PLAYDAY GOLF
playdaygolf.com

PLAYDAY GOLF SOFTWARE
Overview
Version 2.6

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1.0 Introduction

Playday Golf Software is used to simplify and automate the competition calculations for a variety of games for golf outings with up to 48 gameday players. ***No internet connection required, you have complete control anywhere with a standalone tablet, laptop or PC.*** *(Note: Features available depend upon licensing type. Licensing has 3 types: Basic, Basic-Plus and Full.)*

The software foundation is a combination Microsoft Excel and Visual Basic. ***The user will need*** a reasonably current and ***official version of Microsoft Excel*** to use the software.

Simple setup, data entry and automatic result computations.
1. ***Set Golf Course Assignment***
2. ***Use Roster to select who is playing and playday pairings.***
3. ***Input player's current GHIN index value and Tee choice***
4. ***Optionally, setup $Buyin and distribution amounts***
5. ***Optionally, setup various game options (configuration settings)***
6. ***After play, enter each person's hole by hole gross score.***
7. ***System will automatically calculate the results for all selected games.***
8. ***Use Playday Menu to view the results of the selected game(s)***

Game (competitions) Type Overview
- ***INDIVIDUAL COMPETITIONS*** - Calculated game results for the following:
  - Individual Net and Gross
  - Individual Net Skins
  - Flighted Individual Net and Gross
  - Individual Modified Net Skins
  - Individual Standard Stableford Points
  - Individual Modified Stableford Points
- ***PAIR (2 person) COMPETITIONS*** - Calculated game results for the following:
  - Pair Net and Gross
  - Pair Match Play
  - Pair Best Ball
  - Pair Best Ball Net Skins
  - Pair Standard Stableford
  - Pair Modified Stableford
  - Pair Your Way Challenge (Pick what holes are used)
- ***TEAM (4 person) COMPETITIONS*** - Calculated game results for the following:
  - Team Match Play
  - Team Best Ball (2 of 4 best scores)
  - Team Best Ball Skins (Uses total of 2 best scores)
  - Team Best Ball Variable (choose which holes to count)
  - Team Best Ball Variable Skins (choose which holes to count)
  - Team Standard Stableford
  - Team Modified Stableford
  - Team Standard Stableford Variable (choose which holes to count)
  - Team Modified Stableford Variable (choose which holes to count)
  - Team Net Scores Variable (choose which holes to count)

Admin Overview

○

- ***Roster -*** Management and selection of Playday Players, Tees, Pairings and Flights
- ***Course Details -*** Ability to define course details (Rating & Slope) for player handicap calculations and hole by hole handicap information.
- ***Course Tees -*** Ability to define a golf course's particular tee names.
- ***Couse Selection –*** Ability to pre-define a set of golf course details, then easily select.
- ***Event Name -*** Ability to define an ***EVENT NAME***
- ***Playing Handicap Calculations -*** using the player's GHIN Index and the Golf Course Rating/Slope details the playing handicaps are calculated for both Men and Women. Included is an option for what percentage of a player's handicap to use (normally this is 100%) for the games. The system also supports negative player handicaps. Some of the games (i.e., Match Play) allow the game to be based upon the Low Handicap Player not the course score card. See 'Match Play Config' description for more details.
- ***Men and Women Calculations -*** Some game calculations separate the results for Men and Women
- ***Multi-Day Events -*** Some game calculations provide 2-day event results. The 2-day games use the same golf course and same playday players list, just enter Day 1 Scores and Day 2 Scores. Alternatively for multi-day events, just save a Playday file for each day and then configure accordingly.
- ***Match Play Configuration Options –*** Ability to set various match play options, for example, base strokes on Low Handicap Player or on the Course Scorecard.
- ***Variable Configuration Options –*** Ability to define for both pairs and teams which holes to count or how many scores to count.
- ***Stableford Configuration Options –*** Ability to define your point system or use sport standards.
- ***$BuyIN Side Pots –*** Ability to define who is IN or OUT of side pots. Define a player buy in amount and the allocation to one or more possible competition pots.

