




ScoreCard ProTM from GolfIdeas

ProScore Golf & C.C.		10/11			
HOLE		1	2	3	Tot
Blue 71.2/132		322	145	456	3057
HDCP		16	18	2	9
PAR		4	3	4	35
7	Paul B	4	3	4	11
14	Joe B	5	4	6	15
+2	Pro B	4	3	4	11
6	Dave B	4	3	4	11
5	Lip B	4	3	4	11

INSTRUCTION MANUAL

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PREFACE

ScoreCard Pro™ is a complete personal scorecard that is designed for golfers of all skills and abilities, for use on the 3COM/Palm Pilot. Every aspect of ScoreCard Pro — based on its natural-looking scorecard — was designed to help you use it with a minimum of learning and writing. For the casual golfer, ScoreCard Pro lets you use most of its features with one or two taps of the stylus; for the advanced golfer, ScoreCard Pro has the depth and capabilities that you'll rely on to minimize your bookkeeping on the course.

ScoreCard Pro is designed to:

- Record scores for up to five players per round.
- Save up to ten previously recorded rounds, including all related statistics and wager information.
- Automatically calculate total, adjusted, and net scores.
- Post your score to ScoreCard Pro's internal list of your 20 most recent rounds.
- Track all your golf statistics as measured on the professional tours, including greens in regulation (GIR), fairways hit, putts per hole and per round, scoring statistics (birdies, pars, bogeys, etc.), and others.
- Score dozens of different games and hundreds of variations, including Nassaus, Skins, Point Par, Wolf, Nines, Best Ball, Bingo-Bango-Bongo, and more.
- Enter your own home course data in less than ten minutes, plus up to 19 other regularly played courses.
- Maintain a list of your frequent golfing partners and their handicaps, with one-touch entry onto the scorecard.

About this Manual

This manual is written to help both the novice and experienced ScoreCard Pro owner. Here's what you'll find in the following chapters:

- **Chapter 1, *Tutorial*.** This section will take you through all of ScoreCard Pro's basic features that you'll need on the course, requiring about an hour or so for you to complete. When you're finished, you'll have entered your own personal information, the names of some of your fellow golfers, your home course information, and you will have learned how to set up and score both Nassau and Skins games. Every first-time owner of ScoreCard Pro should read this section.
- **Chapter 2, *Reference*.** This section is a detailed reference for all of ScoreCard Pro's features, including those that weren't covered in the Tutorial. It's organized so that you can rapidly find the information you're looking for from the illustrations, without always having to read the accompanying text.

We strongly recommend that you spend the time necessary to go through the Tutorial. It's the fastest and easiest way to learn almost everything you need to know to take ScoreCard Pro with you on your next round.

TUTORIAL

This chapter takes you through many of ScoreCard Pro's features, including the ones that you'll be using most frequently. Completing the tutorial will require from 45 minutes to a few hours, depending on your familiarity with the various games, and if you decide to enter your home course information.

What the Tutorial Covers

The tutorial is designed to get you up and running on most of the basic features of ScoreCard Pro. During this tutorial, you'll learn how to:

- Enter your serial number, card name, handicap, and other owner information.
- Navigate from the main scorecard screen to other ScoreCard Pro features.
- Enter the names of your frequent golfing partners; modify and delete those names.
- Set up individual and team games, including Nassau and Skins matches.
- View the status of any individual match, as well as the overall wager status of all matches.
- Enter golfers' names and handicaps into the scorecard; record scores for each player on each hole; modify and delete scores.
- Display the front- and back-nine scorecard; display gross, adjusted, and net scores.
- Post your score to a list of your last 20 scores.
- View a list of your last 20 scores, including your average score.
- Enter information about your own home course, as well as other courses that you play.
- Start a new round and retrieve a previously played round.

Before beginning, you should have a copy of your home course's scorecard, as well as your handicap and golf club number that you use to post scores. So grab your Pilot, and let's get started!

The Owner Information Screen

The first time you start ScoreCard Pro, the Owner Information screen is displayed:

Figure T-1

The figure shows two screens from the ScoreCard Pro application. The left screen is the 'OWNER INFORMATION' screen, which has fields for 'Owner: [Pilot User Name]', 'Serial#:', 'Card Name:', 'Handicap:', 'Club#:', 'Tee Prefs.:', and 'Course:'. The 'Handicap' field is highlighted with a callout box that says 'Tap inside the Handicap field to display the Handicap entry slip.' The 'Tee Prefs.' field is also highlighted with a callout box that says 'Tap the Tee Prefs pop-up list to select your tee preferences.' The right screen is the 'Handicap entry slip', which shows 'Player: Paul' and 'Handicap: 0.0'. It has a numeric keypad with digits 1-9, a decimal point, and a plus sign. There are also 'Cncl' and 'EXIT' buttons. A callout box for the keypad says 'Tap the numerals, decimal point, and (if necessary) the plus sign to enter your handicap. Tap EXIT when you're finished.'

OWNER INFORMATION

Owner: [Pilot User Name]

Serial#:

Card Name:

Handicap:

Club#:

Tee Prefs.:

Course:

[Adjust] [Cancel] [X]

Tap inside the **Handicap** field to display the Handicap entry slip.

Men's Champ.
Men's Reg.
Women's

Tap the **Tee Prefs** pop-up list to select your tee preferences.

Player: Paul
Handicap: 0.0

+ 1 2 3 4 5
. 6 7 8 9 0

[Cncl] [EXIT]

Handicap entry slip.
Tap the numerals, decimal point, and (if necessary) the plus sign to enter your handicap. Tap **EXIT** when you're finished.

As a new owner of ScoreCard Pro, you're required to enter at least the **Serial#** you received when you purchased it, before you can use any other feature. We'll start the tutorial by entering your Serial #, Card Name, Handicap, and Tee Prefs.

ScoreCard Pro has already entered your Pilot User name (as recorded in your Pilot Desktop application) as the **Owner**; you cannot change this name. Enter your Serial # into the **Serial#** field: tap inside this field to

place the cursor, and enter your Serial # via the Graffiti writing area. Similarly, enter your name as you'd like it to appear on the scorecard into the **Card Name** field. Note that this field is not very wide, since there isn't a lot of room on the scorecard to display names.

Now enter your handicap into the **Handicap** field; tap within this field to display the **Handicap entry slip**. You may enter a handicap that is either a whole number (e.g., 14) or one that includes a decimal point (e.g., 11.4 or 16.0) into this field. If you're fortunate enough to have a plus (+) handicap, tap the plus sign to indicate this. Also, go ahead and enter your Club# or other identifying number (if you have one) into the **Club#** field.

Specify the tees from which you normally play (on your home course) by tapping the **Tee Prefs.** pop-up list; select the appropriate set of tees by tapping on them, and the pop-up list disappears. Your choice has been entered automatically next to the **Tee Prefs.** field. You'll find many pop-up lists used throughout ScoreCard Pro to speed up the entry of information and eliminate the possibility of errors.

Notice that your home **Course** is shown as *ProScore Golf and C.C.* You can't change this yet, since there's only one course entered into ScoreCard Pro. However, later in the tutorial you'll enter the information for your home course, and after doing so, you can return to this screen and change your home course by tapping this pop-up list and choosing the correct course. That's all you need to do for now in this screen. Tap the **X** (for **eXit**) button to display the scorecard:

Figure T-2

ProScore Golf & C.C.		10/11			
HOLE		1	2	3	Tot
Blue 71.2/132		322	145	456	3057
HDCP		16	18	2	9
PAR		4	3	4	35
	W				
	W				
	W				
	W				
	W				

This is the main screen from which you initiate all other actions in ScoreCard Pro. Whenever you've finished with an item — setting up games, recording Specs, viewing a match's status, etc. — you return to the scorecard screen in order to perform any further actions.

The Main Menu

Tapping the Pilot's Menu Button whenever the scorecard is displayed brings up the **Main Menu**:

Figure T-3

Options
New round
Delete round
Previous rounds
Set up new game
Modify or delete game
View status of game
Courses
Post this score
Previous scores
Other golfers
Owner information
Record statistics
View statistics

ScoreCard Pro's **Main Menu**, also referred to as the **Options** menu.

From this menu you can access all of ScoreCard Pro's other features and modules.

Other Golfers

Many golfers typically play with the same group of fellow golfers from week to week. ScoreCard Pro lets you maintain a list of your golfing partners, including their handicaps and tee preferences, for easy one-tap entry into the scorecard. To access this list of golfers, display the main menu and tap the **Other golfers** option. You'll see the following screen:

Figure T-4

Names are sorted alphabetically by first name.

OTHER GOLFERS			
Player	Card Name	Hcp	Tee
Dave McMartin	Dave	5.2	MC
Don Robertson	Don	12.6	MR
Eddie Navolo	Eddie	14.4	MC
Gary Smith	Gary	11	MC
George Smithso	George	8.2	MC
Joe SanMartino	Joe	15.0	MR
Sally Smith	Sally	24.7	W

Tap the up/down scroll arrows to scroll through the list.

Abbreviations for Men's Championship (MC), Men's Regular (MR), and Women's (W) tees.

Delete **Modify** **New** **X**

Your name doesn't need to be added to this list, since you've already entered it into the Owner Information screen. Note that there are some sample names already in this list. You'll start by adding names of three of your regular golfing partners. Don't worry if you can't remember their handicaps — just enter handicaps that are close to theirs, and you can always modify them later.

Adding a New Golfer

Tap the **New** button; the following screen appears:

Figure T-5

Enter/edit information for player:

Player:

Card Name:

Handicap:

Tee Prefs.:

Men's Champ.
Men's Reg.
Women's

Cancel **X**

This field is the maximum viewable size on the scorecard.

Enter handicap into this field.

Player: Paul
Handicap: 0.0
+ 1 2 3 4 5
. 6 7 8 9 0
Cncl **EXIT**

Handicap entry slip.
Tap the numerals, decimal point, and (if necessary) the plus sign to enter a handicap. Tap **EXIT** when you're finished.

You're already familiar with the process for entering information into the **Player** and **Card Name** fields, since you did this earlier when you entered your own Card Name. Enter the golfer's full name into the Player field, and enter his/her Card Name into the Card Name field, by tapping inside each field and writing into the Graffiti writing area, .

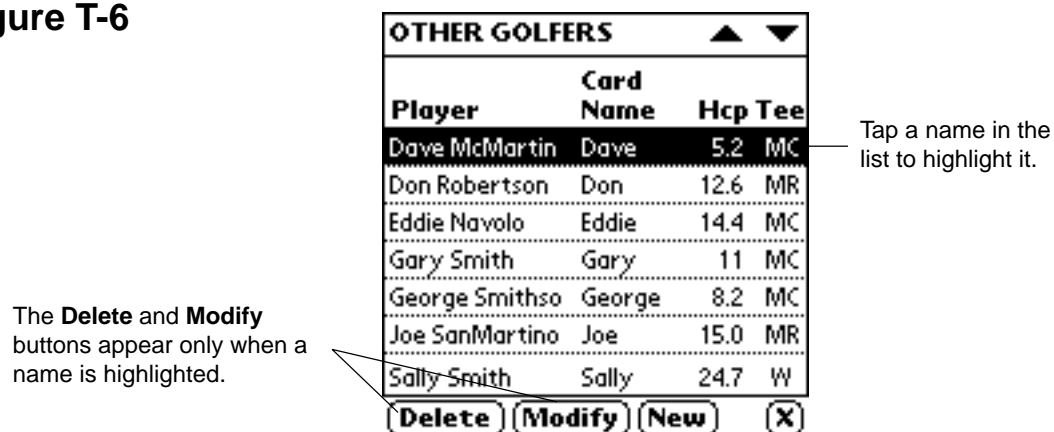
Now you're ready to enter that golfer's handicap into the **Handicap** field (note that ScoreCard Pro places a default of 0.0 into this field). Tap inside the **Handicap** field to display the **Handicap entry slip**. If this golfer's handicap is a decimal rather than a whole number (e.g., 7.0, or 14.2), include a decimal point and tenths digit. You may also enter a plus (+) handicap by tapping the + symbol in the entry slip.

Finally, specify the tees from which this golfer normally plays by tapping the **Tee Prefs.** pop-up list and selecting the tees, as you did for yourself when you entered the owner information. In figure T-4, the **Men's Championship tees** are abbreviated **MC**, the **Men's Regular tees** are abbreviated **MR**, and the **Women's** tees are abbreviated **W**. When all this information is correct, tap the **X** (an abbreviation for **eXit**) button and you'll see that the name of that golfer has been added to the list.

Deleting a Golfer From the List

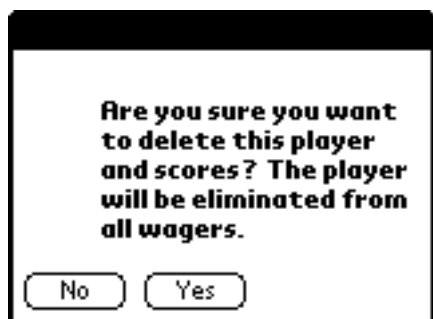
Next, let's delete the sample names that were already in this list when you received ScoreCard Pro. Start by tapping the name *Dave McMartin* to highlight it; your screen should look like this:

Figure T-6



Notice that two additional buttons have appeared on the bottom of the screen: **Delete** and **Modify**. Tap the Delete button, and you'll see the following message asking you to confirm that you want to delete this player:

Figure T-7



Tap **Yes**, and the player will be removed from the list.

Before going on to the next part of the tutorial, try adding two more fellow golfers to the list and deleting the remaining sample names. When you're finished, tap **X** to return to the scorecard. For the remainder of the tutorial, we'll continue to use the sample names that are illustrated in figure T-4, but your copy of ScoreCard Pro should contain the names of your own fellow golfers.

The Scorecard Screen

At this point, you should have entered your Card Name as the user of ScoreCard Pro plus the names of at least three of your fellow golfers, including their handicaps. We'll use this information in the next section, as you learn how to score a round, enter matches, and post a score.

Entering Players Into the Scorecard

You’re going to enter four players into the scorecard (fig. T-8), including yourself. Start by tapping the first blank line in the scorecard, as illustrated below, to display the **Players pop-up list**:

Figure T-8

Tap in the **Player name** area to display the **Players pop-up list**.

Paul
Eddie
George
Joe
[KeyBrd]

ProScore Golf & C.C.		10/11			
HOLE	1	2	3	(Tot)	
Blue 71.2/132	322	145	456	3057	
HDCP	16	18	2	(9)	
PAR	4	3	4	35	
	W				
	W				
	W				
	W				
	W				

Keyboard

Q W E R T Y U I O P
A S D F G H J K L :"
cap Z X C V B N M ! *
shift space _ ?
Done abc 123 Int'l

Pop-up keyboard is displayed when you tap **[KeyBrd]** in the Players pop-up list.

Your names will, of course, be different from those illustrated, but the owner’s name (your name) will always appear first in the list. To place it into the scorecard, simply tap on it; ScoreCard Pro will place the name and the handicap into the proper places on the scorecard. If the handicap for any player includes a decimal point, ScoreCard Pro will display a course-specific handicap for that player; otherwise ScoreCard Pro will display the player’s handicap without modifying it.

Tap the second line in the scorecard. The Players pop-up list is again displayed, this time without your name, since you’ve already been entered into the scorecard. Tap a fellow golfer’s name to place it into the second line of the scorecard. Next tap the third line of the scorecard and place another one of your golfing buddies’ names into the third line. Finally, tap the fourth line in the scorecard; you’ll enter a name for this golfer using the pop-up keyboard to enter your fellow golfer’s name.

To display the pop-up keyboard, tap the **[KeyBrd]** option in the Players pop-up list (see fig. T-8). Using this keyboard, enter the following name: **David M.** When you’re finished, tap the **Save** button and David M. is placed into the fourth line of the scorecard. Note that his default tees are **White**, and his default handicap is **0**.

At this point, your scorecard should look something like this:

Figure T-9

Blue
✓ White
Red

Tap on the **tee indicator** to display the **tees pop-up list** and tap the tees for this golfer.

Tap this area to enter handicaps.

ProScore Golf & C.C.		10/11			
HOLE	1	2	3	(Tot)	
Blue 71.2/132	322	145	456	3057	
HDCP	16	18	2	(9)	
PAR	4	3	4	35	
9	Paul	B			
8	George	W			
16	Joe	B			
0	David M.	W			
	W				

Modifying Tees and Handicaps

Throughout the remainder of this section, the four players’ handicaps and tees in your scorecard need to be the same as those we’ll be using in the rest of the tutorial. Since the information you entered is probably different, you’re going to modify both the handicap and tees (but not the names) to agree with those used in the tutorial.

Tap on the **Tee indicator** (it's the small letter in the lower right corner of the player name area) next to your own name to display the **Tees pop-up list**. For this course, there are three sets of tees named **Blue**, **White**, and **Red**. Tap **Blue** to set the tees from which you're playing to Blue. (Note that whenever you change the tees, ScoreCard Pro will display the player's handicap for the new set of tees, if that player had a handicap that included a decimal point.) Set the tees to Blue for each of the other players on the scorecard.

Next, change the handicap for the first player in the list (this should be your own name!) to 9. Tap in the handicap area next to your name to display the **Handicap entry slip**, and either write the handicap into the Graffiti area, or tap the numbers in this slip; tap EXIT to close the slip. Using the same procedure, set the other three golfers' handicaps to the following: **Player #2** – 8; **Player #3** – 16; **David M** – 6. Your scorecard (except for the specific names of the golfers) should look like this:

Figure T-10a

Handicap entry slip. Write the handicap into this slip via the Graffiti area, or tap the numbers to enter them. Tap EXIT when you're finished.

Figure T-10b

ProScore Golf & C.C.				
10/11				
HOLE	1	2	3	(Tot)
Blue 71.2/132	322	145	456	3057
HDCP	16	18	2	(9)
PAR	4	3	4	35
9 Paul B	4			
8 George B	5			
16 Joe B	5			
6 David M. B	5			
	W			

For your four golfers, the handicaps should be as shown.

