Golfsoft™ GS Software

User Manual

Scramble

Golfsoft™ GS Software
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April 13, 2011   1:06 PM

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1.   GETTING STARTED

This *User Manual* will help you to familiarize yourself with the **Scramble** 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 complete a scramble format event.

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 **Scramble** 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
Scramble	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.

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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 **Scramble** application are similar as shown below.
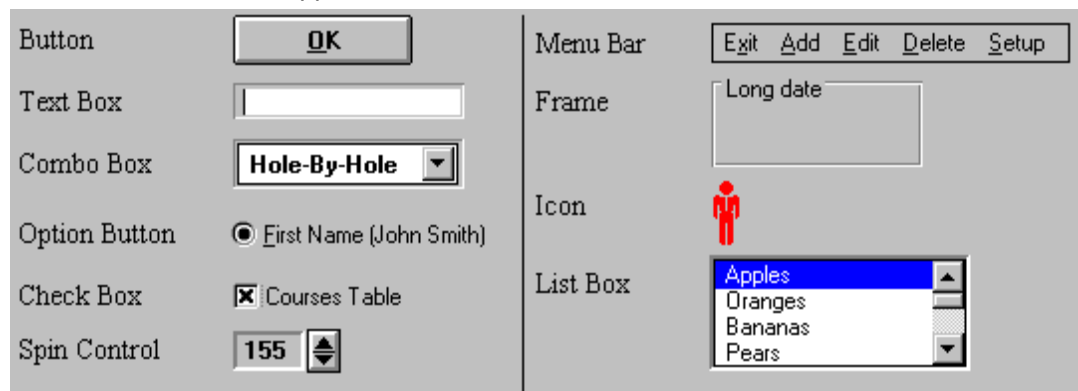
1.3.1   Button or Command Button

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

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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 Web Site

To install application from Golfsoft Software website:
1. Logon to the Golfsoft Software website (www.golfsoftsoftware.ca).
2. Click the **Scramble** 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 ScrambleSetup icon from your desktop.
6. Delete the ScrambleSetup 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 **ScrambleSetup.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 Scramble**, and then click **Add/Remove** to uninstall the application.

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2.4   Using Application

Note: Handicap Creator 2011 must be installed on your computer before the 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 **Scramble** to launch the application.

To start the **Scramble** application from the **desktop**, double-click the **Scramble** icon on your desktop.

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

2.4.2   Start Up

Once the application is started, a **Start Up** window will appear.

2.4.3   Command Buttons

2.4.3.1   System Manager Access

Click the **System Manager Access** button to obtain access to the main **Scramble** application. If the application is password protected, type in the System Manager password and click the **OK** button.

2.4.3.2   Sign Up

This command button allows members to sign up to the scramble competition, which has been previously setup by the System Manager. The response to this button will require the member to enter his/her access code. After entering a valid access code, the user will receive a Confirmation window. Click the **Yes** button.

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Confirm...

You are about to sign up Francis Mattie to the sign up sheet.

Event: Men's Opening Scramble
Date: Saturday, May 9, 2009

Entry fee: $40.00
Please pay: Pro Shop

Do want to continue?

Yes   No

2.4.3.3   Remove

This command button allows members to remove their name from the competition. The response to this button will require the member to enter his/her access code.

To remove name from the competition, click the **Remove** button and enter a valid access code. Click the **Yes** button on the **Confirm…** window.

2.4.3.4   Cancel

Click the **Cancel** button or press the **Esc** key from the keyboard to exit the **Start Up** window.

3.   MENU ITEMS

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:
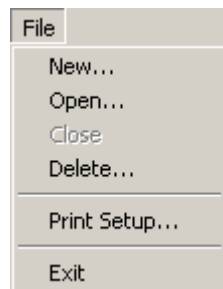
3.1.1   New

To create a new event, click **File|New…** from the menu bar. This opens a **New Event** dialog, which displays the default options of the scramble event. Set or select the options as required.

Name of Event – This text box allows users to enter the name of the event or competition.

Date – This is the date of the event. Click the **Calendar** button, to select the date.

Skins – This check box enables skins and allows the user to set skins options.

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.

