Golasso Golf Systems 2024

Automated Golf Tournament Scoring for Windows® PC or Laptop

GOLF TOURNAMENT PROCESSING

Process tournaments with up to 300 players. Automated score calculation with over 30 golf scoring formats for individual and team events. Throw away your charts and tables and let our program do all the work. Prize money is automatically divided when event is complete. Recordkeeping is the hallmark of our software, with detailed results tables produced for each event. Print results on your printer with our internal printing utility or use Microsoft *Print to PDF* to save records which can be emailed to players and coaches. Self-contained software requires no internet connection.

CLUB MEMBER HANDICAPS AND SEASON STATS

Maintain score histories, season winnings and other stats for the members of your club, league or golf tour. Our program calculates member handicaps from the score histories. Seamless integration with processing of tournaments. After each event is played, handicaps are automatically re-calculated. Generate season stats such as scoring average, putting, greens hit, performance on Par 3, Par 4 and Par 5 holes.

AUTOMATIC SCROLLING DUAL SCREEN SCOREBOARD

With large print designed for long-range viewing on wall-mounted screens in your clubhouse, tables for the event are displayed page-by-page. You set the number of seconds each page is displayed.

OTHER SOFTWARE UTILITIES

Automatically process Skins Pots and Deuce Pots for each tournament. Generate match play brackets printed on gridlines. Print scorecards on cardstock showing handicap dots to guide player's score entries. The Tee Time Wizard quickly generates event tee times. The Team Builder creates teams randomly or balanced by player handicaps.

HOW TO ORDER

A free demo edition can be downloaded. The licensed software is $375 for perpetual use of the software. Satisfaction is guaranteed or your fee is returned. To order the licensed edition, request a PayPal invoice by email to **serviceteam@thegolassocompany.com**. PayPal accepts all major credit cards. After PayPal approves your payment, you will receive an email with the software installation file download link. Exclusively for all Windows® OS.

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The Golasso Company

Serving the Recreation Industry Since 2001

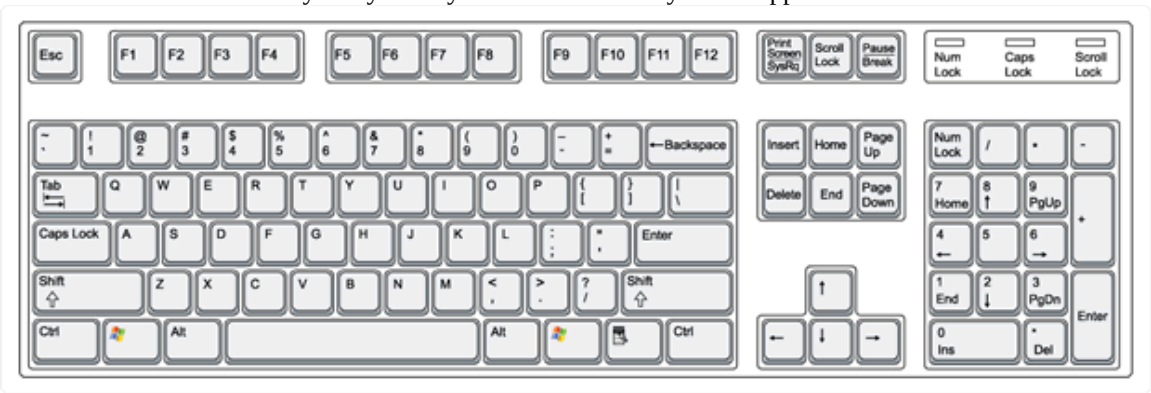
44 Monroe Street Box A1

New York NY 10002

INSTALLING THE SOFTWARE	Desktop Icon
You will receive an executable (.exe) file after purchasing a license. (You should save the executable on a flash drive as a backup if your PC is replaced.) This executable will install the software in your Windows® PC or laptop. Like many software installations, there is an Installation Wizard which guides you through the process. Double click on the Install File icon and the installation should complete in seconds. When you open the Install File, the Installation Screen may pop onto your taskbar at the bottom of the PC. Click the task bar icon to bring the Installation Screen back to full size. Upon successful installation, a blue icon appears on your desktop. Click it to open the program.	

Using Your Keyboard

This User Guide refers to keys on your keyboard. Most PC keyboards appear as shown below:



Keyboard Key Locations:
Escape (**Esc**) Key: Top Left Corner
Function Keys (**F1** to **F12**): Top Row
Tab Key: To the left of the Letter Q Key
PageUp and **PageDown** Keys: To the right of the Letter Keys
Arrow Keys: To the right of Letter Keys
To activate the Number Keypad on the right, press the Num Lock Key.
On most laptops, the F1, F2, F3 … keys are not activated unless the fn key is pressed at same time.

Data Entry and Navigating on Windows

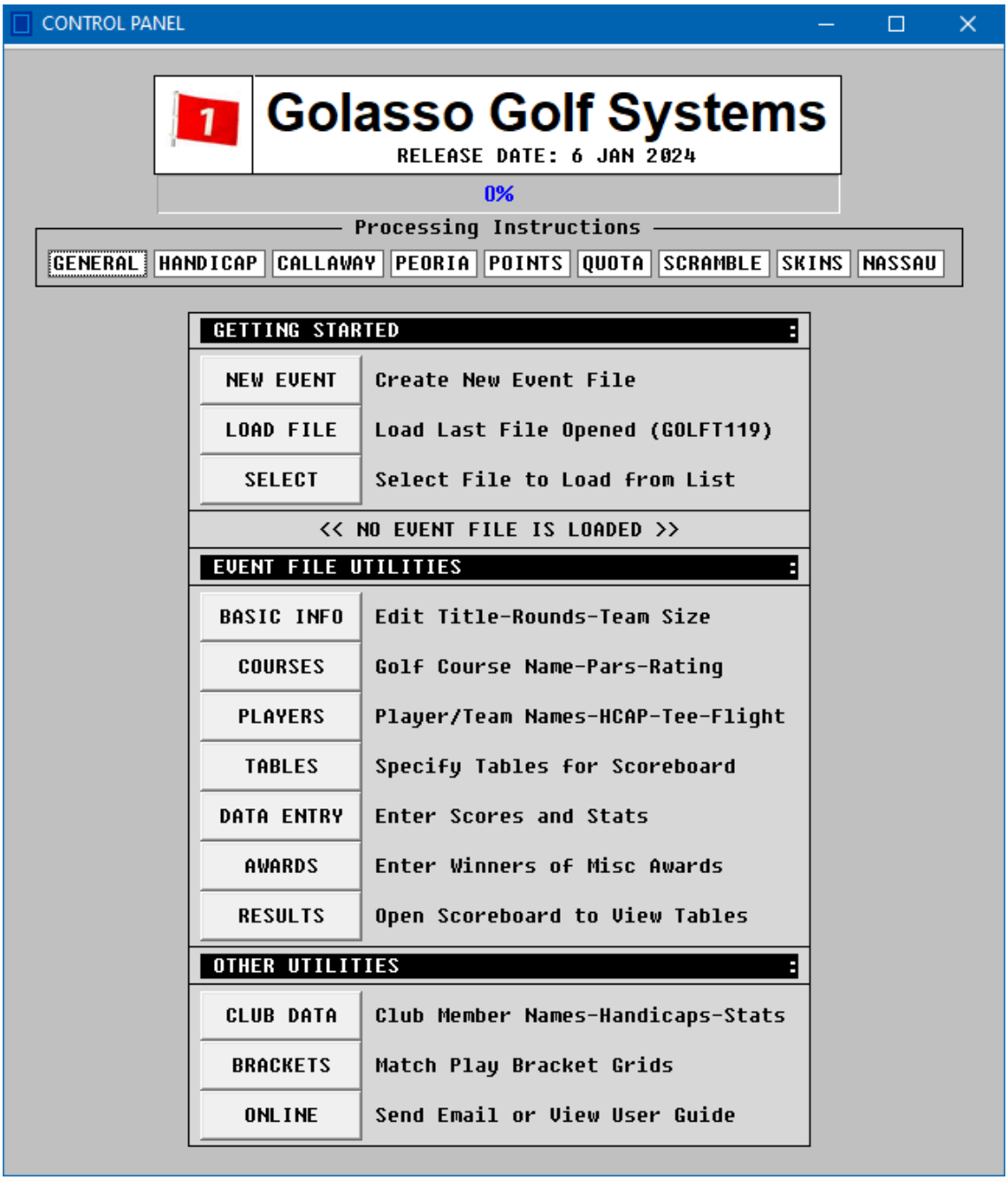
<u>In Focus</u>. To enter data in a box, the box must be "in focus." There are two ways to bring a box in focus. Point the mouse pointer at the box and left click to bring the box in focus; or press the Tab Key to move the focus to the box to the right. To move the focus to the left instead of right, press the Shift Key and Tab Key at the same time. When a box is in focus, you will see a flashing cursor in the box. If the Tab Key is pressed when the box in focus is at the end of a line, the cursor will move to the first box in the next line.

<u>Deleting Data in a Box.</u> If a box comes in focus and there is already data in it, the data will be highlighted. You can delete the highlighted data by pressing the Delete Key. If you don't want to delete all of the highlighted data, press the Right Arrow Key or left click the mouse. The highlighting will disappear. Then use the Backspace Key to delete a single number or letter.

<u>Initial Focus</u>. On some windows, there will be an Initial Focus when the window is opened. You can begin entering data immediately in the box that has Initial Focus. On other windows you must press the Tab Key to bring the first box for data entry into focus.

The Control Panel

To activate the main program, click on the Golasso Golf icon on your desktop The Control Panel will appear with a list of software utilities as shown below. This User Guide will show how each utility is used.

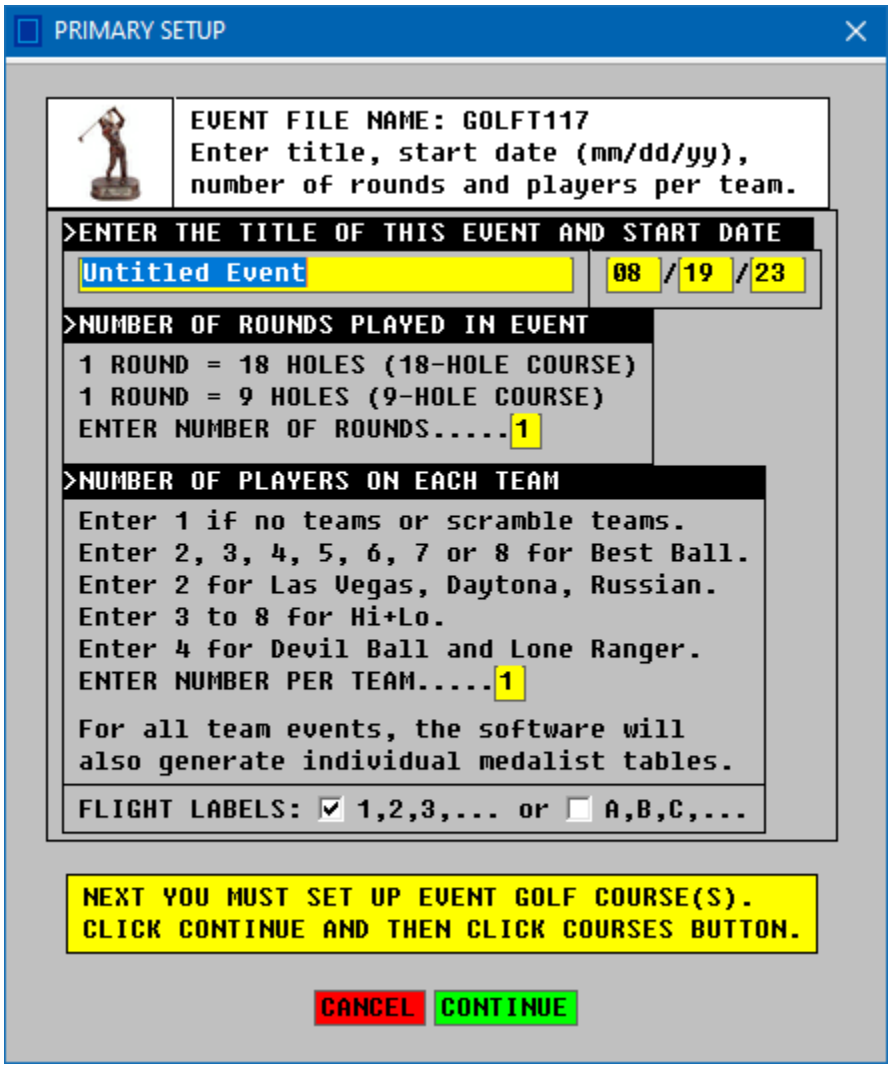


What Is an Event File?

An Event File is a data file which contains all of the data entered for one golf tournament. These files are automatically named GOLFT101, GOLFT102, GOLFT103, etc. Up to 500 Event Files can be created and stored. To enter data or edit data in the Event File, it must be loaded for processing. On the Control Panel, you can select an Event File to load from a list of stored files or you can click the **LOAD FILE** button to load the most recent Event File which you were working with before you last exited the application.

CREATING A NEW EVENT FILE

On the Control Panel, click **NEW EVENT** or press F1 Key. The window shown below will appear. It shows the file name of the new Event File at the top (GOLFT117 in example below). Enter the title of the tournament and the starting date. Enter the number of rounds scheduled for the tournament (1 to 4). Enter the number of players per team as directed on the window. Check the box if your flighted event labels flights by number or by letter.



What if I Make an Error When Creating a New Event?

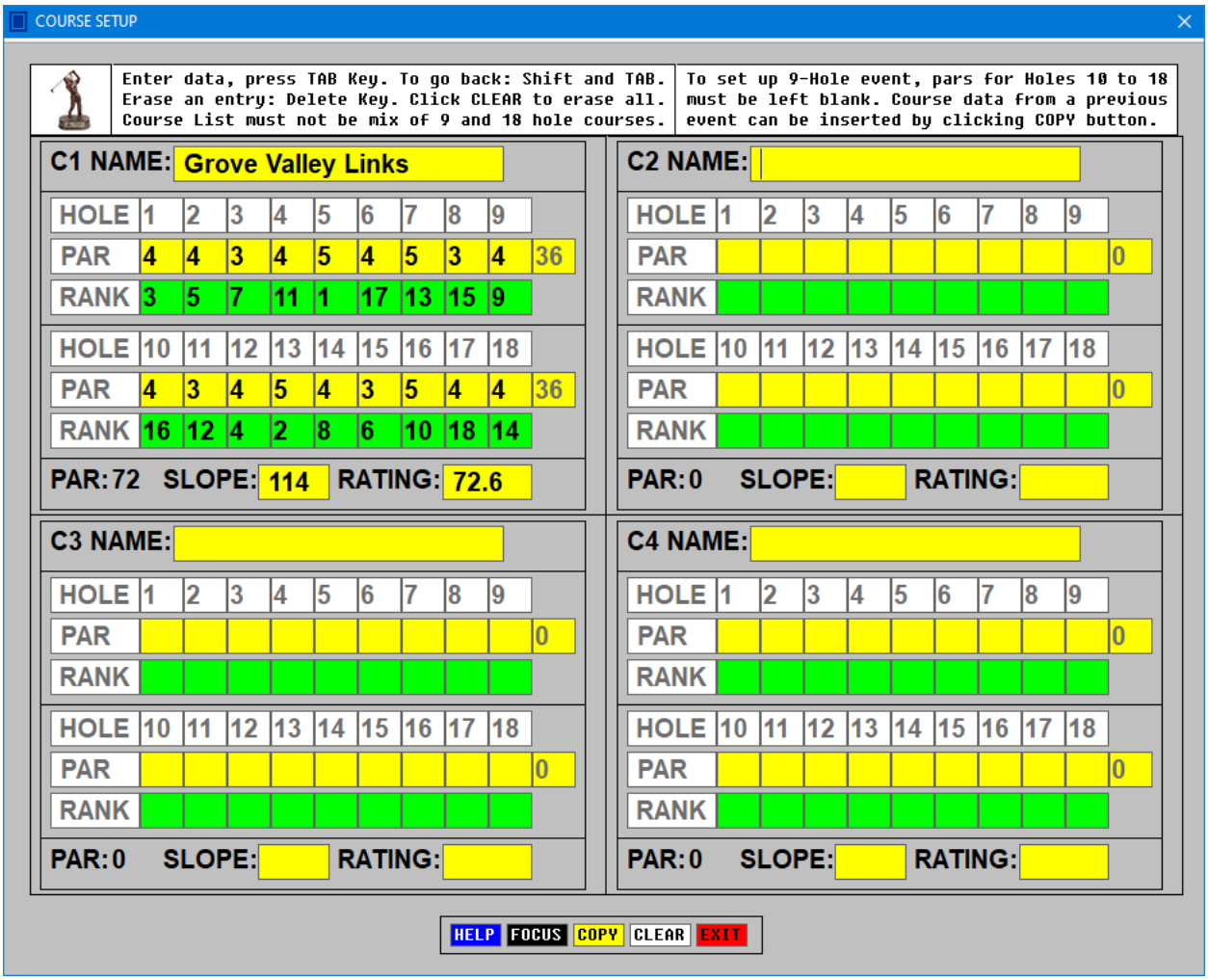
The data on the New Event window is called Basic Event Information. This data can be edited and corrected by clicking **BASIC INFO** on the Control Panel or by pressing the F4 Key.

Deleting Event Files

The software has capacity for 500 Event Files so you may not need to delete files. If you want to delete an Event File, use the standard procedure for Windows® OS – the same procedure used to delete your Microsoft Word documents. The location of the Event Files is **Windows(C)** and the Event Files are stored in a folder named **Users/Public/Golasso Golf Systems**. Open that folder and a list of Event Files appears. To delete the file named GOLFT101, highlight it and then click the delete button at the top of the window (Red X). The file will be moved to your Recycle Bin. To restore a deleted file, open the Recycle Bin and select the file to restore.

ENTERING GOLF COURSE DATA

The next step is entering the Pars, Stroke Holes (Rank), Slope and Course Rating for each course in the event. Click on **COURSES** on the Control Panel or press F5 Key to open the Window shown below. Most events are played on only one course, but some multiple-round events are played over multiple courses. Also, the Slope and Rating for Blue Tees and White Tees differ, so two separate courses can be set up.



What if All of Our Events are Played on the Same Course?

Simply enter the course data for your first event (File Name GOLFT101) after purchasing the software. Then for your next event, click the yellow COPY Button to copy data from GOLFT101 to GOLFT102.

What if the Tournament Scoring Format Does Not Require Player Handicaps?

Many tournaments use scoring methods which do not require player handicaps. Entry of Golf Course data for such tournaments only requires entry of the Course Pars for each hole. Leave the Rank Boxes blank. Enter 113 for the Slope and the Total Par for the Course as the Course Rating.

What if the Software is Being Used to Track Club Member Handicaps?

All events for the Club Members require entry of pars, stroke holes, Slope and Course Rating, even if the event itself is a Low Gross event which does not use the handicap data. Refer to the Club Member Database section of this User Guide.

Events Played on 9-Hole Golf Courses

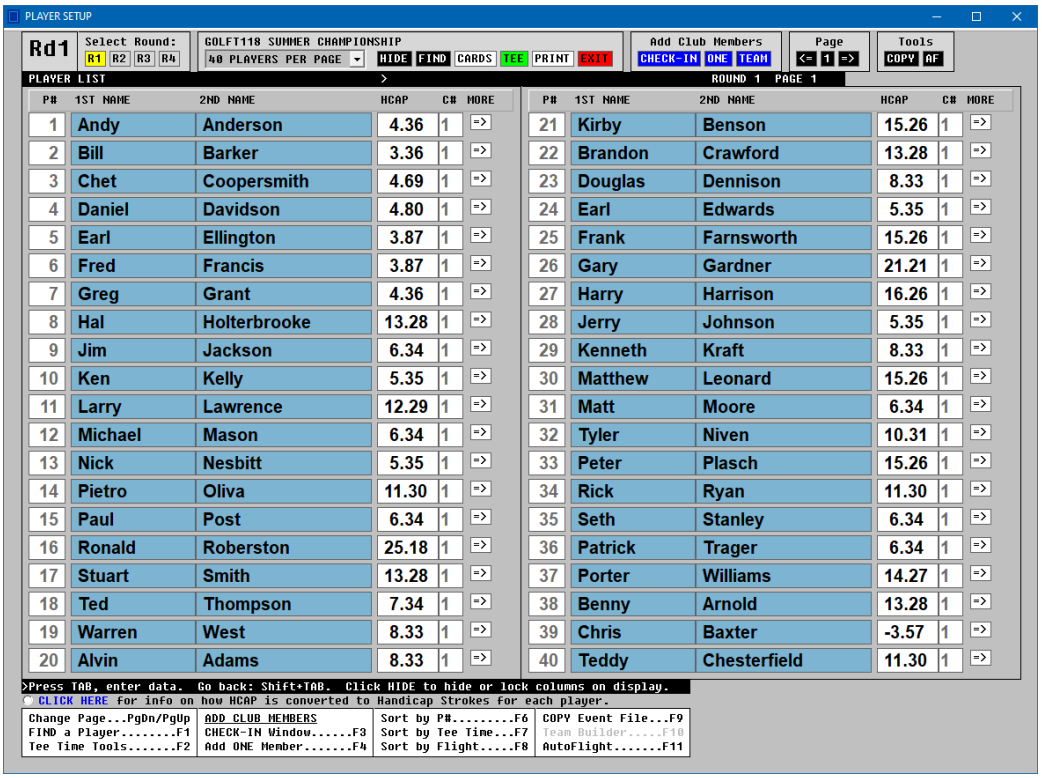
The software identifies a 9-Hole Event by the entry of Course Pars. If the pars for Holes 10 through 18 are left blank, the Event File is processed as a 9-Hole event. If the 9-Hole event is played on the Back Nine of an 18-Hole course, enter the Back Nine data in the boxes for Holes 1 to 9.

ENTERING PLAYER NAMES, HCAP AND OTHER DATA PRIOR TO START OF EVENT

Click on **PLAYERS** on the Control Panel or press F6 Key to open the window shown below. Besides the names of players and teams, this window allows entry of player Flight Number, HCAP, Course Number and Tee Time. (By default the Course Number appears as 1 but it can be changed.) Click the button in the MORE column and you can also enter player ages, email addresses and phone numbers. Become familiar with the HIDE and LOCK tools. When entering player names, you may wish to lock the First Name Column and enter the full name of the player in the Second Name Column, which has capacity for 16 letters and spaces.

Entering HCAP for Multiple Round Events

By default the software will copy the HCAP entered for Round 1 to other rounds, but the HCAP values for each round can be changed if desired.



Buttons on the Player Setup Window:

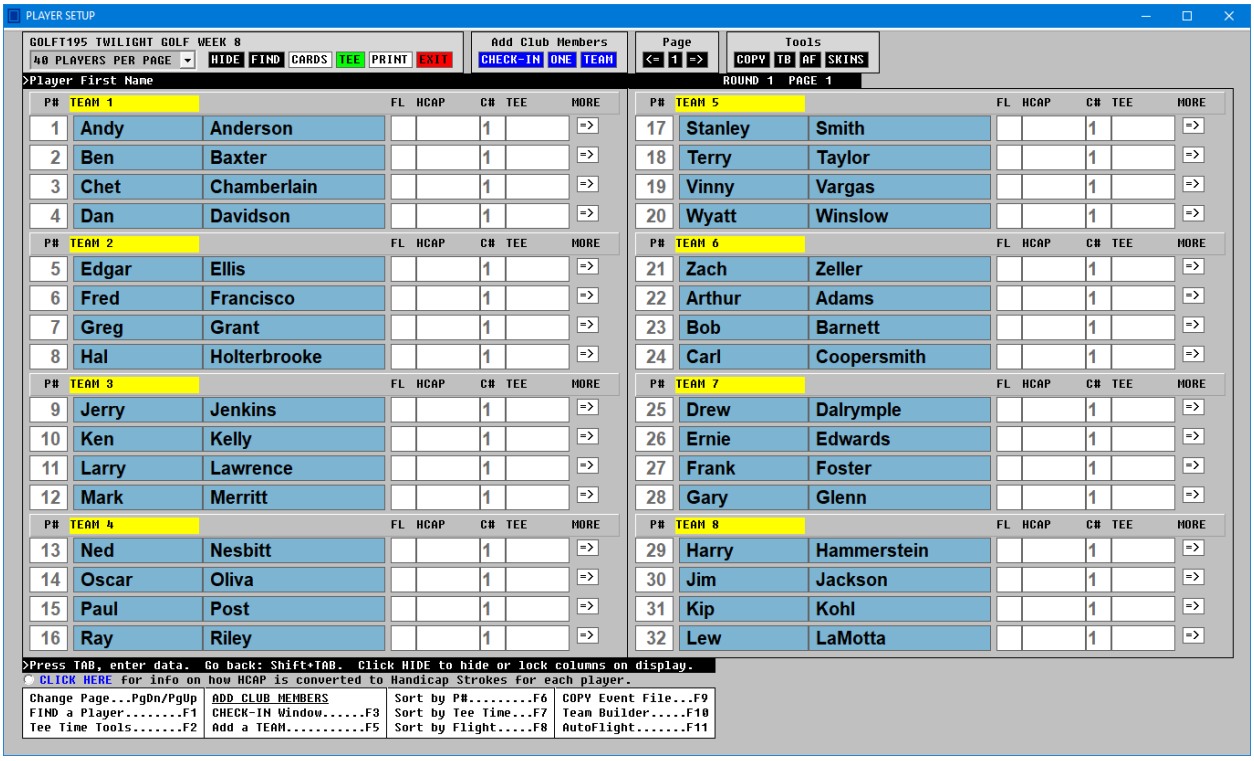
ROUND#: For multiple round events, change the round number for data entry.
HIDE: Hide or lock columns of data for faster data entry.
FIND: This tool allows you to locate a player in the Event Field.
CARDS: This tool prints scorecards which fit on Avery 8387 cardstock paper.
TEE: The Tee Time Wizard allows you to quickly assign tee times for the event field
PRINT: Click button to print contents of the Player Setup Window, including phone and email addresses.
EXIT: Close window and return to Control Panel.
CLUB MEMBERS: Add Club Members to the tournament field.
COPY: Copy player names from a previous Event File into the current Event File.
AF: Open the Auto-Flight Tool to quickly assign flights for the event field.
MORE: Click the button to enter player email, phone number, age, status and other data.

Player Status - Withdrawal, Disqualification, Missed Cut, Prize Ineligible

If a player withdraws or is disqualified, click the **MORE** button and a List Box appears for marking the Player Status as WD or DQ. For multi-round events, status of players who miss the cut can be marked as MC. For events with Low Gross scoring, the AutoCut Tool can automatically mark all players who miss the cut as MC. The status option of Prize Ineligible (XP) is used for players who will not take prize money. Such a player may want to preserve his amateur status or may be a Club Pro who plays in an event but allows prize money to go to the club members. In calculating prizes, the software ignores players with XP status.

Player Setup Window for Team Events

When the team event window appears, use default team names as shown below or enter names in yellow boxes. Enter contact info for the team coach, team flight and team status by clicking the MORE button of any team player.



Can I Wait Until Players Finish Their Rounds to Enter Player Names?

Yes, you can wait and enter names on the Data Entry Window, but you cannot use the Auto-Flight, Tee Time Wizard, or Scorecard Printer tools unless all player names are entered before play begins.

SPECIFY TABLES FOR THE EVENT RESULTS SCOREBOARD

The last step in Event Setup is setup of Scoreboard Tables. Click **TABLES** on the Control Panel or press the F7 Key to open the Table Setup Window shown below.

