Golf Club Software – Release Date: April 10, 2025

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. **The software requires no internet connection and is free of all advertisements.**

TRACK STATS FOR GOLF LEAGUES

Maintain score histories, season winnings and other stats for members of 18-Hole and 9-Hole leagues. Our database can maintain up to 100 different league rosters, each league with a capacity of 300 members. Then software calculates player handicaps from score histories. Import league member names and data to the field of each tournament. After an event is played, handicaps are automatically re-calculated. Generate season stats such as scoring average, prize winnings, putting, greens hit, and performance on Par 3, Par 4 and Par 5 holes.

AUTOMATIC SCROLLING 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. While the tables are scrolling, you can enter more scores and the software automatically updates the scrolling scoreboard.

OTHER SOFTWARE UTILITIES

Automatically process Skins Pots and Deuce Pots for each tournament. Generate match play brackets printed on gridlines. Assign tee times for each tournament and print scorecards for Tee Groups which fit in a scorecard holder. The scorecards display handicap dots to guide a player's score entries. The Team Builder Tool creates teams with a blind draw or teams balanced by player handicaps. The Flight Builder Tool assigns flights by age or by handicap.

HOW TO ORDER

A free demo edition can be downloaded. One-time license fee for perpetual use. The license fee varies from $100 to $300 depending on the number of players in your golf club or league. Free delivery worldwide. To order, 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® operating systems. The software requires less than 5 MB on your hard drive.

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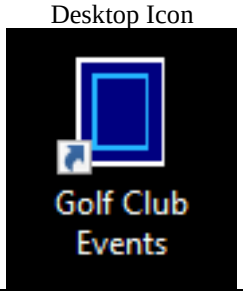
INSTALLING THE SOFTWARE

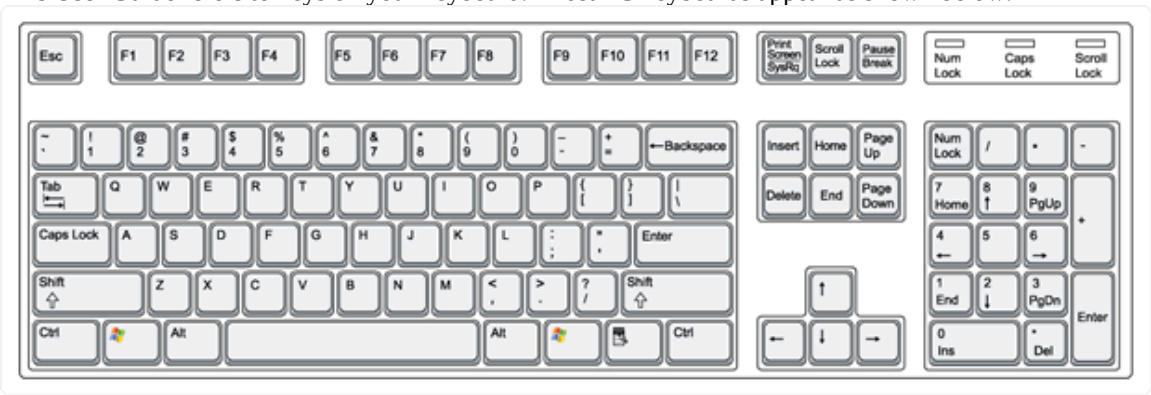
You will receive an executable (.exe) file after purchasing a license. (You should save the executable on a flash drive as a backup if your PC is replaced.) This executable will install the software in your Windows® PC or laptop. Like many software installations, there is an Installation Wizard which guides you through the process. Double click on the Install File icon and the installation should complete in seconds. Upon successful installation, a blue icon appears on your desktop. Click it to launch the program.

Desktop Icon



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, Check Boxes, and Navigating on Windows

In Focus. To enter data in a box, the box must be "in focus." When a box is in focus, you will see a flashing cursor in the box. 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. 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.

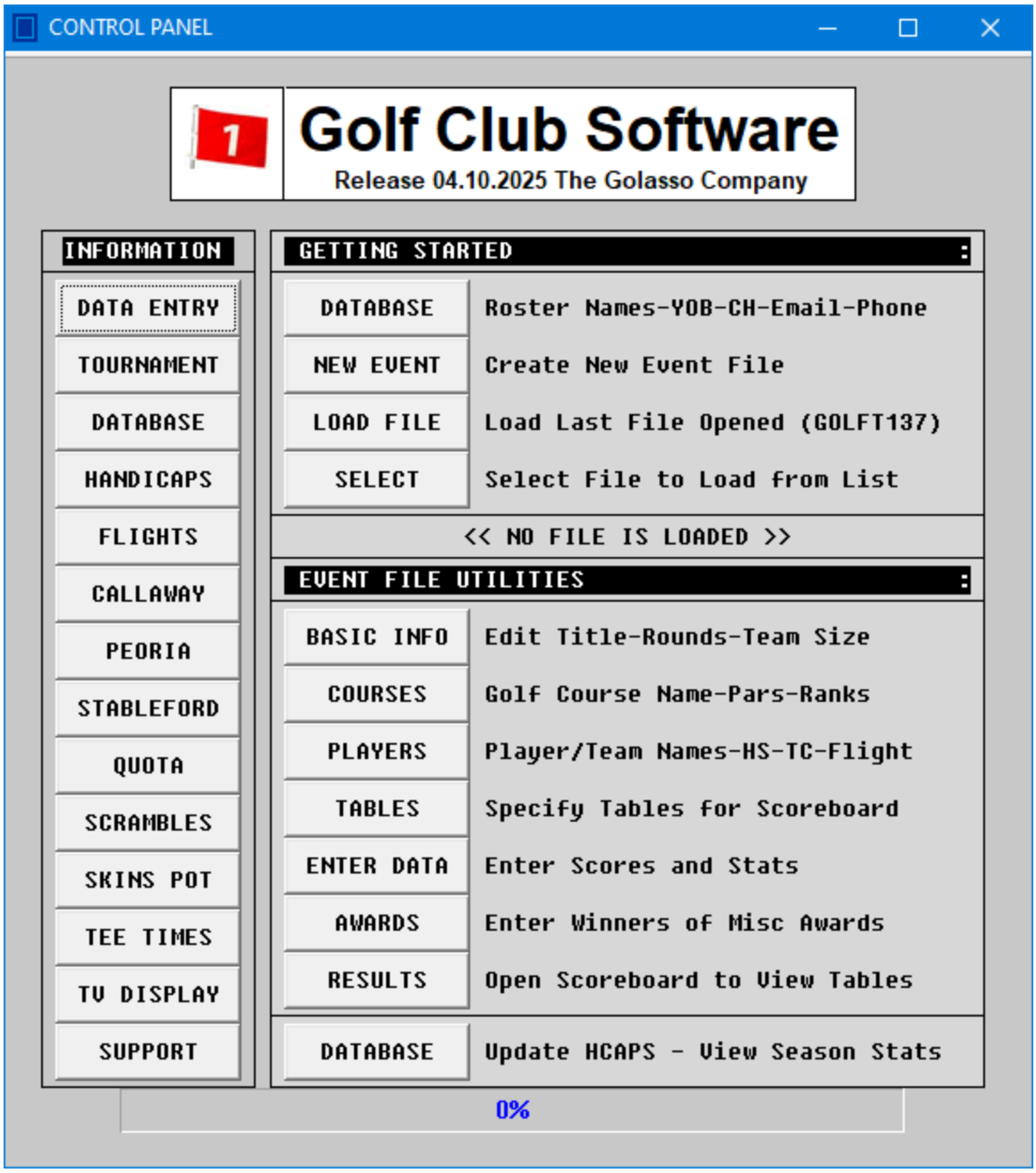
Deleting Data in a Box. If a box comes in focus and there is already data in it, the data will be highlighted. You can delete the highlighted data by pressing the Delete Key. If you do not want to delete all of the highlighted data, press the Right Arrow Key or left click the mouse. The highlighting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

Initial Focus. 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 or use the mouse pointer to bring the first box for data entry into focus.

Check Boxes. There are two types of Check Boxes. On some windows, click on the box to make a checkmark and click on the box again to erase the checkmark. On other windows, there is a gang of Check Boxes. Click on a box to make a checkmark and that will automatically cause another checkmark in the gang to be erased. In a gang, it is not possible to erase all checkmarks. One Check Box in the gang will always be checked.

The Control Panel

To launch the main program, click on the blue Golf Club Events icon on your desktop The Control Panel will appear with buttons which you click to access information or to activate software utilities.

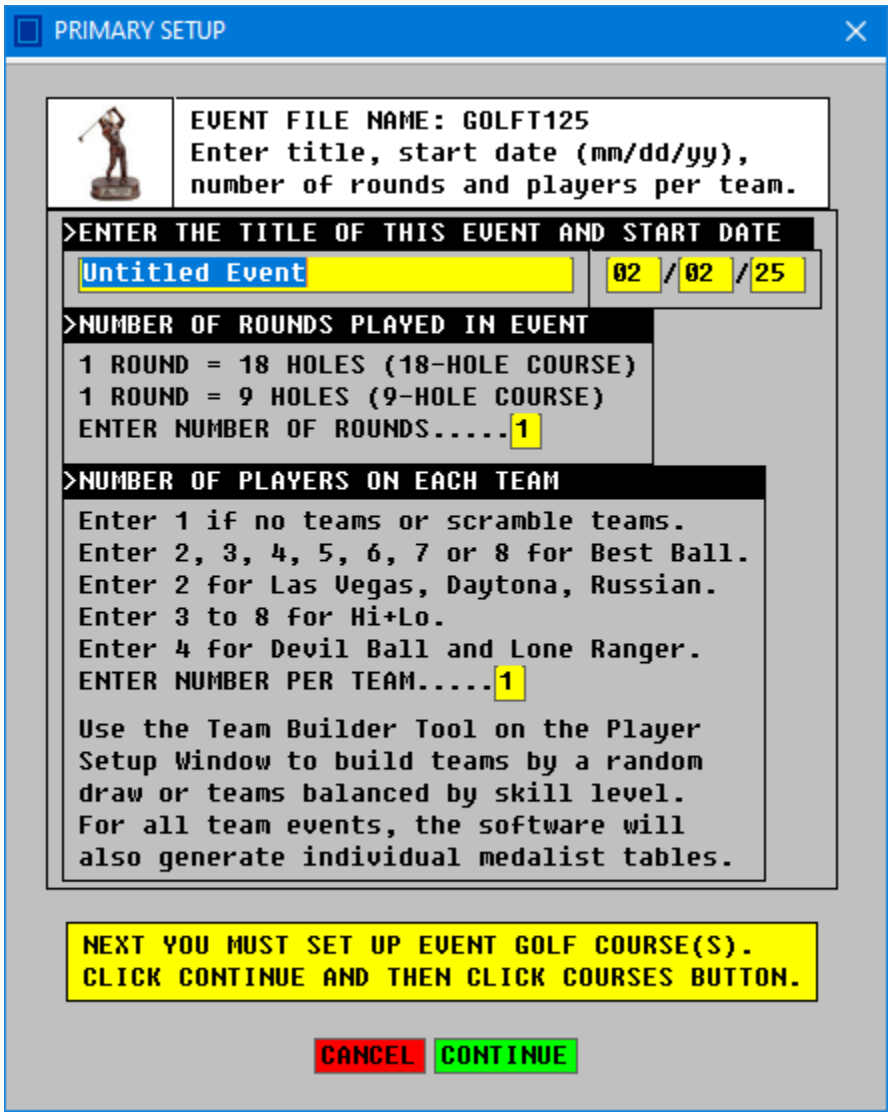


What Is an Event File?

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 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**. The window shown below will appear. It shows the file name of the new Event File at the top (GOLFT125 in example below). Enter the title of the tournament and the starting date. Enter the number of rounds in the event (1 to 4). Enter the number of players per team as directed on the window.



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

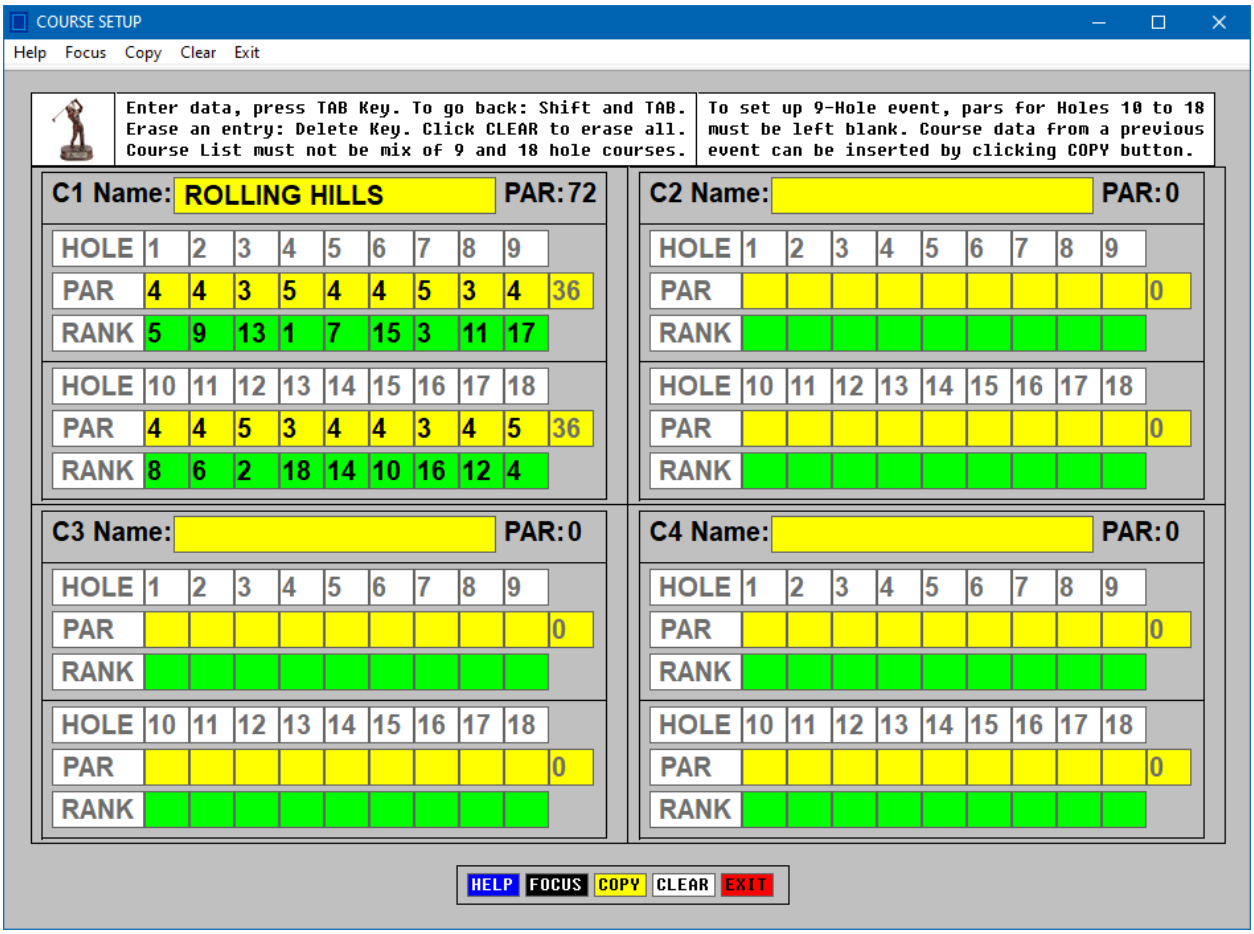
The data on the New Event window is called Basic Event Information. This data can be edited and corrected by clicking **BASIC INFO** on the Control Panel.

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)** in a folder named **Users/Public/Golf Club Software**. 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 File Explorer 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 and Hole Difficulty Rank for each course in the event. Click on **COURSES** on the Control Panel to open the Course Setup Window shown below. Most events are played on only one course, but some multiple-round events are played over multiple courses.



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 golf course data from GOLFT101 to GOLFT102.

Can the Hole Difficulty Ranks Be Left Blank?

Yes. They are only used if (1) you are processing an event using Low Net Scoring (Handicap Strokes) and (2) you are creating Results Tables which track net scores on each hole for players in the event. Examples of Results Tables which do require entry of Difficulty Ranks include Skins Pot Net Scores, Stableford Net Scores, and Team Best Ball using best 2 Net Scores per hole. For the Low Net hole-by hole adjustment, a player with a handicap of 6 has one stroke deducted on holes with Difficulty Rank of 1, 2, 3, 4, 5 or 6.

Events Played on 9-Hole Golf Courses

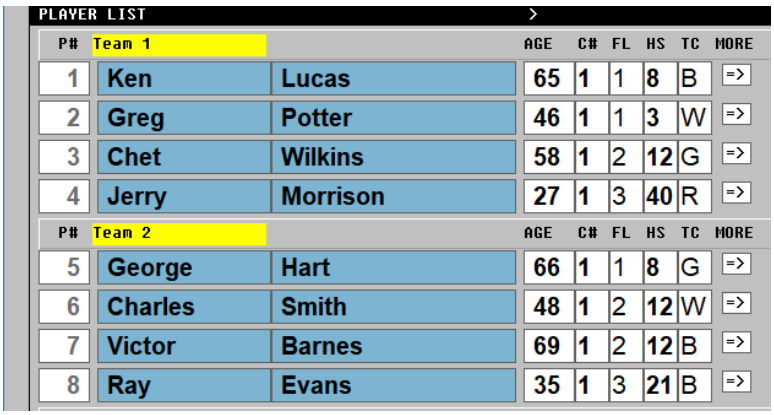
The software identifies a 9-Hole Event by the entry of Course Pars. *If the pars for Holes 10 through 18 are left blank*, the Event File is processed as a 9-Hole event. If the 9-Hole event is played on the Back Nine of an 18-Hole course, enter the Back Nine data in the boxes for Holes 1 to 9. The list of courses for an event cannot be a mixture of 9-Hole and 18-Hole courses. Low Gross, Low Net (Handicap Strokes), Selected Holes and Stableford Points can be processed as 9-Hole events. The other Scoring Systems require 18-Hole rounds to process Adjusted Scores.

ENTERING PLAYER NAMES, THEIR HANDICAP STROKES, FLIGHTS AND OTHER DATA

NOTE: If you are using the software to process events played by members of a Golf Club or Golf League, as a preliminary step you can store the roster of league members by clicking **DATABASE** on the Control Panel (See Page 32 of this User Guide.). You can quickly import roster names and other roster data to Event Files during Player Setup. See Page 35.

Click on **PLAYERS** on the Control Panel to open the Player Setup Window shown below. There are columns to enter Team and Player Names, Age, Course Number, Flight, Handicap Strokes (HS), and Tee Color (TC). Become familiar with the HIDE tool if a data column is not needed. See Page 12.

- **C#**: Course Number is hidden unless the event is played on more than one golf course.
- **FL**: If the event has flights, enter the flight as a Number (1 to 8). When results are printed, you can change the Flight Number to a label such as Championship Flight, 2nd Flight, Flight A, Flight B, Flight C, etc.
- **HS**: For multiple-round events, the software will copy the Handicap Strokes (HS) entered for Round 1 to other rounds, but the HS values for each round can be changed if desired. The handicap of a highly skilled golfer may be below zero, commonly called a Plus Handicap, and a Plus Sign (+) is often used in HS lists instead of a Minus Sign. HS entries of +1 or -1 are processed in the same manner by the software.
- **TC**: The rules for some golf leagues allow certain players to tee off from Tee Markers which are closer to the hole than other Tee Markers. Tee Markers usually are identified by color (e.g., Blue Tees). If your league has this rule, you can enter a one-letter indicator for a player's Tee Color in the TC Column.
- **MORE**: Click the => button and you can enter player Email Address, Phone Numbers, Player Status and other information. See Page 14. Enter contact information for the team coach, and enter the team flight and status by clicking the => button of any team member.
- **TEAM NAMES**: Enter name in yellow box or use defaults shown below (Team 1, Team 2, Team 3, etc.)



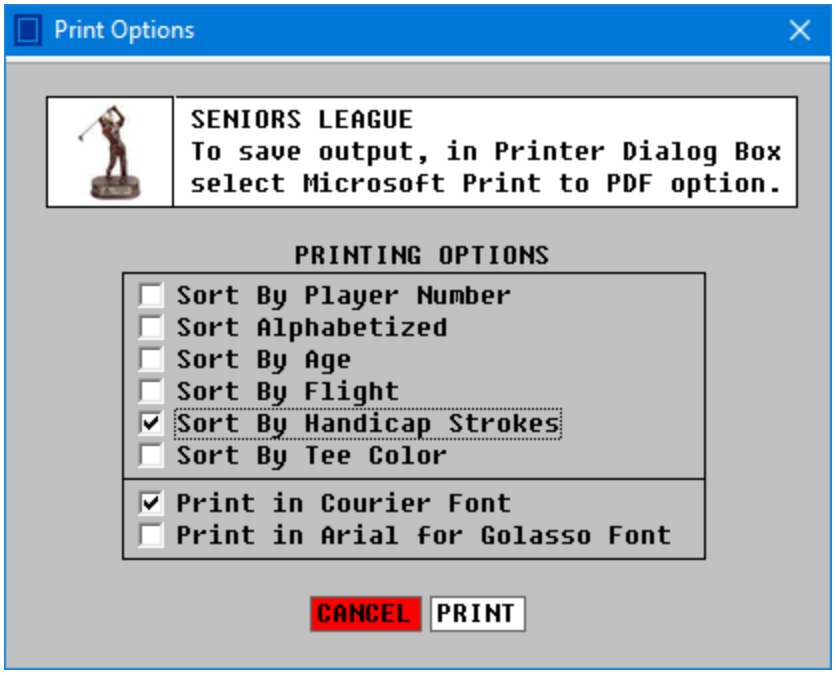
PLAYER LIST >

P#	Team 1		AGE	C#	FL	HS	TC	MORE
1	Ken	Lucas	65	1	1	8	B	=>
2	Greg	Potter	46	1	1	3	W	=>
3	Chet	Wilkins	58	1	2	12	G	=>
4	Jerry	Morrison	27	1	3	40	R	=>
P#	Team 2		AGE	C#	FL	HS	TC	MORE
5	George	Hart	66	1	1	8	G	=>
6	Charles	Smith	48	1	2	12	W	=>
7	Victor	Barnes	69	1	2	12	B	=>
8	Ray	Evans	35	1	3	21	B	=>

Buttons on the Player Setup Window:
CHECK-IN: Import names and data from a specified league roster. See Page 35 of User Guide.
HIDE: Hide or lock columns of data for faster data entry. See Page 12.
FIND: This tool allows you to locate a player in the Event Field.
CARDS: This tool prints scorecards which fit in a scorecard holder. See Page 17.
PRINT: Click button to print or archive all Player Setup data, including phone numbers and email addresses.
EXIT: Close window and return to Control Panel.
SORT BUTTONS: Display data sorted by Player Number (default), name, age, flight, HS, or tee color.
BUILD FLIGHTS or TEAMS: Open the Flight Builder Tool or Team Builder Tool. See Pages 24-25.
PAGE BUTTONS: View the next page [>], the previous page [<] or return to first page [1].
MORE BUTTONS (=>): Click the button to enter player email, phone number, age, status and other data.

Print and Archive Player Setup Entries

Click the PRINT button on the Player Setup Window and the Print Options Window appears as shown below.



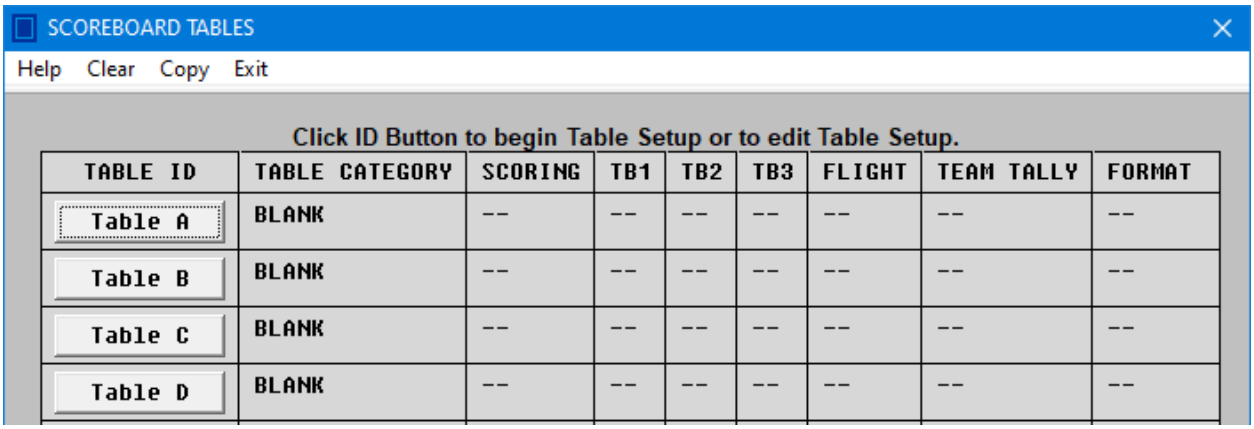
Shown below is a printout of Player Setup data sorted by Handicap Strokes (HS).

