

MagaDraw Golf Statistics Ver. 3.0



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Introduction to GStat 3.0



Welcome to MagaDraw Golf Statistics Version 3.0 (16-bit).

GStat is for the serious, or not so serious, golfer that wishes to keep track of all the statistical aspects of his/her game. GStat has the ability to analyze and present your golf data informatively and intuitively. GStat also has Match play, League Manager and Tournament Manager features.

GStat is used to keep track of all your golf statistics and calculate certain aspects of the game including your Tracking Handicap Index. The calculation of the Tracking Handicap Index can be customized to your needs as well as using the standard USGA method.

GStat is designed to handle as many Golfers (Players), Golf Courses, Scores as your hard disk can take. The Score input is done hole-by-hole along with the number of putts and whether or not you hit the fairway. The greens you hit are computed automatically by looking at your score and the number of putts for each hole. Other statistics such as Drive Distance and Killer Mistakes are also entered hole-by-hole.

You can see your individual Player Statistics which tracks things like the number of pars, birdies, bogies, etc. for all courses you have played or on a specific course that you choose. These stats are tracked on par 3's, 4's and 5's. You can also see the number of one, two, and three putts for all par 3's, 4's, and 5's. It also shows your percentage of fairways hit and greens hit in regulation. Plus a lot more. Such as the number of Par Saves per par 3's, 4's and 5's.

Or you can see the Course Statistics which show you things like your average, best, and worst score per hole. The average putts per hole and average putts per hole when you have hit the green. The percentages of greens hit and fairways hit per hole. Also total penalties per hole and the number of Sand Saves.

You also can view the Detail Course Statistics which shows you the number of aces, eagles, birdies, pars, bogies, etc. for each hole. There is a Putt Detail view where you can see the number of Chip Ins, one putts, two putts, and three plus putts per hole along with your number of putts if you hit the green in regulation. Also the number of greens you hit in regulation per hole.

Other statistics you can view are your Driving Distance and your "Killer Mistakes". The Driving Distance stats window shows you your average drive distance per hole, longest drive, shortest drive, longest drive in fairway, shortest drive in fairway, and average drive in fairway.

The "Killer Mistakes" are used to keep track of the strokes you lose each round because of four basic mistakes. These four mistakes are:

- 1.) Tee shots that result in a penalty or a restricted second shot.
- 2.) Shots within 50 yards of the hole that miss the green.
- 3.) Sand shots from greenside bunkers that miss the green.
- 4.) Three-putts from within 30 feet of the hole.

The Killer Mistake stats window shows you the number of each mistake per hole plus the number of lost strokes per hole resulting from those mistakes.

There are also many useful graphs. There is a graph to see your scoring trend, putting trend, greens in regulation, and fairways hit on your tee shot. There is a graph to see your scoring frequency and one for the statistics frequency which shows how many pars, birdies, bogies, etc. you have had. There is a Par 3, 4, and 5 graph which compares your statistics for each type of hole. There is also a

Hole-by-Hole graph which shows you your fairways hit, greens hit, putting average, and scoring average for each hole.

Each Statistic and Graph window allows you to specify a analysis period along with the Play type. This allows you to see what you have been doing from month to month, year to year, or whatever analysis period you choose. The Play Type allows you to narrow down the view all stats to particular types of play such as Tournaments or Practice rounds.

The program also computes your Tracking Handicap Index using the USGA handicap method. You can also configure the method to your individual needs. The program uses all USGA guidelines to compute your Tracking Handicap Index, such as it adjusts your score per the Equitable Stroke Control (ESC) method and will adjust your index if you have a low tournament round. The ESC Table and Index Computation Options are fully customizable.

The program does not stop with just statistical analysis, it goes one step beyond and adds the much needed Match, League, and Tournament windows.

You can compute match play results between you and your partner or between a whole foursome or fivesome. The program will compute a skins game or a Nassau or a regular Match. You tell the program how much the skins are worth and it will compute all the winnings for you. You can compute a gross or net score match. You can compute a regular Match play round against you and your opponent.

The League Manager lets you set up a league and keep track of the weekly status automatically. You can print out schedules and tee time lists as well as score cards.

The Tournament Manager allows you to set up many different types of tournaments (Net, Gross, Skins, Stableford, etc.). You can create a tee time list as well as generate pairings based on handicap or assign them manually. You can also print out score cards with the names of the players along with the strokes given on each hole (represented with a dot in the score area of that hole).

If you have a special format in mind, let me know and I'll add it to the program.

Designed by Scot A. Maga, MagaDraw The Computer Experts

[See Technical Support for contacting purposes.](#)

Technical Support



Technical Support for this product is FREE for the life of the product. You also get FREE upgrades when they become available.

You can reach Technical Support at the following numbers:

Day Time: 310-814-6880

Night Time: 310-376-3682

Pager Number: 310-730-2238 (wait for tone, punch in your phone number, then press the # key, wait until the beeps stop and then hang up.)

Internet E-Mail: Scot.Maga@TRW.com or MagaDraw@AOL.com

Mailing Address:

MagaDraw The Computer Experts

c/o Scot A. Maga

1500 Goodman Ave.

Redondo Beach, CA 90278

Order Form / Registration Form



MagaDraw Golf Statistics v3.0

All orders are subject to the MagaDraw Golf Statistics License Agreement.

Ordering by check: To order by check send this order form and a check to
Scot A. Maga
1500 Goodman Ave.
Redondo Beach, CA 90278.

Payment must be in US dollars drawn on a US bank, or you can send international postal money orders in US dollars.

GStat v3.0 is shipped on 3.5 inch disks only. Prices include shipping by postal mail (airmail outside USA).

GStat v3.0 is not free. It is copyright 1995, 1996 and is distributed as shareware. You may use it to evaluate its suitability to your needs. If you continue to use GStat v3.0 beyond a reasonable evaluation period, you must register it, or be subject to civil and criminal penalties.

Registration Benefits:

- This product makes use of the most advanced software technology available today. As the technology improves, so does our software. Your registration fee enables us to keep it at the forefront of technology, so that you continue to benefit from the productivity gains it gives you.
- A copy of the latest release of GStat on 3.5" diskette.
- A license to use all future maintenance releases.
- Technical support via e-mail, by FAX, or through the mail, FREE for the life of the product.
- All future updates (plus the 32-bit version) are FREE for the life of the product.

Number of Copies _____ @ \$19.95 each for a Total Cost of _____
(Plus Sales Tax if order from CA)

Name and Address

Phone Numbers:

Home Phone: _____

Bus. Phone: _____

Fax Number: _____

E-Mail Address: _____

I heard about GStat from: _____

Comments:

Amount Enclosed: _____

Shareware License



Evaluation and Registration

This is not free software. You are hereby licensed to use this software for evaluation purposes without charge for a period of 60 days. If you use this software after the 60 day evaluation period a registration fee of \$19.95 is required. Payments must be in US dollars drawn on a US bank, and should be sent to:

Scot A. Maga
1500 Goodman Ave.
Redondo Beach, CA 90278 USA

When payment is received you will be sent a registered copy of the latest version of GStat.

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One registered copy of GStat 3.0 may either be used by a single person who uses the software personally on one or more computers, or installed on a single workstation used nonsimultaneously by multiple people, but not both. You may access the registered version of GStat through a network, provided that you have obtained individual licenses for the software covering all workstations that will access the software through the network. For instance, if 8 different workstations will access GStat on the network, each workstation must have its own GStat license, regardless of whether they use GStat at different times or concurrently.

Governing Law

This agreement shall be governed by the laws of the State of California.

Disclaimer of Warranty

THIS SOFTWARE AND THE ACCOMPANYING FILES ARE SOLD "AS IS" AND WITHOUT WARRANTIES AS TO PERFORMANCE OF MERCHANTABILITY OR ANY OTHER WARRANTIES WHETHER EXPRESSED OR IMPLIED. Because of the various hardware and software environments into which GStat may be put, NO WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE IS OFFERED.

Good data processing procedure dictates that any program be thoroughly tested with non-critical data before relying on it. The user must assume the entire risk of using the program. ANY LIABILITY OF THE SELLER WILL BE LIMITED EXCLUSIVELY TO PRODUCT REPLACEMENT OR REFUND OF PURCHASE PRICE.

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Getting Started



For the best results in using GStat to compute your statistics, you should keep track of the vital statistics for each hole of each round of golf that you play. Here are the vital statistics that you can keep track of in this system.

[\(Also see Pre-Printed Blank Score Cards for easier recording vital stats\)](#)

Marking Your Scorecard Out On The Course

For GStat to track your entire game, you must give the program the information it needs about each round you played. To do this you can make your notations on the regular scorecard of the course you are playing, or you can print a Pre-Printed Blank Scorecard for that course in advance and take that with you when you play.

The information that GStat needs to know about how you played each hole is:

- Gross Score for the hole.
- Number of Putts you had (don't count shots from off the green when using your putter).
- If you three-putted from within 30 feet, then you have a Killer Mistake (code=P) to record.
- Ball ending up in the Fairway on your tee shot for Par 4's and 5's. This is a Fairway Hit.
- Drive distance from the Tee or Approach distance from the pin.
- If you incurred a penalty on your tee shot, or you have a restricted second shot, you have a Killer Mistake (code=D) to record.
- If you didn't reach the green from within 50 yards of the hole then you have a Killer Mistake (code=M) to record. If it takes you more than two shots to get onto the green, then record the number of times you missed the green from within the 50 yards.
- If you were in a greenside bunker and missed the green, you have a Killer Mistake (code=B) to record. If it takes you more than two shots to get out of the bunker, then record the number of times it took you to get out of the bunker.
- Number of Penalties you had (use 2 if the penalty is one-stroke plus distance, as in an out-of-bounds shot).

[See also Scoring Concepts](#)

Blank Score Card Report



The Blank Score Card Report is a pre-printed score card with all the course information and areas for recording all GStat 3.0 specific data for your golf round.

You can accommodate up to five players. You can choose to put the players names, Tracking Index, Course Handicap and Member number on the pre-printed card. See sample below.

[See Blank Score Card Report Options for information on how to run this report.](#)

Blank Score Card Report												
Blank Score												
Course Name: Alondra Park Golf Course Address: 16400 South Prairie Ave., Lawndale, Ca 90260 Phone Number: 310-217-9919												
	Rating	Slope	1	2	3	4	5	6	7	8	9	Out
Black												
Blue	70.9	120	381	525	188	372	389	387	331	179	495	3,247
White	70.1	118	372	517	183	365	381	376	323	175	482	3,174
Mens Handicap			5	9	11	7	3	1	17	13	15	
Mens Par			4	5	3	4	4	4	4	3	5	36
Maga, Scot A.	7.2											
27-4925	Putts											
	Fairway Hit											
	Drive/Approach Dist.											
	Killer Mistakes											
<hr/>												
Hansen, Steven J.	14.3											
27-4777	Putts											
	Fairways Hit											
	Drive/Approach Dist.											
	Killer Mistakes											

Player Name **Player Tracking Index**
Member Number

Blank Score Card Report Options



You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)

Choose Players For Score Card? options:

If you want to print the players names on the score card (check the Yes option button, otherwise check the No option button). If you select Yes, then you will see the Score Card Setup dialog (see figure below). There are five (5) blank slots for you fill with the Players Names.

To select a player, Dbl-Click on the players name in the list of players. If you want to unselect a player, then double-click on the player name in the Players Selected area that you want to unselect. This will add the player's name back into the list of players and make the selected area blank.

Select the Tees that the Men are going to play and then select the Tees that the Women are going to play (if there are any on the card).

After you select the Tees and players, then click the OK button to print the report. If you do not wish to select players for the blank score card, then click the Cancel button or press the Escape key.

Blank Score Card Report Options

Print To...

Print Preview (on Screen)
 Printer (directly to Printer)
 File

Choose Players for Score Card?

Yes
 No

Score Card Setup

Berg, Doug
Brierley, Mike
Coggiano, Joe
Frey, Ken
Gasser, Dave
hantzsche, Norm
Henry, Ed
Hiatt, Ted
Hisely, Randy
Jauch, Dennis
Jensen, Steve
Johnson, Chris
Kéan, Albert
Maga, Scot
Magat, Pablo

Mens Tees

Black
 Blue
 White
 Red

Womens Tees

Black
 Blue
 White
 Red

Players Selected

Adra, Bob
Ashman, Bob
Atkinson, Patrick
Barnard, Cynthia

Player List
(Dbl-Click to
select a
player)

Players Selected area
(Dbl-Click to unselect a player)

**Tee
Selection
area**
(Click on
the tee
you wist
to use)

Print Preview



When you are in the Print Preview window, you can do a number of things.

1. View all the pages of the report on the screen. You can step through the pages (if there are more than one page) using the VCR like controls in the lower left hand corner of the screen.



First Page Button



Previous Page Button



Next Page Button



Last Page Button

2. Print the report to the printer.



Click on this Icon to Print the report to the printer.

3. Export the report to many different file types.



Click on this Icon to Export the report to a file.

[See Exporting Reports to a File](#)

4. Close the Print Preview window by clicking the CLOSE button.



Close Button

5. Zoom the Print Preview to next zoom mode by clicking the Zoom button. The zome modes cylce through the modes.



Zoom Button

Exporting Reports to a File



You can export the reports to many different types of files.

1. Character-separated values
2. Comma-separated values (CSV)
3. Crystal Reports (RPT)
4. Data Interchange Format (DIF)
5. Excel 2.1 (XLS)
6. Excel 3.0 (XLS)
7. Excel 4.0 (XLS)
8. Excel 5.0 (XLS)
9. Lotus 1-2-3 (WK1)
10. Lotus 1-2-3 (WK3)
11. Lotus 1-2-3 (WKS)
12. Quattro Pro 5.0 (WB1)
13. Record style (columns of values)
14. Rich Text Format
15. Tab-separated text
16. Tab-separated values
17. Text
18. Word for Dos document
19. Word for Windows document
20. WordPerfect document

[Exporting a Report](#)

Exporting a Report



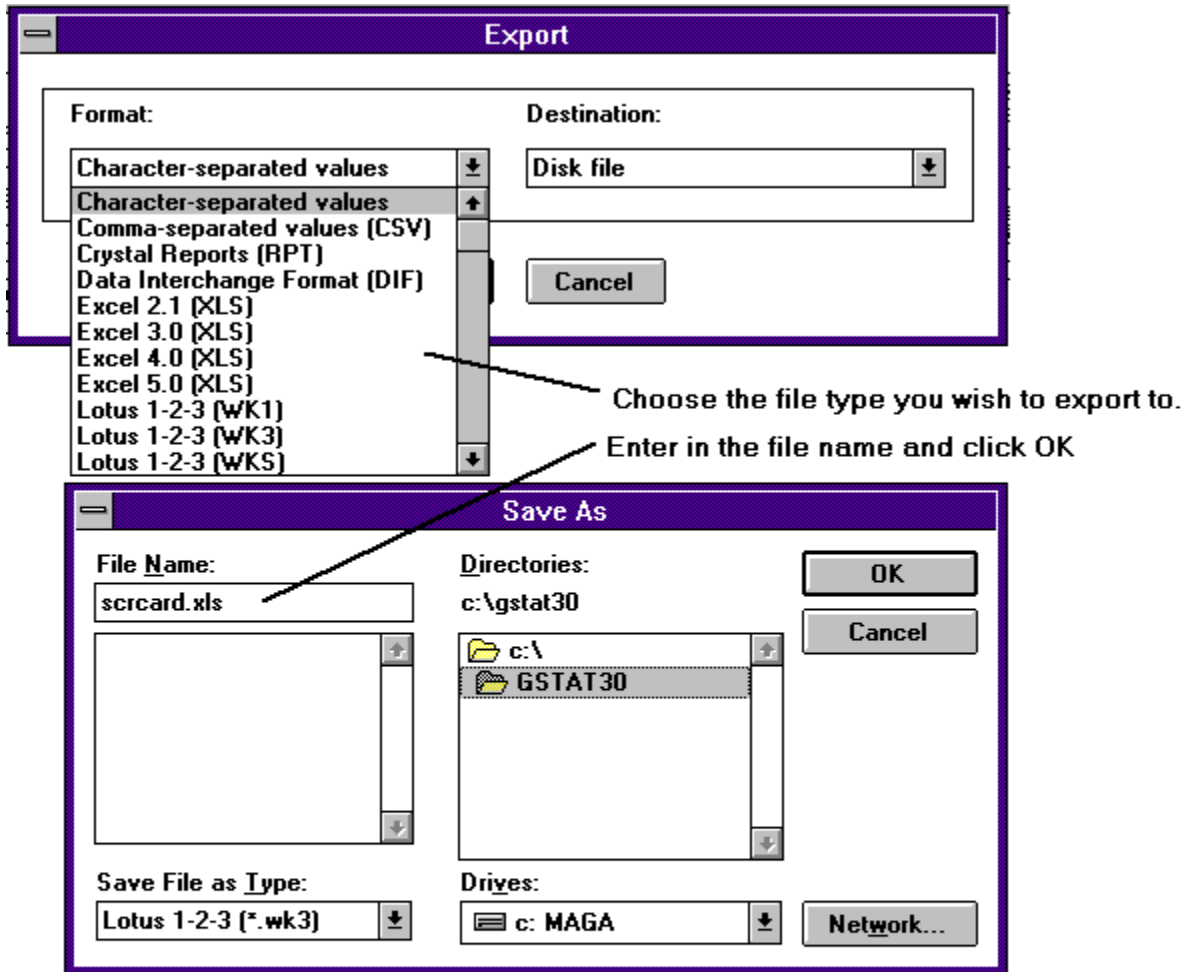
To export a report to one of the file type, click the Export button on the Print preview window.

[See Print Preview for details](#)

You will see the Export dialog appear.

Select the file type you wish to use.

Enter in the file name you wish to save the report as and click Ok.



Scoring Concepts

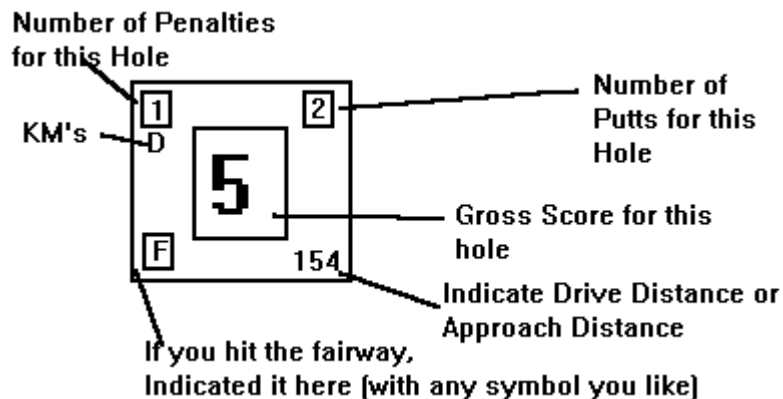


Below is an example of how you would enter a score for a hole during your round if you were NOT using a pre-printed Blank Score Card from the program.

[\(See Pre-Printed Blank Score Cards for easier tracking of vital stats\)](#)

- You will notice that the Gross Score is recorded directly in the center of the score box and the other statistics are recorded around the outer edges. Some score cards have small areas to record your score, so make sure you write small enough to fit in all the vital statistics.
- The number of putts are recorded at the top right of the score box.
- The number of penalties are recorded at the top left of the score box along with the Killer Mistake Code (D=Tee shots that result in a penalty or a restricted second shot, M=Shots within 50 yards of the hole that miss the green, B=Sand shots from greenside bunkers that miss the green, and P=Three-putts from within 30 feet of the hole.)
- The fairway Hit mark is recorded at the bottom left of the score box. You can use any mark you want. I use an "F".
- Your Drive Distance from the Tee or the Approach Distance from the Hole is recorded on the lower right.

Remember that this technique is only a suggestion. You can record your score and vital statistics any way you wish. The only thing that I suggest is that you record all this information somewhere on your card if you want to keep track of ALL you Vital Statistics.



Installation of GStat 3.0



1. Make sure you have at least Ten (10) MB of hard disk space available on your hard disk.
2. Start up Windows as you normally would.
3. Insert the Disk 1 into the floppy drive. (We'll assume that it is the A: drive)
4. If you do not have a copy of the VBRUN300.DLL in your \windows\system directory, then copy it from Disk 4. To do that, do the following: Insert Disk 4 into the A: drive. Go to File Manager, press F8. In the From: field, type A:VBRUN300.DLL press Tab. In the To: field, type C:\WINDOWS\SYSTEM\VBRUN300.DLL (assuming that your Windows directory is on the C: drive) click on OK to copy the file. Now exit out of File Manager and go back to Program Manager.
5. Choose File from the Program Manager menu.
6. Choose Run from the File menu.
7. Type A:SETUP in the command line argument (if you are using the B: drive, substitute B: where you see A:).
8. Follow the rest of the instructions on the screen.

Definitions



[Adjusted Gross Score](#)

[Authorized Golf Association](#)

[Bogie Golfer](#)

[Course Handicap](#)

[Course Rating](#)

[Differential, Handicap](#)

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[Equitable Stroke Control \(ESC\)](#)

[Golf Association](#)

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[Index \(Tracking Index\)](#)

[Net Score](#)

[Par](#)

[Scoring Record](#)

[Slope Rating](#)

[USGA Handicap System](#)

Adjusted Gross Score



The Adjusted Gross Score is a player's gross score adjusted under USGA Handicap System procedures for unfinished holes, conceded strokes, holes not played or not played under the Rules of Golf, or adjusted under the Equitable Stroke Control.

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MagaDraw Disclaimer



For use by golfers who seek to monitor their USGA Handicap issued by a golf club.

MagaDraw Golf Statistics is not connected with the USGA nor is it approved or endorsed by the UGA, but is permitted to use the USGA's Formulas in this computer program which is intended for use by golfers who are monitoring their USGA Handicap Index issued by a golf club or golf association in accordance with the USGA Handicap System.

The USGA Handicap System requires subsequent review and revisions by a golf club Handicap Committee where necessary, and therefore the numbers reflected in this report may vary from the USGA Handicap Index that you receive from your golf club or golf association. To obtain further information on joining or forming a golf club, please contact the USGA Handicapping Department at (908) 234-2300 or the regional or state golf association in your area. The terms USGA, Handicap Index, SLOPE, Slope System and Course Handicaps are trademarks and service marks of the USGA.

Authorized Golf Association



An authorized golf association is a golf association that has jurisdiction and has been licensed by the USGA to issue USGA Handicap Indexes and/or USGA Course and Slope Ratings in its state, district or region through its golf clubs.

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Bogie Golfer



A "Bogie Golfer" has a USGA Handicap Index of 17.5 to 22.4 for men, and 21.5 to 26.5 for women.

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Course Handicap



A Course Handicap is the USGA's mark that indicates the number of handicap strokes a player receives from a specific set of tees at the course being played to adjust his scoring ability to the common level of scratch or 0-handicap golf. For a player with a plus Course Handicap, it is the number of artificial strokes the player gives to adjust his scoring ability to the common level of scratch or 0-handicap golf. A Course Handicap is determined by applying the player's USGA Handicap Index to a Course Handicap Table or Course Handicap Formula. A player's Course Handicap is expressed as a whole number of strokes.

[See Course Handicap Formula](#)

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Course Handicap Formula



The Course Handicap formula is as follows:

Course Hdcp = USGA Handicap Index * USGA Course Slope / 113
(rounded to the nearest whole number, 0.5 or more is rounded upward)

For example, if you have a Index of 13.4 and the course you are playing has a Slope rating of 120 then your course Handicap would be

Course Hdcp = 13.4 * 120
Course Hdcp = 1608 / 113
Course Hdcp = 14.23
Course Hdcp = 14

or you can use the table available at all golf course pro shops.

Course Rating



A USGA Course Rating is the evaluation of the playing difficulty of a course for scratch golfers under normal course and weather conditions. It is expressed as strokes taken to one decimal place, and is based on yardage and other obstacles to the extent that they affect the scoring ability of a scratch golfer.

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Handicap Differential



A Handicap Differential is the difference between a player's adjusted gross score and the USGA Course Rating of the course on which the score was made, multiplied by 113, then divided by the USGA Slope Rating from the tees played and rounded to the nearest tenth. Handicap differentials are expressed as a number of strokes rounded to one decimal place, e.g. 12.8.

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Eligible Tournament Score



An "eligible tournament score" is a tournament score contained within a player's scoring record. Tournament scores outside of the last 20 scores remain eligible for the calendar year in which they were made.

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Equitable Stroke Control



Equitable Stroke Control (ESC) is the downward adjustment of individual hole scores for handicap purposes in order to make handicaps more representative of a player's potential ability. ESC sets a maximum number that a player can post on any hole depending on the player's Course Handicap. ESC is used only when a player's actual or most likely score exceeds his maximum number based on the ESC Table.

[Editing ESC Table](#)

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Editing ESC Table (Short-cut key Ctrl-E)



You can edit the ESC table by selecting Options | Equitable Stroke Control from the main menu or press Ctrl-E.

[\(See Equitable Stroke Control Definition\)](#)

You can edit the Course Handicap and the Maximum number on any hole values.

To move between fields, you can either use the Tab and Shift-Tab key or use the arrow keys.

When you are finished editing the table, make sure to click the OK button to save your changes. If you do not want to save your changes, click the Cancel button or press the Escape key.

18-Hole Equitable Stroke Control		Maximum Number On Any Hole
Course Handicap		
9	or Less	6
10	through 19	7
20	through 29	8
30	through 39	9
40	or More	10

9-Hole Equitable Stroke Control		Maximum Number On Any Hole
Course Handicap		
4	or Less	6
5	through 9	7
10	through 14	8
15	through 19	9
20	through 24	10
25	or More	11

Equitable Stroke Control (ESC) is the downward adjustment of individual hole scores for handicap purposes in order to make handicaps more representative of a player's potential ability. ESC sets a maximum number that a player can post on any hole depending on the player's Course Handicap. ESC is used only when a player's actual or most likely score exceeds his maximum number based on the table above.

18-hole Handicap Range

Maximum number entry area

9-hole Handicap Range

Maximum number entry area

Golf Association



A "golf association" is an organization of golf clubs governed by amateur golfers, operated under bylaws and formed for the purpose of conducting competitions for amateur golfers, and otherwise promoting the best interests and conserving the true spirit of the game of golf in a district, region, or state.

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Golf Club



A "golf club" is an organization of at least ten individual members, that operates under bylaws with committees (including a Handicap Committee) to supervise golf activities, provide peer review, and maintain the integrity of the USGA Handicap System. Members of a golf club must have a reasonable and regular opportunity to play golf with each other. They must be able to return scores personally, and these scores must be available for review by fellow club members.

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Gross Score



A Gross Score is the number of actual strokes taken by a player.

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Handicap Allowance



A "handicap allowance" is the percentage of the Course Handicap recommended for a handicap competition. Allowances vary for different forms of competition and are designed to produce equitable competitions.

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Handicap Index



A USGA Handicap Index is the USGA's mark that indicates a number that represents the potential ability of a player on a course of standard playing difficulty. It is expressed as a number taken to one decimal place, and is used for conversion to a Course Handicap.

[Course Handicap](#)

[MegaDraw Disclaimer and USGA Trademarks](#)

Handicap Stroke Hole



A Handicap Stroke Hole is a hole on which a player is entitled to apply a handicap stroke or strokes to his gross score.

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Net Score



A Net Score is a player's score after his handicap strokes have been subtracted from the gross score. A plus handicap player adds his handicap strokes to the gross score to yield his net score.

[See Gross Score](#)

[See Handicap Stroke Hole](#)

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Par



Par is the score that an expert golfer would be expected to make for a given hole. Par means errorless play without flukes and under ordinary weather conditions, allowing two strokes on the putting green.

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Scoring Record



A Scoring Record is a file composed of the most recent 20 scores posted by a player, plus any eligible tournament scores recorded in the current calendar year, along with appropriate Course Ratings and Slope Ratings.

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Slope Rating



The USGA Slope Rating is the USGA's mark that indicated the measurement of the relative playing difficulty of a course for players who are not scratch golfers. The lowest Slope Rating is 55, and the highest is 155. A golf course of standard playing difficulty would have a Slope Rating of 113.

[MagaDraw Disclaimer and USGA Trademarks](#)

USGA Handicap System



The USGA Handicap System is the USGA's method of evaluating golf skills so that golfers of differing abilities can compete on an equitable basis.

[USGA Handicap Formula](#)

[MegaDraw Disclaimer and USGA Trademarks](#)

USGA Handicap Formula



USGA's Handicap Index Calculation Formula's.

To compute a starting USGA Handicap Index you need at least five 18 hole scores.