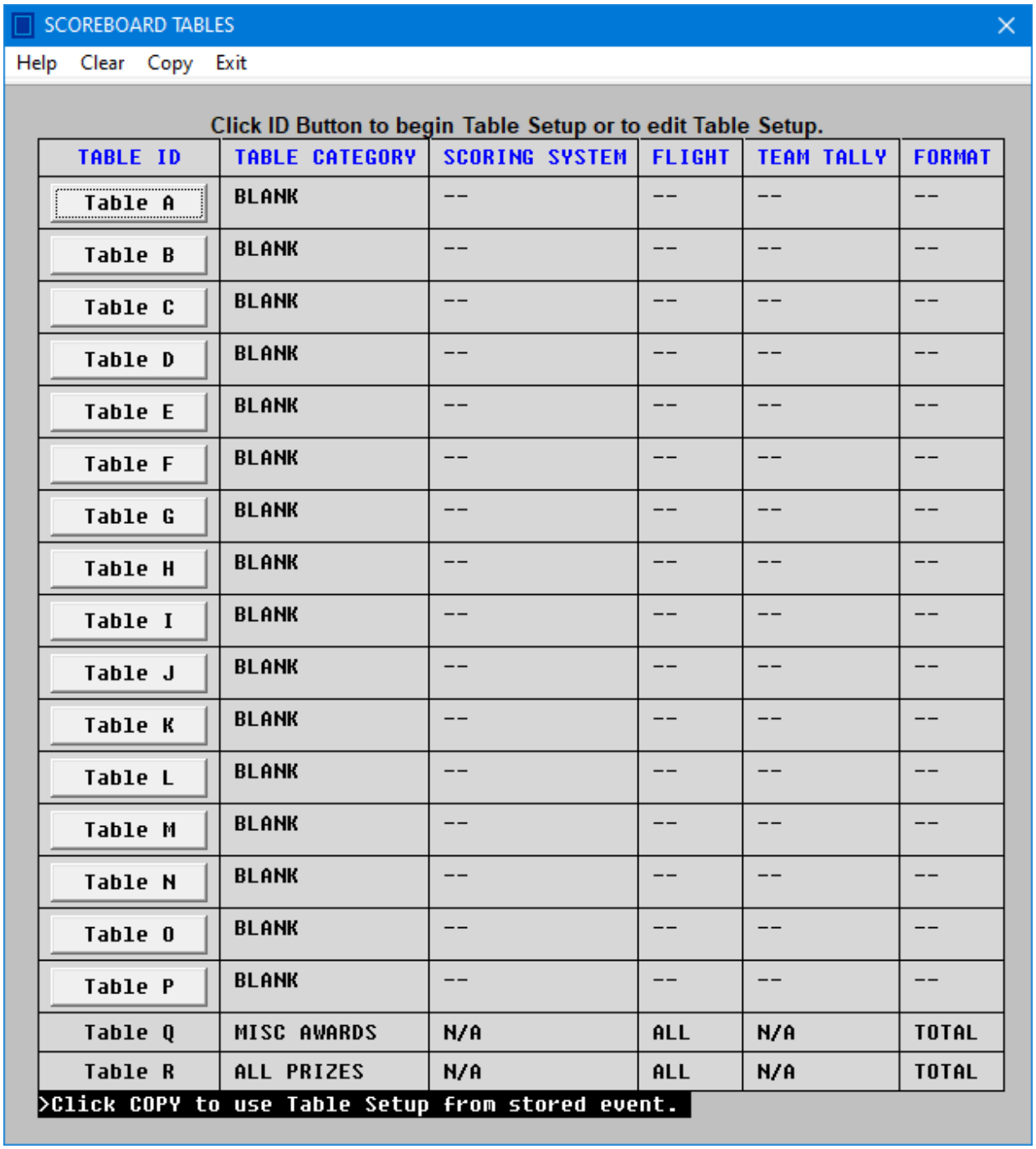


TABLE ID	TABLE CATEGORY	SCORING SYSTEM	FLIGHT	TEAM TALLY	FORMAT
Table A	BLANK	--	--	--	--
Table B	BLANK	--	--	--	--
Table C	BLANK	--	--	--	--
Table D	BLANK	--	--	--	--
Table E	BLANK	--	--	--	--
Table F	BLANK	--	--	--	--
Table G	BLANK	--	--	--	--
Table H	BLANK	--	--	--	--
Table I	BLANK	--	--	--	--
Table J	BLANK	--	--	--	--
Table K	BLANK	--	--	--	--
Table L	BLANK	--	--	--	--
Table M	BLANK	--	--	--	--
Table N	BLANK	--	--	--	--
Table O	BLANK	--	--	--	--
Table P	BLANK	--	--	--	--
Table Q	MISC AWARDS	N/A	ALL	N/A	TOTAL
Table R	ALL PRIZES	N/A	ALL	N/A	TOTAL

Team Tally Format Identifiers

Tables for team events can be set up to tally the team score by comparing the scores of each team member by total score for the round or by score on each hole. On table printouts the team tally format labels appear as:

T2T, T3T, etc. = Top 2, Top 3 total scores for the round
T2H, T3H, etc. = Top 2, Top 3 scores hole-by-hole
TVH = Top scores vary for each hole.

Click the button for Table A and the first step of table setup appears as shown below. Following are the steps to set up a common type of event with prizes for Low Gross.

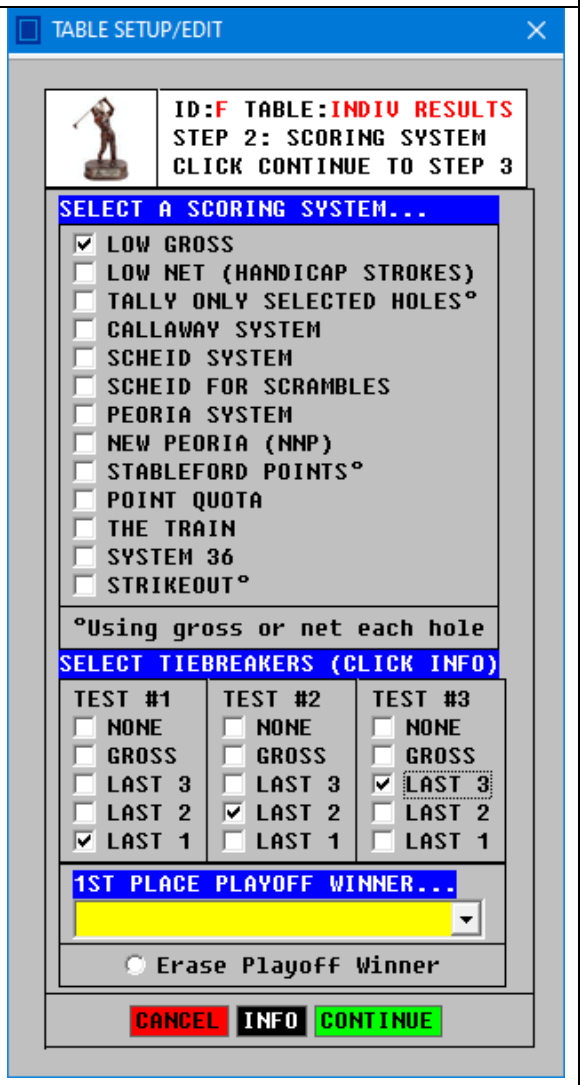
Table A Step 1: Table Category	Table A Step 2: Scoring System
	

Table A will be for Low Gross. In Step 1, check the top box and click the CONTINUE button. In Step 2, check Low Gross as the Scoring System. Click CONTINUE to Step 3, shown on next page.

Step 3: Display Options

This event has no flights. Select DETAILS TABLE for the format of the table. This format displays hole-by-hole scores for each player. The SUMMARY TABLE shows only the total score for each player. Click CONTINUE and the Prize Setup Window appears as shown below.

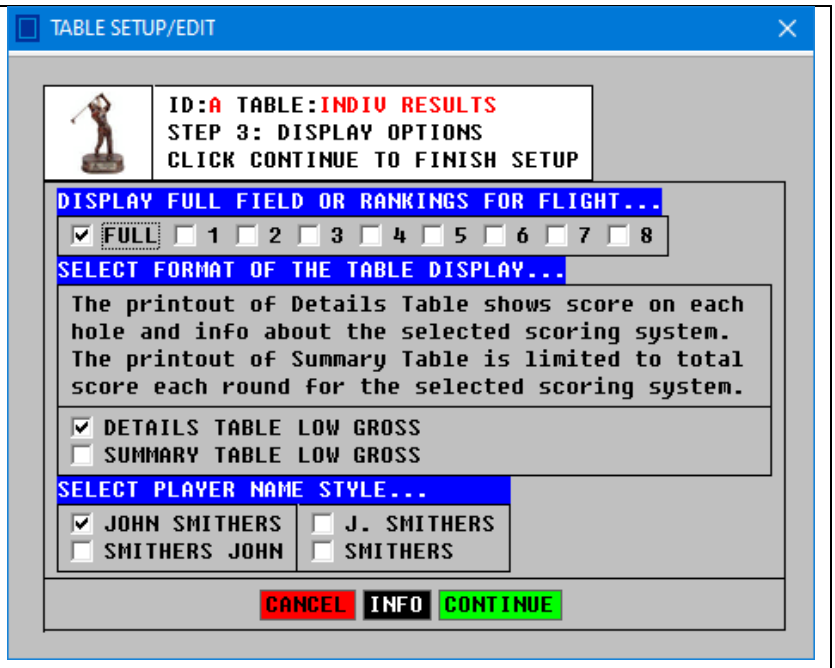
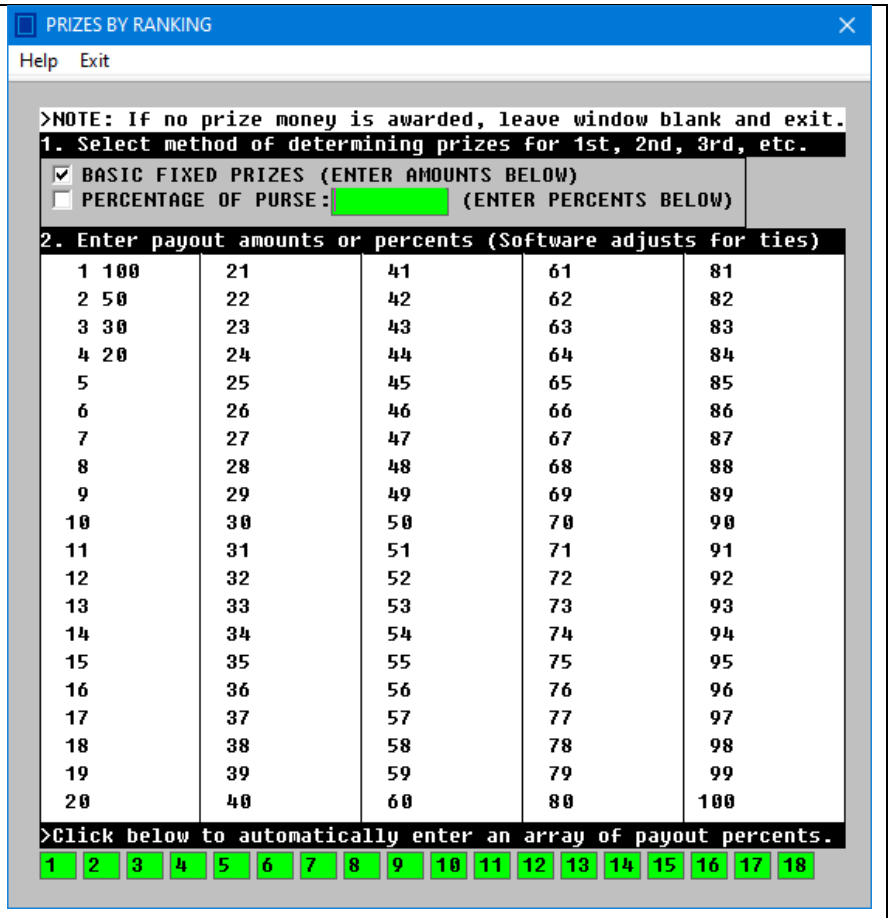


Table A Prize Setup

For this event the winner gets $100 and 2nd place gets $50. 3rd place gets $30 and 4th place gets $20. There is another option for entering the prize money. Enter the total Prize Purse and enter the percentage of the purse for 1st, 2nd, 3rd, etc. The software contains built-in arrays of percents for up to 18 cashes. For example, if the top 7 cash, enter the purse and then click the green 7 button to fill in percentages that sum to 100%.

The All Prizes Table

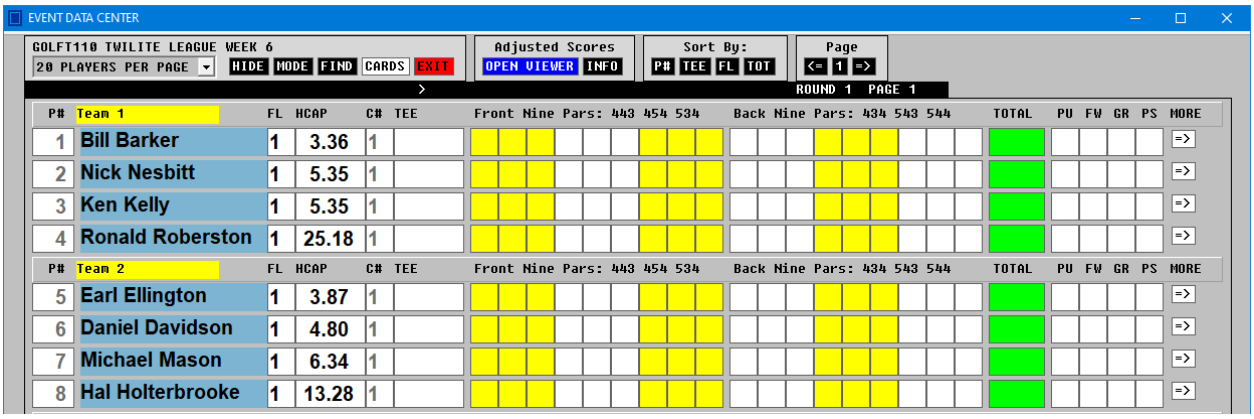
The software generates a table which summarizes the prizes won by each player in the event for Team, Individual, Skins and other Miscellaneous Awards.



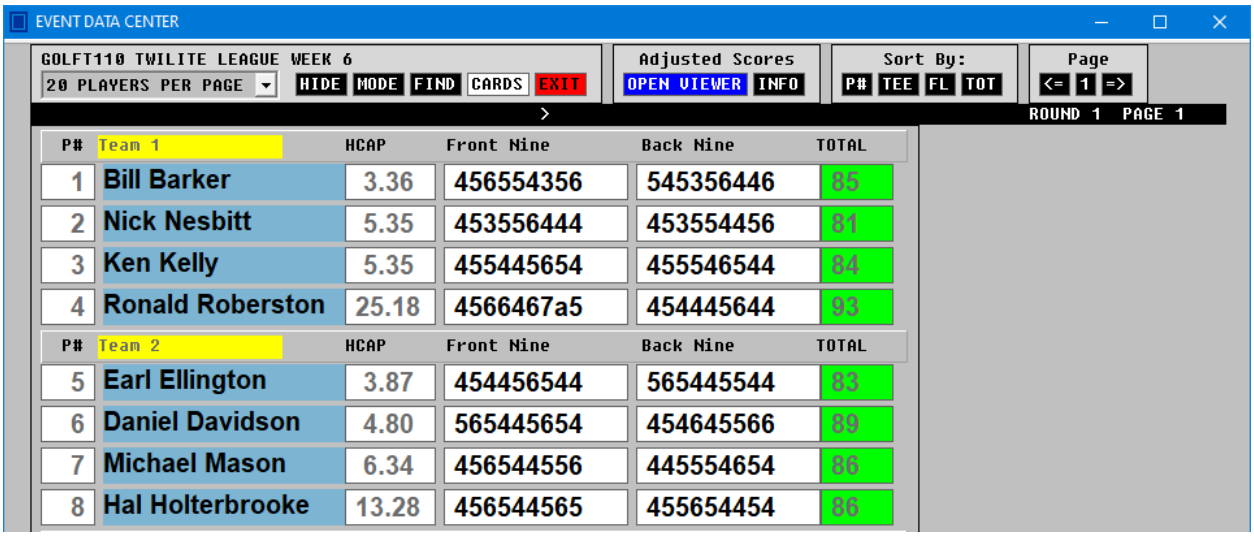
OPEN THE DATA CENTER TO ENTER SCORES AND STATS
After Event Setup is complete and the players begin playing, click **DATA ENTRY** on the Control Panel or press the F8 Key to open the Date Entry Window.

Events Which Do Not Require Entry of Hole-By-Hole Scores
If an event only requires Total Scores, click the HIDE button and hide the Hole-By-Hole section. The green TOTAL column will then be unlocked and total scores can be entered in that column. NOTE: The software will create fictitious hole-by-hole scores if only Total Score is entered. This is necessary to allow the data to be processed by the software. If the Hole-By-Hole section is not hidden, the green TOTAL column is locked and it will automatically display a player's total score based on the data entered for each hole.

Select Mode of Data Entry for Hole-By-Hole Scores
There are two options for entering hole-by-hole scores. Shown below is the Number Mode, which requires the Tab Key to be pressed after entering a score on each hole. Click the MODE button at the top left of the window to switch to Letter Mode, which does not require the Tab Key to be pressed after each score entry.



The Data Center will appear as shown below if Letter Mode is selected.

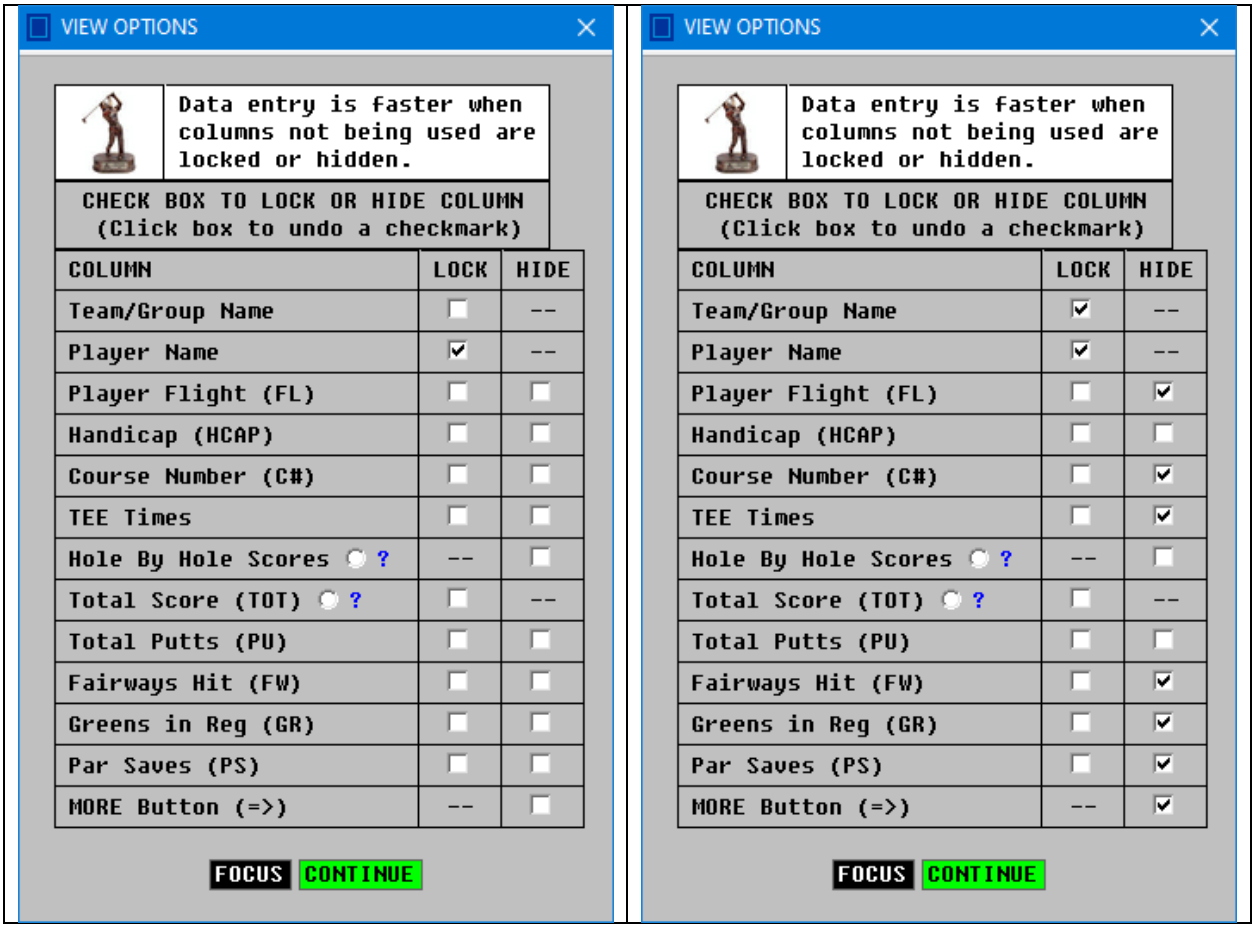


In Letter Mode, enter the number of strokes on a hole if the score was under 10. If the score was 10 or higher, enter a letter instead of a number. The Letter Code for a 10 is A; 11 is B; 12 is C, etc. The letter can be entered in upper case or lower case. In example above, Ronald Roberston had a score of 10 on the eighth hole. The Tab Key is only required to move from the Front Nine box to the Back Nine box.

Why Is There No Save Button?
Data entries for an Event File are automatically saved. If you discover an error after making entries, simply load the Event File and edit the incorrect data.

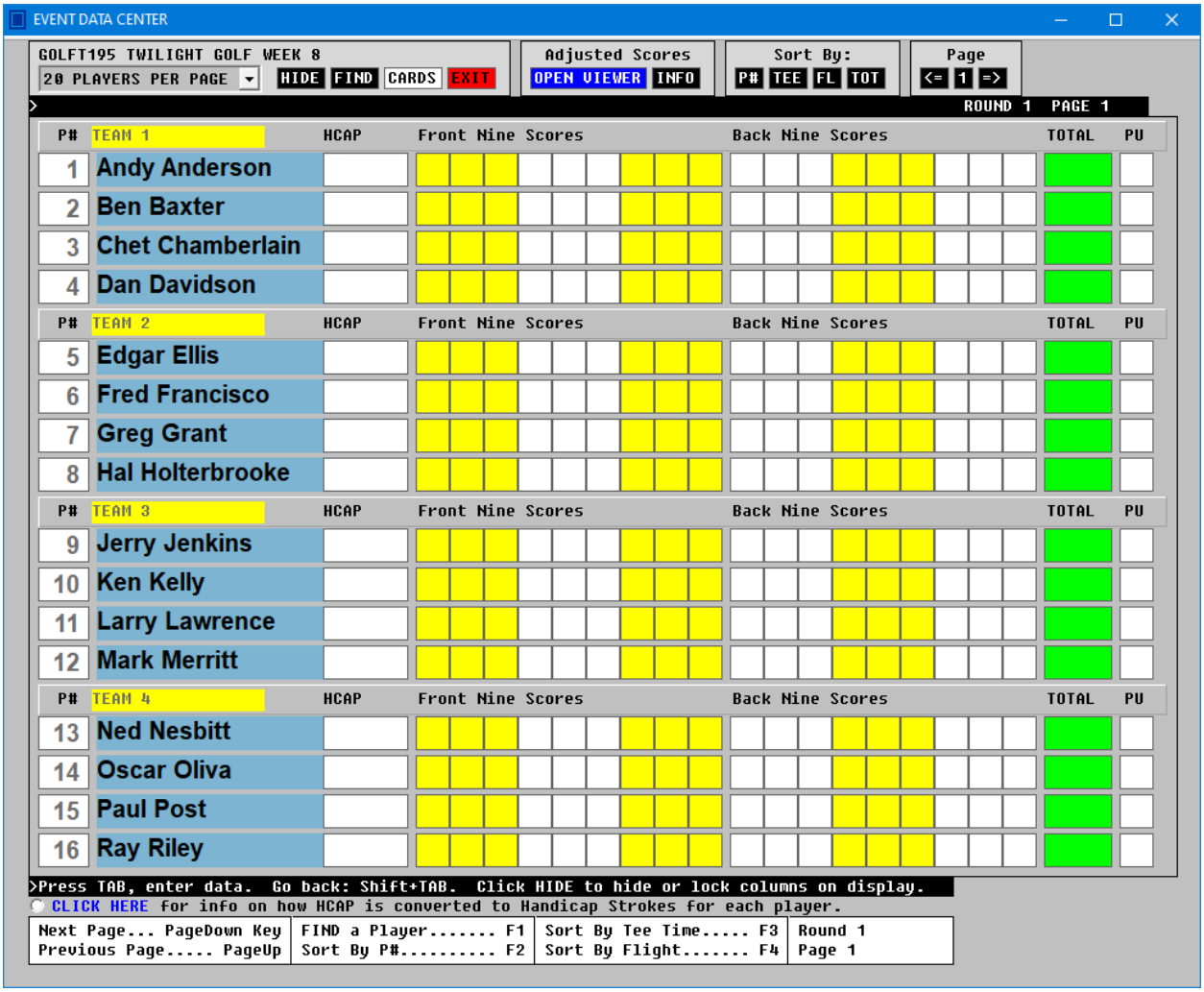
Hide and Lock Data Columns

Before entering data, click the **HIDE** button to make the task of data entry easier and faster. The window below will appear after clicking the HIDE button.



By default, the Player Name is locked. You can uncheck the box if you want to add player names on the Data Center Window. If your event is not tracking Tee Times, check the box to HIDE that column on the Data Entry Window. If you want to see the contents of a data column while entering hole-by-hole scores, but you do not want the cursor to enter the boxes, check the Lock Box instead of the Hide Box. A column that is locked will not be hidden, but cannot be brought into focus. This makes navigation on the Data Center window faster. For this event, putts are being tracked but fairways, greens and par saves are not, so those columns are hidden. Click the CONTINUE button on the Hide/Lock Window and the Data Center will re-appear as shown on the next page. The software saves your Hide/Lock entries for each Event File and you do not have to enter them again if you close the application and come back at another time.

Here is the Data Center after the HIDE button was used to lock and hide columns of data:



Buttons on the Data Center Window

HIDE: Hide or lock data columns for faster data entry
MODE: Mode of data entry. Select whether the Tab Key is required after entering a score on a hole.
FIND: This tool allows you to locate a player in the Event Field.
CARDS: This tool prints blank or filled scorecards.
EXIT: Close window and return to Control Panel.
ROUND#: For multiple round events, change the round number for data entry.
OPEN VIEWER: View adjusted scores with Scoring Systems Viewer.
SORT BUTTONS: Display data sorted by Player Number (default), tee time, flight or gross score.

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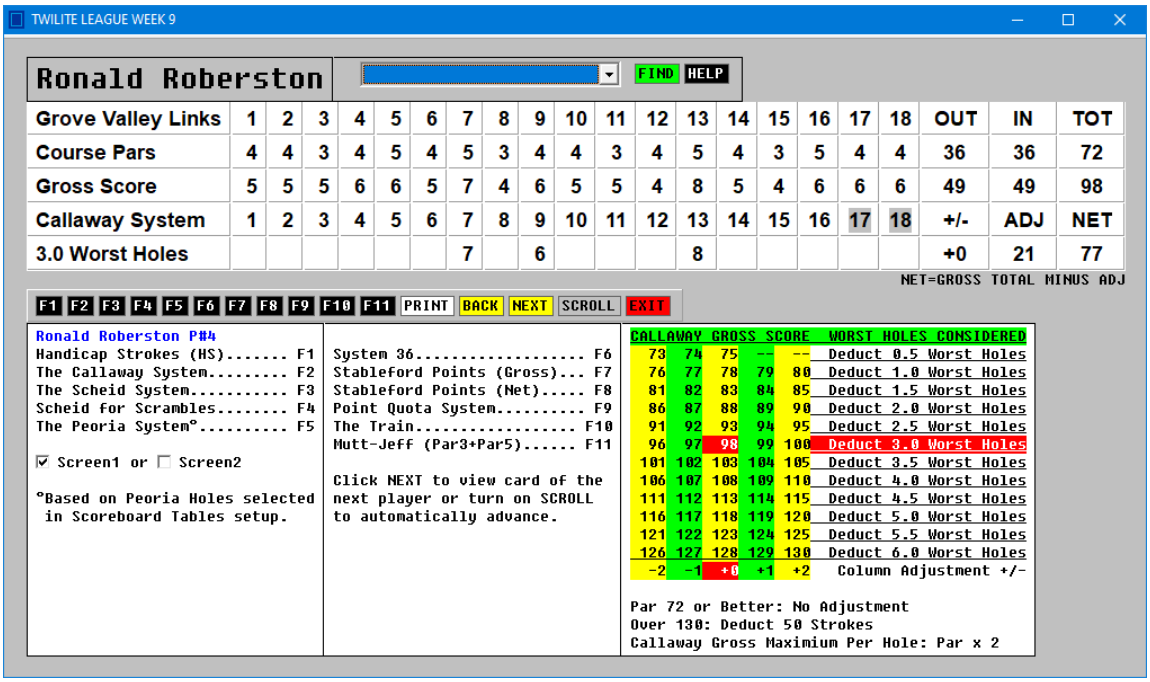
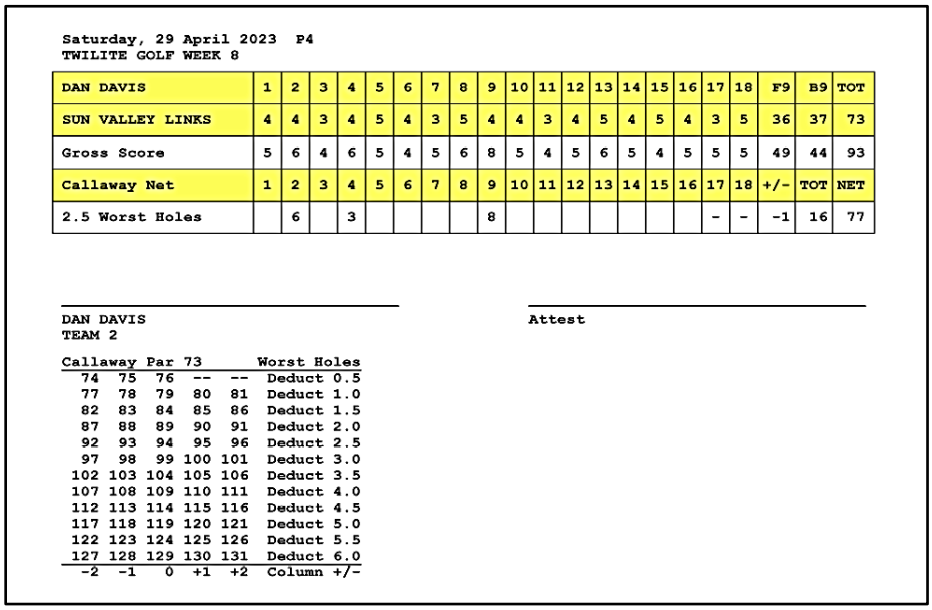
The Scoring Systems Viewer

After entering scores for a player or players, click OPEN VIEWER button to open the Scoring Systems Viewer. A scorecard for the player who is P#1 will be displayed, showing Gross and Net Scores (Handicap Strokes). To view the player's scorecard under other scoring formats, press a Function Key or click the button on the Viewer Window.