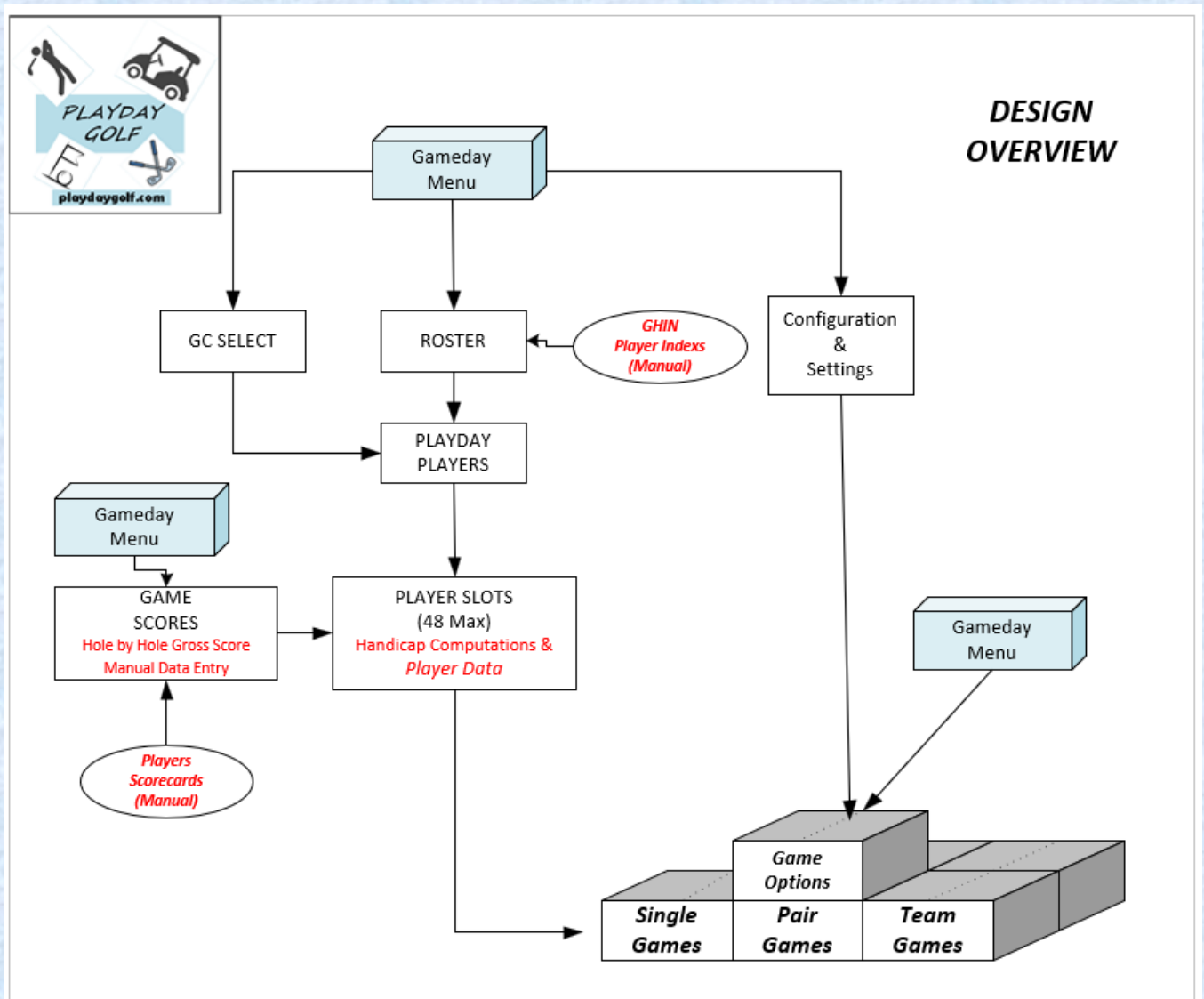| ** DEFINE Per Player $ Allocations ** (Make sure Minimums for Service and Fund are correct)								
$BuyIN Per Player	Net & Gross	Stable-ford	Skins	Best Ball	Par3 Close Pin	This & That	Staff/ Service	Reserve Fund

