

Golf Genius Software Guide: Multi-Round Ryder Cup Tournaments

A Step-by-Step Guide and Checklist

Note: This guide can be printed or viewed on your computer. While printing the guide may be easier for viewing, we also suggest keeping the guide readily available on the computer because there are many links below to more articles that will help you along the process.

Ryder Cup style events are very popular in the club environment. Typically, two teams of similar sizes compete against each other using various formats. Players from each team earn points for winning and tying matches. The team with the most total points wins the Cup.

In this guide, we will go over the steps to create a multi-round Ryder Cup event.



Checklist

For the purpose of this tutorial, we will assume that you have already <u>entered course</u> <u>information</u>, <u>logo</u>, <u>banner</u> etc. and are ready to create the event

	Create the Event	Customer Center > Leagues, Events and Trips > Create New Event/League		
	Add Players	Golfers		
	Add Rounds	Calendar > Add Rounds		
	Create Teams	Golfers > Event DFTs > Manage Team Lists		
	Create Tournaments	Rounds > Tournaments		
	Create Pairings	Rounds > Create New Pairings		
	Set Course/Tee and Starting Times	Rounds > Edit Existing Pairings		
	Check Playing Handicaps with Handicap Analysis	Rounds > Handicap Analysis		
	Check Setup with Pre-Play Audit	Rounds > Pre-Play Audit of Round		
	Match Results Display Summaries (optional)	Event > Event Profile > Tournaments & Scoring > Display Options		
	Preview Leaderboard with Random Scores	Rounds > Enter Scores > Random Scores		
	Print Material	Rounds > Report Center		
	Enable Mobile Score Entry (optional)	Rounds		
	Move Round Status to "In Progress"	Rounds		
0	Enter Scores	Rounds > Enter Scores		
0	Complete Round	Rounds		
0	Finish Event	Repeat above steps after "Print Material" For all remaining rounds		

1. Create the Event

Go to the Customer Center > Leagues & Events > Create New League/Event. Create the event. Skip the wizard since you will follow this guide.

2. Add Players

Use any of the following methods to add players to the event:

- Import from Master Roster or other Leagues/Events If you already have a Master Roster created, you can go through and select each person who will be playing in the event. Or you can select players from past events/leagues. To do this, go to Golfers > Import Golfers from Master Roster.
- Add Players from GHIN: If you are a GHIN club, you can add players from your GHIN roster or any GHIN roster in the national database. Go to Golfers > Import Golfers from Master Roster / GHIN.
- Manually Add Players: Enter the players and their info one-by-one. Go to Golfers > Manually Add Players to Roster.
- <u>Upload a Spreadsheet</u> If you have the player roster on a spreadsheet, you can quickly upload it by going to Golfers > Upload Roster from Spreadsheet.



Create a column for first name, last name, Handicap Index, and team. If the player's GHIN/GolfNet IDs are in the spreadsheet, then Handicap Indexes can be automatically populated.

Some recommended fields include:

- **Tee:** This field is recommended if multiple tees are used in the event. It will make the process of setting up tees quicker later on in this guide.
- Additional <u>Custom Fields</u>: Upload additional custom fields for your convenience (e.g., Bag Storage #, Shirt Size, Phone). These custom fields will be stored in the player roster. They can also be displayed on the tee sheet next to player's names.

• **Email:** This helps with communicating with the players. You can send mass emails to all or some of the players with ease (e.g., rain delay, rules/agenda).

When the spreadsheet is ready, go to Golfers > Upload Roster from Spreadsheet > Choose File. Import the file, and click "Upload".

Match your columns to our attributes (Some may be matched automatically) by clicking on your column, clicking our attribute, then clicking "Match". Any unmatched columns will be created as custom fields.

3. Add Rounds

Go to Calendar > Add Rounds. Select the rounds for the event.

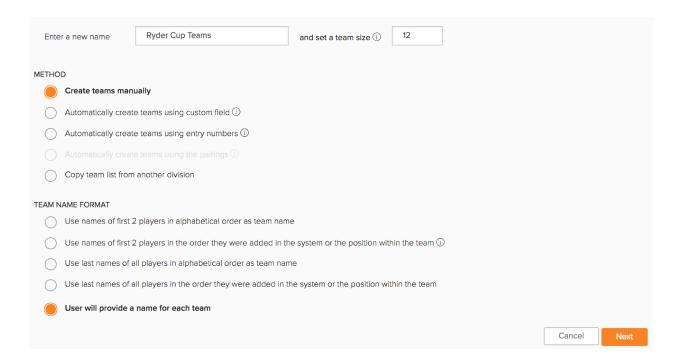


Above, we have created three 18-hole rounds. Two on November 18th and one on November 19th. If you are playing multiple rounds on one day click the date twice. You will then be asked to confirm that you want a second round added on that date.