SENIORS LEAGUE C1:ROLLING HILLS ROUND 1 DATA 02/12/25

GOLFT104	PLAYER LIST	HS	R1 TC	F	AGE	PHONE/EMAIL
1	Ted Oliver	+1	C1 Blue	1	67	555-1016 ted@email.com
2	Stan Hawkins	0	C1 Blue	1	38	555-1012 stan@email.com
3	Greg Potter	3	C1 White	1	46	555-1037 greg@email.com
4	Hank Greenwood	4	C1 Gold	1	39	555-1006 Hank@email.com
5	Brad Wilson	5	C1 Blue	1	62	555-1002 brad@email.com
6	Fred Hawkins	7	C1 White	1	35	555-1009 fred@email.com
7	Ned Osbourne	7	C1 Blue	1	45	555-1028 ned@email.com
8	Paul Bailey	8	C1 Red	1	67	555-1044 paul@email.com
9	Ken Lucas	8	C1 Blue	1	65	555-1004 lucas@email.com
10	George Hart	8	C1 Gold	1	66	555-1003 Ghart@gmail.com
11	B.O'Malley	9	C1 Red	1	53	555-1040 ben@email.com
12	Travis Tyler	10	C1 Red	2	68	555-1039 tyler@email.com
13	Ron Beretta	10	C1 Blue	2	50	555-1017 Ron@email.com
14	Carl Kelly	10	C1 White	2	65	555-1012 carl@email.com
15	Albert Lee	10	C1 Gold	2	33	555-1021 lee@email.com
16	Frank Bozeman	10	C1 Blue	2	55	555-1005 frankb@email.com
17	Henry Lewis	11	C1 Blue	2	27	555-1047 henry@email.com
18	Ed Paulson	11	C1 Gold	2	67	555-1031 ed@email.com
19	Oliver Donaldson	11	C1 White	2	32	555-1030 oliver@email.com
20	Jack Harrison	11	C1 Gold	2	39	555-1023 jharrison@email.com
21	P.Wellington	11	C1 Blue	2	38	555-1035 pat@email.com
22	Louis Stefanik	11	C1 Blue	2	47	555-1018 stefanik@email.com
23	Jerry Mullins	11	C1 White	2	34	555-1007 mullins@email.com
24	Bill Hammersmith	12	C1 White	2	41	555-1015 bill@email.com
25	Chet Wilkins	12	C1 Gold	2	58	555-1022 wilkin@email.com
26	Victor Barnes	12	C1 Blue	2	69	555-1048 vic@email.com
27	Charles Smith	12	C1 White	2	48	555-1034 charles@email.com
28	Douglas Finnegan	12	C1 Red	2	56	555-1043 doug@email.com
29	Alvin Williams	13	C1 Blue	2	36	555-1036 alvin@email.com
30	David Peterson	13	C1 Red	2	29	555-1013 davide@email.com
31	Aaron Nettles	13	C1 White	2	32	555-1045 aaron@email.com
32	Dan Smith	13	C1 White	2	60	555-1001 dsmith@email.com
33	Rick Lowell	13	C1 Blue	2	31	555-1008 lowell@email.com
34	Morris Cohen	14	C1 Gold	3	63	555-1038 cohen@email.com
35	Thomas Hobart	14	C1 Blue	3	71	555-1024 hobart@email.com
36	Enzo Granatelli	14	C1 Red	3	34	555-1025 enzo@email.com
37	Paul Franklin	15	C1 White	3	36	555-1010 franklin@email.com
38	C.Jennings	15	C1 Red	3	36	555-1041
39	Larry Brownstein	15	C1 White	3	63	555-1026 larry@email.com
40	Vince Masterson	15	C1 Blue	3	26	555-1019 vince@email.com
41	Terry Bradley	16	C1 Gold	3	33	555-1046 terry@email.com
42	Herb Reinsdorf	16	C1 Blue	3	24	555-1020 herbert@email.com
43	Stan Harper	16	C1 Gold	3	59	555-1042 stan@email.com
44	Quinn Branson	16	C1 Red	3	58	555-1033
45	Arnold Grant	16	C1 Gold	3	43	555-1027 grant@email.com
46	Cal Cooper	17	C1 White	3	55	
47	Ray Evans	21	C1 Blue	3	35	555-1014 revans@email.com
48	Jerry Morrison	40	C1 Red	3	27	555-1032 jerry@email.com

SPECIFY TABLES FOR THE EVENT RESULTS SCOREBOARD

The last step in Event Setup is setup of Scoreboard Tables. Click **TABLES** on the Control Panel to open the Table Setup Window shown below with buttons to set up Table A through Table P.



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 Individual Rankings box and click the CONTINUE button. In Step 2, check Low Gross as desired Scoring System, check desired Tiebreakers and click CONTINUE to Step 3.

NOTE: **In table setup, the boxes for checkmarks appear in gangs (See Page 2). By default, checkmarks will appear in certain boxes during table setup. Just click a different box to change the default specs. Checking a different box automatically erases the default checkmark in the gang.**

Step 3: Display Options

This table tracks Flight 1. Select DETAILS TABLE for the format of the table. That format displays hole-by-hole scores for each player. The SUMMARY TABLE shows only the total score for each player.

Player Name Style
Select the style of player names. On some tables you may wish to display the player age or Handicap Strokes (HS) with Tee Color (TC) after the name of the player.

Click CONTINUE and the Prize Setup Window appears as shown below.

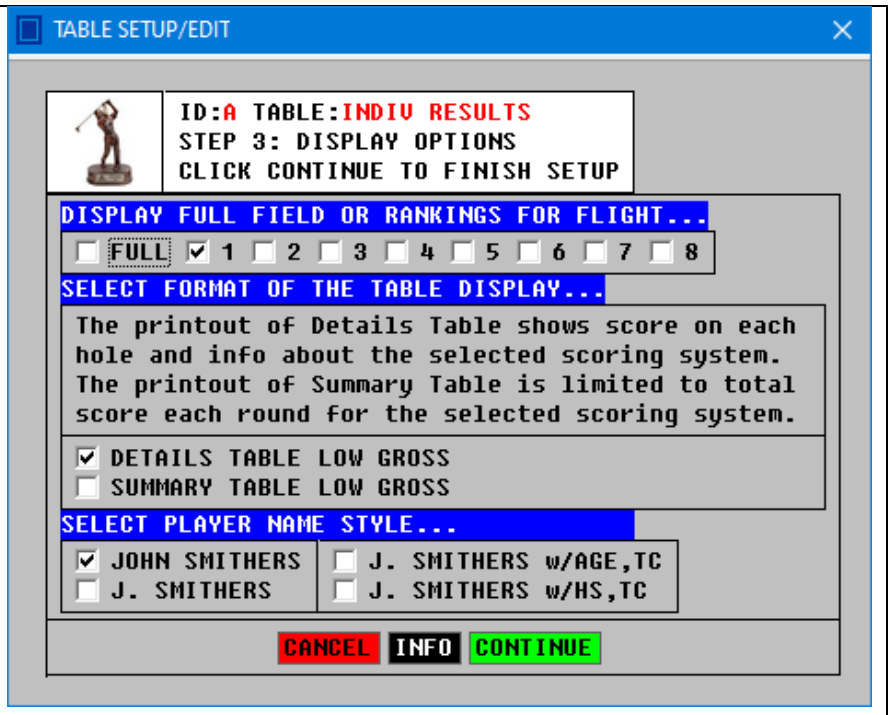
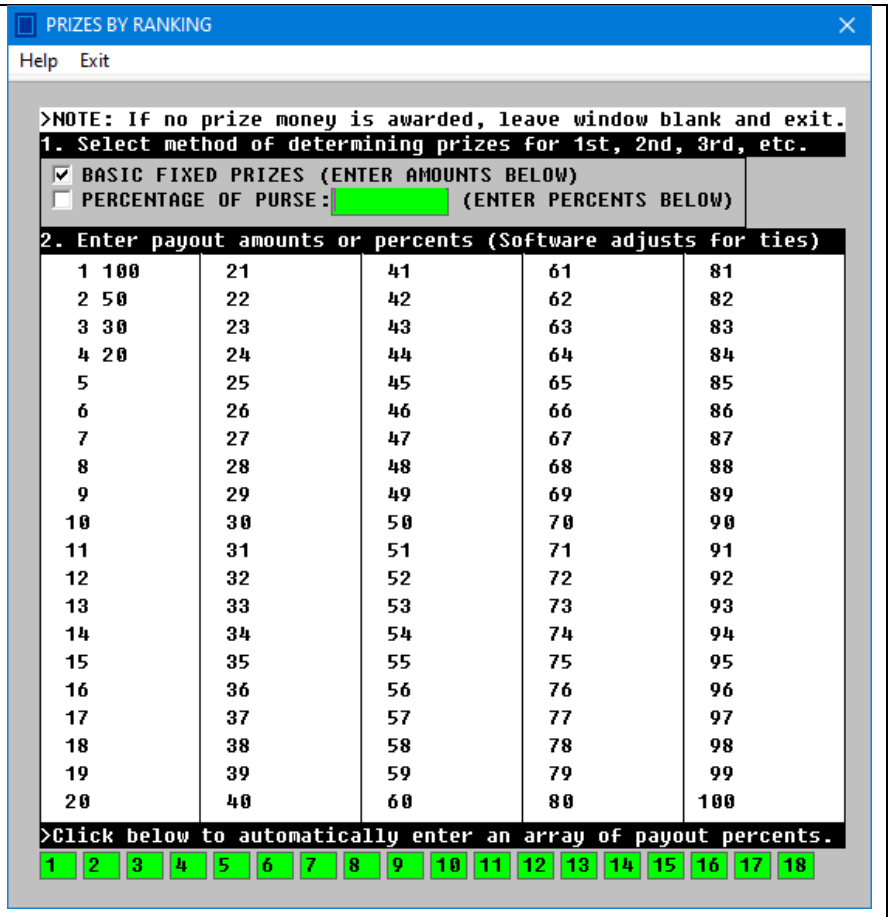


Table A Prize Setup

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 in the green box and then click the green 7 button to fill in seven percentages that sum to 100%.

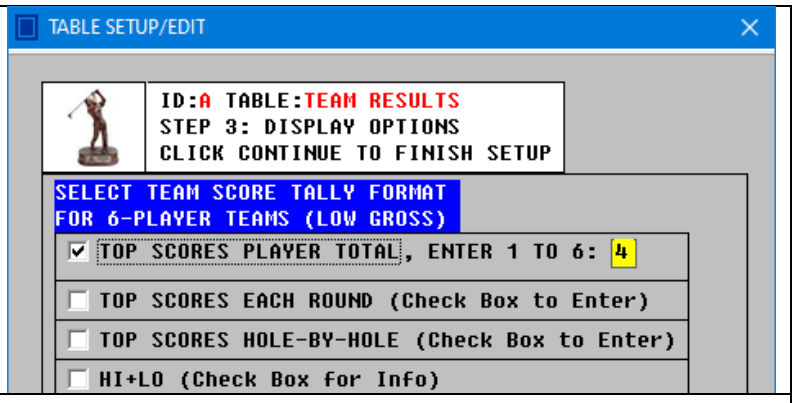
The Prize Summary Table
The software generates a table which summarizes the prizes won by each player in the event for Team, Individual, Skins Pots, Deuce Pots and Miscellaneous Awards.



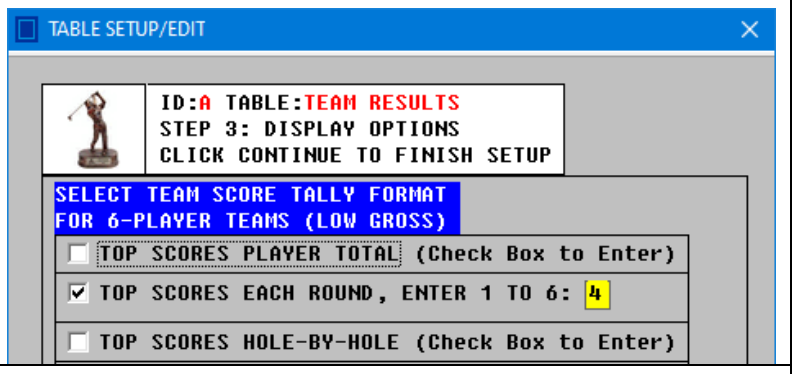
TABLES FOR TEAM EVENTS

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.

Step 3 is the most important step for setting up tables for team events. You have options to tally the top scores for each round by team players or to tally top total scores for all rounds by each player or to tally the top scores on each hole for each round. By default, the box is checked to tally top total scores as shown to the right. In the yellow box, enter the number to tally. Checking a different box in the gang automatically erases the default checkmark.



For multiple-round events, if you want to tally top scores each round, check the box and a yellow box appears to enter the tally number. In example to the right, 4 was entered in the yellow box. This team format of 6 players per team with top 4 per round tallied is the most common format in competitions for high schools and colleges. *Note*: You can also set up tables for individual medalist rankings.

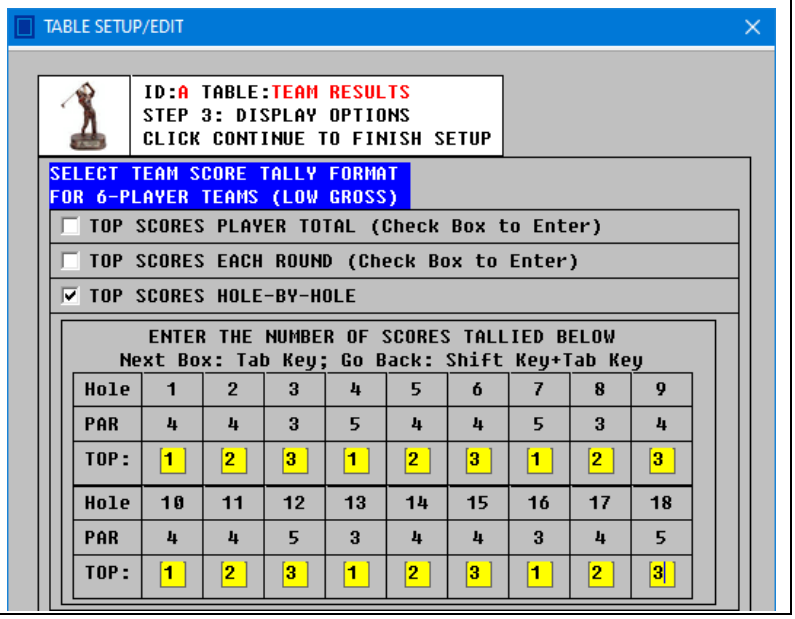


To tally top scores hole-by-hole, check the box and the grid shown to the right appears to enter the tally for each hole. In the example to the right, the pattern of Top 1, Top 2 and Top 3 repeats for all 18 holes.

Team Tally Format Identifiers

On table printouts, the team tally format is abbreviated. Examples are

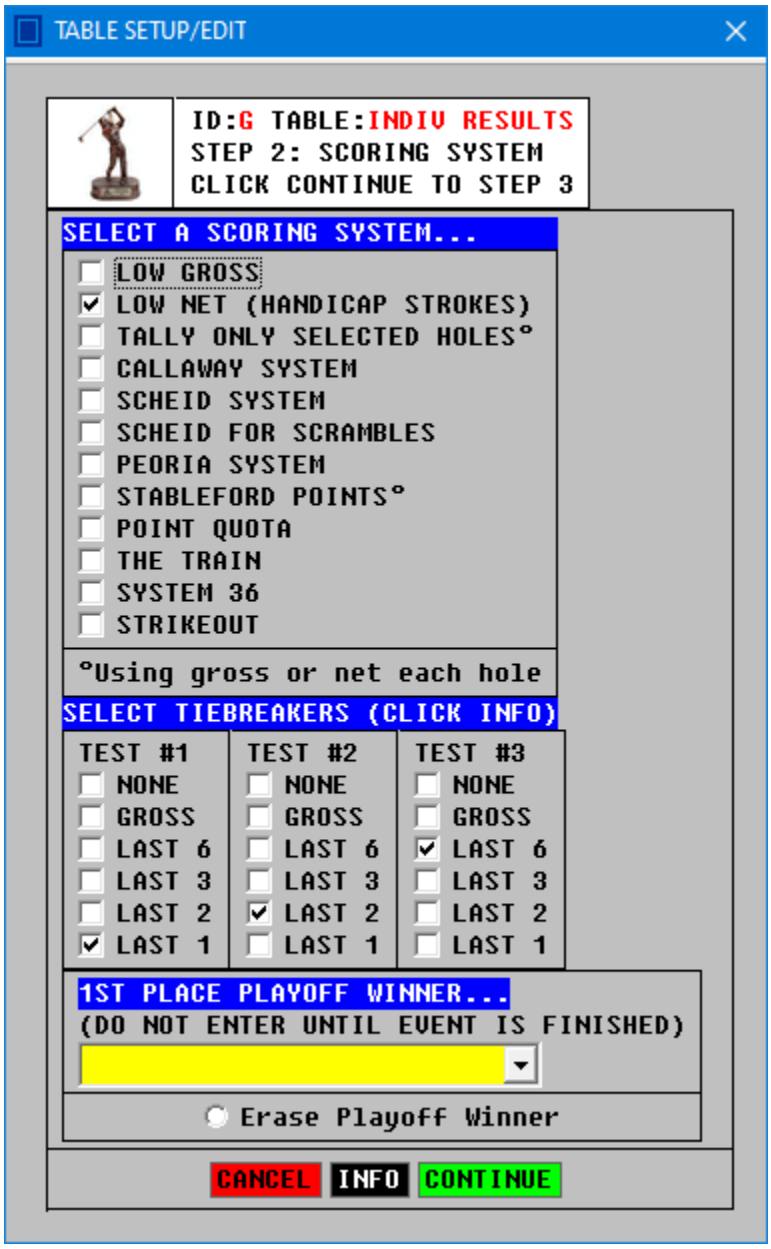
T4R: Top 4 scores each round
T4T: Top 4 total scores for all rounds
T4H: Top 4 scores hole-by-hole
TVH: Top scores vary for each hole.



Depending on the number of players per team and the scoring system, check boxes will appear to select other types of tally formats for teams, such as Russian Stableford, Las Vegas, Daytona, HI+LO, Devil Ball and Lone Ranger. See the Scoring Glossary, Pages 53-54. The software performs all calculations for these team tally methods.

TIEBREAKERS

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 for a 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. Tiebreakers affect every position on the leaderboard, not just First Place. NOTE: For the Callaway Scoring System, the Gross Score is generally used as the tiebreaker.



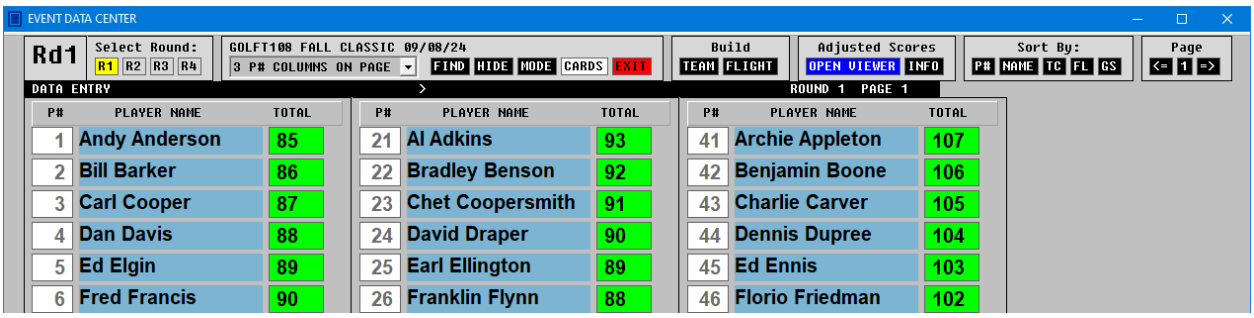
If a tie for First Place is broken by a playoff instead of tiebreakers, enter the playoff winner using the yellow List Box. Do not enter a playoff winner unless all rounds of the event have been completed. Although the software allows you to enter prizes for the best scores in Round 1 of a 2-Round event, the software cannot process tiebreakers or a playoff winner only for the Round 1 results.

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 to open the Data Entry Window.

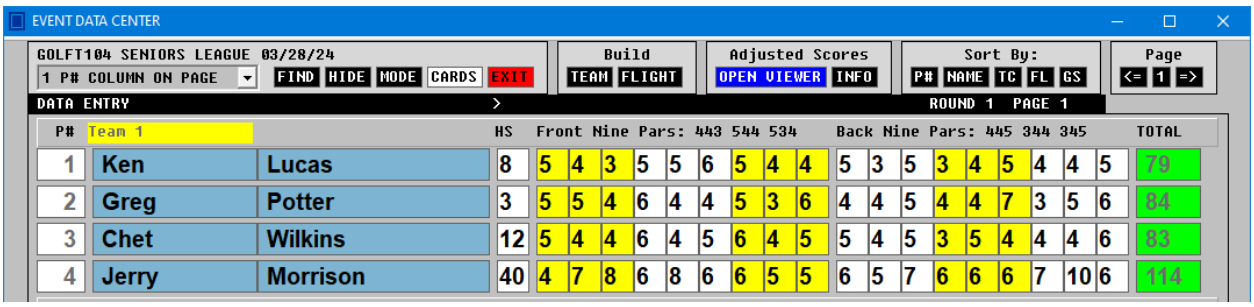
Events Which Do Not Require Entry of Hole-By-Hole Scores

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. See example below. In the example below, the on-screen display is set to 3 P# COLUMNS ON PAGE. Select 1, 2, 3 or 4 P# Columns on a page.

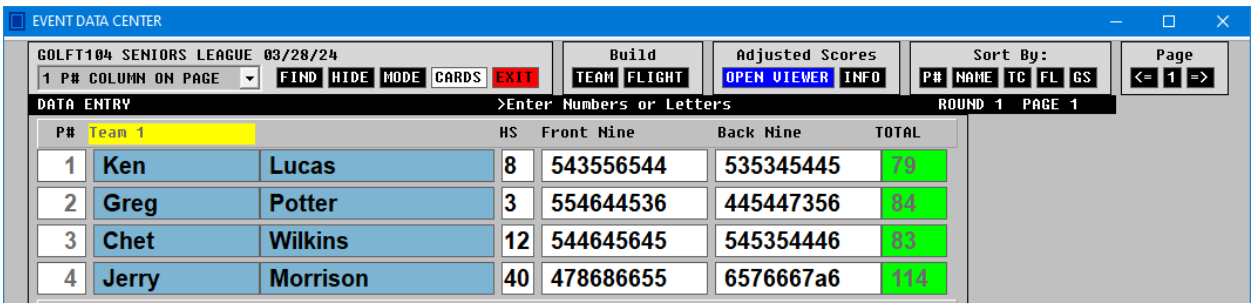


Select Mode of Data Entry for Hole-By-Hole Scores

If the Hole-By-Hole section is not hidden, the green TOTAL column is locked but it will automatically display a player's total score based on the data entered for each hole. 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.



