

Game Analyzer

for Golf

Version 2.x

User Manual



Brought to you By:



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INTRODUCTION

Welcome

This software was written to provide the everyday golfer with a facility to enter any level of detail concerning his/her golf game allowing the software and golfer to generate statistics to provide constructive feedback on any part of the game. The following is a partial listing of the innovative features of this software:

- ✍ Entry of unlimited golfers including complete demographic information and golf clubs used.

- ✍ Entry of unlimited number of courses.
- ✍ Detailed scorecard input including fairways hit, putts per green, chips and sand shots.
- ✍ Graphical shot by shot entry to detail every aspect of every shot in your round including: Club hit, distance hit, shot type, outcome and ball flight.
- ✍ Intelligence engine that defaults shot data so you only have to fine tune you shot results.

- ✍ Full back up and recovery procedures for your data.

- ✍ Complete game analysis with over 100 different statistics.
- ✍ Customized statistic parameters so you can select the data you wish to analyze.
- ✍ Over 15 reports that you customize the data for.
- ✍ Ability to input hole by hole graphic for any course by loading any graphic file, using any of the 25 sample holes or importing course details from somebody else's system.
- ✍ RCGA, USGA-Like and custom handicap calculation methods.
- ✍ Ability to customize the database tables in the system so you can define special clubs hit, different shot types and outcomes, states, provinces and countries.
- ✍ Three (3) different user levels so that you can use only the function you desire with out being encumbered by unused functions.

We believe that not only will you find this software enjoyable to use, but it will be one of the best tools to analyze and improve your golf game.



Learning to use the System

This software was written with several software principals in mind. The first and foremost was ease of use. We wanted to develop a software solution for golfers that would be less difficult to use than efforts to improve your golf game. The use of visual cues is used wherever possible. If the visual cues are not clear enough, all functions have Tool Tips that are activated when the cursor is placed over them. All screens have screen level help providing detailed instructions on how to use all functions on a particular screen. If you find any of the functions difficult to use or ambiguous, please feel free to contact us and we will attempt to resolve your issue with the next release of the Game Analyzer.

The main reason that you purchased this software was to enter the details of your golf game in order to track statistics of your play. This includes handicaps, statistical analysis, club usage and other information pertaining to your game. Most people that have used golf statistical packages are accustomed to entering data through a scorecard mechanism. Their score, number of putts, sand shots, fairway hits, etc. are entered for each hole. Then statistics such as putts per green, percentage fairways hit and the likes are calculated. These statistics provide helpful information, but are limited to generic parts of your game. If you are putting 36 or more times per round, then possibly you should work on your short game. Not hitting enough fairways...hit straighter. The Game Analyzer takes this to the next level.

We felt that examining the details of each shot that a golfer takes could provide a more comprehensive analysis of your golf game allowing more specific remedies to be applied. We realize that nothing could help your game more than a few lessons with an authorized golf instructor. For many golfers, time, cost and commitment to taking golf lessons are the greatest prohibiting factors in improving your game. This software attempts to provide the next best thing, bringing the analysis of your golf game into your home. The Game Analyzer generates a detailed analysis of your golf game identifying the key areas that require improvement. There are five steps in getting your game analyzed through the Game Analyzer. Review each of these steps and you will be ready to take full advantage of all this software has to offer.

Step 1: Getting Started

Step 2: Entering Golfer Information

Step 3: Entering Course Information

Step 4. Entering your Golf Rounds

Step 5 Entering Shot by Shot Details of your game.

Step 1: Getting Started

If you are reading this help file, chances are you have installed the software correctly and are ready to take the next step in improving your game.

The first screen that will be displayed when you start this software is the Table of Contents screen (labeled Contents for short). This screen has two sections, one for golfers and one for courses. The golfers section presents a folder for each golfer entered into your software. Each folder contains all the rounds entered for that golfer. Clicking on the round will take you immediately to the Rounds screen displaying the detailed scorecard of that round. Similarly the courses folder contains a listing of all courses entered into the software and can be viewed through the Courses screen by clicking the appropriate course selection.

There are several common areas of the application that are worth first mentioning. At the top of the application is the Menu Bar . Typical elements found in any windows application are available here. Saving records, printing, exiting the application are but a few. The next area is the Tool Bar located directly under the Menu Bar. This provides a short cut to functions in the menu bar. Next the Side Bar provides functional navigation to all functions in the system. It operates exactly the same as the Outlook Bar in Microsoft Outlook. Finally at the bottom of the screen is the Status Bar. This provides messages and progress status for all functions in the software.

Now that you have a basic understanding of the common functions of the system, lets look at the next step.

Step 2: Entering Golfer Information

Chances are that the first time you start the software, you will have only one golf folder for yourself and it will contain no rounds. In order to start entering rounds, you should first go to Golfers screen to update the details of you personal information. This can be accomplished by clicking on the golfer icon available on the side bar under the "input" group or clicking on the "Golfer Personal Information" selection in your golf folder on the Contents screen. If you are the only person using this software, your own information is all that needs to be updated.

Step 3: Entering Course Information

After you have entered the necessary information via the Golfers screen, the next step is entering the Course details for the courses that you have played and wish to enter scores for. That includes course name, tees being played, course rating and slope. For each set of tees, the par, yardage and handicap can be entered for each hole. Only the par of the hole is required, but it is strongly recommended that you also enter the yardage for each hole as some of the statistics use the yardage figures.

Realizing that entering course information is not as much fun as enter scoring details, we have preloaded the software with several of the public and semi-private course available for play in your geographical region. Our web site is set up allowing courses entered in your version of the software to be uploaded and provided free of charge to other users of the software. This allows golfers in similar geographic regions to share course information. We will keep this site up to date and provide our own course files on a frequent basis.

Step 4: Entering Your Golf Rounds

The analysis of your game begins here. Using the Rounds screen, you will select the Golfer, Course, Tees and Date, for the round being entered. You will not have access to the scorecard entry until you enter this data and press Save from the Toolbar . The scorecard will then be pre-filled with data (entered through the Course data entry screen) and you can now enter any level of detail for your round. Some rounds may be old and you may have forgotten the number of putts, or when you chipped or hit the fairway. If you wish to use the round strictly for handicap purposes, then select the check box, "Handicap Only", and no data from this round will be used in statistic calculations. Failing to do so will result in a round with no putting information significantly reducing your putts per green.

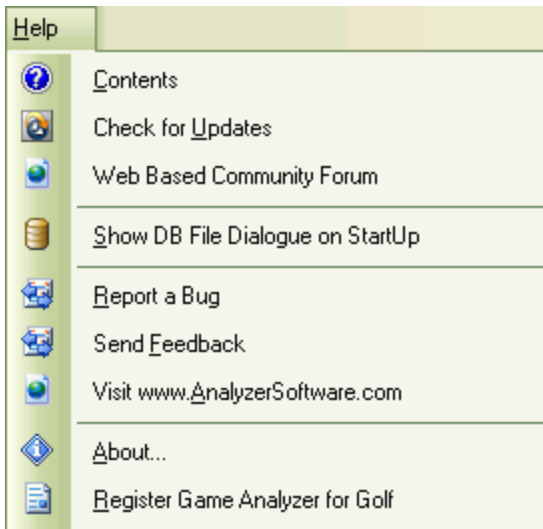
In order to minimize the amount of data entry, you are not required to enter any information into the scorecard. If you wish, you can go straight to Step 5 and enter the details of your round, one shot at a time. The shot by shot screen will summarize your data and create the scorecard updates automatically for you. In this way, you don't have to enter the same information twice.

Once all the data is entered, pressing save will commit the data and it will now be available for Analysis.

Step 5: Entering Shot By Shot Details

Once you have entered information through the Rounds scorecard, you can generate general statistic through the analysis screen. However, if you want a more detailed analysis of your game you should enter each shot you played through the shot by shot function. To begin, select the round from the rounds picklist. You can click on one of the buttons labeled 1 thru 18 to view the details of that hole. If you have not entered shot by shot data, the hole will be blank and you can begin data entry. If you entered scorecard information through the Rounds screen, it will be shown in the lower left hand corner. If the score and other details are blank, you did not enter information and it will be calculated as you click each shot on the hole layout diagram.

Using Game Analyzer Help



You can access help in one of two ways. First you can use the Menu Bar and click on contents under the Help menu. This will display help starting at the welcome section. You can then proceed to use the index features of help to locate any function you desire.

The second is by clicking the Help button on the Tool bar to display screen sensitive help.

BASIC FUNCTIONS

Contents

This screen provides a table of contents for the data you have entered and stored in this system.

Contents

**Welcome to The Game Analyzer
for Golf**

Golfers and their Rounds

- Bob Bernard
- Sample Golfer

Courses

- Ainsdale Golf Courses
- Carlisle Golf & Country Club
- DeerCreek Golf & Country Estates
- Don Valley Golf and Country Club
- Glen Eagle Golf and Country Club
- Horseshoe Valley - Highlands
- Horseshoe Valley - Valley
- National Pines
- Osprey Valley Golf Course
- Parkview - Valley
- Pinestone Golf & Conference Resort
- Silver Lakes Golf & Country Club
- St. Andrews Valley
- Tyandaga Golf Club
- Willow Valley
- Woodington Lakes Golf Club

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There are two sections for you to use. On the left hand side is a list of folders, one for each golfer. By clicking the folder, a listing of all rounds for that golfer will be displayed. Clicking on one of the rounds will immediately display the scorecard for that round on the Rounds screen. In each Golfers folder is an entry called "Golfer Personal Information". Clicking on this item will take you to the Golfers screen displaying the information for that golfer.

The section on the right side is the courses folder. Clicking on that folder (by default its contents are already displayed) lists all of the courses in the software. Clicking on a course will take you to the Courses screen, displaying the details for that course.

While using this software you may have entered golfers, courses and rounds. To make these available within each section, you need to click the refresh button on the Tool Bar. Each time you start the software, the data in the contents screen is automatically refreshed.

Golfers

Just by installing the software, you have already entered yourself as a golfer. If you plan to use the software only for yourself, then updates to your own information will be all that you will need to make. In order to enter scores through the rounds screen, you are not required to enter any additional information. However, if you wish to enter your rounds "shot by shot", then you must enter the clubs in your bag with the distances that you hit them. Otherwise, the software will not allow you to enter the clubs hit on each shot. If your clubs and distances are entered, the software will do its best to guess the club hit, on the shot by shot screen, minimizing the amount of work necessary to enter shot by shot details.

Maintaining Golfers

The Game Analyzer will create your golfer record during the software installation process. However, the software can track golf data for any number of golfers. The following diagram shows what a user will see when they enter the golfer screen.

Golfers

<p>First Name: <input style="width: 100%;" type="text" value="Sample"/></p> <p>Last Name: <input style="width: 100%;" type="text" value="Golfer"/></p> <p>Address: <input style="width: 100%;" type="text"/></p> <p>City: <input style="width: 100%;" type="text" value="Toronto"/></p> <p>State/Province: <input style="width: 100%;" type="text" value="Ontario"/></p> <p>Country: <input style="width: 100%;" type="text" value="Canada"/></p> <p>Zip/Postal Code: <input style="width: 100%;" type="text"/></p> <p>Home Phone: <input style="width: 100%;" type="text" value="() - -"/></p> <p>Work Phone: <input style="width: 100%;" type="text" value="() - -"/> ext. <input style="width: 50px;" type="text"/></p> <p>Cell Phone: <input style="width: 100%;" type="text" value="() - -"/></p> <p>Fax Number: <input style="width: 100%;" type="text" value="() - -"/></p> <p>Gender: <input style="width: 100%;" type="text" value="Male"/></p> <p>E-Mail Address: <input style="width: 100%;" type="text"/></p> <p>Home Course Tee: <input style="width: 100%;" type="text"/></p> <p>Target Hdcp: <input style="width: 50px;" type="text" value="6"/></p> <p>Current Hdcp: 8.7 Date Calculated: Sep 27, 2000</p>	<div style="text-align: center; font-weight: bold;">Clubs in the Bag</div> <p>Left Handed <input type="radio"/> Right Handed <input checked="" type="radio"/></p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr style="background-color: #c0c0c0;"> <th style="width: 5%;"></th> <th style="width: 85%;">Club</th> <th style="width: 10%;">Distance Hit</th> </tr> </thead> <tbody> <tr><td>▶</td><td>1 Wood - Driver</td><td>260</td></tr> <tr><td></td><td>3 Wood</td><td>230</td></tr> <tr><td></td><td>2 Iron</td><td>225</td></tr> <tr><td></td><td>3 Iron</td><td>215</td></tr> <tr><td></td><td>4 Iron</td><td>205</td></tr> <tr><td></td><td>5 Iron</td><td>195</td></tr> <tr><td></td><td>6 Iron</td><td>180</td></tr> <tr><td></td><td>7 Iron</td><td>165</td></tr> <tr><td></td><td>8 Iron</td><td>150</td></tr> <tr><td></td><td>9 Iron</td><td>140</td></tr> <tr><td></td><td>PW - Pitching Wedge</td><td>125</td></tr> <tr><td></td><td>SW - Sand Wedge</td><td>75</td></tr> <tr><td></td><td>LW - Lob Wedge</td><td>0</td></tr> <tr><td></td><td>Putter</td><td>0</td></tr> </tbody> </table> <p>Driving Club: <input style="width: 100%;" type="text" value="1 Wood - Driver"/></p> <p>Chipping Club: <input style="width: 100%;" type="text" value="PW - Pitching Wedge"/></p>		Club	Distance Hit	▶	1 Wood - Driver	260		3 Wood	230		2 Iron	225		3 Iron	215		4 Iron	205		5 Iron	195		6 Iron	180		7 Iron	165		8 Iron	150		9 Iron	140		PW - Pitching Wedge	125		SW - Sand Wedge	75		LW - Lob Wedge	0		Putter	0
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	PW - Pitching Wedge	125																																												
	SW - Sand Wedge	75																																												
	LW - Lob Wedge	0																																												
	Putter	0																																												

Very few of the fields are mandatory. In fact, first and last names are all that are required to use the software. However, if you wish to use some of the products advanced features, then the following information should be entered.

Address and Telephone numbers: This information provides the necessary details to make the golfer address report meaningful. Like all of the software's functions, you can enter any level of detail your wish. The reporting quality is based on the additional information provided.

Target Handicap: In order to run tournaments using a handicap system, a golfer handicap index is required. In the event that no golf rounds have taken place, the software uses this data to replace a handicap calculation. The software also uses this data to initially calculate the equitable score calculation for USGA and RCGA handicap indexes.