Round Type – This combo box allows users to select the round type: 18-Holes, Front Nine, or Back Nine.

Start Time – These spin controls allow users to set the starting time of the event.

Shotgun – This check box sets the event as a shotgun start.

Interval – This spin control allows users to set the time (minutes) between tee times. The **Interval** spin control will be disabled when the **Shotgun** check box is set.

Draw – These options allow users to select the time of day of the event.

Type of Course – These options allow users to select the type of course.

Group Size – These options allow users to select the size of the groups.

Teams – This spin control allows users to set the maximum number of teams that can participate in the event.

Click **Add** button when finished.

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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.

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.
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.

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3.5 Sign Up

To access the **Sign Up** dialog, click **Sign Up…** from the menu bar. This dialog allows users to:

- Sign up players.
- Select teams (manually or by using the wave method).
- Print signup sheets to the default printer.
- Set up tee times and print the tee times to the default printer.
- Set or edit starting tees and tee times.
- Execute random starting tee draws for shotgun starts.
- Sort by **Team** or Starting **Tee**.
- Handicap Factors can be entered manually or automatically retrieved from the database.
- Update Handicap Factors and recalculate Handicaps.
- Players can be exchanged by two clicks of the mouse.
- Starting tees can be exchanged by two clicks of the mouse.

The **Sign Up** dialog can be set in several modes: Sign Up, Edit, Replace and Delete. Each mode allows access to different functions. When the dialog first appears, the initial mode is Sign Up.

The third box, displayed in the bottom message area, indicates the current mode. When the mode is active, the box will blink and display the text of mode selected; otherwise "No Mode" will be displayed.

Members are displayed in black font and Non-Members in red.

Sign Up

Exit Sign Up Edit Replace Delete Print Done

Team	Tee	Time	Handicaps		Player 1	Player 2	Player 3	Player 4
1	4	12.30 pm	16.6	72	Chris Learmonth	John Gale	Barrie Hallett	Peter Brewster
			18					
2	1B	12.30 pm	17.1	75	Toban Verdun	Ron Taylor	John Potter	Fred West
			19					
3	6B	12.30 pm	15.1	67	Tom Roche	Neil Briden	Mark MacRae	Colin Allan
			17					
4	8A	12.30 pm	15.0	66	Ken Titterington	Steve Henson	Ed Mutterback	Whitney Cook
			17					
5	8B	12.30 pm	14.7	65	Paul Bell	Mike Shea	Mike Paquette	Dennis Morley
			16					
6	5	12.30 pm	14.9	65	Paul Jay	Dave Thompson	John Logie	Ken Tait
			16					
7	2	12.30 pm	15.1	66	Eric Senohrabek	Dave Hewitt	John Lee	Doug Barnard
			17					
8	6A	12.30 pm	15.8	68	Rodney McCauley	Paul Fehrenbach	Lorne Levinski	Kyle Sproule
			17					
9	3A	12.30 pm	15.8	69	Rob McLaren	Ralph O'Ryan	George Burton	Earl Ruhnke
			17					
10	3B	12.30 pm	15.9	69	Martin James	Peter Belleau	Lorne Ogilvie	Jim Murphy
			17					
11	1A	12.30 pm	15.9	69	Bob Storie	Norm Smith	Peter Purvis	Mike Watson
			17					
12	9B	12.30 pm	15.9	69	Todd Chaput	Jeff Olfert	Len Watkins	Morley Taylor
			17					
13	9A	12.30 pm	16.1	70	John Alessio	Sonny Meilleur	John Mislan	Don Ross
			18					

Ready...   2008/05/10   13   No Mode   System Manager

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3.5.1   Exit

To exit the **Sign Up** dialog, click **Exit** from the menu bar.

3.5.2   Sign Up

While in the Sign Up mode, users can:

- Sign up players.
- Pick teams manually.

 To set the dialog in **Sign Up** mode, click **Sign Up** from the menu bar.

Team	Tee	Time	Handicaps		Player 1	Player 2	Player 3	Player 4	Player 5
1 >>>>>	1A	12.00 pm	0.0 0	0					

The yellow boxes indicate available spots.