Your player names will probably be different, but their handicaps should be the same as those listed (in the order shown), and their tee preferences should all be **B** (for **Blue**). If not, correct them now before starting the next section of the tutorial.

Setting Up New Games

You're going to set up two matches that involve the four golfers on this scorecard:

- A team Nassau match, four ways.
- An individual Skins game, with carryovers.

Start by displaying ScoreCard Pro's main menu and tapping the **Set up new game** option; the first screen of the Nassau setup screens is displayed:

Figure T-11

Players pop-up list.

Tap this arrow to display second screen for Nassau match setup.

Pop-up list of games.

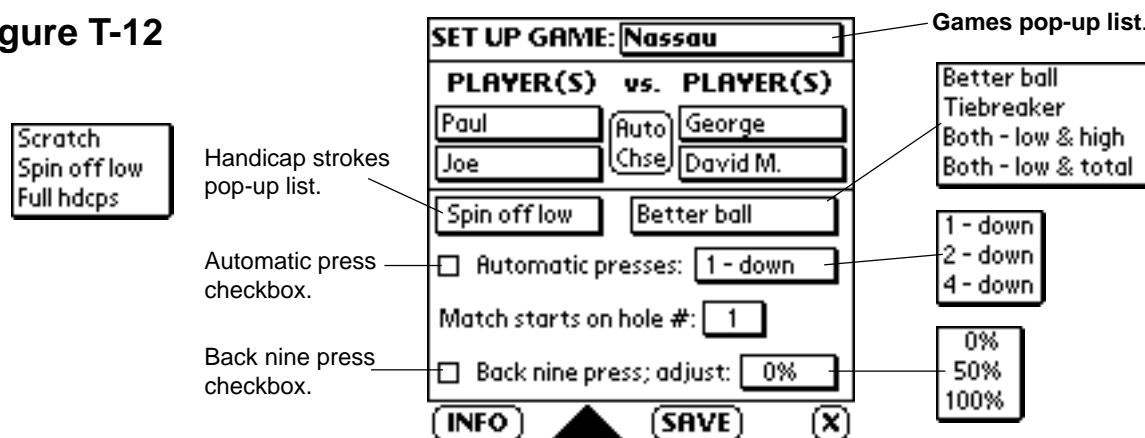
Whenever the Games setup screen is first displayed, the default match is Nassau. A little later, you'll choose a different type of match via the **Games pop-up list**, but right now you'll set up the Nassau match.

First choose the players for each team via the Players pop-up list. Tap the upper left pop-up list, and tap your own name to place yourself into this team. Now tap the player pop-up list directly below your name and select Player #3 (the player with the handicap of 16) by tapping his/her name. This completes the selection of one team. Repeat this procedure by selecting Player #2 (the player with the handicap of 8) and David M. as the opposing team, using the two player pop-up lists on the right-hand side of the screen.

To continue specifying this match, you need to enter the amount of each wager by writing into the respective fields in the **Wagers are Worth** section. For now, don't modify any of the **Front Nine**, **Back Nine**, **Overall**, or **Specs** amounts — they should be \$2.00, \$2.00, \$2.00, and \$1.00, respectively.

The rest of the Nassau options are specified in screen #2, as illustrated in figure T-12 below. To display this screen, tap the downward-pointing arrow at the bottom of figure T-11.

Figure T-12



To specify how the handicap strokes will be applied, you select an appropriate option from the **Handicap strokes pop-up list**: Scratch, Spin off low, or Full handicaps. If the **Spin off low** option isn't already selected, tap this list to display it, and be sure to tap the **Spin off low** option. (This option is recommended whenever you have a range of handicaps in a match.) With this option, the player with the lowest handicap (David M.) in the group receives no handicap strokes, and all other players receive strokes based on subtracting the lowest handicap from their own handicaps. Also for this Nassau match, you'll choose to count just the best score by leaving the **Better ball** option selected in this pop-up list.

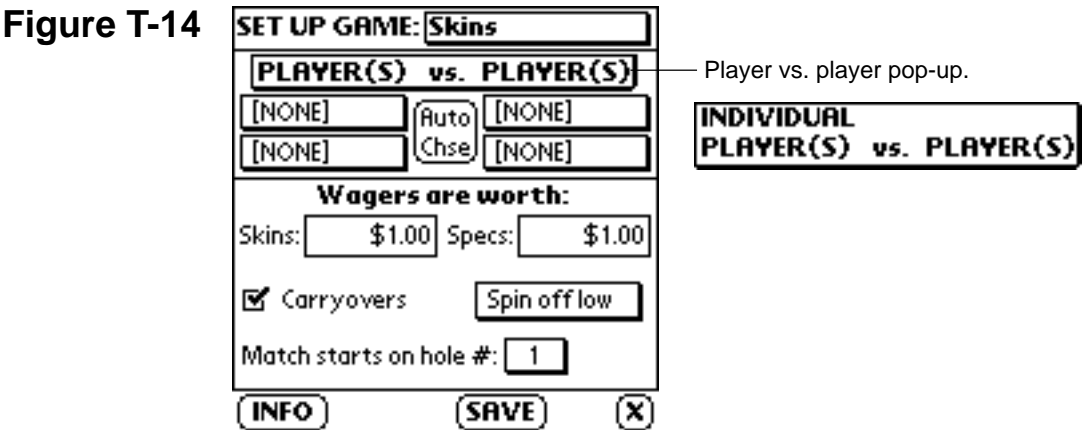
To complete the specification of this Nassau, tap the **Automatic press** pop-up list and tap **2-down** to indicate that you want ScoreCard Pro to initiate automatic 2-down Presses (ScoreCard Pro will automatically check the associated checkbox). Also, tap the **Back nine press** checkbox to specify that you want an additional bet on the back nine (this is called a "Nassau four ways"). Tap **SAVE** to save this match and notice that the player pop-up lists are changed to [None] after the match is saved.

Next, you'll set up a Skins game. Tap the Games pop-up list (see fig. T-12, above) to display the list of all available games:

Figure T-13



Now, tap the **Skins** option; the following screen is displayed:



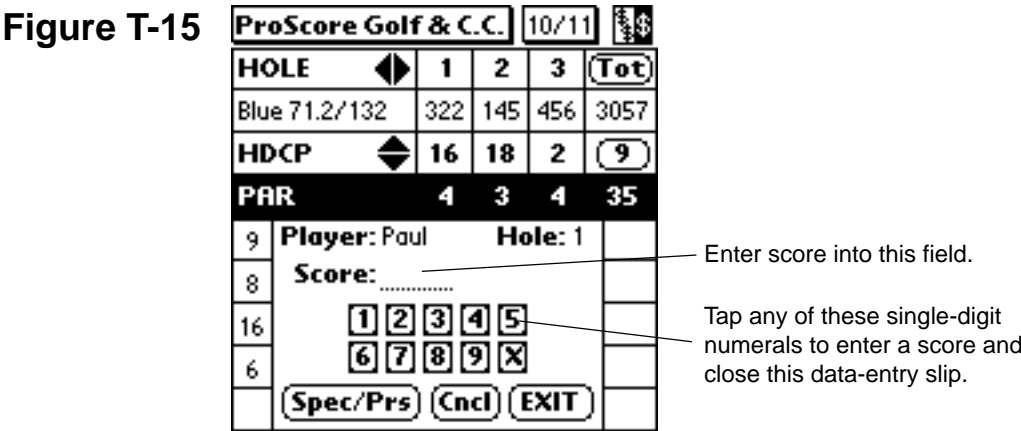
In this match, rather than creating a team vs. team game, you'll create an individual game where each golfer competes individually for the skins. Tap the **Player vs. player pop-up** and tap **Individual**. Note that there are now five player pop-up lists to select individual participants. Tap the **Auto Chse** button to have ScoreCard Pro automatically place all four players from the scorecard into this match. Finally, be sure that the **Carryovers** checkbox is checked — tap it if it's not. Your screen should look like this:



Tap the **SAVE** button to save this Skins match, and then tap the **X** button to return to the scorecard. You're now ready to begin entering scores.

Entering Scores Into the Scorecard

Entering a golfer's score into ScoreCard Pro is done by tapping inside the area in which you want to enter a score (to bring up a data-entry slip) and entering the score for that player via the Graffiti writing area, or by tapping the single-digit quick-entry numerals. Tap hole #1 for Paul (the owner); your screen will look like this:



Enter the following scores now:

Owner (Paul): 4
 Player #2 (George): 5
 Player #3 (Joe): 5
 David M.: 5

If you make a mistake, tap the hole to reenter the correct score. After you've finished entering all the scores, your scorecard should look like this:



Enter the following scores for the second hole: Owner — 3; Player #2 (George) — 3; Player #3 (Joe) — 4; David M. — 3. On this hole, you (the owner) had a Greenie — i.e., you were the closest to the pin in regulation and made your par — and David M. had a Sandie — i.e., he got up and down in par from the sand trap. Since these special events are worth money in both the Nassau and Skins matches, you need to record them.

Recording Specs in a Match

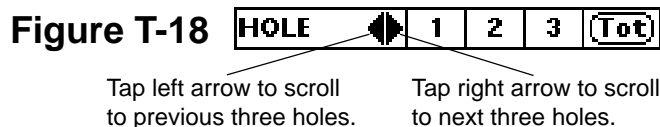
A *Spec* is a special side bet or event in a match, such as a birdie or sandie, that is won by an individual or a team during the course of that match. Let's start by recording your Greenie Spec on hole #2 for both the Nassau and Skins match. Tap the "3" that you recorded next to your name on the second hole, and the data entry slip is displayed. Next tap the **Spec/Prs** button in this slip to display the following dialog:



Note that ScoreCard Pro has already entered your name as the Player, plus the information from the particular hole that you tapped. The first match that you created — the Nassau match — is displayed in the **Pop-up list of matches**. To record a Spec, you simply tap the checkbox corresponding to the Spec that you want to record. So for this match, tap the **Greenie** checkbox. Next select the Skins match by tapping the Pop-up list of matches and selecting **Ind. Skins**. When you select a different match, ScoreCard Pro automatically saves the Specs that you entered on the previous screen, so you don't need to worry about specifically saving them. For this match also, tap the **Greenie** checkbox, and then tap **SAVE** to return to the data entry slip.

Return to the scorecard by tapping **Exit** in the data-entry slip. Then record David M.'s **Sandie Spec** in a similar manner: tap the "3" next to David's name on the second hole, tap the Spec/Prs button to display the **Record Spec or Press** screen, and tap the checkbox for the Sandie Spec. Next, select the **Ind. Skins** match, and tap the Sandie checkbox for that match also. Tap **SAVE** to return to the scorecard when you're finished.

By now you've noticed that ScoreCard Pro only displays scores for three holes at a time, plus the totals for up to five players. In order to view or enter scores for other holes, you tap the left- and right- scroll arrows next to the word **HOLE** in the scorecard:



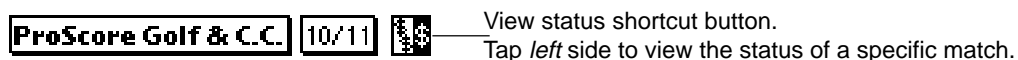
ScoreCard Pro scrolls three holes at a time. This means that you'll always view one of the following sets of three holes: 1 – 3, 4 – 6, 7 – 9, 10 – 12, 13 – 15, or 16 – 18. Enter scores for the remaining holes on the front nine as follows:

<u>Hole#:</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>
Owner	5	5	3	4	5	5	5
Player #2	6	4	4	5	5	4	5
Player #3	X	5	4	5	6	5	4
David M.	5	4	4	4	5	4	4

Note that there is an X indicated for Player #3 on the third hole. *As long as a player has a valid handicap entered on the scorecard, you can record an X for that player simply by tapping X in in the score entry slip for that hole.* ScoreCard Pro will calculate the adjusted score, relative to that player's handicap, and place the adjusted score into the scorecard with an X reminder in the corner of that hole. Any player who receives an X on a hole will not have his score counted toward the calculation of any match's results, so it's best to record a real score for a player whenever possible. Finally, record another Greenie Spec for yourself (you're pretty good at hitting greens on par 3s!) on hole #5, for both the Nassau and the Ind. Skins matches.

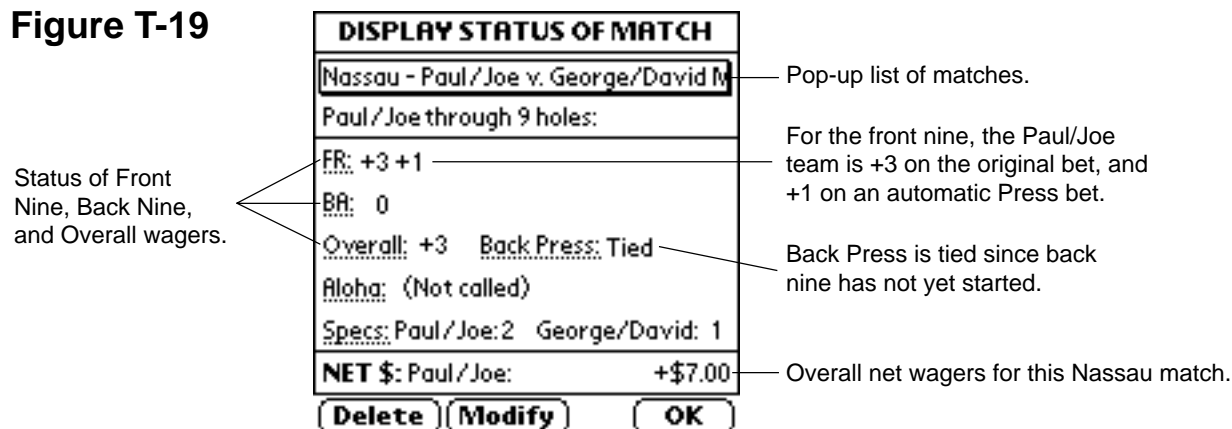
Viewing the Status of a Match

Let's see how each match stands after the front nine. Tap the left side of the **View status shortcut button** located in the top row of the scorecard screen:



ScoreCard Pro displays the status screen for the first match — the Nassau match. Your Nassau match results should look like this:

Figure T-19



If it doesn't, you probably entered some scores differently from those specified in the tutorial, or perhaps

you have entered a player's handicap incorrectly. If so, simply correct the errors by reentering the scores or handicaps to correct them.

To view the status of the Individual Skins game, tap the **Pop-up list of matches** and select **Ind. Skins** from this list. The status should look like this:

Figure T-20

Number of holes through which this match is calculated.

DISPLAY STATUS OF MATCH					
Ind. Skins - Paul/Joe/George/David M.					
9holes:	FR	BA	Tot	Sp	Net\$\$
Paul	3	0	3	2	\$8.00
George	0	0	0	0	-\$12.00
Joe	6	0	6	0	\$12.00
David M.	0	0	0	1	-\$8.00

Pop-up list of matches.

Net winnings calculated using wager amounts entered in setup.

Delete **Modify** **OK**

When you're finished reviewing the status, tap **OK** to return to the scorecard screen.

Adjusted and Net Scores

At any time, you can also see the **adjusted** and **net** scores for any player on the scorecard. To calculate an *adjusted score* for a player, ScoreCard Pro requires that player to have a handicap entered on the scorecard; if there is none, then that player's adjusted scores are blank. An adjusted score is calculated according to the rules that you define yourself, on a separate screen; note that if you enter an X it will automatically display an adjusted score.

A *net score* is calculated by subtracting any handicap strokes for that player on that hole. In calculating net scores, if a player receives an X on a hole, then that player is considered not to have completed play on that hole, and he/she will receive no handicap stroke adjustment when net scores are calculated (i.e., the net score, adjusted score, and gross score will be the same).

To view the adjusted scores for each player, tap the **Tot/Adj/Net button** **Tot** near the upper right corner of the scorecard screen (see fig. T-18) to cycle through the total, adjusted, and net scores on the scorecard. Go ahead and try this now, while the front nine is displayed in the scorecard; be sure to cycle back to **Tot**.

Scoring the Back Nine

Next you'll enter scores for the back nine. Scroll the display so that holes 10 – 12 are shown in the scorecard (refer to fig. T-18). Go ahead and enter the remaining scores and Specs for the back nine as follows:

Hole#:	10	11	12	13	14	15	16	17	18
Owner:	4	4	5	4	5	4	6	4	5
Player #2:	4	4	7	5	4	3	5	5	5
Player #3:	6	4	6	5	6	4	4	5	6
David M.:	4	3	5	5	5	4	5	4	4

For both matches (Nassau and Skins), record the following Specs:

Owner: **Chippie** on hole #18.
 Player #2: **Greenie** on hole #15.
 Player #3: **Sandie** on hole #16.
 David M.: **Greenie** on hole #11, birdie on hole #18.

Viewing the Status of All Matches

Once you've entered all these scores and Specs, you can get the overall results of all wagers for both the Nassau and Skins matches by tapping the right side of the **View status shortcut button**; the results should look like this:

Figure T-21

ProScore Golf & C.C.		10/11		
HOLE	◀▶	1	2	3 (Tot)
Blue 71.2/132		322	145	456 3057
HDCP	◆	16	18	2 (9)
PAR		4	3	4 35
9	Paul B		+\$4.00	
8	George B		-\$8.00	
16	Joe B		+\$8.00	
6	David M. B		-\$4.00	
	W			OK

View status shortcut button.

Tap *right* side to view the overall status of all wagers.

Net winnings/losses for each player listed next to name.

Tap OK to redisplay scores.