The USGA Handicap Index is calculated using the lowest ten differentials out of your last twenty scores, if you have played that many rounds, otherwise use this table to figure out how many differentials to use:

A differential is calculated as follows:

Number of Acceptable Scores	Differentials To Be Used
5 or 6	Lowest 1
7 or 8	Lowest 2
9 or 10	Lowest 3
11 or 12	Lowest 4
13 or 14	Lowest 5
15 or 16	Lowest 6
17	Lowest 7
18	Lowest 8
19	Lowest 9
20 or above	Lowest 10

(Adjusted Gross Score - Course Rating) X 113 / Course Slope Rating rounding the resultant to the nearest tenth.

Example.

Adjusted gross score of 92 made on a course with a Course Rating of 72.5 and a Slope Rating of 127:

Adjusted Gross Score - Course Rating: $92 - 72.5 = 19.5$
Difference x Standard Slope: $19.5 \times 113 = 2203.5$
Result / Slope Rating: $2203.5 / 127 = 17.3504$
Handicap Differential (rounded): 17.4

Now the index is calculated using the best ten differentials out of the last twenty rounds as follows:

1. Use the above table to determine the number of differentials to use and add them together and divide by the number you used, getting an average. If you have 10 scores, you would use the top three diff's. Add the three together and then divide them by three, getting the average.
2. Multiply the average by 0.96
3. Delete all numbers after the tenths digit. Do not round off to the nearest tenth.

Example.

Lets say that the total of ten differentials is 143.7

Average $(143.7 / 10) = 14.37$

Average multiplied by $0.96 = 13.7952$

Delete all digits after tenths: 13.7

Your Handicap Index is 13.7.

To get your Course Handicap you would use a Course Handicap Table (usually found at the course) that lists the Handicap Index range for each handicap. Or you can use this formula:

[Course Handicap Formula](#)

[MagaDraw Disclaimer and USGA Trademarks](#)

Database Backup



To backup your GStat 3.0 data, all you have to do is backup two files.

The two files are as follows:

1. GSTAT30.MDB and
2. GSTAT30.LDB

All data for the entire program is stored in these two files.

You can use any backup software.

Player Database (Short-cut key F2)



The Player Database holds all the information about the individual players (or golfers) in the system.

The Information that is contained in the Database is as follows:

- Player Name
- Tracking Index
- Tracking Low Index (Current (last 12 months), last 6 months, and last 3 months)
- Address, City, State, Zip, Country, Business & Home Phone Number
- Member Number
- Gender (Male or Female)
- Preferred Tees

(This data is inputted by the user)

Additional Information on the player scoring history is as follows:

- Date Last Round Played
- Date Last Tournament Played
- Total Number of Rounds Played
- Number of 18-Hole Rounds Played
- Number of Front 9 Rounds Played
- Number of Back 9 Rounds Played
- Number of Tournament Rounds Played
- Average 18-Hole Score
- Average Front 9 Score
- Average Back 9 Score
- Average Tournament Score
- Average Putts per Round
- Average Greens Hit per Round
- Average Fairways Hit per Round

(This information is updated by the program. The user does not have to maintain this data.)

[Entering Players](#)

[Editing Player Information](#)

[Deleting Player Information](#)

[Player Database Fields](#)

[Player Database Menu Structure](#)

Entering Players



Click the Player button on the Button bar, press the F2 key, or select Edit | Players from the main menu.

Once you are in the Player Database Window, to add a player to the player database do the following.

Adding a New Player

To exit the Player Database Window click the Cancel button, or by press the Escape key, or by select File | Cancel from the menu.

Adding a New Player



- Click the New Button, or press the F2 key, or select File | New from the menu. The cursor will be placed outside the Player Database Window and into the Player List drop down list.
- Enter the name of the golfer in the Player Name drop down list at the top of the window. (The player names are sorted alphabetically in the drop down list. It is a good practice to enter the Last Name first followed by the First Name (i.e. Smith, Bill))
- Press Tab to move to the next field in the Player Database window (Tracking Index) and enter the other pertinent information in the fields below.

If you have pre-established Handicap Index, enter it into the Tracking Index field.

The only field that is required is the Player Name field. All others are optional. If you leave the Tracking Index, and Low Index fields blank, the program will set it to zero and you will not have a Tracking Index until you enter five (5) 18 hole rounds or ten (10) consecutive 9-Hole rounds (or less, if you modify the Index Computation Options).

The Tracking Index you will be given when calculating adjusted scores will be the maximum index value you enter in the Index Computation Options (the default is Men 36.4 and women 40.4).

[\(See Index Computation Options\)](#)

Once you have entered the information, click the Save button, or press the F3 key, or select File | Save from the menu to save the player data into the database.

You may add as many players/golfers as you wish. To add another player, just continue entering players as described above.

Tracking Index Computation Options



Before you start entering your scores into the program, you should set up the way the program computes the Tracking Index. The program has default setting that it uses, but you may want to change some of the settings.

To do this, select Options | Index Computation Options from the main menu or press Ctrl-I.

Options available:

- [Show Index Report Card after Calculation](#)
- [Handicap Revision Frequency Options](#)
- [Update Index after Calculating Index](#)
- [Calculate Current Index Only](#)
- [9-Hole Index Computation Options](#)
- [Use the Equitable Stroke Control option](#)
- [Tracking Index Options](#)

Tracking Index Computation Options

Ok Cancel

Tracking Index Computation Options

Show the Index Report after the Calculation.
 [Show Index Report Card after Calculation](#)

Handicap Revision Frequency Options (Every Record)

Update your Player Record with the new Handicap Index that is calculated after each Score Entry, check the box below. This option also will update each Score Detail Record if you Compute your Index using the File | Compute Index from the main menu.
 [Update Index after Calculating Index](#)

Calculate your Current Handicap Index only, check the box below. This option is used to calculate your current Index by only going back twenty scores. This will save time if you have many score entries in your score database.
 [Calculate Current Index Only](#)

9-Hole Index Computation Options

Use Consecutive Nine-Hole scores to compute your Index. To see how a 9-hole score qualifies, see the on-line help.
 [Use Consecutive Nine-Hole Scores](#)

Use ALL Nine-hole rounds in your index calculation. To see the formula reference the on-line help.
 [Use Nine-Hole Scores in Index Calculation](#)

Features Options

Use the Equitable Stroke Control in the Index calculation.
 [Use the Equitable Stroke Control](#)

Tracking Index Options

Number of Scores Needed to Compute Index.
 Use ALL available scores up to lowest 10 for index calc.
 [Use ALL Available Scores](#)

Maximum Tracking Index Allowed.

Men: Women:

Default Setting in Tracking Index Computation Options

Show Index Report Card after Calculation



This option allows you to turn on and off the viewing of the Index Report Card window that is produced after each time the program calculates the new Tracking Index.

If you wish to see the report, check this option.

(Speed Tip: If you are entering many scores for many golfers, you may want to turn this option off since it takes time to display the report card and to click the OK button to move to the next score input.)

[See Index Report Card.](#)

Tracking Index Report Card



The Tracking Index Report Card shows you the current data that the program uses to determine your Tracking Index. The card will show you your last twenty (20 or less) scores and the ten (or less) that are used to compute your Tracking Index.

This card is shown after the Tracking Index is computed. You can also view it anytime after you have computed your Tracking Index by selecting File | View Handicap Index Card from the main menu or press Ctrl-V.

The scores that are in Blue type and have an asterix (*) after the score are the scores that are used in the computation.

The scores that are highlighted in green are the scores that have been posted in the current month.

The report shows the Tracking HDCP Index, Tracking Low Index, Total Differential used, Average Score used, and Average score for all twenty scores.

The score history shows the Adjusted Score, Differential, and Date of each score.

You can print the card or a report of the Tracking Index computation by clicking either the Print Card button or the Print Rpt button.

To exit, click the Ok button or press the Escape key.

See sample below.

Tracking Handicap Card Report

	Ok	Print Card	Print Rpt		Tracking HDCP Index	Tracking Low Index	Total Differential
Player Name	Anew, Player				4.1	0.9	8.6
Effectuve Date	09/04/1996				Average Score Used	Average Score	
Scores Posted	0				75.5	81.9	

Finished Tracking Index. New Index : 4.1 Low Index : 0.9

Score History - Most recent First *If used

	Scr	Diff	Date	Scr	Diff	Date	Scr	Diff	Date	Scr	Diff	Date	Scr	Diff	Date
1	80	8.6	08/16/1996	90	18.0	02/17/1996	81	9.5	02/16/1996	81	9.5	02/16/1996	79*	7.6	02/16/1996
6	90	18.0	02/16/1996	72*	1.0	02/16/1996									
11															
16															

For use by golfers who seek to monitor their USGA Handicap issued by a golf club. The USGA Handicap System requires subsequent review and revisions by a golf club Handicap Committee where necessary, and therefore the numbers reflected in this program may vary from the USGA Handicap Index that you receive from your golf club or golf associations. To obtain further information on joining or forming a golf club, please contact the USGA Handicap Department at (908) 234-2300 or the regional or state golf association in your area. The terms USGA, Handicap Index, SLOPE, Slope System and Course Handicaps are trademarks and service marks of the USGA.

Handicap Revision Frequency Options



The Frequency options allow to set up the revision schedule for updating your Tracking Handicap Index. The USGA Handicap states that the Indexes shall be revised no less often than once a month and no more often than once every two weeks during the playing season. You can update your Tracking Handicap Index after every score you enter, but this Handicap Index is not a true USGA Index, but regarded as a Local ("L") handicap index.

The default setting is Every 2 Weeks.

The Initial Tracking Handicap Revision Date is the initial date that the revision schedule will be based on. If you enter in the current date (i.e. 1/1/96) and select Every 2 Weeks for the Revision Frequency, the next Tracking Handicap Revision will be in 2 weeks of that date (i.e. 1/15/96). Then then next revision will be 2 weeks after that (i.e. 1/29/96).

If you select the Monthly or Bi-Monthly revision schedule, it is best to put in the first of the month as the Initial Tracking Handicap Revision Date.

Tracking Index Computation Op

Hdcp Revision Frequency

Every Record

Every 2 Weeks

Every 4 Weeks

Semi-Monthly

Monthly

Initial Tracking Handicap Revision Date

Select the Handicap Revision Frequency

Input the Initial Tracking Handicap Revision Date

Update Index after Calculating Index



This option is to update the Player database with the new calculated index. This option is used if you want to continually update your Player Database Tracking Index while you enter scores.

If this option is enabled and you select File | Compute Index or you press the F12 key, the program will update each Score detail record from the beginning of your scoring history. This is useful if you have deleted or added scores in the middle of your scoring history and want to re-create an accurate picture of your Index history.

Calculate Current Index Only



This option is relevant only if you use select File | Compute Index from the main menu or press the F12 key. This option tells the program to calculate your current index using your last twenty scores (if there are twenty scores, otherwise it uses whatever has been entered). If you do not have this option checked, the program will start at the beginning of your scoring history and recalculate your index to its present value.

9-Hole Index Computation Options



There are two options in the 9-hole Index Computation options.

You can use:

- Consecutive Nine-Hole Score or
- All Nine-Hole Scores in Index Calculation

or both.

The consecutive 9-hole scores option has precedence. If you have both checked, the program will check to see if there is a consecutive 9-hole round before it uses the 9-hole round in the calculation.

Consecutive Nine-Hole Score



The Consecutive 9-Hole Score option is used if you want to include your 9-hole rounds in the Index Computation.

A Consecutive 9-hole round is defined as follows:

Two 9-hole rounds must be played without an intervening 18-hole round. The individual 9-hole rounds can be played on the same or different days, playing the same 9-holes twice or playing two different nines, even on a different course.

When a consecutive 9-hole round is used, the program uses the sum of the two USGA Course Ratings or the average of the two ratings (depending on if the course is 9 holes or 18 holes).

All Nine Hole Scores in Index Calculation



The All Nine-Hole Scores in Index Calculation option is used if you want to use all your 9-hole scores in the computation of your Tracking Index.

When using a 9-hole round, the differential is computed as follows:

```
9-Hole Rating = Length of 9-holes / 200 + 19.1
Differential = ((Score - 9Hole-Rating) * 113) / Slope
Differential = Differential * 1.98
```

If you are using Consecutive 9-hole rounds also, they take precedence.

Use the Equitable Stroke Control option



Check this option if you wish to adjust your gross score using the Equitable Stroke Control.

You can edit this table to your specifications.

[See Editing ESC Table for more information](#)

[See Equitable Stroke Control for definition](#)

Tracking Index Options



You can customize the way that the program computes your Tracking Index using these Five options.

The first option is the number of scores needed to compute the index. The default is set to five (5). You can change this to any number greater than zero.

If you want to use all the scores in your history (up to the best 10 out of the last 20) to compute the index check this option.

You can change the Maximum Tracking Index Allowed for the Men and Women. This index is used to adjust players index down to the maximum if they fall outside of this range. It is also used to compute a players initial handicap before the player has one established. It uses this initial handicap for score adjustment purposes.

Editing Player Information



You may edit the player information at any time. To do so, just select the Player you wish to edit from the Player Name drop down list and click the Player button, or press the F2 key, or select Edit | Players from the main menu.

Once the information is shown, you can edit it any way you wish. After making changes, make sure you save the data by clicking the Save button, pressing the F3 key or pressing Alt-S, or selecting File | Save from the menu.

If you have a score history for a player and want to change the player name (for whatever reasons) you may do so by selecting Utilities | Change Player Name from the menu or by pressing Ctrl-C.

[See Change Player Name](#)

Change Player Name



When you are in the Player Database Window you can change the players name.

To change the players name:

- Select Utilities | Change Player Name from the menu within the Player Database window or press Ctrl-C.
- A Change Player Name dialog appears and asks you for the New Name.
- Enter the New Name and click on the Change button.

If you do not want to change the name, then click on the Cancel button or press the Escape Key.

A screenshot of a dialog box titled "Change Player Name" with a green header. At the top, there are two buttons: "Change" and "Cancel". Below the buttons, there are two text input fields. The first field is labeled "Old Name" and contains the text "Anew. Player". The second field is labeled "New Name" and is currently empty and highlighted in yellow. The dialog box has a grey background and a thin border.

**New Name
Entered Here**

Old Name

Deleting Player Information



You may delete a player from the database at any time.

To do so, just select the Player you wish to delete from the Player Name drop down list and click the Player button, press the F2 key, or select Edit | Players from the main menu.

Once the information is shown, just click on the Delete button, choose File | Delete from the menu, press Shift-Del, or press Alt-D.

Remember that if you delete a player, it can not be retrieved.

You will be prompted to answer if you really want this player deleted. If you answer "yes" and there are scores for this player, you will be prompted again if you really want to delete this player along with all his/her score history.

Player Database Fields



[Tracking Index](#)

[Low Tracking Index](#)

[Address Fields](#)

[Member Number](#)

[Gender](#)

[Preferred Tees](#)

Player Tracking Index Field



The Player Tracking Index field is where the Tracking Handicap Index is stored.

[See Tracking Handicap Index definition.](#)

If you enter a new player and leave this value blank, the program will automatically compute the players index after he/she has entered five (5) 18 hole scores or ten (10) consecutive 9-hole rounds (or less if you modified the

[Index Computation Options\)](#)

Before you have entered the minimum number of scores, the program will use the maximum index value you have entered (or use the default) in the Index Computation Options. The default for men is 36.4 and women 40.4.

If you enter a value in this field when adding a player, the program will use this as the players Tracking Index and adjust it after the player has entered five (5) 18 hole scores, ten (10) consecutive 9-hole rounds or meets the requirements you have set up in the Index Computation Options.

[Player Tracking Index](#)

[See Player Database](#)

Player Tracking Index



The Player Tracking Index is your current Tracking Index.

This field is a Hot Field.

If for some reason you want to change the Tracking Index for this round, Dbl-Click on the Tracking Index field and you will be asked to enter in a Temporary Tracking Index (the Tracking Index you change will only be used for this round. To change it globally, you must edit your player information data).

[Player Tracking Index Definition](#)

[Editing Player Data](#)

Player Low Tracking Index Field



The Player Low Tracking Index field is where the low Tracking Index for the player is stored.

The program stores your current low index (last 12 months) and also gives you your low index for the last 6 months and the last 3 months.

If you leave this field blank, the program will automatically fill this value in after the program has computed the Tracking Index with the minimum amount of scores required.

[See also Player Tracking Index Field](#)

[See Player Database](#)

Player Address Fields



The Player Address fields are used to store the player's mailing address information. All these fields are optional.

If you want to print out Mailing Labels or a Detail Player List (which includes all the data in the Player Database record) you should enter this information. Especially if you want to print Mailing Labels, you definitely need the mailing address. (Right?)

[See Player Database](#)

Player Member Number



The Player Member Number is the identifier for the Golf Club that the player is a part of.

For example, in Southern California, we have a golf association (SCGA) and if you are a member of this association you have a SCGA Number. This number is used to post your scores at all SCGA courses. I use this field to enter the SCGA number (i.e. 27-4925).

[Golf Club](#)

[Golf Association](#)

[See Player Database](#)

Player Gender



The Gender selection allows you to establish what gender the player is. This effects the way the program calculates your Course Handicap as well as the Course Tee selection.

Click on the appropriate choice or press Alt-M for Male or Alt-E for Female.

[See Player Database](#)

Player Preferred Tees



The Player Preferred Tees are used to tell the program which tees the player normally plays from.

Select the Black, Blue, White or Red tees.

Remember that if you select a preferred tee and you have not entered that information into the course that you are going to play, the tees will be moved to the next available tees where there is information entered into the Course Database.

[Course Database](#)

[See Player Database](#)

Course Database (Short-cut key F3)



The Course Database stores all the course information. You can enter in as many courses as your hard disk can handle.

[Entering Course Data](#)

[Editing Course Data](#)

[Deleting Course Data](#)

[Other Course Information](#)

[Non 18 Hole Course Input \(i.e. Only 9-holes, or 27-hole courses\)](#)

[Printing Course Database](#)

[Printing a Blank Score Card](#)

[Printing a Course List](#)

[Measurement Options](#)

[Course Database Menu Structure](#)

Entering Course Data



To access the Course Database, click the Course Button, or press the F3 key, or select Edit | Courses from the main menu.

Adding a New Course Record

The Address and Phone Number fields are on this screen, but all the other miscellaneous information will be entered on the Course Information Window

See Course Information Window

Click the Save Button, or press the F3 key, or select File | Save from the menu to save the record (if you haven't already)

You may enter as many courses into the database as you wish. To enter more courses into the database, follow the instructions above.

Adding a New Course Record



To enter in a new Course Record, click the New button, or press the F2 key, or select File | New from the menu (this clears out all the fields, ready for input).

The cursor will be placed in the Course Name drop down list above the Course Database Window.

Type in the Course Name. Press the Tab Key to move into the Course Database window (be careful not to press the Enter key. This has caused some problems when in Win95 or NT). The cursor is placed in the Phone Number field. Enter the phone number (you may enter the phone number in any format you wish), Tab to the Address field (which includes the street, city, zip, state, and country), press Tab to move to the beginning of the Rating and Slope fields.

Note: You can also use the cursor keys to navigate from field to field.

The next fields are the Course Ratings and Slopes.

[Entering the Course Ratings and Slopes](#)

You may change the color of any or all the Tee Marker colors.

[See Change Tee Marker Colors](#)

[Selecting a Course Type](#)

After entering the course Ratings, Slopes, and type, you are ready to enter the hole Distance (either Yardage or Meters) for the Black Tee markers. Look on the card and locate the Black or Championship Tee yardage/meters. Once you start entering the distances, you do NOT have to press Tab to move to the next hole (unless you enter a distance less than seventy-five (75)).

When you enter a Black, Blue or White distance number, the Men's Par is computed automatically. The way this is computed is defined in the Measurement Options.

[See Measurement Options](#)

When you enter a Red distance number, the Women's Par is computed automatically. The way this is computed is in the Measurement Options.

NOTE: The computed pars might not always be what is on the card, so please check that the computed pars are correct for the course. You can change the par by either tabbing to it, or clicking it with the mouse and then entering in the correct par. You can only enter 3,4, 5, or 6 in the par fields.

After entering in the hole distances and check the pars, you are ready to input the course handicaps.

[Entering Course Hole Handicaps](#)

After you have entered in all the hole distances and handicaps, and checked the pars, you can enter the other information on the Course Information Window.

[See Course Information Window](#)

Click the Info. Button and enter the information. After you have entered the information, click the Save Button, this will exit the window and take you back to the Course Database Window.

Click the Save Button, or press the F3 key, or select File | Save from the main menu (if you haven't

already) to save the course information that you have entered.

You have completed the course entry section.

You may enter as many courses into the database as you wish. To enter more courses into the database, follow the instructions above.

To exit the window click the Cancel Button, or press the Escape key, or select File | Cancel.

Entering Course Ratings and Slopes



Enter in the course rating and course slope for each tee maker you wish to enter for the course. You can either press the Tab Key to move to the next field or use the cursor keys (or you can use your mouse to navigate the fields).

Note: You do NOT have to enter all four tees, but you must enter at least one to have a valid Course Data Record.

[Course Ratings and Slopes](#)

Course Rating and Slopes



These fields are very important. Please enter these accurately so as your Handicap Index will be computed accurately.

[Course Rating](#)

[Course Slope](#)

[Handicap Index](#)

[Changing Tee Marker Colors](#)

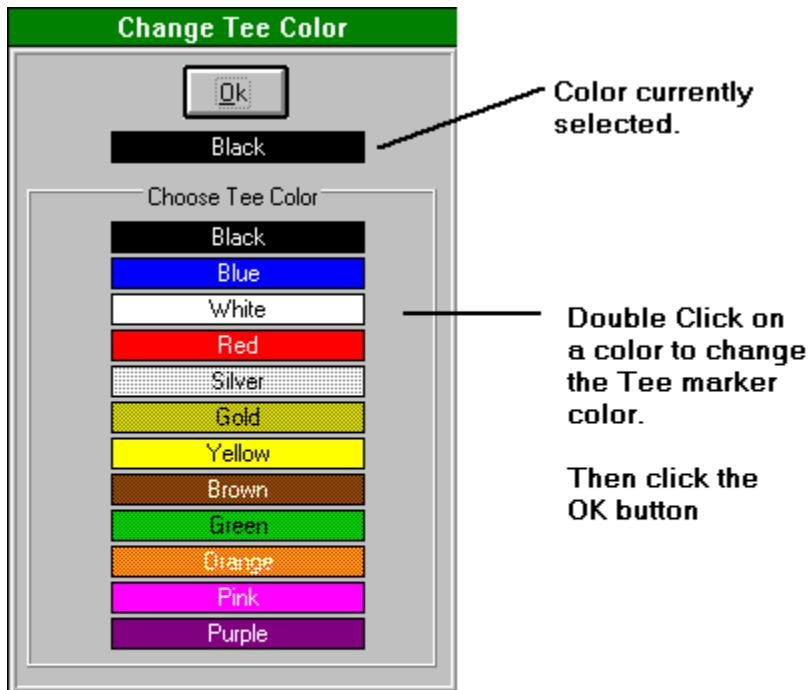
Change Tee Marker Color



You may change the Tee Marker color on any given course data record you wish.

To change the color, Dbl-Click on the tee marker color indicator.

A dialog (see below for example) will appear for you to select a color. Click the mouse on the color you desire and the click on the Ok button.



Selecting a Course Type



Select a course type of either a 18-hole course or a 9-hole course.

Click the appropriate option button.

[See Non 18-hole course input.](#)

Non 18 Hole Course Input



If you have a Nine hole course to input make sure you choose the 9-Hole type in the Course Type option.

If you have a 27 hole course to input you will have to input the first two nine holes on one course and name it accordingly (make sure you use unique names for each course) and then enter the a NEW course with the other combinations of the nine holes. You will have to enter in three seperate course for all the combinations of the three nines.

Measurement Options (Short-cut key Ctrl-M)



The Measurement Option window allows you to choose between Yardage or Meters for the unit of measurement for the Course Database.

To access the Measurement Options select Options | Measurement Options from the main menu or press Ctrl-M.

You can change the way the program computes the pars for the Course Database for the Men's par and for the Women's par. Tell the program the maximum measurement for par three's, par four's and par five's.

As a default (see figure below for defaults), the Par Three for men maximum measurement is 250. If you enter any number between 0 and 250 the program will compute the par for that hole to be a Par 3. If you enter a measurement of 380, the program will compute the Par for that hole to be a Par 4 since the measurement falls between the maximum for Par 3's and the maximum for Par 4's.

You can change these values to be whatever you want.

To save the changes you have made, click the Ok button. To disregard the changes that you have made, click the Cancel button or press the Escape Key.

Measurement Options

Measurement Type

Yardage

Meters

Yardages for Guidance

Par	Mens	Womens
3	up to 250	up to 210
4	251 to 470	211 to 400
5	471 to 690	401 to 590
6	691 and over	591 and over

Measurements for guidance in computing par for a given hole. The program computes the Par for each hole after you enter the measurement for that hole in the Course Database Window. For example, if you enter in 420 for Hole #1, in the Black or Blue tees, the computer will compute a Par of 4 since 420 is between 251 and 470.

Select the Measurement type.
Yards or Meters.

Enter in the Women's Maximum for each Par

Enter in Men's Maximum for each Par

Entering Course Hole Handicaps



When you enter the Handicaps for the Men and the Women, the automatic advancement to the next hole is the same as the hole distance procedure except that it will not advance after you enter the number one handicap hole. When you enter the number one (1) handicap hole, you **MUST** press the Tab key to advance to the next hole.

After you have entered in the handicaps, the computer will check to see if they all add up to 171 (for a 18-hole course) and 45 (for a 9-hole course), which is 1 to 18 added together. The way that handicaps are numbered are 1, the toughest hole (supposedly), through 18, the easiest hole. For example, if you have more than one number 2 handicap hole, the computer will catch this and give you an error.

Course Information



The Course Information window is used to input various other information about a course that could be helpful to those viewing the program.

(i.e. Course Architect, head pro, green fees, yardage markers, etc.)

All this information is optional.

NOTE: The Green Fee fields are used in the Score Detail window when you add a score record to the score database. The price of the round will be carried over automatically for you.

Other Course Information



The Other Course Information is used to store other miscellaneous details about the course.

Click on the Info. Button in the Course Database Window, select File | Information from the menu.

[Course Information](#)

Editing Course Data



To edit a Course record, select the course that you wish to edit from the Course Name drop down list and click the Course Database Button, or press the F3 key, or select Edit | Course Database from the main menu.

You can change any data in the window that is a yellowed field.

After making a change, make sure you save your data by clicking on the Save button, pressing F3, pressing Alt-S, or select File | Save from the menu.

Deleting Course Data



To delete a Course Record from the course database, just select the Course you wish to delete from the Course Name drop down list and click the Course Database Button, or press the F3 key, or select Edit | Course Database from the main menu.

To delete the course, click the Delete Button, press Shift-Del, press Alt-D, or select File | Delete from the menu.

This will delete the Course data permanently.

NOTE: You will not be able to delete a course that has scores associated with it since the program uses the course information to compute certain statistics.

To delete the course, you must first delete the scores associated with that course. There is really no easy way to do this, but I suggest printing out a Score Summary History for that course and All Players. This will list all the scores posted to that course. You can then go into the Score Master window and delete those scores from the players listed. Then you can delete the course.

Detail Course Report



The Detail Course Report prints out all the information on a given course with the extra information input on the Course Information widow.

See sample below.