Note: Players must be signed up starting from the top row working left to right. If players are displayed after available spots, this must be fixed before signing up new players. To do this:

1. Click **Done** from menu bar, then click **Fix** button.
2. Click Sign Up from menu bar.

To enter the player's Handicap Factor manually, check the **Ask for Handicap Factor** box; otherwise the application will extract the current Handicap Factor of the player from the Handicap System. Handicap Factors for Non-Members must be entered manually.

To enter a team using the display above:

1. Click the **1>>>>>** box.
2. Select each player from the list and click the **OK** button.
3. If the **Ask for Handicap Factor** box is checked, enter the player's Handicap Factor and click the **OK** button.

To enter a single player:

1. Click one of the yellow boxes.
2. Select player from the list and click the **OK** button.
3. If the **Ask for Handicap Factor** box is checked, enter the player's Handicap Factor and click the **OK** button.

Click **Done** from the menu bar, when done.

3.5.3   Edit

While in the Edit mode, users can:

- Update Handicap Factors and recalculate Handicaps.
- Set of edit starting tees and tee times.
- Execute random starting tee draws.

To set the dialog in **Edit** mode, click **Edit** from the menu bar.

To update Handicap Factors and recalculate Handicaps:

1. Click the **Update Handicap Factors** button.
2. To update Handicap Factors and recalculate Handicaps automatically from the member's database, click the **Yes** button; otherwise click the **No** button.
   The dialog is now in **Update Handicap Factors** mode.
3. To edit a player's Handicap Factor, click the box containing the player's name and enter their Handicap Factor, and then click the **OK** button or press **Enter** from the keyboard. The application will recalculate the player's Handicap.
4. When finished updating Handicap Factors, click **Done** from the menu bar.

To set or edit starting tees:
1. Click the box in the **Tee** column and enter the starting tee and click the **OK** button or press **Enter** from the keyboard.
2. When finished setting or editing starting tees, click **Done** from the menu bar.

To set or edit tee times:
1. Click the box in the **Time** column and set the tee time and click the **OK** button or press **Enter** from the keyboard.
2. When finished setting or editing starting tees, click **Done** from the menu bar.

To execute random starting tee draws for shotgun starts:
1. When all the tee names have been entered, click the **Draw Tees** button several times.
2. When finished the random draw, click **Done** from the menu bar.

To select teams using the wave method, click **Load** button.

3.5.4 Replace

While in the Replace mode, users can:

- Replace players.
- Replace starting tees.

To set the dialog in **Replace** mode, click **Replace** from the menu bar.

To replace players, click one player then click the other player.

To replace starting tees, click one tee name then click the other tee name.

3.5.5 Delete

While in the Delete mode, users can:

- Delete players.
- Delete teams.

To set the dialog in **Delete** mode, click **Delete** from the menu bar.

To delete a player, click the player and click the **Yes** button from the Confirmation window.

To delete a team, click the team number in the **Team** column and click the **Yes** button from the Confirmation window.

3.5.6 Print

The **Print** menu item offers commands to 2 dropdown menus.
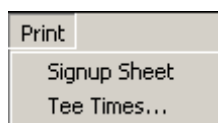
To print signup sheet to the default printer, click **Print|Signup Sheet** from the menu bar.
See Section 6.2 for print sample.

To print tee times to the default printer, click **Print|Tee Times…** from the menu bar and select **Format** option and click the **OK** button.
See Sections 6.3 and 6.4 for print samples.

3.5.7 Done

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

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3.6 Scores

To access the **Scores** dialog, click **Scores…** from the menu bar.

This dialog allows users to:

- Add, edit and view team scores.
- Select and edit drives needed by each player.
- Select and edit play off winner.
- Toggle viewing team skins only or hole-by-hole team scores.
- View total Handicaps, average Handicap or average Handicap Factors.
- Print team skins to the default printer.
- Print scores to the default printer in sorted order.

3.6.1 Exit

To exit the **Scores** dialog, click **Exit** from the menu bar.

