## WELCロME Tロ ScロRECARD

Scorecard is a golf statistics application．Used properly，Scorecard can help you to un－ derstand your golf game at a deeper level．Armed with the knowledge of where you＇re losing shots，what you can improve，and how far you need to go before you＇re playing the kind of golf you want to be playing，you can then work to implement changes in your game，tracking results in Scorecard as you go．

This brief guide will introduce you to some of the terminology associated with golf statis－ tics as well as effective methods of using Scorecard．We strive to make software that＇s easy to use，so while this is not a full manual，it should get you started．

Please note：while the screenshots in this manual may be from our Mac OS X version， our Windows version should behave similarly．

## CREATING A CロURSE IN SCロRECARD

Scorecard can keep track of an infinite number of courses，each with an infi－ nite number of tees，so you can track every round you play．

If you play $99 \%$ of your golf at one course，you can choose to enter only that course，but if you frequent several courses or play from different tees， you＇ll probably want to enter every course you play．

To add a course，click the＂+ ＂sign in the lower－left－hand corner of Score－ card＇s main window．A sheet resem－ bling the one seen here（right）will ap－
 pear．Enter the name of the course， the phone number，and the course＇s website address（if they have one）in the provided boxes．Click the＂+ ＂sign next to the＂Tees＂box and＂New Tee＂will appear as a choice in the popup menu．

Below the popup，the text boxes and miniature scorecard become available for editing． Change the＂New Tee＂text to the name of the tee set（like＂Blue＂or＂Senior＂or＂Ross＂） you＇ll enter．Next，specify the slope and course rating for those tees（this information is typically on the course＇s scorecard）to the appropriate text box．

Click on the first hole＇s＂par＂and enter the par for the hole．Hit the tab key，enter the par for the second hole，and repeat as necessary to fill out the front nine．Click tab again to select the first hole＇s yardage，enter the yardage，and press tab．Continue onward，re－ peating the process for each hole＇s yardage and then handicap rating．Complete the back nine in the same manner．The par and yardage totals are calculated，so when you＇re done，verify these with the course＇s scorecard．Correct any mistakes，then press ＂Save＂to save the new course and tee and to dismiss the sheet．

Tロ ENTER NEW TEES ロN AN EXISTING CロபRSE
If you occasionally play a course from a different set of tees，enter second（or third，or fourth）sets of tees as follows：

1．Double－click the course name in the left－hand list in the main window．
2．Click the＂+ ＂sign next to the＂Tees＂popup menu to add a new set of tees．
3．Repeat the process above to add the par，yardage，and handicap information for the new tees．

If you ever need to remove a tee，click the＂－＂button next to the＂Tees＂popup menu． This button is disabled if any of the rounds you＇ve entered use that tee．

## TERMINロレロロY

Golf has a lot of unique terminology，and understanding some of the terminology is key to keeping consistent statistics．For example，did you know that using a putter from the fringe of the green doesn＇t count as a putt？Only strokes made from the green itself count．If you mistakenly count these as putts，you won＇t be keeping the most accurate statistics possible，and you won＇t be able to accurately compare your statistics with other golfers．

Below，we＇ve listed the statistics you must know to keep your scorecard during a round and to enter as a round in Scorecard．When possible，the statistics we keep match up with the stats kept on the PGA Tour．You can verify the definitions of these stats at http：／／pgatour．com／stats／．

## Scare

This one is pretty obvious：it＇s your score for the hole．Scorecard automatically calcu－ lates＂Equitable Stroke Control＂or＂ESC＂or your＂adjusted score，＂so enter the raw，pre－ adjusted score，including any penalty strokes．

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PENALTY STROKES
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As a general rule, water hazards count as one-stroke penalties, while lost balls and out-of-bounds are two-stroke penalties (due to their "stroke and distance" nature).

## Putts

A putt is any stroke played from the putting green (on the hole you're playing). Using a putter from the fairway or fringe (or tee, if you're crazy) does not count as a putt. If you strike a ball on the putting green, even with a wedge or a driver (because you broke your putter using it from the tee, crazy person!), it's a putt. Let me re-iterate: strokes made with any club from the fringe do not count as putts. Only strokes made on the putting green.

