

Tourlyx

Golf Tournament Manager — User Manual

Version 5.7 · 2026-10-14

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Chapter 1 — Getting Started — Creating a Tournament



The New Tournament screen — name your tournament and pick the number of days.

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Every tournament in Tourlyx begins with a single action: creating the tournament record. This establishes your tournament's identity and unlocks all subsequent setup steps.

How to Create a New Tournament

1. From the dashboard, click the **New Tournament** button (green “+” card).
2. Enter the **Tournament Name** — the only required field at this stage.
3. Select the **Number of Days** (1 through 7). You can change this later in Setup.
4. Click **Create Tournament**. You are automatically taken to the guided Setup Wizard (see below).

Tip: You can always rename your tournament or change the number of days from the Setup page. The number of days controls how many day-tabs appear in Pairings, Scores, and Prizes.

The Setup Wizard



The Setup Wizard — step list on the left, the current step on the right.

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New tournaments open directly into a guided, step-by-step Setup Wizard instead of the full all-in-one Setup page. Each step auto-saves as you type — a **Saved** indicator appears in the wizard sidebar once your changes are stored, so there is no Save button to click.

Field / Option	Description
1. Tournament Details	Name, director, host club, start date, number of days, and entry fee (flat or per day).
2. Courses	Assign which course is played each day. Prompts you to add a course first if none exist yet.

Field / Option	Description
3. Side Games	Turn on and configure Skins, Match Play, Nassau, Wolf, CTH, Mulligans, Side Wager, and Pick N.
4. Golfers	Shows your current roster count with a shortcut to the Golfers page — no fields to fill in here.
5. Prize Money	Set per-day prize spots and amounts (Fixed \$ or %) for individual, twosome, and foursome payouts.
6. Champion Payouts	Set overall tournament prizes funded by sponsor money. A live banner shows Sponsor Money Available versus your committed payouts, flagging Fully funded or Not fully funded — short by \$X — the same funding check used on the standalone Champion Payouts page (Chapter 8).
7. Done	A summary of everything you configured, with buttons to jump straight to Add Golfers or Full Setup.

Use the step list on the left to jump to any step out of order, or the **Back / Next** buttons at the bottom of the panel. A checkmark appears next to any step you have already visited.

Tip: Prefer the traditional all-on-one-page Setup screen? Click ****Skip wizard → Full Setup**** at the top of any wizard step to jump there directly — nothing you have already entered is lost.

Note: Sponsors are not part of the wizard. If you plan to use Percentage mode for Champion Payouts, add sponsor amounts from Full Setup → Sponsors (Chapter 6) first so the funding banner has a seed total to compare against.

Note: Completing the wizard (clicking either button on the Done step) marks setup as complete — returning to this tournament later opens the Full Setup page instead of the wizard.

Cloning an Existing Tournament

If you run the same tournament year after year, cloning saves significant setup time. A clone brings last year's setup into a brand-new tournament with a blank scorecard — and you choose how much of it comes along.

1. From the dashboard, locate the tournament you want to clone.
2. Click the **Clone** button (copy icon) on the tournament card.

3. Give the new tournament a name (e.g., “Club Classic 2027”).
4. Under **Also copy**, tick what you want carried over. Everything starts ticked; the **Select all** / **Clear all** link flips the whole list at once.
5. Click **Create Clone**. The new tournament opens in Setup, ready for any adjustments.

Tournament settings — format, scoring, handicap rules and side-game configuration — always come along. Each remaining group is its own checkbox:

Also copy	What comes over
Golfers & roster	Names, handicaps and contact details. Everyone arrives marked unpaid.
Courses	Course names, ratings, slopes and tees.
Day setup	Shotgun or tee times, intervals and starting tees.
Sponsors	Sponsor names, amounts and notes.
Prize payouts	Per-day payout amounts and percentages.
Flights	Flight definitions, qualification rules and per-flight payouts.
Contests	Contest setup. Winners and status come back as pending.
Award groups	Award group definitions and their payouts.
Prize inventory	Physical prize stock, returned to fully available.
Payment & registration setup	Accepted payment methods and the registration form.
Budget worksheet	Your budget lines with their expected amounts. Actuals reset to zero.
Checklist	Checklist items, all returned to unchecked.

Tip: Unticking ****Golfers & roster**** gives you last year's full setup with an empty roster — the usual choice when the field changes from year to year.

Last year's *results* never tag along. Scores, pairings, tee times and contest winners are always reset, however the checkboxes are set.

Note: Flight assignments, contest enrollments and award-group membership are deliberately not copied even when you bring the flights and contests themselves over. Handicaps and the field change between events, so re-run the flight engine on the new roster and enroll golfers in contests fresh.

Note: Plan-gated features (Skins, Match Play, Course Library) are automatically downgraded in the clone if your current plan does not include them. You will see a notice listing any features that were disabled.

Plan Limit: Your account plan may limit the number of active tournaments per month. If you reach the limit, archive an older tournament before creating a new one. See Chapter 2 for plan limits.

Tournament Cards — Dates & Search

Each tournament card on the dashboard displays the tournament's **start date** and **number of days** below the tournament name — for example, “Sat, Jul 12 2026 · 3 days”. This makes it easy to locate the right event at a glance without opening the tournament.

The dashboard also includes a **Date Search** field. Type any date (month, day, or year) to instantly filter the tournament list to cards whose dates match. Clear the field to restore the full list.

Tip: Use the date search when you manage many tournaments and need to quickly find one from a specific month or year.

A **sort** control on the dashboard lets you order the list by tournament date or by **Recently accessed** — whichever tournament you opened most recently rises to the top, handy while you're actively setting one up across several sessions.



The sort menu on My Tournaments, with Recently accessed alongside date-based sorts.

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Cards or List View

A **Cards / List** dropdown on My Tournaments switches between the card grid and a compact table with one row per tournament (name, dates, days, your role). In Cards view, drag the **corner grip** on any card to resize — every card resizes together so the grid stays even — and

click **Reset size** to return to the default. Your view and card size are saved to your account, so they follow you to other computers and phones.

Pinning Tournaments to the Sidebar

Click the **bookmark** icon on a tournament card or list row (in your own tournaments or those shared with you) to pin it. Pinned tournaments appear under a **Pinned** heading in the left sidebar on every page, so you can jump between the events you're actively running without returning to My Tournaments. Click the bookmark again to unpin. You can pin up to **5** tournaments; a notice appears if you try to pin a sixth. Deleting a tournament unpins it automatically.

Chapter 2 — Account Plans & Subscription

Tourlyx offers tiered subscription plans so you can match your plan to the size and complexity of the tournaments you run. Your current plan is always visible in the sidebar footer.

Plan Overview



The Pricing page — plan comparison.

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Plan	Tours / Mo	Max Golfers	Skins	Match Play	Editor Seats	Viewer Seats
Trial (14 days)	1	16	No	No	0	0
Starter	5	32	Yes	No	1	2
Pro	Unlimited	72	Yes	Yes	5	Unlimited
Club	Unlimited	Unlimited	Yes	Yes	Unlimited	Unlimited

14-Day Free Trial

Every new Tourlyx account starts with a **14-day free trial**. During the trial you can explore the full app with the limits shown in the Trial row above. No credit card is required to start your trial.

The sidebar footer displays a **Trial** badge along with a countdown showing how many days remain. When your trial expires, a full-screen lock screen appears — you must subscribe to continue accessing your tournaments. Your data is preserved and immediately available once you upgrade.

Sidebar Plan Badge

Your current plan is always shown at the bottom of the left sidebar. For trial accounts, a countdown timer shows the days remaining. Click the **Change Plan** link in the sidebar or navigate to the Pricing page to upgrade or downgrade your plan at any time.

Changing Your Plan (Upgrade or Downgrade)

Existing subscribers can upgrade or downgrade their plan directly from the Pricing page. Tourlyx handles the billing change through Stripe automatically — no need to cancel and re-subscribe.

1. Click **Change Plan** in the sidebar footer, or navigate to the **Pricing** page.
2. Your current plan is highlighted. Click the button on any other plan to switch.
3. A **confirmation modal** appears showing:
 - **Cost preview** — the prorated amount due today (for upgrades) or credit applied (for downgrades).
 - **Card on file** — the card brand and last four digits that will be charged.
 - **Next billing date** — when your next full billing cycle starts.
4. Review the details and click **Confirm Upgrade** (or **Confirm Downgrade**).
5. The plan change takes effect immediately. The sidebar badge and all feature gates update instantly — no page refresh needed.

Note: Upgrades are prorated — you only pay the difference for the remainder of the current billing cycle. Downgrades apply a credit to your next invoice. Feature access adjusts immediately in both cases.

Feature Gating

Features not included in your plan display an upgrade prompt rather than the feature controls. The table below summarizes which features require which plan tier:

Feature	Trial	Starter	Pro	Club
Skins	—	✓	✓	✓
Match Play	—	—	✓	✓
Nassau	—	—	✓	✓
Wolf	—	—	✓	✓
Course Library	—	—	✓	✓
Scorecard Scanning	—	—	✓ (75 scans/month)	✓ (250 scans/month)

When you attempt to enable a gated feature on a lower-tier plan, the setup section shows a lock banner with a **View Plans** button. Upgrading your plan immediately unlocks the gated features

for all your tournaments — no need to re-configure anything.

Tip: If you are unsure which plan is right for you, start with Starter. You can upgrade at any time and the change takes effect immediately — no need to re-create tournaments.

Terms of Service & Privacy Policy

Tourlyx's legal documents are accessible at any time:

- **Terms of Service** — visit </terms> from the Tourlyx marketing site or click the Terms of Service link in the site footer.
- **Privacy Policy** — visit </privacy> or click the Privacy Policy link in the site footer.

By subscribing to a paid plan you acknowledge acceptance of the Terms of Service, as indicated on the Pricing page.

About & Support

The marketing navigation bar includes quick-access links for information and help:

- **About** — opens a modal with an overview of what Tourlyx is and what it does.
- **Support** — opens a pre-addressed email to the Tourlyx support team. Use this for bug reports, feature requests, or any questions about your account.

Chapter 3 — Tournament Details & Settings



Tournament Details step — director, start date, host club, and entry fee.

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The Setup page is the central hub for all tournament configuration. It is organized into collapsible sections accessible from a sticky navigation bar. Work through each section from top to bottom before your tournament begins.

A section's button in the navigation bar is **outlined in its own color once that section is switched on** — Sponsors when you have added at least one sponsor, and Champion Payouts, Cut Line, the Side Wager, Closest to Hole, Mulligan Days, Pick N, Skins, Match Play, Nassau, Wolf and Registration when each is enabled. A glance at the bar tells you which extras the tournament is using. The ten wager cards (Champion Payouts through Wolf) share one layout: a shield emblem, the wager's name and a one-line description, and an **Enable** button.

Accessing Setup

1. Open your tournament from the dashboard.
2. Click **Setup** in the tournament navigation bar.
3. The first section — **Tournament Details** — is open by default.

Tournament Details Fields

Field / Option	Description
Tournament Name	The official name displayed on all printed materials and the leaderboard.
Director	Name of the tournament director or organizing club (optional but recommended for print headers).
Location	City, state, or course name. Used for live weather forecasts in the Pairings view.
Start Date	The first day of the tournament. Multi-day events span consecutive days from this date.
Number of Days	1 to 7. Controls how many day-tabs appear throughout the app.

Field / Option	Description
Entry Fee	Dollar amount charged per golfer. Multiplied by roster size to show Total Entry Collected.
Mulligan Price	Cost per mulligan (default \$5.00). Used in financial calculations when mulligans are enabled.
Allow Actual Scores	When OFF (default), hole scores are capped at double par — the USGA standard maximum. Enable to record all actual strokes.
Notes	Free-text field for internal reminders, local rules summaries, or sponsor acknowledgments.
Sponsor Seed	Auto-calculated from the Sponsors section — total sponsor contributions.
Total Funding	Entry Collected + Sponsor Seed + Mulligan Revenue. Used as the base pool for prize distributions.

Tournament Logo

You can add a custom logo to your tournament — it appears inline next to the tournament name in the dashboard and throughout the app, and is printed at the top of the winner's certificate.

Uploading a Logo

1. From the dashboard, locate your tournament card.
2. Click the **placeholder image area** on the tournament card (shown when no logo has been uploaded yet), or drag and drop an image file directly onto it.
3. Select a PNG, JPG, or SVG image from your device. Recommended size is at least 200×200 px with a square or near-square aspect ratio for best display.
4. The logo uploads immediately and appears inline next to the tournament name across the app.

Tip: A transparent-background PNG works best. Avoid logos with large white borders — they may look clipped on colored backgrounds. The logo is also printed at the top of the winner's certificate, so choose a clean, high-contrast image.

Note: Once a logo is set: ****click**** the logo image to open the tournament directly. To replace the logo, ****press and hold**** (long-press) the logo image — the upload dialog will appear so you can

select a new image. The previous logo is replaced immediately.

Saving Your Changes

Each section has its own **Save** button. Changes are not automatically persisted — always click Save before navigating to another section.

Tip: Fill in Location accurately — Tourlyx uses it to pull a live weather forecast for each tournament day on the Pairings page, giving your golfers a heads-up before they tee off.

Chapter 4 — Course Setup



Adding a course — hole-by-hole par and handicap entry for front and back nine.

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Tourlyx uses course data (par per hole, course rating, slope, and each tee's own rating and slope) to calculate net scores and apply WHS-standard handicaps. Each golfer's handicap comes from the tee they are assigned to, so add every tee played under **Tee sets** in the course editor. Set up a course for every day of your tournament.

Adding a Course

1. Click **Courses** in the tournament navigation.
2. Click **Add Course**. A course editor opens.
3. Begin typing the **Course Name**. Tourlyx will auto-fill the course rating, slope, and hole-by-hole par and handicap index data if the course is recognized.
4. Select the **Tee Color**. The available options update dynamically based on the actual tees the course offers (e.g., "Black", "Blue Men's", "Red Women's").
5. Review the auto-filled data and adjust any values as needed.
6. Click **Save Course**.
7. Repeat for each tournament day.

Field / Option	Description
Course Name	Official name of the golf course for this day. Triggers auto-fill when a match is found.
Course URL	Optional link to the course website or scorecard (for reference only).
Course Rating	Official USGA course rating (e.g., 71.4). Auto-filled when available. Used in handicap calculations.
Slope Rating	Official slope rating (55–155). Standard is 113. Auto-filled when available.

Field / Option	Description
Tee Color	The tee the tournament is playing from. Dynamically populated with the tee names available at that course (e.g., Back, Middle, Forward, Red, White, Blue).
Par (per hole)	Par value for each of the 18 holes. Auto-filled when available.
HCP Index	Handicap stroke index per hole (1 = hardest, 18 = easiest). Auto-filled when available.

Re-Syncing Course Data from the API

If a course's official data has been updated since you first added it — or if you suspect the auto-filled values are stale — you can re-fetch the latest data without removing and re-adding the course.

1. Open the course editor for the day you want to update.
2. Click the **Sync** button (cloud/refresh icon) near the Course Name field.
3. Tourlyx queries the course database and updates rating, slope, par, and HCP index.
4. Review the refreshed values and click **Save Course**.

Find Address & Get Directions

Each course card has two location helpers next to its name:

- **Find Address** (globe icon) — geocodes the course name and city/state and shows a list of candidate addresses. Click one to save it as the course's address immediately. If the match doesn't include a house number, a warning reminds you to fill it in by hand via Edit — the lookup is free (OpenStreetMap/LocationIQ) and doesn't use any AI budget.
- **Get Directions** — opens a **Google Maps / Bing Maps** dropdown once the course has a usable destination: a verified street address, or verified entrance coordinates. Raw geocoded coordinates alone aren't trusted for directions (they can land mid-fairway), so if neither is set the button is disabled with a tooltip prompting you to add a verified address first.

Course Library (Pro / Club Plans)

Pro and Club subscribers can save frequently used courses to a personal **Course Library**. This lets you instantly import a fully configured course — rating, slope, par, HCP index, and tee — into any future tournament without retyping.

Saving a course to your library:

1. Add and configure the course as normal.
2. Click **Save to Library** on the course card.
3. The course is saved to your account's Course Library and is available across all tournaments.

Importing a course from your library:

1. On the Courses page, click **Import from Library**.
2. Browse or search your saved courses.
3. Click **Import** next to the course you want. It is added to today's course slot with all data pre-filled.

Archived courses from your other tournaments

Courses you have archived in one tournament aren't lost. A **new tournament** starts with copies of your archived courses from your other tournaments (one per course-and-tee combination, using the most recently updated version). **Import from Library** also lists them under an **Archived in other tournaments** heading, so you can bring one into today's slot even from a tournament that was created earlier. The **Import from Library** button is available even when your saved library is empty.

Tip: Always verify auto-filled course data against the official scorecard, especially rating, slope, and hole handicap indexes, before the tournament begins.

Chapter 5 — Scoring Format



Format of Play — game format, handicap basis, USGA slope adjustment, and group size.

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The Format page controls how scores are calculated and how golfers are grouped for play.

Setting the Format

1. Click **Format** in the tournament navigation.
2. Select the primary **Format Type**.
3. Choose the **Handicap Basis**.
4. Set the **Group Type**.
5. Set the default **Tee Color**.
6. Enter any **Local Rules** that apply.
7. Click **Save**.

Field / Option	Description
Format Type	Stroke Play (default), Stableford, Modified Stableford, Match Play, Best Ball, Scramble, Shamble, or Skins.
Handicap Basis	Full Handicap, 3/4, 1/2, or Gross (no handicap). Controls the allowance applied to course handicap.
Group Type	Mix (foursomes when possible), Foursomes only, Twosomes only, or Threesomes only. Can be overridden per group in Pairings.
Tee Color	Default tee color for all golfers. Can be overridden per golfer on the Roster page.
Local Rules	Free-text area for special rules (e.g., preferred lies, OB rules).

Score Cap Setting

The **Allow Actual Scores** toggle is located in **Tournament Details** (Setup page, first section). It applies globally to the tournament. When OFF (the default), each hole score is capped at

double par — the standard stroke play maximum. Enable it only when your format specifically requires recording all strokes.

How Handicaps Are Calculated (WHS)

Tourlyx follows the World Handicap System (2024 Rules of Handicapping). Every golfer's strokes come from **their own tee**, so golfers playing different tees in the same group each get their own numbers.

1. **Course Handicap** = $\text{Handicap Index} \times (\text{Slope Rating} \div 113) + (\text{Course Rating} - \text{Par})$, using the rating, slope and par of the tee the golfer is assigned to.
2. **Playing Handicap** = Course Handicap $\times$ the handicap allowance (Handicap Basis and the allowances below), rounded once to the nearest whole number (.5 rounds up).
3. **Strokes** are spread across the holes by that tee's stroke index. A plus handicap gives strokes back starting at stroke index 18.

Add each tee's Course Rating, Slope Rating and optional Par in the course editor (**Tee sets**). A golfer whose tee is not listed uses the course's own rating and slope.

- **Different pars between tees.** Golfers playing a higher-par tee receive extra strokes equal to the par difference from the lowest-par tee (WHS Rule 6.2b). This applies to stroke play and match play, not Stableford.
- **9-hole rounds.** A course with 9 holes uses half the Handicap Index (rounded to a tenth) with its 9-hole rating, slope and par (WHS Rule 6.1b). Enter the 9-hole values.
- **Match play.** Each golfer's Playing Handicap is worked out and rounded first. The golfer with the lowest Playing Handicap in a match then plays off zero and everyone else receives the difference. Four-ball match play takes 90% of each golfer's handicap before that comparison when automatic allowances are on. This applies to Match Play, Nassau and the Ryder Cup.

The **Course Handicap (WHS)** toggle on the Format page turns the slope and rating adjustment on or off. This setting auto-saves immediately when you flip the toggle.

Field / Option	Description
Course Handicap (WHS) ON (default)	Uses the WHS formula above. Recommended for most tournaments.
Course Handicap (WHS) OFF	No course adjustment: Course Handicap = Handicap Index. Use when the course data is unavailable or your local rules call for index-only handicaps.

Tip: Hover the **(i)** icon beside **Course Handicap (WHS)**, **Automatic handicap allowances**, **Use WHS 95% for individual net play**, and each handicap option (Full, 3/4, 1/2, Gross) for a worked example — for instance, a Course Handicap of 12 gives 12, 9 or 6 strokes under Full, 3/4 or 1/2 handicap, turning a gross 90 into a net 78, 81 or 84.

Note: This toggle affects **all scoring calculations** for the tournament — net scores, individual and group prize standings, Skins, Match Play, Nassau, Wolf, Side Wager, Pick N, and the Fun Stats composable.

Tip: If your course data was auto-filled from the course database, the rating, slope and tee sets are already correct and this toggle should remain ON. Always check them against the official scorecard.