  For simplified money management, payouts options are calculated then rounded to $5 increments. The user has the option of using the system recommended payouts or their own.
- ***Print Scorecard Options –*** The system provided 4 different formatted scorecard options; 1) Standard Scorecard, 2) Stableford Scorecard, 3) Match Play Scorecard, 4) Match Play 2 Team Scorecard.
- ***Event Setup Options –*** The system provides options that automate many of the housekeeping functions needed to ready the software files for a new event.
- ***Many Utility Functions –*** The system includes many built-in sorts and data manipulation buttons to provide the admin a helping hand in the preparation of an event setup and archiving data. Also included, export and import of roster and golf course data.
- ***How To and User Guide Access –*** The system provides the ability to display the PDF versions of the ***How-to Guide*** and ***User Guide*** directly from the main menu.
- ***LC Refresh –*** The system provides a License Refresh (LC Refresh) button that will update the software license without disturbing any of your existing configuration data.

1.1 Design Overview

It is important to know how the data flows through the system for a good understanding of how to use the system. The following diagram reflects hierarchy of the data and how the system flows. As you see below the scores entered are inserted into a Player Slot which is determined by how you arrange your Roster for the gameday. The reason this is important is that if you make changes to your player list after the scores are entered your players and scores will not sync, ***the scores are always tied directly to a Player Slot not to a particular player name***.

1.2 Playday Menu

The ***'Playday Menu'*** is the first screen displayed and used to access your gameday functions for configuration-setup, inputting player scores and displaying games results. The menu options displayed depends upon the user Playday software license type. For example, if the license type is '***BASIC***' then only the '***Basic Features'*** are available. If the license type '***BASIC Plus',*** then additionally PAIR ***GAMES*** are available. If the license type is '***FULL***' then additionally the ***TEAM GAMES*** are available. The menu provides access functions to facilitate gameday setup and readiness as well as the generation of Tee Sheets and Flights.

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SELECT YOUR GAME OPTIONS

(Note: Most games are 1 day only)

	License Type: Full
	Days remaining on license: 57

Individual Games *(1 to 1 Competition)*

Game		Admin Functions		Admin - Config & Setup	
Net & Gross (Game11A)	☐	Score Tab(s) - Enter Gross Scores	☐	Roster	☐
Modified Net Skins (Game12A)	☐	New Event Helper	☐	Playday Players	☐
Modified Stableford (Game13A)	☐	Tee Sheet Build & Flights	☐	Setup Tabs (all)	☐
Standard Net Skins (Game12B)	☐	Stableford Scorecards	☐	Config Tabs (all)	☐
Standard Stableford (Game13B)	☐	Playday Event Roster	☐	How-to Guide	☐
Flighted Net & Gross (Game14A)	☐	Admin Worksheets	☐	User Guide	☐
Net & Gross - 2 Day (Game11B)	☐	Standard Scorecards	☐	Roster-GC Export/Import	☐

BASIC FEATURES

Playday Golf Master G3.10.3.xlsm   Licensee: LN, FN | 1 Number of Days Defined |
(Defined on Playday Players Tab)

Pair Games *(2 Person)*

Game		Game		Config	
Best Ball (Game21A)	☐	Modified Stableford (Game23A)	☐	Match Play Config	☐
Best Ball Net Skins (Game22A)	☐	Standard Stableford (Game23B)	☐	Match Play Scorecards	☐
Match Play (Game24A)	☐	Your Way Challenge (Game25A)	☐		
Best Ball 2 Day (Game21B)	☐	Pair Summary Results (SumR1)	☐		

BASIC-PLUS FEATURES

Team Games *(4 person)*

Game		Game		Match Play	
Best Ball 2 of 4 (Game41A)	☐	Modified Stableford (Game44A)	☐	Match Play-2T (Game46A)	☐
Best Ball Skins (Game42A)	☐	Standard Stableford (Game45A)	☐	Match Play-MG (Game47A)	☐
Best Ball Variable (Game41B)	☐	Modified Stableford Variable (Game44B)	☐	Match Play Config	☐
Best Ball Variable Skins (Game42B)	☐	Standard Stableford Variable (Game45B)	☐	Match Play 2T Scorecards	☐

FULL FEATURES

[LC Refresh] [SAVE Copy] [**Process Selections**] [SAVE & CLOSE] [CLEAR SELECTS]

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1.3 Playday Game Category Description Overviews

The following are descriptions of the various game categories. The software has more than 24 games to choose from.

The following is a brief description of the various game categories….

