



GOLFSCORE CLUB

Day 1 Player Briefing

What the Admin reads out before play begins

For use with any GolfScore Club event · Read the sections that apply to your event's format and games

How to Use This Script

Read Sections 1 and 2 to every group, every event — they're universal. Then read only the ONE format section (3) that matches how this event is scored, plus whichever Competitions (4) and Bonus Games (5) sections you've actually turned on for this event. Section 6 (Ties) only matters if your group cares about breaking a tie for a prize — skip it if not.

Note: Everything below matches exactly what players will see in the app. If something changes at Setup after you've printed this, a quick sanity check against the app beats reading the wrong section aloud.

1. Opening (30 seconds, every event)

"Morning everyone. Quick run-through before we start. Everyone should already have the link or QR code to join — if you haven't scored on your phone before, the club or your marker will show you now. You do NOT need to download anything or create an account to score — just tap the link, pick your name and group, and you're in."

"Your handicap is already loaded from Setup. If it looks wrong on your screen, flag it to me now, before the first hole — once a round has scores in it, a handicap correction needs my sign-off to apply, so it's much easier to fix before you start than after."

"The app works even with no signal — scores queue on your phone and sync once you're back in range. Don't panic if you don't see 'Synced' on a bad hole for reception."

2. How Scoring Works (universal)

"Enter your GROSS score — the actual number of strokes you took. The app does the handicap maths for you and shows your net score or points live. Don't try to work out your own net score and enter that instead."

"If you pick up without finishing a hole, use the PU button rather than guessing a number — the app scores a pick-up correctly for whatever format we're playing, a guessed score won't."

"You can check the live leaderboard and other groups' scores any time from the Board tab. Results, once we're done, will be shared and emailed to everyone — you don't need to write anything down."

3. Your Event Format — read only the section that applies

3a. Stableford

"We're playing Stableford — points based on your net score against par on each hole, not strokes. A net birdie is worth more points than a net par, a net bogey fewer, and anything worse than a net double bogey scores zero — so there's never a reason to keep playing out a bad hole once it's cost you the maximum. Highest total points over the round wins."

3b. Stroke Play (Net)

"We're playing Stroke Play — it's your net score, total strokes minus your handicap, that counts. Lowest net total for the round wins. Unlike Stableford, every stroke matters even on a blow-up hole, so play every hole out."

3c. Team Cup (Ryder Cup Style)

"Today is Team Cup — you're representing your team in match play, not playing for your own score. Depending on the match you're in, that's either Singles (you against one opponent), Four-ball (best ball of your pair against the best ball of the other pair), or Foursomes (you and your partner play ONE ball between you, alternating shots — even off the tee). Each match is worth points to your team's overall Cup total, shown live on the Cup Standings tab."

3d. Ambrose

"We're playing Ambrose today — a team scramble. Everyone in your team tees off, you pick the best shot, and every player then plays their next shot from that spot. One score per hole for the whole team, reduced by your team's handicap allowance. Whoever's marking the card only needs to enter the ONE team score each hole, not everyone's individual shots."

3e. Vegas

"Today's format is Vegas — you're paired 2-versus-2 within your group. Each pair's two net scores on a hole combine into a two-digit number, lower score first — so a 4 and a 6 becomes 46. Whichever pair has the LOWER combined number wins that hole, and the margin adds to a running score across the round. If you pick up, that hole still counts — it's scored as a net double bogey, not thrown out."

3f. Wolf

"We're playing Wolf — the 'Wolf' role rotates around your four-ball hole by hole. After watching the tee shots, the Wolf picks a partner for that hole (you and your partner against the other two), or goes it alone as a Lone Wolf for a bigger points swing. If nobody's willing to partner the Wolf before anyone tees off, that's a Blind Wolf — higher risk, higher reward. Your scorer will prompt whoever's the Wolf each hole."

3g. Nassau

"Today is Nassau — really three separate match-play bets running at once: the front nine, the back nine, and the overall 18. You can win one, two, or all three. [If auto-press is on, add:] We've also got auto-press on, so if a side goes far enough behind, a new bet automatically kicks off from that point — your scorer can tell you exactly when that triggers."

