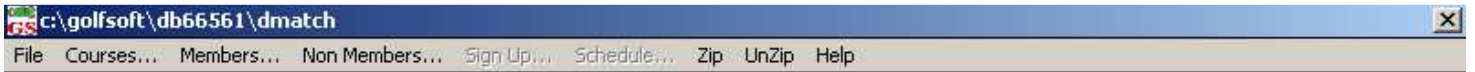


User Manual

Doubles Match Play



Doubles Match Play

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1. GETTING STARTED

This *User Manual* will help you to familiarize yourself with the **Doubles Match Play** application. The dialog boxes and controls in this *User Manual* may appear different from the dialog boxes and controls that appear on your computer screen.

This *User Manual* describes all the steps necessary to setup a Doubles Match Play competition with this application.

Step 1 – Complete Doubles Match Play Form

- An example is shown in Section 6.1.

Step 2 – Enter Match Play Parameters

1. Start application and obtain System Manager access, as described in Section 2.4.3.1.
2. Start a new application as described in Section 3.1.1.
3. Select who can play in the competition, as described in Section 4.2.
4. Select course and tees, as described in Section 4.3.
5. Print signup sheet, as in Section 3.6.1.4.
6. Players can signup and remove their name, as described in Sections 2.4.3.2 and 2.4.3.3.

Step 3 – After the Final Signup Date or 16 Players Signup

1. Draw names and add each player to the schedule chart, as described in Section 3.6.1.2.
2. Print the schedule chart, as described in Section 3.6.1.4.

Step 4 – Post the Schedule Chart in the Clubhouse

- An example is shown in Section 6.2.

Step 5 – Print Scorecards

1. Players in the competition can print scorecards, as described in Section 2.4.3.4.
2. System Manager can print scorecards, as described in Section 3.6.1.4.

Step 6 – Players Return Scorecard

- Add winners in the appropriate section of the schedule chart, as described in Section 3.6.1.2.

Step 7 – Update Schedule Chart Until All Matches are Complete

- Print the schedule chart, as described in Section 3.6.1.4.

Please take a moment to familiarize yourself with the text conventions, terms, and controls used in this *User Manual*.

1.1 Text Conventions

The examples below explain the specially formatted text used in this *User Manual*.

- Dialog boxes and control names appear in bold type: **Select Member** dialog
- Keyboard key names appear in bold type: **Home, End, Backspace, Tab**
- Keyboard keys that must be pressed at the same time to perform a task appear in bold type with a plus (+) between the key names: **Alt+H**
- Drives appear as capital letters: drive C
- File names appear in italics with an initial capital letter: *Setup.exe*
- Command line statements appear in lower case bold type: **a:\install**
- Names of icons appear in bold type: **My Computer** icon
- Menu items, option buttons, and check boxes appear in bold type: **Programs, Accessories, Tournament** option, **Use 18-Hole Factor** check box

1.2 Terms

You can use either a single-button mouse or a multiple-button mouse with the **Doubles Match Play** application.

If you have a multiple-button mouse, the left mouse button is the primary mouse button, unless you have configured it differently. Any procedure that requires you to click the secondary button will refer to it as “the right mouse button.”

If you have a single-button mouse, pressing the **Ctrl** key while clicking the mouse button is the same as clicking the right mouse button.

This *User Manual* uses the following terms.

Term	Meaning
<i>Doubles Match Play</i>	Name of application.
Press	Strike a key from the keyboard.
Type	Strike a key from the keyboard to display text on the screen. Do not press the Enter key after entry is complete, unless instructed to do so.
Enter	Type the entry, then press the Enter key.
Point	Position the mouse pointer until the tip of the pointer rest on whatever you want to point to on the screen.
Click	Point, press and immediately release the left mouse button without moving the mouse.
Double-click	Point, press and immediately release the mouse button twice without moving the mouse.
Drag	Point and then hold down the mouse button as you move the mouse.
Choose	Click a command button. Click an item from a menu bar or dropdown menu.
Select	Click a command button. Click an item from a menu bar or dropdown menu. Click an option button to make a black dot appear. Click a check box to make an X appear. Click and item in a list box, then click OK , or double click and item in a list.
Clear	Click an option button to make the black dot disappear. Click a check box to make the X disappear.

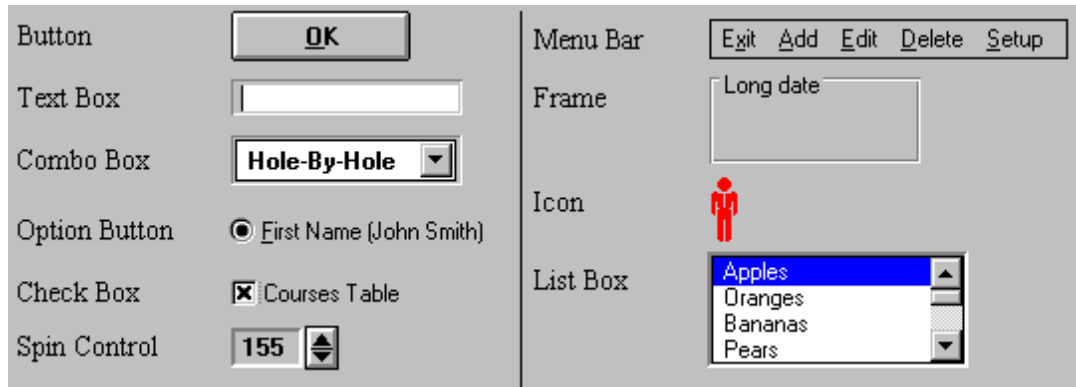
In Windows, the terms *choose* and *select* have different and specific meanings. Selecting an item usually means mark it with the selection cursor, which can appear as a highlight, a dotted rectangle, or both. You also select *check boxes* and *option buttons* in dialogs. Selecting alone does not initiate an action.

You choose an item to carry out an action. For example, choosing a command button or menu item might open a dialog or carry out a command. You often need to select an item before you can choose it.

1.3 Controls

You can use a combination of mouse and keyboard techniques. For example, you could click an item to select it, and then press **Enter** from the keyboard to choose it. When a procedure in this *User Manual* says to choose an item, generally you can use whichever method you prefer.

This section gives basic information about controls and their functions. Throughout this *Guide*, the control name will be in bold type. For example, select **OK** or select **Courses Table** check box. The controls found in the **Doubles Match Play** application are similar as shown below.



