



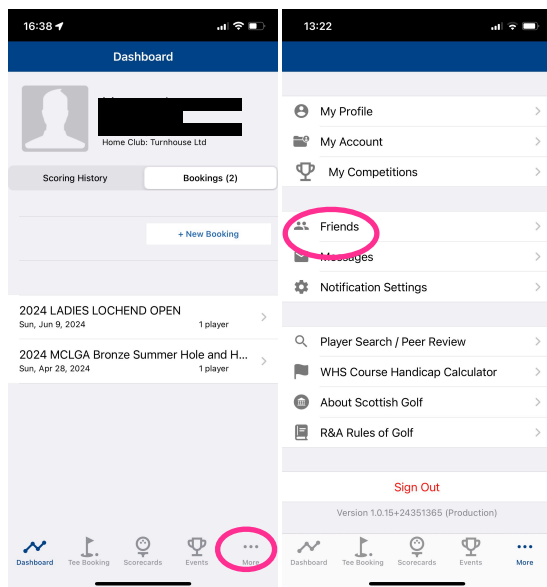
ENTERING SCORES ON THE SG APP

There are 3 steps involved. If you have any problems, contact competitions@mclga.com.

STEP 1 - ADD YOUR PLAYING PARTNERS AS FRIENDS - Do this at HOME when the DRAW is published.

Adding your playing partners as friends is optional, but makes it easier to add them as markers (attesters) before you start the round on the day of the competition (See Step 2). You can always remove them afterwards!

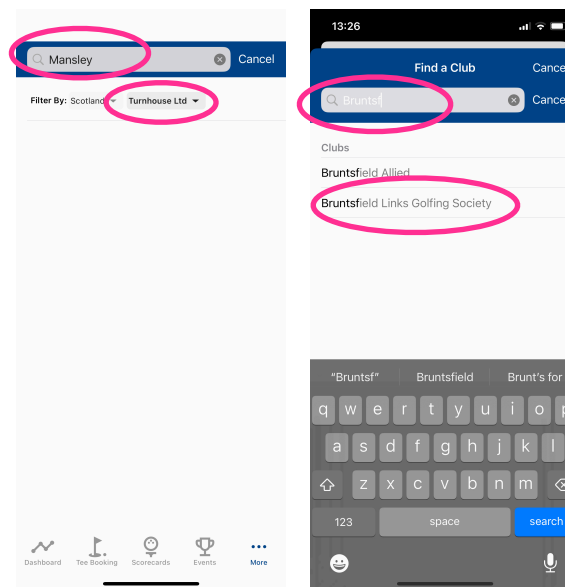
From the Dashboard, select 'More' bottom right.....then select Friends in the next screen.



1a

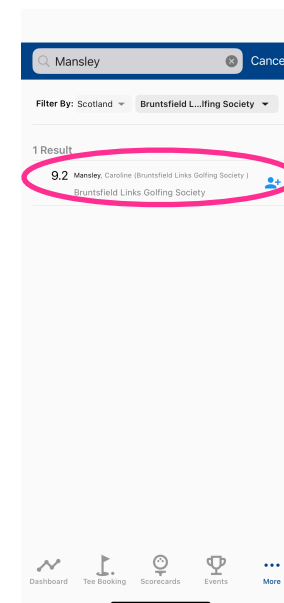
Type in Surname and then click on the down arrow beside the club name. Then type in the players club and select when it appears.

1b



Click on the player when shown.

1c



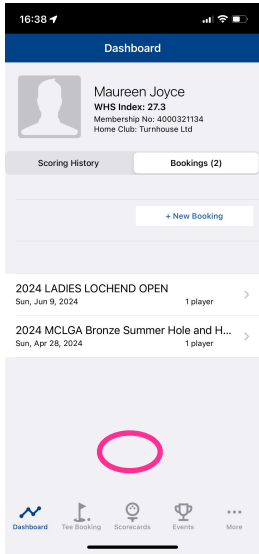
A message will be sent to the player you are adding as a friend. Once they accept, they will appear in your List of Friends.

