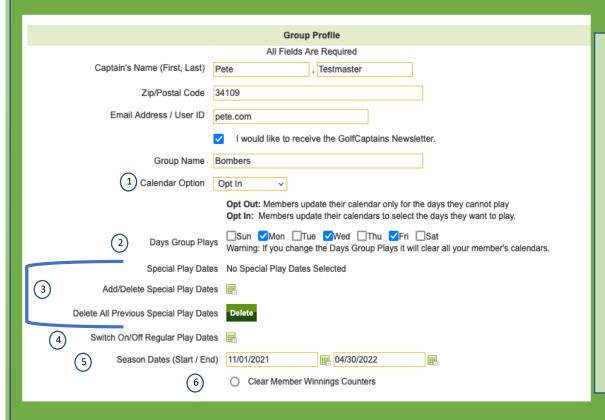


GOLFCAPTAINS.COM THE CAPTAIN'S TUTORIAL *THERE ARE LOTS OF NOOKS AND CRANNIES*

Function	Page	Snippets
Group Profile	1	Setup Your Group And Enter The Key Information That Defines Your Group
Club Profile	2	Tell Us About The Courses Your Group Plays
Member Roster	3	View Add And Edit Your Group Members
Member Profile	4	Manage Member Information And Each Member's Calendar
Team Setup	5	View, Add And Edit Your Play Dates
Team Pairings (1)	6	Setting Up The Play Date
Team Pairings (2)	7	Selecting One Of Six Ways To Generate The Pairings
Team Pairings (3)	8	Swapping Members From Between Teams
Team Pairings (4)	9	Swapping Teams Between Tee Times
Send Email	10	Communicate With Your Members
Play Date Roster	11	View Which Members Are Playing By Date/Time Stamp
Social Event Calendar	11	Allows Members To Sign Up For A Non-Golf Social Event

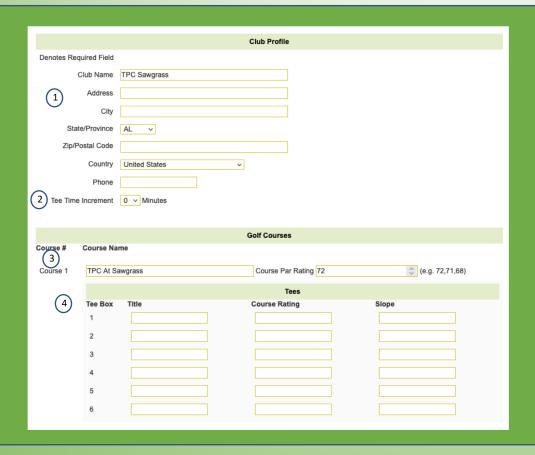
^{*} If you decide to print this tutorial, to save ink, print it in Black and White

Group Profile



- <u>Calendar Option</u>: Opt In, is the most popular. It acts like a sign up sheet
- Days Group Plays: These are your Regular Plays dates, and that's what activates your member's calendars
- 3 Special Play Dates: There are times you may want to play on a day that is not a Regular Play Date, e.g. a special tournament. By adding a Special Play Date it will open up the member calendars so they can sign up
- 4) Switch On/Off Regular Play Dates: If your course happens to close on a day that is one of your Regular Play Dates, you can use this to prevent members from signing up on that date
- Season Dates (Start/End): They control your member calendars. Members will not be able to sign up for any dates outside this range. Update these dates at the beginning of each new season
- 6 <u>Clear Member Winnings Counters</u>: You can keep track of any member \$ winnings during the season. You should clear these counters at the beginning of each season

Club Profile



- 1 <u>Club Name And Address</u>: If you enter the address information, when your members login and click on Club Profile, they will be able to get directions to the course. You may enter an unlimited number of clubs
- 2 <u>Tee Time Increment</u>: In Team Setup when you enter the tee time in the first team, all other tee teams will be incremented by the Tee Time Increment
- 3 <u>Course</u>: You may enter up to 5 courses per Club. In Team Setup the courses are displayed in the sequence you enter them. The Course Rating is used to calculate the course handicap
- 4 <u>Tee Box</u>: You may enter up to 6 Tee Boxes. Team Setup will display the first three tee boxes and the course handicap for each of the three tee boxes. So, it makes sense to enter the tee boxes in the sequence most often played by your members. Course Rating and Slope are used to calculate the course handicap

