

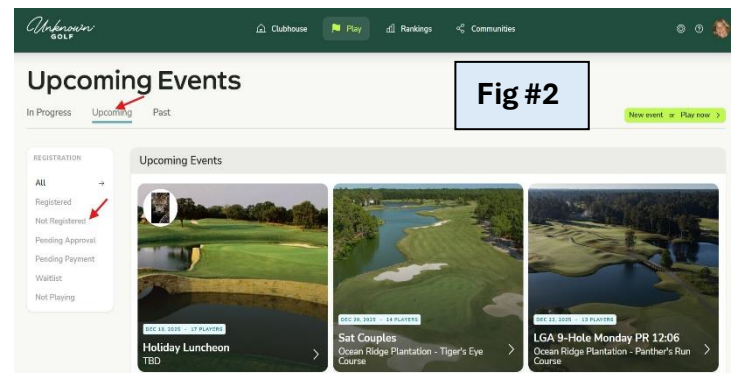
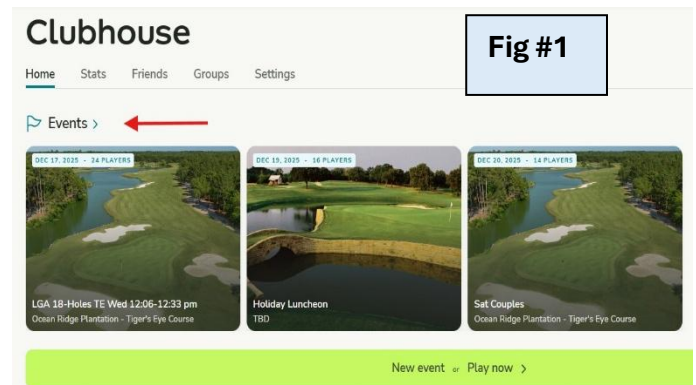
ORLGA PLAYER USER GUIDE FOR UNKNOWN GOLF

HOW TO SIGN UP FOR AN EVENT IN UNKNOWN GOLF

Access Unknown Golf (**UG**) by downloading the app from your phone's app store or by visiting the ORLGA Website, then Log In. The league uses the free version.

CLUBHOUSE

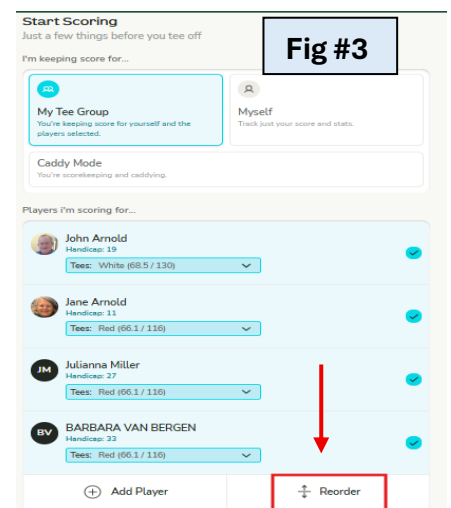
1. After logging in, your dashboard will show events for which you have already registered.
2. Tap the **Events** arrow. (**Fig #1**)
3. Select the **Upcoming** Tab (**Fig #2**) Then choose **Not Registered**.
4. Browse the list of available events and select the one(s) you wish to join.
5. Click **Register for this Event**. You will receive a confirmation email from Unknown Golf (**UG**)
6. If the event is full, you'll be automatically added to the Waitlist. Unknown Golf will notify you by email if a spot opens and you're moved to the Players List.
7. The Pairings List will continue to be posted on the **ORLGA website**. Also, you will receive an email from Unknown Golf with the pairings and tee time info.



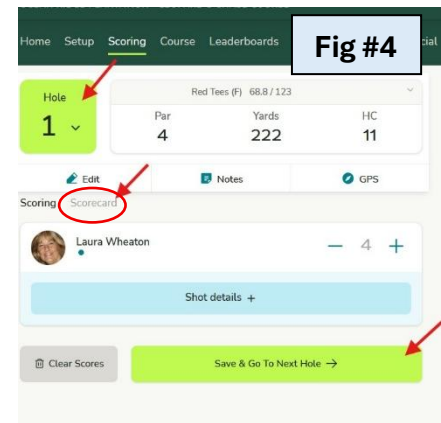
DON'T BE AFRAID TO LOOK AROUND – YOU WILL BECOME MORE COMFORTABLE WITH THE SITE ONCE YOU PLAY WITH IT A BIT.

