KRISTALBALL

Golf Tournament Management System

USER GUIDE

1.   **User Guide Outline**

2.   **System Installation**

2.1   You can download the KristalBall System at web site www.golfscoresystem.com

   a.   To install the KristalBall, expand the downloaded zip file and run the unzipped file stored in your folder. The system file consists of 4 modules, the 'Setup-1.bin' 'Setup-2.bin' 'Setup-3.bin' and 'Setup.exe' Double click or run 'Setup.exe' program. Follow the steps guided by the system. The KristalBall system will be automatically installed with system start up shortcut icons (KristalBall Scoring) ready on the desktop.

   b.   You should go through all instructions in this manual to learn about KristalBall if you are using the system for the first time.

2.2   System Installation from CD

   a.   The CD provided by UNERGY (M) Sdn Bhd or BONWE Technology (S) Pte Ltd contains the same programs as those which are downloaded from the website.

   b.   To install KristalBall System, double click 'Setup.exe' program, just follow and execute the steps guided by the system. The KristalBall system will be automatically installed with a shortcut icon (KristalBall Scoring) ready on desktop.

The default installation setup will install KristalBall system in C drive, in "Program Files" folder, with folder named "KristalBall Scoring", database name is "db", program name is "golfsys".

3.   Start Up KristalBall

3.1.   Ensure that your computer's date is in the format of DD/MM/YY for KristalBall. You can check/change the format in Date and Time option of Control Panel.

3.2.   Click 'KristalBall Scoring' icon to start up KristalBall. Enter "F1" key for help at any steps if necessary.

3.3.   When starting KristalBall for the first time, a 12-character Registration ID will be displayed in Software Registration screen for user to register as an authorized user. You need to contact (email) the UNERGY/BONWE Administrator to obtain the Activation Code. Copy the code (88-character string or keycode file sent by UNERGY/BONWE via email) into the KristalBall system folder (in Program Files folder), or copy and paste the 88 characters Activation Code onto the KristalBall Software Registration input screen. Your system is ready for use if the keycode or the Activation Code is accepted.

The main functional icons are: Club, Course, Member, Tournament, Sponsor, User and Calendar.

3.4.   Click on the 'Club' icon to define/update the club data. Multiple clubs are allowed.

3.5.   Click the 'Course' icon to define/update the 18-hole course data.

3.6.   Member record entry (using the 'Member' icon) is optional. If member records are entered into the system, user can select members and put them into the tournament during player data entry. Address labels can also be printed for mailing to members.

3.7.   Click on the 'Tournament' icon to define/update all tournament functions and parameters.

3.8.   Click on the 'Sponsor' icon to define/update tournament sponsors for TV Display module if any.

3.9.   Click on the 'User' icon to change your User-ID/password or add new users.

3.10.   Click on the 'Calendar' icon to plan tournament activities. All tournaments created in the system (as mentioned in 3.7) are automatically recorded in the calendar.

For all data table display of KristalBall system, at each data column, by clicking the column heading's name, the data under the column will be sorted in alphanumeric sequence for easy reference.

4.   Club Set up in KristalBall

4.1.   Click 'Club' icon (F3) to add (New), Edit and/or Delete club definitions. Club data is the first data set to setup before setting up other data or manage a tournament.

4.2.   Note that only the Club Name, Alias and Distance unit of courses fields are mandatory, the other field items are optional. To upload the Club logo, (for report printing) right click on the logo area to copy the picture into the Club record.

5.   Course Set up in KristalBall

5.1.   Click 'Course' icon (F4) to add (New), edit or delete course definitions. All courses must be defined according to the score card before defining any tournaments.

5.2. Select Course name and data under each Club (if more than 1 club). The 18 holes definition of Pars and Indexes must be correct to allow the system to manage tournament accurately.

5.3. For Tee boxes, use "Add" to setup at least 1 men tee (Blue/White) and 1 ladies tee (Red)' with distance of every hole as in the score card. Also enter the Rating and Slope of the course accordingly.

5.4. Setup default club and course name. This is done by using "Preference" of the "File" function (Ctrl+Alt+P, top left), enter the Club/Company name, Home Club and Default Course.

6. Membership Record

6.1 Click 'Member' icon (F5) to add (New), Edit, Delete or Print Member records accordingly.

6.2 Entering of Member records is optional, however, if member records are entered, user can select and insert members' names into a tournament later, saving the tournament set up time.

