



# Discover



**SCHALA**

SCORE CARD HANDICAP & LEADERBOARD APP



# GENERAL INSTRUCTIONS



Totally FREE to use for everyone

COVID friendly – totally contactless

Contactless collection & payment facility

Verifying score mode for competition use

Custom handicapping system for your group

Eco friendly contactless digital score card

Social mode for multiple card scoring

All your cards saved for reference

Score multiple games on 1 card

Live Leaderboard facility

*To come shortly*

*Font size adjustment for the visually impaired*

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## Signing Up for SCHALA

Go to [www.schala.golf](http://www.schala.golf) and follow the simple registration process to be able to use the latest digital scoring app.

Press the SIGN UP button and follow the self explanatory instructions.

Create a simple Username (6 characters) for yourself to save having to use your email every time you need to login. This will be unique and no-one else can have the same username.

When completed you will be able to use the app with all of its standard features which are explained in the following pages.

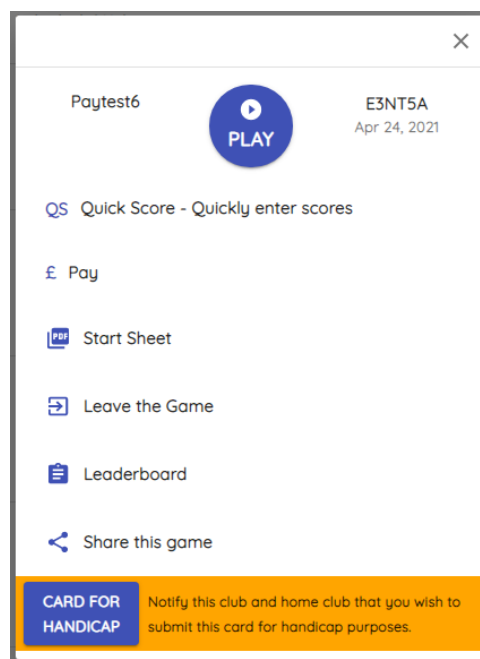
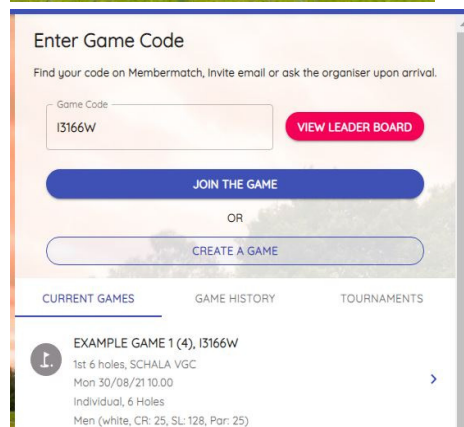
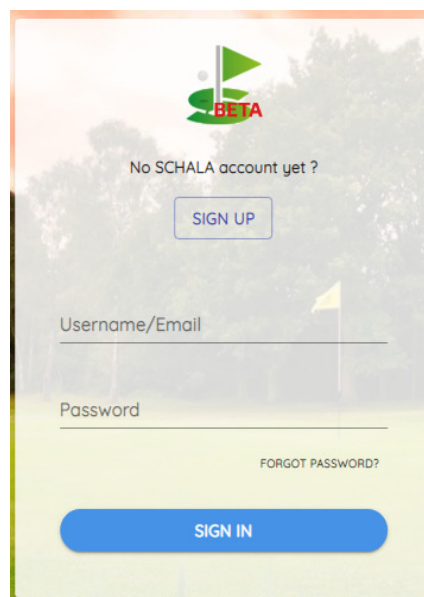
## Joining a Pre Created Game.

All you need to join a game created by someone else and to start your digital score card, is the 6 x alpha numeric game code. This can be sent to you by the person organising the game via a url link directly to your Game Code box, by email, WhatsApp, Twitter or whatever other method is preferred. Tap on the JOIN THE GAME tab and the game will then be listed in your Current Games section.

Tap on the game and you will be taken to the main menu where you will start to use the app.

## Using the app

After selecting the game you want to join, you will have various options to consider over just playing and scoring. Your game menu is the hub of your actions and includes QuickScore® (QS) which, if you prefer to keep a manual card, can be used to quickly enter you and your partners scores after you have played. Payments includes contactless entry fees for the game and additional purchases or donations that will be available in future versions. View the start sheet at any time before the game and watch it change as the organiser sets everything up. You can leave the game here for whatever reason and you can simply view the Leaderboard if you wish. You can also share this game by sending someone else the game code for them to join the game. Finally, you can email both the club you are playing and your home club to advise that you wish your card to be submitted for WHS handicap purposes.



## Playing the game

When you hit the Play button in a pre created game, you will see all of your playing partners score cards with the appropriate information. You now need to decide whose card or cards you are going to score by clicking on the scoring tab. In games with standard rules you will be asked to confirm that the players HI is correct, otherwise you need to check that the social playing handicap is correct. If it needs changing, your playing partner can do this from the 'Mark Cards' icon (see next diagram).

When the scoring tab is selected, it will turn red and you will get the blue ball & tee icon on that card which you will use for entering the gross score on each hole. You may then select another players card to score. Any players card you do not select to score (including your own) will disappear from your screen as soon as you finish scoring the first hole

You are now ready to start scoring by pressing the blue ball & tee icon and selecting the gross score for that player on each hole.

If the cards being scored need to be changed after the game has started for any reason, including lost/broken devices, battery failure, player leaves the course etc., use the 'Mark Cards' icon to amend the scoring selection.

## Score Card screen

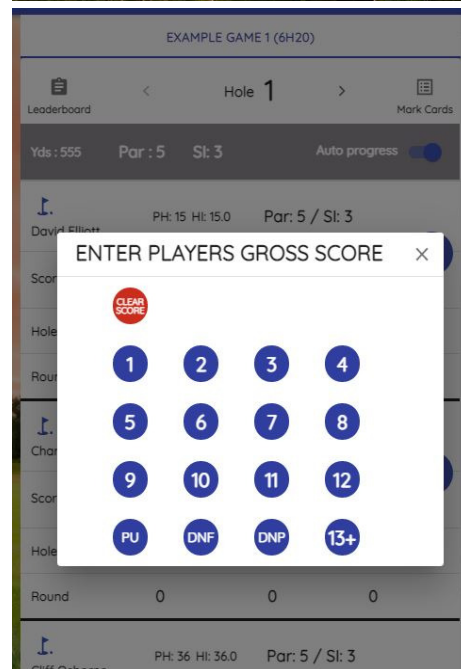
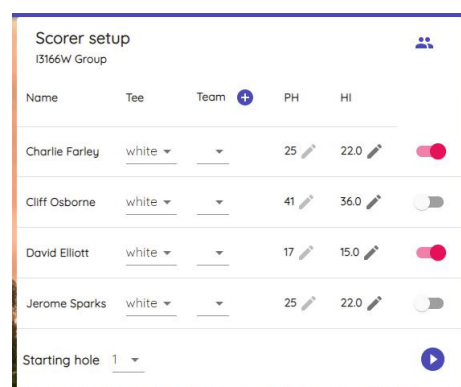
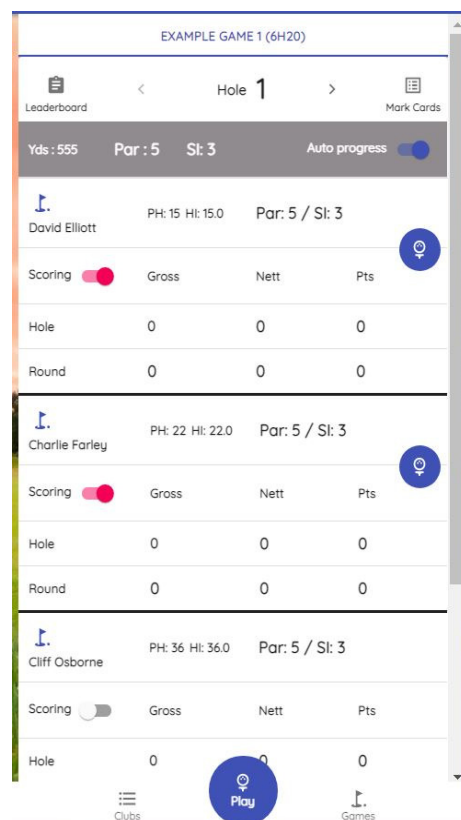
After tapping the ball and tee icon, tap on the gross score for the player and that score will be entered on the score card. If you make a mistake, either hit the Clear Score button or just overwrite the score again.

