

# Mobile Golf Scorer™



**User Manual**

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# Mobile Golf Scorer™ Users Manual

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## **Installing and Activating your License**

You can install the Mobile Golf Scorer™ either on your Pocket PC, on your PC or on both devices.

After installation, you have to activate your License using the Activation code that you received. The license code which is generated during the activation uses the device id of your Pocket PC, therefore you can only activate on one Pocket PC and one PC. Please activate your license only on that Pocket PC which you intend to use with the Mobile Golf Scorer™.

In case you install the Mobile Golf Scorer™ on both, your Pocket PC and your PC, it is sufficient to activate your License only on the Pocket PC as your license is transferred from Pocket PC to PC automatically.

### **Installation**

To install the Mobile Golf Scorer™ on your PC and/or Pocket PC please proceed as follows:

- 1) Insert the Mobile Golf Scorer™ CD in your CD/DVD drive.
- 2) After the Mobile Golf Scorer™ CD Menu pops up, select "Install Mobile Golf Scorer™". (In case the Auto Run Menu does not appear, look for your CD/DVD drive in Windows Explorer, right click on the Drive and select Auto run. Alternatively, click on Start on your Screen, then on Run and finally type in d:\mgscd.exe providing your CD/DVD has the drive letter d).
- 3) The Mobile Golf Scorer™ Installation starts, please follow the instructions on the Screen.
- 4) At the End of the Installation Process the Installation on the Pocket PC starts automatically. You can identify the Pocket PC Installation by the Text "Welcome to the Mobile Golf Scorer™ Setup, that will install Mobile Golf Scorer™ in your Pocket PC.". In case you don't want to install the Mobile Golf Scorer™ on your Pocket PC, click on Cancel. Otherwise, please follow the instructions on the Screen. If your PC is connected with your Pocket PC using Microsoft ActiveSync 3.5 or higher, the Mobile Golf Scorer™ will be installed on your Pocket PC immediately, otherwise it will be installed next time you connect your PC and Pocket PC. You can also start the installation on the Pocket PC manually at a later stage by selecting „Programs“ – „Mobile Golf Scorer™“ – „Install Mobile Golf Scorer™ on the Pocket PC“ in in the Start menu of your PC.

### **Activating your License**

After installation, you have to activate your License using the Activation code that you received. The license code which is generated during the activation uses the device id of your Pocket PC, therefore you can only activate on one Pocket PC and one PC. Please activate your license only on that Pocket PC which you intend to use with the Mobile Golf Scorer™.

The activation of your License is done via the Internet, therefore, your Pocket PC must be connected via ActiveSync to your PC or Laptop (control in your Status Bar at the lower right that the ActiveSync symbol is green ) and your PC or Laptop must be online. Alternatively, you can connect your Pocket PC directly to the Internet. If you want to activate on your PC, your PC must be connected to the Internet.

1) First, you must launch the Mobile Golf Scorer™ on your Pocket PC. To do that: - tap on Start in the upper left, then tap on Programs in the Menu flipping down and finally, tap on Mobile Golf Scorer™ in the list of Icons. On the PC, select „Programs“ – „Mobile Golf Scorer™“ – „ Mobile Golf Scorer™“ in the Start menu of your PC.

2) The Mobile Golf Scorer™ now starts up. Now we have to get to the Activation Window. To do that, tap on MoGoSco on the lower left on the Pocket PC or on File on the upper right on the PC to open the Menu, then tap on Settings in the Menu turning up to open the Settings Window, then tap on the License Tab in the Settings Window to open the License Tab and finally, tap on Use Activation Code to open the Activation Window

3) In the Activation Window, enter your Name in the Box under Name and your Email in the Box under Email - this is extremely important as a copy of your License Code will be mailed to this address. On the Pocket PC, both fields are preset with the Owner Information of your Pocket PC. Then, enter the Activation Code that you received in the Field under Activation Code. Finally, tap on OK to execute the Activation - the Mobile Golf Scorer™ connects to the Internet and our Licensing Server sends the Licensing Code matching your Device to your Pocket PC. This might take up to 30 Seconds.

4) After an successful activation a message will come up telling you that a valid Mobile Golf Scorer™ license matching the Program Version you purchased was activated on your Pocket PC and asking you if you want to restart the Mobile Golf Scorer™ for the new license to take effect. Answer this question with Yes and the Mobile Golf Scorer™ will close itself and restart within 30 Seconds, showing the new license information in the Splash Screen on the Pocket PC or in the Title Bar on the PC.

### **Mobile Golf Scorer™ Tutorial**

On your CD you will find a Tutorial making it easy for you to try and understand the Mobile Golf Scorer™. Step by Step, a Player is entered, a Course is defined, a Round will be played, the Round will be analyzed using the various statistics and GPS will be used for Stroke Lengths and Distances. The Tutorial comes with Video-Clips showing you Tap by Tap how to go along.

You can start the Tutorial by clicking on „Mobile Golf Scorer™ Tutorial“ in the Mobile Golf Scorer™ CD Menu.





We strongly encourage you to take some time to go through the Tutorial. It's a good idea to replay the last Round that you played on your Computer with the Mobile Golf Scorer™. This will give you enough experience to enjoy your new Toy next time you are on the Course!

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## General Introduction

There are 4 basic Modes: The Players, Courses and Rounds Databases and Playing the Game. You can switch between these using the Icons at the Bottom of the Screen:

-  switches to the Players Database
-  switches to the Courses Database
-  switches to the Rounds Database
-  switches to Playing the Game

There are commands in the Menu as well, which you can access by tapping on **MoGoSco** at the Bottom of the Screen.

To invoke the context sensitive Help  
tap  **Start**  **Help**  
any time. This is **highly recommended**.







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## Players Database

After switching to the Players Database, the Mobile Golf Scorer™ shows you all the Players stored in its Database in a list. You can select the size of the Font used in the Preferences. To activate a Player, tap on its Name. On the bottom you have the following commands available:

- **New** - Add a Player to the Database
- **Edit** - Edit the Player's Data
- **Stat** - Access the Player's Statistics
- **Exp** - Export the Player in a File
- **Del** - Delete the Player from the Database

At the Bottom of the Screen you can use the icons to:


-  switch to the Players Database
-  switch to the Courses Database
-  switch to the Rounds Database
-  switch to Playing the Game
-  send the Player via Infrared
-  Scores from Position in Google Earth

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## Players Database - New

Here you can add a new Player to your Player's Database by entering in the Boxes:

First Name	The First Name of the Player
Last Name	The Last Name of the Player
Card Name	A Short Name identifying the Player, this should not be more than 5 characters
Club	The Club the Player is attached to
Phone	The Player's Phone number
E-mail	The Player's E-mail address
Handicap	Select the type of Handicap the Player has and enter the Handicap in the box: - Playing Handicap: just a plain Handicap that is given to the Player - USGA Handicap: Handicap given from an American Golf Association that is converted to a Handicap on a Course following the rules of the United States Golf Association - SAGA Handicap: Handicap given from the South African Golf Association, in this case the "double drops" are handled correctly - AGU Handicap: Handicap given from the Australian Golf Union - DGV/ÖGV Handicap: Handicap given from the German or Austrian Golf Association that is converted to a Handicap on a Course following the rules of the German or Austrian Golf Association - FIG Handicap: Handicap given from the Italian Golf Association that is

	converted to a Handicap on a Course following the rules of the Italian Golf Association - EGA Handicap: Handicap given from an European Golf Association (Switzerland, Spain, Scandinavia, ...) that is converted to a Handicap on a Course following the rules of the European Golf Association
Sex	Select, if the Player is Female or Male
Clubs	When tapping that, a Window opens in which you can define the Clubs the Player carries in his Bag
Stroke Length per Club	When tapping that, a Window opens in which you can define the Average Stroke Lengths per Club for the Player
	When tapping on this Icon, your Contacts Database opens and you can import a Player form your contacts, eliminating the need to type in the data again

In order to save the Player in the Database, tap on **OK**. To abort, tap on **Cancel**.

### Players Database - Clubs

Here you can define which Clubs the Player carries in his Bag:

On the left you see all possible Clubs, on the right the Clubs defined to be in the Bag of the Payer.

To add a Club to the Bag, select the Club on the left and tap on **Add to bag**. To remove a Club from the Bag, select the Club on the right and tap on **Remove**.

In case the number of Clubs exceeds the allowed, a warning is issued.

In order to save the Player's Clubs, tap on **OK**. To abort, tap on **Cancel**.

### Players Database - Stroke Lengths


Here you can define the average Lengths per Club for the Player. These lengths can then be used for the Club Suggestion. You can define two Sets of Lengths, one derived from the Statistics and one entered manually:

- On the left you see all Clubs defined to be in the Bag of the Payer.
- In the Column **Statistics** you can see the Lengths per Club calculated from the Lengths stored in the Rounds played by the Player. To recalculate these Lengths, tap on **Calculate statistical Stroke Lengths**. In this calculation only the Rounds that are selected in Player Statistics - Rounds.
- To copy the statistical values in the Column for the manual Values, tap on -> in the related Row. To copy all Lengths, tap on the up most ->.
- In the Column **Manual** you can manually enter Lengths. To do so, simply type in the value in respective Field.

In order to save the Player's Shot Length per Club, tap on **OK**. To abort, tap on **Cancel**.

### Players Database - Edit

Here you can change the Player's Data by entering in the Boxes:

First Name	The First Name of the Player
Last Name	The Last Name of the Player
Card Name	A Short Name identifying the Player, this should not be more than 5 characters
Club	The Club the Player is attached to
Phone	The Player's Phone number
E-mail	The Player's E-mail address
Handicap	Select the type of Handicap the Player has and enter the Handicap in the box: - Playing Handicap: just a plain Handicap that is given to the Player - USGA Handicap: Handicap given from an American Golf Association that is converted to a Handicap on a Course following the rules of the United States Golf Association - SAGA Handicap: Handicap given from the South African Golf Association - DGV/ÖGV Handicap: Handicap given from the German or Austrian Golf Association that is converted to a Handicap on a Course following the rules of the German or Austrian Golf Association - FIG Handicap: Handicap given from the Italian Golf Association that is converted to a Handicap on a Course following the rules of the Italian Golf Association - EGA Handicap: Handicap given from an European Golf Association (Switzerland, Spain, Scandinavia, ...) that is converted to a Handicap on a Course following the rules of the European Golf Association - CONGU Handicap: a handicap following the CONGU rules
Sex	Select, if the Player is Female or Male
Clubs	When tapping that, a Window opens in which you can define the Clubs the Player carries in his Bag
Stroke Length per Club	When tapping that, a Window opens in which you can define the Average Stroke Lengths per Club for the Player
	When tapping on this Icon, your Contacts Database opens and you can import a Player form your contacts, eliminating the need to type in the data again

In order to save the changes in the Database, tap on **OK**. To abort, tap on **Cancel**.

### Player - Scores from Position in Google Earth

Here you can visualize in Google Earth the Score you made on a Hole compared to where you Ball landed. For each Shot a Point is shown at the Position where the Ball landed, the Points have a Color corresponding on the Score you made on the Hole.

- Under **Course**, select the Course you want to see the Graphics for.
- Under **Strokes**, select if you want to visualize the Positions after your Tee Shot, the Position you made the Approach Shot from (the 3rd Shot on a Par 5, this Type only showing Par 5s) or the Position you started to Short Game at (Position after

Shot 1 on Par 3s, after Shot 2 on Par 4s and after Shot 3 on Par 5s) or all of them.

- Under **Points** you can select the site of the Points that you will see in Google Earth.

To export the Scores from Position to Google Earth, tap on **OK**. To abort, tap on **Cancel**.

---

## Players Statistics

Here you can analyze the Game of a Player. There are different Statistics available:

- **Rounds** - to select which Rounds are used to calculate the Statistics
- **Overview** - a basic Overview how the Player Scored and Putted
- **Average** - an overview how the Player performed grouped by Par 3s, 4s and 5s
- **Score** - the Dream Round and Horror Round on a Course
- **Analysis** - shows the quantified Strengths and Weaknesses of the Player
- **Graphics** - Graphs showing progress over time
- **Strokes\*** - analysis how the Player did with certain Clubs
- **Putts\*** - analysis how the Player putted
- **Approaches\*** - analysis how the Player approached
- **Lengths\*** - analysis how long the Player hits with certain Clubs and length-related Graphic
- **PDF** - here you can export selected of the above Statistics into a PDF File
- **Online** - here you can compare your Performance Online with other Players
- **HCP** - shows, in case the Player has an USGA or SAGA Handicap, the details of the Calculation

To select a certain Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

\*only available in Eagle Versions

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## Players Statistics - Rounds

Here you can select which Rounds are to be used when the Statistics are calculated:

You see a list of all Rounds stored for the Player in the Mobile Golf Scorer™ Database with Date and Course played on.

To include a Round in the Statistics, check the Checkbox left of the Round, to exclude the Round, uncheck the Checkbox.

In order to select Rounds within a Date Range or played on a certain Course, tap on .

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

---

## Players Statistics - Rounds by Date or Course

Here you can select which Rounds within a Date Range or played on a Certain Course are to be used when the Statistics are calculated:

You can use the **Date** and **Course** Tabs to switch between selecting based on a Date Range or based on a Course. When using a Date Range, select the Begin of the Date Range with **From** and the End of the Date Range with **To**. When using a Course, select the **Course** in the Dropdown. In both Modes you can:

<b>Only these Rounds</b>	Check this Box to only use the Rounds within the selected Date Range or played on the selected Course for the Statistics
<b>Use these Rounds</b>	Check this Box to include the Rounds within the selected Date Range or played on the selected Course in the Statistics - the Settings for Rounds outside the Date Range or not played on the selected Course are not changed
<b>Don't use these Rounds</b>	Check this Box to exclude the Rounds within the selected Date Range or played on the selected Course from the Statistics - the Settings for Rounds outside the Date Range or not played on the selected Course are not changed

Tap on **OK** to apply the Selections or on **Cancel** to Abort.



## Players Statistics - Overview


Here you get a basic understanding of how the Player scored and Putted on all Rounds that are used to calculate the Statistics:

In the **upper Part** of the Screen you see how many Eagles/Better, Birdies, Pars, Bogeys, Double Bogeys and Tripe-Bogeys/Worse the Player played. You see the absolute number as well as the percentage. Below the numbers, you see a Graphic in which Bars are painted representing the Percentages of the Results. Good results are painted in Red/Yellow, normal Results in light Green and good Results in darker Greens. A Pie-Chart is shown, too. If you check the Stableford Checkbox at the Bottom of the Screen, you see on how many Holes you made Four, Three, Two, One or no Points. The Graphics change accordingly.

In the **lower left Part** of the Screen you see how many times you had No, One, Two or Three/More Putts. You see the absolute number as well as the percentage. Below the numbers, you see a Graphic in which Bars are painted representing the Percentages of the Results. Good results are painted in Red/Yellow, normal Results in light Green and good Results in darker Greens. A Pie-Chart is shown, too.

In the **lower right Part** you can see the Percentage of Fairway-Hits and Greens in Regulation numerically and in a Chart.

To substitute the Pie-Chart of the Putts by two more Statistics, tap on  at the lower right. You then see the Percentage of Scrambling (still playing par or, if the Stableford Check Box is activated, still making 2 or more Points even if the Green was missed) and the Percentage of Bounce Backs (playing Birdie or better or, if the Stableford Check Box is activated, making 3 or more Points on a Hole after the previous Hole was played in Bogey or worse or, if the Stableford Check Box is activated, making 1 or less Points on the previous Hole). To switch back to the Putts Pie Chart, tap on  at the lower right.

You can tap on **Details** at the bottom to see in great detail where and when you had a certain result. After tapping, you can tap on each of the  in the Bars and a Window will open to see the Results in Detail.

At the Bottom you can see on how many Holes the Statistic is based on.

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

---

## Players Statistics - Overview - Detailed

Here you can see in great Detail where and when and how many times the Player had the Result selected in the Overview Statistic. There are the following views which you can select at the top of the Window:

- **All:** for each time the Result was achieved, you can see the Day, Course and Hole
- **Round:** for each Round you can see the Day, Course, Times and Percentage of the Result
- **Course:** for each Course you can see the Course, Times and Percentage of the Result
- **Hole:** for each Hole you can see the Course, Hole, Times and Percentage of the Result
- **Month:** for each Month you can see the Month and Year as well as Times and Percentage of the Result
- **Year:** for each Year you can see the Year as well as Times and Percentage of the Result

To order the List, just tap on the **Header of the Column** you want to sort by.

In order to understand the Percentages better, **double tap on one of the Lines** in the List. A Window will come up in which you can see the Percentage explained in Detail. To close this Window, tap on **OK**.

To return to the Overview-Statistic, tap on **Exit**.

---

## Players Statistics - Average

Here you get a basic understanding of how the Player Scored grouped by Par 3s, 4s, 5s and on all Holes.

On top you see how many Strokes, Stableford Points and the Percentage of X-ed (not finished to play) Holes for the Par 3s, 4s, 5s and all Holes.

Next to that, you see how many Putts you made in Total, how many Puts you made when you hit the Green in Regulation and the Percentage of Birdie Conversion (made only one Put when hitting the Green in Regulation) for the Par 3s, 4s, 5s and all Holes.

In the lower part you can see the Percentage of Greens Hit in Regulation, Fairway Hits (not on Pars 3s) and Sand Saves\* for the Par 3s, 4s, 5s and all Holes.

Next to that, you can see the average Penalty Strokes\* that you received on Par 3s, 4s, 5s and all Holes.

The Graphics on top of the values show how you did on the different Pars compared to the average on all Holes.

At the lower right you see, numerically and in a Pie-Chart, on how many Par 3s, 4s, 5s and Total Holes the following Statistics are based on.

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

\*only available in Eagle Versions

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### Players Statistics - Dream and Horror Round

Here you can see how your Dream or Horror Round would look like on a Course.

First, select the Course you want to analyze the Player's score on at the Bottom of the Screen. You see the Course Name and the number of Rounds stored in the Database for the Player on the Course.

For each hole, you can see the maximum, minimum and Average Results. You can see the Totals for the Front Nine, Back Nine and the entire Course.

By tapping on the **Hole's Number**, you can see the History on that particular Hole.

Using the Combo box in the lower Part of the Screen, you can choose to see the Results either for

- Strokes - the minimum, maximum and average number of Strokes is shown
- Net Strokes: the minimum, maximum and average number of Net Strokes is shown
- Stableford-Points - the minimum, maximum and average number of Stableford-Points is shown
- Gross Stableford-Points - the minimum, maximum and average number of Stableford-Points without considering the Handicap is shown
- Putts - the minimum, maximum and average number of Putts is shown
- Handicap - in the HC Column the Handicap of each Hole as defined by the Course and in the HP Column the Handicap of each Hole based on the Player's Results is shown with Handicap 1 corresponding to the hardest and Handicap 18 to the easiest Hole. The Average Column shows the average number of Strokes
- Penalty - in the PS column the number of Penalty Strokes is shown, in the Tot Column the times the Hole was played. The Average column shows the average Penalty shots on the Hole

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

---

### Players Statistics - Hole History



Here you can see the historical Development of your Performance on a Hole:

At the Top you can see the Course and Hole the Hole History relates to.

In the **Graphic on the right** you can see two lines. The gray line at the left represents the number of Putts in a Round, the black Line at the right the number of Strokes. The Rounds are ordered by date with the oldest Round being at the Top and the newest Round at the Bottom. The Dates of the oldest and newest Round can be seen at the top and bottom left of the Graphic. Below the Graphic, you can see how many Rounds are shown.

At the left you can see some statistical Data:

- Strokes - the minimum, maximum and average number of Strokes is shown
- Putts - the minimum, maximum and average number of Putts is shown
- Result - the Percentage of Eagles, Birdies, Pars, Bogeys and Double bogeys you made on this Hole

To leave the Statistics, tap on **Exit**.


---

## Players Statistics - Analysis


In this Analysis, the Game of the Player is analyzed separately for Tee-Shots, Shots to the Green and Putts. Holes that have not been finished (X-ed) are outside these calculations.

Doing so, one can see in which Parts of the Game how many Points are being lost or gained and which Parts of the Game are Strengths or Weaknesses of the Player:

- First you see how many **Points** the Player makes on Average
- Then, you see how many Points the Player loses or gains on Average due the **Tee-Shots** (excluding Par 3s)
- Then, you see how many Points the Player loses or gains on Average due the **Play to the Green**
- Then, you see how many Points the Player loses or gains on Average due the **Putting**
- Last, you see how many Points the Player loses on Average due to **X-Ing**

By tapping on , you can see Details on the Losses and Gains separately for each Par.

- **Worst Performance:** shows due to which Part of your Game the Player loses most Points
- **Best Performance:** shows due to which Part of your Game the Player gains most Points

By tapping on , you can see all Strengths and Weaknesses ordered by the Gain or Loss they cause.

At the very Bottom, you can see on how many Rounds and Holes the Analysis is based on.

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

---

## Players Statistics - Graphics


Here you can see how your Game progressed over Time:

On top you can see the Period the Graphics relate to. This is the Time between the First and Last Round stores in the Database for the Player and selected to be used for the Statistics. You can choose between six different Statistics, two of them visualized simultaneously:

- Strokes over Par: How many Strokes over Par you played on the Round
- Stableford Points: How many Stableford Points you gained on the Round
- Fairway Hits: The Percentage for Fairways Hit
- Greens in Regulation: The Percentage of Greens reached in Regulation (two Strokes less than Par)
- Number of Putts: The average number of Putts per Hole
- Approaches in Hole with: shows you, how many Shots it took you to sink your Ball when playing an Approach Shot
- Handicap: your Handicap\*
- Drive Length: The Length of your Drives (first Shots on a Hole using the Driver)

To change the Statistic for a Graph, select the Statistic in the Combo Box at the Bottom of the Screen.

To change the color of a Graph, tap on the colored Box right of the Combo box and select the new Color.

If you have extensive data, tap on . Select either Day, Week, Month, Year to cause the Graph to show the average values for the selected period. Also you can select to have your X-Axis time independent, in this case each Round has the same horizontal space. This eliminates long lines in case you had a Winter-Break or did not play for a longer time.

Tap on  to see the Graph smoothed or on  to see the Graph exactly.

\*For Rounds played with Versions earlier than 1.17 the Handicap might be not perfectly exact as it is calculated backwards using the Slope and CR values of the Course the Round was played on

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

---

## Players Statistics - Strokes

In this statistic, which is only available in the Eagle-Version, you can see how the Player did using certain Clubs:

First, you can select the Club or Clubs you want to analyze. You can either choose a single Club or a Group of Clubs, such as Long Woods, Long Irons, Mid Irons, ... Below the Club selection you can see on how many Strokes the Statistic is based on.