7. Tournament Set up

7.1. Click 'Tournament' icon (F6) to add (New), Edit, Delete, Import Player, Manage Tournament entries, enter scorecard and compute results (Score & Result).

7.2. *Create a new tournament*

Click 'New' to add a new tournament. Define the tournament name and date. Enter all the tournament parameters as follows:

7.2.1. Format:

Select result formats of Gross, Nett, Stableford or Bogie. Indicate Multiple Round and number of rounds if required. Enter the number of holes for the game (18, 27 or 9). The game type is indicative and for printing result usage only. Add Round is for adding of round just in case required.

7.2.2. Handicap:

Select the handicapping method used for the tournament (Preslope/Course, System 36, Perioa, Double Perioa, Callaway, Scheid, etc.). Additional adjustment to the handicap is possible by percentage (0 to 100%) setting. System 36 and all Peorias have "modified" option. For modified options, the handicap of the day will be the computed or the original course handicap whichever is lower. Parameters for all Peorias handicapping can be selected under the 'Perioa System' window; there are 3 sets of 3 blind holes for 1st nines (9 holes game), 2nd nines (18 holes game) and 3nd nines (27 holes game). For Double Peoria and New New Peoria, blind holes' score will not be selected for handicap computation. For Peoria (Single) system, the blind holes' score will be selected for handicap computation.

7.2.3. Division:

Select/Define Division (or Medals) types for the tournament. This is to define divisional names to manually assigned divisions or system assigned (by handicap range) divisions. The divisional options are:

(1) No division:
The game is played without divisional grouping. It is a game for individual or team results ranking only.

(2) Division by User Preset (User allocation):
All players are divided into divisions which are manually assigned by user using "Division" setting in "Manage Tournament" function. Results are grouped by Divisions, and players are ranked within their respective divisions.

(3) Division by Handicap of the day (System allocation): All players are divided into divisions according to the handicap ranges defined. The players' handicap could be their course handicap or the computed handicap of the day (e.g. System 36, Double Perioa handicap) depends on user setting. Results are grouped by Divisions, and players are ranked within their respective divisions.

7.2.4. Team:

Select the allocation/calculation method of Team results for the tournament. User needs to specify the **Top** number of players (in a team) to be counted into the team results. Example, if "For top 3 players" is selected, it means the system will use the top 3 players' results as the team results, each team may have more than 3 players, however, if the team has less than 3 players, the system will disqualify the team. If Teams are assigned into various Divisions, Divisional total by Teams is possible, by using "Show Division Total" and state the number of Team you want to be in the Division total score, and the Division that has less than the number of Team specified is dropped from the Division results.

If team play is selected, if the team members are less than the Top number of Players specified, the team will be disqualified (or ignored) by the system. There are 4 options for team results:

(1) Combined Best Ball (Hole by Hole)
The score of each hole is the combined scores of the best top number (as specified) of players' hole scores. Same method is applied for all 18 holes' scores. The team result is the total of best 18 holes of the top team members.

(2) Best Ball (Hole by Hole)
The best score of all team members for each hole is used as the score of the team hole by hole. The team result is the total of 18 holes' best scores.

(3) Combined Score (By Total Score)
The team result is the total of the team's best top number of players' total 18 holes scores.

(4) Best Score (By Total Score)
The best 18 holes score (the best score player) of the team is used as the team's score.

(5) For Multiple Day with Team Play Option.
There are 2 options of score selection:
(5.1) Use Last Day:
The result is based on the final day team results of "By Total Score" option.
(5.2) Use Daily:
The result is the total of daily top players combined score or daily best score as selected by user using "By Total Score" option.

There are also team handicap to be considered if required.
(1)   Individual Handicap
All team members play off individually using their own handicap.
(2)   Combined Handicap
All team members use one common team handicap. User need to select a percentage (e.g. 25%) of team's total handicap.
(3)   Best handicap
Use the lowest handicap in the team as the common team handicap.

Show Division Total (optional selection):
If Teams are played under different Divisions, user has an option for Divisional Total using of Top number of Team within the Division. In this case, Divisional ranking can be determined.