Automatic USGA Handicap Allowances

By default every competition plays off 100% of course handicap (adjusted by the **Handicap Basis** you chose above). The **Apply USGA handicap allowances** toggle on the Format page lets net scoring apply the USGA / WHS *Appendix C* allowance that matches each format instead:

Competition	Allowance applied
Four-ball stroke play (better ball of two)	85%
Best ball of four (best 1 of 4)	75%
Aggregate of two or of four (all scores count)	100%
Foursomes / alternate shot	50% of the combined handicap. In a match (Ryder Cup foursomes) the lower side plays off zero and the other side receives the difference.
Chapman / Pinehurst	60% of the lower Course Handicap + 40% of the higher, always applied (see Chapman Format)

Competition	Allowance applied
Scramble	Weighted percentages by team size: 35/15 for two players, 30/20/10 for three, 25/20/15/10 for four (see Scramble Format)
Four-ball match play	90% of each handicap, then the difference from the lowest
Individual net play	100%, or an optional WHS 95% via the sub-toggle

- A read-only line shows the derived allowance for every competition in the tournament, e.g. *“Individual 100% · Twosome 85% · Foursome 75%”*.
- The **WHS 95% for individual net play** sub-toggle is off by default. WHS recommends 95% for medium fields of 30 to 100 players; 100% is reasonable for smaller fields.
- The allowance is **off by default for existing tournaments** — turn it on per tournament.
- Only scored strokes change. Team Flight bucketing is calculated from full handicaps and is unaffected.
- Skins and Wolf are not covered by the WHS allowance table, so they use each golfer’s full Playing Handicap.

Scramble Format

In a Scramble, all players in the team tee off, the team selects its best drive, and everyone plays their next shot from that spot — repeating until the ball is holed. Only **one shared score per team per hole** is entered on the Scores page. When Format Type is set to **Scramble**, a **Scramble Grouping** field and a **Prize Basis** field appear on the Format page.

Field / Option	Description
Two Man Scramble	Each twosome within a foursome scrambles on its own — two team scores are recorded per foursome scorecard. Team net uses a blended 35/15% handicap split.
Threesome Scramble	The whole threesome scrambles together as one team — a single team score is recorded per threesome. Team net uses the WHS 30/20/10% handicap split. Set Group Size to Threesomes so pairings are built as threesomes; results show under the Threesome tab.
Foursome Scramble	The whole foursome scrambles together as one team — a single team score is recorded per foursome. Team net uses a blended 25/20/15/10% handicap split.

Field / Option	Description
	This is independent of the general Group Size setting.
Two Man Scramble + Foursome Bonus	Scores exactly like Two Man Scramble (35/15% handicap split), but the better of the two twosome scores per foursome also competes for a separate Foursome prize — no extra scores to enter. A winning twosome can legitimately place in both the Twosome and Foursome prize categories on the same day; that is expected, not a scoring error.
Prize Basis	Gross or Net. Controls whether Scramble prize standings are calculated on raw team scores (Gross) or on the blended-handicap team net score (Net).

Chapman Format

Chapman (also called Pinehurst) is a two-person team format. Both partners tee off, then each plays the other partner's ball for the second shot. The team chooses one of the two balls and plays alternate shots until holed. Only **one team score per hole** is entered on the Scores page — the strokes counted for the chosen ball, including penalties, not the sum of both drives.

Pick **Chapman (Pinehurst)** in Game Format on the Format page (or in the setup wizard). Group Size must allow two-person teams: Twosomes, Foursomes (two teams per group) or Mixed. Each twosome is a team and appears on the Scores, Leaderboard, Results and printed scorecards by both partners' names.

Field / Option	Description
Handicap method	Read-only: <i>60% of the lower Course Handicap + 40% of the higher Course Handicap</i> . Each partner's Course Handicap is kept unrounded ($\text{Index} \times \text{Slope} \div 113 + \text{Course Rating} - \text{Par}$); the two parts are added and rounded once (halves round up, so -1.5 becomes -1). The result is the team's Playing Handicap.
Automatic allowances / 95%	Do not apply. The 60/40 split is the Chapman allowance. The 3/4 and 1/2 Handicap Basis options are also ignored; choose Gross (No Handicap) for a gross-only event.
Team Playing Handicap	Applied once by stroke index: a team handicap of 14 gets one stroke on the 14 hardest holes. A team with a plus handicap gives strokes back from the easiest holes.

Worked example: partners with Course Handicaps 10 and 20 get $6.00 + 8.00 = 14.00$, a Team Playing Handicap of 14. A gross 85 is a net 71.

Note: In Chapman the **Tee Color** on the Format page applies to **every golfer**, whatever tee is on their golfer card — the Pairings page shows that tee for everyone and scoring uses it. Set Tee Color to **Mixed** to use each golfer's own tee instead.

Note: Both partners must play the **same tee** on an **18-hole** course. With Tee Color set to Mixed, a team on different tees, or on a course without a rating, slope and par, shows **Team HCP unavailable** on the Scores page with the reason, and is left out of net standings rather than being approximated. Nine-hole Chapman and Chapman match play are not supported.

Note: Chapman uses team scores only. If individual golfer scores were entered before the format was switched, Format of Play shows a warning that they are ignored. Live Scoring shows each group's team scores as its total.

Note: Once team scores have been entered, the format cannot be switched away from Chapman — the scores are stored as team scores. Skins, Stableford and individual contests are not available in Chapman because no per-player scores are recorded.

Shamble Format

A Shamble is a hybrid format: all players tee off and the team plays its best drive, exactly like a Scramble, but from that point each player plays their own ball into the hole and enters their own individual score as usual on the Scores page. When Format Type is set to **Shamble**, a **Shamble Team Score** field appears on the Format page, controlling how the team score for each hole is derived from the individual scores.

Field / Option	Description
Best Ball	The team score for the hole is the single lowest individual net score among the team's players.
Two Best Balls	The team score for the hole is the sum of the two lowest individual net scores among the team's players.
All Balls	The team score for the hole is the sum of every individual net score among the team's players.

Note: Because each Shamble player enters their own full score, individual net and gross standings are available in addition to the team score — unlike Scramble, which only ever records one shared team score per hole.

Chapter 6 — Sponsors



Adding a sponsor — seed money funds Champion Payouts and prints on the certificate.

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Sponsor contributions form the **Sponsor Seed** — the pool of money used to fund Champion Payouts. Adding sponsors here automatically updates all financial calculations.

Adding a Sponsor

1. On the Setup page, open the **Sponsors** section.
2. Click **Add Sponsor**.
3. Enter the **Sponsor Name**, **Amount** (dollars), and an optional **Note**.
4. Click the checkmark to save inline.
5. Repeat for each sponsor. The **Total Sponsor Seed** updates automatically.

Editing or Removing a Sponsor

1. Click the pencil icon next to the sponsor row to edit.
2. Click the trash icon to delete. You will be asked to confirm.

Adding a Sponsor Image

Alongside the names, you can upload a single image holding your sponsor logos — the “sponsor sheet” many clubs already produce for banners and programs.

1. In the **Sponsors** section, find the **Sponsor Image** panel.
2. Click **Upload PNG** and pick a PNG, JPG or WebP file (up to 5 MB). One image per tournament.
3. The image previews in the panel once it uploads. Click **Replace** to swap it, or **Remove** to clear it.
4. The image prints with the sponsor names — in the top-right corner of the **Winner’s Certificate** and under the “Presented by” footer of the **Financial Summary** — whenever the print checkbox below is on.

Tip: Lay the logos out side by side in a wide, short image. A tall image is scaled down to fit the certificate corner, which makes small logos hard to read.

Printing Sponsor Names

You can optionally display sponsor names on printed materials as a “Presented by” footer.

1. In the **Sponsors** section, check the **Print sponsor names on certificate & financial summary** checkbox.
2. When enabled, the **Winner’s Certificate** and the **Financial Summary** print view will include a footer listing all sponsor names under a “Presented by” heading, plus the sponsor image if you uploaded one.
3. Uncheck to remove the sponsor footer from printed materials.

Tip: This is a great way to acknowledge sponsors on official tournament documents without cluttering the main display. Sponsors see their names on the certificate handed to the champion.

Tip: The Sponsor Seed appears in the Champion Payouts section. If you use Percent mode for champion prizes, the payout amounts are recalculated live whenever this total changes.

Chapter 7 — Prize Money Setup (Per-Day Prizes)



Quick presets fill individual, twosome, and foursome payouts from the daily prize pool.

Quick presets fill individual, twosome, and foursome payouts from the daily prize pool.

Per-day prizes are awarded to the top finishers in Individual, Twosome, and Foursome categories on each day of play. You set a dollar payout for each place on each day.

Setting Up Day Prizes

1. On the Setup page, open the **Prize Money** section.
2. For **Day 1**, enter dollar amounts for each prize category.
3. For multi-day tournaments, repeat for each day — or click **Copy Day 1** → **All Days** to duplicate.
4. Click **Save Prizes**.

Field / Option	Description
Individual 1st	Prize for the golfer with the lowest net score on this day.
Individual 2nd	Prize for the 2nd-lowest net individual score.
Individual 3rd	Prize for the 3rd-lowest net individual score.
Twosome 1st	Prize for the twosome pair with the lowest combined net score.
Twosome 2nd	Prize for the 2nd-lowest twosome pair.
Foursome 1st	Prize for the foursome group with the lowest combined net score.

Note: A winning Twosome or Foursome is paid the full place amount ****to each member****, matching how the prize is funded. Setup shows both the per-player amount and the team total. Reports' Prize Distribution and Award Ceremony use the same rule, and fall back to the flights' own prizes when a tournament only has team flights.

Note: Foursomes are automatically split into internal Twosome A and Twosome B sub-groups for two-person prize calculations. No separate twosome pairings need to be created inside a foursome.

Tip: Use ****Copy Day 1 → All Days**** for consistent prize structures across a multi-day tournament, then adjust individual days afterward if different prizes apply on specific days.

Fixed-Mode Prize Presets

When entering per-day prizes in **Fixed \$** mode, a row of **preset buttons** appears above the prize fields. Each preset represents a common prize distribution (e.g., 60/30/10 split). Click a preset to instantly populate all prize amounts. The active preset is highlighted and each button shows the dollar values that will be applied at a glance. If you modify any amount after applying a preset, the active highlight clears to indicate a custom configuration.

Live Balance Indicator

A **live balance badge** below the prize fields shows how much of the day's available budget has been allocated as you type. It updates in real time so you can see remaining funds before saving — no need to add up amounts manually.

Dollar Stepper Buttons

Each prize amount field has **+\$1** and **-\$1** stepper buttons flanking it. Click them to increment or decrement the prize by one dollar at a time — useful for fine-tuning amounts without retyping the entire value.

Prize Funding Verification

Below the prize fields, Tourlyx shows a live **funding check** comparing your total prize money commitment against the Total Funding available (entry fees + sponsor seed + mulligan revenue). The indicator turns green when prizes are fully funded and amber or red when prizes exceed or are significantly below the available pool.

Note: The funding indicator is advisory — it does not prevent you from saving prizes that exceed available funds. Use it as a sanity check before finalizing the prize structure.

Chapter 8 — Champion Payouts



Champion Payouts draw from sponsor seed money — fully funded before you finish setup.

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Champion Payouts are the overall tournament prizes — separate from the per-day prizes — awarded to the top finishers based on their cumulative score across all days. They are funded by the **Sponsor Seed**.

Fixed Dollar Mode

Enter a specific dollar amount for each place (1st through 5th). The amounts are independent of the sponsor seed total.

1. Set **Payout Mode** to **Fixed \$**.
2. Enter the **Number of Prize Places** (1–5).
3. Optionally click a **Prize Preset** button to auto-fill common distributions (e.g., 60/30/10).
The active preset is highlighted; editing any amount manually clears the active state.
Tourlyx detects and restores the matching preset on page load if your saved amounts match a known preset.
4. Enter or adjust the dollar amount for each place.
5. The system shows total committed vs. Sponsor Seed available.
6. Click **Save Champion Payouts**.

Percentage Mode

Enter a percentage of the Sponsor Seed for each place. Dollar amounts are calculated automatically and update whenever the seed total changes.

1. Set **Payout Mode** to **% of Sponsor Seed**.
2. Enter the **Number of Prize Places** (1–10).
3. Enter a percentage for each place. All percentages must total 100%.
4. Optionally click **Distribute Evenly** to apply the standard payout curve (40 / 25 / 20 / 10 / 5%).
5. Calculated dollar values appear beside each percentage.
6. Click **Save Champion Payouts**.

Funding Indicator

A live banner above the payout fields compares your total committed champion payouts against the current Sponsor Seed total, updating immediately as you edit either figure — no page refresh needed.

- **Fully funded** (green): total champion payouts are at or below the Sponsor Seed.
- **Not fully funded** (red): payouts exceed available funds, with the exact shortfall shown.

Note: This same funding check appears in the Setup Wizard's Champion Payouts step (Chapter 1). It is advisory only — it does not block you from saving payouts that exceed the Sponsor Seed.

Include Champion Prizes in Financial Summary

The **Include in Summary** toggle controls whether champion prize winnings appear in the per-golfer Financial Summary P&L rows.

- **Toggle ON:** Champion prize winnings appear in each golfer's bottom-line P&L.
- **Toggle OFF:** Champion prizes appear only in the Champion Standings tab and are excluded from P&L. Use this when you pay champions separately outside the main financial settlement.

Tip: If your sponsor seed changes after prizes are set (e.g., a last-minute sponsor joins), dollar values in Percentage Mode update automatically. In Fixed Mode you must update the amounts manually.

Chapter 9 — Side Games

Tourlyx supports a rich set of optional features that add extra excitement and revenue to your tournament. All are configured in the Setup page. Enable only the features your tournament uses — disabled features are hidden from all views.



Mulligans, Closest to the Hole and Cut Line cards on Setup — each wager has a shield emblem, a one-line description and an Enable button.

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Mulligans

A mulligan allows a golfer to re-take a shot for a one-time flat fee per day. Each golfer is charged the mulligan fee only once per enabled day — regardless of how many times they use it on the course. Tourlyx tracks who purchased a mulligan each day and includes the revenue in the financial summary.

Note: Prerequisite: Mulligans can only be activated after ****Closest to the Hole (CTH)**** is enabled. Enable CTH first (see below), then return here to activate Mulligans.

Mulligans can also run as a standalone tournament fundraiser, decoupled from CTH. A **mulligan-proceeds** setting chooses where the money goes: **CTH** (the legacy behavior — mulligan fees fund the CTH pot and the separate CTH entry fee is suppressed) or **Fundraiser** (mulligan fees become tournament-fund revenue for charity or operating costs, never redistributed as prizes). In fundraiser mode, CTH — if still enabled — is funded by its own entry fee again, and the mulligan money shows up on the leaderboard financials, the Side Wager Settlement report, and the funding worksheet. Each golfer is still charged the flat mulligan fee once per opted-in day regardless of the destination.

1. On the Setup page, open **Mulligan Days**.
2. Click the **Enable Mulligans** button.
3. Check each day on which mulligans are permitted.
4. Confirm the **Mulligan Price** in the **Mulligan Days** section (default \$5.00). This is the flat fee charged once per golfer per day if they opt in.
5. On the Pairings and Scores pages, an **M** checkbox appears next to each golfer.

6. Check the box to record that the golfer purchased a mulligan. The single fee is charged and tracked automatically.

Closest to the Hole (CTH)

CTH is a contest where the golfer whose tee shot lands closest to the hole on qualifying par-3 holes wins a prize. CTH must be explicitly enabled before it (and Mulligans) become active in the tournament.

The **sidebar navigation** shows a CTH status badge reflecting the current mode: *Not Played* (disabled), *Single Hole*, or *Multi-Hole*.

1. On the Setup page, open **Closest to the Hole**.
2. Click **Enable CTH** to activate the feature.
3. Choose the CTH mode:
 - **All Par 3 holes:** CTH applies to every par-3 hole on every day.
 - **Shortest hole only:** Only the shortest par-3 per day qualifies.
4. A preview shows which holes qualify based on your course data.
5. Configure how the CTH prize pot is funded (see below).
6. Click **Save**.
7. On the Scores page, mark the CTH winner for each qualifying hole.

CTH Prize Pot Funding

The CTH prize pot is funded differently depending on whether Mulligans are enabled:

- **Mulligans enabled:** The CTH pot is automatically funded by mulligan purchases. Each mulligan fee collected goes toward the CTH prize pool. No separate entry fee is needed — a note in the CTH section confirms this: *“CTH pot is funded by mulligan purchases — no separate entry fee needed.”*
- **Mulligans disabled:** A dedicated **CTH Entry Fee** section appears. Set a per-golfer fee and choose how the pot is structured. The CTH entry fee is charged to every golfer and the revenue appears in the Financial Summary as a separate **CTH Fee** cost column.

CTH Entry Fee Settings (when Mulligans are off)

Field / Option	Description
CTH Entry Fee	Dollar amount charged per golfer to fund the CTH prize pot. Entered as a single dollar figure in the CTH Entry Fee field.
Tournament pot	One fee per golfer, paid once for the whole tournament. The total pot is split across all tournament days proportionally. Default setting.
Per day	Fee is charged per golfer per day — each day has its own independent CTH pot. A golfer in a 2-day tournament pays the fee twice.

A live pot calculator updates as you type: “*N golfers × M days × \$fee = \$X CTH pot.*” This total is also included in the Tournament Funding breakdown on the Setup and home pages.

Tip: If your tournament uses Mulligans, the CTH pot is already funded — no need to set an entry fee. If you run CTH without Mulligans (e.g., because golfers want a dedicated CTH contest but no do-overs), set the CTH Entry Fee to collect a separate pot.

Note: If a Contest you create duplicates an enabled side game, a "Worth a look" banner appears on the Contests tab. See the Contests chapter.

Side Wager (Snake Bet)

The Side Wager is a last-day competition for the bottom portion of the field. The worst-performing golfers going into the final day enter a separate pot and compete against each other.

1. Open **Side Wager** in the Setup page.
2. Click **Enable Side Wager**.
3. Enter the **Wager Name** (e.g., “Snake Bet”, “High Ball Pool”).
4. Set the **Entry Fee** per golfer.
5. Set the **Bracket Size** — the percentage of the field that enters (default 50%). The system shows the calculated number of golfers and total pot.
6. Enter the **Payoff Percentages** for each prize place (must total 100%).
7. Click **Save**.



The Snake Bet card on Setup — shield emblem, a one-line description and an Enable button.

The Snake Bet card on Setup — shield emblem, a one-line description and an Enable button.

Note: Tourlyx automatically identifies which golfers fall in the bottom bracket going into the final day. No manual selection is needed.

Pick N

Pick N is a prediction contest where each participant picks N golfers they believe will perform best. The picker whose combined picks have the lowest total score wins the pot.



The Pick 5 Prediction Wager card on Setup.

The Pick 5 Prediction Wager card on Setup.

1. Open **Pick N** in the Setup page and click **Enable**.
2. Enter the **Wager Name** (e.g., “Pick 5 Contest”).
3. Set the **Entry Fee** per picker.
4. Set **Number of Picks** — how many golfers each picker chooses (1–10).
5. Set the **Number of Prize Places** and **Payoff Percentages** (must total 100%).
6. Toggle **Show on Golfer Roster** and **Show on Leaderboard** as desired.
7. Click **Save**.
8. Go to the **Golfers** page to enter each picker’s selections.

Skins (Starter / Pro / Club)

In Skins, each hole is worth one skin. The golfer or team with the outright lowest score wins the skin. Tied holes carry the skin forward (accumulating value). Skins is available on Starter and higher plans.

1. Open **Skins Side Bet** in Setup and click **Enable**.
2. Set **Fee Per Skin/Day** — dollar value of each skin.
3. Choose **Scoring**: Gross or Net (handicap-adjusted).
4. Choose **Grouping**: Individual (each golfer competes alone) or Twosome (pairs compete head-to-head).
5. Add any **Notes** about special rules.
6. Click **Save**.

The fee is charged per hole, and each round is its own game: carried skins reset at the start of every round.

Note: A hole counts for Skins only when every competitor has a score on it. If a golfer leaves mid-round, enter a pick-up score for their remaining holes so the others' holes are still decided — see "Withdrawals and No-Shows" at the end of this chapter and "When a Golfer Leaves Mid-Round" in the Entering Scores chapter.

Each Skins field has a question-mark tooltip — hover it for a plain-language explanation of Scoring, Grouping, Ties, Payout Method, and Participants before you commit to a setup.