At the top of the Screen you can then see how many times the Ball landed in which Situation after being hit with the selected Club or Clubs. You see the absolute number as well as the percentage. Next to the numbers, you see a Bar and Pie Chart representing

the Percentages of the Landings. Good results are painted in Red/Yellow, normal Results in light Green and good Results in darker Greens.

At the lower right of the Screen you see a Graphic showing the different Zones the Ball landed, the Target aimed at is in the Middle and Deviations from the Target around the Center. The more times the Ball landed in a Zone, the darker this Zone is painted. So you understand of you have a tendency to Hook or Slice or to stay Long or Short.

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

---

### Players Statistics - Putts

In this statistic, which is only available in the Eagle-Version, you can see how the Player putted:

On the upper left, you can see the **Percentage of Putts holed** for each the Long Putts, Short Putts, Middle Putts and Tap-Ins.

On the upper right, you can see the **Percentage of the Lengths of the First Putts** (the first Shot using the Putter) you had to make. This gives you a great indication on the Quality of your Approaches into the Green.

In the lower Part you can see your **average Putts Per Hole by Par and Length of the First Put**. The First Column shows the average on all Holes, the second Column on the Par 3s, the third Column on the Par 4s and the last Column on the Par 5s. In the First row you can see how many Putts per Hole you made in the cases your First Put was a Long one, in the Second Row in case it was a Middle one, in the Third Row in case it was a Short one, in the Fourth Row in case it was a Tap-In and in the last Row the average of all these cases.

At the lower right you can see on how many Rounds, Holes and Putts the Statistic is based on.

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

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



### Players Statistics - Approaches

In this statistic, which is only available in the Eagle-Version, you can see how the Player approached. The analysis are always broken down by Club used and Type of Approach played:

Using the dropdown **Stat** you can select which analysis is shown:

- **In Hole with Strokes:** shows you, how many Shots it took you to sink your Ball. One Shot would be a Chip-In, two Shots a Pitch and Putt and so on. Below the numbers you can see a horizontal Bar showing the relation between the one, two, three and so on number of Shots

- **Landed on Green:** shows you how many times your Approach landed on the Green. This value is shown numerically as well as in a horizontal bar
- **Length of first Putt:** shows you how long the first Putt following the Approach was. You can set Putts to be Tap-Ins, Short, Middle or Long. You see the average length of the first Putt as well as, in the horizontal Bar, the relation between the different Putt lengths
- **Landing Position:** shows you graphically see how often your Ball landed left or right, short or long of the position you aimed at. The more you landed your ball within one of these 'Zones', the darker the Zone is drawn



Below you can use the four Dropdowns to select for which Clubs or Group of Clubs (short Irons, Wedges, ...) the Approaches should be analyzed. Right of these dropdowns you can see how many Approaches the Analysis is based on and the analyzed value for all the Approaches. Below the Dropdowns you can see the analysis broken down by Approach Type ( for a Pitch,  for a Chip,  for a Bunker Shot and  for a Texas-Wedge - Approach with a Putter).

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

## Players Statistics - Lengths

In this statistic, which is only available in the Eagle-Version and if you recorded Stroke Length with a GPS device, you can see how far the Player hit the Ball using certain Clubs:

In the upper Part of the Screen to can select three Clubs to see then Lengths for. Select the Club in the Combo Boxes. At the right you can then see the number of Strokes with recorded lengths for that Club and the average length the Ball was hit with that Club. Below that you see the minimum and maximum distance of the lengths. You can tap on these values to see where and when you made the shortest and longest Shot. Also you see a Graphic which has a vertical line for each recorded Stroke. The lines are positioned according to the Stroke length. If the Line gets darker, it means that more than one Stroke landed at this length. Analyzing this Graphic the Player can understand how constant and reliable the lengths are.

Tap on the  Icon to limit the Statistics to only the Strokes that landed in normal lengths as defined when entering the Stroke Details. Tap on the  Icon to use all Shots for the Statistic. To exclude Shots that have been marked to be Approaches from the Statistic, use the related setting in Preferences - Others.

In the lower part you can visualize a Graphic showing coherences between Score and Length. To select a Graphic, use the Combo Box at the Bottom of the Screen. Around the Graphic you can see the values the Graphic relates to and the number of Strokes or Holes the Graphic is based on. To change the Color of the line in the Graphic, tap on the Box right of the Combo box and select a new color. The available Graphics are:

- **Green in Regulation from %:** This shows you the percentage of times you hit the Green in Regulation when you had a certain distance from the Green when doing your First shot on Par 3s, Second Shot on Par 4s and 3rd Shot on Par 5s.
- **Strokes after on Green from:** This shows you how many Strokes it took you to hole the Ball after you landed your Ball on the Green from a certain distance.
- **Over Par after Drive length:** This shows you how many Strokes over Par you played after you had a Drive of a Certain distance.

- **Length Per Club:** This shows you the average lengths you hit the Ball with your Clubs. This Graphic is only available if you defined the Clubs in the Bag of the Player

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.


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## Players Statistics - PDF

Here you can export selected statistics into a PDF file to be printed or emailed.

In the **List Player Statistic** you can see the Statistics that are presently selected to be exported to the PDF file. To add a Statistic to the PDF file, tap on **Add**. To remove a Statistic from the PDF file, select the Statistic in the List and tap on **Remove**.

Use the **Number x Number Drop Downs** to decide how many Stats you want to show horizontally and vertically on each Page of the PDF File.

To create the PDF File, tap on the  icon. Then enter the File name, Folder and Store you want to export to. The File type must be 'MoGoSco Player Statistic (\*.pdf)'. In order to export the Statistics, tap on **OK**. To abort, tap on **Cancel**.

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

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## Players Statistics - PDF - Add

Here you can add a certain Statistic to the Players Statistic. Depending on the particular Statistic, you can select additional Options.

Under **Stats** select which Statistic you want to add to the PDF file. Possible Statistics are:

- **Overview:** Here you get a basic understanding of how the Player scored and putted. Under Type you can select if the Overview should be done in Strikes or Stableford Points.
- **Average:** Here you get a basic understanding of how the Player scored grouped by Par 3s, 4s, 5s and on all Holes.
- **Score:** Here you can see how your Dream or Horror Round would look like on a Course. Under Type you can select if the Score should be exported in Strokes, Net Strokes, Stableford Points, Stableford Gross Points, Putts per Hole, Penalty Strokes or the Handicaps of the Holes as defined by the Course and as defined by the Player's Results. Under Course, select the Course you want to see the Dream or Horror Round for.
- **Graph:** Here you can see how your Game progressed over Time. Under Type, select which Graphic you want to see. Under Period select either Day, Week, Month, Year to cause the Graph to show the average values for the selected period.
- **Strokes\*:** Here you can see how the Player did using certain Clubs. Under Type you can either choose a single Club or a Group of Clubs, such as Long Woods, Long Irons, Mid Irons, ...
- **Putts\*:** Here you can see how the Player putted

- **Approaches\***: Here you can see how the Player approached. Under Type, select which Type of Approach Stat you want to see and under Club, select the Club or Group of Clubs you want.
- **Length\***: In this statistic, which is only available if you recorded Stroke Lengths with a GPS device, you can see how far the Player hit the Ball using certain Clubs. Under Type you can either choose the Club you want to see the Statistic for.
- **Graph for Lengths\***: Here you can visualize a Graphic showing coherences between Score and Length. Under Type, select which Graphic you want to see.
- **Score from Pos\***: Here you can visualize in one Image per Hole the Score you made on a Hole compared to where you Ball landed. For each Shot a Point is drawn in the Hole Image at the Position where the Ball landed, the Points have a Color corresponding on the Score you made on the Hole. Under Type you select if you want to visualize the Positions after your Tee Shot, the Position you made the Approach Shot from (the 3rd Shot on a Par 5, this Type only showing Par 5s) or the Position you started to Short Game at (Position after Shot 1 on Par 3s, after Shot 2 on Par 4s and after Shot 3 on Par 5s). Under Course, select the Course you want to see the Graphics for.

To add the selected Statistic to the Players Statistic, tap on Add. To abort, tap on **Cancel**.

\*only available in Eagle Versions

## Players Statistics - Online

Here you can compare your Performance Online with other Players.

Use **Send Performance Data** to send your own Performance to the Mobile Golf Scorer™ Online Performance Database. A Internet Connection will be opened (or an opened connection used) and your basic Performance is sent to the Database. All Data is sent without your Name, Email or other personal Details to keep your Privacy.

Use **Compare Performance - Online** to open the Mobile Golf Scorer™ Online Performance Database Web page in your Browser. There, you can run various searches to see your Performance compared to Other Players.

In the lower part of the Window, you can **Compare your Performance** outside of a Browser:

- Use **Sex** to select if you want to compare with all Players or only female or male Players
- Use **Handicap** to select if you want to compare with all Players or only Players of a certain Strength
- Use **Statistics** to select the Statistic that you want to compare, the following Statistics are available:
  - Fairway Hits
  - Green in Regulation
  - Putts per Hole
  - Putts per Hole on Greens in Regulation
  - Putts holes %
  - Approaches in Hole with Shots\*
- Use **Par** to select if you want to compare on all Holes or only certain Pars

After you have made your selection, tap on **Send**. Your query is sent to the Mobile Golf Scorer™ Online Performance Database and the Performance Statistics are sent back and visualized at the bottom of the Screen:

- A **Graphic** shows your Performance and the Performance of the Others
- Under **All** you can see the Performance of all Players meeting your selection criteria
- Under **Me** you can see your Performance
- Under **Rank** you can see how you are ranked in that Performance
- At the very **Bottom** you can see on how many Players and Holes the Statistic is based on

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

\*only available in Eagle Versions

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### Players Statistics - Handicap

Here you can, in case the Player has a USGA or SAGA Handicap, see the details of the Handicap calculation:

You see a list of the last 20 Rounds stored for the Player in the Mobile Golf Scorer™ Database. For each Round you see the Date, Course played and the Handicap Differential of that Round. If you see a \* in the U column, this Round's Handicap Differential was used to calculate the Player's handicap.

By double tapping on the Round, the Scorecard of the Round comes up to analyze the Round further.

To select a different Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics, tap on **Exit**.

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### Players Database - Export

Here you can export a Player into a file for Backup or to Import the Player into a Mobile Golf Scorer™ on another Device.

Enter the File name, Folder and Store you want to export to. The File type must be 'PoGoSco Players (\*.pgsp)'

In order to export the Player, tap on **OK**. To abort, tap on **Cancel**.

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### Players Database - Send via Infrared

Here you can send a Player to another Pocket PC or PC via Infrared. The other computer must be in Infrared Receiving Mode.

The system constantly looks for other Computers in Receiving Mode and if such a Computer is found, a questions comes up if you want to send the Player to that Computer. Tap on **Yes** to send the Player or on **No** to not send the Player.

After successful transfer, the Window closes. To abort sending the Player, tap on **Exit**.

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### **Players Database - Delete**

Here you can delete a Player from the Database.

Warning: In case you delete the Player, you will no longer be able to access the Player's Statistic, even if you reenter a Player with the same name!

A warning is issued and in order really delete the Player, tap on **Yes**. To not delete the Player, tap on **No**.

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## Courses Database

After switching to the Courses Database, the Mobile Golf Scorer™ shows you all the Courses stored in its Database in a list. You can select the size of the Font used in the Preferences. To activate a Course, tap on its Name. On the bottom you have the following commands available:

- **New** - Add a Course to the Database
- **Edit** - Edit the Course's Data
- **Exp** - Export the Course in a File
- **Del** - Delete the Course from the Database
- **Play** - Play the Course seeing GPS Distances without any scoring

At the Bottom of the Screen you can use the icons to:

-  switch to the Players Database
-  switch to the Courses Database
-  switch to the Rounds Database
-  switch to Playing the Game
-  download a Course from the Internet
-  send the Course as Email
-  send the Course via Infrared

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## Courses Database - New

Here you can add a new Course to your Courses Database by entering in the Boxes:

Course Name	The Name of the Course
Address	The Address of the Course
City	The City the Course is located
Country	The Country the Course is located
Phone	The Course's Phone number
Tees	Here you can select the different Tees the Course offers and: <ul style="list-style-type: none"><li>• tap on <b>New</b> to create a new Tee and edit it</li><li>• tap on <b>Edit</b> to edit an existing Tee after selecting the Tee to Edit in the Combo Box</li><li>• tap on <b>Del</b> to delete an existing Tee after selecting the Tee to Delete in the Combo Box</li></ul>

Additionally, there are the following functions available:

9 Holes	In case you have a Course which is only 9 Holes you need to
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	enter the 9 Holes only once. Then, tap on <b>9 Holes</b> to enter the 9 Holes Course Copy Function.
27 Holes	In case you have a Course which is on a 27 Holes Resort (having 3 18 Holes Rounds), you need to enter each 9 Holes only once. Then, tap on <b>27 Holes</b> to enter the 27 Holes Course Copy Function.
GPS*	By tapping on GPS, you can <b>manage the GPS Positions</b> of this Course.
Reconstruction	In case a Course has been reconstructed and the Sequence of the Holes changed, you can tap on <b>Reconstruction</b> to enter the Reconstruction Function.
HCP/Par	By tapping on <b>HCP/Par</b> you can copy the Par and Stroke Index Values from the currently selected Tee to all other Tees of the Course.
PDF Yardage Book	By tapping on <b>PDF Yardage Book</b> you can export the Yardage Book Images, including your comments and Positions, to a PDF file
Image	By tapping on <b>Image</b> you can store an Image for the entire Course, eg an Overview of the Layout of the Course.
Import GPS from Google Earth	By tapping on <b>Import GPS from Google Earth</b> you can import GPS Positions from a Google Earth KML File

In order to save the Course in the Database, tap on **OK**. To abort, tap on **Cancel**.

\*=Only available in the Eagle Version

### Courses Database - Edit

Here you can change the Course's Data by entering in the Boxes:

Course Name	The Name of the Course
Address	The Address of the Course
City	The City the Course is located
Country	The Country the Course is located
Phone	The Course's Phone number
Tees	<p>Here you can select the different Tees - shown with both Color and Male or Female Rating - the Course offers and:</p> <ul style="list-style-type: none"> <li>• tap on <b>New</b> to create a new Tee and edit it</li> <li>• tap on <b>Edit</b> to edit an existing Tee after selecting the Tee to Edit in the Combo Box</li> <li>• tap on <b>Del</b> to delete an existing Tee after selecting the Tee to Delete in the Combo Box</li> <li>• tap on <b>Dup</b> to duplicate an existing Tee to enter an additional Men or Women Rating</li> </ul>

Additionally, there are the following functions available:

9 Holes	In case you have a Course which is only 9 Holes, you need to enter the 9 Holes only once. Then, tap on <b>9 Holes</b> to enter the 9 Holes Course Copy Function.
27 Holes	In case you have a Course which is on a 27 Holes Resort (having 3 18 Holes Rounds), you need to enter each 9 Holes only once. Then, tap on <b>27 Holes</b> to enter the 27 Holes Course Copy Function.
GPS*	By tapping on GPS, you can <b>manage the GPS Positions</b> of this Course.
Reconstruction	In case a Course has been reconstructed and the Sequence of the Holes changed, you can tap on <b>Reconstruction</b> to enter the Reconstruction Function.
HCP/Par	By tapping on <b>HCP/Par</b> you can copy the Par and Stroke Index Values from the currently selected Tee to all other Tees of the Course.
PDF Yardage Book	By tapping on <b>PDF Yardage Book</b> you can export the Yardage Book Images, including your comments and Positions, to a PDF file
Image	By tapping on <b>Image</b> you can store an Image for the entire Course, eg an Overview of the Layout of the Course.
Calibrate Course with GE	By tapping on <b>Calibrate Course with GE</b> you can calibrate your Course with Google Earth
Import GPS from Google Earth	By tapping on <b>Import GPS from Google Earth</b> you can import GPS Positions from a Google Earth KML File

In order to save the changes in the Database, tap on **OK**. To abort, tap on **Cancel**.

\* =Only available in the Eagle Version

## Courses Database - Edit Tee

Here you can change the data of a Course's Tee by entering in the Boxes:

Tee	Select the Color of the Tee. Usually Men's Tees are Blue (shortest), Yellow (normal) and White (Championship) and Lady's Tees are Orange (shortest), Red (normal) and Black (Championship)
Rating	Select the Rating that you enter for the Tee, this can either be a Men or Women rating. This selection is preset automatically once you select the Tee Color.
Holes	Enter the number of Holes of that Tee. If you enter a 9-Hole Course, it is advisable to enter the 9 Holes twice, so that you can play a Round of 18 Holes with the correct Stroke Indexes assigned
Par	The Par of the Tee is computed automatically, after you enter the Pars of each Hole
Slope	Enter the Slope of the Course
CR	Enter the Course Rating of the Course



Length	The Length of the Tee is computed automatically, after you enter the lengths of each Hole
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Additionally, you can enter for each Hole:

Hole	By tapping on the number of the Hole a Window comes up in which you can enter a Comment for the Hole such as playing tips. Tap <b>OK</b> to save the Comment or <b>Cancel</b> to abort.
Mtr/Yds	The length of the Hole in the selected unit. No matter if your units are Meters or Yards when entering the Lengths, you can use the Course with either Setting, as the Lengths are converted on the fly according to your unit selection.
Par	The Par of the Hole (if you enter something else than 3, 4 or 5 a warning is issued)
Hcp	The Handicap (Stroke Index) of the Hole (if you enter a handicap twice, a warning is issued. If you confirm, you can optionally delete all Stroke Indexes which is useful if your Course has been rerated.)
Image	Tap on <b>I</b> to edit the Hole's Yardage Book Image In case you selected a new Image for the Yardage Book, the Hole number is within the filename (e.g. you assign the Picture Hole3.jpg to the third hole) and there are the other Hole's images in the same Folder following the same naming (e.g. Hole1.jpg for Hole 1, Hole2.jpg for Hole2 and so on), you will be asked if you want to import these Images as well. Tap on <b>Yes</b> to import all images or on <b>No</b> to not import them. In case a Yardage Book Image is already associated to the Hole, the Button is painted in light grey, if no Image is present in dark grey.

To ensure correct calculation of Handicap and Strokes Received, you must at least enter Par and Hcp Information for each hole.

For entering the numbers quickly, you can use the **Digit Buttons** at the Bottom of the Screen. Once a field is filled out, the cursor jumps to the next field automatically. To move to the next field manually, tap on **->**. To move backwards, tap on **<-**.


The order of the automatic movement can be controlled by the Icon in the lower right: tap on  to enter first Length then Par and Handicap and then go to the next hole or tap on  to first enter all Lengths for all Holes, then all Pars and then all Handicaps.

















In case you enter the second Tee of a Course, the Number of Holes and the Hole's Pars and Handicaps are copied automatically from the first Tee of the Course. This way, you must only enter the lengths of the holes for the new Tee.









In order to save the changes in the Database, tap on **OK**. To abort, tap on **Cancel**.

### Courses Database - Edit Yardage Book

Here you can assign an Image to the Yardage Book of a Hole, edit the image, add notes on the Yardage Book and calibrate the image so that you can get distances. At the Top of the Screen you can see which Course and Hole you are editing:


	Tap on this icon to <b>save</b> your changes to the Database
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	Tap on this icon to <b>abort</b> disregarding your changes
	Tap on this icon to <b>open an Image</b> to be used as the Yardage Book Image of the Hole. You can select in the Window coming up between GIF, JPEG and BMP Images
	Tap on this icon to <b>remove the Image</b> from the Holes Yardage Book. Warning: when removing the image, you remove all the Notes on the Image and the calibration of the image.
	Tap on this icon to <b>rotate</b> the image 90 degrees <b>clockwise</b>
	Tap on this icon to <b>rotate</b> the image 90 degrees <b>counterclockwise</b>
	Tap on this icon to <b>mirror</b> the image <b>horizontally</b>
	Tap on this icon to <b>mirror</b> the image <b>vertically</b>
	Tap on this icon to <b>zoom into</b> the Image
	Tap on this icon to <b>zoom out</b> of the Image
	Tap on this icon to zoom the Image in such a way that the <b>entire Image</b> is visible on the Screen
	Tap on this icon to zoom the Image in such a way that the Image is Shown in its <b>original Pixel Size</b>
	Tap on this icon to switch to the <b>Note-Adding</b> mode. Once switch to that mode, you can double-click with your Stylus on any place of the Image to add a note. In the Window coming up, you can type your note. You can use the three Drop-Downs to add standard Words for the Club used, the Length and the Landing to the note. Tap <b>OK</b> to save the Note or <b>Cancel</b> to not add the note. Once a Note is added, you see a little Note Icon at the Spot where you added the note. Double-click on this Icon to open, see or edit the Note. When the Note is open for editing, you can tap on <b>OK</b> to save the edits or <b>Delete</b> to delete the Note.
	Tap on this icon to visualize <b>Distance Marks</b> for 100, 150 and 200 Yards on Top of the Image. For these Marks to appear, the Position of the Start of the Green must be defined and the Image must be calibrated either graphically or by GPS. When the Marks are shown, you can double-click with your Stylus on any place of the Image to cause the marks to show the <b>Distances to the Point you double clicked</b> at. To set the new center, answer <b>Yes</b> to the question that comes up, if you want the center to stay at the Start of the Green, tap on <b>No</b> . To remove the Marks, tap again on the Icon.
	Tap on this Icon to <b>Calibrate the Image graphically</b> by setting the Image Scale. You calibrate the image by selecting a line you know the Distance on the Image of and then enter the length of the Distance in the selected units. After tapping you get a little Dialog with some Instructions. After closing this dialog with <b>OK</b> , you must tap on <b>the first position</b> of the Line. Keep your Stylus pressed and move it towards the second Position. The Image will scroll while you move the Stylus. Finally, tap on <b>the second Position</b> of the Line. Then, a Dialog pops up in which you must enter the Distance of the Line. By activating <b>2nd Point is Start of Green</b> the second Point of your Line will be set as the Position of the Start of the Green. There, tap on <b>OK</b> to calibrate your image or <b>Cancel</b> .
	In case the Image was GPS calibrated and the Setting to use GPS rather than graphical Calibration is activated, the GPS Ruler is shown instead of the Ruler. Using this Icon, you can <b>measure a Length</b> on the Image. To do so, select a line as described above. After selection, you can see the Length of the Line in a window that can be closed with <b>OK</b> .
	Tap on this icon to set the Position of the Start of the Green. After tapping you get a

	little Dialog with some Instructions. After closing this dialog with <b>OK</b> , you can scroll and zoom in the Image to see the Position of the Start of the Green. Then, <b>tap</b> on that position and you are done.
	Tap on this icon to perform the <b>GPS calibration</b> for the Yardage Book Image.
	Tap on this icon to <b>cut out the Hole Image</b> . Do do that, you must draw a Polygon around the part of the Image you want to keep. Click on the first point of the Polygon and then on the additional Points. The Polygon is shown with a small line. To cut out the Image, double-click on the last Point of the Polygon. To abort the cutting, click outside of the Image. This Icon is only available when you opened the Yardage Book from the Edit Tee Screen.
	Tap on this icon to visually record the Ball Landings on the Yardage Book Image. This Icon is only available when you opened the Yardage Book from the Playing the Game Screen.
	Tap on this icon to visualize your <b>Standpoint</b> using GPS on the Yardage Book Image. If activated in the Preferences, the Hole Image will be always centered to your Standpoint.
	Tap on this icon to toggle your <b>Screen orientation</b> between Portrait and Landscape. This in only possible on Devices running Windows Mobile 2003 SE and supporting this functionality.
	Tap on this icon to switch between seeing all Icons or just the most important ones, the latter giving more screen space to the Image itself. This Icon is only available when you opened the Yardage Book from the Playing the Game Screen.
	Tap on this icon to go back one Hole. This Icon is only available when you opened the Yardage Book from editing a Tee or from Round Statistics - Review.
	Tap on this icon to go forward one Hole. This Icon is only available when you opened the Yardage Book from editing a Tee or from Round Statistics - Review.
	If activated in the Preferences, all changes made can be saved automatically when you use on of these two Icons to navigate through the Hole Images.