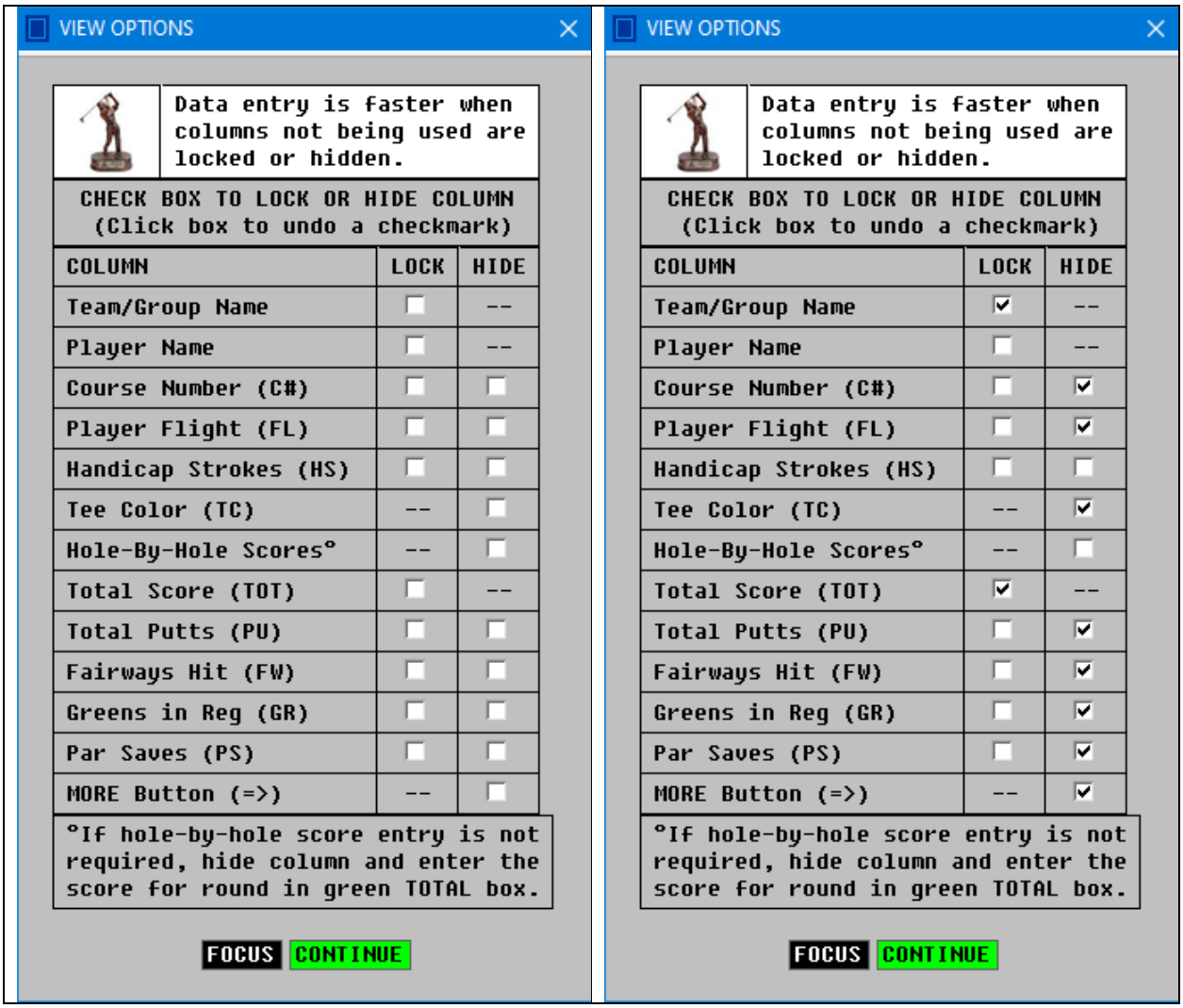
In Letter Mode, enter the number of strokes on a hole if the score was under 10. If the score was 10 or higher, enter a letter instead of a number. The Letter Code for a 10 is A; 11 is B; 12 is C, etc. The letter can be entered in upper case or lower case. In example above, Jerry Morrison had a score of 10 on the 17th 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.

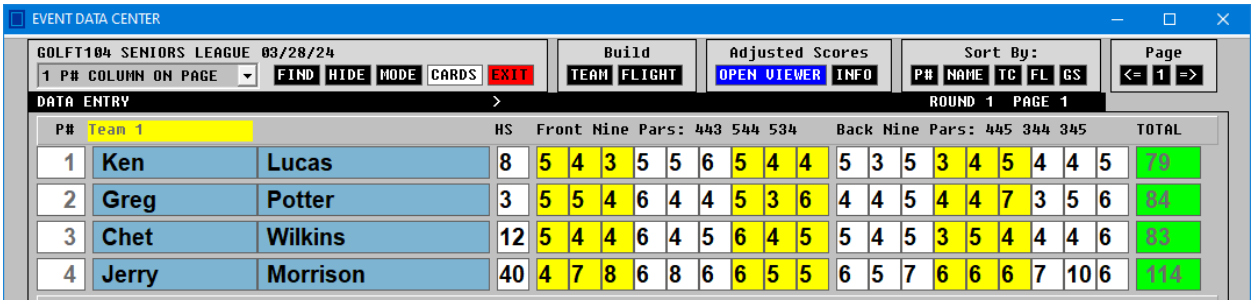
Hide and Lock Data Columns

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. Uncheck any box by clicking on the checkmark. 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. Click the green 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 Window after the HIDE button was used to lock and hide some columns of data:



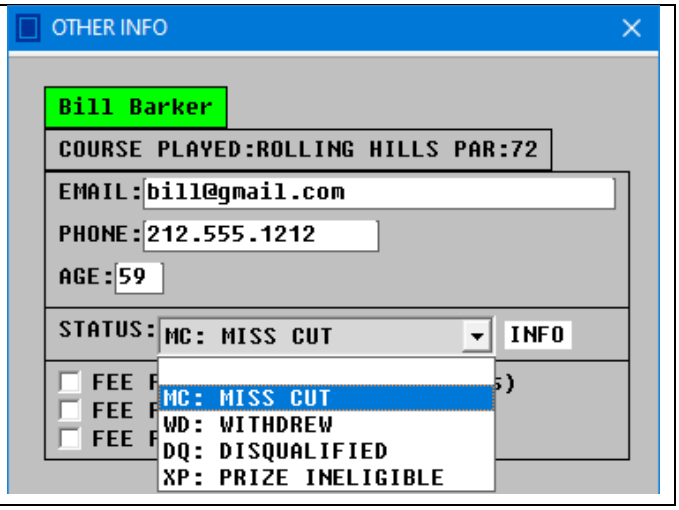
Buttons on the Data Center Window

HIDE: Hide or lock data columns for faster data entry
MODE: Mode of data entry. Select if Tab Key is required to be pressed 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. See Page 17 of this User Guide.
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. See Page 15.
SORT BUTTONS: Display data sorted by Player Number (default), name, age, flight, HS, TC, gross score.
PAGE BUTTONS: View the next page [>], the previous page [<] or return to first page [1].
MORE BUTTON (=>): Click the button to enter player email, phone number, age, status and other info.

After clicking the MORE Button, the window shown below will appear for entering other data for the player.

Player Age
If you import players from the Club Database, the software will calculate the player age based on the Year of Birth for the player in the Club Database. Edit the age here or on the Player Setup Window.

Player Status – WD, DQ, MC, XP
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. In calculating prizes, the software ignores players with XP status.



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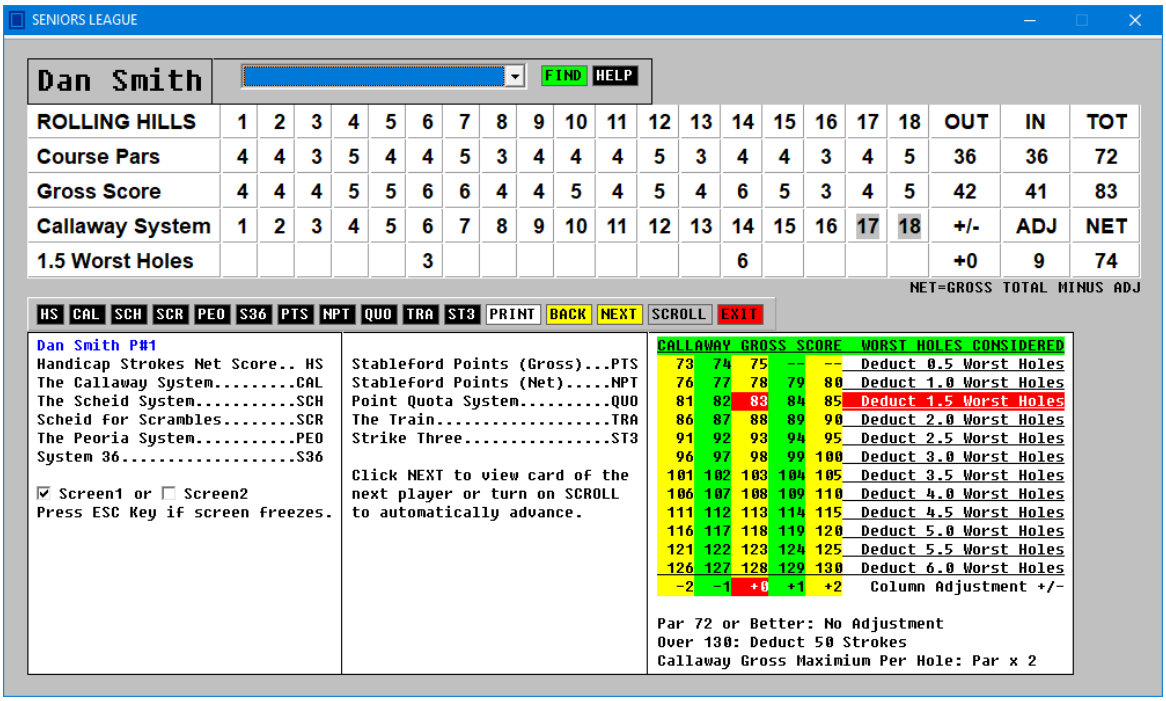
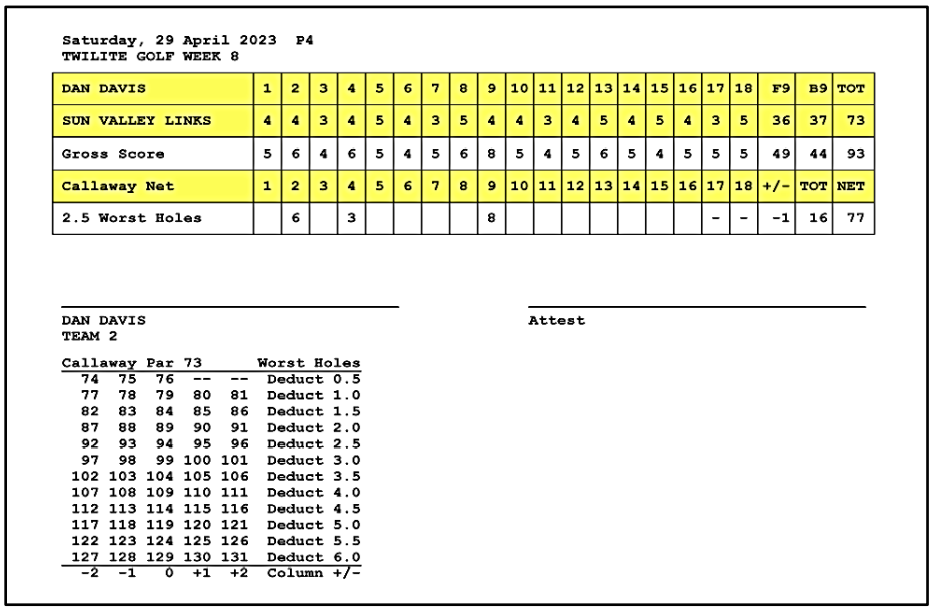
The Scoring Systems Viewer

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, click the button on the Viewer Window. Shown below is a scorecard for the Callaway System scoring method.



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

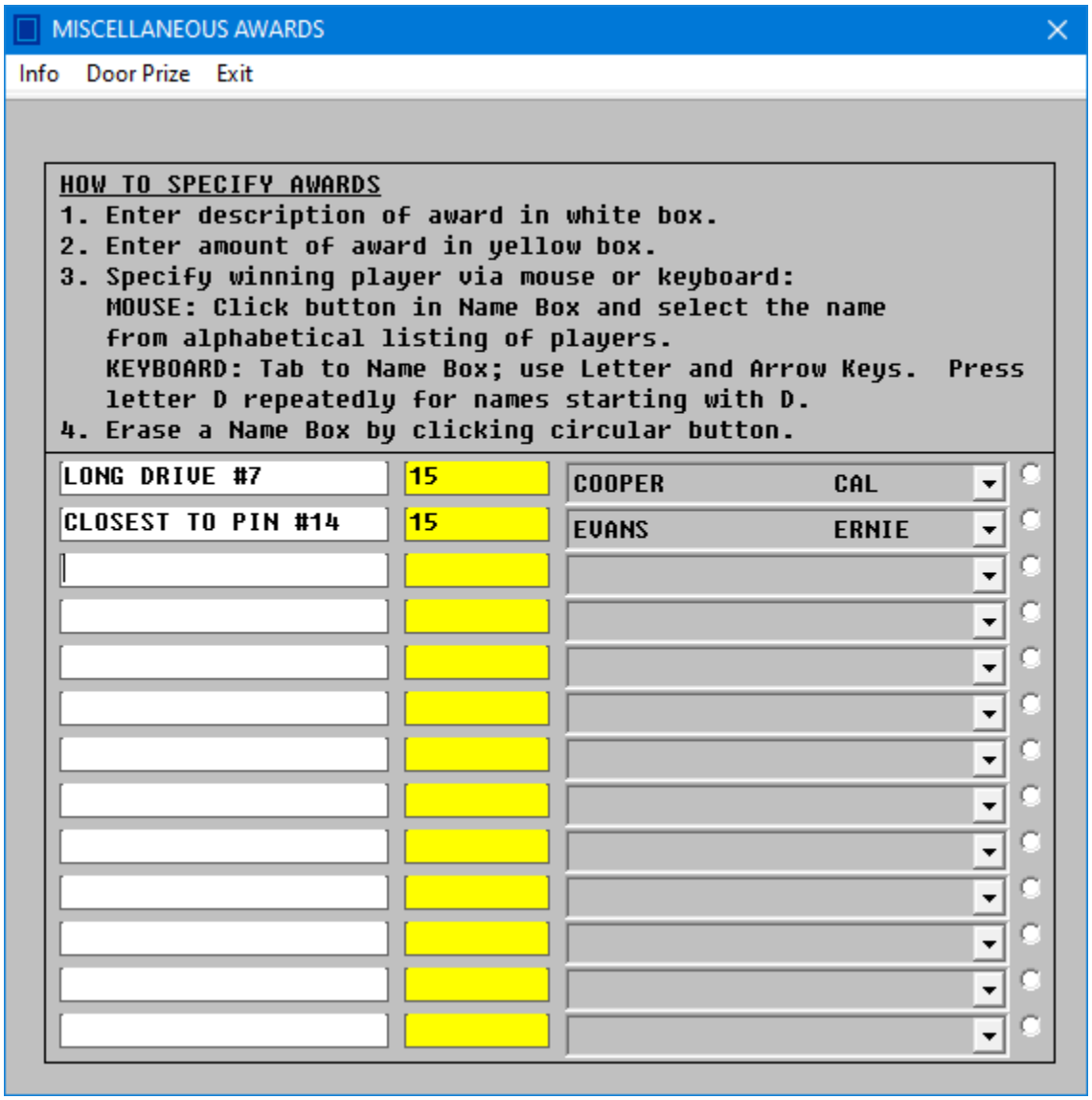
Attest

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** to open the Miscellaneous Awards 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 which fit in a scorecard holder. The cards contain handicap dots which guide players when entering net score on each hole. One, two or three cards can be printed on each sheet of paper. Team formats display the names of each team member on a card. The coach can fill in these cards and turn them in to the Event Director for processing. The Scorecard Printer Utility can also be used after play is done to print filled-in cards to keep as the official records of the tournament. Shown below are examples of individual and team scorecards.

TWILITE LEAGUE																					
C1 ROLLING HILLS	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOT
STROKE INDEX	5	9	13	1	7	15	3	11	17		8	6	2	18	14	10	16	12	4		
PAR	4	4	3	5	4	4	5	3	4	36	4	4	5	3	4	4	3	4	5	36	72
Andy Anderson P2 C1																					
Net Score HS=15G	o	o	o	o	o	o	o	o			o	o	o		o	o		o	o		
Putts																					
Greens in Reg																					
Par Saves																					
Fairways																					

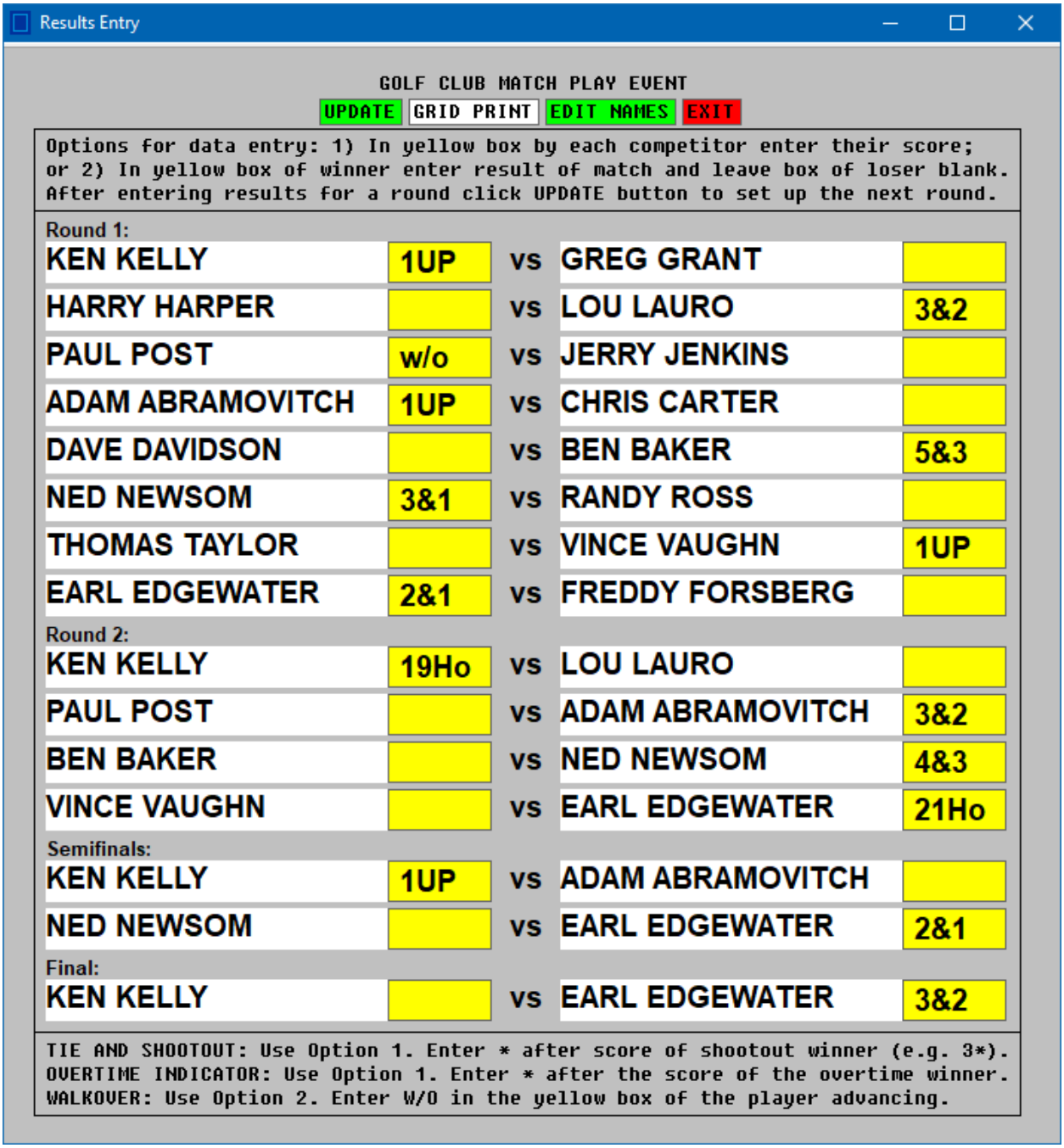
SENIORS LEAGUE																					
C1 ROLLING HILLS	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOT
STROKE INDEX	5	9	13	1	7	15	3	11	17		8	6	2	18	14	10	16	12	4		
Team 1 PAR	4	4	3	5	4	4	5	3	4	36	4	4	5	3	4	4	3	4	5	36	72
Ken Lucas P1 C1	5	4	3	5	5	6	5	4	4	41	5	3	5	3	4	5	4	4	5	38	79
Greg Potter P2 C1	5	5	4	6	4	4	5	3	6	42	4	4	5	4	4	7	3	5	6	42	84
Chet Wilkins P3 C1	5	4	4	6	4	5	6	4	5	43	5	4	5	3	5	4	4	4	6	40	83
Jerry Morrison P4 C1	4	7	8	6	8	6	6	5	5	55	6	5	7	6	6	6	7	10	6	59	114
George Hart P5 C1	5	4	3	5	5	4	6	3	5	40	4	5	6	3	4	5	3	5	6	41	81
Charles Smith P6 C1	4	5	4	6	5	5	4	4	4	41	5	4	5	3	5	5	4	5	6	42	83

With the Tee Time Assignment feature (Pages 22-23), print blank cards which fit in a scorecard holder for each of the Tee Groups, as shown below for the Tee Group starting at 8:30. Print up to three cards per sheet of paper.

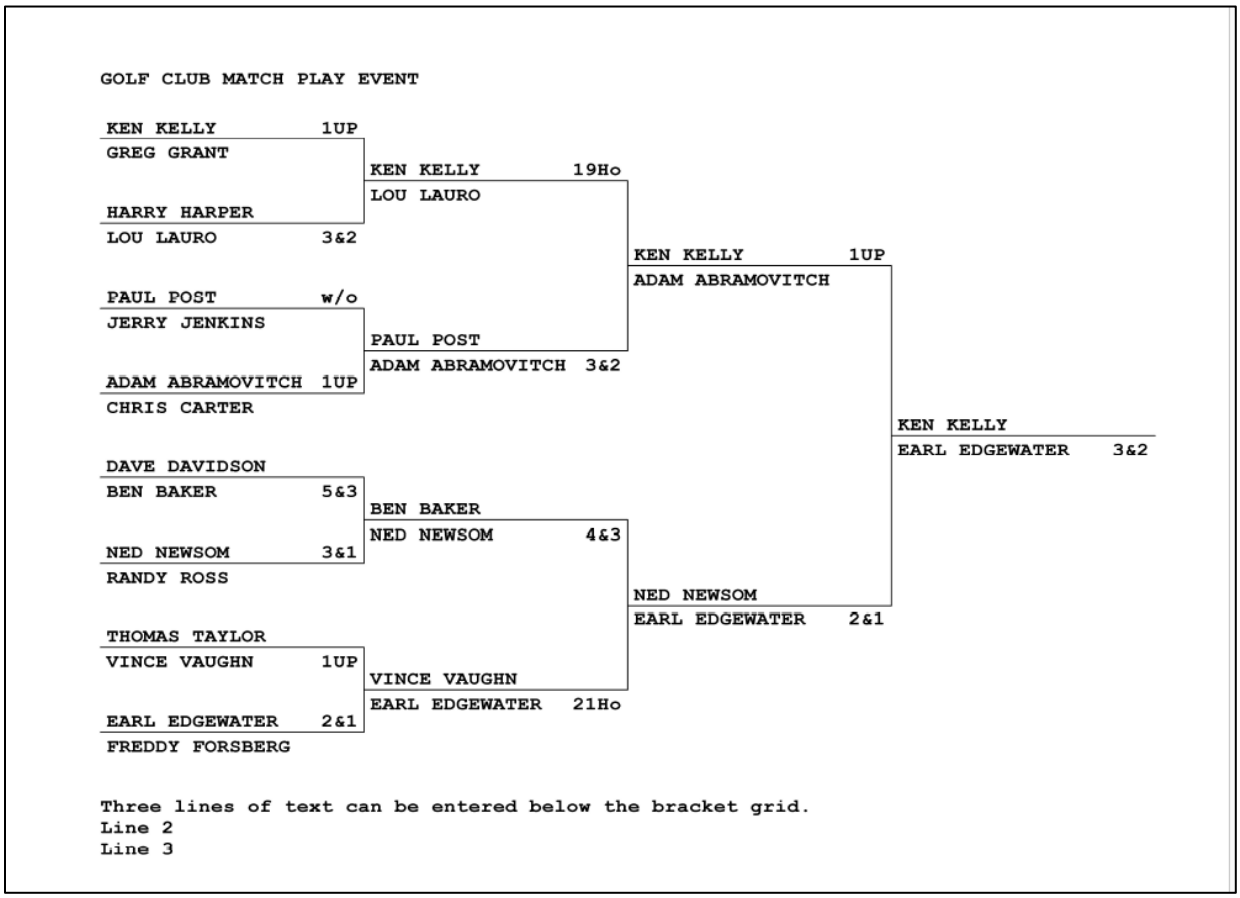
02/12/25 TEE TIME ASSIGNMENT GOLFT131																					
C1 ROLLING HILLS	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOT
STROKE INDEX	5	9	13	1	7	15	3	11	17		8	6	2	18	14	10	16	12	4		
8:30 PAR	4	4	3	5	4	4	5	3	4	36	4	4	5	3	4	4	3	4	5	36	72
Al Adkins P1 C1																					
Net Score HS=14W	o	o	o	o	o		o	o			o	o	o		o	o		o	o		
Andy Anderson P2 C1																					
Net Score HS=15G	o	o	o	o	o	o	o	o			o	o	o		o	o		o	o		
Archie Appleton P3 C1																					
Net Score HS=16W	o	o	o	o	o	o	o	o			o	o	o		o	o	o	o	o		
Stan Skinner P4 C1																					
Net Score HS=13R	o	o	o	o	o		o	o			o	o	o			o		o	o		

Match Play Bracket Grids

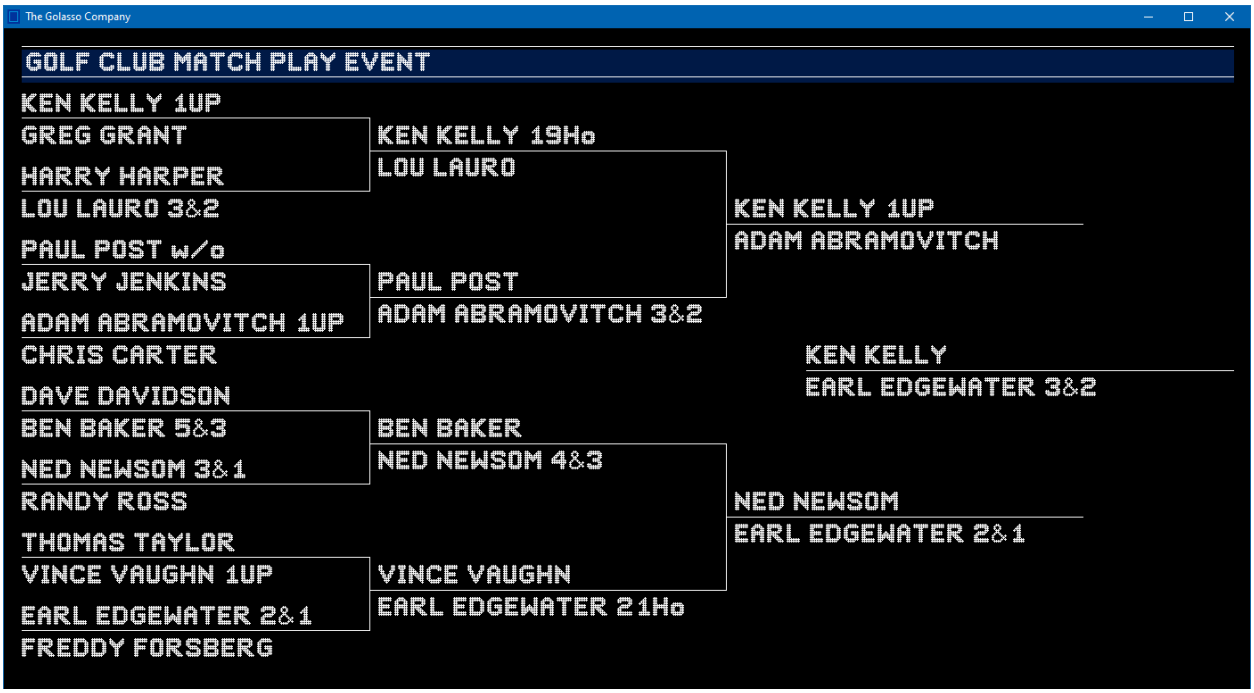
This app is included with the software and is launched by clicking the blue Tournament Brackets icon on your desktop. It can be used to process any type of single elimination brackets for 4, 8, 16, 32, 64 or 128 players or teams. The software automatically updates the brackets after each round and can print brackets on gridlines. Brackets can also be displayed on your PC screen with gridlines.