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3.6.2 Add

The **Add** menu item offers commands to 1 dropdown menu.

```
Add
  Team Score...
```
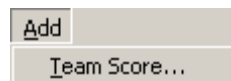
To add team score:
1. Click **Add|Team Score…** from the menu bar
   or
   press **F5** key from the keyboard.
2. Select team from the list and click the **Add Score** button.

| Eric Senohrabek (8), Dave Hewitt (15), John Lee (19), Doug Barnard (24) | | | | | | | | | | | | | | | | | | | | | ☒ |

Deep River Golf Club																		Saturday, May 10, 2008		
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	309	216	362	525	3200	491	354	361	185	310	319	147	421	475	3063	6263
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		
Score	5	4	3	3	5	4	3	4	4	35	4	4	4	3	4	4	3	3	5	34	69

Score must be > 0 and <= 15

☐ Did Not Show
☐ Did Not Finish
☐ Disqualified

[OK]   **Esc Key** to Cancel

Ready ...

3. Type the hole-by-hole scores and click the **OK** button.
   The flashing arrow indicates the hole-score to enter.

3.6.3 Edit

The **Edit** menu item offers commands to 3 dropdown menus.

```
Edit
  Team Score...
  Drives Needed...
  Playoff Winner...
```
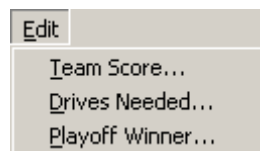
To edit team score:
1. Click **Edit|Team Score…** from the menu bar
   or
   press **F6** key from the keyboard.
2. Select team from list and click the **Edit Score** button.
3. Edit hole-by-hole scores of the selected team and click the **OK** button.
   To move the flashing arrow, click the **Hole Number** area above the hole-score that you want to change.

To edit or select drives needed by each player:

1. Click **Edit|Drives Needed…** from the menu bar.
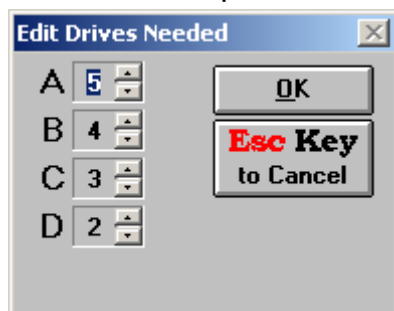
2. Select drives needed for each flight and click the **OK** button.

To edit or select playoff winner:

1. Click **Edit|Playoff Winner…** from the menu bar.
2. Select playoff team winner from the list and click the **Winner** button or click **Cancel** to remove playoff winner selection.

3.6.4   View

The **View** menu item offers commands to 7 dropdown menus.

To view skins only, click **View|Skins Only** from menu bar.

To view Handicap Factors, click **View|Handicap Factors** from menu bar.

To view Average 18 Hole Handicaps, click **View|Average 18 Hole Handicaps** from menu bar.

To view Average 9 Hole Handicaps, click **View|Average 9 Hole Handicaps** from menu bar.

To view Total Handicaps, click **View|Total Handicaps** from menu bar.

To hide scores, click **View|Hide Scores** from menu bar and show scores, click **View|Show Scores**.

3.6.5 Skins

To add and remove teams playing skins:

1. Click **Skins…** from the menu bar.
2. Double-click teams from the **Not Playing Skins** list to add and double-click teams from the **Playing Skins** list to remove.

3.6.6 Print

The **Print** menu item offers commands to 3 dropdown menus.

```
Print
   Team Scores
   Team Skins
   Scorecards...
```
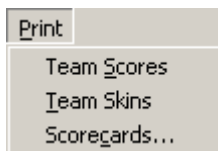
To print team scores, click **Print|Team Scores** from the menu bar. The sorting order may vary depending on how scores are displayed in the dialog.
See Section 6.5 for a print sample.

To print team skins results, click **Print|Team Skins** from the menu bar.
See Section 6.1 for a print sample.

To print scorecards, click **Print|Scorecards…** from the menu bar.
See Section 6.6 for print sample.

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3.7   Zip and UnZip

Zip
to Archive
to USB Drive...

UnZip
from Archive...
from USB Drive...
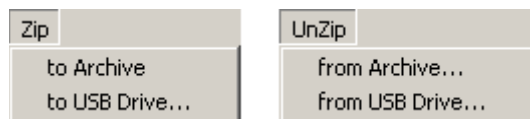
3.7.1   Zip Files

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

- Click **Zip** from the main menu and click **to Archive**.