After you have calibrated the Image and defined the Position of the Start of the Green, you can tap anytime anywhere on the Image and the Mobile Golf Scorer™ will show you at the Bottom of the Screen the **Distance** from the Point you tapped to the Start of the Green.

You can cause the Images to be rendered in **High-Quality** in Preferences - Others. This enhances the quality, especially when Zooming, but takes some time for calculation.

In case no function is active that requires a Tap (e.G. ) you can tap in the image and move the pressed Stylus in order to **pan and move** the Image.

By using the Check Box **Don't show this message again** you can cause the informing Messages when beginning a selection in the Image to no loner appear. In Preferences - Others you can make them reappear.

When you opened the Yardage Book from editing a Tee you can see Par, Length and Stroke Index of the Hole at the bottom of the Screen.

## Courses Database - GPS Calibrate Yardage Book

Here you can GPS calibrate your Yardage Book Image. GPS Calibration is necessary to map GPS Positions (e.g. Stroke Results) on the Yardage Book image. After calibration of the Yardage Book Image, you can visualize the Strokes as colored Lines painted over the Yardage Book image when generating a PDF File. To calibrate the Yardage Book Image

you need to define at least 2 GPS Positions and manually map them to the Yardage Book image. The more positions you map manually, the better the Results will be.

In the **List Box** in the upper part you see all GPS Positions you already manually mapped.

Check **Show quality of GPS Data** to see the Quality of the GPS Positions. The Quality is determined by calculating the Position of each recorded Position on the Yardage Book Image using the other recorded Positions and comparing that to where the Position was marked on the Yardage Book Image. The Distance of these two Positions in Pixels is the Quality, which should be below 15.

Tap on **New** to start mapping a GPS Position manually. Read the instructions in the window popping up and tap on **OK**. Then, tap on the Yardage Book Image on the **Position** you want to record GPS Positions for. After that, you are presented a Dialog box to set the GPS Coordinates. The operation is identical to Playing - Recording GPS Positions. After you have successfully mapped the GPS Position you will find a new GPS Position named Untitled in the **List Box**.

Tap on **Name** to change the Name of the GPS Position selected in the List Box. In the Window coming up, enter the new Name in the **Edit Box** or select the new Name from the **Combo Box**. Tap on **OK** to confirm the new name or on **Cancel** to abort.

Tap on **Delete** to delete the GPS Position selected in the List Box. In the Window coming up, tap on **OK** to confirm the deletion or on **Cancel** to abort.

Tap on **GPS** to measure again the GPS Coordinates for the selected GPS Position. The operation is identical to Playing - Recording GPS Positions.

Tap on **Pos** to reposition the GPS Position on the Yardage Book image. After the Tap, tap on the new Position on the Image, to abort the Repositioning, tap outside the Image.

**Double-Tap** on one of the **Entries** in the List to see the Details of the GPS Position in a new Window.

Tap on **Hole Image from Google Earth** to import a Hole Image from Google Earth for the Hole.

Tap on **OK** to confirm the changes of the GPS Positions or on **Cancel** to Abort. Once GPS Positions are mapped manually, you see a little Satellite Icon at the Spot where you added the GPS Position.

---

## Courses Database - GPS Calibrate Yardage Book - GPS Details

Here you can see the details of a GPS Position:

- **Name:** shows the Name of the GPS Position
- **Latid:** shows the Latitude of the GPS Position. Tap on ... to change the Coordinate
- **Longitd:** shows the Longitude of the GPS Position. Tap on ... to change the Coordinate
- **Altid:** shows the Altitude of the GPS Position. Tap on ... to change the Altitude

Tap on **OK** to confirm the changes of the GPS Position or on **Cancel** to Abort.

---

## Courses Database - GPS Calibrate Yardage Book - Edit Coordinate

Here you can change the Coordinate of a GPS Position. Depending on the Settings in the Preferences, you can

- **Degrees:** here you can enter the Degrees of the Coordinate and the N/S or E/W information
- **Minutes:** here you can enter the Minutes of the Coordinate
- **Seconds:** here you can enter the integral and fractional part of the Seconds of the Coordinate

or

- **Degrees:** here you can enter the decimal Degrees of the Coordinate and the N/S or E/W information
- **.::** here you can enter the fractional Part of the Degrees

Tap on **OK** to confirm the changes of the GPS Coordinate or on **Cancel** to Abort.

---

## Courses Database - GPS Calibrate Yardage Book - Edit Altitude

Here you can change the Altitude of a GPS Position:

- **Left Box:** here you can enter the integral part of the Altitude
- **Right Box:** here you can enter the fractional part of the Altitude

Tap on **OK** to confirm the changes of the GPS Coordinate or on **Cancel** to Abort.

---

## Courses Database - Import Hole Image from Google Earth

Here you can automatically import a Hole Image from Google Earth.

This will only work, if you have at least installed Version 4.0.2737 from Google Earth, have a GPS Coordinate for the Start of the Green of the Hole and at least 2 additional GPS Coordinates for the Hole.

Also, to ensure that the entire Hole is captured, you should have one GPS Position at the beginning of the hole - typically the longest Tee Box and - in case the green is extensively deep, also a Position at the End of the Green.

While importing, do not touch the Mouse or Keyboard of your PC as this will interfere with the automatic Import. When importing more than one Image, you will hear through the Speaker of your PC what is going on.

Also, please pay attention to hide all Icons that are overlaying the Satellite Images in Google Earth before importing the Hole Images. You can do this in the Layers Part in Google Earth. Also make sure, that nothing from the Primary Database (Layers Part at the Bottom) is turned on, as this might deposit the Image.






In case you are only getting black images, please activate the Safe Mode in the Settings.

After importing the Hole Image, you can use the Cut Function in the Yardage Book to cut the Image into shape.

---

### Courses Database - Show Standpoint

If you have GPS calibrated your Yardage Book image you can visualize the Point you stay at on the Image:

- If you don't have a GPS Device connected or your Image is not GPS calibrated, an Error Message appears
- If your GPS Device can not determine your position (no Fix available), you see the  Icon at the Corner of the Image
- If your Standpoint is outside the visible Area of your Image, you see the  Icon at one Corner of the Image
- If your Standpoint is on the Image, the Standpoint is visualized with the  Icon

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### Courses Database - Duplicate Tee

Here you can duplicate a Course's Tee to assign a Men or Women Rating:

Tee	Select the Color of the Tee being duplicated is shown
Rating	The Rating that you can now enter - Men or Women - is shown
Slope	Enter the Slope of the Course's Tee and the Rating shown
CR	Enter the Course Rating of the Course's Tee and the Rating shown

In order to duplicate the Tee, tap on **OK**. To abort, tap on **Cancel**.

---

### Courses Database - 9 Holes Copy Function

Here you can, for 9 Hole Courses, copy the Front Holes to the Back Holes and vice versa.

<b>Course Name</b>	Here you see which Course you will copy
<b>Source</b>	Select here if you want to Copy from the Front or Back Nine
<b>Destination</b>	Select here if you want to Copy to the Front or Back Nine
<b>Tees</b>	Select here if you want to copy within all Tees or only within a specific Tee
<b>Copy</b>	Here you can select what you want to Copy: <ul style="list-style-type: none"><li>• <b>Par</b> will copy the Hole's Pars</li><li>• <b>HCP (+/-1)</b> will copy the Hole's Handicaps, modifying the Handicaps in such a way that all Handicaps are used (usually 9 Hole</li></ul>

	<p>Courses have the even Handicaps on the Back Nine and the odd Handicaps on the Front Nine).</p> <ul style="list-style-type: none"> <li>• <b>Len</b> will copy the Hole's Lengths</li> <li>• <b>GPS</b> will merge the GPS Calibration of the Hole Images</li> <li>• <b>Hole Images</b> will copy the Hole's Hole Images</li> </ul>
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In order to perform the Copy, tap on **OK**. To abort, tap on **Cancel**.

### Courses Database - 27 Holes Copy Function

Here you can, for 27 Hole Resorts, copy the Front or Back Nine Holes of a Course to the Front or Back Nine Holes of another Course.

<b>Source</b>	Select here if you want to Copy from the Front or Back Nine
	Use the <b>Dropdown</b> below to select which Course you want to Copy from
<b>Destination</b>	Select here if you want to Copy to the Front or Back Nine
	<b>Below</b> you see which Course you will copy to
<b>Tees</b>	Select here if you want to copy within all Tees or only within a specific Tee
<b>Copy</b>	<p>Here you can select what you want to Copy:</p> <ul style="list-style-type: none"> <li>• <b>Par</b> will copy the Hole's Pars</li> <li>• <b>HCP (+/-1)</b> will copy the Hole's Handicaps, modifying the Handicaps in such a way that all Handicaps are used (usually 9 Hole Courses have the even Handicaps on the Back Nine and the odd Handicaps on the Front Nine).</li> <li>• <b>Len</b> will copy the Hole's Lengths</li> <li>• <b>Hole Images</b> will copy the Hole's Hole Images</li> <li>• <b>Notes</b> will merge the Notes that have been added to the Hole Images</li> <li>• <b>GPS</b> will merge the GPS Calibration of the Hole Images</li> <li>• <b>Address, Phone ...</b> will copy the Courses basic Data like Address, Phone, City, Country</li> </ul>

In order to perform the Copy, tap on **OK**. To abort, tap on **Cancel**.

### Courses Database - Manage GPS Positions

Here you can manage the GPS Positions stored for a Course:

You see a List of all Holes of the Course. In that List you see:

Hole	The <b>Number</b> of the Hole
Green	Yes or No, depending if a GPS Position for the <b>Start of the Green</b> of that Hole has been defined

GPS Positions	The <b>Number</b> of GPS Positions stored for that Hole
Delete	Using <b>Delete</b> you can delete all GPS Positions stored for that Hole

Using the Scrollbar on the left, you can scroll the List.

Using **Delete all GPS Positions** you can delete all GPS Positions of all Holes stored for this Course in one go.

Using **Import Images for all Holes from GE** you can import Hole Images from Google Earth for all Holes of the Course.

Using **Exit** you can close this Window.

### Courses Database - Reconstruction

Here you can change the Sequence of the Holes on a Course. Besides the Changes on the Course all Rounds that have been played on the Course will be changed, too allowing for consistent Statistics.

Using the **Dropdowns** in the New Columns you can set the new sequence of the Holes. The **OK** Button is only active if all Holes have been reordered correctly.

In order to change the Sequence, tap on **OK** and answer **Yes** to the upcoming Message. To abort, tap on **Cancel**.

### Courses Database - PDF Yardage Book

Here you can export the Yardage Book, including your comments and Positions, to a PDF file. At the top of the window you can see the Name of the Course whose Yardage Book Images you export.

<b>Images/Page</b>	Select here how many Images you want to have horizontally and vertically on one Page
<b>Notes</b>	Check this Box if you want to include the Notes you made on the Yardage Book. When checked, you will get a number with a Circle on the Image and the Text of the Note and the Distance of the Note's position to the Start of the Green below the Image
<b>GPS Positions</b>	Check this Box if you want to include the GPS Positions you defined to calibrate the Yardage Book. When checked, you will get a number with a Circle on the Image and the Name and Distance of the Position to the Start of the Green below the Image
<b>Distance Marks</b>	Check this Box if you want to include Distance Marks for 100, 150 and 200 Yards on top of the Image. For these Marks to appear, the Position of the Start of the Green must be defined and the Image must be calibrated either graphically or by GPS

<b>Start of Green</b>	Check this Box if you want a Circle with a G to appear on top of the Image at the Position you defined to be the Start of the Green
<b>Small Circles</b>	Check this Box if you want the Circles to be smaller than normal

In order to export the Yardage Book, tap on **OK**. Then enter the File name, Folder and Store you want to export to. In order to export the Yardage Book, tap on **OK**. To abort, tap on **Cancel**.

---

## Courses Database - Calibrate with Google Earth








Here you can GPS calibrate your Course at home using Google Earth:


When invoking the function, Google Earth starts and a new Folder with the name of your Course is created under Temporary Places. In case you have a rather slow PC or the Google Earth Database is very slow, it can happen that the Folder is not automatically created. In that case, you will see a warning. Simply wait, until Google Earth is stated completely and reselect the Function.

At the upper right of the Screen you will see a small Window which is the Google Earth Calibration Wizard. You will use this Wizard to Name and create all the Placemarks for your Course. You should create Placemarks for each of the Points which are relevant for your Game: the Tees, Bunkers, Water Hazards, Out of Bounds and of Course the Green.

Before starting the Wizard, select the **Folder of your Course** under **Places in Google Earth**. The Folder must be selected (shown with a color in the Background) in order for the new Placemarks to end up in the right Place.

In the Wizard, you can

- Use the  **and**  **Icons under Hole** to select for which Hole you will add a Placemark
- Use the  **and**  **Icons under Position** to select for which Position you will add a Placemark (eG Fairway Bunker, Water, ..)
- Use the  **and**  **Icons under Detailed** to add, if you want, a detailed Description to the Position (eG Left, Right, ...)
- Finally, use the  **Icon to create the Placemark**

After using the  Icon the new Placemark Window of Google Earth will pop up and you will see the Name of the new Placemark being a combination of the Hole, Position and Detail that you selected previously. You will also see a new **flashing yellow Pin** in Google Earth. Now, click on the flashing pin and **drag the Pin** to the Spot on top of the Satellite Image that corresponds to the Position you want to calibrate. If you are done with dragging, click on **OK** in the new Placemark Window.


If you want to **edit** either Position or Name of a Placemark, right click on the Pin and select **Properties**. In the Window coming up, you can edit the Name of the Placemark or drag the pin of the Placemark around.

However, when editing the Names, it is very important, in order to associate the Place marks automatically to the Holes, to put the Number of the Hole first, then the Name of the GPS Position (e.g. "2 Water Hazard" or "10 Fairway Bunker"). Also, the Placemarks

being the Start of the Green must be named Hole Number Start of Green (e.g. "7 Start of Green").

Also you have to make sure that the names of the Placemarks are unique, you must not name two Placemarks identically.

Once you have defined all your GPS Positions in Google Earth, right click on the Folder the Place marks are stored in and select Save As. Make sure you choose the Format KML and to remember the location and Name of the KML File.

You can close the Wizard by clicking on the  Icon.

Back in Mobile Golf Scorer™, you can use **Import GPS from KML** to import the KML File you just created.

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## Courses Database - Import KML File

Here you can import GPS Positions from a Google Earth KML File. Doing so, you can GPS calibrate your Course at home using the Satellite Images.

In Google Earth, create a new Place mark for each GPS Position using CTRL-N. The Best is, that you put all Place marks for your Course into one Folder under My Places in Google Earth. In order to associate the Place marks automatically to the Holes, put the Number of the Hole first, then the Name of the GPS Position (e.g. "2 Water Hazard" or "10 Fairway Bunker"). In order to determine which Place marks are the Greens, name these Place marks Hole Number Start of Green (e.g. "7 Start of Green"). Once you have defined all your GPS Positions in Google Earth, right click on the Folder you have stored the Place marks in and select Save As. Make sure you choose the Format KML.

After having selected the KML File, you can see at the Top of the Window how many GPS Positions have been imported and a List of all these Positions:

- Use the **Checkbox at the left** of each line to determine if you want to import this GPS Position or not
- You can see the original **Name of the Place mark** in each line
- Use the **Edit-Boxes** under Hole in each Line to define which Hole the Place mark belongs to
- Use the **Checkbox under Green** to define the Place mark to be the Start of the Green

You can use the **Scrollbar** at the right to scroll through all Place marks.

In case you followed the naming conventions for the Place marks, all Settings should be automatically accurate.

Check **Hole Images from GE** in order to import not only the Coordinates, but also a Satellite Image for the Holes. Check **Replace** next to that, to import an Image for each of the Holes, leave **Replace** unchecked to import Images only for Holes which do not have an Image yet.

Check **Replace** in order to Replace GPS Coordinates of those Positions that already exists and have the same Name than a Position which is being imported. If Replace is left unchecked, Positions will be added even if Positions with the same name already exist.

In Order to to start the Import, Tap on **OK**. After the Import, the Positions of the imported GPS Positions should be positioned on the Yardage Book Image by using the Pos Button in the GPS Calibrate Yardage Book Function which can be accessed from the Yardage Book Images of the Holes.

To abort, tap on **Cancel**.

---

### **Courses Database - Export**

Here you can export a Course into a file for Backup or to Import the Course into a Mobile Golf Scorer™ on another Device.

Enter the File name, Folder and Store you want to export to. The following File types are available:

- the **native Mobile Golf Scorer™** File Format 'PoGoSco Courses (\*.pgsc)'
- the industry standard **XML File Format** 'XML Courses (\*.xml)'. When exporting to XML, an XML Style-Sheet is exported as \My Documents\Mobile Golf Scorer\PoGoSco.xsl to allow the rendering of the XML File in Internet Explorer Version 6 or higher.
- the **Google Earth File Format** 'KML Courses (\*.kml)'. When exporting to KML, all GPS Positions will be saved in the KML file so that you can review your Course and the Points in Google Earth

In order to export the Course, tap on **OK**. To abort, tap on **Cancel**.

---

### **Courses Database - Send via Infrared**

Here you can send a Course to another Pocket PC or PC via Infrared. The other computer must be in Infrared Receiving Mode.

The system constantly looks for other Computers in Receiving Mode and if such a Computer is found, a questions comes up if you want to send the Course to that Computer. Tap on **Yes** to send the Course or on **No** to not send the Course.

After successful transfer, the Window closes. To abort sending the Course, tap on **Exit**.

---

### **Courses Database - Download**

After tapping on the Icon, you are taken to the Internet - in case your Pocket PC is online - where you select the Course to download. To Download the the Course, click on the Course Name. A window comes up in which you please check the "Open file after download" option. Doing so, the Course is automatically imported. After import, you should delete the file to save memory.


Alternatively, you can use your PC to connect to [www.MobileGolScorer.com](http://www.MobileGolScorer.com) and download the Course there and transfer the file on your PDA. On your PDA, click on the Course file and the Mobile Golf Scorer™ will open and import the file immediately. In case you should get an error message that no application is associated with these type of

files after clicking on the file, please select you can use the Import function from the Menu.

---

### Courses Database - Send as Email

Using this function your can send a Course by Email:

Enter the recipients in the Boxes under **Send Mail to**. If you want to enter more than one Recipient in a Box, separate the Recipients with a semicolon. You can tap on  to select recipients from your Pocket PC Contacts Database.

And, you can earn Money now! For providing us with the Course File for download, we give you Discount: \$2 for the numerical Data of the Course (Slope, CR, Tees, Lengths, Pars and Handicaps) and \$5 if you include all the images Course's Holes. If you want the Discount, just tick the checkbox **courses"mobilegolfscorer.com** (this offer is limited to 5 Courses/Person and can be voided any time)!

Tap on **Send** to generate the Mail which will be placed in your Outbox. You need to make sure that the Mail is sent from your Outbox, either by connecting via Active Sync to your PC and synchronizing your Mail or by connecting your Pocket PC to the Internet and sending and receiving your Mail. Tap on **Cancel** to abort.

---

### Courses Database - Delete

Here you can delete a Course from the Database.

Warning: In case you delete the Course, you will no longer be able to access any of the Rounds played on this Course! All Rounds played on this Course will be deleted, too! A warning is issued and in order really delete the Course, tap on **Yes**. To not delete the Course, tap on **No**.

---





### Courses Database - Play Course


Paying a Course is made for Users who only want to see GPS based Distances and nothing else. This Mode is offering huge Fonts and finger-friendly buttons.

The Screen in Simple Mode is made up in two parts:

At the **very top** you can see the Course you play and the present Hole.








At the **upper right** the GPS Display can be found:

-  turns the GPS on, once turned on, you can turn the GPS off by tapping again on the Icon
-  means a bad stability of the GPS Signal
-  means a weak stability of the GPS Signal
-  means a good stability of the GPS Signal

If there is a Yardage Book Image stored with the Hole, you can look at the Image using the  Icon.

Below you see the **List of all GPS Positions**. In the large box you can see the Distance from your Position to the selected GPS Position. The Positions are sorted in the direction of Play from Tee to Green.

In the **lowest Row** you have the following Icons:





-  changes to the **next Hole**
-  changes to the **previous Hole**
-  moves the GPS Positions in the List **upwards**
-  moves the GPS Positions in the List **downwards**
-  allows **Adding** new GPS Positions
-  **deletes** a GPS Position
-  **closes** this Window





### Play Course - Yardage Book Image

Here you can see the Yardage Book Image of a Hole. On the Image, you can see distance and your own Standpoint.





At the **very top** you can see the Course you play and the present Hole.

At the **upper right** the GPS Display can be found:





-  turns the GPS on, once turned on, you can turn the GPS off by tapping again on the Icon
-  means a bad stability of the GPS Signal
-  means a weak stability of the GPS Signal
-  means a good stability of the GPS Signal

	Tap on this icon to <b>zoom into</b> the Image
	Tap on this icon to <b>zoom out</b> of the Image
	Tap on this icon to toggle visualizing your <b>Standpoint</b> on the Yardage Book Image on and off
	<ul style="list-style-type: none"> <li>• If you don't have a GPS Device connected or your Image is not GPS calibrated, an Error Message appears</li> <li>• If your GPS Device can not determine your position (no Fix available), you</li> </ul>





	<p>see the  Icon at the Corner of the Image</p> <ul style="list-style-type: none"> <li>• If your Standpoint is outside the visible Area of your Image, you see the  Icon at one Corner of the Image</li> <li>• If your Standpoint is on the Image, the Standpoint is visualized with the  Icon</li> </ul>
	<p>To <b>move</b> the Image simply tap on any Pont of the Image and drag the Image to the new Position.</p>
	<p>Tap on this Icon to return to the <b>Play Course Screen</b>.</p>



At the **bottom right** you see the **Distance** from your present Standpoint to the Start of the Green.