Tap the **OK** button to redisplay the scorecard. You can always view the status of any individual match by tapping the left side of the View status shortcut button as described previously. For example, the overall results of the Nassau match should look like this:

Figure T-22

DISPLAY STATUS OF MATCH	
Nassau - Paul / Joe v. George / David M	
Paul / Joe through 18 holes:	
FR:	+3 +1
BR:	-1
Overall:	+2 Back Press: -1
Aloha:	(Not called)
Specs:	Paul / Joe: 4 George / David: 4
NET \$:	Paul / Joe: +\$2.00
Delete	Modify OK

Tap OK to return to the scorecard.

Posting Your Score

Now that you've finished this round, you can post your score to a list of your most recent 20 scores. To post this score, select **Post this score** from the main menu. ScoreCard Pro will automatically post an *adjusted* score, not your gross or net score. Once the score has been posted, the only difference you'll notice in the scorecard is that there is a dot or "bullet" next to the name of the course in the **Pop-up list of courses**:

ProScore Golf & C.C. • ——— Dot indicates score has been posted.

Viewing Previously Posted Scores

Any time that you wish to view your previously posted scores, you can do so by displaying ScoreCard Pro's Main Menu and choosing the **Previous scores** option. Since you have just posted a score, you can view this score now by selecting this option.

Figure T-23

PREVIOUS SCORES ▲▼

NAME: Paul Avg. Score: 80

Cur. Hdcp: 7.1

You may enter your current handicap into this field.

Average score for all posted rounds.

Date	Sc.	H/A	T	Dif	Rat.
10/11/97	80	H		132	71.2

New X

You may modify or delete this score; see the reference section for more detail on modifying or deleting old scores. In this screen as well as the Owner Info screen, you may enter your current handicap (if you know it) directly into the **Cur. Hdcp** field. Return to the scorecard screen by tapping the **X** button.

Entering Your Home Course Data

Next, you'll enter the name and data for your home course, the one at which you usually play. Be sure that you have a current scorecard from that course available now. When you're ready, display the main menu and select the **Courses** option to bring up the Courses screen; it looks like this:

Figure T-24

ProScore Golf & C.C. ◀▶

Tees: Men's Champ. Name: Blue

Rating: 71.2 Difficulty: 132

#	1	2	3	4	5	6
Yards	322	145	456	286	193	388
Hdcp	16	18	2	12	10	8
Par	4	3	4	4	3	4

Yds: FR - 3057 BA - 3223 Tot - 6280
Par: FR - 35 BA - 36 Tot - 71

Actions pop-up menu.

Actions X

Note that the data for the ScoreCard Pro Golf & C.C. is already displayed. To create a new course, tap the **Actions pop-up menu**, and tap the **New Course** option. The familiar typewriter keyboard appears:

Figure T-25

Keyboard ⓘ

Q W E R T Y U I O P ←

→ A S D F G H J K L : "

cap Z X C V B N M ! * ↵

shift space _ ?

Done abc 123 Int'l

Start by entering the name of your home course, and then tap the **SAVE** button. The screen now looks like this:

Figure T-26

Annotations for Figure T-26:

- Tap right arrow to display data fields for next set of holes.
- Default par rating of 72 entered for all tees.
- Default difficulty of 113 entered for all tees.
- Enter yardages into fields for each hole.
- Enter hole's handicap into these fields.
- Par entered automatically by ScoreCard Pro.
- Tee names pop-up list. Note that only names not currently used will appear in this list.

Entering the Rating and Difficulty

Note that ScoreCard Pro has entered default values for the **Rating** as well as the **Difficulty** for all three sets of tees. The difficulty rating of a course is a whole number, such as 118, and is usually available from the printed scorecard for a course, alongside the rating of the course. You can modify these values, but you cannot erase them — every course needs a Rating and Difficulty in order for you to record scores. From the information listed on the scorecard for your home course, enter the correct Rating and Difficulty into these fields now.

Assigning Tee Names

ScoreCard Pro keeps track of up to three sets of tees for each course: *Men's Championship*, *Men's Regular*, and *Women's*. For a new course, ScoreCard Pro assumes that the name of the **Men's Championship tees** is **Blue**, the name of the **Men's Regular tees** is **White**, and the name of the **Women's tees** is **Red**. You can change these tee names to any of the following other colors:

- Black (K).
- Gold (G).
- Green (N).
- Orange (O), shortened to Ornge in the pop-up list.

The single letter (K, G, N, or O) following each name is the abbreviation that is used to designate these tees in the scorecard screen. There is no intrinsic meaning in the colors that you assign to the tees — if you wish, you can name the Men's Championship tees Red and the Women's tees Blue. To change the color assigned to a tee, select the color from the **Tee names pop-up list**.

Entering Yardages

Now that you've chosen the names for the tees, enter the yardages for each hole. Do this by tapping in the **Yards** field for each hole and entering the yardage via the Graffiti writing area. When you exit this field (e.g., by tapping outside the field), ScoreCard Pro will automatically assign a par for that hole, as follows:

<u>Men's tees</u>	<u>Women's tees</u>	<u>Par</u>
0 – 250 yds	0 – 210 yds	par 3
251 – 470 yds	211 – 400 yds	par 4
471 yds and over	401 – 570 yds	par 5
	571 yds and over	par 6

If the par that ScoreCard Pro enters is incorrect, you can correct it by tapping in that field and reentering the par. Enter all the yardages for all sets of tees on the front nine. As you enter each yardage, ScoreCard Pro automatically calculates the total yardage for each nine holes, and the 18-hole total.

Once you’ve entered the information for holes 1 – 6, tap the right arrow to display the data for holes 7 – 12. Similarly, tapping the right arrow again will display the data fields for holes 12 – 18.

Entering Each Hole’s Handicap

Finish creating your course’s first set of tees (e.g., the Men’s Championship Blue tees) by entering the proper handicap rating for each hole into the respective field. When you exit that field, ScoreCard Pro will verify that each hole has a unique handicap between one and eighteen, and will not let you enter duplicate handicaps.

To enter data for another set of tees (e.g., the Men’s Regular White tees), tap the pop-up menu next to **Tees** (see fig. T-26) and select another set of tees. Be sure to assign the correct color name to this set of tees using the **Tee names pop-up list**, and then enter all the requisite information (yardages, handicaps, and pars) for each hole.

NOTE: If your course happens to have more than three sets of tees, you’ll need to create two separate scorecards if you want to accommodate four or more sets of tees. Refer to the reference section for more suggestions on creating courses with four or more sets of tees.

When you’re finished, tap the **X** button to return to the scorecard.

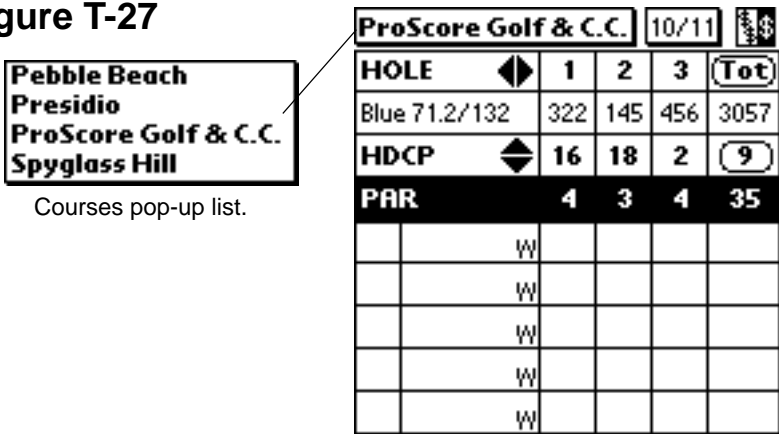
Starting a New Round

You’re almost finished with the tutorial. The last two items you’ll learn in this section are:

- Starting a new round.
- Retrieving an old round.

To start a new round, display the main menu and tap the **New Round** option; the current scorecard is stored, and all the scores and players are cleared:

Figure T-27



Selecting a Different Course

Since you’ve just created a scorecard for your own home course, you should select that card from the **Courses pop-up list**. Tap this list, and select your own course to display its scorecard.

Conclusion

This concludes the tutorial. Once you're completely comfortable with all the features that you'll need to use ScoreCard Pro on the course, you may go back and delete the following practice data from ScoreCard Pro:

- The practice round on the ProScore Golf & C.C. (using the **Delete Round** option as illustrated in the main menu, figure T-3).
- The score that you posted from this practice round (see figure T-23).
- The ProScore course itself.

Refer to the reference section of the manual for more information on the above items.

REFERENCE

This section of the ScoreCard Pro manual contains illustrated instructions on every feature available in ScoreCard Pro, including:

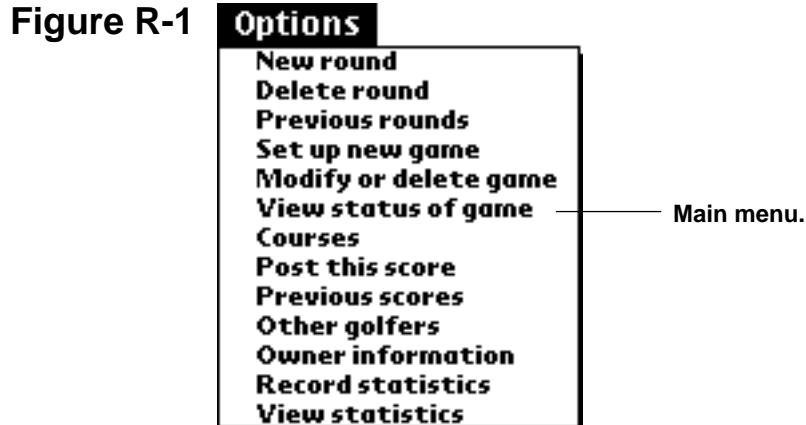
- Displaying and using the main menu.
- Displaying and entering information into the scorecard screen.
- Creating, modifying, deleting, and reviewing the status of any game.
- Specifying courses — creating, modifying yardages/handicaps/pars, changing a course's name, deleting a course from the list.
- Posting a score after a round is completed.
- Reviewing any previously posted scores; modifying or deleting those scores.
- Creating and maintaining a list of other golfers with whom you frequently play.
- Entering and modifying information about yourself as the owner of ScoreCard Pro.
- Specifying stroke adjustment procedures for adjusting scores on individual holes.
- Recording, modifying, and viewing golfing statistics on your rounds.

If you've already worked through the tutorial, you've covered many of these topics in sufficient detail to use ScoreCard Pro on the golf course. This section will give you additional details about those items, as well as explanations and illustrations for those features not covered in the tutorial.

TIP: If you need to learn how to use a feature quickly, look over the accompanying illustrated screens before starting to read through the associated text. Many times you'll be able to figure out everything that you need to know about a certain ScoreCard Pro feature simply from the illustrations, relying on the text when you need more detail.

The Main Menu

You access any of ScoreCard Pro's features by tapping the Pilot's menu button whenever the scorecard screen is displayed. The **Main menu** appears:



Each of these options either displays a list of additional options, or takes you to a different feature/screen of ScoreCard Pro. This section contains a brief description of what each of these options does when you select it; detailed instructions for each feature are contained later in this chapter.

Rounds

Starting a New Round

Tap **New round** to display a new blank scorecard. The currently displayed round will be stored, and if it contains a completed score that you haven't already posted, you'll be prompted to post that score before the new scorecard is displayed. You're not required to post an old score whenever you start a new round, but it's usually best to do so.

Deleting a Round

To delete a round, first select that round from the list to display it, and then tap **Delete round** in the main menu. Once you've deleted a round, you can't redisplay it — ScoreCard Pro will erase it from its memory.

Viewing a Previous Round

If you want to view any previous round, tap **Previous rounds** in the main menu to display the list of all the saved rounds:

Figure R-2



Tap the round (fig. R-2) that you want to display. You can do this even if the currently displayed round is only partially complete — ScoreCard Pro will save the current round and all the associated information, and you can return to it at any time.

All old rounds are saved with all associated information, such as matches, wagers, Specs, statistics, etc., so that you can review or even change this information. However, once a round has been posted, its posted score *won't* change even if you later change the scores that you made on individual holes. To change the score for a posted round, you must use the **Previous scores** option.

After you've started a new round be sure that the scorecard that's displayed is the course you're playing; if not, select the correct course from the **Pop-up list of courses** (see fig. R-4).

TIP: Whenever you start a new round, ScoreCard Pro stores the currently displayed round in the list of ten previous rounds (as illustrated in fig. R-2). If there are already ten rounds stored, ScoreCard Pro will automatically delete the oldest round. If your list has reached ten rounds, and you have an especially good round that you want to preserve, be sure to display and delete some other older round before you start a new round. That way, ScoreCard Pro won't have to delete your special round when it starts a new scorecard.

Games

Selecting **Set up new game** from the main menu lets you set up new games, selecting **Modify or delete game** allows you to modify or delete any existing games for the displayed round, and selecting **View status of game** will let you view the status of any game at any time during a round. These options are explained in more detail later in this manual.

Courses

Selecting this option from the main menu takes you to the **Courses** module. In this module, you can store up to 20 courses, modify existing courses, change a course's name, or delete any course. ScoreCard Pro stores up to three different sets of yardages/tees for any course, plus associated handicaps.

ScoreCard Pro requires that you have at least one course scorecard at all times. When you first receive ScoreCard Pro, a sample course named ProScore Golf & C.C. is included. Once you've become familiar with its features and created your own home course scorecard, you can delete the ProScore Golf & C.C. course. All the **Courses** features are explained in complete detail in that section.

Post This Score

Selecting this option will post the currently displayed score to ScoreCard Pro's list of your previous 20 scores. Before you're allowed to post a score, ScoreCard Pro verifies that:

1. Your name as the owner is among the players on the currently displayed scorecard.
2. The round hasn't already been posted.
3. All 18 holes have a valid score.

If any of the above criteria is not met, ScoreCard Pro will display a message describing the problem, and you won't be allowed to post that score until the problem is corrected.

Once a score has been successfully posted, the only verification you'll see is a bullet (•) placed next to the name of the course in the pop-up list of courses, as well as next to the date of the round in the list of stored rounds (fig. R-2).

Previous Scores

Selecting this option takes you to the **Previous scores** module. This module stores up to 20 of your previously posted scores and displays your average score. In this module, you may also enter your current handicap. You may add, modify, or delete any posted score, as well as modify the statistics for those scores.

Other Golfers

Many of your rounds will be played with a group of your fellow golfers with whom you regularly play. ScoreCard Pro lets you maintain a list of up to 50 golfers, along with their handicaps, tee preferences, and the abbreviated name that they use on the scorecard display. Selecting this option takes you to the **Other golfers** module, where you can add, modify, and delete golfers on this list.

Owner Information

Selecting this option takes you to the **Owner information** screen, which contains the following information about you:

- Your ScoreCard Pro Owner Name; this is the same as your Pilot User name from the Pilot desktop application.
- Your ScoreCard Pro Serial Number. This number is required in order to run ScoreCard Pro, and can only be used with your Owner Name.
- Your name as it will appear on the scorecard, called the *Card Name*.
- Your current handicap.
- Your Club# or other identifying golf number.
- Your tee preferences.
- Your home course.
- Your stroke adjustment preferences.

In addition, this module has an option that allows you to specify the adjustment, if any, you would like to make to individual holes' scores prior to posting a score to your list of most recent scores. It also determines what value (if any) is inserted when you enter an X for a hole's score.

In this screen you can modify the above information at any time.

Statistics

Selecting the **Record statistics** option allows you to enter or modify statistics for the currently displayed round. ScoreCard Pro will automatically figure out the number of eagles, birdies, pars, bogeys, and double-bogeys (assuming the scorecard is complete). You may record up to 14 other statistics for any round. When you post a completed score, ScoreCard Pro automatically saves the statistical data you recorded and uses it to calculate averages for any number of rounds that you specify.

Selecting the **View statistics** option lets you view averages and percentages of your statistics for previous rounds. By default, ScoreCard Pro will initially calculate averages and percentages for all your previously posted rounds. You can instruct ScoreCard Pro to calculate statistics for only your most recent rounds also, to help determine whether your recent statistical trends are getting better or worse.

ScoreCard Pro's statistics module has a unique feature that lets you track only those statistics that interest you, or track certain statistics for certain rounds only. The section on Statistics fully explains how to use all of these features.

The Main Scorecard Screen

Similar in appearance to a printed scorecard, this is the screen in which you'll record your rounds. Figure R-4 illustrates all the features available in this screen:

Figure R-4

**Pebble Beach
Presidio
ProScore Golf & C.C.
Spyglass Hill**

Pop-up list of courses. Tap to display available courses, and tap the course to display its scorecard.

Date pop-up. Tap to change date of this round.

View Status button. Tap left side to go directly to **View status of game** screen, tap right side to display each player's overall winnings.

Tap left or right arrow to scroll to previous or next three holes.

Tap up or down arrows to scroll to other sets of tees.

Tot. button. Tap to cycle through Tot./Net/Adj. scores.

Tap here to toggle between 9/18 hole totals.

Enter scores by tapping hole and entering via score entry slip.

Pop-up list of names. Tap in name area to display this list, then tap name to place into scorecard, **OR**, tap **[KeyBrd]** to enter names that aren't on list.

Tap this area to display the **Handicap entry slip** and write handicap into the Graffiti area, or tap the number keys to enter the handicap.

Tees pop-up list. Tap tee indicator to display this list, then tap tees from which you're playing.

Score entry slip. Tap a number to enter a score and close the slip, or enter the score via the Graffiti area. Tap the **Spec/Prs** button to display the Specs and Presses dialog.

HOLE	1	2	3	Tot
Blue 71.2/132	322	145	456	3057
HDCP	16	18	2	9
PAR	4	3	4	35
7 Paul B	4	3	4	11
14 Joe B	5	4	7	16
+2 Pro B	4	3	4	11
6 Dave B	4	3	4	11
5 Lip B	4	3	5	12

Player: Paul
Handicap: 9
+ 1 2 3 4 5
- 6 7 8 9 0
[Cncl] **[EXIT]**

☒ Blue
☐ White
☐ Red

Player: Paul **Hole: 5**
Score:
1 2 3 4 5
6 7 8 9 X
[Spec/Prs] **[Cncl]** **[EXIT]**

TIP: Any time a pop-up list (courses, names, tees, etc.) is displayed in this screen, you can close that pop-up list or menu without taking any action simply by tapping anywhere outside that list.