DAY OF PLAY

1. To assist with pace of play, we suggest that one **passenger** keep score in **UG**, while the other cart's driver maintains the paper scorecard. If a second person wishes to enter it also in **UG**, they are designated as a **Marker**.
2. Log on to Unknown Golf (**UG**) through the app on your phone.
3. Click on the day's event. Then hit the green box that says, **"Start Scoring."**
4. You will be prompted to select the players for whom you will be keeping score. By default, your tee group will be loaded into your live scoring. Choose **My Tee Group**.
5. You can **Reorder** the names to match the printed scorecard to make it easier to confer. Hit the **Reorder** button (**Fig #3**). To move a player, click anywhere near their name and move them around. Once you have the order you want, Click the green **Confirm** button.
6. If you have everything in the order you want... Click, **Let's Play!**
7. **NOW IT IS TIME TO SCORE** - The scores will always default to the hole's Par. If a player's score is above or below Par, click the plus (+) and minus (-) buttons to get to the correct score. Once inputted, scroll to the bottom of the page and hit **"Save & Go to the Next Hole."**
8. Note - If you have a Par, you don't need to touch anything, leave the default score.



- If two people are entering scores in **UG** and a score does not match, you will immediately receive a pop-up message from **UG**. Review the scores together at the next tee box, correct any mistakes, and continue.
- Anytime you need to fix a score, you can hit the down arrow by the **Hole #**, choose the Hole you need to adjust, hit **Save** then return to the current hole.
- At any time, you can hit the “**Scorecard**” button to review all scores for your foursome. (**Fig #4**) This is most useful when comparing the **UG** Scorecard with the paper copy at the end of the round.
- Once you have entered the last hole’s score, the message will say that your round is complete. It’s going to present all players’ scorecards here for review. Confer with the player keeping the paper score. If an adjustment is necessary, Click on the **Hole #** and make the correction.
- Make sure all the scores are correct. Once complete, tap “**Sign Scorecard.**”



BLIND DRAWS - If you have a blind draw on your team, you do not need to do anything. Their score will be automatically included in the game results for your team.

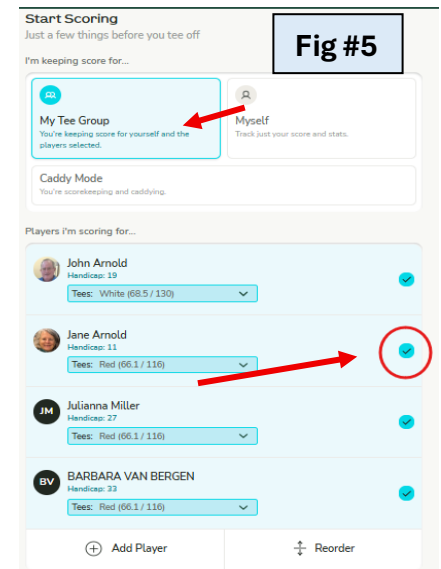
LAST-MINUTE CANCELLATION, NO SHOW, OR A LATE ADDITION TO THE TEAM

Do you need to add a player?

- If you have an unexpected player at the 1st tee who is not listed in your **UG** “tee group”, notify the game director right away (via text/phone).
- Keep their score on paper until the director updates the group in the system.

What you should do if there is an extra name in your tee group

- If a player does not show up you **MUST** remove their name from your tee group in **UG**. Don’t leave their name on the list, as this will cause scoring errors.
- There are 2 ways to fix this. One is during setup (before you start scoring) and then other is during scoring (sometimes this happens when someone gets sick or injured.)
- During setup, **UG** will ask you to select the players for whom you will be keeping score. The screen should look like **Fig # 5**.
- Click on the check mark ✓ next to the missing player’s name and it should disappear.
- Then click “**Let’s Play**” in the green box at the bottom of your screen.



What should you do if a player gets sick or injured during a round?

- Notify the game directors a.s.a.p. so a blind draw can be added.
- If the player completes 9+ holes, copy her scores onto a spare scorecard so she can post to GHIN herself. Less than 9 holes is *not* postable.
- To edit the on-course scoring tee group, click on the **Edit** button circle. (**Fig #6**)
- Then the screen should look like **Fig #5**. You should be able to click on the blue circled check ✓ next to the injured player’s name to delete her from your tee group.
- UG** will ask for confirmation to remove the player because all her scores for that round will be deleted.
- Then Click on the green “**Let’s Play**” button at the bottom of the screen and **UG** should return you directly to the hole that you were at.