Net and Gross Scores
Games: ***<Game11A, Game11B, Game21A, Game41A>***
Description:
Net Scores are calculated using the player's hole by hole Gross Score minus the strokes on each hole. Strokes are based on the golf course hole handicap and the players calculated playing handicap using their GHIN Index value and the particular golf course's Rating & Slope values. The system provides a setting to use less than 100% of a player's handicap and match play games to be based on the Low Handicap Player.

Modified NET Skins
Games: ***<Game12A>***
Description:
The net score for each hole used for Modified NET Skins is calculated using 50% of the handicap stroke(s). For example, if a player gets a gross 5 on a Par 5 hole and has 1 stroke, the net score is calculated as a 4.5. This means a net birdie because of a handicap stroke will not beat a natural birdie. If there are NO TIES for low NET on a hole, then a skin is recognized and highlighted for the player.

Standard NET Skins
Games: ***<Game12B>***
Description:
The actual NET score is used (i.e., gross score minus strokes) for Standard NET Skins. If there are NO TIES for low NET on a hole, then a skin is recognized and highlighted for the player.

Best Ball
Games: ***<Game21A, Game 41A, Game41B, Game42A, Game42B>***
Description:
These games use a variety of combinations for combining player scores for Best Ball calculations of NET and Gross scores. For example, in Game41A it is the best 2 scores from a 4-person team, in Game21B it is the best ball from a 2-person team.

Match Play
Games: ***<Game24A, Game46A, Game47A>***
Description:
Match play is a game where players play hole by hole and the score is based on a WIN, TIE or LOSS on each hole in sequence played. Most notable for professional golf Match Play is the Ryder Cup. The software provides match play between two players, between team players with a two-team format (i.e., Home and Away) and '**a many**' team format. The software allows configuration settings on point values, for a win, tie and loss. You can set a parameter on the maximum strokes allowed between match players and whether to base the strokes received on the ***Low Handicap Player*** or the ***Course Scorecard***. See the Match Play Config description for more details.

Standard Stableford
Games: ***<Game13B, Game23B, Game44A>***

Description:

Stableford is a golf scoring system whereby the player gets points on each hole based on their net score on that particular hole. The configurations are defined on the '***Stableford Config'*** tab.

The Standard Stableford Scoring has the following point values:

> ***6 Points*** (4 strokes under or better), ***5 Points*** (3 strokes under), ***4 Points*** (2 strokes under), ***3 Points*** (1 stroke under), ***2 Points*** (Even Par), ***1 Point*** (1 stroke over – Net Bogey), ***0 Points*** (2 strokes or more over). ***Note: There are no negative points in the Standard Stableford game.***

Modified Stableford
Games: ***<Game13A, Game23A, Game44A>***

Description:

Stableford is a golf scoring system whereby the player gets points on each hole based on their net score on that particular hole. Modified Stableford means the Stableford point system used is non-standard. There are two modified variations in the system. A pre-defined modified point system (aka International Points) and a user defined point system which can be whatever values the user wants to use. The configurations are defined on the '***Stableford Config'*** tab.

Variable Games
Games: ***<Game25A, Game41B, Game42B, Game44B, Game45B>***

Description:

These games have a variety of combinations defining which holes to use and/or how many scores to count on each hole.   Some of the variable games are traditional but still allow the user to be creative defining the game parameters to create a fun golf outing. Game25A has an element of Best Ball along with which holes to count. For example, you can define a 6-6-6 pair or couples' game, whereby you count 6 holes for player A, 6 holes for player B and then use best ball for the pair on the last 6 holes. The variable game configurations are defined on the '***Variable Config'*** tab.

1.4 Playday Game List

The following are the names of the various Playday games.

