

# History Maker Golf

## Match Play Quick Results Chart

### Winner / Late Leader

TRΔ	Favorite Wins/Leads	Underdog Wins/Leads
Even	11-25	26-66
1	11-33	34-66
2	11-34	35-66
3	11-36	44-66
4	11-45	46-66
5	11-46	55-66
6	11-56	66
7+	11-66	66 [●]

Read both dice HMG style, that is read the smallest die first and the larger die second. A die roll of 2-6 or a 6-2 would always be read as a "26."

[●] represents a bullet on the decider die.

### Final Score Chart

Dice	[●]	[ ]
2	7 & 6	7 & 5
3	6 & 5	5 & 4
4	5 & 3	20 h*
5	3 & 1	1 up
6	4 & 3	4 & 2
7	3 & 2	1 up
8	2 & 1	19 h*
9	2 & 1	2 up
10	2 & 1	3 & 2
11	1 up	21 h*
12	1 up	3 & 2

Any score with an \* should be considered halved if playing a format that allows for draws.

### Late Lead Chart

Dice	[●]	[ ]	Chips*
2	7 up (12)	6 up (12)	Lead: 1 Red, Trail: 1 Blue
3	6 up (13)	5 up (13)	Trail: 1 Blue
4	4 up (14)	AS (17)	Trail: 1 Blue
5	2 up (15)	AS (16)	Lead: 1 Red
6	3 up (15)	3 up (16)	Trail: 1 Blue
7	2 up (15)	AS (16)	None
8	1 up (16)	AS (17)	None
9	2 up (17)	2 up (16)	Lead: 1 Blue
10	2 up (17)	1 up (17)	Trail: 1 Red
11	1 up (17)	1 up (17)	Lead: 1 Blue
12	2 up (16)	3 up (16)	Lead: 1 Blue, Trail: 1 Red

The number in brackets represents the starting hole. "AS" reflects a match that is currently tied "all square."

\*If a match that is tied calls for a chip for the Leader or Trailer, roll decider die to decide which golfer receives the chip.

### Overview

This chart is designed to quickly simulate a match play event between two golfers. This can be useful when simulating a large tournament. The chart can be used in one of two ways. First, one die roll can be used to determine the winner of the match as well as the final score. Alternatively, one die roll can instead be used to determine the late leader in the match, the current hole that the golfers are teeing off on as well as the present score (and any red or blue chips that the golfers may have). This second method allows the gamer to play out the final few holes of each match.

### Instructions

1. First decide whether you are using the Final Score method or the Late Lead method.
2. Calculate the difference between both golfer's Tournament Ratings (this is considered the TRΔ).
3. Reference this number using the column on the far left of the Winner / Late Leader chart labelled TRΔ. The numbers indicated across the matching row represent that golfers "win range" for the match. The "Favorite" is the golfer with the better Tournament Rating (ie. 1 being the best with letters – A,B,C - being used to break ties). If both golfers still have the same tournament rating, pick one to be the favorite.

4. Roll 2d6 along with the decider die. The numbered dice are read as a two-digit number, always reading the lower number first (so a 6 and a 2 would be read as "26"). If the roll is within the favorite golfer's win range, he wins (or leads) the match. Otherwise his opponent is victorious (or leads).
5. The dice are then totalled together (do not re-roll) and a score is obtained by referencing the Final Score Chart or Late Lead Chart, depending on the method of play that one has chosen.

### Example

Using the 2000s Stars set, Ernie Els plays Steve Stricker. Calculate the difference between Els' tournament rating (1) and Stricker's tournament rating (3). The tournament rating difference (TRΔ) is a 2 (3-1=2). As Els has the better Tournament Rating, he is the "favorite" and Els' "win range" is 11-34. A roll of 34 or less results in a win (or lead, depending on method of play) for Els while Stricker wins (or leads) on a roll of 35 or greater. Let's say that the dice rolled are a 4 and 2 with a decider die bullet. The roll referenced against the "win range" is a 24, which is within Els' range. Next add the dice together to get the final score (or late lead). Here, a sum of 6 with a decider die tells us that Els won by a score of 4 & 3, or if playing the Late Lead method, Els is leading 3 up starting the 15<sup>th</sup> hole. As the trailer, Stricker has 1 blue chip.