Skins in Threesome Tournaments

When the tournament's Group Type is Threesomes, an additional **Threesome Format** selector appears in the Skins setup:

- **Group** (default): The three players in each group compete for each hole as one pool — the outright unique low score wins, same as a normal Skins hole.
- **Round-robin**: Each 3-player group is split into three independent 2-player matches — A vs B, A vs C, and B vs C — run simultaneously. Each match carries its own tied-hole carryover, entirely separate from the other two matches in the group.

When Round-robin is selected, an **Entry Fee Mode** selector appears:

- **One fee covers all matches**: Each player pays the entry fee once per hole, shared between the two matches they play. Winning a skin in a match pays 1× the entry fee — half a fee from each of the two players in that match.
- **Fee per match**: Each player pays the entry fee per hole in each of the two matches they play (2× per hole). Winning a skin in a match pays 2× the entry fee — your fee and the opposing player's fee for that specific match. The skins amount quoted at registration is two fees per hole in this mode.

Note: Click ****Skins — How Scoring & Prizes Work**** on the Setup page to expand a live worked example (using your actual entry fee) showing each of the three round-robin matchups, their hole-by-hole results, and the resulting skins won.

Match Play (Pro / Club)



The Skins and Match Play cards on Setup — an enabled wager expands to show its fee, scoring, grouping and pot scope.

The Skins and Match Play cards on Setup — an enabled wager expands to show its fee, scoring, grouping and pot scope.

Match Play is a hole-by-hole format where the golfer or twosome that wins the most holes wins the match. Tied holes are “All Square” — no carry-over. Match Play is available on Pro and Club plans.

1. Open **Match Play Side Bet** in Setup and click **Enable**.
2. Set the **Entry Fee** per person.
3. Choose **Scoring**: Net (default) or Gross.
4. Choose **Grouping**: Individual or Twosome.
5. Choose **Pot Scope**: Per Day or Whole Tournament.
6. Select which **Days** Match Play is active using the **Play on Days** buttons. For multi-day tournaments this lets you run Match Play on specific days only — e.g., Day 1 only, or Day 2 and Day 3. Only selected days count toward fees and results.
7. Add any **Notes**.
8. Click **Save**.

Note: The Match Play entry fee is charged per golfer *per active day* when Pot Scope is set to Per Day, and once per golfer for the whole tournament when set to Whole Tournament — but only for the days selected in Play on Days.

Note: **A match pays once it is decided:** every hole has a score, or one side leads by more holes than are left to play (a 5 & 4 finish needs no more scores). Until then the pot is held and nobody is shown as paid. In a threesome round robin the group's pot is held until all three matches are decided.

Match Play in Threesome Tournaments

When Grouping is set to **Threesome**, each 3-player group plays a round-robin of three head-to-head matches (A vs B, A vs C, B vs C) instead of a single match. A **Payout Model** selector determines how the group's pot is distributed:

Field / Option	Description
Winner Take All	The player with the best overall record receives the entire pot. Ties at the top split it equally.
Top Two	1st place earns two-thirds of the pot; 2nd place earns one-third. Tied players combine and split the relevant share(s).
Match Win	Each of the three head-to-head matches is worth one-third of the pot. Winning a match takes that third; a tied match splits it equally between the two players in it.
Proportional	Each player earns $(\text{their total match points} \div 3) \times \text{the pot}$ — points are earned across all three of their matches.

Tip: Change the Payout Model at any time from the Match Play setup page or the Match Play results page — a live example using your actual entry fee updates immediately to show how the selected model would split a sample set of standings.

Custom Side Bets

Custom Side Bets are informal, informational contests that you record for tracking purposes only — longest drive, best dressed, closest to the pin on a specific hole, and similar one-off competitions. They may involve the entire field or just a subset of golfers. Custom Side Bets are handled entirely outside of Tourlyx's financial system and do **not** appear in the Financial Summary.

1. Navigate to the **Side Bets** section (tournament home or Leaderboard).
2. Click **Add Side Bet**.
3. Enter a **Name** and any **Notes** about the contest.
4. The entry is saved as an informational record and timestamp.

Note: Custom Side Bets are for record-keeping only. All financial settlement for these contests — collecting fees and paying prizes — is handled outside of Tourlyx.

Nassau (Pro / Club)

Nassau is a three-segment betting game played within each foursome. The Front 9, Back 9, and Overall 18 holes are each treated as a separate bet. The team with the lower score on each

segment wins that bet. Nassau is available on Pro and Club plans and requires foursomes — it is skipped for groups of other sizes.

The **sidebar navigation** shows a Nassau status badge reflecting the active scoring configuration: *Not Played* (disabled), *Net*, or *Gross* — so you can confirm the scoring mode at a glance from any page.



The Nassau and Wolf cards on Setup.

The Nassau and Wolf cards on Setup.

Configuring Nassau

1. Click **Format** in the tournament navigation.
2. Scroll to the **Nassau Side Bet** section and click **Enable Nassau**.
3. Select which **Days** Nassau is active (multi-select; a day with no pairings will have no results).
4. Choose the **Format: 2 vs 2** (two players per team) or **1 vs 3** (one solo player against the other three).
5. Choose the **Scoring Type: Net** (handicap-adjusted) or **Gross** (raw scores).
6. Choose the **Team Scoring Method** (2 vs 2 only): **Aggregate** (both players' scores summed per hole) or **Best Ball** (lowest individual score per hole counts). For 1 vs 3, Best Ball is always used for the team of three.
7. Enter the **Bet per Segment** — the dollar amount wagered on each of the three segments. The total exposure per player per round is shown automatically (bet × 3).
8. Click **Save**.

Nassau Field Reference

Field / Option	Description
Format	2 vs 2: Team A (positions 1 & 2) vs Team B (positions 3 & 4). 1 vs 3: Solo player (position 1) vs Best Ball of the other three.
Scoring Type	Net uses handicap-adjusted scores; Gross uses raw scores. The Handicap Basis setting on the Format page applies.
Team Scoring Method	Aggregate: sum of both players per hole. Best Ball: lowest individual score per hole. Applies to 2 vs 2 only; 1 vs 3 always uses Best Ball for the team.

Field / Option	Description
Bet per Segment	Dollar amount wagered on each of Front 9, Back 9, and Overall. Maximum exposure per player per round = Bet × 3.
Nassau Days	Which tournament days run Nassau. Select any combination of days with foursomes.

How Nassau Scoring Works

Each segment (Front 9, Back 9, Overall) is decided independently:

- The team with the **lower segment total** wins that segment's bet.
- A **tied segment** is a push — no money changes hands.
- Winning a segment pays the bet amount; losing costs the same.
- If any golfer in the foursome is missing even one hole score, that day's Nassau is marked **In Progress** and excluded from financial totals until complete.

Note: In 1 vs 3 format, the solo player's payout per segment equals the full bet. Each team member's payout equals one-third of the bet.

Viewing Nassau Results

1. Click **Leaderboard** in the tournament navigation.
2. Select the **Nassau** tab.
3. Use the **day selector** to browse individual days, or toggle **Overall Standings** to see cumulative results across all Nassau days.
4. Each foursome card shows Front 9 / Back 9 / Overall chips (Win / Loss / Push) in the header. Click to expand for the full segment breakdown and 18-hole scorecard.

Tip: Use the Print buttons on the Nassau results page to generate a compact or expanded printout of Nassau results — useful for posting at the 19th hole.

Nassau in Threesome Tournaments

When the tournament's Group Type is Threesomes, Nassau automatically runs as a **Round Robin** of three independent 2-player matchups within each group — A vs B, A vs C, and B vs C. Each matchup has its own Front 9, Back 9, and Overall bet, so a threesome group produces nine individual bets total (three matchups × three segments). Results appear as separate match

cards on the Nassau leaderboard tab, each labeled with the two players and a **Round Robin** badge.

Wolf

(Pro / Club)

Wolf is a per-hole rotating betting game for foursomes. On each hole, one player — the “Wolf” — plays solo against the combined Best Ball of the other three players. The Wolf position rotates through all four players, one hole at a time. Wolf is available on Pro and Club plans and requires foursomes.

The **sidebar navigation** shows a Wolf status badge reflecting the active configuration: *Not Played* (disabled), *Push*, or *Carryover* — matching the tie rule you selected during setup.

Configuring Wolf

1. Click **Format** in the tournament navigation.
2. Scroll to the **Wolf Side Bet** section and click **Enable Wolf**.
3. Select which **Days** Wolf is active.
4. Choose the **Scoring Type**: **Net** (handicap-adjusted) or **Gross**.
5. Enter the **Bet per Hole**. The theoretical maximum exposure per round is shown automatically (bet × 18).
6. Choose the **Tie Rule**: **Push** (tied hole = no bet) or **Carryover** (tied hole's bet accumulates and is added to the next decided hole).
7. Click **Save**.

Wolf Field Reference

Field / Option	Description
Scoring Type	Net uses handicap-adjusted scores; Gross uses raw scores. The Handicap Basis setting on the Format page applies.
Bet per Hole	Dollar amount wagered on each of the 18 holes. Theoretical maximum exposure per player = Bet × 18.
Wolf Days	Which tournament days run Wolf. Select any combination of days with foursomes.

Field / Option	Description
Tie Rule	Push: a tied hole is a no-bet and play moves on. Carryover: the tied hole's bet is added to a running pot that goes to the winner of the next decided hole.

How Wolf Scoring Works

The Wolf rotates by position — Hole 1: Player A, Hole 2: Player B, Hole 3: Player C, Hole 4: Player D, Hole 5: Player A again, and so on.

- **Wolf wins:** Wolf's score beats the Best Ball of the other three → Wolf collects the bet from each of the three opponents.
- **Team wins:** Best Ball beats the Wolf → each team member collects the bet from the Wolf.
- **Net scoring:** strokes are given off the lowest handicap in the group, the same as Match Play and Nassau — the lowest handicap plays off zero and the others receive the difference on the lowest stroke-index holes.
- **Tie (Push rule):** No money changes hands; play moves to the next hole.
- **Tie (Carryover rule):** The hole's bet is added to a running pot. The pot is awarded to whoever wins the next decided hole. If hole 18 is still a push, any remaining pot is annulled.
- If any golfer is missing any hole score, that day's Wolf is marked **In Progress** and excluded from financial totals until complete.

Viewing Wolf Results

1. Click **Leaderboard** in the tournament navigation.
2. Select the **Wolf** tab.
3. Use the **day selector** to browse individual days, or view the **Overall Standings** table for cumulative totals.
4. Expand a foursome card to see the hole-by-hole Wolf rotation (A/B/C/D per hole), net winnings per player per hole, and — when Carryover is enabled — the running carryover pot amount.
5. The **score reveal** section shows each player's gross scores with the Wolf's winning holes highlighted in amber and the team's Best Ball winner in green.

6. **Per-Player Drill-Down:** Click any player's name inside an expanded foursome card to open that player's hole-by-hole detail. The drill-down shows Winnings, Fees, and Net for every hole so each golfer can verify exactly how their Wolf total was calculated.

Actual vs. Rounded Amounts

Because Wolf divides bet amounts three ways on every hole, results can include fractional cents. The **Actual / Rounded** toggle at the top of the Wolf results tab switches between exact calculated amounts and amounts rounded to the nearest cent — useful when settling up in cash.

Per-Day Financial Breakdown

When a tournament runs Wolf on multiple days, the expanded foursome card shows a **per-day financial summary** for each player — the net Wolf result from each individual day — in addition to the cumulative total. Switch between days using the day tabs at the top of the Wolf results page.

Tip: Carryover pots can grow large on a stretch of tied holes. The Wolf results page shows the running pot amount on every hole so players can see exactly what is at stake.

Wolf in Threesome Tournaments

Wolf also supports 3-player groups. The Wolf position rotates every 3 holes instead of 4 — Hole 1: Player A, Hole 2: Player B, Hole 3: Player C, Hole 4: Player A again, and so on. Since there are only two non-Wolf players in a threesome, the Best Ball team's winnings or losses are split between those two players instead of three.

Withdrawals and No-Shows

Tourlyx has no “withdrew” or “no-show” status, so a golfer who does not finish is handled by one rule:

Fees stay paid. Skins already won stand. Unfinished matches are forfeited.

Treat the golfer as having played every remaining hole at double par.

Situation	Entry fees	Stroke results	Skins	Match Play, Nassau, Wolf	Snake and other bets
No-show (never teed off)	Kept. Refunds, if any, are outside Tourlyx.	Not ranked.	Takes no part. Remove them from the Skins participants if they were enrolled.	Remove them before pairings are built.	Un-enroll them.
Left before hole 1	Kept.	Treat as a no-show, or enter double par on all 18 holes to keep them in the field.	Same as a no-show.	Re-pair the group, or enter double par on all 18 holes so every match is forfeited.	Un-enroll them.
Left mid-round	Kept.	Enter double par for each unplayed hole. They show a full round and rank near the bottom.	Skins won on holes they played stand. The unplayed holes are decided without them.	The unfinished match is forfeited: the golfer loses every remaining hole, so their opponent takes them.	Stand as played.
Disqualified	Kept.	Enter double par for each unplayed hole.	Skins already won stand.	Forfeited, as for a mid-round exit.	Stand as played.

How to enter it. Type double par for every hole the golfer did not play — see “When a Golfer Leaves Mid-Round” in the Entering Scores chapter for the steps. Enter it as soon as the golfer leaves, before the field sees results.

Why double par works.

- **Skins and Wolf:** a hole is decided only when every competitor has a score on it, so blank holes freeze the game for everyone else. Double par fills the blanks, and the golfer almost never wins a skin on those holes.

- **Match Play:** the golfer loses each remaining hole, so the opponent wins the match unless the golfer was far enough ahead to clinch it already. Without those scores the match stays undecided and its pot is never paid.
- **Nassau:** a segment pays out only when every score in it is entered. Double par completes the segments, and the leaver almost always loses the ones they did not finish.

Note: Double par does not force a result. If an opponent also scores double par or worse on a hole, or the leaver already built an unbeatable lead, the result is decided by the scores, not by forfeit. For an exact forfeit, settle that match by hand outside Tourlyx.

Note: Tourlyx does not refund or reallocate fees for you. The Money report counts the golfer's fees as collected, so the books balance. Pay out any refund in cash or by your usual method.

Telling Players the Rule

Players do not read the manual, so put the rule where they will see it. Paste one of these into **Local Rules** on the Format page, whichever fits your tournament.

With side games (Skins, Match Play, Nassau, Wolf, Snake):

Withdrawals and no-shows. Entry fees are non-refundable once play begins. If you leave during the round, any skins you have already won stand, and any side match you haven't finished is forfeited to your opponent. If you don't show up, you take no part in the side games.

Without side games:

Entry fees are non-refundable once play begins.

Note: Local Rules is a free-text field that you control, so nothing appears unless you type it. Once entered, it prints at the bottom of the tee sheet and starter sheet and shows as a Local Rules card on each golfer's personal tournament page.

Chapter 10 — Contests

A **Contest** is a stand-alone prize competition the tournament runs and settles itself — closest to the pin, longest drive, a putting contest, a raffle, a skins pool, and similar. Unlike a **Side Game** (a cash-pool wager configured on the Format page, where the players' entry money is paid straight back out to the winners), a Contest is a capture-and-award engine: the tournament collects any entry fee, keeps the money, and hands the winner a prize — cash or a physical item from your Prize Inventory.

Contests live on their own tab in the tournament navigation. They are grouped by day — **All Days** first, then Day 1, Day 2, and so on. Drag a card to reorder contests within a group.



The Contests tab — cards grouped by day, with the status banner and summary tiles in the header.

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Creating a Contest

1. Click **Add Contest** (top right). To start from a saved configuration, click **Presets** and pick one.
2. Choose the **Tournament Day** the contest runs on, or **All Days** for a multi-day tournament.
3. Set the **Category** — *Competitive* or *Fund raising*. Picking a Mulligan or Raffle type switches this to *Fund raising* automatically.
4. Choose the **Contest Type** (see the table below).
5. Enter a **Name** as it should appear on cards, reports, and the winner list.
6. Set **Eligibility**, **Funding Source**, **Prize Type**, any **Entry Fee**, and **Number of Winners**.
7. Optionally add **Rules / Notes**, a **Max Entries** cap (competitive) or **Max per Player** (fund raising).
8. Toggle **Save as reusable preset** to add this configuration to your Presets picker for future tournaments (not available for flight-specific contests).
9. Click **Add Contest**.

Field reference

Field / Option	Description
Tournament Day	The day the contest is played, or All Days . On a multi-day tournament an All Days contest shows a winner slot per day.
Category	<i>Competitive or Fund raising</i> . Controls whether the entry-cap field is Max Entries or Max per Player.
Contest Type	Closest to Pin, Longest Drive, Straightest Drive, Hole in One, Putting, Skins, Mulligan, Raffle, or Custom.
Hole (optional)	The hole the contest is played on. Leave blank on a Closest to Pin contest to cover every par-3 hole in play — one winner slot per par-3 per day. Not shown for Skins.
Eligibility	All Golfers, Men, Women, Seniors, a specific Flight , or Paid Registrants . A flight-scoped contest appears under that flight on the Flights tab, not on the Contests tab.
Funding Source	Entry Fee, Sponsor, Club Fund, Other, or Contest Fee (self-funded — see below).
Deduct from Purse?	Whether the prize comes out of the main prize purse. Forced on for <i>Entry Fee</i> funding, off for <i>Contest Fee</i> .
Prize Type	Cash, Merchandise, Gift Card, Trophy, From Inventory (pick a Prize Inventory item), or None (Fundraiser Only) .
Prize Value / Description	Dollar value for a cash prize; free-text description otherwise.
Entry Fee (\$, optional)	Per-player charge to enter. Leave blank for a free contest.
Number of Winners	Prize places (1–10). Hidden for Skins and for a <i>None</i> prize.
Max Entries / Max per Player	Optional caps. Max Entries for competitive contests, Max per Player for fund raisers.

Note: ****Skins contest with no winner:**** if a Skins contest finishes and nobody has won a skin (ties ignored and every hole tied), each entrant's fee is returned in full instead of the pot being kept.

Enrolling the whole field at once

On a **competitive** contest card, **Enroll entire field** creates an enrollment for every registrant and commits each golfer's entry fee in one click — no need to add them one at a time.

- Every registrant is enrolled regardless of the contest's **Max Entries** cap; the bulk action overrides it.
- Golfers already enrolled are left untouched.
- A golfer who was **paid in full** moves to **partial** when the contest fee is added, so the outstanding balance is visible on the Registrations page.
- **Remove all** reverses it, but keeps any golfer who already has a recorded win (matched by golfer record or by name).

Contest Entry Fees

When a contest has an **Entry Fee** and its **Funding Source** is **Contest Fee**, that money is tracked as real revenue:

- It flows into the tournament ledger as **contest fees** — money in — and is reflected in the Reports financial statement and the Money Flow close-out.
- On the Leaderboard **Financial** tab, a per-golfer **Contests** column shows what each golfer was charged, with a drill-down line per contest when the row is expanded. The column appears only when at least one contest is funded by a Contest Fee with a fee above zero.
- All enrolled golfers are counted regardless of payment status, and the fees factor into Net P&L and the "Why isn't this \$0?" explainer.

Note: The "Contest Fee" funding source with ****no**** entry fee set collects nothing — the contest never appears in any financial total. The Contests page flags this as a "Worth a look" item, and the Add / Edit Contest form warns you inline.

Recording a Winner

1. On a contest card, click **Record Winner** to open the Record Winner slide-over.
2. For each place (or each day / each par-3 hole), search for the golfer, or click **Enter custom name** for someone not on the roster.
3. Optionally record the measurement (distance to pin, drive distance) and any notes.

4. Set the **Prize Awarded** — see below.
5. Click **Save Results** to record without finalizing, or **Save & Finalize** to lock the contest.

Prize Awarded dropdown

The **Prize Awarded** picker lists your **full Prize Inventory** — every in-stock item, plus anything already reserved for or selected on this contest — mirroring the Prize Package picker. Choose an inventory item to have its unit value fill in automatically, or choose *No inventory item* and type a value by hand. Saving grows the contest's inventory reservations to match what you awarded; it never shrinks or deletes a quantity you committed with **Add Prize** on the card.

“Use scored winner” for Closest to Pin

An all-par-3 Closest to Pin contest seeds each hole's winner from the closest-to-pin data recorded on the Scores page when the slide-over first opens. If someone later edits the Scores page, the slide-over flags any hole where the recorded contest winner no longer matches, showing the scored golfer's name and a **Use scored winner** link that pulls that golfer in.

Winner picker defaults to paid entrants

For a contest with an entry fee, the golfer dropdown in the Record Winner slide-over defaults to that contest's **paid entrants** — the golfers who enrolled and paid online. A caption shows how many paid entrants there are.

Flip the **Show all golfers** switch to reveal the full eligible list — useful for a golfer who is on the roster but paid at the door. The toggle resets each time you open the slide-over. If the contest has no fee, or no online enrollments exist, the full list shows by default.

