



LEAGUES 2022

Welcome to the leagues 2022.

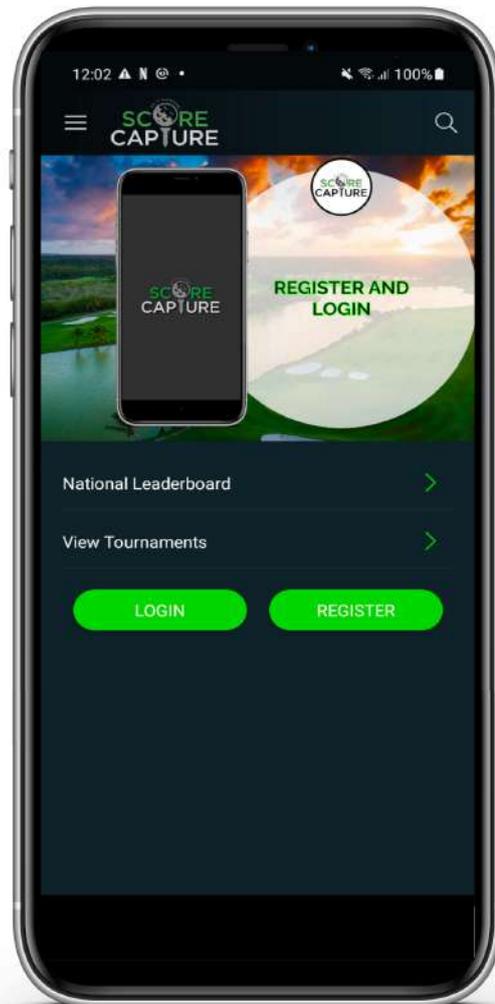
There is some important information to consider in this years league, so please give this a quick read.

CGGU has had many queries about players not entering their scores correctly after their league games, so have encouraged everyone to score live on the App, or to hand in a scorecard to the Pro Shop after the round.

Many teams have moved across to scoring their games live and continue to encourage that. We would like to bring some important matters relating to the App to your attention.

As you may know, we released an update App into the Google Play Store and Apple App Store at the end of October last year.

Please ensure your App is updated by going to your relevant App store and updating. If you are not seeing this LANDING SCREEN below when you open the App, then please delete your current App and re-install from the App store.



The biggest change relating to the App, is that we have incorporated the HANDICAP ALLOWANCE now in the handicap leagues.

As if golf isn't already complicated enough, you now need to keep track of your game taking multiple handicaps into account.

COURSE HANDICAP: Your handicap index and relative tee info are applied here.

PLAYERS HANDICAP: $\text{The COURSE HANDICAP} * \text{HANDICAP ALLOWANCE}$

LEAGUE MATCHPLAY HANDICAP: If the league is a DROP TO ZERO handicap, then the player with the lowest PLAYERS HANDICAP goes to scratch and the others are adjusted downwards (or upwards if the lowest is a plus handicap) accordingly.

ADJUSTED GROSS: Your adjusted gross entered into the HNA/GOLF RSA system needs to be calculated using your COURSE HANDICAP (ie no handicap allowance applied).

So the way we have dealt with this is as follows. Assuming there is a league game today and that you are part of the team playing.

Once you have logged in you will find that your league game will be brought up on the landing page.



Tap START on this will take you through to your FOURBALL SETUP screen.



The ScoreCapture system is linked to HNA/GOLF RSA and checks the following on a daily basis:

- COURSE INFO (pars, strokes, course ratings, slope ratings for all tees)
- HANDICAP INDEX (all players handicap indexes are updated daily)

Please check that the correct tee has been chosen for all the players. ScoreCapture will default to the most used members tees. Please ensure that you have the correct COURSE HANDICAPS here. Even though the calculation is done for you, it is prudent for you to check against the HNA/GOLF RSA sheet at the Club – **the onus is on the player to ensure that this is correct.**

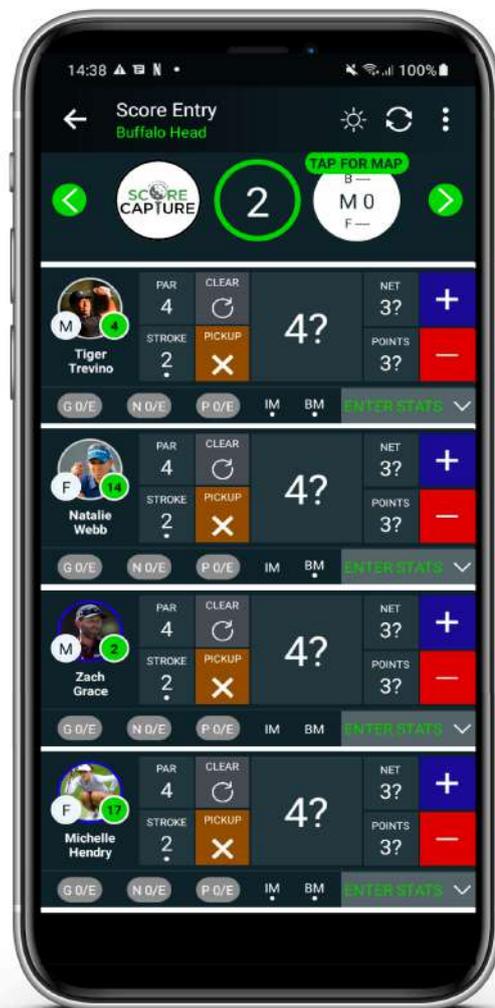
If for whatever reason there is a difference, the course handicap in the GREEN CIRCLE can be adjusted accordingly, by tapping on it and selecting the correct course handicap.