To see the distance to **a different Point** on the Image, tap shortly on the Point. A black Hair cross will come up highlighting this Point. Using the , ,  and  Icons you can fine tune this Point. As long as you see the black Hair cross, the Distance shown relates to the Point marked by the Hair cross.

### Play Course - Course Calibration

Here you can Calibrate a Course. This is done by adding GPS Positions to the Hole. After adding these Positions, you can then see the distance from where you stand to each of these GPS Positions.

Under Position you can use the  and  Icons to select for which Position (e.G. Tee, Bunker, ..) you want to add GPS, the presently selected Position is shown at the Center of the Window.

Under Details you can use the  and  Icons you can add a Detail (e.G. Left, Right, ..) to the Position, the presently selected Detail is shown at the Center of the Window.

By tapping on  you start a GPS Measurement. Depending on the Settings you made, either a OTGPS Measurement or a normal Measurement will be started.

When using OTGPS, if activated in the Settings, you see a Window that shows how long the Measurement will take, and how good the Quality of the GPS signal is. After the measurement time, the Window will disappear automatically. In case the maximum Movement of the GPS Signal during the measurement time defined in the Settings is below the selected Precision, the measurement will be successful and the Window closes. In case the Oscillation of the GPS Signal was too high, a "no valid measurement" message is shown.

When using a normal Measurement, the GPS-Measurement Window comes up.

To leave without adding a GPS Position, tap on .

---





## Play Course - Delete GPS Positions

Here you can delete a GPS Position.

At the Top you can see the Course and Hole of which you can delete a GPS Position.

Below you can see a **List of all GPS Positions** stored for this Hole. The presently selected Position is shown grayed.

Using the **I**cons, you can:







-  move the Selection in the List **upwards**
  -  move the Selection in the List **downward**
  -  **cancel** deleting GPS Positions
  -  **delete** the presently selected GPS Position
-

## Rounds Database

After switching to the Rounds Database, the Mobile Golf Scorer™ shows you all the Rounds stored in its Database in a list. You can select the size of the Font used, to show the Title of the Rounds or only the Rounds of the last 60 Days in the Preferences. To activate a Round, tap on its Name. On the bottom you have the following commands available:

- **New** - Add a new Round to the Database
- **Edit** - Edit the Round's Data
- **Play** - Play the Round
- **Exp** - Export the Round in a File
- **Del** - Delete the Round from the Database

At the Bottom of the Screen you can use the icons to:

-  switch to the Players Database
  -  switch to the Courses Database
  -  switch to the Rounds Database
  -  switch to Playing the Game
  -  access the Statistics of the Round
  -  send the Round via Infrared
- 

## Rounds Database - Export

Here you can export a Round into a file for Printing, Backup or to Import the Round into a Mobile Golf Scorer™ on another Device.

Enter the File name, Folder and Store you want to export to. The File type can be

- 'PoGoSco Rounds (\*.pgsr)' for the **Mobile Golf Scorer™ native Format**
- 'HTML Rounds (\*.htm)' for Rounds in **HTML Format** for the Internet. For this Format, you can decide in the Settings if you want to export the Round in Colors or Black and White
- 'CSV Rounds (\*.csv)' for Rounds in **CSV Format** to be used with Spreadsheets like Excel
- 'XML Rounds (\*.xml)' for Rounds in the industry standard **XML File Format**. When exporting to XML, an XML Style-Sheet is exported as \My Documents\Mobile Golf Scorer\PoGoSco.xsl to allow the rendering of the XML File in Internet Explorer Version 6 or higher. The XML File contains the Results of the Round as well as all entered Stroke Details.
- 'PDF Rounds (\*.pdf)' for a **Round Report** as a printable PDF File according to the selected Settings for PDF.
- 'PDF Scorecard (\*.pdf)' for an **empty Scorecard** you can write the Results on as a printable PDF File, there will be a Window coming up with additional Options for this Format
- the **Google Earth File Format** 'KML Rounds (\*.kml)'. When exporting to KML, all GPS Positions will be saved in the KML file so that you can review the single Shots of the Players and the Course together with its Calibration Points in Google Earth

In order to export the Round, tap on **OK**. To abort, tap on **Cancel**.

---

## Rounds Database - Export - PDF Scorecard

When creating a PDF Scorecard, you have the following options:

- Use **Landscape** to create the PDF Scorecard in Landscape rather than in Portrait
- Use **One per Player** to have one PDF Scorecard for each Player in the Flight rather than only one Scorecard for the entire Flight

In order to export the PDF Scorecard for the Round, tap on **OK**. To abort, tap on **Cancel**.

---

## Rounds Database - Send via Infrared

Here you can send a Round to another Pocket PC or PC via Infrared. The other computer must be in Infrared Receiving Mode.

The system constantly looks for other Computers in Receiving Mode and if such a Computer is found, a questions comes up if you want to send the Round to that Computer. Tap on **Yes** to send the Round or on **No** to not send the Round.

After successful transfer, the Window closes. To abort sending the Round, tap on **Exit**.

---

## Rounds Database - Delete

Here you can delete a Round from the Database.

Warning: In case you delete the Round, you will no longer be able to access the Round the Player's Statistic!

A warning is issued and in order really delete the Round, tap on **Yes**. To not delete the Round, tap on **No**.

---

## Rounds Database - New/Edit (1/7)

Using the Rounds Wizard you can either add a new Round to your Round's Database or change the Round's Data. The Wizard will take you through all the Steps:

In **Step 1** you need to select the Course the Round will be played, the Date, the number of Players and where to start the Round:

<b>Course</b>	Use the Combo box to select from your Course's Database the Course you will play the Round on You can select the size of the Font used in the Preferences
<b>Date</b>	Select the Date and Time you are starting the Round
<b>Number of Players</b>	Enter how many will play the Round
<b>Start At</b>	Use the Combo box to select where you start to play the Round. You can

	either Choose Front Nine, Back Nine or a specific Hole
<b>Title</b>	Enter the Title of the Round. When activated in the Preferences, you can see the Title as a second line in the List of Rounds

Tap on **Next** to move one Step forward in the Wizard. Tap on **Cancel** to leave the Wizard disregarding what you entered.

Rounds Database - New/Edit (2/7)

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### Rounds Database - New/Edit (2/7)

In **Step 2** you need to select the Players that will play the Round:

<b>Player</b>	Use the Combo box to select from your Player's Database the Players that will play the Round. In case you do not want to add the Player to the Player's Database, you can simply type in his name.
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Tap on **Next** to move one Step forward in the Wizard and on **Back** to move one Step back. Tap on **Cancel** to leave the Wizard disregarding what you entered.

Rounds Database - New/Edit (3/7)

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### Rounds Database - New/Edit (3/7)

In **Step 3** you need to select the Tees the Players will play the Round from and adjust the Handicaps:

<b>Tee</b>	Use the Combo box to select from which Tee the Player will play the Round. You can chooses between all Tees that have been entered for the Course. The preferred Tee for each Player is memorized. Once you change the Tee, the system will automatically calculate the Handicap of the Player of this Tee using the Slope and CR of the Course's Tee and the rules of the EGA or USGA, depending which type of handicap the Player has.
<b>Handicap</b>	If you want to change the Handicap which was calculated you can do that using the Sliders right of the Handicap Box
	Tap on the Calculator Icon to open the Handicap Calculator which allows for calculation of the Playing Handicap of a Player based on the entered exact Handicap and the Slope and CR Values of the Course

Tap on **Next** to move one Step forward in the Wizard and on **Back** to move one Step back. Tap on **Cancel** to leave the Wizard disregarding what you entered.

Rounds Database - New/Edit (4/7)

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### Rounds Database - Handicap Calculator

Here you can calculate the Playing Handicap of a Player based on the entered exact Handicap and the Slope and CR Values of the Course:

<b>Player</b>	Shows the Player for which the Playing Handicap is being calculates
<b>Tee</b>	Use the Combo box to select from which Tee the Player will play the Round
<b>Slope/CR</b>	The Slope and CR values of the selected Tee are shown
<b>Handicap</b>	Enter the exact Handicap of the Player here
	Use the Combo Box below to select the type of Handicap (USGA, DGV/ÖGV, EGA, playing) entered
<b>Playing Handicap</b>	Here the calculated Playing Handicap is shown

To accept the new Playing Handicap, tap on **OK**. In case the Player for which you performed the calculation is saved in the Database, you are being asked if you want to save the Changes to the Database. To abort, tap on **Cancel**.

#### Rounds Database - New/Edit (4/7)

In **Step 4** you need to select the type of Game you want to play on the Round:  
This part of the Wizard is not available in the Par Version.

<b>Game</b>	Use the Combo box to select the type of Game you want to play. See here for an explanation of all Games. Depending on the type of Game selected, you need to select which player plays in which Team.
<b>Team/ Player</b>	Use the Combo boxes to select which Player plays in which Team. Use the Sliders right of the box showing the Player's Handicap to adjust the Gaming Handicap. The Gaming Handicap is a handicap maintained separately form the playing handicap and used only to calculate the Game Results.
<b>Handicap</b>	Use the Combo box to adjust all Player's Gaming Handicaps. Possible settings are: <ul style="list-style-type: none"> <li>• Full Handicaps - the Players game with their full Handicap</li> <li>• Handicap Difference - the Player with the lowest Handicap gets Handicap 0 and the other Players get the difference between their and the lowest handicap</li> <li>• No Handicaps - all Players get Handicap 0</li> <li>• Seven Eights - all Players get Seven Eights of their Handicaps with the better Player getting Handicap 0</li> <li>• Three Quarters - all Players get Three Quarters of their Handicaps with the better Player getting Handicap 0</li> <li>• Two Thirds - all Players get Two Thirds of their Handicaps with the better Player getting Handicap 0</li> <li>• Half - all Players get One Half of their Handicaps with the better Player getting Handicap 0</li> <li>• Seven Eights (Full) - all Players get Seven Eights of their Handicaps</li> <li>• Three Quarters (Full) - all Players get Three Quarters of their Handicaps</li> <li>• Two Thirds (Full) - all Players get Two Thirds of their Handicaps</li> </ul>

	<ul style="list-style-type: none"> <li>• Half (Full) - all Players get One Half of their Handicaps</li> <li>• 0.4/0.6 - the Player with the higher Handicap in a Team gets Four Tenths of his Handicap, the Player with the lower Handicap Six Tenths</li> </ul>
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Tap on **Next** to move one Step forward in the Wizard and on **Back** to move one Step back. Tap on **Cancel** to leave the Wizard disregarding what you entered.

Rounds Database - New/Edit (5/7)

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### Rounds Database - New/Edit (5/7)

In **Step 5** you need to select the Wager and the Valuation of the Game to determine how the Wagers are distributed:

This part of the Wizard is not available in the Par Version.

<b>Wager</b>	Enter the Wager you want to play for.
<b>No Gambling</b>	Check this box in case you do not want to play for money on this Round.
<b>Valuation</b>	<p>Use the Combo box to select the Valuation of the Round. Depending on the type of Game you selected in the previous Step, not all of the possible valuations are available. Possible valuations are:</p> <ul style="list-style-type: none"> <li>• Entire game - One Wager is given to the Player/Team wining the entire Game</li> <li>• Nassau - Three Wagers are given: one to the Player/Team wining the the Front Nine, one to the Player/Team wining the Back Nine and one to the Player/Team wining the the entire Game</li> <li>• Holes - One Wager for each Hole is given to the Player/Team winning the Hole</li> <li>• Skins - One Wager for each Hole is given to the Player/Team winning the Hole. If the Hole is tied, the Wager is carried over to the next Hole</li> <li>• Strokes - One Wager is given to the Team with the lower Score for each Stroke it played less than the Team with the higher Score</li> <li>• Stableford - One Wager is given to the Team with the lower Score for each Stableford Point it gained more than the Team with the higher Score</li> <li>• Points - One Wager is given to the Team having more Points for each Points it gained more than the Team with less Points</li> </ul> <p>In the lower part of the screen you can see an explanation of the Valuation of the Round related to the Game you play.</p>

Tap on **Next** to move one Step forward in the Wizard and on **Back** to move one Step back. Tap on **Cancel** to leave the Wizard disregarding what you entered.

Rounds Database - New/Edit (6/7)

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## Rounds Database - New/Edit (6/7)

In **Step 6** you need to select the Side-Bets and their Wagers that you want to play on the Round:

This part of the Wizard is not available in the Par Version.

<b>Side Bet</b>	<p>Check the Box left of the Side-Bet in case you want to play the bet on the Round. The possible Side-Bets are:</p> <ul style="list-style-type: none"><li>• Greenie (Only Par3s): Being in Regulation on the Green and closest to the Hole on Par 3s earns a Wager from all other Players in the Flight.</li><li>• Greenie (All Holes): Being in Regulation on the Green and closest to the Hole earns a Wager from all other Players in the Flight.</li><li>• Greenie (Always): Being in Regulation on the Green and earns a Wager from all other Players in the Flight.</li><li>• Sandie: Holing in with 2 Shots from a Green Bunker earns a Wager from all other Players in the Flight.</li><li>• Nicklaus: Having the longest Drive on the Fairway earns a Wager from all other Players in the Flight.</li><li>• Snake (Always): Whenever one has a Three or More Putt one pays a Wager to all other Players in the Flight.</li><li>• Snake (One): Whoever does the last Three or More Putt on the Round pays a Wager to all other Players in the Flight.</li></ul> <p>In Playing Statistics - Side Bets you can review after the Round how the results of the Side-Bets contributed to the total gain or loss.</p>
<b>Wager</b>	<p>Double tap on the Wager to enter the Wager for that Side-Bet. In the Window coming up, enter the Wager. Tap on <b>OK</b> to set the Wager or on <b>Cancel</b> to leave the Wager unchanged. All Wagers are multiplied by the number of Players, e.g., when you play a \$1 Sandie side bet in a Foursome, the Player who manages to make a Sandie will get \$3 - \$1 from each of the other 3 Players.</p>

Each time you tap on a Side-Bet or Wager, you can see a small explanation of the Side-Bet in the **lower part** of the Screen.

Tap on **Next** to move one Step forward in the Wizard and on **Back** to move one Step back. Tap on **Cancel** to leave the Wizard disregarding what you entered.

## Rounds Database - New/Edit (7/7)

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### Rounds Database - New/Edit (7/7)

In **Step 7** you are Done:

Check the Box **Start Playing immediately** to start playing the Round immediately.

Check the Box **Synchronize Round with Calendar** to create an Entry in your Pocket PC Calendar for the Round you just entered

Tap on **Done** to save the Round in the Database Wizard and on **Back** to move one Step back. Tap on **Cancel** to leave the Wizard disregarding what you entered.



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## Types of Games supported

Mobile Golf Scorer™ offers a variety of Games you can play on a Round:

### For any number of Players:

- **Stroke Play Competition:** The Players compete by comparing the Strokes they make.
- **Stableford Competition:** The Players compete by comparing the Stableford Points they make.
- **Par Competition:** The Players play against the Par of the Course: if they shoot a Par, they tie the Hole, with a Birdie or better they win the Hole and with a Bogey or worse they lose the Hole. The result is like a Matchplay against the Course.
- **Bingo-Bango-Bongo:** This is a fun game in which 3 Points can be earned on each Hole as follows: The First ball on the green (Bingo) earns 1 point, the Ball closest to the pin once everyone is on the green (Bango) also 1 point and the first ball in the hole (Bongo) earns 1 point as well. The player that is the furthest away must play first.

### For 2 Players:

- **Matchplay:** The classic Matchplay - the Player with the lowest Score wins the Hole.

### For 3 Players:

- **Three Ball-Best Ball:** A Team game 2 against 1. On each Hole the score of the Player playing alone and the lower Score of the other 2 Players are taken.
- **Three Ball Matchplay 2 against 1:** A Team game 2 against 1. On each Hole the score of the Player playing alone and the lower Score of the other 2 Players are compared to each other. The better score wins the Hole.
- **Three Ball 3 Matchplays:** 3 Matchplays are played simultaneously: Player 1 against Player 2, Player 1 against Player 3 and Player 2 against Player 3.
- **Three Ball-Highball:** A Team game 2 against 1. On each Hole the score of the Player playing alone and the higher Score of the other 2 Players are taken.
- **Three Ball-Highball Matchplay:** A Team game 2 against 1. On each Hole the score of the Player playing alone and the higher Score of the other 2 Players are compared to each other. The better score wins the Hole.
- **Three Ball 5-3-1 (Nines):** Each hole has a total point value of 9 points. Players earn Points as follows: the best score 5 Points, the second best Score 3 Points and the worst (highest) Score 1 Point. In the case of a tie between Players, the points for the Scores are evenly split. (Example: Player A scores 4, Player B scores 4 and Player C scores 6 - Players A and B split 5+3 Points between each other and each get 4 Points, Player C gets 1 Point).

### For 4 Players:

- **Four Ball-Best Ball:** A Team game 2 against 2. On each Hole the lower Score between the team members is taken for the team. Example: Team A scores 4 and 7, Team B scores 5 and 6: 4 is the Score for Team A and 5 the Score for Team B.
- **Four Ball-Best Ball Matchplay:** A Team game 2 against 2. On each Hole the lower Score between the team members is compared to each other. The better

score wins the Hole. Example: Team A scores 4 and 7, Team B scores 5 and 6: Team A wins the Hole.

- **Four Ball-Aggregate:** A Team game 2 against 2. On each Hole the total of the two Team member's scores is taken for the Team. Example: Team A scores 4 and 7, Team B scores 5 and 6: 11 is the Score for Team A and 11 the Score for Team B.
- **Four Ball-Aggregate Matchplay:** A Team game 2 against 2. On each Hole the total of the two Team member's scores is compared to each other. The better score wins the Hole. Example: Team A scores 4 and 7, Team B scores 5 and 6: the Hole is halved.
- **Four Ball-High Ball:** A Team game 2 against 2. On each Hole the higher Score between the team members is taken for the team. Example: Team A scores 4 and 7, Team B scores 5 and 6: 7 is the Score for Team A and 6 the Score for Team B.
- **Four Ball-High Ball Matchplay:** A Team game 2 against 2. On each Hole the higher Score between the team members is compared to each other. The better score wins the Hole. Example: Team A scores 4 and 7, Team B scores 5 and 6: Team B wins the Hole.
- **Four Ball Matchplay 3 against 1:** A Team game 2 against 1. On each Hole the score of the Player playing alone and the lower Score of the other 3 Players are compared to each other. The better score wins the Hole.
- **Four Ball 6 Matchplays:** 6 Matchplays are played simultaneously: Player 1 against Players 2, 3 and 4, Player 2 against Players 3 and 4 and Player 3 against Player 4.
- **Four Ball Best Ball + Aggregate:** A Team game 2 against 2 where Two points can be earned on each Hole. One Point is awarded following the Four Ball Best Ball rules (the lower scores within the teams compared to each other) and the other Point is awarded following the Four Ball Aggregate rules (the lower total of the 2 Scores within a Team compares to each other).
- **Four Ball Best Ball + High Ball:** A Team game 2 against 2 where Two points can be earned on each Hole. One Point is awarded following the Four Ball Best Ball rules (the lower scores within the teams compared to each other) and the other Point is awarded following the Four Ball High Ball rules (the higher scores within the teams compared to each other).
- **Four Ball Best Ball + High Ball + Aggregate:** A Team game 2 against 2 where Three points can be earned on each Hole. One Point is awarded following the Four Ball Best Ball rules (the lower scores within the teams compared to each other), the second Point is awarded following the Four Ball High Ball rules (the higher scores within the teams compared to each other) and the third Point is awarded following the Four Ball Aggregate rules (the lower total of the 2 Scores within a Team compares to each other).
- **Four Ball 6-4-2-0 (Twelves):** Each hole has a total point value of 12 points. Players earn Points as follows: the best score 6 Points, the second best Score 4 Points, the third best score 2 Points and the worst (highest) Score no Point. In the case of a tie between Players, the points for the Scores are evenly split. (Example: Player A scores 3, Player B scores 4, Player B scores 4 and Player C scores 6 - player A gets 6 Points, Players B and C split 4+2 Points between each other and each gets 3 Points, Player C gets no Point).
- **Four Ball Las Vegas:** A Team game 2 against 2. On each hole, the team players arrange their two scores to make the lowest possible two digit number. Example: On team A, one team member has a 4, the other a 5. The two member team score for the hole would be a 45. The points per hole is determined by the difference between the two team scores. If team A scores make a 45 and team B scores make a 55, the difference is 10 points.  $55-45=10$ . Team A would win 10 points for the hole. Attention: Points pile up quickly playing this game.



In **Settings-Others** you can determine if you want to calculate the Results of the Four Ball Games (Four Ball-Best Ball, Four Ball-Aggregate, Four Ball-High Ball and their

combinations) either **by Strokes or by Stableford Points**. This makes a difference, if Players have no Stableford Points but a different number of Strokes.

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## Playing

The screen used when Playing the Game is divided in four Parts:

- In the **up most Part** you can see the Course you are playing on, the time the Round took so far or - if set in the Preferences - the Time of Day, the Par, the Handicap (Stroke Index) of the Hole you are currently playing and the length of the Hole. The values for the Hole change depending on which Player is currently selected. Use the **Combo Box** to change to a different Hole.
- Tap on **I** to see and edit the Image stored with the Course
- Tap on  to stop the clock timing the Round and tap on  to restart the Clock
- Tap on **C** to see and edit the Comment stored with the Hole
- Tap on **I** to see the Holes Yardage Book Image and to record the Ball Landings visually for each Player on the Yardage Book.
- In the **central Part** of the Screen you can record your Strokes and retrieve the standings of the Game.
- Tap on **Players** to access Options such as to see the Honors for the current Hole, to delete the Entries for a Hole, to enter the Scores on the Card or to recalculate the Handicaps
- Tap on **#** in the **D Column** to activate entering the Stroke Details for that Player in the **lower Part** of the Screen\*.
- Tap on **the currency symbol (€, \$, ..)** to enter the Results of the Side-Bets for that Player on that Hole\*\*.
- Tap on **Card** to see the Scorecard of the Round, tap on **Stats** to see the Statistics of the Round.
- Tap on **1 2 3 4 5 6 7 8 9 0 X** to enter numbers quickly, without using the Pocket PC Input Panel.
- Tap on **Digits** to show larger Digit Buttons in the lower part of the screen - these Buttons can be operated with the fingers
- Alternatively, you can use the **Hardware Buttons** of your Pocket PC to enter the scores or, if activated in the Settings, to record GPS Positions using One-Touch GPS\*.
- Tap on **<** to move one Hole Back and on **>** to advance one Hole.
- If activated in the Settings, tap on **OTGPS** to open a Window for One-Touch GPS\*
- In the **lower Part**\* you can enter your Stroke Details and Ball Landings or see - in case you have a GPS device connected - the Lengths of your Shots and the Distance to the Green.