4. Create Teams:

To create teams:

- A. Go to Event > Event Profile > General Settings. Select "This event uses Teams/Groups.
- B. Go to Golfers > Event Divisions/Flights/Teams > Manage Team Lists .



Enter a name for the list of teams, set the team size. Select the method to create the teams. For more details on all of the methods, <u>Click Here</u>. Remember that you will only be creating one team list. Click "Next" and the teams will be generated.

You can also select team colors for each team. Players and teams will be highlighted with their team color on the leaderboards. To select team colors, go to Golfers > Event Divisions/Flights/Teams > Manage Team Lists > Manage Teams. Click "Edit" for a team and select their team color.



Repeat this step for the other remaining team.

5. Create Tournaments

When playing Ryder Cup events, typically there are singles matches, Four-Ball matches, and alternate shot matches (although you are not limited to these formats). You need to create a

tournament for each.

Go to Rounds > Round 1 > Tournaments.

Four Ball					
Ryder Cup Teams 🗸					
The tee sheet is or will be physic otherwise.	ally organized by team and should be sco	ored that way. This is required for	r match pl	ay and optional	
The tee sheet may or may not be other teams).	e physically organized by team, but we wa	ant the results scored by team (e.	.g., best 2	balls of team vs all	
Team scores will include:	① Payout to				
All Team Scores ✓	Team(s)				
① Format	(i) Competition	(i) Balls		(i) Holes	
Match 🗸	Team v. Team (1&2 v 3&4)	Best Ball on each hole	~	18 Holes	~
① Handicap	(i) Handicap Allowance	(i) When no Opponent(s)		(i) Tie-breaking	
USGA Net (off lowest)	100 %	Win by Default	~	Retain Ties	~
① Purse & Points					
by Matches/Holes won/tied	Points and Purse for Divisions and	Flights			
Purse					
per Match won per Match	n tied per Match lost	per Hole won	per Ho	ele tied per	Hole lost
Delate					
Points per Match won 1 per Match	n tied 0.5 per Match lost 0	per Hole won	per Ho	ale tied nor	Hole lost
per materi wori	per Match lost	per Flore Wolf	_ per no	per	riole lost
				Max	Min: (i)

Set up the tournament(s) for the first round. Above is the setup for a typical Four-Ball match play tournament. Each match plays off the lowest ball in the foursome. One point is won for each match. If you want to set up alternate shot matches, select "Alt Shot" in the Balls drop-down instead of "Best Ball". If you want to set up a scramble, then select "Scramble". If you want to set up singles matches, in the Competition drop-down, select "Team v Team (1v3 & 2v4)" instead. If the tournament is only 9-holes, select the option in the "Holes" drop-down.

When setting up the tournament, make sure you payout to "Team(s)" so the team points will aggregate on the leaderboard round-to-round.

Once you are finished setting up the tournament(s) for Round 1, move onto the remaining rounds and set up the tournaments there as well.

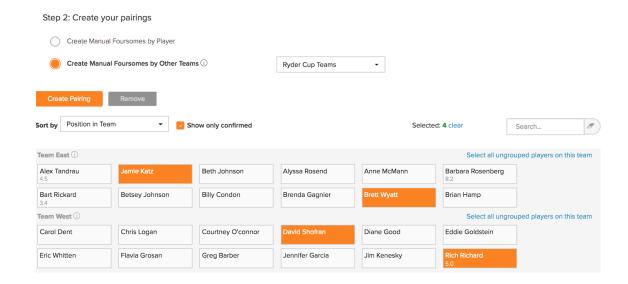
6. Create Pairings:

Go to the Rounds for Round 1 > Create New Pairings.

Step 1: Automatic or Manual?	
Automatic scheduling - let us do it for you	Manual pairings - set the pairings yourself
Pair by previous results/pairings	(i) Create pairings using a custom field
(i) Create pairings using entry numbers	

You will likely use one of the following options to create your pairings ...

- <u>Automatic Scheduling</u> Randomly create the pairings/matches. Our scheduler will
 ensure players will have new playing partners and opponents for each round (if
 mathematically possible). Select Automatic Scheduling > Further Schedule by Team
 (Pair).
- Manual Pairings If the matches have been predetermined (e.g., captain-selection), use this option.



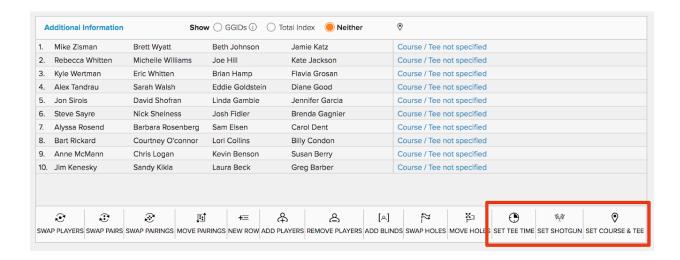
When creating the pairings manually, click on the four players in the first match (they will highlight orange), Click "Create Pairing" then repeat the step for all remaining foursomes. It is very important that you click on each player in the correct order so that they are organized in each foursome correctly. Select the players on the first team, then the players on the second team. Above, I selected Katz, Wyatt, Shofran, then Richard. If playing singles matches (1v3 & 2v4), it will be Katz v. Shofran & Wyatt v. Richard.

