to determine lie and position before taking shot. From 100 yards or less, lie and position are irrelevant.
4) Subtract **Scramble number** from Lie rolls when taking shot from rough (RR).
5) If hitting from a **Good** angle, **Aim** from desired location and add 5 yards for every complete 15-yard increment from **Center Line**.
6) If ball is on **Center Line**, **Aim** from there.
7) If **short-sided**, you may not **Aim**. Use **Center Line** then **WTB**, if desired and 75 yards or more away.
8) If you have a **Buried Lie**, the maximum club from the Regular Rough is a 7I.

Hitting From Deep Rough

1) Maximum of PW from deep rough.
2) After determining shot result, roll again using **RR Lie Chart** Buried Lie column for any adjustments to the shot.
3) May not **WTB** or **KD** shots from deep rough.
4) If hitting from a **Good** angle, **Aim** from desired location and add 5 yards for every complete 15-yard increment from **Center Line**.
5) If ball is on **Center Line**, **Aim** from there.
6) If **short-sided**, you may not **Aim**.

Hitting From Behind Trees

1) If ball is behind trees on a straight line to front/center of green, determine if there is sufficient clearance.
2) If there is clearance, play shot normally using appropriate **Lie Chart**. If not, hit around trees.

Hitting Around Trees

1) Determine yardage L/R back to **Center Line**, then **Aim** twice that amount in that direction.
2) May **WTB** with normal restrictions.
3) Alternatively, play shot as **Under Tree** using **SAFE** pitch-out column on **Tree Lie Chart**.

Hitting Into and From Trees

1) Ball is **in the trees** if it is more than 1 square deep into the trees, as measured from the **Center Line**. It is **under a tree** when it is between 1 and 2 squares into trees. It is **stymied** when it is 2 or more squares into trees. Balls 1 square deep are considered **in the rough (RR)** and not in the trees.
2) Use **Tree Lie Chart** for all shots from the trees.
3) Player may not **Aim** any shot when ball is in the trees.
4) Add **Scramble number** to Lie rolls when taking shot from the trees.
5) If **under a tree** or **stymied**, you can always play it **SAFE** by pitching back to the fairway (FW) along a perpendicular line to **Center Line.** Depending on your first (scramble-adjusted) Lie roll, you may be permitted to play **AGGRESSIVELY** using the **Center Line.**
6) If **in the trees** and 20 yards or less from the hole, player must play it **SAFE**. If on **Center Line**, play it **SAFE** along **Center Line** toward hole.
7) Maximum of 5I when hitting **from under a tree**. Maximum of 7I **when stymied**.
8) Results of 12, 24, and 36 are converted to **Average I**.

Hitting From Fairway Bunker (FB)

1) Subtract **Scramble number** from Lie rolls when hitting from a fairway bunker (FB).
2) For sand shots greater than 100 yards away, use **FB Lie Chart** for lie prior to hitting shot.
3) If hitting from a **Good** angle, **Aim** from desired location and add 5 yards for every complete 15-yard increment from **Center Line**.
4) If ball is on **Center Line**, **Aim** from there.
5) If **short-sided**, you may not **Aim**. Use **Center Line** then **WTB**, if desired.
6) If you have a poor lie, you may not **WTB.** If you play it **SAFE**, the maximum club is a 7I. If you play **AGGRESSIVELY**, the maximum club is a 5W or 4I.

Hitting From Greenside Trap (GST)

1) May use **Sand point** to take shot using FW column.
2) For shots less than 100 yards from greenside trap (GST), use **ST Lie Chart** for first Lie roll prior to hitting shot.
3) Disregard shot adjustments in feet and % if player misses green with shot.
4) If hitting from a **Good** angle, **Aim** from desired location and add 5 yards for every complete 15-yard increment from **Center Line**.
5) If ball is on **Center Line**, **Aim** from there.

6) If **short-sided**, you may not **Aim**. Use **Center Line** then **WTB**, if desired and 75 yards or more away.

Hitting Short Approach Shots

1) A **Good** angle is when the ball is on the **Center Line** or on the opposite side of the **Center Line** to the pin. **Short-sided** is when the ball is on the same side of the **Center Line** as the pin.
2) There are no Lie rolls for Approach shots from the FW, Intermediate Rough, Regular Rough, or Deep Rough. Lie Rolls do apply to shots **from the trees** and **greenside bunkers**.
3) When approaching from a **Good** angle between 25 – 100 yards to the pin, the player may **Aim** and call out any distance within that range. The player then uses the **Approach Chart** that matches the (adjusted) distance. To determine distance, count yardage from the ball along **Pin Line** plus 5 yards for each complete 15-yard increment to **Origin Line**. Any L/R shot deviations are measured from the **Origin Line**.
4) If **short-sided** and the **Center Line** is further from the ball location than the ball is to the **Pin Line**, determine the distance to the pin by counting the yardage from the ball to the **Center Line** plus 5 yards for each complete 15-yard increment the ball is to the **Pin Line**. The player must call out this distance when making the shot, and this becomes the **Target** location. Any L/R shot deviations are measured from the **Target** and are oriented from the **Center Line**.
5) If **short-sided** and the ball location is closer to the **Center Line** than to the **Pin Line**, determine the distance to the pin by counting the yardage to the **Pin Line** plus 5 yards for each complete 15-yard increment the ball is to the **Center Line**. The player must call out this distance when making the shot, and this becomes the **Target** location. Any L/R shot deviations are measured from the **Target** and are oriented from the **Center Line**.
6) When **short-sided** and approaching from between 25 - 100 yards, the player may not **Aim** but may **WTB** if the yardage to the pin is at least 75 yards and conditions allow**.**
7) When approaching with a **Called** distance of 5 – 20 yards, there is no need to **Aim** or **WTB.** Just use the appropriate **Approach Chart** for 5 – 10 yards or 15 – 20 yards, depending on the distance.

Putting

1) Announce **SAFE** or **GO** for putts 7 feet or longer.
2) In the last 3 holes of an event, use **Clutch** rating when a player has a putt to win or tie in match play or a putt for the lead or tie for the lead in stroke play.