

Player Scoring - From a player's point of view

How does the function work?

When enabled, all players will be assigned a unique 7-digit player scoring code when the startlist is generated. If a player enters s.golfbox.dk in a browser on a smartphone and enter his or hers unique code, an entry page automatically opens where the player can enter scores for each player in the same ball. Other players on the same ball also has this option and all players on the same ball can therefore enter results.

Here's how to access the scoring site:

If you do NOT receive an e-mail and / or SMS with the player scoring code:

- Your scoring code can be informed by contacting the competition administrator
- Open an Internet browser on your smartphone and go to s.golfbox.dk
- Enter the unique 7-digit player scoring code

If you receive an e-mail and / or SMS with the player scoring code:

For players who can access their mail from their smartphone:

- Just click on the link in the mail with your teetime and start entering.

For players who can NOT access their mail from their smartphone:

- Write the 7-digit player scoring code on a piece of paper.
- Open an internet browser on your smartphone and go to s.golfbox.dk where you enter the code and start entering.
- Enter the unique 7-digit player scoring code

The e-mail and / or SMS the players receive will contain the following information:

Hi Peters Frost,

Test Player Livescoring 2 - Round 1 09-08-2017

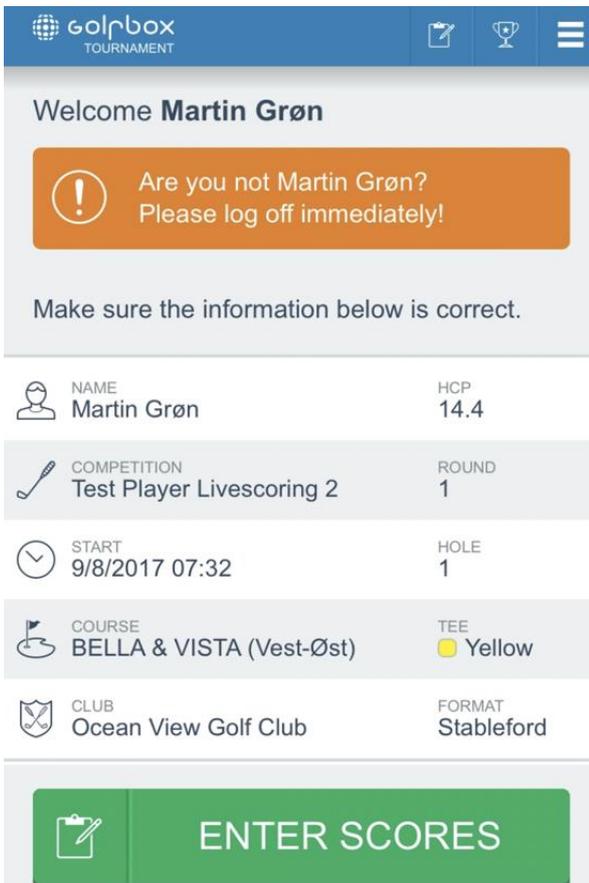
Enter scores here: <https://s.golfbox.dk/1938318>

Code: 193 83 18

This is an auto auto-generated mail.

To enter a score:

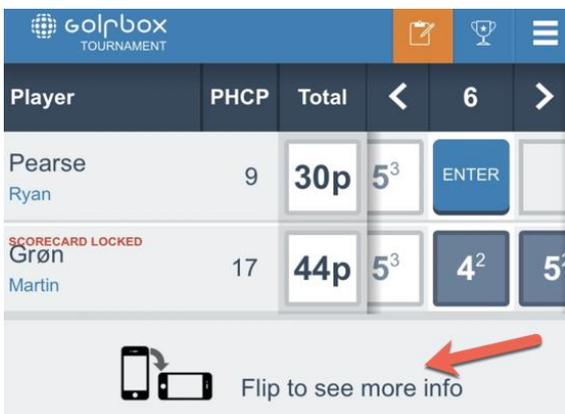
Once you have entered the scoring site by following the above procedure, the first image will look like this:



Here you must check that all data match the physical scorecard. Click the big green button, ENTER SCORES, at the bottom, to start entering scores.

Now you are directed to the page where you can enter scores.

NOTE... When you start entering scores, you may want to flip the phone to see more information.



Guide to the various buttons on the screen

Player	PHCP	Total	5	6	7	9
Pearse Ryan	9	32p	2 ³	5 ³	ENTER	5 ²
SCORECARD LOCKED Grøn Martin	17	44p	5 ¹	5 ³	4 ²	5 ²