7.2.5. Tie Break/Count Back:
Select Count Back method for ranking of tie score players in the tournament. There are 4 methods for Count Back or Tie Break:

(1) USGA
Using USGA guidelines of ranking by Count back comparison between players with tie scores by sequence as follows:
1). Compare total score of last 18 holes.
2). If tie, compare total score of last 9 holes, better score player wins.
3). If tie, compare total score of last 6 holes, better score player wins.
4). If tie, compare total score of last 3 holes, better score player wins..
5). If tie again, compare hole by hole score, start from hole 18, if tie, compare hole 17, if tie. Compare hole 16, then 15 and so on until a winner is identified.
(2) Handicap/USGA
Ranking by handicap, lower handicap player wins. If handicap is the same, then use USGA count back as above to determine winner.
(3) Age/USGA
Ranking by Age, high age's player wins. If age is the same, then use USGA count back as above to determine winner.
(4) Custom
User defines the count back procedure. User can define (use […] input) a count back procedure name for future use, using + to add new procedure and a tick to confirm/save, add procedure items one at a time.

7.2.6. Course:
Select a default Course for the tournament, default tee for men and ladies.

7.2.7. Note:
Enter any note for the tournament, reports, label or TV screen display if applicable.

7.2.8. Other:
User can define the last player ID number used (system default is 1000) and the next player entered into the system will start from the next number. The tournament logo can also be loaded for printing or display.

7.3. *Edit a tournament*
Select an existing tournament entry and click "Edit" to change its tournament parameters. After changing any parameter, remember to SAVE the changes. Then go to 'Score & Result', Re-compute results again to generate a new result printout. Hence, by adjusting the parameters of a tournament, user can generate many results from the same set of scorecard data entry.

7.4. *Delete a tournament*
Select an existing tournament entry and click "Delete" to delete it if required. Otherwise, the tournament will be permanently stored in the system for review.

7.5. *Import Player*
User can copy all players from any tournament into a new/select tournament. There are options to copy player names only or to copy player names, flight and scores. This is to allow user to manage multiple tournament with the same group of players in order to generate combination of scoring results if necessary. Or, users can Import Player into another tournament without re-entering all the names again.

7.6. *Manage Tournament*
This function provides features for users to manage their tournament data accordingly. System features for tournament management (**To Manage / To Print**) are as follows:

(1) Enter Player Data (**To Manage - Player Record**)
User can Add, Edit or Delete player record, or Select player from Member records for the tournament.
Add Player Details – User needs only to enter basic data of Name & Handicap, Alias is automatically copied, default is men, and the rest of the data are optional. If data is copied from Member Record, all fields will be copied accordingly from Membership record. If user needs to enter names continuously, click "continue add new after save" at bottom left, otherwise, the screen will close after one record is added and saved.

(2) Assign Course (**To Manage - Course**)
All players must be assigned to the Course/Tee they played in order to have correct scoring. All players are assigned to play the default course (at Set Up) accordingly. To change/assign Course, select the course/tee, then select the player and click

'Assign Course to Name'. User may also click on 'Assign Course to Ladies' to assign course/tee to all ladies players, or 'Assign Course to Men' to assign course to all men.

User may "**Edit**" the course to change course data for the tournament only; this will not affect the original course data definitions. For **27 holes or 9 holes game**, users need to re-define or re-arrange all the hole indexes to suit the game.

(3) Assign Flight/Round/Cut-off (**To Manage - Flight/Round**)

This function is for users to assign players to flight or generate flight list. User will first need to generate flight timetable by using "Add" function to add one flight at a time or using "Generate Flight.." to automatically create the flight timetable, then follows by assigning all players to their respective flight.

To use "Generate Flight..", user enters the number of flights, Start tee-off time and time interval, Tee ID etc, with options to tee-off by shotgun start or 2 or more barrels start. User can generate new flights to add behind the current flight table, or generate all new flights to replace current flight table (using "Replace current flight list" option).

After the flight table is generated, user may then assign players to the various flights. By clicking 'Assign Player to Flight', all un-assigned players will be listed in the "Select Player" window. User needs to select a flight time and tee box, follows by select/click the player names to assign them to the flight. Once a player name is clicked, the player name disappears from un-assigned player list and the name will be inserted into the flight selected, repeat the steps until all names are assigned to the respective flights.

For multiple round tournaments, flights of different rounds are assigned separately by indicating the round number/date.