Click PRINT to print scorecard. Printout includes signature line and information about the Scoring System.



Saturday, 29 April 2023 P4
TWILITE GOLF WEEK 8

DAN DAVIS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	F9	B9	TOT
SUN VALLEY LINKS	4	4	3	4	5	4	3	5	4	4	3	4	5	4	5	4	3	5	36	37	73
Gross Score	5	6	4	6	5	4	5	6	8	5	4	5	6	5	4	5	5	5	49	44	93
Callaway Net	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	+/-	TOT	NET
2.5 Worst Holes		6		3					8								-	-	-1	16	77

DAN DAVIS
TEAM 2

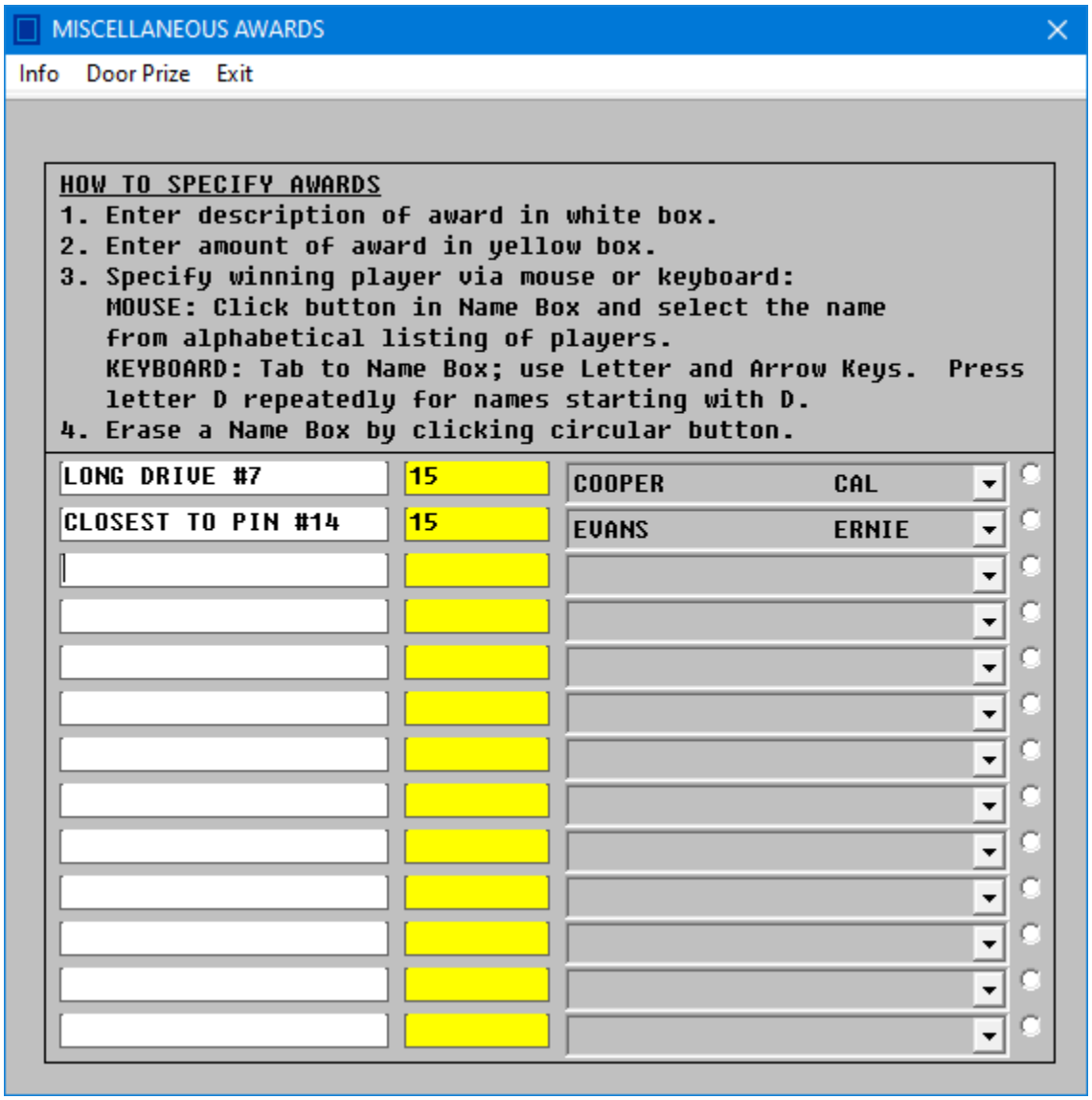
Attest

Callaway Par 73					Worst Holes
74	75	76	--	--	Deduct 0.5
77	78	79	80	81	Deduct 1.0
82	83	84	85	86	Deduct 1.5
87	88	89	90	91	Deduct 2.0
92	93	94	95	96	Deduct 2.5
97	98	99	100	101	Deduct 3.0
102	103	104	105	106	Deduct 3.5
107	108	109	110	111	Deduct 4.0
112	113	114	115	116	Deduct 4.5
117	118	119	120	121	Deduct 5.0
122	123	124	125	126	Deduct 5.5
127	128	129	130	131	Deduct 6.0
-2	-1	0	+1	+2	Column +/-

The FIND Tool and Automatic Scrolling. The FIND Tool can be used to search for and display the cards of other players in the event. Alternatively, click the SCROLL button and the scorecards for all players in the event will automatically be displayed under the Scoring System in view. Each scorecard will be displayed for 15 seconds before the software scrolls to the next player. If you have dual monitors, you can check the Screen2 box to move display to second screen. NOTE: If you check Screen 2 and do not have a second screen, you must press the ESC Key and exit the Data Entry Screen.

Enter Winners of Miscellaneous Awards

On the Control Panel click **AWARDS** or press F9 Key on keyboard to open window below.



Follow instructions on the window to enter the awards and the winners. The All Prizes Table will display money won for Miscellaneous Awards.

Uses for Miscellaneous Awards Table

Common awards are for Long Drive or Closest to the Pin on a Par 3 hole. The Awards Window can also be used to enter winners of a Door Prize. You can use the software to perform a random draw that selects Door Prize winners. Click on Door Prize on the menu bar of the window. Enter door prizes on the Awards Window.

The Scorecard Printer

Click the CARDS button on the Player Setup or Data Center window to open the Scorecard Printer Utility. The utility can be used to print blank cards on Avery 8387 cardstock. The cards show tee times and contain handicap dots which guide the player when entering net score on each hole. Two cards can be printed on each sheet of Avery 8387 cardstock. For team events, the names of each team member appear. The coach can fill in these cards and turn them in for processing by the software. The Scorecard Printer Utility can also be used after play is completed to print filled-in cards on regular paper to keep as the official records of the tournament. Shown below are examples of individual and team scorecards.

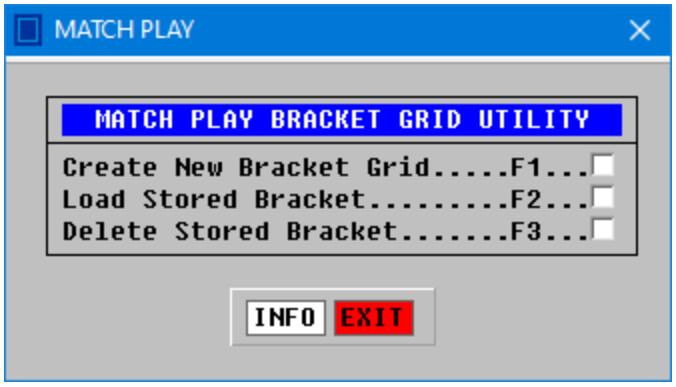
C1 ORCHARD HILLS	TWILIGHT LEAGUE JUNE 10																				
C1 RTG:70.4 SLOPE:110	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOT
STROKE INDEX	11	15	17	3	7	9	1	5	13		6	10	14	18	2	4	8	12	16		
PAR	4	4	5	3	4	4	3	5	4	36	4	3	4	5	4	4	5	3	4	36	72
BILL BARKER P2 C1 TEE 9:45																					
Net Score CH=9				o	o	o	o	o			o				o	o	o				
Putts																					
Greens in Reg																					
Par Saves																					
Fairways																					

C1 ORCHARD HILLS	TWILIGHT LEAGUE JUNE 10																				
C1 RTG:70.4 SLOPE:110	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOT
STROKE INDEX	11	15	17	3	7	9	1	5	13		6	10	14	18	2	4	8	12	16		
PAR	4	4	5	3	4	4	3	5	4	36	4	3	4	5	4	4	5	3	4	36	72
AL ALLEN P1 C1 TEE 11:30	4	5	4	3	5	6	4	4	5	40	5	3	4	6	4	5	4	4	5	40	80
Net Score CH=8	4	5	4	2	4	6	3	3	5	36	4	3	4	6	3	4	3	4	5	36	72
Putts																					
Greens in Reg																					
Par Saves																					
Fairways																					

C1 ORCHARD HILLS	TWILIGHT LEAGUE JUNE 10																				
C1 RTG:70.4 SLOPE:110	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOT
STROKE INDEX	11	15	17	3	7	9	1	5	13		6	10	14	18	2	4	8	12	16		
TEAM# 2 PAR	4	4	5	3	4	4	3	5	4	36	4	3	4	5	4	4	5	3	4	36	72
ARNOLD ADAMS P5 C1 TEE 9:00																					
Net Score CH=9				o	o	o	o	o			o				o	o	o				
JERRY JENKINS P6 C1 TEE 9:00																					
Net Score CH=21	o	o	o	oo	o	o	oo	o	o		o	o	o	o	oo	o	o	o	o		
VICK VINCENT P7 C1 TEE 9:00																					
Net Score CH=8				o	o		o	o			o				o	o	o				
WILLIAM WILSON P8 C1 TEE 9:00																					
Net Score CH=10				o	o	o	o	o			o	o			o	o	o				

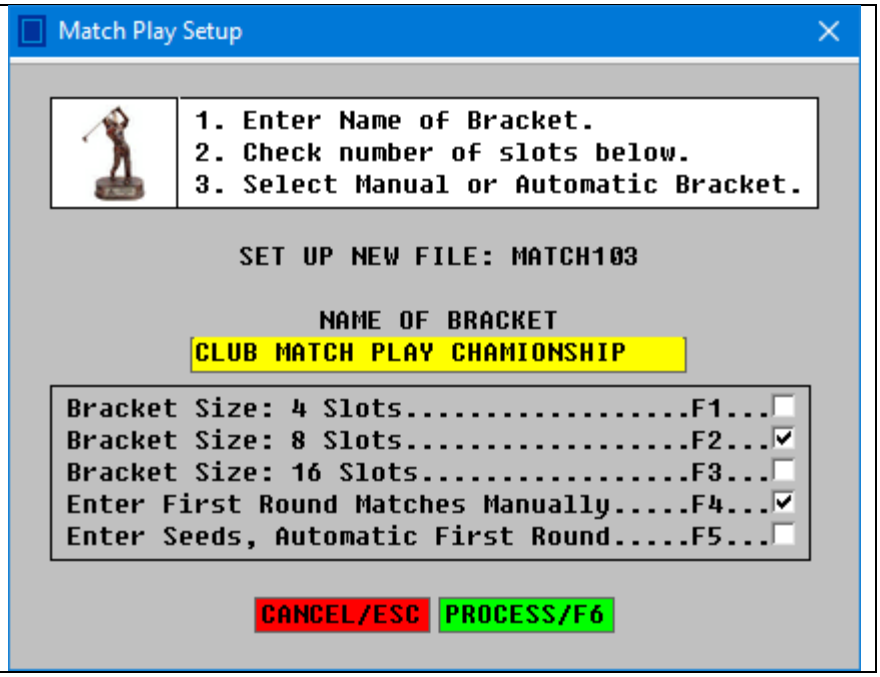
Match Play Bracket Grids

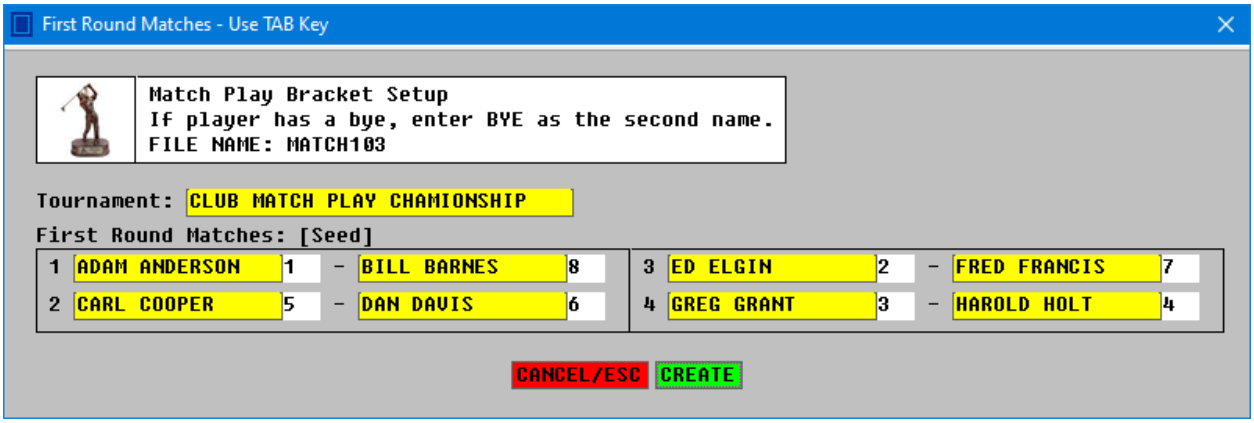
On the Control Panel, click **BRACKETS** or press F12 Key to open window shown below.

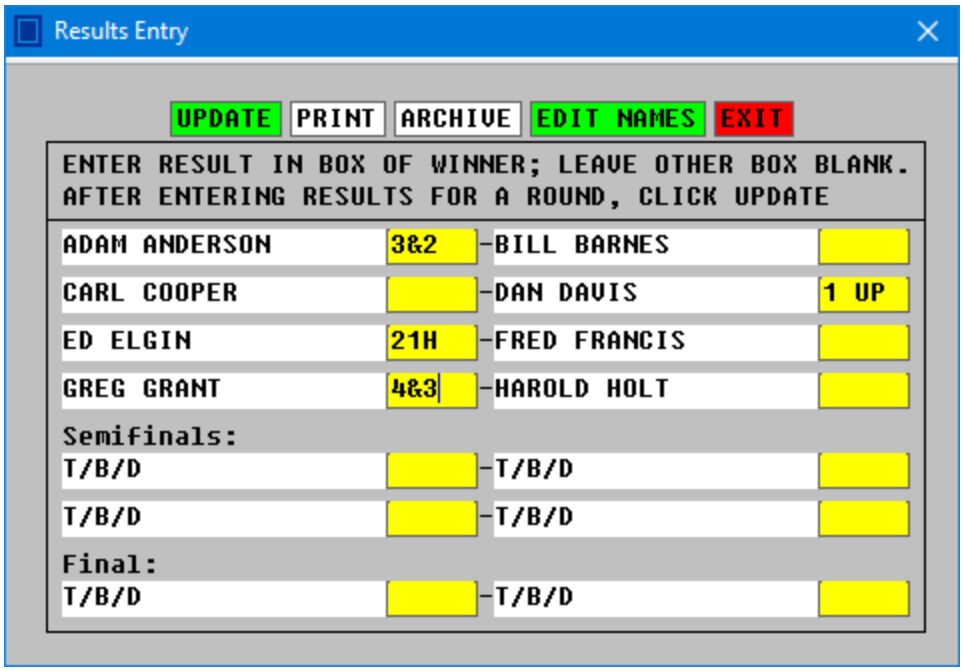


Match Play Setup

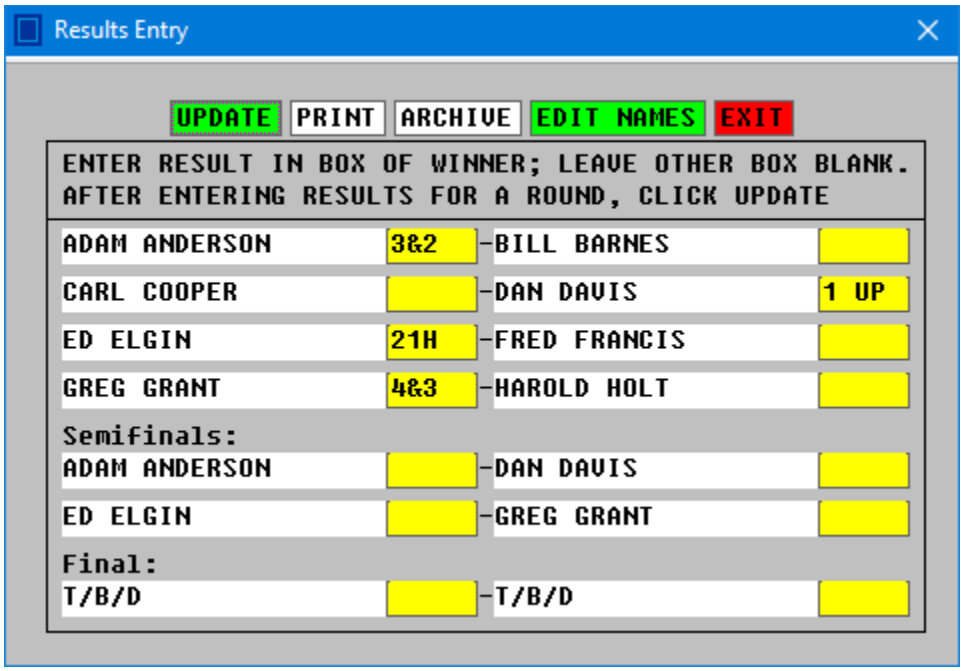
On the window above check box to Create New Bracket Grid and the window to the right appears. Enter a title for the bracket and the size of the bracket. Click the green PROCESS button and the window shown below appears. Enter the names of the players for first round matches and click the green CREATE button to open the window for Results Entry as shown on the next page.







There are two ways to enter results. Option 1: Enter results for First Round matches in yellow box by name of winner of each match. Leave the other yellow box blank. Typical match play results are 3 & 2, 1 Up and 21 Holes. Option 2: Enter the number of holes won by each player in their yellow box. After all results are entered for the First Round, click the UPDATE button at top left on the window. The software will generate the matches for the semifinals as shown below.

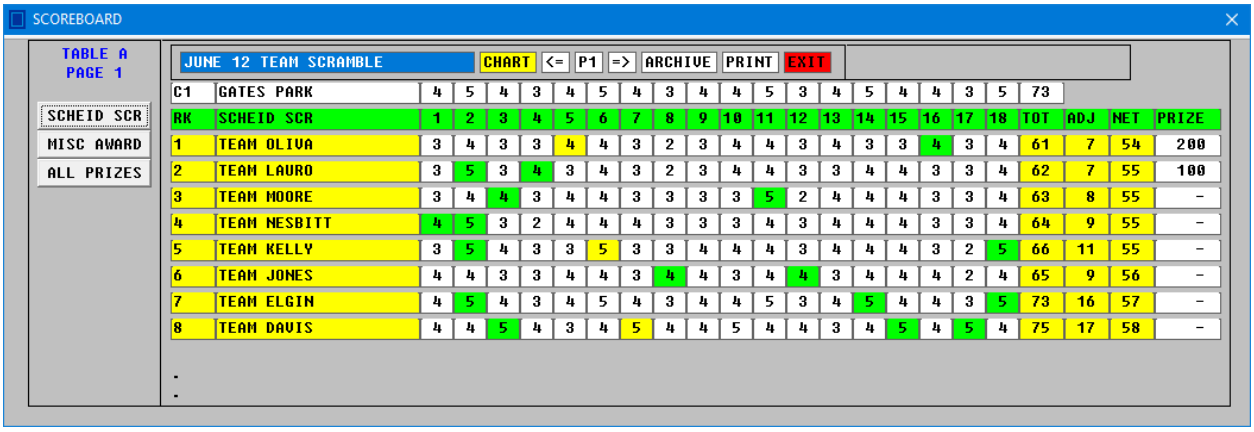


After all matches have been played, click the PRINT button to print the bracket grid. Two lines of text can be entered for the printout as shown below.

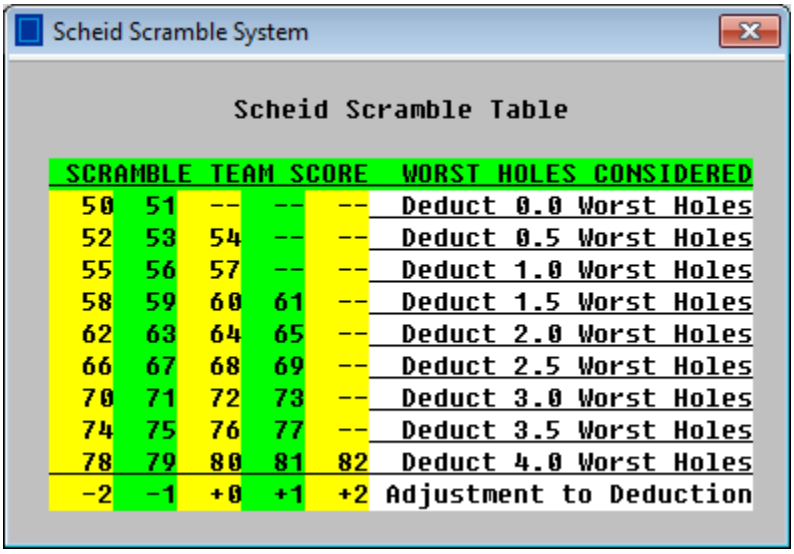
```
CLUB MATCH PLAY CHAMPIONSHIP

ANDY ADAMS          2&1
BILL BARNES
                          ANDY ADAMS
                          DAN DAVIS          2&1
CAL COOPER
DAN DAVIS           5&3
                                                 DAN DAVIS          1UP
                                                 ED ELGIN
ED ELGIN            21H
FRED FRANCIS
                          ED ELGIN           3&2
                          HAL HOLT
GREG GRANT
HAL HOLT            3&2

Dan Davis wins Club Championship with chip in on 18th hole
to defeat defending Match Play champion Ed Elgin.
```

Scramble Teams

In a scramble, the team members work together to generate one score for the team each hole. Individual scores are not generated. The software processes scrambles as a singles event, not a team event. When entering names, enter TEAM as the first name and enter the name of the team captain as the last name as shown below. The event can be processed with all of the scoring systems, but because scramble teams usually generate low scores, the standard Callaway and Scheid Systems are not recommended. There is a scoring system option for Scheid for Scrambles. This system adjusts low scores as shown below.



C1	GATES PARK	4	5	4	3	4	5	4	3	4	4	5	3	4	5	4	4	3	5	73			
RK	SCHEID SCR	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT	ADJ	NET	PRIZE
1	TEAM OLIVA	3	4	3	3	4	4	3	2	3	4	4	3	4	3	3	4	3	4	61	7	54	200
2	TEAM LAURO	3	5	3	4	3	4	3	2	3	4	4	3	3	4	4	3	3	4	62	7	55	100
3	TEAM MOORE	3	4	4	3	4	4	3	3	3	3	5	2	4	4	4	3	3	4	63	8	55	-
4	TEAM NESBITT	4	5	3	2	4	4	4	3	3	3	4	3	4	4	4	3	3	4	64	9	55	-
5	TEAM KELLY	3	5	4	3	3	5	3	3	4	4	4	3	4	4	4	3	2	5	66	11	55	-
6	TEAM JONES	4	4	3	3	4	4	3	4	4	3	4	4	3	4	4	4	2	4	65	9	56	-
7	TEAM ELGIN	4	5	4	3	4	5	4	3	4	4	5	3	4	5	4	4	3	5	73	16	57	-
8	TEAM DAVIS	4	4	5	4	3	4	5	4	4	5	4	4	3	4	5	4	5	4	75	17	58	-

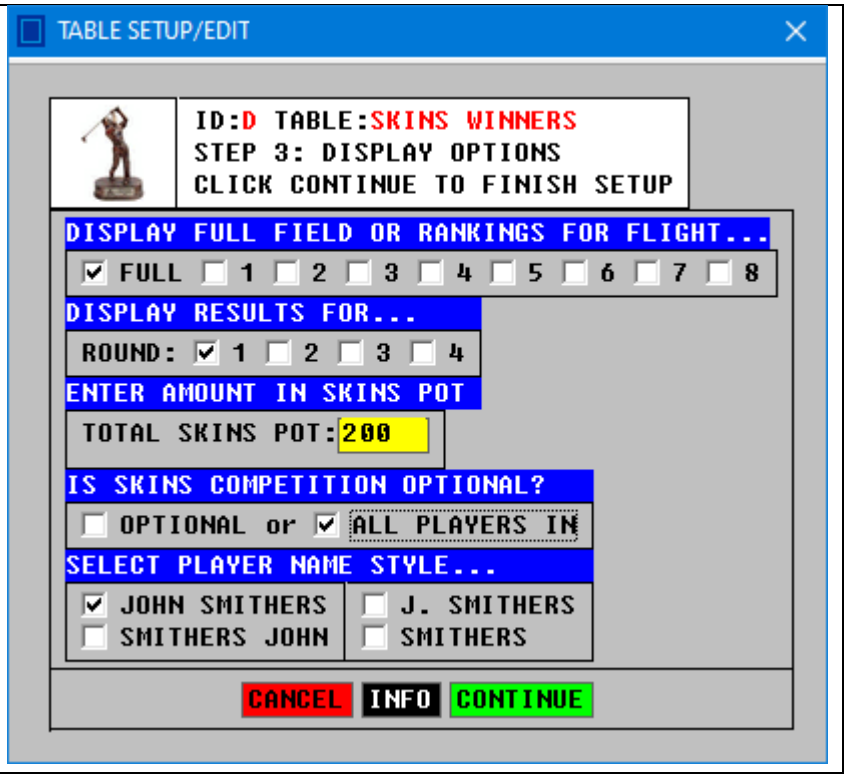


SCRAMBLE TEAM SCORE					WORST HOLES CONSIDERED
50	51	--	--	--	Deduct 0.0 Worst Holes
52	53	54	--	--	Deduct 0.5 Worst Holes
55	56	57	--	--	Deduct 1.0 Worst Holes
58	59	60	61	--	Deduct 1.5 Worst Holes
62	63	64	65	--	Deduct 2.0 Worst Holes
66	67	68	69	--	Deduct 2.5 Worst Holes
70	71	72	73	--	Deduct 3.0 Worst Holes
74	75	76	77	--	Deduct 3.5 Worst Holes
78	79	80	81	82	Deduct 4.0 Worst Holes
-2	-1	+0	+1	+2	Adjustment to Deduction

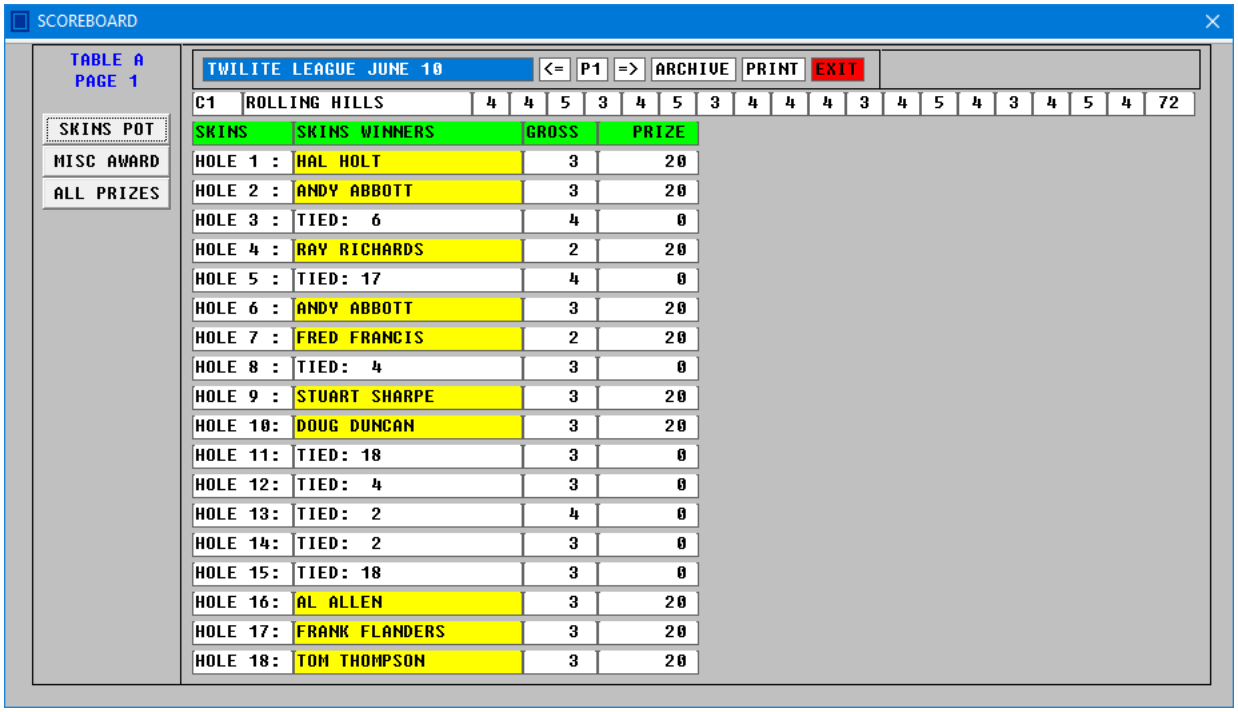
Skins Pot Competitions
Skins Pots are adjuncts to a regular stroke play tournament. Players who score lower than all of the other players on a single hole share in a Skins Pot.

