

Club owners and admins

Set up your club

Set the club up once, then hand the event to the person who runs the tournament. Members get a pool desk on their phone, a live board in the clubhouse, and results that can come from Golf Genius.

Setup guides (PDF)

1. Finish club basics

Open Settings → Club. Fill in the club name, time zone, and credit name (what members see, such as “credits” or “chits”). Set a default takeout and save.

Where it lives. Checklist row Club basics. The credit name field is on that same form. The checklist counts this done after club settings are saved.

2. Say what a credit is worth, in your words

On the same Club form, fill in What a credit is worth. Members see that note on their Wallet. Your club writes it. Leave dollar amounts out of it.

Where it lives. The field sits under Credit name. It is not its own checklist row.

3. Add your branding

Paste a club logo into Logo URL on the Club form. Then open Sender identities and set the SMS sender name (it starts every text), Email from, and Reply-to. You can also save a Twilio messaging service SID if the club already has one. This screen does not create that SID, and it has no color, theme, or logo upload.

Where it lives. Club form and Sender identities, both on Settings. Branding is not its own checklist row.

4. Accept the Terms and save house rules

On Settings, accept the Terms of Service for the club and save the house rules. Members see the house rules on the club and tournament pages. A tournament cannot open until the Terms are accepted.

Where it lives. Settings panels Terms of Service and House rules. When the Terms are still outstanding, the checklist Open step says Accept.

5. Connect Golf Genius

In Settings → Golf Genius, add the club API key so rosters, pairings, and results can flow in. Or choose Skip, I'll upload a team list and connect later.

Where it lives. Checklist row Golf Genius, with the same skip button. After a key is saved, How often to check for results is on that panel. The defaults are 5 minutes between rounds and 60 seconds while a round is live.

6. Invite your staff

Go to Members → Invite people. Set Joins as to Staff (credit desk and tickets) and send the link. You can also Add member and pick the role there.

Where it lives. Members, the Invite people panel. The Invite members checklist row already notes that a staff invite is optional.

7. Set member roles

Four roles. Owner (everything, including other owners). Admin (set up pools, results, settlement). Staff (credit desk, tickets, horse race). Member (no admin access). Change a role from the member's Edit dialog, or from Settings → Team and roles.

Where it lives. The Role menu on Add member and on Edit. Approve new members before they can play is a checkbox on Settings → Club.

8. Invite members

Create a Whole club invite to get a link, a short code, and a QR code for the pool desk. Import people handles an existing list and matches on phone, email, or Golf Genius ID.

Where it lives. Checklist row Invite members. With nobody on the roster yet, Members says they join from the invite link or QR, or from an import.

9. Issue credits

When a member settles up with the club, open the Credit desk, find them, enter the amount, and tap Post credits. They get a text. Open requests from members show on

this page too. Bulk credit, on the same page, posts a spreadsheet: name, phone, email, amount, and note.

Where it lives. Credit desk in the admin menu. Bulk credit is a panel on that page, not a separate screen.

10. Check your pass

Open Billing. Your first Club Event is included, with the full field and no side games. After that, buy a pass. A comped club opens without a pass. Drafts stay free. A pass is used when the tournament opens.

Where it lives. Checklist row Pass or plan, and the Billing page. The page lists Club Event, Member-Guest, and Season Pass.

11. Put the live board on the clubhouse TV

Once a tournament exists, use Open the TV board on Overview. Copy the link and open it full screen. There is no login, and the board does not show member names. It keeps refreshing, so a dropped connection picks up on the next check.

Where it lives. Overview quick action Open the TV board, with Copy link beside it. The public board is its own link. It is not a checklist row.

Your club is ready. The tournament director builds the first event from Tournaments.

Tips and FAQ

Do members settle anything in the app?

No. The club issues credits. Funding and settling up happen at the club, offline.

What is a credit worth?

Whatever the club sets and announces. Write it in What a credit is worth so members see the same note on their Wallet.

Do we have to use Golf Genius?

No. A Word or CSV team list works too. Golf Genius saves typing and can pull results in.

Can admins enter pools in their own event?

Only if Admins may buy their own tickets is on in Settings → Club. It is off by default.

A member wants to sit out. What do I do?

Edit the member and set a self-exclusion. That stops them entering pools and turns off reminder texts. You can also set an exposure limit on the member.

Someone mistyped a credit amount.

Use Adjustments to correct a balance with a reason. Every change lands in the Audit log.

Who can see the TV board?

Anyone with the link. It shows pools and boards only, never member names or balances. Share it with the clubhouse.

What's takeout?

The share held out of a pool before it is split, for prizes or the club. You set it per pool, from 0 to 30 percent, and members see it before they enter.

Admins who run the event. Owners can do this too.

Run the tournament

You run the event. This guide goes from a blank tournament to settled results: load the field, build teams with Team Draft if you use it, open the pools, put the live board on the TV, and settle with one confirmation.

Setup guides (PDF)

1. Create the tournament

Go to Tournaments → New tournament. One form asks for the name, dates, team or individual format, players per team, and how entries are funded. Create tournament opens the tournament. It is not a multi-step wizard.

Where it lives. Checklist row Create your first tournament. Team Draft, if you turn it on later, always builds teams of 4, even when this event's players per team is different.

2. Add your rounds

On the tournament Overview, open Rounds and events and add a round for each day. The first tee time matters: pools close 10 minutes before it.

Where it lives. Overview → Rounds and events → Add a round. The First tee time hint says importing a tee sheet can set it.

3. Link to Golf Genius

Open the Golf Genius page for the tournament and pick the Golf Genius event, then the round and scoring tournament for each of your rounds. Results pull from the scoring tournament you pick.

Where it lives. Tournament menu, Golf Genius. If the club has no key yet, the page links back to Settings.

4. Import the roster and pairings

On Entrants, upload a tee sheet (PDF or CSV, where each group becomes a team) or a Golf Genius team list (Word or CSV). Fix anything under Lines the reader couldn't place, then run Sync roster from Golf Genius so players line up with their Golf Genius ID.

Where it lives. Checklist row Load the field. The file hint shows the team-list shape: Last, First / Last, First (combined HI / HI diff).

5. Add pools and save the event rules

On Pools, use Create pools from a template for a Win, Place, and Show pool on each round, and an overall set when the tournament has one. Then on Overview → Event rules, replace every [BRACKETED] item and save.

Where it lives. Checklist row Pools and rules. Takeout on a pool is 0 to 30 percent, and members see it before they enter.

6. Turn on Team Draft

Open the Team Draft tab. It stays off until the club has the add-on and the event switch is on. The panel names whichever is still missing. Turn on Team Draft, then Open the draft room. A platform owner records the add-on. This screen does not show a price for it.

Where it lives. Tournament menu, Team Draft. Clubs without the add-on see the closed gates, not a locked checklist row.

7. Load the draft roster and set flights

Upload the player list (CSV, Excel, or Word), tap Preview roster, fix any Rows to fix, then Import roster. Sort into flights splits players into flights A, B, C, and D by handicap (A is the lowest). Drag anyone who needs to move, then Lock roster. A draft always uses those four flights. They have to be the same size, so the player count has to divide by 4. There is no way to draft without flights.

Where it lives. The draft room, before the draft starts. Lock roster stays unavailable until the flights match.

8. Set the picking order

Under Who drafts, choose A flight drafts, A named list drafts, Team captains draft, or A custom pick order. You need one drafter per team. Save who drafts. The order snakes, and each pick has a 90-second timer. If time runs out, the lowest handicap still available in that flight is picked. Those two defaults are not settings on this screen.

Where it lives. Draft room, Who drafts. The four choices are the only controls there.

9. Run draft night

Tap Start the draft and open Big screen on the clubhouse TV. Drafters pick from their phones when they are on the clock, and each player drops off Available once picked. Use Pick for the drafter, Undo last pick, or Pause the clock if you need to. Lock teams when every team is full.

Where it lives. Draft room controls, and the Big screen link. The big screen is a separate page from the pool TV board.

10. Open the Team Pool

After teams are locked, Open the backing board. Teams go up one at a time, in a shuffled order. Put the next team up brings the next one on. Members back that team from their phones by raising the credit amount while a timer runs (30 seconds unless a later amount adds time). The top backer is the highest amount still covered when the timer ends, or when you tap Sold to the top backer. Buy-back is optional: the desk can record part of that amount back to the team's own players, or choose No buy-back. Close the backing board when every team has had a turn. This is not one open pool where every team can be backed at once.

Where it lives. Team Draft tab, the Team Pool section. Members open Team Pool from the tournament's Team Draft page. The same Big screen switches to Team Pool while the board is open. The pool TV board does not show it.

11. Open the pools

When the field and pools look right, open the tournament from Overview → Status so members can see the pools and send tickets. Pools close on their own 10 minutes

before the first tee. You can Extend or Close any pool from the Pools tab.

Where it lives. Checklist row Open the tournament. Extend is on each pool.

12. Run the live board on event day

Open the TV board from Overview on the clubhouse screen. If you are in Team Draft, use that Big screen as well: it shows the draft, then Team Pool, and it is a different link from the pool TV board. Staff post credits at the Credit desk and issue waiting tickets from Payments & issuance by matching the member's ref (such as K7QX).

Where it lives. Overview quick actions, Credit desk, and Payments & issuance. Staff can use these three.

13. Confirm results and settle

When Golf Genius marks the round complete, open Results, tap Pull from Golf Genius (or upload a CSV), and match any row that did not line up. A missing name shows as Unknown entrant. Check the Settlement preview and confirm. Nothing is posted until you confirm. Every pool on that event settles in one transaction.

Where it lives. Tournament menu, Results. Enter results on Overview shows a count when a round is waiting.

14. Wrap up at the pool desk

Open Balances & payouts to see each member's final balance, and mark each one off as the club settles up in person. Once every pool is settled, use the Close tab to close the tournament and export the reconciliation. Team Draft has its own payout desk on the Team Draft tab after the backing board is closed.

Where it lives. Tournament tabs Balances & payouts and Close. Overview calls the first one Payout desk.

The field is in and the pools can open. Put the live board up, then settle from Results when the scores are in.

Tips and FAQ

A player withdraws before the pools close.

Scratch them on Entrants. Tickets on that entrant are returned in full.

Golf Genius changed a score after I confirmed.

Results shows Result changed in Golf Genius. Submit a corrected result. The earlier payouts are reversed, and members are told.

A pool didn't fill.

Refund all on the Pools tab returns every ticket. Void is for an abandoned game. No takeout is kept.

The draft clock ran out.

The lowest handicap still available in that flight is picked. Use Undo last pick with a reason if the room disagrees.

Uneven flights?

The roster cannot lock until flights A, B, C, and D are the same size. Move a player, or remove one. A field that does not divide into four equal flights cannot be drafted.

Can I back teams in my own event?

Not in Team Draft. Owners and admins are blocked there. For regular pools it depends on Admins may buy their own tickets.

Is anything settled in the app?

No. Credits are issued by the club. Funding and settling up happen at the club.

Club members and guests

Get started

Your club runs pools on its tournaments. Back a team to Win, Place, or Show with club credits, watch the live board, and get your results by text. No app store and no password.

Setup guides (PDF)

1. Join your club

Open the link in your club's text, scan the QR code at the pool desk, or enter the invite code. The page says you're invited by the club. On Your details, add your name and a mobile number or email, and pick text, email, or both for tickets and results.

Where it lives. The invite page. This step is done once you land on Home.

2. Confirm your age and the house rules

On that same details form, confirm you meet the club's minimum age and accept the house rules. If you are not signed in yet, the next screen is Confirm it's you: a six-digit code by text, or by email if you did not give a mobile number. If the club approves new members first, you will not reach Home yet. Your clubs shows that the membership is awaiting approval, and you get a text or email when you are in. Age and the house rules are not a separate later wizard. If the house rules change after you join, Home asks you to review them under Settings before the next entry.

Where it lives. The invite form, then the one-time code. Approval, when the club uses it, is the waiting note on Your clubs.

3. Find your event

Home lists the club's tournaments and open pools. Pools lists every open pool. If nothing is open yet, the club texts you when pools open.

Where it lives. Home, and the Pools tab. The empty line on Home says pools open ahead of each round.

4. Get credits

Settle up at the pool desk, or open Wallet and use the Request section (it uses your club's credit name). Staff post the credits. You get a text when they land. The note under the Wallet heading is the club's line on what a credit is worth. A request reads Waiting for the organizer until it is Posted.

Where it lives. Wallet. The Request section is on that page.

5. Back a team

On a pool, tap a team, choose Win, Place, or Show (or Across the board), and add it to Your ticket. Review the ticket and place the entries. Tickets arrive by text and email. If the balance does not cover them, they wait at the pool desk with a ref until staff confirm them.

Where it lives. The pool page, then the Ticket tab.

6. Join Team Draft, if your club runs it

On the tournament page, Team Draft appears when the club has turned it on for that event. Open it and pick a player when you are on the clock. Picked players drop off Available right away. When the backing board is open, that page links to Team Pool.

Teams come up one at a time. You back the team that is up by raising the credit amount before the timer ends. The top backer is the highest amount. The board shows who backs each team. Buy-back, if the event uses it, is recorded by the desk.

Where it lives. The tournament page links to Team Draft. Team Pool is the next page, and only while that board is open.

7. Watch the live board

Every pool page has a live board that refreshes on its own, the same idea as the clubhouse TV. Estimates move as the pool fills and lock when it closes.

Where it lives. The pool page. The label is Live board.

8. See your results

Once the committee confirms the results, you get a text and an email, and credits land in your Wallet. Tickets lists every entry. Settle up with the club at the pool desk.

Where it lives. Tickets, and the text or email the club sends.

Back a team, grab a seat near the TV, and enjoy the round.

Tips and FAQ

What's a credit worth?

Your club decides and announces it. The club's note is at the top of Wallet.

Do I settle anything in the app?

No. The club issues credits. Settling up happens at the club.

Why did my estimate change?

It comes from the whole pool, so it moves as entries come in. Your result uses the pool when it closes.

Can I back my own team?

If your club allows it. The house rules say what is allowed.

A team withdrew. What happens to my ticket?

If a team is scratched before the pool closes, the entry on them comes back in full.

What's takeout?

A share of each pool that the club keeps for prizes or the club. You see it before you enter.

Too many texts?

Reply STOP anytime. Ticket confirmations and results still come by email, because they are your ticket record. Reply START to turn texts back on.

Want to sit an event out?

Ask the committee for a self-exclusion. It stops you entering pools and turns off reminder texts.