The 'no score' differences are important to note.

PU = Pick Up (Stableford - Player picked up ball and continued to next tee without scoring any points)

DNF = Did Not Finish (player started hole but retired from overall game and discontinued playing)

DNP = Did Not Play (player did not tee off on hole at all)



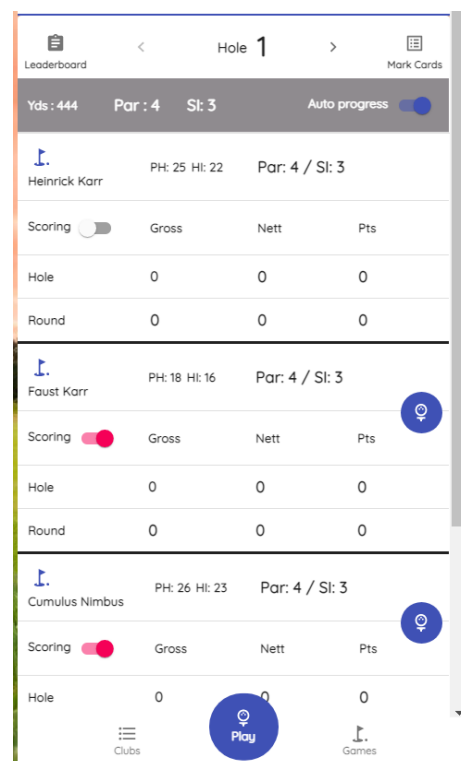
### Score card verification

If you are playing an individual competition round you will normally only be scoring for yourself and one other person. That person should then be scoring for himself and for you. If the other person is keeping a manual card and intends to use QuickScore® at the end of the game, you should still mark both cards throughout the game. Any score card errors will be picked up when the QuickScore® is eventually used.

All players HI's are shown and should be checked and if necessary, amended before starting to play. The PH is automatically calculated for the course you are playing and cannot be changed in qualifying competition games.

Once you are scoring, the scores will be verified after every hole and also at the end of the game. Any mistakes can be corrected at any time and the finally agreed and verified scorecard will ultimately be auto submitted to the organiser, just like physically signing a card and handing it in.

To score the card, you press the ball and tee icon on the right hand side of the card and a score grid will appear as previously shown.



The screenshot shows the SCHALA app interface for Hole 1. At the top, it displays 'Hole 1' and 'Auto progress' with a toggle switch. Below this, there's a section for 'Yds : 444', 'Par : 4', and 'St: 3'. The main part of the screen shows three players: Heinrick Karr, Faust Karr, and Cumulus Nimbus. Each player's card displays their PH (25, 18, 26 respectively), HI (22, 16, 23 respectively), and Par (4 / St: 3). The scoring grid for each player has columns for 'Gross', 'Nett', and 'Pts'. The 'Hole' and 'Round' rows show scores of 0. At the bottom, there's a 'Play' button and a 'Clubs' button.

Press the character that is appropriate and in Stableford scoring you can also use the PU to denote a pick up, which will record 0 points. The DNF button (Did Not Finish) has the same effect of 0 points in stableford, but operates differently in stroke play. The DNP stands for Did Not Play and that is for where a player leaves the course or is incapable of playing any more, but needs to finalise the card. It will produce an NR as the total score.

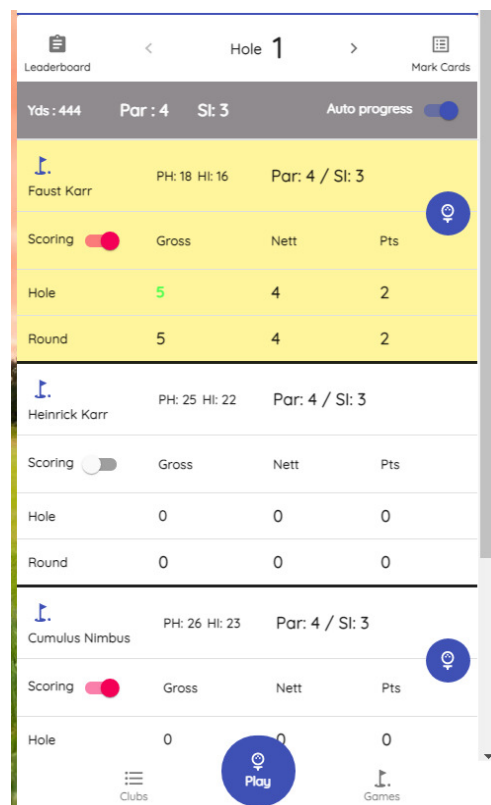
The question might be asked – how can you NR in Stableford ? Well of course you can't really, but given the customisable handicap systems available in Schala, there must be a way to prevent a handicap increase on a low score when all holes have not been played for some reason. Organisers have the ability to override this option before finalising a card and closing the game.

### General Scoring

When you have finished scoring someone's card on a hole, their scorecard will turn a pale yellow colour just to let you know that you have actually completed the score on that card. It is a helpful feature in case you get distracted whilst doing the scores and can't remember where you have got to.

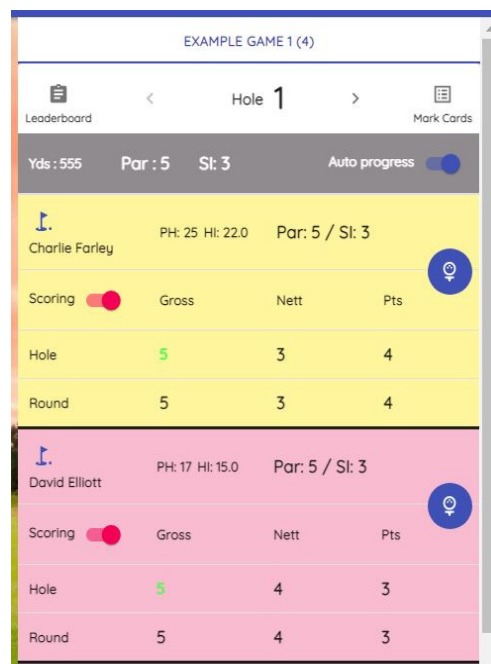
By default, when all score cards you are scoring have been completed on the first hole played, the app will auto progress to the next hole and any cards not being scored by you will be removed from your screen.