Clubs in the Bag: If you plan to track your scores through the shot by shot analysis feature, you will have to provide it with the clubs you carry and the average distances you hit them. The software uses this information to help determine what clubs you hit when entering your strokes through the point and click mechanism.

Driving Club & Chipping Club: These two fields are to further assist the software when entering information through the shot by shot screen. The software will use the club you normally hit the furthest as the one you use on the tee (par 4's and par 5's). This is usually the 1 Wood or Driver. However, if you normally hit your 3 Wood from the tee, enter that as your driving club and the software will use it instead. Similarly when chipping around the greens. The software matches distance remaining with club distances hit. Inside of 40 yards, your shortest hitting club will be used (sand wedge, lob wedge, etc.). If you normally chip with your pitching wedge, enter that as your chipping club and the software will default all chips to that club. You can always change the software default. The software only defaults to the putter when on the green.

Adding a Golfer

In order to add a new golfer, you are required to click the "New" button on the Tool Bar.

After clicking "New", the screen will be blank and the "Clubs in the Bag" section will be locked. You can now enter any information about the new golfer that you wish. Only those fields marked as required with a **Green Ball** are required. For the golfers screen, you are only required to enter the first name and last name. When you have added all necessary golfer information, select the Save button to commit your changes to the database. The "Clubs in the Bag" section will now be unlocked and you can enter the clubs that you carry and the distances that you hit them.

Updating a Golfer

Any golfer that is presently displayed on the screen can be updated. Simply type any new information and when finished, click the Save button from the Tool bar. The changes are now updated to the database.

Deleting a Golfer

Any golfer that is presently displayed on the screen can be deleted. Simply click the delete button on the Tool bar and the record will be deleted. A confirmation message box will be displayed confirming your intentions.

Several things to keep in mind when deleting. First, the user of the system, (which can be changed in the Preferences screen), can not be deleted. Second, when you delete a golfer, all round and shot by shot information is also deleted. If the golfer to be deleted has rounds, the delete confirmation message will indicate this. Once you confirm a delete request it is permanent, you can not reverse the delete with the Undo button.

Finding Golfers

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There are two methods to locate golfers. The first is to use the Next and Previous Tool bar buttons to navigate the golfers, one at a time, in last name alphabetical order. The second method is to locate and click on the Golfers name in the Index Tree on the left hand side of the screen. The Golfer's information will then be displayed.

Printing

This screen allows you to print a listing of all golfers and their addresses. Clicking the print button will print the Golfer Address Listing .

Courses

The Game Analyzer comes preloaded with several golf courses in Ontario and around the world. However, the software can track golf rounds for any golfer on any course. The software therefore allows you to enter course data for any course that you play.

In order to view the course maintenance screen, click on the input button on the Side bar (if it is not already active) and then click on the course icon. The following screen will be displayed.

The screenshot shows the 'Courses' software interface. At the top, there is a green header with the word 'Courses'. Below it, a dropdown menu shows 'Ainsdale Golf Courses'. The main area is divided into two tabs: 'Details' (selected) and 'Score Card'. The 'Details' tab contains various input fields for course information, including address, phone, city, state, country, zip, directions, head pro, web site, and email address. There is also a 'FEES' section with fields for 'Weekday' and 'Weekend' fees, and checkboxes for 'Driving Range', 'Carts Mandatory', and 'USE CUSTOM HOLES'. To the right of the 'Details' tab is a 'Sets of Course Tees' section. It includes a note: 'Note: Changes to the database are made as soon as the data is entered into the Grid. There is no need to Save.' Below the note is a table with columns: 'Tee Name', 'Colour of Tee Block', 'Course Rating', and 'Course Slope'. The table contains three rows of data: 'Mens' (blue block, rating 72, slope 124), 'Mens' (white block, rating 69, slope 121), and 'Forward' (red block, rating 44, slope 44). Below the table is an 'Add Tee Name' button and a green box with instructions: 'Select Tee Name from pull down menu. Click on Color cell to select tee color. Type in Course Rating and Slope.' At the bottom right, there is a note: 'To Modify or Delete a Tee Name, goto the Preferences Screen.'

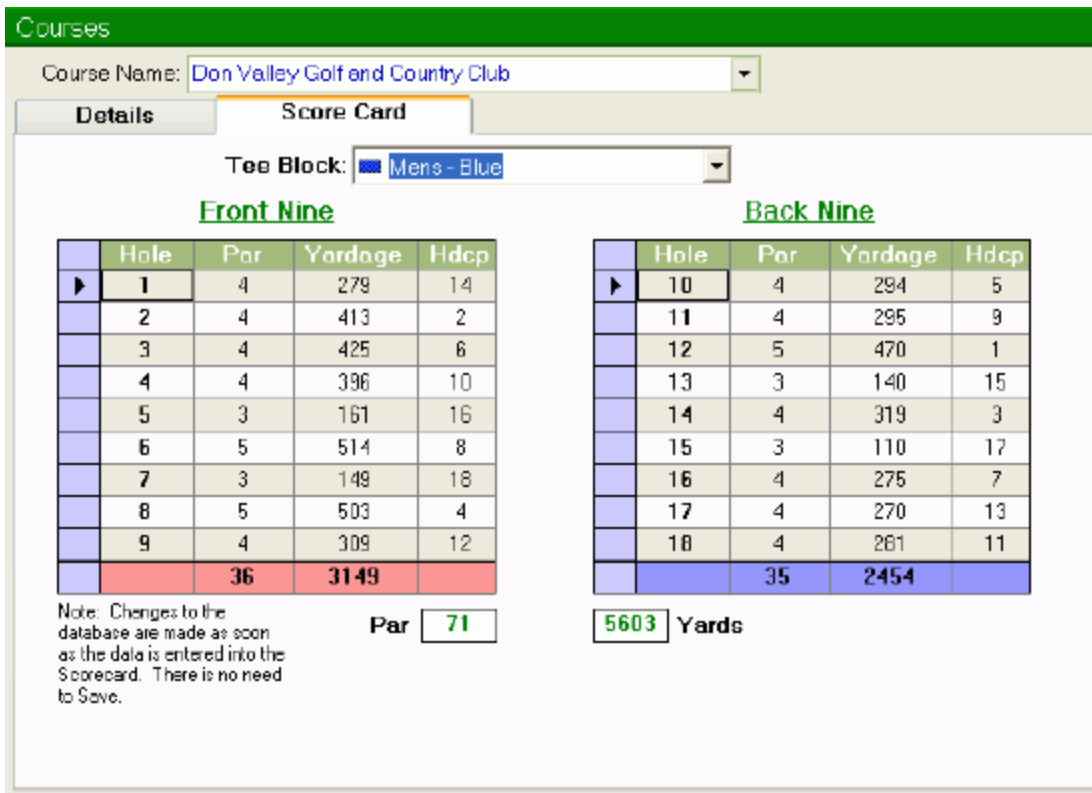
Adding a Course

There are up to three tabs available on this screen. When adding a course, only the Details tab will be visible. Since each tab uses the toolbar buttons for its own data, you will only be able to add, delete and navigate to other courses from the Details tab. The details tab lists all of the course details like address, green fees and phone number. This tab also allows for the entry of the course tees that you will enter detailed information about. After clicking the New button, a blank screen will be presented with only a single tab. You are required to enter the course name, all other information is optional. Once the information is entered, you must click Save. This then allows the entry of Course Tee information.

Start by entering one tee. Use the Tee Name pulldown list to select the name of the course tee. Click the colour square repeatedly to scroll through the different tee colours. If the colour of the tee is not available, then select the closest match. Enter the course rating and slope. When you finish, click Save. You will notice that Scorecard tab will now appear.

Click on the Scorecard tab and enter the par, yardage and handicap of all 18 holes. This function has a time saving feature when entering multiple tees for the same course. If you add one tee and the corresponding details of the 18 holes **first**, the next tee added will automatically build the scorecard with the par and handicap of the first tee entered. In this way, only the yardage has to be entered for the other tees (and you can always change the par and handicap if necessary). In order to enter round data against a set of tees, the par for all 18

holes must be entered. Yardage and handicap are optional. If you plan to use the shot by shot feature, then yardage is required. The screen shot below shows the Scorecard tab.



Updating a Course

To select a course for updating, use the course pulldown to list all available courses and click on the one you wish to edit. This can only be done when on the Details Tab. A second method is to use the Next and Previous toolbar buttons to scroll through courses in alphabetical order.

Once a course is displayed, just change any data and click Save and the information is updated. When entering scorecard information in a grid, when you click from one hole to another, the previous holes data is automatically saved. If you type in data in a grid and do not want to save it, just hit the “ESC” key to undo changes.

On the details tab there is a field highlighted in a red box called “Use Custom Holes”. If this checkbox is not checked, the software will use a standard par 3,4 and 5 during shot by shot entry. If however, you wish to define the hole layouts for all 18 holes, check this field (by clicking on it) and the Course Graphics tab will appear. You can then select different hole graphics for each hole. Please go to Update Course Graphics to view the steps in setting up course holes.

Deleting a Course

This can only be accomplished when on the Details tab. Click the delete button and the course, tees and graphic definitions will be deleted. Any course graphic bitmaps saved will **not** be deleted. If there are golfer rounds input for this course, the system will warn you that by deleting this course, those rounds will also be deleted.

Deleting a Tee

To delete a Course Tee, you need to highlight the tee in the course tee grid. Then click the delete button. The course tee will then be deleted. You will receive no confirmation message. If the tee has golfer rounds input against it, you will receive a warning message.

Printing

This screen allows you to print a listing of all courses and their demographic details. Clicking the print button, while on the details tab, will print the Course Listings. If you are on the scorecard tab, clicking the print button will print a blank scorecard for the currently listed tee.

Rounds

In order to start analyzing your golf game, you can input your scorecard. By selecting a golfer, course and date and clicking save, the scorecard will automatically be created for you. You are then free to enter any information that you wish.

Maintaining rounds is the first step in analyzing your golf game. This screen allows you to enter details of your golf game by hole.

Rounds

Search, Select Round to Display: Willow Valley - Mar 02, 2002

Golfer: Sample Golfer Date of Round: March 2, 2002

Course: Willow Valley - Mens Blue Tournament Round:

Hendicap Calculations Only:

Clear ScoreCard

Hole	Par	Yards	Score	Putts	Fairway	Chips	Pitches	Sand	Penalty	Strokes
1	4	355	5	3	<input checked="" type="checkbox"/>					
2	4	410	3	1	<input checked="" type="checkbox"/>					
3	4	395	5	1	<input type="checkbox"/>		1			1
4	5	465	5	1	<input type="checkbox"/>	1				
5	3	205	3	1	<input type="checkbox"/>			1		
6	5	545	7	2	<input type="checkbox"/>	1	1			
7	4	305	4	2	<input type="checkbox"/>					
8	3	120	3	2	<input type="checkbox"/>					
9	4	325	6	2	<input type="checkbox"/>					1
36	3125	41	15	2	2	2	2	1	2	

Hole	Par	Yards	Score	Putts	Fairway	Chips	Pitches	Sand	Penalty	Strokes
10	4	370	6	3	<input checked="" type="checkbox"/>			1		
11	5	520	5	2	<input type="checkbox"/>					
12	4	392	4	2	<input checked="" type="checkbox"/>					
13	3	170	3	2	<input type="checkbox"/>					
14	4	360	2	0	<input checked="" type="checkbox"/>					
15	3	130	4	2	<input type="checkbox"/>	1				
16	5	480	5	2	<input checked="" type="checkbox"/>					
17	3	140	3	1	<input type="checkbox"/>		1			
18	5	520	5	1	<input type="checkbox"/>			1		
36	3082	37	15	4	1	2	1	0		

Par: 72 Yards: 6,207 Score: 78

Fairways: 46% Greens in Regulation: 50% Putts: 30

Eagles: 1

Birdies: 1

Pars: 10

Bogies: 3

Double Bogies: 3

Triple Bogies: 0

Others: 0

Notes:

Adding a Round

In order to add a round, the course information for the round played must be entered through the courses screen. To add a new round, click the new button on the toolbar . Once this is done, you will be required to enter the golfer, date and course. Once these have been entered, press the save button on the toolbar. This saves generic information for the round, and retrieves the hole information for the golf course and tee selected.

Until you save the round data for the first time, the scorecard will be locked. Once the round is saved for the first time, the scorecard is unlocked and you can enter any of the details for your round.

If this round is a tournament round, click the tournament checkbox. This is important for handicap indexing.

The scorecard entry is pretty straight forward, but does have some time saving features. To enter your score on a hole, click on the score column for the hole being entered and type in your score. If your score was under par a green circle will appear around it, nothing is done for a par, a single red square is used for a bogey and a double red square for double bogies or

higher. To enter putts, fairways, sand shots, etc. you can use the tab key to tab across the grid to the proper point and type in the number of strokes. For example, if you chipped twice, tab to the chipping column and type in "2". One time savings feature requires the use of the mouse only. If you click on any square, its value will be incremented by 1. Therefore, if you entered your score and you had one penalty stroke, instead of tabbing over and typing a "1", you can just mouse click the penalty shot box and the number "1" will appear. If you click it a second time, the number "2" will appear. Most boxes go to 5 or 6 then start back a 0.

As you enter data for each hole, the previous holes data is automatically saved. There is no need to press the save button. If you change the date, tournament, or the comments fields, you have to press Save to update the information. The Save functional also triggers the recalculation of round statistics.

If you plan to use the software for handicap only, or a round has no statistics available for entry, you may wish not to skew your analysis. You can check the Handicap Only checkbox and the round will not be used in any of the analysis functions.

As you are aware, the software allows entry by scorecard through this function or on shot by shot basis. In order to facilitate the quick entry of shot by shot data, if you double click the hole number on the scorecard, the shot by shot function will appear with data entry ready for that hole. This is very useful when reviewing a scorecard and then wanting to view the details of a particular hole.

Viewing Rounds

Once you have entered several rounds, you may wish to select different ones for viewing. This can be accomplished in two ways. First, you can use the previous and next buttons to scroll through the rounds in date order. Once you have reached the end of one golfers rounds, the next golfers rounds will be displayed. If you have entered many rounds, this is not always a practical way of searching. Instead, you can use the pulldown rounds field and select any round for the currently listed golfer. If you wish to view rounds for a different golfer, change the golfer using the golfer pulldown (You will be warned that if you now save the current round it will be saved under the new golfer. Ignore this message as long as you do not save.). The rounds pulldown list now contain rounds of the selected golfer. Click on the round you wish to view. You can use the previous, next and rounds pulldown in any fashion.