Skins Pot Table Setup Step 3
The Skins Pot is $200 to be split by the winners. Enter 200 in yellow box. If the competition is optional requiring an Entry Fee, then a player must be marked as Fee Paid. Click the MORE button for a player on the Player Setup window and then check the box for Fee Paid.

Deuce Pots
All players who score a 2 on any hole share in a Deuce Pot. Enter the pot and the software will calculate the share of the pot for each winner. Unlike Skins Pots, there is no requirement that winners have to beat every other player on a hole to share in a Deuce Pot. An award for a hole-in-one is entered on the Miscellaneous Awards Table.



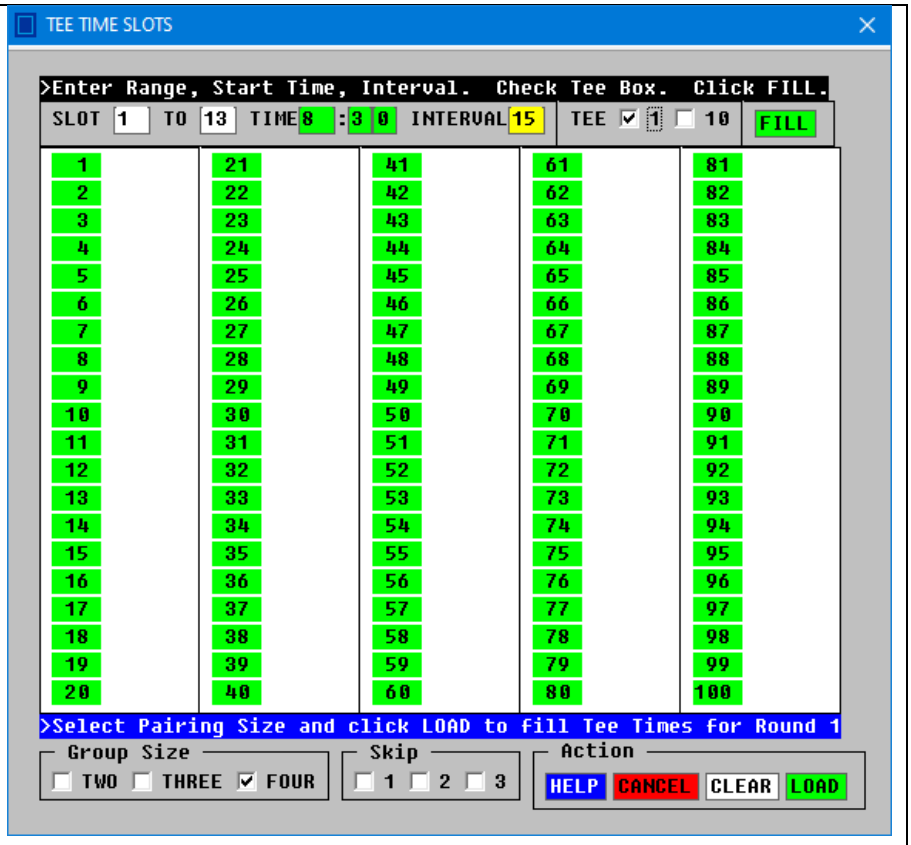
Here, 10 skins were won and the winners divided the $200 Skins Pot, resulting in a prize of $20.



SKINS	SKINS WINNERS	GROSS	PRIZE
HOLE 1 :	HAL HOLT	3	20
HOLE 2 :	ANDY ABBOTT	3	20
HOLE 3 :	TIED: 6	4	0
HOLE 4 :	RAY RICHARDS	2	20
HOLE 5 :	TIED: 17	4	0
HOLE 6 :	ANDY ABBOTT	3	20
HOLE 7 :	FRED FRANCIS	2	20
HOLE 8 :	TIED: 4	3	0
HOLE 9 :	STUART SHARPE	3	20
HOLE 10:	DOUG DUNCAN	3	20
HOLE 11:	TIED: 18	3	0
HOLE 12:	TIED: 4	3	0
HOLE 13:	TIED: 2	4	0
HOLE 14:	TIED: 2	3	0
HOLE 15:	TIED: 18	3	0
HOLE 16:	AL ALLEN	3	20
HOLE 17:	FRANK FLANDERS	3	20
HOLE 18:	TOM THOMPSON	3	20

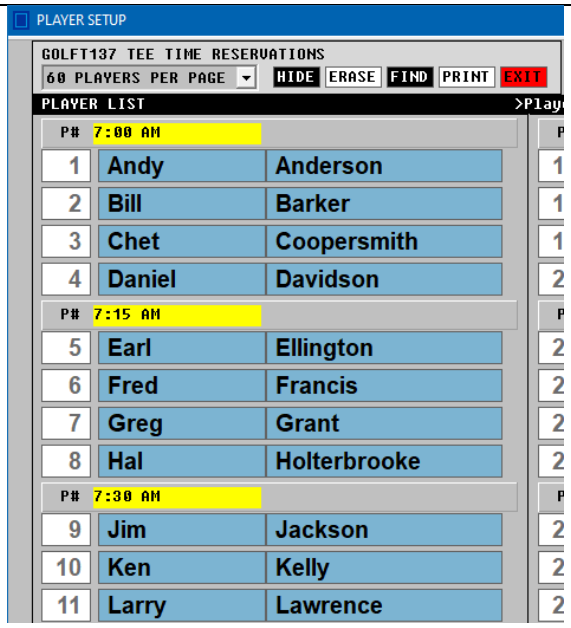
The Tee Time Wizard

Quickly assign tee times for each round of a tournament. Print the tee times in a PDF file that can be emailed to players and coaches. To activate the Tee Time Wizard, on the Control Panel select Players. The Player Setup Window has a green button at the top labeled TEE. Click it activate the Tee Time Wizard. To open the Wizard, click WIZ. In the example to the right, the event. has 13 foursomes teeing off in 13 Time Slots. Enter 8:30 as the first time slot. In the yellow box, enter an interval of 15 minutes between each foursome. All players start on Hole 1. Click the green FILL button to fill in the time slots and then click LOAD to insert the tee times into Event File



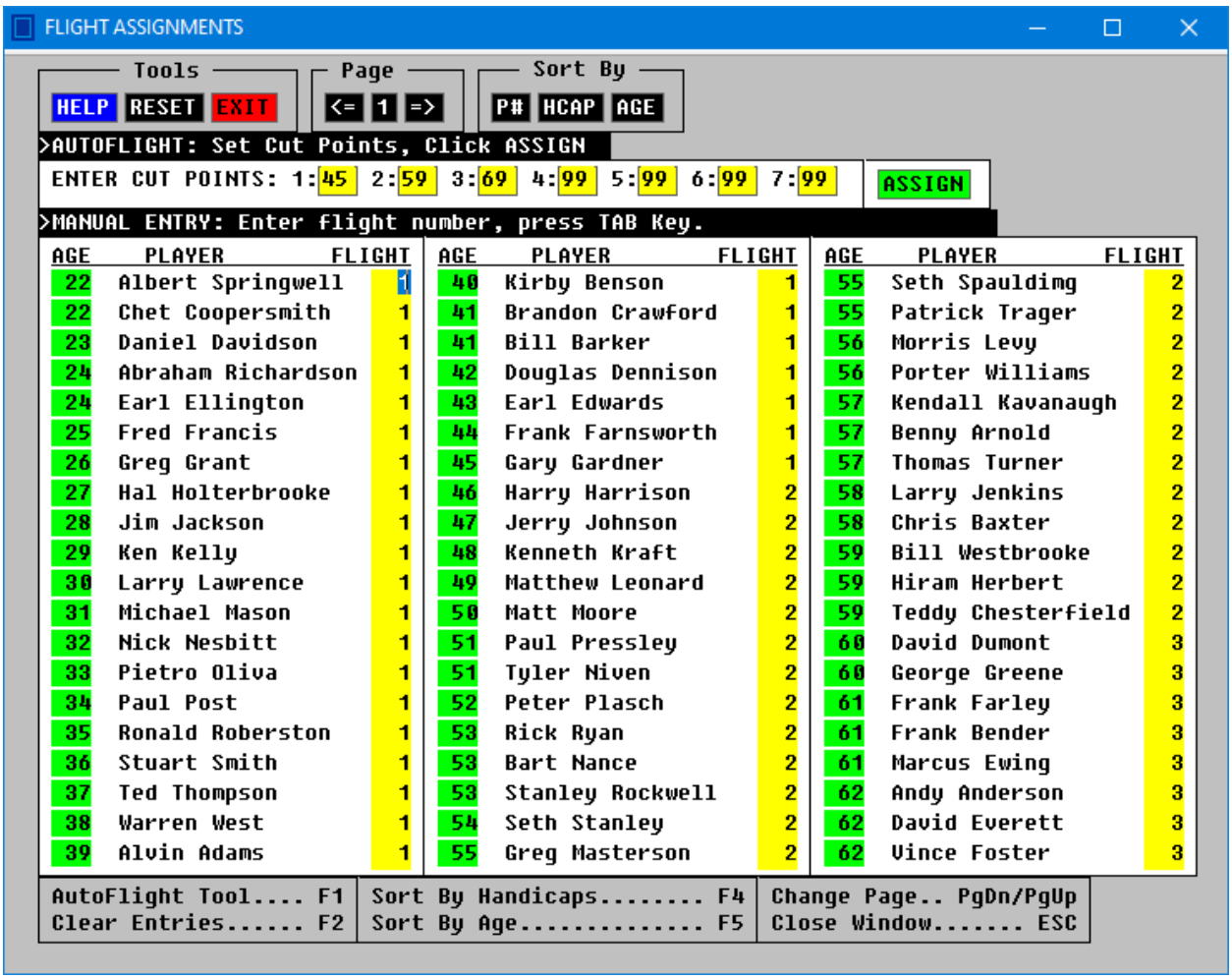
The Tee Time Reservations Utility

The Tee Time Wizard is only for tournament processing. There is a different utility for tracking daily reservations. A special re-useable Event File can be created to track the reservations. On the Control Panel, click **NEW EVENT.** You **MUST** enter the first 21 characters of the Title as: TEE TIME RESERVATIONS (with all capital letters). For the Team Size, enter the number of players in each group (e.g., 4 for foursomes). Enter the date being tracked. After creating the TEE TIME RESERVATIONS file, set up the golf course and then click **PLAYERS** to set up the tee time labels. The tee times are entered in the yellow Team Boxes on the Player Setup Window. When a player contacts you to make a reservation, enter the player's name in the reserved time slot. When slots are filled, the data can be displayed on the Automatic Scrolling Leaderboard and can be printed and archived as a PDF file. To use the file for reservations for next week, first click **BASIC INFO** on the Control Panel. Change the Start Date. Then click **PLAYERS** on the Control Panel and click the **ERASE** Button to erase all the names entered last week.



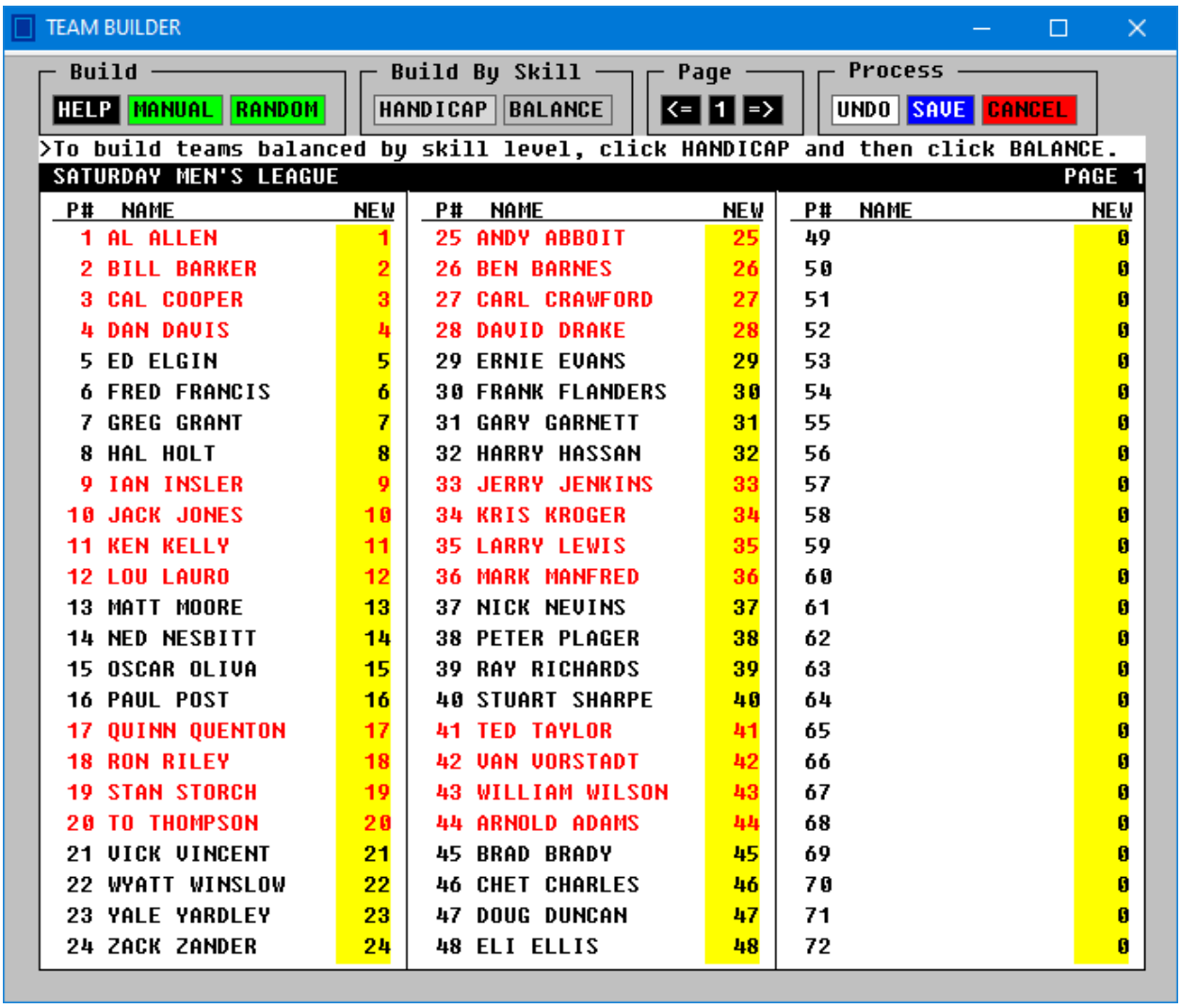
The Auto-Flight Tool

Flight numbers can be entered manually in the Flight Column on the Player Setup window. The Auto-Flight Tool will quickly assign Flight Numbers based on player HCAP or player Age. On the Player Setup window, click the black AF button to open the Auto-Flight Window. To assign flights by age, click the black AGE button to Sort By Age. Then enter Cut Points. In the example below, players age 45 and under were in Flight 1; players 59 and under in Flight 2; players 69 and under in Flight 3; players 70 or older in Flight 4. Enter 45 for Cut Point 1, 59 for Cut Point 2 and 69 for Cut Point 3. Enter 99 for other Cut Points. Then click the green ASSIGN button. The process is the same for assigning flights by player HCAP. If you prefer to display flights by Letter instead of Number, the numbers on the Auto-Flight Window will be changed to letters when you exit and return to the Player Setup Window.



The Team Builder

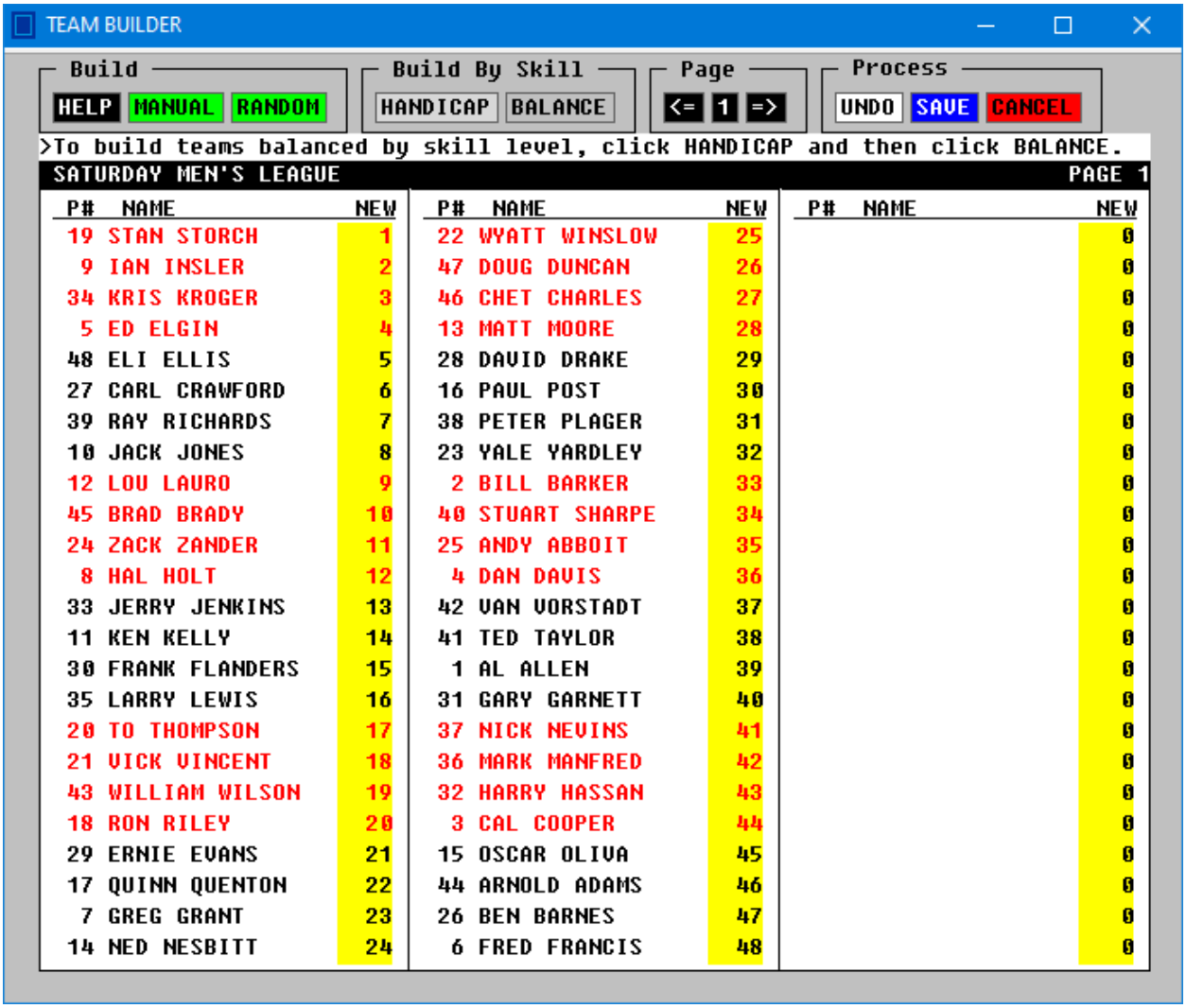
The software can be used to create teams randomly or balanced by skill level. Teams can also be built manually. For events played as Blind Draw Partners, the Team Builder will perform the random draw. (In a Blind Draw Partners event, the players do not know who is on their team until play is completed.) If HCAP is entered for each player, the software will create teams in which players with a low HCAP are grouped with players with a high HCAP. To activate the Team Builder, click the black TB button on the Player Setup window. The window below will appear for an event with teams of four players, with the teams grouped by current Player Numbers.



P#	NAME	NEW	P#	NAME	NEW	P#	NAME	NEW
1	AL ALLEN	1	25	ANDY ABBOIT	25	49		0
2	BILL BARKER	2	26	BEN BARNES	26	50		0
3	CAL COOPER	3	27	CARL CRAWFORD	27	51		0
4	DAN DAVIS	4	28	DAVID DRAKE	28	52		0
5	ED ELGIN	5	29	ERNIE EVANS	29	53		0
6	FRED FRANCIS	6	30	FRANK FLANDERS	30	54		0
7	GREG GRANT	7	31	GARY GARNETT	31	55		0
8	HAL HOLT	8	32	HARRY HASSAN	32	56		0
9	IAN INSLER	9	33	JERRY JENKINS	33	57		0
10	JACK JONES	10	34	KRIS KROGER	34	58		0
11	KEN KELLY	11	35	LARRY LEWIS	35	59		0
12	LOU LAURO	12	36	MARK MANFRED	36	60		0
13	MATT MOORE	13	37	NICK NEVINS	37	61		0
14	NED NESBITT	14	38	PETER PLAGER	38	62		0
15	OSCAR OLIVA	15	39	RAY RICHARDS	39	63		0
16	PAUL POST	16	40	STUART SHARPE	40	64		0
17	QUINN QUENTON	17	41	TED TAYLOR	41	65		0
18	RON RILEY	18	42	VAN VORSTADT	42	66		0
19	STAN STORCH	19	43	WILLIAM WILSON	43	67		0
20	TO THOMPSON	20	44	ARNOLD ADAMS	44	68		0
21	VICK VINCENT	21	45	BRAD BRADY	45	69		0
22	WYATT WINSLOW	22	46	CHET CHARLES	46	70		0
23	YALE YARDLEY	23	47	DOUG DUNCAN	47	71		0
24	ZACK ZANDER	24	48	ELI ELLIS	48	72		0

Random Draw

Click the green RANDOM button to perform a random draw to re-arrange teams as shown below. Each time you click the RANDOM button, the sorting will be different.

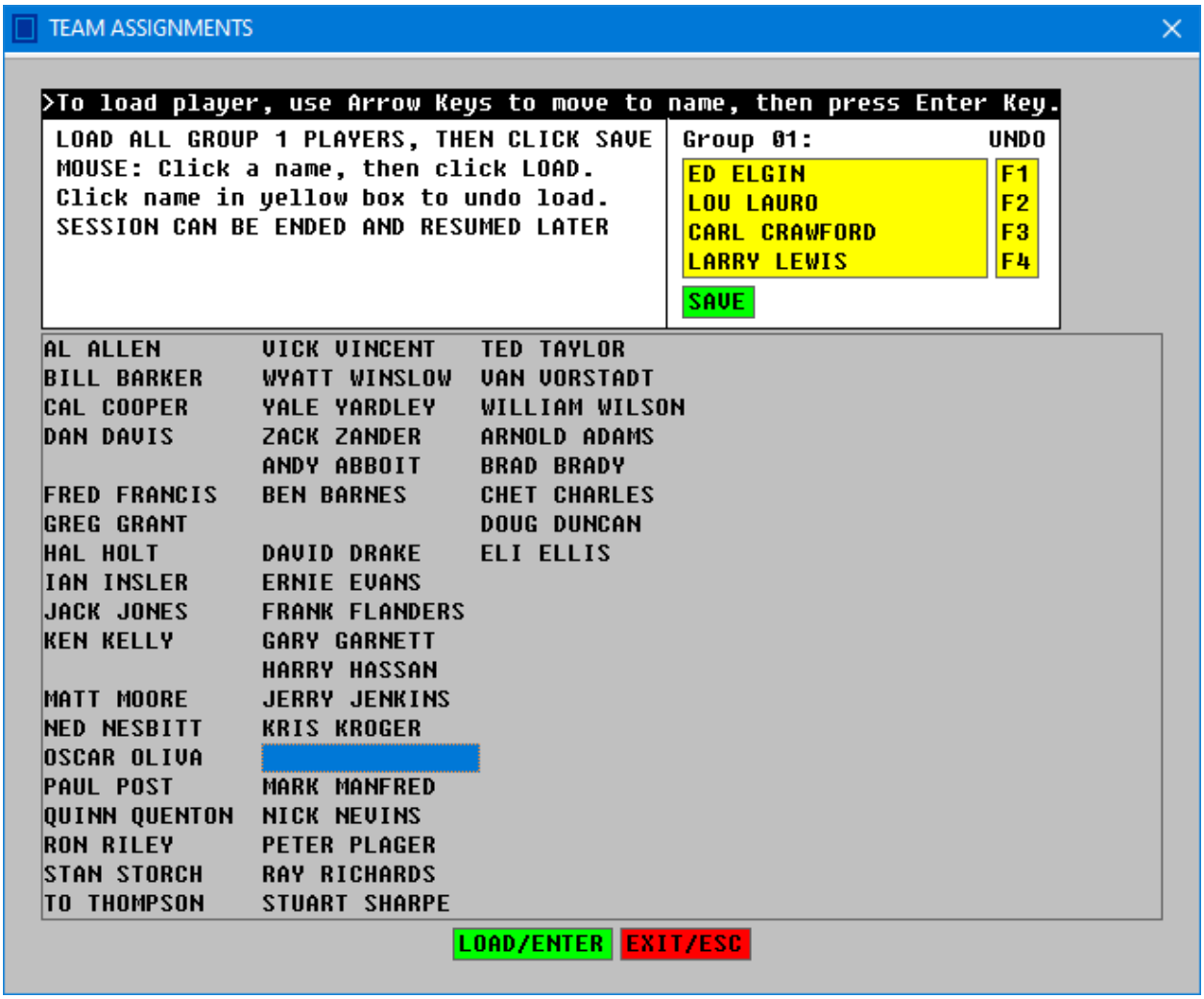


P#	NAME	NEW	P#	NAME	NEW	P#	NAME	NEW
19	STAN STORCH	1	22	WYATT WINSLOW	25			0
9	IAN INSLER	2	47	DOUG DUNCAN	26			0
34	KRIS KROGER	3	46	CHET CHARLES	27			0
5	ED ELGIN	4	13	MATT MOORE	28			0
48	ELI ELLIS	5	28	DAVID DRAKE	29			0
27	CARL CRAWFORD	6	16	PAUL POST	30			0
39	RAY RICHARDS	7	38	PETER PLAGER	31			0
10	JACK JONES	8	23	YALE YARDLEY	32			0
12	LOU LAURO	9	2	BILL BARKER	33			0
45	BRAD BRADY	10	40	STUART SHARPE	34			0
24	ZACK ZANDER	11	25	ANDY ABBOIT	35			0
8	HAL HOLT	12	4	DAN DAVIS	36			0
33	JERRY JENKINS	13	42	VAN VORSTADT	37			0
11	KEN KELLY	14	41	TED TAYLOR	38			0
30	FRANK FLANDERS	15	1	AL ALLEN	39			0
35	LARRY LEWIS	16	31	GARY GARNETT	40			0
20	TO THOMPSON	17	37	NICK NEVINS	41			0
21	VICK VINCENT	18	36	MARK MANFRED	42			0
43	WILLIAM WILSON	19	32	HARRY HASSAN	43			0
18	RON RILEY	20	3	CAL COOPER	44			0
29	ERNIE EVANS	21	15	OSCAR OLIVA	45			0
17	QUINN QUENTON	22	44	ARNOLD ADAMS	46			0
7	GREG GRANT	23	26	BEN BARNES	47			0
14	NED NESBITT	24	6	FRED FRANCIS	48			0

If you are satisfied with the draw, click the blue SAVE button at top of the window. The Player Setup Window will then appear with the players listed by their new P#.

Manual Team Building

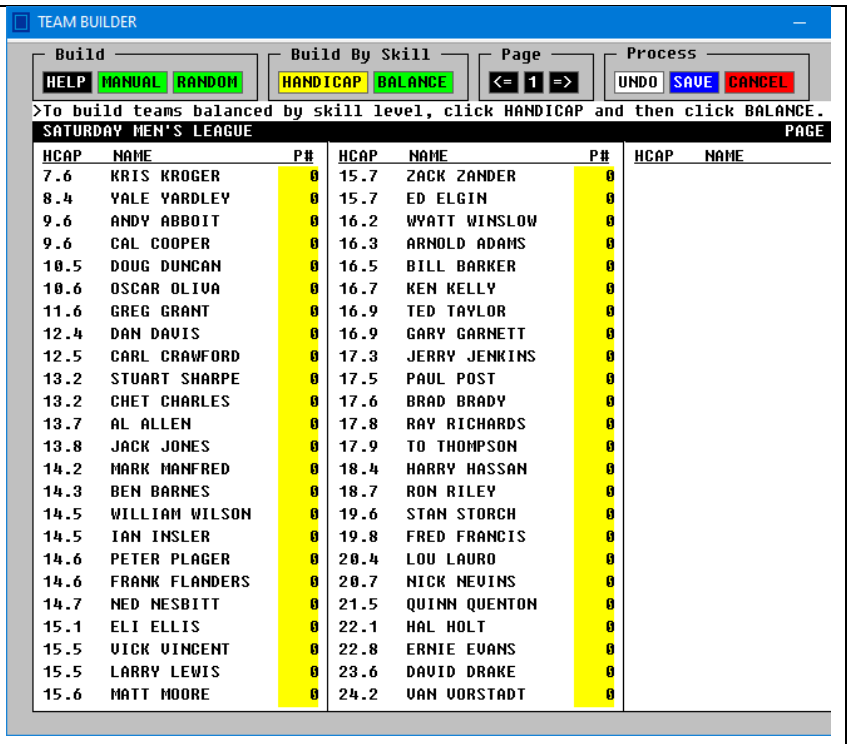
Click the green MANUAL button to begin building teams manually. The window shown below appears.