1.3.1 Button or Command Button

You choose a *command button* to initiate an action, such as carrying out or cancelling a command. Common command buttons are **OK** and **Cancel**. They are often located along the bottom or on the right side of the dialog.

A command button, followed by an ellipsis (...) or a double greater-than sign (>>) opens another dialog box.

Unavailable command buttons are dimmed. The currently selected button has a darker border than other buttons. You can choose the currently selected button, simply by pressing the **Enter** key.

To choose a command button, click the command button. Or press the **Tab** key until the button you want is selected, and then press the **Enter** key.

1.3.2 Text Box

You type information into a *text box*. When you move to an empty text box, an *insertion point* (a flashing vertical bar) appears. The text you type starts at the insertion point.

If the box you move to already contains text, and the text is highlighted, any text you type replaces it. You can also delete the existing text by pressing the **Delete** key or **Backspace** key.

To select text in a text box, drag the pointer across the text, or double-click a word to select one word at a time. Or press and hold down the **Shift** key while pressing an **Arrow** key.

1.3.3 Combo Box

A *combo box* appears initially as a rectangular box containing the current selection. When you select the down arrow in the square box at the right, a list of available choices appears. If there are more items than can fit in the box, scroll bars are provided.

To open a combo box and select an item:

1. Click the arrow at the right to see a list of available choices.
2. Click the up or down scroll arrow, if visible or drag the scroll box to move to the item you want to select.
3. Click the item.

1.3.4 Option Button

Option buttons represent a group of mutually exclusive options. You can select only one option at a time. If you already have one option selected, your current selection replaces it. The option buttons are, generally enclosed in a frame. The selected option button contains a black dot. Names of unavailable options are dimmed.

To select an option button, click the option button.

1.3.5 Check Box

A *check box* means you can select or clear an option. You can select as many check-box options as needed. When a check box is selected, it contains an **X**. Names of unavailable options are dimmed.

To select or clear check boxes, click the check box.

1.3.6 Spin Control

The *spin control* is a control that works with another control, such as a text box to increment and decrement values. It can also, scroll back and forth through a range of values or a list of items.

To continue to increment the value, click the up (or right) arrow of the spin control and hold down the mouse button, then release the mouse button when the desired value is displayed. Likewise, repeat the latter by clicking the down (or left) arrow to decrement the value. If a flashing vertical bar appears when you drag the mouse cursor over the area left of the up (or right) and down (or left) arrows, the control contains a text box. If the area is highlighted or selected you can change the value or list with the up and down (or left and right) arrow keys from the keyboard.

1.3.7 Menu Bar

The *menu bar* contains a list of menu items. Some commands carry out an action immediately; others display a dialog so that you can select options, or a dropdown menu. Dimmed menu items are unavailable.

A menu item followed by an ellipsis (...) opens another dialog.

1.3.8 Frame

A *frame* groups the controls together. The name of the frame usually describes the group of controls.

1.3.9 Icon

Icons are small pictures that represent something. For example, the icon in the previous illustration represents a male. Some icons act as a command button.

1.3.10 List Box

A *list box* displays a list of choices. If there are more choices than can fit in the box, scroll bars are provided so you can move quickly through the list. Some list boxes are accompanied with a text box. If you type a letter in the text box the list box scrolls to match the letter you type.

Usually, you can select only one item in a list box. There are some cases when you can select more than one item.

To select a single item from a list box:

- Use the method as described above or
- Click the scroll arrows until the item you want to select appears in the list
- Click the item, and then choose the appropriate command button or double-click the item to select it and complete the command all in one step.

To select multiple sequential items in a list, click the first item you want to select, and then drag the cursor to the last item you want to select.

To cancel the selection, click any item in the list or click the first item you want to select, press and hold down the **Shift** key, and click the last item you want to select. Both items, and all items in between, are selected.

To select multiple non-sequential items in a list, press and hold down the **Ctrl** key, and click each item you want to select.

To cancel a selection, press and hold down the **Ctrl** key, and click the item again.

1.4 System Requirements

The application will operate on the following operating systems and configurations:

- PC with a 266 MHz or greater Pentium-class processor
- Microsoft Windows 95/98/2000/ME/XP/Vista
- 256 MB of RAM or greater
- 15 MB available hard drive space
- CD drive
- Monitor supporting 800 x 600 or greater resolution with at least 256 colors

Set DPI Setting to 96 DPI

2. INSTALLATION AND SETUP

The application must be installed to a hard disk, before it can run. Please look at the appropriate instructions below.

2.1 Installing from Website

To install application from Golfsoft Software website:

1. Logon to the Golfsoft Software website (www.golfsoftsoftware.ca).
2. Click the **Doubles Match Play** hyperlink.
3. Click the **Download Application** hyperlink and save to your desktop.
4. When the download is complete and successful, logoff from the website.
5. Double-click the DMatchPlaySetup icon from your desktop.
6. Delete the DMatchPlaySetup icon from your desktop.

2.2 Installing from CD-ROM

To install application from CD-ROM:

1. Turn on your computer and start Microsoft Windows 95/98/2000/ME/XP/Vista.
2. Place the application **CD** in your CD-ROM drive.
3. If AutoPlay is enabled, the installation will begin once the drive closes, follow the on-screen instructions.

Or

If Auto Play is not enabled, you will need to manually install the application. Double-click the **My Computer** icon on your desktop, double-click the icon for your CD-ROM drive, and then double-click the **DMatchPlaySetup.exe** icon. Once the installation begins follow the on-screen instructions.

2.3 Uninstalling Application

To uninstall application:

1. Turn on your computer and start Microsoft Windows 95/98/NT4/2000/ME/XP/Vista.
2. Click the **Start** button on the taskbar, point to **Settings**, and then click **Control Panel**.
3. Double-click **Add or Remove Programs**, select **Golfsoft Software Doubles Match Play**, and then click **Add/Remove** to uninstall the application.

2.4 Using Application

Note: Handicap Creator 2011 must be installed on your computer before this application will operate properly.