## FAIRWAY HIT

This one is pretty easy. If, after driving your ball from the tee with your first stroke, your ball sits in the fairway of the hole you're currently playing, you've hit the fairway. If the ball is left or right of your hole's fairway, you've missed the fairway left or right. If your ball fails to reach the fairway, you've missed the fairway, and it's up to you whether you want to mark it as having missed left or right. Hopefully such instances are rare.

If you drive the ball into a different hole's fairway, you've missed your fairway. If your ball ricochets off a tree and comes back into your fairway, you've hit the fairway. If your drive rolls down a slope on your fairway and into the rough, you've missed the fairway. Be honest - the good breaks even out the bad. Two inches into the rough is still in the rough.

## First Putt Distance

The distance of your first putt (remember, putts are only putts when the ball is on the green, not the fringe). You can write this number in feet. One nifty trick I like to use: if I make a good stroke on the ball, I use an even number (say, 24 feet). If I make a poor stroke, I use an odd number ( 23 feet). This allows me to look over a round and see how well I was putting even without keeping track of a separate "quality of putt" stat.

## GREEN IN REGULATIGN (GIR)

You've hit a green in regulation (GIR) if your ball comes to rest on the putting surface in at least two strokes less than par. This means your tee shot on a par 3, your second shot on a par 4, or your third shot on a par 5. If your ball ends up on the green in two strokes on a par 5 or after your drive on a par 4, you've hit the green in regulation.

## SAND SAVE

A sand save is defined as getting up and down from a greenside bunker regardless of score on the hole. You need not par the hole - you simply need to take two strokes to hole out after first finding a greenside bunker. Most of the time, for better golfers, this will mean par, but score is technically irrelevant to this statistic. Also note: hitting the ball in a greenside bunker in two, blasting out, and two-putting for par on a par five is not a sand save.

## பP AND DロWN

I credit myself with an up and down when I am within 100 yards of the green in regulation (but not on the green) and I par or birdie the hole. On holes where I've had to punch out sideways after driving the ball in the trees, I'm not eligible for an "up and down," so I simply leave that square of my scorecard blank. A sand save for par does not count as an up and down - in general, you cannot have a sand save and an up and down on the same hole. In that case, the "sand save" takes precedent.

Higher handicap players may wish to apply the same logic as used for Sand Saves getting the ball up and down, regardless of their score for the hole.

## KEEPING SCロRE

Scorecard keeps track of over thirty different statistics, but you need to keep track of only five while playing a round of golf. Though you can likely recall most of these numbers after your round, we have developed a scorekeeping method that takes very little time yet provides all the information necessary.

To the right, we've re-created four holes from a round of golf. Let's walk you through each of the holes and the statistics you should keep for each.

HaLE 1: PAR 4
The most important statistic is obviously the score for the hole. I keep this score in the top box. On this hole, I parred, so I wrote "4." The arrow pointing up indicates that I hit the fairway with my drive, and the " 1 " in the same box as the " 4 " and the arrow indicates that I took one only putt on this hole.

| 1 | 2 | 3 | 4 |
| :---: | :---: | :---: | :---: |
| 4 | $4_{2}^{\dagger}$ | $6_{2}$ | $22_{1}$ |
| 8 | 25 | 16 | 11 |
| UD | $G$ | $S \sum$ | $G$ |

Below the " 4 " you'll see an " 8 ." This number is the length of my first putt (I measure in feet, but you're free to use whatever distance measurement you like so long as you are consistent). Below the " 8 " I've written "UD" to indicate that I got "up and down" to save my par.

HaLE 2: PAR 4
I played this hole a bit better than the first: I parred, hit the fairway, and took two putts, the first of which was from 25 feet. The " $G$ " indicates that I hit the green in regulation.

Hale 3: PAR 5
I bogeyed this hole after driving the ball into the right rough. My third shot landed in a greenside bunker, and I was unable to get a "sand save" - hence the line through "SS" after missing my 16-foot first putt.

Hale 4：PAR 3
I get back to even par for these four holes with a birdie！I hit the green in regulation on this par 3 and sunk my first putt from 11 feet for 2.