STEP 2 - SET UP THE APP TO BE READY TO INPUT SCORES - Do this at the COURSE BEFORE you start your round

You MUST follow the steps below in order to have the App ready for you to enter scores. If you do not, you will need to wait for 2 hours after playing before you can enter scores on the App! You can however use the Kiosk to enter scores if necessary.

NB: The scorecards will have been generated for you by the registration desk on the morning of the competition.

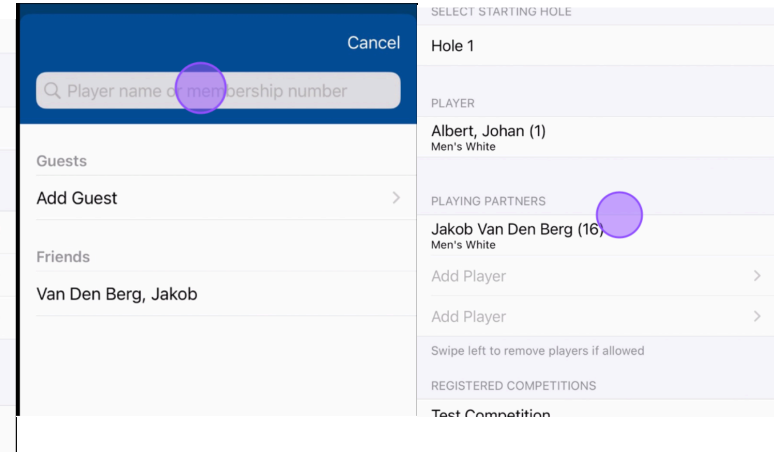
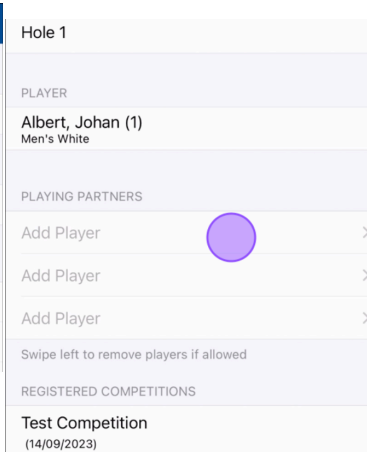
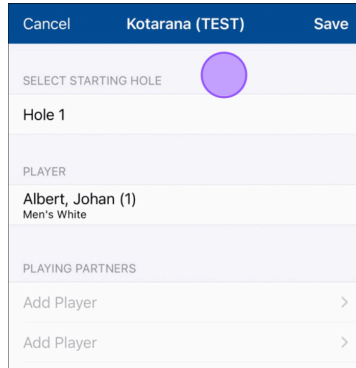
From the Dashboard, select 'Scorecards' and click on the card for the comp.



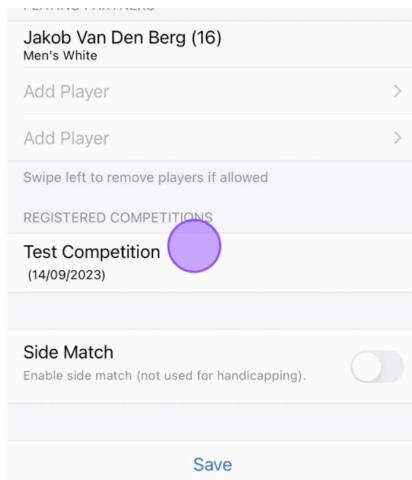
You then need to add your playing partners*. If you have already added them as Friends this is quick, otherwise you will need to search for them, by entering Surname and finding their club (see Step 1b)

2a

2b



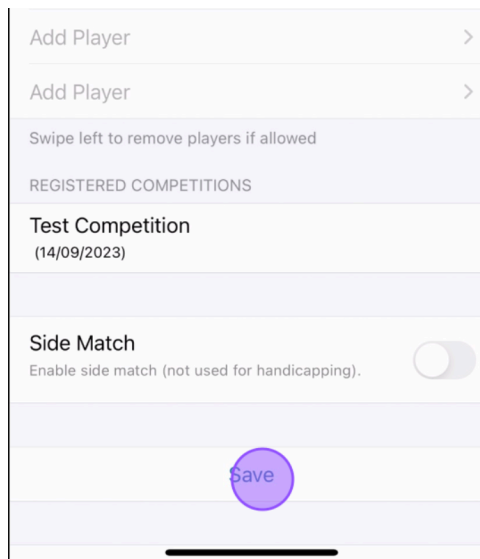
You'll see that this scorecard is linked to the competition.