When ready to generate your pairings select, make sure to click "Next", then "Continue".

Repeat this step for the remaining rounds.

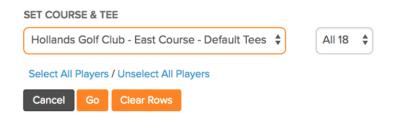
7. Set Course/Tee, Starting Times, and Shotguns:

Once the pairings are created, you will be directed to the "Edit Existing Pairings" page



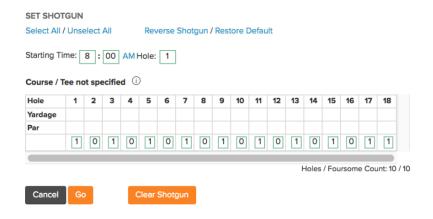
Complete the following steps on this page:

A. **Set Course/Tee:** Click Set Course & Tee > Select All Players.



Select the tee that the players will be using. If multiple tees are being used, you can use the <u>default tees</u> (if set up) or individually select the players above (they will highlight/un-highlight in orange) to place them on different tees. After the tees are set, click "Go". <u>Click Here</u> for more details on setting the Course & Tee.

B. Set Tee Time/Shotgun: If you have a shotgun start, click on "Set Shotgun", "Select All".



Set the starting time. Make sure all 18 holes have the correct number of pairing groups in them. For details on setting a shotgun start, <u>Click Here</u>.

If setting tee times instead, Go to Set Tee Time > Select All. Then select the first time, interval, and starting hole. For details on setting tee times, <u>Click Here</u>.

Go to Edit Existing Pairings for the remaining rounds and repeat this step.

8. Check Playing Handicaps with Handicap Analysis

Go to Rounds > <u>Handicap Analysis</u> to ensure the Playing Handicaps are being computed as expected.

9. Check Setup with Pre-Play Audit

Go to Rounds > Pre-Play Audit to make sure there are no "warning flags" in your setup.

10. Match Results Display Summaries (optional)

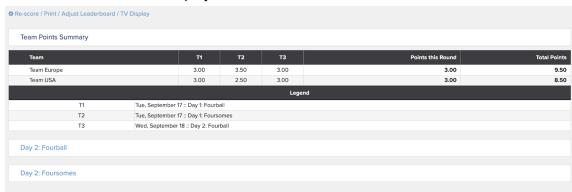
For team matches (e.g., Ryder Cup) you can select the format used when displaying the point summaries on the leaderboard. To change the display view, go to Event/League > Event/League Profile > Tournaments & Scoring > Display Options (as shown below).

Horizontal View (i)		
Match Play View ①		
Additional message that will be displayed on the summary		
✓ Display logo as part of the Team Points Summary		

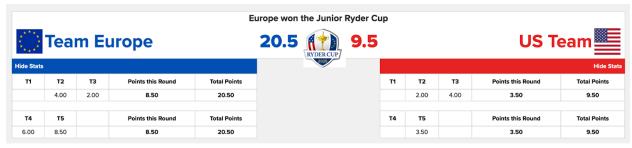
For match-play events, you have two options to display the point summary:

Select the format used when displaying the point summaries

Horizontal View: Points displayed in a table.



- Match Play View: Intended for Team v. Team competitions (e.g., Ryder Cup Tournaments). The view highlights the winning team based on total points awarded in Team v. Team Match Tournaments. You will also have two additional options:
 - Additional message that will be displayed on the summary: This will display a message above the points and logo (if used).
 - Display logo as part of the Team Points Summary: The Event logo will be displayed between the points summary instead of the word "Vs."



11. Preview Leaderboard with Random Scores

Go to Rounds > Enter Scores > Random Scores > <u>Test Leaderboard</u>. If the leaderboard displays as expected, go back to "Enter Scores" and Clear the random scores.

12. Print Material

Go to Rounds > Report Center to access your printed material. Frequently used printed material includes:

- Scorecards
- Cart Signs
- Scoreboards
- Tee Sheets

To access and print reports created by others in the user community, select "Discover Reports" and use the search or filter tools to find your desired reports.

For suggestions and best practices on printing material for this event, check out the "Printed Material Notes" section in the end of this guide.

13. Enable Mobile Score Entry, if necessary

If using mobile score entry, turn the toggle switch ON under the Rounds Menu.