At the Bottom of the Screen you can use the icons to:



switch to the Players Database



switch to the Courses Database



switch to the Rounds Database



switch to the Simple Mode



send the Round as Email\*\*



switch to the GPS recording of your Stroke Lengths\*



switch to entering the Landing of your Ball\* - only active after activating Stroke Details by tapping on **D** in the Player's line



switch to see the length of your Shots and the Distance to the Green\* - only active after activating Stroke Details for a Player by tapping on **#** in the D Column



Tap on this icon to toggle your **Screen orientation** between Portrait and Landscape\*\*\*



Tap on this icon to show or hide the integrated Yardage Book. This is only possible in Landscape Mode\*\*\*

\*\* not available in the Par Version - \* only available in the Eagle Version - \*\*\* only available on Devices running under Windows Mobile 2003 SE in VGA resolution (480x640)

## Playing - Recording Strokes

At the left Side of the central Part of the Playing-Screen you can record your Strokes. For each Player there is a separate line:

<b>Name</b>	The Card Name identifying the Player
<b>Str</b>	Enter here the number of Strokes for the Player on the Hole. In case the Player did not finish to play the Hole, enter 'X'. Once you enter a number larger than 1, the cursor will automatically advance to the next field
<b>P</b>	Enter here the number of Putts for the Player on the Hole. Once you enter a Number, the cursor will automatically advance to the next field
<b>F</b>	Check the Box if the Player hit the Fairway with the drive. This Box is disabled on Par 3s
<b>G</b>	Check the Box if the Player hit the Green in Regulation. If you selected in the Settings-Others that this one should be set automatically, the Mobile Golf Scorer™ will determine automatically if you reached the Green in regulation based on the Hole's Par, your Score and the number of Puts you entered
<b>#</b>	Tap on this Button to enter your Stroke Details and Ball Landings or see - in case you have a GPS device connected - the length of your Shots and the Distance to the Green

You can select if you want to enter Strokes and Putts Player by Player or first all Strokes and then all Putts in the Preferences.

Below these lines you can tap on **1 2 3 4 5 6 7 8 9 X** to enter numbers quickly, without using the Pocket PC Input Panel. Alternatively, you can use the Hardware Buttons of your Pocket PC to enter the scores.

Tap on < or > to move to the next or previous Hole.

In case you accidentally skip a Hole, a Message will come up.

Once you are done playing your game, you don't need to tap any special button, the Mobile Golf Scorer™ recognizes automatically that the Round is finished.

When the Round is Done, you will be asked if you want to modify the Handicap of the Payers according to the Result of the Round. Tap on **Yes** to modify the Handicaps or on **No** in case you do not want to modify Handicaps. This question only comes up once per Round.

## Playing - Using Hardware Buttons

If you do not want to use the Stylus, you can use the Hardware Buttons to record the Strokes. You can identify the Box that will receive the input from the Buttons by the red

color in which the Boxes Frame is Painted. The Hardware Buttons have the following functions:


<b>Left</b>	Moves the Cursor one Box to the Left. At the beginning of a Line, the Cursor is moved at the end of the Line above. You can identify the Position of the Cursor by the red Frame around the Box.
<b>Right</b>	Moves the Cursor one Box to the Right. At the end of a Line, the Cursor is moved at the beginning of the Line below. You can identify the Position of the Cursor by the red Frame around the Box.
<b>Up</b>	Adds one Stroke to the box on which the Cursor stands for Strokes and Putts and toggles the Check for Fairway Hit and Green in Regulation
<b>Down</b>	Lowers the value of the box on which the Cursor stands by one Stroke for Strokes and Putts and toggles the Check for Fairway Hit and Green in Regulation. In case you lower a Value of 1 Stroke, the Value becomes an X.
<b>Start</b>	This button is usually pressing the center Part of the Hardware Buttons and advances to the next hole
<b>A/B</b>	Press on these Buttons to change which Standing of the Game you want to see
<b>C</b>	Press on this Button to turn the Display of your Pocket PC off. To turn the Display back on, press the Button again. This is very useful to save Battery Power.


The layout of the Hardware Buttons is different on each Pocket PC Model and depends on the OEM Manufacturer. In the Preferences you can see the Hardware Buttons Positions related to the Screen.

You can turn this functionality off, for example if you hit the Buttons accidentally when taking the Pocket PC out of your Pocket, in the Settings.

## Playing - Stroke Details

Once you tap on # in the Column D in the Line of a Player, the lower Part of the Playing-Screen changes. There, you can enter the Stroke Details and Ball Landings for that Player:

<b>Stroke</b>	Select here the Stroke you want to enter the Details for
<b>Penalty</b>	Check the Box in case the Stroke is a Penalty Stroke - this Box is only visible in case you have selected a different Club than the Putter
	In case you have selected the Putter as Club and activated the "Record Putts in Detail" Options in the Preferences, you can use these 4 Icons to record if the Put you made was a Tap-In, a Short Put, a Middle Put or a Long Put. When recording these Details you can later analyze detailed Statistics on your Putting on the Round or for a Player.
<b>Club</b>	Select here using which Club you did the Stroke. You must have defined the Clubs in the Bag of the Player previously. Alternatively, you can tap on <b>Club</b> to select the Club graphically.
<b>Result</b>	Select here where the Ball ended up (Fairway, Rough, Green, Hazard, ...). In case you enter a Result which causes a Penalty Shot (such as Out of Bounds or Water Hazard), the next Stroke is automatically set as a Penalty Stroke. Alternatively, you can tap on <b>Result</b> to select the Result graphically.

<b>Landing</b>	<p>In the Graphic showing the different Zones the Ball landed (the Target aimed at is in the Middle and Deviations from the Target around the Middle) tap on the Position where your Ball landed relatively to the Target you aimed at. All positions that are not on the highest or lowest line are considered normal Lengths for the Player's lengths statistics. In case the Graphic to enter the Ball Landing is not visible, tap on  at the bottom of the Screen to switch to that Mode.</p> <p>Alternatively, you can <b>double tap on the Graphic</b> to select the Landing Zone graphically.</p>
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Once you have entered all Details (Club, Result, Landing) the system automatically advances to the next Stroke. In case you finished playing the Hole (result is 'In the Hole') the number of Strokes and Putts as well as the Fairway Hit and Green in Regulation Information is computed from the Stroke Details and entered automatically in the upper Part of the Playing-Screen, eliminating the need to enter the same information twice.

### Playing - Stroke Result graphically





Here you can select graphically where the Ball ended up (Fairway, Rough, Green, Hazard, ...).

To select a Stroke result, tap on the corresponding Part of the Graphic:



- Fairway, Semi Rough, Green and in the Hole are shown in Green
- Lateral and Frontal Water are blue and can be distinguished by the Red (lateral) and Yellow (frontal) Stakes
- Greenside and Fairway Bunkers are shown in Yellow
- In the Woods is shown at the lower left as small Forrest
- Hard Rough is shown in Green at the right side of the Green
- Out of Bounds is the light grey Part separated with White Stakes
- Unplayable id the part in dark grey at the upper right

If you find it too cumbersome to hit the right spot in the Image, you can select in the Preferences to see Buttons for each possible result rather than the Graphic.

In case the Shot was not the Tee Shot and was no Putt, you can select the Type of Approach you played: tap on  for a Pitch, tap on  for a Chip, tap on  for a Bunker Shot and tap on  for a Texas-Wedge (Approach using a Putter). You can then analyze the Approaches in the Statistic of the Round and in the Players Statistics.

In case there was no Club selected for the Shot yet, the window to graphically select the Club opens up, in case there was no Landing Zone selected for the Shot yet, the window to graphically select the Landing Zone opens up, otherwise the window to enter the Stroke Details appears.

To Cancel the Selection, tap on **Cancel**.

### Playing - Stroke Club graphically

Here you can select graphically which Club was used in a Shot.

To select a Club, tap on the corresponding Button:



In the up most Part you find the Buttons for the Woods



In the Part below you find the Buttons for the Rescues (Driving Irons)



In the upper central Part you find the Buttons for the Irons



In the lower central Part you find the Buttons for the Wedges



In the lowest Part you find the Buttons for the Putter

In case the Shot was not the Tee-Shot and was no Putt, you can select the Type of Approach you played: tap on **P** for a Pitch, tap on **C** for a Chip, tap on **B** for a Bunker Shot and tap on **T** for a Texas-Wedge (Approach using a Putter). You can then analyze the Approaches in the Statistic of the Round and in the Players Statistics.

In case there was no Result selected for the Shot yet, the window to graphically select the Stroke Result opens up, in case there was no Landing Zone selected for the Shot yet, the window to graphically select the Landing Zone opens up, otherwise the window to enter the Stroke Details appears.

To Cancel the Selection, tap on **Cancel**.

---

### Playing - Landing Zone graphically

Here you can select graphically in which Zone your Ball landed.

In the Graphic showing the different Zones the Ball landed (the Target aimed at is in the Middle and Deviations from the Target around the Middle) **tap on the Position** where your Ball landed relatively to the Target you aimed at.

All positions that are not on the highest or lowest line are considered normal Lengths for the Player's lengths statistics.

In case the Shot was not the Tee Shot and was no Putt, you can select the Type of Approach you played: tap on **P** for a Pitch, tap on **C** for a Chip, tap on **B** for a Bunker Shot and tap on **T** for a Texas-Wedge (Approach using a Putter). You can then analyze the Approaches in the Statistic of the Round and in the Players Statistics.

In case there was no Club selected for the Shot yet, the window to graphically select the Club opens up, in case there was no Result selected for the Shot yet, the window to graphically select the Stroke Result opens up, otherwise the window to enter the Stroke Details appears.




To Cancel the Selection, tap on **Cancel**.

---

## Playing - Stroke Lengths and Distance to Green

Once you tap on # in the Line of a Player, the lower Part of the Playing-Screen changes. There, you can see - in case you have a GPS device connected or recorded visually the Ball Landings on the Yardage Book - the length of your Shots and the Distance to the Green. Select the Stroke you want to see the length of by using the Box or Sliders next to **Stroke**. Then, in the right lower Part of the screen, you see 3 Lines:

- The **first Line** shows the length of the selected Shot. In case the Line reads 'no Pos', that means that you did not record the GPS Positions of this Stroke nor visually recorded the Ball Landing on the Yardage Book. You can uncheck the **Check-Box** left of the length to exclude the Stroke from the Statistics, in case you did not hit the ball fully.
- The **second Line 'L'** shows you the distance from the last recorded GPS Position to where you are at the moment. In case the Line reads 'no Pos', that means that you did not record GPS Positions yet or that there is no GPS signal available.
- When connected to a **GPS device**, the **third Line** shows you the distance from your present position to the selected Target, which is the Green by default or when you change the Hole.

When tapping on , a Window opens in which you can see All Distances. In that Window you can also add and delete Positions, see a Club suggestion or change the Target you see the Distance to here.


In order to change the Target, tap on  and select the Target to measure the Distance to from the Menu.

In case the Line reads 'no Pos' you have no GPS signal available or not recorded the Position of the Green.

When not connected to a **GPS device**, the **third Line** shows you the distance from the last visually recorded Ball Landing to the Green. In case the Line reads 'no Pos' you have not visually recorded the Ball Landings on the Yardage Book, not visually calibrated the Yardage Book or not defined the Green Position on the Yardage Book.

In case a distance is shown, you can tap on the **Distance** to see a Club Suggestion for that distance. This is only possible, after average Stroke Lengths per Club have been defined for the Player.

If the Length of the Shot or the Distance to the Green or selected Target is shown using GPS, the lines are shown normally. In case they result from recording visually the Ball Landings on the Yardage Book the lines are shown in *Italic*.

In case the **3 Lines are not visible**, tap on  at the bottom of the Screen to switch to that Mode.

In order to record GPS Positions, tap on  at the bottom of the Screen.

In order to record the Ball Landings visually on the Yardage Book, tap on **I** at the top of the Screen.





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## Playing - All Distances



This window shows the distances or altitude differences from the Point you currently stand to the Green (related to the recorded Position of the Green) and to all the GPS Positions you recorded in the Yardage Book.

At the **upper left**, the current Hole is shown.







At the **upper right** the GPS Display can be found:

-  turns the GPS on, once turned on, you can turn the GPS off by tapping again on the Icon
-  means a bad stability of the GPS Signal
-  means a weak stability of the GPS Signal
-  means a good stability of the GPS Signal

Below you see the **List of all GPS Positions**. These are sorted in the direction of Play from Tee to Green. In that list, you can:

- see the Distance or Altitude Difference to that Point.  
In case the Line reads 'no Fix' there is no GPS signal available and if the Line reads 'no Pos' you have not recorded the Position of the Green.
- using , in case average Stroke Lengths per Club have been defined for the Player, see a Club Suggestion
- see the Name of the GPS Position.
- using , select this GPS Position as Target for the Display of the Distance in the Playing Screen and close this Window.

In the **lowest line** you can find the following Icons:

-  moves the GPS Positions in the List **upwards**
-  moves the GPS Positions in the List **downwards**
-  toggles between **Distance and Altitude Difference**
-  allows **Adding** a new GPS Position
-  **deletes** a GPS Position
-  **closes** this Window

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## Playing - Club Suggestion

In this Window you can get a Club Suggestion for the Distance selected. This is only possible, after average Stroke Lengths per Club have been defined for the Player:

To switch between the Manual and Statistical Stroke Lengths, tap on the corresponding **Tab** on the Top of the Screen.

- In the upper line you can see the Club you will be just a little longer than the Distance

- In the middle line you can see the Distance you get a Club suggested for
- In the lower line you can see the Club you will be just a little shorter than the Distance

At the left the difference between the Distance and the two suggested Clubs is visualized graphically.

Tap on **OK** to close the Window and to return to Playing the Game.

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### Playing - Delete a GPS Position

Here you can delete a GPS Position.

At the Top you can see the Course and Hole of which you can delete a GPS Position.



Below you can see a **List of all GPS Positions** stored for this Hole. The presently selected Position is shown grayed.

Using the **Icons**, you can:

-  move the Selection in the List **upwards**
  -  move the Selection in the List **downward**
  -  **cancel** deleting GPS Positions
  -  **delete** the presently selected GPS Position
- 


### Playing - Record Ball Landings visually


You can visually record the Ball Landings on the Yardage Book. This is only available when you opened the Yardage Book from the Playing the Game Screen. The Functionality is integrated in the Yardage Book Screen.

Tap on  to turn the Recoding mode on and on  to turn it off.



In the **lower part** of the Screen, use the **left Combo Box** to select the Player you want to record the Ball Landing for and the **right Combo Box** to select which Position you want to record:

- select **Tee** if you want to record the Position where you hit your Tee-Shot from
- select **After Stroke X** to record where your Ball landed after hitting stroke X, in case you had to drop the Ball after Stroke X, you will see **Aft Str X (Out)**, **Aft Str X (Water)** or **Aft Str X (Unpl)** in the list
- in case you had to drop the ball, select **Drop for Stroke X** to define the position where you dropped
- in case you hit your Ball **Out of Bounds**, you don't need to record a position for your second shot from this position as the position of the initial shot which went out of bounds is automatically used

Then, tap on the position in the Image to visually record the selected Position. The recorded Position is shown with a Ball Icon  within the Image. The **right Combo box** advances to the next Sot automatically.

In order to delete a recorded Ball Landing, tap on the Ball Icon . In order to really delete the Ball Landing, tap on **Yes** in the Message box coming up, if you don't want to delete the Ball Landing, tap on **No**.

In case you have activated the Option in Settings Images you will be asked to enter graphically the Club, the Result and Landing Zone of your Shot. This way you can record all details for a Shot without leaving the Yardage Book Screen.

Tap on  to **save** the Ball Landings recorded to the Database or on  to **abort** disregarding your recordings.

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### Playing - Integrated Yardage Book

If you have a Pocket PC running Windows Mobile 2003SE and supporting real VGA resolutions (480x640 and 640x480) you can use the integrated Yardage Book.

On the left side of the screen, the Playing the Game screen is shown. Right of that, you see the Yardage Book for the Hole you actually play on.

You can utilize the Yardage Book Image normally as well as you can record the Ball Landings visually directly in the integrated Yardage Book without opening a new window.

To close the integrated Yardage Book, tap on  on the Bottom of the Screen. In case you rotate your Screen to Portrait, the integrated Yardage Book will close automatically.

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### Playing - Recording GPS Positions

Here you can record your Stroke lengths and Green Positions. The upper Part of the Screen is identical to the Settings-GPS screen, please see there for details. In the Lower part, you can record your GPS Positions of your Strokes:

Use the **Position** Combo Box to select which Position you want to record:

- select **Tee** if you want to record the Position where you hit your Tee-Shot from
- select **After Stroke X** to record where your Ball landed after hitting stroke X, in case you had to drop the Ball after Stroke X, you will see **Aft Str X (Out)**, **Aft Str X (Water)** or **Aft Str X (Unpl)** in the list
- in case you had to drop the ball, select **Drop for Stroke X** to define the position where you dropped
- in case you hit your Ball **Out of Bounds**, you don't need to record a position for your second shot from this position as the position of the initial shot which went out of bounds is automatically used
- select **Start of Green** to set the Position of the Green. The Positions of the greens are immediately saved into the Courses Database.

Tap on **Del** to delete a previously recorded GPS Position.

Next to **Is GPS from** you can tap on either **Now, 5s, 10s** or **30s** to set the Position selected before to the GPS Signal from now or the average of the GPS Signals from the last 5, 10 or 30 seconds. Using an average Position helps to eliminate inaccuracies of the GPS signal. You should watch the **Movement over the last Seconds** and the **Colored Horizontal Bar** closely to judge the quality of the GPS Position (see Settings-GPS for details). In case you want to record a Position which is already recorded, a Warning is issued. After the Position was recorded, you return to Playing the Game automatically. In case these Buttons are grayed out, you are either not connected to your GPS device (tap on **Connect** in the upper Part) or there is no GPS Position available (check the Fix in the upper Part).

In case One-Touch GPS is activated in the Settings, you can tap on **OT-GPS** which is shown instead of the 10s and 30s buttons, to initiate a One-Touch GPS measurement. In case this Measurement is successful, you are being told "measured", in case the Measurement fails, you hear "no valid measurement".

At the very Bottom of the Screen you can see for which **Player and Hole** you record the GPS Positions.

To leave without recording Positions, tap on **Cancel**.

---

### **Playing - One Touch GPS**

Here you can record your GPS Positions of your Strokes and Tee Shots using just one Hardware Button. Doing so, you can measure all Positions while playing the Hole without paying too much attention to the Pocket PC and in a second step, for example when waiting on the next tee, you can record your Score and Stroke Details.

In order to use One-Touch GPS, you must activate it in the Settings and, the Stroke Details for the Player you want to record GPS positions for must be turned on using the # Button.

As the One-Touch GPS consists of spoken feedback, please make sure that the speaker of your Pocket PC is turned on.

In order to **initiate a One-Touch GPS Measurement**, keep the central Hardware Button (usually in the middle of the Cross Cursor) or the Button learned in the Settings constantly pressed for the time set in the Settings. You will hear "GPS" as confirmation. If selected in the Settings, you will hear before the Measurement which Hole and Stroke you are about to measure.

While measuring, if activated in the Settings, you see a Window that shows how long the Measurement will take, and how good the Quality of the GPS signal is. After the measurement time, the Window will disappear automatically.

In case the maximum Movement of the GPS Signal during the measurement time defined in the Settings is below the selected Precision, the measurement will be successful and you will hear "measured". In case the Oscillation of the GPS Signal was too high, you will hear "no valid measurement".

In case activated in the Settings, you will hear the remaining distance to the Green after each successful measurement.

In order to be told for **which Hole and Stroke the next measurement** would be, simply press the central Hardware Button or the Button learned in the Settings quickly twice within the Time set in the Settings, like a double-click.

In order to change **Hole or Shot**, you can use the four Hardware-Buttons of the Cross:

- Left: to go one Shot backwards
- Right to go one Shot ahead
- Up: to go to the next Hole
- Down: to go to the prior Hole

After changing Hole or Shot, you are being told the Hole and Shot the next measurement would be for.


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### Playing - One Touch GPS Window

Here you can record your GPS Positions of your Strokes and Tee Shots using just Button without using the Hardware Buttons. Doing so, you can measure all Positions while playing the Hole without paying too much attention to the Pocket PC and in a second step, for example when waiting on the next tee, you can record your Score and Stroke Details. The Window is positioned in such a way, that you can still see the Lengths and Distances in the Playing Window.

In order to use One-Touch GPS, you must activate it in the Settings and, the Stroke Details for the Player you want to record GPS positions for must be turned on using the # Button. As the One-Touch GPS consists of spoken feedback, please make sure that the speaker of your Pocket PC is turned on.

- Use **Start OTGPS Measurement** to initiate a One-Touch GPS Measurement. You will hear "GPS" as confirmation. If selected in the Settings, you will hear before the Measurement which Hole and Stroke you are about to measure. While measuring, if activated in the Settings, you see a Window that shows how long the Measurement will take, and how good the Quality of the GPS signal is. After the measurement time, the Window will disappear automatically. In case the maximum Movement of the GPS Signal during the measurement time defined in the Settings is below the selected Precision, the measurement will be successful and you will hear "measured". In case the Oscillation of the GPS Signal was too high, you will hear "no valid measurement". In case you made a valid Measurement and you have activated the Option in Settings OTGPS you will be asked to enter graphically the Club, the Result and Landing Zone of your Shot. This way you can record all details for a Shot without leaving the OTGPS Window.
- Use **Tell Distance to Green** to hear the remaining distance to the Green after each successful measurement. In case you are on a Hole that has a Position for the Green saved and there is a GPS Signal, you can see the actual Distance to the Green.
- Use **Tell present Hole and Shot** to be told for which Hole and Stroke the next measurement would be
  - Use **Stroke -->** to go one Shot ahead
  - Use **<-- Stroke** to go one Shot backwards
  - Use **Hole -->** to go to the next Hole
  - Use **<-- Hole** to go to the prior Hole

In case you don't want to have your Speaker turned on, you can also read all spoken Messages next to the  icon.

Use **Exit** to close the Window.

