*** Terminology/Abbreviations ***

GIR - Green In Regulation: basically whenever a green is hit for the tee shot on a par 3, the first approach shot on a par 4, or the second/third shot on a par 5.

UnD / U&D - "Up and Down": means one approach (chip, pitch, bunker) and one putt.
- If a player hits a 16 yard chip to 4ft, and then makes that putt, it is an up and down, or an UnD/U&D.
- If a player hits 62 yard pitch to 13ft, and then makes that putt, it is an up and down, or an UnD/U&D.
- Check for Up and Down for the first approach shot and final approach shot. Check to see if they only have one putt after the first (if it is a pitch) or final approach shot (if the yardage is less than 110 yards).
    - **ONLY** check first approach if first approach is a pitch
    - **ONLY** check for the final approach shot if it is less than 110 yards

Values to keep track of (description and method of calculation included):

Score: *Entered by user*

fwCount: *Number of fairways hit. Starts at 0. Incremented by one every time the user enters FW for the Tee Shot Result prompt*

totalFwCount: *total number of fairways possible. Subtract the number of par 3's entered by the user from the total number of holes.*
> *E.g) if there are 5 par threes in 18 holes, the totalFwCount should be 18-5=13.*

girCount: *Number of GIRs. Starts at 0. Incremented by one every time the user enters GIR for the first approach prompt*

UnDCount: *number of up and downs (U&D's). Starts at 0. Incremented by one every time the user <u>does not choose GIR</u> for the response of the <u>first approach shot prompt</u> OR chooses <u>Left</u> or <u>Right</u> for that same prompt, and only has <u>one putt</u> on that specific hole.*

totalUnDCount: *total number of U&D's possible throughout the round. Starts at 0. Incremented by one every time the user <u>does not choose GIR</u> for the response of the <u>first approach shot prompt</u> OR chooses <u>Left</u> or <u>Right</u> for that same prompt.*

isChip: *boolean variable. "True" if the yardage of the final approach shot is less than or equal to 20 yards.*

chipUnD: *total number of U&D's from chipping. Starts at 0. Incremented by one every time the final approach shot is a chip (if isChip is true for that shot), and if the user only has one putt on that hole.*

totalChips: *total number of chips. Starts at 0. Incremented by one every time the final approach shot is a chip (if isChip is true for that shot).*

isPitch: *boolean variable. "True" if the yardage of the final approach shot is greater than 20 yards.*

pitchUnD: *total number of U&D's from chipping. Starts at 0. Incremented by one every time the final approach shot is a pitch (if isPitch is true for that shot), and if the user only has one putt on that hole.*

pitchCount: *total number of pitches. Starts at 0. Incremented by one every time the final approach shot is a pitch (if isPitch is true for that shot)*

bunkerUnD: *total number of U&D's from greenside bunkers. Starts at 0. Incremented by one every time the final approach shot is a bunker (if the lie for that shot is selected to be bunker by the user), and if the user only has one putt on that hole.*

bunkerCount: *total number of greenside bunkers. Starts at 0. Incremented by one every time the final approach shot is a bunker (if the lie for that shot is selected to be bunker by the user).*

penaltyCount: *total number of penalties. Starts at 0. Incremented by the number of penalties entered by the user for each specific hole. Watch video for reference*

totalPutts: *total number of putts. Starts at 0. Incremented by the number of putts the user enters for every hole. Number of putts on hole 1 + number of putts on hole 2 + … + number of putts on hole 18.*

lagPuttCount: *total number of lag putts. Starts at 0 . If the length of the first putt entered by the user is greater than or equal to 25ft, then increment this variable by one.*

PuttsMadei: *total number of putts made from 3-5ft. Starts at 0. Increments by one every time the user enters a putt of length between 3 and 5ft as their last putt.*

totalShortPuttsi: *total number of putts from 3-5ft. Starts at 0. Increments by one every time the user enters a putt of length between 3 and 5ft.*

missPercentagei: *percentage of putts missed from 3-5ft.*

$$\Rightarrow [(totalShortPutts_i - puttsMade_i) / totalShortPutts_i] * 100$$

puttsMadeii: *total number of putts made from 6-8ft. Starts at 0. Increments by one every time the user enters a putt of length between 6 and 8 ft as their last putt.*

totalShortPuttsii: *total number of putts from 6-8ft. Starts at 0. Increments by one every time the user enters a putt of length between 6 and 8ft.*

missPercentageii: *percentage of putts missed from 6-8ft*

$$\Rightarrow [\ (totalShortPuttsii\ -\ puttsMadeii)\ /\ totalShortPuttsii\ ] * 100$$

puttsMadeiii: *total number of putts made from 9-12ft. Starts at 0. Increments by one every time the user enters a putt of length between 9 and 12 ft as their last putt.*

totalShortPuttsiii: *total number of putts from 9-12ft. Starts at 0. Increments by one every time the user enters a putt of length between 9 and 12ft.*

missPercentageiii: *percentage of putts missed from 9-12ft*

$$\Rightarrow [\ (totalShortPuttsiii\ -\ puttsMadeiii)\ /\ totalShortPuttsiii\ ] * 100$$

threePutts: *total number of three putts. Starts at 0. Incremented by one every time the user enters 3 for the total number of putts on a hole.*

approachYardages: *array/list of yardages from the user.*

Lcount: *total number of misses left. Starts at 0. Number of times "Left" was entered for the result prompt. Increment this value by one ONLY for the tee shot and the first approach shot, NOT THE FINAL APPROACH SHOT.*

Rcount: *total number of misses right. Starts at 0. Number of times "Right" was entered for the result prompt. Increment this value by one ONLY for the tee shot and the first approach shot, NOT THE FINAL APPROACH SHOT.*

*** Page 8: Pitching Proximity → method for calculation ***
- *If a player enters a yardage for an approach shot (first or final) that is in between 21 and 110 yards (inclusive), then that shot is classified as a Pitch.*
- *If that shot is identified as a Pitch, check its specific yardage. Pitches should be categorized in intervals of 10 yards as shown below:*

- *21 to 30 yards: pitches having a yardage in between 21 and 30 yards*
- *31 to 40 yards: pitches having a yardage in between 31 and 40 yards*
- *41 to 50 yards: pitches having a yardage in between 41 and 50 yards*
- *51 to 60 yards: pitches having a yardage in between 51 and 60 yards*
- *61 to 70 yards: pitches having a yardage in between 61 and 70 yards*
- *71 to 80 yards: pitches having a yardage in between 71 and 80 yards*
- *81 to 90 yards: pitches having a yardage in between 81 and 90 yards*
- *91 to 100 yards: pitches having a yardage in between 91 and 100 yards*
- *101 to 110 yards: pitches having a yardage in between 100 and 110 yards*