[See Detail Course Report Options for information on how to run this report.](#)

Course Information Report																																					
Detail Course Report																																					
Course Name: Alondra Park Golf Course Address: 16400 South Prairie Ave., Lawndale, Ca 90260 Phone Number: 310-217-9919																																					
	Rating	Slope	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In															
Black																																					
Blue	70.9	120	381	525	188	372	389	387	331	179	495	3,247	406	295	142	371	395	363	426	350	502	3,251															
White	70.1	118	372	517	183	365	381	376	323	175	482	3,174	393	285	137	356	391	353	417	335	482	3,141															
Mens Handicap			5	9	11	7	3	1	17	13	15		4	12	16	10	6	8	2	18	14																
Mens Par			4	5	3	4	4	4	4	3	5	36	4	4	3	4	4	4	4	4	5	36															
Womens Par			4	5	3	4	4	4	4	3	5	36	4	4	3	4	4	4	5	4	5	37															
Womens Handicap			9	1	15	11	5	3	13	17	7		8	16	18	10	2	6	12	14	4																
White			372	517	183	365	381	376	323	175	482	3,174	393	285	137	356	391	353	417	335	482	3,141															
Red	74.0	118	361	511	179	360	372	362	305	169	465	3,084	346	297	132	347	386	343	398	324	472	3,041															
			<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th>Green Fees</th> <th>9-Hole \$</th> <th>Cart Fees</th> <th>Total Cost</th> </tr> </thead> <tbody> <tr> <td>Week Day Rates</td> <td>\$19.00</td> <td>\$12.50</td> <td>\$20.00</td> <td>\$39.00</td> </tr> <tr> <td>Week End Rates</td> <td>\$23.00</td> <td>\$14.50</td> <td>\$20.00</td> <td>\$43.00</td> </tr> </tbody> </table>																					Green Fees	9-Hole \$	Cart Fees	Total Cost	Week Day Rates	\$19.00	\$12.50	\$20.00	\$39.00	Week End Rates	\$23.00	\$14.50	\$20.00	\$43.00
	Green Fees	9-Hole \$	Cart Fees	Total Cost																																	
Week Day Rates	\$19.00	\$12.50	\$20.00	\$39.00																																	
Week End Rates	\$23.00	\$14.50	\$20.00	\$43.00																																	
Course Description:			Although this course is relatively flat, it can play difficult. Breezes of the Pacific, especially in the afternoon, can make club selection a challenge.																																		
Head Pro:			Bruce Jenke																																		
Architect:			W.P. Bell																																		
Starting Time Requirement:			7 days in advance																																		
Other Information:																																					
Public			<input checked="" type="checkbox"/> Yes																																		
Private			<input type="checkbox"/> No																																		
Semi-Private			<input type="checkbox"/> No																																		
Multiple Courses			<input checked="" type="checkbox"/> Yes																																		
Resort			<input type="checkbox"/> No																																		
Dress Code			<input type="checkbox"/> No																																		
Reciprocal Program			<input type="checkbox"/> No																																		
Twilight			<input checked="" type="checkbox"/> Yes																																		
Carts Required			<input type="checkbox"/> No																																		
Yardage Markers			<input checked="" type="checkbox"/> Yes																																		
Yardage Marker Desc.			Fairway plates at 100 - 150 - 200																																		

Detail Course Report Options



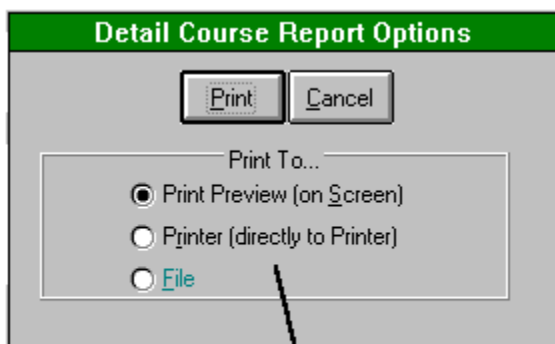
You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

See Print Preview

Click the Print button to print the report or press Alt-P. If you do not wish to run this report click the Cancel button or press the Escape key.



Print To selection area

Course List Report



The Course List Report lists all the courses alphabetically. The report shows the course name, phone number, Men's and Women's par total, and Yardage, Rating, and Slope for all the Tees entered.

[See Course List Report Options for more information on how to run this report.](#)

Course List Report						
Course Listing Rep						
	Course Name	Phone Number	Mens	Womens	Champi	
			Par	Par	Yards	Ra
1	Alhambra Golf Course	818-570-5059	70	70		
2	Alondra Park Golf Course	310-217-9919	72	73		
3	Alta Vista Country Club	714-528-1103	72	72	6,535	
4	Altadena Town & Country Club	818-797-3821	72	74		
5	Anaheim "Dad" Miller	714-774-8055	71	71		
6	Anaheim Hills Golf Course	714-637-7311	71	72		
7	Antelope Valley Country Club	805-947-3400	72	74		
8	Azusa Greens Country Club	818-969-1727	70	72		
9	Big Canyon Country Club	714-644-5404	72	72		
10	Braemar Country Club East	818-345-6520	70	71		
11	Braemar Country Club West	818-345-6520	71	71		
12	Brookside Golf Course #1	818-796-0177	72	76		
13	Brookside Golf Course #2	818-796-0177	70	71		
14	Butterfield Stage Course (El Prado GC)	714-993-1410	72	73		
15	Calabasas Park Country Club	818-222-8111	72	72		
16	California Country Club	310-692-0421	72	75		
17	Camarillo Springs Golf Course	805-484-1075	72	72		
18	Camelback Golf Club Indian Bend Course	602-948-6770	72	72		
19	Candlewood Country Club	310-941-1228	70	70		
20	Cantigny (Hillside/Woodside)	708-668-8463	72	72		
21	Cantigny (Woodside/Lakeside)	668-3323	72	72		
22	Cardinal Valley Ranch Resort	408-626-2610	70	70		

Course List Report Options



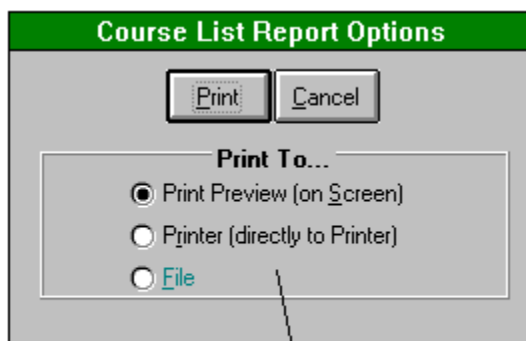
You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

See Print Preview

Click the Print button to print the report or press Alt-P. If you do not wish to run this report click the Cancel button or press the Escape key.



Print To selection area

Course Database Menu Structure



File

New F2

Save F3

Cancel Esc

Delete Shift-Del

Information Ctrl-I

Measurement Options Ctrl-M

Records

First Record F5

Previous Record F6

Next Record F7

Last Record F8

Print

Detail Course Ctrl-P

Blank Score Card Ctrl-B

Course List Ctrl-L

Utilities

Change Championship Tee Color

Change Back Tee Color

Change Middle Tee Color

Change Womens Tee Color

Help

Contents

Search Ctrl-F1

About Ctrl-A

Save (Short-cut key F3)



This saves the information to the database.

Cancel (Esc)



This will exit out, or cancel, the current open window.

First Record (Short-cut key F5)



When you click on the First Record button or press the F5 key or select Records | First Record from the menu the program will retrieve the first record in the database and display the information on the screen.

Previous Record (Short-cut key F6)



When you click the Previous Record button or press the F6 key or select Records | Previous Record from the menu the program will retrieve the previous record in the database and display the information on the screen.

Next Record (Short-cut key F7)



When you click the Next Record button or press F7 or select Records | Next Record from the menu the program will retrieve the next record in the database and display the information on the screen.

Last Record (Short-cut key F8)



When you click the Last Record button or press the F8 key or select Records | Last Record from the menu the program will retrieve the last record in the database and display the information on the screen.

Search



This brings up the search dialog for searching on help topics.

Type in the word(s) you wish to search on and you will see a list of topics that match your search.
Click on a topic to view that topic.

About GStat 3.0 (Short-cut key Ctrl-A)



Brings up the About dialog for GStat 3.0.

Tells you what version you have and information about the GStat30.EXE file.

Use this information when you ask for technical support.

[Technical Support](#)

Player Database Menu Structure



File

New F2

Save F3

Cancel Esc

Delete Shift-Del

View Handicap Index Card Ctrl-V

Records

First Record F5

Previous Record F6

Next Record F7

Last Record F8

Print

Detail Player List Ctrl-D

Summary Player List Ctrl-S

Options

Index Computation Options Ctrl-I

Measurement Options Ctrl-M

Equitable Stroke Control Options Ctrl-E

Utilities

Update Player History Ctrl-U

Update Tracking Handicap Index Ctrl-H

Change Player Name Ctrl-C

Help

Contents

Search Ctrl-F1

About Ctrl-A

Detail Player List Report



The Detail Player List Report prints out all the information for all the Players in the database. The Detail Player Report prints out the same information but only for the player that is listed in the Player Name drop down list.

See sample below.

[See Detail Player List Report Options for information on how to run this report.](#)

Detail Player Report				
Detail Player List Report				
Player Name: Maga, Scot A.				
Address: 1500 Goodman Ave Redondo Beach CA 90278				
Home Phone: 310-376-3682 Bus. Phone: 310-814-6880				
Tracking Hdcp Index: 7.2 Low Index: Last 12 Mo.: 4.6 Last 6 Mo.: 4.6 Last 3 M				
Member No.: 27-4925 Gender: Male Preferred Tees: Blue				
Home Course: Fore Score Golf Club				
Last Round: 09/03/1996 Last Tourn: 08/05/1996				
	18-Hole Rounds	Front-9 Rounds	Back-9 Rounds	Tourn. Rounds
No. of Rounds:	211	40	97	65
Ave. Score:	84.7	42.6	42.0	87.0
Ave. Putts:	32.4	16.4	16.2	33.2
Ave. Greens Hit:	5.5	2.7	2.9	5.4
Ave. Fairways Hit:	5.3	2.5	2.9	4.1

Detail Player List Report Options



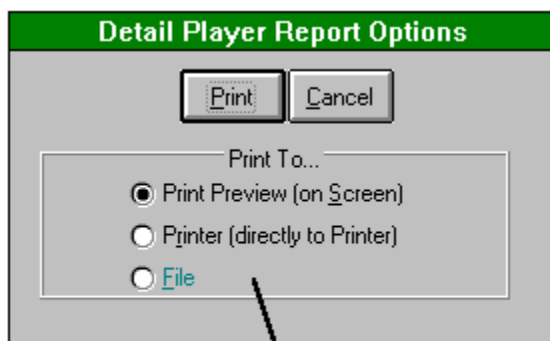
You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)

Click the Print button to print the report or press Alt-P. If you do not wish to run this report click the Cancel button or press the Escape key.



Print To selection area

Summary Player List Report



The Summary Player List Report prints out the summary information for all the Players in the database.

See sample below.

[See Summary Player List Report Options for information on how to run this report.](#)

Summary Player List Report						
Summary Player Li						
Member No.	Player Name	Address	City	State	Zip Code	Hor
	Aguilar, Mnce					
	All Players					
56-2881	Baez, Ramon Jr.	22923 Lava Way	Nuevo	CA	92567	909-9
30-8133	Bailey, Bryce	200 Cannon Dr.	San Dimas	CA	91773	909-8
52-6723	Barreto, Tony	10865 Pickford Way	Culver City	CA	90230	310-5
34-1885	Benedict, R.L.	2246 Banyan Place	Anaheim	CA	92806	714-7
56-2619	Benson, Vern	1155 Longfellow Drive	Manhattan Beach	CA	90266	310-3
	Blakkolb, Brian					
	Block, Ray					
	Boggs, Jeff			CA		310-3
52-8991	Brooks, Waldo	13018 Espinheira Dr.	Cerritos	CA	90701	310-8
41-3597	Carmichael, Dick	359 Sunrise	Arroyo Grande	CA	93420	805-4
34-8173	Chapman, Dick	1822 Roseglen	San Pedro	CA	90731	310-8
64-9967	Chappel, Brian	1436 5th Street	Manhattan Beach	CA	90266	310-3
	Chris					
56-2621	Connors, Brian	120 Ma Colusa	Redondo Beach	CA	90277	310-3
34-8175	Connors, Fran	114 Ma Mesa Grande	Redondo Beach	CA	90277	310-3
33-7967	Cook, Frank	1348 Zirconia St.	Hemet	CA	92543	714-6
74-7571	Davis, Arthur	319 N. Pine St.	San Gabriel	CA	91775	818-2
34-1920	Dix, George	12332 Rea Circle	Garden Grove	CA	92641	714-5

Summary Player List Report Options



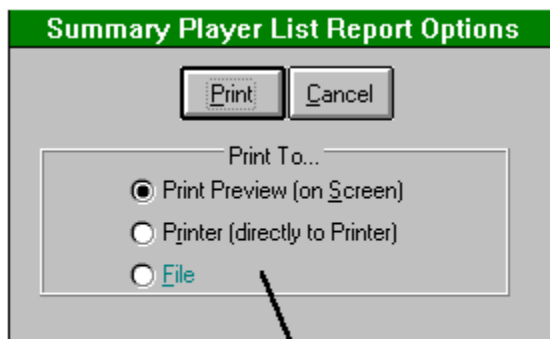
You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

See Print Preview

Click the Print button to print the report or press Alt-P. If you do not wish to run this report click the Cancel button or press the Escape key.



Print To selection area

Update Player History



This command allows you to update your player history.

The player history consists of the following information that is located to the right of the player data.

- Last Round Played date
- Last Tournament Played date
- Total Number of rounds played
- Number of 18 hole rounds played
- Number of Front 9 hole rounds played
- Number of Back 9 hole rounds played
- Number of Tournament rounds played
- Average 18 hole score
- Average Front 9 score
- Average Back 9 score
- Average Tournament score
- Average Putts
- Average Greens Hit
- Average Fairways Hit

Compute Index (Short-cut key F12)



The Compute Index command will compute your current index.

If you have the Update Index option checked in the Index Computation Options and do NOT have Calculate Current Index Only checked, your index will be computed from the beginning of your score history and every score record will be updated with the computed index.

If you have the option Calculate Current Index Only checked your index will be computed on your last twenty scores (if you have twenty or more scores entered).

[See Index Computation Options](#)

Score Database (Short-cut key F4)



The Score Database is where all the Golf Statistics information for each round you play is stored.

The Score Master Window displays the following information:

Date Played	Playing Condition	Wind Condition
Temperature	Play Type	Round Cost
Holes Played	Tees Played	Course Rating
Course Slope	Player Index	Player Handicap
Out Score	In Score	Total Score

The Date Played field will have the current date or will have the last date that you have entered (while still in the program). The Playing Condition, Wind Condition, Temperature, Play Type, Holes Played, and Tees Played all have defaults. The Round Cost will be set to cost that you entered into the Course Information window. The Out, In, and Total Score fields will be blank (unless you have a score entered for this date and course). The Course Rating and the Course Slope will have the rating and slope corresponding to the course that is in the Course Name drop down list and the associated tees.

You will see your 18-hole Course Handicap and your 9-hole Course Handicap.

[Entering Scores](#)

[Entering Multiple Scores](#)

[Editing Scores](#)

[Deleting Scores](#)

[Fast Scores](#)

[Tracking Index Computation Options](#)

[Printing Scores](#)

Below is the list of fields on the Score Master window.

[Date Played](#)

[Playing Condition](#)

[Wind Condition](#)

[Temperature](#)

[Play Type](#)

[Round Cost](#)

[Holes Played](#)

[Tees Played](#)

[Course Rating](#)

[Course Slope](#)

[Player Index](#)

[Player Handicap](#)

[Out Score](#)

[In Score](#)

[Total Score](#)

Entering Scores (Short-cut key F4)



Press the Score Button, or press the F4 key, or select Edit | Scores from the main menu.

[Adding a New Score](#)

[Entering Hole-by-Hole Score Data](#)

[Entering Killer Mistakes](#)

[Entering Drive Distance](#)

Adding a New Score



You can add a new score in one of two ways.

[1. Through the Score Master Window](#)

[1. Directly Through the Score Detail Window](#)

Adding a New Score Through Score Master



Press the Score Button, or press the F4 key, or select Edit | Scores from the main menu.

Select the player from the Player Name drop down list.
Select the course from the Course Name drop down list.

Enter in the date you played the round into the Date Played field. You can type the date directly into the field (using the format that is set in your Windows International settings. You will see the format above the Date Played field.)

[You can also use the Date Slider to change the date.](#)

Select the Playing Condition from the drop down list or type in a condition.
Select the Wind type from the drop down list or type in a type.
Enter in the Temperature, or use the arrows to move the temperature up or down.
Select a Play Type from the drop down list or enter in a type.

NOTE: The Play Type is used to distinguish your score from Practice, Tournament, or League play. The program acts differently depending on the type or your round.

Enter in the Round cost of the round. You can include any winnings or losses in this number. The program will insert the cost of the round that you have entered into the Course Information database.

[See Course Information](#)

Choose the Holes Played from the options listed.
Choose the Tees Played from the options listed.

Click on the New button, press F2 or Ctrl-N, or select File | New from the menu to activate the detail entry process.

[Entering Score Data](#)

Date Slider Bars Operation

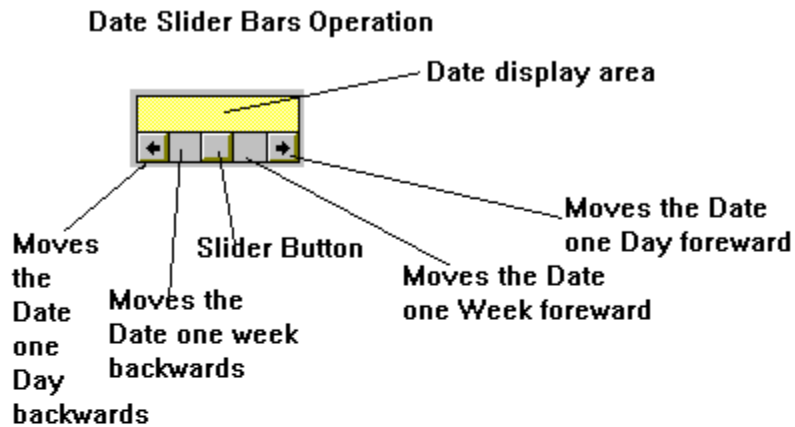


The Date Slider Bars work in the following manner:

If you click on the slider arrows, the date will advance or decrease by one day.

If you click on the slider bar, the date will advance or decrease by seven (7) days.

You can also enter in the date directly into the field, using the format shown above the field.



Entering Score Hole-by-Hole



The first entries you make is the gross score.

When you enter the Score Detail Window, the cursor is on the first available hole. If you have selected 18 holes, the first entry will start on hole #1. If you have selected only nine holes, the cursor will be on hole #1 if you have selected the front nine or on the hole #9 if you have selected the back nine.

[Entering Gross Score](#)

[Entering Putts](#)

[Entering Penalties](#)

[Clicking on Fairways Hit](#)

[Clicking on Greens Hit](#)

[Entering Killer Mistakes](#)

[Entering Drive Distance](#)

[Entering Sand Saves](#)

[Saving Score](#)

[Entering Multiple Scores](#)

[Entering Multiple Rounds for Date/Player/Course](#)

Gross Score Input



Enter your score hole-by-hole. Once you enter in your score for a hole, the program will advance the cursor to the next hole automatically. If you make a mistake and need to go back and correct a hole, you can either press Shift-Tab, or the left cursor key to move backwards or click on the hole with the mouse.

NOTE: You do not have to press Tab to move between the holes as you enter them. Once you enter a score, the cursor moves to the next hole. To navigate the fields, you can use the Tab key or the cursor keys or the mouse.

After you enter each hole score, you will notice that the Over/Under Par fields will change to reflect how many over/under par you are for your round. The fields for number of Pars, Bogies, etc. will also be updated after each entry you make.

You will also see the Out, In, Total, Net and Adjusted scores being computed as you enter in your scores.

After you enter in your gross score, you will enter in your putts for each hole.

[Entering Putts](#)

[See Score Database](#)

Entering Putts



Once you finish entering the Gross Score you will enter the putts.

Enter your putts hole-by-hole. Once you enter in your putts for a hole, the program will advance the cursor to the next hole automatically. If you make a mistake and need to go back and correct a hole, you can either press Shift-Tab, or the left cursor key to move backwards or click on the hole with the mouse.

NOTE: You do not have to press Tab to move between the holes as you enter them. Once you enter a putt, the cursor moves to the next hole. To navigate the fields, you can use the Tab key or the cursor keys or the mouse.

After you enter in the number of putts for a hole, you will see the Greens Hit change if you have met the requirements for hitting the green. You'll also see the the Gr's Hit (Greens Hit) percentage increase (if you hit a green, that is).

After entering the putts for each hole, you will enter any penalties you received during the round.

[Entering Penalties](#)

[See Score Database](#)

Entering Penalties



Once you finish entering the Putts you must enter the Penalties incurred.

Enter your Penalties hole-by-hole. Once you enter in your penalties for a hole, the program will advance the cursor to the next hole automatically. If you make a mistake and need to go back and correct a hole, you can either press Shift-Tab, or the left cursor key to move backwards or click on the hole with the mouse.

NOTE: You do not have to press Tab to move between the holes as you enter them. Once you enter a penalty, the cursor moves to the next hole. To navigate the fields, you can use the Tab key or the cursor keys or the mouse.

NOTE: If you have a no penalties for a hole, just leave it blank.

After you enter in the penalties, you will check the boxes for fairways hit.

[Clicking on Fairways Hit](#)
[See Score Database](#)

Clicking on Fairways Hit



After you have finished with the penalties, you will then click on the Fairways Hit check boxes.

Click on the check box for each fairway you hit. If you hit the first fairway, click on the box that is under the first hole and so on.

You can see what hole you are on by looking in the message box at the bottom of the screen. You will see "Fairway Hit Indicator for Hole #1" if you are over hole number one.

After you click on a fairway hit box, you'll notice that the FW's Hit (Fairways Hit) percentage increases. This is the percentage of fairways hit for your round.

After you have clicked on the fairway check box, you can check any greens that the program may not have computed that you have hit.

[Clicking on Greens Hit](#)

After checking the Greens hit, enter in the Killer Mistakes for your round.

[Entering Killer Mistakes](#)

[See Score Database](#)

Greens Hit



The Greens Hit are automatically computed by the Gross Score and number of Putts.

If you do not enter in putts, you must manually enter the greens hit by clicking on the check boxes with the mouse.

You can manually override any of the greens hit that are computed by the program.

Note: If you do not enter in putts, the system thinks that you have all zero putts, which will definitely improve your putting average. So, it is advised to enter putts. Just make something up, or put a two (2) putt for each hole. Remember, this is a vital statistic in your golf game. Please record all statistics to get the full benefit of this program.

[See Score Database](#)

Entering Killer Mistakes



To enter in the Killer Mistakes, click the Killer Mistake button, or press Alt-K or Ctrl-K or select Edit | Killer Mistakes from the menu.

A dialog appears that enables you to enter in the four Killer Mistakes.

There are two ways you can enter in the Killer Mistakes.

1. You can type the number of mistakes in the appropriate boxes or
2. You can Dbl-Click on the input box to increase the mistake count.

You can navigate the Killer Mistake entries by pressing the Tab and Shift-Tab, or pressing the Right and Left cursor keys to move right and left. You can also use the Up and Down cursor keys to move up and down between the different mistake categories.

After you enter in a mistake, you will see the Out, In, Total, and grand Total KM's (Killer Mistakes) increase.

After you have finished entering in your KM's, click the Ok button.

Now you are ready to input the Drive Distance.

[Entering Drive Distance](#)

[See Score Database](#)

Tee Shots that result in a Penalty or a Restricted Second Shot															1	1	Ok	
Shots within 50 yards of the hole that miss the green															1	2		Cancel
Sand shots from greenside bunkers that miss the green																		
Three-putts from within 30 feet of the hole																		Total KM's
																	3	

Killer Mistake entry Window

DbI-Click on Killer Mistake hole field to increase mistake count, or type mistake count directly into field.

Entering Drive Distance



To enter in the Drive Distance, click the Drive Dist. button, or press Alt-R or Ctrl-Y or select Edit | Drive Distance from the menu.

A dialog appears that enables you to enter in the Drive Distance or Approach Distance for each hole. The Par 3's have no data entry field.

When entering the drive distance numbers (or approach distance) the program automatically advances the cursor to the next hole after you have input a number that is greater than 49. For example, if you enter 100, the cursor will be placed in the next hole entry after you type in the last 0 of the 100.

There are two ways you can enter in the Drive Distance.

1. You can type the distance you are from the tee (Drive Distance) or
2. You can type the distance you are from the pin (Approach Distance).

To select the type of data entry, click on the appropriate radio button in the Distance Entry Choice frame or press Alt-D for Drive Distance or Alt-A for Approach Distance.

You can change methods throughout your entry at any time. If you have some holes measured from the tee and other from the pin, then it is acceptable to enter the data both ways.

The easiest way to do this is to use the Up and Down cursor keys while entering your data. If you start off entering in the Approach distance, then you switch to the Drive distance, just press the Down cursor key to move to the Drive Distance entry area. You can alternate as many times as you wish.

You will notice that the current method you are using has a background color of yellow.

You can skip holes that you do not want to include in your driving distance statistics. This will not affect your average as a zero (0) length drive. The program only uses drives that are greater than zero in computing the average drive distance.

After finishing your data entry, click the Ok button to save your data.

[Entering Sand Saves](#)

[See Score Database](#)

Approach Yardage on Par 4's and 5's

Drive Distances on Par 4's and 5's

Sand Saves

Distance Entry Choice

Use Approach Distance Use Drive Distance

Ave. Appr. 0.0

Ave. Drive 0.0

0 0 0

Longest Drive

Ok

Cancel

Click on your choice for data entry

Entering Sand Saves



To enter in the Sand Saves, click the Drive Dist. button, or press Alt-R or Ctrl-Y or select Edit | Drive Distance from the menu.

A dialog appears that enables you to click on the check box where you made a Sand Save.

A Sand Save is defined as when you get out of a green side bunker and make Par for that hole.

After finishing your data entry, click the Ok button to save your data.

Approach Yardage on Par 4's and 5's

Drive Distances on Par 4's and 5's

Sand Saves

Distance Entry Choice

Use Approach Distance Use Drive Distance

Ave. Appr. 0.0

Ave. Drive 0.0

Longest Drive 0 0

Ok

Cancel

Click on your choice for data entry

Check the boxes that you have made a sand save on.
(A Sand Save is when you make a Par from a Green Side bunker.)

Saving Score (Short-cut key F3)



After you have finished entering all the information for your score, you must save the score to the Score Database. To do this, click on the Save Button, or press the F2 key or Alt-S, or select File | Save from the menu.

If the Tracking Index Options are set to re-calculate your Tracking Index after each round you enter, or the Revision Frequency Date is past, then the computer will calculate your Tracking Index. After it calculates the index, you will see the Tracking Handicap Card window (if you have the Show Index Report Card after calculation option checked in the Tracking Index Computation Options).

[See Tracking Index Computation Options](#)

[See Tracking Handicap Card Window](#)

Click the Cancel Button, or press the Escape key, or select File | Cancel to exit out of the Score Detail Window if you have finished entering in Scores. If you want to continue to enter in more scores, please refer to Entering Multiple Scores below.

[Entering Multiple Scores](#)

Entering Multiple Scores



If you want to enter multiple scores, you may enter them from the Score Detail Window. You will notice that there are several BLUE shaded boxes with information in them. These are called HOT fields. Fields that you can change by Dbl-Clicking them or choosing them from the Edit Menu.

[See Score Detail Hot Fields](#)

In the lower left hand corner of the screen there are several unnamed fields. The first is the Play Type, then next is the Wind Condition, then there is the Play Condition, then the Temperature, Round Cost, and finally the Holes Played.

The Tee choice is to the right of the yardage indicators. It will read, Blue, White, or Red (defaults) and be in the corresponding color. The Score Date is in the top left corner of the screen.

All these fields are inputs to the Score Record (as you saw on the Score Master Window). To change any of these fields all you have to do is Dbl-Click on the field you wish to change, or you can use the Edit menu. Select the Edit menu and choose which field you wish to edit. When you Dbl-Click the field or select it from the Edit menu, a dialog box will appear and ask you for the information. The one field that is different, is the Tee field. When you Dbl-Click on it or select it from the Edit menu, it will cycle through the options, starting with Blue, White, then Red.

NOTE: You can also Dbl-Click on any Yardage/Meters hole and get the same results as Dbl-Clicking on the Tee color Hot field.

To add another score to the database while in the Score Detail Window just change the Score Date field, Player Name, or the Course Name. The screen will clear all entries and be ready for you to input the score information.

NOTE: If there is a score record for that Player, Course, and Date, it will be shown in the window.

All of the HOT fields will stay the same for all your entries unless you change them. This enables you to enter in all the scores for your foursome or tournament without having to re-input the playing conditions.

If you want to enter more than one score for a Player Name, Course Name, and Date, then see Multiple Rounds.

[See Multiple Rounds](#)

Score Detail Hot Fields



Score Detail Hot Fields are fields that have a light blue background. These fields are "hot". When you DbI-Click them with the mouse, they bring up a dialog to change the field contents.

Below is a list of the Hot Fields on the Score Detail Window.

- Date Played field
- Tee field
- Play Type field
- Wind Condition field
- Play Condition field
- Temperature field
- Round Cost field
- Holes Played field

MagaDraw Golf Statistics Reg. v3.0 (Beta) - [Fast Score Detail]

File Edit Records Print Options Utilities Help

Maga, Scot A. Player Name Alondra Park Golf Course Course Name

mm/dd/yyyy 09/13/1996

SAVE New Return Print Score Killer Mistakes Drive Dist. Delete Cancel

Hot Field: Score Date DbI-Click

Hot Field: Player Index DbI-Click

Hot Fields: Play Type Wind Condition Play Condition Temperature Round Cost Holes Played DbI-Click to change.

DbI-Click on any yardage indicator to cycle through the Tees played.