Committed contest prizes show as obligations

When a self-funded contest commits a **physical** prize that costs the tournament nothing to source — a donated or sponsor item — the prize is surfaced as an attributed “still owed” obligation, not as a cash expense, on four surfaces:

1. **The contest card** — “Collected · Committed (not a cash cost) · Proceeds”, with the item and the winner's name.
2. **The Reports financial statement** — one liability line per committed contest prize, plus a remainder line for other donated / sponsor inventory.

3. **The Money Flow schematic** — the inventory-memo close-out node breaks out one child per committed contest prize.
4. **The Leaderboard Financial tab** — a “Prizes owed (goods, not cash)” drill-down line under the golfer who won it.

The winner’s name appears only when the winner row itself carries the prize pick; a plain prize-package assignment shows the item with no name.

“Worth a look” checks

A “**Worth a look**” banner appears above the contest list for legal setups that are almost always mistakes. None of them block you.

- **Overlaps with an enabled Side Game.** Only three types can collide: Closest to the Hole ↔ Closest to Pin, Mulligans ↔ Mulligan, and Skins ↔ Skins. If the same competition is running both as a Side Game (on the Format page) and as a Contest, players can be charged in both places and winners tracked twice. The check is order-independent — it fires no matter which one you set up first — and the same warning also shows in **Format** → **Side Games** above the relevant card and inline in the Add / Edit Contest form under **Contest Type**. Keep one unless they are genuinely different prizes.
- **Collects no money.** A “Contest Fee” contest with no entry fee.
- **Winner doesn’t match scoring.** An all-par-3 Closest to Pin contest whose recorded winners disagree, day by day, with the closest-to-pin winner on the Scores page.

Contests that are missing a prize, have an out-of-stock assigned prize, or are finalized with no winner recorded are flagged separately in a “Contests need attention” banner. When nothing is outstanding, a green “Contests are fully complete” banner shows instead.

Chapter 11 — Flights

Flights divide the field into competitive divisions so golfers play against others of similar ability or profile — a Championship flight for low handicaps, an A / B / C split, a Seniors flight, a women's flight, and so on. Each flight gets its own leaderboard, its own placement payouts, and its own contests. Use flights whenever a single overall leaderboard would let one group of golfers sweep every prize.

Flights live on their own tab in the tournament navigation.



The Flights tab — priority-ranked flight cards, the assignment banner, and the readiness checklist.

The Flights tab — priority-ranked flight cards, the assignment banner, and the readiness checklist.

Creating flights

1. Click **Add flight** (top right). To start from a saved configuration, click **Load from template** inside the form.
2. Enter a **Flight name** (e.g. “Championship Flight”).
3. Choose a **Flight type** — Handicap, Age, Gender, Professional, Member Status, or Custom. Picking a type seeds a matching starter qualification rule.
4. Choose an **Assignment method** — *Automatic* (the engine places golfers by rule) or *Manual* (you place every golfer yourself).
5. Choose a **Category** — Individual, Twosome Team, or Foursome Team.
6. On a multi-day tournament, optionally scope the flight to a single **Tournament day**, or leave it on *Total — all rounds*.
7. Optionally set a **Color**, a **Description**, and a **Scoring basis** override (Net or Gross, regardless of the tournament's normal basis).
8. Optionally mark the flight as an **Overlay flight** — every qualifying golfer competes in it *alongside* their primary flight (use this for an “Overall” leaderboard). Overlay flights skip the assignment engine.
9. Build the **Qualification rules**. All rules must match (AND logic); add an exclude rule to carve golfers out.
10. Click **Create flight**.

Field reference

Field / Option	Description
Flight name	Shown on leaderboards, payout tables, and reports.
Flight type	Handicap, Age, Gender, Professional, Member Status, or Custom. Seeds a starter qualification rule.
Assignment method	<i>Automatic</i> — the engine proposes placements from the rules. <i>Manual</i> — you place each golfer; the engine leaves them alone.
Category	Individual, Twosome Team, or Foursome Team. Team flights are resolved from Pairings (see below).
Tournament day	Scope the flight to one round, or leave as <i>Total</i> — <i>all rounds</i> .
Color	A swatch that carries through to the flight's leaderboard, payout tables, and the season screens.
Scoring basis	Override Net / Gross ranking for this flight only.
Overlay flight	All qualifying golfers compete here in addition to their primary flight. Skips the assignment engine.
Qualification rules	Field / operator / value tests, ANDed together. Include and exclude rule types.

Flight priority

Flights are ranked by priority, shown as **Priority #1**, **#2**, and so on down the list. A golfer is assigned to the **first flight they qualify for**, top to bottom, so if a golfer's stats match more than one flight the higher-priority flight wins. **Drag a flight card to reorder priority**. A catch-all "All Golfers" flight should always sit last.

Assigning golfers

For automatic flights, the **assignment engine** reads each golfer's stats, tests them against every flight's rules in priority order, and proposes a placement. Manually placed and locked golfers are skipped and keep their current flight.

1. Click **Assign golfers** on the assignment banner to open the **Assignment Preview** modal.

2. Review the proposed flight sizes, the golfers in each flight, and the **Changes Since Last Assignment** summary. Nothing is written until you accept.
3. Check the callouts:
 - **Unassigned** — golfers who match no flight. Expand “Why?” for a rule-by-rule trace against every flight.
 - **Rule Overlaps Detected** — golfers who match multiple flights; the preview shows which flight they were assigned to and why.
 - **Skipped (manually placed)** — golfers who were placed by hand and were not re-evaluated.
4. Click **Re-run** after editing rules, or **Accept assignments** to apply.

To override a single golfer, edit their flight from the roster or use the move controls; locking a golfer keeps the engine from moving them on the next run.

Tip: If a flight is coming out lopsided, the Flights page offers ****Balance flight sizes**** and ****Balance flights**** panels that suggest either moving individual golfers or nudging a handicap cutoff, with a one-click apply and undo.

Team flights

Twosome and Foursome flights have no per-golfer assignments. Their membership is resolved live from the **Pairings** page — each team’s combined handicap decides which team flight it lands in — so the preview shows team flight counts broken out **per day** rather than a single total. Build your teams on the Pairings page.

A tournament that uses only Twosome/Foursome flights does not show an “Assignments need review” warning or failing readiness checks for unassigned golfers, since team flights are filled from Pairings. Expanding a team flight lists each team on each day with its members, not just a count.

Per-flight prizes

A flight can carry its own placement payouts and its own contests. Flight-scoped prizes and flight-scoped contests render **under that flight on the Flights tab of the Prize Allocation screen** — they are never duplicated on the Contests tab, which shows tournament-wide contests only. A day pays out per-flight team prizes only when at least one flight has team prizes configured for that day; otherwise the tournament-wide behavior is unchanged.

Flight colors carry through the season

The **Color** you set on a flight is reused everywhere that flight appears — its leaderboard tab, its payout tables, and the season standings and public season leaderboard screens — so a golfer can track their division at a glance across every view.

Chapter 12 — Building the Golfer Roster



The Golfer Roster after a CSV import, with handicaps, tee assignments, and setup checklist.

The Golfer Roster after a CSV import, with handicaps, tee assignments, and setup checklist.

The Golfer Roster is the list of all participants. Every score, pairing, and financial record is tied to a golfer record, so it is important to have accurate information — especially handicap — before pairings are created.

Adding Golfers Manually

1. Click **Golfers** in the tournament navigation.
2. Click **Add Golfer** (green button, upper right).
3. Fill in the golfer details (see field reference below).
4. Click **Save Golfer**. The golfer appears in the roster.
5. Repeat for each participant.

Field / Option	Description
First Name	Optional. Golfer's first name.
Last Name	Required. Golfer's last name.
Gender	Male or Female (default: Male). Affects the Shirt Size label — a Women's badge appears automatically when Female is selected, helping you order the correct apparel.
Handicap	USGA handicap index (whole numbers, e.g., 14). Default is 0 (scratch). Use the +/- buttons or type directly. Used for net score calculations.
Email	Optional. Used to send tournament invitations and for golfer identification.
Phone	Optional. For contact purposes; printed on the roster if provided.
Handicap Source	Where the Handicap Index came from: GHIN, Club Handicap or Manual. New golfers default to Manual .
GHIN	Optional. USGA GHIN number for official handicap verification.

Field / Option	Description
Shirt Size	Optional. Useful for ordering tournament shirts or apparel. A Women's badge appears next to this label when the golfer's gender is set to Female.
Tee	The tee color this golfer plays from. Overrides the tournament default tee.
Note	Free-text field for any additional notes about the golfer.

Note: ****Missing Handicap Index warning.**** If any golfer has an Index of 0 and a source other than GHIN or Club Handicap, an amber banner appears at the top of the Golfers page and the Leaderboard: **"N golfers have no Handicap Index (playing off scratch)"**, followed by up to five names. A blank Index is stored as 0, so this catches golfers whose Index was never entered — they get no strokes, so their net equals their gross. Enter the Index (or set the source to GHIN or Club Handicap for a genuine scratch golfer) and the banner clears.

Filtering and Searching the Roster

- Use the **search bar** to filter golfers by name or email.
- Use the **Gender** filter dropdown to display only Male or Female golfers — useful when organizing separate tee assignments or ordering gender-specific apparel.

Importing Golfers from CSV

For large fields, import the entire roster at once using a CSV file.

1. Prepare a CSV file with columns in this order:
First, Last, Handicap, Email, Phone, GHIN, ShirtSize, Tee, Note
2. On the Golfers page, click **Import CSV**.
3. Upload your file or paste the CSV contents into the text area.
4. Review the preview and click **Import**. All golfers are added in bulk.

Editing and Removing Golfers

- Click the pencil icon on a golfer card to edit their details.
- Click the trash icon to delete. Scores tied to a deleted golfer are also removed.

Archived Golfers (Your Golfer Library)

Your **archive** is a personal library of golfers that follows you from tournament to tournament, so a regular field never has to be retyped.

- **Add from the archive** — click **Archived Golfers** above the roster, tick the golfers you want, and click **Add N Golfers**. Golfers already on the roster are skipped.
- **Save to the archive** — tick **Save to archive** at the bottom of a golfer's edit card to keep that golfer for later, or click **Save Roster to Archive** to save everyone on the roster at once. Golfers already in the archive are updated rather than duplicated.
- **Folders** — organise the library with folders (for example *Member-Guest 2026*). Use the folder-plus icon to create one, then the pencil to rename it or the folder-minus icon to delete it (its golfers move to **Unfiled**). A golfer lives in one folder at a time; choose the folder when you save a roster, or click **Select**, tick golfers, and pick **Move to...**
- **Edit in place** — the pencil on an archived golfer edits their name, email, phone and handicap, and the change is synced to every tournament that golfer is on.
- **Clean up** — **Select** also switches the list into delete mode; tick golfers and click **Delete Selected**. **Delete Unused** removes every archived golfer who is not on this tournament's roster.

Sending Invitations & Update Notices

The **Send Invitations** feature emails golfers their tournament details — date, location, tee time, and playing partners. Tourlyx automatically sends the right type of email for each golfer: a first-time **invitation** or a follow-up **update notice**, depending on whether that golfer has been emailed before.

How to Send Invitations

1. Click **Golfers** in the tournament navigation.
2. Click the **Send Invitations** button (envelope icon) near the top of the page.
3. Select the golfers you wish to email. Only golfers with a saved email address appear in the list.
4. Click **Send**. Tourlyx delivers a personalized email to each selected golfer.

Invite vs. Update Emails

Tourlyx tracks whether each golfer has been emailed before and automatically chooses the correct email type:

- **First-time Invitation** — sent when a golfer has never been emailed. Subject line: *“You’re invited: [Tournament Name]”*. Contains the tournament date, location, assigned tee time, and playing partners.
- **Update Notice** — sent when a golfer has already received an invitation. Subject line: *“Update: [Tournament Name]”*. Compares the current tournament details against what was in the previous email and highlights any fields that changed.

Note: Changed fields (date, location, tee time) appear in the update email with an amber highlight and a "Was: [old value]" line beneath them, making it easy for golfers to spot what is different. If nothing has changed, the email includes a note confirming it is simply a reminder.

Invited Badge on Golfer Cards

After a golfer is emailed, their roster card displays an **Invited** badge showing the date the most recent email was sent. This lets you see at a glance who has been notified and who still needs to be contacted — without having to open any external email tool.

What Is Included in the Email

Field / Option	Description
Tournament Name	The official name shown prominently in the email header.
Date	Tournament start date and total number of days (e.g., “Saturday, July 12, 2026 (3 days)”).
Location	Course or city as entered in Tournament Details (omitted if not set).
Your Tee Time	The golfer’s assigned tee time and group name, pulled from the Tee Times page. For multi-day tournaments, the earliest scheduled day is shown.
Playing Partners	Names of the other golfers in the same group as the recipient.
RSVP Button	A one-click button that opens a pre-addressed reply email to the tournament director.

Tip: Set up Tee Times before sending invitations — golfers receive their specific tee time and partner names in the email. If tee times are not yet assigned, the email still delivers the date and location, and you can send an update once pairings are finalized.

Tip: Use the Update Notice feature whenever tournament details change after the initial invite — simply select all golfers and send again. Each golfer's email will clearly show only what changed since the last message.

Pick N — Entering Golfer Picks

If the Pick N wager is enabled, each participant must select N other golfers as their picks before the tournament begins.

1. Each golfer card shows a **Set N Picks** button.
2. Click it to open the picks modal.
3. Select exactly N golfers from the roster.
4. Click **Save Picks**.
5. Use **Randomize All** or **Import Pick CSV** for bulk operations.

Tip: Export your roster as a CSV (**Export CSV** button) to keep a backup or share it with co-organizers before the tournament begins.

Chapter 13 — Registrations & Payments

The **Registrations** page is where you track who has signed up, what each golfer owes, how they paid, and — once the event is over — how the desk settled up with every player. It covers walk-ins and hand-entered golfers as well as anyone who registered online.

Registrations live on their own tab in the tournament navigation. The page has two tabs of its own: **Registrants** (the sign-up list) and **Settlement** (the end-of-event cash reconciliation).



The Registrations page — summary cards, search box, and the registrant table.

The Registrations page — summary cards, search box, and the registrant table.

Registrants tab

The summary cards across the top show **Registered**, **Paid**, **Remaining** (open spots against the field cap), **Revenue**, **Total Due**, and **Outstanding** (the sum of every unpaid balance). Once Settlement reconciles, the Outstanding card switches to **Reconciled** ✓. If it instead shows \$0 with a yellow “*Not settlement-reconciled*” warning, don’t read that as done — money still needs to change hands at the desk; work the Settlement tab to clear it.



The Outstanding card warns “Not settlement-reconciled” even when it nets to \$0, and the Settlement tab itself shows a red dot when action is needed.

The Outstanding card warns “Not settlement-reconciled” even when it nets to \$0, and the Settlement tab itself shows a red dot when action is needed.

Below the cards:

- **Search box** — plain text matches name, email, phone, handicap, status, method, amount, or date. It also takes field filters that AND together, e.g. `status=unpaid, hcp>10, balance>=50`.
- **“Not enrolled in” badges** — click a contest badge to show only the registrants who have *not* joined that contest, so you can chase them down.
- **Registrant table** — one row per golfer with their contact details, when they registered, when they paid, amount paid, status badge, **Total Due** (with a fee breakdown underneath), and **Balance**. When a contest with an entry fee exists, that contest gets its own inline enrollment checkbox column while its filter badge is active.

Use **Import CSV** to bulk-add rows (first name, last name, and email are required per row), **Export CSV** to pull the list out, **Print** for a paper roster, and **Sync with Roster** to reconcile registrants against the golfer roster — linking unmatched pairs by name, creating a registrant for any roster golfer without one, and creating a golfer for any genuine unmatched registrant.

Registering a golfer

1. Click **Register Golfer** to open the slide-over. To edit an existing row, click the pencil icon on that row.
2. In add mode, optionally search **Search Existing Golfer** to pull a name, email, phone, and handicap from your golfer library.
3. Fill in **First Name**, **Last Name**, **Email**, **Phone**, **Handicap Index**, and **Team**.
4. Set the **Entry Fee** (add mode only — it defaults to the tournament entry fee).
5. Under **Contest Enrollment**, check any competitive contests the golfer is entering and set a quantity for fund-raising contests (mulligans, raffle tickets). A full contest shows **Full — enroll anyway** to override the cap.
6. Choose a **Payment Method** (see below).
7. Choose a **Payment Status** — *Paid in Full*, *Partially Paid*, *Unpaid*, or *Waived*. For a partial payment, enter the **Amount Received**.
8. The footer shows the running **Total Due**, **Paid**, and **Balance Due**. Click **Register Golfer / Save Changes**.

Field reference

Field / Option	Description
Search Existing Golfer	Add mode only. Looks up your golfer library by name or email and fills the form.
Entry Fee	Add mode only. The base tournament charge; contest fees are added on top.
Contest Enrollment	Competitive contests are checkboxes; fund-raising contests use a quantity stepper capped at <i>Max per Player</i> .
Payment Method	Cash, Check, Credit Card (Stripe), PayPal, Venmo, Zelle, Club Account, Sponsor Paid, Comp (waived), or Other.
Payment Status	Paid in Full, Partially Paid, Unpaid, or Waived. Drives the status badge and the amount recorded.

Field / Option	Description
Amount Received	Shown for a partial payment — the dollars actually taken so far.

Note: The Status column on the registrants list shows a green ****Settled**** badge when a golfer's registration shows nothing (or only part) paid but their money was collected on the ****Settlement**** tab and ties out. Registration records only what was paid through registration — settlement never changes it — so the Amount and Total Due columns still show the registration figures. Hover ****Settled**** for the explanation. A golfer who is not settled yet keeps an amber ****Unpaid**** or ****Partial**** badge, and searching `status=unpaid` no longer includes settled golfers.

Payment methods

When you edit a registration, a **payment panel** appears under the Payment Method selector. It carries the golfer all the way to paying, then leaves you one action — mark the money received.

Cash, **Comp**, and **Other** record a manual status only. **Check**, **PayPal**, **Venmo**, and **Zelle** are wired end-to-end: they generate a payment ask for the golfer and a **Mark received** button for you. (Credit Card / Stripe, Sponsor, and Club Account are a later phase and currently record a manual status.)

Club-default configuration

The first time you use Check, PayPal, Venmo, or Zelle the panel asks for the account detail it needs — who checks are payable to (and an optional mailing address), your **PayPal.me handle**, the Venmo handle, or the Zelle email or phone and display name. Save it two ways:

- **Save as club default** — reused for every tournament you run.
- **Use for this tournament only** — a per-tournament override that wins over the club default.

Once configured, an **Edit ... setup** link in the panel lets you change it later.

The generated golfer ask

For a configured method the panel shows the **amount due**, plain-language **instructions**, and, depending on the method, a copyable **payment link** and a scannable **QR code**. Hand the golfer any of these, or click **Send request** to email the ask to the address on the registration — the panel then shows "Sent to ... " with a timestamp.

Mark received

When the money arrives, click **Mark received** (or **Approve comp** for a comp). For a check you can record the **Check #**; for Other, a **Reference**; for a comp, the **Reason / authorized by**.

Marking received sets the status to Paid in Full (or Waived for a comp), records the full amount, and closes the slide-over.

Online registration form

The **Registration Form** page (tournament navigation) lets you build a public, shareable sign-up page so golfers register themselves instead of you hand-entering every row.

1. Pick a starting preset — **Individual Event**, **Team Event**, or **Charity Scramble** — each pre-populated with a sensible field set. This creates a draft.
2. Use the drag-and-drop builder: drag fields from the left-hand catalog into the form preview, and drag them within the preview to reorder. Click a field to edit its label, help text, whether it's required, and its options.
3. **Add Custom Field** offers every field from the Edit Golfer card — grouped as Basic Identity, Handicap, Contact, Membership, Flighting, Team Info, and Tournament Details — plus a blank custom question at the bottom for anything not on that list.
4. Use **Preview as Golfer** to see the form as a phone mock-up; **Fill sample data** drops in fictional names so you can sanity-check layout without real data.
5. **Save Draft** while you're still working. **Publish** turns on the public link (the badge shows Published/Draft); **Unpublish** takes it back down without losing your work.
6. **Share** gives you a QR code and a copyable public link (tourlyx.com/register/<tournament>) to post, email, or print.

Golfers who open the public link see only the published form — no app chrome — fill it in, and submit. Tourlyx shows a confirmation, a “registration closed” message once you unpublish, or a “you’re already registered” message for a repeat submission. Submissions land on the Registrants tab like any other registration.

Twosome & foursome (team) registration

By default the public form registers one golfer at a time. To let a captain sign up a whole **twosome** or **foursome** in one go, switch the tournament to team registration.