## Playing - Standings

At the right Side of the central Part of the Playing-Screen you can retrieve various Game Standings. Use the Combo Box to select which Standings you want to see. Possible Standings are:

<b>Str</b>	The total Strokes of each Player. In case you recorded any X for the Player, you can not see the total of the Strokes any more. You can also see how man under or over Par the Player is related to the number of Holes you recorded Strokes for
<b>StrNt</b>	The Net Strokes of each Player. In case you recorded any X for the Player, you can not see the total of the Net Strokes any more. You can also see how man under or over Net Par the Player is related to the number of Holes you recorded Strokes for
<b>Pts</b>	The total Net Stableford Points of each Player. You can also see how man under or over the Player is related to the number of Holes you recorded Strokes for
<b>GrPts</b>	The total Gross Stableford Points of each Player. You can also see how man under or over the Player is related to the number of Holes you recorded Strokes for
<b>Gir</b>	The Percentage of Greens in Regulation of the Player related to the number of Holes you recorded Strokes for
<b>FwH</b>	The Percentage of Fairway Hits of the Player related to the number of Holes you recorded Strokes for
<b>Game</b>	<p>If you have defined that there is a Game played on the Round, you can see here the Standings of the Game. Depending on the Type of game, you will see Strokes, Points or - for Matchplays - if a Player is up or down. Additionally,</p> <ul style="list-style-type: none"> <li>• in case you Bingo-Bango-Bongo, you can tap on .. right of the Standings to enter the Bingo-Bango-Bongo result of the Hole</li> <li>• in case you Play more than one Matchplay on the Round, tap on .. right of the Standings to see the results of all the Matchplays</li> <li>• in case you evaluate your Game in Nassau, tap on .. right of the Standings to see the Nassau results</li> <li>• in case you evaluate your Game in Skins, tap on .. right of the Standings to see the Skins results</li> </ul>
<b>Bet</b>	If you have defined that you are playing for money on the Round, you can see here who gets and owes how much money. The totals are made up from the Bet on the Main Game and the Results of the Side-Bets
<b>StRcv</b>	Shows the number of Handicap Strokes the Player gets on this Hole according to his Handicap and the Stroke Index of the Hole

## Playing - 3 or 6 Matchplays

If you have defined that there are 3 (3 Players, all against all) or 6 (4 Players, all against all) Matchplays played on the Round and after tapping on .. right of the Standings you see the results of all Matchplays:

For each of the 3 or 6 Matchplays you see the 2 Opponents and the Standing of the Matchplay.

Tap on **OK** to close the Window and to return to Playing the Game.

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### Playing - Bingo Bango Bongo

If you have defined that there is Bingo-Bango-Bongo played on the Round tapping on .. right of the Standings you can enter the Bingo-Bango-Bongo results for the Hole:

- Select the Player who made **Bingo** (The Player who is first on the Green) on the Hole using the Combo Box right of Bingo.
- Select the Player who made **Bango** (The Player is who is closest to the Pin once everyone is on the Green) on the Hole using the Combo Box right of Bango.
- Select the Player who made **Bongo** (The player who first Holes out) on the Hole using the Combo Box right of Bongo.

In case you can not determine who did the Bingo, Bango or Bongo or you don't want to assign the Point to a Player, you can choose **Tied** as well.

Tap on **OK** to save the Results, close the Window and to return to Playing the Game. Tap on **Cancel** to return to Playing the Game disregarding the Results entered.

---

### Playing - Side Bets Results

If you have defined that there are Side-Bets played on the Round, you can enter their Results for each Hole and Player:

- On the **top** of the Window you see for which **Player and Hole** you enter the Results of the Side-Bets
- Under **Side-Bets**, tap on the Check Box to set that the Player won that Side-Bet on the Hole or did the Action the Side-Bet is about on the Hole

For Actions that are exclusive (e.g. having the longest Driver on a Hole or making the last Three or More Putt on the Round) the system automatically removes the Action from the other Players.

Tap on **OK** to close the Window saving the Results of the Side-Bets or **Cancel** to close the Window without saving the Side-Bets results. After the Windows closes you to return to Playing the Game.

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### Playing - Nassau

If you evaluate your Game in Nassau, you can see here the results in Nassau:



For each, Front Nine, Back Nine and Total you see the Standing of the Game.

Tap on **OK** to close the Window and to return to Playing the Game.

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### Playing - Skins

If you evaluate your Game in Skins, you can see here the results in Skins:

For all Match plays in Course you can see the current Standing and the Wager which will be played out the next Hole.

Tap on **OK** to close the Window and to return to Playing the Game.

---

### Playing - Options

After tapping on Players this Window shows various Options for the selected Hole. To select a certain Option, tap on the corresponding **Tab** on the Top of the Screen.

- Under **Honors** you can see the Honors on the Hole
- Under **Del** you can tap on **Delete Results from Hole** to delete all Entries for that Hole
- Under **Card** you can enter the **Player's Results on the Scorecard**
- Under **HCP** you can recalculate the Handicaps of the Players using the Results of the Round by tapping on **Recalculate Handicaps**.  
In case you entered only 9 Holes, a question comes up if the Round was a 9 Hole Tournament, for which 18 Points are added for the 9 holes not being played.  
In case you play in a Country where CSA is used, you can enter the CSA here.  
Without a CSA entered, the Handicaps can not be recalculated.

Tap on **OK** to close the Window and to return to Playing the Game.

---

### Playing - Enter Results on Card



Here you can enter the Results of a Player directly on the Scorecard:

In the upper part you can see the Course and Date of the Round and the Name of the Player. For each Hole you can enter :

Str	Enter here the number of Strokes for the Player on the Hole. In case the Player did not finish to play the Hole, enter 'X'. Once you enter a number larger than 1, the cursor will automatically advance to the next field
Putt	Enter here the number of Putts for the Player on the Hole. Once you enter a Number, the cursor will automatically advance to the next field
FwH	Check the Box if the Player hit the Fairway with the drive. This Box is disabled on Par 3s
GiR	Check the Box if the Player hit the Green in Regulation. If you selected in the

Settings-Others that this one should be set automatically, the Mobile Golf Scorer™ will determine automatically if you reached the Green in regulation based on the Hole's Par, your Score and the number of Puts you entered
---

For entering the numbers quickly, you can use the **Digit Buttons** at the Bottom of the Screen. Once a field is filled out, the cursor jumps to the next field automatically. To move to the next field manually, tap on **->**. To move backwards, tap on **<-**.

The order of the automatic movement can be controlled by the Icon in the lower right: tap on  to enter first Strokes and then Putts and then go to the next hole or tap on  to first enter all Strokes for all Holes, then all Putts.

In order to save the changes in the Database, tap on **OK**. To abort, tap on **Cancel**.

---

## Playing - Scorecard

On the Scorecard of the Round you can see the Player's Results for each Hole.

You see the number of the Hole and the Result the Player made on the Hole. Using the **Combo Box** at the Bottom, you can choose which Results you want to see:

- Strokes: The Strokes
- Progress Par: The progress over/under Par from Hole to Hole
- Stableford: The Net Stableford Points
- Progress Stableford: The progress over/under Stableford from Hole to Hole
- Net Strokes: The Net Strokes
- Stblfrd Gross: The Gross Stableford Points
- Game: The Points or Holes achieved in the Game of the Round
- Hcp Strokes: The Strokes the Player gets on the Hole according to his Handicap
- Length: The Length of the Holes according the Tee the Player plays from
- Putts: The number of Putts the Player made on each Hole
- Fairway Hits: If the Player hit the Fairway on non Par-3s
- Green in Reg: If the Player hit the Green in Regulation

Below the results for the Holes 1-9 and 10-18 you can see the Totals for the First Nine (Out), Second Nine (in) and the entire Round (Tot for Strokes and Pts for Stableford). Under Hcp you can see the Handicap the Player played with and under Net the Net Strokes he made.

If you have defined that there is a Game played on the Round, you can use the **Game Check Box** to switch between seeing the Stroke and Game Results in the Scorecard.

In case you find out that you recorded a wrong Score, you can tap on the **Result of the Player on a Hole** to change the Result. You can also tap in the **Hcp column** on the Handicap of a Player to change the Handicap. You change the playing handicap in case the Game Check Box is not checked and the gaming Handicap in case the Game Check Box is checked. In case the Round is finished you can tap on the **Heading of the Hcp column** to modify the Handicap of the Payers according to the Result of the Round. You can do this only once per Round.

Tap on **Exit** to return to Playing the Game.

---

## Playing - Change Stroke Results

Here you can enter a new Result for a Player on a Hole:

You see for which Player on which Hole you change the Results. Enter the new Result in the **Edit Box** or use the Sliders to change the Result. In case the Player did not finish to play the Hole, enter 'X'.

In order to save the new Result, tap on **OK**. To abort, tap on **Cancel**.

---

## Playing - Change Handicap

Here you can enter a new Handicap for a Player on a Round. You change the playing handicap in case the Game Check Box is not checked and the gaming Handicap in case the Game Check Box is checked:

You see for which Player on which Course you change the Handicap. Enter the new Handicap in the **Edit Box** or use the Sliders to change the Handicap.

In order to save the new Result, tap on **OK**. To abort, tap on **Cancel**.

---

## Playing - Modify Handicap

Here you can modify the Handicap of the Payers according to the Result of the Round. The new Handicap will be saved in Players Database. You can do this only once per Round.

Use the **checkboxes** left of the Players' names to activate or deactivate the Handicap Modification for this Player. Next to the Player Name you can see how the Handicap will be modified.

You can only modify Handicaps of Players that are entered in the Players Database and who have either a handicap that allows for Calculation.

In case you play in a Country where CSA is used, without a CSA entered, the Handicaps can not be recalculated. You can enter the CSA for the Round under Players - Hcp.

In order to save the new handicap, tap on **Apply**. To abort, tap on **Cancel**.

---

## Playing - Statistics

Here you can analyze the Round for a Player. There are different Statistics available:

- **Overview** - a basic Overview how the Player Scored and Putted
- **Average** - an overview how the Player performed grouped by Par 3s, 4s and 5s

- **Score** - the Hole-By-Hole Scorecard of the Round
- **Analysis** - tells you where you gained and lost Points on this Round
- **Strokes\*** - analysis how the Player did with certain Clubs
- **Review\*** - a Shot by Shot review of the Round
- **Putts\*** - analysis how the Player putted
- **Approaches\*** - analysis how the Player approached
- **Lengths\*** - analysis how long the Player hits with certain Clubs and length-related Graphic
- **Bets\*** - analysis how the gain or loss of the Side-Bets played accumulated

To select the Player you want to see the Statistics for the Round for, select the Payer in the **Combo Box** at the Bottom of the Screen. To select a certain Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics and return to Playing the Game, tap on **Exit**.

\*only available in Eagle Versions



## Playing - Statistics - Overview


Here you get a basic understanding of how the Player scored and Putted on the Round:

In the **upper Part** of the Screen you see how many Eagles/Better, Birdies, Pars, Bogeys, Double Bogeys and Tripe-Bogeys/Worse the Player played. You see the absolute number as well as the percentage. Below the numbers, you see a Graphic in which Bars are painted representing the Percentages of the Results. Good results are painted in Red/Yellow, normal Results in light Green and good Results in darker Greens. A Pie-Chart is shown, too. If you check the Stableford Checkbox at the Bottom of the Screen, you see on how many Holes you made Four, Three, Two, One or no Points. The Graphics change accordingly.

In the **lower left Part** of the Screen you see how many times you had No, One, Two or Three/More Putts. You see the absolute number as well as the percentage. Below the numbers, you see a Graphic in which Bars are painted representing the Percentages of the Results. Good results are painted in Red/Yellow, normal Results in light Green and good Results in darker Greens. A Pie-Chart is shown, too.

In the **lower right Part** you can see the Percentage of Fairway-Hits and Greens in Regulation numerically and in a Chart.

To substitute the Pie-Chart of the Putts by two more Statistics, tap on  at the lower right. You then see the Percentage of Scrambling (still playing par or, if the Stableford Check Box is activated, still making 2 or more Points even if the Green was missed) and the Percentage of Bounce Backs (playing Birdie or better or, if the Stableford Check Box is activated, making 3 or more Points on a Hole after the previous Hole was played in Bogey or worse or, if the Stableford Check Box is activated, making 1 or less Points on the previous Hole). To switch back to the Putts Pie Chart, tap on  at the lower right.

You can tap on **Details** at the bottom to see on which holes you had a certain result. After tapping, you can tap on each of the  in the Bars and a Window will open showing you the Holes on which you had a Par, Birdie, ... Tap on **Exit** to close that Window.

At the Bottom you can see on how many Holes the Statistic is based on.

To select the Player you want to see the Statistics for the Round for, select the Payer in the **Combo Box** at the Bottom of the Screen. To select a certain Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics and return to Playing the Game, tap on **Exit**.

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### **Playing - Statistics - Average**

Here you get a basic understanding of how the Player Scored grouped by Par 3s, 4s, 5s and on all Holes on the Round:

On top you see how many Strokes, Stableford Points and the Percentage of X-ed (not finished to play) Holes for the Par 3s, 4s, 5s and all Holes.

Next to that, you see how many Putts you made in Total, how many Putts you made when you hit the Green in Regulation and the Percentage of Birdie Conversion (made only one Put when hitting the Green in Regulation) for the Par 3s, 4s, 5s and all Holes.

In the lower part you can see the Percentage of Greens Hit in Regulation, Fairway Hits (not on Pars 3s) and Sand Saves\* for the Par 3s, 4s, 5s and all Holes.

Next to that, you can see the average Penalty Strokes\* that you received on Par 3s, 4s, 5s and all Holes.

The Graphics on top of the values show how you did on the different Pars compared to the average on all Holes.

At the lower right you see, numerically and in a Pie-Chart, on how many Par 3s, 4s, 5s and Total Holes the following Statistics are based on.

To select the Player you want to see the Statistics for the Round for, select the Payer in the **Combo Box** at the Bottom of the Screen. To select a certain Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics and return to Playing the Game, tap on **Exit**.

\*only available in Eagle Versions

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### **Playing - Statistics - Score**

On the Scorecard of the Round you can see the Player's Results for each Hole.

You see the number of the Hole, the Par of the Hole and the Result the Player made on the Hole. For each hole, you can see 3 out of the following Result Types:

- Strokes: The Strokes
- Progress Par: The progress over/under Par from Hole to Hole
- Stableford: The Net Stableford Points
- Progress Stableford: The progress over/under Stableford from Hole to Hole
- Net Strokes: The Net Strokes
- Stblfrd Gross: The Gross Stableford Points
- Hcp Strokes: The Strokes the Player gets on the Hole according to his Handicap
- Putts: The number of Putts the Player made on each Hole

- Fairway Hits: If the Player hit the Fairway on non Par-3s
- Green in Reg: If the Player hit the Green in Regulation

Below the results for the Holes 1-9 and 10-18 you can see the Totals for the First Nine (Out), Second Nine (in) and the entire Round. Under Hcp you can see the Handicap the Player played with and under Net the Net Strokes he made. For Putts, Fairway Hits and Green in Reg you can see the Average over all Holes in the last Column.

Tap on the  icon to select which of the Results to want to see in the 3 Lines available.

To select the Player you want to see the Statistics for the Round for, select the Payer in the **Combo Box** at the Bottom of the Screen. To select a certain Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics and return to Playing the Game, tap on **Exit**.

### Playing - Statistics - Score - Lines

Here you can select which Results you want to see in the 3 Lines of the Scorecard of the Round:

Use the 3 **Combo boxes** to select the Statistic for each of the three Lines. Possible Statistics are:

- Strokes: The Strokes
- Progress Par: The progress over/under Par from Hole to Hole
- Stableford: The Net Stableford Points
- Progress Stableford: The progress over/under Stableford from Hole to Hole
- Net Strokes: The Net Strokes
- Stblfrd Gross: The Gross Stableford Points
- Hcp Strokes: The Strokes the Player gets on the Hole according to his Handicap
- Putts: The number of Putts the Player made on each Hole
- Fairway Hits: If the Player hit the Fairway on non Par-3s
- Green in Reg: If the Player hit the Green in Regulation

Tap on **OK** to see the newly selected Results or on **Cancel** to Abort.


### Playing - Statistics - Analysis

In this Analysis, the the Results of the Round are compared with the average Results of all Rounds stored in the System for the Player. The Game is analyzed separately for Tee-Shots, Shots to the Green and Putts. Holes that have not been finished (X-ed) are outside these calculations.

Doing so, one can see in which Parts of the Game Points have been lost or gained and which Parts of the Game have been Strengths or Weaknesses in this Round:

- First you see how many **Points** you made on the Round
- Then, you see how many Points you lost or gained due to your **Tee-Shots** (excluding Par 3s)
- Then, you see how many Points you lost or gained due to the **Play to the Green**

- Then, you see how many Points you lost or gained due to your **Putting**
- Last, you see - in case you X-ed Holes - how many Points you lost due to **X-Ing**

By tapping on , you can see Details on the Losses and Gains separately for each Par.

- **Worst Performance:** shows you due to which Part of your Game you lost most Points
- **Best Performance:** shows you due to which Part of your Game you gained most Points

By tapping on , you can see all Good and Bad Performances ordered by the Gain or Loss they caused.

At the very Bottom, you can see on how many Rounds and Holes the Analysis is based on.

To select the Player you want to see the Statistics for the Round for, select the Payer in the **Combo Box** at the Bottom of the Screen. To select a certain Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics and return to Playing the Game, tap on **Exit**.

### Playing - Statistics - Strokes

In this statistic, which is only available in the Eagle-Version, you can see how the Player did using certain Clubs:

First, you can select the Club or Clubs you want to analyze. You can either choose a single Club or a Group of Clubs, such as Long Woods, Long Irons, Mid Irons, ... Below the Club selection you can see on how many Strokes the Statistic is based on.

At the top of the Screen you can then see how many times the Ball landed in which Situation after being hit with the selected Club or Clubs. You see the absolute number as well as the percentage. Next to the numbers, you see a Bar and Pie Chart representing the Percentages of the Landings. Good results are painted in Red/Yellow, normal Results in light Green and good Results in darker Greens.

At the lower right of the Screen you see a Graphic showing the different Zones the Ball landed, the Target aimed at is in the Middle and Deviations from the Target around the Center. The more times the Ball landed in a Zone, the darker this Zone is painted. So you understand of you have a tendency to Hook or Slice or to stay Long or Short.

To select the Player you want to see the Statistics for the Round for, select the Payer in the **Combo Box** at the Bottom of the Screen. To select a certain Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics and return to Playing the Game, tap on **Exit**.



### Playing - Statistics - Review

In this statistic, which is only available in the Eagle-Version, you can see review the Round Shot by Shot:

At the **upper left** you can see the Par, Stroke Index and Length of the currently selected Hole. Below, you see the Players result in Strokes, Stableford Points and Putts.

Using the **Dropdown** or the < and > Buttons at the upper right you can switch from Hole to Hole. Using I you can open the Yardage Book for the selected Hole. The Strokes of the Player will be painted as colored Lines over the image and the individual Ball Positions are shown with a small circle. In order to see these Lines, you must either have recorded GPS Positions and GPS calibrated the Yardage Book Image or recorded the Ball Landings visually on the Yardage Book Image. In order to delete either a recorded GPS Position or a visually recorded Position, tap on the small circle.

In the lower part you can review the Hole Shot by Shot. You see the Club Used, Result and Position of each Strokes, for Putts the length of the Putt and for Approaches the Type of Approach is shown, too. Using the **Scrollbar** you can scroll through the Strokes.

To switch to a list view of the Strokes showing only Club used and Result or Length, tap on  at the lower right. In the list view you can use the Dropdown **Show** to select weather to show Result or Length. To switch back to the detailed review, tap on .

To select the Player you want to review the Round for, select the Payer in the **Combo Box** at the Bottom of the Screen. To select a certain Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics and return to Playing the Game, tap on **Exit**.

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## Playing - Statistics - Putts

In this statistic, which is only available in the Eagle-Version, you can see how the Player putted:

On the upper left, you can see the **Percentage of Putts holed** for each the Long Putts, Short Putts, Middle Putts and Tap-Ins.

On the upper right, you can see the **Percentage of the Lengths of the First Putts** (the first Shot using the Putter) you had to make. This gives you a great indication on the Quality of your Approaches into the Green.

In the lower Part you can see your **average Putts Per Hole by Par and Length of the First Put**. The First Column shows the average on all Holes, the second Column on the Par 3s, the third Column on the Par 4s and the last Column on the Par 5s. In the First row you can see how many Putts per Hole you made in the cases your First Put was a Long one, in the Second Row in case it was a Middle one, in the Third Row in case it was a Short one, in the Fourth Row in case it was a Tap-In and in the last Row the average of all these cases.

At the lower right you can see on how many Holes and Putts the Statistic is based on.

To select the Player you want to see the Statistics for the Round for, select the Payer in the **Combo Box** at the Bottom of the Screen. To select a certain Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics and return to Playing the Game, tap on **Exit**.



## Playing - Statistics - Approaches

In this statistic, which is only available in the Eagle-Version, you can see how the Player approached. The analysis are always broken down by Club used and Type of Approach played:

Using the dropdown **Stat** you can select which analysis is shown:

- **In Hole with Strokes:** shows you, how many Shots it took you to sink your Ball. One Shot would be a Chip-In, two Shots a Pitch and Putt and so on. Below the numbers you can see a horizontal Bar showing the relation between the one, two, three and so on number of Shots
- **Landed on Green:** shows you how many times your Approach landed on the Green. This value is shown numerically as well as in a horizontal bar
- **Length of first Putt:** shows you how long the first Putt following the Approach was. You can set Putts to be Tap-Ins, Short, Middle or Long. You see the average length of the first Putt as well as, in the horizontal Bar, the relation between the different Putt lengths
- **Landing Position:** shows you graphically see how often your Ball landed left or right, short or long of the position you aimed at. The more you landed your ball within one of these 'Zones', the darker the Zone is drawn

Below you can use the four Dropdowns to select for which Clubs or Group of Clubs (short Irons, Wedges, ...) the Approaches should be analyzed. Right of these dropdowns you can see how many Approaches the Analysis is based on and the analyzed value for all the Approaches. Below the Dropdowns you can see the analysis broken down by Approach Type (**P** for a Pitch, **C** for a Chip, **B** for a Bunker Shot and **T** for a Texas-Wedge - Approach with a Putter).

To select the Player you want to see the Statistics for the Round for, select the Payer in the **Combo Box** at the Bottom of the Screen. To select a certain Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics and return to Playing the Game, tap on **Exit**.

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

## Playing - Statistics - Lengths

In this statistic, which is only available in the Eagle-Version and if you recorded Stroke Length with a GPS device, you can see how far the Player hit the Ball using certain Clubs:

In the **upper Part** of the Screen to can select three Clubs to see then Lengths for. Select the Club in the Combo Boxes. At the right you can then see the number of Strokes with recorded lengths for that Club and the average length the Ball was hit with that Club. Below that you see the minimum and maximum distance of the lengths as well as a Graphic. In the Graphic, you see a vertical line for each recorded Stroke. The lines are positioned according to the Stroke length. If the Line gets darker, it means that more than one Stroke landed at this length. Analyzing this Graphic the Player can understand how constant and reliable the lengths are.