Updating Rounds

To update the details of a round, you first need to display the appropriate round. See viewing rounds above to read about how to select the appropriate round. Once the round is displayed, any of the details can be changed. If you plan to change the golfers name, a warning will first appear. Changing the course will update the par, yardage and handicap figures, but leave all scorecard entered data intact. If you wish to clear the scorecard, push the Clear Scorecard button.

Deleting Rounds

Click the delete button. The system will ask you to verify if you wish to delete the round and responding 'Yes' will delete the round. Responding 'No' will cancel the delete operation.

Printing

This screen allows you to print a report listing all of the details on your scorecard. Clicking the print button will print the Round Scorecard .

ADVANCED FUNCTIONS

Shot by Shot

The Shot by Shot function is one of the most unique aspects of the software. Through this function, you can enter each shot for an entire round by just pointing and clicking your mouse on the diagram of the hole that you played. While you are pointing and clicking, Game Analyzer is looking at the clubs in your bag, and based on distances, decides what club, type of stroke, outcome and distance. The Game Analyzer understands where you are clicking so it knows when you are in the woods, on the fairway or just sunk a chip for par. Of course we can not anticipate all of your shots. Therefore, you have the ability to update the information however you wish. By entering your golf game through the Shot by Shot function, the Game Analyzer provides the most sophisticated analysis of your game possible.

Shot by Shot

Golfers Round:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Strokes

Stroke	Distance To Pin	Club Hit	Stroke Type	Outcome	Putts In	Path
1	475	1 Wood - Driver	Tee Shot	Fairway	295	Straight
2	193	7 Iron	Approach	Green	197	Straight
3	43	Putter	Putt	Green	46	Straight
4	1	Putter	Putt	In The Hole	1	Straight

Hole Statistics

Par: Yards:

Score: No. Of Putts:

Fairway: Chips:

Pitches: Sand Shots:

Penalty Shots:

Wind:

Distance To Pin: Yds

Distance Hit: Yds

Distance Remaining: Yds

Notes:

In order to begin entering information for one of your rounds, you must have first entered your name, date, course and saved the information through the Rounds entry screen. If you have done that, then the round will appear in the Rounds pulldown list. The Rounds pulldown will list rounds by date in descending order, so that the last round you entered will automatically be displayed when you enter this function. To use this screen, the following steps should be performed.

Adding Shots to New Holes

1. To start adding shots for a new hole, the system will first prompt you to indicate the position you teed off from. Using the left mouse button, click on the tee and a red square will be positioned.
2. Next you will have to right click the mouse on the green indicating the pin position. If you want to change the pin position, you simply right mouse click on the green at any time.
3. The software will provide statistics on how far you actually hit your clubs under certain conditions. One of these conditions is wind. Each hole allows you to indicate the wind

- strength and direction. If you wish to analyze how far you hit your clubs with and against the wind, then update the wind data. Otherwise you can leave it like it is.
4. Now you are ready to enter the details of each shot. Using the left mouse button click on the hole or green graphics. Holding the mouse button down and moving it will change the yardage figures indicated on the screen. When you are happy with position of the shot, release the mouse button and the shot will be set. If the shot is over 50 yards in length, the software will prompt you to select whether the shot was sliced, hit straight or drawn. Click on the appropriate value. An entry will be added to the shot grid. The software defaults club, stroke type, outcome (based on situation and course colour), distances and flight path. You can change any of the data in the grid. It is highly recommended that you update the values before selecting your next shot. The software uses the values from the previous shot to determine outcomes for the next shot. The outcome field is the most critical. If you are using default holes, the software will usually select the correct outcome.
 5. Since shots on the green are sometimes close together, the shot number will not appear and a smaller square is used. At any time you hold the mouse over a square on the hole or green diagram, a brief tooltip with some shot information will be displayed. The shot grid on the left hand side contains all of the shot details.
 6. When you finally click on the hole to indicating that the golf ball was sunk, the outcome will read "In the Hole". Once you have finished the hole, no other shots will be allowed. If you clicked close to the hole (such a putt left on the lip of the cup) and the software might assume that the shot was in the hole. Simply change the outcome to "Green" and continue with your next shot. If a shot is sunk and the software does not put "In The Hole" into the outcome column, you can manually perform this and again no further shots will be allowed. Once the ball has been sunk and the "In The Hole" outcome appears, the scorecard information is updated with new data in the shot grid. If you entered two putts on the scorecard, but have three putts on the shot by shot screen, the number of putts will be changed.
 7. Before clicking on the button corresponding to the number for the next hole, you can enter any data in the Notes section for that hole. You can always go back and update this data at a later time.

Changing Shots

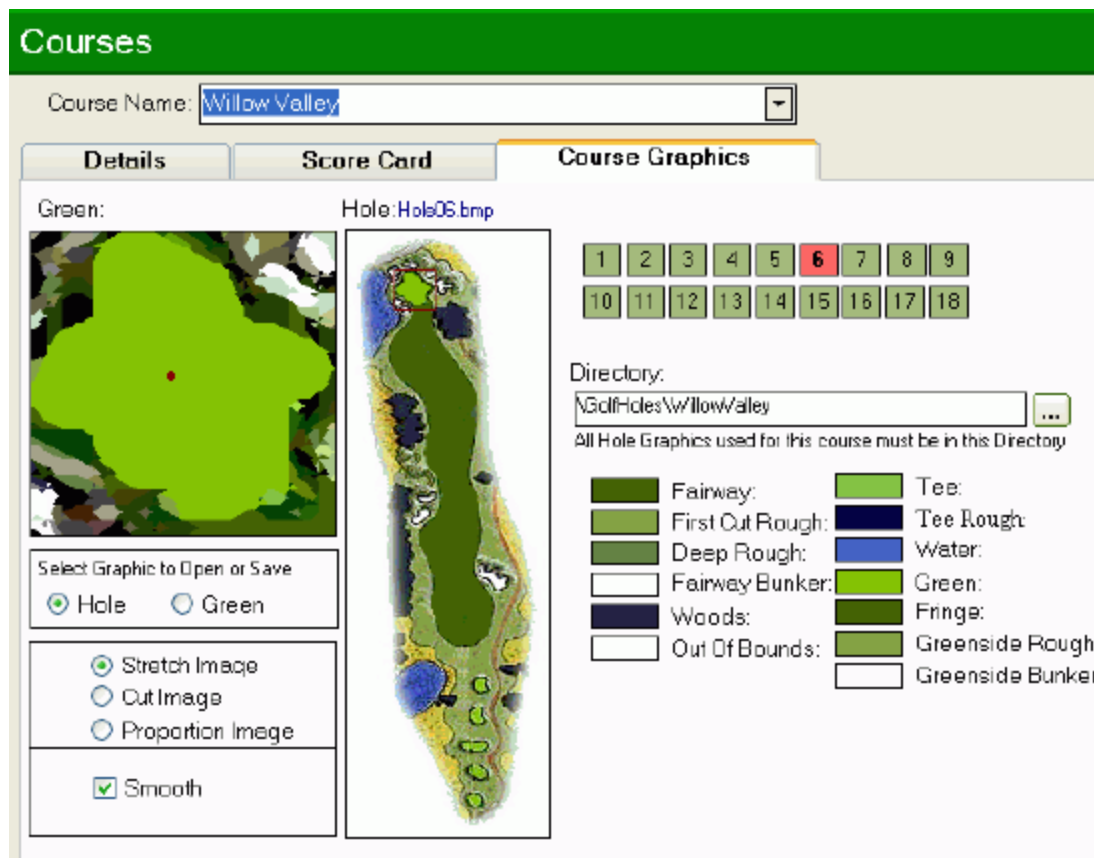
There are four methods to change shots. The first is to use the Clear All button just above the buttons indicating the hole numbers. This will delete all shot information, pin and tee position. In essence, you will be starting over. The second is to click the Clear Shots Only button. This will delete all shot information, but leave the pin and tee positions. Using the delete button, you can remove one shot at a time, starting with the last shot and working backwards. Finally, you can manually update shot information either in the shot grid or by moving shot locations on the course graphics. To move a shot location, place the mouse over a shot (shot information will be displayed). Press the left mouse button down and hold. Move the shot to any place on the hole or green graphic. Release the mouse button when the shot is properly positioned. When repositioning shots, the contents in the shot grid are not changed. You will have to do that manually.

Printing

Hitting the print button will also display the Round Detailed Report.

Updating Course Graphics

You can create a separate directory which contains the exact graphic files for each hole of the course, or you can view the holes in the default directory which contains over 20 different generic hole layouts to select from. Below is a sample of this screen.



This screen is complicated and should be used only after carefully reading this help section. In order to facilitate the proper use of this screen, the following is a step by step approach to properly setting up holes for a course.

1. The first order of business is to select the directory where all of the hole files will reside. The software does not store its graphics in the database. Graphics are stored in regular graphic bitmap files in regular Windows directories. The directory initially defaults to the default directory. In this directory are numerous generic holes that can facilitate the customization of the course. You can edit any of the graphic files in the default directory or add new ones to it using a bitmap editor such as Paint. It is recommended that you edit and save existing graphics, from the Default directory, under a different file name.
2. Once the default directory is selected you can start selecting graphics from that directory for each hole. You can open and save graphic files for the entire hole or just the green. It is recommended that you first just open files for the entire hole. Green images are not required unless you wish to develop custom enlargements. To select a graphics file for an Enter Hole, click the appropriate field and under the File menu select the Open function. An open file dialogue screen will be presented. Select the file from the directory containing the corresponding graphic for the current hole. The hole graphic will then appear on the screen. This system uses graphics that are 120 pixels wide by 360 pixels high. If you downloading a series of GIFs from a course web site, the size of

- the graphics will not likely match this size. Therefore, the screen offers three options for sizing graphics for each hole. First, the image can be reduced or stretched to fill the full 120x360. This process can distort the image, but makes better use of space for entering data. The second option is to perform no reductions, the image is cut at 120 pixels wide and 360 pixels high. All other pixels are not used. Finally, you can scale the imported image proportionally. For example, this would take an image that is 240 pixels wide by 540 pixels high, and reduce the width 120 pixels. Since this is a reduction by a factor of 2, the height would be reduced by a factor of 2 and become 270 pixels. The difference between the 270 pixel width and 360 is filled with white space. You can try the different methods to see which one looks best.
3. Now that a graphic file is selected for the hole, the system will require you to select an area of the hole that it will be enlarged and used for more precise entry of chips and putts around the green. Place your mouse over the area of the green which would represent the top left hand corner of the area you wish to enlarge. Click the right mouse button and hold down. Drag the mouse toward the bottom right and a square region will be enlarged or shrunken depending on the direction you move the mouse. The enlarged region must be square and of certain sizes (the software will ensure this happens). As you move the mouse, the square will enlarge only when certain size limits have been obtained. When finished, release the right mouse button and the area enclosed by the red square will be enlarged in the green section on the left hand side.
 4. If you wish to make slight modifications to the area being enlarged, you have two options. If you wish to keep the area being enlarged the same size, only relocated it, put the mouse cursor inside the red square, press the left mouse button and drag the square to exactly where you want it. As you move the square the enlarged image will be redrawn. If you wish to change the size of the enlarged area, you must redo step 3.
 5. Because you are enlarging a bitmap, individual pixels are remapped as squares. This produces a very rough image. The software provides a smoothing function that cuts corners on the image and attempts to smooth its look. This function is customized for this application and is different from smoothing functions you might use in a graphics editor. Graphics editors smooth by blending adjacent pixels. Because pixel colours are used to indicate areas of the hole (like the green, fairway, rough, etc.) the blending of pixel colours would not be appropriate. Therefore, this function looks at surrounding pixels and take the best pixel colour to produce a nice smooth image. You can use this function by checking and unchecking the smooth green checkbox.
 6. The next step is to indicate where the center of the green is located. On the enlargement of the green, use the mouse and left mouse click on the green where the center would be. You can click as many times as you want and the center of the green will move each time.
 7. The final step is to indicate which colours on the image correspond to the fixed regions that the software distinguishes. This helps the shot by shot function determine where your shots ended up. To modify colours, click the colour box beside the area you wish to define. For example, if you want to define what colour corresponds to the fairway, click the colour box next to the word "Fairway". The word fairway will now be red. Move the mouse to either the hole or green and click on the image portion that is the fairway. The colour in the box will reflect your selection. Do this for all colours. To see the details of the colour selected, hold the mouse over the coloured box and the tool tip will indicate the Red, Green and Blue components of the colour. This is useful if you plan to draw your own hole images for the same course. **Important:** If you are using holes in the default directory, the colours are already set and do not have to be changed. Also, if the graphic first loaded does not contain all regions (may not have fairway bunkers), you can select that colour on any subsequent hole. The software saves only one set of graphic colours per course.
 8. Now that everything is set up, we have to save our changes. Two separate things can be saved. When loading golf holes, you were allowed to load, BMPs, JPGs or GIFs. If you wish to save the modified image into a BMP file, under the File menu click the Save As function and the save dialogue will appear. You can then save the file under any

- name you wish within the course directory. This name will appear on the screen. You can then edit the hole or green in more detail through any graphic editing tool to improve the look of the graphics (bitmaps can usually be modified more easily). You then use the regular Save button to save the rest of the information entered: enlarged area, whether the image is being smoothed, center of the green, directory and colours.
9. After you have successfully set up one hole, the others are a bit easier. The directory is already established and so are the colours. You now only need to repeat steps 2-6. If during any hole you change directory or colours, this change will apply to all holes.

When you are finished all 18 holes, you can now use the shot by shot function to plot the exact location of each shot. This process is quite labour intensive and one of the reasons that we provide the ability to export and import this information. A word of advice here: We recommend that you first use the software with the default holes. You will find it quite easy to enter your shots on generic hole layouts. Besides, the software doesn't care what the hole image looks like when analyzing your data, it only cares what you eventually save in the shot grid on the shot by shot screen. You can always add the holes later and move your shots to match the new hole layouts.

GAME ANALYSIS

Analysis

The Game Analyzer's analysis functions provide the first statistical look at your game. We offer the most complete statistical calculations of your game found in any software package. If you are planning to enter only information via the Scorecard on the Rounds screen and not through the Shot by Shot function, then this set of Analysis is all that you will need.

There are four main tabs on this screen. Select the golfer whose statistics are being generated (the system user is always defaulted). Pick the "from" and "to" dates. The "to" date is defaulted to today's date and the "from" date is January 1 of the current year. Select the tab you want to view statistics for and click the "Perform Analysis" button. Now it's up to you to review the statistics and start planning your improvements. Below are descriptions of the four analysis sections.