Setting it up

1. On the tournament **Setup** page, open the **Registration Type** card and choose **Team — a captain registers a twosome or foursome**.
2. Pick the **Team Size**: *Twosome (2 players)* or *Foursome (4 players)*.
3. Enter the **Team Entry Fee**. It is a single charge per team, not per player.
4. Optionally pick a **Format** label (Stroke Play, Best Ball, Stableford, Modified Stableford, Scramble, or Shamble). It is shown to golfers on the registration page for information only and does not change scoring.
5. Make sure the registration form is **Published** and registration is open. Team sign-up uses the same public link (tourlyx.com/register/<tournament>).

What the captain sees

Instead of the individual form, the public page shows the event details, the team entry fee, and a four-step sign-up:

1. **Team** — the team name.
2. **Captain** — the captain's name, email, mobile phone, and GHIN / handicap index.
3. **Roster** — for each other player, choose **Enter Player Now** (fill in their details) or **Invite Later** (recommended).
4. **Submit** — review and submit.

No payment is taken online. The confirmation says the tournament director will follow up with next steps, so collect the team fee from the captain the usual way and record it on the Registrants tab.

Inviting teammates

After submitting, the captain can open their **team dashboard**. It lists every spot as *Confirmed* or *Waiting for player*, and each open spot has a **Copy Invite Link** button. The link (tourlyx.com/join/<code>) is single-use: the teammate opens it, enters their name, email, mobile phone, and handicap, and clicks **Join Team**. Once it is used, or if it doesn't exist, the page says so.

What lands on the Registrants tab

The captain and any players entered now arrive under **Pending Registrations**, and an invited player joins the same queue once they complete their invite. Accept them onto the roster like any other sign-up. An open spot that hasn't been filled is not shown as a registrant.

Sign-up is refused once the form is unpublished or registration is closed, the deadline or start date has passed, or the **Max Golfers** cap would be exceeded.

Incomplete teams

When a tournament uses **team registration**, a captain can register a team and leave one or more spots to fill later. Those teams appear in an **Incomplete Teams** panel at the top of the Registrations page, oldest first, with the captain's contact details and a count of open spots. The panel disappears once every team is full.

For each open spot you can:

- **Copy invite link** — the same single-use link the captain sees on their team dashboard. Send it to the missing player and they fill in their own details.
- **Fill spot** — enter the player's name, email, phone, and handicap yourself. They then appear under **Pending Registrations** so you can accept them onto the roster like any other sign-up.
- **Remove** (trash icon) — deletes the open spot so the team plays one player short. Confirmed players are never removed this way.

Remind captain emails the team captain a link to their team dashboard and the number of open spots. Each team can be reminded once every 24 hours.

The **Pairings** page also shows a warning naming any teams that are still missing players, so an incomplete team isn't paired by accident.

Payment reconciliation

The Leaderboard **Financial** tab reconciles the leaderboard's accrual figures — which assume every rostered golfer paid — against what the Registrations page actually collected.

- A **Settled** column (last column, after Net P&L) shows each golfer's reconciliation state: ✓ \$X settled, △ \$X (–\$Y) settled but off by an amount, Awaiting \$X not yet settled, or △ Not registered for a scored golfer with no registration.
- A caption under the table reads **Expected at desk · Settled · Reconciled ✓** (or **Off by \$Y**), and counts how many of the golfers in the field are registered. "Expected at desk" is Net P&L plus what the golfer prepaid at registration, so it lines up with the Settled figure.
- The Settled cell explains itself on hover: how it was built from Net P&L, prepayment and any desk rounding, and why it differs from the raw Net P&L.
- A screen-only callout above the table lists any **paid registrants who are not in the field** — someone who paid but never got a score.

The “due” figure includes entry fee plus contest and side-wager fees, so a golfer who paid their entry but still owes a contest fee correctly shows short.

Settlement tab

The Settlement tab is the end-of-event cash-out. For each golfer it computes **R** — the signed amount the desk owes them or must collect from them — from their full net P&L (prizes won, contest fees, and Nassau/Wolf net) less anything they prepaid at registration.

1. Work down the list. Each row shows the expected settlement amount.
2. Click the checkoff to settle a row. The amount field pre-fills with the expected figure; press **Enter** to confirm, or type the actual dollars handed over if they differ.
3. Expand a row for the **Settlement** breakdown showing how R was built. Fees are itemized — each contest by name (with ×quantity), plus “Entry fee” and “Closest to the Hole” where they apply — rather than lumped into one line.
4. The footer walks out the reconciliation: **Tournament P&L + Prepaid at registration = Expected at the desk**, then **Settled so far · Still to settle · Discrepancies** measured against that. Every figure is the amount that moves at the desk — the difference after prepayment, not a golfer’s whole entry.

Settling a golfer writes **only** the settlement record. Collect, Pay Out and Undo no longer touch the golfer’s recorded amount paid or payment status on the Registrants tab — so collecting a balance at the desk won’t flip the Registrants list to “paid in full”. Mark that on the Registrants tab if you need the list current.

A per-golfer difference of a dollar or two (rounding to round numbers, a small tip left in) is treated as expected: it doesn’t warn here, it’s explained on hover, and the Money report folds all of them into one “Desk rounding & tips” line under **By design**. Differences over \$2 per golfer are still flagged individually.

The captured amount is stored per registration, so the Settled column on the Financial tab and the Settlement footer always agree. Legacy rows that were marked settled before amount capture existed auto-reconcile at their computed R. A golfer whose desk amount rounds to \$0 (entry paid, nothing won or owed) auto-settles and counts as reconciled.

Settlement history

Expand **History** on any row to see who settled or undid that golfer and when — a timestamped log of every settle/undo action on that registration, useful if two people are working the desk or a figure needs to be traced back.

Printing the settlement sheet

Click **Print** at the top of the Settlement tab for a paper sheet listing every golfer's expected amount, so a runner can work the desk with cash without a laptop open.

Settlement tab flag

The **Settlement** tab button turns red with a dot whenever there are golfers still Needs Action — visible from the Registrants tab, so you don't have to switch tabs to know settlement isn't done. It clears once every row is settled or reconciled.



Settlement tab: Needs Action / Settled / All filters, Print Settlement Sheet, and the owner-only Test: Settle All button.

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Test tools (owner only)

When signed in as the account owner with developer tools on, a **Test Tools** menu appears next to **Register Golfer**. It exists to seed data for error-testing and is not part of normal operation.

Item	What it does
Fill Missing Info	Marks every unpaid registrant paid in full and enrolls anyone with no contests in a random contest.
Test: Settle All (<i>Settlement tab</i>)	Settles every remaining Needs Action row — including \$0-balance golfers — at its computed expected amount, so you can exercise reconciliation without settling by hand.
Seed Random Data	Assigns each registrant a weighted-random payment status, a random payment method, a status-consistent amount, and each contest at roughly even odds.
Clear All Selections	Resets every registrant to unpaid with no contests.
Clear Phone Numbers	Removes the phone number from every registrant.
Undo Last Action	Restores the one snapshot taken before the last test action. Held in memory only — lost on reload.

Chapter 14 — Pairings & Groups



Auto-generated foursomes, split into Twosome A / Twosome B for match-play scoring.

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Pairings determine which golfers play together each day. Tourlyx supports Twosomes, Threesomes, and Foursomes. Foursomes are automatically divided into Twosome A and Twosome B sub-groups for two-person prize calculations.

Navigating to Pairings

1. Click **Pairings** in the tournament navigation.
2. If the tournament is multi-day, select the day tab at the top.

Chapman pairings

In a Chapman tournament each foursome is shown as **Twosome A** and **Twosome B** — those twosomes are the teams, and each partner pair scores together. The Pairings page shows the **Tee Color** from the Format page for every golfer (the header reads “*White tees for all (set by Chapman format)*”), because Chapman partners must share a tee. If you set Tee Color to **Mixed**, each golfer’s own tee shows instead. Make sure no team has an odd golfer: Chapman teams are always exactly two.

Option A — Auto-Generate Pairings

Auto-Generate creates groups based on your configured Group Type.

1. Click **Auto-Generate Pairings**.
2. Confirm the dialog — existing pairings for this day will be replaced.
3. Tourlyx builds **handicap-balanced groups**: it splits the field into quarters by handicap and puts one golfer from each quarter in every group, so no team starts with an unfair edge in net team competitions.
4. If the field does not divide evenly, a **Ghost Fill-in** banner appears.

The Flighted, By Team, and Assigned Flights methods also balance handicaps within each bucket. For a pure lottery draw with no balancing, tick **True random (ignore handicaps)** before generating.

Note: The old "Handicap Balanced" method has been removed — despite its name it produced a plain random draw. The ****Random**** method now does the balancing it promised.

Current Pairings bar

Whenever groups exist, a **Current Pairings** bar shows the method behind them. For older or hand-built pairings with no recorded method, Tourlyx labels two unambiguous cases “(detected from groups)” — groups that line up with Assigned Flights, or with a shared team field. Anything indistinguishable after the fact reads *“Method: Not recorded — generated before method tracking, or edited manually”* rather than guessing.

Option B — Manual Pairings

1. Click **Manual** to enter the manual pairing editor.
2. Click **Add Group** and select the group type.
3. Assign golfers to each slot by selecting from the dropdown.
4. Mark **Blind Draw (BD)** for any slot whose golfer’s score is tracked independently.
5. Optional: type a **Team name** on a group. It shows on the group card and takes priority over a registered team’s name.
6. Click **Save Pairings**.

Late golfers (Auto Assign)

Golfers who register after pairings exist appear in an **Unassigned Golfers** pool on the Pairings page. Owners and editors can click **Auto Assign** to place them: open seats in existing groups are filled first, then new groups are added at the end. Existing groups, their order, and tee times are not changed.

Ghost Fill-ins

A ghost fill-in completes a group when the field does not divide evenly. Because ghost players pay that day’s entry fee, they are full participants in every respect: their scores count toward the group’s combined prize calculation, they compete for individual standings, and they are eligible for all prizes — including second-chance prize opportunities.

Ghost player names are displayed in **gold** throughout the app — on the Leaderboard, Financial Summary, Nassau results, Wolf results, Skins, Match Play, and Scores pages — so they are

immediately identifiable at a glance.

1. When a ghost is needed, a yellow banner appears at the top of the Pairings page.
2. Select a golfer from the dropdown for each open slot.
3. Click the dice icon to let Tourlyx choose a suitable ghost automatically.
4. Click **Assign**. The ghost slot is filled and the banner clears.

Note: Tourlyx warns you (with an orange highlight) if a twosome pair appears together on multiple days of a multi-day tournament — useful for ensuring variety in pairings.

Unmet partner preferences

If a golfer's Preferred or Avoid partner couldn't be honored during auto-generate, a non-blocking warning banner lists which preferences were missed — generation still completes with everything else balanced. Click **Ask AI** (top right of the page) for a plain-language read on why a preference couldn't be met and what to try next, based on your current field and constraints.



The Ask AI button next to Current Pairings on the Pairings page.

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Mulligan Purchases on the Pairings Page

If mulligans are enabled for this day, an **M** checkbox appears next to each golfer. Check it to record a mulligan purchase as an alternative to recording it on the Scores page.

Undo Pairings Changes

Tourlyx maintains up to 10 undo snapshots. Click **Undo** to restore the previous pairing state — especially useful after an accidental auto-generate.

Printing Pairings

Click **Print** to generate a printable pairings sheet: single-column group cards with golfer names, tee assignments, handicaps, and the day's weather summary. The print window opens at full screen width so no columns are clipped.

Note: If Mulligans are enabled for the day, the printed sheet adds a blank checkbox next to each golfer's name so the group can mark mulligan use by hand on the course — no phone or tablet required.

Day-Of Check-In

Before the first tee time, open **Run > Day-Of Check-In** in the sidebar (it is the first item in the Run group). The page answers one question: are you ready to tee off? A **Ready to tee off?** card with the same summary also appears on the tournament Dashboard.

 The Day-Of Check-In page — readiness ring, checks with Fix links, and the on-site task list.

The Day-Of Check-In page — readiness ring, checks with Fix links, and the on-site task list.

Readiness checks

Tourlyx checks your tournament automatically and shows a dot beside each item:

- **Green** — this item is ready.
- **Yellow** — worth a look, but not a problem for scoring (for example, unpaid registrations).
- **Red** — needs attention before play.

The checks cover missing Handicap Indexes, unpaid registrations, a course for every day, every golfer in a group, tee times, prize funding, scoring links, and golfer portal links. Each item that is not green has a **Fix** link that takes you straight to the page where you can resolve it.

If the Handicap Index check flags golfers who really do play off scratch, click **They're really scratch** (editors only) to mark them as Club Handicap golfers and clear the warning, rather than entering an Index that doesn't exist.

Two switches under the **Print** button control what counts toward the readiness percentage, the attention count and the printout:

- **Include on-site tasks** — turn off to leave the on-site task list out, since those tasks are done at the course and don't have to be finished beforehand.
- **Include scoring links** — turn off to leave the scoring-link and golfer-portal-link checks out when phone scoring and the portal are optional for your event.

On-site tasks

Below the checks is a tick-list of things only you can confirm in person: carts assigned, pin sheets, scorecards and pencils, prizes on the table, signage and cart signs, range balls and starter briefed, payment desk staffed, contest holes marked, tee gifts ready, the rules and format announcement ready, volunteers and marshals briefed, and live scoring and the leaderboard tested on a phone. Editors can tick items off, add their own tasks, and remove tasks they don't need. The list is saved and shared with your co-directors, so everyone sees the same progress. Viewers see the list read-only.

Note: Day-Of Check-In is advisory only. It never blocks scoring, pairings, or anything else — a red dot is a heads-up, not a lock.

Printing the checklist

Click **Print** to produce a one-page sheet with the readiness checks and on-site tasks, handy to carry to the first tee.

Chapter 15 — Tee Times



Auto-Assign fills tee times for every group at a set start time and interval.

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Tee times allow you to assign a specific starting time to each group. This is optional but recommended for organized shotgun or tee-time starts.

Setting Up Tee Times

1. Click **Tee Times** in the tournament navigation.
2. Select the day.
3. Click **Add Tee Time**.
4. Select the **Time** from the dropdown (7:00 AM to 2:00 PM range).
5. Link one or more **Pairings** to this tee time.
6. Click **Save**. Repeat for all groups.

Tip: Tee times appear on the printed Pairings sheet next to each group, making distribution to golfers straightforward.

Chapter 16 — Entering Scores



Score Entry — enter hole-by-hole strokes; gross, net, and totals calculate automatically.

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Score entry is the primary live activity during your tournament. Tourlyx auto-saves scores as you enter them, so multiple devices can be used simultaneously by different scorers.

Accessing Score Entry

1. Click **Scores** in the tournament navigation.
2. Select the day tab.
3. Golfers are listed alphabetically by default. Use the **Sort** toggle to switch to Foursome/Group order.
4. Use **Collapse All** to collapse all expanded golfer cards at once — helpful for quickly navigating to a specific golfer in a large field.

For team formats, each golfer's card shows a team-name badge next to their handicap — pulled from their Twosome/Foursome pairing for the day, or from their team registration if the pairing doesn't carry a team name.

Entering a Score

1. Find the golfer using the **Go To Golfer** search bar at the top of the page. Begin typing a name and the field auto-completes inline — press **Enter** or click to jump to that golfer's card.
2. Click the score cell for the hole you want to enter.
3. Type the gross score. Pressing a single digit automatically advances to the next hole.
4. Scores auto-save with a brief delay. A saving indicator confirms persistence.
5. Continue for all 18 holes for each golfer.

Field / Option	Description
Standard Entry	Type the numeric gross score. Single-digit input advances automatically to the next hole.

Field / Option	Description
Tap Mode	Enable Tap Mode to cycle scores by clicking: par-1 → par → par+1 → par+2 → blank. Ideal for tablet or mobile entry.
Score Cap	Configured in Setup. By default scores are capped at double par. Enable Allow Actual Scores in Setup to remove the cap.

Note: ****Scramble and Chapman**** record one ****team score**** per hole instead of one score per golfer. The Scores page shows one card per team — both partners' names, the team's handicap (hover ****Team HCP**** for the breakdown) and a single ***Team Score*** row. In Chapman, a team on mismatched tees or an unusable course shows ***Team HCP unavailable*** with the reason; its gross still records, but it is left out of net standings until fixed.

Note: If you type a score over the cap, Tourlyx immediately shows a warning naming the actual limit for that hole (e.g. "cap for this hole is 8 — par 4 × 2") instead of silently rejecting the keystroke, so it's clear why the entry didn't take.

Voice Score Entry

Voice Score Entry lets you dictate scores hands-free — ideal when walking the course with a clipboard is inconvenient. Your device's microphone listens for a golfer name followed by hole scores and enters them automatically.

1. On the Scores page, tap the **microphone icon** (or press the voice button) to begin a voice session.
2. Say the golfer's name clearly. Tourlyx identifies the golfer from your roster.
3. Speak each hole score in order: *"Four, three, five..."*
4. Tourlyx enters the score for the current hole and advances automatically.
5. Say **"Skip"** to skip a hole, **"Back"** to re-enter the previous hole, or **"Undo"** to remove the last entry.
6. Say **"Stop"** or tap the microphone icon again to end the session.

Note: Voice entry requires a browser that supports the Web Speech API (Chrome on desktop/Android works best). The feature is unavailable in browsers that do not support it — the microphone icon will not appear in those cases.

Scan Scorecard — AI Photo Scoring (Pro / Club)

Scan Scorecard reads a photo of a completed paper scorecard and fills in every golfer's 18-hole scores automatically, using AI vision. It is the fastest way to get a printed card into Tourlyx without typing each score by hand. Scanning is available on Pro and Club plans. Pro includes **75 scans per month** and Club includes **250 scans per month**; each photo you apply uses one scan.

How to Scan a Scorecard

1. On the Scores page, click **Scan Scorecard**. The button shows your remaining credit balance, e.g. *"Scan Scorecard (12)"*.
2. Confirm **which group's scorecard** you are photographing. Tourlyx merges linked twosomes back into their parent foursome in this list so you always pick the group that matches the physical card.
3. Take a photo or choose one from your camera roll (up to 10 MB).
4. Tourlyx reads the image with AI and checks each golfer's scores against the card's printed Out / In subtotals. If a golfer's scores don't add up to the printed subtotals, Tourlyx takes a second, closer look at that golfer's row before opening the review screen.

Reviewing and Applying Scanned Scores

The review screen lists one row per golfer with an editable 18-hole grid — nothing is saved to the scorecard until you click Apply.

- Each golfer is badged **Group match** (name matched automatically) or **Review name** (pick the correct golfer from a dropdown).
- Any hole Tourlyx could not confidently settle (the two reads disagreed and the printed subtotals didn't resolve it), or where no score was read at all, is highlighted amber with a reminder to check it against the card. Every cell is editable.
- A live **Out / In / Total** line beneath each golfer lets you self-check the scan against the printed card before applying.
- If a scanned score conflicts with a score already saved for that golfer and hole, a note shows both values — applying will overwrite the existing score with the scanned one.
- Clicking **Apply scores** when any hole is still flagged shows a one-click reminder — choose **Review** to go back or **Apply anyway** to save as-is.

Scan Credits

A scan is used only when you click **Apply scores** — reviewing and canceling a scan you don't want to keep costs nothing (up to 5 cancellations per day; a daily limit message appears after that). Your plan's monthly scans are used first and reset on the first of each month; unused monthly scans do not roll over. When they run out, a **Buy scan credits** prompt shows the reset date and offers **50 scans for \$10**. Purchased credits belong to your account, not a single tournament, and carry over between events. The number on the Scan Scorecard button is your total remaining (monthly plus purchased).

Note: If Apply fails partway through — for example your connection drops right after a credit is charged — the scan result is cached. A ****Resume scan**** button appears on the Scores page so you can retry Apply without re-scanning the photo or being charged a second credit.

Recording Mulligans

If mulligans are enabled for this day, an **M** checkbox appears in the golfer's score row. Check it to record that the golfer purchased a mulligan. The flat mulligan fee is charged once — checking the box is all that is needed.

Marking CTH Winners

On par-3 CTH holes, mark the winner directly in the score entry view. A CTH badge highlights that hole for the winner and the result flows into the Leaderboard.

Tip: To avoid network latency during scoring, assign a dedicated scorer per foursome. Tourlyx handles concurrent saves from multiple devices gracefully.

When a Golfer Leaves Mid-Round

If a golfer withdraws, is injured, or has to leave partway through a round, **enter a pick-up score for every hole they did not play**. Tourlyx does not yet have a “withdrew” status, so this is how you keep Skins and the other hole-by-hole games fair for everyone still playing.