In the **lower part** you can visualize a Graphic showing coherences between Score and Length. To select a Graphic, use the Combo Box at the Bottom of the Screen. Around the Graphic you can see the values the Graphic relates to and the number of Strokes or Holes the Graphic is based on. To change the Color of the line in the Graphic, tap on the Box right of the Combo box and select a new color. The available Graphics are:

- **Green in Regulation from %:** This shows you the percentage of times you hit the Green in Regulation when you had a certain distance from the Green when doing your First shot on Par 3s, Second Shot on Par 4s and 3rd Shot on Par 5s.
- **Strokes after on Green from:** This shows you how many Strokes it took you to hole the Ball after you landed your Ball on the Green from a certain distance.
- **Over Par after Drive length:** This shows you how many Strokes over Par you played after you had a Drive of a Certain distance.
- **Length Per Club:** This shows you the average lengths you hit the Ball with your Clubs. This Graphic is only available if you defined the Clubs in the Bag of the Player

Tap on the  icon to limit the Statistics to only the Strokes that landed in normal lengths as defined when entering the Stroke Details. Tap on the  icon to use all Shots for the Statistic. To exclude Shots that have been marked to be Approaches from the Statistic, use the related setting in Preferences - Others.

To select the Player you want to see the Statistics for the Round for, select the Payer in the **Combo Box** at the Bottom of the Screen. To select a certain Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics and return to Playing the Game, tap on **Exit**.

### Playing - Statistics - Sidebets

In this statistic, which is only available in the Eagle-Version, you can see review the Side-Bets:

At the **top** you can see the Number of Side-Bets played as well as the total gain or loss.


In the lower part you can review the Side-Bets Hole by Hole and Bet by Bet. The Bets are sorted by Hole and then by the amount of gain or loss. For each Hole and Side-Bet you can see the type of Side-Bet, how much the Player won or lost with that bet on that Hole and, in case of a loss, against whom the Side-Bet was lost

Using the **Scrollbar** you can scroll through the Side-Bets.

To select the Player you want to review the Sidebets for, select the Payer in the **Combo Box** at the Bottom of the Screen. To select a certain Statistic, tap on the corresponding **Tab** on the Top of the Screen. To leave the Statistics and return to Playing the Game, tap on **Exit**.

### Playing - Send as Email

Using this function you can send a Round by Email:

Each Player in the Round is shown under **Send Mail to**. In case there is an Email address for the Player in the Player's Database, you can just check the Player's name and the Player will be included in the Recipients. You can also add other Recipients by entering their Email addresses separated by a semicolon in the Box below the Player's names. You can tap on  to select recipients from your Pocket PC Contacts Database.

Under **Include Results in Email** you can choose what type of Results should be sent:

- **Strokes** - the Strokes each Player made on the Round
- **Stableford Points** - the Stableford Points each Player earned on the Round
- **Stableford Gross Points** - the Stableford Gross Points each Player earned on the Round
- **Game** - in case you played a Game which results in Holes (e.g. Match Play) or Points (e.g. Bingo-Bango-Bongo) you can include the Results of the Game

You can Attach the Results as file as well:

- Check **Text-File** to send the Results as a plain Text file
- Check **HTML-File** to send them as HTML File which you can publish on the Web
- Check **CSV-File** to send them as comma separated values to be used e.g. in Excel
- Check **PoGoSco File** to send them in the Mobile Golf Scorer™ Format
- Check **XML File** to send in the industry standard XML File Format. When sending as XML File, an XML Style-Sheet is sent as PoGoSco.xsl, too to allow the rendering of the XML File in Internet Explorer Version 6 or higher
- Check **PDF File** to send as a printable PDF File according to the selected Settings for PDF
- Check **Google Earth File** to export all GPS Positions in a KML file to be used with Google Earth

Tap on **Send** to generate the Mail which will be placed in your Outbox. You need to make sure that the Mail is sent from your Outbox, either by connecting via Active Sync to your PC and synchronizing your Mail or by connecting your Pocket PC to the Internet and sending and receiving your Mail. Tap on **Cancel** to abort.

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## Playing - Simple Mode





The Simple Mode is meant for Users who mainly want to see GPS based Distances, measure the lengths of their Strokes and enter their Score. For these people there is the Simple Mode, concentrating on these tasks and offering huge Fonts and finger-friendly buttons. In-Depth functionalities such as scoring for more than one person, entering Stroke Details or analyzing the Short Game are not possible using the Simple Mode. But one can switch between Normal and Simple mode at any time.



To switch to the Simple Mode, tap on MoGoSco at the lower left and select Simple Mode from the Menu.



The Screen in Simple Mode is made up in five parts:

At the **very top** you can see the Course you play, the present Hole, its Par, its Stroke Index, the number of Strokes you have on the hole (one / per Stroke) and its length.




At the **upper right** the GPS Display can be found:



-  turns the GPS on, once turned on, you can turn the GPS off by tapping again on the Icon
-  means a bad stability of the GPS Signal
-  means a weak stability of the GPS Signal
-  means a good stability of the GPS Signal

Below that you can find the **GPS Distances**. In the large box you can see the Distance from your Position to the selected GPS Position. The GPS Positions available are shown below the box, with the selected GPS Position being below the center of the box. Using the  and  Icons at the sides of the box, you can change the selected GPS Position.

In case the **Course Calibration** was turned on using the Icon below, you can use the  Icon to **delete** the selected GPS Position. Using the  Icon, you can **measure a new** GPS Position for the Hole.

Within the GPS Distances, you can see additional information:









- In case there are multiple GPS Positions for that Hole, use  to see **All Distances** in one Screen.
- If there are average lengths per Club defined for the Player, you can show a **Club Suggestion** for this Distance using .
- If there is a Yardage Book Image stored with the Hole, you can look at the Image using the  Icon.

Below the **Shot Lengths** are displayed. In the large box you can see length of the selected Shot. The Shots available are shown below the box, with the selected Shot being below the center of the box. Using the  and  Icons at the sides of the box, you can change the selected Shot. How to record a Shot Length is explained below.

In the **lower Part** you have the Controls to **enter your Score** on the Hole:

- Under **Str** you can see the number of Shots, to activate this Box manually, tap on it
- Under **Putts** you can see the number of Putts, to activate this Box manually, tap on it
- Using the **Digits Icons** 1-0 and X you can enter the Number of Strokes and Putts. The activated Box which will receive the entry is grayed. After tapping on one of the Digits Icons, the activation of the Boxes is advanced automatically
- By tapping on **FwH** you can select that you Hit the Fairway

In the **lowest Row** you have the following Icons:

-  changes to the **next Hole**
-  changes to the **previous Hole**
-  changes to **Recording the Stroke Lengths**
-  turns **Course Calibration** on and off
-  opens the **Round Statistics**
-  changes to the **Normal Mode**
-  **terminates** the Round
-  in case you use a **square screen**, use this Icon to see the two Icons above





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## Playing - All Distances

This window shows the distances from the Point you currently stand to the Green (related to the recorded Position of the Green) and to all the GPS Positions you recorded in the Yardage Book.

At the **upper left**, the current Hole is shown.

At the **upper right** the GPS Display can be found:

-  turns the GPS on, once turned on, you can turn the GPS off by tapping again on the Icon
-  means a bad stability of the GPS Signal
-  means a weak stability of the GPS Signal
-  means a good stability of the GPS Signal

Below you see the **List of all GPS Positions**. These are sorted in the direction of Play from Tee to Green. In that list, you can:

- see the Distance to that Point.  
In case the Line reads 'no Fix' there is no GPS signal available and if the Line reads 'no Pos' you have not recorded the Position of the Green.
- see the Name of the GPS Position.

In the **lowest line** you can find the following Icons:



moves the GPS Positions in the List **upwards**



moves the GPS Positions in the List **downwards**



**closes** this Window





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## Playing - Simple Mode - Yardage Book Image

Here you can see the Yardage Book Image of a Hole. On the Image, you can see distance and your own Standpoint.





At the **very top** you can see the Course you play and the present Hole.

At the **upper right** the GPS Display can be found:

-  turns the GPS on, once turned on, you can turn the GPS off by tapping again on the Icon
-  means a bad stability of the GPS Signal
-  means a weak stability of the GPS Signal
-  means a good stability of the GPS Signal



	Tap on this icon to <b>zoom into</b> the Image
	Tap on this icon to <b>zoom out</b> of the Image
 	Tap on this icon to toggle visualizing your <b>Standpoint</b> on the Yardage Book Image on and off <ul style="list-style-type: none"> <li>• If you don't have a GPS Device connected or your Image is not GPS calibrated, an Error Message appears</li> <li>• If your GPS Device can not determine your position (no Fix available), you see the  Icon at the Corner of the Image</li> <li>• If your Standpoint is outside the visible Area of your Image, you see the  Icon at one Corner of the Image</li> <li>• If your Standpoint is on the Image, the Standpoint is visualized with the  Icon</li> </ul>
	To <b>move</b> the Image simply tap on any Point of the Image and drag the Image to the new Position.
	Tap on this Icon to return to the <b>Play Course Screen</b> .

At the **bottom right** you see the **Distance** from your present Standpoint to the Start of the Green.


To see the distance to **a different Point** on the Image, tap shortly on the Point. A black Hair cross will come up highlighting this Point. Using the , ,  and  Icons you can fine tune this Point. As long as you see the black Hair cross, the Distance shown relates to the Point marked by the Hair cross.


### Playing - Simple Mode - Recording GPS Positions

Here you can record the GPS Positions at the Tee and after your Shots, so that the Shot Lengths can be computed::

Using the  and  Icons you can select for which Position you want to record GPS Coordinates, with the selected Position being at the center of the Window:

- select **Tee** if you want to record the Position where you hit your Tee-Shot from
- select **After Stroke X** to record where your Ball landed after hitting stroke X, in case you had to drop the Ball after Stroke X, you will see **Aft Str X (Out)**, **Aft Str X (Water)** or **Aft Str X (Unpl)** in the list
- in case you had to drop the ball, select **Drop for Stroke X** to define the position where you dropped
- in case you hit your Ball **Out of Bounds**, you don't need to record a position for your second shot from this position as the position of the initial shot which went out of bounds is automatically used



By tapping on  you start a One-Touch GPS Measurement. In case the Measurement was successful, the Window closes. If the stability of the GPS Signal was not good enough, an Error is shown. The Parameters for the One-Touch GPS Measurement can be set in the Preferences.



To leave without recording Positions, tap on  .


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### Playing - Simple Mode - Course Calibration

Here you can Calibrate a Course. This is done by adding GPS Positions to the Hole. After adding these Positions, you can then see the distance from where you stand to each of these GPS Positions.

Under Position you can use the  and  Icons to select for which Position (e.G. Tee, Bunker, ..) you want to add GPS, the presently selected Position is shown at the Center of the Window.

Under Details you can use the  and  Icons you can add a Detail (e.G. Left, Right, ..) to the Position, the presently selected Detail is shown at the Center of the Window.

By tapping on  you start a GPS Measurement. Depending on the Settings you made, either a OTGPS Measurement or a normal Measurement will be started.

When using OTGPS, if activated in the Settings, you see a Window that shows how long the Measurement will take, and how good the Quality of the GPS signal is. After the measurement time, the Window will disappear automatically.

In case the maximum Movement of the GPS Signal during the measurement time defined in the Settings is below the selected Precision, the measurement will be successful and the Window closes. In case the Oscillation of the GPS Signal was too high, a "no valid measurement" message is shown.

When using a normal Measurement, the GPS-Measurement Window comes up.

To leave without adding a GPS Position, tap on  .

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## Menu

After tapping on MoGoSco the Menu comes up. In this menu you can choose between:

- **Wizard** - Switch to the Mobile Golf Scorer™ Wizard
- **Simple Mode** - toggles between Simple Mode and Normal Mode
- **Tournament Mode** - Switches the Tournament Mode on and off
- **Players** - Switch to the Players database
- **Courses** - Switch to the Courses database
- **Rounds** - Switch to the Rounds database
- **Settings** - Opens the Settings Dialog
- **Tournaments\*\*** - Opens the Tournaments Dialog
- **Stop Watch** - Opens a Stop Watch
- **Import\*** - Import a Player, Course, Round or License
- **Receive via Infrared** - to receive Players, Courses or Rounds via Infrared
- **Help** - Open the Mobile Golf Scorer™ Help
- **Exit** - Quit the Mobile Golf Scorer™ - all Memory is freed
- **About** - Show Version, Copyright and Licensing Information

\*Not available in the PAR Version

\*\*Only available in the Eagle Version


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## Menu - Wizard

Using the Wizard will help you to get started using the Mobile Golf Scorer™ and is started automatically each time you start the Program.

In the up most Part, you can tap on either **Players**, **Courses** or **Rounds** to use the Wizard for any of these Items. After you have selected one, you can see information about how many Items you have stored in your System **below**. Depending on the Item, you can tap on:

- **Enter new Player** to enter a new Player
- **Enter new Course** to enter a new Course
- **Download Course** to download a Course from the Internet
- **Start new Round** to enter the Parameters for a new Round

Right of the  Icon you can either see why you can not start Playing a Round or you see which Round you can start Playing. In order to start Playing a Round, tap on **Play**. When you start Playing, the Wizard will close.

Tap on  in the **lower right** to invoke Help for the Wizard.

In the lowest Part you can activate the Check Box **Don't show Wizard again** if you don't want the Wizard to come up each time you start the Mobile Golf Scorer™. To close the Wizard, tap on **OK**.

---

## Menu - Tournament Mode






In the Tournament Mode some functions that eventually do not comply with the Rules of Golf can be switched off so that it is possible to use the Mobile Golf Scorer™ during a Tournament Round without violating the Rules of Golf:

- The Club Suggestion
  - The Altitude differences
- 

### Menu - Stop Watch

This window offers a Stop Watch which you can use e.g. to comply with the 5 Minutes Rule when searching for a Ball:

- Check the **5 Min** Checkbox to have the Stop Watch count backwards for 5 Minutes. Once the 5 Minutes are over the Stop Watch will ring until shut off.
- Tap on  to show the time after you stopped or paused the Stop Watch
- Tap on  to stop the Watch, when restarting the Time will start at zero
- Tap on  to pause the Watch, the time continues to run in the background

To exit the Stop Watch, tap on **Exit**.

---

### Menu - Settings

Here you can Set various Options for the Mobile Golf Scorer™:

- **License** - to Order or Import a License or to show the Device Number
- **Region** - to select the Language and Unit for Lengths used
- **Colors** - to select the Colors
- **Input** - to select Options related to entering Data
- **Others** - to select other Options
- **Lists** - to select Options for the Lists
- **Images** - to select Options related to the Yardage Book Images
- **Memory**\*\* - to manage the Mobile Golf Scorer™ Files
- **PDF** - to define Options when generating PDF Files
- **GPS**\* - to set up your GPS Device
- **OT-GPS**\* - to set up the One-Touch GPS Options
- **Windows**\*\*\* - to select the size of all Main Windows

To select a certain Setting, tap on the corresponding **Tab** on the Top of the Screen. To apply changed Settings, tap on **Apply**. To leave the Settings applying the Changes, tap on **OK**. To leave and Cancel the changed Settings, tap on **Cancel**.

\*only available in the Eagle Version - \*\*only available on the Pocket PC - \*\*\*only available on the PC

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### Settings License

Here you can manage your Mobile Golf Scorer™ Licensing.

At the Top of the Screen, you can see the License that you currently own - in case you own a trial license, you can see how many days are left for Testing.

Below that you can enter a new License code that you will receive when you purchase a License. Please note that you need to restart the Mobile Golf Scorer™ for a new License code to take effect.

Using **Import** you can import a license that was sent to you by Email.

When tapping **Device number** you can see the Device number which you must submit when ordering a License as this Device number is needed to generate your License code.

When tapping **By E-Mail** the License Ordering Wizard will start. This Wizard will take you through all the Steps that are needed to generate an Order by E-Mail.

When tapping By Internet a **SSL** secured Page will open in Pocket Internet Explorer where you can submit your Order.

In both cases, when ordering by E-Mail or via the Internet, the Device number is transported automatically so that you don't need to worry about retyping the rather long number.

When tapping on **Use Activation Code** you can license your Software using an Activation Code that you received from your Reseller.

To select a different Setting, tap on the corresponding **Tab** on the Top of the Screen. To apply a entered License Code, tap on **Apply**. To leave the Settings applying the entered License Code, tap on **OK**. To leave and Cancel the changes, tap on **Cancel**.

---

### Settings License Import

Using this command you can Import a License.

Select the **Folder** the File you want to import is located in.

To import the file, click on the file in the List. To abort, click on **Cancel**.

---

### Settings License By Email

The License Ordering Wizard will take you through all the Steps that are needed to generate an Order by E-Mail.

In **Step 1** you need to enter your Name, Email, Address and Country - these Settings are preset to the Values of your owner data.

In **Step 2**, you need to select the Type of License (PAR, Birdie or Eagle) that you want to purchase. You can see the main differences of the licenses, for detailed information please visit the Mobile Golf Scorer™ Homepage.

In **Step 3**, you need to enter your Credit Card Type, Name on Card, Number, Validation Code and Expiration.

In **Step 4**, you are done. By tapping on **Done** an Email is generated and placed in your Outbox. You need to make sure that the Mail is sent from your Outbox, either by connecting via Active Sync to your PC and synchronizing your Mail or by connecting your Pocket PC to the Internet and sending and receiving your Mail.

Tap on **Next** to move one Step forward in the Wizard and on **Back** to move one Step back. Tap on **Cancel** to leave the Wizard without generating the Email to order your License.

---

### Settings License Use Activation Code

Here you can license your Software using an Activation Code. This licensing is done via the Internet, therefore, your Pocket PC must be either online or must be able to connect to the Internet for the licensing to work.

Enter your Name in the **Name** Box.

Enter your Email in the **Email** Box, this is extremely important as a copy of your License Code will be mailed to this address.

Enter the Activation Code that you received from your Reseller in the **Activation Code** Box.

Tap on OK to start the Activation of your License. In case the Activation was successful, you will be notified with a Message. For the new license to take effect, the Mobile Gold Scorer™ must be restarted, to do so, simply answer **Yes**.

Tap on **Cancel** to leave.

---

### Settings Regional Options

Here you can change the Language in which Mobile Golf Scorer™ operates and the Unit used when Lengths are entered or displayed.

Select the new language in the **Language** Combo Box. Available languages are English and German. Please note that you need to restart the Mobile Golf Scorer™ for a new language to take effect.

Select the new Unit in the **Unit** Combo Box. Available units are Meters and Yards. Please note that you need to restart the Mobile Golf Scorer™ for a new unit to take effect.

To select a different Setting, tap on the corresponding **Tab** on the Top of the Screen. To apply the new settings, tap on **Apply**. To leave the Settings applying the new settings, tap on **OK**. To leave and Cancel the changes, tap on **Cancel**.

---

### Settings Colors

Here you can change the Colors used .There are 6 **Colors** used in the Mobile Golf Scorer™ for results from Good to Worst, for example in the Scorecard or in the Stroke Statistics.


- To change one of these colors, tap on the colored Box and select the new color. To restore the Mobile Golf Scorer™ Default Colors, tap on **Default**.
- Use **Use Colors in HTML Export** to decide if the Results are exported colored when exporting a Round or sending a Round as Email in HTML Format.

To select a different Setting, tap on the corresponding **Tab** on the Top of the Screen. To apply the new settings, tap on **Apply**. To leave the Settings applying the new settings, tap on **OK**. To leave and Cancel the changes, tap on **Cancel**.

---

## Settings Input

Here you can change various settings related to entering Data.

- Use **Green in Regulation automatically** to cause the Mobile Golf Scorer to set and unset automatically the Green in Regulation information when recording your Strokes.
- Use **Record Putts in Detail** to switch the recording of the Lengths of your Putts when entering Stroke Details on and off.
- Use **Select Shot Results on Drawing** to see Buttons rather than the Graphic when you select the Shot Result visually
- Use **All Strokes first, then Putts** to cause the Cursor in the Playing the Round Window to advance First through all Shots and then through all Putts rather than Putts after Strokes Player by Player.
- Use **Use Hardware Buttons** to enable or disable Stroke entering using the Hardware Buttons of your Pocket PC.
- Use **Use Hardware Button to turn Display On and Off** to enable or disable turning the Display of your Pocket PC on and Off with a Hardware Button.
- Tap on  to see the the Hardware Buttons Positions related to the Screen.

To select a different Setting, tap on the corresponding **Tab** on the Top of the Screen. To apply the new settings, tap on **Apply**. To leave the Settings applying the new settings, tap on **OK**. To leave and Cancel the changes, tap on **Cancel**.

---

## Settings Others

Here you can change various other settings.

- Use **Show all Messages** again to cause the informing Messages that you selected not to Show again to reappear.
- Use **Short Game Shots in Length Stats** to decide if Shots that have been marked to be Approaches should be included in the calculation of the Lengths Statistics nor not
- Use **Time of Day instead of Playing Time** to show the Time of Day rather than the Playing Time in the Playing Window
- Use **Coordinates in decimal Degrees** to see and edit GPS Coordinates in decimal Degrees rather than in Degrees, Minutes and Seconds

- Use **Four-Ball Games by Strokes** to calculate the the Results of the Four Ball Games (Four Ball-Best Ball, Four Ball-Aggregate, Four Ball-High Ball and their combinations) by Strokes. If left unchecked, these Results are calculated using Stableford Points.
- Use **Email Service** to select which of your Email accounts is used when you send a Mail through the Software
- Use **Automatic Update Service** to turn the electronic Update Service that informs you about new Versions available on or off
- Use **Show Tool Tip Help** to turn the Tool Tip Help on the PC on or off

To select a different Setting, tap on the corresponding **Tab** on the Top of the Screen. To apply the new settings, tap on **Apply**. To leave the Settings applying the new settings, tap on **OK**. To leave and Cancel the changes, tap on **Cancel**.

## Settings Lists

Here you can change various settings for the Lists:


- Use **Small Font in Lists** to use a smaller Font in the Lists of Rounds, Players and Courses as well as in the List of Courses when starting a new Round.
- Use **Long Drop Down Lists** to enlarge the Drop Downs when Playing the Round and entering the Stroke Details to the maximum Height of the Screen
- Use **Courses with shortened Country** to put for better overview the shortened Country in front of the Name of the Course in all Lists to select Courses
- Use to **Show Courses abbreviated** abbreviate the Course Names in all places the Course Name is shown, when activated e.G. Golf Club becomes GC
- Use **Show Round Title in List** to show the Title of the Round as a second Line in the List of Rounds and in the Round Selection of the Player Statistics
- Use **Only Rounds within last 60 Days** to only Show the Rounds played within the last 60 Days in the Rounds List on the Pocket PC

To select a different Setting, tap on the corresponding **Tab** on the Top of the Screen. To apply the new settings, tap on **Apply**. To leave the Settings applying the new settings, tap on **OK**. To leave and Cancel the changes, tap on **Cancel**.

## Settings Images

Here you can change settings related to the Yardage Book Images.

