

No question, injuries are becoming more common in pro golf. There's much that's been posted on the topic recently, but most of these posts explore the reasons WHY this is happening. There are few that document the actual percentages of how OFTEN it's happening! But, with a little creativity, we can approximate the occurence of injuries in pro golf with reasonable accuracy, I think. This optional HMG add-on proposes to do just that. I believe this distribution of results will mimic actual contemporary pro golf injury results reasonably well.

To activate, you'll change the [11] result on the MAKING THE CUT table, Tournament Mode to read as follows...

[11] [draw] golfer EXITS tournament, TOP remaining golfer makes cut.

For the exiting [drawn] golfer, roll again on the GOLFER EXIT chart below...

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GOLFER EXIT

- [11] Misses this event and next event, family/personal.
- [12] Misses this event and next event, illness.
- $\left[13\right]$ Misses this event and next two events, undisclosed injury.
- [14] Misses this event and next [dice] events, back injury.
- **[15]** Out TFN, elbow injury. **[16]** Out TFN, knee injury.

[22] Out TFN, hip injury.
[23] Out TFN, shoulder injury.
[24] Out TFN, back injury.
[25] Out TFN, foot injury.
[26] Out TFN, wrist injury.

[33] Out TFN, elbow injury.[34] Out TFN, back injury.[35] Out TFN, hip injury.[36] Out TFN, wrist injury.

[44] Out TFN, rib injury.[45] Out TFN, back injury.[46] Out TFN, arm injury.

[55] Out TFN, undisclosed injury. **[56]** Out TFN, back injury.

[66] Out for season, roll one die to identify specific injury... (1-2)back injury; (3) wrist injury; (4) hip injury; (5) shoulder injury; (6) foot injury.

NOTE: TFN injuries are treated the same as other TFN results from the Tourney Day "Issues and Perks" section.