The auto progress feature can be turned off from the header if you prefer not to use it but we advise keeping it on for ease of use.



You are quite likely to see one or more of your score cards turn light red and this shows you that your opposite scorer has already completed the card he is scoring on his device and the app is waiting for you to complete your part of the scoring. Nothing to worry about, its just a reminder. When the score has been entered and it is agreed with your scoring partner, the cards will auto progress to the next hole.

If either one of you scoring each other's card makes a mistake and the scores do not match, there will be a mismatch error shown in red text on the players cards and you will have to correct the error before auto proceeding to the next hole (see next diagram).





## Score mismatch

It may be that your scoring partner has completed his score card and auto progressed to the next hole totally unaware that he has made a mistake as you hadn't completed your score on your device. You will get the error straight away, but he will have to manually navigate back to the previous hole using the arrow keys to recover the error message. When corrected, both score cards will auto progress to the correct playing hole.

If someone is not using auto progress, they still cannot manually progress to the next hole, so the error will still be there. If for some reason you do manage to progress, when you eventually reach the end of the round, the error will become apparent as you will not be able to submit the cards until all scores are matched and verified on both cards.

Should you happen to look at the hole by hole scores during the round, (press the little blue flag at any time), any mismatch can be seen as a white X on a red background for the score on that particular hole. Tap on the circle and the card will go directly to the hole to be corrected. Make the correction and return the score card to the hole you were scoring by using the advance arrows.

If you manage to miss the error message altogether and continue scoring, the app will remember the error and at the end of the game it will turn the ball and tee icon to red with the hole number that has the error shown in white. You will then have to correct the score on the hole that is shown by tapping on the blue flag and going to the hole that has the error. That will be shown by a white X in a red circle, which when tapped will offer you the scoring grid to amend the hole score.

When the scores are all seen as correct on the players score cards, the ball and tee icon will turn green with a white tick and as soon as all the score cards are correct, they will automatically leave your screen and be sent to the organiser for compilation of the results. It's just like checking your cards and handing them in after the competition, but you don't have to find out where to take them !!

EXAMPLE GAME 1 (4)

Leaderboard < Hole 2 > Mark Cards

Yds : 444 Par : 4 St: 2 Auto progress ☒

Charlie Farley PH: 25 HI: 22.0 Par: 4 / St: 2

Scoring ☒ Gross Nett Pts

Hole	5	3	3
Round	10	6	7

David Elliott PH: 17 HI: 15.0 Par: 4 / St: 2

Scoring ☒ Gross Nett Pts

Hole	mmalias: 3		
	syryp: 5		
Round	5	4	3

Does Player agree to their score? X

David Elliott - PH 17 - HI 15

1	2	3	4	5	6
5	4	3	5	4	4
5	X				
3					

Total: 5  
Total: 3

EXAMPLE GAME 1 (4)

Leaderboard < Hole 6 > Mark Cards

Yds : 355 Par : 4 St: 5 Auto progress ☒

Charlie Farley PH: 25 HI: 22.0 Par: 4 / St: 5

Scoring ☒ Gross Nett Pts

Hole	mmalias: 4		
	syryp: 5		
Round	22	12	19

David Elliott PH: 17 HI: 15.0 Par: 4 / St: 5

Scoring ☒ Gross Nett Pts

Hole	5	4	2
Round	30	24	13



### **Finishing the scoring & QuickScore®**

If you have done your scores for you and your partner, but the others in your group have not scored for some reason, their scores need to be input into the system to complete the competition result. Your scores are already done, so should you go back to the game in your current games screen, you will be able to access the QuickScore® feature where those players who have not used Schala on course can be chosen to have their scores entered.

If you are going to enter the QuickScore® and happen to tap the Play button, the error message 'Some scores are not done' will appear on screen for a short time and the screen will return to the default screen. Just press the game again and use the navigation menu for QuickScore®.

If one of the non scoring players taps the play button, they will be taken to the score card screen as if to start on course scoring, which they can do of course, but ideally QuickScore® is the feature to use. Just press the Games icon on the bottom tray, start the game again and use QuickScore® in the navigation menu.

When in QuickScore®, press the little orange flag and you will see that you can enter the scores one after the other on the screen. If the scores are being input by the player him/herself, the scores will cross check and verify against those that have already been input by the scoring partner so any errors will show up and can then be corrected on each players own device. When all scores are agreed and verified the scores will be automatically submitted.

QuickScore® can be used by anyone playing in the game, but if any player in a game that needs score verification and has not been scored on a score card by anyone else throughout the round, then for verification purposes, the final submission cannot be completed.

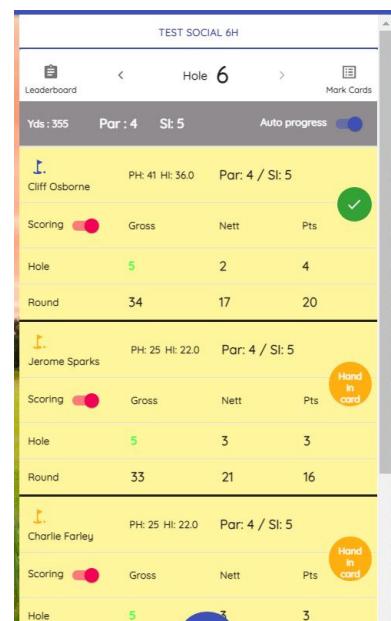
In this case, someone in the group will have to do all 4 scores when they get back in as otherwise if QuickScore is used, there is no way to verify scores against each other.

Alternatively you have to put your own score in on QS and someone else's. You select whose card you are scoring for on the QuickScore list and your set of inputs are matched to another persons inputs before the card is finally verified. When only one score for a player is completed, the little orange flag turns green against that players name and when the second score is input and the scores match, the submission is done automatically and the players line disappears from the screen. If there is a mismatch error the little flag turns red and when tapped, the hole by hole scores show the mismatch hole for either player to change using their own input device.

### Social Golf

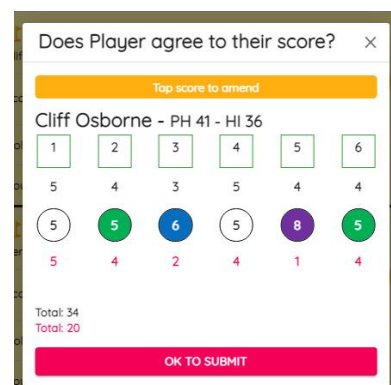
If you are playing a social game and decide to score for more than one other person that is fine to do. If someone does want to verify their score, maybe to submit a card for handicap, they can do so by scoring their own card and yours on their device and it will cross check and verify the final scores between the two cards. When all finished and agreed, those two cards will then be submitted automatically.