Overall

This tab lists all of the standard statistics such as

- ✍ Greens In Regulation (GIR)
- ✍ Percentage Fairways
- ✍ Putts per Green
- ✍ Sand Saves



In addition to displaying these basic statistics there are several other functions. The system provides some target statistic based on average golfers that shoot in the 70's, 80's and 90's.

Game Analyzer for Golf User Manual

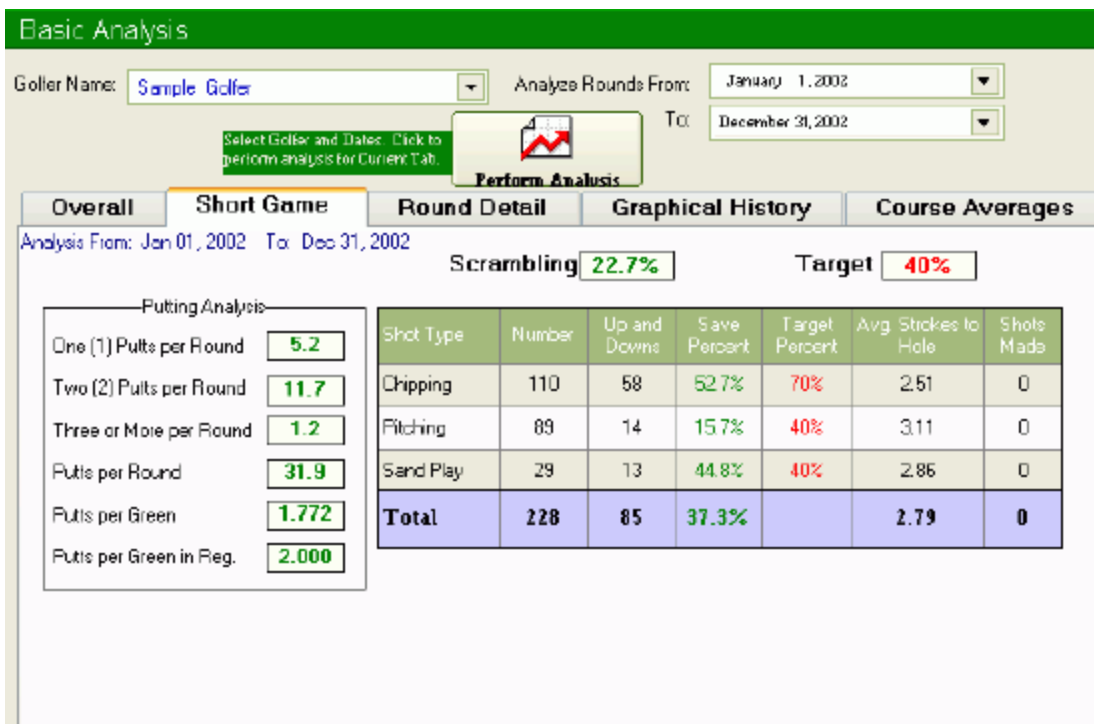
Comparing your statistics to these will give you a quick indication which statistics could use some immediate work.

This tab also provides two separate ways to analyze these statistics. The first is by the par of the hole. You can view these statistics for just the par 3's, 4's or 5's. Of course you can view statistics for all holes. Second, you can view statistics by hole type. There are six types: Short, Medium and Long holes (relative to the par of the hole) and Easy, Average and Difficult holes (1-6 hndcp holes = Difficult, 7-12 hndcp holes = Average and 13-18 hndcp holes = Easy). You can mix hole pars and hole types to generate quite a lot of different combinations. Some combinations require a recalculation of the statistics and the system will do that automatically.

Short Game

This tab provides statistics for:

- ✍ Putting
- ✍ Pitching
- ✍ Chipping
- ✍ Sand Play



A somewhat new statistic is "Scrambling" This statistic is calculated by examining all of the holes for which the green was NOT hit in regulation. The Scrambling statistic takes all of the holes that registered a score of par or better and divides by the number of greens not hit in regulation. This is an overall, single statistic to measure ones short game. PGA professionals at the top of this category are registering figures around 75%.

Another unique statistic is Avg. Strokes to Hole. The optimal number to strive for is 2. This would imply that following a chip, pitch or sand shot, you would one putt (what could be considered an up and down). If the number approaches 3, you are primarily hit to the green and always two putting.


Round Details

For the given date range, this tab generates all statistics by round. To help analyze the data, the pull-down at the bottom allows sorting by any column. The sort order always puts the best value for the sorted statistic at the top. For example, the higher the Greens in Regulation statistic, the better. Therefore the sort order is descending, showing higher values at the top. The Putts per Green statistic is better the lower the value, so the sort order is ascending.

Basic Analysis

Golfer Name: Analyze Rounds From: To:

Select Golfer and Dates. Click to perform analysis for Current Tab.

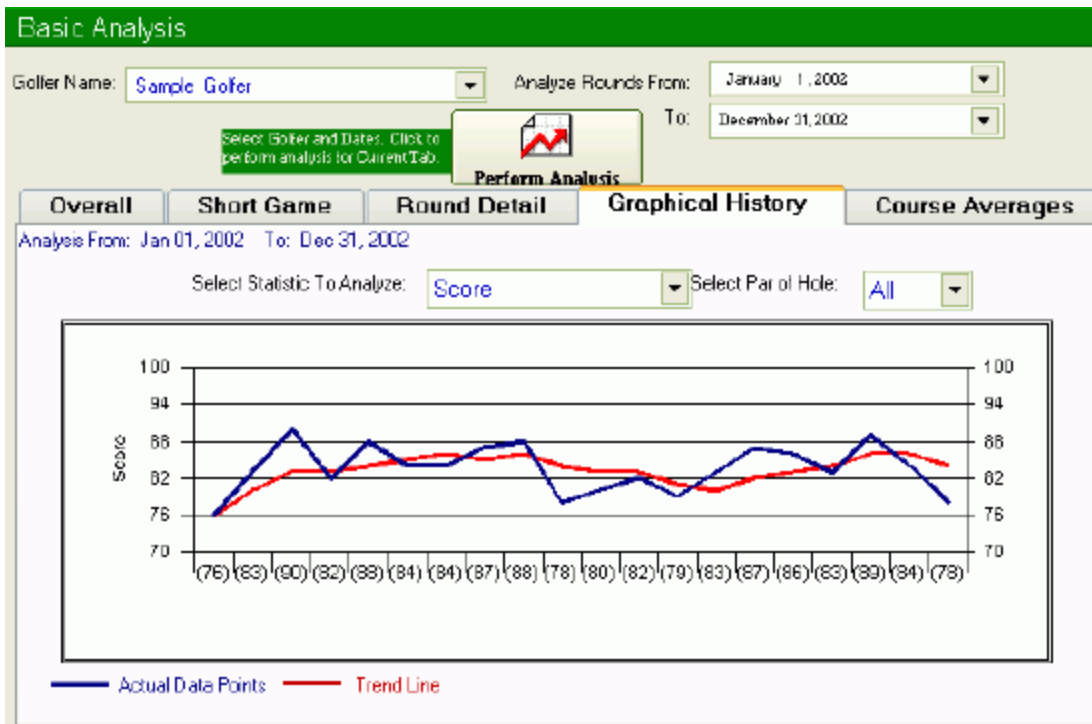
 Perform Analysis

Overall	Short Game	Round Detail	Graphical History	Course Averages				
Date	Course Name	Score	No. of Putts	Fairways Hit	Greens in Reg.	Scrambling	Sand Save Pct	Penalty Strokes
May 24, 2002	Willow Valley	78	31	82%	95%	45%	100%	1
May 16, 2002	Willow Valley	84	32	85%	93%	25%	0%	3
May 08, 2002	Ainsdale Golf Courses	89	34	50%	22%	00%	50%	1
May 07, 2002	Ainsdale Golf Courses	83	34	57%	32%	10%	0%	1
Apr 27, 2002	Finestone Golf & Conference Resort	86	31	36%	33%	17%	0%	6
Apr 24, 2002	National Pines	87	36	50%	99%	18%	100%	3
Apr 19, 2002	St. Andrews Valley	83	32	54%	22%	14%	33%	1
Apr 15, 2002	Caprey Valley Golf Course	79	32	69%	56%	00%	0%	0
Mar 03, 2002	Finestone Golf & Conference Resort	80	24	43%	06%	53%	100%	2
Mar 03, 2002	Willow Valley	82	31	31%	44%	50%	100%	2
Mar 02, 2002	Finestone Golf & Conference Resort	88	34	07%	32%	00%	100%	5
Mar 02, 2002	Willow Valley	78	30	46%	50%	44%	100%	2
Mar 01, 2002	Willow Valley	87	36	39%	44%	10%	100%	3
Feb 25, 2002	Don Valley Golf and Country Club	84	33	57%	26%	15%	0%	1
Feb 21, 2002	Don Valley Golf and Country Club	84	30	23%	35%	18%	0%	4
Feb 13, 2002	Silver Lakes Golf & Country Club	88	33	50%	33%	17%	0%	1
Feb 06, 2002	Don Valley Golf and Country Club	82	31	29%	39%	18%	0%	2
Jan 28, 2002	St. Andrews Valley	90	36	54%	26%	15%	0%	3

Analysis From: Jan 01, 2002 To: Dec 31, 2002 Select Sort Order:

Statistical History

The only graphical look at data is provided for a historical look at statistics. For each of the seven basic statistics, the system will produce a line graph, one data point for each round in the date range. This is equivalent to plotting the data from the Round Details tab.

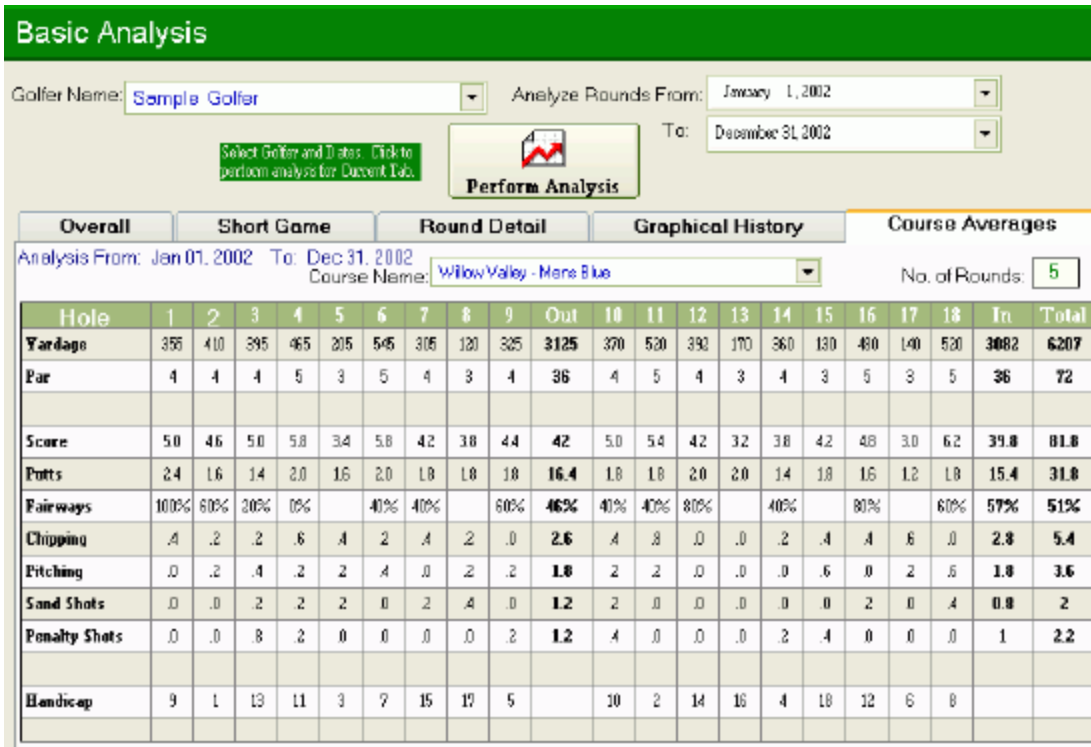


You can also display the data points in the graph by the par of the hole. Some statistics like score is rather meaningless by par, so if you are analyzing by par, the score statistic will display score per hole and not per round. The graph only displays the last 20 rounds in the data range.

In addition to the line graph, a 5-point trend line is also plotted. This line plots the average of the last 5 entries giving a more meaningful trend in your golf statistics.

Course Summary

Finally you can look at statistics for a single course, hole by hole. For the course selected, a scorecard is summarized with the averages for each hole.



Printing

It is great to view the statistics on your computer, but even better if you can print them and possibly have somebody else interpret the information. On the Overall and Short Game tab, pressing the Print button on the Tool Bar will print the Golfer Analysis Summary . Clicking the print button while on the Round Details tab will print the Golfer Round Summary . There is no print functionality for the Statistical History Graph. The Course Summary tab will print the Golfer Course Summary.