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



Shown below is how the bracket appears on-screen.



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 another scoring system option called Scheid for Scrambles. This system adjusts low scores as shown below.

JUNE 12 TEAM SCRAMBLE | CHART | <= | P1 | => | ARCHIVE | 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	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	-

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Scheid Scramble System

Scheid Scramble Table

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

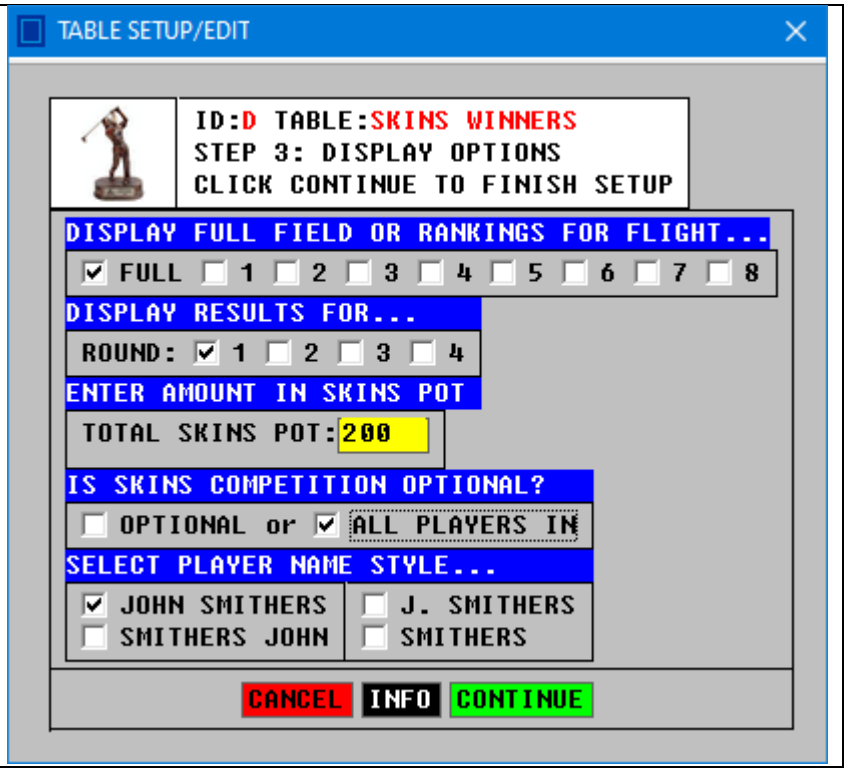
Skins Pots are adjuncts to a regular stroke play tournament. Players who score lower than all of the other players on a single hole share in a Skins Pot.

Skins Pot Table Setup Step 3

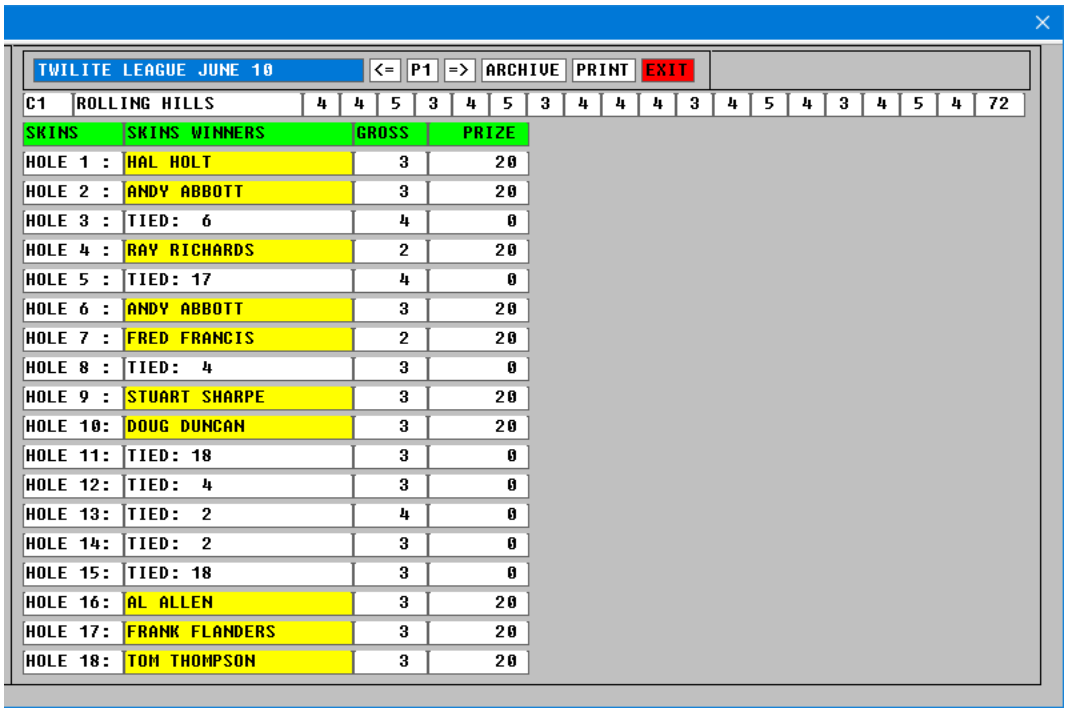
The Skins Pot is $200 to be split by the winners. Enter 200 in yellow box. If the competition is optional requiring an Entry Fee, then a player must be marked as Fee Paid. On the Player Setup Window, click on the MORE button for a player and then check the box for Fee Paid.

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 must 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.



In example below, 10 skins were won and the winners divided the $200 Skins Pot, each winning a prize of $20.



TWILITE LEAGUE JUNE 10 | <= | P1 | => | ARCHIVE | PRINT | EXIT

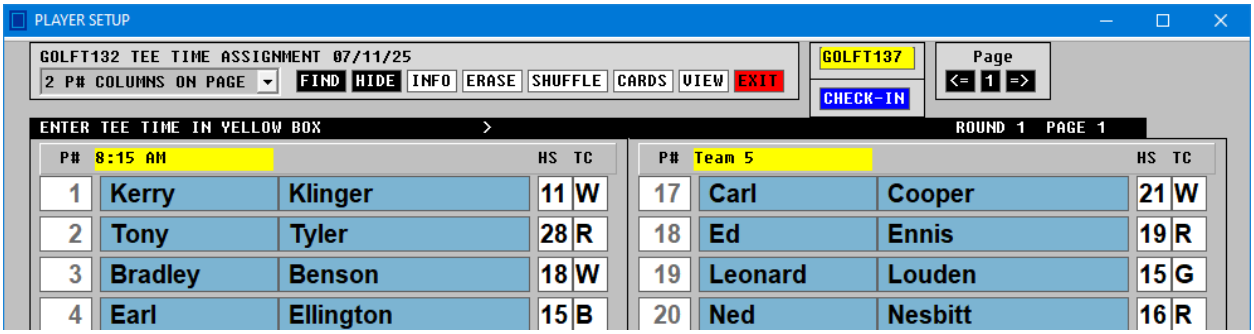
C1	ROLLING HILLS	4	4	5	3	4	5	3	4	4	4	3	4	5	4	3	4	5	4	72

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

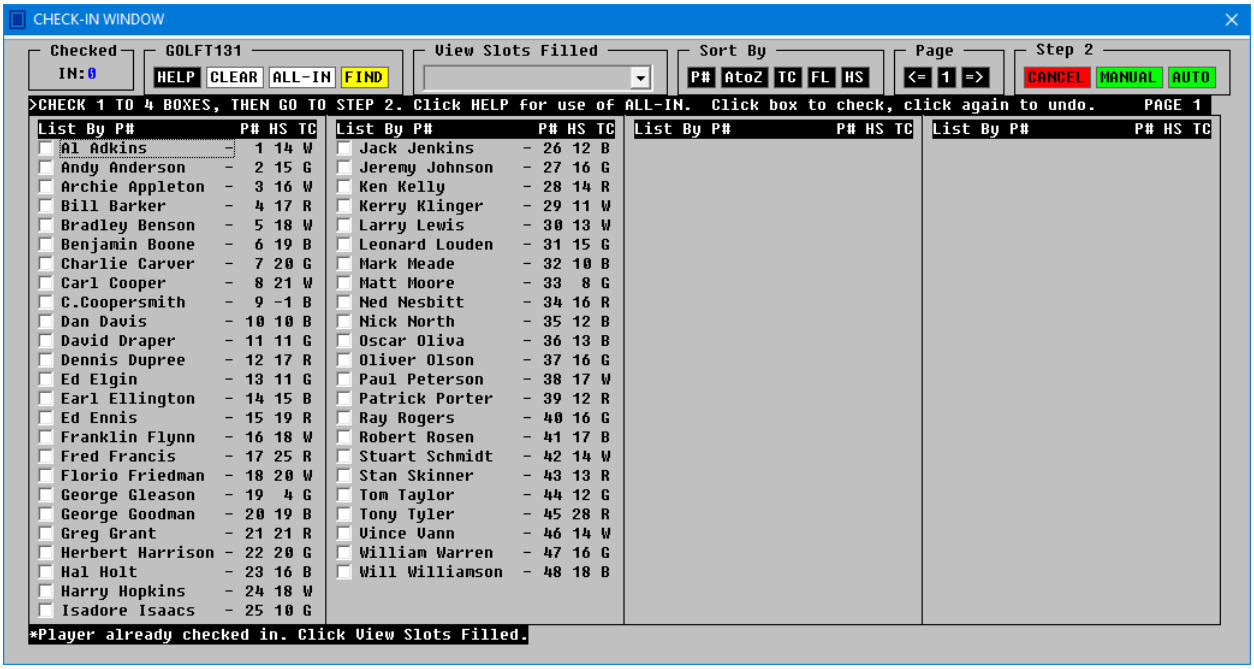
THE TEE TIME ASSIGNMENT FILE

This file does not process scores. It is for assigning tee times, viewing and printing tee times, and printing blank scorecards for Tee Groups. You only have to create one of these files because it is re-useable. The file is created in the same way as an Event File. Click NEW EVENT on the Control Panel. For the event title, you must enter, in all capital letters, TEE TIME ASSIGNMENT. With this title, the software distinguishes the file from standard Event Files. Enter the Start Date and number of players in each Tee Group (e.g. enter 4 for foursomes).

Next click COURSE on the Control Panel and copy the golf course data from the tournament with the players who will be assigned tee times. Next, on the Control Panel, click PLAYERS. The window shown below will appear. In the box above the blue **CHECK-IN** button, enter the File Name of the Event File for the tournament.



Next replace the "Team 1" entry with a Tee Time, such as 8:15 AM as shown above. Then enter Tee Times in the other team boxes. After specifying Tee Times, click the blue **CHECK-IN** button. A list of players in the tournament appears in the Check-In Window shown below. Using the Sort-By-Tool may help with assignment of tee time slots.

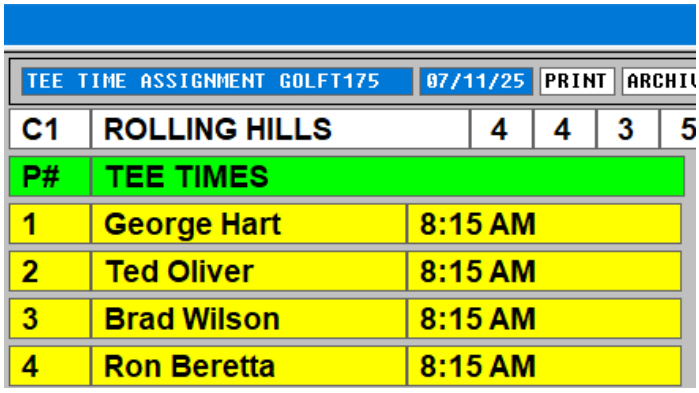


For foursomes, check in one to four players and proceed to Step 2. If you click the **MANUAL** button in the Step 2 Box, a window will appear for entry of tee time Slot Numbers for the Tee Group. If you click the **AUTO** button, the software automatically assigns Slot Numbers.

Use of the Shuffle Button

For some tournaments you may want to simply randomly assign each player to a Tee Group. To quickly accomplish this, click the **ALL-IN** button to enter checkmarks in all boxes. Then click the **AUTO** button. All players will then appear in Tee Groups on the Player Setup Window. Use the **SHUFFLE** button to shuffle all the players randomly into different Tee Groups. Click the **SAVE** button or click **UNDO** and click **SHUFFLE** again. Each time you click the **SHUFFLE** button the random Tee Group assignments will change

After all Player Tee Time Slots are filled, click the **VIEW** button to display the tee time assignments on the Automatic Scrolling Scoreboard as shown below. The table can be printed and archived as a PDF File.

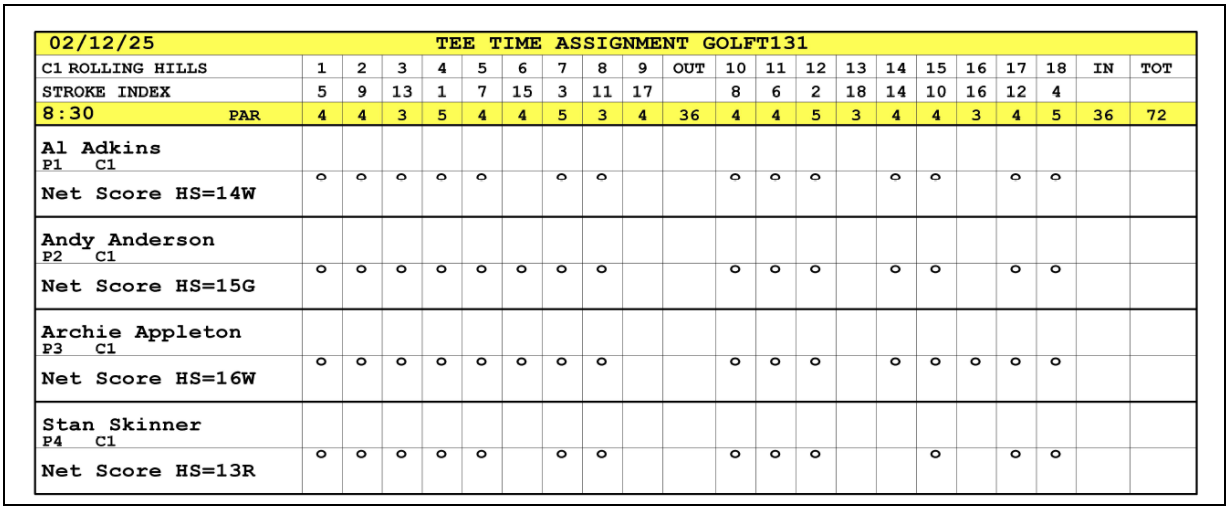


TEE TIME ASSIGNMENT GOLFT175	07/11/25	PRINT	ARCHIV

C1	ROLLING HILLS	4	4	3	5

P#	TEE TIMES	
1	George Hart	8:15 AM
2	Ted Oliver	8:15 AM
3	Brad Wilson	8:15 AM
4	Ron Beretta	8:15 AM

Click the CARDS button on the Player Setup Window to print scorecards for each Tee Group as shown below. The printed scorecards are designed to fit in a scorecard holder. Print up to three cards on each sheet of paper.



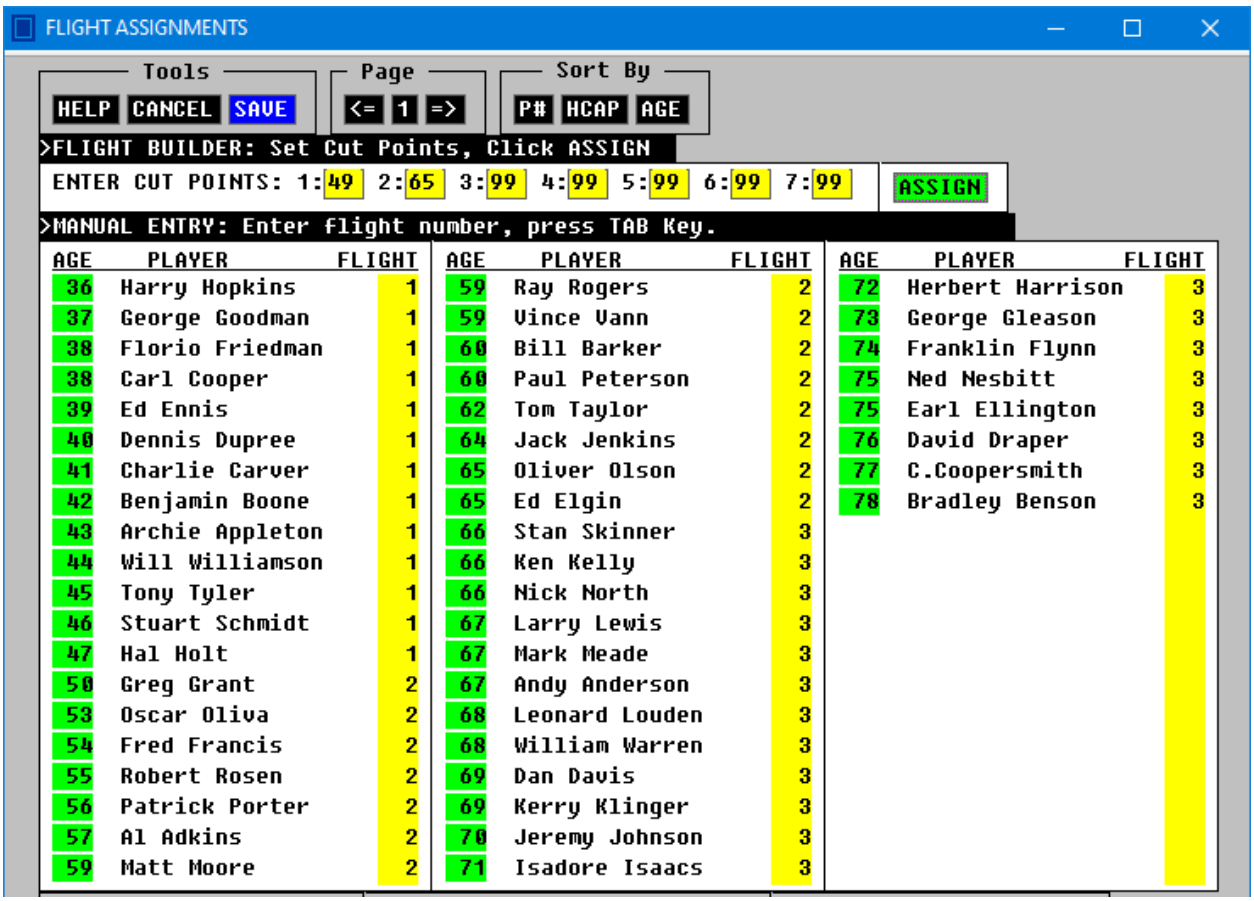
02/12/25	TEE TIME ASSIGNMENT GOLFT131																				
C1 ROLLING HILLS	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOT
STROKE INDEX	5	9	13	1	7	15	3	11	17		8	6	2	18	14	10	16	12	4		
8:30 PAR	4	4	3	5	4	4	5	3	4	36	4	4	5	3	4	4	3	4	5	36	72
Al Adkins P1 C1																					
Net Score HS=14W	o	o	o	o	o		o	o			o	o	o		o	o		o	o		
Andy Anderson P2 C1																					
Net Score HS=15G	o	o	o	o	o	o	o	o			o	o	o		o	o		o	o		
Archie Appleton P3 C1																					
Net Score HS=16W	o	o	o	o	o	o	o	o			o	o	o		o	o	o	o	o		
Stan Skinner P4 C1																					
Net Score HS=13R	o	o	o	o	o		o	o			o	o	o			o		o	o		

The Re-Useable Nature of the Tee Time Assignment File

To use the Tee Time Assignment file for a tournament played the following week, load the Tee Time file and on the Control Panel, click BASIC INFO. Change the Start Date. If the new event tees off in threesomes, change the number per Tee Group to 3. Close the BASIC INFO Window. If the next tournament is played on a different golf course, click COURSE on the Control Panel to copy the new course data. Then click PLAYERS to open the Player Setup Window and click the **ERASE** button to erase all the names which had been entered for the previous tournament. NOTE: Clicking **ERASE** does not erase the Tee Times in the yellow boxes.) Enter a new Event File Name in the box above the **CHECK-IN** button. Thus, you only have to create one Tee Time file, editing it for each tournament.