Member Roster



- Handicap: Here is where you may enter the Handicap Index for each member. You should encourage your members to enter their own Handicap Indexes twice a month
- (1) Winnings Last Game: If you want to keep track of member \$ winnings, enter here after each game. It will automatically add that amount to the Winnings Season-To-Date
- 2 Adding New Member: If you have openings for new members they will appear as blank entries on the Member Roster. These are the minimum data that you need to establish a new member. Handicaps are optional
- 3 <u>Update Members:</u> Don't forget to click on Update Members after any changes you make to the Member Roster
- 4 <u>Edit:</u> When you click on Edit you will be presented with that Member's Profile, which contains additional data and the member calendar

Member Profile



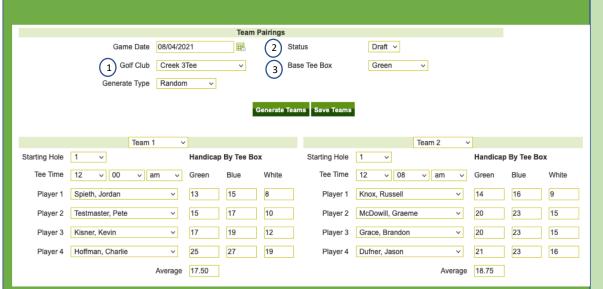
- 1 <u>Member Calendar</u>: The Calendar is the engine of GolfCaptains. This is where a member indicates whether they are playing or not playing. In this example Daniel has elected to only play on Mondays and Fridays, by clicking on the days he wants to play. Team Setup uses the member calendars when generating the pairings
- 2 Add Guests: Any member may add up to 2 guests at a time. They may only add members on days that they are playing. In Team Setup, when you Generate Teams, the guests will be paired in the same team as the member

Team Setup



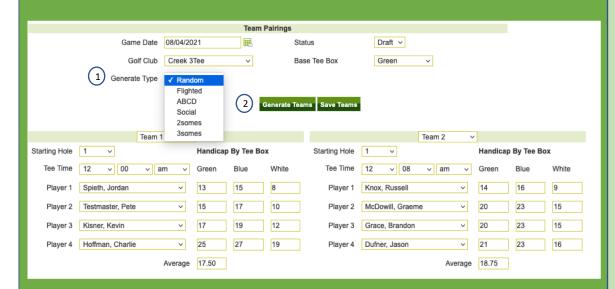
- 1 Adding New Team Pairing: Will take you to Team Pairings, where you can setup a new Game Date
- Delete Selected Team Pairings: Click on any of the boxes for the Team Pairing you wish to delete, then click Delete Selected Team Pairings. These Team Pairings will no longer appear on Team Setup, but will still be available to the Social Generate Type in Team Pairings
- Permanently Remove Deleted History: Will permanently delete all Team Pairings previously deleted from the Team Setup display. This should be done at the beginning of each new season
- 4 <u>Status</u>: A Team Pairing that is in the Draft Status will not be seen by your members. They will only be seen when you change the Status to Active
- 5 <u>Functions</u>: **Edit:** will allow you to make changes to Team Pairings **Email:** will send a note to all members that this game date is official and ready to view. It goes to all team members, to avoid the problem of a member thinking they opted to play/not play **Print:** creates a pdf print of that game date.

Team Pairings (1)



- 1 Golf Club: This is a drop down that will let you select a course from one the Golf Clubs you setup in Club Profile. It defaults to TBA
- 2 <u>Status</u>: You can set the Status of this Team Pairing as Draft Status, which means it will not be seen by your members. Or set to active so your members will able to see the Team Pairing. The default is Active.
- 3 <u>Base Tee</u>: When you are using handicaps three tee boxes will be displayed in the sequence they appear in Club Profile. Base Tee Box allows you to select which Tee Box will appear first

Team Pairings (2)



Generate Type: There are 6 options for generating your Team Pairings Random: Uses random numbers to generate the Team Pairings independent of handicaps

Flighted: will split your pairings into the number of flights you chose, by handicap. For example with 2 flights the lower handicappers will be in one group and the higher into another