Load 4 players into the yellow box labeled Group 01 and then click SAVE. The yellow box for Group 02 will appear. Load 4 more players. You can stop work at any time and return without losing any data.

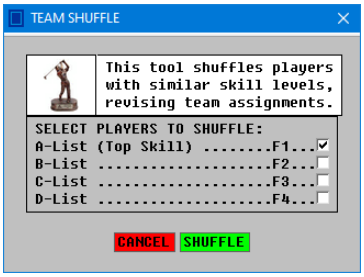
Balanced by Skill

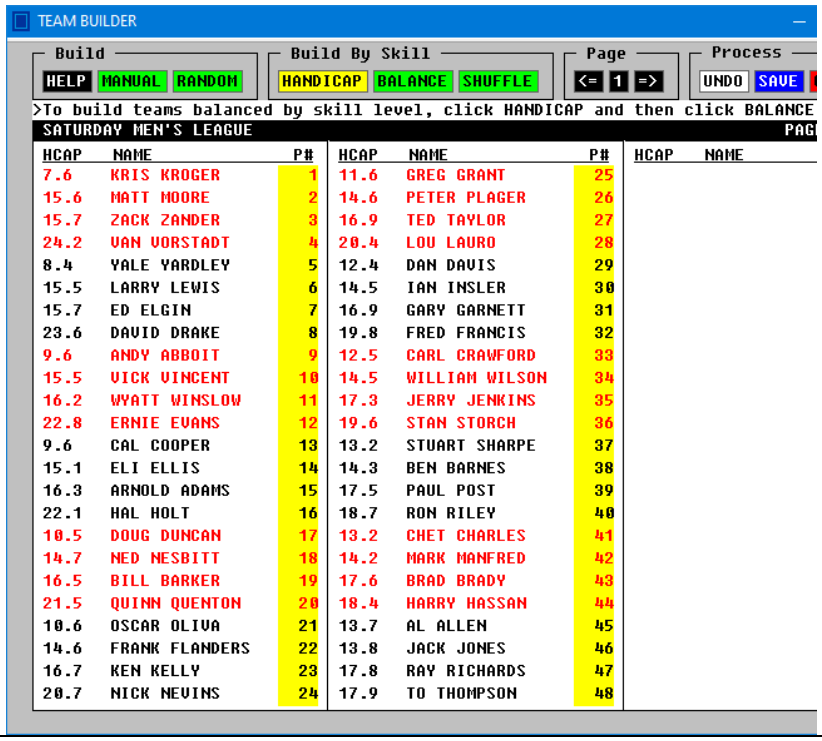
To build by skill, first click the grey HANDICAP button at top of the Team Builder window. The window shown to the right will appear with players listed in the order of their HCAP.



HCAP	NAME	P#	HCAP	NAME	P#	HCAP	NAME
7.6	KRIS KROGER	0	15.7	ZACK ZANDER	0		
8.4	YALE YARDLEY	0	15.7	ED ELGIN	0		
9.6	ANDY ABBOIT	0	16.2	WYATT WINSLOW	0		
9.6	CAL COOPER	0	16.3	ARNOLD ADAMS	0		
10.5	DOUG DUNCAN	0	16.5	BILL BARKER	0		
10.6	OSCAR OLIVA	0	16.7	KEN KELLY	0		
11.6	GREG GRANT	0	16.9	TED TAYLOR	0		
12.4	DAN DAVIS	0	16.9	GARY GARNETT	0		
12.5	CARL CRAWFORD	0	17.3	JERRY JENKINS	0		
13.2	STUART SHARPE	0	17.5	PAUL POST	0		
13.2	CHET CHARLES	0	17.6	BRAD BRADY	0		
13.7	AL ALLEN	0	17.8	RAY RICHARDS	0		
13.8	JACK JONES	0	17.9	TO THOMPSON	0		
14.2	MARK MANFRED	0	18.4	HARRY HASSAN	0		
14.3	BEN BARNES	0	18.7	RON RILEY	0		
14.5	WILLIAM WILSON	0	19.6	STAN STORCH	0		
14.5	IAN INSLER	0	19.8	FRED FRANCIS	0		
14.6	PETER PLAGER	0	20.4	LOU LAURO	0		
14.6	FRANK FLANDERS	0	20.7	NICK NEVINS	0		
14.7	NED NESBITT	0	21.5	QUINN QUENTON	0		
15.1	ELI ELLIS	0	22.1	HAL HOLT	0		
15.5	VICK VINCENT	0	22.8	ERNIE EVANS	0		
15.5	LARRY LEWIS	0	23.6	DAVID DRAKE	0		
15.6	MATT MOORE	0	24.2	VAN VORSTADT	0		

Next click the green BALANCE button to re-arrange by skill as shown on the window to the right. Note that a SHUFFLE button will appear. It allows you to shuffle players among the teams. If you don't shuffle. the player in your club with the top HCAP will always be on a team with the player with the worst HCAP for all of your club's team events.

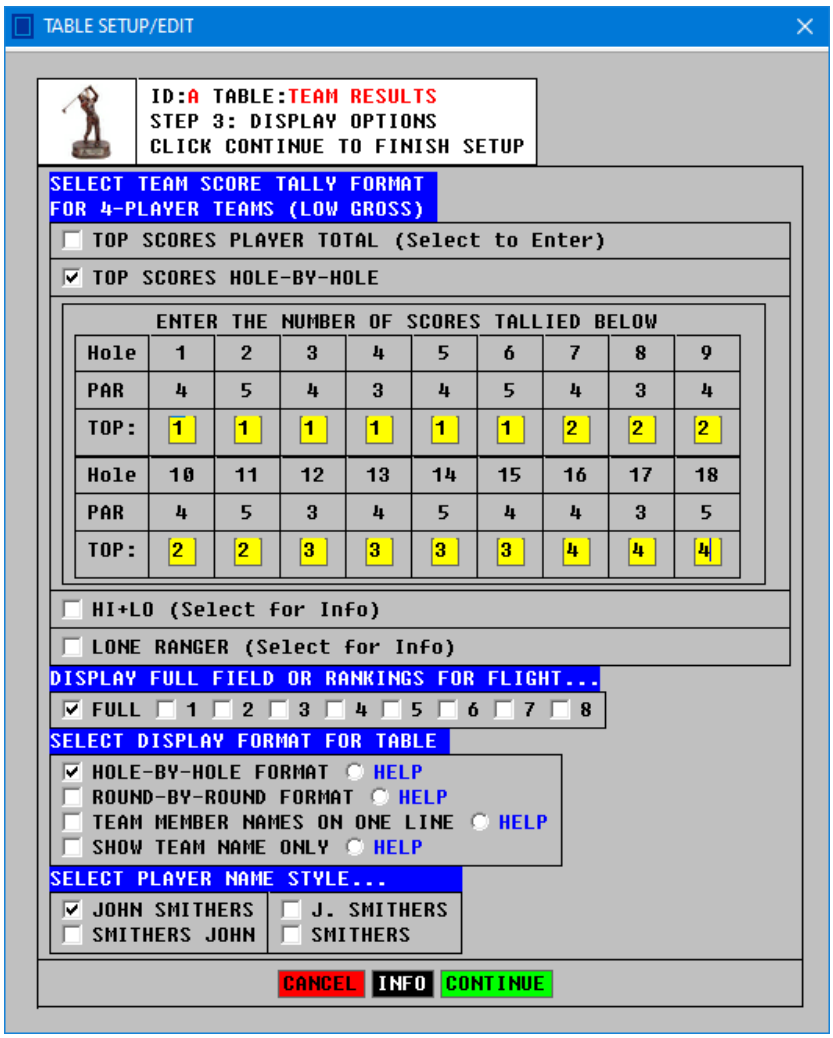




HCAP	NAME	P#	HCAP	NAME	P#	HCAP	NAME
7.6	KRIS KROGER	1	11.6	GREG GRANT	25		
15.6	MATT MOORE	2	14.6	PETER PLAGER	26		
15.7	ZACK ZANDER	3	16.9	TED TAYLOR	27		
24.2	VAN VORSTADT	4	20.4	LOU LAURO	28		
8.4	YALE YARDLEY	5	12.4	DAN DAVIS	29		
15.5	LARRY LEWIS	6	14.5	IAN INSLER	30		
15.7	ED ELGIN	7	16.9	GARY GARNETT	31		
23.6	DAVID DRAKE	8	19.8	FRED FRANCIS	32		
9.6	ANDY ABBOIT	9	12.5	CARL CRAWFORD	33		
15.5	VICK VINCENT	10	14.5	WILLIAM WILSON	34		
16.2	WYATT WINSLOW	11	17.3	JERRY JENKINS	35		
22.8	ERNIE EVANS	12	19.6	STAN STORCH	36		
9.6	CAL COOPER	13	13.2	STUART SHARPE	37		
15.1	ELI ELLIS	14	14.3	BEN BARNES	38		
16.3	ARNOLD ADAMS	15	17.5	PAUL POST	39		
22.1	HAL HOLT	16	18.7	RON RILEY	40		
10.5	DOUG DUNCAN	17	13.2	CHET CHARLES	41		
14.7	NED NESBITT	18	14.2	MARK MANFRED	42		
16.5	BILL BARKER	19	17.6	BRAD BRADY	43		
21.5	QUINN QUENTON	20	18.4	HARRY HASSAN	44		
10.6	OSCAR OLIVA	21	13.7	AL ALLEN	45		
14.6	FRANK FLANDERS	22	13.8	JACK JONES	46		
16.7	KEN KELLY	23	17.8	RAY RICHARDS	47		
20.7	NICK NEVINS	24	17.9	TO THOMPSON	48		

Processing Team Events

The Tables Utility in Event Setup is the key tool for setting up team events. When a new Event File is created, the number of players on a team is specified. The Tables Utility will finish the setup. In Step 1 of Table Setup, select the *Team Rankings and Prizes* category. In Step 2, select the Scoring System for the table to be generated. Note that a different scoring system can be specified for each table that you set up. Step 3 is the most important step for setting up team events. The options shown below appear, with different options depending on number of players per team. Shown below are options for 4-player teams.



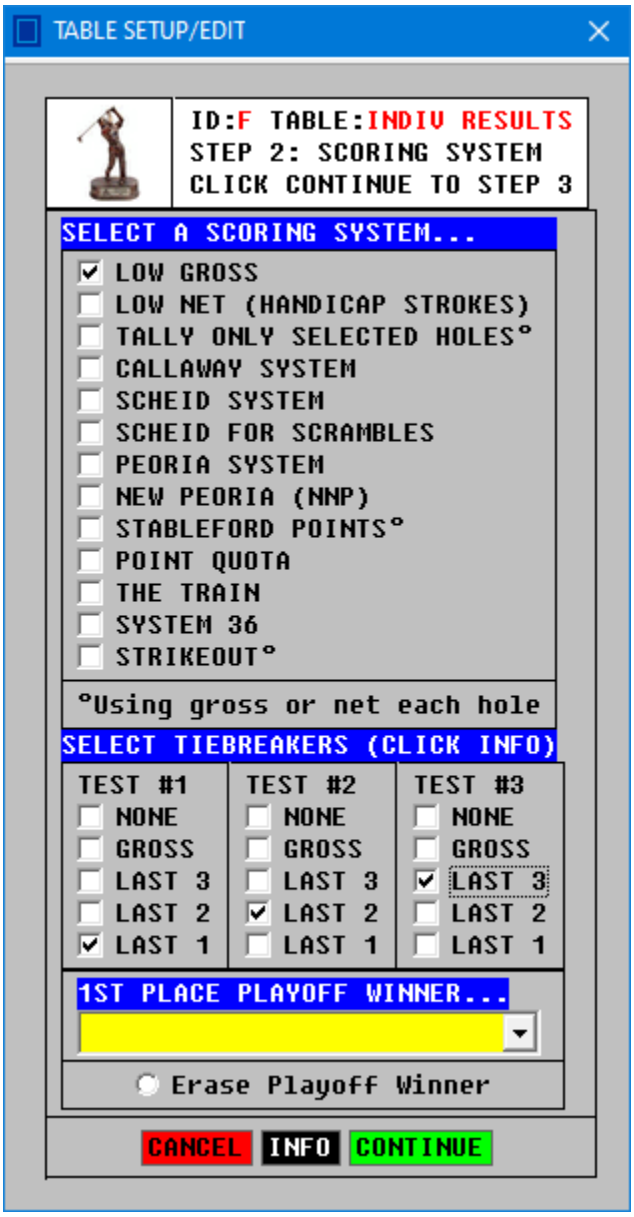
Check one box for the tally format for the Table being set up.
Top 1, 2, 3 or 4 scores on the team tallied by the total score for each player.
Top 1, 2, 3 or 4 scores on the team tallied each round of the tournament.
Top Scores Hole-by-Hole: Check the box and specify Top 1, 2, 3 or 4 for each hole. NOTE: You must use the TAB Key to move from one yellow box to the next box, and you must use Shift Key + TAB Key to move backward.

A widely use setup for school team events is 6 players per team with the Top 4 tallied each round.
The team event known as Irish Fourball uses hole-by-hole top: 11111122223333444, as shown above.

For above 4-Player team setup, you can also check Lone Ranger or HI+LO. These team scoring formats are automatically calculated by the software without additional specs required. See our Scoring Systems Glossary for the definitions of these scoring formats. If the box is checked, information about the scoring format will be displayed.

Tiebreakers

Instead of a playoff to determine the winner of an event when players tie for the lead, tiebreakers can be specified in Step 2 of Table Setup. Three tests for tiebreakers can be specified. If the first test fails to break a tie, then the second test is used. If that fails to break the tie, the third test is used. If the third test fails to break the tie, a coin flip has to be used. If the box for LAST 3 is checked, the sum of scores on Holes 16, 17 and 18 is used as the tiebreaker on an 18-Hole course. If LAST 3 is checked on 9-Hole course, the sum of scores on Holes 7, 8 and 9 is used as the tiebreaker. If the tally is limited to Selected Holes, the tests for tiebreaker are applied only to the last Selected Holes played. NOTE: For the Callaway Scoring System, the Gross Score is generally used as the first tiebreaker.



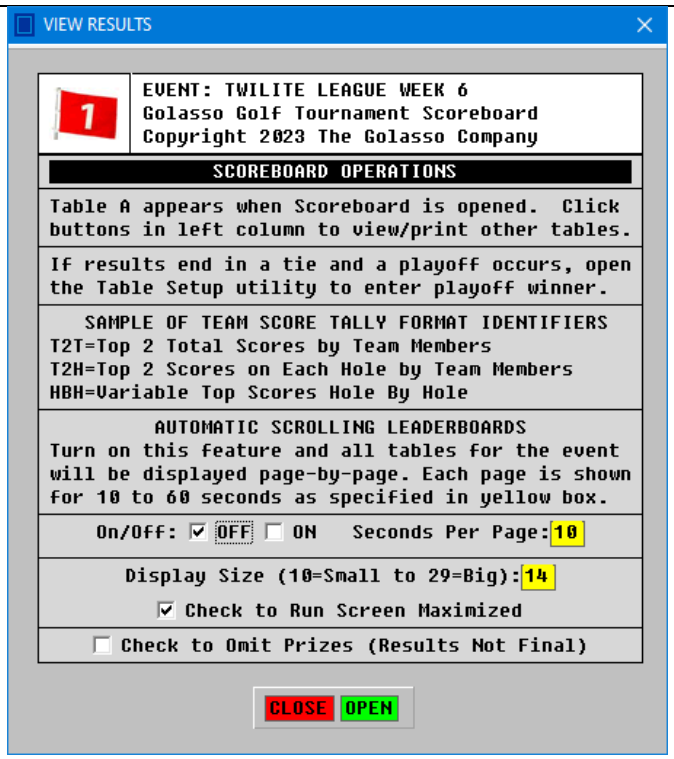
If a tie for first is broken by a playoff instead of tiebreakers, enter playoff winner in the yellow List Box.

Viewing Results

Click **RESULTS** on the Control Panel to open the Scoreboard. The Window to the right appears with the option to view all the tables with automatic scrolling page-by-page. Each page is displayed from 10 to 60 seconds as you specify. After all tables have been shown, the scroll repeats starting with Table A. Specify the index for the Display Size (10 to 29) that is the best fit for your monitor.

Printing and Storing

Click the OPEN button and Table A appears. Click PRINT to print the table. The Printer Dialog Box allows you to print the table on your printer or to save the table on your PC as a PDF file by selecting *Microsoft Print to PDF*. After each table is saved as a PDF file, use a free app from the Microsoft Store to merge the tables into a single PDF file.



What If I Discover an Error After Tournament Results Are Printed?

This is not a problem. Actually, the Event File does not even contain results of the tournament, only the raw data for scores. The rankings and prize money are calculated by the software when you click the **RESULTS** button on the Control Panel. If you discover an error after printing results, simply load the Event File, make the corrections in scores, and then click the **RESULTS** button to open the scoreboard and view the corrected tables.

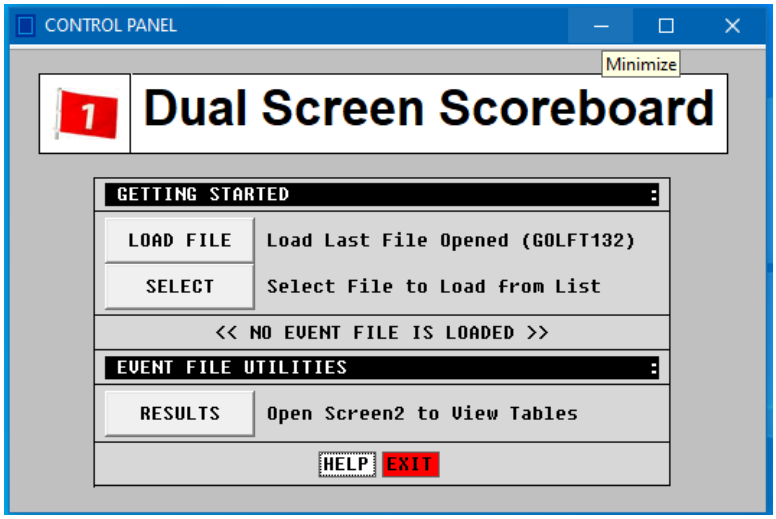
VIEWING RESULTS WITH THE DUAL SCREEN SCOREBOARD

The Dual Screen Automatic Scrolling Scoreboard is designed for display of results on a large television screen. Connect laptop to the TV by HDMI cable. For your laptop Display Settings, set the Dual Screen configuration with the laptop as Screen 1 and the television as Screen 2 aligned with and to the right of Screen 1. Open the Dual Screen Scoreboard Control Panel on Screen 1. Do NOT slide the Control Panel to Screen 2.

REAL TIME SCOREBOARD

The Dual Screen Scoreboard will automatically update rankings as scores are entered. Follow these steps: After the Dual Screen Scoreboard starts scrolling, you **MUST minimize the Control Panel Window** of the Dual Screen Scoreboard. Then click the Golasso Golf desktop icon, load the Event File and enter some scores in the Data Center. Exit the Data Center and open the Golasso Golf scoreboard on your laptop. Close the laptop scoreboard quickly and return to the Data Center to enter more scores. The Dual Screen Scoreboard picks up the new score entries that you made and automatically updates the results tables as those tables scroll on the TV screen.

To minimize the Control Panel, click the line in top right corner



Printouts of Results Under Different Scoring Systems

Gross Score

Printouts can be in Courier font or Arial for Golasso font. On the Results Table for Gross Score, birdies are circled and eagles are circled and highlighted.

TEST ALL PRIZES																							03/20/23
CN	EVENT COURSES	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT	SLO	RTG	
C1	ORCHARD HILLS	4	4	5	3	4	4	3	5	4	4	3	4	5	4	4	5	3	4	72	110	70.4	
RK	LOW GROSS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT	PAR	PRIZE	
1	HAL HOLT	5	3	5	4	5	6	4	4	5	3	5	4	5	6	4	4	3	4	79	+7	111	
2	FRED FRANCIS	5	4	5	3	5	4	5	5	3	4	5	5	4	5	5	6	5	3	81	+9	22	
3	AL ALLEN	4	5	4	5	5	4	6	3	4	5	5	4	5	3	5	4	5	6	82	+10	-	
4	DAN DAVIS	5	4	4	5	5	3	5	4	5	5	2	5	6	5	4	5	6	5	83	+11	-	
4	CAL COOPER	4	5	3	5	4	5	2	5	4	5	6	4	5	5	6	4	5	6	83	+11	-	
6	ED ELGIN	5	6	4	4	5	5	6	4	4	5	6	6	4	4	4	5	3	5	85	+13	-	
6	IAN INSLER	5	5	4	5	6	5	4	5	5	3	4	5	6	5	4	5	5	4	85	+13	-	
8	GREG GRANT	4	5	6	5	5	4	5	5	6	4	5	4	4	5	6	4	4	5	86	+14	-	
9	BILL BARKER	4	5	6	5	4	5	7	5	4	5	6	5	4	3	4	5	6	8	91	+19	-	

Callaway and Scheid Systems

The Callaway Chart or Scheid Chart is printed on Event Results tables and is also printed on printouts of individual player scorecards from the Scoring Systems Viewer. On Results Tables, worst holes are circled.

TWILITE LEAGUE JUNE 10																							03/28/23
TIE TESTS 1:GROSS 2:NONE 3:NONE CIRCLE=WORST HOLE CIRCLE/LINE=HALF HOLE																							
CN	EVENT COURSES	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT	SLO	RTG	
C1	ROLLING HILLS	4	4	5	3	4	5	3	4	4	4	3	4	5	4	3	4	5	4	72	110	71.2	
RK	CALLAWAY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT	ADJ	NET	
1	FRANK FLANDERS	5	4	5	3	5	4	3	5	5	4	3	5	5	7	4	5	3	4	79	8	71	
2	DOUG DUNCAN	4	5	5	4	4	5	3	4	4	3	4	5	6	4	3	4	5	4	76	4	72	
3	ANDY ABBOTT	4	3	6	5	4	3	3	6	5	4	3	5	5	4	3	5	6	4	78	6	72	
3	KRIS KROGER	4	5	4	3	5	5	4	5	5	6	3	4	5	3	3	5	4	5	78	6	72	
3	STUART SHARPE	4	4	5	4	5	5	4	4	3	5	3	4	5	4	6	4	5	4	78	6	72	
6	FRED FRANCIS	5	4	4	3	5	5	2	5	5	4	3	5	5	4	4	6	5	5	79	7	72	
6	TOM THOMPSON	5	4	5	3	4	5	4	5	6	4	4	4	6	5	3	4	5	3	79	7	72	
6	PAUL POST	4	4	4	5	4	5	3	5	5	5	4	4	6	4	4	5	4	4	79	7	72	
9	DAVID DRAKE	5	4	5	3	6	5	4	4	5	4	4	3	5	5	4	5	4	5	80	8	72	
10	VICK VINCENT	4	4	5	5	4	6	3	11	5	4	3	5	6	4	4	4	6	4	87	15	72	
11	TED TAYLOR	4	4	6	3	5	5	4	5	4	5	4	5	12	5	4	4	5	4	88	16	72	
12	MARK MANFRED	4	5	5	3	5	5	4	3	5	4	3	5	4	4	3	5	4	5	76	3	73	
13	AL ALLEN	4	4	5	5	4	5	3	5	4	5	5	4	5	4	5	3	6	4	80	7	73	
13	WYATT WINSTON	5	5	5	3	4	5	4	5	5	4	3	4	5	5	4	5	5	4	80	7	73	
13	QUINN QUENTON	4	5	5	3	4	5	4	5	5	4	4	5	5	3	4	5	6	4	80	7	73	
13	HAL HOLT	3	4	5	4	5	5	4	5	5	5	4	4	5	4	3	5	5	5	80	7	73	
17	YALE YARDLEY	4	4	6	3	5	6	4	5	4	4	3	5	7	5	4	5	5	5	84	11	73	
17	GARY GARNETT	6	4	6	3	4	6	3	5	5	4	3	4	7	5	4	4	6	5	84	11	73	
19	CARL CRAWFORD	5	5	4	4	6	5	3	5	6	6	4	4	7	4	3	5	5	4	85	12	73	
20	WILLIAM WILSON	4	4	4	4	5	6	3	4	5	5	4	4	5	6	3	4	6	5	81	7	74	
20	ED ELGIN	4	5	5	3	6	5	3	3	6	4	4	4	6	5	3	5	6	4	81	7	74	
20	LOU LAURO	5	5	5	3	5	5	3	4	5	4	4	4	6	5	4	5	5	4	81	7	74	
23	RAY RICHARDS	5	5	5	2	5	6	4	3	4	4	5	6	5	5	3	4	5	6	82	8	74	
23	CHET CHARLES	4	4	6	4	4	6	4	4	6	5	4	3	6	5	4	4	5	4	82	8	74	
23	NICK NEVINS	4	4	6	4	5	5	3	3	5	5	4	5	6	5	4	4	5	5	82	8	74	
23	GREG GRANT	4	4	5	4	5	5	4	4	5	6	3	5	5	4	3	5	6	5	82	8	74	
23	HARRY HASSAN	4	5	4	3	5	5	4	5	6	4	4	5	6	4	3	5	5	5	82	8	74	
28	VAN VORSTADT	5	5	5	3	4	5	4	5	6	4	3	5	6	4	4	6	5	4	83	9	74	
28	JERRY JENKINS	5	5	5	3	4	6	4	5	5	4	4	5	5	6	3	4	6	4	83	9	74	
28	GORMAN GARBER	4	5	6	4	4	6	4	5	5	4	3	4	6	4	3	5	6	5	83	9	74	
28	OSCAR OLIVA	4	4	6	4	5	4	4	5	5	4	3	5	5	5	4	4	7	5	83	9	74	
28	STAN STORCH	4	4	6	4	5	6	4	5	4	5	3	4	5	6	3	5	5	5	83	9	74	
28	NED NESBITT	5	5	5	4	4	5	3	5	6	5	3	4	5	6	4	4	5	5	83	9	74	

Callaway Table Par 72 Course					
73	74	75	--	--	Deduct 0.5 Worst Holes
76	77	78	79	80	Deduct 1.0 Worst Holes
81	82	83	84	85	Deduct 1.5 Worst Holes
86	87	88	89	90	Deduct 2.0 Worst Holes
91	92	93	94	95	Deduct 2.5 Worst Holes
96	97	98	99	100	Deduct 3.0 Worst Holes
101	102	103	104	105	Deduct 3.5 Worst Holes
106	107	108	109	110	Deduct 4.0 Worst Holes
111	112	113	114	115	Deduct 4.5 Worst Holes
116	117	118	119	120	Deduct 5.0 Worst Holes
121	122	123	124	125	Deduct 5.5 Worst Holes
126	127	128	129	130	Deduct 6.0 Worst Holes
-2	-1	0	+1	+2	Column Adjustment (AZ)

Shown below is Devil Ball table printed with the option to omit border lines. The Devil Ball is circled.

TWILITE LEAGUE WEEK 6 — 04/29/23

CN	EVENT COURSES	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT	SLO	RTG
C1	GATES PARK	4	5	4	3	4	5	4	3	4	4	5	3	4	5	4	4	3	5	73	114	72.6
RK	DEVIL BALL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Grs	Prize	
A	DAN DAVIS	4	4	3	3	5	2	3	5	4	3	4	2	4	3	4	5	4	5	78	25	
B	ED ELGIN	4	4	4	5	3	5	4	5	6	5	4	3	4	6	4	4	5	4	87	25	
C	JACK JONES	3	3	6	4	3	4	4	4	5	3	5	5	4	3	4	4	2	4	86	25	
D	KEN KELLY	4	3	4	4	4	4	3	4	5	3	4	5	5	3	3	3	4	5	82	25	
1	TEAM 1	11	10	13	11	11	11	10	13	14	11	13	10	12	12	11	11	10	13	207	100	
A	LOU LAURO	5	5	3	5	6	5	4	5	3	5	4	3	5	5	6	5	4	5	88	12	
B	MATT MOORE	2	3	4	3	5	5	4	3	4	6	3	4	4	6	3	4	5	4	86	12	
C	NED NESBITT	4	5	3	5	4	5	6	4	5	6	6	4	5	5	4	5	6	4	85	12	
D	OSCAR OLIVA	4	5	4	4	3	4	2	4	5	4	5	5	3	4	4	6	3	5	86	12	
2	TEAM 2	11	13	10	12	13	14	12	11	12	15	13	12	12	15	11	15	12	13	226	50	

Calculation of Team Score for Devil Ball

Designate team members as Player A, B, C, D.
The team score on each hole is as follows:
Hole 1: Player A Gross + Best 2 Net of B,C,D
Hole 2: Player B Gross + Best 2 Net of A,C,D
Hole 3: Player C Gross + Best 2 Net of A,B,D
Hole 4: Player D Gross + Best 2 Net of A,B,C
This pattern repeats for Holes 5 to 8, etc.