Selecting the Course

Tap the **Pop-up list of courses** to select the course that you wish to play. If you've already started to record a round, but haven't completed it, ScoreCard Pro will give you the option of retaining the current list of players, scores, and matches (in case you've accidentally started recording a round on the wrong course!). If you choose to retain them, ScoreCard Pro will automatically display new handicaps for the newly selected course for all players whose handicaps included a decimal value (e.g., 9.5). For those players whose handicaps were a whole number (e.g., 11), their handicaps will remain the same for the new course, so be sure to change them if necessary.

If you select a new course after completing a round, but before posting your score, ScoreCard Pro will prompt you with a message asking if you want to post your score before it displays the new course. Although you're not required to post any score, it's best to do so as soon as possible after completing your round.

Entering Players' Names, Handicaps, and Tees

You can enter up to five players into the scorecard. Tap the player name area on the scorecard to display the list of golfers you've entered (including your own name), plus a pop-up typewriter keyboard for entering names that aren't in the list. Choose a name from the list by tapping on it, or tap **[KeyBrd]** to bring up the keyboard. If you're using the keyboard, just tap out the name, including capital letters and spaces (if desired), and tap the **SAVE** button when you're finished.

For any players in the list with a handicap that includes a decimal point, ScoreCard Pro will calculate the handicap to which this golfer will play on this course (called a "course-specific handicap") and place it into the handicap area. If the selected player has a handicap that is a whole number, ScoreCard Pro will place this handicap into the handicap area. For players that you entered via the keyboard, ScoreCard Pro assigns a handicap of 0 (scratch) and a tee preference of **Men's Reg.**; note that the actual name of the Men's Reg. tees will vary according to the name you assigned when the course was created (e.g., "White") — it won't actually be called "Men's Reg."

Modifying or Deleting Handicaps and Players

Enter or modify the handicap for any player by first tapping his/her handicap area. When the **Handicap entry slip** appears, write the handicap into the Graffiti area, or tap the numbers and/or decimal point to enter them. For golfers with a plus (+) handicap (i.e., better than 0), *you must tap the + sign to indicate a plus handicap*; ScoreCard Pro will display the plus sign in the handicap area. Note that if you choose to enter a handicap with a decimal, ScoreCard Pro will automatically display the correct course-specific handicap. The maximum handicap allowed is 40.4 if entering a decimal point, or 55 if entering a whole number; if you enter any number larger than this, ScoreCard Pro will set it to 40.4 or 55, respectively.

TIP: For nine-hole players, be sure to use the correct handicap. E.g., if a nine-hole player has a nine-hole handicap of 21, you should double this to 42 and enter that number into the handicap area for this player.

To change a player, tap on the name. ScoreCard Pro will assume you want to delete the player and enter another name, and will warn you that the player will be eliminated from all matches and wagers. Be sure that you want to do this, since once a player has been deleted from any associated matches and wagers, you'll have to reconstruct completely those matches if you change your mind and want to reenter that player. The list of players and pop-up keyboard will be displayed, and you can enter another player into that line on the scorecard.

Erasing a Name or Handicap

You can also delete a player, or a player's handicap, simply by erasing it using normal Pilot techniques.


NOTE: A blank handicap is different from a 0 handicap. ScoreCard Pro interprets a blank handicap as meaning that the golfer has no established handicap and will not allow that golfer to be included in any matches, nor be able to calculate adjusted or net scores for that golfer. It is highly recommended that every player on the scorecard be assigned a handicap, rather than leaving this item blank.

Viewing and Specifying the Tees

On each line that may contain a player's name, there is a one-letter abbreviation for the tees from which that player is playing:

B – Blue; W – White; R – Red; K – Black; G – Gold; N – Green; O – Orange

To change the tees for any player, tap this one-letter abbreviation to display the **Tees pop-up list** and tap the desired tees.

The actual names of the three sets of tees, along with the rating and difficulty for that set of tees, may be viewed by tapping the up/down arrows  as indicated in fig. R-4.

Setting the Date

Whenever you start a new round, ScoreCard Pro assumes that you want the date of that round to be the current date that the Pilot maintains internally. You can change that date (if, for example, you're entering a round from an older scorecard) via the **Date pop-up** as indicated in fig. R-4. Tap on the date field to display the Pilot's standard calendar, and then enter the correct date.

Entering Scores


For each player, tap the hole for which you want to enter a score to display the **Score entry slip**; you may either tap the numbers in this slip for one-tap entry into the scorecard or write the score into the Graffiti area of the Pilot (you *must* use the Graffiti area if the player records a double-digit score). If the player has a handicap *and* you've specified an adjustment procedure you can also enter an X via the Score entry slip, and ScoreCard Pro will display the adjusted score for that hole with an X indicated in the upper left corner.

To change a score on a hole, reenter the score by tapping on that hole and rewriting the score. You may also erase a score completely by tapping on that hole and erasing the previously entered score.


Other Buttons on the Scorecard Screen

Refer to fig. R-4 for illustrations of these buttons.


Scroll to Previous or Next Three Holes

To scroll to the previous or next three holes, tap the left- or right-arrow button  as indicated in fig. R-4. Note that if you tap the left arrow when holes 1 – 3 are displayed, holes 16 – 18 will be displayed. Similarly, if you tap the right arrow when holes 16 – 18 are displayed, holes 1 – 3 will be displayed. This feature allows you to quickly navigate to any set of holes that you wish to view.

Display 9/18 Hole Totals

Tap the 9/18 hole totals button  to switch between displaying total scores for 9 or 18 holes.


Display Total / Adjusted / Net Scores

For any player with a handicap, you can display the adjusted score or net score by successively tapping the  button to change from **Tot.** (gross score) to **Adj.** to **Net.**

Adjusted scores are calculated according to your particular preference, using a preference screen explained in the Owner Information section of this manual. **Net scores** are calculated by subtracting any handicap strokes received by that player on that hole. Note that if a player has an X recorded on a hole, it is not possible to calculate a true net score, since the player did not finish play on that hole; ScoreCard Pro *does not apply handicap strokes to an X*. Also, if the course is not completely specified — i.e., if a hole's handicap has not been entered — then the net score will appear as blank. For players without a handicap, both their adjusted and net scores are displayed as blank.

Whenever you enter a score into a hole, ScoreCard Pro automatically reverts to displaying the gross score.

Viewing Game and Overall Status

You may view the status of any individual match or wager in one of two ways: (1) display ScoreCard Pro's main menu and select **View status of game** from that menu, or (2) tap the left side of the **View status button**  as illustrated in fig. R-4. For more information on viewing the status of an individual match, see the sections that describe how ScoreCard Pro displays the results of any match.

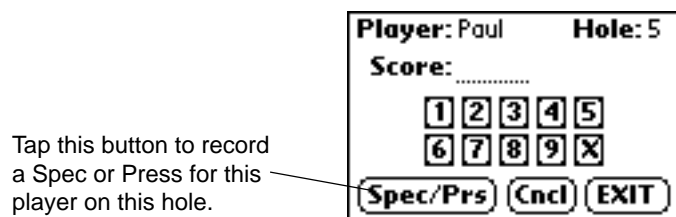
Tapping the right side of the View status button will calculate and display the current results *for all matches for all players on the scorecard*. Since this may take a few seconds, a status bar may be displayed during the processing.

Specs and Presses

A **Spec** is a special side bet in a match, such as a Birdie or Sandie, that is won by an individual or a team during the course of that match. A **Press** is an additional bet in a Nassau match that begins on the hole on which it was started (“called”) and continues through the end of the front or back nine. ScoreCard Pro lets you record Specs and Presses via a special screen, the **Record Spec or Press** screen.

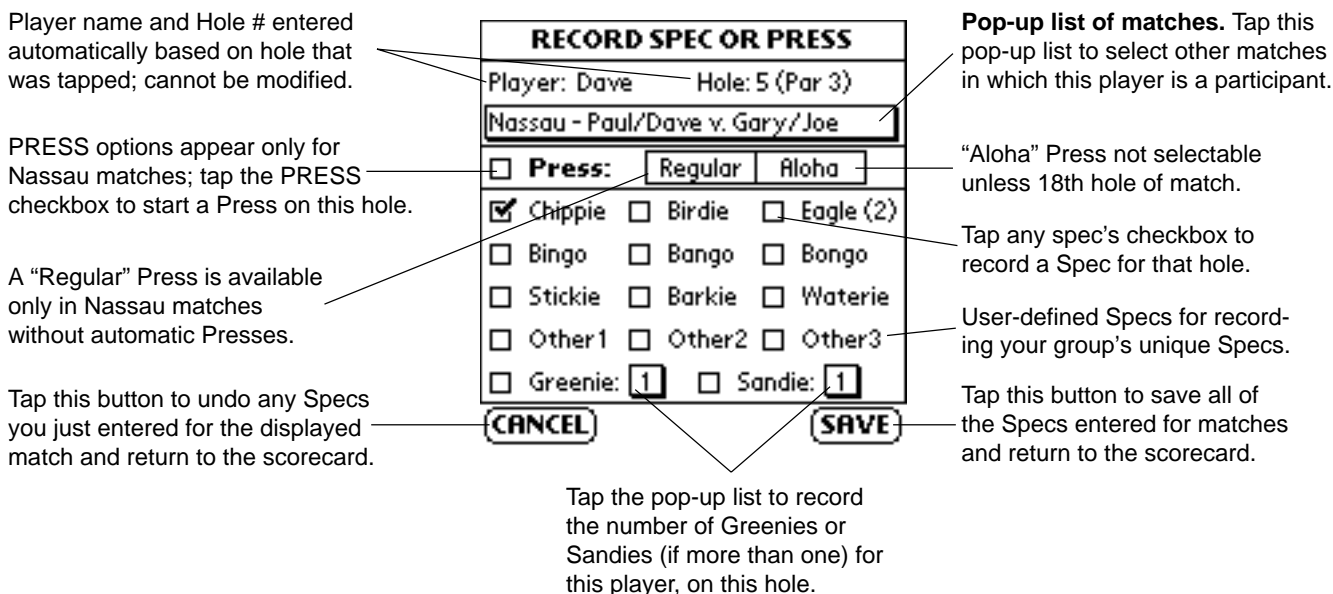
Displaying the Record Spec or Press Screen

To display this screen and record a Spec, tap on the hole for the player who scored the Spec, or who wishes to call a Press, to display the Score entry slip:



Next, tap the **Spec/Prs** button to display the following:

Figure R-5



ScoreCard Pro will automatically place the player’s name and the hole number into this screen. Select the match for which the Spec or Press is being recorded, via the Pop-up list of matches. Only those matches in which this player is a participant will be included in that list.

Specs That You Can Record With ScoreCard Pro

Here’s a list, along with definitions, of the Specs that you can record for most matches/games:

Chippie: A shot from off the green that is holed, for par or better; also called a **Watson** or **Ferret**.

Birdie: A score of one under par on a hole.

Eagle: A score of two under par on a hole; worth double the Spec wager amount.

Bingo: The first ball on the green (regardless of number of strokes it took to get there) in a Bingo-Bango-Bongo game.

Bango: The ball closest to the hole after all players are on the green in a Bingo-Bango-Bongo game.

Bongo: The first ball to be holed out in a Bingo-Bango-Bongo game.

Stickie: A putt the length of the flagstick or longer, for par or better; also called a **Poley**.

Barkie: A score of par or better after hitting a tree on any shot; also called a **Woodie**.

Waterie: A score of par or better after being in a water hazard; also called a **Titanic**.

Greenie: The approach shot that is on the green and closest to the hole in regulation on a par 3 (or any other agreed-upon hole), and scores par or better; also called a **Proxy**, **Plonker**, or **Blue Plate Special**.

Sandie: A score of par or better after being in a greenside sand bunker; also called a **Grittie**.

Other 1 / Other 2 / Other 3: Define your own Specs — see below!

Examples of Other Specs You Can Record

Using ScoreCard Pro's versatile **Other** Specs, try playing the following Specs in your games:

Sevies: Successfully achieving a par or better without ever having been in the fairway (except on par threes, where there are no Sevies); also called an **Arnie**.

Hogans: Successfully achieving par or better on a par 4 or par 5 having *always* been in the fairway, and having hit the green in regulation.

Tigers: On a par 4 or par 5, the player with the longest drive in the fairway; also called a **Nicklaus**.

Recording Called Presses

To record a Press (in a Nassau match only), tap the **Press** checkbox and then tap **Regular** or **Aloha** to specify which type of Press is being called; tap the checkbox again to uncheck it. Note that for Nassau matches with automatic Presses, you cannot call a regular Press, and the Regular Press option won't appear. Also, the Aloha Press may only be called on the 18th hole of a match.

Recording Specs

To record a Spec, tap the checkbox corresponding to the Spec that you're recording; tap the checkbox again to uncheck it. You can tap multiple checkboxes, although you cannot simultaneously record both an Eagle and a Birdie. If you're playing carryover Greenie Specs, be sure to use the pop-up list to record the number of Greenies won by that player. You may also record multiple Sandies if your group plays this type of Spec. The three Specs in this screen — **Other 1**, **Other 2**, and **Other 3** — are provided for your group's own particular Specs, and count one Spec each.

Choose another match from the pop-up list (doing so will automatically save the Specs you recorded for the current game) to record Specs for that match. When you're finished, tap the **SAVE** button to return to the scorecard screen. If you tap **CANCEL** you'll return to the scorecard screen, and any changes you made to the last match that was chosen won't be recorded.

If you need to change any Spec information, simply tap the hole for which you want to make changes, select the match, and check or uncheck any Spec by tapping on its checkbox.

Each Spec is worth the specified wager amount for that match, except that:

- An Eagle is worth double the Spec wager amount.
- Multiple Greenies and Sandies are worth the number of Specs displayed in their respective pop-up lists.

Nassau Matches

ScoreCard Pro lets you set up over one hundred different variations of the classic Nassau match, and allows you to set the size of your wagers from \$0.00 to \$9,999.99. This section explains every option; refer to figure R-6 for an illustration of the two Nassau setup screens.

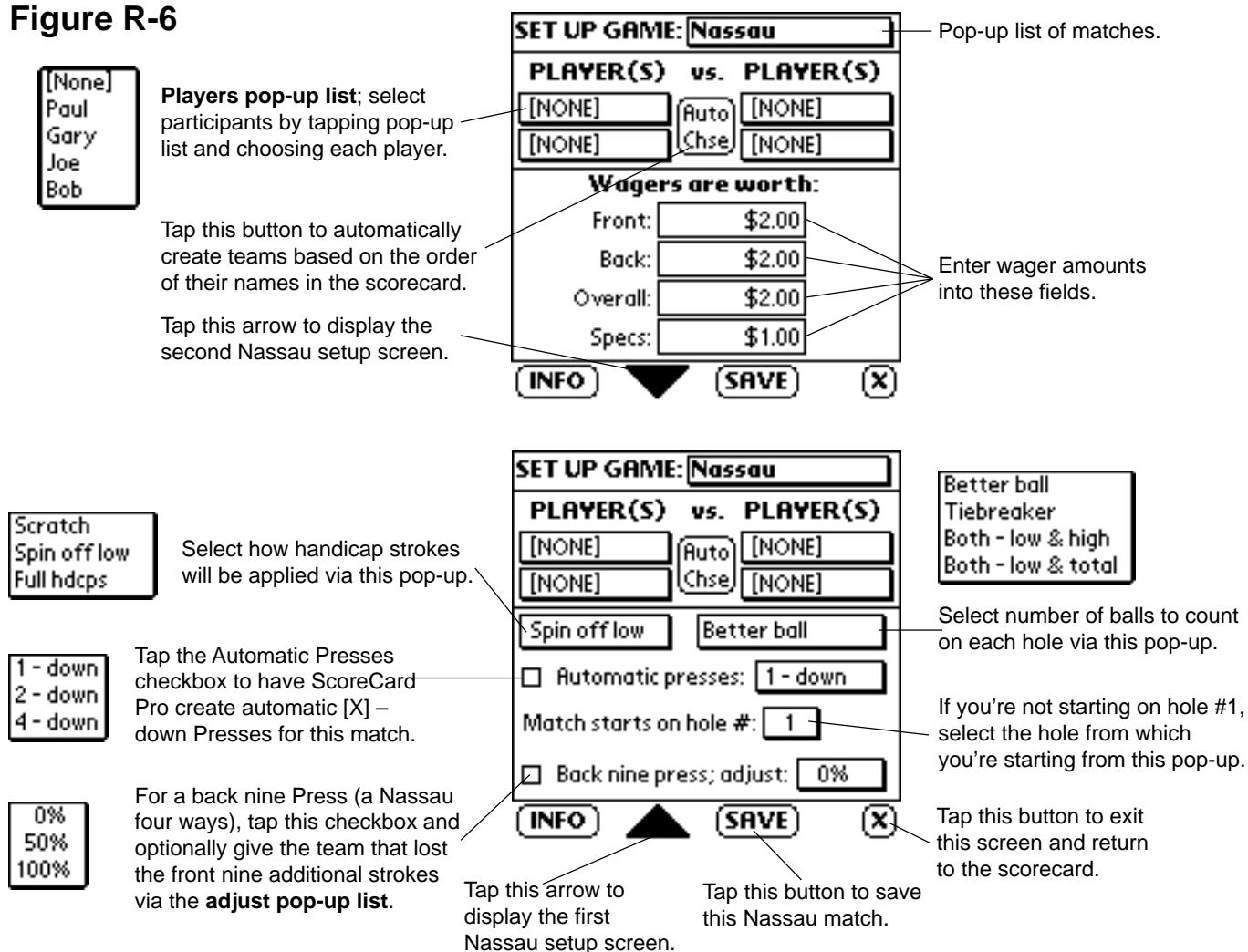
Description

A Nassau game is played between individuals or teams. Each side compares its net score(s) on a hole against its opponent's net score(s) to determine whether the hole is won, lost, or tied. The team that wins the most points on a hole wins that hole. The team that wins the most holes on the front nine wins the **Front Nine** match, the team that wins the most holes on the back nine wins the **Back Nine** match, and the team that wins the most holes in the entire round wins the **Overall** match.

