

Preliminary Rating Form

Rough:

Stimp:

Green Sizes																	Measure longest diameter, then perpendicular to it. Do not include false fronts, etc																
Width																																	
Depth																																	
Roll adjustments																	+R(uphill), -R(downhill), assess in final rating; impacts Fwy, R&R, approach/GT on Form 1																
Likely Tee Roll (+R (uphill), -R (downhill))																																	
Green Target																	Also <u>F</u> irm (rare), Obstruction can apply to Trees; <i>Tier is a bogey-only adjustment on Surface</i>																
Visibility:																	<u>start</u> <u>end</u> <u>start</u> <u>end</u> <u>start</u> <u>end</u> <u>start</u> <u>end</u> <u>start</u> <u>end</u> <u>start</u> <u>end</u> <u>start</u> <u>end</u> <u>start</u> <u>end</u>																
V1 (yd range) and/or																																	
V2 (yd range)																																	
Obstruction																																	
Tier																																	
R&R																	Also <u>L</u> ayup (-1), (2) (rough 4" close to 2 LZs); <i>Bogey: (3) (can't reach) and rough <u>C</u>arry</i>																
Fairway Start (yards from green)																																	
Inconsistent (+ or -) (run-offs, severe rough)																																	
Extremely punitive (boulders, walls, etc.)																																	
Mounds M1 or M2 (fwy & green or > 10')																																	
Surround (S1 if greenside lateral is S2)																																	
Bunkers																	Also No fwy, s <u>Q</u> ueeze (+1 [<30yds] or +2[<20yds]) for fwy or (2) when bunkers near 2 fwy LZ																
Bunker Fraction																																	
Bunker Depth (measured to ½ foot)																																	
Green or Fwy Carry																																	
Extreme (e.g pot bunker, no swing)																																	
Crossings																	Never a K, <u>P</u> (25, 50, 75), or (2) (+1 or +2) when 2+ crossings are both 5 or greater																
Tee (safe distance yds from green)																																	
2 nd (range: start - end yds from green)																																	
Close Greenside Carry (within 20 yds)																																	
Lateral Obstacles																	Also ± <u>B</u> ounce, <u>K</u> lost/OB, s <u>Q</u> ueeze (+1 [40yds] or +2 [30yds]), <u>P</u> (25, 50, 75), or (2) (+1 or +2)																
Tee & Fairway (L or R and note K)																																	
Green (yards from center, note K)																																	
Surround (S1, S2)																																	
Trees																	May also include <u>O</u> bstruction or c <u>H</u> ute adjustments																
MP, ModP, SP or EP																																	
Green Surface																	<i>Bogey-only adjust of +1 for <u>T</u>ier (Tier on Green Target applies to both Scratch and Bogey)</i>																
1 (flat) 2 (moderate) 3(high)																																	