The Flight Builder Tool

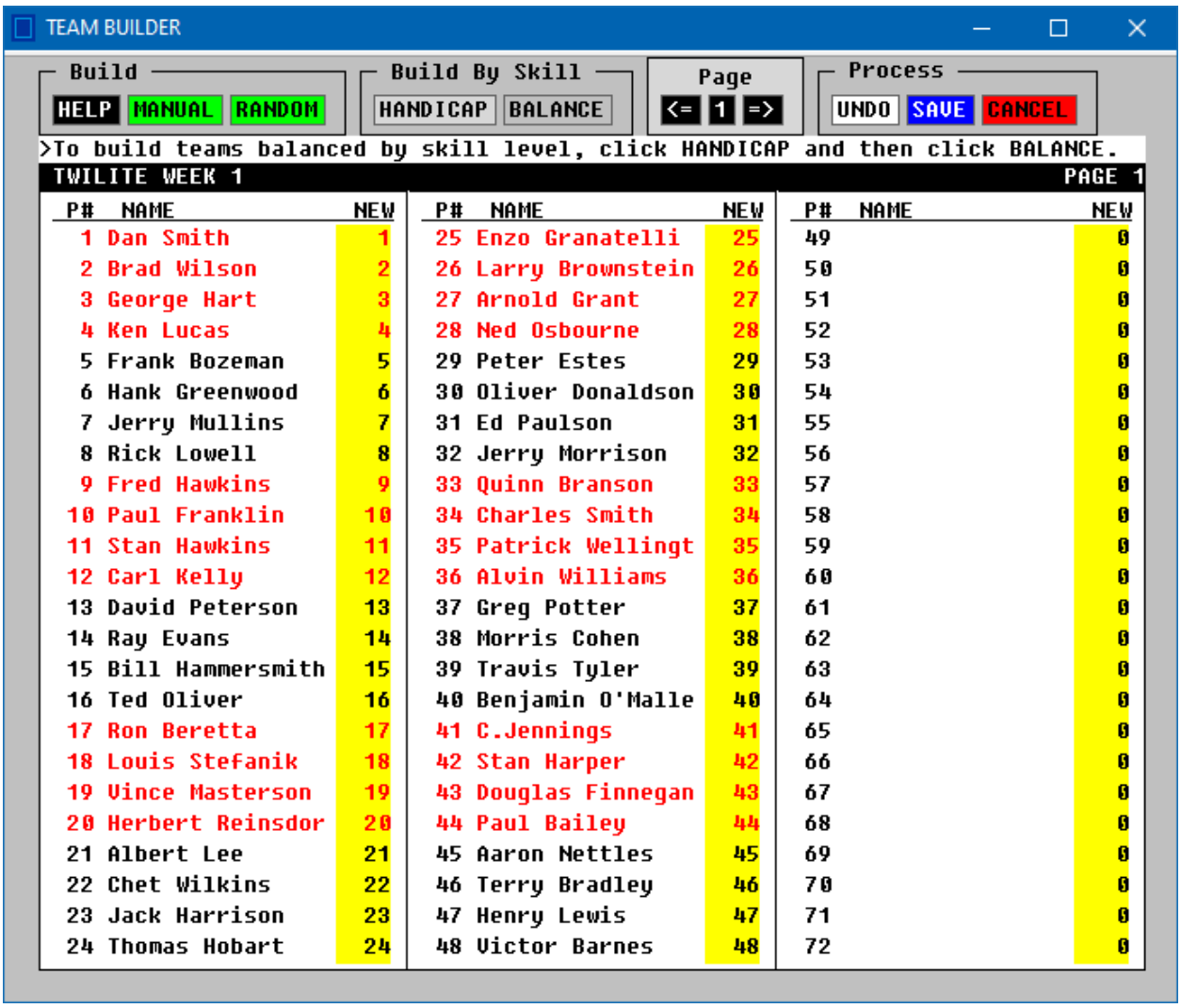
Flight numbers can be entered manually in the Flight Column on the Player Setup window. The Flight Builder Tool will quickly assign Flight Numbers based on player Handicap Strokes or player Age. To activate the Flight Builder, open the Player Setup window and click the **FLIGHT** Button. To assign flights by age, click the black AGE button to Sort by Age. Then enter Cut Points. In the example below, players age 49 and under were in Flight 1; players 65 and under in Flight 2; players over age 65 in Flight 3. Enter 49 for Cut Point 1 and 65 for Cut Point 2. Enter 99 for other Cut Points. Then click the green ASSIGN button. Click the blue SAVE button to save the displayed tee times in the Event File. The process is the same for assigning flights by handicap strokes. Note that the default labels of Flight 1, Flight 2, Flight 3, etc., can be changed to labels of your choice before printing a Results Table.



AGE	PLAYER	FLIGHT	AGE	PLAYER	FLIGHT	AGE	PLAYER	FLIGHT
36	Harry Hopkins	1	59	Ray Rogers	2	72	Herbert Harrison	3
37	George Goodman	1	59	Vince Vann	2	73	George Gleason	3
38	Florio Friedman	1	60	Bill Barker	2	74	Franklin Flynn	3
38	Carl Cooper	1	60	Paul Peterson	2	75	Ned Nesbitt	3
39	Ed Ennis	1	62	Tom Taylor	2	75	Earl Ellington	3
40	Dennis Dupree	1	64	Jack Jenkins	2	76	David Draper	3
41	Charlie Carver	1	65	Oliver Olson	2	77	C.Coopersmith	3
42	Benjamin Boone	1	65	Ed Elgin	2	78	Bradley Benson	3
43	Archie Appleton	1	66	Stan Skinner	3			
44	Will Williamson	1	66	Ken Kelly	3			
45	Tony Tyler	1	66	Nick North	3			
46	Stuart Schmidt	1	67	Larry Lewis	3			
47	Hal Holt	1	67	Mark Meade	3			
50	Greg Grant	2	67	Andy Anderson	3			
53	Oscar Oliva	2	68	Leonard Louden	3			
54	Fred Francis	2	68	William Warren	3			
55	Robert Rosen	2	69	Dan Davis	3			
56	Patrick Porter	2	69	Kerry Klinger	3			
57	Al Adkins	2	70	Jeremy Johnson	3			
59	Matt Moore	2	71	Isadore Isaacs	3			

THE TEAM BUILDER

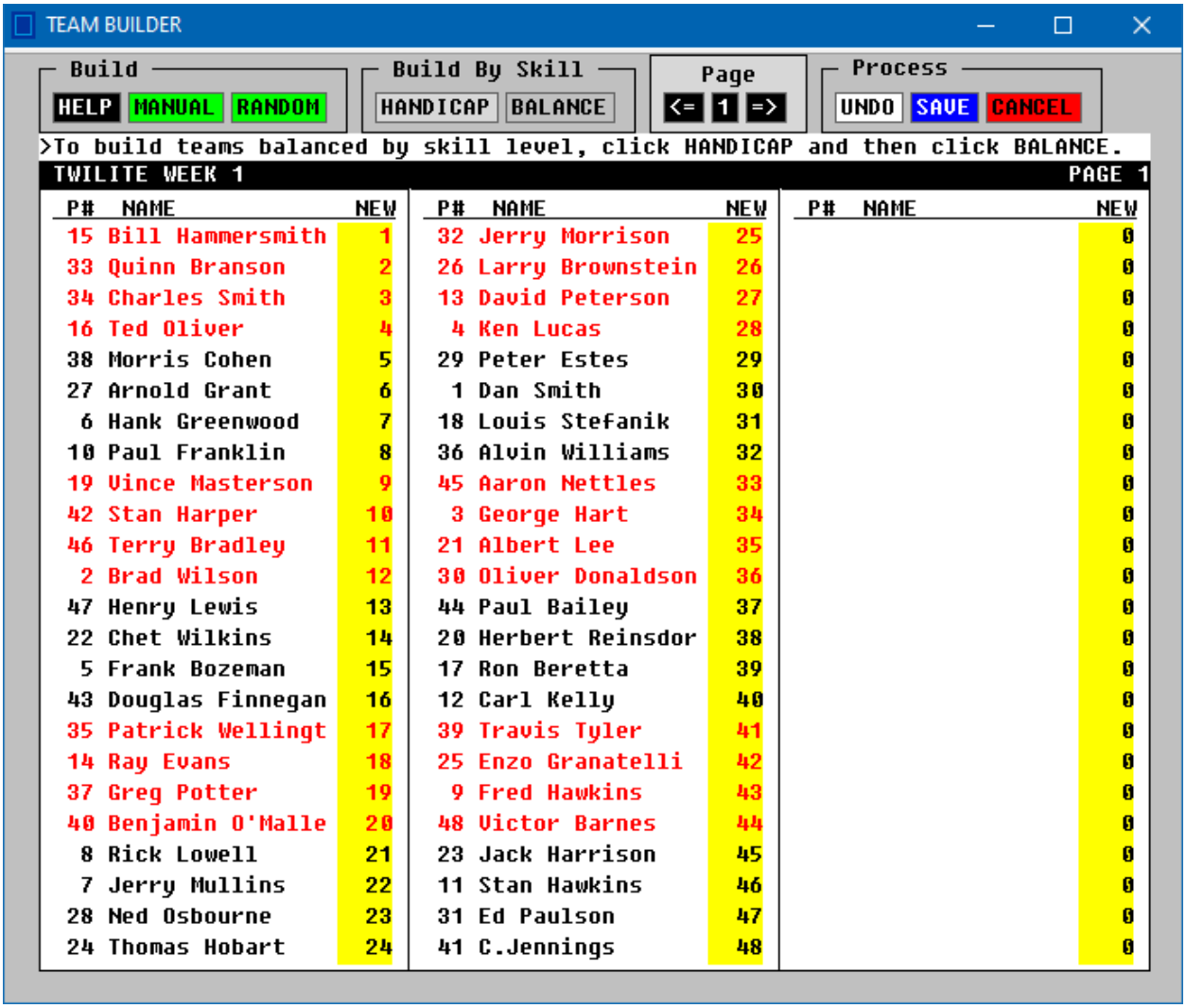
The software can be used to create teams randomly or balanced by skill level. Teams can also be built manually. For events played as Blind Draw Partners, the Team Builder will perform the random draw. (In a Blind Draw Partners event, the players do not know who is on their team until play is completed.) If Handicap Strokes are entered, the software will create teams in which players with a low HS are grouped with players with a high HS. To activate the Team Builder, open the Player Setup window and click the **BUILD TEAM** Button. 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	Dan Smith	1	25	Enzo Granatelli	25	49		0
2	Brad Wilson	2	26	Larry Brownstein	26	50		0
3	George Hart	3	27	Arnold Grant	27	51		0
4	Ken Lucas	4	28	Ned Osbourne	28	52		0
5	Frank Bozeman	5	29	Peter Estes	29	53		0
6	Hank Greenwood	6	30	Oliver Donaldson	30	54		0
7	Jerry Mullins	7	31	Ed Paulson	31	55		0
8	Rick Lowell	8	32	Jerry Morrison	32	56		0
9	Fred Hawkins	9	33	Quinn Branson	33	57		0
10	Paul Franklin	10	34	Charles Smith	34	58		0
11	Stan Hawkins	11	35	Patrick Wellingt	35	59		0
12	Carl Kelly	12	36	Alvin Williams	36	60		0
13	David Peterson	13	37	Greg Potter	37	61		0
14	Ray Evans	14	38	Morris Cohen	38	62		0
15	Bill Hammersmith	15	39	Travis Tyler	39	63		0
16	Ted Oliver	16	40	Benjamin O'Malle	40	64		0
17	Ron Beretta	17	41	C.Jennings	41	65		0
18	Louis Stefanik	18	42	Stan Harper	42	66		0
19	Vince Masterson	19	43	Douglas Finnegan	43	67		0
20	Herbert Reinsdor	20	44	Paul Bailey	44	68		0
21	Albert Lee	21	45	Aaron Nettles	45	69		0
22	Chet Wilkins	22	46	Terry Bradley	46	70		0
23	Jack Harrison	23	47	Henry Lewis	47	71		0
24	Thomas Hobart	24	48	Victor Barnes	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.

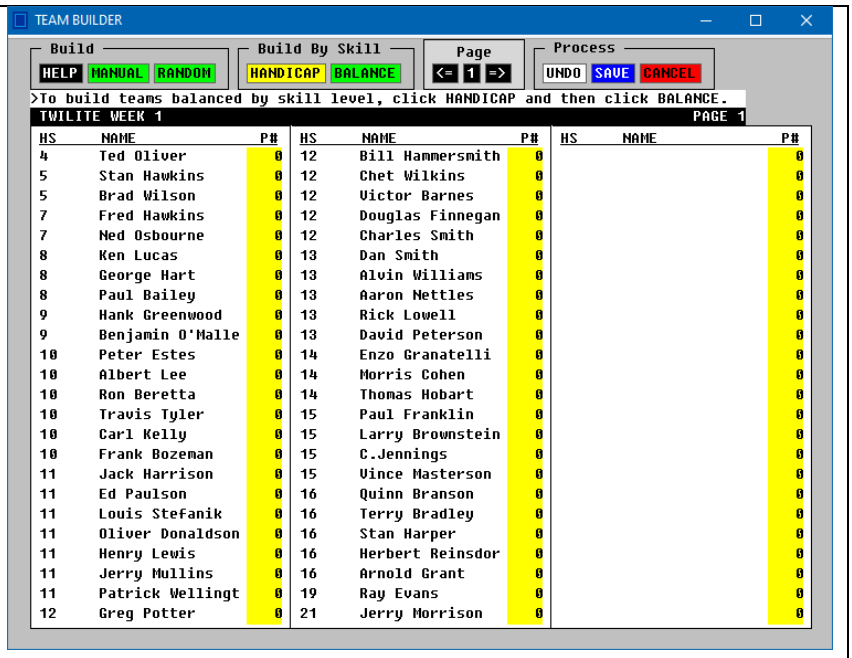


P#	NAME	NEW	P#	NAME	NEW	P#	NAME	NEW
15	Bill Hammersmith	1	32	Jerry Morrison	25			0
33	Quinn Branson	2	26	Larry Brownstein	26			0
34	Charles Smith	3	13	David Peterson	27			0
16	Ted Oliver	4	4	Ken Lucas	28			0
38	Morris Cohen	5	29	Peter Estes	29			0
27	Arnold Grant	6	1	Dan Smith	30			0
6	Hank Greenwood	7	18	Louis Stefanik	31			0
10	Paul Franklin	8	36	Alvin Williams	32			0
19	Vince Masterson	9	45	Aaron Nettles	33			0
42	Stan Harper	10	3	George Hart	34			0
46	Terry Bradley	11	21	Albert Lee	35			0
2	Brad Wilson	12	30	Oliver Donaldson	36			0
47	Henry Lewis	13	44	Paul Bailey	37			0
22	Chet Wilkins	14	20	Herbert Reinsdor	38			0
5	Frank Bozeman	15	17	Ron Beretta	39			0
43	Douglas Finnegan	16	12	Carl Kelly	40			0
35	Patrick Wellingt	17	39	Travis Tyler	41			0
14	Ray Evans	18	25	Enzo Granatelli	42			0
37	Greg Potter	19	9	Fred Hawkins	43			0
40	Benjamin O'Malle	20	48	Victor Barnes	44			0
8	Rick Lowell	21	23	Jack Harrison	45			0
7	Jerry Mullins	22	11	Stan Hawkins	46			0
28	Ned Osbourne	23	31	Ed Paulson	47			0
24	Thomas Hobart	24	41	C.Jennings	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#.

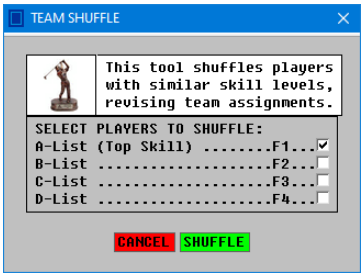
Balanced by Skill

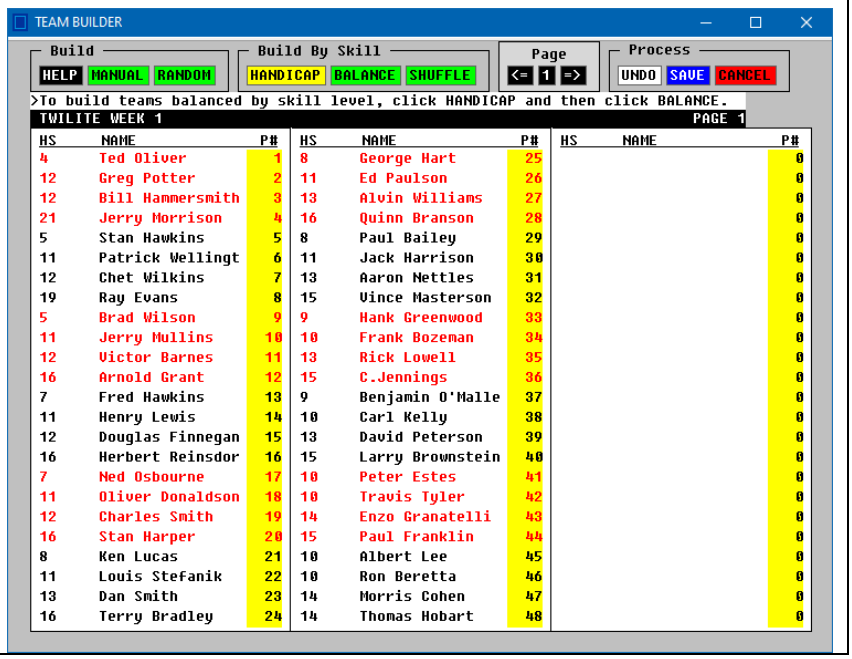
To build by skill, first click the grey HANDICAP button at top of the Team Builder window. The window shown to the right will appear with players listed in the order of their Handicap Strokes.



HS	NAME	P#	HS	NAME	P#	HS	NAME	P#
4	Ted Oliver	0	12	Bill Hammersmith	0			0
5	Stan Hawkins	0	12	Chet Wilkins	0			0
5	Brad Wilson	0	12	Victor Barnes	0			0
7	Fred Hawkins	0	12	Douglas Finnegan	0			0
7	Ned Osbourne	0	12	Charles Smith	0			0
8	Ken Lucas	0	13	Dan Smith	0			0
8	George Hart	0	13	Alvin Williams	0			0
8	Paul Bailey	0	13	Aaron Nettles	0			0
9	Hank Greenwood	0	13	Rick Lowell	0			0
9	Benjamin O'Malle	0	13	David Peterson	0			0
10	Peter Estes	0	14	Enzo Granatelli	0			0
10	Albert Lee	0	14	Morris Cohen	0			0
10	Ron Beretta	0	14	Thomas Hobart	0			0
10	Travis Tyler	0	15	Paul Franklin	0			0
10	Carl Kelly	0	15	Larry Brownstein	0			0
10	Frank Bozeman	0	15	C.Jennings	0			0
11	Jack Harrison	0	15	Vince Masterson	0			0
11	Ed Paulson	0	16	Quinn Branson	0			0
11	Louis Stefanik	0	16	Terry Bradley	0			0
11	Oliver Donaldson	0	16	Stan Harper	0			0
11	Henry Lewis	0	16	Herbert Reinsdor	0			0
11	Jerry Mullins	0	16	Arnold Grant	0			0
11	Patrick Wellingt	0	19	Ray Evans	0			0
12	Greg Potter	0	21	Jerry Morrison	0			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.

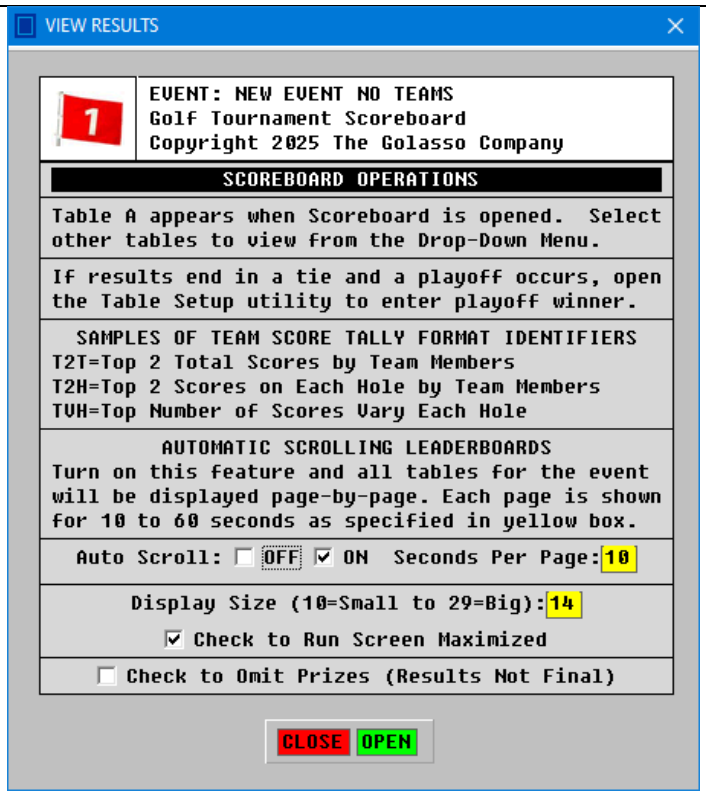




HS	NAME	P#	HS	NAME	P#	HS	NAME	P#
4	Ted Oliver	1	8	George Hart	25			0
12	Greg Potter	2	11	Ed Paulson	26			0
12	Bill Hammersmith	3	13	Alvin Williams	27			0
21	Jerry Morrison	4	16	Quinn Branson	28			0
5	Stan Hawkins	5	8	Paul Bailey	29			0
11	Patrick Wellingt	6	11	Jack Harrison	30			0
12	Chet Wilkins	7	13	Aaron Nettles	31			0
19	Ray Evans	8	15	Vince Masterson	32			0
5	Brad Wilson	9	9	Hank Greenwood	33			0
11	Jerry Mullins	10	10	Frank Bozeman	34			0
12	Victor Barnes	11	13	Rick Lowell	35			0
16	Arnold Grant	12	15	C.Jennings	36			0
7	Fred Hawkins	13	9	Benjamin O'Malle	37			0
11	Henry Lewis	14	10	Carl Kelly	38			0
12	Douglas Finnegan	15	13	David Peterson	39			0
16	Herbert Reinsdor	16	15	Larry Brownstein	40			0
7	Ned Osbourne	17	10	Peter Estes	41			0
11	Oliver Donaldson	18	10	Travis Tyler	42			0
12	Charles Smith	19	14	Enzo Granatelli	43			0
16	Stan Harper	20	15	Paul Franklin	44			0
8	Ken Lucas	21	10	Albert Lee	45			0
11	Louis Stefanik	22	10	Ron Beretta	46			0
13	Dan Smith	23	14	Morris Cohen	47			0
16	Terry Bradley	24	14	Thomas Hobart	48			0

Viewing Tournament 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.



What If I Discover an Error After Tournament Results Are Viewed or 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 viewing or 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.

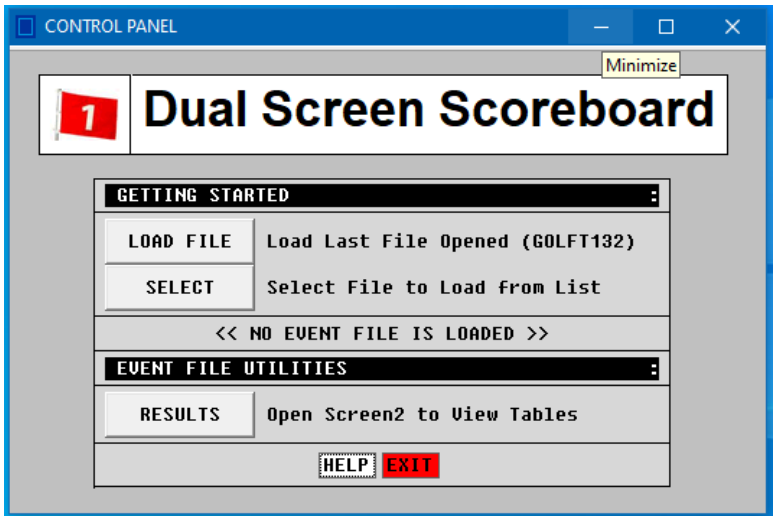
VIEWING RESULTS WITH THE DUAL SCREEN SCOREBOARD

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



On-Screen Results Tables

Click the OPEN button on the View Results Window and Table A appears on-screen. Click the white PRINT button 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

Shown below is an example of a Results Table on-screen. If you do not use the Automatic Scrolling Leaderboard, you can manually select a table to view from the drop-down List Box.

SCOREBOARD

VIEW: MEDALIST LOW GROSS FF | TABLES | PRINT | ARCHIVE | <= | P1 | => | EXIT

C1	ROLLING HILLS	4	4	3	5	4	4	5	3	4	4	4	5	3	4	4	3	4	5	72		
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	Stan Hawkins	5	4	3	5	5	4	4	3	4	5	4	6	3	4	4	4	4	5	76	+4	300
2	Brad Wilson	4	5	4	5	4	4	5	4	5	4	5	4	4	4	4	3	4	5	77	+5	150
3	Fred Hawkins	5	4	3	5	4	4	6	3	5	5	5	6	3	4	3	4	4	5	78	+6	25
3	Ted Oliver	4	4	4	5	3	5	5	4	4	4	4	4	4	5	6	4	4	5	78	+6	25
5	Paul Bailey	4	4	3	5	5	5	4	4	5	4	5	6	4	4	5	3	4	5	79	+7	-
5	Ken Lucas	5	4	3	5	5	6	5	4	4	5	3	5	3	4	5	4	4	5	79	+7	-
5	Hank Greenwood	4	4	4	5	5	4	5	4	5	4	5	5	2	4	5	3	5	6	79	+7	-
5	Ned Osbourne	5	4	3	5	4	4	5	4	5	4	4	6	4	5	5	3	4	5	79	+7	-
9	Albert Lee	4	5	3	3	5	6	5	4	4	4	5	5	4	5	6	3	4	5	80	+8	-
10	Ron Beretta	5	5	4	4	5	5	5	4	4	3	5	5	4	4	5	4	4	6	81	+9	-
10	Benjamin O'Malley	4	4	3	6	4	4	6	3	5	4	8	6	3	5	4	3	4	5	81	+9	-
10	Travis Tyler	5	5	4	5	4	3	4	4	5	5	4	5	3	5	6	3	5	6	81	+9	-
10	Henry Lewis	5	5	3	5	4	3	6	4	4	5	5	5	4	4	5	3	5	6	81	+9	-
10	Bill Hammersmith	5	4	3	5	4	5	5	4	5	4	5	6	3	5	4	4	4	6	81	+9	-
10	George Hart	5	4	3	5	5	4	6	3	5	4	5	6	3	4	5	3	5	6	81	+9	-
16	Louis Stefanik	4	5	3	5	5	4	7	4	4	4	5	6	3	4	5	4	5	5	82	+10	-
16	Ed Paulson	5	4	3	5	5	5	7	3	5	5	4	5	3	4	5	4	5	5	82	+10	-
16	Carl Kelly	4	4	4	5	5	4	5	3	5	4	5	6	4	5	6	4	4	5	82	+10	-
16	Jack Harrison	5	5	3	6	4	4	5	4	4	5	5	7	3	5	4	4	4	5	82	+10	-
16	Victor Barnes	5	4	3	5	4	3	5	4	3	5	6	5	4	5	6	4	5	6	82	+10	-

Key: Eagle Birdie Par Over Par

GOLFT104:SENIORS LEAGUE - PLAYED:03/28/24 TABLE PAGE 1

Printouts of Results Under Different Scoring Systems

Gross Score

On the Results Table for Gross Score, birdies are circled and eagles are circled and highlighted.