To zip files to USB Drive:

- Insert USB Drive into USB port.
- Click **Zip** from the main menu and click **to USB Drive**.

3.7.2   Unzip Files

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

- Click **UnZip** from the main menu and click **from Archive**.

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

- Insert USB Drive into USB port.
  Click **UnZip** from the main menu and click **from USB Drive**.

3.8   Help

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

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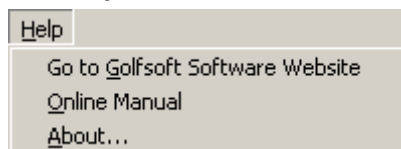
To go to the Golfsoft Software website, click **Help|Go to Golfsoft Software Website** from the menu bar.

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

To learn more about Scramble application, click **Help|About…** from the menu bar.

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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:

| Event | Signup Sheet | Courses |

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).

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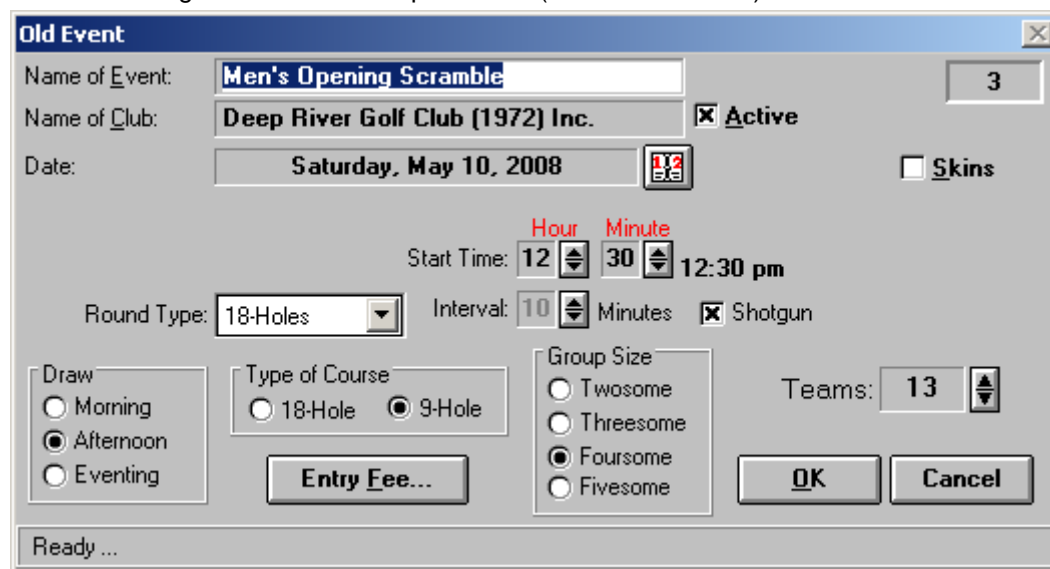
4.2   Signup Sheet

This command button opens the **Signup Sheet** dialog, which allows users to determine who can play in the competition.
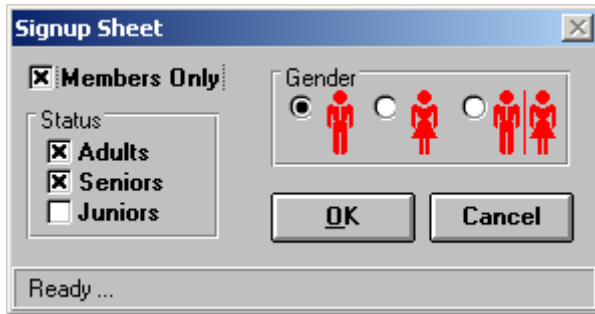
Members Only – This check box determines if non-members can play in the competition.

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.

Courses

Modify Course   **Home Course**

Deep River Golf Club   71.0 123   **Away Course**

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		

OK   **Cancel**

Ready ...

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.

Modify Course

Front Nine   **OK**

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	

Cancel

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	

Par for hole number 1?

- 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.

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.

