

PB time	13:56	13:12	12:45	12:17	12:13	12:08	11:47	11:44	11:43	11:40
Hole 1	0 ?	10 SE	14 S	6 SE	8 S	20 NE	14 NE	2 E	2 SE	14 NW
Hole 2	2 NW	0 ?	8 NW	14 E	4 NE	6 SE	16 S	14 NW	10 S	16 NE
Hole 3	20 S	2 NW	12 N	12 NW	18 N	8 E	2 E	8 SW	18 E	2 SE
Hole 4	6 NE	16 S	10 SE	20 N	16 E	14 NW	6 W	0 ?	12 W	4 N
Hole 5	8 SW	6 E	0 ?	0 ?	12 SE	16 N	4 SE	10 N	0 ?	6 W
Hole 6	4 SE	20 N	18 E	8 W	6 NW	0 ?	0 ?	6 W	16 NW	10 E
Hole 7	10 E	12 W	4 W	10 S	2 SW	12 S	20 NW	18 NE	20 NE	20 SW
Hole 8	16 N	18 SW	20 SW	16 SW	10 W	10 SW	10 N	16 SE	14 N	8 S
Hole 9	14 NE	4 SW	6 N	4 W	14 E	2 SW	8 E	12 SE	6 SE	12 NW
Hole 10	8 NW	20 W	6 E	12 SW	12 NE	4 NE	20 SE	16 W	14 N	12 E
Hole 11	16 S	4 N	4 NW	4 SE	8 SE	8 NW	8 S	6 SW	16 S	4 SW
Hole 12	6 SW	14 S	18 W	8 E	10 SW	18 W	0 ?	18 NW	8 E	20 N
Hole 13	18 W	12 NW	8 NE	2 S	14 W	16 SE	14 SW	2 S	4 W	6 NE
Hole 14	2 N	16 NE	14 SE	18 NE	16 NW	6 N	12 NE	8 E	20 SW	18 W
Hole 15	12 SE	2 E	0 ?	20 N	0 ?	2 S	2 W	14 N	10 NE	10 SE
Hole 16	4 E	6 SE	20 SW	0 ?	20 S	12 E	16 NW	12 NE	0 ?	14 S
Hole 17	0 ?	8 S	12 E	16 S	2 NE	20 S	4 N	0 ?	6 S	8 E
Hole 18	14 SE	0 ?	10 SW	10 W	6 NW	10 N	18 S	10 NW	12 NE	16 SE
front 9 missing	12,18	8,14	2,16	2,18	0,20	4,18	12,18	4,20	4,8	0,18
back 9 missing	10,20	10,18	2,16	6,14	4,18	0,14	6,10	4,20	2,18	0,2

all wind is determined once you click "18 Holes". there are 11 different wind speeds ranging from 0mph to 20mph in increments of 2 (0m/s to 10m/s in increments of 1 in PAL version). RNG will choose 9 out of the 11 for the front nine, and again 9 out of the 11 for the back nine, no association between the front/back. it is possible to not see a certain wind speed at all during your run (eg my 11:44 i saw neither 4 nor 20 wind speed), there are 55 total wind speed combinations for each set of 9 holes and 55*55 = 3,025 total possible combinations for the entire 18.

wind speed + direction in blue direction during 0 wind can be determined by checking the flag's direction, i've left it as ? here

wind direction is decided in a similar manner. there are 8 total directions, one for each combination of the cardinal directions. the first 8 holes will all have different directions, and the next 8 holes (9 - 16) will again randomize those directions. the last 2 holes will have two different randomly chosen directions. in the end, you will never see the same direction more than 3 times during a run.

cycle 1	Hole 1	14 NE
	Hole 2	16 S
	Hole 3	2 E
	Hole 4	6 W
	Hole 5	4 SE
	Hole 6	0 ?
	Hole 7	20 NW
	Hole 8	10 N
cycle 2	Hole 9	8 E
	Hole 10	20 SE
	Hole 11	8 S
	Hole 12	0 ?
	Hole 13	14 SW
	Hole 14	12 NE
	Hole 15	2 W
	Hole 16	16 NW
cycle 3	Hole 17	4 N
	Hole 18	18 S

<- we could probably observe the flag to see which direction this is, but from what we know this should be a SW

<- again, we know what this is because it's in the second cycle. the only direction we don't have in the cycle is N