Shown below is the Low Net Table printed with option to omit border lines. Handicap dots are printed.

TWILITE LEAGUE WEEK 6 — 04/29/23

CN	EVENT COURSES	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT	SLO	RTG
C1	GATES PARK	4	5	4	3	4	5	4	3	4	4	5	3	4	5	4	4	3	5	73	114	72.6
DR	Difficulty Rank	1	3	5	7	9	11	13	15	17	2	4	6	8	10	12	14	16	18			
RK	LOW NET HS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Tot	Par	Prize
1	DAN DAVIS 14	°3	°4	°3	°3	°4	°2	°3	5	4	°3	°4	°2	°3	°3	°4	°5	4	5	64	-9	500
2	KEN KELLY 16	°4	°3	°4	°3	°4	°4	°3	°3	5	°3	°4	°4	°5	°3	°3	°2	°4	5	66	-7	150
2	JACK JONES 20	°3	°3	°5	°4	°3	°4	°3	°4	°5	°3	°4	°5	°4	°3	°3	°4	°2	°4	66	-7	150
4	MATT MOORE 19	°2	°2	°4	°3	°5	°4	°4	°3	°4	°5	°3	°4	°4	°5	°3	°4	°5	°3	67	-6	-
5	OSCAR OLIVA 16	°4	°5	°4	°3	°3	°4	°2	°3	5	°4	°5	°4	°3	°4	°4	°5	°3	5	70	-3	-
6	ED ELGIN 12	°4	°3	°4	°5	°3	°4	4	5	6	°4	°4	°3	°4	°5	°4	4	5	4	75	+2	-
7	LOU LAURO 6	°4	°5	°3	5	6	5	4	5	3	°5	°4	°3	5	5	6	5	4	5	82	+9	-
8	NED NESBITT -1	4	5	3	5	4	5	6	4	5	6	6	4	5	5	4	5	6	+4	86	+13	-

Shown below is a Point Quota table. Explanation of calculation is included on printout.

TWILIGHT GOLF WEEK 8 — 04/30/23

POINTS: Eagle:8 Birdie:4 Par:2 Bogey:1 Double:0 QUOTA = 36 - HANDICAP STROKES

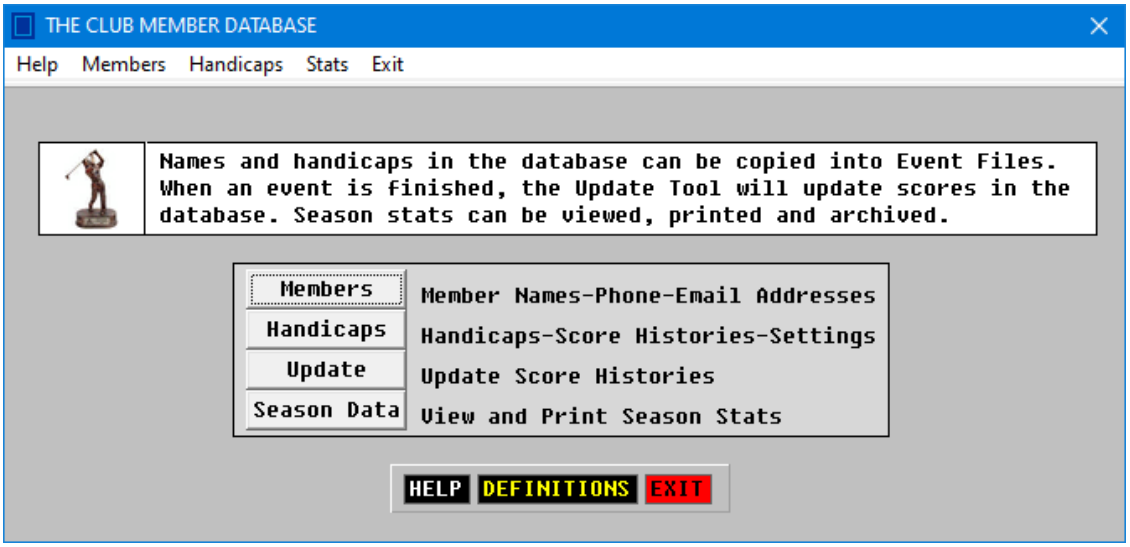
CN	EVENT COURSES	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT	SLO	RTG
C1	GATES PARK	4	5	4	3	4	5	4	3	4	4	5	3	4	5	4	4	3	5	73	112	72.6
RK	QUOTA	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Tot	Quo	Net	Prize
1	Chet Chamberlain 19	2	8	1	0	1	4	1	0	2	2	2	0	0	4	0	1	0	4	32	17	15	20000
2	Dan Davidson 16	0	4	1	0	1	4	1	0	1	2	4	0	4	2	2	1	0	2	29	20	9	10000
2	Larry Lawrence 23	2	2	4	0	0	2	2	1	1	0	1	1	1	1	1	2	0	1	22	13	9	10000
2	Hal Holterbrooke 7	2	8	1	1	1	4	8	0	0	4	2	1	1	1	0	2	0	2	38	29	9	10000
5	Wyatt Winslow 16	2	2	4	0	2	2	0	0	2	1	1	0	2	2	0	4	0	4	28	20	8	2000
6	Edgar Ellis 21	1	2	2	0	0	4	1	0	2	2	4	0	0	1	0	1	1	1	22	15	7	1000
7	Terry Taylor 12	1	1	4	0	2	4	1	0	0	4	2	1	2	2	1	0	0	4	29	24	5	500
8	Oscar Oliva 15	2	2	0	2	1	4	1	0	1	1	4	0	0	2	2	1	0	2	25	21	4	250
9	Ray Riley 22	1	1	2	0	1	1	1	1	1	1	1	0	2	2	0	1	0	1	17	14	3	88
9	Fred Francisco 18	2	1	1	1	1	2	0	0	1	2	2	0	0	2	2	2	0	2	21	18	3	88

Calculation of Net Score for Quota Event

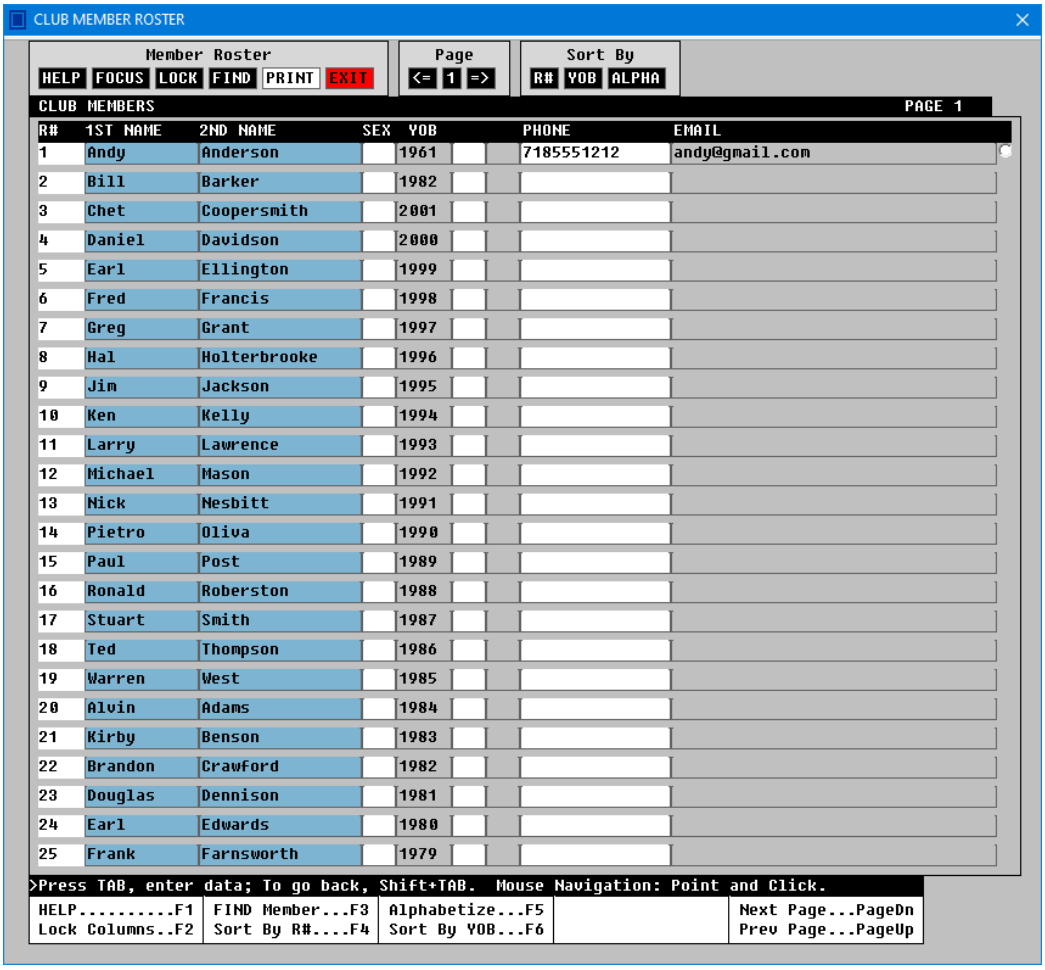
1. Assign points for birdie, par, bogey, etc.
2. Determine Scratch Score for event:
   If 2 points for a par, Scratch Score = 36
   If 3 points for a par, Scratch Score = 54
   For Chicago System, Scratch Score = 39
3. QUOTA = Scratch Score minus Player Handicap
4. Calculate TOTAL POINTS for round played.
5. NET SCORE = TOTAL POINTS minus QUOTA

The Club Members Database

On the Control Panel, click **CLUB DATA** to open the Club Member menu list as shown below.

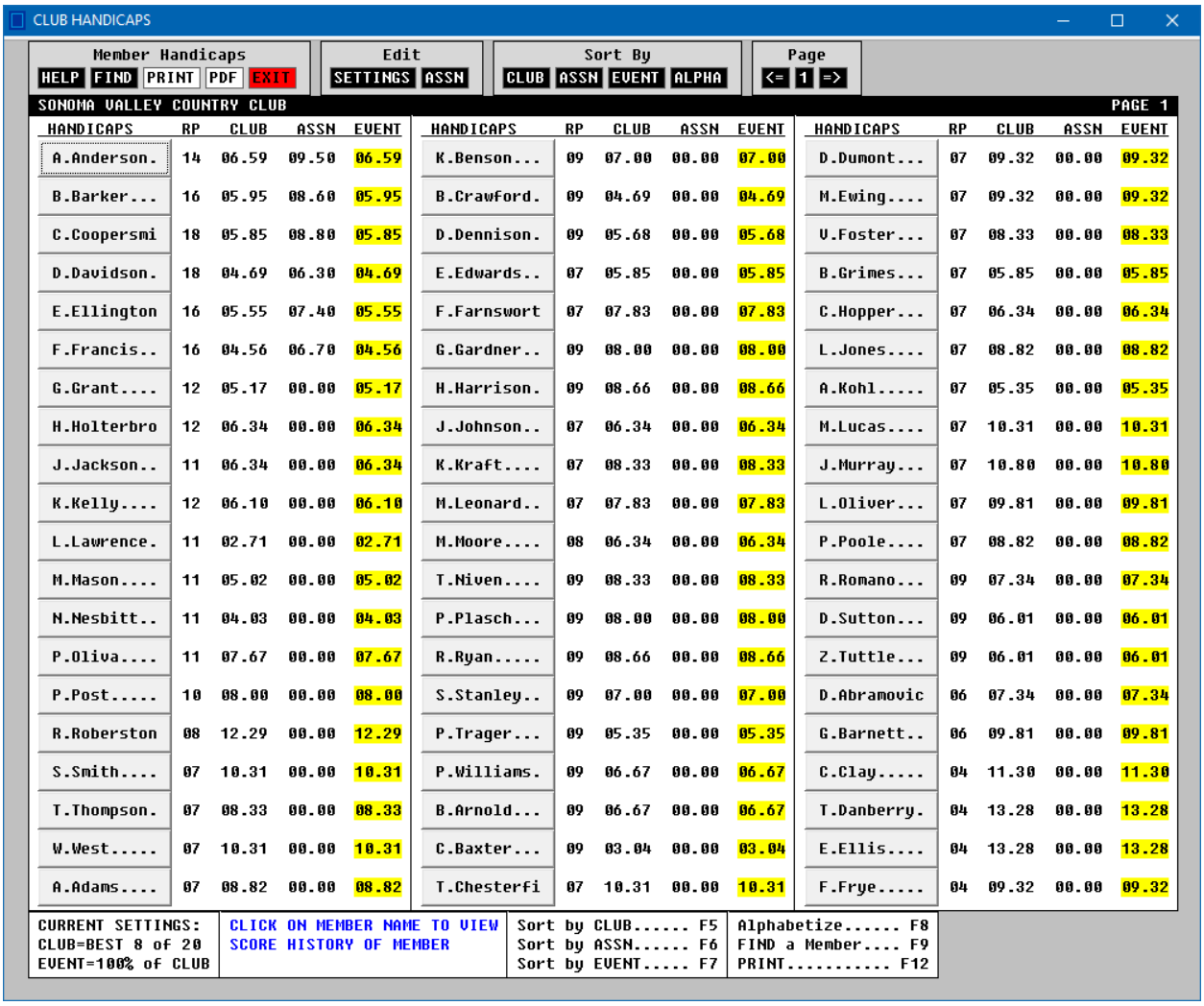


The first task is entering the names of the members of the club, league or tour. Click on **Members**. Enter names. A member's Sex, Year of Birth, Phone Number and Email Address are optional.



Club Member Handicaps and Score Histories

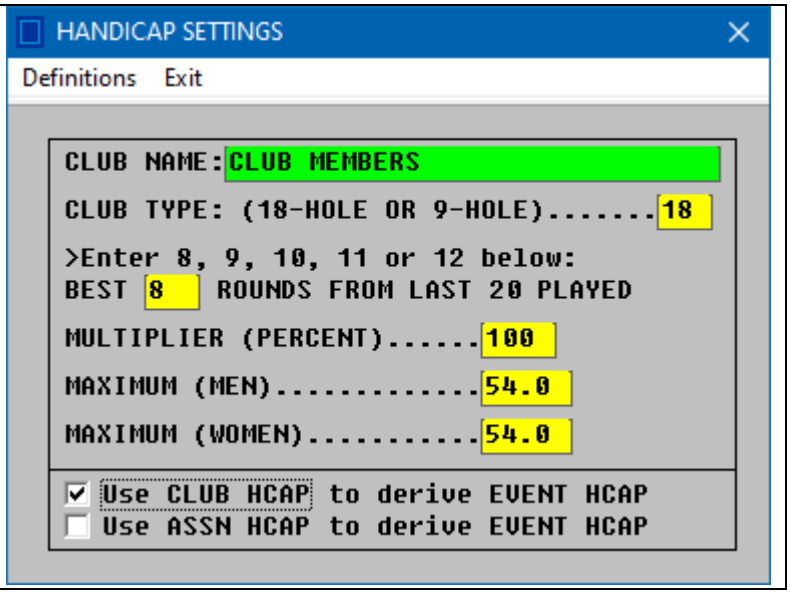
On the Club Member Database control panel, click **Handicaps**. The window shown below will appear.



HANDICAPS	RP	CLUB	ASSN	EVENT	HANDICAPS	RP	CLUB	ASSN	EVENT	HANDICAPS	RP	CLUB	ASSN	EVENT
A.Anderson.	14	06.59	09.50	06.59	K.Benson...	09	07.00	00.00	07.00	D.Dumont...	07	09.32	00.00	09.32
B.Barker...	16	05.95	08.60	05.95	B.Crawford.	09	04.69	00.00	04.69	M.Ewing....	07	09.32	00.00	09.32
C.Coopersmi	18	05.85	08.80	05.85	D.Dennison.	09	05.68	00.00	05.68	V.Foster...	07	08.33	00.00	08.33
D.Davidson.	18	04.69	06.30	04.69	E.Edwards..	07	05.85	00.00	05.85	B.Grimes...	07	05.85	00.00	05.85
E.Ellington	16	05.55	07.40	05.55	F.Farnswort	07	07.83	00.00	07.83	C.Hopper...	07	06.34	00.00	06.34
F.Francis..	16	04.56	06.70	04.56	G.Gardner..	09	08.00	00.00	08.00	L.Jones....	07	08.82	00.00	08.82
G.Grant....	12	05.17	00.00	05.17	H.Harrison.	09	08.66	00.00	08.66	A.Kohl.....	07	05.35	00.00	05.35
H.Holterbro	12	06.34	00.00	06.34	J.Johnson..	07	06.34	00.00	06.34	M.Lucas....	07	10.31	00.00	10.31
J.Jackson..	11	06.34	00.00	06.34	K.Kraft....	07	08.33	00.00	08.33	J.Murray...	07	10.80	00.00	10.80
K.Kelly....	12	06.10	00.00	06.10	M.Leonard..	07	07.83	00.00	07.83	L.Oliver...	07	09.81	00.00	09.81
L.Lawrence.	11	02.71	00.00	02.71	M.Moore....	08	06.34	00.00	06.34	P.Poole....	07	08.82	00.00	08.82
M.Mason....	11	05.02	00.00	05.02	T.Niven....	09	08.33	00.00	08.33	R.Romano...	09	07.34	00.00	07.34
N.Nesbitt..	11	04.03	00.00	04.03	P.Plasch...	09	08.00	00.00	08.00	D.Sutton...	09	06.01	00.00	06.01
P.Oliva....	11	07.67	00.00	07.67	R.Ryan.....	09	08.66	00.00	08.66	Z.Tuttle...	09	06.01	00.00	06.01
P.Post.....	10	08.00	00.00	08.00	S.Stanley..	09	07.00	00.00	07.00	D.Abramovic	06	07.34	00.00	07.34
R.Roberston	08	12.29	00.00	12.29	P.Trager...	09	05.35	00.00	05.35	G.Barnett..	06	09.81	00.00	09.81
S.Smith....	07	10.31	00.00	10.31	P.Williams.	09	06.67	00.00	06.67	C.Clay.....	04	11.30	00.00	11.30
T.Thompson.	07	08.33	00.00	08.33	B.Arnold...	09	06.67	00.00	06.67	T.Danberry.	04	13.28	00.00	13.28
W.West.....	07	10.31	00.00	10.31	C.Baxter...	09	03.04	00.00	03.04	E.Ellis....	04	13.28	00.00	13.28
A.Adams....	07	08.82	00.00	08.82	T.Chesterfi	07	10.31	00.00	10.31	F.Frye.....	04	09.32	00.00	09.32

Handicap Settings

Click **Settings** button and enter the name of your club. If the club course has 18 holes, enter 18. Specify the number of lowest rounds used in the computation for the last 20 rounds played. The number can be 8, 9, 10, 11 or 12. Then enter Multiplier Percent and Handicap Maximums. A Multiplier can be over 100%, e.g., if the golf course conditions are very bad, set the Multiplier to 105 and handicaps will be 5% higher. Event Handicaps can be based upon Club Handicaps generated from Score Histories or can be based on official Golf Association Handicaps. Enter Association Handicaps by hand.

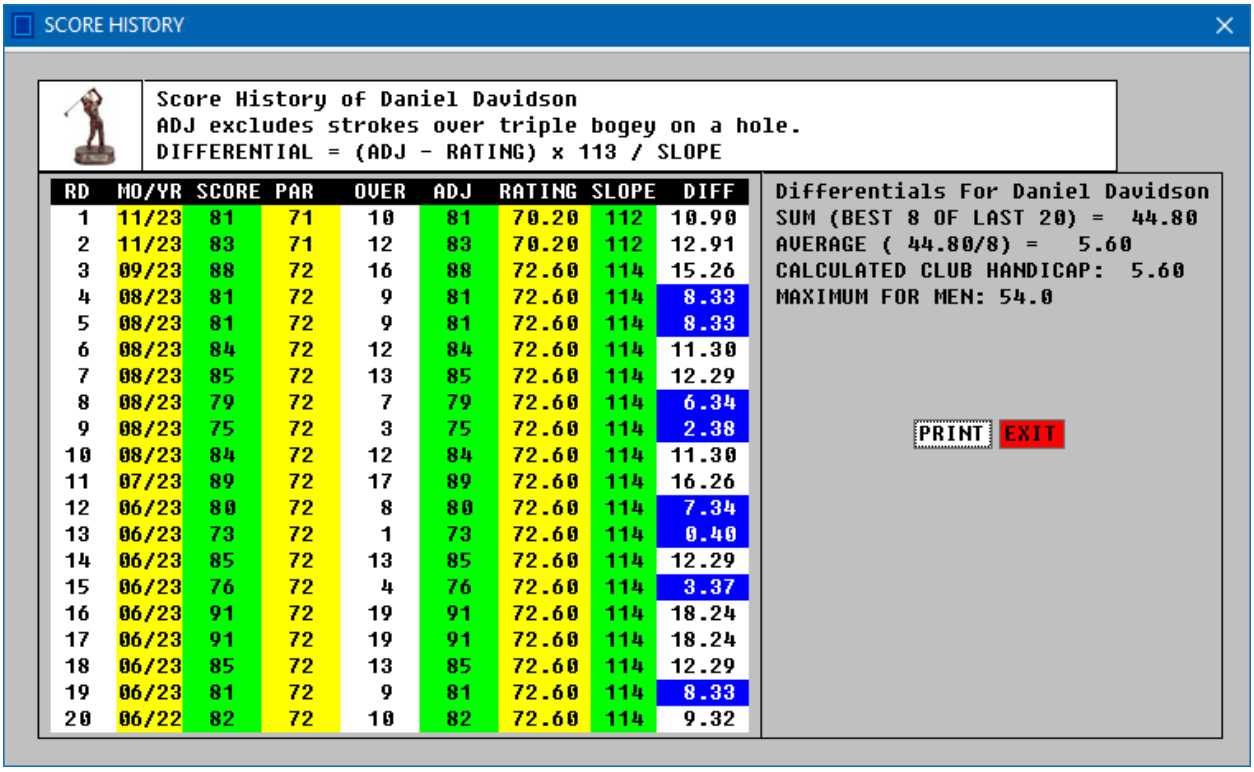


Limited Score History

If a player has not played 20 rounds, the best scores counted are shown below:

Score History	**8 Best of 20**	**9 Best of 20**	**10 Best of 20**	**11 Best of 20**	**12 Best of 20**
20 Rounds	8	9	10	11	12
19 Rounds	7	8	9	10	11
18 Rounds	6	7	8	9	10
17 Rounds	6	7	8	9	10
16 Rounds	5	6	7	8	9
15 Rounds	5	6	7	8	9
14 Rounds	4	5	6	7	8
13 Rounds	4	5	6	7	8
12 Rounds	4	5	6	7	8
11 Rounds	3	4	5	6	7
10 Rounds	3	3	4	5	6
9 Rounds	3	3	3	4	5
8 Rounds	2	2	2	3	4
7 Rounds	2	2	2	2	3
6 Rounds	2	2	2	2	2
1 to 5 Rounds	1	1	1	1	1

Click a name on the Handicap Window and the player's 20-round Score History and the calculation of handicap appears as shown below. Handicaps are based on Differentials for each round. Differentials are derived from the Adjusted Score, for which strokes on a hole over triple bogey are disregarded. The Differential for a round is the Adjusted Score minus the Course Rating multiplied by 113 and divided by the Course Slope. The table also displays the month and year when a round was played.

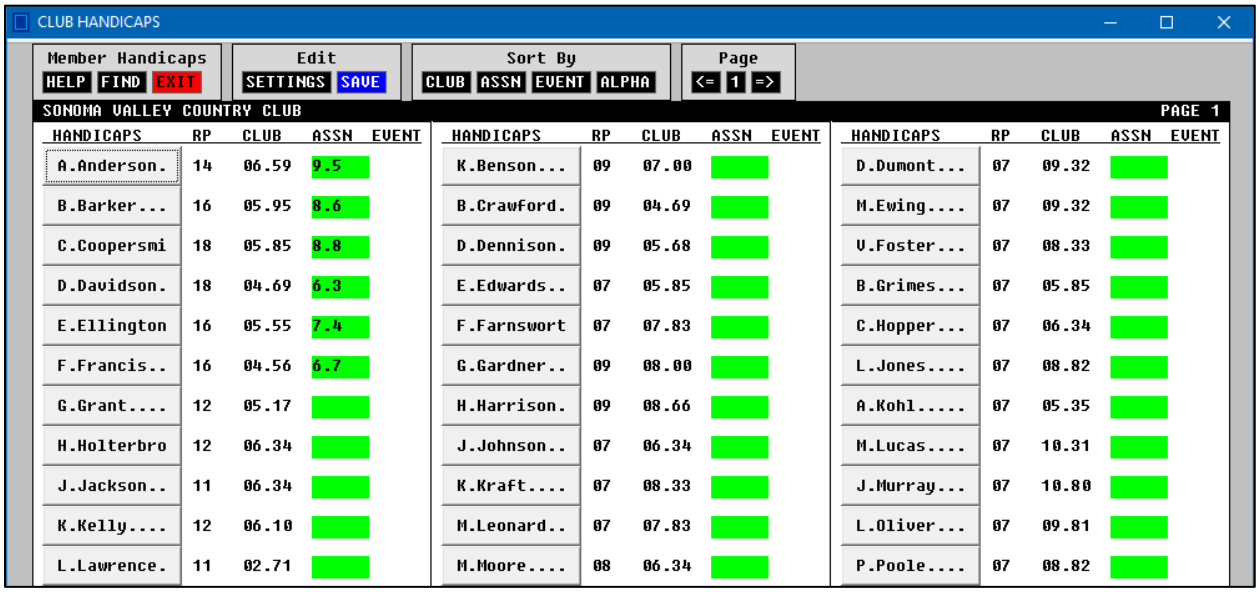


RD	MO/YR	SCORE	PAR	OVER	ADJ	RATING	SLOPE	DIFF
1	11/23	81	71	10	81	70.20	112	10.90
2	11/23	83	71	12	83	70.20	112	12.91
3	09/23	88	72	16	88	72.60	114	15.26
4	08/23	81	72	9	81	72.60	114	8.33
5	08/23	81	72	9	81	72.60	114	8.33
6	08/23	84	72	12	84	72.60	114	11.30
7	08/23	85	72	13	85	72.60	114	12.29
8	08/23	79	72	7	79	72.60	114	6.34
9	08/23	75	72	3	75	72.60	114	2.38
10	08/23	84	72	12	84	72.60	114	11.30
11	07/23	89	72	17	89	72.60	114	16.26
12	06/23	80	72	8	80	72.60	114	7.34
13	06/23	73	72	1	73	72.60	114	0.40
14	06/23	85	72	13	85	72.60	114	12.29
15	06/23	76	72	4	76	72.60	114	3.37
16	06/23	91	72	19	91	72.60	114	18.24
17	06/23	91	72	19	91	72.60	114	18.24
18	06/23	85	72	13	85	72.60	114	12.29
19	06/23	81	72	9	81	72.60	114	8.33
20	06/22	82	72	10	82	72.60	114	9.32

Updating Score Histories

On the Club Member Database control panel, click on **Update**. The software will search through all Event Files, retrieve data for the last 20 rounds played by each member, and recalculate handicaps using current settings.

How do the Club Handicap, the Golf Association Handicap and the Event Handicap differ?
Club Handicap is based on Score History for tournaments stored by the software. To enter Golf Association Handicaps, click the ASSN button and the ASSN Column turns green and is unlocked for entry of data as shown below. After entering ASSN data, click the blue SAVE button at top of window. The Event Handicaps, depending on the Settings, can be derived from CLUB or ASSN handicaps multiplied by a Percentage. If the Percentage is set at 100%, the Event Handicap will equal the CLUB or ASSN. If the Percentage is set at 105%, the Event Handicaps will be five percent higher than the CLUB or ASSN.