**IMPORTANT: DO NOT ADJUST FOR THE HANDICAP ALLOWANCE HERE
– WE DO THIS ON THE LEADERBOARDS**

There are also a number of other things you can change on this screen. By tapping on the start time and start hole, you can update them to the correct values if necessary.

If the system has got the incorrect gender for a player, this can also be updated by tapping on the EDIT PROFILE icon of that player. Change the gender and SAVE. The gender, tee and course handicap will be updated.

Once all is correct and confirmed, you can START scoring your game.



All 4 players are shown on the SCORE ENTRY screen. You will see that the handicap in the green circle is the 100% COURSE HANDICAP of the player – this is correct even if there is a handicap allowance. The ADJUSTED GROSS is calculated using that course handicap. To enter a score for each player, just tap on the + or – buttons next to the player.

The par and the stroke on the hole are shown. If a player strokes on the hole taking their course handicap into account, a dot will appear under the stroke.

The IM (Individual Matchplay) and BM (Betterball Matchplay) indicators show each player how many shots they get on that hole according to the MATCHPLAY setup.

If a player did not finish the hole, just tap the PICKUP button and the correct NET DOUBLE score will be allocated to the player.

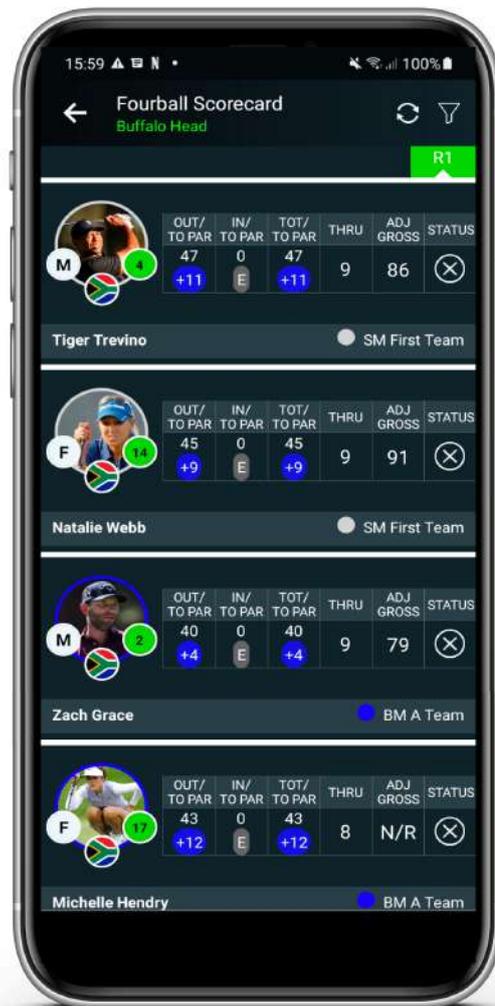


Tapping on the SCORECARDS tab from the SCORE ENTRY screen, will open the individual scorecard of the first player. Swipe left and right to see the scorecards of the other players. There are various display options available to the user:

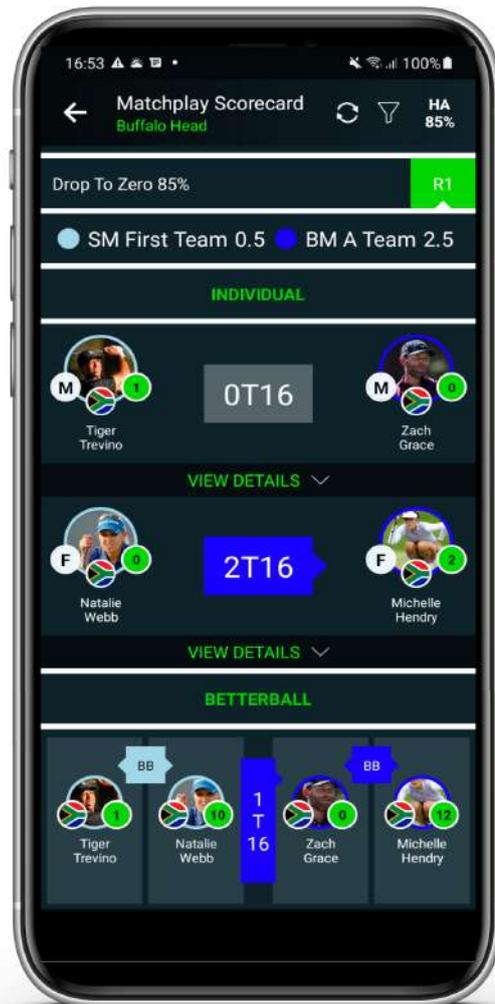
- GROSS/POINTS (default)
- GROSS/NET
- GROSS/ADJUSTED (shown here)

GROSS/GTP (gross to par)
 NET/NTP (net to par)
 POINTS/PTP (points to par)
 ADJUSTED/ATP (adjusted to par)

If the player has 8 holes scored or less the ADJUSTED GROSS will be N/R.
 Once 9 holes have been scored, the ADJUSTED GROSS will be calculated according to the WORLD HANDICAP SYSTEM.