Individual Games:
- GAME 11A – INDIVIDUAL NET and GROSS 1 DAY (men & women breakout)
- GAME 11B – 2 DAY NET and GROSS (men & women breakout)
- GAME 12A – MODIFIED NET SKINS
- GAME 12B – STANDARD NET SKINS
- GAME 13A – MODIFIED STABLEFORD (MSF)
- GAME 13B – STANDARD STABLEFORD (SSF)
- GAME 13sd – STABPLEFORD SCORING DETAILS
- GAME 14A – FLIGHTED INDIVIDUAL NET and GROSS (1 DAY)

Pair/Couple Games:
- GAME 21A – 2 PERSON BEST BALL
- GAME 21B – BEST BALL 2 DAY NET and GROSS (men & women breakout)
- GAME 22A – PAIR BEST BALL NET SKINS
- GAME 23A – MODIFIED STABLEFORD PAIR TOTALS
- GAME 23B – STANDARD STABLEFORD PAIR TOTALS
- GAME 24A – MATCH PLAY
- GAME 25A – YOUR WAY CHALLENGE (Pairs versus Pairs)
- PAIR SUMMARY RESULTS (Pair SUMR1)

Team Games:
- GAME 41A – TEAM BEST BALL (2 best balls from a 4-person team)
- GAME 41B – TEAM BEST BALL VARIABLE
- GAME 42A – TEAM BEST BALL SKINS (2 best balls from a 4-person team)
- GAME 42B – TEAM BEST BALL VARIABLE SKINS
- GAME 44A – TEAM MODIFIED STABLEFORD
- GAME 44B – TEAM MODIFIED STABLEFORD VARIABLE
- GAME 45A – TEAM STANDARD STABLEFORD
- GAME 45B – TEAM STANDARD STABLEFORD VARIABLE
- GAME 46A – HOME/AWAY CLUB MATCH PLAY
- GAME 47A – MULTI CLUB MATCH PLAY

1.5 Playday Games with 2 Day Option

The following games will display 2 days of results in a single report when the 'Number of Game Days' is set to '2' and scoring data has been inputted to the 'Day 2 Scores' tab. Keep in mind the player order needs to remain the same between Day 1 and Day 2. If you need to change the player order for Day 2 then the best option is to create a Playday master copy, then manually combine the 2-day results.

Individual Games:
- GAME 11B – 2 DAY NET and GROSS (men & women breakout)
- GAME 12A – MODIFIED NET SKINS
- GAME 12B – STANDARD NET SKINS
- GAME 13A – MODIFIED STABLEFORD (MSF)
- GAME 13B – STANDARD STABLEFORD (SSF)

Pair/Couple Games:
- GAME 21B – BEST BALL 2 DAY NET and GROSS (men & women breakout)
- GAME 22A – PAIR BEST BALL NET SKINS
- GAME 23A – MODIFIED STABLEFORD PAIR TOTALS
- GAME 23B – STANDARD STABLEFORD PAIR TOTALS
- PAIR SUMMARY RESULTS

Team Games:
- GAME 42A – TEAM BEST BALL SKINS (2 best balls from a 4-person team)
- GAME 44A – TEAM MODIFIED STABLEFORD
- GAME 45A – TEAM STANDARD STABLEFORD

1.6 Scorecard Print Options

The following scorecards are generated by the system and can be printed for the event. The scorecards utilize the Tee Sheet data which includes the player data, Tee time and Starting Tee. Use the '***Tee Sheet Build & Flights'*** menu item to build the tee sheet and scorecard data. Use the menu item for the various scorecard options to facilitate the printing of the scorecards. See Section 4 for more details.

- STANDARD SCORECARD (up to 5 players per card)
- STABLEFORD SCORECARD (up to 5 players per card)
- MATCH PLAY SCORECARD (up to 4 players per card)
- MATCH PLAY 2T SCORECARD (up to 4 players per card), this card has a team element as well as the pair match play.

1.7 Sample Reports

The following is a small sample of the reports generated by the system.

GAME21A: 2 Person Best Ball — Country Club Somewhere
GAMEDAY G.3.4 SAMPLE RUN — G3.4