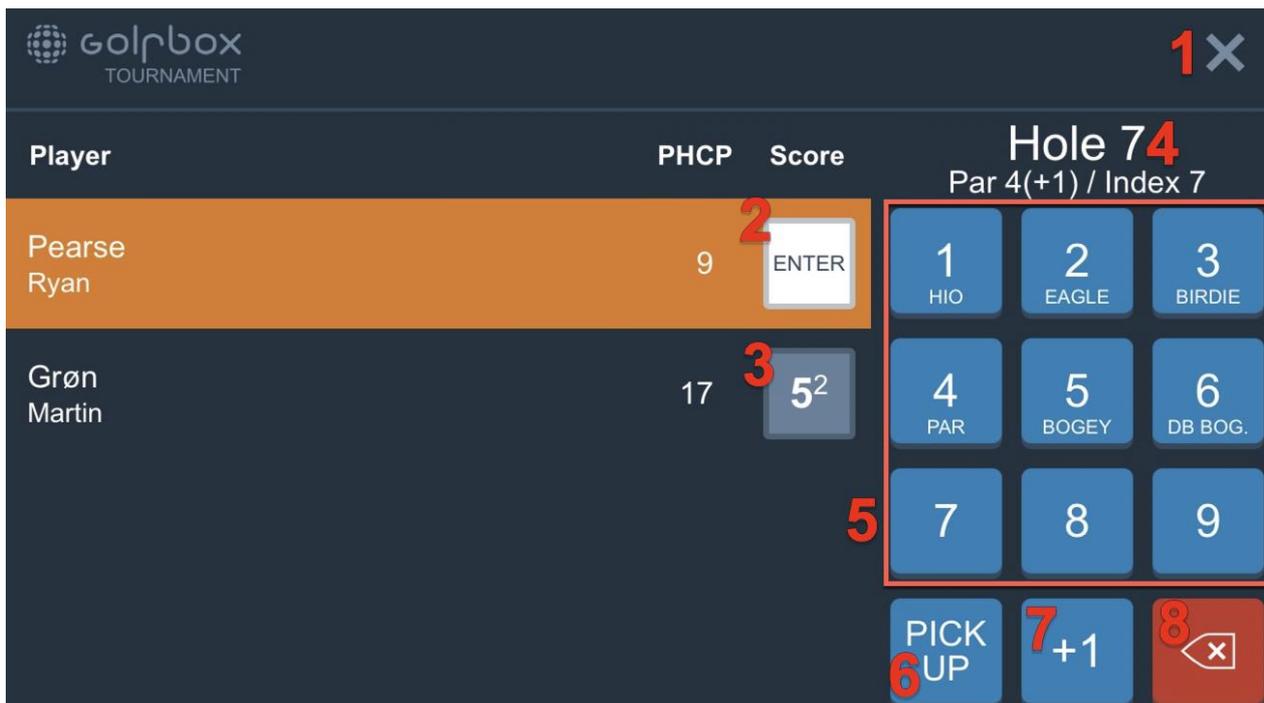
1. Takes you back to the welcome page.
2. The page where scores are entered.
3. Leaderboard for all players in the competition - See picture of Leaderboard below.
4. Other options - Eg. Change language.
5. Total score for the player. P = stableford points. In stroke play only the sum of the strokes will be displayed.
6. The number of strokes and points if the format is stableford (on hole no. 4 Ryan has used 2 strokes giving 3 points). The boxes are color coded as you know it from livescoring, so an eagle or better is yellow, birdie is red, bogey is light blue and dbl. Bogey or worse is dark blue. Click on a box to change the score on the hole for one or more of the players in the ball.
7. If the button shows ENTER, no strokes has yet been entered on the hole. Click on it to enter the score on that hole for one or more of the players in the ball.
8. Here the strokes has already been entered on the hole for the players.
9. On the < and > arrows, you can jump back and forth between the holes. You can also swipe with your finger to the right and left for the same function.

Enter the stroke score

REMEMBER... It is always the stroke score on the individual hole (number of used strokes) to be entered - NOT your stableford points. These will be calculated automatically!

The entry will automatically open on the specific hole where the player are set to start according to the start list, so if it's a shotgun start and you start at hole no. 3, this is where the scoring starts and the holes 1 and 2 will eventually come in the end.

When you click on a box to enter a score, you will get to this image:



Guide to the various buttons on the screen

1. Takes you back to the overview
2. Here's a stroke score of 4, which in this case gives the player 2 stableford points
3. The orange mark indicates that the system is ready to receive a stroke score. Click one of the blue buttons on the right of the screen.
4. Information about the hole - Hole no., Par (PHCP the player has on the hole) and Index
5. Stroke score 1 to 9 with indication of what is birdie, pair, bogey etc.
6. In stableford it is possible to pick up the ball. This is the button that indicates this.
7. This button can be used to correct the score +1. You need to use this if the score is 10 or more. If the score is 12, choose 9 and correct the score by pressing this button three times (+1 each press)
8. Delete the score on the hole for the player marked with orange.

Leaderboard for the entire competition

Pos		Name	POINTS TO PAR		Total
▲			ToPar	Hole	
1		GRØN, Martin	+8p	F	44
2		PEARSE, Ryan	-3p	F	33
<		BACH, Martin		07:42	
		FROST, Peters		07:42	

When **F** is shown for the player in the column "Hole", the round is finished and all scores are entered.

If there is a time in the column, the entry has not yet started for the player.

If there is a number, it is the number of holes that are registered a stroke score. Not necessarily how many holes they have played and what hole they have reached.

You can view the detailed scorecard by clicking on the player's name. Click the round circle with < to get back to the leaderboard overview.

	V1	V2	V3	V4	V5	V6	V7	V8	V9	Out	Ø1	Ø2	Ø3	Ø4	Ø5	Ø6	Ø7	Ø8	Ø9	I
R1	-	4	3	5	5	4	5	2	5	-	5	4	5	5	5	5	4	4	4	4
Pts	0	4	4	1	3	2	2	5	2	23	2	1	2	3	1	2	3	4	3	2
BELLA & VISTA (VEST-ØST)																				
Par	4	5	4	3	5	3	4	4	4	36	4	3	4	5	3	4	4	5	4	3
Meters	358	473	263	154	461	138	340	382	362	2931	356	127	326	471	152	317	366	437	315	28

Locked scorecard

Once the competition administrator has approved a scorecard in the administration section, they will be able to lock the scorecard for external scores. If the scorecard is locked, the player will no longer be able to change their results.

Player	PHCP	Score	Hole 6 Par 3(+1) / Index 15
Pearse Ryan	9	ENTER	1 2 3 HCP Stroke Pts
SCORECARD LOCKED Grøn Martin	17	4 ²	SELECTED PLAYER'S SCORECARD IS LOCKED FOR SCORING

Menu

On the menu you can, for example, change the language