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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] [Esc Key to Cancel]

Search by 423

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   Team Skins Results

Skins Results

R.W. Fleming Men's Opening Scramble   Saturday, March 29, 2008

1) Ted Holland, Ed Mutterback, John Gale, Peter Brewster
   Eagle on hole number 1 (Par 5)

2) Don Morrison, Norm Smith, Mike Watson, Ken Deugau
   Birdie on hole number 7 (Par 3)

3) Todd Chaput, Dave Leachman, Rob Burke, Doug Barnard
   Birdie on hole number 8 (Par 4)

4) Ted Holland, Ed Mutterback, John Gale, Peter Brewster
   Birdie on hole number 9 (Par 5)

5) John Alessio, Dave Hewitt, Kyle Sproule, Morley Taylor
   Birdie on hole number 11 (Par 4)

6) Jeff Olfert, Neil Briden, Daniel Grondin, Jack Gray
   Birdie on hole number 13 (Par 3)

Teams: 18

Skins Value: $120.00

6.2   Signup Sheet

Signup Sheet

R.W. Fleming Men's Opening Scramble
Shotgun Start 12:30 pm

#	Name		#	Name		#	Name		#	Name	
1	535	29.5	13	413	26.8	25	170	10.1	37	243	14.3
	Adam, Robert			Connelly, Doug			James, Martin			Mattie, Francis	
2	356	11.0	14	12	23.1	26	205	7.8	38	152	21.9
	Alessio, John			Cook, Whitney			Jay, Paul			McCall, Verne	
3	177	25.9	15	547	29.5	27	367	13.3	39	95	8.2
	Allan, Colin			Curle, Paul			Joynes, Ian			McCauley, Rodney	
4	214	22.3	16	117	21.4	28	69	25.3	40	271	10.2
	Barnard, Doug			Deugau, Ken			Kelly, Pat			McLaren, Rob	
5	307	4.8	17	19	12.7	29	74	25.9	41	186	10.9
	Bell, Paul			Fehrenbach, Paul			Kidson, Geoff			Meilleur, Sonny	
6	28	12.3	18	363	17.2	30	417	12.7	42	171	12.0
	Belleau, Peter			Gale, John			Knight, Chris			Miller, Orval	
7	156	11.7	19	344	14.5	31	297	13.1	43	108	18.7
	Boucher, Francis			Gilks, George			Leachman, Dave			Mislan, John	
8	529	29.5	20	7	22.1	32	181	20.8	44	419	21.8
	Brewster, Peter			Gray, Jack			Lepage, John			Moon, Doug	
9	2	12.8	21	476	20.1	33	202	16.8	45	284	21.1
	Briden, Neil			Grondin, Daniel			Levinski, Lorne			Morley, Dennis	
10	88	17.5	22	111	16.2	34	143	14.6	46	218	12.0
	Burke, Rob			Hallett, Barrie			Logie, John			Morrison, Don	
11	434	18.8	23	385	13.1	35	91	8.1	47	298	20.2
	Burton, George			Hewitt, Dave			Lornie, Tom			Murphy, Jim	
12	98	11.0	24	239	6.6	36	263	14.1	48	35	13.9
	Chaput, Todd			Holland, Ted			MacRae, Mark			Mutterback, Ed	

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6.3 Tee Times (Option 1)