Date Played	Yardage	Handicap	Par	Score	Putts	Penalties	Fairways Hit	Greens Hit	Rating	Slope	Index	Tees
09/13/1996	381 525 188	9 495	3247	406 295 142 371 395 363 426 350 502 3250 6497	14	0	1 3 3 3 3 3 4 4	3 6	70.9	120	7.2	Blue
5 9 11	4 5 3 4 4 4 4 3 5	36	4	4 5 3 4 4 4 5 4	14	0	1 3 3 3 3 3 4 4	3 6				
1 2 3 4 5 6 7 8 9	4 5 3 4 4 4 4 3 5	36	4	4 5 3 4 4 4 5 4	14	0	1 3 3 3 3 3 4 4	3 6				
10 11 12 13 14 15	5 5 3 4 5 4 4 2 6	38	4	4 5 3 4 4 4 5 4	14	0	1 3 3 3 3 3 4 4	3 6				
League	Calm	Sunny	80	\$19.00	18 Holes	Handicap	8					

Multiple Rounds



You can enter more than one round per Player Name, Course Name and Date into the program.

This is a special occurrence and the program will ask you if you really want to add a multiple score.

If you do, then here's how to do it.

From the Score Detail Window:

- * Choose the Player Name from the drop down list of players.
- * Choose the Course Name from the drop down list.
- * Dbl-Click on the Date Played and change it to the date the round was played.
(If the date wasn't on the date, this will bring up the previous score record.)
- * Click on the New button, or press F2 or press Alt-N, or select File | New Score from the menu.
You will see a dialog box asking you whether or not you want to enter a Multiple Score for this Date/Player/Course.
- * Answer Yes.
- * Now enter the score as you normally would.

[Entering Score Hole-by-Hole](#)

Fast Score (Short-cut key F5)



If you want to save time (who doesn't) when entering your scores you can use the Fast Score Button, or press F5 or select Edit | Fast Score from the main menu.

After you have begun to get familiar with the system, you will most likely use this option the most. You will be brought directly into the Score Detail Window by-passing the Score Master Window. You will notice that on the bottom of the screen, the long yellow field where the score list is kept, is not visible. It is not shown or used during the Fast Score Input.

To add a new score using the Fast Score Input method just choose the Player Name and Course Name from the drop down lists and press the Fast Score Button.

DbI-Click on the BLUE shaded fields (which are the HOT fields) or use the Edit menu to change them to the correct values and then enter in your score as you normally would. Don't forget to save your score by pressing the Save Button or by pressing the F2 Key.

[See Score Detail Hot Fields](#)

[Entering Score Hole-by-Hole](#)

Editing Scores



To edit a score using the Score Master window, click the Score Button or press the F4 Key or select Edit | Scores from the main menu.

There is a list of all the scores that you have recorded at the bottom of the screen, in the Score Listing drop down list. Choose the score you wish to edit from this list. Press the Score Detail button and edit the score from the Score Detail window.

You can edit the score, putts, penalties, fairways hit, greens hit, Killer Mistakes, and Drive Distances. After you have edited the score, you must save the score to the database. Press the Save Button, or press the F2 key or press Alt-S to save the record.

[Editing Score From Fast Score Window](#)

Editing Score From Fast Score Window



To edit a score using the Fast Score button, click the Fast Score Button or press the F5 Key or select Edit | Fast Scores from the main menu.

NOTE: You need to know the Player, Course Played and the Date the score was recorded.

Select the Player from the Player Name drop down list and select the Course Name from the Course Name drop down list.

DbI-Click on the Date Played field or select Edit | Score Date from the menu and enter in the date that the score was played. If you do not know the date, you will have to edit the score from the Score Master Window. Once you enter the date, the score will be brought up and ready for editing.

You can edit the score, putts, penalties, fairways hit, greens hit, Killer Mistakes and Drive Distances.

After you have edited the score, you must save the score to the database. Press the Save Button or press the F2 key to save the record.

[Editing Score From Score Master Window](#)

Deleting Scores



From the Score Master window or the Score Detail window, click the Delete button, or press Shift-Del or Alt-D to delete the score from the Score Database.

NOTE: You must be viewing the score prior to deleting it.

Once the score is deleted, you will not be able to retrieve it. So be careful when you delete a score.

After you delete the score, the program will re-calculate your Tracking Index if the Revision date is past or you have the option set to calculate your index after each score.

[Tracking Index Computation Options](#)

Printing Scores



You must bring up the score record before printing it.

[See Editing a Score Record](#)

You have the option of printing two different score card reports:

[Detail Score Report \(w/ Fast option\)](#)

[Detail Score Report](#)

Detail Score Card Report (w/ Fast option)



You have two selections to Print To.
You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)

When printing the Detail Score Card Report, you have two options for the Report Type.

[Detail Fancy Detail Score Report](#)

[Fast Detail Score Report](#)

You can also choose whether to print the one Player score, or print all the players scores for the giving Date and Course Name.

Click the Print button to print the report or press Alt-P. If you do not wish to run this report click the Cancel button or press the Escape key.

The screenshot shows a dialog box titled "Score Card Report Options" with a green header. It contains three sections: "Print To...", "Report Type", and "Score Options". Each section has radio buttons for selection. Annotations with lines point to these sections from the right side of the image.

Section	Options	Annotation
Print To...	<input checked="" type="radio"/> Print Preview (on <u>S</u> creen) <input type="radio"/> Printer (directly to Printer) <input type="radio"/> <u>F</u> ile	Print To selection area
Report Type	<input type="radio"/> <u>U</u> se Detail Fancy Reports <input checked="" type="radio"/> Use <u>F</u> ast Reports	Select the report type, Detail Fancy or Fast report.
Score Options	<input checked="" type="radio"/> Only <u>P</u> layer Score <input type="radio"/> <u>A</u> ll Player Scores for this Date	You can print out only one players score, or all the players score for a particular Course Name and Date.

Detail Score Card Report



You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

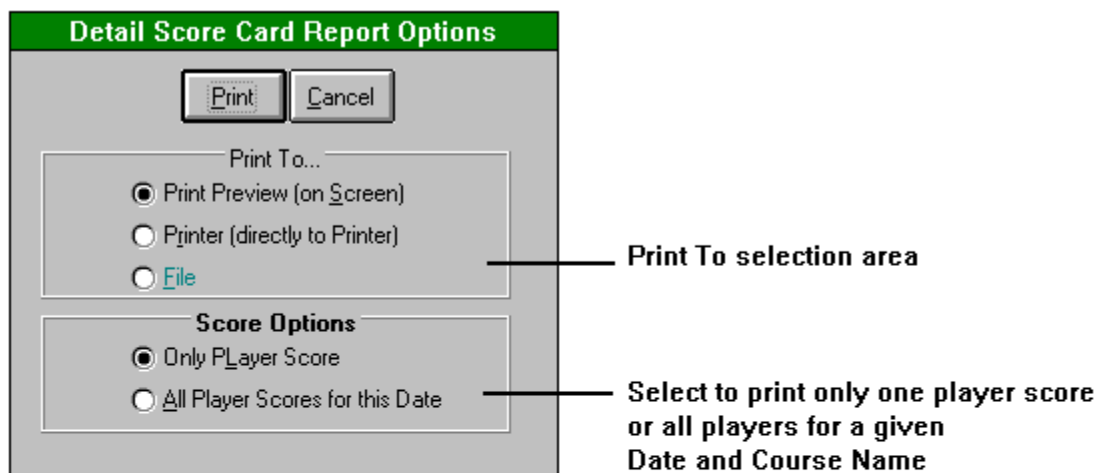
If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)

You can choose whether to print the one Player score, or print all the players scores for the giving Date and Course Name.

[See Sample Report](#)

Click the Print button to print the report or press Alt-P. If you do not wish to run this report click the Cancel button or press the Escape key.



Date Played (Required)



The Date Played field is used to enter the date in which the round of golf was played.

You may enter the date directly, using the format that is displayed above the field, into the field or move the date forward or backward by using the slider bar.

[See Using Data Slider Bar](#)

Playing Condition (Optional)



The Playing Condition pertains to the weather. You may choose from the list of playing conditions or enter your own playing condition.

This field is optional and is used only for information on your round.

Wind Condition (Optional)



The Wind Condition deals with the weather, but only the amount of wind. You may choose from the list of wind conditions or enter you own.

This data is optional.

[See Score Database](#)

Temperature (Optional)



The Temperature is the temperature of the day in degrees. The slider works the same as it does on the Date field except it does not have a center slider.

Clicking on the right or left arrows advances or decreases the temperature by one degree.

[See Score Database](#)

Playing Type (Optional)



The Play Type is the type of round you are playing.

For example, if it is a practice round you would choose "Practice". If you were playing in a tournament, you would indicate that information in this field. You may choose from the list of playing types or enter your own.

This data is important if you want to see reports that separate out your tournament rounds from your practice rounds. Also, if you are using the software for league management, you would also use this field for that purpose.

Round Cost (Optional)



The Round Cost is the cost in dollars and cents of the round of golf. You could include the money that you won or lost betting during the round in this field also (although you would have to compute that value yourself).

The default amount for this field is defined from the Course Information window.

[See Course Information Window](#)

Holes Played (Required)



The Holes Played indicates how many holes you have played. If you have only played nine holes, you must indicate whether they were the front nine or back nine.

Click the appropriate button to change the selection.

[See Holes Played Entry](#)

Holes Played Entry



The Holes Played dialog is used to change the number of holes played during a round of golf. If you change the selection it will be reflected on the Score Detail window.

This dialog opens in result of Dbl-Clicking on a "Hot Field" in the Score Detail window. The "Hot Fields" are represented by fields that have light blue backgrounds.

[Score Detail Hot Fields](#)

[18 Holes](#)

[Front 9](#)

[Back 9](#)

[See Score Database](#)

18-Holes



When you click on the "18 Holes" option you will be able to enter in all the 18 holes. You will see the result of this on the Score Detail window.

Front 9



When you click on the "Front 9" option, you will only be able to enter in data for the front 9 of the course. You will see the results in the Score Detail window.

Back 9



When you click on the "Back 9" option, you will only be able to enter in data for the back 9 of the course. You will see the results in the Score Detail window.

Tees Played (Required)



The Tees Played indicates which tees you played from for that round. There are up to five selections. The selections available depend on what you have defined in the Course Database.

Click the appropriate button to change the selection.

[See Score Database](#)

Course Rating (Read Only)



The course rating is a read only field. That means that you can only view this field, no changes are allowed (to change the course rating, you must edit the course database).

[Editing Course Database](#)

Course Slope (Read Only)



The Slope rating is the USGA's mark that indicates the measurement of the relative playing difficulty of a course for players who are not scratch golfers. The lowest Slope Rating is 55, and the highest is 155. A golf course of standard playing difficulty would have a USGA Slope Rating of 113.

The course slope is a read only field. That means that you can only view this field, no changes are allowed (to change the course slope, you must edit the course database).

[Editing Course Database](#)

Player Handicap (Read Only)



The player handicap is the computed Course Handicap from your index using the slope of the course.

[Player Handicap Definition](#)

Out Score (Read Only)



The Out score is the score for the first nine holes played. It is read only and will show a score only if you have retrieved a score from the database.

In Score (Read Only)



The In score is the score for the back nine played. It is read only and will show a score only if you have retrieved a score from the database.

Total Score (Read Only)



The Total score is the score for all the holes played. It is read only and will show a score only if you have retrieved a score from the database.

Course Statistics (Short-cut key F6)



In the Course Statistics you see statistics for a particular course and player.

All statistics are for each hole.

You can see Three different views of the Course Statistics:

[Summary View \(default view\)](#)

[Detail View](#)

[Putts View](#)

You can see the statistics for a given player and course or you may select an analysis date range and view only those statistics that fall within the analysis period.

You may also see statistics for "All Players" in the database for a given course by selecting "All Players" from the Player Name drop down list.

[Printing Course Statistics Reports](#)

[Course Statistics Menu Structure](#)

Course Stats Summary View



The Summary view is the default view when you enter into the Course Statistics Window. Click the Summary Button or press Ctrl-S or select View | Summary View from the menu to view the summary stats. The Summary view of course statistics shows you the following:
(All statistics are for each hole.)

- Average Score
- Best Score
- Worst Score
- Average Putts
- Average Putts when Green was Hit
- Percentage of Greens Hit
- Percentage of Fairways Hit
- Total Number of Penalties
- Total Sand Saves

You can see the statistics for a given player and course or you may select an analysis date range and view only those statistics that fall within the analysis period.

You may also see statistics for "All Players" in the database for a given course by selecting "All Players" from the Player Name drop down list.

You have two more views from the Course Statistics Window.

[Detail View](#)

[Putts View](#)

Course Stats Detail View



Click the Detail button or press Ctrl-D or select View | Detail View from the menu to get the detail view (the default view is Summary). If the button does not say Detail, click it until it displays Detail, then click it again. The Detail view of course statistics shows you the following:
(All statistics are for each hole.)

- Number of Aces
- Number of Double Eagles
- Number of Eagles
- Number of Birdies
- Number of Pars
- Number of Bogies
- Number of Double Bogies
- Number of Triple Bogies
- Number of Other

You can see the statistics for a given player and course or you may select an analysis date range and view only those statistics that fall within the analysis period.

You may also see statistics for "All Players" in the database for a given course by selecting "All Players" from the Player Name drop down list.

You have two more views from the Course Statistics Window.

[Summary View](#)

[Putts View](#)

Course Stats Putt View



Click the Putt button or press Ctrl-D or select View | Detail View from the menu to go to the putt view. If the button does not say Putt then click the button until it does. The Putt view of course statistics shows you the following:
(All statistics are for each hole.)

- Chip Ins
- One Putts
- Two Putts
- Three+ Putts
- One Putts when Hitting Green
- Two Putts when Hitting Green
- Three+ Putts when Hitting Green
- Number of Greens Hit

You can see the statistics for a given player and course or you may select an analysis date range and view only those statistics that fall within the analysis period.

You may also see statistics for "All Players" in the database for a given course by selecting "All Players" from the Player Name drop down list.

You have two more views from the Course Statistics Window.

[Summary View](#)

[Detail View](#)

Course Stats Menu Structure



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Update (Short-cut key F4)



If you change the date range you must Update the statistics by pressing the Update Button or press F4 or select File | Update from the menu.

This will re-display the stats on the new information.

Player Statistics (Short-cut key F7)



In the Player Statistics you see statistics for a particular course and player.

You see the following stats:

- Last Round Played
- Best Round Played
- Worst Round Played

All the following stats are for Par 3's, 4's and 5's.

- Number of Ace's
- Number of Double Eagles
- Number of Eagles
- Number of Birdies
- Number of Pars
- Number of Bogies
- Number of Double Bogies
- Number of Triple Bogies
- Number of Other Scores
- Average Score
- Chip-ins
- One Putts
- Two Putts
- Three+ Putts
- Total Putts
- Average Putts
- Average Putts when Green Hit
- Number of Par Saves
- Number of Greens Hit
- Percentage of Greens Hit
- Number of Fairways Hit
- Percentage of Fairways Hit
- Total Number of Penalties

You can see all the statistics for a given player and course or you may select a analysis period and view only those statistics that fall within that period. You may also see all the players for a given course by selecting "All Players" from the player list or by leaving the Player Name field blank. You can see the statistics for all the Courses by selecting "All Courses" from the Course Name list or by leaving the Course Name blank.

[Printing Player Statistics Reports](#)
[Player Statistics Menu Structure](#)

Player Statistics Report



The Player Statistics Report lists the following statistics :

- Last Round Played
- Best Round Played (only shown if there is a course selected)
- Worst Round Played (only shown if there is a course selected)

Each one of these following stats are for Par 3's, 4's and 5's.

- Number of Hole In Ones
- Number of Double Eagles
- Number of Eagles
- Number of Birdies
- Number of Pars
- Number of Bogies
- Number of Double Bogies
- Number of Triple Bogies
- Number of Other (Scores worse than a triple bogie)
- Average Score

- Number of Chip Ins
- Number of One Putts
- Number of Two Putts
- Number of Three+ Putts (putts of three or more)

- Average Putts when Green Hit in regulation
- Number of Par Saves

- Number of Green Hits
- Percentage of Greens Hit in regulation

- Number of Fairways Hit
- Percentage of Fairways Hit on your Drive

- Number of Penalties

See sample below

[See Player Stats Report Options for more information to run this report.](#)

Player Statistics Report

Player Name
Maga, Scot A.

Course Name
Alondra Park Golf Course
Play Type
All Types

Number of Rounds Played			
18-Holes	Front 9	Back 9	Total
91	7	70	168
81.7	39.9	40.8	Average

Current Index	7.2
Low Index	6.5

	Score	Date	Course
Last Round Played	76	9/13/96	Alondra Park Golf Course
Best Round	75	5/3/96	Alondra Park Golf Course
Worst Round	89	5/5/95	Alondra Park Golf Course

	Par 3's	Par 4's	Par 5's	Total	Percent		Par 3's	Par 4's	Par 5's
# of Holes Played	357	1,617	357	2,331		Chip Ins	6	14	
Hole In One's	1			1	0.04	One Putts	110	471	10
Double Eagles						Two Putts	212	1,030	22
Eagles		1	1	2	0.09	Three Putts*	29	102	2
Birdies	9	64	46	119	5.11	Total Putts**	621	2,837	62
Pars	159	683	183	1,025	43.97	Ave. Putts	1.7	1.7	1
Bogies	159	703	102	964	41.36	Ave. P G H	2.1	2.0	1
Double Bogies	26	137	22	185	7.94	Penalties		44	
Triple Bogies	3	25	3	31	1.33	Par Saves	87	319	8
Other		4		4	0.17	% Saved Pars	54.7	46.7	30
Average Score	3.5	4.6	5.3	4.5		% Reg. Pars	45.2	53.2	69

Percentages	Par 3's	Par 4's	Par 5's	Percentages	Par 3's	Par 4's	Par 5's
-------------	---------	---------	---------	-------------	---------	---------	---------

Player Statistics Report Options

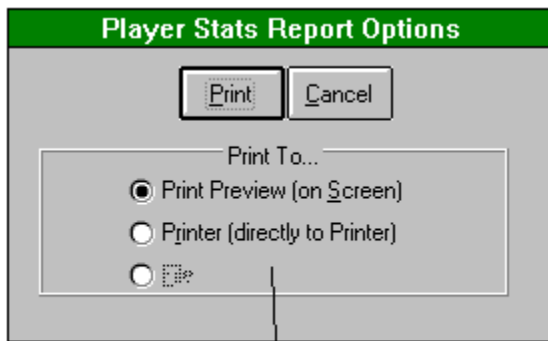


You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)



Print To selection area

Player Stats Menu Structure



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Drive Distance Statistics (Short-cut key F8)



The Drive Distance Statistics window shows your driving distance stats.

You can see the following statistics for each hole:

- Average Drive Distance
- Longest Drive Distance
- Shortest Drive Distance

All the following drive statistics are for when you hit the fairway:

- Average Drive Distance
- Longest Drive Distance
- Shortest Drive Distance

[Printing Drive Distance Statistics](#)

[Drive Distance Menu Structure](#)

Drive Distance Statistics Report



The Drive Distance Statistics Report lists the following statistics :

- Total Average Drive Distance
- Total Average Drive Distance when Fairway Hit

Each one of these following stats are for each hole:

- Average Drive Distance
- Longest Drive Distance
- Shortest Drive Distance

Each one of these following stats are for each hole when the fairway is hit:

- Average Drive Distance
- Longest Drive Distance
- Shortest Drive Distance

- Percentage of Greens Hit
- Percentage of Fairways Hit

See sample below.

[See Drive Distance Report Options for more information to run this report.](#)

Drive Distance Report

Total Ave. Drive Dist.	231.7
Total Ave. Drive Dist. in Fairway	242.5

Hole Number	1	2	3	4	5	6	7	8	9	10	11	12	13
Men's Par	4	5	3	4	4	4	4	3	5	4	4	3	4
Men's Handicap	5	9	11	7	3	1	17	13	15	4	12	16	10
Hole Measurement	381	525	188	372	389	387	331	179	495	406	295	142	371
All Drives													
Ave. Drive Dist.	208.9	229.4		251.2	246.5	236.9	256.6		238.4	241.6	173.7		234.9
Longest Drive	281	295		312	289	287	306		280	296	220		291
Shortest Drive	31	100		72	209	77	225		165	106	115		100
Drives in the Fairway													
Ave. Drive Dist.	240.7	255.3		262.8	260.4	259.6	267.5		253.0	248.7	177.8		259.1
Longest Drive	271	295		292	289	287	291		280	296	220		291
Shortest Drive	198	205		222	240	242	246		195	193	115		206
% of Greens Hit													
	26	58	11	42	32	42	68	5	68	16	45	84	34
% o Fairways Hit													
	37	53		63	37	47	32		26	55	66		46

Drive Distance Statistics Report Options

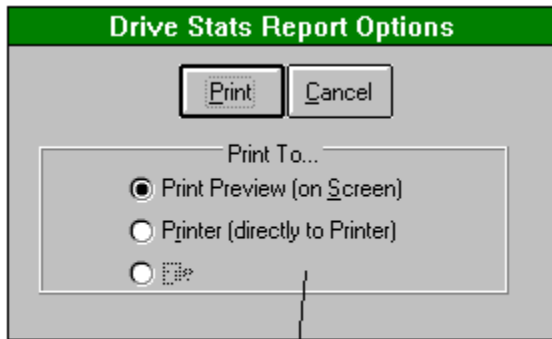


You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)



Print To selection area

Drive Distance Statistics Menu Structure



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Killer Mistakes Statistics (Short-cut key F9)



Killer Mistakes are mistakes that every golfer makes during his/her round that affect the score the most.

The four (4) Killer Mistakes are defined as follows:

1. Tee shots that result in a penalty or a restricted second shot.
2. Shots within 50 yards of the hole that miss the green.
3. Sand shots from green side bunkers that miss the green.
4. Three-putts from within 30 feet of the hole.

The Killer Mistakes Statistics window shows you all of these categories of mistakes for each hole for a particular player and course.

You can select an analysis period for which you want to view.

You also see the number of strokes lost per hole. The strokes lost is calculated by taking the difference between the gross score and the par of the hole. If you have a Killer Mistake on a hole, but save par, you will not lose any strokes on that hole. But if you have a three-putt, for example, on a hole and get a bogie, you will have one stroke lost because of a Killer Mistake.

The window also shows you your average score per round and your average score per round if you didn't have any Killer Mistakes and if you only had half of the Killer Mistakes.

[Printing Killer Mistakes Reports](#)

[Killer Mistakes Menu Structure](#)

Killer Mistakes Statistics Report



The Killer Mistakes Statistics Report lists the following statistics :

- Total number of Killer Mistakes per hole.

The Killer Mistakes are as follows:

1. Tee shots that result in a penalty or a restricted second shot.
2. Shots within 50 yards of the hole that miss the green.
3. Sand shots from green side bunkers that miss the green.
4. Three-putts from within 30 feet of the hole.

The Strokes Lost per hole is also shown.

You can see the average score with and without the Killer Mistake average per round.

See sample below.

[See Killer Mistakes Report Options for more information to run this report.](#)

Killer Mistakes Report

Number of Rounds Played			
18-Hole	Front 9	Back 9	Total
19		19	38

Total Number of Killer Mistakes per Hole

Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18
Tee Shot	3	1		2	2	2	1	1	1	13	6	4		10	9	4	11	8	
Short Pitch Shot	1	2	1	2	3	1	2	7	2	21	2	6	1	6	2	1	5	1	
Greenside Sand Shot																		1	
3-Putt from w/in 30'	2			1			1	1		5	2	1		2		3	2		
Total Number of Mistakes																			

Strokes Lost Per Hole

Strokes Lost	6	5	2	5	7	4	2	10	2	43	14	12	2	18	15	5	23		
--------------	---	---	---	---	---	---	---	----	---	----	----	----	---	----	----	---	----	--	--

Average Score per Round (Only 18 Holes Scores)

Total Strokes Lost as Result of Mistakes*	4.0
Average Score per Round	79.7
Average Score w/out Killer Mistakes	75.7
Average Score w/out Half of the KM's	77.7

Killer Mistakes Statistics Report Options

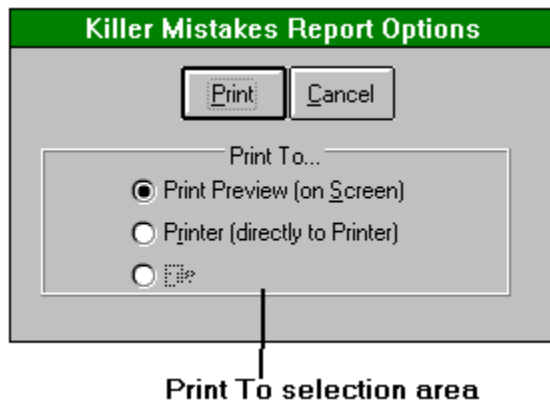


You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)



Killer Mistakes Menu Structure



File

Update F4

Cancel Esc

Print Ctrl-P

Help

Contents

Search Ctrl-F1

About Ctrl-A

League Manager (Short-cut key F11)



The League Manager allows you to set up a league using the players that you have entered into the system.

Currently, this League Manager is set up to accomodate two different types of leagues.

StableFord Scoring and 2-Man Fantasy Round.

[StableFord Scoring League](#)

[2-Man Fantasy Round League](#)

If you run a league and want to use this software I will be glad to add your league format to the system. You will need to send me a DETAILED description of how you run your league (i.e. what kind of reports you need, what kind of scoring method you use, and anything else you can think of). I will add your format to the program for free if you are a registered user.

StableFord Scoring League



The StableFord Scoring league uses the StableFord point system to determine the points for the players of the league.

[See StableFord Match for more details on the StableFord system.](#)

The first thing you need to do to start a league is to enter in a Description for the league. You can enter any description you like.

- Choose the players from the player list.
- Choose the number of holes you are going to play.
- Enter in the Play Interval. (i.e. enter in 1 if you play once a week, 2 if you play twice a week)
- Select the Interval Type (only Weekly works, if you need other intervals, let me know and I will modify the program.)
- Enter in the League Dues (the cost of the league for each player)
- Enter in the Club Contribution (the amount of money the club contributes)
- Choose the League Format (StableFord, in this case)
- Enter in the Number of Periods (up to 4 periods allowed)
- Enter in the Start Date and Stop Date for each period.
- Enter in the number of Scores to be used. For example, if you have a period with 10 weeks and only want to take the best 6 scores, then enter 6.
- Enter in the Point definitions for the following categories:
1st place, 2nd place, 3rd place, Net Score, Gross Score, Points, and CTP.
These Points are used in the scoring method. For every weekly round there are winners of Low Net, Low Gross and CTP. Each one of these players gets additional points. These points are defined here.
- Enter in the Money value for the following:
1st place, 2nd place, 3rd place, Net Score, Gross Score, Points, and CTP in each period.
- Enter in the Money value for the Championship round, if you have one.
- Click the Save button to save your league setup.

[View Weekly Results](#)

Stableford Match (Short-cut key Ctrl-S)



The Stableford Match window is used to compute the Stableford scoring method.

[See StableFord Point System Defaults.](#)

You can change the points to anything you wish. The above defaults are the USGA's standards.

All scores are based on either Net or Gross scores, depending on which option you choose.

There are some special other points for getting the Low Net, Low Gross, Closest to the Pin and Signing up for the tee time. All of these things are used for a league that I run. Ignore them if you don't use the same league setup.

[Adding a New StableFord Match](#)

[Printing a StableFord Match](#)

[StableFord Menu Structure](#)

StableFord Point System



The Default StableFord Point System is as follows:

- 0 points for More than One over fixed par
- 1 points for One over fixed par
- 2 points for Fixed score
- 3 points for One under fixed par
- 4 points for Two under fixed par
- 5 points for Three under fixed par
- 6 points for Four under fixed par

To change the point system, type in the points and click the Update button to save your changes.

Adding a New StableFord Match



To add a new StableFord Match:

Click the StableFord button or press Ctrl-S or select Matches | StableFord Matches from the main menu.

Select a player from the Player Name drop down list.

Select a course from the Course Name drop down list.

Select the Score Date from the Score Date drop down list or type in the date in the field. You can only use a date that has a score detail record associated with it.

Select the Match type of either Net or Gross score.

Click the Update button or press the F4 key or select File | Update from the menu.

[Printing a StableFord Match](#)

Printing Stableford Match



You can print the current match that you just entered or all the matches for a the date entered or all the matches for this player.

You can choose to print to the Screen, but once the window is shown, you may print the report to the printer by clicking on the Pringer Icon.

You can print to a file that can imported to Microsoft Excel by chooseing the File option in the Print To.. frame.

League Weekly Results



To view the weekly results, click the Period button, press the F5 key or press Alt-P, or select League Report | Period Standing from the menu.

Enter in the Play Date and click the Update button.

The way that the winners of Gross and Net scores are figured are as follows:

The program figures the winner of Gross score first. If there are ties, it divides the money evenly among the players that tie.

The program then figures the winner of Net score, excluding the player(s) who won the Gross score.

To enter in the CTP winner, Dbl-Click on the player name. A dialog will appear, check the CTP check box and click the OK button.