2.4.1 Starting Application

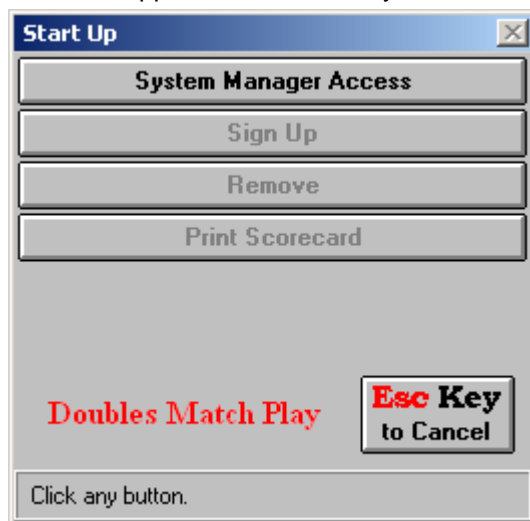
To start the application from the **Start Menu**, click the **Start** button on the task bar, point to **Programs**, then **Golfsoft Software**, and then select **Doubles Match Play** to launch the application.

To start the **Doubles Match Play** application from the **desktop**, double-click the **Doubles Match Play** icon on your desktop.

To start the **Doubles Match Play** application from the **Handicap Creator 2011** application, click the appropriate command button from the **Handicap Creator 2011** opening screen. Refer to the **System Manager User Manual** on how to create a **Doubles Match Play** command button.

2.4.2 Start Up

Once the application is started, you should see a window similar as shown below.



2.4.3 Command Buttons

2.4.3.1 System Manager Access

To access the main **Doubles Match Play** application, click the **System Manager Access** button. This action will require the user to enter the System Manager password, if password protection has been enabled with the **Handicap Creator 2011** application.

2.4.3.2 Sign Up

Note: If the current date is not before the **Final Signup Date**, this command button will be disabled.

To sign up a team for the event, which has been previously set up by the System Manager, click the **Sign Up** button. The response to this button will require the user to enter his/her access code. After entering a valid access code, the user will receive a Confirmation window. Click the **Yes** button.

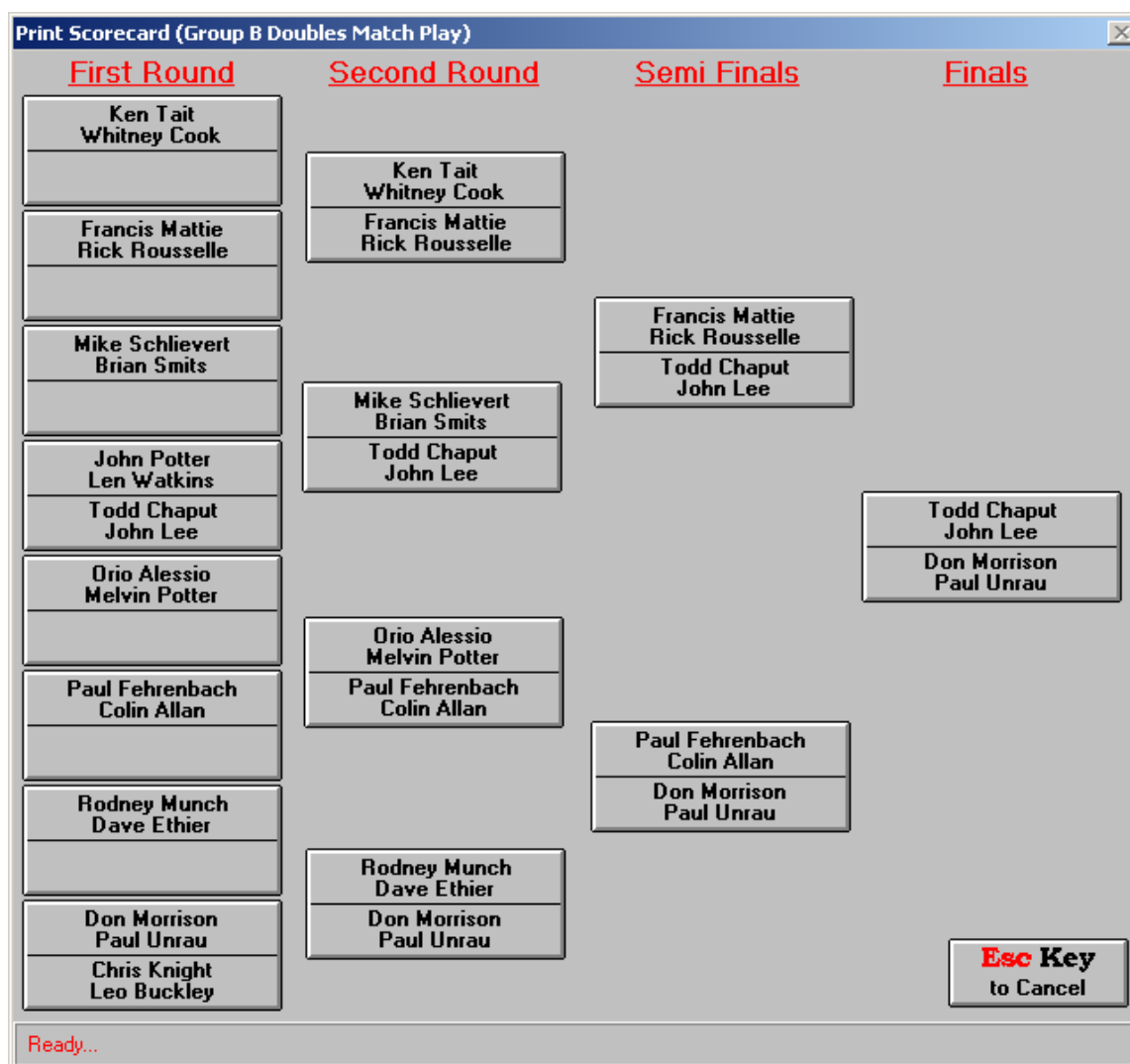
2.4.3.3 Remove

Note: If the current date is not before the **Final Signup Date**, this command button will be disabled.

To remove your team from the event, click the **Remove** button. After entering a valid access code, the user will receive a Confirmation window. Click the **Yes** button.

2.4.3.4 Print Scorecard

To print a scorecard for your match, click the **Print Scorecard** button. If the current date is not before the **Finish by** date of the final round, this command button will be disabled. The **Finish by** dates are set in the schedule window. See Section 3.6. After entering a valid access code, a window will appear, as shown below.



- Click the appropriate match button.
- Click the **Yes** button, from the Confirmation window.
See examples in Section 6.4 and 6.5.

2.4.3.5 Cancel

To exit the **Startup** window, click the **Cancel** button.