Click Save to start your round. You are now ready to start scoring (while playing or when you come back to the clubhouse).

2c

2d



*Add both of your playing partners - you can choose who is your marker (called 'attester' in the App) when you complete your round and submit it. This is easier than trying to find your playing partners when you check in.

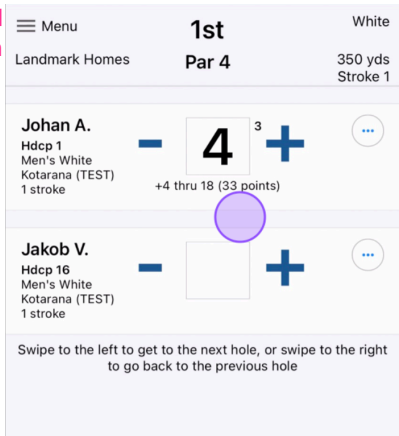
NB - Your attester does NOT need to enter her scores in the App.

You can agree when you meet up on the tee who is marking which card.

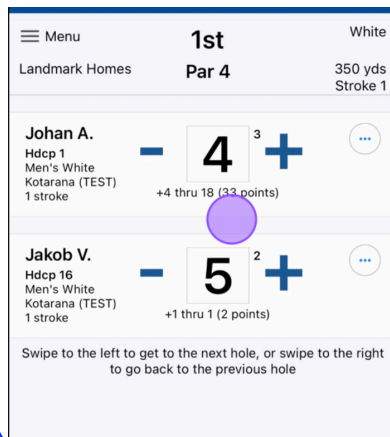
You will always be using a Hard Scorecard as back-up until further notice and for those who cannot or do not wish to use the App. In this case, scores can be entered via the Kiosk or by the Registration Desk.

STEP 3 - ENTER SCORES AND SUBMIT YOUR SCORECARD

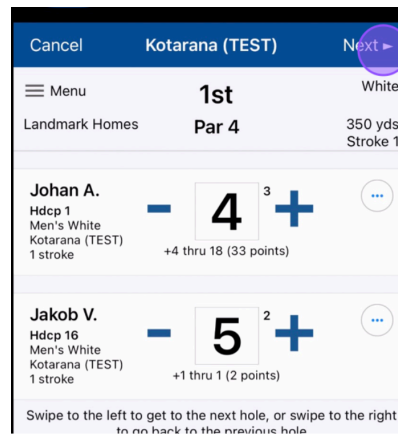
As you go round the course, or in the Clubhouse using your Hard Scorecard, start to enter the Scores for your self and your partner. You can enter scores for both of your playing partners.



Use the + or - to increase or decrease the score



Click Next to go to the next Hole and previously to go back a hole. You can also do this by Swiping right or left on your device screen.



Once finished you will see a summary of your score. If there are any issues then you can click on the specific hole in this summary to be taken directly to it.

HOLE	PAR	GROSS	Johan A. (33 points)	Jakob V. (51 points)
1	4	4 ³	5 ²	3 ³
2	3	3 ²		3 ³
3	5	7		5 ³
4	4	4 ²		4 ³
5	4	4 ²		4 ³
6	5	5 ²		5 ³
7	4	4 ²		4 ³