[Print League Weekly Results](#)

[Print Scores and StableFord Points](#)

[View Summary League Results](#)

League Details for Dawn League 1996

04/30/1996

View

Update

Print

Print Scores

Summary

Cancel

← | | | →

Play Date

Player Name	Gross			Net		\$\$\$	Points
	Score	Rank	Hdcp	Score	Rank		
Aguilar, Vince	44	5	8.0	36.0	3	0.00	18
Blakkolb, Brian+@	46	10	9.0	37.0	6	3.00	23
Butte, Eric	44	5	6.5	37.5	7	0.00	16
Chan, Irvin	51	14	11.5	39.5	10	0.00	17
Goslin, Lee@	45	7	7.0	38.0	8	0.00	19
Hansen, Steven J.	46	10	5.5	40.5	13	0.00	15
Heckrotte, Charlie**	41	2	5.5	35.5	2	3.00	24
Holder, Ken	50	13	4.5	45.5	15	0.00	11
Jew, Ben	45	7	7.0	38.0	8	0.00	16
Koyama, Tim@	41	2	5.0	36.0	3	0.00	21
Leister, Myron	41	2	4.5	36.5	5	0.00	17
Maga, Scot A.*	38	1	3.0	35.0	1	3.00	25
Olsen, Ben	45	7	5.0	40.0	12	0.00	14
Snee, Frank	52	15	11.0	41.0	14	0.00	14
Wong, Bob	46	10	6.5	39.5	10	0.00	14
Wood, Ed	53	16	6.5	46.5	16	0.00	8

* Low Gross Winner, ** Low Net Winner, + Closest to the Pin Winner, @ Morning Sign-Up

Print League Weekly Results



Click the Print Button to print the weekly results.

You can print preview or print directly to the printer.

Select the option and click the Print button.

[See League Weekly Results](#)

Print Scores and StableFord Points



Click the Prn Scores button.

Check the Print All Matches for this Date and select where you want to Print To and click the Print button.

[See Print Preview for more information.](#)

View Summary League Results



Click the Summary button.

This shows the summary information for the league.

To Print the summary, click the Print button, then select the Print To option and click the Print button.

You can Update the information by clicking the Update button.

League Summary for Dawn League 1996										
<input type="button" value="Update"/> <input type="button" value="Print"/> <input type="button" value="Cancel"/>										
Player Name	Cash	Best	Best	Total	Total	No.	Gross	Gross	Net	Net
	Won	Points	Rank	Points	Rank	Rds	Ave.	Rank	Ave.	Rank
Aguilar, Vince	3.00	58	13	58	13	4	49.3	12	41.6	12
Blakkolb, Brian	12.00	123	6	167	5	10	49.3	13	40.3	10
Butte, Eric	6.00	108	8	108	8	6	45.2	8	38.7	7
Chan, Irvin	6.75	128	2	159	6	8	48.6	11	38.0	3
Hansen, Steven J.	0.75	81	12	81	12	5	45.0	6	39.5	9
Heckrotte, Charlie	6.00	106	9	106	10	6	42.8	4	38.3	5
Holder, Ken	6.00	98	10	108	8	7	44.9	5	41.0	11
Jew, Ben	4.00	126	4	181	2	10	45.2	9	38.8	8
Koyama, Tim	7.00	120	7	120	7	6	42.7	3	37.7	2
Leister, Myron	17.25	156	1	224	1	10	41.1	1	36.5	1
Maga, Scot A.	12.00	127	3	170	3	9	41.6	2	38.6	6
Wong, Bob	4.75	125	5	168	4	9	45.0	6	38.1	4
Wood, Ed	1.50	92	11	100	11	7	47.9	10	41.6	13

2-Man Fantasy Round League



The 2-Man Fantasy Round League is a team format.

Each week the teams compete in a head to head competition. The way a team wins is by having the lowest team net score. The team net score is calculated by taking the lowest net score per hole per team and then taking the total of the best net scores for the team.

To start a league:

- Enter in a Description for the league. You can enter any description you like.
- Choose the players from the player list.
- Choose the number of holes you are going to play.
- Enter in the Play Interval. (i.e. enter in 1 if you play once a week, 2 if you play twice a week)
- Select the Interval Type (only Weekly works, if you need other intervals, let me know and I will modify the program.)
- Enter in the League Dues (the cost of the league for each player)
- Enter in the Club Contribution (the amount of money the club contributes)
- Choose the League Format (2-Man Fantasy, in this case)
- Enter in the Number of Periods (up to 4 periods allowed)
- Enter in the Start Date and Stop Date for each period.
- Click the Save button to save your league setup.

[Set up 2 Man Teams](#)

[Set up the 2 Man Schedule](#)

[View Weekly 2 Man Results](#)

Set up 2 Man Teams



To set up the 2 Man teams, click the 2-Man button or select League Reports | 2-Man Team Setup from the menu.

To select the players for a team, Dbl-Click on the players name in the Player Name list. Enter in a Team name and then click the Team Ok button.

This moves the team and players to the Team name / Player Name list box.

[Replacing Team Members](#)

[Deleting Teams](#)

[Printing 2-Man Team Setup](#)

2-Man Fantasy Round Team Setup

Period No.: **1**

Clear

Update

Print

Save

Cancel

Player Names

Heckrotte, Charlie
Holder, Ken
Jew, Ben
Koyama, Tim
Leister, Myron
Maga, Scot A.
Wong, Bob
Wood, Ed

Team Name

Team Two

Player #1

Butte, Eric

Player #2

Chan, Irvin

Team Ok

Team Name / Player Names

Team One
Aguilar, Vince
Blakkolb, Brian

Replacing Team Members



To replace a team member, do the following:

- Dbl-Click on the team member you want to replace. This moves the player back into the Player Names list.
- Dbl-Click on the player in the Player Names list you want to replace the old player with.

You must replace the player before you can continue assigning teams.

1. Dbl-Click on Name you want to replace.
Select new name from Player Names list.
2. Now Dbl-Click on a new Name you want to replace the member with in the Player Names list.

Deleting Teams



To Delete a team, Dbl-Click on the Team Name in the Team Name / Player Name list.

This will delete all data associated with the team from the database.

Printing 2 Man Team Setup



To Print the 2-Man Team setup:

Click the Print button or press Alt-P.
Select the Print To options and click the Print button.

Set up the 2 Man Schedule



You must first set up a schedule before you can view any results.

Enter in the Period Number and the Play Interval Number. These fields are automatically set by the date that is currently entered into the system.

You can assign the schedule manually or you can click the Random button and the program will randomly set up the schedule.

Before you start setting up the schedule, enter in the Start Time and time Increments (in Minutes).

To assign the schedule manually, Dbl-Click on two Team Names that you want to schedule together. This will put the foursome in the Tee Time list with the start time as a header. The Tee Time will automatically be incremented each time you add a new foursome. Continue adding the Tee times until you have completed your schedule.

After you set up the schedule, click the Save button to save the schedule.

To set up the entire period, change the Play Interval Number to the next interval. You will see the date to the right of the Play Interval No. change to the next play date.

You can Dbl-Click on the Play Interval No. to increment it to the next interval.

Countine to set up all the schedules.

[Print 2-Man Schedule](#)

[Print 2-Man Schedule Score Cards](#)

Tee Time Setup for 2-Man Teams

Random Clear List Save Print Print Cards Cancel

Period No.:
Play Interval No.: Weekly

Date Played
04/23/1996

Mens Slope: 120 Rating: 70.9
 Black Blue White Red

Womens Slope: 118 Rating: 74.0
 Black Blue White Red

Team Name / Player Names

Three
Heckrotte, Charlie
Holder, Ken
Four
Jew, Ben
Koyama, Tim
Five
Leister, Myron
Maga, Scot A.
Six
Wong, Bob
Wood, Ed

Start Time:
Increments:

Tee Time

Dbl-Click on the Team Name you want to insert into the Tee Time slot.

To make a Substitution, Dbl-Click on the PLAYER Name in the Tee Time List to bring up a list of players to choose from for the substitution.

Tee Time List

07:00
Team One
Aguilar, Vince
Blakkolb, Brian
Two
Butte, Eric
Chan, Irvin

Print 2 Man Schedule



To print the 2-Man schedule:

Click the Print button or press Alt-P.

Select the Print To options and click the Print button.

Print 2 Man Schedule Score Cards



To print 2-Man Schedule Score Cards:

Click the Print Cards button or press Alt-A.
Select the Print To options and click the Print button.

View Weekly 2 Man Results



To view the weekly results of the 2-Man teams, click the Current button or press Ctrl-R or select League Reports | Current Total Standing from the menu.

The first time you view any given period you must first Update the results. To update the results, click the Update button in the weekly details window.

If you have already updated the results, you can view them by clicking the View button.

[Printing League Weekly Details for 2-Man leagues](#)

[Printing Detail results for 2-Man leagues](#)

[Viewing Summary Results for 2-Man leagues](#)

League Weekly Details for 2-Man Test

04/23/1996

← | | | | →

Play Date

View

Update

Print

Print Detail

Summary

Cancel

Team Name	Player Name	Gross Score	Fantasy Round	Winning Team
Team One	Aguilar, Vince	0	42	Two
	Blakkolb, Brian	51		
Two	Butte, Eric	50	34	
	Chan, Irvin	49		
Five	Leister, Myron	42	35	Five
	Maga, Scot A.	45		
Six	Wong, Bob	44	37	
	Wood, Ed	0		
Four	Jew, Ben	46	39	Three
	Koyama, Tim	0		
Three	Heckrotte, Charlie	0	36	
	Holder, Ken	39		

Printing League Weekly Details for 2 Man leagues



To print the weekly results:

- Click the Print button.
- Select the Print To option and click the Print button.

The report prints what you see in the results window.

See sample report below.

[Printing Detail results for 2-Man leagues](#)

2 Man Fantasy Report

2-Man Test

Date Played: 04/23/1996

Team Name	Player Name	Gross Score	Net Score	Team Best Score	Winning Team
Team One	Aguilar, Vince			42	Two
	Blakkolb, Brian	51	42		
Two	Butte, Eric	50	43	34	
	Chan, Irvin	49	37		
Five	Leister, Myron	42	37	35	Five
	Maga, Scot A.	45	41		
Six	Wong, Bob	44	37	37	
	Wood, Ed				
Four	Jew, Ben	46	39	39	Three
	Koyama, Tim				
Three	Heckrotte, Charlie			36	
	Holder, Ken	39	36		



1 of 1



Cancel



Close

3 of 3

Total: 3

100%

Printing Detail results for 2 Man leagues



To print the detail results for the 2-Man league:

- Click the Print Detail button
- Select the Print To option and click the Print button.

Example of report below.

[Print Summary Results for 2-Man League](#)

2-Man Test Detail Report															
2 Man Fantasy Detail Report															
2-Man Test															
Date Played: 04/23/1996															
Team Name	Player Name	10	11	12	13	14	15	16	17	18	In	Tot	F		
Team One															
	Aguilar, Vince	Gross Score													
		Net Score													
	Blakkolb, Brian	6	7	3	4	6	6	5	7	7	51	51			
		5	6	2	3	5	5	4	6	6	42	42			
Team Two															
	Butte, Eric	Gross Score		5	5	4	7	6	8	4	5	6	50	50	
		Net Score		4	4	4	6	5	7	3	5	5	43	43	
	Chan, Irvin	Gross Score		6	7	4	5	4	6	5	5	7	49	49	
		Net Score		4	6	3	4	2	5	3	4	6	37	37	
Winning Team: Two															
Team One Best Net Score		5	6	2	3	5	5	4	6	6	42	42			
Team Two Best Net Score		4	4	3	4	2	5	3	4	5	34	34			
Team Name	Player Name	10	11	12	13	14	15	16	17	18	In	Tot	F		
Five															
	Leister, Myron	Gross Score		4	4	4	5	4	4	6	4	7	42	42	
		Net Score		3	4	4	4	3	3	5	4	7	37	37	
	Maga, Scot A.	Gross Score		4	4	3	5	7	4	5	5	8	45	45	
		Net Score		3	4	3	5	6	3	4	5	8	41	41	
Six															
	Wong, Bob	Gross Score		6	4	4	5	6	5	5	4	5	44	44	
		Net Score		5	3	4	4	5	4	4	4	4	37	37	

Viewing Summary Results for 2 Man leagues



To view the Summary results for the 2-Man league, click the Summary button.

Tournament Manager (Short-cut key Ctrl-F11)



The Tournament manager allows you to set up a tournament, generate foursomes, and print score cards.

Tournament Manager Features:

- Use up to Five different flights.
- Automatically or manually sets up the flights depending on the number of flights you indicate and number of players selected..
- Use Five different tournament types (Net, Gross, StableFord, Net Skins, and Gross Skins)
- Multi-Day tournaments
- Multi-Course tournaments of up to two different courses
- Money distribution calculations
- Prize fund calculator
- Leader Board Printouts
- Skins Winners Printouts

[Creating a New Tournament](#)

[Printing a Leader Board](#)

Creating a New Tournament



To create a new tournament:

- Click the New button or press the F2 key or select File | New from the menu.
- Type in the Tournament Name in the Tournament Name drop down list.
- Enter in the Tournament Date.
- Enter in the Prize Fund.

Prize Fund Calculator

- Enter in Percent of field to pay (i.e. enter 40 for 40 percent of players to be paid)
 - Enter in Number of Flights (up to 5)
 - Select a Tournament type from the Tournament Type drop down list
 - Select either Automatic or Manual Flight calculation
- NOTE: If you select Manual, then enter in the Low and High Handicap ranges for the each flight.
- Select the Men's and Women's Tees

- Select The Players for the Tournament

- Enter in the Place percent for the money distribution
- If you have a Multi-Day tournament, check the Multiple Day Tournament check box.
 - Enter in the Ending Date of the Tournament
- If you have a Multi-Course tournament, check the Multiple Courses check box.
 - Select the second course from the drop down list.
- Click the Save button or press F3 or select File | Save from the menu to save the tournament settings

Getting Tournament Results

Foursome Generation

Prize Fund Calculator



The Prize Fund calculator can be used only after you have selected the Players.

To access the Prize Fund Calculator Dbl-Click on the Prize Fund field or select File | Prize Fund Calculator or press Ctrl-F.

[See Selecting Players for the Tournament](#)

The prize fund calculator is based on the number of players in the tournament.

- Enter in the amount of money each player will contribute
- Enter in the amount of money the tournament will contribute for each player
- Enter in an amount of money the tournament will contribute on top of the player contribution
- If you have money prizes for Closest to the Pins (CTP) or Driving distance, then enter in the number and how much they are worth. The prize fund calculator will subtract this amount from the total prize fund amount.
- Click the Ok button to paste the amount to the tournament manager window.

Prize Fund Calculator

Ok

Cancel

Total Number of Players

Amount of \$ Per Player @ 10 =

Subsidy for each Player \$ @ 10 =

Subsidy for Tournament \$

#

Closest to the Pins: \$

Driving Competitions: \$

Total Prize Fund Amount:

Selecting Players for the Tournament



There are three different ways to select players for tournaments.

[Use All Players](#)

[Use All Players with Scores](#)

[Manual Player Selection](#)

You can the manual selection after you have used one of the first two.

[Removing a Player from the Tournament](#)

Use All Players



To use all the players in the database for the tournament, press F11 key or select File | Use All Players from the menu.

This will select all the players that are available in the player database.

[Removing a Player from the Tournament](#)

Removing a Player from the Tournament



To remove a player from the tournament list, Dbl-Click on the player name.

Use All Players with Scores



To use all the players with scores for this Date and Course, press the F12 key or select File | Use Player w/ Scores from the menu.

This will select all the players that you have entered a score for that has a Tournament Type in the Play Type field.

[Removing a Player from the Tournament](#)

Manual Player Selection



To select a player manually from the player list, Dbl-Click on the player name.

[Removing a Player from the Tournament](#)

Getting Tournament Results



To Print the Leader Board, select Print | Leader Board from the menu or press Ctrl-P.

If you have a skins tournament, then you can print the Skins Report by selecting Print | Print Skins Report from the menu.

You can also print out a Posting Sheet to send into your Golf Association.
Select Print | Posting Sheet from the menu.

See sample leader board output below.

[See Print Leader Board Report for more information.](#)

[See Print Skins Report for more information.](#)

[See Print Posting Sheet Report for more information.](#)

Tournament Leader Board Report

Tournament Leader Board Report
Green River Orange
Green River Orange Course

Tournament Played: 05/20/1996

Place	Player Name	Gross Score	Hdcp	Net Score	Adj Score	\$192.00 Winnings
Flight # 1						
1	Puente, Ron	74	7	67	74	22.00
2	Kern, John	79	9	70	79	18.00
3	Salmon, Scott	80	8	72	80	14.00
4	Jones, Bill	86	11	75	85	5.00
4	Sueflow, Gerry	87	12	75	87	5.00
6	Davis, Arthur	87	11	76	87	
7	Connors, Fran	84	7	77	81	
8	Momi, Dean	84	6	78	83	
8	Momi, Sergio	86	8	78	80	
10	Hansen, Steven J.	92	13	79	92	
10	Maga, Scot A.	86	8	79	85	
12	Barreto, Tony	93	13	80	93	
13	Payne, Tom	96		96	96	
Flight # 2						
1	Shotwell, William P. M.	86	20	66	86	27.00
1	Young, John	83	17	66	83	27.00
3	Tye, Dick	84	17	67	84	10.00
4	Heuer, Don	83	15	68	83	
5	Bailey, Bryce	93	19	74	93	
5	Lou, Sam	92	18	74	91	
7	Kaldenbach, Ray	93	17	76	93	
7	Puente, Chris	90	14	76	89	
9	Hansen, Martin G.	93	15	78	93	
10	Osmun, Elmer	98	19	79	98	
11	Winser, Greg	99	17	82	95	

Tournament Leader Board Report



The Tournament Leader Board Report prints the Leader Board for the Tournament you have selected.

See sample below.

[See Tournament Leader Board Report Options for more information.](#)

Tournament Leader Board Report						
Tournament Leader Board Report						
Green River Orange						
Green River Orange Course						
Tournament Played: 05/20/1996						
Place	Player Name	Gross Score	Hdcp	Net Score	Adj Score	\$192.00 Winnings
Flight # 1						
1	Puente, Ron	74	7	67	74	22.00
2	Kern, John	79	9	70	79	18.00
3	Salmon, Scott	80	8	72	80	14.00
4	Jones, Bill	86	11	75	85	5.00
4	Suelflow, Gerry	87	12	75	87	5.00
6	Davis, Arthur	87	11	76	87	
7	Connors, Fran	84	7	77	81	
8	Momi, Dean	84	6	78	83	
8	Momi, Sergio	86	8	78	80	
10	Hansen, Steven J.	92	13	79	92	
10	Maga, Scot A.	86	8	79	85	
12	Barreto, Tony	93	13	80	93	
13	Payne, Tom	96		96	96	
Flight # 2						
1	Shotwell, William P. M.	86	20	66	86	27.00
1	Young, John	83	17	66	83	27.00
3	Tye, Dick	84	17	67	84	10.00
4	Heuer, Don	83	15	68	83	
5	Bailey, Bryce	93	19	74	93	
5	Lou, Sam	92	18	74	91	
7	Kaldenbach, Ray	93	17	76	93	
7	Puente, Chris	90	14	76	89	
9	Hansen, Martin G.	93	15	78	93	
10	Osmun, Elmer	98	19	79	98	
11	Winser, Greg	99	17	82	95	

Tournament Leader Board Report Options

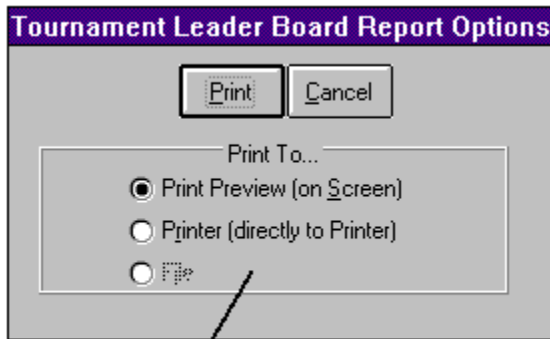


You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)



Print To selection area

Tournament Skins Report



The Tournament Skins Report prints the Skins results for the Tournament you have selected.

See sample below.

[See Tournament Skins Report Options for more information.](#)

Tournament Tourn Skins Report

Tournament Gross Skins Report
 Tournament: Green River Gross Skins
 MagaDraw Golf Statistics Ver. 3.0

Course Played: Green River Orange Course
 Men's Course Rating : 69 Course Slope : 114
 Women's Course Rating : 73.2 Course Slope : 120
 Date Tournament Played: 05/20/1996

Flight #1 Skins results:

Player Name	Hole #	Skin Value
Salmon, Scott	1	\$21.67
Heuer, Don	4	\$21.67
Suelflow, Gerry	5	\$21.67
Momi, Sergio	6	\$21.67
Puente, Ron	7	\$21.67
Hansen, Steven J.	9	\$21.67

	Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In
White	497	382	151	507	198	242	488	394	157	3116	261	348	170	488	160	547	427	490	149	3140	
Par	5	4	3	5	3	4	5	4	3	26	4	4	3	5	3	5	4	5	3	26	
Handicap	11	3	13	7	5	15	17	1	9		10	18	4	16	12	6	2	8	14		

Player Name	Winnings / Gross Score
Barreto, Tony	6 5 5 7 4 6 5 5 4 47 4 5 5 7 4 5 5 6 5 46
Connors, Fran	5 5 3 7 3 5 5 5 3 41 5 5 4 4 3 5 5 8 4 42
Davis, Arthur	5 6 4 7 5 5 5 6 3 46 4 5 6 4 4 6 5 4 3 41
Hansen, Martin G.	7 4 4 6 5 5 5 5 4 45 6 6 5 6 4 6 5 6 4 48
Hansen, Steven J.	\$21.67 7 6 4 7 5 4 5 5 2 45 5 4 4 6 5 6 7 6 4 47
Heuer, Don	\$21.67 5 5 4 4 4 4 5 4 4 39 5 4 5 5 3 7 5 6 4 44
Jones, Bill	5 6 3 6 4 5 5 3 3 40 5 5 5 5 5 5 5 7 4 46
Kaldenbach, Ray	6 6 5 7 3 4 5 6 4 46 5 5 5 6 5 6 5 6 4 47
Kern, John	6 4 4 6 5 5 4 4 3 41 4 5 4 5 3 5 4 5 3 38
Maga, Scot A.	6 5 3 5 4 5 5 7 3 43 5 5 5 6 4 4 5 5 4 43
Momi, Dean	7 5 3 6 4 4 4 4 4 41 4 4 5 6 4 6 6 4 4 42
Momi, Sergio	\$21.67 7 4 4 11 3 2 4 5 5 46 5 4 4 6 5 4 5 4 3 40
Payne, Tom	9 6 4 6 4 5 5 5 4 48 7 4 5 5 7 5 6 5 4 48
Puente, Chris	8 6 3 6 4 5 6 3 5 46 5 6 4 5 4 5 6 5 4 44
Puente, Ron	\$21.67 5 5 5 5 3 4 3 4 3 37 4 4 3 6 3 5 4 5 3 37
Salmon, Scott	\$21.67 4 4 4 6 4 4 4 4 3 37 5 5 5 5 4 5 5 5 4 42

←	1 of 2	▶▶	Cancel	🖨️	📁	Close	102 of 102	Total: 102	100%
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Tournament Skins Report Options

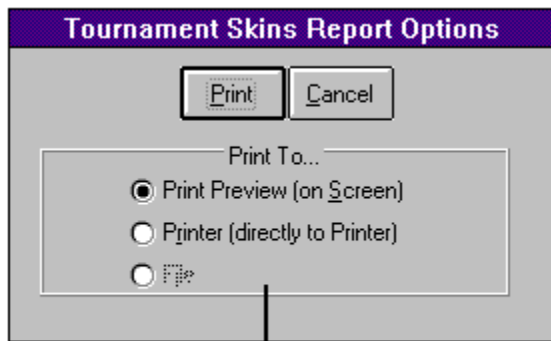


You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)



Print To selection area

Tournament Posting Sheet Report



The Tournament Posting Sheet Report prints a scoring posting sheet for the Tournament you have selected.

See sample below

[See Tournament Posting Sheet Report Options for more information.](#)

Tournament Posting Report

TOURNAMENT POSTING SHEET Golf Associations of Southern California

COURSE PLAYED Green River Orange Course CLUB NUMBER _____

DATE PLAYED	ADJ. SCORE	COURSE RATING	SLOPE	MEMBER NUMBER	PLAYER NAME <small>(PRINT - ONE LETTER EACH SPACE)</small>	HOF
05/20/1996	93	69.0	114	30-8133	Bailey, Bryce	Fore Score G
05/20/1996	93	69.0	114	52-6723	Barreto, Tony	Fore Score G
05/20/1996	96	69.0	114	34-1885	Benedict, R.L.	Fore Score G
05/20/1996	106	69.0	114	56-2619	Benson, Vern	Fore Score G
05/20/1996	93	69.0	114	34-8173	Chapman, Dick	Fore Score G
05/20/1996	81	69.0	114	34-8175	Connors, Fran	Fore Score G
05/20/1996	87	69.0	114	74-7571	Davis, Arthur	Fore Score G
05/20/1996	105	69.0	114	34-1920	Dix, George	Fore Score G
05/20/1996	94	69.0	114	48-4899	Ellsberry, Tom	Fore Score G
05/20/1996	93	69.0	114	58-5453	Hansen, Martin G.	Fore Score G
05/20/1996	92	69.0	114	27-4777	Hansen, Steven J.	Fore Score G
05/20/1996	83	69.0	114	67-6560	Heuer, Don	Fore Score G
05/20/1996	101	69.0	114	25-8218	Humphrey, Lewis H.	Fore Score G

1 of 1 Cancel Close 38 of 38 Total: 38 100%

Tournament Posting Sheet Report Options

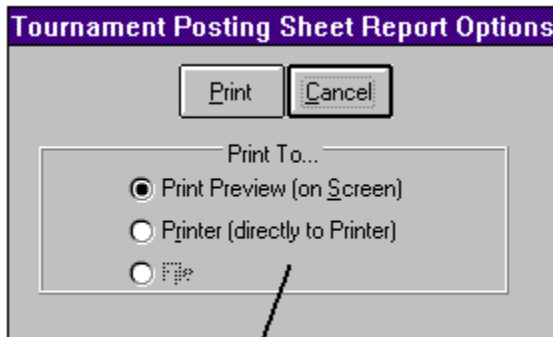


You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)



Print To selection area

Foursome Generator



To use the Foursome Generator you must have the players selected.

[See Selecting Players for the Tournament](#)

To access the Foursome Generator, press Ctrl-G or select Edit | Foursome Generator from the menu.

You have six different ways to generate the foursomes. You can also generate twosomes. You can either pair your twosomes as foursomes or leave them as twosome pairings.

To create a foursome generation:

- Enter in the First Tee Time
- Enter in the Tee Time Increment (in minutes)
- Select the Pairing Type
- If you select Twosome Pairing type, select the Grouping Type
- Select the Type of Tee Of Configuration
- Click the Generate button

After you have generated the foursomes, you can print a tee time list and score cards.

To print the list, click the Print button.

To print the cards, click the Print Cards button.

Foursome Generator

Generate

Print

Prn Cards

Cancel

Tee Time Information

First Tee Time: 8:00

Tee Time Increment (Min.): 7

Pairing Type

Foursomes Twosomes

Grouping Type

Foursomes Twosomes

Type of Tee Off Configuration

- Match by Handicap
 Match by Flight
 Equalize by Total Handicap
 Random
 Assign Manually
 Leaders

08:00		↑
Payne, Tom	0	
Momi, Dean	6	
Connors, Fran	7	
Puente, Ron	7	

08:07		
Maga, Scot A.	8	
Momi, Sergio	8	
Salmon, Scott	8	
Kern, John	9	

08:14		
Davis, Arthur	11	
Jones, Bill	11	
Suelflow, Gerry	12	
Barreto, Tony	13	

08:21		
Hansen, Steven J.	13	
Puente, Chris	14	
Hansen, Martin G.	15	↓

Match Database



Matches are rounds that you play against one or more people. The program can compute the money or points won in four different types of matches.

[Player Matches](#)

[Stableford Matches](#)

[Team Matches](#)

[Multiple Player Team Match](#)

Player Matches (Short-cut key Ctrl-L)



If you play a match during your round, you can use this section of the program to calculate the amount of money or points won or lost along with what holes that are won or lost.

Click the Match button, or press Ctrl-L, or select Matches | Player Matches from the main menu.

You can have up to a five (5) players per match (only Skins Match). All match types will use the player that is in the Player Name drop down list field as the player number one (1) (most often, yourself). You must choose the other players where indicated.