Slot	$BIN	Player Name	INDIVIDUAL Net	INDIVIDUAL Gross	2 PERSON BEST BALL Net	2 PERSON BEST BALL Gross
P01	Y	Doe01, John	69	83	64	68
P02	Y	Doe02, Mary	80	74		
P03	Y	Doe03, Mary	93	86	75	81
P04	Y	Doe04, John	81	95		
P05	Y	Doe05, Mary	80	91	77	87
P06	Y	Doe06, Mary	94	99		
P07	Y	Doe07, John	80	97	70	80
P08	Y	Doe08, John	83	97		
P09	Y	Doe09, Mary	87	93	71	82
P10	Y	Doe10, John	81	94		
P11	Y	Doe11, John	79	95	77	86
P12	Y	Doe12, John	94	91		
P13	Y	Doe13, John	79	89	71	84
P14	Y	Doe14, John	81	96		
P15	Y	Doe15, John	82	92	73	83
P16	Y	Doe16, John	88	98		
P17	Y	Doe17, John	83	95	77	87
P18	Y	Doe18, Mary	86	94		
P19	Y	Doe19, John	84	100	71	85
P20	Y	Doe20, John	82	95		
P21	N	Doe21, John	74	83	57	68
P22	N	Doe22, John	62	74		
P23	N	Doe23, John	77	86	69	81
P24	N	Doe24, John	82	95		

Winner Summary

2 Person Best Ball	NET	#	Gross	#
1st Place	57	1	68	2
2nd Place	63	1	68	2
3rd Place	64	2	80	1
4th Place	64	2	81	2
5th Place	65	1	81	2

Any ties between 1st / 3rd?   Yes   Yes
If count (#) = 1 then NO ties exist.

Color	1st	2nd	3rd	4th	5th
Codes	Green	Blue	Brown	Yellow	Grey

Best Ball $Pot:	$90	Game Days:	1

Allocation options for a 5 Place Payout

Winner Allocations	2 Person BB			
		Calc	Bal	Rd'd
1st Place	40%	$36	$55	$35
2nd Place	30%	$27	$30	$25
3rd Place	15%	$14	$15	$15
4th Place	10%	$9	$5.00	$10
5th Place	5%	$4.50		$5
Totals:	100%	$90		$90

GAME24A - MATCH PLAY
Country Club Somewhere — GAMEDAY G.3.4 SAMPLE RUN — G3.4

Match Play Setting: **LOW HANDICAP PLAYER**
Max Strokes Set: **NO**

MATCH PLAY RESULTS - NET SCORES (1 Day)   SH – Starting Hole

			W-HCP ->	13	7	9	17	11	1	15	5	3	10	12	16	2	18	8	6	14	4			
	Score Card		M-HCP ->	15	5	7	17	11	1	13	9	3	14	2	16	6	18	8	10	12	4		PAR	
			Par ->	4	4	4	3	5	4	3	5	4	4	5	4	3	4	4	4	3	5		72	

Slot	Player Name	HDCP	Stokes	SH	H01	H02	H03	H04	H05	H06	H07	H08	H09	H10	H11	H12	H13	H14	H15	H16	H17	H18	MP Net	HDCP Net	Gross	Match Play WINNERS
P01	Doe01, John	14	20	4	3	4	3	4	2	5	2	4	4	3	1	3	4	4	3	4	4	6	63	69	83	WINNER
	Matchplay SCORE				3UP	3UP	4UP	1DN	EV	1DN	EV	1UP	1UP	2UP	3UP	4UP	3UP	3UP	4UP	4UP	3UP	2UP				Doe01, John (JD1)
P02	Doe02, Mary	-6	0		6	4	4	3	5	4	3	5	4	4	5	4	3	4	4	4	3	5	74	80	74	Score 3 to 2
				St->																						
P03	Doe03, Mary	-7	0	4	5	5	4	4	5	6	4	4	4	5	5	5	5	5	5	5	5	5	86	93	86	WINNER
	Matchplay SCORE				6DN	7DN	6DN	1UP	EV	1DN	1DN	1DN	2DN	3DN	4DN	3DN	4DN	3DN	4DN	5DN	6DN	5DN				Doe04, John (JD4)
P04	Doe04, John	14	21		4	4	6	5	3	4	4	4	3	3	2	6	3	6	4	4	3	6	74	81	95	Score 5 to 4
				St->																						
P05	Doe05, Mary	11	6	5	6	6	4	5	6	3	4	4	4	4	5	5	5	5	6	3	4	6	85	80	91	WINNER
	Matchplay SCORE				7UP	6UP	7UP	8UP	1UP	2UP	2UP	3UP	4UP	4UP	4UP	5UP	6UP	6UP	6UP	7UP	7UP	8UP				Doe05, Mary (MD5)
P06	Doe06, Mary	5	0		4	4	6	6	7	6	4	6	6	4	5	6	6	5	6	6	4	8	99	94	99	Score 7 to 6
				St->																						
P07	Doe07, John	17	3	5	4	4	5	4	6	5	4	4	6	6	5	4	4	7	5	8	4	7	94	80	97	WINNER
	Matchplay SCORE				1UP	2UP	3UP	2UP	1DN	1DN	EV	1UP	EV	1DN	1DN	EV	1UP	EV	1UP	EV	1UP	EV				Doe07, John (JD7)
P08	Doe08, John	14	0		7	5	6	5	5	5	5	5	4	5	6	5	6	7	7	5	5	5	97	83	97	Score 2 to 1