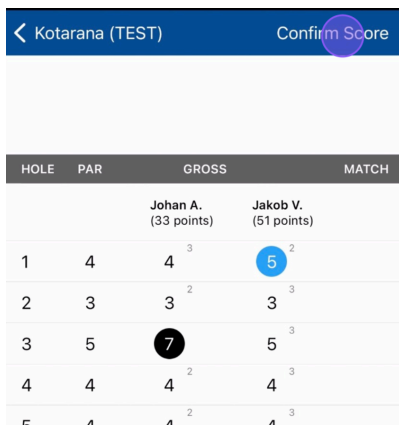
3a

3b

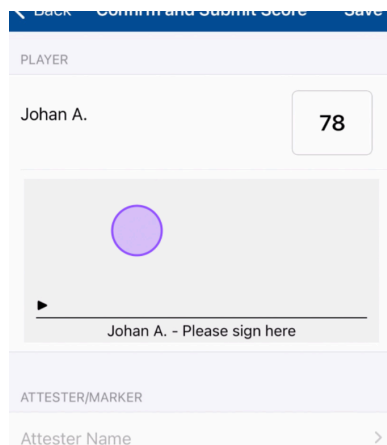
3c

3d

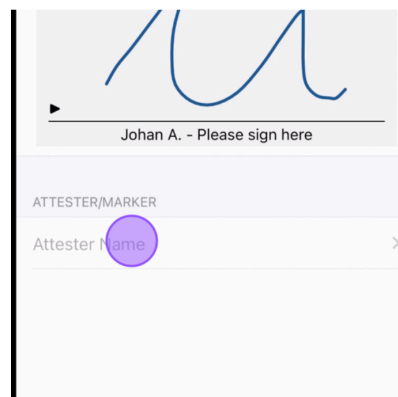
Click on 'Confirm Score' top right to finalise your round.



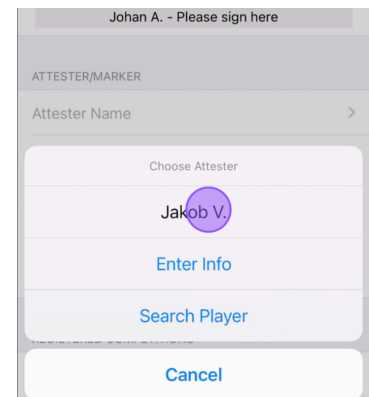
You must then use your finger to sign your name.



Then click on "Attester Name"



Your playing partner(s) will appear. But you can also use 'Search Player' to find your attester



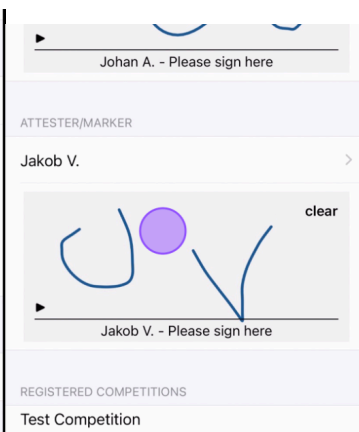
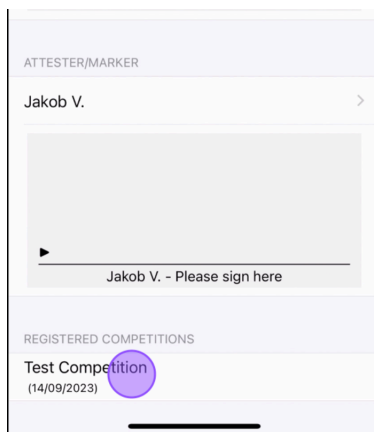
3e

3f

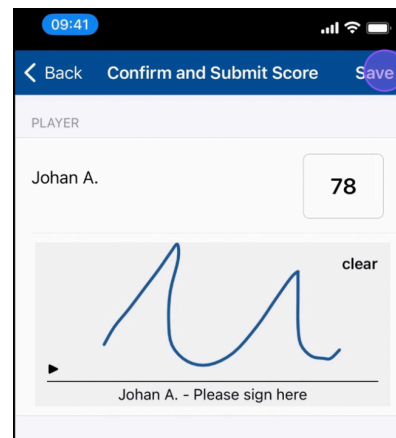
3g

3h

Your attester must then sign their name.



Then press 'Save' at the the top right of the screen to Confirm and Submit your score



3i

3j

3k