RECAP
The easiest way to keep the necessary stats is to use three boxes and note five things． In the first box，write your score．In subscript，write the number of putts you took．In su－ perscript，draw an arrow up to indicate that you hit the fairway or left／right to indicate that you missed the fairway to the right or left．

In the second box，write the distance of your first putt．It doesn＇t matter whether your first putt comes after you hit the green in regulation or whether you chip from just off the green－Scorecard figures your average distances for approach shots，bunker shots，and chips／pitches separately．

In the third box，write＂G＂if you hit the green in regulation．Write＂SS＂or＂UD＂if you had a sand save or up－and－down opportunity．Draw a line through a failed sand save or up and down attempt．

Scorecard also keeps track of penalty strokes，and when I have a penalty stroke I put a star（or two for stroke－and－distance penalties！）next to my score for the hole．

These five things are all you need to get over 30 different statistics in Scorecard．You may develop your own methods，but these suggestions should get you started on the right path．

## ENTERING YロபR RロUND INTロ SㅁㅁRECARD

Once you＇ve completed your round，and kept the five stats detailed above，it＇s time to enter the round into Scorecard．

After clicking the＂+ ＂sign in the lower－right－hand corner of Scorecard＇s main window，a sheet like the one to the right appears．

Choose the course and tees you played from the popup menus at the top of the sheet，then set the playing conditions（temperature，wind，and type of round）．Enter any notes（swing thoughts，a new ball you used，etc．）in the text box to the right．

Now you＇re ready to enter the details of your round from your scorecard．Click on the first text box in the＂Score＂row and enter your score．Press tab， enter your score for hole two，and continue through
 the holes on the front nine．Par is automatically
provided, so you can hit tab to skip over holes you parred. Scorecard will show sub-par scores in red and over-par scores in blue.

After entering your score on the ninth hole, press tab to move to the first available fairway. Scorecard uses some keyboard shortcuts to speed up round entry, and once you become familiar with them you'll be able to enter an entire 18 holes in about 30 seconds.

In the Fairway row, pressing the "up" arrow key marks an "x" in the fairway. The right arrow key marks an "x" in the right rough, and the left arrow key in the left rough. Clicking in the rough or fairway also places the " $x$ " there. Pressing the same arrow key twice (or more) in a row or clicking the same location twice (or more) in a row toggles the "x" on and off.

We recommend entering your fairways by tabbing and using the arrow keys - these arrows match the same arrows entered on your scorecard - until you've entered them all. Scorecard automatically skips par threes (which have no fairway to hit).

Next, you'll tab to "Putts" row, which is pre-filled with " 2 "s. Use the tab key and enter the number of putts you took per hole, tabbing over any holes you two-putted. You'll note that the "YES" and "NO" in the "GIR" row automatically changes as you enter your putts.

After entering all of your putts, pressing the tab key will put you in the " 1 st Putt" row where you enter the distance of your first putt. Type the number, press tab, and repeat. The tab key, you should now realize, is your friend. Incidentally, if you goof up and need to go backwards, shift-tab will take you back. You can also click to edit, then tab from there if you want.

After tabbing through your first putts, you'll find that you're on the "GIR" row. l've never had to change a GIR from YES to NO or vice versa, as Scorecard does a good job of calculating these correctly. If you need to toggle a YES or NO, you can either click the appropriate YES/NO to toggle it or you can use the left or down arrow for NO and the right or up arrow for YES.

From here, you have only your up-and-downs, sand saves, and penalties to enter. Though you can use the tab key to move through these, and the left and right arrow keys to select " $U$ " and " $S$ " and the up or down arrow to clear the choice. I prefer using the mouse - I can click " $U$ " or " $S$ " to select them and click them again to toggle the choice.

For statistics with "U/S" choices, "U" means "unsuccessful" and "S" means "successful." So if you fail to get a sand save, you'd choose "U" in the "Sand Saves" row on that hole. Again, in general, you can't have a sand save and an up and down opportunity on the same hole, and the instances in which you can are so few and far between that we've limited you to selecting only one per hole.

## பNDERGTANDING YロபR STATISTICS

Scorecard calculates a number of statistics for your perusal. To view the statistics, choose "Statistics" from the "View" menu in Scorecard.

You can narrow the statistics you see by selecting criteria in the left-hand side of the Statistics window. Choosing a course and a set of tees, for example, limits stats shown to rounds played at that course and from those tees. If you choose "Cold," Scorecard displays rounds played under "Cold" conditions, as chosen by you in the round entry sheet. A miniature rounds table above the statistics shows you the rounds used (and their dates, along with very basic stats), and the stats appear below them.

If you aren't sure what a statistic measures, this section will explain it to you.