3. MENU ITEMS

File Courses... Members... Non Members... Signup... Schedule... Zip UnZip

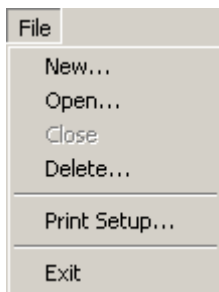
The *menu bar* contains a list of menu items. Some commands carry out an action immediately; others display a dialog so that you can select options, or a dropdown menu. Dimmed menu items are unavailable.

A menu item followed by an ellipsis (...) opens another dialog.

To access any of the menu items, click the item or press the **Alt** key from the keyboard and at the same time press the underscored letter of the menu item. Some of the menu items have dropdown menu items.

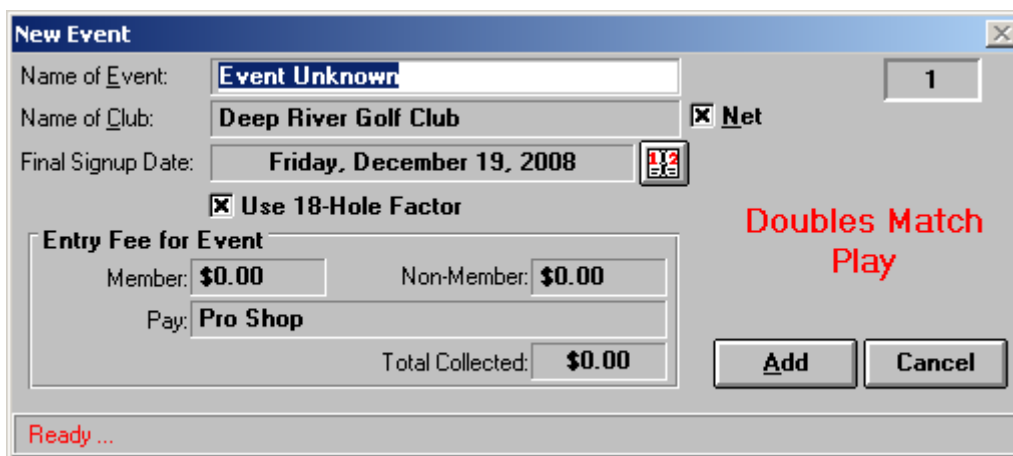
3.1 File

The **File** menu item offers commands to 6 dropdown menus:



3.1.1 New

To create a new event, click **File|New...** from the menu bar. This opens a **New Event** window, which displays the default options of the Alternate Shot event. Set or select the options, as required. Click **Add** button when finished.



Name of Event – This text box allows the user to enter the name of the event. The text that you enter here should describe the event (e.g. Men’s Opening Alternate Shot).

Net – This check box sets the format a net competition; otherwise the format is a gross competition. This option will determine the availability of some menus and options.

Final Signup Date – This is the final date for signing up for the competition. Click the **Calendar** button, to select the date.

<< March 2008 >>						
Su	Mo	Tu	We	Th	Fr	Sa
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					
March 12, 2008						
Press Enter Key to Accept or double click selection box.						
Press Esc Key to Cancel						

Entry Fee

- **Member** – This text box allows users to enter the entry fee for members.
- **Non-Member** – This text box allows users to enter the entry fee for non-members.
- **Pay** – This text box allows users to enter the collector of the entry fee for the competition or where to pay the entry fee.
- **Total Collected** – This box displays the total amount of money collected for the competition.

3.1.2 Open

To open an event that has been previously created, click **File|Open...** from the menu bar. Select the event from the list and click the **Open** button.

The screenshot shows the 'DMATCH' application window with the following configuration:

- Name of Event:** Doubles Match Play
- Name of Club:** Deep River Golf Club
- Name of Course:** Deep River Golf Club
- Modified:**
- Members Only:** (Count: 1)
- Net:**
- Date:** Friday, December 19, 2008
- Adults:** **Seniors:** **Juniors:**
- Gender:** Male Female
- Signed Up (0):** Members: 0, Non-Members: 0
- Use 18-Hole Factor:**

Hole Number	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Tot
Yardage	536	293	433	155	371	389	216	362	525	3280	491	354	361	185	310	423	147	421	475	3167	6447
Par	5	4	4	3	4	4	3	4	5	36	5	4	4	3	4	4	3	4	5	36	72
Handicap	1	13	5	17	9	7	15	11	3		2	8	12	16	14	10	18	4	6		

Buttons: Event, Signup Sheet, Courses

Status: Ready... | December 19, 2008 | 12:43 PM

3.1.3 Close

To close an opened event and return to the main screen, click **File|Close** from the menu bar.

3.1.4 Delete

To delete an event from the database, click **File|Delete...** from the menu bar. Select the event from the list and click the **Delete** button.

3.1.5 Print Setup

To set the properties of the default printer, click **File|Print Setup** from the menu bar.

3.1.6 Exit

To exit the application, click **File|Exit** from the menu bar.

3.2 Courses...

To execute the Courses Management application (COURSES.EXE), click **Courses...** from the menu bar. See the [Courses Management User Manual](#) for instructions.

3.3 Members...

To execute the Members Management application (MEMBERS.EXE), click **Members...** from the menu bar.

See the [Members Management User Manual](#) for instructions.