Cut-off option is available for removing players who missed the cut. User just needs to enter the cut-off score of the round accordingly, at the "Compute" function of "Score & Result", when user select "Compute Cutoff", all players with scores below or not better than cut-off score will be dropped from the tournament in the next following round.

(4) Assign Division (**To Manage - Division**)

For "User Preset" division, user must use "Add" to define division name one at a time, and assign players into various divisions similar to the flight assignment method. First, select the division, and then click "Assign Player to Division" to select players into the selected division. Click the next Division, and then select player into the next division. Repeat until all players are assigned to the various divisions.

For "Hcp of the Day" division, user should use "Generate User Preset Division by Handicap" to generate divisions, Using "Generate and Assign Division" table to set the handicap range that user want. All players will be automatically assigned to the various division specified at the result reports. User should store Division setting by name for future use. Use […] function to define Division setting with name, (+) is to add new Division definition, (tick) mark is to save the setting.

"Team" within "Division" is possible. User just need to use the "Team" setting next to "Player" to define the Teams (must be assign in "Team" option) that are belong to the respective Divisions.

Use "Remove Player from Division" to take player out of the Division and re-assign them into other Division. Just select the player and click "Remove Player from Division", the player is removed from the Division.

(5) Assign Team (**To Manage - Team**)

User can generate teams by using "Add" to state the team name one at a time, or using "Generate Team.." to generate as many Team as user want automatically.

The assignment of players into different Teams can be done by similar method as Division assignment. First selecting the Team name, then select "Assign Player to Team" and click the player name to assign them into the selected team. Repeat the process until all players are assigned.

Use "Remove Player from Team" to take player out of the Team and re-assign them into other Team. Just select the player and click "Remove Player from Team", the player is removed from the Team.

User may assign **Team within Division**, using **Team** in the **Division** assignment screen; assign all teams into various Divisions accordingly.

(6) Select Sponsor display (**To Manage - Sponsor**)

Click on 'Select Sponsor' to select tournament sponsors (if any) from the list of sponsors that users have already set up. The sponsors selected will be shown during the TV results display.

(7) Printing of Registration List (**To Print – Reports**)

Click 'Reports' to see the "Report Options" of all the documents that you can print out. Select 'Player Registration List', with options of sorting sequence by ID, Name, Division, Team and Handicap etc. Users may also select options to print with round, course and time if applicable.

(8) Printing of Starter Sheet (**To Print – Reports**)

Select "Starter Sheet" in "Report Options" to print Starter Sheet. This is a compressed form of flight list used by starter or for quick reference. Users may also select to print by the round, course and time if applicable.

(9) Printing of Flight List (**To Print – Reports**)

Select 'Flight Listing' to print flight list. Users have options to print with Membership Number and separate pages at the change of tee boxes. Users have also an option to print the flight list in two columns (2 up).

(10)   Printing of Score Card Label (**To Print – Labels**)

In the "Label Printing" option of "Labels" function, Users can select "Scorecard" option to print labels with many printing formats and sizes of papers, sorted in various sequence such as Player ID, Name, Flight or Tee Time. Select the desired

label format to suit the label stationery. Users have option to print selected labels using "Selective Printing by Player ID" with a range or a single label. User may print "Notes" at the bottom of each label if necessary.

(11)   Printing of Buggy Label/Golf Bag Label (**To Print – Labels**)
Select "Buggy" to print buggy label, with options to sort the label by Player ID, Name, Flight or Tee Time. Select the desired label format with all options to suit your requirements.

7.7.   *Score and Result*

After users have defined tournament parameters, entered player names and setup tournament result options, the tournament is ready for actions. Select "Score & Result" option, this function enables users to enter scorecards data and compute tournament results accordingly as follows:

(1) Score Card Data Entry
Double click the player record or click "Score" icon to display the scorecard record for score data entry. For easy record searching, user may click a column heading to sort the data in the selected column's alphanumeric sequence. Or, enter name initial in "Find" to locate player scorecard record.
In score entry, the cursor will auto-skip to the next box after each digit is entered, except '1' (no auto-skip), so as to allow users to enter score of '10' and above. For a hole-in-one, enter '1' follows by 'Enter'. Individual result is computed immediately after score entry is completed, the player's tournament handicap (e.g. System 36) and course handicap are displayed, all 4 formats of results are displayed for reference. After first "Enter", user should check score entry, amend data if necessary, and then the second "Enter" to save data. User may enter "Player ID" in the score card record and "Enter" to retrieve the player scorecard. Users may "Withdraw", "Disqualified" or "Cutoff" the player.