Why it matters. A hole can only be decided once every competitor in the contest has a score for it. A golfer with blanks on the back nine leaves those holes undecided:

- **Skins — Individual:** the hole is skipped for the whole pool that day.

- **Skins — Twosome or Foursome:** the hole is skipped for that match, so the golfer's partner and opponents lose it too.

Skipped holes are not charged and do not pay out, but the golfers who stayed in lose skins they actually played for.

What to do.

1. Open **Scores** and find the golfer who left.
2. For each remaining hole, type **double par** (for example 8 on a par 4). That is the highest score Tourlyx accepts by default; if you type more, it names the limit for that hole. If your tournament has **Allow Actual Scores** turned on there is no cap, but use double par anyway so every pick-up is entered the same way.
3. Type the number rather than using Tap Mode, which stops at par+2.
4. Leave the scores they actually played untouched.

A double-par pick-up is high enough that the golfer will almost never win a skin on those holes. If it ever ties, it is handled like any other tie under your **Ties** setting. In Net Skins the golfer's handicap strokes still apply, but a double-par score nets out well above what the rest of the field normally shoots.

Note: The golfer then shows a full round in the stroke results with a high total, so they will rank near the bottom. They stay in the field and keep their entry fee as paid, since they were in the contest for the full round. Handle any refund outside Tourlyx.

Note: For what happens to fees, Skins, Match Play, Nassau, Wolf and other bets for a no-show, a golfer who leaves, or a disqualification, see "Withdrawals and No-Shows" in the Side Games chapter.

Tip: Enter the pick-up scores as soon as the golfer leaves, while the group's card is still in front of you. Doing it at the end of the day risks the Skins results changing after the field has already seen them.

Phone and QR Group Scoring

Instead of a single scorer typing every group's scores into the admin app, each cart or group can score its own card on a phone. Tourlyx generates one scoring link — and a matching QR

code — per cart/group for a day, so there is exactly one scorecard per cart and no two groups write to the same card.

- **Where the QR comes from.** When group score tokens exist for a day, the group QR is added automatically to the printed score cards (Pairings → Print Score Cards). The Live-Scoring Control Center also offers a **Copy link** / QR popover for each group so you can text or AirDrop the link directly to a player.
- **What the scorer opens.** The link points at the scorer surface at `/s/<token>`. It is a lightweight, installable PWA — a scorer can tap the browser's *Add to Home Screen* to keep it one tap away for the round. It opens straight to that one group's card with no login: whoever holds the link can score for the group.
- **Team formats.** In Scramble and Chapman the card shows one team-score row per team (a foursome shows its two twosome teams). Chapman adds a one-line reminder of how play works. A link can only write scores for the teams in its own group.
- **One card per cart/group.** Each token is bound to a single cart/group for a single day. Linked twosomes are merged back into their parent foursome so the on-course card matches the physical group.
- **Easy to read in sunlight.** The phone scorer uses a lighter green background with bright text so the card stays readable outdoors.
- **Tap the score to record par.** On each golfer's row, the number between the **–** and **+** buttons is itself a button. Before a hole is scored it shows **Par 4** (the hole's par); one tap records par. Use **–** / **+** only when the golfer made something other than par.
- **Standings and Scorecard views.** Buttons at the top switch between score entry, **Standings** (the group's live leaderboard) and **Scorecard** — the group's card filling in as holes are scored, split into front (Out) and back (In) nine with par and running totals. Tap a hole number on the Scorecard to jump straight to that hole.
- **Weather at a glance.** When the course has a location and the phone has signal, a strip at the top of the scoring page shows the temperature, conditions, wind, and chance of rain for the round date. It simply doesn't appear when offline or if no location is set.
- **Saves flow live.** Scores entered on a phone auto-save and appear in the admin Scores page and on the Leaderboard like any other entry. Multiple phones scoring different groups at the same time is expected and safe.
- **Two phones, one card.** If two people score the same group, the value typed **last** is the one that is kept — not the one that happens to reach the server last. A phone coming back from a dead zone can no longer overwrite a correction another scorer

typed while it was offline: the stale entry is refused, the phone shows the value that stands, and the card refreshes every few seconds so both phones agree. Any hole another scorer edited is listed in a blue *Another scorer is on this card* notice, and if a card was already confirmed for submission the submission is held back so the scorer can review it first.

- **Works through dead zones.** If a phone loses signal, scores keep saving on the phone itself — a yellow banner shows *Offline* and how many scores are waiting, and they sync automatically when signal returns. A scoring link that was opened once with signal reopens with none, showing the card saved on the phone (open each cart's link once before heading out, and don't clear the browser's site data during the round). The scorer can even tap **Submit scorecard** offline: it is held on the phone and sent right after the scores sync. If the director locked the group in the meantime, the phone tells the scorer which scores could not be saved so they can see the director.

Note: Tourlyx does not force a single "official" scorer per group — any device with the link can enter scores for that group, and two phones scoring the same card is handled rather than forbidden. It is still simpler to agree on one scorer per cart before the round.

Once every hole is scored for every player in the group, a **View full scorecard** button appears on the phone review screen. It opens a print-friendly sheet — front/back nine, gross with net per hole, par, and stroke index — that a golfer can save as a PDF straight from the browser's print dialog. Net-per-hole is shown for individual play; it's omitted for Scramble teams since net isn't well-defined per player there.

Live-Scoring Control Center

While groups score on their phones, the organizer watches progress from the **Live-Scoring Control Center** at `/tournaments/<id>/live-scoring`. It is the single screen for monitoring on-course scoring and stepping in when a card needs attention.

 The Live-Scoring Control Center — each group's status and lock state at a glance.

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- **Per-group status.** Each group shows a connection dot (online / syncing / offline) and a count of scores still waiting to sync from that phone, so you can see at a glance which carts are keeping up and which have dropped signal.

- **Open any card.** Click into a group to view or edit its scorecard from the organizer side without walking the course.
- **Verify → lock → reopen.** When a group finishes, verify its card and **lock** it to stop further edits from the phone. The lock propagates to the scorer's device. If a correction is needed after locking, reopen the card, fix it, and lock again.
- **Hold or reveal the leaderboard.** Scores can be hidden until the round starts or held back deliberately; the public leaderboard picks up changes within about ten seconds of a reveal.

Note: A locked card blocks phone edits immediately once the phone reloads or next tries to save. Ask the group to keep the scorer screen open until you have confirmed the lock.

Chapter 17 — Leaderboard & Results



Individual Standings — ranked by net score, with medals for the top finishers.

Individual Standings — ranked by net score, with medals for the top finishers.

The Leaderboard is the results hub. It updates in real time as scores are entered and is organized into tabs based on which features are enabled for your tournament. The **Financial Summary** tab is shown by default when you open the Leaderboard.

Accessing the Leaderboard

Click **Leaderboard** in the tournament navigation.

Printing a Leaderboard Tab

On the **Individual**, **Twosome**, **Foursome**, **Team** and **Champion** tabs, the **Print** menu in the banner offers two choices:

- **Concise table** — one plain, dark-on-white table of the active tab, easy to read from a clipboard or a clubhouse wall.
- **Full printout** — the whole tab as it appears on screen, including prize amounts.

The **Financial** tab has its own **Print Compact** and **Print Expanded** buttons, described under Financial Summary below. The **Winner's Certificate** and **Fun Stats** buttons sit beside them.

Unfinished Cards (IP)

In stroke-play formats a card only holds a place once **every hole has a score**. A card with holes missing has a lower total than it will finish with, so it would otherwise look like the leader.

- A golfer or team whose card is not finished is listed **below every finished card** and shows **IP** (in progress) instead of a place.
- An unfinished card **wins no prize money and no prize item**, and is left off the award reports and the Winner's Certificate. As soon as the last hole is entered it takes its real place automatically.
- **Champion** prizes need every round of the tournament finished. A golfer who played only some of the rounds is listed below those who played them all.

- **Team scores:** a best-ball team is finished when it has a score on every hole, even if a partner picked up. Formats where every player's score counts (aggregate, Shamble two-best-balls and all-balls) need every counting card.
- **Cut line:** only golfers who have finished the cut rounds set the line. Golfers still on the course are not cut.
- **Pick N and the Side Wager** only pay on finished rounds.

Stableford and Modified Stableford are not affected: a hole with no score simply earns no points.

On the public leaderboard and in season points

The **public leaderboard** ranks by score to par with a **Thru** count, so golfers still on the course are compared fairly while a round is being played. A card is only set aside once the field has moved on: if a golfer stopped or skipped a round and **a later round has scores**, or **the morning after that round has passed**, the card is listed last and shows **NC** (no card) instead of a position. The shareable Results card lists finishers only, and a no-card row no longer keeps the board from showing **Final Results**. The round's date comes from the tournament's start date, so set it for single-day events.

Season points are posted after the event, so every round must be on the card. A stroke-play golfer with an unfinished or missing round is treated as **No Card** when points are previewed and posted, unless you set a different status (Withdrawn, Disqualified, and so on) for that golfer yourself.

Note: This means place money shows as unpaid while a round is still being played, and fills in as cards are completed. A golfer who withdraws cannot take a place or a prize on an unfinished card. If side games are running, follow ****Withdrawals and No-Shows**** in the Side Games chapter (enter double par for the unplayed holes) so skins, match play and Nassau can still be decided.

Leaderboard Tabs

Financial Summary

Default tab. Detailed per-golfer financial ledger — all costs and prizes. See the Financial Summary section below for full details.

Overall

Individual standings by net (or gross) score with day-by-day breakdown and prize amounts per finishing position.

Groups

Twosome and Foursome group standings sorted by combined net score, showing group prize amounts. They use the same net scores and automatic handicap allowance as the Results page, so both show the same places and prizes.

Note: The Individual, Twosome, and Foursome standings each show a ****Pays N spots · 1st \$X / 2nd \$Y / ...**** line in the section header for the selected day. Only places with a positive payout are counted.

On a multi-day tournament, the Overall table adds a **score-to-par column per day** alongside the combined total, so you can see how a golfer's standing shifted day by day instead of only the final tally.

Champion Standings

Cumulative multi-day champion rankings with payout amounts per place, funded by the Sponsor Seed. Click any golfer's row to open their **per-hole scorecard modal** — showing gross and net scores hole-by-hole with a tab for each tournament day.

The printed banner names the **Tournament Champion** only once the result is settled: the golfer at the top has finished every round, and either everyone else has too or the final round is over (the morning after it was played). Until then it reads **Current Leader**, because a golfer still on the course could pass them. The **Winner's Certificate** waits for the same moment: until the result is settled it shows no name, explains who is leading, and the **Print Certificate** button is disabled.

Skins

Hole-by-hole skins results: which golfer/team won each hole, carry-over skins, and prize value. A **Financial Summary** button opens a modal with a per-golfer skins payout table — showing total skins won and the dollar value for each player.

Match Play

Head-to-head match results: holes won per match, running differential, and final prize. A **Financial Summary** button opens a modal showing every golfer's Won / Lost / Tied hole counts

and net result per day, plus their cumulative Match Play net across all active days.

Nassau

Per-foursome Nassau results. Select a day or view overall standings. Each card shows Front 9 / Back 9 / Overall segment results (Win/Loss/Push). Expand for a full financial table showing each player's Front 9, Back 9, Overall, and Net Result amounts. A **Financial Summary** button in the tab bar opens a compact per-player table of total Nassau net winnings or losses across all days — ideal for settlement. Only appears when Nassau is enabled.

Wolf

Per-foursome Wolf results. Select a day or view overall standings. Expand a card to see the hole-by-hole Wolf rotation, carryover pot (if enabled), and each player's net per hole. A **Financial Summary** button in the tab bar opens a compact per-player Wolf net table — useful for quick cash settlement after the round. Only appears when Wolf is enabled.

Side Bets

Custom side bet records: informational log of custom contests (e.g., longest drive). Financial settlement for these is handled outside Tourlyx.

Pick N

Prediction standings: picker name, chosen golfers, combined score of picks, and final ranking.

Fun Stats Report

Click the **Fun Stats** button (chart-pie icon) at the top of the Leaderboard to open a separate, printable report full of light-hearted awards and statistical breakdowns — great for sharing with the field after the round or posting at the clubhouse. The report opens in a new tab and only shows sections for which the tournament has enough data.



The Fun Stats report — award cards and the Show Sections checklist.

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Fun Awards

Up to fifteen award cards are calculated automatically from entered scores:

Field / Option	Description
 Hot Hand	Biggest net-score improvement from the golfer's first complete day to their last.
 Steady Eddie	Lowest day-to-day variance in net score — the most consistent round-to-round performance.
 Iron Man	Most holes with a recorded score across the whole tournament.
 Hole of Shame	The single hole (day + hole number) with the highest average gross score relative to par.
 Best Round	The lowest single 18-hole net score posted by anyone in the tournament.
 Mulligan King	Golfer who purchased the most mulligans.
 Back 9 Closer	Best average net score per hole on holes 10–18.
 Slow Starter	Biggest improvement from front-9 average net to back-9 average net.
 Bogey Machine	Most net bogeys (one over par) recorded.
 Par King/Queen	Most net pars recorded — the steadiest scorer hole-to-hole.
 Eagle Eye	Most net eagles (two or more under par) recorded.
 Roller Coaster	Biggest net-score swing between a golfer's best and worst complete rounds.
 Blow-Up Hole	The worst single hole of the event by gross score over par (shown when someone made a triple bogey or worse).
 Birdie Bandit	Most natural birdies or better — gross score, no handicap strokes.
 Hot Streak	Longest run of consecutive holes at net par or better (3 or more).

Additional Report Sections

- **Day Stats & Scoring Breakdown** — field-wide scoring averages and distribution.
- **Pick Pool, Skins, Match Play, CTH Winners** — condensed results for each enabled side feature.

- **Hole Difficulty Rankings** — every hole played, ranked hardest to easiest by average score over par.
- **Head-to-Head Record** — win/loss/tie and holes-won tally per golfer, shown only when Match Play is enabled.
- **Day-Over-Day Trend** — each golfer's net score by day with a trend arrow ( improving,  declining,  steady).
- **Scoring by Par Type** — average gross and over/under par on par 3s, 4s and 5s across the field.
- **Birdie Holes** — the five holes that gave up the most natural birdies, the counterpart to Hole Difficulty.
- **Scoring by Tee** — average gross and net by tee color, shown only when golfers play from more than one tee.

Tip: Use the checkboxes above the report to show or hide individual sections before printing — your selection is reflected immediately and only checked sections are included when you print.

Tip: In the Champion Standings tab, click any golfer's name to open their full scorecard — a per-hole breakdown of gross and net scores with a separate tab for each day played. This is the fastest way to verify a champion's score before announcing results.

Note: The leaderboard reflects scores as entered. Refresh the page to see the latest standings if scores were changed on another device.

Financial Summary



The Financial tab breaks down winnings and costs per golfer across every side game.

The Financial tab breaks down winnings and costs per golfer across every side game.

The Financial Summary gives you a complete money-in / money-out breakdown for every golfer. It is the definitive settlement document — use it to collect fees, pay prizes, and verify that the books balance.

Financial Summary Columns

Field / Option	Description
Entry Fee	The base entry fee charged to this golfer.
Mulligans	Total mulligan fees charged (quantity × mulligan price). Only shown when Mulligans are enabled.
CTH Fee	Per-golfer CTH entry fee charged. Only shown when CTH is enabled <i>and</i> Mulligans are disabled. The column total in the footer shows the full CTH pot collected across all golfers.
Side Wager	Side wager entry fee charged to eligible golfers.
Pick N	Pick N entry fee charged.
Skins	Skins entry fee charged.
Match Play	Match Play entry fee charged.
Day Prizes	Sum of individual, twosome, and foursome day prizes won.
CTH Prize	CTH prize won. The footer of this column shows the total CTH prizes paid out across all golfers.
Champion Prize	Champion payout won (shown here only if Include in Summary is ON).
Side Wager Prize	Side wager contest winnings.
Pick N Prize	Pick N contest winnings.
Skins Prize	Skins pot winnings.
Match Play Prize	Match Play pot winnings.
Nassau Net	Net winnings or losses from Nassau across all completed Nassau days. Positive = won more bets than lost. Only shown when Nassau is enabled.
Wolf Net	Net winnings or losses from Wolf across all completed Wolf days. Positive = won more holes than lost. Only shown when Wolf is enabled.
Champion Pool	The champion prize pot funded by sponsors. Displayed in the totals/reconciliation row.

Field / Option	Description
Net P&L	Total winnings minus total costs. Positive = owed to golfer. Negative = golfer owes.

Note: In the ****totals row****, the ****Net P&L**** column subtracts the ****Sponsor Seed**** so that sponsor contributions are correctly excluded from the per-golfer settlement balance. Minor rounding discrepancies under \$1.00 are suppressed — a sub-dollar imbalance does not trigger a warning.

Financial Summary Buttons (Skins / Match Play / Nassau / Wolf)

When Skins, Match Play, Nassau, or Wolf are enabled, a **Financial Summary** button appears in the tab bar of the respective Leaderboard tab. Clicking it opens a compact settlement modal showing each player's net result — fees paid versus prizes or winnings received — making it easy to settle side bets in cash at the end of the round without navigating away from the leaderboard.

Tip: Use these summary modals alongside the main Financial Summary to settle side bets independently. Each modal shows only the amounts relevant to that feature — no need to mentally extract sub-totals from the master P&L table.

Per-Day Breakdown

Expand any golfer's row to see a day-by-day detail of how each amount was calculated — which day's individual prize they won, which day's skins, etc. A **Print** button inside the expanded row lets you print just that golfer's detailed financial breakdown as a receipt.

Ghost Player Rows

When a golfer appears as a ghost fill-in on one or more days, their Financial Summary row rolls up all ghost-day entry fees and any prizes won as a ghost into the golfer's master row. Ghost player names appear in **gold** in the Financial Summary, consistent with every other view in the app.

Printing the Financial Summary

Click **Print Compact** (one row per golfer) or **Print Expanded** (adds the per-day breakdown under each golfer) at the top of the Financial Summary tab to generate a full invoice-style sheet

with color-coded income (green) and expense (red) columns. You can also print an individual golfer's breakdown by expanding their row and clicking the **Print** button within it.

Jump to top / bottom

On a long field, floating **Jump to top** / **Jump to last golfer** buttons appear once you scroll the Financial Summary tab, so you can hop between the column headers and the bottom of the list without hand-scrolling past every golfer.



The Financial Summary tab, with Jump to top / Jump to last golfer controls above the table.

The Financial Summary tab, with Jump to top / Jump to last golfer controls above the table.

Tip: The total of all golfers' Net P&L should sum to approximately zero — money in equals money out. If it does not, verify that all prize configurations are complete and all scores have been entered.

Admin P&L Modal — Calculation Formulas & Prize Balance Check

Tournament owners can open an **Admin Reconcile** modal from the Financial Summary page (click the **Admin** button in the page header). The modal provides a line-by-line audit of every money-in and money-out bucket.

A shortcut also lives at the top of the sidebar — an **Admin P&L** button with a calculator icon, visible to tournament owners whenever a tournament is open. The icon turns **green** when the books balance (within \$1.00) and **red** when they don't, so you can spot a reconciliation problem from any page without opening the modal first.

Per-Row Calculation Formulas

Each row in the Admin P&L modal now displays a compact **formula string** directly beneath the row label. The formula shows exactly how that bucket's total was calculated — for example:

- **Entry Fees:** $N \text{ players} \times \$\text{fee} = \$\text{total} \cdot \text{paid: } \Sigma \text{ ind} + \text{twosome} + \text{foursome prize slots}$
- **Mulligans / CTH:** $N \text{ mulligans} \times \$\text{price} = \$\text{total} \cdot \text{paid: CTH pot to winner}$
- **Skins, Match Play, Nassau, Wolf:** $N \text{ eligible} \times \$\text{fee} = \$\text{total} \cdot \text{paid: pot distributed to winners}$

The formulas are read-only reference text — they do not control the actual calculations, but they make it easy to spot a misconfiguration (e.g., a prize slot count that doesn't match the number of players) without manually cross-referencing the Setup page.

Prize Balance Check

The Admin modal's setup checklist includes a dedicated **Prize amounts cover entry fees** check. This item turns green when the total prize money configured across all individual, twosome, and foursome slots equals or exceeds the total entry fees collected. If prizes fall short, the check appears amber with a link to the **Prize Money** section of Setup so you can correct the shortfall immediately.

Note: The prize balance check compares ****configured prize slots**** against ****entry fee revenue****. It does not factor in side wagers, skins, or sponsor seed — those are tracked by separate rows in the modal. A green check means every entry-fee dollar has a designated prize destination.

Public Leaderboard and TV Mode

Turn on the **Public Leaderboard** in the Setup page (Pro plan or above) to get a read-only link anyone can open without logging in. It refreshes on its own about every 25 seconds. Hover the **Public Leaderboard** button at the top of Setup for a reminder of what it does.