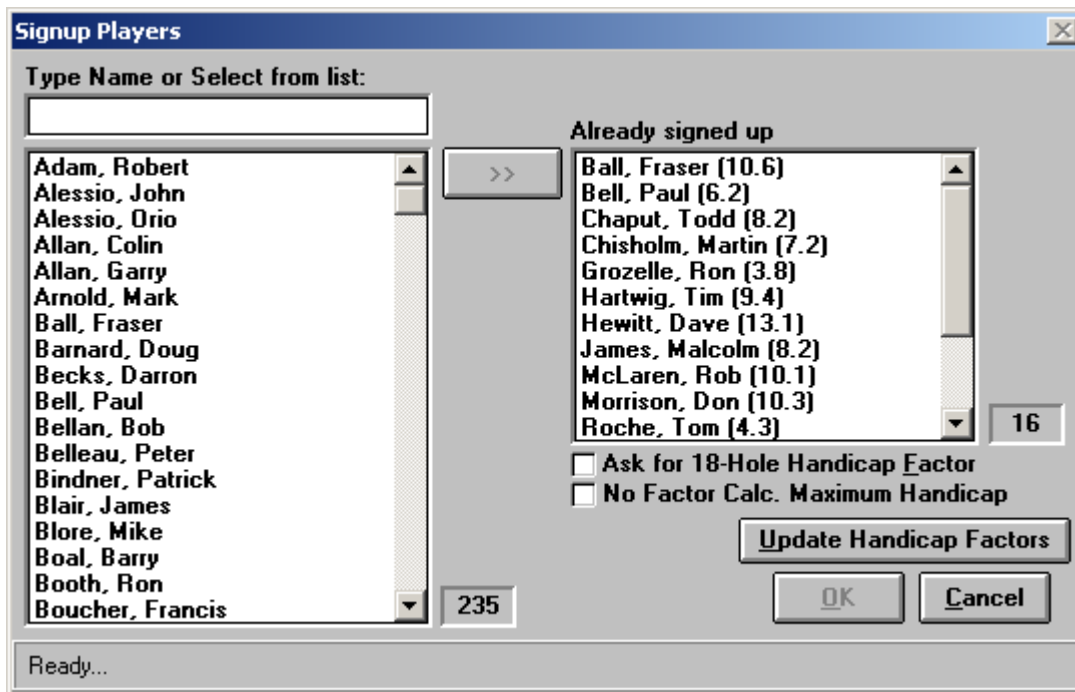
3.4 Non-Members...

To execute the Non-Members Management application (NONMEMS.EXE), click **Non-Members...** from the menu bar.

See the [Non-Members Management User Manual](#) for instructions.

3.5 Sign Up

To sign up players to the Doubles Match Play competition, click **Sign Up...** from the menu bar.



To sign up players, select names from the list on the left.

To remove a player, click the name from the list on the right.

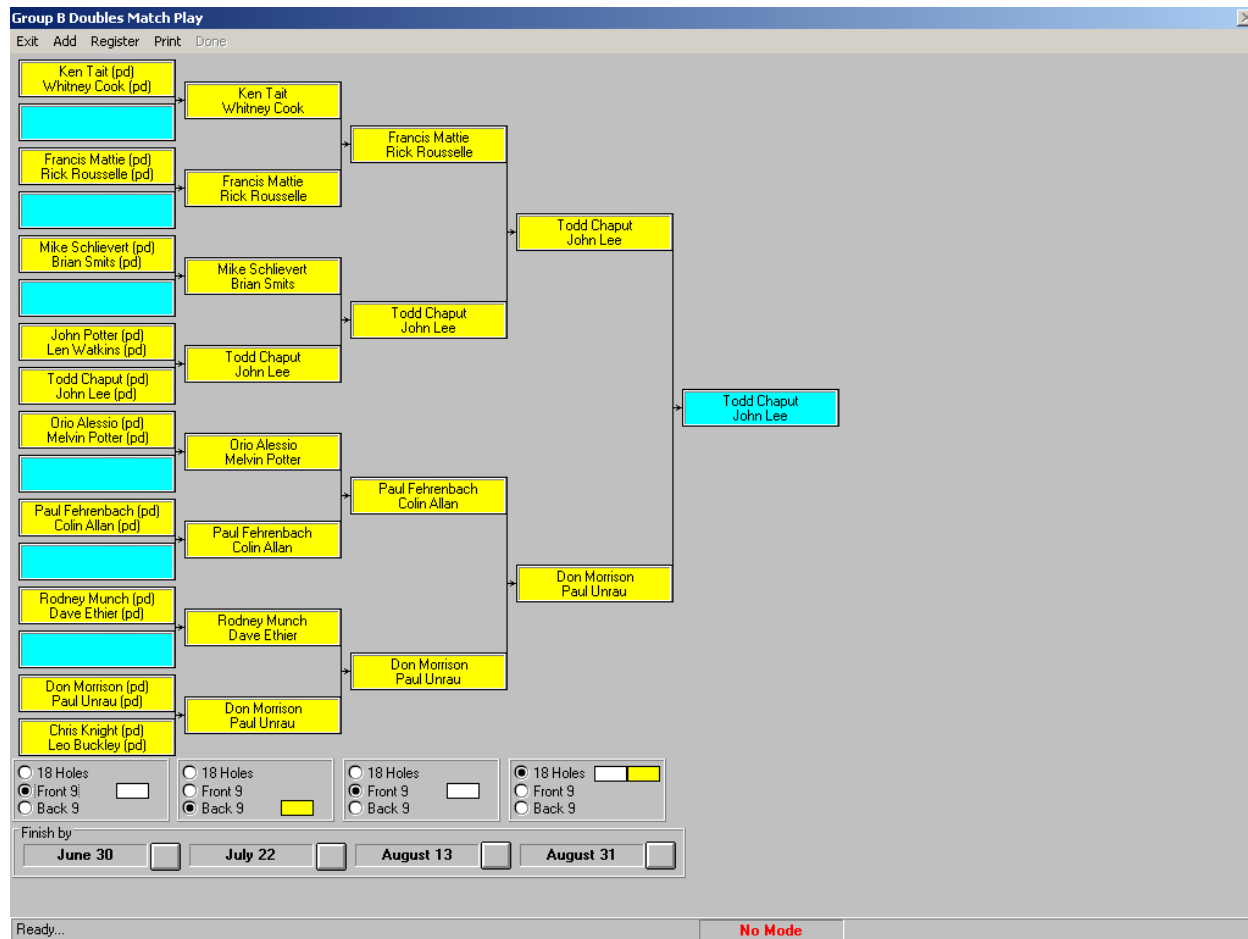
Ask for 18-Hole Handicap Factor – This check box sets the option of prompting the user to enter a manual handicap factor or not.

No Factor Calc. Maximum Handicap – This check box sets the method of calculating the player's handicap if the player has no handicap factor. If checked, the player's handicap will be calculated from the maximum handicap factor allowed for the gender of the player. If not checked, the handicap will be zero or scratch.

Update Handicap Factors – This command button updates Handicap Factors and recalculates Handicaps for each player in the member's database.

3.6 Schedule

To access the **Schedule** window, click **Schedule...** from the menu bar.



This window allows the user to:

- Setup Doubles Match Play schedule.
- Select tees for each round.
- Select **Finish by** dates for each round.
- Manage player fee payments.
- Print schedule chart and scorecards.