(2) Compute Tournament Results
User must always compute results before printing results, by clicking the "Compute" and follows by selecting result options if required, then 'Proceed' and 'OK'. User needs to select "Team Result" for team play, and, need to select "Compute Cutoff" to perform cutoff (setup in Flight/Round) function if required. Users are allowed to change tournament result format (Edit Tournament & Save) anytime, and then re-compute result to print new result reports.

(3) Printing Result Reports
After result is computed, to print report, just click "Print" and follows by selecting print options accordingly.
User can always go back to 'Edit' the tournament parameters, change the result format and save the changes, then go to "Compute" new result and "Print" a new result report. Individual player results can be displayed on screen using the "Result" icon next to player score line.

There are options to print result in Landscape, display Gross score in reports, simple Gross score and individual results without other combinations.

(4) Extra Results
User may have additional results of Ball Sweeps and Multiple Ranking by clicking on 'Extra' and selecting the desired options.
Ball Sweeps are results of first and second nines in 4 format options.
Multiple Ranking results allow user to have 4 different formats (Gross, Nett, Stableford and Bogie) in one tournament result by priority set by user, and players ranking in each formats are mutually exclusive.

(5) Statistics
User may print tournament statistics with options using "Statistic" icon. The report display score analysis of the tournament for every hole, with relative differential (difficulty) computed for reference, it may be used for future reference to adjust the holes indexes accordingly.

8.   Sponsor

User can define sponsors for any tournament or future tournaments. The sponsor's logo, advertising wordings and banners are available for user input and display in TV module.

9.   User Set Up in KristalBall

The installed KristalBall system is set up with a User-ID of "GolfAdmin" with password "golf321". Users may "Edit" their User-ID/Password, add additional "New" user/password or "Delete" an existing user. However, users should keep "GolfAdmin" user ID, as it is being used in networking as a default user for convenience.

10.   Calendar

All tournaments will be automatically recorded into the calendar by the system for your quick reference. It can also be used for tournament events planning or scheduling.

11.   Server Module

There are three modules in KristalBall Tournament Management System:
(1) KristalBall Server Module – Manages multiple scoring PCs network with one database.
(2) KristalBall Scoring System (Client System) – Manages scoring data & results.
(3) KristalBall TV Display Module – Manages result display in network with TV monitor.

User may use any PC with KristalBall Scoring in a network to be the KristalBall network server, this is done by installing the Server Module in the PC selected (with "Server" program in "KristalBall Server" folder in "Program Files" of C drive, also needs a keycode). The PC with Server Module will become the server of the KristalBall Tournament Management System, all PCs in the network will each need a "KristalBall Scoring Module" or/and "TV Display Module" using one common database (at c:\tourbase\ in the Server PC), all PCs may perform data entry, generate results and reports. Follow the steps

below to set up Server Module to manage multiple PC network of KristalBall Tournament Management system:

11.1. **Create a Common Database for the Network**
At the KristalBall Server PC, users need to create a common network database as follows: Copy the "db" database of KristalBall Scoring Module (after setup the Club and Course, step 4 & 5) from KristalBall Scoring folder, paste the "db" into "C" drive, re-name the new "db" to "tourbase", "tourbase" is the common database for the KristalBall Scoring network, all KristalBall Scoring PCs will use "tourbase" as the remote common database. "db" database is the local database used by the KristalBall Scoring Module in that PC when it operates stand-a-lone by itself.

11.2. **Startup KristalBall Server Module**
In order for KristalBall scoring system to function in a network environment, the Server Module must be the first KristalBall system to start up in the network. Click the KristalBall Server icon in desktop to start up KristalBall Server. There are 7 windows, namely Status, Settings, User, Procedure, Event, Database and Log for user selection as follows:
  (1)   Status: shows the active users and their locations in the network. The Server IP/Name at the bottom right shows the IP Address/Name of the server. User may record the IP address for network connection later.
  (2)   Setting: shows the network connection setting parameters. Setting data are automatically assigned by system. User may change and save the settings.
  (3)   User: shows the valid users and applications in the system. One of the users must be the "GolfAdmin" using Scoring system, and another user should be the Server user, otherwise, click "New" to create users for the respective users if necessary. Users may use "Edit" to change user data or "Delete" users.
  (4)   Procedure: Shows the procedure set by users if any.
  (5)   Event: Shows the events set by users if any.
  (6)   Database: Shows the databases used by users for the respective applications. Ensure "tourbase" is defined.
  (7)   Log: Shows the transaction log of actions done by users.