TWILITE WEEK 1 FLIGHT A 03/28/24

CN	EVENT COURSES	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT		
C1	ROLLING HILLS	4	4	3	5	4	4	5	3	4	4	4	5	3	4	4	3	4	5	72		
RK	LOW GROSS F1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Tot	Par	Prize
1	Fred Hawkins	5	4	3	5	4	4	6	3	5	5	5	6	3	4	3	4	4	5	78	+6	300
2	Albert Lee	4	5	3	3	5	6	5	4	4	4	5	5	4	5	6	3	4	5	80	+8	200
3	Henry Lewis	5	5	3	5	4	3	6	4	4	5	5	5	4	4	5	3	5	6	81	+9	100
4	Ryan Pendergast	5	5	4	5	4	4	5	3	5	4	6	5	4	5	6	4	4	5	83	+11	25
4	Jerry Mullins	5	5	3	5	3	4	6	4	4	5	5	6	4	5	6	4	4	5	83	+11	25
6	David Peterson	5	4	4	6	5	5	4	4	5	5	5	6	3	4	5	3	5	6	84	+12	-
6	Oliver Donaldson	4	4	3	6	4	5	6	5	4	4	5	6	4	4	5	4	5	6	84	+12	-
8	Rick Lowell	5	5	3	5	4	7	6	4	4	5	4	5	4	4	6	3	5	6	85	+13	-
8	Enzo Granatelli	5	5	4	6	5	4	5	6	4	5	4	5	3	5	5	4	4	6	85	+13	-
10	Aaron Nettles	5	4	4	6	5	5	5	4	5	4	5	6	4	5	4	4	5	6	86	+14	-
11	Vince Masterson	4	5	4	6	6	5	5	4	6	4	5	6	4	5	4	4	5	6	88	+16	-
12	Herbert Reinsdorf	4	5	4	6	4	11	5	4	5	5	6	4	4	4	5	3	5	5	89	+17	-
12	Terry Bradley	4	4	3	5	6	5	7	4	4	5	5	6	4	6	7	4	5	5	89	+17	-
14	Jerry Morrison	4	5	4	5	8	4	6	3	5	5	5	7	4	5	6	4	5	6	91	+19	-
14	James McDonald	5	5	4	6	4	6	5	3	5	4	4	10	4	5	6	4	5	6	91	+19	-
16	Ray Evans	4	5	4	9	4	5	5	4	6	5	5	6	3	4	10	3	5	6	93	+21	-

Callaway and Scheid Systems

The Callaway Chart is printed on Event Results tables and worst holes are circled as shown below.

TWILITE WEEK 1 FLIGHT A 03/28/24

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		
C1	ROLLING HILLS	4	4	3	5	4	4	5	3	4	4	4	5	3	4	4	3	4	5	72		
RK	CALLAWAY F1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Tot	Adj	Net
1	Fred Hawkins	5	4	3	5	4	4	6	3	5	5	5	6	3	4	3	4	4	5	78	6	72
2	Albert Lee	4	5	3	3	5	6	5	4	4	4	5	5	4	5	6	3	4	5	80	8	72
3	Rick Lowell	5	5	3	5	4	7	6	4	4	5	4	5	4	4	6	3	5	6	85	12	73
4	Ray Evans	4	5	4	9	4	5	5	4	6	5	5	6	3	4	10	3	5	6	93	20	73
5	Henry Lewis	5	5	3	5	4	3	6	4	4	5	5	5	4	4	5	3	5	6	81	7	74
6	Jerry Mullins	5	5	3	5	3	4	6	4	4	5	5	6	4	5	6	4	4	5	83	9	74
6	Ryan Pendergast	5	5	4	5	4	4	5	3	5	4	6	5	4	5	6	4	4	5	83	9	74
8	Oliver Donaldson	4	4	3	6	4	5	6	5	4	4	5	6	4	4	5	4	5	6	84	10	74
8	David Peterson	5	4	4	6	5	5	4	4	5	5	5	6	3	4	5	3	5	6	84	10	74
10	Enzo Granatelli	5	5	4	6	5	4	5	6	4	5	4	5	3	5	5	4	4	6	85	11	74
11	Terry Bradley	4	4	3	5	6	5	7	4	4	5	5	6	4	6	7	4	5	5	89	15	74
11	Herbert Reinsdorf	4	5	4	6	4	11	5	4	5	5	6	4	4	4	5	3	5	5	89	15	74
13	James McDonald	5	5	4	6	4	6	5	3	5	4	4	10	4	5	6	4	5	6	91	17	74
14	Jerry Morrison	4	5	4	5	8	4	6	3	5	5	5	7	4	5	6	4	5	6	91	16	75
15	Aaron Nettles	5	4	4	6	5	5	5	4	5	4	5	6	4	5	4	4	5	6	86	10	76
16	Vince Masterson	4	5	4	6	6	5	5	4	6	4	5	6	4	5	4	4	5	6	88	12	76

Callaway Par 72					Worst Holes
73	74	75	--	--	Deduct 0.5
76	77	78	79	80	Deduct 1.0
81	82	83	84	85	Deduct 1.5
86	87	88	89	90	Deduct 2.0
91	92	93	94	95	Deduct 2.5
96	97	98	99	100	Deduct 3.0
-2	-1	0	+1	+2	Column +/-

Callaway Par 72					Worst Holes
101	102	103	104	105	Deduct 3.5
106	107	108	109	110	Deduct 4.0
111	112	113	114	115	Deduct 4.5
116	117	118	119	120	Deduct 5.0
121	122	123	124	125	Deduct 5.5
126	127	128	129	130	Deduct 6.0
-2	-1	0	+1	+2	Column +/-

Low Net (Handicap Strokes)

Shown below is the Low Net Table printed with the option to omit border lines. The net score on each hole is displayed with handicap dots which indicate how many strokes were deducted from the gross score.

SENIORS LEAGUE 03/28/24

TIE TESTS 1:LAST 3 2:LAST 2 3:LAST 1

CN	EVENT COURSES	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT
C1	ROLLING HILLS	4	4	3	5	4	4	5	3	4	4	4	5	3	4	4	3	4	5	72
DR	Difficulty Rank	5	9	13	1	7	15	3	11	17	8	6	2	18	14	10	16	12	4	

RK	LOW NET HS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Net	Par	Prize
1	B.Hammersmith 12	·4	·3	3	·4	·3	5	·4	·3	5	·3	·4	·5	3	5	·3	4	·3	·5	69	-3	1000
2	D.Smith 13	·3	·3	·3	·4	·4	6	·5	·3	4	·4	·3	·4	4	6	·4	3	·3	·4	70	-2	500
3	A.Lee 10	·3	·4	3	·2	·4	6	·4	4	4	·3	·4	·4	4	5	·5	3	4	·4	70	-2	200
4	P.Franklin 15	·3	·3	·3	·4	·4	·4	·4	·3	5	·3	·4	·7	4	·4	·3	4	·3	·5	70	-2	-
5	A.Grant 16	·3	·4	·3	·4	·3	·4	·5	·3	5	·3	·4	·5	4	·4	·4	·3	·4	·5	70	-2	-
6	M.Cohen 14	·4	·3	·2	·4	·3	4	·5	·3	5	·4	·4	·6	3	·3	·4	5	·3	·5	70	-2	-
7	V.Barnes 12	·4	·3	3	·4	·3	3	·4	·3	3	·4	·5	·4	4	5	·5	4	·4	·5	70	-2	-
8	H.Lewis 11	·4	·4	3	·4	·3	3	·5	·3	4	·4	·4	·4	4	4	·4	3	5	·5	70	-2	-
9	B.Wilson 5	·3	5	4	·4	4	4	·4	4	5	4	5	·3	4	4	4	2	4	·4	71	-1	-
10	Q.Branson 16	·4	·3	·2	·5	·3	·4	·6	·3	5	·5	·3	·5	3	·4	·5	·3	·4	·4	71	-1	-
10	F.Bailey 8	·3	4	3	·4	·4	5	·3	4	5	·3	·4	·5	4	4	5	3	4	·4	71	-1	-
12	F.Hawkins 7	·4	4	3	·4	·3	4	·5	3	5	5	·4	·5	3	4	3	4	4	·4	71	-1	-
12	K.Lucas 8	·4	4	3	·4	·4	6	·4	4	4	·4	·2	·4	3	4	5	4	4	·4	71	-1	-
12	J.Harrison 11	·4	·4	3	·5	·3	4	·4	·3	4	·4	·4	·6	3	5	·3	4	4	·4	71	-1	-
15	C.Wilkins 12	·4	·3	4	·5	·3	5	·5	·3	5	·4	·3	·4	3	5	·3	4	·3	·5	71	-1	-
15	L.Brownstein 15	·3	·4	·3	·6	·4	·3	·4	·2	6	·3	·4	·5	3	·4	·5	4	·3	·5	71	-1	-
15	E.Granatelli 14	·4	·4	·3	·5	·4	4	·4	·5	4	·4	·3	·4	3	·4	·4	4	·3	·5	71	-1	-
18	D.Peterson 13	·4	·3	·3	·5	·4	5	·3	·3	5	·4	·4	·5	3	4	·4	3	·4	·5	71	-1	-
18	S.Harper 16	·3	·4	·4	·4	·5	·3	·4	·3	4	·4	·4	·7	3	·4	·3	·3	·4	·5	71	-1	-
20	E.Paulson 11	·4	·3	3	·4	·4	5	·6	·2	5	·4	·3	·4	3	4	·4	4	5	·4	71	-1	-
20	L.Stefanik 11	·3	·4	3	·4	·4	4	·6	·3	4	·3	·4	·5	3	4	·4	4	5	·4	71	-1	-
22	R.Heretta 10	·4	·4	4	·3	·4	5	·4	4	4	·2	·4	·4	4	4	·4	4	4	·5	71	-1	-
22	C.Smith 12	·3	·4	4	·5	·4	5	·3	·3	4	·4	·3	·4	3	5	·4	4	·4	·5	71	-1	-
24	T.Tyler 10	·4	·4	4	·4	·3	3	·3	4	5	·4	·3	·4	3	5	·5	3	5	·5	71	-1	-
25	C.Jennings 15	·4	·4	·3	·5	·3	·4	·5	·3	5	·5	·5	·4	4	·4	·4	3	·4	·3	72	E	-
26	N.Osbourne 7	·4	4	3	·4	·3	4	·4	4	5	4	·3	·5	4	5	5	3	4	·4	72	E	-
26	B.O'Malley 9	·3	·3	3	·5	·3	4	·5	3	5	·3	·7	·5	3	5	4	3	4	·4	72	E	-
28	R.Evans 21	·3	·4	·3	·7	·3	·4	·3	·3	·5	·4	·4	·4	·2	·3	·9	·2	·4	·5	72	E	-
29	P.Estes 10	·3	·3	3	·5	·4	4	·4	4	6	·4	·3	·6	3	4	·4	4	5	·3	72	E	-
30	T.Hobart 14	·5	·3	·2	·5	·4	6	·5	·3	4	·4	·4	·4	4	·3	·4	4	·4	·4	72	E	-

Devil Ball Teams

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

TWILITE WEEK 1 FLIGHT A 03/28/24

CN	EVENT COURSES	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT
C1	ROLLING HILLS	4	4	3	5	4	4	5	3	4	4	4	5	3	4	4	3	4	5	72
RK	DEVIL BALL F1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Grs
A	Dan Smith	4	3	3	4	5	6	5	3	4	4	3	4	4	6	4	3	4	4	83
B	Brad Wilson	3	5	4	4	4	4	4	4	5	4	5	3	4	4	4	2	4	5	76
C	George Hart	4	4	3	4	4	4	6	3	5	3	5	5	3	4	5	3	5	5	81
D	Ken Lucas	4	4	3	5	4	6	4	4	4	4	2	5	3	4	5	4	4	4	79
1	Team 1	11	12	9	13	13	14	14	10	13	11	10	12	10	12	13	9	12	13	211
A	Fred Hawkins	5	4	3	4	4	4	5	3	5	5	4	5	3	4	3	4	4	4	78
B	Paul Franklin	3	4	3	4	4	5	4	3	5	4	4	7	4	5	3	4	3	6	85
C	Stan Hawkins	4	4	3	4	5	4	4	3	4	5	4	5	3	4	4	4	4	4	76
D	Carl Kelly	3	3	4	5	4	4	4	3	5	3	4	6	4	5	5	4	4	4	82
2	Team 3	11	11	9	13	12	13	12	9	14	12	12	16	10	13	10	12	11	14	214

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

SENIORS LEAGUE 03/28/24

POINTS: Eagle:8 Birdie:4 Par:2 Bogey:1 Double:-1 QUOTA = 39 - HANDICAP STROKES

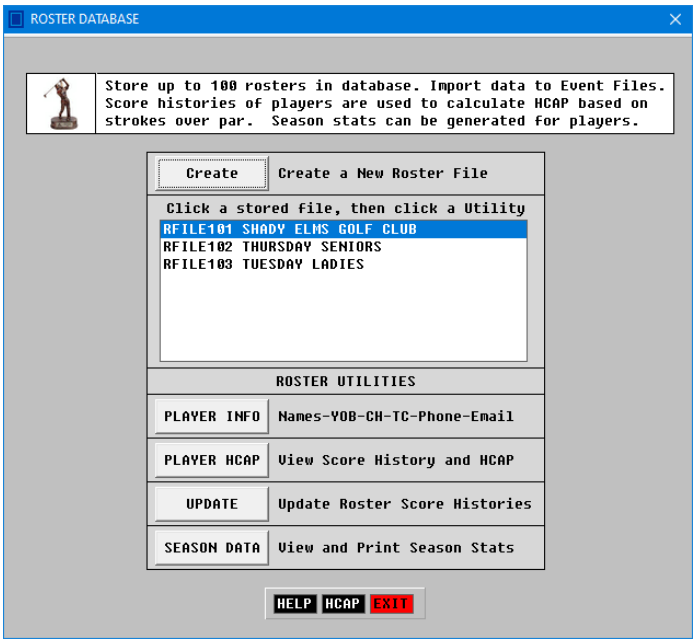
CN	EVENT COURSES	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT		
C1	ROLLING HILLS	4	4	3	5	4	4	5	3	4	4	4	5	3	4	4	3	4	5	72		
RK	QUOTA	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Tot	Qta	Net
1	A.Lee 10	2	1	2	2	1	-1	2	1	2	2	1	2	1	1	-1	2	2	2	30	29	1
2	B.Hammersmith 12	1	2	2	2	2	1	2	1	1	2	1	1	2	1	2	1	2	1	27	27	0
2	R.Evans 21	2	1	1	-1	2	1	2	1	-1	1	1	1	2	2	-1	2	1	1	18	18	0
2	H.Reinsdorf 16	2	1	1	1	2	-1	2	1	1	1	-1	4	1	2	1	2	1	2	23	23	0
2	R.Beretta 10	1	1	1	4	1	1	2	1	2	4	1	2	1	2	1	1	2	1	29	29	0
2	H.Lewis 11	1	1	2	2	2	4	1	1	2	1	1	2	1	2	1	2	1	1	28	28	0
2	B.Wilson 5	2	1	1	2	2	2	2	1	1	2	1	4	1	2	2	4	2	2	34	34	0
8	A.Grant 16	2	1	1	2	2	1	1	1	1	2	1	1	1	1	1	1	1	1	22	23	-1
8	D.Peterson 13	1	2	1	1	1	1	4	1	1	1	1	1	2	2	1	2	1	1	25	26	-1
8	V.Barnes 12	1	2	2	2	2	4	2	1	4	1	-1	2	1	1	-1	1	1	1	26	27	-1
8	C.Smith 12	2	1	1	1	1	1	4	1	2	1	2	2	2	1	1	1	1	1	26	27	-1
8	F.Franklin 13	2	2	1	2	1	1	2	1	1	2	1	-1	1	1	2	1	2	1	23	24	-1
8	F.Hawkins 7	1	2	2	2	2	2	1	2	1	1	1	1	2	2	4	1	2	2	31	32	-1
8	T.Tyler 10	1	1	1	2	2	4	4	1	1	1	2	2	2	1	-1	2	1	1	28	29	-1
8	P.Bailey 8	2	2	2	2	1	1	4	1	1	2	1	1	1	2	1	2	2	2	30	31	-1
16	C.Wilkins 12	1	2	1	1	2	1	1	1	1	1	2	2	2	1	2	1	2	1	25	27	-2
16	B.O'Malley 9	2	2	2	1	2	2	1	2	1	2	-1	1	2	1	2	2	2	2	28	30	-2
16	K.Lucas 8	1	2	2	2	1	-1	2	1	2	1	4	2	2	2	1	1	2	2	29	31	-2
16	E.Granatelli 14	1	1	1	1	1	2	2	-1	2	1	2	2	2	1	1	1	2	1	23	25	-2
20	N.Osbourne 7	1	2	2	2	2	2	2	1	1	2	2	1	1	1	1	2	2	2	29	32	-3
20	E.Paulson 11	1	2	2	2	1	1	-1	2	1	1	2	2	2	2	1	1	1	2	25	28	-3
20	M.Cohen 14	1	2	2	2	2	2	1	1	1	1	1	-1	2	2	1	-1	2	1	22	25	-3
20	D.Smith 13	2	2	1	2	1	-1	1	1	2	1	2	2	1	-1	1	2	2	2	23	26	-3
20	J.Harrison 11	1	1	2	1	2	2	2	1	2	1	1	-1	2	1	2	1	2	2	25	28	-3
20	J.Mullins 11	1	1	2	2	4	2	1	1	2	1	1	1	1	1	-1	1	2	2	25	28	-3

Calculation of Net Score for Quota Event

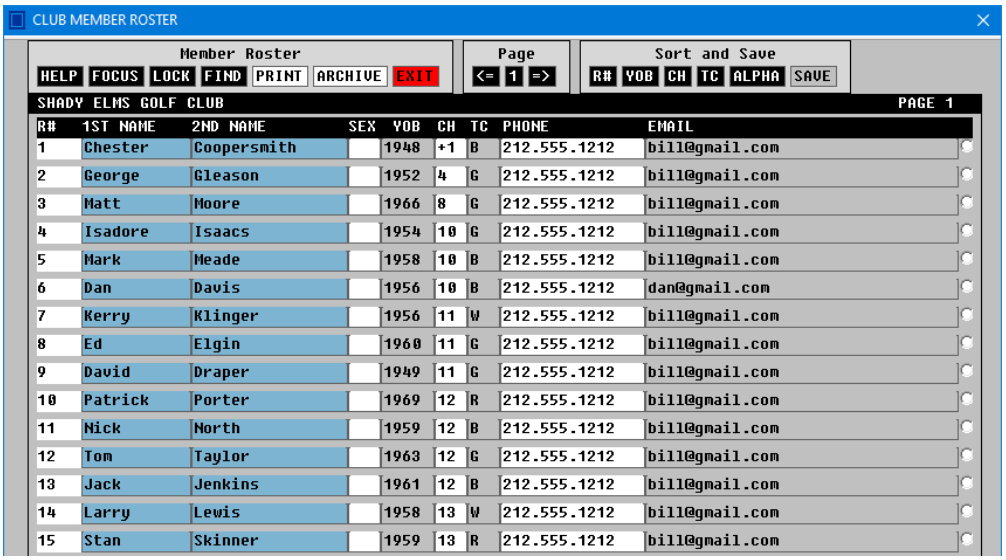
1. Assign points for birdie, par, bogey, etc.
2. Determine Scratch Score for 18-hole event:
   If 2 points for a par, Scratch Score = 36
   If 3 points for a par, Scratch Score = 54
   For Chicago System, Scratch Score = 39
3. QUOTA = Scratch Score minus Handicap Strokes
4. Calculate TOTAL POINTS for round played.
5. NET SCORE = TOTAL POINTS minus QUOTA

The Database for Clubs and Leagues

On the Control Panel, click **DATABASE** to open the Database Menu. The software maintains rosters for 100 different clubs or leagues, each with as many as 300 players on the roster. When the software is first launched, one Roster File named RFILE101 is automatically created. Click the **Create** button to create RFILE102. For your purposes you may need only one roster containing a list of all club members. However, some clubs operate multiple leagues, such as a 9-Hole Ladies League or a Thursday 18-Hole Seniors League. You can create a separate Roster File for each league.



Click on a file to process. The first task is to enter the names of players on the roster. Click on **PLAYER INFO**. The player's Sex, Year of Birth, official Course Handicap, Tee Color, Phone and Email Address can also be entered.



R#	1ST NAME	2ND NAME	SEX	YOB	CH	TC	PHONE	EMAIL
1	Chester	Coopersmith		1948	+1	B	212.555.1212	bill@gmail.com
2	George	Gleason		1952	4	G	212.555.1212	bill@gmail.com
3	Matt	Moore		1966	8	G	212.555.1212	bill@gmail.com
4	Isadore	Isaacs		1954	10	G	212.555.1212	bill@gmail.com
5	Mark	Meade		1958	10	B	212.555.1212	bill@gmail.com
6	Dan	Davis		1956	10	B	212.555.1212	dan@gmail.com
7	Kerry	Klinger		1956	11	W	212.555.1212	bill@gmail.com
8	Ed	Elgin		1960	11	G	212.555.1212	bill@gmail.com
9	David	Draper		1949	11	G	212.555.1212	bill@gmail.com
10	Patrick	Porter		1969	12	R	212.555.1212	bill@gmail.com
11	Nick	North		1959	12	B	212.555.1212	bill@gmail.com
12	Tom	Taylor		1963	12	G	212.555.1212	bill@gmail.com
13	Jack	Jenkins		1961	12	B	212.555.1212	bill@gmail.com
14	Larry	Lewis		1958	13	W	212.555.1212	bill@gmail.com
15	Stan	Skinner		1959	13	R	212.555.1212	bill@gmail.com

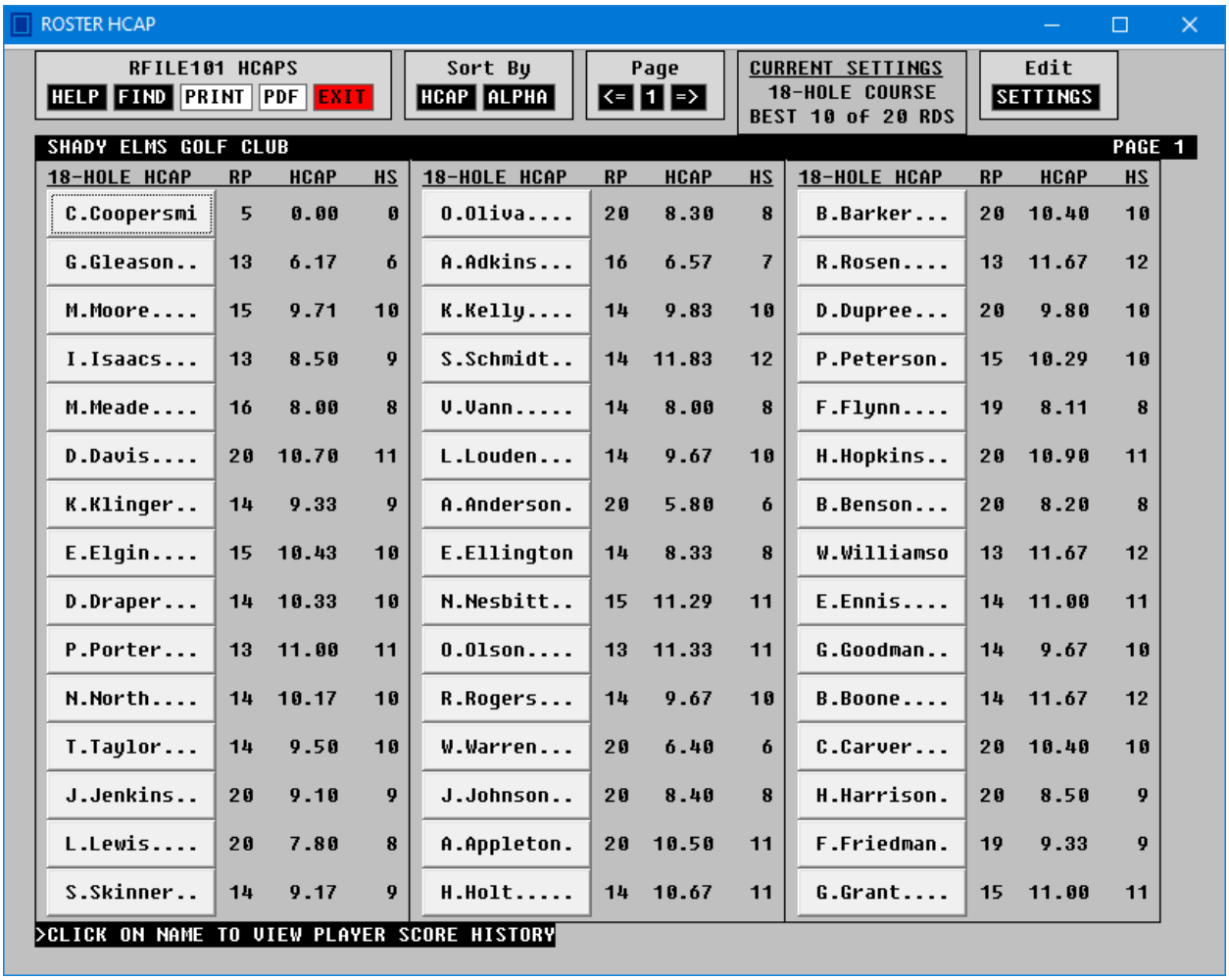
The Roster List can be sorted by name A to Z, by CH, by TC or by YOB and then saved as sorted.