3h. Bingo Bango Bongo

"We're playing Bingo Bango Bongo — three points up for grabs on every hole, nothing to do with your actual score. Bingo: first ball on the green. Bango: closest to the pin once everyone's ball is on the green. Bongo: first ball in the hole. All three can go to the same player or split three ways — whoever collects the most points over the round wins."

3i. Foursomes

"Today is Foursomes — you and your partner play ONE ball between you for your team, alternating shots, including off the tee. Decide before you start who tees off on the odd holes and who takes the even ones, and stick to it all round."

4. Competitions Running Alongside Today (read only what's enabled)

4a. Best Indexed Score

"On top of the main event, we're also running Best Indexed Score — it takes your BEST points on each hole difficulty ranking across every round of the event, not just one day's card. So a great birdie on a hard hole on Day 1 can still count toward this even if Day 1 overall wasn't your best round."

4b. Best Ball Teams / Four-ball

"We've also got a Best Ball Teams competition running — you're paired up, and your team score each hole is whichever of you two scored better. Only one of you needs a good score on any given hole to keep the team going."

4c. Skins Tournament

"We're running Skins today. The outright best score on a hole wins that hole's skin — but if two or more of you tie for the best score, nobody wins it, and it carries over, so the next hole with a clear winner is worth extra."

5. Bonus Games (read only what's turned on for this event)

5a. Joker Hole

"Joker Hole is on today. On the first tee, your scorer will ask each of you to nominate ONE hole where you want your points doubled — pick a hole you think suits your game. If your actual score on that hole is good, those points count twice. You can also opt out for the day if you'd rather not use it. [Confirm with your scorer whether today's Joker bonus counts toward just today's leaderboard, or the whole event's overall total — Setup decides that per round, so it can genuinely differ day to day.]"

5b. Long Drive

"Long Drive is running on hole [insert hole number] — longest drive that finishes in the fairway. Keep an eye on it as you play; the Event Admin records the winner at the end of the round, so let your group know if there's a strong contender."

5c. Closest to the Pin

"Closest to the Pin is running on hole(s) [insert hole numbers] — nearest tee shot to the flag on the day. Same as Long Drive: the Admin records the winner at day's end, so make a note of it as your group goes past."

5d. Longest Putt Holed

"Longest Putt Holed is running today — longest putt that actually goes in, not just the longest putt attempted. Again, this one's recorded by the Admin at the end of the round, so flag a big one to your group."

5e. Sandy Saver

"Sandy Saver is on — make par or better after your ball's been in a bunker, and your scorer logs it live on their phone as it happens. Running totals are visible on the Games tab through the round."

5f. The Snake

"The Snake is running — whoever three-putts most recently is 'holding the snake' at any given moment. It moves around live as your scorer logs each three-putt, right up until the last group finishes."

6. Ties and Count-Back (only if it matters for a prize today)

Note: The app does not break ties automatically — anywhere a leaderboard shows a tie, it stays a tie, full stop. There's no standard club-wide rule for this either: it's a local call the Event Organiser makes for THIS event, and it can differ from one event to the next. Decide it before you start, and read it out — don't leave it until there's an actual tie to argue about.

"If we finish tied for a placing that matters today, here's how we'll settle it: [Organiser states today's rule here — e.g. count-back on the back 9/6/3/last hole, a sudden-death play-off hole, or whatever you've decided for this event]."

Note: If you haven't set a rule and want a sensible default: the standard golf count-back is better score on the back 9, then back 6, then back 3, then the last hole, then hole-by-hole from the 18th backwards until it splits. That's a common convention, not something built into the app or required by it — use it, adapt it, or replace it entirely, whatever suits this event.

7. Closing

"Any questions before we start? Scores are due in as you go, not all at the end — your scorer will keep the app updated hole by hole so everyone can check the Board as we go. Results and the full write-up go out to everyone once the last group's in. Good luck, and play well."

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.