Tee Times

R.W. Fleming Men's Opening Scramble
Shotgun Start 12:30 pm

Team	Tee	Time	Player 1	Player 2	Player 3	Player 4
1	2B	12:30 pm	Paul Bell	Ron Taylor	Barrie Hallett	Robert Adam
2	7	12:30 pm	Toban Verdun	John Logie	Lorne Levinski	Paul Curle
3	9A	12:30 pm	Tom Roche	George Gilks	Gerald Tallon	Fred West
4	5B	12:30 pm	Ted Holland	Ed Mutterback	John Gale	Peter Brewster
5	9B	12:30 pm	Paul Jay	Mark MacRae	Len Watkins	Doug Connelly
6	8B	12:30 pm	Norman Spinks	John Potter	Don Ross	Geoff Kidson
7	1C	12:30 pm	Tom Lornie	Francis Mattie	Ray Walker	Colin Allan
8	9C	12:30 pm	Rodney McCauley	Mike Paquette	Ken Tait	Pat Kelly
9	5A	12:30 pm	Martin James	Dave Thompson	Peter Purvis	Rick Rousselle
10	6B	12:30 pm	Rob McLaren	Bob Storie	John Mislan	Whitney Cook
11	4	12:30 pm	Sonny Meilleur	Ian Joynes	George Burton	Larry Soucy
12	3A	12:30 pm	Todd Chaput	Dave Leachman	Rob Burke	Doug Barnard
13	1B	12:30 pm	John Alessio	Dave Hewitt	Kyle Sproule	Morley Taylor
14	3B	12:30 pm	Jeff Olfert	Neil Briden	Daniel Grondin	Jack Gray
15	2A	12:30 pm	Jerry Sims	Paul Fehrenbach	Jim Murphy	Paul Unrau
16	8A	12:30 pm	Francis Boucher	Chris Knight	John Lepage	Verne McCall
17	1A	12:30 pm	Orval Miller	Peter Belleau	Dennis Morley	Doug Moon
18	6A	12:30 pm	Don Morrison	Norm Smith	Mike Watson	Ken Deugau

6.4   Tee Times (Option 2)

Tee Times   Saturday, March 29, 2008

R.W. Fleming Men's Opening Scramble
Shotgun Start 12:30 pm

Team	Players	Tee	Team	Players	Tee
1	Paul Bell Ron Taylor Barrie Hallett Robert Adam	2B 12:30 pm	2	Toban Verdun John Logie Lorne Levinski Paul Curle	7 12:30 pm
3	Tom Roche George Gilks Gerald Tallon Fred West	9A 12:30 pm	4	Ted Holland Ed Mutterback John Gale Peter Brewster	5B 12:30 pm
5	Paul Jay Mark MacRae Len Watkins Doug Connelly	9B 12:30 pm	6	Norman Spinks John Potter Don Ross Geoff Kidson	8B 12:30 pm
7	Tom Lornie Francis Mattie Ray Walker Colin Allan	1C 12:30 pm	8	Rodney McCauley Mike Paquette Ken Tait Pat Kelly	9C 12:30 pm
9	Martin James Dave Thompson Peter Purvis Rick Rousselle	5A 12:30 pm	10	Rob McLaren Bob Storie John Mislan Whitney Cook	6B 12:30 pm
11	Sonny Meilleur Ian Joynes George Burton Larry Soucy	4 12:30 pm	12	Todd Chaput Dave Leachman Rob Burke Doug Barnard	3A 12:30 pm
13	John Alessio Dave Hewitt Kyle Sproule Morley Taylor	1B 12:30 pm	14	Jeff Olfert Neil Briden Daniel Grondin Jack Gray	3B 12:30 pm

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6.5 Team Scores

R.W. Fleming Men's Open Scramble

May 5, 2007

	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Total	
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 White	5	4	4	3	4	4	3	4	5	36 Yellow	72	
Handicap	1	13	5	17	9	7	15	11	3	White	2	8	12	16	14	10	18	4	6	Yellow		
Team	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**Out**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**In**	**Total**	**Hcp**