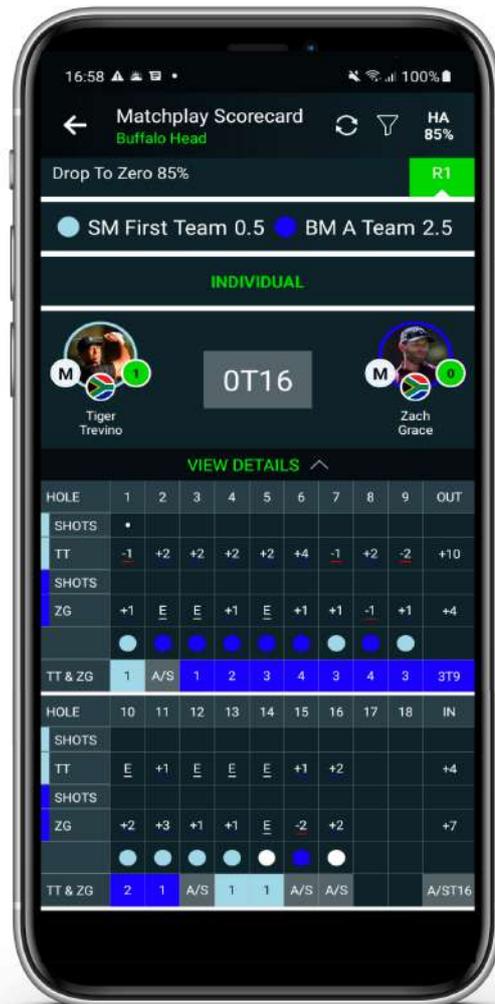
Tapping on the FOURBALL tab, will open a summary scorecard for all 4 players. Here you can check the IN/OUT and TOTAL scores, as well as the ADJUSTED GROSS for all players on one screen. Tapping on the filter will also give the user different score display options.



Tapping on the MATCHPLAY tab, will open the matchplay screens. The App shows 3 matchplay screens. Player 1 vs Player 3 and Player 2 vs Player 4 in an individual matchplay game. Then the pairing of Player 1 and Player 2 vs the pairing of Player 3 and Player 4.

In the league games, we have already brought the HANDICAP ALLOWANCE through to the matchplay scorecards – so whatever has been setup in the league as the handicap allowance will show in this scorecard as a default.

Tapping on the VIEW DETAILS arrow, the scorecards will open up and show the user a hole-by-hole version of the match.



This particular scorecard shows the game between Tiger and Zach. Tiger's COURSE HANDICAP is 4, PLAYERS HANDICAP is 3 (85% handicap allowance). Zach's COURSE HANDICAP is 2 and PLAYERS HANDICAP is 2 (85% handicap allowance).

So Tiger will get 1 shot in the DROP TO ZERO scorecard on the stroke 1 (the first hole on this course) – you can see the dot in the SHOTS row for TT (Tiger Trevino).

The scores hole-by-hole in this instance will be the NET score taking the DTZ handicap into account, Tiger's GROSS PAR, will be a NET BIRDIE.

Scrolling down will reveal the other matchplay scorecards. The betterball scorecard is also available on a hole-by-hole basis.



In this example, the league fixture is a betterball game.

TT Course HC is 4, Players HC is 3
 NW Course HC is 14, Players HC is 12
 ZG Course HC is 2, Players HC is 2
 MH Course HC is 17, Players HC is 14

Therefore when ZG drops to zero, all players must reduce their Players HC by 2 (ZG handicap)

Therefore:

TT Matchplay DTZ HC is 1
 NW Matchplay DTZ HC is 10
 ZG Matchplay DTZ HC is 0
 MH Matchplay DTZ HC is 12

The betterball matchplay is calculated using these handicaps, which are exactly the same as the LEAGUE LEADERBOARDS.



Tapping on the LEADERBOARDS tab from the SCORE ENTRY screen will open up the MAIN leaderboard in your league fixture. As mentioned previously, this is a betterball league example.

The leaderboards will show the results taking the handicap allowance into account, in the same way that the matchplay scorecard calculated the hole-by-hole results.

SUMMARY

Do not adjust your COURSE HANDICAP to the PLAYERS HANDICAP or the DROP TO ZERO MATCHPLAY HANDICAP on the FOURBALL SETUP screen. Leave it at 100% of your course handicap. The HANDICAP ALLOWANCE and DROP TO ZERO adjustment is done on the MATCHPLAY scorecards and the LEADERBOARDS.

This allows for the correct calculation of your ADJUSTED GROSS and the correct results for your league fixture.