When you have finished scoring a social game, the ball and tee icon will turn into an orange Hand in Card icon. You will now have to orally agree with the other social players that all scores are correct. If you are happy then press the OK to submit tab and you will be asked just one more time to confirm. When confirmed the icon will turn green with a white tick ready for auto submission.



If there is a hole with a disputed score, just tap on the score you want to amend and you will be able to amend the score. When completed, tap on the OK to submit tab as described above.

When you have agreed all the the scores with all of the players and all the tick icons have turned to green, all of the cards will be automatically submitted to the organiser and will disappear from your screen and you will be presented with a grid view of the card adverts should you wish to revisit any of them. If not, just clear the screen and you will be back at your home screen.



The game will stay in your Current Games for 24 hours after which it will transfer to the Player/Game History so that you can refer back to all scores at any stage. You can also download/share reports and view all adverts that were in place during the game should you require to see them.

### Creating your own game (Player version)

To create a game for yourself and up to 3 others Schala is absolutely free to use. Once signed in, either tap on **CREATE A GAME** or tap on the Clubs tab at the bottom left of the screen. In either case, you will be taken to the golf club selection page where you can search for the club of your choice, currently anywhere in the UK. If the club you are looking for is not listed, please let us know and we will rectify asap.

If this course is one that you will always want to be at the top of your playing list, tap on the white heart icon so as to turn it red and the next time you create a game, it will be first in your list of favourites. When you have the club, choose the course that you are going to play.

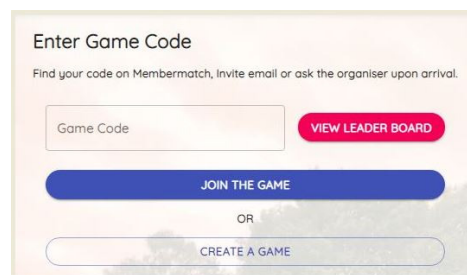
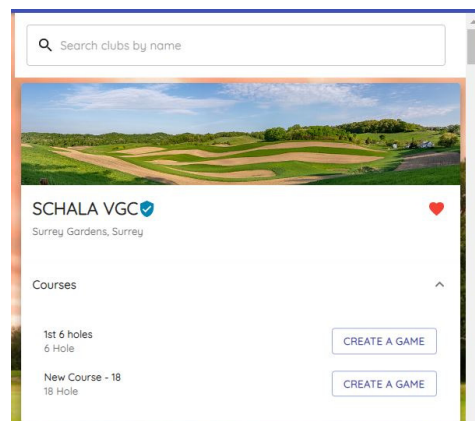
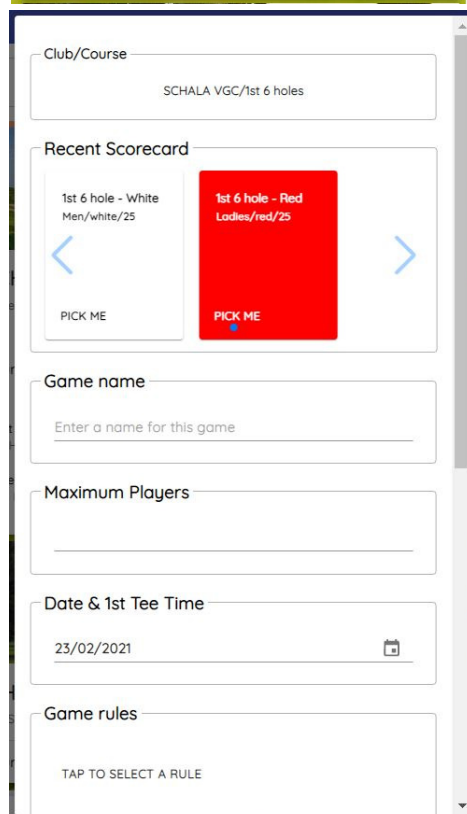
The course will obviously have different tees and tee colours so you need to select the ones that you intend to use.

Name the game for reference purposes and choose the maximum number of players (a maximum of 4 will be the default figure if you are using the free app).

Enter the date and time of either the first tee time or the time you want people to arrive and meet at the club, whichever you prefer.

Now you need to select the rules that you are going to use, which will be one of the standard rules that are provided if you are using the free app. Custom rules and custom handicapping is only available in the organiser upgrade when creating a game.

If you do have a Handicap Index for qualifying competitions, this needs to be manually updated and entered into your profile page prior to playing. It will then be used in the game calculations before you start scoring. If you are not using a Handicap Index because it is a custom social game, your playing partner can manually enter your social playing handicap on your score card prior to play starting.



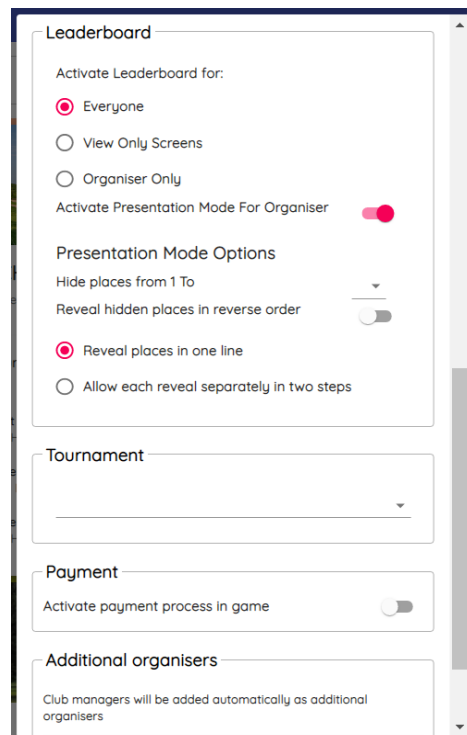
You have the option to have the live leaderboard working for everyone to see, for viewers only, or for just yourself. Its your choice but it is there and switched on for everyone by default. You then also get the ability to use a presentation mode for added effect after the game.

Tournaments are not available for you to create on the basic package.

The unique Schala payment package is not available for you to use on the basic package.

Finally, you do have the option to make one or more of your playing partners an organiser for the game, which is a useful backup should you lose your phone somehow, or possibly run out of battery charge as it means that they can finalise the game in their own name rather than you having to login on their device or find yourself another device.

Save the game and you will then be taken to the pre activation main menu page where you have various options and where you have the game name, the all important game code and the date of play.