Again, these statistics can all be obtained by entering your statistics through the Scorecard provided on the Rounds screen. You can also generate a more detailed Stroke Analysis by entering each of your shots through the Shot by Shot Screen

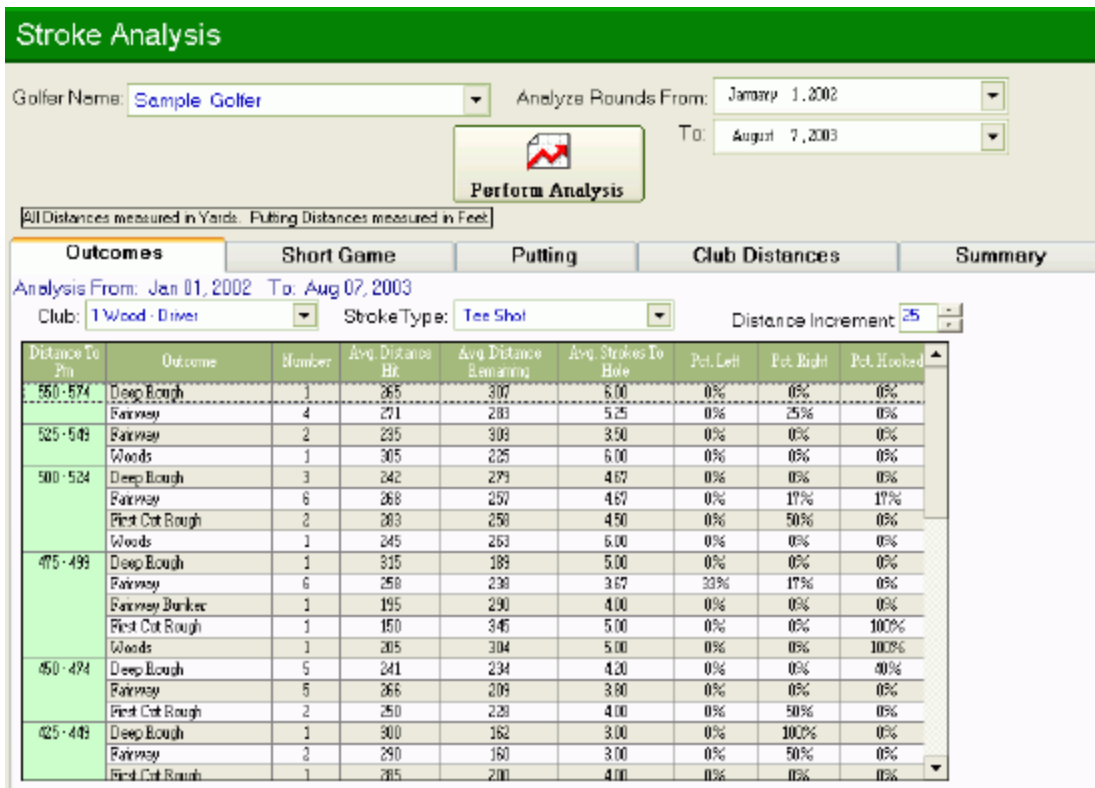
Stroke Analysis

Using the scorecard generates a very complete set of statistics. However, in order to analyze where your game is going wrong, what mistakes are you making, what clubs need working, what types of shots need practice, the shot by shot analysis provide you with the data to focus on the weaker parts of you game. Some of the statistics have been carried over from the base Analysis function to compliment stroke data.

Similar to the Analysis screen there are tabs on this screen with different types of statistics under each. Select the golfer whose statistics are being generated (the system user is always defaulted). Pick the "from" and "to" dates. The "to" date is defaulted to today's date and the "from" date is January 1 of the current year. Select the tab you want to view statistics for and click the "Perform Analysis" button. The statistics for the current tab are displayed. Below are descriptions of the five analysis sections.

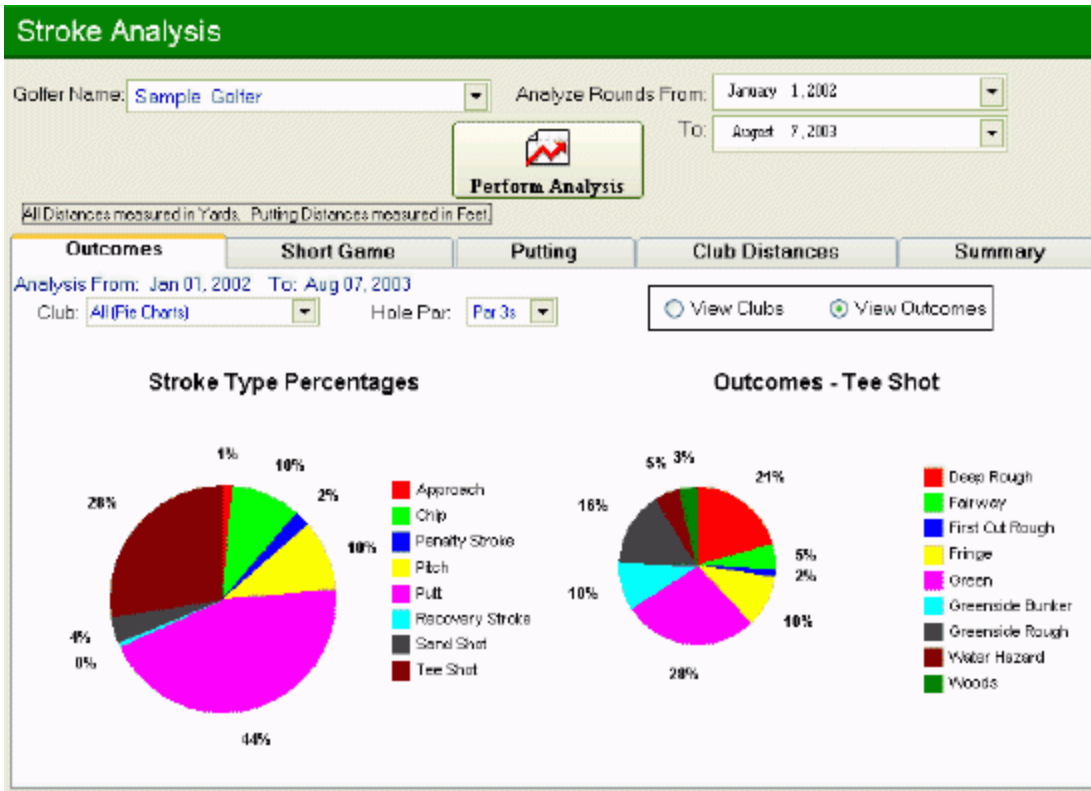
Outcomes

This is the core tab of the stroke analysis function. By selecting any club, and type of stroke played you can analyze the details of the outcomes. Instead of listing all outcomes, the system will group the outcomes in "Distance to the Pin" increments. The Distance Increment field is use to perform this grouping. If you wish to see Sand Wedge approach shots grouped every 25 yards, the screen image below illustrates how the results are displayed.



When you select the Club pulldown, the last entry will read "All (Pie Charts)". The will display graphically, stroke data for all clubs. The pie chart on the left displays the types of shots hit and the percentage of time you hit that type of shot. The right hand chart displays details for the pie selected on the left. Click the pie or the legend to change the pie selected. The right hand pie will display the breakdown of clubs that hit the shot type selected, or the outcomes of that type

of shot. You can also perform the analysis for all holes or par 3's, 4's or 5's. To display the grid above, just select a specific club from the club pulldown.



Short Game

This provides information similar to the Short Game tab on the Analysis screen. The scrambling and up and downs statistics are presented in greater detail. Data for this report is derived from shot by shot data and not scorecard data. Depending on if you have entered shot by shot data for each round, these statistics may vary slightly from similar data through the Analysis screen.

Stroke Analysis

Golfer Name: Analyze Rounds From: To:

 **Perform Analysis**

All Distances measured in Yards Putting Distances measured in Feet

Outcomes | **Short Game** | **Putting** | Club Distances | Summary

Analysis From: Jan 01, 2002 To: Aug 07, 2003

Scrambling

Missed Greens Par or Better Scrambling Target Pct.


Shot Type	Number	Up and Downs	Save Percent	Target Percent	Avg. Strokes to Hole	Average Distance	Distance Remaining	Shots Made	Avg. Greens Hit
Chipping	76	46	60.5%	70%	2.42	17.7	1.9	0	97.4%
Pitching	75	13	17.3%	40%	3.01	29.7	7.6	0	65.3%
Sand Shots	17	5	29.4%	40%	3.06	24.3	9.2	0	58.8%
Total	168	64	30.1%		2.75	23.7	5.2	0	79.2%

Putting

This screen is somewhat similar to the Outcomes tab only the data is customized for putting.

Stroke Analysis

Golfer Name: Analyze Rounds From: To:

 **Perform Analysis**

All Distances measured in Yards. Putting Distances measured in Feet.

Outcomes Short Game **Putting** Club Distances Summary

Analysis From: Jan 01, 2002 To: Aug 07, 2003

	Current	Targets
Putts per Round	31.9	32
Putts per Green	1.772	1.80
Putts per Green in Regulation	2.000	2.00

	No. Per Round	Avg. Distance 1st Putt	Avg. Distance 2nd Putt
One (1) Putts	5.2	7.4	
Two (2) Putts	11.7	20.8	2.7
Three or More Putts	1.2	44.6	8.1

Distance Increment:

(Selected value will determine the distance increments in grid below.)

Distance To Putt (ft.)	Outcome	Number	Avg. Distance Remaining
25-29	Putt Missed (2 Putt)	5	3.00
	Putt Missed (3+ Putt)	1	5.00
20-24	Putt Made	3	0.00
	Putt Missed (2 Putt)	25	3.64
	Putt Missed (3+ Putt)	1	5.00
15-19	Putt Made	1	1.00
	Putt Missed (2 Putt)	12	3.58
10-14	Putt Made	9	0.00
	Putt Missed (2 Putt)	46	1.72
5-9	Putt Made	27	0.00
	Putt Missed (2 Putt)	26	1.45
	Putt Missed (3+ Putt)	2	3.00

The grid on the lower left also provides distance summaries. The column “Avg. Distance 1st Putt” indicates the distance of the 1st putt given the fact that the golfer 1,2 or 3+ putted. The “Avg. Distance 2nd Putt” shows the average distance of the second putt for 2 or 3 putts.

Club Distances

On the Golfers screen, you entered the clubs in your bag and the average distance you hit each of them. This tab displays those figures, and provides data from actual round play. There are three columns of actual values, “No Wind”, “Against the Wind” and “With the Wind”.

Club	Stated Distance Hit	Average Distance Hit (No Wind)	Average Distance Hit (Against Wind)	Average Distance Hit (With Wind)
1 Wood - Driver	260	245	245	265
2 Iron	225		190	
3 Iron	215	195	185	
4 Iron	205	190	205	
5 Iron	195	200	150	240
6 Iron	180	165	135	190
7 Iron	165	155	150	165
8 Iron	150	150	145	155
9 Iron	140	130	180	
PW - Pitching Wedge	125	115	115	85
SW - Sand Wedge	75	70	60	80


The software compiles data using only values from tee shots, lay ups and approaches, shots that are typically full shots. It considers something against the wind if the wind strength is “Strong” or “Very Strong” and the direction is between 315-45 degrees. Shots are consider with the wind if the direction of the wind is 145-225. Shots with no wind are only those with the wind strength of “No Wind”.

Summary

This tab provides a summary of all shots hit. It groups by stroke type and outcome. The number hit and averages distances are displayed.

Stroke Analysis

Golfer Name: Analyze Rounds From: To:



All Distances measured in Yards. Putting Distances measured in Feet!

Outcomes
Short Game
Putting
Club Distances
Summary

Analysis From: Jan 01, 2002 To: Aug 07, 2003

Club	Stroke Description	Outcome	Number Hit	Avg. Distance From The Pin	Avg. Distance Hit	Avg. Distance Remaining	
Putter	Putt	Green	170	21	21	3	
		In The Hole	222	4	4		
PW - Pitching Wedge	Approach	Deep Rough	2	111	115	21	
		First Cut Rough	2	127	85	43	
		Fringe	2	113	109	15	
		Green	18	112	115	16	
		Greenside Bunker	1	115	95	20	
		Greenside Rough	5	103	91	13	
		In The Hole	1	120	120		
		Water Hazard	1	120	87	34	
		Green	25	18	17	7	
		Greenside Rough	1	43	56	13	
	Chip	Fairway	Green	1	145	165	215
			Fringe	1	147	130	9
	Lay Up	Green	Green	7	33	36	7
			Greenside Rough	3	67	57	20
	Recovery Stroke	Fairway	Green	2	88	57	35
			First Cut Rough	1	149	141	35
	Sand Shot	Green	1	90	55	20	
	Tea Shot	Deep Rough	4	113	121	16	

Printing

Similar to the Analysis screen, you can print statistics from any one of the tabs by clicking on the Print Button. The Short Game tab will print the Golfer Short Game Summary. The Club Distances tab will print the Golfer Club Distances report and the Summary tab prints the Golfer Club Summary report. All three of these reports can also be printed from the Reports screen. The Outcomes tab prints the Golfer Club Outcomes report and the Putting tab prints the Golfer Putting Analysis report. Unlike all other reports in the system, these report can only be printed from these tabs as the number of parameters do not allow them to be defined through the Reports screen.

Calculating Handicaps

For many of us, the main purpose of buying golf tracking software is to have it calculate a handicap index. The Game Analyzer provides you with the maximum flexibility in calculating your handicap. The software can calculate either an USGA, RCGA or any custom handicap index. These calculations are based on published calculation methods and are not approved by any governing body.

The formulas to calculate handicaps are restrictive and many players do not play enough rounds to generate meaningful handicaps. For instance, the USGA does not provide handicap calculations if you have played less than five (5) rounds. The Game Analyzer lets you select the handicap method you wish to use; an USGA, RCGA or your own custom handicap.

Handicap

Golfer Name: Course:

Calculate as of: Course Handicap:

Handicap Method: Update Golfers Handicap

Calculation Summary

Total Eligible Rounds:

Rounds Used:

Totals of Differentials:

Average Differential:

Multiple Average by 0.96

Handicap Index:

Exceptional Tournament Handicap

Adj'd Handicap Index:

These calculations are only close approximations and not endorsed by their respective Organizations.

Handicap Rounds **Trend Analysis**

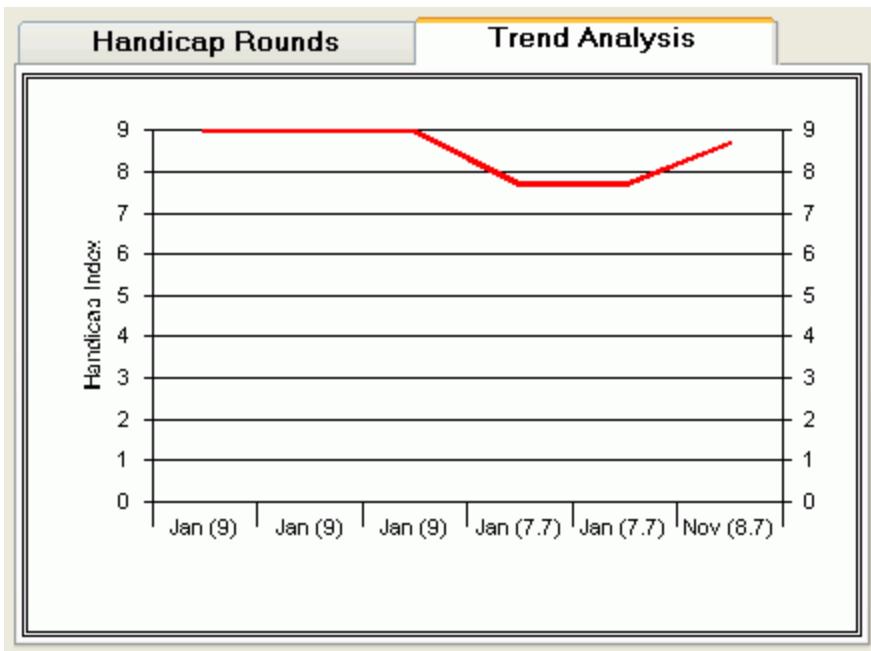
Round Date	Course Name	Score	Differential	Tournament
May 24, 2002	Willow Valley	78	8	<input type="checkbox"/>
May 07, 2002	Ainsdale Golf Courses	83	10	<input type="checkbox"/>
Apr 27, 2002	Pinestone Golf & Conference Resort	86	11.7	<input type="checkbox"/>
Apr 19, 2002	St. Andrew's Valley	92	10.1	<input type="checkbox"/>
Apr 15, 2002	Osprey Valley Golf Course	79	9.4	<input type="checkbox"/>
Mar 03, 2002	Pinestone Golf & Conference Resort	80	7.7	<input type="checkbox"/>
Mar 03, 2002	Willow Valley	82	11.8	<input type="checkbox"/>
Mar 02, 2002	Willow Valley	78	8	<input type="checkbox"/>
Feb 05, 2002	Don Valley Golf and Country Club	82	10.9	<input type="checkbox"/>
Jan 09, 2002	Ainsdale Golf Courses	76	3.6	<input type="checkbox"/>

Click on Round to view ScoreCard Details

You can customize your handicap parameters through the Handicap Parameters screen. As well, if USGA or RCGA handicap calculations change, you can reflect those changes in the database to keep your calculations current.