Setting Up a Nassau Match

Select **Set up new game** from ScoreCard Pro's main menu. The Nassau setup screen (fig. R-6) is the default game displayed when you choose this option.

Figure R-6



Selecting Teams

Select teams by tapping each **Players pop-up list** and then tap the player you want on that team. If you make a mistake, tap the player's name and choose a different player, or choose [None] to erase that player from the match. Note that once a name is chosen for a team, it no longer appears in the list (you cannot choose a player twice for the same Nassau match).

The Auto Choose Players Button

Tap this button to have ScoreCard Pro automatically set up the teams based on the order of the names in the scorecard. For example, if the four players listed on the scorecard are Player A, Player B, Player C, and Player D (in that order), tapping this button will automatically set up a team Nassau match consisting of Player A & Player B vs. Player C & Player D.

This button also works with *five* players on the scorecard, and sets up a “wheel” of three team Nassau matches. If the five players listed on the scorecard are Player A, Player B, Player C, Player D, and Player E (in that order), tapping this button sets up the following three Nassau matches:

1. A & B vs. C & D.
2. A & B vs. C & E.
3. A & B vs. D & E.

TIP: If you’re going to use this option, be sure that you’ve entered players into the scorecard screen in the proper order. Also, ScoreCard Pro uses the currently displayed parameters (i.e., wager amounts, automatic/nonautomatic Presses, etc.) as the defaults for setting up all three matches in a five-player wheel Nassau. So, be sure that you’ve set these parameters correctly before tapping this button.

Specifying Wager Amounts

ScoreCard Pro allows you to set separately the amount of the wager for the front nine, back nine, overall match, and Specs. Enter the amount for each wager into the field next to **Front Nine**, **Back Nine**, **Overall**, and **Specs**.

Applying Handicap Strokes

On each hole, the net score for each player is calculated either as **Full handicaps** (in which each player gets his/her full handicap as listed in the scorecard), **Spin off low** (in which the player with the lowest handicap in a match plays as a zero handicap, and all other players in that match get handicap strokes calculated by subtracting the low handicap in that particular Nassau match from their own handicaps), or **Scratch** (in which all players play even, with no handicap strokes given regardless of their handicaps listed on the scorecard). Tap the pop-up list for this item and tap your choice for this match.

Any player who scores an X on a hole is deemed not to have completed play on that hole, and his/her score will not count in determining the Nassau results on that hole.

Number of Balls to Count on Each Hole

On each hole, opponents’ scores are compared on the basis of:

- **Better ball** (the better net score of each team wins the hole; if these scores are tied, then the hole is tied).
- **Tiebreaker** (a better ball match in which, if the lowest net scores are tied, then the net scores of the other team players are compared to break the tie).
- **Both – low and high** (a team match in which two points are possible on each hole; the lower net scores of each team are compared to determine one point, and the higher net scores are compared to determine the second point).
- **Both – low and total** (a team match in which two points are possible on each hole; the lower net scores of each team are compared to determine one point, and the total net scores are compared to determine the second point).

For individual vs. individual matches, only Better ball is played. Tap the pop-up list for this item and tap your choice for this match.

Automatic Presses

A **Press** is an additional bet that starts on the hole on which it is called and continues through the end of that nine (front nine or back nine). In a Nassau match, players have the option of creating (“calling”) Press bets automatically, or manually via the Record Spec or Press screen. The value of a Press bet is the amount specified for either the front nine or back nine wager, respectively. Presses are usually called when a team is behind in the match. You may also set up Presses to be called automatically when either team is **1-down**, **2-down**, or **4-down**. Tap this checkbox, and then tap the pop-up list for this item and select your choice for this match.

If you choose automatic Presses, you cannot call additional Presses manually, except for the **Aloha press** (a double-or-nothing bet called on the 18th hole of a match). If a team wins the Aloha Press by winning the last hole, it will either break even (if it was losing money over all bets in the entire match) or double its winnings (if it was ahead over all bets in the entire match). If a team loses the Aloha Press by losing the last hole, it will either break even (if it was winning money over all bets in the entire match) or double its losses (if it was behind over all bets in the entire match). If the last hole is tied, then the Aloha Press is tied, and the match winnings/losses are calculated normally.

Starting a Match on a Different Hole

If your Nassau match doesn't start on hole #1 (e.g., if your group starts on hole #5 in a “shotgun” start), then your front nine becomes holes 5 – 13, and your back nine are holes 14 – 4. Tap this pop-up list and select the hole on which your match starts. ScoreCard Pro will begin its scoring of your Nassau on that hole.

Specifying a Four-Way Nassau With Optional Adjust

To specify a Nassau four ways, be sure to tap the **Back nine press** checkbox; this starts an additional bet on the back nine. Your group may also play an **Adjust** for this back nine bet, in which the team that loses the front nine starts the back nine ahead by an adjusted number of strokes. E.g., if your opponents lost the front nine bet by – 4 and you choose a 50% adjust, they would start the Back Nine Press ahead by + 2. For this option, you can select to adjust by 100%, 50%, or 0% of the strokes by which the losing team lost the front nine. Tap the **Adjust pop-up list** and select the option you want.

Saving a Nassau Match

When all the parameters for the match are correct, tap the **SAVE** button. The match (or matches, if you set up a five-player wheel) will be saved and the teams will be cleared so that you can set up another Nassau match. To return to the scorecard screen, tap **X**. To set up a different type of match, tap the **Pop-up list of matches** and select another game.


Modifying or Deleting a Nassau Match

At any time after you've created a Nassau match, you can modify or delete it by selecting **Modify or delete game** from the main menu (refer to fig. R-1). When the modify screen appears, select the Nassau match you wish to modify from the Pop-up list of matches; a screen very similar to fig. R-6 is displayed. You can modify any of the parameters in a Nassau match except the participants. You may also delete this match completely by tapping the **Delete** button; when you choose to delete a match, ScoreCard Pro displays a message asking you to verify your action.

NOTE: If you modify the Nassau match to include automatic Presses, any manually called Presses from that match are saved and you can revert back to manually called Presses without losing any of that information.

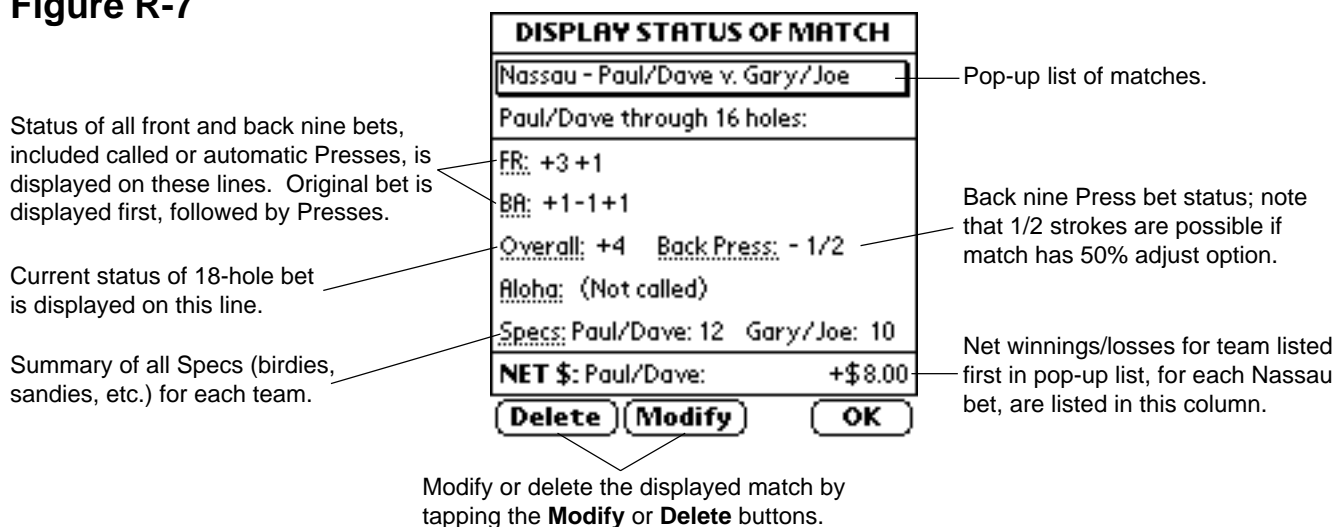
Viewing the Status of a Nassau Match

At any time during your round, you can view the current status of your Nassau match (or any other match). You can bring up the **Display Status of Match** screen in either of two ways:

1. Select **View status of game** from the main menu.
2. Tap the left side of the **View status button**  in the scorecard screen (see fig. R-4).

In either case, ScoreCard Pro will look up the first match in your list of matches and display the status screen for that match (note that this may not be the Nassau match, if you've set up other games such as Skins or Wolf). When that screen appears, tap the **Pop-up list of matches** and select the Nassau match from the list.

Figure R-7



How to Read the Nassau Status Screen

Figure R-7 illustrates the display of a typical Nassau match. The text immediately underneath the pop-up list of matches tells you the number of holes (16 in this illustration) through which the status is calculated. **FR** lists the status of the front nine bet *plus* any called or automatic Presses. The first number (e.g., +3) is the original front nine bet; any other numbers (e.g., +1) show the results of any front nine Presses. So in figure R-7, Paul and Dave won the original bet plus three (+3), and won a Press bet plus one (+1). Similarly, the **BA** line lists the results of the original back nine bet plus all Presses; in this case, Paul and Dave won the original back nine bet (+1), lost a Press bet (-1), and won another Press bet (+1).

The **Overall** and **Back Press** lines list the status of these two bets. Fig. R-7 shows that while Paul and Dave won the back nine and the overall, they lost the Back Press bet (Gary and Joe received a 50% adjust on this bet, or +1 1/2 strokes). The **Aloha** Press hasn't yet been called (since they've played only 16 holes), and therefore the status is indicated as **(Not called)**. For this Nassau match, Paul and Dave recorded 12 total Specs; Gary and Joe had ten Specs.

Finally, the **Net \$** line shows the overall winnings or losses for Paul/Dave team in this Nassau.

Modifying or Deleting a Nassau Match

Whenever you're viewing the status of any match, you can modify the parameters by tapping the **Modify** button; ScoreCard Pro will take you directly to the modify screen for this match. If you want to delete the entire match, tap the **Delete** button; you'll be asked to confirm your action, and ScoreCard Pro will delete this match (and all associated Specs) if you tap OK.

Tap the **OK** button to return to the scorecard screen.

Wolf Matches

This game is also known as *Arizona Charlie* (when played by three players), *Hawk* or *Captain* (when played by four players), *Wolf and Pig* (when played by five players). ScoreCard Pro lets you set up Wolf matches for three, four, or five players from a single match setup screen.

Description

Wolf is a team vs. team match, where the teams change every hole. The first golfer to tee off on a hole is the **Wolf**, and chooses his team partner from among the other players. In a three-person game, there is a fictitious fourth player who can be chosen (called Arizona Charlie) who fictitiously shoots par on every hole — a good partner to have depending on where your handicap strokes fall.

The player who is the Wolf changes on every hole. It's usually easiest to designate the Wolf on each hole in the order that the participants' names appear in the scorecard. For four- and five-player Wolf matches, the Wolf on the last two and three holes (respectively) is typically rotated among the players who have lost the most money, allowing them an opportunity to win back their losses.

The Wolf chooses his partner for the hole after all other players have teed off, although variations of this game can require the Wolf to pick his partner before anyone else has teed off, or to pick a partner immediately after that golfer tees off, or else to forego his right to pick that golfer at a later time. The Wolf may also choose to play alone, against all the other players in the match. In this case, the stakes for that hole are doubled; if the Wolf wins, he collects double the bet from all other players, but if he loses, he pays each of the opponents double the stakes!

Setting Up a Wolf Match

Select **Set up new game** from the main menu. The Nassau setup screen (fig. R-6) is the default game displayed when you choose this option. To select the Wolf setup screen (fig. R-8), tap the **Pop-up list of matches** and select **Wolf**.

Figure R-8

The screenshot shows the 'SET UP GAME: Wolf' screen. On the left, a 'Players pop-up list' contains '[None]', 'Paul', 'Gary', 'Joe', and 'Bob'. The main screen has a 'PLAYERS' section with three '[NONE]' buttons and an 'Auto Chse' button. Below this is a 'Points are worth:' field set to '\$1.00', a 'Carryovers' checkbox, and a 'Match starts on hole #' field set to '1'. The 'Arizona Charlie plays from:' field is set to 'White'. At the bottom are 'INFO', 'SAVE', and 'X' buttons. To the right, a 'Pop-up list of matches' shows 'Scratch', 'Spin off low', and 'Full hdcp's'. Below that, a color selection pop-up shows 'Blue', 'White' (checked), and 'Red'. Annotations with lines point to various elements: 'Players pop-up list; select participants by tapping pop-up list and choosing each player, or tap the **Auto Chse** button to automatically enter all the names from the scorecard.'; 'Check this box to carry over tied holes to the next hole that is won outright.'; 'If you're not starting on hole #1, select the hole from which you're starting from this pop-up.'; 'Tap this button to display information on Wolf matches.'; 'Tap this button to save this Wolf match.'; 'Tap this button to exit this screen and return to the scorecard.'; 'Pop-up list of matches.'; 'Enter wager amount into this field.'; 'Select how handicap strokes will be applied via this pop-up.'; and 'Specify the tees from which Arizona Charlie plays (3-person match only).'

Selecting Players and Other Options

In the Wolf setup screen, tap the **Players pop-up list** to select the individual players; alternatively, you can tap the **Auto Chse** button to enter automatically all the names from the scorecard. Enter the amount that **Points are worth** into that field. Net scores for each player are calculated either as **Full handicaps**, **Spin off low** (in which the player with the lowest handicap in a match plays as a zero handicap, and all other

players in that match get handicap strokes calculated by subtracting the low handicap from their own handicap), or **Scratch** (in which all players play even, with no handicap strokes given). Tap the pop-up list for this item and tap your choice for this match.

NOTE: In a Wolf match with only three players, the only option available is **Full handicaps**, since the fourth player (the fictitious Arizona Charlie) is a scratch player.

Holes that are not won by a team are either tied forever or may be carried over to the next hole that is won outright; tap the **Carryovers** checkbox to carry over holes that are tied. If this is a shotgun start and you're not starting on hole #1, tap the **Match starts on hole #** pop-up to select the starting hole. Finally, specify the tees from which Arizona Charlie plays by tapping this pop-up and tapping your choice.

Recording Wolf Teams on Each Hole

To record the Wolf and his teammate on any hole, tap a hole to display the score entry slip (see fig. R-4) and tap the **Spec/Prs** button; when the **Record Spec or Press** screen appears (fig. R-5), select the Wolf match from the list of matches. The following screen appears:

Figure R-9a

Pop-up list of players for Wolf; default is player whose hole was tapped.

A vertical list of player names: Paul, Gary, Joe, Bob, and [Not selected]. The list is enclosed in a rectangular box.

A screen titled "RECORD WOLF TEAMS" with three input fields: "Wolf: Dave", "Partner: [None]", and "Hole: 5 (Par 3)". Below these fields is a text box containing "Wolf - Paul/Dave/Gary/Joe/Bob".

Pop-up list of Wolf's partners; includes [Az. Charlie] in three-person Wolf match only. Tap [None] if Wolf chooses to "go it alone."

A vertical list of options: [None], Paul, Gary, Joe, and Bob. The list is enclosed in a rectangular box.

Select both the Wolf and his partner for that hole from the two pop-up lists of players and tap **SAVE**.

TIP: When you tap a hole to select the Wolf, ScoreCard Pro will automatically assume that the player whose hole was tapped has been selected as the Wolf on that hole. You can change this by choosing another player from the pop-up list, but you can save time by preselecting the Wolf on each hole in this way.

Going It Alone

The Wolf may also choose to have no partner (the **[NONE]** option), in which case the bet for that hole is doubled, and the Wolf must play alone against all the other (human) players. Note that if the Wolf plays alone in a three-person Wolf match, he plays against only the other two human players and not against the fictitious Arizona Charlie.

Tap **SAVE** to record the teams for this hole and return to the scorecard.

Scoring a Wolf Match


Once the teams are chosen, the hole is played as a standard better-ball Nassau — the team with the best net score on that hole wins. In three- and four-player Wolf matches, each player wins or loses one point, plus any carryovers (if played). In a five-person Wolf match, the (two-person) Wolf team wins or loses 1 1/2 points each, since the three opponents each win or lose one point. There are no team Presses or Specs in a Wolf match. Each individual on the winning team has points added to his cumulative point total, and each individual on the losing team has points subtracted from his point total.

In a three-player Wolf match, the Wolf may choose a human opponent or Arizona Charlie. Arizona Charlie shoots par on every hole, so if he's your partner, you automatically have at least a par on that hole. If the Wolf chooses a human opponent, then the other player has Arizona Charlie as a partner. While many times it's an advantage to have Arizona Charlie as your partner, note that if you lose that hole, you'll have to cover

Arizona Charlie’s half of the bet (as a fictitious player, he doesn’t come with real money!), and you’ll lose double the amount. Of course, if you win that hole, you’ll also win twice the amount.