**Leaderboard**

Activate Leaderboard for:

- ☒ Everyone
- ☐ View Only Screens
- ☐ Organiser Only

Activate Presentation Mode For Organiser ☒

**Presentation Mode Options**

Hide places from 1 To

Reveal hidden places in reverse order ☐

- ☒ Reveal places in one line
- ☐ Allow each reveal separately in two steps

**Tournament**

**Payment**

Activate payment process in game ☐

**Additional organisers**

Club managers will be added automatically as additional organisers

### Pre activation menu explained

**Start Sheet** - This will produce a start sheet in .pdf format to distribute if needed

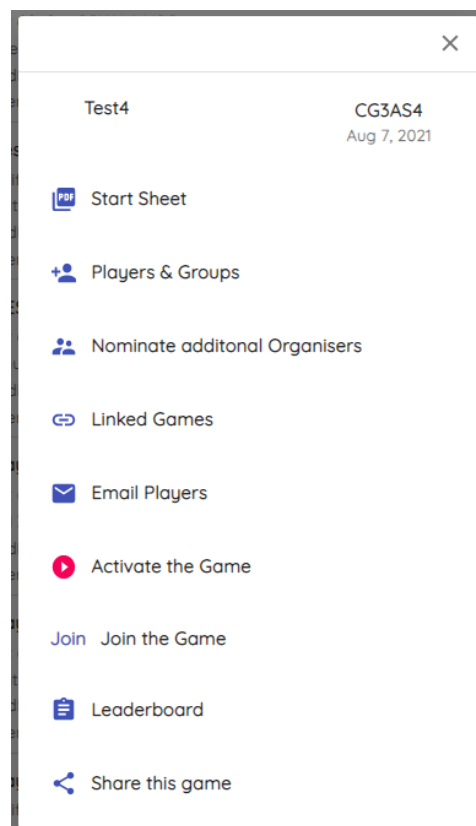
**Players & Groups** - This is where you organise your group and players or if they change for any reason.

**Nominate Organisers** - Used to add organisers for the game as required.

**Linked Games** - This shows if there are other linked games being played at the same time.

**Email Players** - Email players or anyone you want to tell about anything eg Course flooded and we cant play lads !!

**Activate the Game** - You need to Acivate and join the game prior to playing which allows players to see the details and adjust anything needed, like Handicap Indexes etc. When activated and joined, the menu list will have a Play Button and a Leave Game button which are both self explanatory.



Test4 CG3AS4  
Aug 7, 2021

- Start Sheet
- Players & Groups
- Nominate additional Organisers
- Linked Games
- Email Players
- Activate the Game
- [Join](#) Join the Game
- Leaderboard
- Share this game

**Join the Game** - This is where you can easily join the game yourself and when joined you obviously not only get the option to leave the game but also to use the QuickScore® feature which lets you enter scores quickly from a manual score card after the game if this is what is preferred.

**Leaderboard** - An optional place to view the leaderboard.

**Share the Game** - If you are wanting to invite people to play, this is where you can choose to do so by Email, Text Messaging, WhatsApp or other social media.

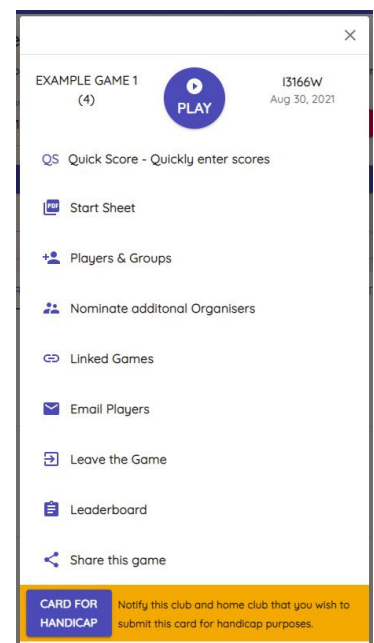
### Navigation menu after game is activated

You will see that the menu has changed slightly and you now have three extra options, Play, QS QuickScore® and the ability to submit your Card for Handicap.

**Play** - When the game has been activated and your group of players has been selected, you are effectively ready to play. Pressing the play button by anyone on their app will make the group score cards visible, ready for scoring as described earlier in this document.

**QuickScore®** - QuickScore® is the method by which you can enter scores after the game rather than on the course. This is useful for players who do not own a compatible device, who prefer not to use a device on the course, whose battery has little or no charge or who just can't be bothered. It is similar to the scoring screen, but allows you to actually enter the score on each hole one by one very quickly.

**Card for Handicap** - This is for you to be able to submit your card for official handicap purposes. It will automatically notify the club that you are about to play and your designated home or virtual club that you will be submitting your card for handicap upon completion of your round. This will then be done automatically when your card has been verified, submitted to the organiser and the game finalised. This process can only be initiated prior to play and will be disabled when your game has started.



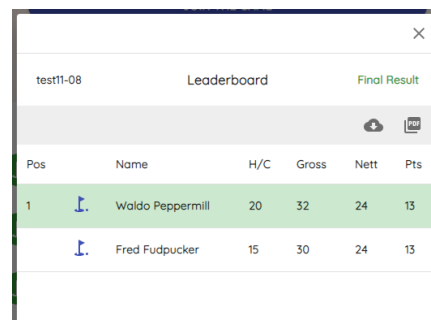
**As a general player that is all you would possibly need or want to know on how to use the app. It does have many other options for use of course especially if you are an organiser of social games, roll ups, swindles, societies, club competitions or corporate events and these are better explained in the further guides or by contacting our sales team using [info@schalagolf.com](mailto:info@schalagolf.com) .**

## Organiser status and features

Having Organiser status (subscription based upgrade) gives you the added ability to :-

1. Create games with as many players as you want at any golf course that the app can accommodate at any particular time
2. Create as many custom handicap rules as you wish in addition to the standard rules that are provided with the app. These are specific to your account and are therefore secure from other people
3. Create all manner of different format games as well as the standard ones that are supplied with the app
4. Create team games using individual or combined and multi configurable handicaps.
5. Set up season specific tournaments eg Eclectics, Order of Merits etc., holiday competitions and company/corporate events
6. Invoke the collection of entry fees, donations and other items (fee payable)
7. Choose to have the live leaderboard on or off altogether. Options are explained later
8. Confirm competition results and finalise games when completed.
9. Download or share competition results and custom handicap updates
10. Distribute reports for club handicap purposes if required
11. Automatically adjust social golf handicaps for your group
12. View, edit and amend all custom handicaps manually if required.

As an organiser, you get the added option to download or share the gross score results from the leaderboard so that they can be imported into your clubs business management software (if allowed), or to be easily input from a single sheet or device screen rather than multiple score cards themselves. You can also download the final result leaderboard as a pdf and/or share it with anyone.



Pos	Name	H/C	Gross	Nett	Pts
1	Waldo Peppermill	20	32	24	13
2	Fred Fudpucker	15	30	24	13

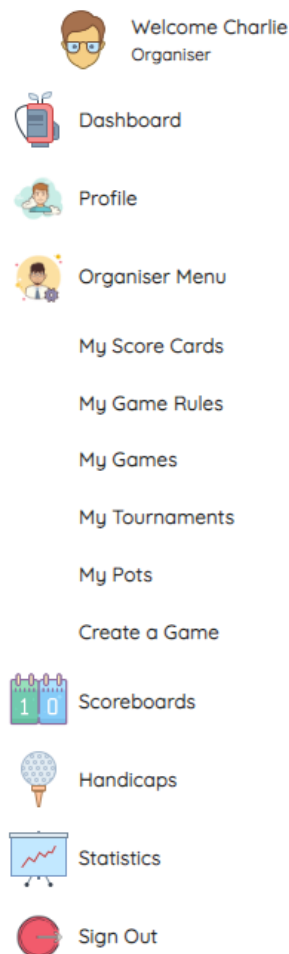


## Using the app - Organiser version

To create a game for yourself and an unlimited number of players at any golf club on the app, you will first need to have our Organiser status or a similar Club Organiser status awarded to you from your registered Schala club.