To Calculate your handicap, select a golfer, handicap calculation date and handicap method. Before pressing the calculate handicap button, if you wish to have the calculated handicap update the golfer's handicap within his personal information, check the "Update Golfer Handicap" button. If you calculate the handicap and forget to check this feature, you can just check it and calculate the handicap again. The handicap details will be displayed along with a listing of all the rounds used in the handicap calculation.

There is also a Handicap Trend Analysis performed.



Clicking the Handicap Trend Analysis tab will display the golfer's handicap over the last six (6) months. The current months handicap is calculated as of the day on the Handicap screen. The handicap for the previous five (5) months is calculated as of the 1st of the month.

Based on the handicap calculated, you can determine your handicap on any course. Select the course from the course pulldown, and the Course Handicap will be displayed.

After you have calculated your handicap, you can click the print button to print the handicap calculation details .

Printing Reports

Printing reports can be performed from any of the system screens that calculated or was used to input the data. You can also print the reports from this single screen. To print any of the reports, first place a checkmark beside each report you wish to print. You may select as many as you wish, they will all be generated.

Reports

Parameters

Golfer Name:

Course:

Round:

Handicap Method:

From Date:

To, as of, Date:

Required Field

Select Report(s)

- Golfer Address Listing
- Course Listing
- Course Scorecard
- Golfer Club Summary
- Golfer Club Distances
- Handicap Detail Report
- Golfer Round Scorecard
- Golfer Analysis Summary
- Golfer Short Game Summary
- Golfer Round Detail
- Golfer Round Summary
- Golfer Course Summary

Some reports require parameters. As you check each report, the parameters required for that report will have their label bolded in **Green**, the field will allow for input and the Green required symbol will be added. For example, if you click the Golfer Round Scorecard, the Round parameter will be highlighted and will require entry. All fields will already have a default value so ensure you change it for the report you want to print. Note that all reports printed at the same time will use the same parameters. If you want to print the Golfer Analysis Summary for a different date range than the Golfer Round Summary, then you will have to print them separately. To see more details for each report, click from the list below.

- Golfer Address Listing
- Course Listing
- Course Scorecard
- Golfer Club Summary
- Golfer Club Distances
- Handicap Detail Report
- Golfer Round Scorecard
- Golfer Analysis Summary
- Golfer Short Game Summary
- Golfer Round Detail
- Golfer Round Summary
- Golfer Course Summary

Printing Blank Scorecards

When you are on the Course scorecard tab, you can print a blank scorecard of the tee information currently displayed. Click the print button and a report will be displayed for that tee listing all 18 holes and columns to enter data for all fields required when entering scorecard data through the Rounds screen. You can then print the report on your local printer. This report can also be printed from the Print Reports Screen. Place a checkmark beside the report "Course Scorecard" and select the Course Tee to print from the Course Pulldown. Hit the print button to display the report.

Printing Course Information

When you are on the Courses details tab, you can print a listing of all courses and the information that appears on the details tab. Click the print button and a report will be displayed with all the courses in your system. You can then print the report on your local printer. This report can also be printed from the Print Reports Screen. Place a checkmark beside the report "Course Listing" and hit the print button. No parameters are required. A course must have the State/Province and Country input for the golfer to appear in the Course Information report.

Printing Golfer Addresses

From the Golfers screen you can quickly print a listing of all golfers and their addresses. Click the print button and a report will be displayed with all the golfers in your software. You can then print the report on your local printer. This report can also be printed from the Print Reports Screen. Place a checkmark beside the report "Golfer Address Listing" and hit the print button. No parameters are required. A golfer must have the State/Province and Country input for the golfer to appear in the address report.

Printing Golfer Analysis Summary

On the Analysis screen, you can print the currently displayed statistics on the Overall and Short Game Tabs. Click the print button and a report will be displayed with all the analysis details. The details are printed for Par 3's, 4's, 5's and all. There is no print option for Hole Types. You can then print the report on your local printer. This report can also be printed from the Print Reports Screen. Place a checkmark beside the report "Golfer Analysis Summary" and select the Golfer, From Date and To Date. Hit the print button to display the report.

Printing Golfer Club Distances

On the Stroke Analysis screen, you can print the currently displayed statistics on the Club Distances Tabs. Click the print button and a report will be displayed with all the distance details. You can then print the report on your local printer. This report can also be printed from the Print Reports Screen. Place a checkmark beside the report "Golfer Club Distances" and select the Golfer, From Date and To Date. Hit the print button to display the report.

Printing Golfer Club Summary

On the Stroke Analysis screen, you can print the currently displayed statistics on the Summary Tab. Click the print button and a report will be displayed with all the Club details. You can then print the report on your local printer. This report can also be printed from the Print Reports Screen. Place a checkmark beside the report "Golfer Club Summary" and select the Golfer, From Date and To Date. Hit the print button to display the report.

Printing Golfer Course Summary

On the Analysis screen, you can print the currently displayed statistics on the Course Summary Tabs. Click the print button and a report will be displayed with all the course analysis details. You can then print the report on your local printer. This report can also be printed from the Print Reports Screen. Place a checkmark beside the report "Golfer Course Summary" and select the Course, From Date and To Date. Hit the print button to display the report.

Printing Golfer Round Summary

On the Analysis screen, you can print the currently displayed statistics on the Round Details Tabs. Click the print button and a report will be displayed with all the round analysis details. The sort order is always date. You can then print the report on your local printer. This report can also be printed from the Print Reports Screen. Place a checkmark beside the report "Golfer Round Summary" and select the Golfer, From Date and To Date. Hit the print button to display the report.

Printing Golfer Short Game Summary

On the Stroke Analysis screen, you can print the currently displayed statistics on the Short Game Tab. Click the print button and a report will be displayed with all the Short Game details. You can then print the report on your local printer. This report can also be printed from the Print Reports Screen. Place a checkmark beside the report "Golfer Short Game Summary" and select the Golfer, From Date and To Date. Hit the print button to display the report.

Printing Handicap Calculation Details

On the Handicap screen, you can print the currently calculated Handicap index. Click the print button and a report will be displayed with all the calculation details. You can then print the report on your local printer. This report can also be printed from the Print Reports Screen. Place a checkmark beside the report "Handicap Detail Report" and select the Golfer, To, as of, Date and the Handicap Method. Hit the print button to display the report.

Printing Round Detailed Report

On the Shot by Shot screen, you can print the currently displayed round at a shot by shot detail. Click the print button and a report will be displayed with all the shot details and summary statistics. You can then print the report on your local printer. This report can also be printed from the Print Reports Screen. Place a checkmark beside the report "Golfer Round Detail" and select the Round to print from the Round Pulldown. Hit the print button to display the report.

Printing Round Scorecard

On the Rounds screen, you can print the currently displayed round. Click the print button and a report will be displayed with all the scorecard and summary statistics. You can then print the report on your local printer. This report can also be printed from the Print Reports Screen. Place a checkmark beside the report "Golfer Round Scorecard" and select the Round to print from the Round Pulldown. Hit the print button to display the report.

MAINTENANCE

Preferences

Not only does the Game Analyzer provide you with custom instructions it also allows you to customize how the software fits your personal tastes. The preferences screen indicates who the user of the system is and provides the ability to update the following items:

- ✍ General Settings
- ✍ User Level
- ✍ Optimization
- ✍ Screen Display
- ✍ Country/Region Specific Information

System User:

System Preferences

General

AutoSave Display Screen Tips

Show Graphics on Scorecard

Save Size Settings on Exit

Show Lesson Tips on Start Up

User Level

ScoreCard

ScoreCard Plus

Advanced

Optimization

Memory

Performance

Compromise of Both

Screen Display

Regular Fonts (For 1024x768 Resolution)

Small Fonts (For 800x600 Resolution)

Country/Region Specific Information

Currency Format:
(i.e. \$#,#0.00) \$1,234.65

Phone Format:
(i.e. (###) ###-####(123) 456-7890)

Local State:
Reference:
(i.e. U.S. has States, Canada has Provinces, etc.)

Use Yards/Foot Use Meters

System Maintenance Tables

Select Table To Edit

- Countries
- Golf Clubs
- Shot Outcomes
- State/Province
- Stroke Types
- Tee Names

Type over a row to change description. Type at the * to add a new entry. Values with Type "System" can not be changed or Deleted.

Description	Type
▶ Argentina	User
Barbadoes	User
Brazil	User
Canada	User
England	User
France	User
Germany	User
Great Britain	User
Mexico	User
Russia	User
United States	User
*	

AutoSave: When you are entering data for golfers, courses, rounds, etc. and you move to the next or previous records, the system will not save changes. Activating this option and data is saved before moving to another record.

Display Screen Tips: The system provides screen tips in green boxes on many of the screens. After become familiar with the software, you may not wish to have your screen littered with these messages. You can remove them by deactivating this option.

Show Graphics on Scorecard: On the Rounds screen, scores of birdie or better are circled in green, bogey and worse have red or double red squares. You may which not to have any scores marked, in which case this option will turn the graphics off and on.

Save System Size onExit: When you first load the Game Analyzer, the system has a default size setting that it will always use on start up. If you change settings, they will not be remembered unless this feature is active.

Show Lesson Tips on Start Up: The system provides Lesson Tips. These are available from the Menu Bar or automatically at system start up. If you wish to see Lesson Tips at start up, check that item.

User Level: The software provides three different user levels. Scorecard level allows entry of scorecard data and not shot by shot data. Items associated with the shot by shot function like course graphics, stroke analysis, exporting and importing are not available. Also handicap parameters can not be changed. Scorecard Plus allows shot by shot entry and shot analysis in addition to the functions of the Scorecard level. Advanced Level allows access to all features of the software. When you change the user level, it will only take effect the next time you start up the software.

Optimization: The software is full featured and the cost is that a large amount of resources are required. Fortunately, you can customize the software to best utilize the type of machine you use. If you are short on memory, optimize for memory and the system will load memory only with data you are using. When you switch to another function, the system will require additional time to load new data. If you have plenty of memory you should optimize for performance. The system will take an upfront hit and load all data. When you switch functions they are displayed immediately. Finally you can compromise between memory and performance. This option is optimized initially for memory. However, each function you use, remains in memory, so as you switch back and forth performance improves and more memory is used. However, as long as you do not use every screen, you memory will be better utilized. It is suggested that you start with optimization for memory, if performance is unacceptable, try compromise, then strictly performance. Depending on the software you run with this application a 32mb can safely run in performance mode, and a 128mb machine can have problems. It is a trial and error scenario.

Screen Display: In order to accommodate those users that wish to use the software at the 600x800 screen resolution, the software can be set to use smaller fonts. The regular fonts are recommended for higher screen resolution like 1024x768. When you change the font size, it will only take effect the next time you start up the software.

Currency Format: You can choose to display currency numbers in your countries currency. In the US and Canada, the format \$#,##0.00 would be used. The text below the box in blue, will show you a sample of your formatting that the software will use.

Phone Format: You can choose to display phone numbers in your countries format. In the US and Canada, the format (###) ###-#### would be used. The text below the box in blue, will show you a sample of your formatting that the software will use.

Local State Reference: The US uses States as sub regions of Country. In Canada, Provinces are used. You can choose to customize the name given to sub divisions of the Country you prefer to see in the software.

Yards/Feet/Meters: The software can track all distances in either Yards/Feet or Meters. The software uses this measurement consistently throughout the software. If you change this parameter, no conversion is executed. 100yds entered into the software will then appear as 100meters if this parameter is switched. Since Yards and Feet are so prevalent worldwide, unless you are know that you are going to strictly golf on courses measured in meters, it is recommended that Yards/Feet be used.

System Maintenance Tables

The Game Analyzer allows you to add entries to any one of six (6) maintenance tables. First click on the table you wish to edit entries from. Next just type into the grid to update any entry. If you wish to delete an entry, highlight the entry and hit the delete key on the keyboard. If you wish to add a new entry, type in the data at the asterisk '*'. Any entry made into the tables will automatically be available on any screen using that data. There is a "Type" column for which data entry is not allowed. If the Type is "System" you will not be able to delete the entry as the software requires that entry. Any items you enter or that you are allowed to delete are labeled "User". **Important:** The software may experience delays in updating the database. If you do not see an entry you have added or changed in another part of the system, simply click the Refresh button on the Toolbar and try again.

Handicap Parameters

This screen allows you to adjust the handicap calculation parameters for one of three methods, USGA, RCGA and a custom configuration. Since the USGA will not authorize any calculation method outside of a register club, this method can only be advertised as a close approximation. You can not add or delete handicap types, you can change the name of the handicap method and modify the calculation data. So for example, if you are a member of an European club, and want a CONGU handicap, start with either one of the handicap methods, change the name and modify the parameters. The screen has three tabs, General, Differentials Used and Equitable Score Control (ESC). It is imperative that you become very familiar with how handicaps are calculated and the terminology used. This screen is functional in that it allows the expert user to adjust handicap calculation methods and parameters. It also allows you to make changes that could significantly alter the software's ability to generate proper handicaps. Therefore, use this function only if you are very familiar with the handicap calculation process.