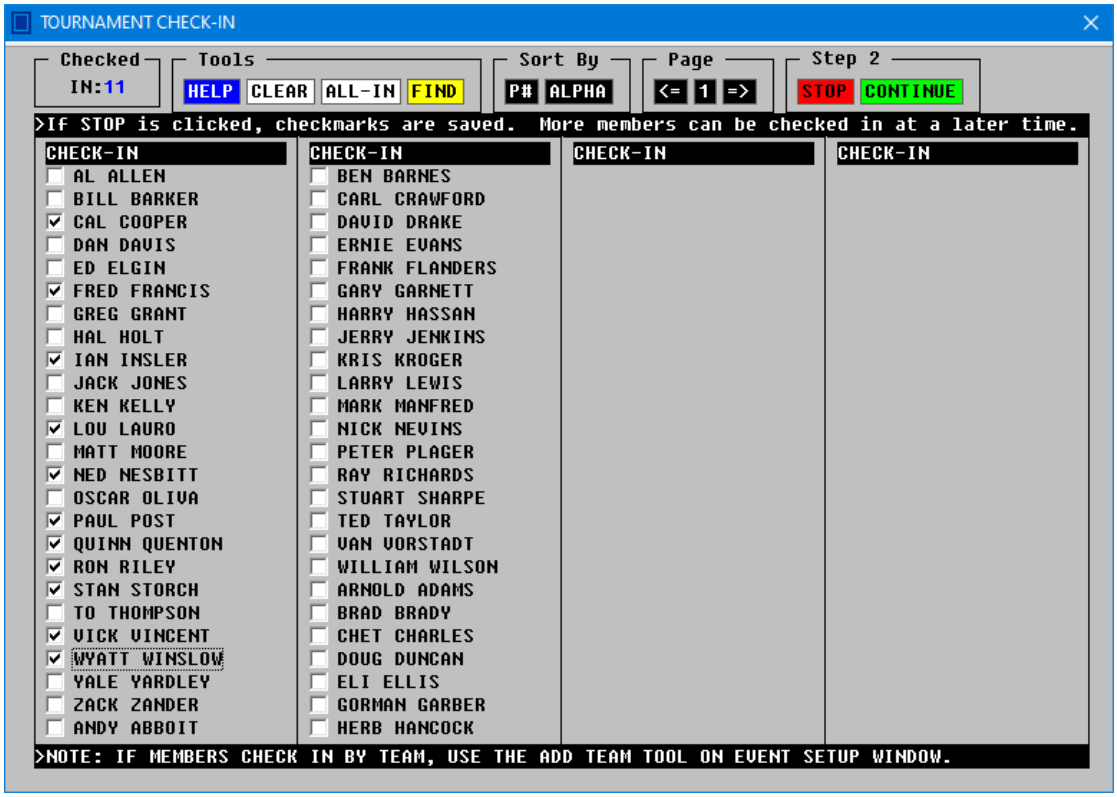
HANDICAPS	RP	CLUB	ASSN	EVENT	HANDICAPS	RP	CLUB	ASSN	EVENT	HANDICAPS	RP	CLUB	ASSN	EVENT
A.Anderson.	14	06.59	9.5		K.Benson...	09	07.00			D.Dumont...	07	09.32		
B.Barker...	16	05.95	8.6		B.Crawford.	09	04.69			M.Ewing....	07	09.32		
C.Coopersmi	18	05.85	8.8		D.Dennison.	09	05.68			V.Foster...	07	08.33		
D.Davidson.	18	04.69	6.3		E.Edwards..	07	05.85			B.Grimes...	07	05.85		
E.Ellington	16	05.55	7.4		F.Farnswort	07	07.83			C.Hopper...	07	06.34		
F.Francis..	16	04.56	6.7		G.Gardner..	09	08.00			L.Jones....	07	08.82		
G.Grant....	12	05.17			H.Harrison.	09	08.66			A.Kohl.....	07	05.35		
H.Holterbro	12	06.34			J.Johnson..	07	06.34			M.Lucas....	07	10.31		
J.Jackson..	11	06.34			K.Kraft....	07	08.33			J.Murray...	07	10.80		
K.Kelly....	12	06.10			M.Leonard..	07	07.83			L.Oliver...	07	09.81		
L.Lawrence.	11	02.71			M.Moore....	08	06.34			P.Poole....	07	08.82		

DISCLAIMER: The Club Handicap generated by the software is not intended to reproduce the official Golf Association Handicap under the rules of your local Golf Association.

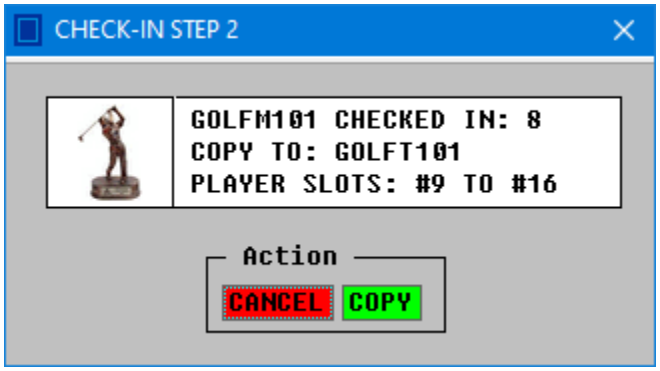
Transfer of Names, Handicaps, Ages and Other Data to Event Files

At the top of the Player Setup window for an Event File, there are three blue buttons:

These buttons can be used to transfer names and handicaps from the Club Member Database to the Event File. If the CHECK-IN button is clicked, the window shown below appears. Click on a box to check a player into the event. To undo a checkmark, click the box again. Click the green CONTINUE button to Step 2.



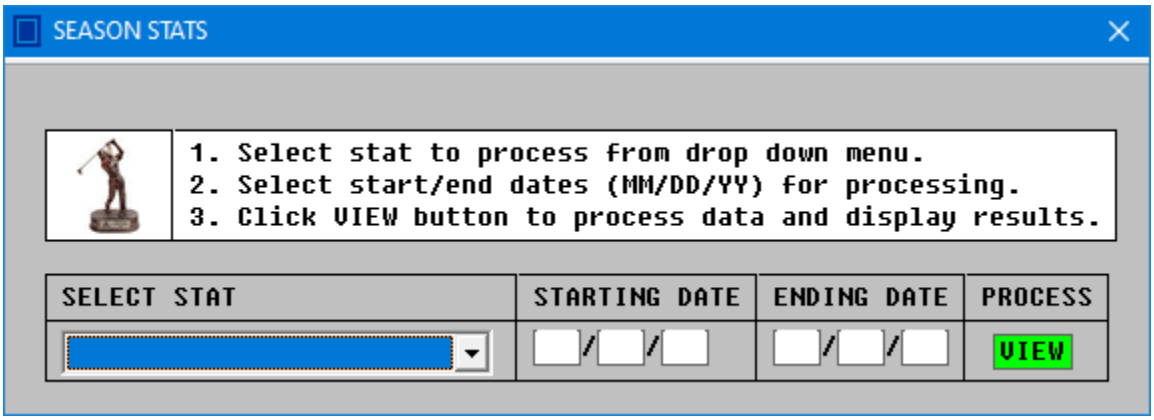
In Step 2, confirm the correct slots and click COPY to transfer data. The software converts a player's Year of Birth to the Player Age in the year of the event. Flights for the event can be automatically set up by Player Age or by Player HCAP using the Auto-Flight Tool.



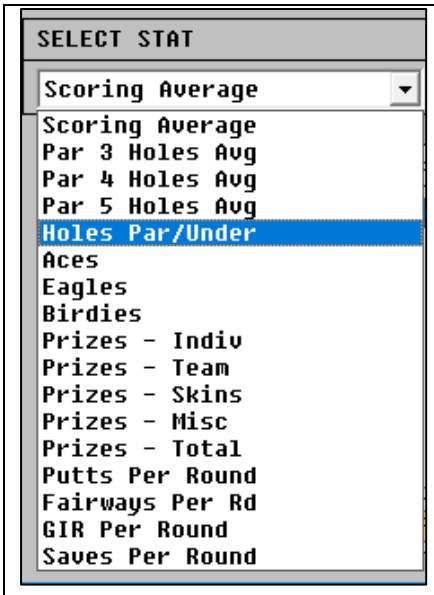
Use the blue ONE and TEAM buttons to transfer one player or one team to specified player slots.

View and Print Club Member Season Stats

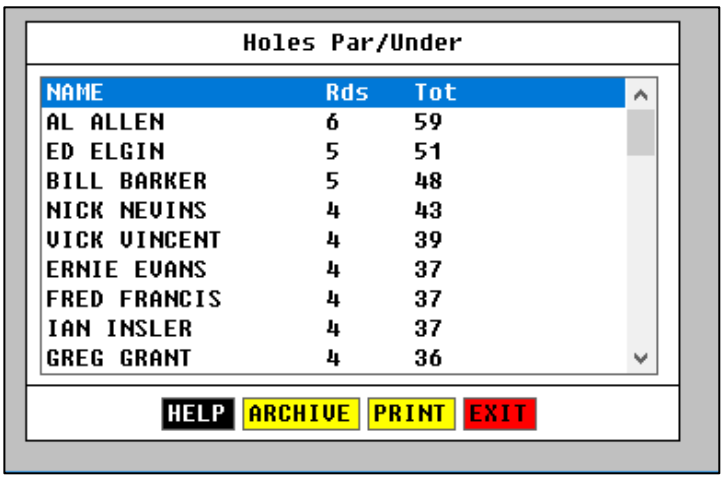
On Club Member Database control panel, click **Season Data** to open the window below.



If your 2023 season consisted of tournaments played from May 15 to August 30, enter 5/15/23 as the starting date and enter 8/30/23 as the ending date. Select a stat from the drop-down menu and then click VIEW. The stats table will appear with a scroll bar that can be used to view all of the players. The full table can be printed. To view another stat, select a stat from the drop-down menu and click the VIEW button.



Here, the stat category for number of holes scored in par or under par is selected. After clicking VIEW, the season rankings appear:



APPENDIX

Glossary of Golf Scoring Systems and Team Events

System	*Page*	*System*	*Page*	*Team Events*	*Page*
Gross Score	40	The Train	47	Irish Fourball	52
Handicap Strokes	40	Point Quota	48	Odds and Evens	52
Callaway System	42	Chicago System	48	Cha Cha Cha	52
Scheid System	42	Mutt and Jeff	49	1-2-3 and 3-2-1	52
Strike Out	42	Nassau	49	Blind Draw Partners	53
9-Hole Callaway	42	ONES	49	Devil Ball	54
Callaway Charts	43	T&F	49	Lone Ranger	54
Scheid Charts	44	Blind Bogey	49	Las Vegas	55
Peoria System	45	Eclectic	50	Daytona	55
Double Peoria	45	TEAM EVENTS:		Russian Stableford	55
System 36	46	Best Ball by Round	51	Hi+Lo	55
Stableford Points	47	Best Ball by Hole	51	Scrambles	56
Australian Par	47	Best Ball Total Score	51	Scheid for Scrambles	56

Gross Score (Low Gross)

Gross score is the actual number of strokes on each hole without any adjustment. All of the other Scoring Systems are derived from the gross score unless the option to score using Handicap Strokes is selected.

Handicap Strokes (Low Net)

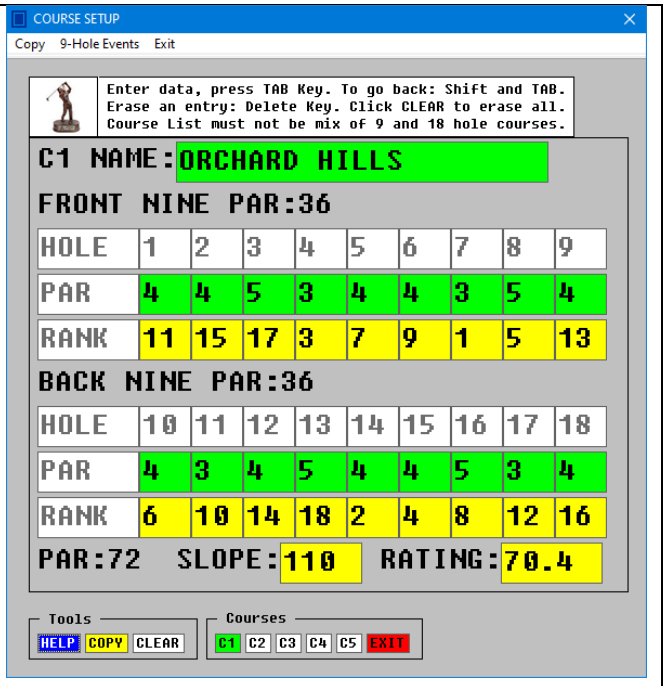
In handicapped events, players are assigned Handicap Strokes (HS) to adjust the gross score. For example, players assigned 6 Handicap Strokes deduct one stroke from their gross score on the six most difficult holes. Hole difficulty ranks are specified during Golf Course Setup as shown below. Handicap Strokes are derived from Handicaps (HCAP) for each player. There are two options for entering HCAP values:

Option 1 – Enter Integer Value

If the HCAP is entered as an integer (no decimal point), that entry will be used as the Handicap Strokes for the player.

Option 2 – Enter with Decimal Point

If the HCAP is entered with a decimal point, the software will derive Handicap Strokes by multiplying the HCAP by the Course Slope, then dividing by 113, and then adding Course Rating and subtracting Course Par. The result is then rounded to the nearest integer to yield Handicap Strokes. The value for the Slope of the golf course is entered during Golf Course Setup. If you do not know the Course Slope, enter 113 as the Slope value, and enter Course Par as the Course Rating.



Examples of HCAP Entry

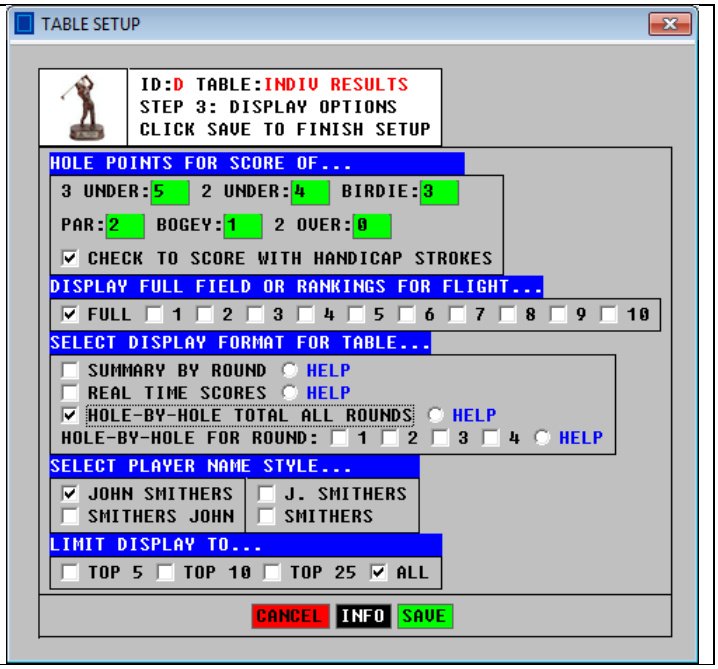
The HCAP for Seth Sanders is 13 (no decimal point). The software uses 13 as Handicap Strokes for Seth. The HCAP for William Wolfe is entered as 14.9 and because it has a decimal point, the software will multiply 14.9 by the Course Slope of 118 and divide by 113. Then Course Rating (70.2) is added and the Course Par (72) is subtracted. The result is 13.76, which rounds to 14 Handicap Strokes.

Plus Handicaps

A highly skilled golfer may have a handicap below zero. This is known as a Plus Handicap and a Plus Sign (+) will precede the handicap. If the entry is made in that way, the software will convert the Plus Sign to a Minus. See Dan Drake.

P#	1ST NAME	2ND NAME	HCAP	INFO
1	Seth	Sanders	13	
2	William	Wolfe	14.9	
3	Paul	Priest	10	
4	Adam	Abbott	-1	
5	Herb	Higgins	12.6	
6	Jerry	Johnson	13	
7	Peter	Parker	15	
8	Dan	Drake	-1	
9	Warren	Wilson	16	
10	Bart	Bartholomew	13.2	
11	Oliver	Offerman	12	
12	Chuck	Carlton	11	
13	Tim	Tarryton	16	
14	Ben	Chatham	21	
15	Lou	Lyons	15	
16	Darrin	Harper	19	

NOTE: Handicap Strokes can be selected to be the basis for deriving the score under some of the other Scoring Systems described below. First, the gross score on a hole will be adjusted by any Handicap Strokes that the player receives on the hole. That score will then be used in the calculation for the other Scoring System. To process in this way, check the box to SCORE WITH HANDICAP STROKES when setting up the Scoreboard Table. Scoring Systems which can be processed with Gross or Handicap include Blind Bogey and Stableford. In example to right, Stableford Points are awarded with Handicap Strokes.

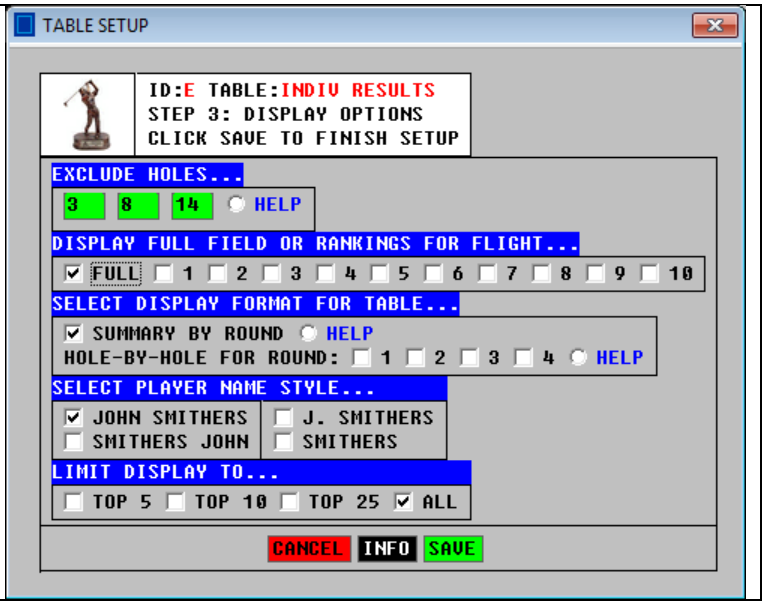


Callaway and Scheid Scoring Systems

These scoring systems determine the net score for a round by deducting the player's worst scores posted according to a table. The software will determine which holes are used and the software calculates the proper deduction. Enter hole-by-hole gross for each player. These systems are not available for 9-Hole events.

Callaway System

Determination of deduction is tabular and based on the Callaway Gross, which ignores strokes on any hole over twice the par. Callaway Tables are shown on Page 5 for your reference. In standard Callaway, the last two holes are excluded from consideration when the worst holes are determined. In Blind Callaway, the event director secretly selects two or three holes to be excluded from consideration during Scoreboard Table Setup. In example to right, holes 3, 8 and 14 are specified.



Scheid System

The Scheid System is a modified Callaway System that can adjust very high scores. The Scheid Tables are shown on Page 6. The software allows specification of excluded holes as shown above for the Callaway System. In standard Scheid, all holes are considered in determining the worst scores. The software determines the deduction.

The Callaway System Table

FOR REFERENCE ONLY…SOFTWARE CALCULATES DEDUCTION

Callaway Handicap System

Callaway Table Par 70

CALLAWAY	GROSS SCORE				WORST HOLES CONSIDERED
71	72	73	--	--	Deduct 0.5 Worst Holes
74	75	76	77	78	Deduct 1.0 Worst Holes
79	80	81	82	83	Deduct 1.5 Worst Holes
84	85	86	87	88	Deduct 2.0 Worst Holes
89	90	91	92	93	Deduct 2.5 Worst Holes
94	95	96	97	98	Deduct 3.0 Worst Holes
99	100	101	102	103	Deduct 3.5 Worst Holes
104	105	106	107	108	Deduct 4.0 Worst Holes
109	110	111	112	113	Deduct 4.5 Worst Holes
114	115	116	117	118	Deduct 5.0 Worst Holes
119	120	121	122	123	Deduct 5.5 Worst Holes
124	125	126	127	128	Deduct 6.0 Worst Holes
-2	-1	+0	+1	+2	Adjustment to Deduction

Par 70 or Better: No Adjustment
Over 128: Deduct 50 Strokes
Callaway Gross Maximum Per Hole: Par x 2

Callaway Handicap System

Callaway Table Par 71

CALLAWAY	GROSS SCORE				WORST HOLES CONSIDERED
72	73	74	--	--	Deduct 0.5 Worst Holes
75	76	77	78	79	Deduct 1.0 Worst Holes
80	81	82	83	84	Deduct 1.5 Worst Holes
85	86	87	88	89	Deduct 2.0 Worst Holes
90	91	92	93	94	Deduct 2.5 Worst Holes
95	96	97	98	99	Deduct 3.0 Worst Holes
100	101	102	103	104	Deduct 3.5 Worst Holes
105	106	107	108	109	Deduct 4.0 Worst Holes
110	111	112	113	114	Deduct 4.5 Worst Holes
115	116	117	118	119	Deduct 5.0 Worst Holes
120	121	122	123	124	Deduct 5.5 Worst Holes
125	126	127	128	129	Deduct 6.0 Worst Holes
-2	-1	+0	+1	+2	Adjustment to Deduction

Par 71 or Better: No Adjustment
Over 129: Deduct 50 Strokes
Callaway Gross Maximum Per Hole: Par x 2

Callaway Handicap System

Callaway Table Par 72

CALLAWAY	GROSS SCORE				WORST HOLES CONSIDERED
73	74	75	--	--	Deduct 0.5 Worst Holes
76	77	78	79	80	Deduct 1.0 Worst Holes
81	82	83	84	85	Deduct 1.5 Worst Holes
86	87	88	89	90	Deduct 2.0 Worst Holes
91	92	93	94	95	Deduct 2.5 Worst Holes
96	97	98	99	100	Deduct 3.0 Worst Holes
101	102	103	104	105	Deduct 3.5 Worst Holes
106	107	108	109	110	Deduct 4.0 Worst Holes
111	112	113	114	115	Deduct 4.5 Worst Holes
116	117	118	119	120	Deduct 5.0 Worst Holes
121	122	123	124	125	Deduct 5.5 Worst Holes
126	127	128	129	130	Deduct 6.0 Worst Holes
-2	-1	+0	+1	+2	Adjustment to Deduction

Par 72 or Better: No Adjustment
Over 130: Deduct 50 Strokes
Callaway Gross Maximum Per Hole: Par x 2

Callaway Handicap System

Callaway Table Par 73

CALLAWAY	GROSS SCORE				WORST HOLES CONSIDERED
74	75	76	--	--	Deduct 0.5 Worst Holes
77	78	79	80	81	Deduct 1.0 Worst Holes
82	83	84	85	86	Deduct 1.5 Worst Holes
87	88	89	90	91	Deduct 2.0 Worst Holes
92	93	94	95	96	Deduct 2.5 Worst Holes
97	98	99	100	101	Deduct 3.0 Worst Holes
102	103	104	105	106	Deduct 3.5 Worst Holes
107	108	109	110	111	Deduct 4.0 Worst Holes
112	113	114	115	116	Deduct 4.5 Worst Holes
117	118	119	120	121	Deduct 5.0 Worst Holes
122	123	124	125	126	Deduct 5.5 Worst Holes
127	128	129	130	131	Deduct 6.0 Worst Holes
-2	-1	+0	+1	+2	Adjustment to Deduction

Par 73 or Better: No Adjustment
Over 131: Deduct 50 Strokes
Callaway Gross Maximum Per Hole: Par x 2

The Scheid System Table

FOR REFERENCE ONLY…SOFTWARE CALCULATES DEDUCTION

Scheid Handicap System

Scheid Table Par 70

SCHEID			GROSS SCORE			WORST HOLES CONSIDERED
--	72	73	74	--	--	Deduct 0.5 Worst Holes
--	75	76	77	--	--	Deduct 1.0 Worst Holes
--	78	79	80	81	--	Deduct 1.5 Worst Holes
--	82	83	84	85	--	Deduct 2.0 Worst Holes
--	86	87	88	89	--	Deduct 2.5 Worst Holes
--	90	91	92	93	--	Deduct 3.0 Worst Holes
--	94	95	96	97	--	Deduct 3.5 Worst Holes
--	98	99	100	101	102	Deduct 4.0 Worst Holes
--	103	104	105	106	107	Deduct 4.5 Worst Holes
--	108	109	110	111	112	Deduct 5.0 Worst Holes
113	114	115	116	117	118	Deduct 5.5 Worst Holes
119	120	121	122	123	124	Deduct 6.0 Worst Holes
125	126	127	128	129	130	Deduct 6.5 Worst Holes
131	132	133	134	135	136	Deduct 7.0 Worst Holes
137	138	139	140	141	142	Deduct 7.5 Worst Holes
143	144	145	146	147	148	Deduct 8.0 Worst Holes
-3	-2	-1	+0	+1	+2	Adjustment to Deduction

Par 70 or Better: No Adjustment
Score 71: Deduct 1 Stroke

Scheid Handicap System

Scheid Table Par 71

SCHEID			GROSS SCORE			WORST HOLES CONSIDERED
--	73	74	75	--	--	Deduct 0.5 Worst Holes
--	76	77	78	--	--	Deduct 1.0 Worst Holes
--	79	80	81	82	--	Deduct 1.5 Worst Holes
--	83	84	85	86	--	Deduct 2.0 Worst Holes
--	87	88	89	90	--	Deduct 2.5 Worst Holes
--	91	92	93	94	--	Deduct 3.0 Worst Holes
--	95	96	97	98	--	Deduct 3.5 Worst Holes
--	99	100	101	102	103	Deduct 4.0 Worst Holes
--	104	105	106	107	108	Deduct 4.5 Worst Holes
--	109	110	111	112	113	Deduct 5.0 Worst Holes
114	115	116	117	118	119	Deduct 5.5 Worst Holes
120	121	122	123	124	125	Deduct 6.0 Worst Holes
126	127	128	129	130	131	Deduct 6.5 Worst Holes
132	133	134	135	136	137	Deduct 7.0 Worst Holes
138	139	140	141	142	143	Deduct 7.5 Worst Holes
144	145	146	147	148	149	Deduct 8.0 Worst Holes
-3	-2	-1	+0	+1	+2	Adjustment to Deduction

Par 71 or Better: No Adjustment
Score 72: Deduct 1 Stroke

Scheid Handicap System

Scheid Table Par 72

SCHEID			GROSS SCORE			WORST HOLES CONSIDERED
--	74	75	76	--	--	Deduct 0.5 Worst Holes
--	77	78	79	--	--	Deduct 1.0 Worst Holes
--	80	81	82	83	--	Deduct 1.5 Worst Holes
--	84	85	86	87	--	Deduct 2.0 Worst Holes
--	88	89	90	91	--	Deduct 2.5 Worst Holes
--	92	93	94	95	--	Deduct 3.0 Worst Holes
--	96	97	98	99	--	Deduct 3.5 Worst Holes
--	100	101	102	103	104	Deduct 4.0 Worst Holes
--	105	106	107	108	109	Deduct 4.5 Worst Holes
--	110	111	112	113	114	Deduct 5.0 Worst Holes
115	116	117	118	119	120	Deduct 5.5 Worst Holes
121	122	123	124	125	126	Deduct 6.0 Worst Holes
127	128	129	130	131	132	Deduct 6.5 Worst Holes
133	134	135	136	137	138	Deduct 7.0 Worst Holes
139	140	141	142	143	144	Deduct 7.5 Worst Holes
145	146	147	148	149	150	Deduct 8.0 Worst Holes
-3	-2	-1	+0	+1	+2	Adjustment to Deduction

Par 72 or Better: No Adjustment
Score 73: Deduct 1 Stroke

Scheid Handicap System

Scheid Table Par 73

SCHEID			GROSS SCORE			WORST HOLES CONSIDERED
--	75	76	77	--	--	Deduct 0.5 Worst Holes
--	78	79	80	--	--	Deduct 1.0 Worst Holes
--	81	82	83	84	--	Deduct 1.5 Worst Holes
--	85	86	87	88	--	Deduct 2.0 Worst Holes
--	89	90	91	92	--	Deduct 2.5 Worst Holes
--	93	94	95	96	--	Deduct 3.0 Worst Holes
--	97	98	99	100	--	Deduct 3.5 Worst Holes
--	101	102	103	104	105	Deduct 4.0 Worst Holes
--	106	107	108	109	110	Deduct 4.5 Worst Holes
--	111	112	113	114	115	Deduct 5.0 Worst Holes
116	117	118	119	120	121	Deduct 5.5 Worst Holes
122	123	124	125	126	127	Deduct 6.0 Worst Holes
128	129	130	131	132	133	Deduct 6.5 Worst Holes
134	135	136	137	138	139	Deduct 7.0 Worst Holes
140	141	142	143	144	145	Deduct 7.5 Worst Holes
146	147	148	149	150	151	Deduct 8.0 Worst Holes
-3	-2	-1	+0	+1	+2	Adjustment to Deduction

Par 73 or Better: No Adjustment
Score 74: Deduct 1 Stroke

The Peoria System a/k/a Bankers System

For Peoria scoring, the event director secretly selects six holes, three holes from the Front Nine and three from the Back Nine. Peoria scoring is available for events played on 18-Hole courses.

For each player, the software performs the following calculations:

1. Add the scores[1] on the six holes selected by event director.
2. Multiply the total by 3.
3. Subtract the Course Par from Step 2 result.
4. Multiply result in Step 3 by 80 percent.
5. Subtract Step 4 result from the player's gross score to yield Peoria Net.

New Peoria (NNP) a/k/a Double Peoria

In New Peoria, six holes from the Front Nine and six from the Back Nine are specified. The software performs the following calculations:

1. Add the scores on the 12 holes.
2. Multiply the total by 1.5
3. Subtract the Course Par from Step 2 result.
4. Multiply result in Step 3 by 80 percent.
5. Subtract Step 4 result from the player's gross score to yield Peoria Net.