<u>Protocol for Importing CH or HCAP to Event Files</u>

1) If you enter a CH value for a member, that value will be imported to Event Files.
2) If you type NO in CH box instead of a CH value, nothing is imported to Event Files.
3) If you leave the CH box blank, the HCAP calculated by the software (see next page) is imported to Event Files.

HCAP Calculation from Player Score Histories

Select a Roster File and on the database menu, click **PLAYER HCAP**. The window shown below will appear.



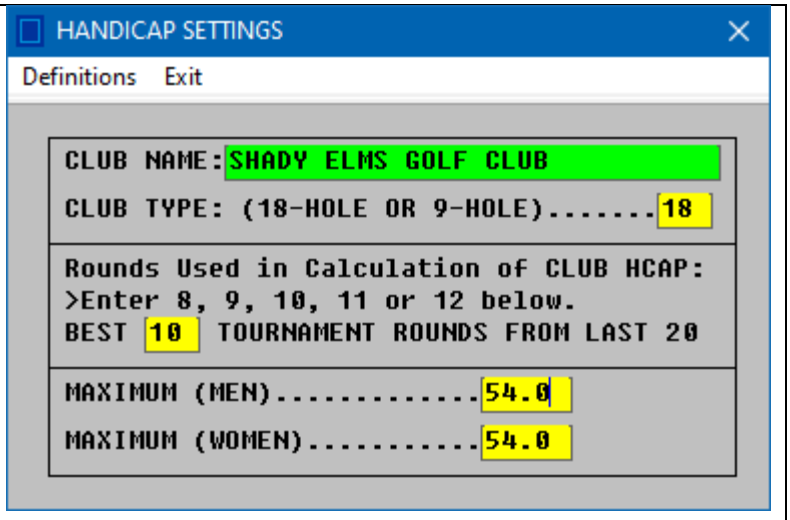
18-HOLE HCAP	RP	HCAP	HS	18-HOLE HCAP	RP	HCAP	HS	18-HOLE HCAP	RP	HCAP	HS
C.Coopersmi	5	0.00	0	O.Oliva....	20	8.30	8	B.Barker...	20	10.40	10
G.Gleason..	13	6.17	6	A.Adkins...	16	6.57	7	R.Rosen....	13	11.67	12
M.Moore....	15	9.71	10	K.Kelly....	14	9.83	10	D.Dupree...	20	9.80	10
I.Isaacs...	13	8.50	9	S.Schmidt..	14	11.83	12	P.Peterson.	15	10.29	10
M.Meade....	16	8.00	8	V.Vann.....	14	8.00	8	F.Flynn....	19	8.11	8
D.Davis....	20	10.70	11	L.Louden...	14	9.67	10	H.Hopkins..	20	10.90	11
K.Klinger..	14	9.33	9	A.Anderson.	20	5.80	6	B.Benson...	20	8.20	8
E.Elgin....	15	10.43	10	E.Ellington	14	8.33	8	W.Williamso	13	11.67	12
D.Draper...	14	10.33	10	N.Nesbitt..	15	11.29	11	E.Ennis....	14	11.00	11
P.Porter...	13	11.00	11	O.Olson....	13	11.33	11	G.Goodman..	14	9.67	10
N.North....	14	10.17	10	R.Rogers...	14	9.67	10	B.Boone....	14	11.67	12
T.Taylor...	14	9.50	10	W.Warren...	20	6.40	6	C.Carver...	20	10.40	10
J.Jenkins..	20	9.10	9	J.Johnson..	20	8.40	8	H.Harrison.	20	8.50	9
L.Lewis....	20	7.80	8	A.Appleton.	20	10.50	11	F.Friedman.	19	9.33	9
S.Skinner..	14	9.17	9	H.Holt.....	14	10.67	11	G.Grant....	15	11.00	11

HCAP Settings

Click **SETTINGS** button and enter the name of your club or league. If the league plays 18-Hole events, enter 18. Specify the number of best rounds used in the computation for the last 20 rounds played. The number can be 8, 9, 10, 11 or 12. Then enter Handicap Maximums.

Plus Handicaps

HCAP of a highly skilled golfer may be below zero. It is common to call this a Plus Handicap and use a Plus Sign (+) in a list. The listing in the Handicap Window will display a Minus Sign instead of a Plus Sign.

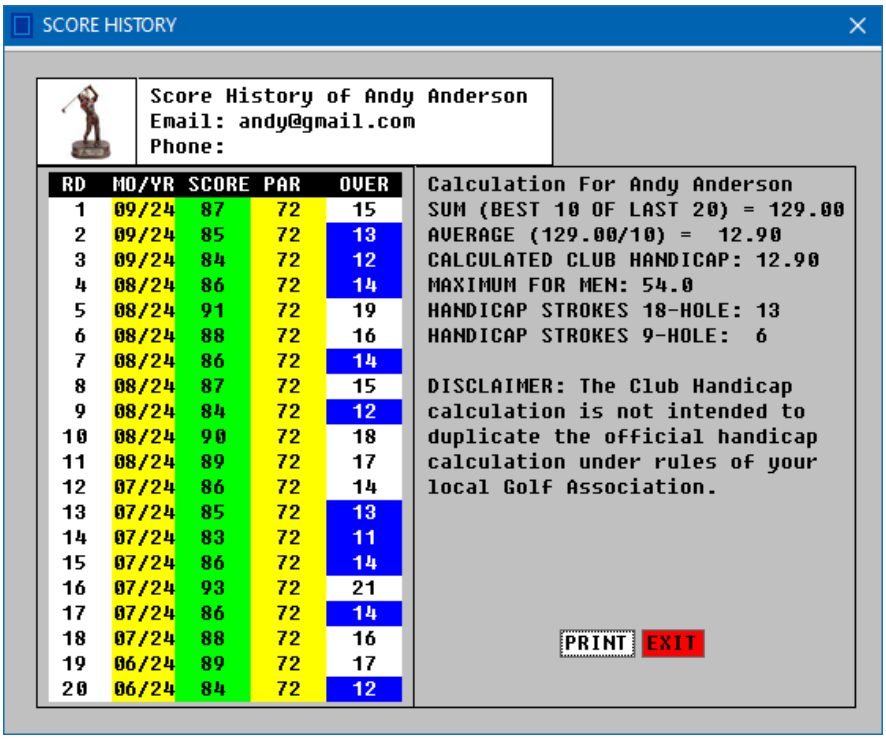


Limited Score History

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 HCAP appears as shown below. The table displays the month and year when a round was played. HCAPS are based on Strokes Over Par for each round. They can be imported to Event Files.



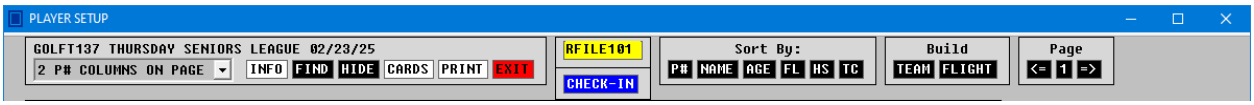
Updating Score Histories

Select a Roster on the database menu and then click on **UPDATE**. The software will search through all Event Files, retrieve data for the last 20 rounds played by each player on a roster, and re-calculate HCAP using current settings.

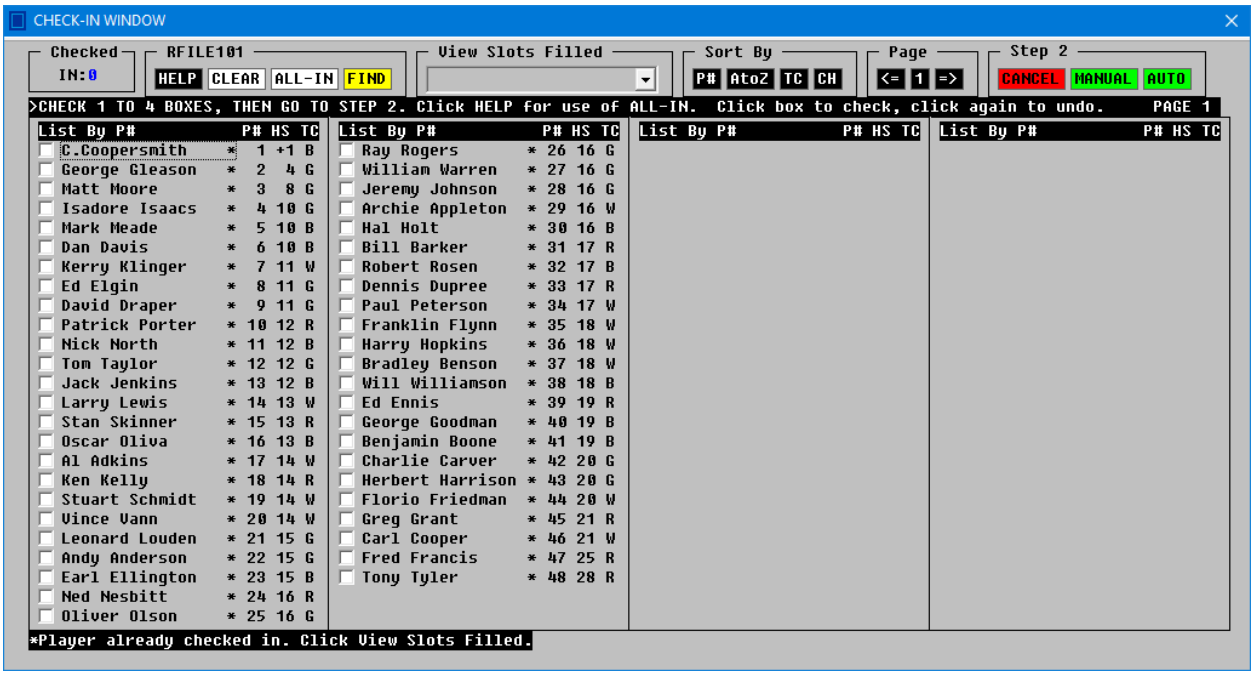
DISCLAIMER: The HCAP generated by the software is not intended to reproduce the official Golf Association handicap under rules of your local Golf Association. You can enter the official Course Handicap (CH) manually on the Player Roster. That CH will be imported to Event Files instead of the value shown above.

Importing Roster Names and Other Data to Event Files

At the top of the Player Setup window for an Event File, there is a blue **CHECK-IN** button:



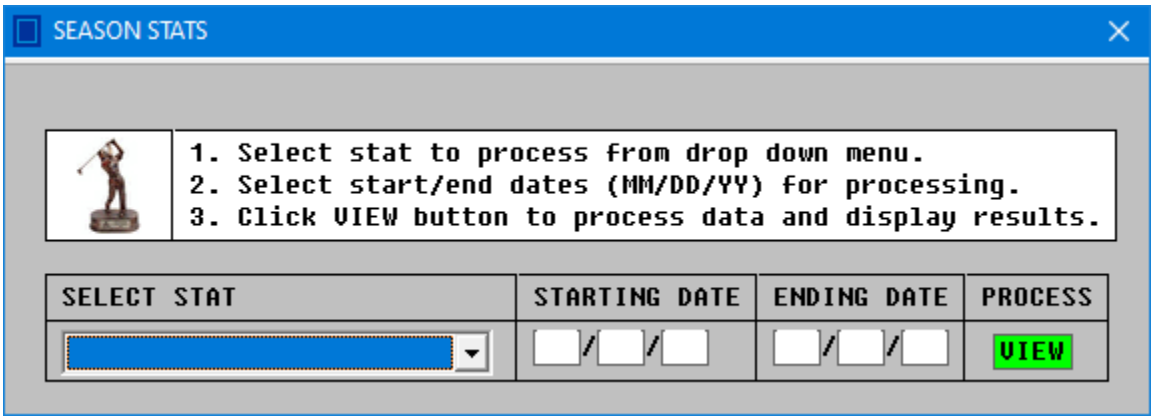
Import data from a Roster File (File Names: RFILE101 to RFILE200). Before clicking the **CHECK-IN** button, you must enter a File Name in the yellow box above the **CHECK-IN** button. Then click **CHECK-IN** to import names, handicaps and other data from the specified Roster File Name to the Event File. When the **CHECK-IN** button is clicked, the Check-In Window shown below appears. Click on a checkbox to check a player into the event. To undo a checkmark, click the box again. Step 2 is for entry of Slot Numbers in the Event File for the players checked in. Click the **MANUAL** button to manually enter Slot Numbers. Click the **AUTO** button and the software automatically generates Slot Numbers. After Step 2, the Player Setup Window returns with the player names in their slots.



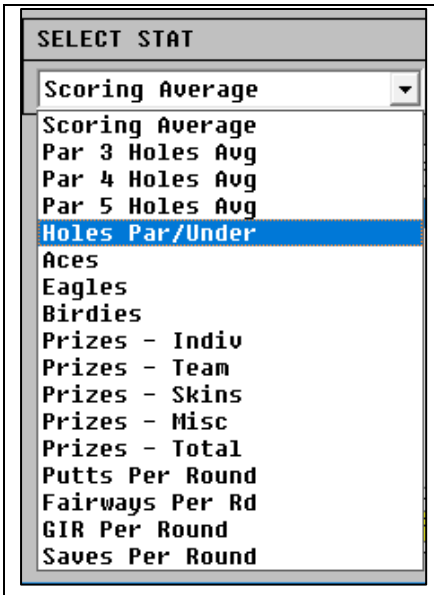
NOTE If you use the Check-In Window for team events, you can add only one team at a time. There is an alternative: Click the **ALL-IN** button to add all players to the event. Then on the Player Setup Window of the Event File, use the Team Builder tool to create teams with players randomly assigned or to create teams balanced by skill. See Page 25.

View and Print Season Stats

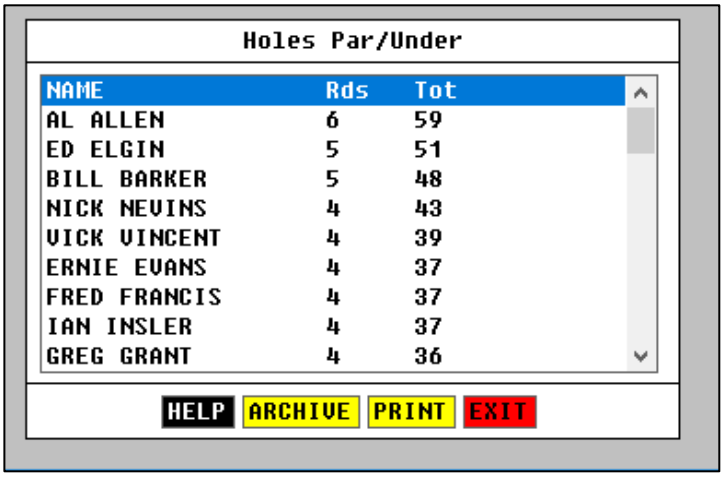
On the database menu, select a Roster and click **SEASON DATA** to open the window below.



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 archived and printed. To view another stat, select a stat from the drop-down menu and click the **VIEW** button again.



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

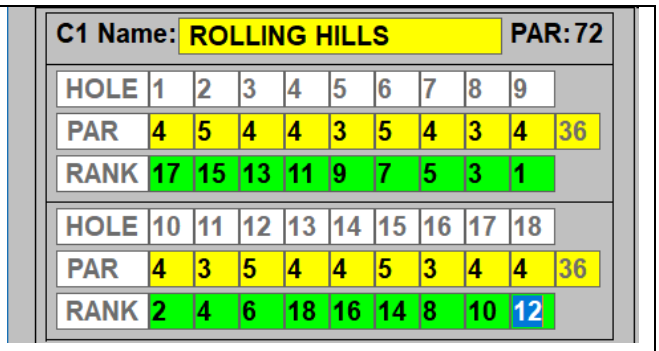
System	*Page*	*System*	*Page*	*Team Events*	*Page*
Gross Score	38	The Train	44	Irish Fourball	49
Handicap Strokes	38	Point Quota	45	Odds and Evens	49
Callaway System	39	Chicago System	45	Cha Cha Cha	49
Scheid System	39	Mutt and Jeff	46	1-2-3 and 3-2-1	49
9-Hole Callaway	39	Nassau	46	Blind Draw Partners	50
Callaway Charts	40	ONES	46	Devil Ball	51
Scheid Charts	41	T&F	46	Lone Ranger	52
Strike Out	42	Blind Bogey	46	Las Vegas	52
Peoria System	42	Eclectic	47	Daytona	52
Double Peoria	42	*TEAM EVENTS:*		Russian Stableford	52
System 36	43	Top Scores by Round	48	Hi+Lo	52
Stableford Points	44	Top Scores by Hole	48	Scrambles	53
Australian Par	44	Top Total Score	48	Scheid for Scrambles	53

Gross Score (Low Gross)

Gross score is the actual number of strokes on each hole without any adjustment. 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 to the right.



C1 Name: ROLLING HILLS PAR: 72

HOLE	1	2	3	4	5	6	7	8	9	
PAR	4	5	4	4	3	5	4	3	4	36
RANK	17	15	13	11	9	7	5	3	1	
HOLE	10	11	12	13	14	15	16	17	18	
PAR	4	3	5	4	4	5	3	4	4	36
RANK	2	4	6	18	16	14	8	10	12	

Processing High Handicaps

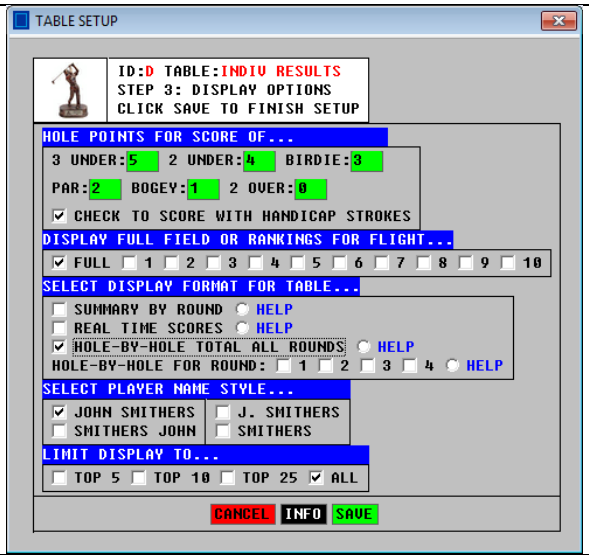
Players with HS of 24 for an 18-Hole course have two strokes deducted on the six most difficult holes and one stroke deducted on the other 12 holes. Players with HS of 42 have three strokes deducted on the six most difficult holes and two strokes deducted on the other 12 holes. The software cannot process a deduction of more than three strokes per hole.

Processing Handicaps Below Zero (Plus Handicaps)

A highly skilled golfer may have a handicap below zero. It is commonly called a Plus Handicap and a Plus Sign (+) precedes the number in a list. *If HS is entered as +1 or -1, the software processes those entries in the same way*. A golfer with HS of +1 who shoots a gross score of 74 has an adjusted score of 75. A stroke is added to his score on the hole with the rank of 18.

NOTE

Handicap Strokes can be selected to be the basis for deriving the score under some of the other Scoring Systems. First, the gross score on a hole will be adjusted by any Handicap Strokes that the player receives on the hole. That adjusted 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 (as shown to the right for a Stableford Event) when setting up the Scoreboard Table.

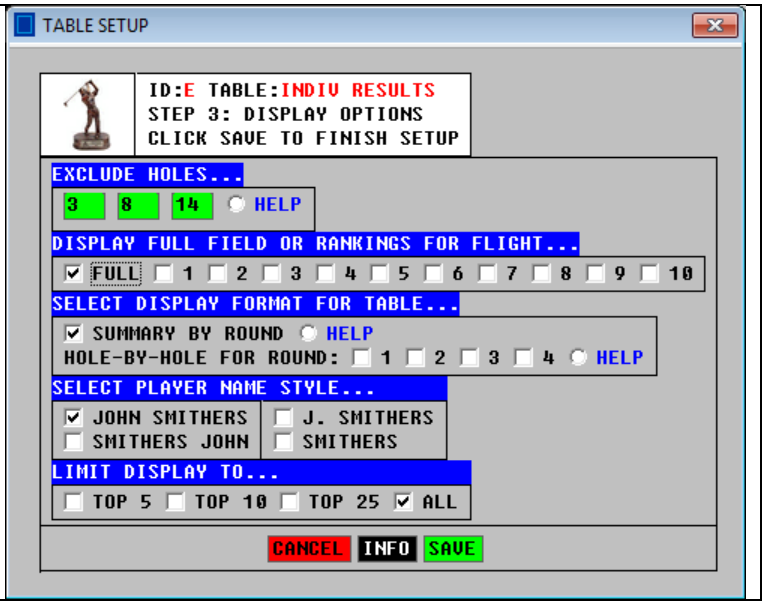


Callaway and Scheid Scoring Systems

These scoring systems determine the net score for a round by deducting the highest hole-by-hole scores according to a table. The Callaway and Scheid Tables are shown on the next two pages. The tables are imbedded in the software, and the software automatically calculates the net score. These systems are for 18-Hole rounds and 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. In standard Callaway, the last two holes are excluded from consideration when the worst holes are determined. In Blind Callaway, the event director, in Scoreboard Table Setup, secretly selects two or three holes to be excluded from consideration. In example to right, holes 3, 8 and 14 are specified. The purpose of excluding holes is to deter a player from manipulating his Callaway Net score.



Scheid System

The Scheid System is a modified Callaway System that can adjust very high scores. 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 in the round.

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

Strike Out

The net score is determined by subtracting the worst gross 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.

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 is only 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

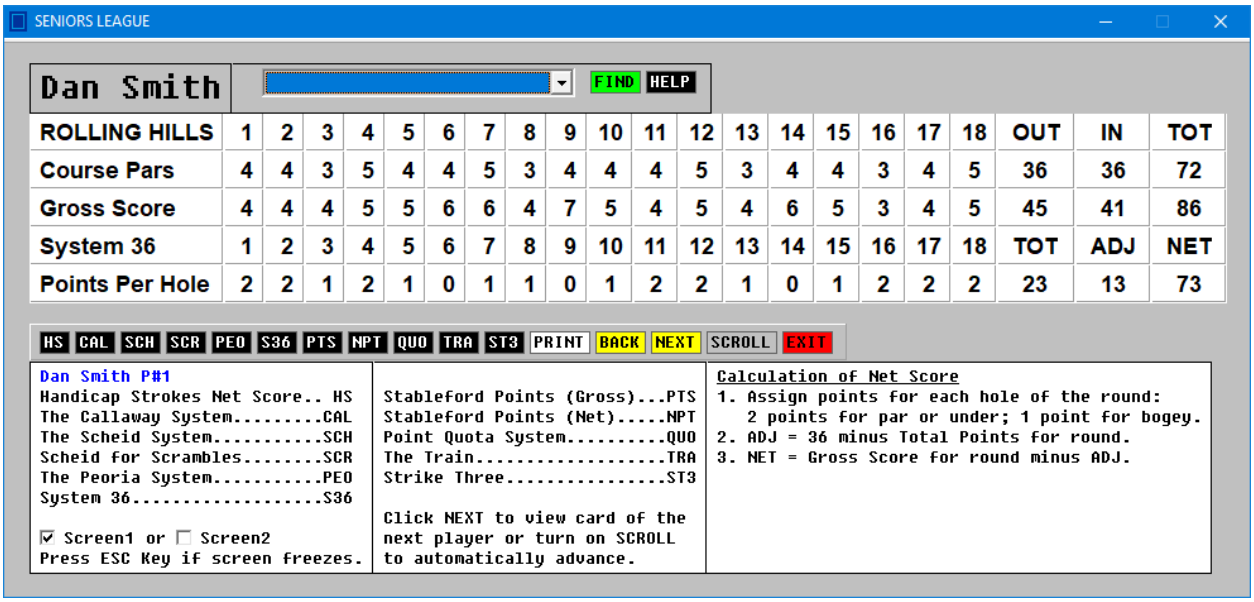
In New Peoria, six holes from the Front Nine and six from the Back Nine are specified. The software performs the following calculations:

1. Add the scores on the 12 holes, excluding strokes over the maximum per hole.
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

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. In the example below, the player had pars on Holes 1, 2, 4, 11, 12, 16, 17 and 18. He is assigned 2 points for each of those eight holes. He bogied Holes 3, 5, 7, 8, 10, 13 and 14. He is assigned 1 point for each of those seven holes. Total points = 23. The total is subtracted from 36 to yield the Adjustment of 13. System 36 net score is 86 – 13 = 73. The player with the lowest System 36 net score is the winner.