GAME12B- STANDARD NET SKINS — *Country Club Somewhere* — G3.4

GAMEDAY G.3.4 SAMPLE RUN

Day 1 - Skin Values and Counts — (Rnd'd) — **Day 1 Skins: 8**

| | Pot Amt: | **$95** | Each Skin: | **$11.88** | or | **$10** | | | | | | | | | | | | | | |

Par:	4	4	4	3	5	4	3	5	4	4	5	4	3	4	4	4	3	5	
Hole:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
Low Net:	3	3	3	4	2	3	1	3	3	3	2	3	3	4	3	3	3	3	
Count:	1	3	6	4	1	2	1	1	2	5	1	1	7	1	2	2	7	1	
Y = Skin	Y				Y		Y	Y			Y	Y		Y				Y	**SORT RESULTS**

Note: If player scores are blank, then player is NOT in $BIN on Playday Players Tab

	Skn	Skn	**Low Net Scores for Day 1**																		**Player**
Slot	**Cnt**	**$**	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	**Names**
P07	3	$30	3	3	4	5	5	5	3	3	6	5	5	3	3	7	4	7	3	6	Doe07, John
P01	2	$20	4	4	3	5	2	6	2	4	4	3	2	4	4	5	3	4	4	6	Doe01, John
P09	1	$10	7	4	5	4	6	6	6	4	4	4	7	5	3	5	6	4	4	3	Doe09, Mary
P10	1	$10	5	4	3	7	7	6	1	4	5	5	4	4	3	6	4	5	3	5	Doe10, John
P14	1	$10	4	4	6	6	5	5	4	4	4	4	4	7	4	4	4	5	3	4	Doe14, John
P02			7	4	4	4	5	4	4	5	4	4	5	5	3	5	4	4	4	5	Doe02, Mary
P03			6	5	4	5	5	6	5	4	4	5	6	6	5	6	5	5	6	5	Doe03, Mary
P04			5	4	6	6	3	5	4	4	4	3	3	7	3	7	4	4	3	6	Doe04, John
P05			6	5	3	5	5	3	4	4	4	3	5	5	5	5	5	3	4	6	Doe05, Mary
P06			4	4	6	6	7	5	4	5	5	4	5	6	5	6	6	4	7		Doe06, Mary
P08			7	4	5	5	4	4	4	4	3	3	4	6	4	6	6	4	4	4	Doe08, John
P11			4	4	5	5	4	4	5	4	4	4	5	5	4	4	4	4	4	4	Doe11, John

TEE SHEET BUILD — G3.4

GAMEDAY G.3.4 SAMPLE RUN — ***Country Club Somewhere***

Instructions: Input Tee Time and 1st Hole (1st Hole can be 1/18 or stacked shotgun like 1A, 1B, 2A, 2B, etc, normally the 1st Hole is 1)

When finished inputting the Tee Times and Start Hole info, HIT the BUILD TEE SHEET button to create the Tee Sheet

GRP	Cnt	Tee Time	1st Hole		GRP	Cnt	Tee Time	1st Hole		GRP	Cnt	Tee Time	1st Hole
1	4	9:00 AM	4		5	4	9:40 AM	11		9	4	9:20 AM	10
2	4	9:10 AM	5		6	4	9:50 AM	10		10	4	9:30 AM	10
3	4	9:20 AM	6		7	4	9:00 AM	10		11	4	9:40 AM	10
4	4	9:30 AM	10		8	4	9:10 AM	10		12	0	9:50 AM	10