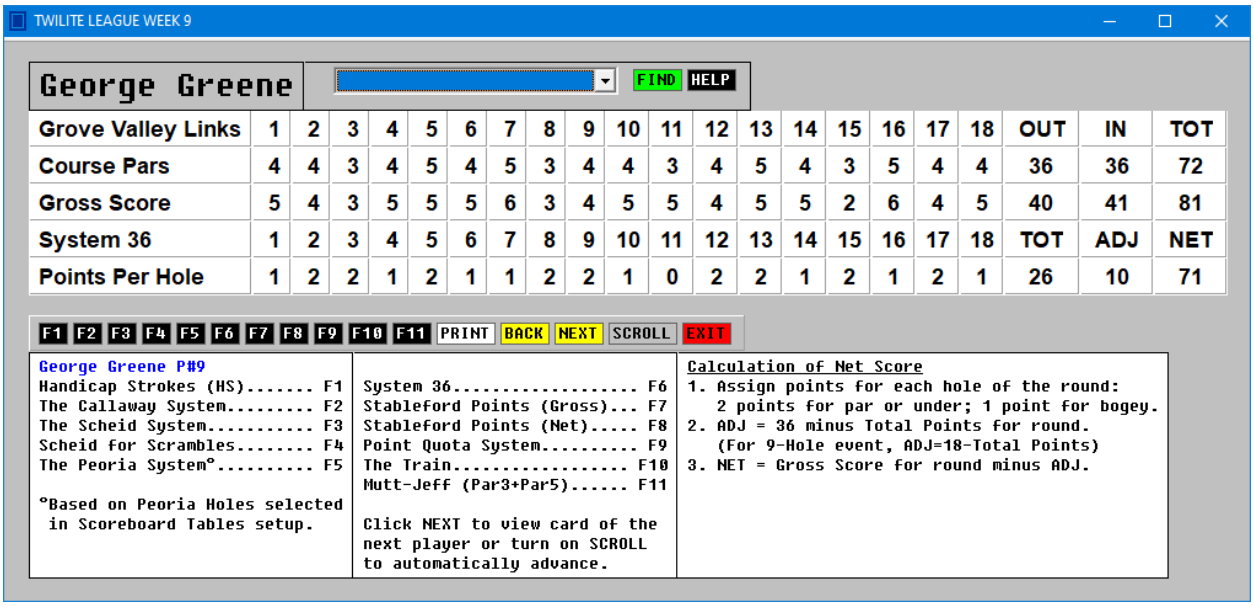
[1] Maximum of 6 on a Par 3; 7 on Par 4; 9 on Par 5

Strike Out

The net score is determined by subtracting the worst score posted on a hole (Strike 1) or the worst two scores posted (Strike 2) or the worst three scores (Strike 3). Select the scoring option during Scoreboard Table setup. The software determines the deduction.

System 36

The adjustment to gross score in a System 36 event is performed automatically by the software. First, points are determined for the player's round. For each hole, two points are assigned for each score of par or better. One point is assigned for each bogey. Then the total of the points is subtracted from 36, yielding the System 36 Adjustment. The System 36 Net Score is the gross score minus the Adjustment. For a 9-Hole event, the total of the points is subtracted from 18 to yield the Adjustment. In the example below, the player had pars on Holes 2, 3, 5, 8, 12, 13 and 17, and birdie on Holes 15. He is assigned 2 points for those eight holes. He bogied Holes 1, 4, 6, 7, 14, 16 and 18. He is assigned 1 point for those seven holes. Total points = 26. The total is subtracted from 36 to yield the Adjustment of 10. The System 36 net score is 81 – 10 = 71. The player with the lowest System 36 net score is the winner.



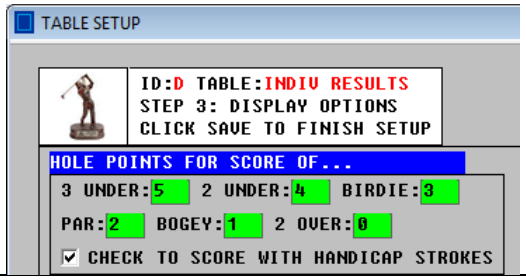
Grove Valley Links	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	OUT	IN	TOT
Course Pars	4	4	3	4	5	4	5	3	4	4	3	4	5	4	3	5	4	4	36	36	72
Gross Score	5	4	3	5	5	5	6	3	4	5	5	4	5	5	2	6	4	5	40	41	81
System 36	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT	ADJ	NET
Points Per Hole	1	2	2	1	2	1	1	2	2	1	0	2	2	1	2	1	2	1	26	10	71

Points Systems

In the following systems, the player with the highest point total wins. Enter the gross score for a player on each hole and the software will convert the gross scores to points.

Stableford System

Stableford events can be based on gross or net score. During the Scoreboard Table setup, enter the point values awarded for a birdie, par, bogey, etc. In the example to the right, the points will be awarded based on the net score on each hole using handicap strokes.



36-Point Stableford

The point values are 5 points for double eagle, 4 for eagle, 3 for birdie, 2 for par, 1 for bogey. The system is called 36-Point Stableford because a player who pars all 18 holes receives 36 points. If you also award half-point for double bogey, you must change it to 1 point. Then assign 10 for double eagle, 8 for eagle, 6 for birdie, 4 for par and 2 for bogey to yield matching player rankings.

54-Point Stableford

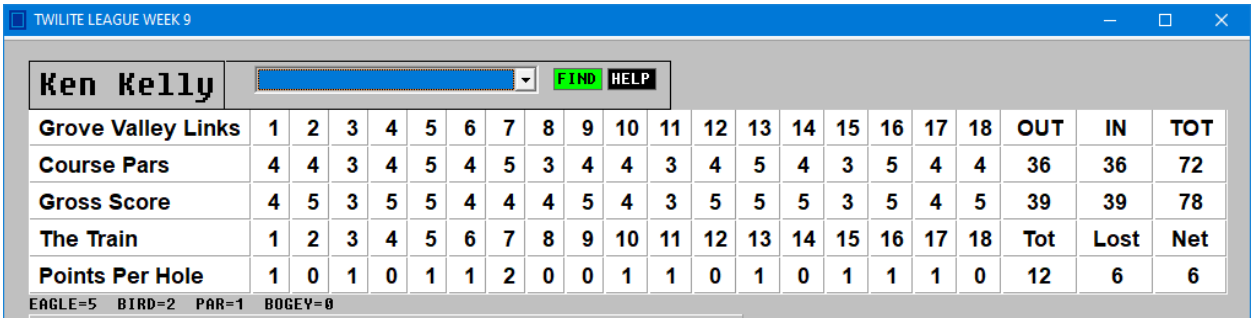
The point values are 6 points for double eagle, 5 for eagle, 4 for birdie, 3 for par, 2 for bogey, 1 for double bogey. The scoring system is called 54-Point Stableford because a player who pars all 18 holes receives 54 points.

Australian Par System

In this system, 1 point is awarded for a score on a hole that is under par and 1 point is subtracted for a score on a hole that is over par. A par on a hole is worth zero points.

The Train a/k/a Train Wreck

This is a modified Stableford system with a penalty for poor play. The software performs all calculations for scoring. Points are awarded for each hole, but if the player has two consecutive holes with zero points, this is called a caboose and the train ends. All points previously scored are lost if there is a caboose. A new train then begins. The standard point values for The Train are 5 for eagle, 2 for birdie, 1 for par and zero for a score over par. In the example below, the player had a caboose on Holes 8 and 90 and lost the 6 points awarded on Holes 1 through 7. A new train began, with 6 points awarded.



Grove Valley Links	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	OUT	IN	TOT
Course Pars	4	4	3	4	5	4	5	3	4	4	3	4	5	4	3	5	4	4	36	36	72
Gross Score	4	5	3	5	5	4	4	4	5	4	3	5	5	5	3	5	4	5	39	39	78
The Train	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Tot	Lost	Net
Points Per Hole	1	0	1	0	1	1	2	0	0	1	1	0	1	0	1	1	1	0	12	6	6

EAGLE=5 BIRD=2 PAR=1 BOGEY=0

Point Quota and Chicago System

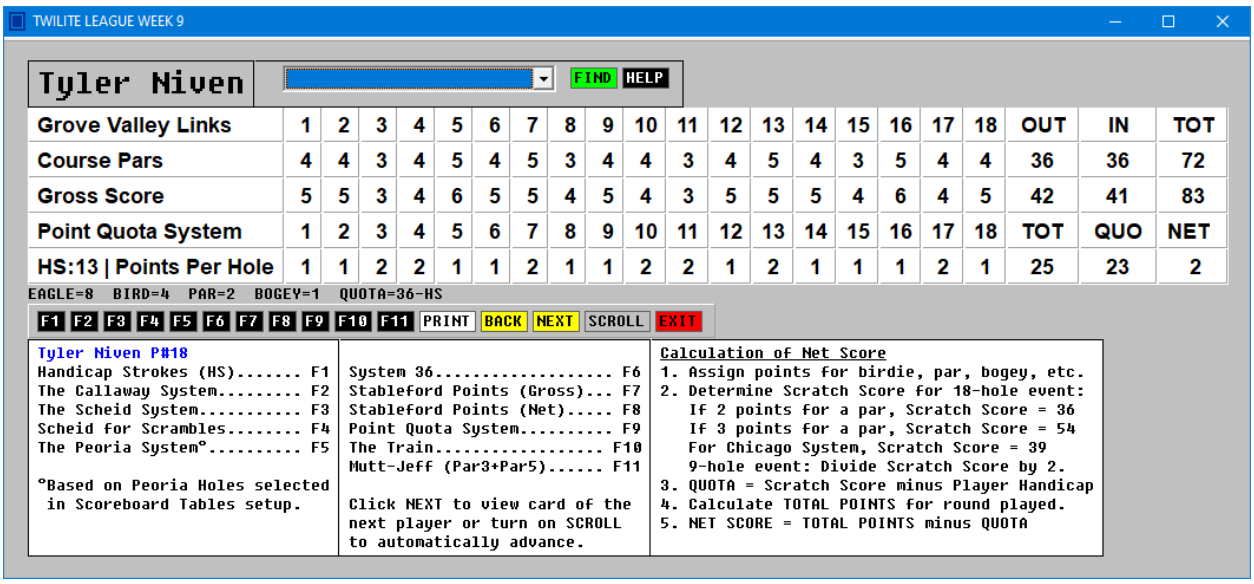
These are variations of Stableford scoring in which the player has a quota assigned for each round based on skill level. The software performs all the calculations, including the calculation of the quota. Just enter each player's handicap and hole-by-hole scores.

<u>Quotas for a Scratch Golfer (zero handicap)</u>
36-Point Quota System, 18-hole event, 2 points for par: **36**
54-Point Quota System, 18-hole event, 3 points for par: **54**
Chicago Quota System, 18-hole event, 2 points for par: **39**

Players who do not have a zero handicap are assigned quotas by subtracting their handicap from the above value. The software will perform this calculation.

<u>Point values for scores on a hole in Quota Events</u>
36-Point and Chicago: Eagle:8, Birdie:4, Par:2, Bogey:1
54-Point: Eagle:8, Birdie:5, Par:3, Bogey:2, Double:1

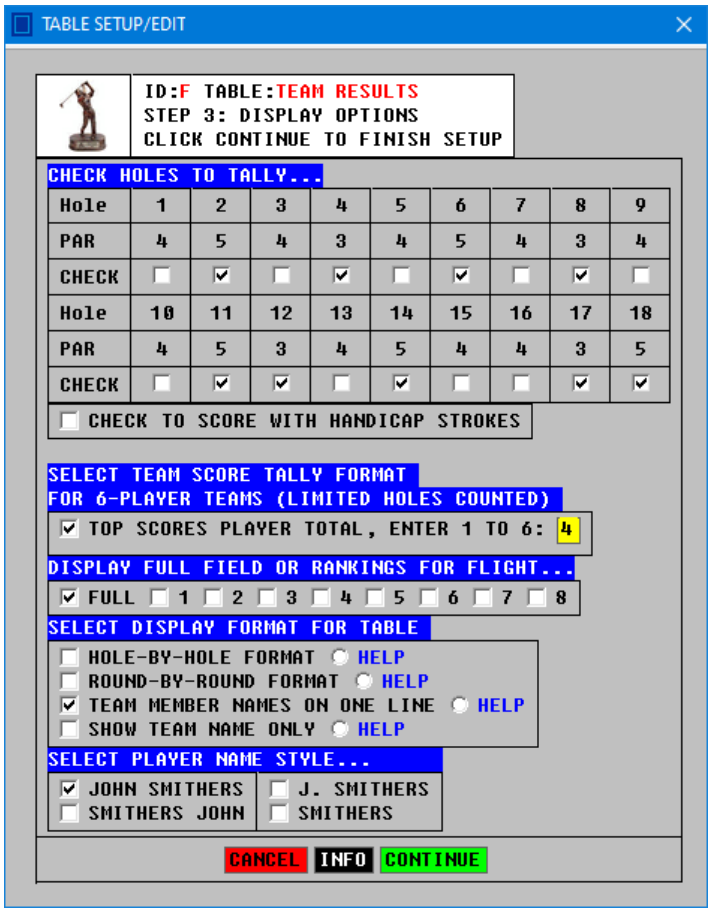
Net Score is total points for the round minus the quota. In the example below, the player has a handicap strokes of 13, so the Point Quota is 23 (36 minus 13). The player accumulated 25 points for his round, so his net is 2 (25 minus 23). Highest net wins.



Grove Valley Links	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	OUT	IN	TOT
Course Pars	4	4	3	4	5	4	5	3	4	4	3	4	5	4	3	5	4	4	36	36	72
Gross Score	5	5	3	4	6	5	5	4	5	4	3	5	5	5	4	6	4	5	42	41	83
Point Quota System	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT	QUO	NET
HS:13 | Points Per Hole	1	1	2	2	1	1	2	1	1	2	2	1	2	1	1	1	2	1	25	23	2

SCORE TALLY LIMITED TO TOTAL ON SELECTED HOLES

The following scoring options do not tally all holes played. Certain holes are specified to determine the tally. Select TALLY ONLY SELECTED HOLES as the Scoring System when setting up the Scoreboard Tables. A window will appear for entry of checkmarks for the holes to be used for the score tally option as shown below.



Mutt and Jeff

The holes tallied for this method are the scores on Par 3 and Par 5 holes as shown above.

Nassau

Front Nine and Back Nine tallies are required for a Nassau event. In a Nassau, prizes are awarded for best scores on each nine, as well as prizes for the best total score.

ONES and T&F

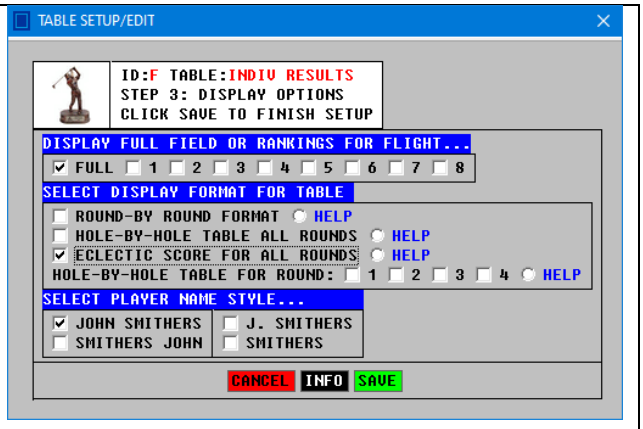
Specify 1, 6, 7, 8, 9, 11, 16, 17 and 18 as holes to tally for ONES.
Specify 2, 3, 4, 5, 10, 12, 13, 14 and 15 as holes to tally for T&F.

Blind Bogey

The players do not know which holes are tallied until their round is finished. The director of the event secretly selects the holes to tally.

Eclectic Scoring

Eclectic scoring is for events of 2, 3 or 4 rounds. For Scoreboard Table Setup, select Low Gross as the Scoring System. Then, in Step 3 of Table Setup, check the box for Eclectic Score as the display format of the table as shown to the right. A player's Eclectic Score on a hole is the best score that the player made in all rounds played. In the example below the player scored 3 on Hole 6 in the third round of the event. The software uses 3 as the Eclectic Score for Hole 6.



TEAM EVENTS

Most team events also award prizes for individual medalist, and the team and individual rankings are based on a different scoring system. The software can process both the team scoring and the individual rankings. Teams with as many as 8 players can be processed by the software. Specify the number on each team when setting up the Event File. Specify the team scoring system during Scoreboard Table Setup.

Best Ball by Round

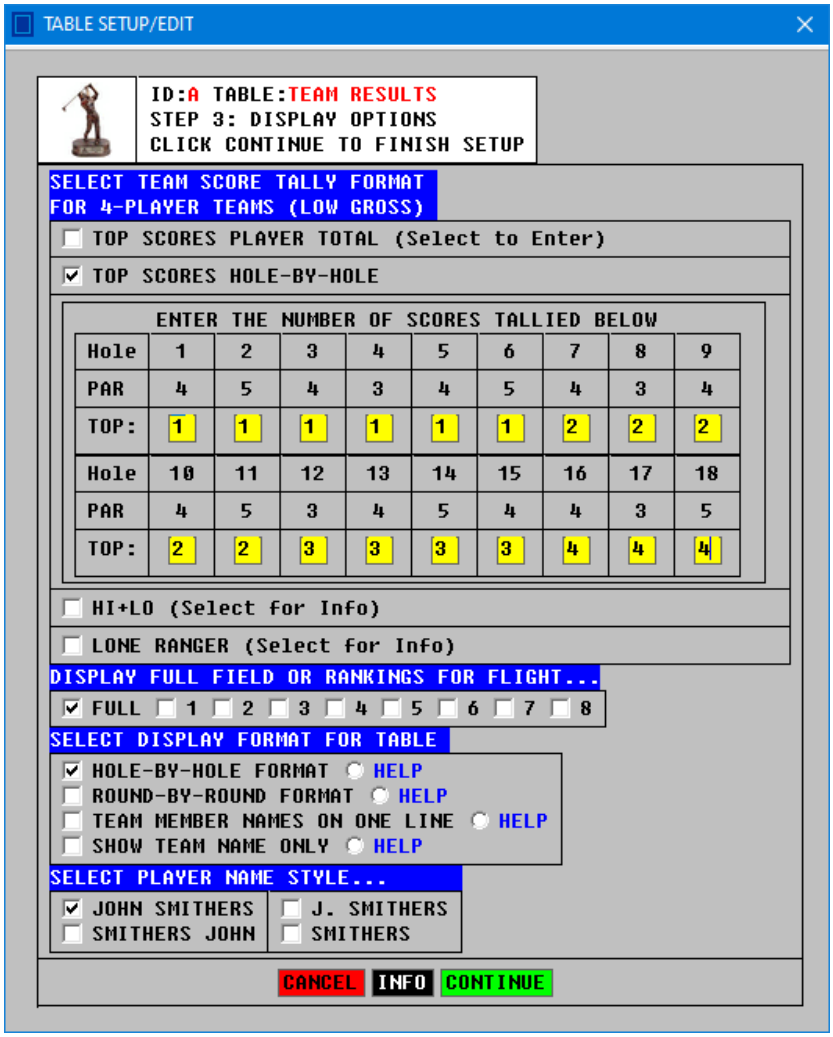
In best ball by round, only a specified number of scores for the team are counted, such as the best two scores for a four-man team. Specify number counted and the software determines the best rounds scored by the team members using any scoring system.

Best Ball Total

In these multiple-round events, only a specified number of scores for the team are counted, such as the best two total scores for a four-man team. Specify the scores counted and the software determines the best total scores using any scoring system.

Best Ball by Hole

In these events, only a specified number of scores for the team are counted on each hole, such as the best two scores for a four-man team. The software will determine the best scores for each hole of the event using Gross or Net Score or Stableford Points. In Step 3 of Table Setup, select TOP SCORES HOLE BY HOLE as shown on next page.



Irish Fourball: The setup is shown above. Check box for TOP SCORES HOLE BY HOLE and enter 1 for Holes 1-6, 2 for Holes 7-11, 3 for Holes 12-15 and 4 for Holes 16-18.

Odds and Evens: Check box for TOP SCORES HOLE BY HOLE, and enter 1 for each of the odd-numbered holes and 2 for each of the even-numbered holes.

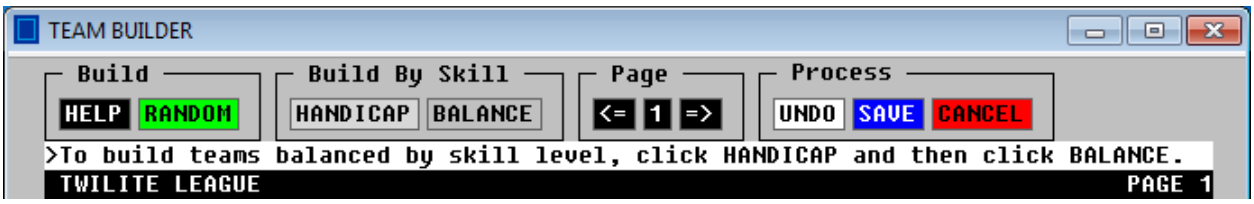
Cha-Cha-Cha: Check box for TOP SCORES HOLE BY HOLE, and enter 1 for Hole 1, enter 2 for Hole 2 and enter 3 for Hole 3. This pattern of counting one, two or three scores then repeats on Holes 4 to 6 and all remaining holes.

1-2-3: Check box for TOP SCORES HOLE BY HOLE, and enter 1 for Par 3 holes, 2 for Par 4 holes and 3 for Par 5 holes.

3-2-1: Check box for TOP SCORES HOLE BY HOLE, and enter 3 for Par 3 holes, 2 for Par 4 holes and 1 for Par 5 holes.

Blind Draw Partners

In a blind draw team event, the players do not know names of their team members until play has been completed. The software can be used to automatically perform the draw. Activate the Team Builder utility from the Player Setup Window by clicking **TB** button. Then click the **RANDOM** button to randomly assign players to teams.



Balanced Teams

The Team Builder can also be used before play has begun to build teams of players with balanced skill based on handicaps. The software will assign the players with the lowest handicaps as team captains and then fill in the teams with the other players in the field based on handicaps. For three-player teams, each team will have one player with a low handicap, one player with a medium handicap and one player with a high handicap. Players can also be switched manually. See Pages 24 to 27.

Devil Ball

First, specify 4 as the number of players per team. For Scoreboard Table setup, select Handicap as the scoring system and then check the box for Devil Ball. Each team has a player designated as Player A, B, C and D. Enter their names in that order on the Player Setup window. The software calculates the team score on each hole as follows:

Hole 1: Player A gross score plus Best 2 net scores of B, C and D
Hole 2: Player B gross score plus Best 2 net scores of A, C and D
Hole 3: Player C gross score plus Best 2 net scores of A, B and D
Hole 4: Player D gross score plus Best 2 net scores of A, B and C

The pattern then repeats for Holes 5 to 8 and the remaining holes. In the example below, the Devil Ball (gross score) is shown in the black box. For Hole 2, Grant and Elgin had the best net scores and these are added to the 6 by Francis for a team total of 13.

TWILITE GOLF WEEK 3 <= P1 => PRINT EXIT

C1	GATES PARK	4	5	4	3	4	5	4	3	4	4	5	3	4	5	4	4	3	5	73
RK	DEVIL BALL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Grs
A	ED ELGIN	5	5	5	4	4	5	6	10	4	4	5	4	5	6	8	4	5	6	100
B	FRED FRANCIS	3	6	3	6	7	5	5	4	6	4	4	6	6	4	8	4	4	5	93
C	GREG GRANT	4	2	6	5	4	5	6	4	4	4	6	4	4	5	5	6	4	5	88
D	HAL HOLT	5	6	4	5	4	8	4	5	3	4	3	8	7	5	4	5	6	4	95
1	TEAM 2	12	13	13	14	12	15	15	13	11	12	13	16	15	14	17	13	13	14	245

Lone Ranger

First, specify 4 as the number of players per team. For Scoreboard Table setup, select Gross Score as the scoring system and then check the box for Lone Ranger. Each team has a player designated as Player A, B, C and D. Enter their names in that order in the Player Setup. The software calculates the team score on each hole as follows:

Hole 1: Player A gross score plus best score of B, C and D
Hole 2: Player B gross score plus best score of A, C and D
Hole 3: Player C gross score plus best score of A, B and D
Hole 4: Player D gross score plus best score of A, B and C

The pattern then repeats for Holes 5 to 8 and the remaining holes.

C1	GATES PARK	4	5	4	3	4	5	4	3	4	4	5	3	4	5	4	4	3	5	73
RK	LONE RANGER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Grs
A	ED ELGIN	5	6	6	4	4	5	6	10	4	5	6	5	5	6	8	4	5	6	100
B	FRED FRANCIS	4	6	4	6	7	5	5	4	6	4	5	6	6	4	8	4	4	5	93
C	GREG GRANT	5	3	6	6	4	5	6	4	4	5	6	5	4	5	5	6	4	5	88
D	HAL HOLT	6	7	5	5	4	8	4	5	3	5	4	8	7	5	4	5	6	4	95
1	TEAM 2	9	9	10	9	8	10	10	9	7	9	10	13	9	9	9	9	9	9	167

Las Vegas

First, specify 2 as the number of players per team. For the Scoreboard Table setup, select Gross for the scoring system and then check the box for VEGAS scoring. The software will calculate the team score on each hole by multiplying the lower score by 10 and adding the higher score to that result.

Daytona

First, specify 2 as the number of players per team. For the Scoreboard Table setup, select Gross for the scoring system and then check the box for DAYTONA scoring. The software will calculate the team score on each hole by multiplying the lower score by 10 and adding the higher score to that result. There is a penalty for poor play. If both members of the team score over par on a hole, the higher score is multiplied by 10 and the lower score is added to that result.

Russian Stableford

First, specify 2 as the number of players per team. For the Scoreboard Table setup, select Stableford for the scoring system and then check the box for RUSSIAN scoring. The software will calculate the team score on each hole by multiplying the points scored by Player 1 by the points scored by Player 2. This system penalizes poor play because no matter how many points one team member scores on a hole, the team score is zero if the other team member scores zero on the hole.

HI+LO a/k/a Whack and Hack

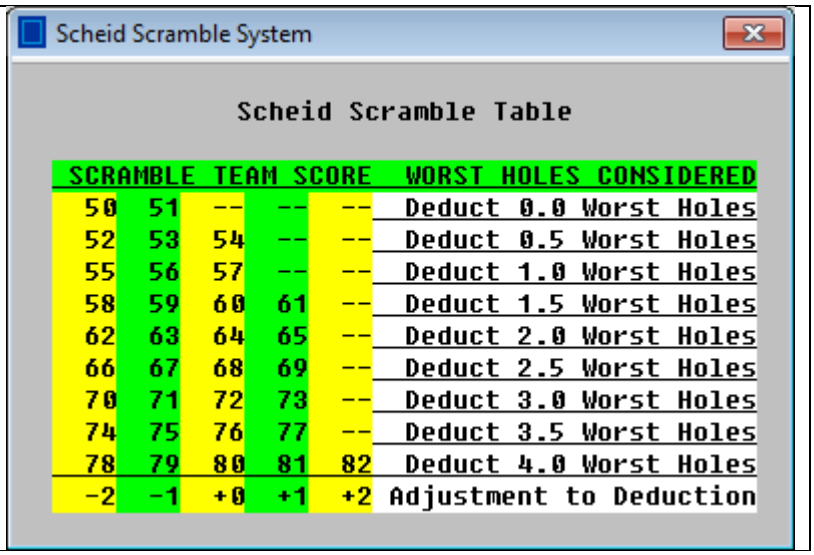
First, specify 3, 4, 5, 6, 7 or 8 as the number of players per team. For the Scoreboard Table setup, select Low Gross for the scoring system and then check the HI+LO box. The software will calculate the team score on each hole by adding the lowest score to the highest score. There is a reward for good play. If the best score on the team for a hole is under par, then the team score is the sum of the two lowest scores on the hole.

Team Scrambles

There are many types of scramble events, but in all of them the players on each team work together on each hole to generate a team score. Scores for each individual are not generated. When setting up the Event File, specify it as a singles event and for the player names enter TEAM as the first name and the name of the team captain as last name.

Scheid for Scrambles

Scramble scoring can be based on any of the Scoring Systems, but because the team scores are usually low, using the Callaway or Scheid systems is impractical. The software can process the Scheid for Scrambles system, which will adjust very low scores. The adjustment is based on the table shown to the right. The software does all the calculations.



SCRAMBLE	TEAM	SCORE			WORST HOLES CONSIDERED
50	51	--	--	--	Deduct 0.0 Worst Holes
52	53	54	--	--	Deduct 0.5 Worst Holes
55	56	57	--	--	Deduct 1.0 Worst Holes
58	59	60	61	--	Deduct 1.5 Worst Holes
62	63	64	65	--	Deduct 2.0 Worst Holes
66	67	68	69	--	Deduct 2.5 Worst Holes
70	71	72	73	--	Deduct 3.0 Worst Holes
74	75	76	77	--	Deduct 3.5 Worst Holes
78	79	80	81	82	Deduct 4.0 Worst Holes
-2	-1	+0	+1	+2	Adjustment to Deduction