TV Mode for a Clubhouse Screen

TV mode is a big-type, no-clutter version of the public leaderboard made for a TV or monitor in the clubhouse.



TV mode — big type, course and date, pinned column headings, and the Final Results badge once every round is complete.

TV mode — big type, course and date, pinned column headings, and the Final Results badge once every round is complete.

1. On the Setup page, find the **Public Leaderboard** card (the tournament must be set to public).
2. Click **Open TV display** to open it in a new tab, or **Copy TV link** to paste it into the browser on the screen's computer.
3. Click **Fullscreen** on the page to fill the display.

You can also build the link yourself by adding `?tv=1` to the end of your public leaderboard link.

What TV mode does:

- **Shows the tournament name, course name and date** across the top, with the column headings pinned beneath the title while the rows scroll.

- **Scrolls slowly through every standing**, pauses at the bottom, jumps back to the top and loops.
- **Keeps the screen awake** so the TV doesn't dim or sleep (on browsers that support it).
- **Shows “Final Results”** in place of “Live” once every round is complete.
- **Pauses if someone scrolls by hand** for about ten seconds, then carries on from there.

To change the scroll speed, add `&speed=60` to the link. The number is pixels per second. The default is 70, and values are kept between 10 and 150.

Note: If the leaderboard is currently hidden (see Entering Scores), the TV display won't show standings until it is revealed, and it never shows "Final Results" while hidden.

Tie-Breaking and Countback

When golfers or teams tie for a finishing place, Tourlyx settles the standing with a USGA scorecard countback rather than leaving the tie unbroken.

- **How the countback runs.** Tied cards are compared on the back 9, then the back 6, then the back 3, then the last hole, then hole by hole, until one card is lower. Genuinely identical cards fall to a reproducible seeded draw. Net flights use net scores; team flights use the team's best-ball-net card per hole. Multi-day champion ties walk back through earlier rounds if the final round is still level.
- **Cash still splits.** A countback only decides who holds an indivisible physical prize (a package, a trophy, an assigned item). The prize money for the tied places is still pooled and split evenly among the tied golfers.
- **Losers are not shown holding the prize.** On the Results and Leaderboard flight tables, a golfer who loses the countback no longer shows the physical item in the Prize column. The item appears struck through with “lost to <winner> · cash still splits”; a tie whose scorecards are not yet complete shows “countback pending” until every hole is entered.
- **Tie chips.** A small chip next to a tied row shows the outcome — “Won tie (countback)” or “Won tie (draw)” for the winner, “Lost tie” for the others.

Note: For the full money picture — funding status, projected net, and the Money Flow schematic — see the Funding & Money Flow chapter.

Chapter 18 — Prize Allocation, Distribution & Results

Prize Allocation is where you turn a prize budget into concrete payouts — how much cash each place in each flight wins on each day, which physical item from your inventory goes to which winner, and how ties for an indivisible prize are settled. The **Results** page then shows who actually won what, computed live from the scores.

Prize Allocation page

The page opens with a **Funding Summary** card (collected vs. committed cash, physical inventory value) and then a grid of buckets: per-flight placement payouts for each tournament day, a **Champion** section for tournament-wide overall placings, and an **Available Inventory** list of physical items you can drag onto any bucket.

If you have set up **Award Groups** (Overall / Flight / Division / Custom), the page switches to award-group mode and the per-flight purse tools are hidden — award groups overlap in membership, so a single budget split is ambiguous.



The Prize Allocation page — funding summary, per-day flight buckets, and the Available Inventory sidebar.

The Prize Allocation page — funding summary, per-day flight buckets, and the Available Inventory sidebar.

Note: **Units needed per spot.** A physical prize is reserved once per recipient: 1 for an individual spot, 2 for a twosome spot, 4 for a foursome spot. In a Threesomes tournament the group spot pays all three players, so it reserves 3.

Prize Purse Builder

The **Purse Builder** panel at the top (flight mode only, when at least one flight is enabled) fills every per-flight, per-day cash bucket from a single budget figure so you never hand-key a hundred numbers.

1. Set a **payout target** — the total cash you want paid out across the whole event. A derived ceiling caps it at collected entry fees less committed director rows and entry-fee-funded contest cash.
2. Pick a **flight split** — *equal*, *field-weighted* (by flight size), or *custom dollars* per flight.

3. Pick a **recipe** — the category split between Individual / Twosome / Foursome, how many **places** pay in each, and a **curve** (*standard*, *top-heavy*, or *flat*).
4. Click **Apply**. The builder writes a payout for every flight on every day, rounds to \$5, and rolls the remainder into a reserve. On a multi-day event it splits the target evenly across days and shows an “≈ \$X per day × N days” caption.

The target means **cash actually paid out**, not the sum of per-place face values — team places are valued per player. Re-applying diffs against the current grid and prompts before it overwrites any bucket you hand-edited. An **Undo apply** button restores the whole grid to its state before the last Apply (until you edit a cell, copy a day, apply again, or reload).

Note: Award-group mode hides the Purse Builder. Contests keep their own funding on the Contests page — their cash is subtracted from the ceiling, not built here.

Click **Ask AI** in the Purse Builder panel if you're not sure what target, split, or recipe to pick — it explains the trade-offs in plain language based on your current field size and collected fees. It's guidance only; you still click Apply yourself.

Resizable flight cards

Drag the handle on the right edge of any flight's purse card to make it wider or narrower — handy when a flight name or a day's numbers are getting clipped. Each card remembers the width you set for that tournament and keeps it the next time you open the page.

Physical prize inventory & Add Prize

Physical items (trophies, gift cards, merchandise) come from your **Prize Inventory**. Drag an item from **Available Inventory** onto a placement or Champion bucket to assign it, or use **Add Prize** on a contest card.

The **Add Prize** modal pre-fills the **quantity** for a non-cash item with the contest's winner-slot count and shows a hint explaining it — “one per winner slot — 2 days”, or “8 par-3 holes across 2 days” for an all-par-3 closest-to-pin contest. Cash amounts still default to 1. The pre-fill is clamped to what is in stock, and the hint notes “· capped at N in stock” when the slot count exceeds inventory.

The right sidebar tracks **Committed Inventory** (units promised across every day, flight, champion slot, and contest) against what is in stock, with an over-commit banner and ×2 / ×4 hints for twosome and foursome team buckets.



Add Prize modal: currently-assigned item plus available inventory grouped by category.

Add Prize modal: currently-assigned item plus available inventory grouped by category.

Prize ties

When entrants tie for a prized place and the physical prize is a single indivisible item, it is resolved to one winner:

- **USGA scorecard countback** on that day's card (the Champion bucket uses all rounds), then a **seeded draw** if the cards are still identical. The draw seed is derived from the tournament, bucket, and tied golfer IDs, so it is deterministic and reproducible.
- Tie resolution is offered inline on each prized bucket on the Prize Allocation page, and is suppressed until at least one score exists.
- On the **Results** page and the Leaderboard flight tables, a golfer who **lost** the countback no longer shows the item in the prize column — the row shows it struck through with “lost to <winner> · cash still splits”, or “countback pending” before scores are final. The cash portion of a tied place still splits evenly among the tied golfers.
- Team ties (twosome / foursome flights) resolve the same way.

A known limitation: a tie whose rank block *starts above* a prized physical rank (for example a tie for 1st where 1st is cash and 2nd is merchandise) is not auto-resolved.

Contest prizes attributed to winners

When a contest's physical prize is linked through a Prize Package or contest assignment rather than picked on each winner row, the committed units are still matched to the recorded winners in **finishing order** — place first, then day. Each matched unit then appears per golfer:

- on the **Reports** → **Financial Statement**, as a named winner line (with a remainder line for any unattributed donated or sponsor inventory), and
- on the **Leaderboard** → **Financial tab**, as a “Prizes owed (goods, not cash)” drill-down line under that golfer.

Donated and sponsor items that cost the tournament nothing are shown as attributed “still owed” obligations, not as a cash expense.

Mulligans never get an award

Mulligans are always a funding mechanism or a pure fundraiser — they never carry a winner or a prize. Every awards, prize, and winner list excludes mulligan contests: the Award Ceremony emcee script, the Contest Winners report, and the prize distribution rows. Mulligan fundraiser proceeds still appear on the Financial Statement.

Award Ceremony / emcee script

The **Reports** page carries an **Award Ceremony** tab — a read-in-order emcee sheet listing every category, place, winner name, and prize, per flight, ready to read at the podium. Sibling reports on the same page:

Report	Contents
Contest Winners	Every contest's recorded winner(s) and prize.
Prize Winners	Placement winners per flight and category, to the allocated place count.
Prize Distribution	The full give-out list — cash and items — for reconciling the prize table.
Financial Statement	Cash in and out, prize liabilities, and attributed physical-prize obligations.

The Prize Winners and Award Ceremony reports show exactly the number of places you allocated per category — allocate 0 places and the category is omitted — with an escape hatch for a real cash or item award past the cutoff.

Results page

The **Results** page (its own tab in the tournament navigation) shows finishing order and prizes computed live from score entry, with tabs for **Individual**, **Twosome**, **Foursome**, **Skins**, and **Contests**, plus per-day sub-tabs on a multi-day event and flight sub-tabs under Individual. Tie chips on the placement tables mark countback outcomes.

The **Print** menu in the Results banner offers a **Concise results table** (one plain table of the active tab, with the banner on page one) or a **Full printout** of the tab. The Skins and Contests tabs have no standings table, so they always print in full.



The Results page — standings by flight, with the prize each place wins.

The Results page — standings by flight, with the prize each place wins.

Chapter 19 — Funding & Money Flow

Every tournament moves money in several directions at once — entry fees, sponsor seed, fundraisers, self-funded side pots, cash prizes, physical prizes, and director expenses. This chapter explains the two questions Tourlyx answers about all of it: **is my tournament funded?** and **did every dollar reconcile?**

Both are answered on the **Money** tab of the **Reports** page — the starting point for anything financial. The other financial screens (Money Flow, Golfer Audit, the printable Financial Statement) are the detail behind it, reached by clicking a line on the Money page.

The Money page

The **Money** tab is the first tab on the Reports page. It has three parts.

Two verdicts

At the top, two cards:

- **Funded** — is there enough money in to cover what's been promised? Green when committed cash is covered, amber with the gap named when it isn't. This is the same verdict as the funding worksheet described below.
- **Reconciled** — does every actual dollar collected match a dollar paid out or a named, deliberate reason for the difference? Green when the reconciliation strip nets to zero, amber otherwise. Shows “Settlement not started” until payments and settlement amounts are logged.

The in / out statement

Below the verdicts, a two-column statement: **money in** on the left (entry fees, sponsor seed, side games, fundraisers, director revenue) and **money out + owed** on the right (prize purse, contests + champion, side-game payouts, club/director costs, physical prizes owed). Each row opens the report that explains it — entry fees → Golfer Audit, prize purse → Money Flow, and so on.

The reconciliation strip

When “in” and “out” don't match, a strip appears listing every reason, in two groups:

- **By design** — differences you meant to create: fundraiser proceeds kept for charity, restricted sponsor seed held back, a deliberate purse shorting, a side-pot surplus kept as proceeds, and **desk rounding & tips** — the sum of the dollar-or-two differences where cash handled at the settlement desk didn't exactly match a golfer's computed balance.
- **Needs a fix** — differences to chase down: a registrant who paid but isn't linked to a golfer, a side-pot that paid out more than it collected, a settlement amount logged short or over, a scored golfer with no registration, physical prizes committed but not yet recorded as handed out. Each of these rows expands to a step-by-step **"how to fix this"** playbook; when the remainder is non-zero but no single row caught it, a ranked "where to look first" guide appears instead.

The strip ends with the **unexplained remainder** — what's left after every named reason. The target is \$0.

The per-golfer settlement figures on the Money page reconcile against the exact position the Registrations → Settlement tab uses — the same shared financials source, with flight prizes, Nassau/Wolf and contest fees all included — so the Money report and the Settlement tab always agree.

 The Reports page, Money tab — funded and reconciled verdict cards, the in/out statement, and the reconciliation strip.

The Reports page, Money tab — funded and reconciled verdict cards, the in/out statement, and the reconciliation strip.

Funding intent

Not every gap between money in and money out is a mistake. A charity scramble is supposed to leave a surplus; a sponsor-subsidized event is supposed to pay out more than the entry fees. Tell Tourlyx which one you are running with the **Funding intent** setting at the bottom of the Prize Money card on Setup (on a flighted tournament, where prizes come from Prize Inventory, that card is replaced by a pointer to Prize Allocation and the setting is not shown):

Setting	Meaning
Automatic (default)	Acts as <i>Fundraiser</i> when the tournament has a fundraiser contest or fundraiser mulligans, otherwise <i>Break even</i> . The card names which one it is currently using.
Break even	Warn about any surplus or shortfall.

Setting	Meaning
Fundraiser	Money left over is proceeds, not a warning.
Subsidized	Prizes may exceed entry fees; sponsors or the club cover the difference.

The Money page, the funding worksheet, the Money Flow report and the Setup prize-funding panel all read this setting, so a deliberate surplus or shortfall appears as an explained line instead of an amber warning. Small gaps never warn: anything within the larger of **\$5** or **0.5%** of the money collected is treated as rounding. Physical prizes that are only *owed* (donated or sponsor goods not yet handed out) are a memo line and no longer turn the verdict amber.

Is my tournament funded?

The **funding worksheet** (behind the Money page's Funded card, and on the Setup budget sheet) gives a plain verdict banner:

- **Fully accounted for** — committed cash is covered by collected cash.
- **≈ \$X for charity** — a fundraiser event with a projected surplus.
- **Short \$X** — committed payouts exceed collected cash; the banner names the gap.
- **\$X unaccounted** — money in exceeds money out with no explanation on record.
- **Not enough data yet** — add golfers and set entry fees to see the picture.

The money model follows whether the tournament is **flighted**:

- **Non-flighted** — entry fees fund the daily Individual / Twosome / Foursome buckets directly.
- **Flighted** — prizes are drawn from **Prize Inventory** items, each tagged with a **funding source** (*donated, sponsor, entry fees, or fundraiser*). Only *entry fees* and *fundraiser* items draw on the cash pool; donated and sponsor items cost the tournament nothing.

Three groups of money are kept separate everywhere:

Group	What it is
Self-funded pools	Skins, match play, Nassau, Wolf, mulligans-to-CTH, self-funded contests. Closed loops — an imbalance means missing scores, not a shortfall.
Fundraisers	Mulligans with no CTH, raffle and putting-contest surplus. Flows to operating revenue.

Group	What it is
Operating pool	Everything else. This is what the verdict is about.

One set of numbers

`buildTournamentLedger` unifies what used to be four overlapping money models into a single source, reporting two labelled figures used on the Money page and every surface behind it:

- **Funding status** — collected cash (entry fees, sponsor seed, fundraiser proceeds, director revenue, self-funded in) versus committed cash (daily purse, overall pool, champion, cash contests, physical inventory, director expenses, self-funded out, sponsor seed held).
- **Projected net / charity proceeds** — the profit-and-loss close-out: what the director keeps or the charity receives.

The sponsor-seed toggle

Sponsor seed restricted (a switch under Champion Payouts in Setup, on by default) controls whether leftover sponsor money — sponsor seed beyond what the champion payouts consume — is treated as restricted (held, not counted as profit) or rolls into the projected net. Turn it off only when the sponsor money is genuinely unrestricted.

Money Flow schematic

The **Money Flow** tab on the Reports page draws the whole event as a tree: every **revenue source** → the **pot** it feeds → the **per-place prize buckets** → the **profit/loss close-out**. Alongside it, a vertical **revenue-depletion bar** shows how each dollar of revenue is spent — click a segment to jump to that branch. A **Model** toggle shows the generic structure with no numbers.

Reconcile badges on a node:

- Neutral “**\$X not yet allocated**” — money in exceeds money out. Not an error.
- Red “**Over-allocated \$X**” — money out exceeds money in.

The close-out node shows both the Funding status and the Projected net figures; it never re-derives them.

Net P&L explains itself

On the Leaderboard **Financial** tab, hovering the footer **Net P&L** total opens a panel that decomposes the number bucket by bucket, tagging each contribution:

Tag	Meaning
deliberate	An intentional margin — purse shorted on purpose, mulligan fundraiser proceeds, contest fees kept because the prize came from inventory.
balanced	A self-funded pot that nets to zero.
benign surplus	An unclaimed remainder in a self-funded pot (usually missing scores).
unaccounted	A cash movement with no explanation — worth investigating.

The verdict reads either “**Fully explained — \$X held back in Prize Allocation**” or “**\$X unaccounted for**”.

Note: This figure is built from the per-player financial rows only. Fundraiser contests and sponsor prizes are not in it — for those, use the Reports page, which is backed by the full tournament ledger.

Leaderboard Financial tab

The Leaderboard’s **Financial** tab is the per-golfer money table. Each row carries what the golfer won and owes; the last columns reconcile that against real payments:

- **Paid / Due / Settled** — see the Registrations & Payments chapter for how these are captured and reconciled.
- **Contests** — a per-golfer column showing what each golfer was charged in self-funded contest entry fees, with a drill-down line per contest. See the Contests chapter.
- **Total Won, Nassau, Wolf, and Net P&L** — prizes plus signed side-game results.

Cross-reference: the Registrations & Payments chapter covers settlement; the Contests chapter covers contest-fee revenue; this chapter covers how it all rolls up into the funding verdict.

Chapter 20 — Reports, Printing & Exporting

Tourlyx has dedicated print views for every major section, optimized for standard paper with professional color coding.

Print Views Available

Field / Option	Description
Golfer Roster	Two-column layout: golfer name, contact info, handicap, tee color, and GHIN. Includes a tournament header.
Pairings Sheet	Three-column card layout with group names, golfer names, handicaps, tee assignments, and the day's weather forecast. The print header is clean and minimal — tournament name, director, and date without app chrome. Weather conditions are shown as a single summary line, and group separators keep the layout easy to scan.
Scorecard	Full 18-hole scorecard with all golfers, per-hole scores, and course par. Yardage rows for every available tee box are shown beneath the par row. Each yardage row displays the tee's color swatch (a small colored square) instead of a text label, keeping the scorecard compact and readable.
Financial Summary	Invoice-style P&L table. Green for income, red for expense. Net P&L in the rightmost column. Print the full summary or an individual golfer's row from within the expanded detail view.
Leaderboard Financials	One row per golfer showing winnings minus all fees across every round. Choose Collapsed (one row per golfer) or Expanded (adds per-day detail) and print either. Needs scores entered first.
Leaderboard	Clean standings table suitable for posting at the clubhouse or emailing to participants.
Match Play Bracket	Bracket view showing all match results including the loser's bracket. Rendered always-in-DOM (no pop-up) with a light theme and clean player cards — ideal for posting results or printing the full bracket at tournament end.
Winner's Certificate	A formal certificate awarded to the tournament champion, built on a trophy-and-laurel template with the tournament name, champion's name, finishing score, date, and director overlaid on it. If a tournament logo has been uploaded, it is printed

Field / Option	Description
	prominently at the top of the certificate. When the Print Sponsor Names option is enabled, sponsor names print inline on the certificate itself, not just on a separate print-only footer.

Tip: Tee color swatches on the printed scorecard match the actual colors configured for each tee (e.g., blue for Blue tees, red for Red tees). When printing in black and white, tee names fall back to text labels automatically.

How to Print

1. Navigate to the relevant page (Golfers, Pairings, Scores, Leaderboard, Financial).
2. Click the **Print** button.
3. A print-optimized view opens along with your browser's print dialog.
4. Select paper size and orientation as prompted.
5. Print or save as PDF.

Exporting Data

- **Export Golfer Roster:** Click **Export CSV** on the Golfers page.
- **Export Pick N Entries:** Click **Export CSV** on the Pick N management panel.

Chapter 21 — Seasons

A **Season** ties several tournaments together into one long-run points race. Golfers earn points based on where they finish in each event, and those points accumulate into standings kept separately for each **season flight**.

Seasons are entirely optional — if you only run standalone tournaments you never need to open this area. Posting season points never changes a tournament; seasons only read finished tournament results.

Creating a season

1. From the **Seasons** list, click **New Season** to open the five-step wizard.
2. Enter the **name**, **dates**, and **scoring basis** (net or gross).
3. Define the **season flights** golfers will compete in.
4. Set the **points table** — how a finishing position converts to points.
5. Review and create.

Once created, the season opens on its **Overview** tab with a horizontal tab bar: Overview, Schedule, Golfers, Flights, Points, Standings, Ledger, Activity, Reports, Settings. A **Help** button on every screen opens context-sensitive guidance for that tab.

Adding events

On the **Schedule** tab, build the season out of your tournaments in play order.

