



GOLFScore CLUB

Ryder Cup / Presidents Cup Setup Guide

A beginner's step-by-step guide to running a team event in GolfScore Club

A Ryder Cup or Presidents Cup format is two teams, real stakes, and a trophy on the line instead of just another leaderboard. It works whether your group's eight players or twenty-four. Work through this a step at a time, in the app, before moving to the next.

Step 1 — Pick Team Cup as your format

On the format picker, this format is called Team Cup — Ryder Cup or Presidents Cup style team match play.

Do this now: Start a new event and pick Team Cup.

Step 2 — Name both teams

On the Setup screen's Teams section you'll get two name fields. There's no fixed team size — you're not locked to the real Ryder Cup's twelve. Split your group roughly in half, by handicap if you want it competitive, or work-versus-social-club if you want it personal.

Do this now: Name your two teams.

Step 3 — Add your players and assign each one to a team

Add players the same way as any other event — for Team Cup, each player row also gets a team dropdown. Assign every player to one side before you move on; anyone left unassigned won't be available for pairings.

Do this now: Add your players and assign every one of them to a team.

Step 4 — Decide if you need Captains

For a bigger or more serious event, give each team a Captain with their own PIN — they can adjust their own team's pairings without needing your Admin login. For a smaller, casual crew, skip this and run both sides yourself. If you want it, type a 4-6 digit PIN into either team's field under Setup's "Team Captain PINs" section — you choose the PIN yourself; nothing generates one for you. Give it to your Captain, who signs in with the "Captain" button in the header.

Do this now: Decide if you want Captains, and set PINs if so.

Step 5 — Build a real Ryder Cup day, not just one big match

The real event mixes match types across the day, and yours can too. In Setup, under Matches for each round, tap "+ Match". Pick a format — Singles for head-to-head, Four-ball for better-ball, or Foursomes for alternate shot — then assign which players or pairs from each side are facing off. Add as many matches as you need to get your whole group playing.

Do this now: Build out your round's matches, one at a time.

Step 6 — Watch it live, not just at the end

Once scores start coming in, the Cup tab shows every match's live status — who's up, who's down, and how far through the round they are. Tap any match for hole-by-hole detail.

Step 7 — Know how the whole thing gets decided

At the top of the same Cup Standings screen, each team's running point total shows side-by-side. Every finished match adds a point to whichever side won it — the Cup goes to whoever wins the most matches across the whole event, not whoever's combined score is lowest.

***Note:** There's no built-in tie-breaker setting in the app. If your numbers can produce a dead heat, decide how you'll settle it — a single tie-break match, a countback, or just sharing the Cup — as a group, before the event.*

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.