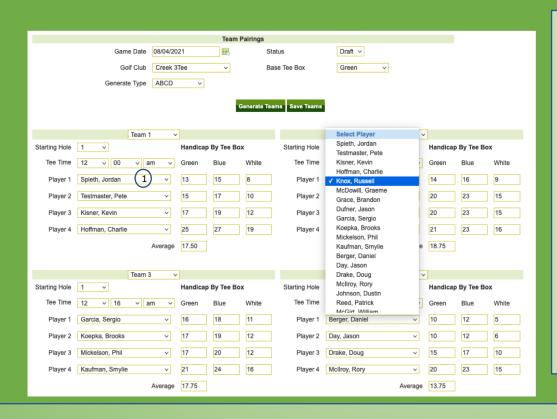
ABCD: The teams will be balanced by handicap

Social: Attempts to have members play with members they haven't recently played with. This is limited by the number of members and how often they play

2Somes: The members are paired as Twosomes in an AB format **3Somes**: The members are paired as Threesomes in an ABC format

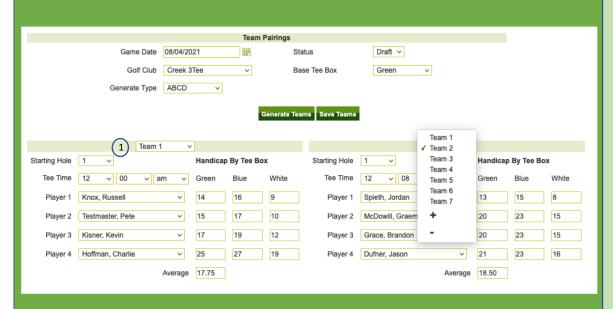
2 <u>Generate Teams</u>: Will populate the teams based on the Generate Type you selected. You may click on Generate Teams multiple times and it will change the configuration of the teams (except in Social)

Team Pairings (3)



Swapping Members: To the right of each member you can click on the drop down arrow and it will display all the other members playing that day. In this example you can swap Knox with any other player listed.

Team Pairings (4)



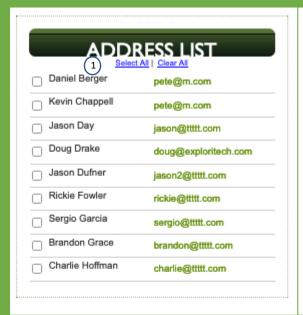
1 Managing Teams: To the right of each Team you can click on the drop down arrow and it will display the number of other Teams. In this example you can swap the position of Team 2 with any other team listed.

This is useful when last minute changes cause you to have a threesome as the last team, and you prefer to send them out earlier

The + Sign: Allows you to add an empty team which you would populate from other teams

The - Sign: Allows you to delete a team

Send Email

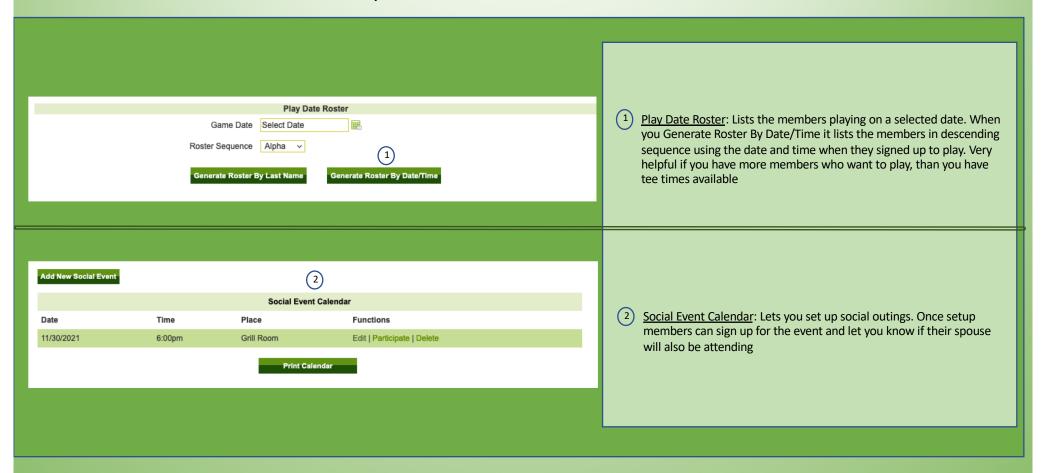




- 1 <u>Address List</u>: The Address List allows you to send an email to all your members, or to selected members
- Attaching Files: You may also attach files as part of your email

Please note that members may also use Send Email in the same manner. However, if any members respond to a member's email, their response will come to the Captain, not the member who initiated the email

Play Date Roster And Social Calendar



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