The screenshot shows the 'Handicap Params' window. At the top, there is a green header with the title 'Handicap Params'. Below the header, there is a dropdown menu labeled 'Select Handicap Method to Update' with 'USGA' selected. The main content area is divided into three tabs: 'General' (which is active), 'Differentials Used', and 'ESC'. Under the 'General' tab, there are several input fields and checkboxes:

- 'Max. No. of Rounds:' with a text box containing '20'
- 'Standard Slope:' with a text box containing '113'
- 'Pct. of Rounds Used:' with a text box containing '100 %'
- 'Multiplier:' with a text box containing '0.96'
- 'Use USGA Tournament Reduction Method' with a checked checkbox
- 'Use Equitable Stroke Control' with a checked checkbox

 At the bottom of the window, there is a disclaimer box that reads: 'Handicaps calculated by this software are only close approximations based on data entered here and not endorsed by there respective Organizations.'

General Tab

This tab provides for some of the basic parameters for handicap calculations. Most of these are applicable to the custom settings, as USGA and RCGA use the differential table instead of some of these fields

Max. No of Rounds: This field determines the maximum number of rounds to be verified for handicap calculation purposes. For example, if you want to take the best 10 rounds out of your last 20, this value would be set to 20. If your handicap type uses the differentials table, you

need to set the value in this field to the maximum number of rounds examined in the differentials table. For example, the USGA and RCGA allows at the most, the best 10 of your last 20 differentials. The value of this field must be set to 20.

Pct. Of Rounds Used: This works in conjunction with the Max. No of Rounds. Based on the maximum number of rounds to be considered in the calculation, this field determines what percentage of those rounds, the calculation will use to determine the average differential. For example, if the max. no of rounds is 10, and this value is set to 30%, then the calculation will look at the last 10 rounds, and pick the 3 best differentials for the handicap calculation. This field is only use if there is no data in the differentials table.

Use USGA Tournament Reduction Method. The USGA has come up with a handicap reduction method based on exceptional performance during tournament rounds. If you wish to use this reduction method, check the box. You can not modify any parameters on the reduction method calculation.

Standard Slope: In order to determine which rounds to use for handicapping, a differential is calculated for each round and the best differentials are used. The score for each hole is adjusted by the ESC and called the Adjusted Gross Score. This is then put through the following formula to calculate the differential for each round.

$$\text{Differential} = ((\text{Adjusted Gross Score} - \text{Course Rating}) \times \text{Standard Slope}) / \text{Course Slope}$$

The standard slope used in the calculation is maintained in this field. For USGA and RCGA, the standard slope is 113.

Multiplier: Bonus for excellence is the incentive that is built in to the USGA and RCGA Handicap systems, for players to improve their games. It is the term used to describe the small percentage below perfect equity that is used to calculate Handicap Indexes. Therefore your true handicap index is multiplied by this multiplier to reduce it slightly from what it actually should be. The USGA and RCGA use a multiplier value of 0.96. The net effect is as you lower your handicap, it more closely matches what would be your true handicap.

Use Equitable Stroke Control: Equitable stroke control (ESC) is the downward adjustment of individual hole scores for handicap purposes in order to make handicap indexes more representative of a player's potential scoring ability. ESC sets a maximum score that a player can post on any hole depending on the player's Course Handicap. ESC is used only when a player's actual or most likely score exceeds his/her maximum number based on certain tables. For example, a player with a course handicap of 15 under the RCGA handicap method, is only allowed to record a maximum score of 2 over par. If this field is checked, the handicap calculation will use the ESC tables defined in the ESC tab (see below for details).

Differentials Used Tab

This tab lists the differential in a grid where they are updated. Unlike other functions in this software, there is little control over what the user can and can not do. This implies that entries in this table can be manipulated incorrectly leading to the incorrect calculation of handicap indexes. It is therefore important to read this all of the handicap parameters section before attempting to make updates.

Handicap Parm

Select Handicap Method to Update USGA ▼

	General	Differentials Used	ESC
	Lower # Rounds	Upper # Rounds	Differentials Used
▶	0	4	0
	5	6	1
	7	8	2
	9	10	3
	11	12	4
	13	14	5
	15	16	6
	17	17	7
	18	18	8
	19	19	9
	20	10000	10
*			

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Entries in this grid are used for determining the number of differentials (rounds) used in the handicap calculation.

There are three columns in the grid: 1) Lower # Rounds, 2) Upper # Rounds and 3) Differentials Used. Entries in this grid work with the handicap calculation as follows. The software counts the total number of rounds for the golfer whose handicap is being calculated. These rounds must be less than or equal to the handicap calculation date. This table is then looked up selecting the entry for which the number of rounds is within the Upper and Lower # of Rounds bounds. For example, if the golfer has played 16 rounds, the software would select the seventh row (Lower = 15, Upper = 16, Differentials Used = 6). The software would calculate the differentials for all 16 rounds and select the lowest 6. Not too difficult. When adding, deleting or updating records, you must ensure that the Upper # Rounds of one row is one less than another records Lower # Rounds. This image above illustrates this.

To update values in the table, put the cursor in the cell to be changed and type the new value. To add rows, start typing in the row with the asterisk '*'. To delete a row, highlight the row and press the delete key on the keyboard.

Equitable Stroke Control Tab

This tab is a little more tricky than the Differentials Used Tab in that a single table format has been designed to hold the two different ESC rules: one for the USGA and one for the RCGA.

Handicap Params

Select Handicap Method to Update USGA

	General	Differentials Used		ESC
	Hole Par	Lower Hdcp Bounds	Upper Hdcp Bounds	Maximum Score
▶	3	0	9	5
	3	10	19	7
	3	20	29	8
	3	30	39	9
	3	40	10000	10
	4	0	9	6
	4	10	19	7
	4	20	29	8
	4	30	39	9
	4	40	10000	10
	5	0	9	7
	5	10	19	7
	5	20	29	8
	5	30	39	9

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RCGA ESC specifies the maximum number of strokes over par that is allowed on any one hole depending on the golfers course handicap. For example, if the golfer has a course handicap of 13, then that golfer can not record a score of more than 2 over par on any hole. However a 13 course handicap under the USGA method requires that a golfer not record more than a 7 on any single hole. Comparing the two, on a par 3, the RCGA allows only up to 5 to be recorded for handicap calculations, while the USGA allows up to a 7. In general, an RCGA handicap will usually be lower than a corresponding USGA handicap calculated under the same conditions.

In order to accommodate both ESC methods, the table in the image above was created to accommodate both methods. While neither method specifies maximum score depending on the Par, this table requires you to input the rules as such. For example, in the scenario above, the RCGA rule stating that no more than 2 over par can be scored on any hole, would be translated into the maximum score column as a 5 for the par 3, a 6 on a par 4 and 7 on a par 5. The USGA rule would be entered as 7 for the par 3,4 and 5. Therefore, for each course handicap range (similar to the differentials range) an entry must appear for par 3's, 4's and 5's. This is redundant to some extent, but allows the different rules to be managed from one table making calculations simpler and future enhancement easier. Editing rows is similar to the differential used table.

Exporting Course Information

This function was built to allow users of the software to share course details. You will find that entering scorecards for each tee you play, the yards, handicaps and the optional course graphics can take a lot of time. The system comes preloaded with some courses, but you will likely play many that are not already available. To provide other users with course details you have entered, you have the ability to export them through this function.

The screenshot shows the 'Export' window with the following components:

- Export** (Green header bar)
- Listing of Courses to Export** (Section title)
- Course List** (List of courses with checkboxes):
 - Ainsdale Golf Courses
 - Carlisle Golf & Country Club
 - Deer Creek Golf & Country Estates
 - Don Valley Golf and Country Club
 - Glen Eagle Golf and Country Club
 - Horseshoe Valley - Highlands
 - Horseshoe Valley - Valley
 - National Pines
 - Ogony Valley Golf Course
 - Parkview - Valley
 - Finestone Golf & Conference Resort
 - Silver Lakes Golf & Country Club
 - St. Andrews Valley
 - Tyandaga Golf Club
 - Willow Valley
 - Woodington Lakes Golf Club
- Export File Name:** (Text input field containing 'Export.exp' and a file selection button '...')
- Buttons:** 'Export Courses' and 'Restart'
- Instructions Table:**

Step	Status	Instructions
1	✓	For each Course in the Tree to the left, click to place a checkmark beside each course that you wish to export.
2	✓	Click the ellipse (...) to select a File Name to save the exported course information to.
3	✗	Click the Export Courses button to perform the reading and exporting of course information.

There are three simple steps (followed by a manual step). First click on each course you wish to export. As you complete each step, a checkmark will be placed in the status column indicating that the step is finished. The screen shot above shows step 1 completed. Next, select a file name for the export. Click on the ellipse button (...) and a file save dialogue will be presented. Enter the file you wish to save the exported course to. All courses will be saved to a single file. If you wish to export courses to separate files, you will have to follow this procedure several times, one for each course. Finally, click the export courses button. The course data in the Game Analyzer database will be written to the file. That is all there is to it.

However, you are responsible for the final packaging. The export file does NOT contain the actual course graphic bitmaps. Along with your export file(s), you will have to package the course directories containing the hole graphics for each course. You may develop courses graphics using the default directory. If the graphics were the ones included with the software, you do not have to package these since other users will have the same graphics. When you package the course graphics, it is a good idea to include a readme.txt file explaining the required directory name(s) for the course graphics of the courses you exported.

Importing Course Information

At some point you may have the opportunity to receive course information exported from somebody else's system. This is the easiest way to input course information. To import course(s) from an export file, you will have to follow the four steps documented on the import screen.

Import

Listing of Courses to Import

Annsdale Golf Courses
 Carlisle Golf & Country Club
 Deer Creek Golf & Country Estates
 National Pines
 Parkview - Valley
 Silver Lakes Golf & Country Club
 Tyandaga Golf Club

Import File Name: ...

Import Selected Courses

Restart

Step	Status	Instructions
①	✓	Click the ellipse (...) to select a Zip File containing previously exported courses you wish to import.
②	✓	For each Course in the Tree to the left, click to place a checkmark beside each course that you wish to Import.
③	✓	Select One of the Four Import Types. <input checked="" type="radio"/> Replace: Courses in your System with the Same Name will be Replaced. <input type="radio"/> Append: Courses in your system with the Same Name will have only new information added. <input type="radio"/> New: Courses in your system with the Same Name will be unchanged and a New Course will be added. <input type="radio"/> Ignore: If a Course in your system exists with the Same Name, the new course will not be added.
④	✗	Click the Import Selected Courses Button to Import the Courses with Check Marks.

First, select an export file. Click on the ellipse button (...) and a file open dialogue will be presented. Select the exported file containing the course(s) you wish to import. Once you have selected the file, the system will read the file and list all the courses available for import in the export file. Check the course(s) you wish to import. Notice as you complete each step that a checkmark appears in the status column.

Step 3 is the only one that requires some planning. If the courses you are importing do not appear anywhere on your system, all options perform the same function. However, you may wish to import an updated version of a course you already have (another user created some cool course graphics). That being the case, there are four import types.

Replace: Courses in your System with the Same Name will be completely replaced.

Append: Courses in your system with the Same Name will have only new information added.

New: Courses in your system with the Same Name will be unchanged and a New Course will be added. The word "New" will be appended to its name.

Ignore: If a Course in your system exists with the Same Name, the new course will not be added.

If you have rounds entered against a set of tees, the system will always leave that tee intact. Therefore, under the replace import type, some tee information may not be replaced.

Once you have selected the import type, just click the import button and the course information will be added to your system. Remember, only database data is added. External course graphics files have to be set up by you manually. See the Export function for additional details.

Administration

The Game Analyzer for Golf now provides a full database backup and recovery facility. Available from the File Menu, the administration function contains the following features.

Point to a New Database

With this function, you can change the database you wish to point to on the fly. The database name must always be gafgdb.mdb, but may reside in any directory. Click Browse to select a database in a different directory. When selected, the new database path will appear on the screen. If it is correct, then click the 'Change Database File' button. Since a new database is being initialized, all data not saved in the current database will be lost. You will be warned of this. If a connection to the new database has been made successfully, then all data in your system will now be of the new database.

The screenshot shows the 'Administration' dialog box with a green header. It has two tabs: 'Database Location' (selected) and 'Database Backup'. The 'Current Database' is listed as 'C:\Documents and Settings\lbarnard\My Documents\AnalyzerData\GAFG\gafgdb.mdb'. There are three main sections: 1) 'Point to Database in a new Directory' with a text field for 'New Database File' and a 'Browse...' button, followed by a 'Change Database File' button. 2) 'Move Currently Used Database to a new Directory' with a text field for 'New Database Directory' and a 'Browse...' button, followed by a 'Move Database' button. 3) A 'Compact Database' button at the bottom.

The database you last used is always the default on start up. After the application is open you can always use this function to change databases. However, you have the option to select a database every time you start the application. From the Help select on the Menu Bar, if you select 'Show DB File Dialogue on Startup', then every time the application is started, you will be asked which database file you wish to use. This dialogue will also appear if the application is opened and the database file that was last used, no longer exists (i.e. a LAN database was moved). This feature ensures that the application will never stop functioning due to database problems.

Move a Database

With this function, you can move a database, on the fly, from one location to another. You want to do this if you wish to move your database to your briefcase to move it to another computer, or if you wish to move it to a directory that you keep data files that regularly get backed up. To move the database, click Browse to select a new directory. When selected, the new database path will appear on the screen. If it is correct, then click the 'Move Database' button. Since a the database is being moved it needs to be closed then reopened and all data not saved in the current application will be lost. You will be warned of this. If a connection to the moved database has been made successfully you will receive a confirmation message.

Backup Database

At any time, you can direct the software to create a backup of the currently used database. Click Browse to select a directory and enter any database name (with or without the .mdb suffix). If the full path name is correct, click the 'Backup DB' button. The system needs exclusive use of the database, so all database connections on your machine will be temporarily deleted. After the backup, you will be reconnected. Any data that is not saved before the backup will be lost.

The screenshot shows the 'Administration' window with the 'Database Backup' tab selected. The 'Current Database' path is displayed as 'C:\Documents and Settings\bbainard\My Documents\AnalyzerData\GAFB\gaigdb.mdb'. Under the 'Backup Current Database' section, there is a 'Backup Name:' text box with a 'Browse...' button and a 'Backup DB' button. The 'Database Restore' section includes a 'Select Backup Database to Restore:' text box with a 'Browse...' button and a 'Restore DB' button. A red warning message states: 'It is Strongly Recommended that you back up your current database prior to restoring any database.' At the bottom, there is a 'Compact Database' button.

