



GOLFSCORE CLUB

Daily Scorer Instructions

For whoever is scoring today — read this each morning, even if you scored yesterday too

Applies to any GolfScore Club event and format · Keep this handy on the first tee

Before You Tee Off — Hole 1 Checklist

- Open the app, join your event, and confirm you're in the right group for today's round.
- Check every player's handicap shown on screen looks right. If it's wrong, tell the Event Admin now — once you enter a score for the round, a correction needs the Admin's sign-off to apply, so it's far easier to fix before hole 1 than after.
- If players are on different tees, confirm each player's tee is set correctly — the app calculates each player's handicap off their own assigned tee, not a shared one.
- If Joker Hole is enabled for this round, you'll see a ★ Select Your Joker Hole panel on the Hole 1 screen. Ask each player which hole they want and tap it for them — or tap NA if a player doesn't want to use their Joker today. Do this before anyone tees off; it can't be changed correctly once the round is under way.

Entering Scores, Hole by Hole

- Always enter the GROSS score — the actual number of strokes. Never work out someone's net score yourself and enter that instead; the app does that calculation from the handicap it already has.
- If a player picks up without finishing the hole, use the PU button rather than guessing a number. Every format scores a pick-up correctly on its own terms — Stableford scores it as zero points for that hole, Stroke Play and Vegas score it as a net double bogey — a guessed number will be wrong.
- The screen shows each player's running net score or points as you go, so you can sanity-check as you enter — if a number looks way off, double-check the gross score and the hole's par before moving on.
- Format-specific entries — fill these in only if they apply to today's format:
- *Team Cup: match results (who won each hole, or halved) feed the Cup Standings automatically from the scores you enter — no separate step.*
- *Wolf: on each hole, confirm who's Wolf and whether they've picked a partner, gone Lone Wolf, or it's a Blind Wolf, before scores go in for that hole.*
- *Vegas: confirm the 2-vs-2 pairing for your group is set correctly in Setup before the round — if it's wrong, fix it with the Admin, don't just enter around it.*
- *Ambrose/Foursomes: enter the one team score for the hole, not four individual scores.*

Games You Score Live, As They Happen

These two are entered by you, during the round, from the Games tab — not left for the Admin at the end:

- Sandy Saver — tick it for a player the moment they make par or better after a bunker. Running counts are visible to everyone on the Games tab as you go.
- The Snake — log a three-putt against the right player as soon as it happens. The current holder updates live for the whole group to see.

Games the Admin Enters — Your Job Is Just to Remember Them

Long Drive, Closest to the Pin, and Longest Putt Holed are entered once, at the end of the round, by the Event Admin — not by you during play. Your job is simpler: keep half an eye on these as your group plays past the relevant hole(s), and make sure whoever's the strongest contender in your group gets reported to

the Admin (or written on the card) before the round is wrapped up. If nobody tells the Admin, these results won't make it into Tournament Results even though the game was switched on.

Checking Other Groups' Results

- The Board tab shows the live leaderboard for the main competition (Stableford/Stroke points, or the format-specific standings if today's format is Vegas, Wolf, Nassau, or Bingo Bango Bongo) — everyone's scores update as each group enters them, not just yours.
- If Vegas is running — either as today's main format or as a bonus side-game on top of another format — tap any pair on the Vegas Standings screen to see their hole-by-hole detail, not just the running total.
- If more than one bonus game is running (e.g. Vegas AND Nassau together), each gets its own tab along the top next to Board — check the right one for the game you're asking about.
- The Results tab has the fuller breakdown once a round's finished — Games & Competitions section, Best Ball/Best Indexed if those are running, and (once the Admin's entered them) the on-course game winners.

Finishing the Round

- Once every hole is in for your group, the app will prompt you to finish the round — go through this even if you're not the last group in, so your card gets marked complete.
- If you're stopping mid-round for any reason (weather, a break), use Save Scores to Date first — it keeps everything entered so far safe, without needing to complete the round.
- Nobody is the wrong person to score — if a different person scores tomorrow, they'll get this same checklist. There's nothing scorer-specific carried over in your head that the app doesn't already have.

Common Mistakes to Avoid

- Entering NET instead of GROSS — by far the most common scoring error. If in doubt, enter what's actually on the card, strokes taken, and let the app do the rest.
- Forgetting to set a player's Joker Hole before hole 2 — after that, it can't be added retroactively without the Admin's help.
- Skipping the PU button and guessing a score for an unfinished hole — this quietly produces a wrong number for every format, not just an unfair one.
- Leaving Long Drive / Closest to the Pin / Longest Putt winners unreported to the Admin — these don't show up anywhere in Tournament Results unless someone tells the Admin who won.

Free resource from Golfscore Club — golfscore.club

The tournament scoring app for any golf format — Stroke Play, Stableford, Team Cup, Ambrose, Foursomes, Vegas, Wolf, Nassau, Bingo Bango Bongo — from a friendly four-ball to a multi-day trip.