14. Move round status to In Progress

Go to Rounds Menu and click "In Progress". The leaderboard will now be live.

15. Enter Scores

Go to Rounds > Enter Scores. Click on a pairing group to enter gross hole-by-hole scores. (Note: If scores are being entered via mobile app, then skip this step.) If you prefer to enter the final match results and points instead of hole-by-hole scores, you can adjust the leaderboard instead. Click Here for details on adjusting the leaderboard.

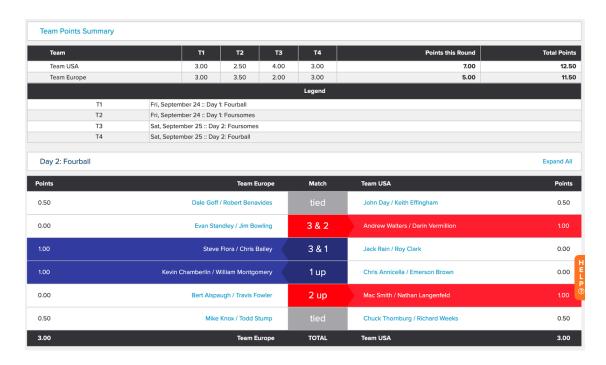
16. Complete Round

Once all scores are entered, go to Rounds Menu, move the round status to "Completed", and turn mobile score entry "OFF" (if necessary). Then go to Rounds > Display Leaderboard to view the final leaderboard for the round.

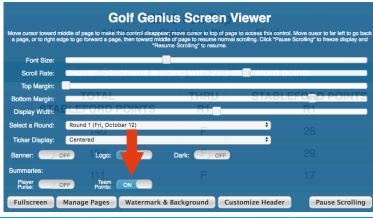
17. Viewing Results on the Leaderboard

• Managers Site: To view the final leaderboard, team round and aggregate points, go to Round > Display Leaderboard. You will see a "Team Points Summary" at the top of the

page that show the aggregate Ryder Cup Standings and any tournament for that round (as shown below).

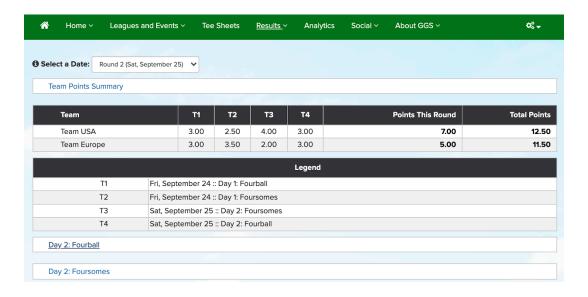


• **TV Display:** If displaying the TV Leaderboard, make sure to make the team point summary visible (as shown below). This option is not available until a point has been earned for a team.





 Event Portal: Ryder Cup results can also be seen on the portal. To access the portal for an event or league, go to Apps > Member Portal Address. Find or add the "All Tournament Results Page on the Portal" to view the live leaderboard (as shown below).



18. Finish Event

Repeat steps 12 thru 15 for the remaining rounds.

Printed Material Notes:

Scoreboards:

You can access many scoreboard templates, created with the <u>Report Composer</u> by others in the user community, by going to Rounds > Report Center > Discover Reports. Filter by Category (Scoreboards).

Examples:

SCOREBOARD: RYDER CUP - DOUBLES

Sample Event
Sun, January 1

Team Red		Team Blue	<u>e</u>
Verplank, Scott		Jacobsen, Peter	
&	VS.	&	
Duval, David		Floyd, Raymond	
Aaron, Tommy		Bean, Andy	
&	VS.	&	
Morgan, Gil		Elder, Lee	
Haas, Jay		Janzen, Lee	
&	US.	&	
Rodr guez, Chi-C	hi	Irwin, Hale	
Johnson, Zach		DiMarco, Chris	
&	VS.	&	
Trevino, Lee		Stricker, Steve	
Gallagher Jr., Jii	m	Weiskopf, Tom	
&	US.	&	
Calcavecchia, M	ark	North, Andy	

SCOREBOARD: RYDER CUP - SINGLES 1V3, 2V4

Sample Event

Sun, January 1

Team Red		Team Blue	
Verplank, Scott	VS.	Jacobsen, Peter	
Duval, David	VS.	Floyd, Raymond	
Aaron, Tommy	VS.	Bean, Andy	
Morgan, Gil	VS.	Elder, Lee	
Haas, Jay	VS.	Janzen, Lee	
Rodr guez, Chi-Chi	VS.	Irwin, Hale	
Johnson, Zach	VS.	DiMarco, Chris	
Trevino, Lee	VS.	Stricker, Steve	
Gallagher Jr., Jim	VS.	Weiskopf, Tom	
Calcavecchia, Mark	VS.	North, Andy	
Green, Hubert	VS.	Stadler, Craig	