Database Restore

You can restore any backup database that you have made. Click the Browse button to locate the database you wish to restore. The file name should appear on the screen. Click Restore DB to have the database selected replace the currently used database. Since the current database is overwritten, it is strongly recommended that you back it up first before restoring. After you have restored the database, all data in your system will reflect the data in the restored database.

Compact Database

As you add, update and remove data from your application, the Microsoft Access will grow in size. When the database gets too big, it takes more time to move, backup and in general the application may run into slight performance problems. If your database is over 50mb it might be time to compact the database. Simply click the button and after answering yes to the warning message, the database will be compacted. It should reduce the size to approximately 50% but could be more or less depending on when the last compact occurred.

MISCELLANEOUS

Contact Us

If you require assistance of any kind, please send an email to Analyzer Software at Support@AnalyzerSoftware.com.

Software Registration

Our software registration is a two step process. First you will purchase your registration key from our web site using a valid Visa or Mastercard. Once the registration key is purchased, you will then activate it through the software to unlock all of our protected features.

Purchasing your Registration Key

In order to register this version of the software, you will need to purchase a registration key from our online eCommerce site. You can register right now by clicking Analyzer Software Registration. If you wish to register via your browser, you can go <http://www.analyzersoftware.com/download/registergafg.htm>. You will need to provide your name, a valid email address.

When you click 'Submit Request to our Secure Payment Server', you will be taken to the Verisign Payment Gateway site where Verisign will process your credit card transaction. After your credit card has been process, you will be emailed your Registration Key. Note: Only Visa and MasterCard are currently accepted.

Activating your Registration Key

Once your credit card information is accepted, you then will receive you Registration Key in a welcome email. The next step is to copy and paste your registration key into the software registration screen and Activate the Registration Key. Everytime you open the software you will see the following screen. Optionally, you can click the Register button on the Tool bar or the Link from the top Menu bar.



The Registration Key can only be activated on a single machine. After you copy and paste the Registration Key from the Welcome email to the entry screen above, simply click the "Activate Registration Key" button and the software will connect to the Internet and Activate the key. If you are Registering the software on a computer not connected to the Internet, you should email support@analyzersoftware.com requesting a manual activation key be sent. Our support staff will then provide directions to manually Activate your Registration Key.

If you have problems with your computer and either reinstalled your operating system or upgraded your operating system, your Registration Key may no longer be activated. Simply click the Activate Registration Key button on this screen when displayed to re-Activate the Registration key.

Checking For Updates

The software can automatically check for updates on the Analyzer Web Site (the sample here is from our hockey software, but the exact same process applies). In order to use this function, you must be connected to the Internet. If not, the software will give you a message indicating it could not check for updates. You can check for updates two different ways. On the Preferences screen, you can elect to have the software automatically check for upgrades every time the software starts up or you can check for it manually using the option under the help menu on the Menu bar.

If there are no updates, the software will provide a message (only if checking manually). If there is an upgrade or a message from Analyzer Software, you will see a dialogue similar to the one below.

In order to install an available update, click the "Add" button to pick the update you wish to install. The "Next" button will then become enabled and you click that to install the update. You can read more information about the Update by selecting the "Read More..." link.

Please note: You should now exit the software (this dialogue will not be shut down). Any updates will require a computer restart if the update is installed while the software is running.

When you click the "Next>" button the final dialogue will appear.

You can click the "Install Now" button to download and install the update, or click the "Download" button to download the update, but not install it. You will have to install it yourself. You would use this option if you plan to download the software then manually install the update on a machine that is not connected to the Internet.

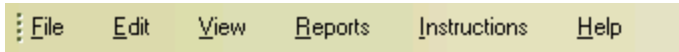
Once the software update has been installed, you may or may not have to restart your computer. The next time you start up the software, any database updates will automatically be applied and the new version will be operational.

Lesson of the Day

Whenever you start The Game Analyzer, a random golf lesson will be displayed. If you wish to see more lessons, you can click on the Next Lesson button. You would prefer not to see a random lesson on startup, you can uncheck the "Show on Start Up" button and the lessons will no longer be displayed.

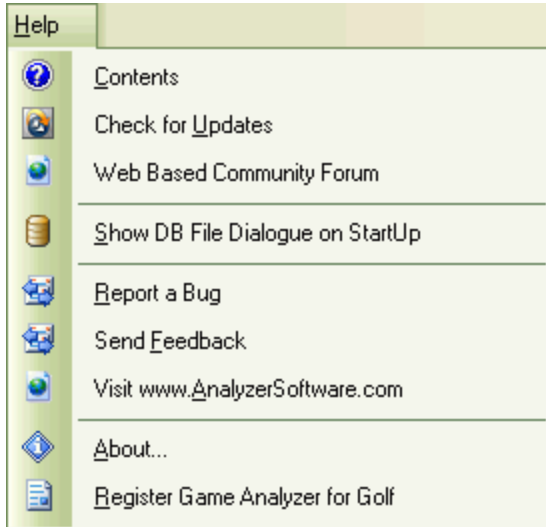
You can view the lesson of the day screen anytime by selecting the Lesson of the Day menu option from the Instructions main menu.

Menu Bar



The menu bar offers many of the functions available by clicking on buttons. For instance, to save a file, you could click on the Save button on the toolbar, or click on **F**ile and select **S**ave. The Menu Bar also offers an additional navigation route. Instead of using the Side Bar, you can use the Input menu item to go to Golfers, Courses, Rounds, etc.

The help menu is of particular interest and contains options available only from its dropdown.



Contents: This displays this help file you are currently reading starting at the beginning.

Check for Updates: If you are connected to the Internet, clicking on this function will query our Update process and determine if there is an update available for your version of the software. If there are updates, they will be displayed and you will have the option to decide which updates you wish to download and install.

Web Based Community Forum: This is our only forum in which all of our users participate in discussing our software and its functionality.

Show DB File Dialogue on StartUp: Whenever you start the application, it will startup with the last database used. However, if you frequently like to start with different databases (you can also always change databases through the Administration or verify the database prior to starting the application, you can choose to have the database dialogue always show on startup.

Report a Bug: This is a hyperlink to the Report a Bug screen on our web site.

Send Feedback: Launches your default mail program allowing you to send us a feedback email.

Visit www.AnalyzerSoftware.com : Visit our home page.

About: Shows our about box.

Register Game Analyzer for Golf: Will bring up our registration screen that allows you to either find the computer key needed for registration or enter the registration key once purchased from our site.

Tool Bar



Toolbars are used to provide quick navigation to functions. By clicking on the image, the toolbar function is executed.

New

The new button is for adding records. When the new button is pressed, the data on the screen is cleared preparing for the entry of new data. Some fields may become protected or disappear if entry to them is not allowed.

Save

The save button is for saving added or updated information. As you type information, the data is not saved (or committed) until Save is clicked. If you enter information on a screen and switch to another function, the data will remain on the screen ready for you when you return. However, any data you enter is not committed to the database until Save is clicked.

Previous Record

On screens where one of several records are displayed (such as the golfer screen) you can navigate one record at a time. Using the Previous button, you will go backwards through the records one at a time. When you get to the first record, the next time you click the Previous button, the last record in the database will be displayed. Records are navigated in a predetermined sort sequence. The following chart shows the sort sequence for each screen.

Screen Sort Sequence

Golfers Last Name (Ascending)

Courses Course Name (Ascending)

Rounds Golfer (last name Ascending), Round Date (Descending)

Next Record

Complementary to the Previous button is the Next button. This navigates the records in a forward fashion. When it reaches the last record, pressing the Next button will display the first record.

Undo

Undo is for reversing changes made to records on the screen before they are committed to the database. When you click on the Undo button when adding a new record, the previous record is displayed. When undoing changes to an existing record, the record is redisplayed with the changes undone.

Refresh

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The Refresh Button, will update the content of the screen and all data elements that may have been changed on other screens. For example, if you were adding a golfer, then decided you needed a new country, after you went to the preferences screen to add the country, the system will attempt to add the country in the golfers pulldown list. Due to update latency in the database, the entry may not be present. Clicking the refresh button will query the database and update the country pulldown selections.

Delete

The Delete button is for removing records from the database. When Delete is selected the system will provide a confirmation dialogue. If you select Yes, the record will be deleted, if No, the record to be deleted is redisplayed.



Cut, Copy Paste

These three functions are used similarly as with any other Windows application. Cut will cut text from any data entry field and store it on the clipboard. Copy does the same function, only it will leave a copy in the data entry field being copied from. Paste will take the data that was cut or copied and paste it into the new data field that the cursor now resides.

Print

The print function will be active on screens that have reports that correspond to the data on the screen. For example, on the Rounds screen, the print button is active and pressing it will generate the Round Summary Report for the round displayed.

Help

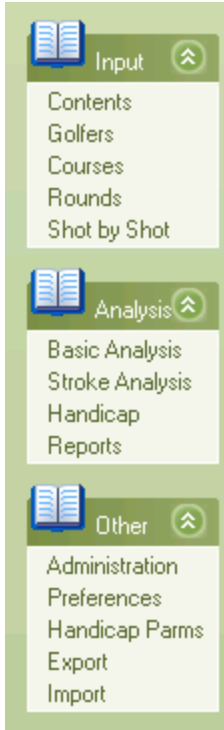
The Help button is used in order to show Screen sensitive help. This is help that shows how to use all the functions of a particular screen. You can also select Contents Help from the Menu Bar to display the Welcome Help screen and navigate to any help function required.

Register

This button allow you to register this version of the software. Clicking this button will open our Software Registration Screen.

Side Bar

The side bar is the main navigation tool between the different functions of the application. This works exactly the same as the Outlook Bar in Microsoft Outlook. There are two functional areas.



The first are the Groups, "Input", "Analysis" & "Other". Clicking on any one of these Group Bars will expand or contract the set of functions and screen listed below each group.

Below each group are a set of related screens. Simply click on one of the links and the screen will be displayed. This navigation is also available through the Menu Bar .

Depending on the type of optimization selected on the Preferences Screen, click back and forth between sets of screens will either show the screen exactly like it was left, or may display the screen with free sets of data.

Status Bar



Many times, messages are required, but are only informational in nature and do not warrant a message box that needs a user response (such as a delete confirmation). The status message area displays helpful information for the functions being performed on the screen. This status bar also displays a progress bar to inform you as to the status of time consuming calculations (like generating a schedule).

The status of the database connection is also provided. This is primarily to support databases that are not local on the machine and may become unavailable due to network connectivity. If the database is not available, the green indicator will turn red and the software will cease operations.



The Royal Canadian Golf Association is the governing body for golf in Canada. To view more about the association, please visit www.rcga.org.

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United State Golf Association. This is the governing body for golf in the United States. For more information, check them out on the web at www.usga.org.

Administration

The Game Analyzer for Golf now provides a full database backup and recovery facility. Available from the File Menu, the administration function contains the following features.

Point to a New Database

With this function, you can change the database you wish to point to on the fly. The database name must always be gafgdb.mdb, but may reside in any directory. Click Browse to select a database in a different directory. When selected, the new database path will appear on the screen. If it is correct, then click the 'Change Database File' button. Since a new database is being initialized, all data not saved in the current database will be lost. You will be warned of this. If a connection to the new database has been made successfully, then all data in your system will now be of the new database.

The screenshot shows the 'Administration' dialog box with a green header. It has two tabs: 'Database Location' (selected) and 'Database Backup'. The 'Current Database' is listed as 'C:\Documents and Settings\lbarnard\My Documents\AnalyzerData\GAAG\gafgdb.mdb'. There are three main sections: 1) 'Point to Database in a new Directory' with a text field for 'New Database File:' and a 'Browse...' button, followed by a 'Change Database File' button. 2) 'Move Currently Used Database to a new Directory' with a text field for 'New Database Directory:' and a 'Browse...' button, followed by a 'Move Database' button. 3) A 'Compact Database' button at the bottom.

The database you last used is always the default on start up. After the application is open you can always use this function to change databases. However, you have the option to select a database every time you start the application. From the Help select on the Menu Bar, if you select 'Show DB File Dialogue on Startup', then every time the application is started, you will be asked which database file you wish to use. This dialogue will also appear if the application is opened and the database file that was last used, no longer exists (i.e. a LAN database was moved). This feature ensures that the application will never stop functioning due to database problems.

Move a Database

With this function, you can move a database, on the fly, from one location to another. You want to do this if you wish to move your database to your briefcase to move it to another computer, or if you wish to move it to a directory that you keep data files that regularly get backed up. To move the database, click Browse to select a new directory. When selected, the new database path will appear on the screen. If it is correct, then click the 'Move Database' button. Since a the database is being moved it needs to be closed then reopened and all data not saved in the current application will be lost. You will be warned of this. If a connection to the moved database has been made successfully you will receive a confirmation message.

Backup Database

At any time, you can direct the software to create a backup of the currently used database. Click Browse to select a directory and enter any database name (with or without the .mdb suffix). If the full path name is correct, click the 'Backup DB' button. The system needs exclusive use of the database, so all database connections on your machine will be temporarily deleted. After the backup, you will be reconnected. Any data that is not saved before the backup will be lost.

The screenshot shows the 'Administration' window with the 'Database Backup' tab selected. The 'Current Database' path is displayed as 'C:\Documents and Settings\bbainard\My Documents\AnalyzerData\GAFB\gaigdb.mdb'. The 'Backup Current Database' section contains a 'Backup Name' text box, a 'Browse...' button, and a 'Backup DB' button. The 'Database Restore' section contains a 'Select Backup Database to Restore:' text box, a 'Browse...' button, a 'Restore DB' button, and a red warning message: 'It is Strongly Recommended that you back up your current database prior to restoring any database.' A 'Compact Database' button is located at the bottom of the window.

Database Restore

You can restore any backup database that you have made. Click the Browse button to locate the database you wish to restore. The file name should appear on the screen. Click Restore DB to have the database selected replace the currently used database. Since the current database is overwritten, it is strongly recommended that you back it up first before restoring. After you have restored the database, all data in your system will reflect the data in the restored database.

Compact Database

As you add, update and remove data from your application, the Microsoft Access will grow in size. When the database gets too big, it takes more time to move, backup and in general the application may run into slight performance problems. If your database is over 50mb it might be time to compact the database. Simply click the button and after answering yes to the warning message, the database will be compacted. It should reduce the size to approximately 50% but could be more or less depending on when the last compact occurred.

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