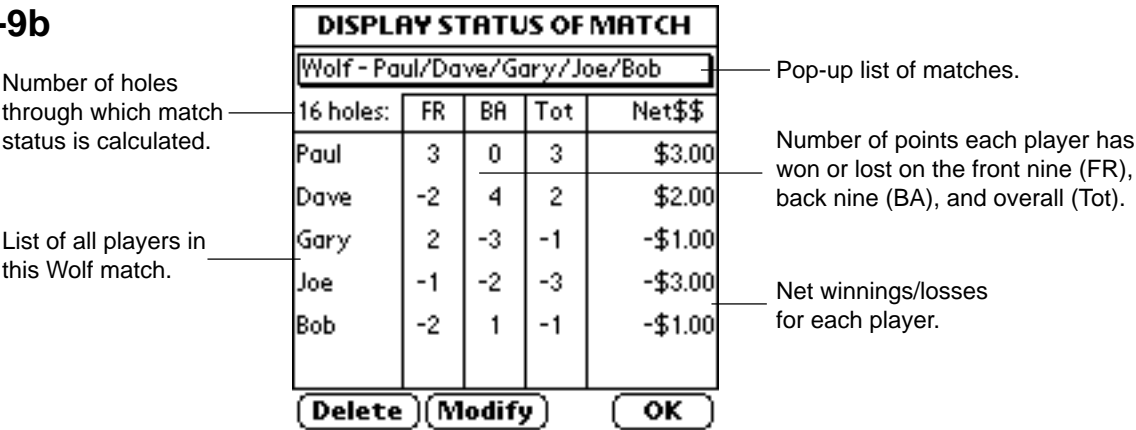
Viewing the Status of a Wolf Match

At any time during your round, you can view the current status of your Wolf match (or any other match). You can bring up the **Display Status of Match** screen in either of two ways:

- 1. Select **View status of game** from the main menu.
- 2. Tap the left side of the **View status button**  in the scorecard screen (see fig. R-4).

In either case, ScoreCard Pro will look up the first match in your list of matches and display the status screen for that match (note that this may not be the Wolf match, if you’ve set up other games such as Skins or Nassau). When that screen appears, tap the Pop-up list of matches and select the Wolf match from the list. Figure R-9b illustrates the display of a typical Wolf match.

Figure R-9b



Tap **OK** to return to the scorecard, or tap **Delete** or **Modify** if you wish to delete or modify this Wolf match.

Nines

This game is variously known as *Nines*, *81*, or *Nine-81*. Since it is a three-player-only game, it’s an excellent game to choose when you have only a threesome, or one player in your foursome doesn’t want to join in the wagering.

Description

On each hole, nine points are awarded to the three players, based on their net scores as follows: **5–3–1**, or **6 – 3 – 0**, for best score, second best score, and worst score (respectively). In case two or more players tie on a hole, the points for those players are added together and divided by the number of players to calculate the points awarded to each player. So, for example, if two players tie for the best score, they would each get four points (if you’re playing 5-3-1) or 4 1/2 points (if you’re playing 6-3-0).

The front nine and back nine each have a total of 81 points available, and there are 162 points awarded in the total match. At the end of the match, each player pays the amount of the wager multiplied by the total point differential to all other individuals who have more points and collects from all players with fewer points.

Setting Up a Nines Match

Select **Set up new game** from the main menu. The Nassau setup screen (fig. R-6) is the default game displayed when you choose this option. To select the Nines setup screen (fig. R-10a), tap the **Pop-up list of matches** and select **Nines**.

Figure R-10a

SET UP GAME: Nines

PLAYERS

[None] [NONE] [NONE]

Auto Chse

Spin off low

Wagers are worth:

Points: \$1.00

Specs: \$1.00

Point values:

	1st	2nd	3rd
<input checked="" type="checkbox"/>	5	3	1
<input type="checkbox"/>	6	3	0

INFO SAVE X

Pop-up list of matches.

Players pop-up list; select participants by tapping pop-up list and choosing each player, or tap the **Auto Chse** button to enter automatically the first three names from the scorecard.

Select how handicap strokes will be applied via this pop-up.

Scratch Spin off low Full hdcp

Enter wager amounts into these fields.

Tap this button to display information on Nines matches.

Tap a square to select how point values are calculated for 1st, 2nd, and 3rd.

Tap this button to save this Nines match.


Selecting Players and Other Options

In the Nines setup screen (fig. R-10a), tap the **Players pop-up list** to select the individual players. Enter the amount that **Points are worth** and **Specs are worth** into the **Per point** and **Per Spec** fields, respectively.

Net scores for each player are calculated either as **Full handicaps**, **Spin off low** (in which the player with the lowest handicap in a match plays as a zero handicap, and all other players in that match get handicap strokes calculated by subtracting the low handicap from their own handicaps), or **Scratch** (in which all players play even, with no handicap strokes given). Tap the pop-up list for this item and tap your choice for this match. Finally, tap a square next to the row in order to select whether points are awarded as **5-3-1** or **6-3-0** for first-second-third on each hole, and tap **SAVE** to save this match.

Viewing the Status of a Nines Match

At any time during your round you can view the current status of your Nines match (or any other match). You can bring up the **Display Status of Match** screen in either of two ways:

1. Select **View status of game** from the main menu.
2. Tap the left side of the **View status button**  in the scorecard screen (see fig. R-4).

In either case, ScoreCard Pro will look up the first match in your list of matches and display the status screen for that match (note that this may not be the Nines match, if you've set up other games such as Skins or Nassau). When that screen appears, tap the Pop-up list of matches and select the Nines match from the list. Figure R-10b illustrates the display of a typical Nines match.

Figure R-10b

DISPLAY STATUS OF MATCH

Nines - Paul/Dave/Gary

Status through 16 holes:

	Paul	Dave	Gary
Front:	28.5	22.5	30
Back:	25.5	20	17.5
Total:	54	42.5	47.5
Specs:	5	6	4
NET \$:	18.00	-13.50	-4.50

Delete Modify OK

Pop-up list of matches.

Number of holes through which match status is calculated.

List of all players in this Nines match.

Net winnings/losses for each player.

Tap this button to exit this screen and return to the scorecard.

Tap **OK** to return to the scorecard, or tap **Delete** or **Modify** if you wish to delete or modify this Nines match.

Point Par

This is a popular tournament game where points are awarded based on each player’s net score on a hole. Because the points awarded for a double-bogey or worse are the same, this is a good game to play if you want to avoid worrying about the occasional X that players sometimes record when they don’t finish a hole — an X receives the same points as a double-bogey. Scoring variations are sometimes referred to as *Stableford* or *British Stableford*.

Description

In a Point Par match, players are awarded points based upon their net scores on a hole. The player or team with the most points at the end of the round wins the match. This game may be played as either an individual match, with all players competing as individuals, or as teams of two players vs. two players. All players receive their full handicaps as listed on the scorecard.

Setting Up a Point Par Match

Select **Set up new game** from the main menu. The Nassau setup screen (fig. R-6) is the default game displayed when you choose this option. To select the Point Par setup screen (fig. R-11a), tap the **Pop-up list of matches** and select **Point Par**.

Figure R-11a

INDIVIDUAL
PLAYER(S) vs. PLAYER(S)

[None]
Paul
Gary
Joe
Bob

Players pop-up list; select participants by tapping pop-up list and choosing each player, or tap the **Auto Chse** button to automatically enter the names from the scorecard.

Better ball
Both balls

In a team vs. team match, tap this pop-up to select either Better ball or Both balls.

SET UP GAME: Point Par

INDIVIDUAL

[NONE]

[NONE]

[NONE]

Auto Chse

[NONE]

[NONE]

Wagers are worth:

Points: \$1.00

Specs: \$1.00

Better ball

INFO

▼

SAVE

X

Pop-up list of matches.

Enter wager amounts into these fields.

Tap this arrow to display the second Point Par setup screen.

SET UP GAME: Point Par

Point Value of Scores

	Dbl Eag	Eag	Bir	Par	Bog	Dbl Bog
	+5	+4	+3	+2	+1	0
	+8	+5	+2	+0	-1	-3

INFO

▲

SAVE

X

0 +1 2 3 4 5 6 7 8 9
-1 2 3 4 5 6 7 8 9

If you want to define your own values, tap each box to select the point values from the pop-up list.

Tap one of these rows to select the point values of scores, or tap the third row and enter your own point par values into this line.

Tap this arrow to display the first Point Par setup screen.

Tap this button to save this Point Par match.

Selecting Players and Other Options

Tap the pop-up menu to select either **Player(s) vs. Player(s)** or **Individual**, and then select the players via the **Players pop-up list**. For a team (Players vs. Players) match, choose either **Better ball** (only the better net score receives points) or **Both balls** (both net scores receive points) by tapping the pop-up list and then tapping your choice.

ScoreCard Pro Reference

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Point values are awarded based on double eagles, eagles, birdies, pars, bogeys, and double bogeys. ScoreCard Pro includes the two most popular point values for this type of game, or you may enter your own point values (a number between +9 and -9) by selecting the third option and specifying the point value for each score by tapping below that score and selecting the point value from the pop-up list.

Write the amount that **Points are worth** and **Specs are worth** into the **Per point** and **Per Spec** fields, respectively. Total points for each individual or team are calculated by adding up all the points on each hole for each individual or team.

Viewing the Status of a Point Par Match

At any time during your round, you can view the current status of your Point Par match (or any other match). You can bring up the **Display Status of Match** screen in either of two ways:

1. Select **View status of game** from the main menu.
2. Tap the left side of the **View status button**  in the scorecard screen (see fig. R-4).

In either case, ScoreCard Pro will look up the first match in your list of matches and display the status screen for that match (note that this may not be the Point Par match, if you've set up other games such as Skins or Nassau). When that screen appears, tap the Pop-up list of matches and select the Point Par match from the list. Figure R-11b illustrates the display of a typical individual Point Par match.

Figure R-11b

DISPLAY STATUS OF MATCH					
Point Par - Paul/Dave/Gary/Joe/Bob					
16 holes:	FR	BA	Tot	Sp	Net\$\$
Paul	18	12	30	5	\$23.00
Dave	16	11	27	2	-\$7.00
Gary	14	14	28	0	-\$12.00
Joe	13	14	27	3	-\$2.00
Bob	17	12	29	1	-\$2.00
Total:	78	63	141		
<div> Delete Modify OK </div>					

Number of holes through which match status is calculated.

List of all players in this Point Par match.

Total points of all players on front nine (FR), back nine (BA), and 18 (Tot).

Pop-up list of matches.

Net winnings/losses for each player.

Tap **OK** to return to the scorecard, or tap **Delete** or **Modify** if you wish to delete or modify this Point Par match.

Skins

Skins has become a popular game among groups of golfers; anywhere from three to five golfers in a group will typically play this game (although you can even play it with just two players).

Description

In a Skins game, an individual or team wins a hole by scoring the lowest net score on that hole. If two or more opponents tie for the lowest score, then no Skin is won (regardless of what scores are made by the other players). Many golfers also play "carryovers," where a skin that isn't won on a hole is carried over to the next hole that is won outright.

Setting Up a Skins Match

Select **Set up new game** from the main menu. The Nassau setup screen (fig. R-6) is the default game displayed when you choose this option. To select the Skins setup screen (fig. R-12a), tap the **Pop-up list of matches** and select **Skins**.

Figure R-12a

SET UP GAME: Skins

INDIVIDUAL [NONE] [NONE] [NONE]

[NONE] Auto Chse [NONE]

Wagers are worth:

Skins: \$1.00 Specs: \$1.00

☒ Carryovers Spin off low

Match starts on hole #: 1

INFO SAVE X

Pop-up list of matches.

Players pop-up list; select participants by tapping pop-up list and choosing each player, or tap the **Auto Chse** button to automatically enter the names from the scorecard.

Enter wager amounts into these fields.

Select how handicap strokes will be applied via this pop-up.

If you're not starting on hole #1, select the hole from which you're starting from this pop-up.

Check this box to carry over tied holes to the next hole that is won outright.

Scratch Spin off low Full hdcp


Selecting Players and Other Options

Tap the pop-up menu to select either **Player(s) vs. Player(s)** or **Individual**, and then select the players via the **Players pop-up list**. Net scores for each player are calculated either as **Full handicaps, Spin off low** (in which the player with the lowest handicap in a match plays as a zero handicap, and all other players in that match get handicap strokes calculated by subtracting the low handicap from their own handicap), or **Scratch** (in which all players play even, with no handicap strokes given). Tap the pop-up list for this item and tap your choice for this match.

Enter the amount that **Wagers are worth** into the **Per Skin** and **Per Spec** fields, respectively. Skins that are not won are either tied forever, or may be carried over to the next hole that is won outright; tap the **Carryovers** checkbox to carry over Skins that are tied.

Viewing the Status of a Skins Match

At any time during your round, you can view the current status of your Skins match (or any other match). You can bring up the **Display Status of Match** screen in either of two ways:

1. Select **View status of game** from the main menu.
2. Tap the left side of the **View status button**  in the scorecard screen (see fig. R-4).

In either case, ScoreCard Pro will look up the first match in your list of matches and display the status screen for that match. When that screen appears, tap the **Pop-up list of matches** and select the Skins match from the list. Figure R-12b illustrates the display of a typical individual Point Par match. Total Skins for each individual or team are calculated by adding up all the skins won on each hole. To calculate the net wagers, each team or individual wins from those with fewer Skins or Specs and loses to those with more Skins or Specs. The differences between the Skins or Specs won are multiplied by the wager amount for **Skins** or **Specs**.

Figure R-12b

DISPLAY STATUS OF MATCH

Ind. Skins - Paul/Dave/Gary/Joe/Bob

16 holes:	FR	BA	Tot	Sp	Net\$\$
Paul	2	4	6	5	\$28.00
Dave	1	2	3	2	-\$2.00
Gary	1	1	2	0	-\$17.00
Joe	3	0	3	3	\$3.00
Bob	2	0	2	1	-\$12.00

Delete Modify OK

Pop-up list of matches.

Number of holes through which match status is calculated.

List of all players in this Skins match.

Net winnings/losses for each player.

Tap **OK** to return to the scorecard, or tap **Delete** or **Modify** if you wish to delete or modify this Skins match.

Best Ball(s) of Group

This is a standard tournament game in which individuals or teams compete with each other based on the best overall net score of their group.

Description

In a best ball(s) game, the team score is calculated by totaling a specific number of the lowest individual scores on each hole. Full handicaps, as listed on the scorecard, are applied to each player's score on a hole to calculate his/her individual net score.

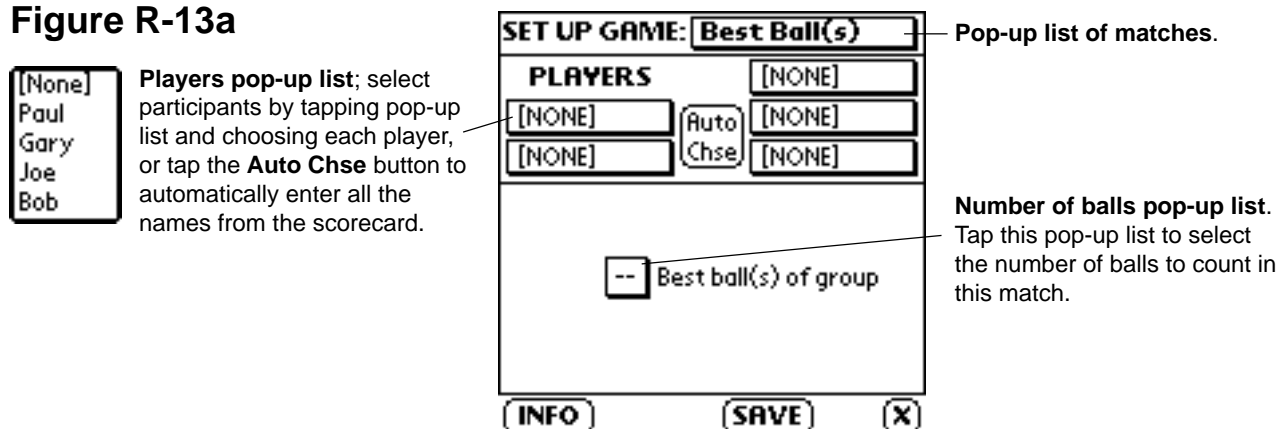
Example: A typical game might be a “best two balls of the foursome.” This means that for each hole, the two lowest net scores will be counted, and the other two scores will be discarded. So, if your foursome records (net) 4, 4, 5, and 6 on a hole, your “best two balls” total would be 8 for that hole.

There is no wagering in this type of match. If a player scores an X on a hole, that ball may not be counted in the match. Be sure that you record at least the number of balls that count toward the team score — if, for example, you need to count two balls, but record three Xs out of four players on a hole, your team does not have a valid score and will be disqualified.

Setting Up a Best Ball Match

Select **Set up new game** from the main menu. The Nassau setup screen (fig. R-6) is the default game displayed when you choose this option. To select the Best Ball(s) setup screen (fig. R-13a), tap the **Pop-up list of matches** and select **Best Ball(s) of Group**.

Figure R-13a




Selecting Players and Other Options

Select the players via the **Players pop-up list**. Next, select the number of balls to count in scoring by tapping the **Number of balls pop-up list** and selecting the number you want. ScoreCard Pro will not let you select more balls than there are players in the group — i.e., if you've only included three players in this group, you won't be able to select “4” as the number of balls to count.

Viewing the Status of a Best Ball Match

At any time during your round, you can view the current status of your Best Ball match (or any other match). You can bring up the **Display Status of Match** screen in either of two ways:

1. Select **View status of game** from the main menu.
2. Tap the left side of the **View status button**  in the scorecard screen (see fig. R-4).

In either case, ScoreCard Pro will look up the first match in your list of matches and display the status screen for that match (note that this may not be the Best Ball(s) match if you've set up other games such as Skins or Nassau). When that screen appears, tap the Pop-up list of matches and select the Best Ball(s) match from the list. Figure R-13b illustrates the display of a typical Best Ball(s) match. Each hole on which play has been completed is listed, and the team's net score is shown.