- Use **High Quality Hole Images** to display the Hole-Images anti aliased. This enhances the quality, especially when Zooming, but takes some time for calculation
- Use **Do not scale Symbols** to cause the Symbols on top of the Yardage Book image not to grow when you zoom in. This takes very little calculation time.
- Use **Use GPS Calibration rather than graphical Calibration with Hole Images** to use the GPS Calibration of the Hole Images rather than the graphical Calibration when calculating the Distance to the Green after tapping on the Hole Image and when calculation Stroke Lengths based on visually recorded Ball landings
- Use **Show GPS Symbols** to hide or show the Symbols for GPS Positions the over the Images

- Use **Ask for Shot Details after marking Position on Image** to enter the Shot Details (Club, Result, Landing Zone) directly after visually recording a Ball landing
- Use **Correct Tees not in Proportion** to activate a Function that tries to correct images in which the Area between Tee and Fairway is in a smaller Scale than the Area of the Fairway and Green
- Use **Always save changes with < >** to cause all Changes made to be saved automatically when you navigate through the Hole Images using the  Icons in the Yardage Book
- Use **Center Image to Standpoint** to automatically scroll the Hole Image in such a way, that your Standpoint is at the Center of the Screen
- Use **Safe Mode for Google Earth** in case you get black Images when importing Image from Google Earth. The safe mode uses a more secure but slower Technology for the Import

To select a different Setting, tap on the corresponding **Tab** on the Top of the Screen. To apply the new settings, tap on **Apply**. To leave the Settings applying the new settings, tap on **OK**. To leave and Cancel the changes, tap on **Cancel**.

---

### Settings Hardware Button Positions

Here you can see the Hardware Buttons Positions related to the Screen.

The gray rectangle in the Middle is your Screen, the small Rectangles are the Up/Down, Left/Right, Start, A, B and C Buttons.

To see the Functionality of each button, tap on the small Rectangle.

Tap on **OK** in the Title Bar to close this Window.

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### Settings Memory

Here you can change the location of the Mobile Golf Scorer™ Database and/or Yardage Book Image Files. Files can be stored either in the Main Memory (default) or in any of the Storage Devices (SD Cards, CF Cards, ...) of your Pocket PC. In case you move Data to an external Storage Card, the performance of the Mobile Golf Scorer™ will decrease.

Under **Location for Data** you can see if your Database and Yardage Book Image Files are stored in Main Memory or on a Storage Device. Use the **Dropdown** to select a new Location. You can select different locations for the Database and Yardage Book Image Files.

Under **Mobile Golf Scorer™ Data** you can see how much Memory is used by the Mobile Golf Scorer™ in total and for each Program, Database (there are always 3 Databases) and Yardage Book Images (you can also see how many Yardage Book Images you have on your Pocket PC).

Under **Capacity** you can, for the Main Memory and each of your Storage Devices, see the Total Capacity and the Free Space. Use the **Dropdown** to see the Capacity for a different Storage Device.

To select a different Setting, tap on the corresponding **Tab** on the Top of the Screen. To move the Mobile Golf Scorer™ Database and/or Yardage Book Image Files to the new Storage Device, tap on **Apply**. To leave the Settings moving the Mobile Golf Scorer™ Database and/or Yardage Book Image Files to the new Storage Device, tap on **OK**. To leave and Cancel the changes, tap on **Cancel**.

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## Settings PDF

Here you can change settings related to generating PDF Files. PDF Files can be generated by exporting a Round or sending a Round as Email:

- Use the Combo box **Page Size** to select the Page Format of the PDF File
- Check the **Use Colors In PDF Export** Check box to export the Scorecard colored
- Check the **Statistics** Check box to include the Statistics for each Player in the PDF File. Using the Combo Box you can add Overview and Average Graphics to the numerical table
- Check the **Drives** Check box to include Statistics about the Drives of each Player you entered Stroke Details for in the PDF File
- Check the **Shot Results** Check box to include Statistics about how each Player you entered Stroke Details for hit the ball with each Club in the PDF File
- Check the **Shot Lengths** Check box to include Statistics about how far each Player you recorded Stroke Lengths for hit the ball with each Club in the PDF File
- Check the **Without very Long/Short Shots** Check box to only use Strokes that landed in normal lengths as defined when entering the Stroke Details in the Shot Lengths Statistics
- Check the **Hole Images** Check box to include the Yardage Book Image for each hole. An Algorithm is to compress the PDF File is necessary for this Option
- Check **JPEG Compression** to have the Images compressed as JPEGs rather than the standard Compression. This setting is also valid for the PDF Yardage Book.
- Check the **Strokes** Check box to include the Strokes for each Player, these will be painted as colored Lines over the Yardage Book Image - in order to see the Strokes, you must either have recorded GPS Positions and GPS calibrated the Yardage Book Image or recorded the Ball Landings visually on the Yardage Book Image
- Check **With Stroke Lengths** to see little boxes showing the Stroke Lengths on top of the colored Lines
- Check the **Club** Check Box to include the Clubs used for the Shots of the Players below the Hole Images

In the **lowest Row** you can see which Algorithm is used to compress the PDF File.

To select a different Setting, tap on the corresponding **Tab** on the Top of the Screen. To apply the new settings, tap on **Apply**. To leave the Settings applying the new settings, tap on **OK**. To leave and Cancel the changes, tap on **Cancel**.

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
## Settings GPS

Here you can change the Settings related to your GPS device. The Mobile Golf Scorer™ supports all GPS devices supporting the NMEA and Sirf Standards, which are the industry standards for GPS devices.

At the Top, use the **Port** and **Speed** Combo Boxed to select the Port and Speed of your GPS Device. Most GPS devices work at 4800 Baud. If you are using Windows Mobile 5 and your device has the new GPS Intermediate Driver you can select **Shared** as Port to use this feature. If you select Settings in the Port Combo Box, you can access advanced GPS Port Settings.

In order to connect to the device, tap on **Connect**. Once connected, you can tap on the same button, which then reads **Disconnect**, to disconnect from the device.

When connected you can see various GPS related settings on the Screen:

- Right next to the Disconnect button you can see the Type of GPS **Fix** (the way the GPS computed the Position) available (2D, 3D, DIF). On the right you can see the **dilution** of precision of the GPS Position.
- Below, you can see the **Latitude** of the current Position in Degrees, Minutes and Seconds. Right of the Latitude you can see the **horizontal dilution** of Precision.
- Further below, you can see the **Longitude** of the current Position in Degrees, Minutes and Seconds. Right of the Longitude you can see the **vertical dilution** of Precision.
- Further below, you can see the **Altitude** of the current Position in the selected Unit. Right of the Altitude you can see the **speed** at which you move.
- Next, you can see how many (second number) **Satellites** the GPS device sees and how many of them are in use (first number) to compute the GPS Position. Right of the numbers, you can see the Date and Time as received from the GPS Device.
- In the **Graphic**, there is one Bar for each Satellite. The higher the Bar is, the better the quality of the signal from this Satellite. If the Bar is painted filled, the Satellite is used to compute the GPS Coordinates. Below the bar you can see the number of the Satellite. Using the Buttons  and  you can show and hide this Graphic.
- Below the Graphic, you can see the **Movement** that you made during the last 5, 10 and 30 Seconds. If you stand still you can use this value to judge the Quality of the GPS Coordinates (if your Movement is below 1 Meter or Yard and you stand still, the Quality can be considered as good).
- Using the Buttons  and  you can show and hide a **Graphic** showing the last measured GPS Positions. The Position measured last is in the Middle, the Positions measured before around the Middle according to their position relative to the last measured Position. The older a Measurement is, the lighter the Color gets. The Scale of the Graphic is shown next to it.
- Below the movements you see a **colored horizontal Bar**. This Bar shows you how many of the last reported GPS Positions have been moves away from or towards the last recorded position. Many GPS devices are slow in reporting new Positions and so it is advisable to stand still for some time before you record a Position. It is ideal if the two Parts of the Bar have approximately the same length as this shows that the position the GPS device reported is more or less stable.
- When connected you can use the **Opt** button at the bottom left to access the advanced GPS Options
- At the Bottom you can use the **From** and **To** buttons to measure Distances. Move to any place, tap on **From** and start to Move. You will see the distance between the Point you tapped on From at to your actual standpoint. After moving to another Position tap on **To** to see the distance between these two Positions. This is another way to see the Quality of the GPS Coordinates.

To select a different Setting, tap on the corresponding **Tab** on the Top of the Screen. To apply the GPS Settings, tap on **Apply**. To leave the Settings applying the new GPS Settings, tap on **OK**. To leave and Cancel the changes, tap on **Cancel**.



---

## Settings GPS Advanced Options

Here you can change advanced Settings related to your GPS device such if you want to use the NMEA or Sirf protocol. Not all the Options are available with all GPS Devices, please contact your Device Manufacturer for Details. Also, not all GPS Devices store all Settings in their Memory, so make sure to apply your desired Settings each time you connect to your GPS Device.

- Use the **Protocol** dropdown to switch between the NMEA and Sirf Protocol. Using the Sirf Protocol has the advantage that you can activate Power Saving. The Protocol is stored within the Device, if you use other Applications with your GPS Device that do not support the Sirf Protocol, make sure you switch back to NMEA before closing the Mobile Golf Scorer™
- Check the **Save Energy** box to switch your Device into a Power saving mode (technically called Trickle Power Mode). This results in fewer GPS measurements taken but leads to lower energy consumption. This setting is only available when using the Sirf protocol.
- Check the **Automatically reconnect to GPS** box to automatically try to reconnect to the GPS device in case the connection is lost. This is helpful with Bluetooth GPS devices in case the GPS and the Pocket PC are so far away from each other that the connection is temporarily lost
- Check the **Avoid static Positions** box if you have the problem that your GPS Coordinates do not change even when you move a little. This Feature (technically called Static Navigation), while being desirable when navigating in a car, is extremely bad for Golf, as Golfers move slowly and want very exact Positions. This setting is only available when using the Sirf protocol.
- Use the **Set Frequency to** dropdown to change the Frequency the GPS Device sends Positions to the Mobile Golf Scorer™. If your Pocket PC runs extremely slow or becomes irresponsive, your GPS Device might send too much information to handle. The default Frequency is one Message a Second.

When changing a Setting you can see the progress of the change in the **Progress of Setting** Box.

The **Delay in Processing** Box shows how many Bytes of information that the GPS Device sends are still not interpreted by the Mobile Golf Scorer™. If that value is constantly high, reduce the Frequency of the Messages.

The **Message Frequency** Box shows the present Frequency of Messages received from the GPS Device. A value of 2 would be one message each 2 Seconds.

The **Status** Box shows the last message received from the GPS Device.

Tap on the **Exit** button to leave the Advanced Options.

---

## Settings GPS Port

Here you can change advanced Settings related to your GPS Port:

- Check **Show all Ports** to have not only the Ports reported to exist by the Operating System but all theoretically Possible Ports to select from.
- In order to determine the Port and Speed of your GPS Device, tap on **Search GPS Ports**. Then, all possible Ports at all possible Speeds are opened and checked if a

GPS Device is connected. The presently checked Port and speed are shown below the Progress Bar. If a GPS Device was found, Port and Speed are shown.

Tap on **OK** to accept changed settings. To abort, tap on **Cancel**.

---

## Settings One-Touch GPS

Here you can set the Options for One-Touch GPS. One-Touch GPS is a possibility to measure a GPS position by just tapping one Hardware-Key:

- Using **Use One-Touch GPS** you can turn One-Touch GPS on and off.
- Using **Measure after** you can set, in Seconds, the time the Central Hardware Button must be kept pressed in order to initiate a measurement.
- Using **Measure for** you can set, in Seconds, the duration of a Measurement. Irregardless of this setting, a measurement is finished, as soon as the precision of the GPS Signal defined with Max Movement is reached.
- Using **Max Movement** you can set, in Yards or Meters, how precise you want the Measurements to be. As soon as the maximum Movement of the GPS Signal within the Measurement time is below the entered value, the Measurement is successful.
- Use **Time Info Message** to set the time within you must press the Hardware Button twice to be told for which Hole and Stroke the next measurement would be
- Using **Learn Hardware Button** you can learn the Hardware Button to be used for invoking One-Touch GPS Measurements. As Default, the central Hardware Button (usually in the middle of the Cross Cursor) is used.
- Using **Use OTGPS Window** you can show a button in the Playing Window to open a Window for using the One-Touch GPS Functionality without Hardware buttons, in case these cause problems on your specific Pocket PC.
- Using Show **Window while measuring** you can see a Window during the OTGPS Measurement informing about time and Quality of the GPS Signal
- Using **Tell Distance to Green** you can set that the remaining distance to the Green is told after each successful measurement.
- Using **Tell present Hole and Shot** you will be told, before each measurement, the Hole and Shot you are going to measure a GPS Position for.
- Use **Button for Distance to Green** to assign to a Hardware Button the function to tell you the distance from where you are to the Green. You will have to learn the Hardware Button to be used for this function. This Functionality is also integrated in the Yardage Book Screen.
- Use **Ask for Shot Details after OTGPS** to enter the Shot Details (Club, Result, Landing Zone) directly after recording a GPS Position in the OTGPS Window

As the One-Touch GPS consists of spoken feedback, please make sure that the speaker of your Pocket PC is turned on.

To select a different Setting, tap on the corresponding **Tab** on the Top of the Screen. To apply the GPS Settings, tap on **Apply**. To leave the Settings applying the new GPS Settings, tap on **OK**. To leave and Cancel the changes, tap on **Cancel**.

---

## Settings Learn Hardware Button

Here you learn the Hardware Button to use for a function:

You can see the function you learn a Hardware Button for in the Window. To learn the Hardware button, simply press it. The Window will then close automatically.

You can only learn such Hardware Buttons which are not in Use for Recording your Score.

Tap on **Cancel** to abort.

---

## Settings Windows

Different to the Pocket PC you can select the size of all Main Windows on the PC by yourself:

- 240x320 - QVGA Portrait: The size corresponding to the Pocket PC
- 360x480 - MVGA Portrait: One and a half times the size of the Pocket PC in Portrait
- 480x360 - MVGA Landscape: One and a half times the size of the Pocket PC in Landscape
- 480x640 - VGA Portrait: Two times the size of the Pocket PC in Portrait
- 640x480 - VGA Landscape: Two times the size of the Pocket PC in Landscape

To select a different Setting, tap on the corresponding **Tab** on the Top of the Screen. To apply the new settings, tap on **Apply**. To leave the Settings applying the new settings, tap on **OK**. To leave and Cancel the changes, tap on **Cancel**.

---

## Menu - Tournaments

Here you can use the Mobile Golf Scorer™ for Tournaments:

You can either have a **One Day Tournament**, a **Long Term Match Play** or a **More Days Tournament**. Use the Drop Down at the Bottom of the Screen to switch between these Tournament types.

In case you have selected **One Day Tournament**, you have the following possibilities:

- **Players** - to select the Day and the Players which are Part of the Tournament
- **Leader Board** - to see the Leader Board of your Tournament
- **Game** - to see the Betting Results of your Tournament

In case you have selected a **Long Term Match Play**, you have the following possibilities:

- **Players** - to select the Player which are Part of the Long Term Match Play
- **Rounds** - to select the Rounds which are Part of the Long Term Match Play
- **Game** - to see the Results of the Long Term Match Play

In case you have selected **More Days Tournament**, you have the following possibilities:

- **Days** - to select the Days on which the Rounds of the Tournament took place
- **Leader Board** - to see the Leader Board of your More Days Tournament

To select a certain Tournament Option, tap on the corresponding **Tab** on the Top of the Screen. To leave the Tournament, tap on **Exit**.


---

### One Day Tournaments - Players

Here you can select which Players are part of your Tournament. Only Players that played Rounds on the same day can be combined to a Tournament:

Use the selection under **Date** to select the Day of your Tournament.

You see a list of all Players that have played in a Round on the selected Day. To include a Player in the Tournament, check the Checkbox left of the Player, to exclude the Player, uncheck the Checkbox.

To create a HTML or CSV File for the Tee Times, tap on the  icon. The HTML or CSV contains for Each Player the Starting Time on that Day as well as his Handicap. In order to create the HTML or CSV File for the Tee Times, tap on **OK**. To abort, tap on **Cancel**.

To select a different Option for Tournaments, tap on the corresponding **Tab** on the Top of the Screen. To change between Tournament Types, use the **Drop Down** at the bottom of the Screen. To leave the Tournament, tap on **Exit**.

---


### One Day Tournaments - Leader Board

Here you can see the Leader Board of your Tournament:

Use the **Valuation** dropdown to switch between the Stroke Play, Net Stroke Play, Stableford and Gross Stableford Leader Boards.

Use the **Prices** dropdown to select how many prices are given out in that Tournament.

You see a list of all Players that are part of the Tournament, ordered according to their Result.

To create a HTML or PDF File of the Leader Board, tap on the  icon. The HTML or PDF contains, on top of the Results in the selected Valuation, also the Results in the other Valuations as well as the Players Handicaps and Courses Tees, Slopes and CRs. It also shows who won the Prices.

In case of a tie in the selected Valuation, the Positions are determined following the standard international Rule: First, the Results of the Holes with the Stroke Indexes 1, 18, 3, 16, 5, 14, 7, 12 and 9 are used as tiebreaker. If there is still a tie, the Results of the Holes with the Stroke Indexes 1, 18, 3, 16, 5 and 14 are used, if then there is still a Tie the Holes with Stroke Indexes 1, 18 and 3 and finally, in case there is still a Tie, only the Result of the hardest Hole. As last resource, the tie is decided randomly.

In order to create the HTML or PDF File of the Leader Board, tap on **OK**. To abort, tap on **Cancel**.

To select a different Option for Tournaments, tap on the corresponding **Tab** on the Top of the Screen. To change between between Tournament Types, use the **Drop Down** at the bottom of the Screen. To leave the Tournament, tap on **Exit**.

---

### One Day Tournaments - Game

Here you can see the Result of the Game within your Tournament:

Use dropdown to select the Type of Game:

- **Match Play** - a Match Play all against all Players of the Tournament. In the list you can see the aggregate Result for each Player. To see the results of all single Match Plays, check the **Details** checkbox

Below you see a list of all Players showing their Result in the selected Game.

To create CSV File for the Results, tap on the  icon. In order to create the CSV File for the Results, tap on **OK**. To abort, tap on **Cancel**.

To select a different Option for Tournaments, tap on the corresponding **Tab** on the Top of the Screen. To change between Tournament Types, use the **Drop Down** at the bottom of the Screen. To leave the Tournament, tap on **Exit**.

---

### Long Term Match Play Tournaments - Players

Here you can select which Players are part of your Long Term Match Play:

<b>Number of Players</b>	Enter how many will play the Long Term Match Play
<b>Player</b>	Use the Combo box to select from your Player's Database the Players that will play the Long Term Match Play

At the Bottom of the Screen you can see how many Rounds the selected Players have played together. Only Rounds in which all of the selected Players played, can be part of the Long Term Match Play.

To select a different Option for Tournaments, tap on the corresponding **Tab** on the Top of the Screen. To change between Tournament Types, use the **Drop Down** at the bottom of the Screen. To leave the Tournament, tap on **Exit**.

---

### Long Term Match Play Tournaments - Rounds

Here you can select which Rounds are part of your Long Term Match Play:

You see a list of all Rounds stored in which all of the selected Players played. To include a Round in the Long Term Match Play, check the Checkbox left of the Round, to exclude the Round, uncheck the Checkbox.

In order to select Rounds within a Date Range or played on a certain Course, tap on .

To select a different Option for Tournaments, tap on the corresponding **Tab** on the Top of the Screen. To change between between Tournament Types, use the **Drop Down** at the bottom of the Screen. To leave the Tournament, tap on **Exit**.

---

### Long Term Match Play Tournaments - Game

Here you can see the Result of your Long Term Match Play:

In the list you can see the aggregate Result for each Player.

To see the results of all single Match Plays, check the **Details** checkbox

To select a different Option for Tournaments, tap on the corresponding **Tab** on the Top of the Screen. To change between between Tournament Types, use the **Drop Down** at the bottom of the Screen. To leave the Tournament, tap on **Exit**.

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### More Days Tournaments - Days

Here you can select on which Days the Rounds of the More Days Tournament have been played:

- To **add a Day** to the Tournament, check the Box
- Then, **select the Day** of the Round of the More Days Tournament
- On the right of the Day you can see **how many Players** played on that Day

To select a different Option for Tournaments, tap on the corresponding **Tab** on the Top of the Screen. To change between Tournament Types, use the **Drop Down** at the bottom of the Screen. To leave the Tournament, tap on **Exit**.


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### More Days Tournaments - Leader Board

Here you can see the Leader Board of your More Days Tournament:

Use the **Valuation** dropdown to switch between the Stroke Play, Net Stroke Play, Stableford and Gross Stableford Leader Boards.

You see a list of all Players that have played at least one Round on one Day of the More Day Tournament, ordered according to their Result. Next to the Players Names you can see on how many Days they played.

To create a HTML or PDF File of the Leader Board, tap on the  icon. The HTML or PDF contains, on top of the aggregated Results for all Days, also the individual Results of each Day as well as Dates and Courses played. In order to create the HTML or PDF File of the Leader Board, tap on **OK**. To abort, tap on **Cancel**.

To select a different Option for Tournaments, tap on the corresponding **Tab** on the Top of the Screen. To change between between Tournament Types, use the **Drop Down** at the bottom of the Screen. To leave the Tournament, tap on **Exit**.

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## Menu - Import

Using this command you can Import a Player, Course, Round or License.

Select the **Folder** the File you want to import is located in. Using the Combo Box **Type** you can select which type of File you want to import. The possible Types are

- **\*.pgsc** - a Mobile Golf Scorer™ Course File
- **\*.pgsp** - a Mobile Golf Scorer™ Player File
- **\*.pgsr** - a Mobile Golf Scorer™ Round File
- **\*.pgsl** - a Mobile Golf Scorer™ License File

To import the file, click on the file in the List. In case you want to import something which already exists in the Databases, there is a Warning issued if you are really sure to overwrite the Data from the Database with the Data in the file. To abort, click on **Cancel**.

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## Menu - Receive via Infrared

Using this command you can receive Players, Courses or Rounds that are sent via Infrared from the Mobile Golf Scorer™ running on another PC or Pocket PC.

In the Window you can see that your Computer is ready to receive. As soon as Data is received from another Computer, this Data is imported. In case something which already exists in the Databases was sent, there is a Warning issued if you are really sure to overwrite the Data from the Database with the Data in the file.

To terminate the Receiving Mode, tap on **Exit**.

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## Menu - About

In the About Box you can see:

- The Version of Mobile Golf Scorer™ you are using
- A Copyright information
- Which Type of License you own (PAR, Birdie or Eagle) or, if you are running a Trial-Version, how many days are left to test the Mobile Golf Scorer™

To close the About-Box, tap on **OK**.