

Welcome to Golfstat Mobile Golf Statistics

This document will give you tips on using statistical entry

YOU STILL HAVE 3 WAYS YOU CAN ENTER YOUR STATISTICS:

- Players can enter on Mobile Device
- Players or Coaches can enter online
- You can still have Golfstat enter statistics for you

No matter how you enter your statistics, Golfstat will still send you the PDF report.

WHAT DIFFERENT KINDS OF STATISTICS CAN I ENTER:

- Practice Rounds
- Qualifying Rounds
- Competitive Rounds

HOW EASY IS IT FOR A COACH TO SET UP AN EVENT FOR STATISTICAL ENTRY:

If you are setting up a competitive event, the easy two-step process takes about 1 minute:

Step 1:

On your page select **COURSES** tab

If the course is not in our system (very unlikely), you will have to select **New Course**.

Otherwise select **All Course Layouts**.

Find the golf course (listed alphabetically by state)

Then select the **Par and Yardage you desire** from previous setups.

Edit any of the information and/or **Save as Favorite Course**

Step 2:

Select **CALENDAR** tab

Select **TEAM EVENTS**

A calendar will open. Select the starting date and a form will open

Change the Ending Date

Select Competitive round and find the event in drop down (you can work 2 weeks ahead)

Select the number of rounds, the golf course from your favorites (where you just put it), and the players playing in the event

Then submit the form and all rounds for all players will be created

We now have 3 different styles of entry.

- **Category Entry** - This is the fastest method to enter all 18 holes at once, but works best when reading a form as opposed to doing it from memory.
- **Hole by Hole Entry with Keypad** - This works best for someone who is entering your statistics while they follow you.
- **Hole by Hole Radio Button** - This works great if you are keeping your own stats either while you play or just after you play. Every response is a multiple choice question.

WHAT ARE THE COACHES TABS:

1. **Profile** – Where Coach can change password and settings for how players use their stats.
2. **Courses** – Where Coach can set up and manage all of the courses for their players.
3. **Calendar** – Where Coach can set up all practice, qualifying, and competitive rounds.
4. **Rounds** – Where Coach can see all players rounds.
5. **Compare** – Where Coach can compare and analyze all players statistics.
6. **Coach** – Where Coach can view and manage which rounds the players have entered.

WHAT ARE THE PLAYERS TABS:

1. **Profile** – Where Players can change password and entry settings.
2. **Courses** – Where Players can enter set up courses. (Coach Choice Tab)
3. **Create New** – Where Players create new practice, qualifying or competitive round. (Coach Choice Tab)
4. **Rounds** – Where Players enter and view their statistics.
5. **Compare** – Where Players view their statistics and their teammates statistics.

THE POSSIBILITIES FOR THE COACH

The Coach can determine how much of the setup they want to control (this option has not been released yet as of Feb. 14). They can take all setups away from Players or they can just limit them to practice and qualifying setups. They can also determine this individually. The thinking here is that in the summer the Coach might want the player to set up their own competitive events. Or they may have a Player during season that they want to allow for a period of time to set up their own competitive events. The Players password shows up behind their name on all Player drop down menus that the Coach uses in case a Player forgets their password.

The Coach uses the **Calendar tab** to set up events. When they do this they can either setup for the entire team or they can setup for just individual players. Setting up an entire event whether it is practice, qualifying or competitive takes about a minute. When setting up for Players, the Coach needs to make sure they have first set up the golf course in their favorites. If a coach sets up a favorite golf course it automatically populates to the player also. However, if a Coach then edits that favorite golf course it does not edit it for the Player. If a Coach needs to fix a setup the fastest way is to delete it and do it again. To delete a setup just click on it in the calendar and click delete when prompted.

If a Coach wants to get rid of a round for a Player they can use the **Rounds tab** and go to that player and click the x next to the round they want to delete.

The Coach can use the **Coach tab** to monitor the progress of the entry of statistics by the Players. A coach can choose to send an email to the Player if their round is not entered. The Player has to have their email in their profile for this to happen. The Coach can also view all progress for a specific Player.

The **Compare tab** allows the Coach to analyze the Players Statistics. Most of the tables can be sorted by the column headers. A Coach can also click on the Players name and take a deeper analysis of that Player.

THE POSSIBILITIES FOR THE PLAYER

The Coach determines if the Player can setup their own events for practice, qualifying, or competition. If the Player is allowed to do this they will see the **Courses and Create New tabs** (as of Feb 14 Players are allowed to Create New practice and qualifying events only).

The **Rounds tab** is used by the Players to enter their statistics. There are 3 methods of entry. Category, Hole Entry on Course, and Hole Entry Touch Key. The Touch Key entry is the default and most Mobile Device friendly. Not all statistics are required to be entered. That is a Coach/Player choice. The required statistics are: score, putts, fairway, greens, short game, and sand save. The advanced and non-required statistics are: driving club, approach distance, approach shot, first putt length, and second putt length. After each hole the validity of the data is verified and the player will get an error message if their data is not valid. Once all 18 holes are validated, the round becomes validated. On the Category entry the Validation Key must be clicked to validate the round.

The **Compare tab** allows the Players to analyze the statistics. Most of the tables can be sorted by the column headers. A Player can view themselves only or their team.