3.6.1 Menu Items



3.6.1.1 Exit

To exit the **Schedule** window, click **Exit** from the menu bar.

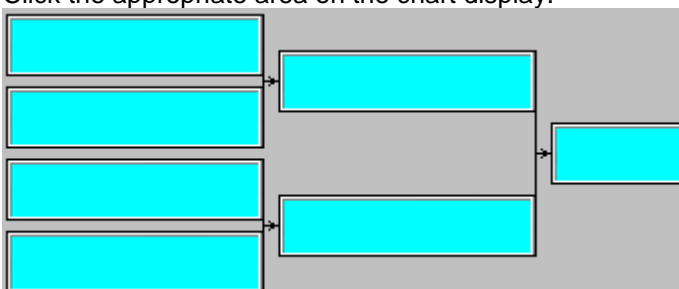
3.6.1.2 Add

To set the window in **Add** mode, click **Add** from the menu bar.

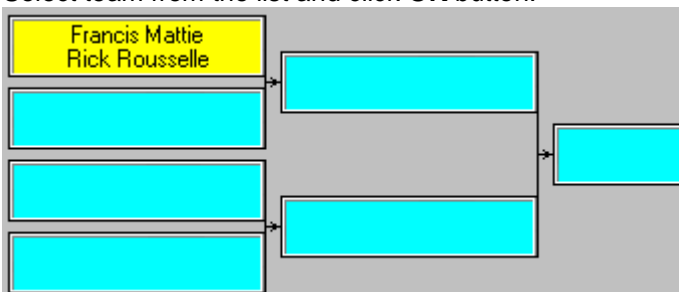
- **Adding** should be displayed in the mode display box and blinking.

To add a team to the schedule chart:

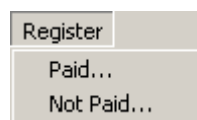
1. Click the appropriate area on the chart display.



2. Select team from the list and click **OK** button.

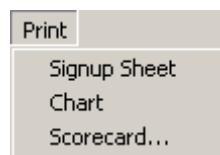


3.6.1.3 Register



To register players as paid or not, click **Register** and the appropriate dropdown menu from the menu bar. Select players from the list and click **OK** button.

3.6.1.4 Print



To Print signup sheet, click **Print|Signup Sheet** from the menu bar. See example in Section 6.2.

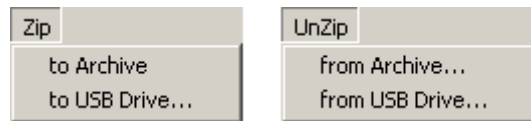
To print chart schedule, click **Print|Chart** from the menu bar. See example in Section 6.3.

To print scorecard, click **Print|Scorecard...** from the menu bar. Follow the instructions described in Section 2.4.3.4. See examples in Section 6.4 and 6.5.

3.6.1.5 Done

To set the dialog in the “No Mode” state, click **Done** from the menu bar.

3.7 Zip and UnZip



3.7.1 Zip Files

To zip files to `c:\golfsoft\archive\dmatch.zip`:

- Click **Zip|to Archive** from the menu bar.

To zip files to USB Drive:

- Insert USB Drive into USB port.
- Click **Zip|to USB Drive** from the menu bar.

3.7.2 Unzip Files

To extract files from `c:\golfsoft\archive\dmatch.zip` to `c:\golfsoft\dmatch`:

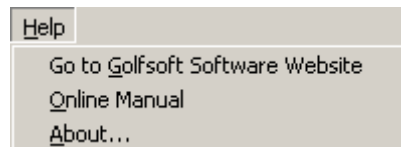
- Click **UnZip|from Archive** from the menu bar.

To extract files from USB Drive to `c:\golfsoft\dmatch`:

- Insert USB Drive into USB port.
- Click **UnZip|from USB Drive** from the menu bar.

3.8 Help

The **Help** menu item offers commands to 3 dropdown menus:



To go to the Golfsoft Software website, click **Help|Go to Golfsoft Software Website** from the menu bar.

To go online and view the Doubles Match Play User's Manual, click **Help|Online Manual** from the menu bar.

To learn more about Doubles Match Play application, click **Help|About...** from the menu bar.

4. COMMAND BUTTONS

You choose a *command button* to initiate an action, such as carrying out or cancelling a command. Common command buttons are **OK** and **Cancel**. They are often located along the bottom or on the right side of the dialog.

A command button, followed by an ellipsis (...) or a double greater-than sign (>>) opens another dialog box.

Unavailable command buttons are dimmed. The currently selected button has a darker border than other buttons. You can choose the currently selected button, simply by pressing the **Enter** key.

To choose a command button, click the command button. Or press the **Tab** key until the button you want is selected, and then press the **Enter** key.

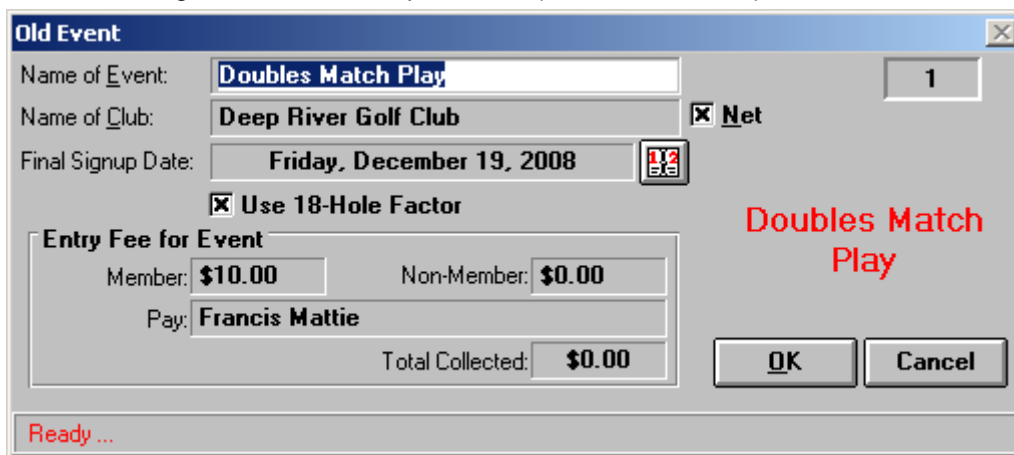
After you start a new event or open an old event, the screen will display several command buttons:



Simply, click the appropriate command button.