Figure R-13b

DISPLAY STATUS OF MATCH

Best Ball - Paul/Dave/Gary/Joe/Bob

Best (2) balls of group:

1	2	3	4	5	6	7	8	9	Tot
10	10	12	8	7	11	9	10	9	86
10	11	12	13	14	15	16	17	18	Tot
8	6	10	8	7	6	7	7	9	68

Match Total: 154

DeleteModifyOK

Pop-up list of matches.

Front nine scores and total.

Back nine scores and total.

Total best ball score for all holes played.

Tap **OK** to return to the scorecard, or tap **Delete** or **Modify** if you wish to delete or modify this Best Balls match.

Individual Specs

A **Spec** is a special side bet in a match, such as a Birdie or Sandie, that is won by an individual or a team during the course of that match. ScoreCard Pro lets you record Specs and Presses via a special screen, the **Record Spec or Press** screen, as illustrated and explained in figure R-5.

Description

This type of match allows you to record and wager on items such as Bingo-Bango-Bongo, Birdies, Greenies, Chippies, etc., as well as your own special Specs (recorded as Other 1, Other 2, and Other 3). While Specs are usually recorded as part of a match such as a Nassau or Skins game, in the event that you wish to score only Specs that are not part of any other match (for example, along with a Wolf match), you may set up an Individual Specs match. Refer to figure R-5 for definitions of all the types of Specs that ScoreCard Pro lets you record.

Setting Up an Individual Specs Match

Select **Set up new game** from the main menu. The Nassau setup screen (fig. R-6) is the default game displayed when you choose this option. To select the Individual Specs setup screen (fig. R-14a), tap the **Pop-up list of matches** and select **Individual Specs**.

Figure R-14a

[None]
Paul
Gary
Joe
Bob

Players pop-up list; select participants by tapping pop-up list and choosing each player, or tap the **Auto Chse** button to automatically enter all the names from the scorecard.

SET UP GAME: Individual Specs

PLAYERS

[NONE] [NONE] [NONE]

[NONE] Auto Chse [NONE]

Specs are worth: \$1.00

INFO SAVE X

Pop-up list of matches.

Enter wager amount into this field.

Selecting Players and Other Options

Select the players via the **Players pop-up list**. Tap the **Auto Chse** button to include all the players on the current scorecard. Enter the amount that **Specs are worth** into the **Specs** field. To learn how to record a Spec, refer to fig. R-5 and the accompanying description of how to record, modify, and delete Specs.

Automatic Creation of an Individual Specs Match

ScoreCard Pro will automatically create an individual Specs match for you, if no other match has been created, the first time you record a Spec for anyone on the scorecard. When this happens, ScoreCard Pro sets up an Individual Specs match that includes all the players on the scorecard and stores this match in its list of matches. You can remove players from this match (if, for example not all players want to participate in the Individual Specs match) via the **Modify or delete game** option in the main menu (see fig. R-1).

Viewing the Status of an Individual Specs Match

At any time during your round, you can view the current status of your Individual Specs match (or any other match). You can bring up the **Display Status of Match** screen in either of two ways:


1. Select **View status of game** from the main menu.
2. Tap the left side of the **View status button**  in the scorecard screen (see fig. R-4).

Figure R-14b

Number of holes through which match status is calculated.

List of all players in this Skins match.

DISPLAY STATUS OF MATCH				
Ind. Specs - Paul/Dave/Gary/Joe/Bob				
16 holes:	FR	BA	Tot	Net\$\$
Paul	8	2	10	\$9.00
Dave	6	1	7	-\$6.00
Gary	4	4	8	-\$1.00
Joe	3	4	7	-\$6.00
Bob	7	2	9	\$4.00
Total:	28	13	41	

Pop-up list of matches.

Net winnings/losses for each player.

Delete **Modify** **OK**

Tap **EXIT** to return to the scorecard, or tap **Delete** or **Modify** if you wish to delete or modify this Individual Specs match.

Courses

ScoreCard Pro lets you create and store scorecards for up to 20 different golf courses. Whenever you start a new round, each of these scorecards can be displayed by selecting it from the pop-up list of courses in the scorecard screen (fig. R-4). This section describes how to create new courses, modify existing courses, or delete courses entirely.

Displaying the Courses Screen; Selecting Other Courses

From ScoreCard Pro's main menu, choose the **Courses** option to display the courses screen (fig. R-15). The course that's currently displayed in the scorecard will be displayed automatically in this screen. To display a different course, tap the **Pop-up list of courses** and select another course from the list.

Figure R-15

Pop-up list of courses; select course to edit from this pop-up list.

Tap left/right arrows to scroll to different hole.

Select name for tees via this pop-up. Note that only names not currently used will appear in this list.

Select tees to edit via this pop-up.

Enter this set of tee's Rating and Difficulty into these fields.

Enter yardages for each hole into these fields; ScoreCard Pro will guess at the correct par.

Enter each hole's handicap into this field.

Enter a hole's par into this field.

Tap this button to return to scorecard; changes are automatically saved.

Blue
White
Red
Black
Gold
Green
Orange

Men's Champ
Men's Reg.
Women's

ProScore Golf & C.C.

Tees: Men's Champ. **Name:** Blue

Rating: 71.2 **Difficulty:** 132

#	1	2	3	4	5	6
Yards	322	145	456	286	193	388
Hdcp	16	18	2	12	10	8
Par	4	3	4	4	3	4

Yds: FR - 3057 BA - 3223 Tot - 6280
Par: FR - 35 BA - 36 Tot - 71

ACTIONS (X)

New Course
Change Name
Delete Course
Cancel Changes

Creating a New Course

To create a new course, tap the **Actions pop-up menu** and tap **New Course**. All the yardages, handicaps, and pars will be erased, the **Rating** for all tees will be set to 72.0, and the **Difficulty** will be set to 113.

Naming the New Course

Every course must have a unique name. When you select New Course, ScoreCard Pro will display a pop-up keyboard for you to enter the course's name. Enter the name via this keyboard and tap **SAVE**. If you tap **CANCEL**, or if you don't enter a name before tapping **SAVE**, ScoreCard Pro will revert to the previously displayed course.

Naming the Tees

When you initially create a new course, ScoreCard Pro assigns default names of Blue, White, and Red to the three sets of tees (yardages) as follows:

- Men's Champ. — **Blue** (B). This set of tees is usually the longest set of tees on a course.
- Men's Regular — **White** (W). This set of tees is usually the second longest set of tees on a course.
- Women's — **Red** (R). This set of tees typically uses the yardages assigned to the forward tees.

You can change the assigned tee names to be any of the following: Blue (B), White (W), Red (R), Gold (G), Black (K), Green (N), or Orange (O) using the pop-up list next to **Name** as illustrated in fig. R-15. The single letter (B, W, R, G, K, N, or O) following each name is the abbreviation that is used to designate these tees in the scorecard screen.

There is no intrinsic meaning in the names of the tees — if you wish, you can name the Men's Champ. tees Red, and the Women's tees Blue. The different tee names are for your use in assigning names that are the same as the course you're creating. Internally, ScoreCard Pro designates these three sets of tees as Men's Championship, Men's Regular, and Women's.

Entering the Rating and Difficulty

When you create a new course, ScoreCard Pro assigns a default value of 72.0 for the rating for each set of tees. Be sure to enter the actual rating for each set of tees in place of these default values. Tap inside the **Rating** field and enter the rating via the Graffiti writing area. Note that you can't erase them — ScoreCard Pro requires a rating for every set of tees on every course.

Similarly, enter the difficulty rating for each set of tees in place of the default value of 113. Typically this difficulty rating is a whole number, such as 118, and is usually available from the printed scorecard for a course, alongside the rating of the course. ScoreCard Pro requires a difficulty rating as well, so you cannot erase these values either.

TIP: If you don't know the Rating for a course, use the actual par for eighteen holes (e.g., 71.0 or 72.0) for this value. If you don't know the Difficulty rating for a course, use the default value of 113.

Entering Yardages and Handicaps

For each hole, enter its yardage into the respective field. Tap inside the **Yards** field for each hole and enter the yardage via the Graffiti writing area. When you exit the field (e.g., by tapping outside it) ScoreCard Pro will guess at the corresponding par based on the yardage you enter and place it into the par field, as follows:

<u>Men's tees</u>	<u>Women's tees</u>	<u>Par</u>
0 – 250 yds	0 – 210 yds	par 3
251 – 470 yds	211 – 400 yds	par 4
471 yds and over	401 – 570 yds	par 5
	571 yds and over	par 6

If ScoreCard Pro makes an incorrect guess, you can enter the correct par in place of the number that ScoreCard Pro entered.

Enter the **Men's Champ.**, **Men's Reg.**, or **Women's** handicap for each hole into the line provided for these numbers. ScoreCard Pro will not allow duplicate handicap ratings to be entered; if you enter a duplicate handicap for a hole, ScoreCard Pro will alter the other hole with a duplicate handicap rating to be a different, unused handicap.

TIP: Some courses have more than three sets of tees. In the event that your group regularly plays from more than three sets of tees on a single course, the best solution is to create *two scorecards* for this course. Scorecard #1 should contain the three sets of tees that you use most frequently, and scorecard #2 should contain the three sets of tees that you use less frequently.

Changing a Course's Name

To change a course's name, select the course from the **Pop-up list of courses** and tap the **Change Name** option in the **Actions pop-up menu**. Edit the name using the pop-up keyboard and normal Pilot editing techniques.

Deleting a Course

To delete a course, select the course from the **Pop-up list of courses** and tap the **Delete Course** option in the Actions pop-up. Note that you cannot delete the course that's currently displayed in the scorecard screen. Also, if you delete a course for which you have saved scorecards (see fig. R-2), ScoreCard Pro will delete those scorecards also. Prior to deleting a course, ScoreCard Pro will alert you to this possibility and allow you to cancel your action.

Canceling Changes

Any changes you make to a course are automatically recorded when you tap **X**, or when you select a different course. To cancel any changes, select **Cancel Changes** from the Actions pop-up before exiting or changing courses.

Notes on Completing Courses

You can exit the Courses module at any time, even if you haven't finished specifying all the yardages and handicaps for a new course. If you do this, ScoreCard Pro will save your partially completed course and warn you that you won't be able to calculate the status of wagers until the course is completed. Although you can set up matches on an incomplete course, in order to score a match, a course must have at least one set of tees completely specified (rating, difficulty, yardages, pars, and handicaps), and all the participants in the match must be playing from those tees.

TIP: This feature is useful if you are playing a new course for the first time and didn't have time to enter all the course data before teeing off. Start by entering the course's name, rating, and difficulty for the set of tees from which you're playing. Return to the scorecard and select that course from the pop-up list of courses. Set up whatever matches you're playing, and as time permits — e.g., while you're waiting on that Par 3 for the four groups ahead of you — return to the Courses module to finish filling out the required yardages, handicaps, and pars for this course. After you've completed this information, ScoreCard Pro will be able to calculate the results of all your matches.

Previous Scores

ScoreCard Pro maintains a list of your 20 most recently posted scores and calculates your average score from those scores. From the main menu, select the **Previous Scores** option to display this screen (fig. R-16a). If there are more than five scores in your list, tap the up/down arrows to scroll through your list and view other scores.

Figure R-16a

Write your current handicap directly into this field.

Scroll through your list of scores by tapping the up/down arrows.

Your average score is calculated automatically.

To modify or delete an existing score, tap it once to highlight it, and then tap the **MODIFY** or **DELETE** button.

Tap **NEW** to enter a new score.

PREVIOUS SCORES					
NAME: [Owner Name]		Avg. Score: 81			
Cur. Hdcp: 7.1					
Date	Sc.	H	T	Dif	Rat.
11/19/97	82	H	T	132	71.2
11/20/97	81	H		132	71.2
11/28/97	82			132	71.2
12/19/97	82	H		132	71.2
12/25/97	101	H		132	71.2

Delete **Modify** **New** **X**

Posting a New Score

If you need to post a score that you didn't record via ScoreCard Pro, tap the **New** button to display fig. R-16b.

Figure R-16b

Enter date of round into this field.

Enter adjusted score into this field.

Select Home/Away via this pop-up.

Enter the difficulty and rating into these fields.

Tap **Statistics** button to enter or modify statistics for this round.

Specify tees via this pop-up menu.

Specify course from pop-up list, or use typewriter keyboard to enter name.

Checkbox for tournament score.

Tap **POST** to post this score.

ScoreCard Pro will automatically fill in the fields using the current date, your home course information, and a score of 100. To change the date tap the **Date** field to display the pop-up calendar, and select the correct date. Write your adjusted score into the Score field, directly over the default score.

If this round was not played on your home course, you can modify **Home/Away**, **Tees**, **Course**, **Difficulty (Diff.)**, and **Rating** values for the course you played. Enter Home/Away and Tees using the pop-up lists. To enter the course, tap the **Pop-up list of courses** and select a course, or use the **Pop-up keyboard** to enter the name of the course. Enter the **Difficulty** and **Rating** into these fields, respectively, and tap the **Tourn.** checkbox if this round was a tournament round.

To enter the associated statistics for this score, tap the **Statistics** button. See the section on **Statistics** for complete details on entering statistics.

Modifying or Deleting an Existing Score

Any score in your list can be modified or deleted. To do this, tap on the date for that score to highlight the score. Next, tap the **Modify** or **Delete** button. When you tap Modify, fig. R-16b appears and you can edit any of the fields, or the statistics, as described above. If you tap Delete, you'll be asked to confirm your action before ScoreCard Pro deletes that score.

NOTE: If you delete a score that's in your **List of Previous Rounds** (see fig. R-2), ScoreCard Pro will "un-post" that score, indicating that your score from this scorecard has not been posted. You can then post it again by tapping the **Post this score** button when that scorecard is displayed.

To return to the scorecard screen, tap the **X** button in fig. R-16a.

Other Golfers

ScoreCard Pro maintains a list of up to 50 of your fellow golfers, including their names, their names as you want them to appear on the scorecard (called the **Card name**), their handicaps, and their tee preferences. Select **Other golfers** from the main menu to display this screen (fig. R-17a). If there are more than nine golfers in your list, tap the **Up/down arrows** to scroll through your list and view other golfers.

Figure R-17a

To modify or delete an existing player, tap it once to highlight it, and then tap the **Modify** or **Delete** button.

List is always sorted in alphabetical order by Card Name.

OTHER GOLFERS ▲ ▼			
Player	Card Name	Hcp	Tee
Dave McMartin	Dave	5.2	MC
Don Robertson	Don	12.6	MR
Eddie Navolo	Eddie	14.4	MC
Gary Smith	Gary	11	MC
George Smithso	George	8.2	MC
Joe SanMartino	Joe	15.0	MR
Sally Smith	Sally	24.7	W
<div> <div>Delete</div> <div>Modify</div> <div>New</div> <div>X</div> </div>			

Scroll through your list of players by tapping the up/down arrows.

Tap **NEW** to add a new player.

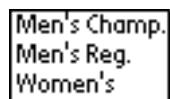
The list is always sorted alphabetically by the **Card name**, and ScoreCard Pro won't let you enter two golfers who have exactly the same name or card name. Whenever you tap the player name area in the scorecard screen (fig. R-4), ScoreCard Pro displays a list of all golfers whom you've entered into this list.

Adding a New Golfer

Tap the **New** button to add a new golfer; the screen illustrated in fig. R-17b will be displayed.

Figure R-17b

Tap inside the **Player** or **Card Name** field to enter the player's name and card name via the Graffiti writing area.



Tap the **Tee Prefs.** pop-up list to select this player's preferred tees.

Enter/edit information for player:

Player:

Card Name:

Handicap:

Tee Prefs.:

Cancel

X

Player: Paul

Handicap:

+

1

2

3

4

5

.

6

7

8

9

0

Cncl

EXIT

Tap the Handicap field to display the **Handicap entry slip**; include a decimal point and a tenths digit if available.

Start by entering the player's name into the **Player** field; tap inside this field to place the cursor in that field and enter the new golfer's name via the Graffiti writing area. Similarly, tap inside the **Card Name** field to enter the golfer's name as you'd like it to appear on the scorecard. **NOTE:** You must enter a card name in order for this player to appear on the pop-up list of players in the scorecard screen.

Tap inside the **Handicap** field to display the **Handicap entry slip**. If this golfer's handicap is a decimal rather than a whole number (e.g., 7.0, or 14.2), include a decimal point and tenths digit. You may also enter a plus (+) handicap by tapping the + symbol in the entry slip.

Finally, tap the **Pop-up list of tees** and select this golfer's **Tee Prefs.** Note that the options are Men's Champ., Men's Reg., and Women's — not actual tee names — corresponding to the three sets of tees that appear on an actual scorecard (fig. R-4). ScoreCard Pro does this so that the golfer's preference can be associated with the correct set of tees, regardless of how the tees are named in the scorecard.

Modifying or Deleting an Existing Golfer

Any golfer in your list can be modified or deleted. To do this, tap on the name for that golfer to highlight it. Next, tap the **Modify** or **Delete** button. When you tap Modify, fig. R-17b appears and you can edit any of the fields as described above. If you tap Delete, you'll be asked to confirm your action before ScoreCard Pro deletes that golfer. To return to the scorecard screen, tap the **X** button.