Once signed in, you will have an updated navigation menu (three bars at top left of screen) which will give you the ability to do far more things being an overall Organiser for social and group golf. This includes:-

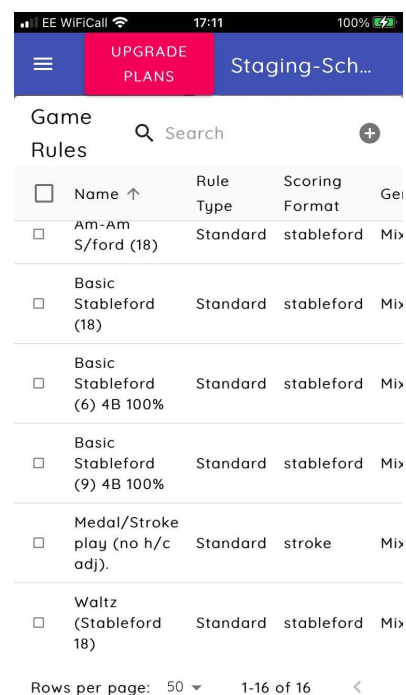
1. Creation of custom score cards (fun competitions)
2. Custom rule making for social group games
3. Custom handicap rules applicable for your group(s)
4. Verification and confirmation of score cards
5. Date specific tournament creation – club, group and holiday golf.
6. Payment collection details and downloads
7. Game editing capabilities
8. Game finalisation
9. Result and report distribution



## Game Rules

Initially you will need to set your basics into place so that they are there as choices for your future games. We call these Game Rules and they are the things that you use to define your particular game format and the handicap configuration, if any, so setting them up is very important for your social group. Once set, these Game Rules can be associated to any game created by you so that your group will be able to keep the same scoring & playing structure, plus keep the groups social handicaps adjusted.

To create your Game Rule, go to the navigation menu on your device screen and select My Game Rules where you will see a list of the Standard rules that we have supplied for you as the most common ones that anyone might want to use. You will also see any custom rules that you have already made for yourself. This might only be one custom rule if you just organise one social group or it could be multiple rules if you organise more than one social group or even a whole range of social and custom games if you are a golf club or society organiser.



Tap on the + icon and complete the customised Game Rule Setup for your group.

**Name** - will identify the rule in the list

**Information** - is just to show what the rule is about. It is for information only and not mandatory

**Scoring Format** – both fields are selectable

**Competition Eligibility** – choose who can play and if there is any handicap restriction

**Number of Holes** – be sure to select the right number of holes for the course you intend to play.

**Playing Rules** – set up all the different parameters for the game. If some of them do not apply, just leave them blank or 0.

Exact handicaps denote whether you use the decimal point in calculating your handicap system.

First time players handicap is calculated on the Handicap Index figure that is on the players profile for the first time he plays. Adjustment is allowed if you use this rule.

Sharing prizes will just alter the leaderboard/presentation look for positions

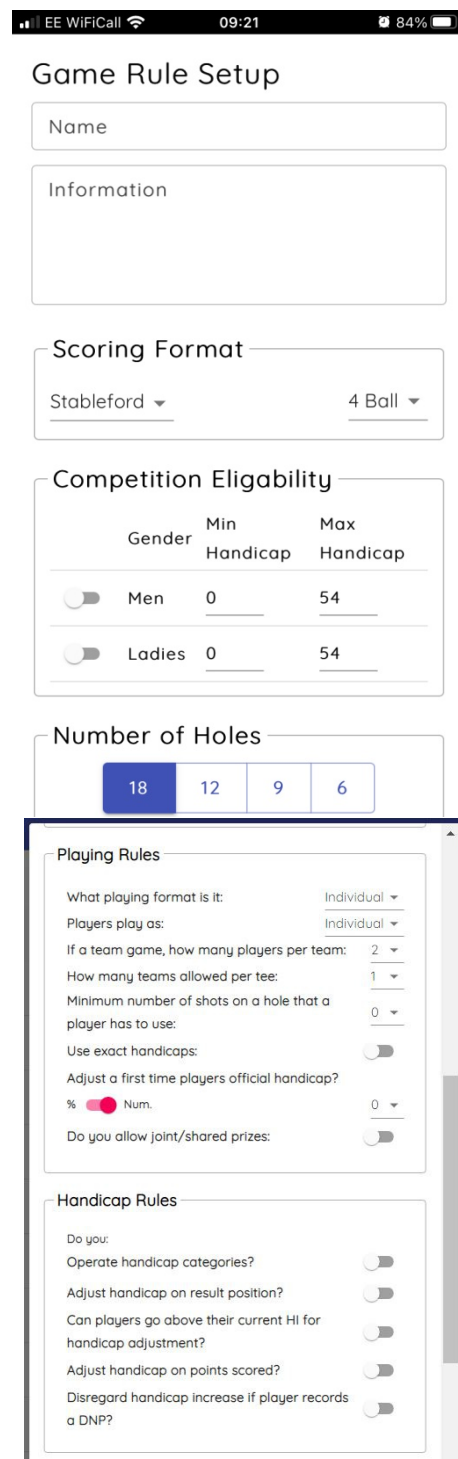
Handicap categories are for future development.

Adjust handicap on result – gives you the option to choose as many places that require a handicap adjustment and to what figure.

Can the player exceed his stated Handicap Index - Yes or No ?

Adjust handicap on score or points scored – gives you limits that you can set on very high scores or very low scores.

Disregard handicap increase – if necessary, this is to prevent a player creating a low score so as to obtain a handicap increase purely by not playing holes or leaving the course.



**Game Rule Setup**

Name

Information

**Scoring Format**

Stableford 4 Ball

**Competition Eligibility**

Gender	Min Handicap	Max Handicap
<input type="checkbox"/> Men	0	54
<input type="checkbox"/> Ladies	0	54

**Number of Holes**

18 12 9 6

**Playing Rules**

What playing format is it: Individual

Players play as: Individual

If a team game, how many players per team: 2

How many teams allowed per tee: 1

Minimum number of shots on a hole that a player has to use: 0

Use exact handicaps: ☐

Adjust a first time players official handicap? ☐

% Num. 0

Do you allow joint/shared prizes: ☐

**Handicap Rules**

Do you:

Operate handicap categories? ☐

Adjust handicap on result position? ☐

Can players go above their current HI for handicap adjustment? ☐

Adjust handicap on points scored? ☐

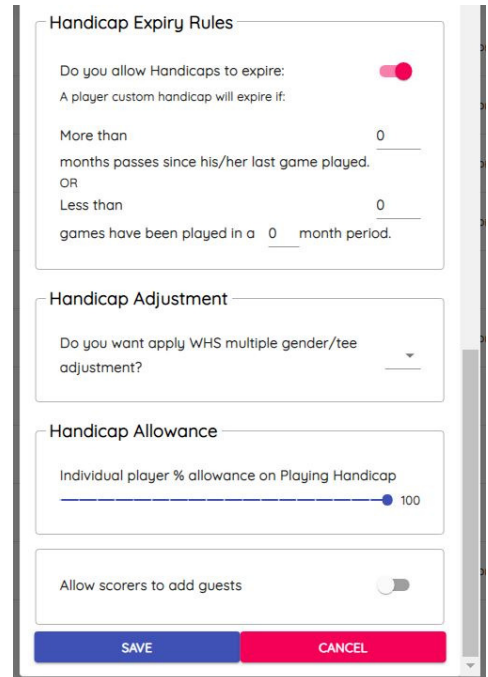
Disregard handicap increase if player records a DNP? ☐

This section gives you the option to have the players custom handicap expire through not having played in your group for a period of time or just not enough times within a period.