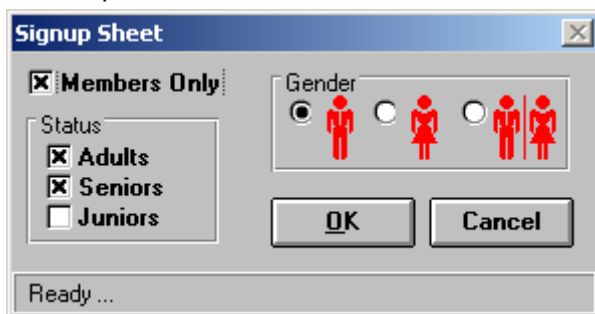
4.1 Event

This command button opens the **Old Event** dialog, which allows users to edit changes to parameters that were set during create new event procedure (See Section 3.1.1).



4.2 Signup Sheet

This command button opens the **Signup Sheet** dialog, which allows users to determine who can play in the competition.



Members Only – This check box determines if non-members can play in the competition.

Status – Select one or multiple options.

Gender – Select one of three options.

- Click the **OK** button, to accept changes.

4.3 Courses

This command button opens the **Courses** dialog, which allows users to modify the current course information, such as: yardage, par or handicap. This dialog also allows users to select the tees of the home course or select an away course and the tees.

Hole Number	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Tot
Yardage	536	293	433	155	371	389	216	362	525	3280	491	354	361	185	310	423	147	421	475	3167	6447
Par	5	4	4	3	4	4	3	4	5	36	5	4	4	3	4	4	3	4	5	36	72
Handicap	1	13	5	17	9	7	15	11	3		2	8	12	16	14	10	18	4	6		

Home Course – Click this command button to select the tees of the home course.

Away Course – Click this command button to select an away course and the tees.

Modify Course – Click this command button to modify the details of the selected course, such as: yardage, par, and Handicap stroke holes.

4.3.1 Modify Course

This command button opens the **Modify Course** dialog, which allows the user to modify the course information such as: yardage, par, and Handicap stroke holes.

Front Nine										
Hole Number	1	2	3	4	5	6	7	8	9	Total
Yardage	536	293	433	155	371	389	216	362	525	3280
Par	5	4	4	3	4	4	3	4	5	36
Handicap	1	7	3	9	5	4	8	6	2	

Back Nine										
Hole Number	10	11	12	13	14	15	16	17	18	Total
Yardage	491	354	361	185	310	423	147	421	475	3167
Par	5	4	4	3	4	4	3	4	5	36
Handicap	1	4	6	8	7	5	9	2	3	

- Click the **OK** button, to accept changes.

4.3.2 Home Course

This command button opens the **Home Courses Selection** dialog, which allows the user to select the tees of the home course.

Home Course Selection...
✕

Rating/Slope

18-Hole	Front	Back
69.9 / 121	35.0 / 121	34.9 / 121
65.2 / 106	32.6 / 106	32.6 / 106

Courses

ID#:

Name of Course: Governor:

Holes: 18 9 Province:

Hole Number	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Tot
Yardage	536	293	433	155	371	389	216	362	525	3280	491	354	361	185	310	423	147	421	475	3167	6447
Par	5	4	4	3	4	4	3	4	5	36	5	4	4	3	4	4	3	4	5	36	72
Handicap	1	13	5	17	9	7	15	11	3		2	8	12	16	14	10	18	4	6		
Yardage	491	231	361	101	312	314	147	287	456	2700	435	293	298	155	240	389	113	362	405	2690	5390
Par	5	3	4	3	4	4	3	4	5	35	5	4	4	3	4	4	3	4	4	35	70
Handicap	1	15	3	17	9	5	13	11	7		4	8	10	16	14	12	18	2	6		

1 White/Yellow

2 Red/Blue

Esc Key
to Cancel

Ready ...

To select the tees, click the appropriate button displaying the color of the tees or type the number that is displayed on the button. For example: press the **2** key from the keyboard, if you want to set the tees to Red/Blue.

4.3.3 Away Course

This command button opens the **Away Courses Selection** dialog, which allows the user to select away courses and tees.

Away Course Selection...
✕

List of Courses: Bear Mountain Golf & Country Club

Courses

Rating/Slope

18-Hole	Front	Back
75.1 152	37.8/149	37.3/154
72.9 147	36.8/148	36.1/148
71.0 133	36.0/130	35.0/135
68.4 129	34.2/129	34.2/129
64.8 118	32.4/118	32.4/118

ID#: 423

Name of Course: Bear Mountain Golf & Country Club

Province: BC

Holes: 18 9

Governor: RCGA

Hole Number	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Tot
Yardage	549	375	395	194	493	432	173	483	556	3650	364	152	429	488	523	471	189	343	603	3562	7212
Par	5	4	4	3	4	4	3	4	5	36	4	3	4	4	5	4	3	4	5	36	72
Handicap	17	15	13	9	1	3	11	5	7		12	14	8	2	10	6	16	18	4		
Yardage	523	348	362	183	454	410	155	449	537	3421	338	135	407	453	509	432	177	311	561	3323	6744
Par	5	4	4	3	4	4	3	4	5	36	4	3	4	4	5	4	3	4	5	36	72
Handicap	17	15	13	9	1	3	11	5	7		12	14	8	2	10	6	16	18	4		
Yardage	508	325	329	150	423	397	148	431	521	3232	315	128	389	437	480	390	166	289	510	3104	6336
Par	5	4	4	3	4	4	3	4	5	36	4	3	4	4	5	4	3	4	5	36	72
Handicap	17	15	13	9	1	3	11	5	7		12	14	8	2	10	6	16	18	4		
Yardage	420	325	329	88	389	283	148	413	440	2835	315	116	389	345	464	399	158	369	493	3048	5883
Par	5	4	4	3	4	4	3	4	5	36	4	3	4	4	5	4	3	4	5	36	72
Handicap	17	15	13	9	1	3	11	5	7		12	14	8	2	10	6	16	18	4		
Yardage	533	415	384	376	414	316	155	384	188	3165	215	90	315	345	387	279	95	259	449	2434	5599
Par	5	4	4	3	4	4	3	4	5	36	4	3	4	4	5	4	3	4	5	36	72
Handicap	17	15	13	9	1	3	11	5	7		12	14	8	2	10	6	16	18	4		

1 Gold

2 Blue

3 Black

4 White

5 Red

Search by

423

Esc Key
to Cancel

Type the ID number of the away course, then press the Enter key...