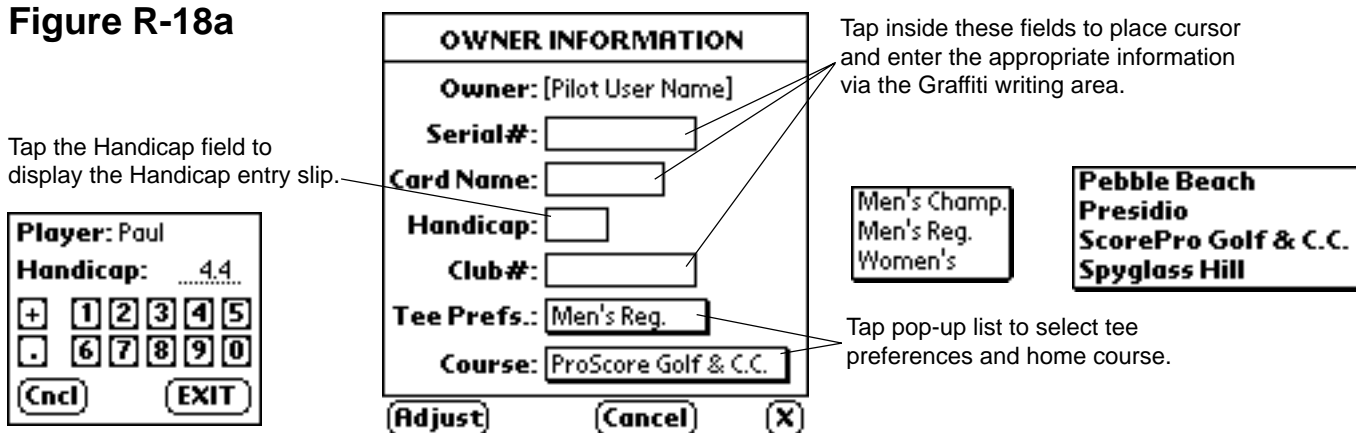
Owner Information

ScoreCard Pro maintains the following information about you (the owner):

- Your **Pilot User Name** (you don't enter this name — it's stored within the Pilot itself).
- Your unique **Serial#** that is required in order to run the ScoreCard Pro software.
- Your name as you want it to appear on scorecards, called the **Card Name**.
- Your **Handicap**.
- Your **Club#** or other golf identifying number.
- Your **Tee Preferences**.
- Your home **Course**.
- The adjustment, if any, you would like to make to an individual hole's score prior to posting a score to your list of most recent scores. This adjustment value is also used to display a score whenever you record an X on a hole.

This information is entered via the **Owner Information** screen. Select the **Owner information** option from ScoreCard Pro's main menu to display this screen:

Figure R-18a



Entering and Modifying Owner Information

ScoreCard Pro uses your Pilot User name (as specified in your Pilot Desktop application) as the **Owner**; you cannot change this name. The serial number you received when you purchased ScoreCard Pro is required to use the software. Enter this number into the **Serial#** field: tap inside the **Serial#** field to place the cursor into that field and enter the number via the Graffiti writing area.

Enter your name as you'd like it to appear on the scorecard into the **Card Name** field by tapping inside that field and entering the name via the Graffiti writing area. Note that this field is not very wide, since there isn't a lot of room on the scorecard to display names. Enter your handicap, including a decimal point and tenths digit (if available), by tapping inside the **Handicap** field and entering the information via the **Handicap entry slip**. You may enter a handicap that is either a whole number (e.g., 14) or one that includes a decimal point (e.g., 11.4 or 16.0) into this field. Next, enter your Club# or other identifying number into the **Club#** field.

The **Tee Prefs.** and **Course** data are modified by tapping their respective pop-up lists and selecting the appropriate item from the list. To return to the scorecard screen, tap the **X** button.

Specifying Individual Adjustments for a Hole's Score

ScoreCard Pro allows you to specify an adjustment to an individual hole's score that will automatically be made prior to posting that score to your list of most recent scores. Also, this adjustment is used to calculate the score that is entered whenever you decide to record an X on a hole; *if you decide not to adjust scores — i.e., choose the “no adjustment” option — you cannot enter an X on a hole and will be required to enter an actual score for each hole in a round* in order to complete the scoring of that round. In general, you should select the adjustments that reflect those adjustments you're normally required to make prior to posting your official score at your golf club.

Tap the **Adjust** button in the Owner Information screen to display the **Stroke Adjustment** screen:

Figure R-18b

The screenshot shows the 'STROKE ADJUSTMENT' screen with two columns: 'HDCP' and 'Adjust to:'. The 'HDCP' column lists ranges: '9 or less', '10 - 19', '20 - 29', '30 - 39', '40 - 49', and '50+'. The 'Adjust to:' column shows a pop-up list for the '10 - 19' range with options: 'No adjustment', '2 over par', '6', and '7'. Below the table are 'Cancel' and 'X' buttons. Annotations explain that the course-specific handicap falls into one of these ranges and that a pop-up list of adjustment options is available for each range.

HDCP	Adjust to:
9 or less	No adjustment
10 - 19	2 over par
20 - 29	6
30 - 39	7
40 - 49	9
50+	10
	11

(Cancel) (X)

Any adjustments you wish to make are applied to an individual hole's score as specified in the above screen. The **HDCP** column lists the ranges into which your course-specific handicap will fall; the **Adjust to** column contains a pop-up list of options for each of those ranges. Select the adjustment option you wish for each of those ranges. For example, if your handicap on your home course is 9 or less, you might choose the option **2 over par** as the maximum value to which you want an individual hole's score adjusted for your home course. However, if you play at a more difficult course at which your handicap is in the 10 – 19 range, you may choose to adjust any hole's score to a maximum of 7 in this case. Alternatively, if you don't want ScoreCard Pro to apply any adjustments (so that the average score in fig. R-16a will reflect the average of non-adjusted scores), you may choose the **No adjustment** option for each of these ranges. When you're finished specifying the desired adjustment options, tap **X** to return to the Owner Information screen, or tap **Cancel** to cancel any changes you've made and return to the Owner Information screen.

Note: Once a score is posted, changing these options has **no** effect on the previously posted scores. If you want to change a previously posted score, you need to do so via the **Previous scores** option from ScoreCard Pro's main menu.

Statistics

One sure way to improve your golf game is to pinpoint more accurately those areas where your game needs improvement. ScoreCard Pro's Statistics feature helps you do this with every round, by tracking over a dozen different statistics, in addition to your scoring (birdies, pars, bogeys, etc.). ScoreCard Pro records statistics only for the owner, and only if the owner's name appears on the scorecard.

Description and Features

At any time during the course of a round — after each hole, after two or three holes, even after the round is over — you may record the following statistics for that round:

- **Greens in Regulation (GIR)** (the number of greens that you reached in regulation or better).
- **Sand Saves/Chances** (the number of times you got up and down from a trap for par or better vs. the number of chances you had to accomplish this).
- **Up & Downs/Chances** (the number of times you got up and down from close to the green for par or better vs. the number of chances you had to accomplish this).
- **Drive in Fairway/Chances** (the number of times your tee shot was in the fairway vs. the number of chances you had to accomplish this).
- **One-putts** (the number of times that you took only one putt (or fewer) after you reached the green).
- **Three-putts** (the number of times that you took three putts (or more) after you reached the green).
- **Putts on GIRs** (the number of putts you took on greens that you reached in regulation or better during a round; this is used to calculate your average putts per GIR).
- **Total putts** (the total number of putts you took during the round).
- **Penalties** — Out of bounds, Unplayable, Water, and Other penalties.

When you post your round, ScoreCard Pro will use these statistics to calculate averages and percentages in all these categories for all posted rounds.

ScoreCard Pro does *not* require that you record statistics for each round, or for any rounds. If you decide not to record statistics, ScoreCard Pro will still calculate your **Scoring statistics** — eagles (or better), birdies, pars, bogeys, double bogeys, and others (X, or worse than double-bogey) — for each round that you post.

Additionally, you can choose to record some, but not all, statistics for all your rounds or for an individual round. For example, you can choose to track only your total putts, and not your one-putts, three-putts, and putts on GIRs. Or you might choose not to track your penalties. Whichever choices you make, ScoreCard Pro will correctly calculate the averages and percentages for those statistics you recorded whenever you use the View Statistics feature.

Recording Statistics

To record statistics at any time during a round, select the **Record statistics** option from ScoreCard Pro's main menu. Also, if you've posted a score from a manually recorded round (for which you didn't use ScoreCard Pro), you can enter statistics for that round, too — just tap the **Statistics** button shown in fig. R-16b, and the **Record Statistics** screen shown below will appear.

The first time during a round that you tap this button, the record statistics screen looks something like this:

Figure R-19

Scoring statistic are automatically calculated.

Blank field indicates that statistics have not been entered for this category.

Tap this arrow to display the second statistics screen.

Incrementing Sand saves or Up & downs automatically increments the respective Chances field.

Incrementing Putts on G.I.R.s will automatically increment Total Putts.

Tap this arrow to display the first statistics screen.

Record Statistics for Round			
Eagles: 0	Bogeys: 0		
Birdies: 0	D. Bogeys: 0		
Pars: 1	Other: 0		
Driv in fairway: <input type="checkbox"/>	Chances: 14		
Greens In Regulation: <input type="checkbox"/>			
Putting			
1-putts: <input type="checkbox"/>	Putts on G.I.R.s: <input type="checkbox"/>		
3-putts: <input type="checkbox"/>	Total putts: <input type="checkbox"/>		

Record Statistics for Round			
Saves			
Sand saves: <input type="checkbox"/>	Chances: <input type="checkbox"/>		
Up & downs: <input type="checkbox"/>	Chances: <input type="checkbox"/>		
Penalties			
Water: <input type="checkbox"/>	Out of bounds: <input type="checkbox"/>		
Other: <input type="checkbox"/>	Unplayable: <input type="checkbox"/>		

Scoring Statistics and Greens in Regulation

Although some of the **Scoring** statistics might already be calculated, all the other statistics are blank. This means that you have not started recording any of them for this round. For any statistics that you want to record, you must change those fields to a number (including zero); doing so tells ScoreCard Pro to use that statistic when it calculates averages and percentages for your statistics. If you don't want to record certain statistics for a round, leave those fields set to their blank appearance.

NOTE: Whenever you access this screen from a scorecard, ScoreCard Pro calculates the **Scoring** statistics, and you cannot modify them directly. However, if you access this screen via the Statistics button in fig. R-16b, you can directly enter or modify all scoring statistics.

Start by incrementing (to 0) all the statistics that you plan on recording. To do this, tap the upper half of the each statistic's **Flip box** to increment it to zero:

Figure R-20 Tap top half to increment; bottom half to decrement.

Note that if you tap and hold, ScoreCard Pro will automatically increment the flip box again; this feature is useful when you're entering statistics such as Total Putts or Putts on GIRs. If you make a mistake and increment a flip box too much, tap the lower half to decrement it to the number you want.

TIP: If you change your mind and decide not to record a certain statistic for a round, simply decrement the flip box until it's blank again.

For any completed hole, start by recording whether you successfully reached the green in regulation; if you did, increment the **Greens in Reg.(G.I.R.)** flip box to record a GIR.

Saves & Drives

Next, record your **Saves and Drives**. The **Sand saves** and **Up & downs** flip boxes are special: if you increment or decrement them, the corresponding **Chances** flip box will also increment or decrement. This makes it easy to record your successful Sand saves and Up & downs. To record your *unsuccessful* Sand saves or Up & downs, just increment the respective Chances flip box; the corresponding Sand saves or Up & downs flip box *won't* increment (or decrement) when you do this.

ScoreCard Pro will automatically calculate the number of chances that you have to hit a fairway (it's just the number of par four and par five holes). Increment the **Drv in fairway** flip box to record the number of fairways that you hit with your tee shot.

Putting

ScoreCard Pro lets you track your **1-putts** (or better) and **3-putts** (or worse) independently of your other scoring statistics. If you're recording these statistics, increment the appropriate flip box whenever you record a one-putt or three-putt.

Putts on GIRs is a widely used statistic on which many professional golfers rely to determine the accuracy of their putting. Whenever you reach a green in regulation or better, be sure to enter the number of putts you take on that green by incrementing this flip box. Note that whenever you increment this flip box, the **Total putts** flip box *automatically increments by the same number* so that you don't have to increment this latter flip box if you've reached a green in regulation. If you mistakenly incremented the Putts on GIRs flip box, decrement it to the correct number; the corresponding Total putts flip box *won't* decrement.

TIP: If you plan on recording your **Putts on GIRs**, be sure to accurately record your **Greens in Reg.** statistic also. ScoreCard Pro uses this latter statistic when calculating your average **Putts per GIR**, explained later in this section.

Penalties

You can also record any penalties that you incur during a round by incrementing the **Out of bounds**, **Unplayable**, **Water**, or **Other** flip boxes. Use the **Other** category for penalties such as lost balls, etc.

Here's what typical **Record Statistics** screens might look like after the course of a round:

Figure R-21

Record Statistics for Round	
Eagles: 0	Bogeys: 4
Birdies: 1	D. Bogeys: 1
Pars: 11	Other: 1
Dry in fairway: 6	Chances: 14
Greens In Regulation: 9	
Putting	
1-putts: 3	Total putts: 34
3-putts: 1	Putts on GIRs: 17
[Cancel] [SAVE]	

Record Statistics for Round	
Saves	
Sand saves: 1	Chances: 1
Up & downs: 2	Chances: 5
Penalties	
Water: 1	Out of bounds: 0
Other: 0	Unplayable: 0
[Cancel] [SAVE]	

Suggestions for Recording Statistics

There are many different ways to approach the recording of your statistics during the course of a round. The most consistent method is to record your statistics immediately after completion of a hole, right after you record all the scores for the individuals in your group. Doing this will insure that each stroke is still clear in your mind, and that you accurately record the number of putts, whether you had an up & down, etc. You'll typically take only about 10 – 15 seconds after each hole to record the statistics in which you're interested.

Alternatively, you might record statistics every other hole, or every three holes, while you still have a clear recollection of each hole and how you played it.

Finally, you might postpone the recording of statistics until the end of a round and only record those statistics that are important for your own personal interest (e.g., total putts, GIRs, drives in fairway) and that you can clearly remember. This method may be a little less accurate than recording statistics out on the course, but if you only want to track a few statistics, it may work best for you.

TIP: If you're recording statistics out on the course, you can do a quick validation by comparing the total putts to the number of holes you've played. Since you're going to average about two putts per hole, the total putts should be approximately double the number of holes you've played. If you discover that the total putts are much smaller than this number, it's likely that you neglected to enter statistics for a few holes. You should review the last few holes and be sure that you've entered statistics for them.

Posting Statistics

In calculating averages and percentages, ScoreCard Pro uses statistics only for those rounds that are complete and have been posted to your list of previous scores. This insures that your statistics are from valid rounds. If you finish a round but decide not to post it, those statistics won't be used for calculating your overall averages and percentages. Be sure to post all valid rounds so that ScoreCard Pro can include those statistics in its calculation.

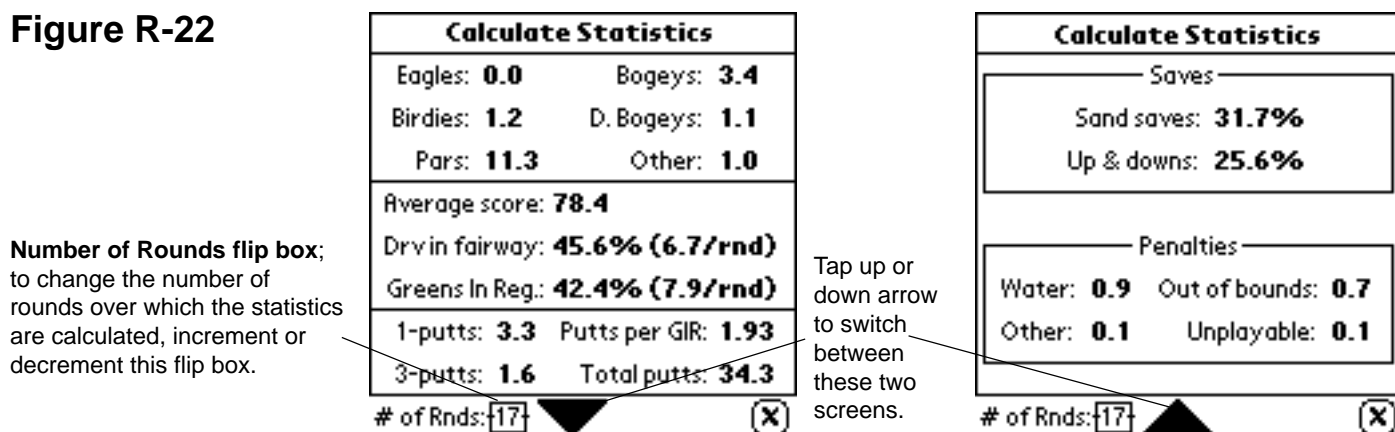
Once a round has been posted, its statistics can be modified only in one of two ways: (1) display the scorecard, alter any individual hole's score, select the **Record statistics** option from the main menu, modify any further statistics, and tap **Save**; (2) modify the statistics via the **Statistics** button shown in fig. R-16b. Note especially that if you modify individual holes' scores for a scorecard that's been previously posted, the Scoring statistics will *not* automatically change until you select the **Record statistics** option and tap **Save**.

Viewing Statistics

ScoreCard Pro's **View Statistics** feature lets you quickly calculate averages and percentages for all of your posted rounds. In addition, you can instruct ScoreCard Pro to calculate these statistics for any smaller number of your most recently posted rounds (rather than all of them),

Select the **View statistics** option from ScoreCard Pro's main menu to display your averages and percentages:

Figure R-22



Whenever this screen is first displayed, ScoreCard Pro calculates these statistics using information from 100% of your posted rounds; this number is initially displayed in the **Number of Rounds flip box**.

Calculating Statistics for a Subset of Rounds

If you want to see statistics for a subset of these rounds, you can decrement the Number of Rounds flip box to as few as one round. For example, if you want to see your statistics for only your most recent 10 rounds, decrement the Number of Rounds flip box to 10. After you've entered the desired number of rounds, ScoreCard Pro will immediately recalculate the statistics for only these rounds.

When you're finished reviewing and recalculating your statistics, tap **X** to return to the scorecard screen.