Calculated handicap allowances for ladies or mixed tee competitions are set within the WHS rulings. You can elect to use these in your custom game if you wish.

You can adjust all players handicap allowances within your custom game if you wish and allowing guests is a for a future feature.

Save the custom Game Rule and it will be there for you to select whenever your group plays in this format.



**Handicap Expiry Rules**

Do you allow Handicaps to expire: ☒

A player custom handicap will expire if:

More than 0 months passes since his/her last game played.  
OR  
Less than 0 games have been played in a 0 month period.

**Handicap Adjustment**

Do you want apply WHS multiple gender/tee adjustment? ☐

**Handicap Allowance**

Individual player % allowance on Playing Handicap  
100

Allow scorers to add guests ☐

**SAVE** **CANCEL**

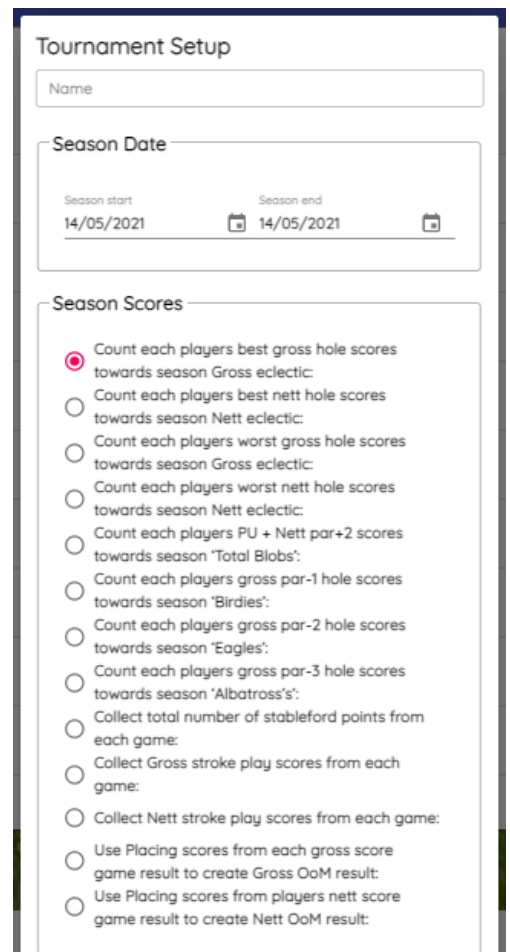
### Creating a Tournament

The first thing when setting up tournaments for a golf group is to create the rules by which you are going to play each game as described in the previous section.

If you have a season long tournament, or a weeks holiday away where you are playing multiple games, or a statistic like most birdies in a season or most 'blobs', then you need to create a tournament that provides the result that you want. When you have done that, you can nominate any game that you create to be included in that tournament, or range of tournaments.

### Creating your own Tournaments.

This is simple to do by going to the drawer icon (3 lines in top left corner) - Organiser Menu - My Tournaments and tapping on the + sign. Name the tournament and specify the period that you want the tournament to cover. Select detail from the options given to you with just one option per tournament. However you can create as many tournaments as you want for whatever reason and for whatever period you want.



**Tournament Setup**

Name

**Season Date**

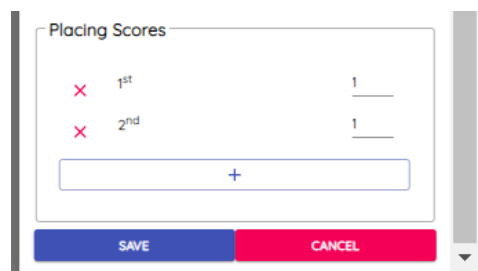
Season start 14/05/2021 Season end 14/05/2021

**Season Scores**

- ☒ Count each players best gross hole scores towards season Gross eclectic:
- ☐ Count each players best nett hole scores towards season Nett eclectic:
- ☐ Count each players worst gross hole scores towards season Gross eclectic:
- ☐ Count each players worst nett hole scores towards season Nett eclectic:
- ☐ Count each players PU + Nett par+2 scores towards season 'Total Blobs':
- ☐ Count each players gross par-1 hole scores towards season 'Birdies':
- ☐ Count each players gross par-2 hole scores towards season 'Eagles':
- ☐ Count each players gross par-3 hole scores towards season 'Albatross's':
- ☐ Collect total number of stableford points from each game:
- ☐ Collect Gross stroke play scores from each game:
- ☐ Collect Nett stroke play scores from each game:
- ☐ Use Placing scores from each gross score game result to create Gross OoM result:
- ☐ Use Placing scores from players nett score game result to create Nett OoM result:



Finally, should you be creating an Order of Merit competition, or any other competition/tournament that requires allocating points to game position, then use the placing scores to do just that for each game.



Placing Scores	
✗ 1 <sup>st</sup>	1
✗ 2 <sup>nd</sup>	1
<input style="width: 100px;" type="text" value="+"/>	
<div style="display: flex; justify-content: space-between;"> <span>SAVE</span> <span>CANCEL</span> </div>	

### Creating your games

To start the creation of a game you need to either tap/click on the CREATE A GAME tab or tap/click on the Clubs drawer at the bottom left of the screen. In either case, you will be taken to the golf club selection page where you can search for the club of your choice. The list currently contains all clubs in the UK, but if the club you are looking for cannot be found, please let us know straight away with as many details as possible and we will add the club and courses asap.

If the course you choose is one that you will always want to be at the top of your playing list, tap/click on the small transparent heart icon so as to turn it red and make it a 'favourite'. This can be done for a number of clubs and the next time you create a game, those clubs will all be listed prior to the rest of the clubs making it easier to create games at your most common club/clubs.

When you have the club selected,

1. **Choose the course that you are going to play,**
2. **Choose the tee colours that you intend to use,**
3. **Name the game for reference,**
4. **Select the maximum number of players,**
5. **Select the number of start tees for the game (not yet available)**
6. **Enter the date and time of the first tee time,**

### 7. Select the game rule that you are going to use

The game format is totally configurable and can be anything from basic stableford / stroke play to anything else that you wish to create for your own specific game/competition. If the Game Rule that you require is a custom rule for your own specific reasons, it needs to be created via My Game Rules prior to selection. There are plenty of standard and more commonly used options that you could select which are included within the app for your convenience, plus in the case of club or competition golf, there are the most common WHS competition rules also configured and available.

However, be aware that currently on the app, you **MUST** edit and update your own WHS Handicap Index which is the basis for calculating all playing handicaps, but which will only be applicable to the game being played and the result. It will not create, adjust or affect any genuine WHS Handicap Index that you may already have attained via the EGU unless you have elected to submit your card for handicap adjustment and it submitted to the EGU by your club. You or your club will then be accordingly notified of any HI update by an EGU notification. This could potentially change in future upgrades of Schala when the EGU have considered and made their software vendors rules clear, but currently this has not been made clear.