11.3. **Shutdown Server Module**
User must shutdown all Display Modules and Scoring Modules in the network before shutting down Server Module. So Server is the first module to start up and the last module to shutdown in KristalBall application network.
Click "Connected" or "Disconnected" to connect or disconnect the server system, or Just click "QUIT" to shutdown Server Module.

12.   Scoring Module in Network Operations

With the Server module running, all PCs in the network are able to run KristalBall Scoring with one database (C:\tourbase). Multiple stations will speed up the score card data entry processing.

12.1. **Connection to Server**
The default database of the Scoring Module is the local "db" database folder in the Scoring Module folder. In order for the Scoring Module to operate in a network, it must access to the remote database (C:\tourbase) with Server module running. Connect to remote database by steps as follows:

(1)   At the Scoring Module, click "File" on top left corner of the main screen, select "Connection" option. The Connection Setting screen will allow user to select connection options. There are two databases for user selection; the default database is the local database "db".

(2)   Select "Remote Database" with remote setting as follows:
IP Address: spaces   Port: 12008
Server Name: localhost   Admin Port: 12009
"SAVE" the settings, shutdown and re-start the KristalBall Scoring system, it will start up as remote station using the remote common database (C:\tourbase) for network processing.

If network connection is unsuccessful, using IP address in "Remote Database" of "Connection" to connect as follows:
IP Address: IP address of Server PC
Server Name: change "localhost" to spaces.

If database has error, User can select "Repair mode" before saving setting, the system will repair the database if necessary.

12.2. **Disconnect Server**
To disconnect the server and reconnect back to the local database, just repeat the "Connection" steps above, instead of select "Remote Database", now select the "Local Database", use the "Select" ion to point to "db" as the database in the KristalBall Scoring System folder. "SAVE", shutdown and re-start the KristalBall Scoring system, it will point back to the local database assigned after re-start.

13.   **TV Display Module**

13.1. **Startup KristalBall Display Module**
In order for results to display on TV set, the Server module must be started before starting TV Display module, the TV Display module needs to work together with a TV display card (S-video or TV card), steps are as follows:

(1)   Click the KristalBall Scoring Display icon in the desktop to start up KristalBall Display. There are two windows, 'Connection' & 'Messages' for user selection. 'Connection' is to connect to the Server and to select tournament and round of results for TV display. 'Messages' is for user to key in messages to be displayed at the bottom of the TV screen.

(2)   At "Connection", Click the "Load/Connect" to connect to the server. The Connection 'Settings' parameters are as follows:

User name: GolfAdmin or others
Passwork: golf321 or others
Server IP: spaces   Port: 12008
Server Name: localhost
Click "Save Settings"
If network connection is unsuccessful, using IP address in "Remote Database" of "Connection" to connect as follows:
IP Address: IP address of Server PC
Server Name: change "localhost" to spaces.

(3)   After connection is established, user can select "Tournament Title" and "Round", set the display interval timing if necessary, follows by clicking "Show", the results of the tournament will be displayed on screen. If a TV set is connected to the PC's S-video or TV port, the same PC screen display will also display on TV set.

13.2. Shutdown Display Module

At the TV display screen, enter "F4" to stop display and return to Display Control screen. Close the Display control screen will shutdown Display Module.

14.   Tournament Example

14.1. Individual Format Tournament

After Club Set Up and Course Set Up, the system is ready for tournament scoring; user may manage an individual format tournament as follows:

(1) Tournament set up.

At Tournament windows, select "NEW", follow the steps as described in the section 7.2 to define parameters of a new tournament of individual game, 9 holes, 18 holes or 27 holes, single day or multiple days.

(2) Enter Player data.

Go to Manage Tournament, following steps in section 7.6 to entry players' data, name, alias, handicap, sex, etc.