1 Paul Jay, Mark MacRae, Len Watkins, Doug Connelly

5	3	3	2	4	3	4	4	5	**33**	4	4	3	3	4	4	2	4	5	**33**	**66**	71 / 16.5

2 Toban Verdun, John Logie, Lorne Levinski, Paul Curle

4	4	4	3	5	4	3	4	5	**36**	4	4	3	3	3	4	3	4	4	**33**	**69**	73 / 16.8

3 Jeff Olfert, Neil Briden, Daniel Grondin, Jack Gray

5	4	3	3	4	4	3	4	5	**35**	4	4	4	2	4	4	3	4	5	**34**	**69**	72 / 16.5

4 Don Morrison, Norm Smith, Mike Watson, Ken Deugau

5	4	4	3	5	3	2	4	5	**35**	5	4	3	3	3	4	3	4	5	**34**	**69**	72 / 16.7

5 Martin James, Dave Thompson, Peter Purvis, Rick Rousselle

5	4	3	3	4	4	3	5	5	**36**	4	4	3	3	4	4	3	4	4	**33**	**69**	71 / 16.7

6 Tom Roche, George Gilks, Gerald Tallon, Fred West

5	4	3	3	4	4	3	4	5	**35**	4	4	4	4	4	4	3	4	4	**35**	**70**	73 / 16.9

7 Orval Miller, Peter Belleau, Dennis Morley, Doug Moon

5	4	3	2	4	3	4	4	5	**34**	4	4	3	3	4	5	3	3	6	**36**	**70**	72 / 16.8

8 Ted Holland, Ed Mutterback, John Gale, Peter Brewster

3	4	3	4	4	4	4	4	4	**34**	5	4	3	3	4	5	2	5	5	**36**	**70**	72 / 16.8

9 Sonny Meilleur, Ian Joynes, George Burton, Larry Soucy

4	4	5	3	4	3	3	4	5	**35**	4	4	3	3	4	4	3	5	5	**35**	**70**	70 / 16.4

10 Tom Lornie, Francis Mattie, Ray Walker, Colin Allan

4	4	4	3	5	4	3	4	5	**36**	5	4	4	3	4	4	3	4	4	**35**	**71**	73 / 17.0

11 Gerry Sims, Paul Fehrenbach, Jim Murphy, Paul Unrau

5	4	4	3	4	4	3	4	5	**36**	5	4	4	3	3	4	4	3	5	**35**	**71**	71 / 16.6

12 Lloyd McCauley, Mike Paquette, Ken Tait, Pat Kelly

4	4	4	4	5	3	3	4	5	**36**	5	4	4	3	4	4	3	4	5	**36**	**72**	71 / 16.4

13 Norman Spinks, John Potter, Don Ross, Geoff Kidson

5	3	4	4	4	4	3	4	5	**36**	5	5	4	3	3	5	2	4	5	**36**	**72**	70 / 16.3

14 Rob McLaren, Bob Storie, John Mislan, Whitney Cook

5	4	4	3	4	4	3	4	5	**36**	5	5	4	3	3	4	3	5	4	**36**	**72**	70 / 16.4

15 Paul Bell, Ron Taylor, Barrie Hallett, Robert Adam

5	4	3	3	5	4	3	4	5	**36**	5	4	4	3	4	5	3	4	4	**36**	**72**	70 / 16.5

16 Francis Boucher, Chris Knight, John Lepage, Verne McCall

5	4	4	3	4	5	4	4	5	**38**	4	4	5	3	4	4	2	5	5	**36**	**74**	72 / 16.8

17 Todd Chaput, Dave Leachman, Rob Burke, Doug Barnard

4	5	4	3	4	4	4	3	5	**36**	5	4	4	3	4	5	3	5	5	**38**	**74**	69 / 16.0

18 John Alessio, Dave Hewitt, Kyle Sproule, Morley Taylor

5	5	4	3	5	4	3	5	5	**39**	5	3	4	3	5	4	3	4	5	**36**	**75**	71 / 16.5

6.6 Scorecards

OFFICIAL SCORECARD

Drives Needed

Saturday, March 29, 2008

R.W. Fleming Men's Opening Scramble

2B

Team	A	Paul Bell		5
(1)	B	Ron Taylor		4
	C	Barrie Hallett		3
	D	Robert Adam		2

Average Handicap Factor: **16.4**
Total Handicap: **72**
Average Handicap: **18**

White/Yellow

Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Total
Yards	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
Score																					

OFFICIAL SCORECARD

Drives Needed

Saturday, March 29, 2008

R.W. Fleming Men's Opening Scramble

7

Team	A	Toban Verdun		5
(2)	B	John Logie		4
	C	Lorne Levinski		3
	D	Paul Curle		2

Average Handicap Factor: **16.8**
Total Handicap: **73**
Average Handicap: **18**

White/Yellow

Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Total
Yards	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
Score																					

OFFICIAL SCORECARD

Drives Needed

Saturday, March 29, 2008

R.W. Fleming Men's Opening Scramble

9A

Team	A	Tom Roche		5
(3)	B	George Gilks		4
	C	Gerald Tallon		3
	D	Fred West		2

Average Handicap Factor: **16.9**
Total Handicap: **74**
Average Handicap: **19**

White/Yellow

Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Total
Yards	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
Score																					