List of Courses – This combo box allows the user to select an away course from the COURSES database. If the ID number of the course is known, the away course may be select with the **Search by** button. Click the **Search by** button and enter the ID number in the appearing text box.

To select the tees, click the appropriate button displaying the color of the tees or type the number that is displayed on the button.

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6. PRINT SAMPLES

The print samples are not actual size.

6.1 Event Form

Doubles Match Play Form

Description of Event				
Name of Event:		Group B – Doubles Match Play		
Final Signup Date:		June 1	Handicap: <input type="checkbox"/> Gross <input checked="" type="checkbox"/> Net	
Round 1	Finish by Dates:	June 30	Tees	<input type="checkbox"/> 18-Holes <input checked="" type="checkbox"/> Front 9 <input type="checkbox"/> Back 9
Round 2		July 22		<input type="checkbox"/> 18-Holes <input type="checkbox"/> Front 9 <input checked="" type="checkbox"/> Back 9
Semi-Finals		August 13	White/Yellow	<input type="checkbox"/> 18-Holes <input checked="" type="checkbox"/> Front 9 <input type="checkbox"/> Back 9
Finals		August 31		<input checked="" type="checkbox"/> 18-Holes <input type="checkbox"/> Front 9 <input type="checkbox"/> Back 9

Signup Sheet				
<input checked="" type="checkbox"/> Members Only	Status:	<input checked="" type="checkbox"/> Adults <input checked="" type="checkbox"/> Seniors <input type="checkbox"/> Juniors	Gender:	<input checked="" type="checkbox"/> Male <input type="checkbox"/> Female

Entry Fees				
Members:	\$10	Non-Members:	\$	Pay: Pro Shop

Course	ID: 1	
<input checked="" type="checkbox"/> Home Course	<input type="checkbox"/> Away Course	
Name of Course:	Deep River Golf Club	

6.2 Signup Sheet

Signup Sheet

Group B Doubles Match Play

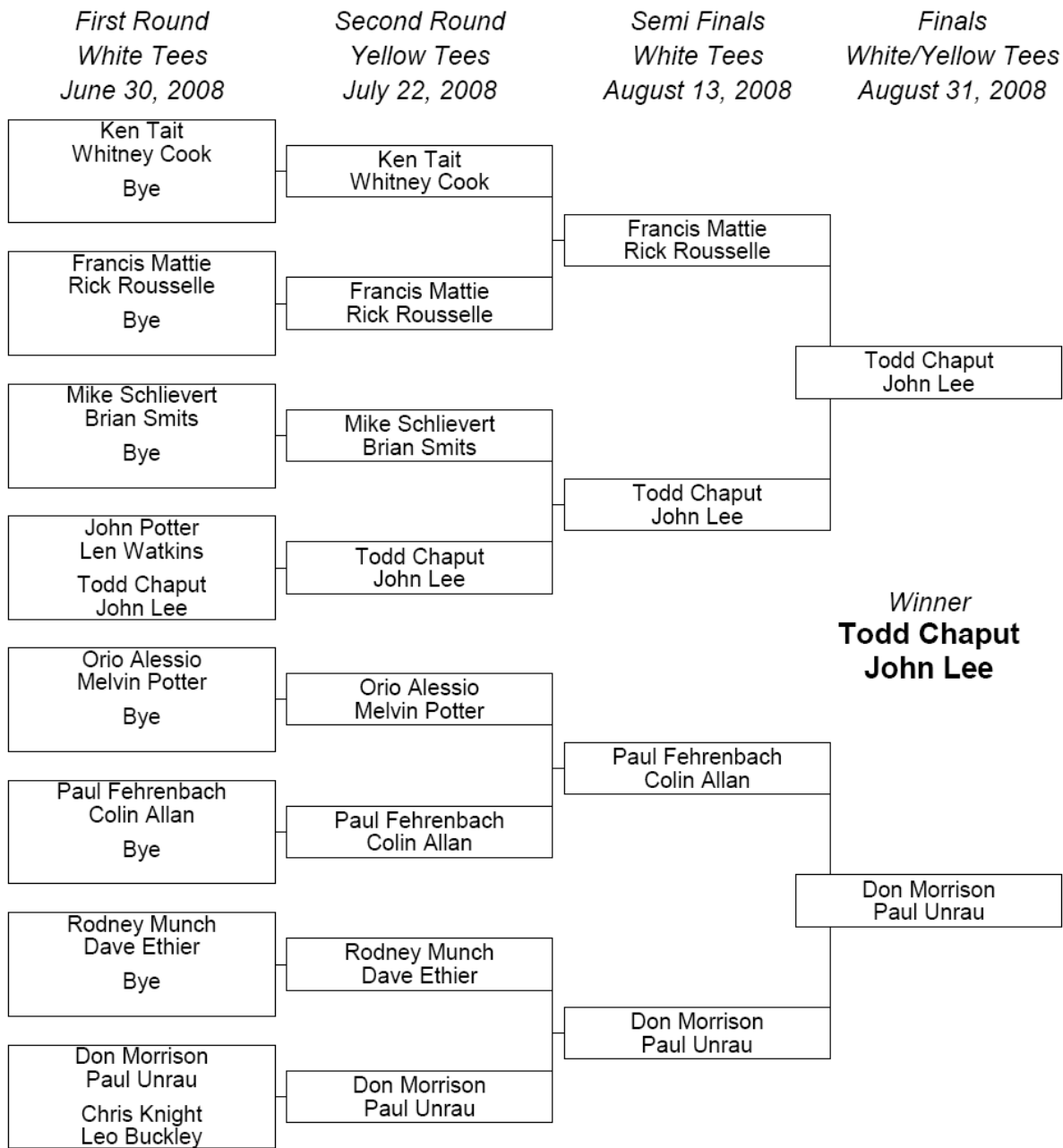
#	Team
1	
2	
3	
4	
5	
6	
7	
8	

#	Team
9	
10	
11	
12	
13	
14	
15	
16	

Entry Fee: \$10.00 each player
 Please pay: Francis Mattie

6.3 Schedule Chart

Group B Doubles Match Play



The team on the bottom tier is responsible for arranging the match with the team on the top tier. If the team on the bottom tier does not arrange the match and has not completed the match by the date shown on the schedule, the team on the top tier advances to the next round.