(3) Assign Course, Tee, Flight.

Following the steps as stated in section 7.6 to assign course, tee and flight. User is allowed to assign players to play at different course or different tee box for the same tournament. If user needs to print out the flight details, user will need to assign players the flight timetable accordingly; otherwise, flight assignment is optional, it does not affect results.

At "Managing Course", user may "Edit" the course, change the course data, pars & indexes, this course data is not updated to the course definition at Course set up, it is only for the selected tournament only. For game playing 9 holes, 27 holes or holes that are different from the defined course, users will need to "Edit" the selected course to adjust the pars and indexes accordingly for accurate results.

(4) Score Data Entry and Print Results

When scorecard returned, enter scores using "Score & Result" function accordingly. When all scorecards are entered, system is ready to print results. First "Compute" the results, select "Compute Individual Result", and then "Proceed". When results are computed, reply "Ok", select "Print", select "Tournament Result", then "Print", the results will be displayed on screen for checking before printing it on printer.

Try printing other options and sees the different reports you may get, there are "Gross Score List", "Course List", "DQ/WDL/CO List". If multiple courses are used for the same tournament, you may print results of anyone of the course only, just select "Course only" to print.

14.2. Individual Tournament by Division

If "Division" is selected in tournament set up, just follow the steps as stated in section 7.6, in "Manage Tournament", select "Division", use "Add" or "Generate Division" to create Divisions, then assigns all players to the various Divisions accordingly. If Division is by "Handicap of the Day" (at tournament definition), when "Generate Division" is used, the division assignment will be done automatically by the system according to the handicap ranges defined. User may also have results of Team (must select the Team option in tournament definition) within the Division. Just select the Team option within the Division, and assign the Team into each Division accordingly. If Team is used, in "Score & Results", at "Compute", "Compute Individual Result" and "Team Results" must be selected for computation.

14.3. Team Tournament

If "Team Play" is selected in tournament definitions, user must also select the "Team Result Type" and "Team Handicap" accordingly as described in section 7.2. Follow the steps as stated in section 7.6 of "Manage Tournament", select "Team", use "Add" or "Generate Team" to create Teams, then assigns all players to the various Teams accordingly.

In "Score & Results", at "Compute", "Compute Individual Result" and "Team Result" must be selected when computing results with Team play.

Note that you can print results for Division results only, Team results only, or Team results within Division, by changing (edit) the Tournament Set Up with or without Division or/and Team, remember to save the tournament set up after changes, and then go to "Score & Results", do the "Compute" again, and "Print" a new results. Note that for results of Team within Division, the team members are ranked by their Divisional ranking number, so all Team members should be in the same Division for consistent results.

14.4. Multiple Day/Round Tournament

At "Tournament" set up, user has to select "Multiple Round" option as "Yes". User may play for 2 rounds to 4 rounds. User may convert a single round game to multiple rounds by "Add Round" 1 round at a time.

For multiple round game, the tournament setting data, tournament data entry and result management are the same as single round game, except the following points:

(1) **Manage Tournament - Round Management**

The "Course" and "Flight/Round" are managed separately by round or day. User may change the Course, Flight/Round data day by day.

(2) **Cutoff**

At the "Managing Round and Flight" of "Manage Tournament", user may enter the cutoff score in "Cutoff Point" at each day/round, during the "Compute" results option, select "Compute cutoff", the system will cutoff/drop players with score not better than the cutoff point for the next day or round play.

(3) **Score Entry**

Score entries are done round by round based on user selection of round. Users are allowed to view or change data for any round by selecting the round/day of the data wanted, after all the changes, remember to "Compute" results to ensure correct results for every round.

(4) **Compute Results**

When "Compute" results, especially with changes of any data in earlier day or change of result format, users must re-compute ("Compute") from day 1 to the day of results, this is to ensure that every day or every round of results are consistence with the format and parameter settings before printing. For example, for a 3 days tournament, after Gross results of day 3 are printed, user can print the results of Nett by changing the Tournament Set Up to Nett format, "Save" the changes, then, go to "Score & Result", go to day/round 1, "Compute" results to Nett, go to day/round 2, "Compute" results to Nett, go to day/round 3, "Compute" results to Nett; now the results of Nett score are ready to print.

The system is able to handle multiple round tournaments with different formats, handicapping, divisions, teams and courses.