If you or anyone else does have a genuine and current WHS Handicap Index, this needs to be manually entered into the profile page, or checked for current validity, prior to playing and it will then be used in the game handicap calculation for playing handicap before you start scoring. If you do not have an official Handicap Index but your social group is using WHS formats, you can manually enter a Handicap Index that is agreed as acceptable, or alternatively, you can add a social playing handicap for the course you are playing to your score card prior to starting the game. Social playing 'custom' handicaps will be automatically updated as part of the specified custom game rules set by you and thereafter any WHS Handicap Index will have no affect on the custom handicap rule calculations. Custom handicaps will only be adjusted in future games based on the last custom handicap adjustment unless any custom handicap expiry rule has overridden and cancelled it, when the whole process will recalculate and start again.

### **8. Decide on the Leaderboard and Presentation modes**

You have the option to have the live leaderboard working for everyone to see, for viewers only so that no-one on the course knows what is happening, or for just yourself as organiser. It is your choice, but it is there for everyone to use by default.

The other option within the leaderboard is to have the top 3,5,10 or ALL of the positions hidden so that everyone is kept in suspense until the presentation. Another option is to reveal the results in 1<sup>st</sup> to last order or reverse order depending on which you prefer. The results can be released as a one line entry, or as a two part entry with score and position revealed first and then the players name second, for a little more suspense.

### **9. Select if the game is part of a Tournament**

Decide whether or not the game is part of an overall Tournament. This could be a Club or social tournament such as Order of Merit or an Eclectic, or maybe even a holiday tournament for your group.

### **10. Decide if you want to use the Payment module**

You have the option to invoke the payment process for the game entry and for other reasons that you may want to collect money from anyone. Funds will be collected into separate 'pots' for the reason they are chosen e.g. game entry pot, raffle pot, charity pot, gift pot, team shirt pot, etc etc. This can be useful to keep a positive track of all those that have paid and if used for entry fees the leaderboard will show who hasn't paid. You can elect to mark a player as paid by other means, or you can mark a player as a guest who does not need to pay. There is a small, one time only transaction fee payable for this banking service of 6% plus VAT, but once the fee has been deducted, there is no other fee at all for transferring the money anywhere either within the app to players private 'pots' or out of the app to bank account effectively by BACS or via a one time, secure virtual debit card transaction for payment at retail or online outlets.

## 11. Name any additional Organisers

Finally, you also have the option to make one or more of your playing partners an organiser for the game, which is a useful backup should you lose or damage your phone somehow, or possibly run out of battery charge, as it means that they can finalise the game in their own name rather than you having to login on their device or find yourself another device.

Save the game and you will then be taken to the pre activation main menu page where you have various options and where you have the game name, the all important game code and the date of play.

As Organiser, you have the option as to whether to play or not, so you can just organise the game for others, or use the Join option to enter yourself into the game. You now have the option to invite anyone you wish to sign up for the game or you can add them manually. Obviously, if players sign up themselves, it makes your job much easier and it confirms that they actually want to play, however, you can always add people manually e.g. if they are not competent enough, refuse to use the app, or possibly do not have a phone or device to use.

To manually enter a pre registered Schala player, you will need either their unique username or their surname to be able to select them to play. The search input will start to search on the first three characters entered of any of the above, but of course, there are multiple surnames that are the same, so the unique username would be best.

If a player has not registered with Schala, then they need to do so to be included in the competition and the results. The option to sign up is free, given with the game invitation and can always be found by visiting [www.schala.golf](http://www.schala.golf) ideally through Safari for iPhones and Google Chrome for Androids, tablets and PC's. Other browsers can cause problems with the general operation of the web based app, so no other browsers are advised. SCHALA is a Progressive Web Application (PWA) and not a native app, so cannot be found on any web or play store, just the web site, which should then be saved as a shortcut on the screen. This can be automated by using the INSTALL button on the head of the default screen

As the organiser of the game/event, there are various ways that you can proceed. On a true roll up event where no-one books a tee time and just turns up and plays with whoever else is there, then people just need to create their playing group, give it a name eg their start time or Freds 3 ball etc for recognition, join the players to the group and start the scoring process. The second option is that you allocate the groups and the tee times for everyone and either advise them of the tee sheet prior to the day, or produce it on the day. Of course, if you do it, all the details will be on their phone/tablet/PC anyway assuming that they are using the app.

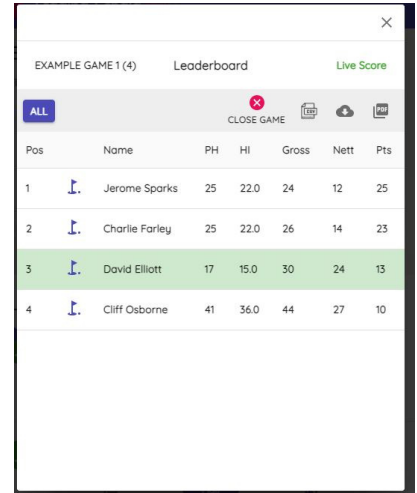
So, in the option where you are organising your game, you need to set up the groups of players or tee slots so that you can allocate the players where you want them, just as if it were a manual tee sheet. Go to the Players and Groups section and firstly create the playing groups eg. 8.00, 8.10, 8.20 or Group 1, Group 2, Group 3 etc and so on until you have enough for the competition. You will see the list of players that have joined the game and you can then allocate each player to whichever group you want. The groups will then be listed alpha numerically by tee names and if you need to change anything, just reselect the group for the player. A player can be removed from the tee groups and returned to the general listing by tapping on the blue tab or he can be deleted from the game altogether by tapping on the red circle.



More groups can be added if needed and this is where you also manually add more registered players. Players without an allocated tee group will be listed after the grouped players.

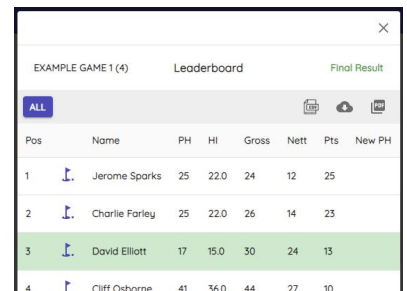
### Final Results

Once the cards have been submitted, you are still able to view the live leaderboard to see what is happening in the rest of the game. You can even view other peoples hole by hole scores by tapping the little blue flag.



Pos	Name	PH	HI	Gross	Nett	Pts
1	Jerome Sparks	25	22.0	24	12	25
2	Charlie Farley	25	22.0	26	14	23
3	David Elliott	17	15.0	30	24	13
4	Cliff Osborne	41	36.0	44	27	10

Finally, when the organiser is happy with all the submitted cards, he will close the game and the FINAL RESULT will show on the leaderboard.



Pos	Name	PH	HI	Gross	Nett	Pts	New PH
1	Jerome Sparks	25	22.0	24	12	25	
2	Charlie Farley	25	22.0	26	14	23	
3	David Elliott	17	15.0	30	24	13	
4	Cliff Osborne	41	36.0	44	27	10	