Action	Description
Add tournament	Pick one of your tournaments to add it as an event.
Multiplier	Weight an event (e.g. 2× for a major); base points are multiplied by this before posting.
Up / down arrows	Reorder events. Locked once an event is posted.
Event menu → Mark ready	Required before points can be previewed or posted — tournaments have no automatic “finished” flag.
Event menu → Preview & post	Compute and commit points for that event.

Action	Description
Event menu → Reverse points	Undo a posted event. Asks for a reason, logged to Activity.

Only **individual-scoring** formats are eligible: Stroke Play, Stableford, Modified Stableford, and Best Ball. Twosome, Foursome, Match Play, Skins, Wolf, and Nassau formats contribute nothing to season points.

Flighted season points

For each scheduled event the season reads that tournament's **individual cumulative standings** — the same net score or Stableford totals shown on the tournament leaderboard, summed across every day — and ranks golfers **within each tournament flight**, not across the whole field.

1. Before posting, **map** each tournament flight to one of your season flights (auto-suggested by normalized name).
2. Each tournament golfer is matched to an enrolled season member by **GHIN first, then WHS ID, then exact name**. An ambiguous name match blocks posting until you fix it in the golfer library.
3. Finishing position drives **base points** from the season's points table. Ties either share the combined points or are separated by a **USGA scorecard countback**, per your tie rule. Optional **participation points** cover golfers who withdrew (WD) or returned no card (NC).
4. Base points are multiplied by the event **multiplier**, then posted.

The **Overview** tab shows the current **top three in each flight**.

Note: Editing the points rules after events are posted does not re-score those events. Reverse and re-post an event if you need it recalculated.

Season Settings

The **Settings** tab holds:

- Season name and dates.
- **Scoring basis** (net or gross) — locks once any points exist.

- **Co-directors** — invite people by email to help run the season (owner only).
- **Public leaderboard** — toggle a read-only public page and copy its link or QR code.
- **Finalize / un-finalize** and **Complete / archive** — lifecycle controls.

Setup checklist on empty season screens

A brand-new season shows in-screen **setup checklists** on the empty Standings, Golfers, and other tabs, pointing to the task that will populate them, so you never land on an unexplained blank tab.

Season progress rail

The dashboard sidebar shows an always-visible, auto-checking **progress rail** on every season page. Every step verifies itself from your data — there are no manual checkboxes and no sequential locking. It has three collapsible sections:

Section	Covers
Season setup	Create flights, enroll golfers, assign golfers to flights, set the points table, add events.
Current event	The pipeline for the first non-posted event — tournament linked, format eligible, scores entered, flights mapped, golfers matched, marked ready, preview clean, points posted.
Close out	All events played and posted, no events stuck at “ready”, no unbroken tie for 1st, and Finalize season .

The rail only reflects status — it does not gate the Finalize button. Its **Finalize season** step links straight to Settings with the finalize dialog open.

Tiebreaks

When a season flight has a tie for **1st** on counted points, Tourlyx resolves it objectively:

counted points → most wins → most top-3s → event-points countback (newest event first) → co-champions

The **Finalize Season** dialog suggests the winner and shows the reason line (e.g. “won on more wins (2 vs 1)”). You can override the suggested winner; the reason then carries “adjusted by director”. A genuine dead heat is recorded as **co-champions**.

The **public season leaderboard** shows the tiebreak reason under a flight's champion — “Tiebreak: won on more wins (2 vs 1)”, “· adjusted by director” for an override, or “Co-champions — identical record” for a dead heat.

Handicap divergence flag

When a golfer played a linked event off a handicap index that differs from their **season handicap of record** by **2 or more strokes**, the preview flags it as a warning. This is the sandbagging signal. It is **informational only** — it does not block posting or change scoring. Gross-basis seasons are skipped entirely.

Frozen per-event breakdown

Finalizing a season writes a **frozen standings snapshot**, including each member's event-by-event breakdown, so the final result never shifts if underlying data changes later. Finalized seasons read this snapshot everywhere. Un-finalize from Settings to make changes, then re-finalize.

- The **Standings** tab offers per-flight and combined all-flights views, a **counted vs total** toggle (when a best-N rule drops each golfer's worst events), expandable per-golfer event breakdowns, and a **Print** sheet.
- The **public leaderboard** offers a **By-flight / Combined** toggle and a **QR code** for sharing. Toggling it on or off refreshes the public cache.

Season Error Resolver

When a season write action fails, instead of a cryptic red error, a **guided dialog** explains the problem in plain language and offers a one-click fix with chained auto-retry. Its flagship use is the “**Resolve N issues** →” walk-through in the Preview & post dialog, which steps through each blocking error (unmapped flights, unmatched golfers, and so on).

Tip: If the “Map flights →” button inside the Preview & post resolver does not respond, use the Schedule tab's event menu → ****Map flights**** instead — that path is reliable.

Chapter 22 — Sharing & Access Control

Tourlyx supports multiple users per tournament through role-based access control. Add co-organizers, scorers, or read-only viewers without sharing your login credentials. The number of collaborators you can invite depends on your plan.



The Tournament Members page — seat usage, the member list, and role permissions.

The Tournament Members page — seat usage, the member list, and role permissions.

Tournament Member Roles

Field / Option	Description
Owner	Full access: edit all tournament data, manage members, invite others, and delete the tournament. There is exactly one Owner per tournament — the account that created it.
Editor	Can enter scores, manage pairings, update golfer records, and edit tournament details. Cannot manage members or delete the tournament.
Viewer	Read-only access to the leaderboard, financial summary, and pairings. Cannot make any changes.

Collaboration Seat Limits by Plan

Inviting collaborators is a plan-gated feature. Your plan determines how many Editor and Viewer seats are available per tournament. The invited person does **not** need their own paid subscription — they access the tournament through your invitation.

Plan	Editor Seats	Viewer Seats	Notes
Free / Trial	0	0	No collaboration — solo organizer only.
Starter	1	2	One scorer + two read-only viewers per tournament.
Pro	5	Unlimited	Up to 5 editors; unlimited viewers.
Club	Unlimited	Unlimited	No seat restrictions.

Note: Seat limits are per tournament, not per account. A Starter subscriber running three different tournaments can invite one Editor into each of those three tournaments.

How Invitations Work

When you send an invitation, Tourlyx emails the recipient a secure link. Clicking the link creates a free Tourlyx account for them (if they don't already have one) and grants immediate access to your tournament at the role you selected. They do not need to purchase a subscription.

1. Click **Members** in the tournament navigation.
2. Click **Invite Member** (upper right). The button is disabled if your plan has no available seats.
3. Enter the person's **email address**.
4. Select a **role** — Editor or Viewer. Role cards are grayed out with a lock icon if that role's seats are full.
5. Click **Send Invitation**. The recipient receives a branded Tourlyx email that names the tournament, who invited them and the role they were given, with a button that signs them in.
6. Their entry appears in your Members list immediately as **Pending** (yellow dot) until they click the link.
7. Once they sign in, their status changes to **Active** (green dot).

Seat Usage Display

The Members page header shows live seat usage beneath the title — for example, “Editors: 1 / 1” or “Viewers: 0 used”. Counts turn amber when a seat type is full. Free and Trial plan owners see an upgrade prompt instead of seat counts, since collaboration is not available on those plans.

Changing or Removing a Member

- Only the tournament **Owner** can manage (change or remove) members.
- Use the **role dropdown** on a member's card to switch them between Editor and Viewer.
- Click the **trash icon** to remove a member. This frees up their seat immediately.

Tip: Need more seats? Upgrade your plan at any time from the sidebar badge or Pricing page. The new seat allowance takes effect immediately — no need to re-invite anyone.

Chapter 23 — Table Tools

Drag to Total Any Table

Every table in Tourlyx supports an Excel-style quick total. Press and hold the mouse button on a number in any table, drag across the cells you want, and release. A floating chip follows the cursor showing the **Sum**, **Count**, and **Average** of the selected cells.

1. Point at a numeric cell in any table — the Leaderboard, the Financial tab, a Reports table, a payout sheet.
2. Press and hold the left mouse button, then drag to sweep out a rectangle of cells.
3. Read the **Sum / Count / Average** chip near the pointer.
4. Release to pin the chip in place. Press **Escape** or click elsewhere to clear it.

The selection is **type-locked to the first cell you touched**. If you start on a currency cell, only other currency cells in the rectangle are counted; plain numbers and percentages are greyed out and excluded, and vice versa. This keeps a stray “handicap” or “hole” column from polluting a dollar total.

Note: This is a desktop-only convenience. It needs at least two same-type cells selected before the chip appears, and the pinned chip does not survive re-sorting or paginating the table. It does not change any data.

Chapter 24 — Getting Help

Tourlyx keeps help one click away from wherever you are working.

The Manual button

A **Manual** button (open-book icon) sits in the bottom section of the app sidebar; when the sidebar is collapsed it shows as the book icon alone. Click it to open this manual in a slide-over panel on the right side of the screen, opened to the chapter that matches your current screen — click it from the Golfers page and it opens at the Golfer Roster chapter, from the Scores page at Entering Scores, from the Contests page at Contests, and so on. If the current screen has no specific mapping, the manual opens at the first chapter.

Inside the panel:

- A **chapter dropdown** lets you jump to any chapter.
- An **Open full manual** link opens the complete manual at `/manual` in a new browser tab.



The Manual button in the sidebar and the manual slide-over open beside the app.

The Manual button in the sidebar and the manual slide-over open beside the app.

The web manual

The full manual is also published on the web at **tourlyx.com/manual**. Each chapter is its own page with a shareable link, so you can send a teammate straight to, say, the Pairings chapter. A **Download PDF** link on the web manual gives you the whole thing as a single file for offline reading or printing.

Quick Start Guide

The **rocket-icon button** in the sidebar opens the **Tourlyx Quick Start Guide** — a condensed, step-by-step PDF that walks a first-time organizer through creating a tournament in under ten minutes: create tournament → add golfers → build pairings → enter scores → view leaderboard. It is separate from this full manual and is meant to be printed or handed to new users.

Tip: Keep the Quick Start Guide handy on tournament day. It fits on two pages and covers the essential workflow end to end.

Chat support

A round chat-bubble button sits fixed in the bottom-right corner of the app. Click it to open **Chat support**, a slide-over where you can type a question and get an AI-generated answer back in the panel. It's handled by an in-house assistant, not a live person — if the assistant is paused, rate-limited, or you're signed out, the panel tells you plainly rather than hanging.

About / Support

The marketing navigation bar at **tourlyx.com** carries two more links:

- **About** — an overview of what Tourlyx is and does.
- **Support** — opens a support form (subject, message, and your email) that submits a ticket to the Tourlyx team; you'll also get an acknowledgment email.

For bug reports, feature requests, or account questions, email support@tourlyx.com.

Chapter 25 — Quick-Reference Glossary

Key terms and fields used throughout Tourlyx.

Field / Option	Description
Blind Draw (BD)	A golfer physically in a group whose score is tracked independently from the group for prize purposes.
Bracket Size	In the Side Wager, the percentage of the field (bottom performers) that enters the wager.
Chapman (Pinehurst)	A two-person team format: both partners tee off, play each other's ball for the second shot, choose one ball and alternate shots to finish. One team score per hole is entered. The team handicap is 60% of the lower unrounded Course Handicap plus 40% of the higher, rounded once. Partners must share a tee on an 18-hole course (see Chapman Format).
Champion Payouts	Overall tournament prizes funded by the Sponsor Seed, awarded to top cumulative finishers.
Course Handicap	A player's handicap for the specific tee they play: $\text{Handicap Index} \times (\text{Slope} \div 113) + (\text{Course Rating} - \text{Par})$, per the World Handicap System.
Contextual Manual Link	The Manual button (open-book icon) in the app sidebar that opens the user manual in a slide-over at the chapter most relevant to the current screen. Deep-linked sub-sections (e.g., CTH setup, Pick 5) open the manual at the exact page for that panel.
Course Library	A Pro/Club feature that lets you save fully configured courses to your account and instantly import them into any future tournament.
CTH	Closest to the Hole — a contest for the tee shot landing nearest the pin on par-3 holes. Must be enabled before Mulligans can be activated. The prize pot is funded by mulligan revenue (when Mulligans are on) or by a dedicated CTH Entry Fee (when Mulligans are off).
CTH Entry Fee	A per-golfer fee that funds the CTH prize pot when Mulligans are disabled. Configured in the CTH Setup section. Can be structured as a single Tournament pot (one fee per golfer shared across all days) or a Per-Day pot (fee charged each day, each day has its own independent pot). Appears as a 'CTH Fee' column in the Financial Summary.

Field / Option	Description
Double Par Cap	The default maximum score per hole (e.g., 8 on a par-4). Prevents extreme scores from distorting standings.
Editor Seat	A collaboration slot that allows an invited user to enter scores and manage tournament data. The number of available Editor Seats is determined by the tournament owner's plan (Starter: 1, Pro: 5, Club: unlimited). Free/Trial plans have no Editor Seats.
Entry Fee	The flat fee each golfer pays to participate in the tournament.
Ghost Fill-in	A stand-in golfer used to complete an uneven group. Because they pay that day's entry fee, ghost players are full participants: their scores count toward the group's prize calculation, they compete for individual prizes, and they are eligible for second-chance prizes.
Invited Badge	A badge displayed on each golfer card after they have been emailed, showing the date the most recent invitation or update notice was sent.
GHIN	Golf Handicap and Information Network — the USGA's official handicap tracking system.
Handicap Basis	How much of a golfer's handicap applies: Full (100%), 3/4 (75%), 1/2 (50%), or Gross (0%).
Carryover Pot	In Wolf (Carryover tie rule): the accumulated bet from one or more tied holes. Awarded to the winner of the next decided hole. Any pot remaining after hole 18 is annulled.
Match Play	A format where each hole is won by the low scorer; the player/team winning the most holes wins. Available on Pro and Club plans.
Mulligan	A flat-fee purchase that entitles a golfer to use do-over shots during that day's round. The fee is charged once per golfer per enabled day, regardless of how many times they use it. Requires CTH to be enabled.
Nassau	A three-segment betting game played within each foursome. Front 9, Back 9, and Overall 18 are each a separate bet. Supports 2 vs 2 or 1 vs 3 formats and Net or Gross scoring. Available on Pro and Club plans.
Net Score	Gross score minus the golfer's handicap allowance. Used for most prize calculations.

Field / Option	Description
Pick N	A prediction wager where participants pick N golfers they believe will score best.
Quick Start Guide	A condensed two-page PDF that walks a first-time organizer through creating a tournament in under ten minutes. Accessible at any time via the rocket-icon button in the app sidebar.
Scan Credits	The unit consumed each time you click Apply on a scanned scorecard. Pro includes 75 per month and Club 250 per month (reset monthly, no rollover); extra packs of 50 cost \$10 through the Buy Scan Credits prompt and carry over. Canceling a scan before applying it costs nothing.
Scan Scorecard	An AI photo-scoring feature (Pro/Club) that reads a photographed paper scorecard and fills in every golfer's 18-hole scores automatically, with an editable review screen before anything is saved.
Scramble	A format where the whole team plays from the best drive on every shot, entering one shared team score per hole. Supports Two Man, Threesome, Foursome, or Two Man + Foursome Bonus grouping, and Gross or Net prize basis.
Shamble	A hybrid format where the team plays its best drive off the tee, then each player finishes the hole with their own ball and enters their own individual score. The team score per hole is derived using the Best Ball, Two Best Balls, or All Balls rule.
Plan Change	Existing subscribers can upgrade or downgrade their plan directly from the Pricing page. A confirmation modal shows the prorated cost or credit, card on file, and next billing date.
Print Sponsor Names	A per-tournament toggle that adds a "Presented by" footer listing all sponsor names on the Winner's Certificate and Financial Summary print views.
Pot Scope	For Skins and Match Play: whether the prize pool resets each day or accumulates for the whole tournament.
Round-Robin (Threesome Format)	How Skins, Match Play, and Nassau handle 3-player groups: each group is split into three independent 2-player matchups (A vs B, A vs C, B vs C) that run and settle separately.
Side Wager	A last-day competition for the bottom-performing percentage of the field (e.g., Snake Bet).

Field / Option	Description
Skins	A hole-by-hole format where the outright low scorer wins the skin. Tied holes carry forward. Available on Starter and higher plans.
Wolf	A per-hole rotating betting game for foursomes. One player (the Wolf) plays solo against the Best Ball of the other three. The Wolf position rotates through all four players each hole. Supports Push or Carryover tie rules. Available on Pro and Club plans.
Wolf Rotation	The sequence in which each player in a foursome takes the Wolf position. Player A is Wolf on hole 1, Player B on hole 2, C on hole 3, D on hole 4, then cycles back.
Slope Enabled	A per-tournament toggle (Format page, labelled Course Handicap (WHS)) that controls whether the slope and rating adjustment is applied in handicap calculations. When ON (default), $\text{Course HCP} = \text{Handicap Index} \times \text{Slope} \div 113 + (\text{Course Rating} - \text{Par})$ is used. When OFF, the slope is treated as 113 (neutral) and every golfer's course handicap equals their handicap index. Affects all scoring calculations including Skins, Nassau, Wolf, and Match Play. Auto-saves on toggle — no Save button needed.
Slope Rating	A measure of course difficulty for bogey golfers. Standard is 113. Used in handicap calculations.
Sponsor Seed	Total dollar amount contributed by sponsors, used to fund Champion Payouts.
Stableford	A scoring system where points are earned per hole vs. par (birdie = 2 pts, par = 1 pt, bogey = 0 pts).
Tournament Clone	A new tournament built from an existing one. Tournament settings always come over; a checkbox list in the Clone dialog decides whether the roster, courses, day setup, sponsors, prize payouts, flights, contests, award groups, prize inventory, payment and registration setup, budget worksheet and checklist come too. Scores, pairings, tee times and contest winners are always reset. Useful for recurring annual events.
Update Notice	A follow-up email sent to a golfer who has already received an invitation. Automatically chosen by Tourlyx when re-sending invitations. Highlights any fields (date, location, tee time) that changed since the last email.
Trial Plan	A 14-day free period available to all new accounts. After expiry, a subscription is required to continue.

Field / Option	Description
Voice Score Entry	A hands-free score entry mode that uses your device's microphone. Speak a golfer's name and then hole scores to enter them without touching the screen.

Chapter 26 — Golfer Portal & Alerts

The Golfer Portal gives every golfer a personal web page with their tee time, starting hole and playing partners — no account or app install required. You can also broadcast live alerts (weather delays, restart times, schedule changes) that appear on every golfer's page.



The Golfer Portal page — send an alert, and create or share each golfer's personal link.

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Create golfer links

1. Open **Run** → **Golfer Portal**.
2. Under **Golfer links**, click **Create missing** to make a personal link for every golfer.
3. Share links three ways: **Email all links**, the per-golfer email button, or copy the link / show its QR code. Hover any of the icons beside a golfer (copy, text, QR code, email, replace, revoke) to see what it does.

Each link is personal to one golfer and shows only that golfer's own schedule. If a link is forwarded or leaked, use **Replace with a new link** (the old one stops working) or **Revoke**.

Send an alert

1. Choose a type — Weather delay, Play resumes, Schedule change, or Announcement.
2. Type a short message (up to 500 characters), or tap **Dictate** and speak it. Dictated words are added to anything you have already typed, and you can edit before sending. Dictation works in Chrome, Edge and Safari and needs an internet connection; the button is hidden in browsers that don't support it.
3. Leave **Push to phones** checked to send a lock-screen notification to every golfer who turned alerts on (the count shows how many). Leave **Also email golfers** checked to email everyone with an address on file.
4. Click **Send alert**.

Golfer pages check for updates every 15 seconds, so alerts appear almost immediately. When the situation is resolved, click **Clear** next to the alert to remove the banner.

Phone alerts (free)

Golfers can get alerts as lock-screen notifications — no app and no text-message fees.

- **Android and computers:** the golfer opens their link and taps **Turn on alerts**, then **Allow**.
- **iPhone:** iOS only allows this from the Home Screen. The golfer's page shows three steps and a **Tap here to open Share** button: Share → **Add to Home Screen** → **Add**, then open the new Tourlyx icon and tap **Turn on alerts**. Requires iOS 16.4 or later.
- The **Text** button (speech bubble) beside each golfer opens your own Messages app with their link and these instructions ready to send.
- The invite email includes the same instructions.

Golfers who skip this still see every alert on their page and by email. If a link is revoked, that golfer stops receiving notifications.

Tips

- Golfers without an email address still see alerts if they open their page — share their link by QR code or copy it into a text message.
- Households sharing one email address receive a single alert email but each golfer keeps their own link.
- A golfer's page shows a tee time only once pairings and tee times are set on the Pairings and Starter Sheet pages.