Display All 12 Groups — **Build Tee Sheet**

Country Club Somewhere — PLAYDAY GOLF SOFTWARE

GAMEDAY G.3.4 SAMPLE RUN — ***PLAYDAY TEE SHEET*** — G3.4

GROUP 1			Hole 4	Time 9:00 AM		GROUP 2			Hole 5	Time 9:10 AM		GROUP 3			Hole 6	Time 9:20 AM
Name	**G**	**HDCP**	**Flt**	**Tee**		**Name**	**G**	**HDCP**	**Flt**	**Tee**		**Name**	**G**	**HDCP**	**Flt**	**Tee**
Doe01, John	M	14	0	Silver		Doe05, Mary	F	11	0	Red		Doe09, Mary	F	6	0	Red
Doe02, Mary	F	-6	0	Red		Doe06, Mary	F	5	0	Red		Doe10, John	M	13	0	White
Doe03, Mary	F	-7	0	Red		Doe07, John	M	17	0	Silver		Doe11, John	M	16	0	Silver
Doe04, John	M	14	0	White		Doe08, John	M	14	0	Silver		Doe12, John	M	-3	0	White

| **GAMEDAY G.3.5 SAMPLE RUN** | | | | | | | | | | **PLAYDAY GOLF SOFTWARE** | | | | | | | | | | | | G3.7 |

Country Club Somewhere	Hole	1	2	3	4	5	6	7	8	9			10	11	12	13	14	15	16	17	18	Totals
STANDARD SCORECARD	Par	4	4	4	3	5	4	3	5	4			4	5	4	3	4	4	4	3	5	72
Tees: Men	White	325	373	343	157	476	391	131	440	354			472	391	127	328	286	508	331	170	367	5970
Men	Silver	332	373	354	157	493	391	143	440	367			472	399	127	346	304	519	331	177	397	6122
Ladies	Red	248	303	290	90	351	278	97	399	252			380	276	104	224	203	373	248	113	289	4518
Men's HDCP by Hole:		15	5	7	17	11	1	13	9	3			14	2	16	6	18	8	10	12	4	
Women's HDCP by Hole:		13	7	9	17	11	1	15	5	3			10	12	16	2	18	8	6	14	4	

GROUP 12   **TEE TIME: 9:50**   **STARTING HOLE: 10**

		1	2	3	4	5	6	7	8	9	F9	Init	10	11	12	13	14	15	16	17	18	B9	Totals
Doe45, Mary	Gross Score	-1		-1	-1	-1		-1					-1	-1	-1		-1			-1			
-10																							
9999945	Strokes																						
	Net																						
Tee: Red F	Hole HDCP:	13	7	9	17	11	1	15	5	3			10	12	16	2	18	8	6	14	4		

		1	2	3	4	5	6	7	8	9	F9	Init	10	11	12	13	14	15	16	17	18	B9	Totals
Doe46, Mary	Gross Score		1	1		1	1		1	1			1	1		1		1	1		1		
12																							
9999946	Strokes																						
	Net																						
Tee: Red F	Hole HDCP:	13	7	9	17	11	1	15	5	3			10	12	16	2	18	8	6	14	4		

		1	2	3	4	5	6	7	8	9	F9	Init	10	11	12	13	14	15	16	17	18	B9	Totals
Doe47, Mary	Gross Score		1	1		1	1		1	1			1	1		1		1	1		1		
12																							
9999947	Strokes																						
	Net																						
Tee: Red F	Hole HDCP:	13	7	9	17	11	1	15	5	3			10	12	16	2	18	8	6	14	4		

		1	2	3	4	5	6	7	8	9	F9	Init	10	11	12	13	14	15	16	17	18	B9	Totals
Doe48, Mary	Gross Score	1	1	1		1	1	1	1	1			1	1	1	1		1	1	1	1		
16																							
9999948	Strokes																						
	Net																						
Tee: Red F	Hole HDCP:	13	7	9	17	11	1	15	5	3			10	12	16	2	18	8	6	14	4		

		1	2	3	4	5	6	7	8	9	F9	Init	10	11	12	13	14	15	16	17	18	B9	Totals
	Gross Score																						
	Strokes																						
	Net																						
Tee:	Hole HDCP:	15	5	7	17	11	1	13	9	3			14	2	16	6	18	8	10	12	4		

Scorer: Attest: Date: