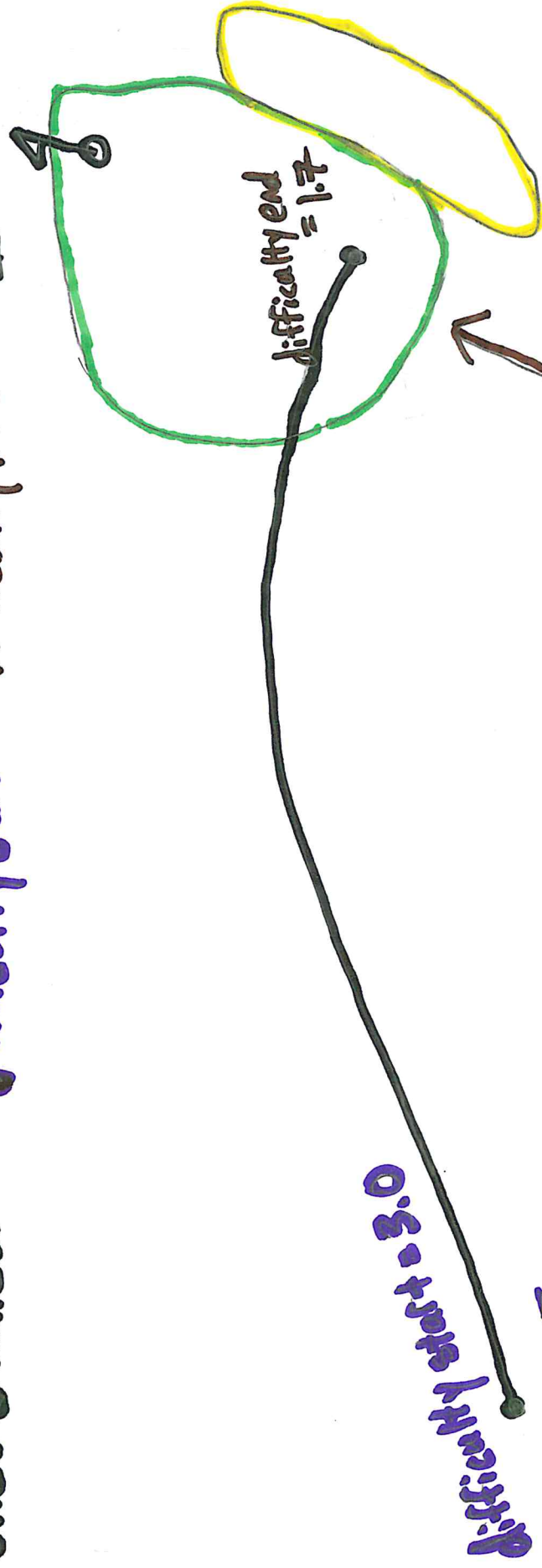


Strokes Gained = Difficulty Start - Difficulty End - 1



Strokes Gained = 3.0 - 1.7 - 1

= 0.3