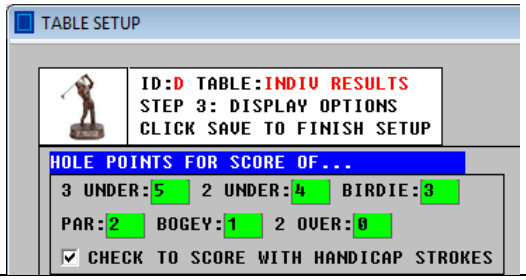
ROLLING HILLS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	OUT	IN	TOT
Course Pars	4	4	3	5	4	4	5	3	4	4	4	5	3	4	4	3	4	5	36	36	72
Gross Score	4	4	4	5	5	6	6	4	7	5	4	5	4	6	5	3	4	5	45	41	86
System 36	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT	ADJ	NET
Points Per Hole	2	2	1	2	1	0	1	1	0	1	2	2	1	0	1	2	2	2	23	13	73

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

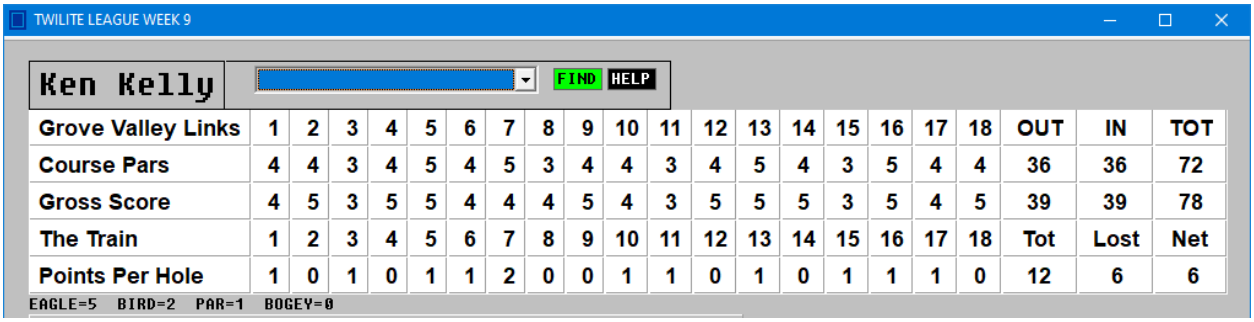
The point values are 6 points for double eagle, 5 for eagle, 4 for birdie, 3 for par, 2 for bogey, 1 for double bogey. The scoring system is called 54-Point Stableford because a player who pars all 18 holes receives 54 points.

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 9 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

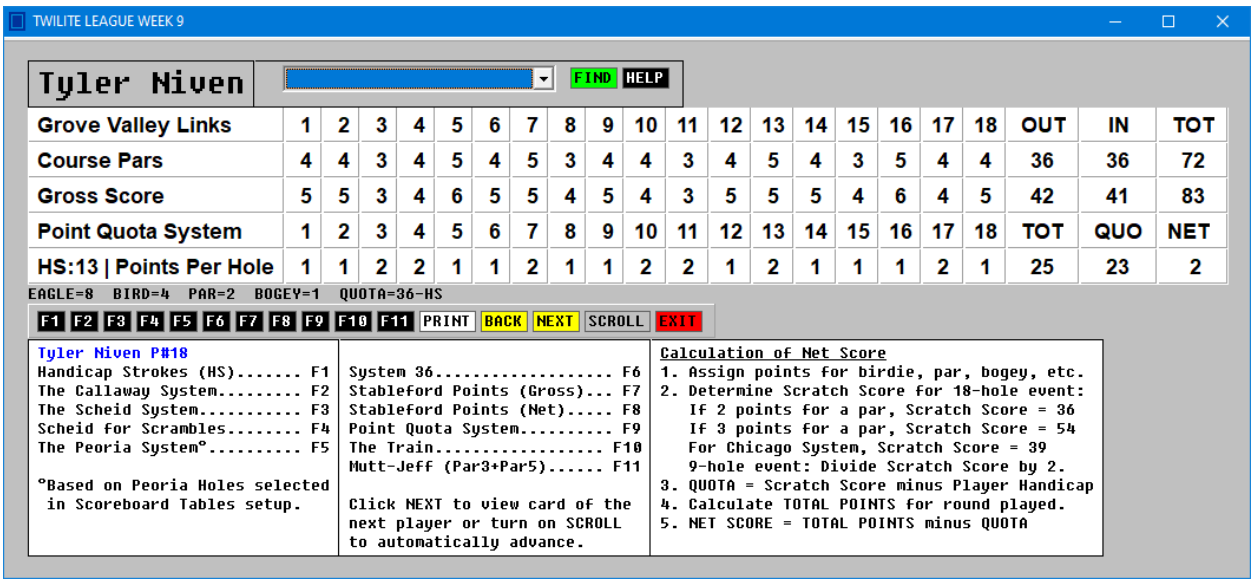
These are variations of Stableford scoring in which the player has a quota assigned for each round based on skill level. The software performs all the calculations, including the calculation of the quota. Just enter each player's Handicap Strokes and hole-by-hole scores.

<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, Double:-1
54-Point: Eagle:8, Birdie:5, Par:3, Bogey:2, Double:1

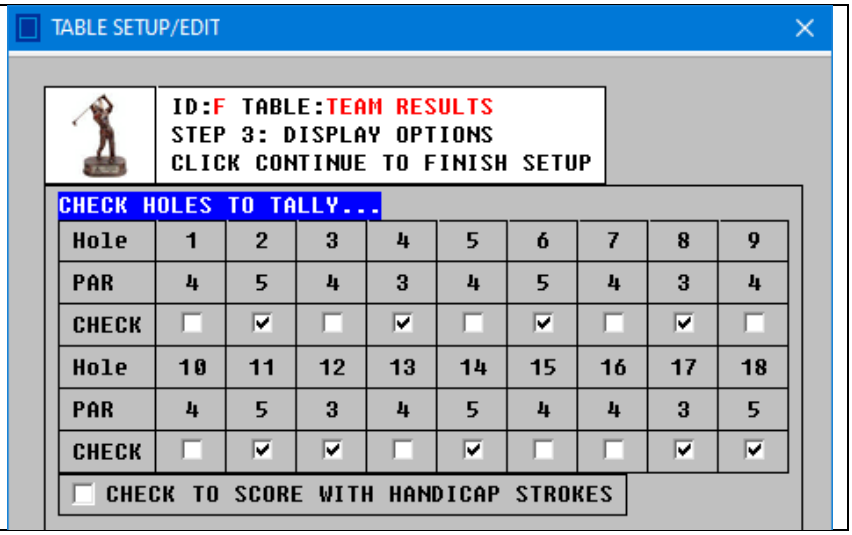
Net Score is total points for the round minus the quota. In the example below, the player has Handicap Strokes of 13, so the Point Quota is 23 (36 minus 13). The player accumulated 25 points for his round, so his Net Score is 2 (25 minus 23). The highest Net Score wins.



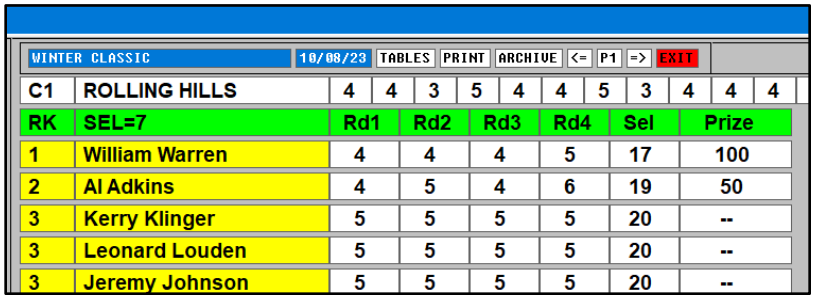
Grove Valley Links	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	OUT	IN	TOT
Course Pars	4	4	3	4	5	4	5	3	4	4	3	4	5	4	3	5	4	4	36	36	72
Gross Score	5	5	3	4	6	5	5	4	5	4	3	5	5	5	4	6	4	5	42	41	83
Point Quota System	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOT	QUO	NET
HS:13 | Points Per Hole	1	1	2	2	1	1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

SCORE TOTAL LIMITED TO TALLY ON SELECTED HOLES

Some scoring options do not tally all holes played. Certain holes are specified to determine the tally. Check TALLY ONLY SELECTED HOLES as the Scoring System when you set up Scoreboard Tables. A window appears for entry of checkmarks for the holes to be used for the score tally option as shown to the right. Tally a single hole or a group of holes.



Shown below is a Results Table for Selected Hole #7 in a 4-round event.



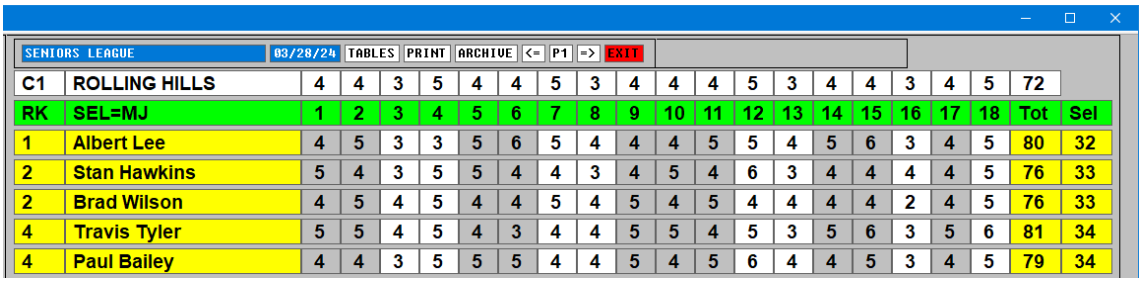
WINTER CLASSIC 10/08/23 TABLES PRINT ARCHIVE <= P1 => EXIT

C1	ROLLING HILLS	4	4	3	5	4	4	5	3	4	4	4

RK	SEL=7	Rd1	Rd2	Rd3	Rd4	Sel	Prize
1	William Warren	4	4	4	5	17	100
2	Al Adkins	4	5	4	6	19	50
3	Kerry Klinger	5	5	5	5	20	--
3	Leonard Louden	5	5	5	5	20	--
3	Jeremy Johnson	5	5	5	5	20	--

Mutt and Jeff

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



SENIORS LEAGUE 03/28/24 TABLES PRINT ARCHIVE <= P1 => EXIT

C1	ROLLING HILLS	4	4	3	5	4	4	5	3	4	4	4	5	3	4	4	3	4	5	72	
RK	SEL=MJ	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Tot	Sel
1	Albert Lee	4	5	3	3	5	6	5	4	4	4	5	5	4	5	6	3	4	5	80	32
2	Stan Hawkins	5	4	3	5	5	4	4	3	4	5	4	6	3	4	4	4	4	5	76	33
2	Brad Wilson	4	5	4	5	4	4	5	4	5	4	5	4	4	4	4	2	4	5	76	33
4	Travis Tyler	5	5	4	5	4	3	4	4	5	5	4	5	3	5	6	3	5	6	81	34
4	Paul Bailey	4	4	3	5	5	5	4	4	5	4	5	6	4	4	5	3	4	5	79	34

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.

Nassau

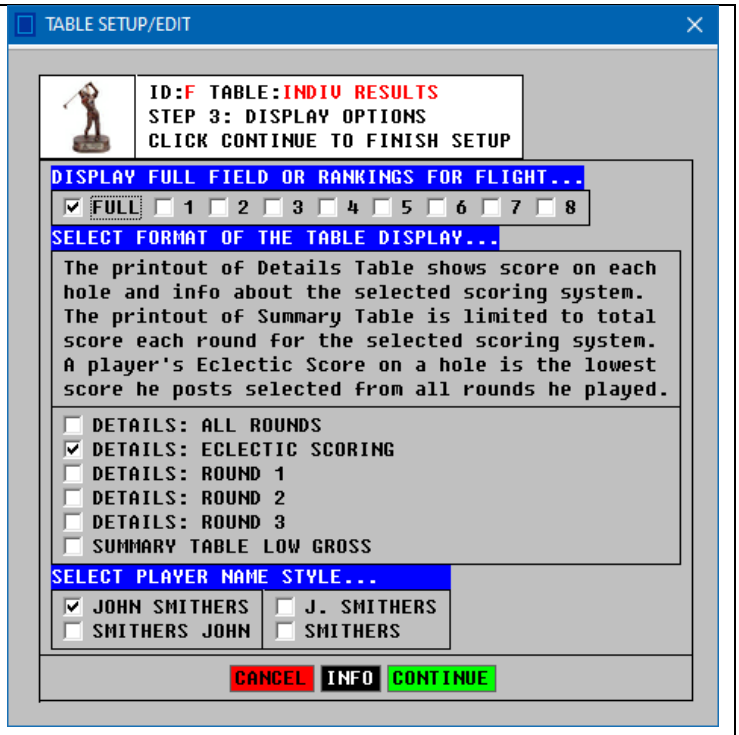
In a Nassau, prizes are awarded for best scores on each nine, as well as prizes for the best total score. Set up one table by checkmarks in Holes 1 to 9. Set up a second table by checkmarks in Holes 10 to 18. Set up a third table for the 18-Hole score using standard scoring methods.

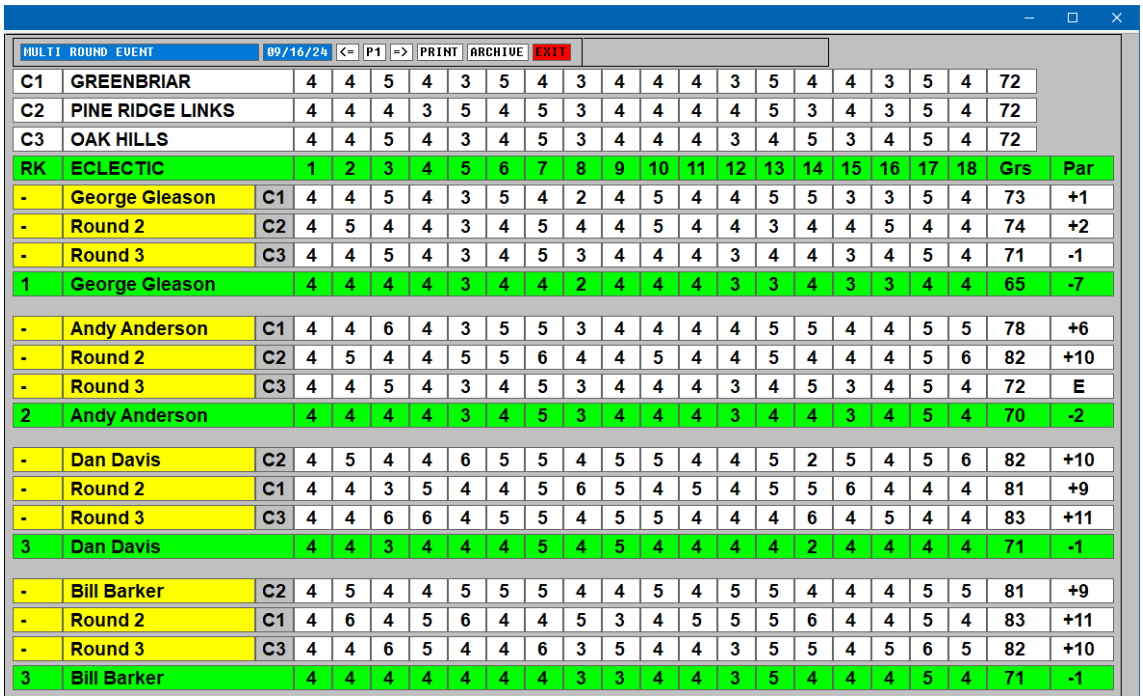
ONES and T&F

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.

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, George Gleason scored 3 on Hole 13 in the second round of the event. The software uses 3 as the Eclectic Score for Hole 13.





MULTI ROUND EVENT 09/16/24 <= P1 => PRINT ARCHIVE EXIT

C1	GREENBRIAR		4	4	5	4	3	5	4	3	4	4	4	3	5	4	4	3	5	4	72	
C2	PINE RIDGE LINKS		4	4	4	3	5	4	5	3	4	4	4	4	5	3	4	3	5	4	72	
C3	OAK HILLS		4	4	5	4	3	4	5	3	4	4	4	3	4	5	3	4	5	4	72	
RK	ECLECTIC		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Grs	Par
-	George Gleason	C1	4	4	5	4	3	5	4	2	4	5	4	4	5	5	3	3	5	4	73	+1
-	Round 2	C2	4	5	4	4	3	4	5	4	4	5	4	4	3	4	4	5	4	4	74	+2
-	Round 3	C3	4	4	5	4	3	4	5	3	4	4	4	3	4	4	3	4	5	4	71	-1
1	George Gleason		4	4	4	4	3	4	4	2	4	4	4	3	3	4	3	3	4	4	65	-7
-	Andy Anderson	C1	4	4	6	4	3	5	5	3	4	4	4	4	5	5	4	4	5	5	78	+6
-	Round 2	C2	4	5	4	4	5	5	6	4	4	5	4	4	5	4	4	4	5	6	82	+10
-	Round 3	C3	4	4	5	4	3	4	5	3	4	4	4	3	4	5	3	4	5	4	72	E
2	Andy Anderson		4	4	4	4	3	4	5	3	4	4	4	3	4	4	3	4	5	4	70	-2
-	Dan Davis	C2	4	5	4	4	6	5	5	4	5	5	4	4	5	2	5	4	5	6	82	+10
-	Round 2	C1	4	4	3	5	4	4	5	6	5	4	5	4	5	5	6	4	4	4	81	+9
-	Round 3	C3	4	4	6	6	4	5	5	4	5	5	4	4	4	6	4	5	4	4	83	+11
3	Dan Davis		4	4	3	4	4	4	5	4	5	4	4	4	4	2	4	4	4	4	71	-1
-	Bill Barker	C2	4	5	4	4	5	5	5	4	4	5	4	5	5	4	4	4	5	5	81	+9
-	Round 2	C1	4	6	4	5	6	4	4	5	3	4	5	5	5	6	4	4	5	4	83	+11
-	Round 3	C3	4	4	6	5	4	4	6	3	5	4	4	3	5	5	4	5	6	5	82	+10
3	Bill Barker		4	4	4	4	4	4	4	3	3	4	4	3	5	4	4	4	5	4	71	-1

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 medalist ranking. 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.

Top Scores by Round

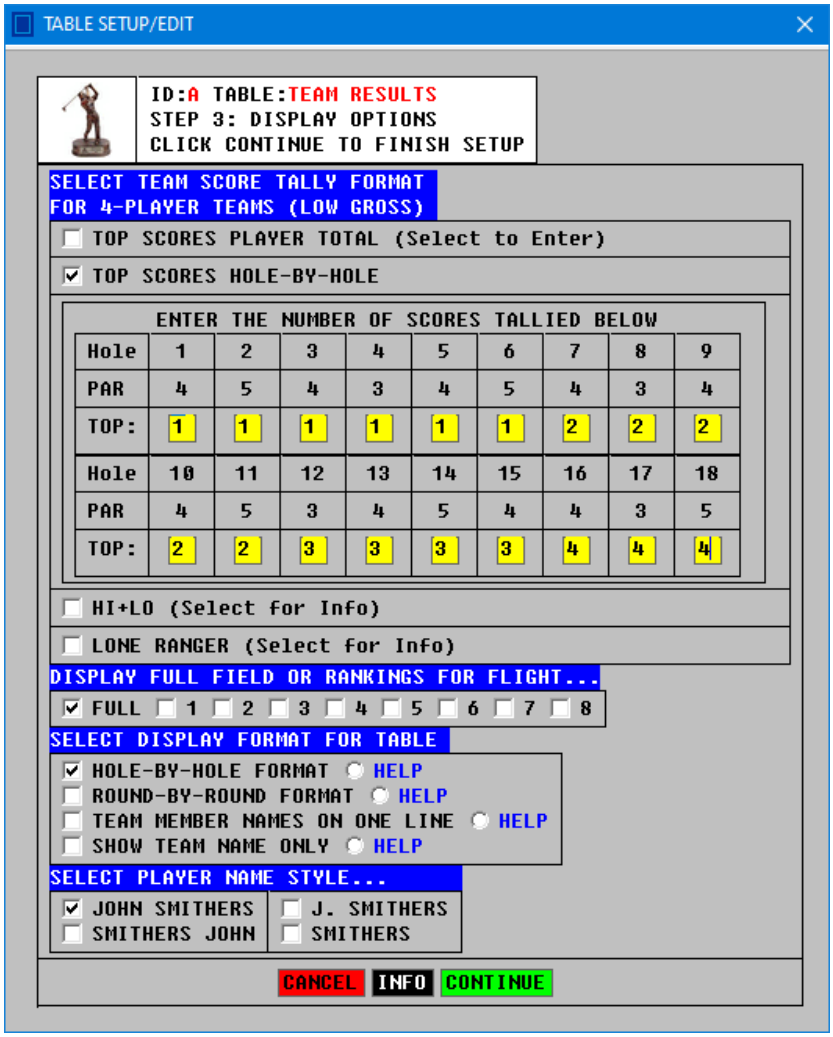
In best ball by round, only a specified number of scores for the team are counted, such as the best two scores for a four-man team. Specify number counted and the software determines the best rounds scored by the team members using any scoring system.

Top Total Scores

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.

Top Scores Hole-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.

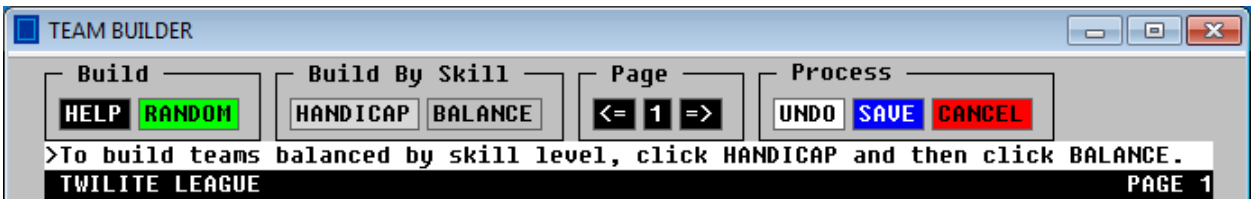
Cha-Cha-Cha: Check box for TOP SCORES HOLE BY HOLE, and enter 1 for Hole 1, enter 2 for Hole 2 and enter 3 for Hole 3. This pattern of counting one, two or three scores then repeats on Holes 4 to 6 and all remaining holes.

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. 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. See Page 27. 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.

Devil Ball

First, specify 4 as the number of players per team. For Scoreboard Table setup, select Low Net as the scoring system and then select Devil Ball as team tally method. 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 Lone Ranger as the team tally method. 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 team tally method. 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 team tally method. 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 team tally method. 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

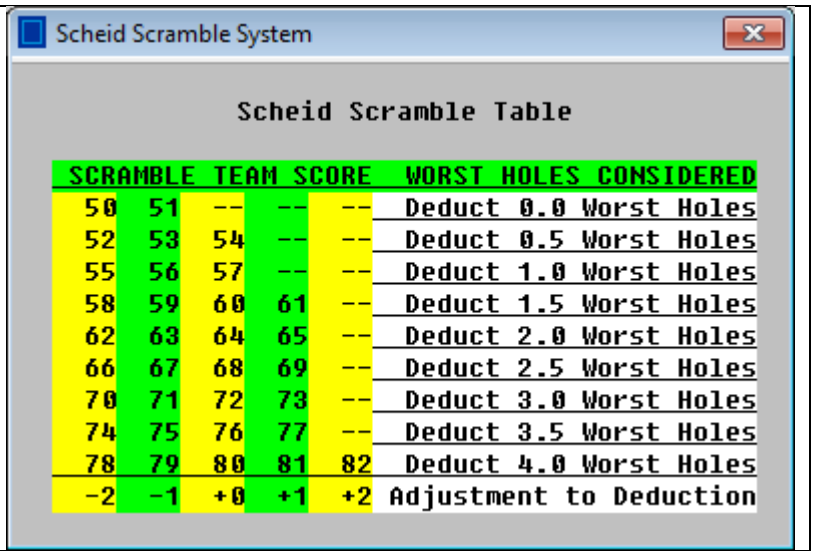
First, specify 3, 4, 5, 6, 7 or 8 as the number of players per team. For the Scoreboard Table setup, select Low Gross for the scoring system and then check HI+LO for team tally method. The software will calculate the team score on each hole by adding the lowest score to the highest score. There is a 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