## Scaring

Score - This shows your raw score without any Equitable Stroke Control (ESC) applied. In other words, this is what you shot.

Handicap - This uses the standard handicap formula to display your handicap index. This is not the same number as your course handicap.

Anti-Handicap - While your handicap uses the best 10 of your last 20 scores, your antihandicap uses the worst 10 of your last 20 scores. Players with similar handicaps and anti-handicaps are fairly steady players.

Penalties - The average number of penalty strokes taken in a given round or block of rounds.

Low/High Round - The lowest and highest round in a block ("Last 5" or "Last 20") of rounds.

Low/High Eclectic - The best and worst possible scores from any selected course over a given block of rounds. For example, if you've birdied every hole over your last 20 rounds on a par 72 course, your low eclectic would be 54. If you double-bogeyed every hole at one point or another over your last 20 rounds, your high eclectic in that block would be a whopping 108!

## BALLSTRIKING

GIR - Greens in Regulation, displayed as a percentage. On an 18 hole course, you have 18 greens available.

Fairway Hit - Fairways hit as a percentage of available fairways. Par threes have no fairway, so this stat tracks includes only par 4s and 5s.

Left/Right Rough - The percentage of the time you miss the fairway to the left or right.
GIR FWY Hit - The percentage of the time you hit the green in regulation after hitting the fairway in regulation.

GIR Left/Right Rough - The percentage of the time you hit the green in regulation after driving into the left or right rough. This statistic can reveal whether it’s better to miss left or right at the courses you play.

## Putting

Total Putts - The number of putts - strokes taken from the putting surface - in a given round or block of rounds.

First Putt - The average distance of your first putt under all circumstances.
Putts per GIR - Also known as PPGIR, this displays your average number of putts on greens hit in regulation.

GIR First Putt - The average distance your approach shot stopped from the hole on greens hit in regulation.

Zero/One/Two/Three Putts - The average number of 0-, 1-, 2-, and 3-putts you had in a round or block of rounds.

## SCRAMBLING

Scrambling - Combines your up-and-down and sand save percentages to compute your overall stat.

Up and Down - Percentage of the time you get up and down.
UD First Putt - Average distance of your first putt after your first shot in an up-and-down attempt.

Sand Save - Percentage of the time you get a sand save when you have the opportunity.

SS First Putt - Average distance of your first putt after your first shot in a sand save attempt.

## Scaring Averages

Fairway Hit - Average score in relation to par (+ or -) when you hit the fairway. This stat is calculated only on par 4 s and 5 s .

Left/Right Rough - Average score in relation to par (+ or -) when you miss the fairway left or right. This stat is calculated only on par 4 s and 5 s .

GIR Hit/Missed - Average score in relation to par (+ or -) when you hit or miss a green in regulation. This stat is calculated on every hole.

## RAW Scaring

All Stats - Percentage of the time you score an eagle, birdie, par, bogey, etc.

## Scarecard Preferences

Scorecard offers only three preferences settings, the best of which we'll save for last here:

> DIsplay Units

If you'd like your statistics displayed as "Yards," choose "Yards." Likewise for "Meters" if you live in a country that isn't desperately clinging to a stupid measurement system like we are here in the United States.

## UPDATE

If you'd like to automatically check for free Scorecard updates when you launch Scorecard, check the "Automatically check for updates at launch" checkbox. If you'd like to provide system information - which

| Yisplay Units |
| :--- | :--- |
| Web Export |
| Save Location: $/$ Volumes/iDisk/Sites/Scort |
| Automatically export new rounds |
| Update |
| Automatically check for updates at launch |
| Include system information when checking |
| System info helps Cynical Peak better support you by sharing <br> minimal information about your system with us. This is used <br> to help us decide which features, languages, and version of <br> Mac Os X to support and will help ensure support for your <br> system's configuration in future releases. |
| No private information is transmitted. <br> Learn More... | is explained further in Scorecard's preferences box - check that box.

## WEb ExPロRT

Scorecard can automatically export your rounds as HTML, which allows you to upload them to a website so that you can share your per-round statistics and progress with others.

As seen in the screenshot above, I export my stats to my iDisk, which automatically synchronizes any changes to my .Mac website. You may wish to do something similar or manually upload your statistics files from time to time.

You can view my exported information at http://homepage.mac.com/iacas/Scorecard/ as an example of Scorecard's export capabilities.