There are Four types of player matches that you can use:

[Skins Match](#)

[Nassau Match](#)

[League Match](#)

[Match](#)

[Print Match](#)

Skins Match



A skins match consists of hole-by-hole play or match play. You can use carry-overs in the skins match or you can disable this feature.

Carry-overs allows the holes that are tied during the match be won by the next player to win a hole. For example, if during the skins match, the players tie the first three holes and player number 1 wins the fourth hole. Player number 1 also wins the first three holes since they were "carried-over".

[Adding a New Skins Match](#)

[Printing a Skins Match](#)

[Presses](#)

Adding a New Skins Match



To add a new Skins Match:

- Select the number of players from the Player List option frame.
- Select the Players Names from the Player drop down lists.
(Remember that Player Number 1 is the player name in the Player name drop down list above the Player Match window.)
- Select Skins from the Match Type drop down list.
- Select the Match Date from the drop down list or type the date into the field.
- Select either Net or Gross Score for the match type.
- If you want to Halve the handicaps for the skins match, then check the Halve Handicaps for Skins check box.
- If you want to Double the Skins on birdies, then check the Double On Birdies check box.
- If you want to have Carryovers, check the Carryovers on Skins check box.
- Enter in the amount the skins are worth for each set of six holes. The first six hole, the middle six holes and the last six holes.
- Click the Update button or press the F4 key or select File | Update from the menu to calculate the Skins match.

[Print Skins Match](#)

Print Skins Match



To print the skins match:

- Click on the Print button or press Ctrl-P or select File | Print from the menu.
- Select the Print To option and click the Print button.

Presses



Presses in a skins match mean that a player doubles the worth of the skins for each hole after the press. A player can only press if he is down.

If you press a player in the match, the holes from that point on are doubled in value. To mark a press, Dbl-Click on the Par Number Indicator for that hole. To remove it just Dbl-Click a second time. After you mark your presses, click Update to re-calculate the match.

Nassau Match



A Nassau match is similar to a skins match, but instead of winning points or money per hole, you win points or money for winning the front nine, back nine and total. The way you win each "nine" is by winning more holes than your competitor.

You can enter any amount of points or money for the nassau match.

[Adding a New Nassau Match](#)

[Printing a Nassau Match](#)

[Presses](#)

Adding a New Nassau Match



To add a new Nassau Match:

- You can only have Two Players in a Nassau Match.
- Select the second Players Name from the Player drop down list.
(Remember that Player Number 1 is the player name in the Player name drop down list above the Player Match window.)
- Select Nassau from the Match Type drop down list.
- Select the Match Date from the drop down list or type the date into the field.
- Select either Net or Gross Score for the match type.
- Enter in the amount the Nassau is worth for each "Nine" and Total.
- Click the Update button or press the F4 key or select File | Update from the menu to calculate the Nassau match.

[Print Nassau Match](#)

League Match



The League match is a scoring method between two players that awards points for the player that wins the hole and for winning each “nine”. The holes are won by the lowest net score or gross score.

The “nines” are won by the total net or gross score for each “nine”. You can enter any amount of points for winning the hole, tying the hole, and winning the “nines”.

[Adding a New League Match](#)

[Printing a League Match](#)

Adding a New League Match



To add a new League Match:

- You can only have Two Players in a League Match.
- Select the second Players Name from the Player drop down list.
(Remember that Player Number 1 is the player name in the Player name drop down list above the Player Match window.)
- Select League from the Match Type drop down list.
- Select the Match Date from the drop down list or type the date into the field.
- Select either Net or Gross Score for the match type.
- Enter in the amount the League Match is worth Winning the hole, Tying the hole and Winning the Nine.
- Click the Update button or press the F4 key or select File | Update from the menu to calculate the League match.

[Printing a League Match](#)

Printing a League Match



Click the Print button or press Ctrl-P or select File | Print from the menu.

Select the Print To options and Print Choice and click the Print button.

If you select All Matches for Date Range, then fill in the From and To Match Analysis dates.

Match



Match play is where the game is played by holes. A hole is won by the player that has the fewest strokes (either Net or Gross).

A match is won by the player which is leading by a number of holes greater than the number of holes remaining to be played.

[Adding a New Match](#)

Adding a New Match



To add a new Match:

- You can only have Two Players in a Match.
- Select the second Players Name from the Player drop down list.
(Remember that Player Number 1 is the player name in the Player name drop down list above the Player Match window.)
- Select Match from the Match Type drop down list.
- Select the Match Date from the drop down list or type the date into the field.
- Select either Net or Gross Score for the match type.
- Click the Update button or press the F4 key or select File | Update from the menu to calculate the Match.

[Printing a Match](#)

Printing Matches



To print a match click the Print button or press Ctrl-P or select File | Print from the menu.

A Print dialog will appear. You can print the current match only or all the matches for a particular date range.

Select the option for where you want the report to Print To. You can print preview the report or send it directly to the printer.

Once you have all your options selectd, click on Print to print the report or press Alt-P.

If you do not want to print, then click the Cancel button or press Escape.

Team Matches (Short-cut key Ctrl-T)



If you play a Team Match during your round, you can use this section of the program to calculate the amount of money or points your team wins along with what holes your team wins.

Click the Team Match Button, or press Ctrl-T, or select Matches | Team Matches from the main menu.

You can have Two Teams consisting of Two Players each. The team match will use the player that is in the player name field as player number one (1) (most often, yourself) for Team 1. You must choose the other players where indicated.

There are Two types of team matches that you can use:

[Team Skins Match](#)

[1-2-3 Walz](#)

Team Skins Match



A Team Skins Match consists of hole-by-hole play or match play between two teams. The best score for each team is used to compute the skins. You can use carry-overs in the skins match or you can disable this feature.

Carry-overs allows the holes that are tied during the match be won by the next player to win a hole. For example, if during the skins match, the players tie the first three holes and player number 1 wins the fourth hole. Player number 1 also wins the first three holes since they were "carried-over".

[Adding a New Team Skins Match](#)

Adding a New Team Skins Match



To add a new Team Skins Match:

- Select the Team Players Names from the Player drop down lists.
(Remember that Player Number 1 is the player name in the Player name drop down list above the Player Match window.)
- Select Skins from the Match Type drop down list.
- Select the Match Date from the drop down list or type the date into the field.
- Select either Net or Gross Score for the match type.
- If you want to Double the Skins on birdies, then check the Double On Birdies check box.
- If you want to have Carryovers, check the Carryovers on Skins check box.
- Enter in the amount the skins are worth for each set of six holes. The first six hole, the middle six holes and the last six holes.
- Click the Update button or press the F4 key or select File | Update from the menu to calculate the Skins match.

1-2-3 Walz



The 1-2-3 Walz is a team event. The format is as follows:

Take the best score for the first hole

Take the best two scores for the second hole and add them together

Take the best three scores for the third hole and add them together

For the next 15 hole, you begin the cycle again, taking 1, 2, and 3 of the best scores and adding them together.

Then add the scores up for the front nine, back nine and total.

Multiple Player Team Match (Short-cut key Ctrl-P)



The match window is used to compute a match between two teams. The teams are made up of at least one player and not more than four players. The match is a modified skins game.

The team with the lowest gross score wins the hole. Each nine is a separate match. There are automatic presses every time a team is up or down two points in the match. There is also an automatic press on the last hole of each match.

[Automatic Presses](#)

[Adding a New Multiple Player Team Match](#)

[Printing a Multiple Player Team Match](#)

Automatic Presses



A new bet is started when a team is two (2) points up or down during the match. An automatic press occurs on the last hole of each match. All presses are automatic.

Adding a New Multiple Player Team Match



To add a new Multiple Player Team match:

Click the Mult Team Match button or press Ctrl-P or select Matches | Multiple Player Team Match from the main menu.

- Check the Use All Players if you want the program to fill in all the players for you. (The only players that will be selected are those that have a score for the Date and Course.)
- Select the Match Date from the drop down list.

The Match Date list will be filled with all the scores entered for the Player that is listed in the Player Name drop down list and the Course that is listed in the Course Name drop down list.

If there are scores in the database for that Date and Course, the player scores will be placed in the score entries (only if you have the Use All Players check box). Only up to eight players can be used at a time. If you have more than eight players, then you must un-check the Use All Players check box and re-select the Match Date. Then you must select the players manually from the Player List drop down list.

- Enter in a Bet amount in dollars and cents.
- Fill in the Match Options. This is where you define your two teams. You enter in the player number(s) (which is located to the right of the player names) for each team.
- Click the Update button or press the F4 key or select File | Update from the menu.

[Printing a Multiple Player Team Match](#)

Printing a Multiple Player Team Match



To print the Multiple Player Team Match:

Click on the Print button or press Ctrl-P or select File | Print from the menu.
Select the Print To options and click the Print button.

Graphing Options



There are several graphs that you can view in GStat 3.0. Below is a list of these graphs.

[Score Graph](#)

[Frequency Graph](#)

[Stats Graph](#)

[Handicap Trend Graph](#)

[Drive Distance Graph](#)

[Par 3, 4, & 5 Graph](#)

[Hole-By-Hole Graph](#)

Score Graph (Short-cut key Shift-F1)



The Score Graph shows you a line graph of your gross scores. You can view this graph for any given player and course combination. There is also an average line and a minimum and maximum line on the graph that show you your scoring range.

Select the player from the Player Name list and the course from the Course Name list.

If you want to see all your scores for all the courses, select "All Courses" from the Course Name list.

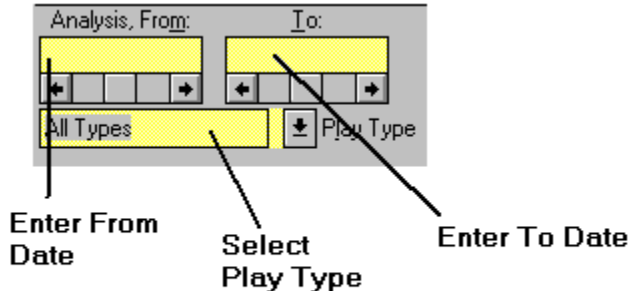
You can also view this graph in a defined Analysis Period.

[See Analysis Period.](#)

Analysis Period



You can enter in an Analysis Period and Play Type to narrow down the information begin displayed.



Score Frequency Graph (Short-cut key Shift-F2)



The Score Frequency Graph shows you the number of scores that fall in to particular ranges. You can view this graph for any given player and course combination.

Select the player from the Player Name list and the course from the Course Name list.

If you want to see all your scores for all the courses, select "All Courses" from the Course Name list.

You can also view this graph in a defined Analysis Period.

[See Analysis Period.](#)

Stats Graph (Short-cut key Shift-F3)



The Stats Frequency Graph shows you the number of Pars, Birdies, Bogies, etc. that you have had. You can view this graph for any given player and course combination.

Select the player from the Player Name list and the course from the Course Name list.

If you want to see all your scores for all the courses, select "All Courses" from the Course Name list.

You can also view this graph in a defined Analysis Period.

[See Analysis Period.](#)

Handicap Trend Graph (Short-cut key Shift-F4)



The Handicap Trend Graph shows you the trend of your handicap over the course of your score history. You can view this graph for any given player and course combination.

Select the player from the Player Name list and the course from the Course Name list.

If you want to see all your scores for all the courses, select "All Courses" from the Course Name list.

You can also view this graph in a defined Analysis Period.

[See Analysis Period.](#)

Drive Distance Graph (Short-cut key Shift-F5)



The Drive Distance Graph shows you the Average Drive Distance for each round in your score history. You can view this graph for any given player and course combination.

Select the player from the Player Name list and the course from the Course Name list.

If you want to see all your scores for all the courses, select "All Courses" from the Course Name list.

You can also view this graph in a defined Analysis Period.

[See Analysis Period.](#)

Par 3, 4, & 5 Graph (Short-cut key Shift-F6)



The Par 3, 4, & 5 Graph shows you the Percent of Fairways hit for each of the Par 4 and Par 5 holes. It also shows you the Percent of Greens hit for each Par 3, 4 and 5's. The last thing that it shows you is your score average for all types of pars. You can view this graph for any given player and course combination.

Select the player from the Player Name list and the course from the Course Name list.

If you want to see all your scores for all the courses, select "All Courses" from the Course Name list.

You can also view this graph in a defined Analysis Period.

[See Analysis Period.](#)

Hole-By-Hole Graph (Short-cut key Shift-F7)



The Hole-By-Hole Graph shows you the Percent of Fairways hit, Percent of Greens hit, Average Putts and Average Score per hole. You can view this graph for any given player and course combination.

Select the player from the Player Name list and the course from the Course Name list.

If you want to see all your scores for all the courses, select "All Courses" from the Course Name list.

You can also view this graph in a defined Analysis Period.

[See Analysis Period.](#)

Printing Options



The Print Options are used to tell the program where you want to send the report. You also have other options, depending on which report you are printing.

You have three (3) options:

- [1. Print Preview \(on Screen\)](#)
- [2. Printer \(directly to Printer\)](#)
- [3. File](#)

Below is a list of reports that can be printed from GStat 3.0.

- [Blank Score Card Report](#)
- [Course Handicap Report](#)
- [Course List Report](#)
- [Course Stats Report](#)
- [Detail Course Report](#)
- [Detail Player List Report](#)
- [Detail Player Report](#)
- [Drive Distance Report](#)
- [Handicap Card Report](#)
- [Handicap Cards Report](#)
- [Killer Mistakes Report](#)
- [League Report](#)
- [Multiple Team Match Report](#)
- [Player Ranking Report](#)
- [Player Statistics Report](#)
- [Score Detail History Report](#)
- [Score Summary History Report](#)
- [Summary Player List Report](#)
- [Tracking Index Report](#)
- [Tournament Score Card](#)
- [Tournament Tee Time Report](#)
- [Tournament Leader Board](#)
- [Tournament Posting Sheet](#)
- [Tournament Skins Report](#)

Printer (directly to Printer) option



When you choose Printer (directly to Printer) option from the Print To options from the Print options dialog, you will see the Printing Pages dialog and the % Complete message. After the print is finished, this dialog will disappear.

You may cancel the print job by clicking the Cancel Printing button. If you want to print more than one copy at a time or export the report, see the Print Preview option or the Export Report option.

[Print Preview](#)

[Exporting Reports](#)

Printing Blank Score Card Report

Printing pages

	Current	Total
Pages:	1	1

100 % complete

Cancel Printing

Course Handicap Report



The Course Handicap Report prints the Course Handicaps for all the players in the GStat 3.0 database.

See sample below.

[See Course Handicap Report Options for more information.](#)

Course Handicap Report							
Course Handicap Report MagaDraw Golf Statistics Ver. 3.0							
Course Name : Peacock Gap							
Course Rating : 69.7 Course Slope : 121							
18 Hole Handicap							
Player Name	Index	Hdcp	Player Name	Index	Hdcp	Player Name	Index
Adra, Bob	31.7	34	Stevens, Ron	15.5	18		
Ashman, Bob	16.9	18	Stewart, Ed	26.3	28		
Atkinson, Patrick	19.2	21	Thomas, Kit	19.5	21		
Barnard, Cynthia	52.4	56	Turner, Robert	27.6	30		
Berg, Doug	20.5	22					
Brierley, Mike	53.1	57					
Coggiano, Joe	50.2	54					
Frey, Ken	30.2	32					
Gasser, Dave	39.0	42					
Kantassche, Norm	0.0	0					
Henry, Ed	24.2	26					
Hiatt, Ted	32.7	35					
Hisely, Randy	51.0	55					
Jauch, Dennis	44.0	47					
Jensen, Steve	34.9	37					
Johnson, Chris	35.1	38					
Kaan, Albert	43.2	46					
Maga, Scot	12.4	13					
Magat, Pablo	37.2	40					
Mariani, Irene	52.0	56					
McCarthy, Bruce	0.0	0					

Course Handicap Report Options



You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)

You must select a Men's Tee, a Women's Tee, and the number of Holes Played. This information is used in computing the Course Handicap.

[See Course Handicap](#)

To print the report, click on the Print button or press Alt-P. If you do not wish to print the report, click on the Cancel button or press the Escape key.

The screenshot shows a dialog box titled "Course Handicap Report Options" with a green header bar. At the top are "Print" and "Cancel" buttons. Below is a "Print To..." section with three radio buttons: "Print Preview (on screen)" (selected), "Printer (directly to Printer)", and "File". The "Tee Options" section is divided into "Mens Tees" and "Womens Tees". Under "Mens Tees", there are radio buttons for "Black", "Blue" (selected), "White", and "Red". Under "Womens Tees", there are radio buttons for "Black", "Blue", "White", and "Red" (selected). Below these is a "Holes Played" section with radio buttons for "18 Holes" (selected), "Front 9", and "Back 9". Three callout lines point to the "Blue" radio button in the Mens Tees section, the "Red" radio button in the Womens Tees section, and the "18 Holes" radio button, with corresponding text labels: "Mens Tee Selection for Hdcp Purposes", "Womens Tee Selection for Hdcp Purposes", and "Number of holes being played."

Course Stats Report



There are three (3) different reports you can produce out of the Course Statistics window.

[1. Course Statistics Summary](#)

[2. Stroke Analysis Summary](#)

[3. Putting Analysis Summary](#)

You can print these reports in two different types of format.

Detail Fancy Reports (See above reports) or

[Fast Course Stats Report](#)

The Detail report takes much longer to produce than the Fast report, but the Fast report is less fancy.

Course Statistics Summary Report



The Course Statistics Summary report prints out the Course Statistics for a particular Player and Course. You can print out the statistics for all the players by choosing "All Players" in the Player Name drop down list.

[See Course Statistics Report Options for more information.](#)

Course Statistics Report																
Holes	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15
Men's Par	4	5	3	4	4	4	4	3	5	36	4	4	3	4	4	
Men's Handicap	5	9	11	7	3	1	17	13	15		4	12	16	10	6	
Blue	381	525	188	372	389	387	331	179	495	3,247	406	295	142	371	395	38
No. Hole has been Played	2	2	2	2	2	2	2	2	2		46	46	46	46	46	
Average Score	5.0	8.0	4.0	5.0	5.5	5.0	4.5	3.5	4.5	45.0	5.3	5.0	3.7	5.3	5.2	4
Best Score	4	6	4	5	5	5	4	3	4	41	3	4	2	4	4	
Worst Score	6	10	4	5	6	5	5	4	5	49	8	8	6	9	7	
Par Saves	1							1	1	3	9	3	6	6	6	
Hole In Ones																
Double Eagles																
Eagles																
Birdies									1	1	1		2			
Par	1						1	1	1	4	11	17	19	11	8	
Bogies		1	2	2	1	2	1	1		10	13	20	16	21	25	
Double Bogies	1				1					2	16	4	7	8	10	
Triple Bogies											3	3	2	2	3	
Other		1								1	2	2		4		
Average Putts	1.0	2.0	2.0	2.5	2.0	2.0	2.0	1.5	1.0	16.0	1.7	1.9	2.0	1.8	1.8	2
Chip Ins									1			1				
One Putts	2							1			17	7	8	10	15	
Two Putts		2	2	1	2	2	2	1	1		25	34	31	33	25	
Three+ Putts				1							4	4	7	3	6	
Average Putts w/ Green Hit				3.0			2.0		2.0		2.0	2.1	2.1	2.0	2.3	2
One Putts											1		2			
Two Putts							1		1		2	14	13	5	2	
Three+ Putts				1							1	1	3		1	
Percentage of Greens Hit				50			50		50	17	9	33	39	11	7	

Course Stats Report Options



You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)

You can choose the Report Type (either the Detail Fancy type or the Fast Type). You have the choice of three different Course Stats reports.

[1. Course Statistics Report](#)

[2. Stroke Analysis Report](#)

[3. Putting Analysis Report](#)

The image shows a screenshot of a dialog box titled "Course Stats Report Options". The dialog box has a green header bar with the title. Below the header, there are two buttons: "Print" and "Cancel". The main content area is divided into three sections, each with a title and a list of radio button options:

- Print To...**
 - Print Preview (on Screen)
 - P_rinter (directly to Printer)
 - File
- Report Type**
 - Use Detail Fancy Reports
 - Use Fast Reports
- Stat Options**
 - Course Statistics
 - Stroke Analysis
 - Putting Analysis

Three callout lines point to specific areas of the dialog box:

- A line from the text "Print To selection area" points to the "Print To..." section.
- A line from the text "Report Type selection (Detail fancy report or Fast report)" points to the "Report Type" section.
- A line from the text "Stat Option selection area" points to the "Stat Options" section.

Course Statistics Putting Analysis Report



The Course Statistics Summary report prints out the Course Statistics for a particular Player and Course. You can print out the statistics for all the players by choosing "All Players" in the Player Name drop down list.

[See Course Statistics Report Options for more information.](#)

Course Statistics Report																	
Holes	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	
Men's Par	4	5	3	4	4	4	4	3	5	36	4	4	3	4	4	4	
Men's Handicap	5	9	11	7	3	1	17	13	15		4	12	16	10	6		
Blue	381	525	188	372	389	387	331	179	495	3,247	406	295	142	371	395	3	
No. Hole has been Played	2	2	2	2	2	2	2	2	2		46	46	46	46	46		
Average Score	5.0	8.0	4.0	5.0	5.5	5.0	4.5	3.5	4.5	45.0	5.3	5.0	3.7	5.3	5.2	4	
Best Score	4	6	4	5	5	5	4	3	4	41	3	4	2	4	4		
Worst Score	6	10	4	5	6	5	5	4	5	49	8	8	6	9	7		
Par Saves	1							1	1	3	9	3	6	6	6		
Average Putts	1.0	2.0	2.0	2.5	2.0	2.0	2.0	1.5	1.0	16.0	1.7	1.9	2.0	1.8	1.8	2	
Chip Ins									1			1					
One Putts	2							1			17	7	8	10	15		
Two Putts		2	2	1	2	2	2	1	1		25	34	31	33	25		
Three+ Putts				1							4	4	7	3	6		
Average Putts w/ Green Hit				3.0			2.0		2.0		2.0	2.1	2.1	2.0	2.3	2	
One Putts											1		2				
Two Putts							1		1		2	14	13	5	2		
Three+ Putts				1							1	1	3		1		
Percentage of Putts																	
Chip Ins									50.0			2.2				2	
One Putts	100.0								50.0		37.0	15.2	17.4	21.7	32.6	8	
Two Putts		100.0	100.0	50.0	100.0	100.0	100.0	50.0	50.0		54.3	73.9	67.4	71.7	54.3	73	
Three+ Putts				50.0							8.7	8.7	15.2	6.5	13.0	15	
Percent of Putts w/ Green Hit																	
One Putts											25.0		11.1			5	
Two Putts							100.0		100.0		50.0	93.3	72.2	100.0	66.7	73	
Three+ Putts				100.0							25.0	6.7	16.7		33.3	21	

Fast Course Stats Report



There are three (3) different reports you can produce out of the Course Statistics window using the Fast Report Option..

[1. Fast Course Statistics Summary](#)

[2. Fast Stroke Analysis Summary](#)

[3. Fast Putting Analysis Summary](#)

Fast Course Statistics Summary



The Fast Course Stats report is basically the same as the Detail Fancy version of the Course Statistics report, but prints out in a fraction of the time. The reason it prints much faster is because it does not have any fancy lines or fonts. It prints out in the Courier New font. Not real fancy, but gets the job done.

To choose the Fast report, click on the Use Fast Report option in the Report Type box.

See sample below.

Course Statistics Report																		
Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17
Blue	381	525	188	272	289	287	321	179	495	3247	406	295	142	271	295	263	426	350
Par	4	5	3	4	4	4	4	3	5	36	4	4	3	4	4	4	4	4
Mens Handicap	5	9	11	7	3	1	17	13	15		4	12	16	10	6	8	2	18
No. Hole Played	2	2	2	2	2	2	2	2	2		46	46	46	46	46	46	46	46
Average Score	5.0	8.0	4.0	5.0	5.5	5.0	4.5	3.5	4.5	45.0	5.3	5.0	3.7	5.3	5.2	4.8	5.2	5.2
Best Score	4	6	4	5	5	5	4	3	4	41	3	4	2	4	4	3	4	3
Worst Score	6	10	4	5	6	5	5	4	5	49	8	8	6	9	7	8	8	8
Par Saves	1							1	1	3	9	3	6	6	6	3	4	5
Hole In Ones																		
Double Eagles																		
Eagles																		
Birdies									1	1	1		2			1		2
Par	1						1	1	1	4	11	17	19	11	8	17	9	9
Bogies		1	2	2	1	2	1	1		10	13	20	16	21	25	20	22	17
Double Bogies	1				1					2	16	4	7	8	10	6	13	14
Triple Bogies										3	3	2	2	3	1	1	1	3
Other		1								1	2	2		4		1	1	1
Average Putts	1.0	2.0	2.0	2.5	2.0	2.0	2.0	1.5	1.0	16.0	1.7	1.9	2.0	1.8	1.8	2.0	1.8	1.9
Chip Ins									1	1		1				1		1
One Putts	2							1		3	17	7	8	10	15	4	11	11
Two Putts		2	2	1	2	2	2	1	1	13	25	24	31	33	25	34	32	26
Three+ Putts				1						1	4	4	7	3	6	7	3	8
Ave Putts w/ GH	0.0	0.0	0.0	3.0	0.0	0.0	2.0	0.0	2.0		2.0	2.1	2.1	2.0	2.3	2.2	2.0	2.1
One Putts											1		2			1		2
Two Putts							1		1	2	2	14	13	5	2	14	5	4
Three+ Putts				1						1	1	1	3		1	4		3
Per. of Greens Hit				50			50		50	17	9	33	39	11	7	41	11	20
Number of Greens Hit				1			1		1	3	4	15	18	5	3	19	5	9

Fast Stroke Analysis Summary



The Fast Stroke Analysis report is basically the same as the Detail Fancy version of the Stroke Analysis report, but prints out in a fraction of the time. The reason it prints much faster is because it does not have any fancy lines or fonts. It prints out in the Courier New font. Not real fancy, but gets the job done.

To choose the Fast report, click on the Use Fast Report option in the Report Type box.

See sample below.

Course Statistics Report																		
Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17
Blue	301	525	100	372	309	307	331	179	495	3247	406	295	142	371	395	363	426	350
Par	4	5	3	4	4	4	4	3	5	36	4	4	3	4	4	4	4	4
Mens Handicap	5	9	11	7	3	1	17	13	15		4	12	16	10	6	0	2	10
No. Hole Played	2	2	2	2	2	2	2	2	2		46	46	46	46	46	46	46	46
Average Score	5.0	6.0	4.0	5.0	5.5	5.0	4.5	3.5	4.5	45.0	5.3	5.0	3.7	5.3	5.2	4.0	5.2	5.2
Best Score	4	6	4	5	5	5	4	3	4	41	3	4	2	4	4	3	4	3
Worst Score	6	10	4	5	6	5	5	4	5	42	8	8	6	9	7	8	8	8
Par Saves	1							1	1	3	9	3	6	6	6	3	4	5
Percentage of Scores																		
Hole In Ones																		
Double Eagles																		
Eagles																		
Birdies									50.0		2.2		4.3			2.2		4.3
Par	50.0						50.0	50.0	50.0		23.9	37.0	41.3	23.9	17.4	37.0	19.6	19.6
Bogies	50.0	100	100	50.0	100	50.0	50.0	50.0			20.3	43.5	34.0	45.7	54.3	43.5	47.0	37.0
Double Bogies	50.0			50.0							34.0	6.7	15.2	17.4	21.7	13.0	20.3	30.4
Triple Bogies											6.5	6.5	4.3	4.3	6.5	2.2	2.2	6.5
Other		50.0									4.3	4.3		6.7		2.2	2.2	2.2
Average Putts	1.0	2.0	2.0	2.5	2.0	2.0	2.0	1.5	1.0	16.0	1.7	1.9	2.0	1.0	1.0	2.0	1.0	1.9
Avg Putts w/ GH	0.0	0.0	0.0	2.0	0.0	0.0	2.0	0.0	2.0		2.0	2.1	2.1	2.0	2.3	2.2	2.0	2.1
Per. of Greens Hit				50			50		50	17	9	33	39	11	7	41	11	20
Per. of Fairways Hit	50	50				50	100		50	43	41	50		33	46	52	30	30
Total Penalties		4								4	1	0		2		4	2	

Fast Course Putting Summary



The Fast Course Putting report is basically the same as the Detail Fancy version of the Course Statistics Putting report, but prints out in a fraction of the time. The reason it prints much faster is because it does not have any fancy lines or fonts. It prints out in the Courier New font. Not real fancy, but gets the job done.

To choose the Fast report, click on the Use Fast Report option in the Report Type box.

See sample below.

Course Statistics Report																		
Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17
Blue	381	525	188	372	389	387	331	179	495	3247	406	295	142	371	395	363	426	350
Par	4	5	3	4	4	4	4	3	5	36	4	4	3	4	4	4	4	4
Mens Handicap	5	9	11	7	3	1	17	13	15		4	12	16	10	6	8	2	18
No. Hole Played	2	2	2	2	2	2	2	2	2		46	46	46	46	46	46	46	46
Average Score	5.0	8.0	4.0	5.0	5.5	5.0	4.5	3.5	4.5	48.0	5.3	5.0	3.7	5.3	5.2	4.0	5.2	5.2
Best Score	4	6	4	5	5	5	4	3	4	41	3	4	2	4	4	3	4	3
Worst Score	6	10	4	5	6	5	5	4	5	42	8	8	6	9	7	8	8	8
Par Saves	1								1	1	3	2	6	6	6	3	4	5
Average Putts	1.0	2.0	2.0	2.5	2.0	2.0	2.0	1.5	1.0	16.0	1.7	1.9	2.0	1.8	1.8	2.0	1.8	1.9
Chip Ins									1	1		1				1		1
One Putts	2							1		3	17	7	8	10	15	4	11	11
Two Putts		2	2	1	2	2	2	1	1	13	25	34	31	33	25	34	32	26
Three+ Putts				1						1	4	4	7	3	6	7	3	8
Ive Putts w/ GH	0.0	0.0	0.0	2.0	0.0	0.0	2.0	0.0	2.0		2.0	2.1	2.1	2.0	2.3	2.2	2.0	2.1
One Putts											1		2			1		2
Two Putts							1		1	2	2	14	13	5	2	14	5	4
Three+ Putts				1						1	1	1	3		1	4		3
Percentage of Putts																		
Chip Ins										50.0		2.2				2.2		2.2
One Putts	100							50.0			37.0	15.2	17.4	21.7	32.6	8.7	23.9	23.9
Two Putts		100	100	50.0	100	100	100	50.0	50.0		54.3	73.9	67.4	71.7	54.3	73.9	69.6	56.5
Three+ Putts				50.0							8.7	8.7	15.2	6.5	13.0	15.2	6.5	17.4
Per of Putts w/ GH																		
One Putts											25.0		11.1			5.3		22.2
Two Putts							100		100		50.0	93.3	72.2	100	66.7	73.7	100	44.4
Three+ Putts				100							25.0	6.7	16.7		33.3	21.1		33.3
Per. of Greens Hit				50			50		50	17	9	33	39	11	7	41	11	20
Per. of Greens Hit	50	50				50	100		50	42	47	50		33	46	53	30	30

Handicap Card Report



The Handicap Card Report prints out the Tracking Handicap Report Card information.

See example below.

[See Tracking Index Report Card](#)

[See Handicap Card Report Options for information for running this report.](#)

Handicap Card Report

Handicap Card Report

Player Name **Anew, Player**

Effective Date 09/23/1996

Scores Posted 3

Tracking Handicap Index	Tracking Low Handicap Index	Tot Differ
4.8	0.9	15
Ave Scores Used		Ave Score
76.3		81.4

Finished Tracking Index. New Index : 4.8 Low Index : 0.9

Score History - Most recent First *If used

Score	Diff	Date	Score	Diff	Date	Score	Diff	Date	Score	Diff	Date	Score	
1	82	10.5	09/20/1996	81	9.5	09/20/1996	78	6.7	09/09/1996	80	8.6	09/16/1996	90
6	81	9.5	02/16/1996	81	9.5	02/16/1996	79	7.6	02/16/1996	90	18.0	02/16/1996	72
11													
16													

1 of 1
Cancel
Close

1 of 1
Total: 1
100%

Handicap Card Report Options

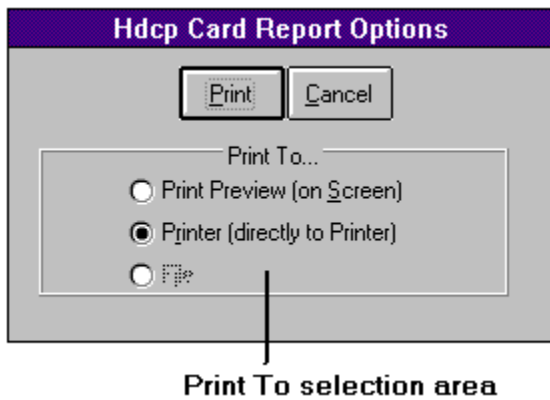


You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)



Print To selection area

Handicap Cards Report



The Handicap Cards Report prints out small cards to be cut out of the page so you can give each player their own cards.

This report runs the Compute Index for each player. If you have many players, this process could take a few minutes. You can stop the process at any time by Dbl-Clicking on the progress gauge.

See example below.

[See Handicap Cards Report Options](#)

Handicap Card Report

Handicap Card Report

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2">Player Name</td><td colspan="4">Aaaaa, Test</td></tr> <tr><td>Member No.:</td><td></td><td colspan="2">Tracking</td><td></td></tr> <tr><td>Effective Date</td><td>08/23/1996</td><td colspan="2">Hdop Index</td><td></td></tr> <tr><td>Scores Posted</td><td>8</td><td colspan="2"></td><td>15.8</td></tr> <tr><td colspan="6" style="text-align: center;">Score History - Most recent First *If used</td></tr> <tr><td>1</td><td>91</td><td>91</td><td>97</td><td>99</td><td>92</td></tr> <tr><td>6</td><td>88*</td><td>89*</td><td>89</td><td></td><td></td></tr> <tr><td>11</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>16</td><td></td><td></td><td></td><td></td><td></td></tr> </table>	Player Name		Aaaaa, Test				Member No.:		Tracking			Effective Date	08/23/1996	Hdop Index			Scores Posted	8			15.8	Score History - Most recent First *If used						1	91	91	97	99	92	6	88*	89*	89			11						16						<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2">Player Name</td><td colspan="4">Aatest, Player</td></tr> <tr><td>Member No.:</td><td></td><td colspan="2">Tr</td><td></td></tr> <tr><td>Effective Date</td><td>07/26/1996</td><td colspan="2">Hdop Index</td><td></td></tr> <tr><td>Scores Posted</td><td></td><td colspan="2"></td><td></td></tr> <tr><td colspan="6" style="text-align: center;">Score History - Most recent First *If use</td></tr> <tr><td>1</td><td>95</td><td>82</td><td>81</td><td>91</td><td></td></tr> <tr><td>6</td><td>90</td><td></td><td></td><td></td><td></td></tr> <tr><td>11</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>16</td><td></td><td></td><td></td><td></td><td></td></tr> </table>	Player Name		Aatest, Player				Member No.:		Tr			Effective Date	07/26/1996	Hdop Index			Scores Posted					Score History - Most recent First *If use						1	95	82	81	91		6	90					11						16					
Player Name		Aaaaa, Test																																																																																																					
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1 of 6
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Cancel
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Close

43 of 43
Total: 43
100%

Handicap Cards Report Options

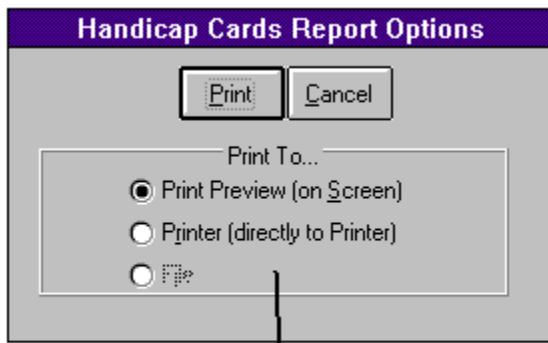


You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)



Print To selection area

League Reports



There are two league types that are available at this time:
StableFord and 2-Man Fantasy round.

Select the following for the report information on each type.

[StableFord League Printouts](#)

[2-Man Fantasy League Printouts](#)

[See Tournament Manager for more details.](#)

Multiple Team Match Report



The Multiple Team Match Report prints out the match results for the multiple player team match.

See example below.

[See Multiple Team Match Report Options for more information.](#)

Team Match Report																																																																																																																																		
Course Name: Alondra Park Golf Course																																																																																																																																		
Match Date: 09/20/1996																																																																																																																																		
Amount per Bet: \$10.00																																																																																																																																		
Team 1 Win (Lost): \$10.00																																																																																																																																		
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Multiple Team Match Report Options

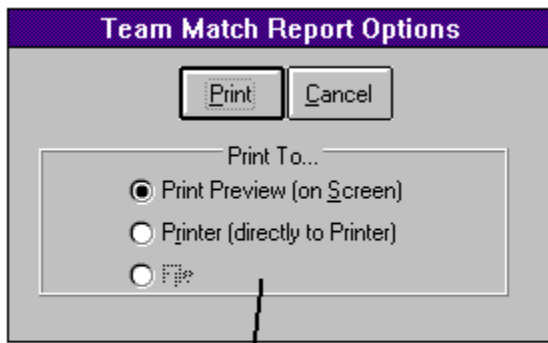


You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

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[See Print Preview](#)



Print To selection area

Player Ranking Report



The Player Ranking Report prints out the ranking of players for many different categories.

See example below.

[See Player Ranking Report Options for more information.](#)

Player Rank Report

Player Ranking Report
MagaDraw Golf Statistics
Course(s) Used: Alondra Park Golf Course

Total Score Ranking

Rank	Player Name	No. Rnd	Out Ave.	In Ave.	Total Ave.	Net Ave.	Index Ave.	Hdcp Ave.	GH %	FH %	I
1	Holder, Ken	34	39.0	42.5	78.0	70.5	10.1	10.7	32.7	46.5	J
2	Connors, Brian	3	38.3	39.7	78.0	75.0	2.8	3.0	50.0	33.3	J
3	Martinez, Jerry	31	42.0	40.5	79.0	73.0	7.2	7.6	37.2	28.6	J
4	Momi, Dean	31	40.4	39.9	80.3	73.4	6.6	6.9	43.2	37.8	J
5	Boggs, Jeff	1	40.0	41.0	81.0	76.0	4.9	5.0	55.6	0.0	J
6	Maga, Scot A.	170	40.8	41.3	81.7	72.4	8.8	9.4	33.7	41.5	J
7	Anew, Player	13	41.2	40.3	81.7	80.0	1.2	1.3	27.8	5.5	J
8	Martinez, George	36	42.5	41.5	84.5	76.5	8.5	9.1	31.0	31.5	J
9	Butte, Eric	16	43.0	44.8	85.0	72.0	13.1	14.1	22.9	34.1	J
10	Leister, Myron	98	42.3	42.5	85.1	74.0	10.8	11.4	31.1	44.3	J
11	Olsen, Ben	5	43.5	44.6	86.5	70.5	13.6	14.2	9.5	3.7	J
12	Koyama, Tim	32	42.0	43.7	87.0	74.0	14.6	15.5	24.6	41.8	J
13	George, Bob	15	44.0	44.2	87.0	77.0	19.1	20.1	27.8	11.0	J
14	Hansen, Steven J.	66	44.1	44.6	88.4	73.3	14.5	15.5	18.8	36.2	J
15	Foss, Bill	15	43.7	45.1	88.8	76.4	12.0	12.9	21.5	32.4	J
16	Wood, Ed	99	44.3	45.5	89.3	73.9	14.1	15.0	15.6	44.1	J
17	Wong, Bob	49	43.7	45.6	90.0	73.7	16.8	17.9	21.4	38.3	J
18	Edelman, Larry	6	45.2	46.2	91.3	73.7	17.9	18.7	16.7	17.8	J
19	Lopez, George	1	49.0	44.0	93.0	71.0	20.9	22.0	22.2	20.0	J
20	Aguilar, Vince	12	48.8	48.3	95.8	73.3	20.6	21.9	8.0	27.5	J
21	Chappel, Brian	5	49.8	47.8	97.6	73.6	24.0	25.6	13.3	18.7	J
22	Sarazen, David	8	48.9	49.0	97.7	73.3	23.7	25.3	6.7	27.7	J
23	Chan, Irvin	18	53.0	49.0	100.0	75.0	23.6	24.9	12.3	37.1	J
24	Blakkolb, Brian	30	50.0	48.9	101.0	78.0	22.0	23.3	13.3	36.4	J
25	Wood, Marlene	5	52.0	53.2	105.2	81.2	25.0	26.2	7.8	26.7	J
26	Reardon, Mark	1	50.0	56.0	106.0	106.0	0.0	0.0	0.0	0.0	J

1 of 1 ▶▶ Cancel 🖨 📁 Close 37 of 37 Total: 37 100%

Total Score Ave. is the report sort for this report.

Player Ranking Report Options



You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)

You can define an Analysis period along with the Play Type.

The Player Rank Selection options are shown below. You can choose any amount of selections in any one group. You can not choose selections from both groups at a time.

Player Ranking Report Options

Print To...

Print Preview (on Screen)

Printer (directly to Printer)

Player Rank Selection Options

Group 1	Group 2
<input checked="" type="checkbox"/> Total Score	<input type="checkbox"/> Pars
<input type="checkbox"/> Net Score	<input type="checkbox"/> Bogies
<input type="checkbox"/> Tracking Index	<input type="checkbox"/> Double Bogies
<input type="checkbox"/> Greens Hit	<input type="checkbox"/> Triple Bogies
<input type="checkbox"/> Fairways Hit	<input type="checkbox"/> Others
<input type="checkbox"/> Total Putts	<input type="checkbox"/> Birdies
<input type="checkbox"/> Par Saves	<input type="checkbox"/> Eagles
<input type="checkbox"/> Drive Distance	<input type="checkbox"/> Double Eagles
<input type="checkbox"/> Chip Ins	<input type="checkbox"/> Aces
<input type="checkbox"/> Sand Saves	

Analysis Period

From To

← →

← →

Play Type

All Types ↓

Print T
select
area

Analysis Period and Play type
selection

Report selection area.
You can only select items from one
group at a time. (i.e. You can not
select Total Score along with Pars, but
you can select Total Score along with
Total Putts)

Score Detail History Report



The Score Detail History Report prints out a detail history of all the scores for the player that is listed in the Player Name drop down list.

See example below.

[See Score Detail History Report Options for more information.](#)

Detail Score History Report

Score Detail History Report

Date Played: **09/20/1996** Play Type: **Practice**

Alondra Park Golf Course

Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18
Blite Yardage	381	525	188	372	389	387	331	179	495	3,247	405	295	142	371	395	363	425	350	502
Par	4	5	3	4	4	4	4	3	5	36	4	4	3	4	4	4	4	4	5
Mens Handicap	5	9	11	7	3	1	17	13	15		4	12	16	10	6	8	2	18	14
Anew, Player	4 2	5 2	5 1	4 2	5 1	4 2	5 1	4 2	5 1	41+*	4 2	5 1	4 2	5 1	4 2	5 1	4 2	5 1	4 2
Green/Fairway Hit	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
Penalties																			
Drive Distance																			
Killer Mistakes 1/2/3/4																			

Play Condition: Sunny Temperature: 80 Wind Condition: Calm Round Cost: \$ 19.00

Pars: 8 Bogeys: 8 Dbl Bogeys: 1 Trip Bogeys: Other: Aces: Birdies: 1 Eagles: Dbl Eagles: Aces: Aces:

Date Played: **09/20/1996** Play Type: **Practice**

Alondra Park Golf Course

Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18
Blite Yardage	381	525	188	372	389	387	331	179	495	3,247	405	295	142	371	395	363	425	350	502
Par	4	5	3	4	4	4	4	3	5	36	4	4	3	4	4	4	4	4	5
Mens Handicap	5	9	11	7	3	1	17	13	15		4	12	16	10	6	8	2	18	14
Anew, Player	5 1	4 2	5 2	4 1	5 2	4 2	5 1	4 2	5 1	41+*	4 1	5 2	4 2	5 1	4 1	5 2	4 1	5 2	5 1
Green/Fairway Hit	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
Penalties																			
Drive Distance																			
Killer Mistakes 1/2/3/4																			

Play Condition: Sunny Temperature: 80 Wind Condition: Calm Round Cost: \$ 19.00

Pars: 7 Bogeys: 9 Dbl Bogeys: 1 Trip Bogeys: Other: Aces: Birdies: 1 Eagles: Dbl Eagles: Aces: Aces:

Killer Mistake Definitions: #1. Tee Shots that result in a Penalty or a restricted second shot; #2. Shots within 50yds of the hole that miss the green;

1 of 7
Cancel
Close
13 of 13
Total: 13
100%

Score Detail History Report Options



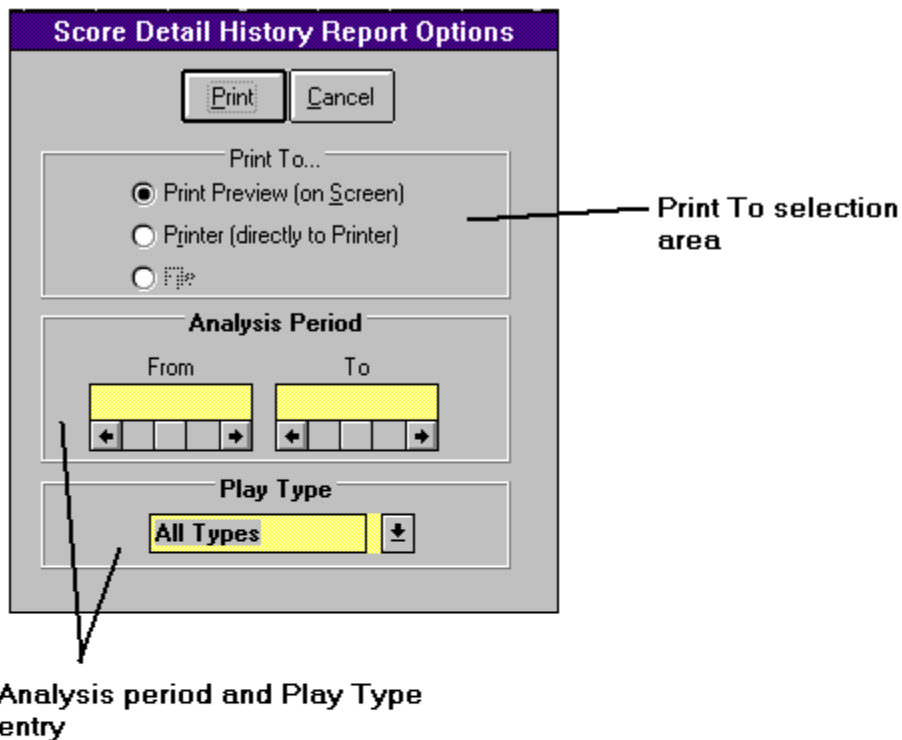
You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)

You can define an Analysis period along with the Play Type.



Score Summary History Report



The Score Summary History Report prints out a summary list of all the scores for the Player in the Player Name drop down list and the Course that is in the Course Name drop down list.

You can print out all the history for a given course by selecting "All Players" in the Player Name drop down list. You can also print out all the scores for all the players and all the courses by selecting "All Players" and "All Courses".

You can also print out all the scores for a given player by selecting the Player name in the Player Name drop down list and selecting "All Courses" in the Course Name drop down list.

See exmple below.

[See Score Summary History Report Options for more information.](#)

**Score Summary History I
for Player
Anew, Player
at Course
Alondra Park Golf Cou**

	Play Type	Date	Tees Played	Tracking Index	Scores			Putts			Greens Hit				
					Out	In	Total	Hdcp	Net	Out	In	Total	Out	In	Tc
1	Practice	09/20/1996	Blue	3.6	41	40	81	4	77	14	14	28	4	4	
2	Practice	09/20/1996	Blue	4.8	41	41	82	5	77	14	13	27	2		
3	Practice	09/09/1996	Blue	4.1	39	39	78	4	74	14	13	27	2	3	
4	Practice	08/16/1996	Blue	0.9	41	39	80	1	79	14	13	27	2	2	
5	Practice	02/17/1996	Blue	0.9	45	45	90	1	89	18	18	36	2	1	
6	Practice	02/17/1996	Blue	0.9		38	38	0.5	37.5		14	14		5	
7	Practice	02/16/1996	Blue	0.9	36	36	72	1	72	9	9	18	2	1	
8	Practice	02/16/1996	Blue		45	45	90		90	19	19	38	2	1	
9	Practice	02/16/1996	Blue		43		43		43.0	18		18	3		
10	Practice	02/16/1996	Blue		38		38		38.0	15		15	8		
11	Practice	02/16/1996	Blue		45		45		45.0	18		18	2		
12	Practice	02/16/1996	Blue		41	40	81		81	18	18	36	4	4	
13	Practice	02/16/1996	Blue		41	40	81		81	15	13	28	2	1	

Score Summary History Report Options

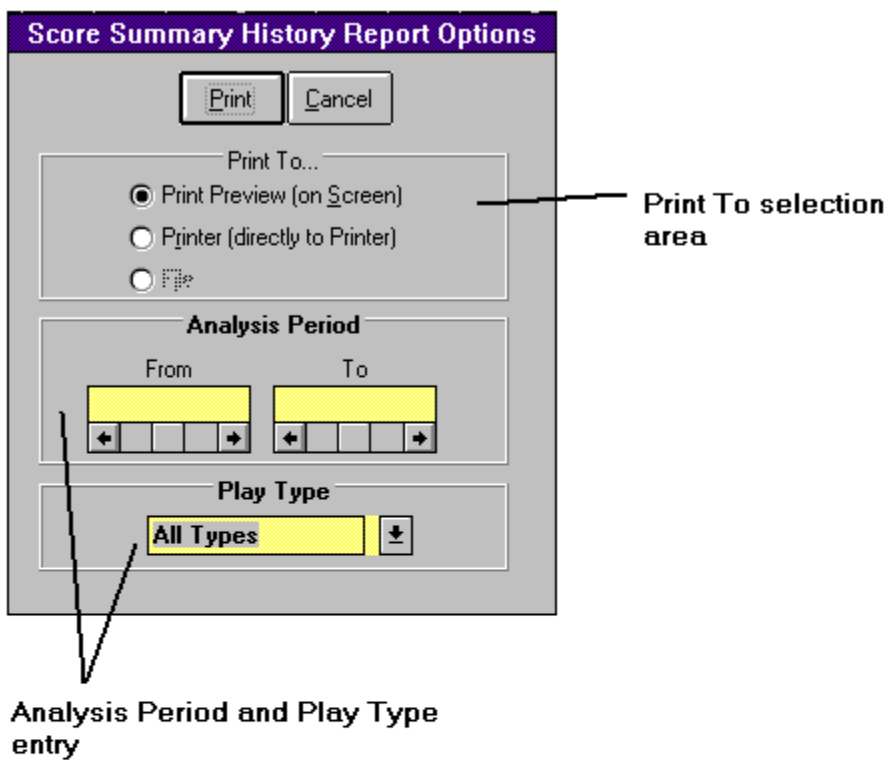


You have two selections to Print To.
You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)

You can define an Analysis period along with the Play Type.



Tracking Index Report



The Tracking Index Report prints out the Tracking Index, Low Index, and rounds played for the current month for all the players in the database.

See example below.

[See Tracking Index Report Options for more information.](#)

Player Index Report							
Handicap Index Report							
As of 09/23/1996							
Member No	Player Name	Tracking Index*	LI*	GP	Member No	Player Name	Tracking Index*
56-2881	Baez, Ramon Jr.	19.1			34-8185	Jones, Bill	9.6
30-8133	Bailey, Bryce	19.4	17.0		86-2994	Jones, Marilyn	30.8
52-6723	Barreto, Tony	13.3	13.3	1	47-5914	Kaldenbach, Ray	17.5
34-1885	Benedict, R.L.	18.8	23.7		34-8187	Kem, John	2.8
56-2619	Benson, Vern	26.1	24.7		72-0757	King, Howard	6.7
52-8991	Brooks, Waldo	19.6			64-5412	Komoda, Jeff	NI
34-1896	Butte, Eric	12.0	11.4	10	78-3880	Koyama, Tim	11.8
41-3597	Carmichael, Dick	NI			88-4650	Leister, Myron	7.9
66-2115	Chan, Irvin	23.4	21.3	18	34-1984	Lopez, George	20.4
34-8173	Chapman, Dick	21.2	20.7		70-6736	Lou, Sam	18.3
64-9967	Chappel, Brian	15.8	15.4		52-8993	Lush, Dave	14.4
56-2621	Connors, Brian	3.2	3.2		27-4925	Maga, Scott A.	6.6
34-8175	Connors, Fran	11.3	11.3	1	45-6128	Martinez, George	9.0
33-7967	Cook, Frank	13.6	12.5		44-8619	Martinez, Jerry	6.9
74-7571	Davis, Arthur	9.5	9.7		26-6444	Momi, Dean	6.4
34-1920	Dix, George	28.4	27.5		23-6497	Momi, Sergio	8.4
48-4899	Elsberry, Tom	22.9	21.9		34-8191	Morris, Jeffrey A.	20.4
11-0529	Foss, Bill	12.6	9.1	3	13-8164	O Connor, Jack	36.3
60-0403	Graves, Thomas	13.6			79-2119	O Marah, Ray	22.1
22-6407	Gray, Warren	22.7			30-3820	O Neil, Brian	12.2
27-1523	Haney, James	24.3			30-3821	O Neil, Julie	28.2
58-5453	Hansen, Martin G.	15.9	13.7		30-2822	O Neil, Tim	17.2
27-4777	Hansen, Steven J.	13.4	12.7	1	71-3618	Olsen, Ben	12.7
43-1102	Heckrotte, Charlie	9.2	8.4	9	34-8193	Oppenlander, Chuck	22.6
44-4693	Herodes, Frank	14.9	12.0		25-8219	Osmun, Elmer	19.8
67-6560	Heuer, Don	14.1	14.1		82-5445	Patag, David	13.5
64-5602	Hill, Al	13.7			82-7205	Paulsen, Bill S.	12.6

Tracking Index Report Options

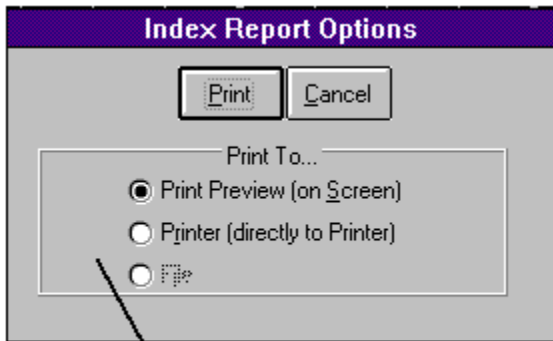


You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)



Print To selection area

Tournament Score Card Report



The Tournament Score Card Report prints out score cards with the names and handicaps of the tournament players along with the strokes for each hole marked.

You access this report through the Foursome Generator. From the Tournaments manager, select Edit | Foursome Generator from the menu.

See sample below.

[See Foursome Generator](#)

[See Tournament Score Card Report Options for more information.](#)

Tournament Score Card Report Options Options

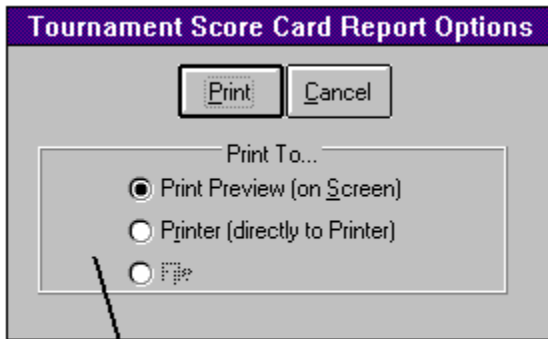


You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)



Print To selection area

Tournament Tee Time Report



The Tournament Tee Time Report prints out the tee times along with the names and handicaps of the tournament players.

You access this report through the Foursome Generator. From the Tournaments manager, select Edit | Foursome Generator from the menu.

See sample below.

[See Foursome Generator](#)

[See Tournament Tee Time Report Options for more information.](#)

Tournament Tee Times

Tee Time	Player Name	Hdcp	Player Name	Hdcp	Player Name	Hdcp
08:00	Payne, Tom		Momi, Dean	6	Connors, Fran	7
08:07	Maga, Scot A.	8	Momi, Sergio	8	Salmon, Scott	8
08:14	Davis, Arthur	11	Jones, Bill	11	Suelflow, Gery	12
08:21	Hansen, Steven J.	13	Puente, Chris	14	Hansen, Martin G.	15
08:28	Kaldenbach, Ray	17	Tye, Dick	17	Winser, Greg	17
08:35	Lou, Sam	18	Bailey, Bryce	19	Osmun, Elmer	19
08:42	Chapman, Dick	21	Lopez, George	21	Oppenlander, Chuck	22
08:49	Benedict, R.L.	24	Humphrey, Lewis H.	24	Benson, Vem	26
08:56	Dix, George	28	Winser, Patrick	29	Hyde, Charlie	30
09:03	Yoshii, Larry	31	Jones, Marilyn	33		



1 of 1



Cancel



Close

38 of 38

Total: 38

100%

Tournament Tee Time Report Options

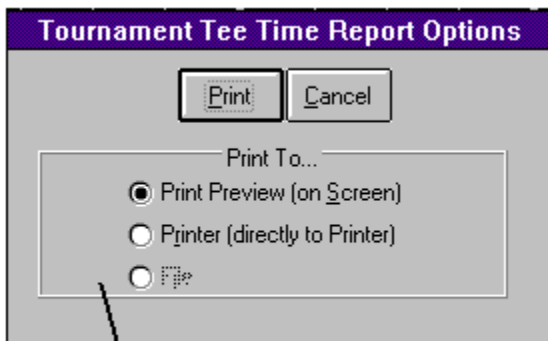


You have two selections to Print To.

You can Print Preview the report on the screen or you can Print directly to the printer.

If you select Print Preview, you can print from within the preview mode.

[See Print Preview](#)



Print To selection area

Menu Structure



[Main Menu Structure](#)

[Player Database Menu Structure](#)

[Course Database Menu Structure](#)

[Score Master Menu Structure](#)

[Score Detail Menu Structure](#)

[Course Stats Menu Structure](#)

[Player Stats Menu Structure](#)

[Drive Distance Stats Menu Structure](#)

[Killer Mistake Stats Menu Structure](#)

[Match Menu Structure](#)

[Stableford Menu Structure](#)

Main Menu Structure



File

- [Compute Index F12](#)
- [View Handicap Index Card Ctrl-V](#)
- [Exit Ctrl-X](#)

Edit

- [Players F2](#)
- [Courses F3](#)
- [Scores F4](#)
- [Fast Scores F5](#)

Statistics

- [Course F6](#)
- [Player F7](#)
- [Drive Distance F8](#)
- [Killer Mistakes F9](#)

Matches

- [League Manager F11](#)
- [Tournament Manager Ctrl-F11](#)
- [Player Matches Ctrl-L](#)
- [Team Matches Ctrl-T](#)
- [Stableford Matches Ctrl-S](#)
- [Multiple Player Team Matches Ctrl-P](#)

Print

Course

- [Course List](#)
- [Blank Score Card](#)
- [Course Handicap Report](#)

Score History

- [Score Summary Report](#)
- [Score Detail Report](#)

Player Reports

- [Detail Player List](#)
- [Summary Player List](#)
- [Player Ranking Report](#)
- [Tracking Index Report](#)
- [Handicap Cards Report](#)
- [Handicap Report](#)

Options

- [Index Computation Options Ctrl-I](#)
- [Measurement Options Ctrl-M](#)
- [Equitable Stroke Control Ctrl-E](#)

Utilities

- [Convert 2.1 Databases to 3.0](#)
- [Repair Database Ctrl-R](#)
- [Compact Database](#)
- [Update Player Record Ctrl-U](#)
- [Update All Player Records](#)
- [Update All Handicaps](#)
- [Update Par Saves](#)

Graphs

- [Score Graph Shift-F1](#)
- [Freq Graph Shift-F2](#)
- [Stats Graph Shift-F3](#)
- [Handicap Trend Graph Shift-F4](#)
- [Drive Distance Graph Shift-F5](#)
- [Par 3,4, & 5 Graph Shift-F6](#)
- [Hole-by-Hole Graph Shift-F7](#)

Help

- [Contents](#)
- [Search Ctrl-F1](#)
- [About Ctrl-A](#)
- [Ordering Information Ctrl-O](#)

Exit (Short-cut key Ctrl-X)



Exits the program.

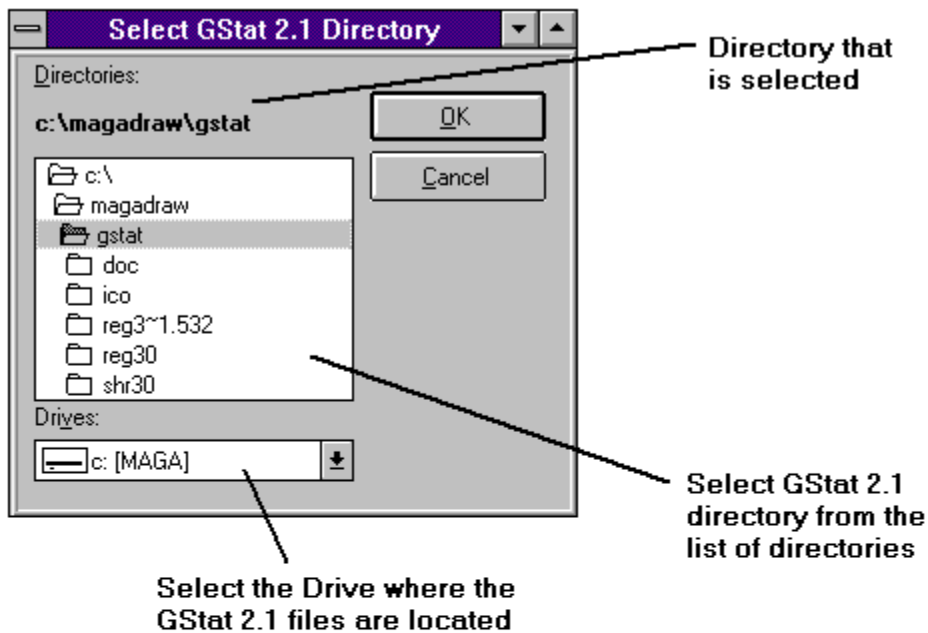
Convert 2.1 Databases to 3.0



If you have data in GStat 2.1 you need to convert it to the new format for Version 3.0.

Select Utilities | Convert 2.1 Databases to 3.0 from the main menu. You will see the Select GStat 2.1 Directory dialog.

Select the directory where you installed GStat 2.1 then click the Ok button.



Score Master Menu Structure



File

[New F2](#)

[Save F3](#)

[Cancel Esc](#)

[Score Details F4](#)

[Delete Shift-Del](#)

[View Handicap Index Card Ctrl-V](#)

[Search Ctrl-S](#)

Records

[First Record F5](#)

[Next Record F7](#)

[Previous Record F6](#)

[Last Record F8](#)

Print

[Print Detail Score Card Ctrl-P](#)

[Print Score Card Ctrl-S](#)

[Print Blank Score Card Ctrl-B](#)

Options

[Index Computation Options Ctrl-I](#)

[Measurement Options Ctrl-M](#)

[Equitable Stroke Control Ctrl-E](#)

Utilities

[Change Score Date Ctrl-H](#)

Help

[Contents](#)

[Search Ctrl-F1](#)

[About Ctrl-A](#)

New Score (Short-cut key F2)



Before you add a new score you must fill in the Date field and all the playing conditions and play type fields. The only field that is required is the Date field. After entering the date that score was posted press the New Button or press F2 or select File | New from the menu.

You will be taken to the Score Detail window.

[Entering in your Score](#)

Score Details (Short-cut key F4)



Displays the score details and allows editing or inputting of data for the score database.

[See Adding a New Score](#)

Delete (Shift-Del)



This will delete the current record from the database.

Remember that if you delete a record from the database, you will not be able to retrieve the information.

Search for Score (Short-cut key Ctrl-R)



If you want to search for a particular score, input the player name, the course name and the date the score was played and press the Search Button or press Ctrl-S or select File | Search from the menu.

You can always look in the score list at the bottom of the screen to look for a particular score if you are not sure what the date was.

Print Detail Score Card (Short-cut key Ctrl-S)



If you want to print the detail score card to the printer, press the Print Detail Score Button or press the F12 key or select Print Detail Score Card from the menu.

This will bring up the score card on screen. You may print the card by pressing the Printer Icon.

Print Score Card (Short-cut key Ctrl-P)



If you want to print the score card to the printer, click the Print Score button or press Ctrl-P key or select File | Print Score Card from the menu.

This will bring up the score card on screen. You may print the card by pressing the Printer Icon.

Match Date



The Match list will be filled with all the dates for scores in the program for the player, in the Player Name drop down list and the course in the Course Name drop down list.

Select the date from the list or type it directly into the Match Date field.

[See Player Matches](#)

Change Score Date



This changes a Score record's date to a different date. If you enter a score with the wrong date, you can use this utility to edit the Score Date and enter in the correct date.

Enter in the correct date and click the Ok button.

Score Detail Menu Structure



File

[New Score F2](#)

[Save F3](#)

[Cancel Esc](#)

[Return To Score Master F4](#)

[Delete Shift-Del](#)

[View Handicap Index Card Ctrl-V](#)

Edit

[Killer Mistakes Window Ctrl-K](#)

[Drive Distance Ctrl-Y](#)

[Score Date Ctrl-D](#)

[Play Type Ctrl-L](#)

[Playing Condition Ctrl-C](#)

[Wind Condition Ctrl-W](#)

[Temperature Ctrl-U](#)

[Round Cost Ctrl-R](#)

[Holes Played Ctrl-O](#)

[Tees Played Ctrl-T](#)

[Player Index Ctrl-N](#)

Records

[First Record F5](#)

[Previous Record F6](#)

[Next Record F7](#)

[Last Record F8](#)

Print

[Print Detail Score Card Ctrl-P](#)

[Print Score Card Ctrl-S](#)

[Print Blank Score Card Ctrl-B](#)

Options

[Index Computation Options Ctrl-I](#)

[Measurement Options Ctrl-M](#)

[Equitable Stroke Control Ctrl-E](#)

Utilities

[Change Score Date Ctrl-H](#)

Help

[Contents](#)

[Search Ctrl-F1](#)

About Ctrl-A

Return To Score Master (Short-cut key F4)



If you wish to return to the Score Master window, press the Return Button or press F3 or select File | Return To Score Master from the menu.

This will return you to the Score Master Window.

Change Play Type



Select from the list of Play Types that best fits the round of golf that was played.

If you type in a new Play Type, the program will save it for future use.

Change Play Condition



Select from the list of Play Conditions a weather condition that best fits the round that was played.

You can enter a new condition into the list. If you do so, the program will save the new condition to be used in the future.

Change Wind Condition



To change the Wind condition select the conditions that best fits the condition of the wind during the round of golf.

Change Temperature



To change the Temperature, just type in the new temperature or click on the arrows to move the temperature up or down on degree.

Change Round Cost



To change the round cost, just type in a valid number.

Match Menu Structure



File

Update F4

Cancel Esc

Print F9

Help

Contents

Search Ctrl-F1

About Ctrl-A

Stableford Menu Structure



File

Update F4

Cancel Esc

Print Ctrl-P

Help

Contents

Search Shift-F1

About Ctrl-A

Printing a StableFord Match



To print the StableFord Match:

Click the Print button or press Ctrl-P or select File | Print from the menu.

Select a Print Choice and a Print To options from the Print Dialog and click the Print button.

If you want to print all the matches for this date, then click the All the Matches for this Date check box. If you only want to print the results for the one player, click the Print Only This Player check box. If you want to print all the matches for this player then click the Print All Matches for this Player check box.

Additional Points Dialog



The Additional Points Dialog is used for adding points to a player for a particular week in a league.

For example, if you have a player that gets Closest to The Pin (CTP) then you would double click on his name in the Period Window and bring up the Additional Points dialog. Then click on the CTP check box and click the OK button. This will add the points to the player along with giving him/her the additional money (if set up that way).

If you don't want to change the players points, click on the Cancel button or press Escape.

[League Manager](#)

Choosing Players for a Tournament



To choose players for a Tournament you can do one of three things.

1. You can Dbl-Click on the Players Name in the Player List
2. You can use all the players by selecting File | Use All Players or press F11.
3. You can use all players that have a tournament score for the Tournament Date and Course Name.

Compute Tournament Flights



The Compute Flights option re-computes the automatic flight information.

Course Address



The Course Address is where you enter the address of the course. Enter the street address, city, zip code and country.

Course Handicaps



Course handicaps shows the toughness of the holes. The toughest hole on the course is the #1 handicap hole where the easiest hole is the #18 handicap hole.

The front nine of the course is made up of only the odd numbers (i.e. 1, 3, 5, 7) where the back nine uses the even numbers (i.e. 2, 4, 6, 8). So the hardest hole on the back nine would be the #2 handicap hole.

When you enter in the handicaps, you must press the Tab key to advance the cursor to the next hole.

The program will check the handicap entries by adding them together and making sure that they total 171 (the total of $1 + 2 + 3 + \dots + 18$). If the handicaps do not add up to 171 you will receive an error indicating that the handicaps are not correct. Please re-enter them. Check and make sure you did not duplicate a number when entering the handicaps or that you did not miss entering a hole.

Course Hole Measurement



The measurement of the hole is not really used in the program but it is nice to see when you look at the score card.

When you enter in the measurement, the program will automatically advance the cursor to the next hole when you enter in a number greater than 100. If you have a hole measurement that is less than 100, you will have to press Tab to advance the cursor to the next hole.

When you enter in the measurements, the program will also automatically enter in the par for that hole. You can change the minimum values for this from the Main menu item Options | Measurement Options from the main window.

[Measurement Options](#)

Course Name



The Course Name List is where all the course names are stored.

The list is used throughout the program. You can change the Course Name at any time and whatever window you are in, the data will change accordingly.

You can click on the drop down arrow and scroll through the names using the scroll bars, or for fast finding a name, press the first letter of the course name and you will be brought to the first course in the list that starts with that letter.

[See Adding a New Course](#)

Course Pars



The course pars are computed automatically by the measurement that is entered for the hole. You can override any of the calculations by just going to the hole and changing the value.

You can also change the way the program figures the par by going into the Measurement Options from the main menu.

[Measurement Options](#)

Course Phone Number



The Course Phone Number is where you would enter the phone number to reach the course.

ESC Beginning Value



This is the beginning value of the range of Course Handicaps.

Enter an integer value between 1 and 40.

ESC Ending Value



ESC Ending Value for Course Handicap.

Enter in an integer value between 1 and 40. It must be greater or equal to the beginning value.

[ESC Beginning Value](#)

ESC Maximum Number on any Hole



The ESC Maximum number on any hole represents the maximum score a player can take on any given hole.

If the maximum is 7, then a player can not take anything greater than a seven to determine his adjusted score.

[\(See Adjusted Gross Score\)](#)

Temporay Tracking Index Entry



The Temporary Index Entry dialog is used to override the current Tracking Index shown when entering in the score. This override will only be in effect for the current score you are entering.

Type in the Temporary Tracking Index in the field provided and click the OK button. If you do not want to change the Tracking Index for this score entry, click on the Cancel button or press the Escape key.

This dialog opens in result of double-clicking on a "Hot Field" in the Score Detail window. The "Hot Fields" are represented by fields that have light blue backgrounds.

[Score Detail Hot Fields](#)

[Override Index](#)

[Tracking Index Definition](#)

Temporary Tracking Index



Enter in the Temporary Tracking Index for use on this score only and click the OK button.

League Best Number of Rounds



The Use Best # of Rounds tells the program that you will only use a specific number of rounds for ranking the players.

If you play ten rounds in a given period, you might only want to take the best six rounds. This gives the players an opportunity to miss some rounds and not be penalized.

Enter a number that is less than or equal to the number of rounds in a given period. Make sure that the number does not exceed any of the number of rounds in all the periods.

[See League Manager for more details.](#)

League Club Contribution



The League Club Contribution is the amount of money that the club will contribute to the prize fund.

[See Tournament Manager for more details.](#)

League Description



The League Description is where you define the name of the league.

You can name the league anything you want.

To retrieve a league you have already defined, select the league description from the drop down list.

[See Tournament Manager for more details.](#)

League Dues



The League Dues are the dues for each player to enter into the league. This is usually used to pay expenses and prize funds for the league.

[See Tournament Manager for more details.](#)

League Format



The League format is where you select the format for the league.

As of this version, there are only two formats available: StableFord and 2-Man Fantasy Round.

[See StableFord League Setup](#)

[See 2-Man Fantasy Round Setup](#)

[See Tournament Manager for more details.](#)

League Interval Type



The League Interval Type is where you define the type of interval you are going to use. There is only one choice as of this edition. You can only choose Weekly.

If you have a different criteria, please let me know and I can modify the program for you.

[See Technical Support for contact purposes.](#)

[See Tournament Manager for more details.](#)

League Money Definitions



The League Money Definitions is where you define the money that will be won during the league.

Enter in the amount for each category.

When you enter in the amount in the \$\$\$ Amount row, the period amounts are automatically filled in with the same amount.

The Championship amounts do not get updated automatically.

When you click the Update button, you will see the Totals updated.
Remember not to go over the Total Amount of Money Available.

[See Tournament Manager for more details.](#)

League Number of Periods



The League Number of Periods is where you define the number of play periods for the league.

You can have up to four different periods.

Enter a number between 1 and 4.

[See Tournament Manager for more details.](#)

League Period Start and Stop Dates



The League Period Start and Stop dates are the actual dates that your league periods span.

Enter in a valid date for both the start and stop dates for each period you wish to define. The number of periods you define is in the No. of Periods.

[See League Number of Periods](#)

[See Tournament Manager for more details.](#)

League Play Interval



The League Play Interval is the number of times you play the league matches for each Interval Type.

[See League Interval Type](#)

If you play the league matches once a week, then you would enter "1".

[See Tournament Manager for more details.](#)

League Player List



To choose a player for the league, Dbl-Click on the players name in the list.

This will remove the player name from the player list and move it to the League Player list.

[Remove a League Player](#)

[See Tournament Manager for more details.](#)

Remove a League Player



To remove a league player, Dbl-Click on the player name in the League Player list to remove it from the league setup. The player name will be removed from the League Player list and be put back into the Player list.

League Players List



The League Player List is the list of players that you have selected for the league.

[See Remove a League Player if you want to remove a player.](#)

[See Tournament Manager for more details.](#)

League Point Definitions



The League Point Definitions is where you define the points that a player receives.

You can define seven different type:

- 1st Place
- 2nd Place
- 3rd Place
- Net Score
- Gross Score
- Points
- CTP (Closest to The Pin)

Enter in the number of points that the player wins.

This is used in the StableFord League setup.

[See StableFord League Setup](#)

[See Tournament Manager for more details.](#)

Multiple Course Tournament



Check the Multiple Course Tournament check box if you have two courses played for the tournament.

If you check this option, you must choose a course name from the Secondary Course Name drop down list (directly underneath the Multiple Courses check box)

Multiple Day Tournament



Check the Multiple Day Tournament check box when you have a tournament that has more than one day.

If you have a Multiple day tournament you need to fill in the Tournament Last Date (next the the Tournament Date field).

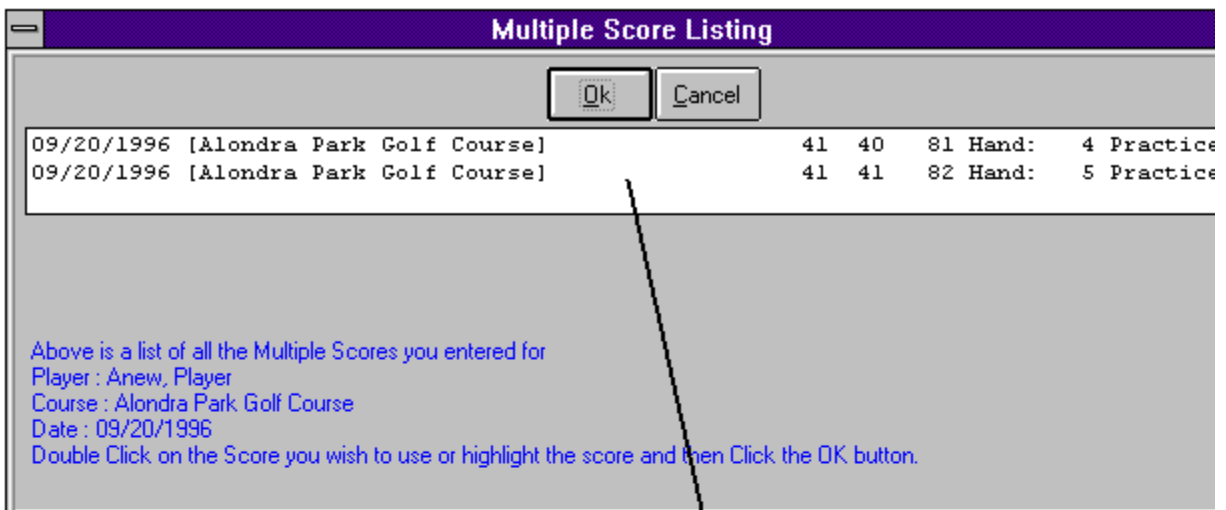
Multiple Score Listing Dialog



The Multiple Score Listing Dialog will appear if you have more than one score per Course and Date (see example below).

To select a Score record from the list you can either
Dbl-Click on the Score record or
Highlight the Score record and click the Ok button.

Click the Cancel button to exit the dialog and do nothing.



**Dbl-Click to select Score record
or
Highlight the score and click the Ok button**

Net and Gross Match Type



You can choose between Net score and Gross score for computing the match.

Click on the Net or Gross type buttons.

[See Player Matches](#)

[See Team Matches](#)

[See StableFord Matches](#)

New Player (Short-cut key F2)



To add a new player into the database press the New Button or press F2 or select File | New from the menu. Now you must first type the name of the player into the Player Name field. If you are going to have many players, it is a good idea to enter the last name first because the list is sorted alphabetically.

After you enter the Player Name, press the Tab key to move to the Index field. If you do not have a current index, leave this field and the Low Index field blank. Proceed on to the other fields and enter in the pertinent information.

After you have finished entering all the information you must save the record by pressing the F3 key or selecting File | Save from the menu.

NOTE: All the fields on this window are optional except the Player Name field.

Place Percent Entries



The Place Percent Entries are used to tell the program what percent of the total prize fund goes the winners. You can pay out as many as 10 places.

Enter the numbers as whole numbers between 1 and 100.

Play Condition Entry



The Play Condition Entry dialog is used to change the play condition of the round you are entering.

You can either type in a Play Condition or select on by bringing up the drop down list of conditions.

If you type in a New Play Condition, it will save it for the next time you want to use that condition.

This dialog opens in result of double-clicking on a "Hot Field" in the Score Detail window. The "Hot Fields" are represented by fields that have light blue backgrounds.

[Change Play Condition](#)

[See Score Database](#)

Play Type Entry



The Play Type Entry dialog is used to change the play type for the round. You can either select an existing Play Type from the drop down list or type in a new play type.

Click the OK button after selecting or entering a Play Type.

This dialog opens in result of double-clicking on a "Hot Field" in the Score Detail window. The "Hot Fields" are represented by fields that have light blue backgrounds.

[Change Play Type](#)

[See Score Database](#)

Player List Report



The Player List report will list all the players in the database with the following information; Player Name, Home Phone, Business Phone, Index, and Low Index.

Player Name



The Player Name drop down list, lists all the players (or golfers) that you have entered into the database.

The list is used throughout the program. You can change the Player Name at any time and whatever window you are in, the data will change accordingly.

You can click on the drop down arrow and scroll through the names using the scroll bars, or for fast finding a name, press the first letter of the last name and you will be brought to the first name in the list that starts with that letter.

[See Adding a New Player](#)

[See Player Database](#)

Player Selection Lists



Select the players name from the list that is participating in the match.

[See Player Matches](#)

Player Substitution



To select a substitute player for the league, Dbl-Click on the player name from the player list or highlight the player name and click the Ok button.

Print Match Dialog



This dialog is used in printing the matches. You can print the current match that you just entered or all the matches for a particular date range that you enter in the From and To boxes of the Match Date Range frame.

You can choose to print a preview onto the screen or directly to the printer. If you choose to do a print preview, you can also print from there.

One nice thing about the print preview option is that you can also extract the report to many different types of files.

[See Print Preview](#)

Click on the Ok button to print the report.

Round Cost Entry



The Round Cost Entry dialog is used to change the cost of the round of golf. You can enter the price of the Green Fee or add in the amount of money you lost betting during the match.

The default amount for this field is defined from the Course Information window.

[Changing Round Cost](#)

[See Course Information Window](#)

[See Score Database](#)

Score Date



Enter the date the round of golf was played.

You can either enter it directly in the field using the keyboard (the format is whatever you have your Windows International Date format set to, look above the field to see the format) or use the slider to move the date forward or backward. If you click on the slider bar, the date will move forward or backward seven (7) days. If you click on either arrow, the date will move one day forward or backward depending on which button you click.

[See Score Date Entry](#)

[See Changing Date with Slider Bars](#)

[See Score Database](#)

Score Date Entry



The Score Date Entry dialog is used to change the date in the Score Detail window.

This dialog opens in result of double-clicking on a "Hot Field" in the Score Detail window. The "Hot Fields" are represented by fields that have light blue backgrounds.

[Score Detail Hot Fields](#)

[Changing Score Date](#)

Score List Report



The Score List report shows a list of a player scores.

There are three different reports depending on whether or not there is information in the Player Name and Course Name fields.

If there is a player name in the Player Name field, the report will list all the scores for that player.

If there is a player name and a course name, the report will list all the scores for that player and course.

If there is a course name in the Course Name field and no player name, the report will list all the scores for that course name.

Secondary Course Name List



The Secondary Course Name drop down list is used when you have a Multiple Course tournament.

[See Multiple Course Tournament](#)

Select the Course from the drop down list.

This field is visible only when you have checked the Multiple Courses check box.

Show Net Scores



You can view the Net scores for the players by clicking on the Show Net Scores check box.

[See Player Matches](#)

[See Team Matches](#)

[See StableFord Matches](#)

Sorting the Player List



You can sort the Player List three different ways:

1. by Member Number (Short-cut key F5)
2. by Player Name (Short-cut key F6)
3. by Handicap (Short-cut key F7)

You can change the sort of the list by either pressing any of the short-cut keys or by selecting the Sort menu and selecting the sort you wish to use.

Stroke Analysis Report



The Stroke Analysis Report lists the following statistics for each hole of a particular course:

- Number Hole has been played

- Average Score
- Best Score
- Worst Score

- Number of Par Saves

- Percentage of Hole In Ones
- Percentage of Double Eagles
- Percentage of Eagles
- Percentage of Birdies
- Percentage of Pars
- Percentage of Bogies
- Percentage of Double Bogies
- Percentage of Triple Bogies
- Percentage of Other (Scores worse than a triple bogie)

- Average Putts
- Average Putts when Green Hit in regulation

- Percentage of Greens Hit in regulation
- Percentage of Fairways Hit on your Drive
- Number of Penalties
- Total Sand Saves

See sample below

[See Course Stats Report Options for more information to run this report.](#)
[See Fast Course Statistics Report](#)

Temperature Entry



The Temperature Entry dialog is used to change the Temperature of the weather during the round of golf.

[Change Temperature](#)

[See Score Database](#)

Tournament Date



The Tournament Date is the date that the tournament is going to be played on.

If you have a Multiple Day Tournament, then you will enter in the last date of the last day of the tournament in the Tournament Last Date field.

[See Date Slider Bars for changing date.](#)

[See Tournament Manager for more details.](#)

Tournament Flight Calculation



The Tournament Flight Calculation options are used to calculate the tournament flights.

You can choose Automatic Flight Calculation and have the program figure out the Low and High handicap range for each flight. Or you can choose to Manually set up the Low and High handicap ranges for each flight.

Select the option you wish to use.

[See Tournament Manager for more details.](#)

Tournament Flight Definition Table



The Flight Definition Table is used to define the Low and High handicap ranges for each flight.

If you choose Manual Flight Calculation then you must enter the Low and High for each flight.

[See Tournament Manager for more details.](#)

Tournament Name



The Tournament Name is where you define the name of the tournament you are creating.

You can view a saved tournament by selecting the name of the tournament in the drop down list.

[See Tournament Manager for more details.](#)

Tournament Number of Flights



The Number of Flights designates the number of groups of similar handicaps.

You can have up to five (5) flights.

Enter in a number between 1 and 5.

[See Tournament Flight Calculation](#)

[See Tournament Manager for more details.](#)

Tournament Percent of Field to Pay



The Percent of Field to Pay is used to tell the program what percent of the total number of players are to be paid.

Enter in a whole number between 1 and 100.

[See Place Percent Entries](#)

[See Tournament Manager for more details.](#)

Tournament Prize Fund



The Tournament Prize Fund is the amount of money in the prize fund.

You can use the Prize Fund Calculator to calculate the fund AFTER you choose your players for the tournament.

[See Prize Fund Calculator](#)

[See Choosing Players for a Tournament](#)

[See Tournament Manager for more details.](#)

Tournament Type



The Tournament Type is the type of the tournament format.

You can select one of the following types:

- Net Score
- Gross Score
- StableFord Points
- Net Skins
- Gross Skins

[See Tournament Manager for more details.](#)

Tracking Index



A Tracking Index is the USGA's mark that indicates a number that represents the potential ability of a player on a course of standard playing difficulty. It is expressed as a number taken to one decimal place, and is used for conversion to a Course Handicap.

[See Course Handicap](#)

[See USGA Handicap Formula](#)

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Update StableFord



To Update a StableFord Match, click the Update button or press Ctrl-U or select File | Update from the menu.

This will update the StableFord match results.

Wind Entry



The Wind Entry dialog is used to change the Wind condition of the round of golf.

[Change Wind Condition](#)

[See Score Database](#)

