BQGolf

Scorecard

for Mobile Devices

User Manual

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February 2025

BQ Soft

www.bqsoft.eu

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2   Copyrights and Disclaimer

2.1   Copyrights

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2.3   NFC

This product includes software written by Brian Long (brian@blong.com).

3   Introduction

BQGolf is a system designed for organising golf competitions played in various formats and for collecting and presenting results of the competitions.

The system contains the following programs:

1. **BQGolf** – main program (desktop/laptop),
2. **BQGolf Viewer** – competition result viewer (desktop/laptop),
3. **BQGolf Players** –player databases editor (desktop/laptop),
4. **BQGolf GC** – golf course database editor (desktop/laptop),
5. **BQGolf MViewer** – competition result viewer (mobile devices),
6. **BQGolf Scorecard** – electronic scorecard (mobile devices).

Each program has a separate manual. This document applies to **BQGolf Scorecard** program.

BQGolf Scorecard is an electronic scorecard designed to enter scores on each hole which are then automatically transmitted to the main program **BQGolf** for further processing. The scores can also be displayed on a large TV screen or projector or additionally can be watched in real time by other users using separate programs **BQGolf Viewer** and **BQGolf MViewer**.

4   Requirements

The program requires a device with Android 10.0 or newer operating system and active Internet connection (only in *competition* mode – see below).

Please note that Internet Service Provider's fees may apply when the Internet is used.

5   Using the Program

The program can work in two modes: *competition* and *practice*.

In *practice* mode the program does not communicate with a cloud therefore Internet connection in this mode is not required.

In *competition* mode the program sends player's score to a cloud and downloads scores of other players. Therefore, in this mode a connection with the Internet is required. However, in case of very week signal and problems with communication the players can still use the application and then upon completion of the round transfer their scorecards by scanning QR codes generated by the application or over Bluetooth (see *Transferring the scorecard to the Committee's console* on page 19).

Golf course and competition data can be obtained by scanning an NFC tag (Smart Card) or a QR code generated by the main program **BQGolf** or transferring directly from **BQGolf** main program over Bluetooth.

5.1   Toolbar

The toolbar contains the following buttons:

Menu – displays a list of available options and commands (see *Menu* on page 6).

History – displays a list of competition and practice rounds stored on the device (see *History* on page 21).
In Ryder Cup competitions a total competition result will be shown above the leaderboard.

Statistics – displays current round information showing scores and number of birdies, pars, bogeys, etc. (see *Statistics* on page 22).

Players – displays a list of players (see *Players* on page 10).

Home – return to start up screen.

Refresh – refresh players' scores.

Info – golf course info (see *Golf Course Info* on page 20).

Leaderboard – displays the leaderboard (see *Leaderboard* on page 20).

5.2 Menu

- *Home* – return to start up screen.
- *Players* – displays a list of players (see *Players* on page 10).
- *Leaderboard* – displays the leaderboard (see *Leaderboard* on page 20).
- *Course Info* – golf course info (see *Golf Course Info* on page 20).
- *History* – displays a list of competition and practice rounds stored on the device (see *History* on page 21).
  In Ryder Cup competitions a total competition result will be shown above the leaderboard.
- *Statistics* – displays current round information showing scores and number of birdies, pars, bogeys, etc. (see *Statistics* on page 22).
- *Share* – allows sharing competition, golf course and cloud access data with other users using NFC and QR codes (see *Share* on page 22).
- *Settings* – allows changing program options and configuring the cloud (see *Settings* on page 23).
- *Manual* – displays program's detailed manual.
- *Privacy* – displays the Privacy statement (see *Privacy* on page 25).
- *About* – displays information about the program, its version number, and Copyrights and Disclaimer (see *About* on page 25).
- *Exit* – terminate the application.

5.3 Program Start Up

Select:

- **Recent Competition** – select one of the recent competitions. The program will start the *competition* mode.
- **Practice** – select settings and start a practice round. See *Practice Round* on page 12.
- **Get New Competition**
  - o **QR** – if a QR code which contains competition data has been scanned then the program will start the competition mode, download necessary competition data from the cloud and the player and marker selection window will open (see *Players* on page 10 and *QR Scanner* on page 8).
    If a QR code which contains golf course data has been scanned, then the new golf course will be added to the internal database.
    Note that exchanging golf course data using QR Code may be very difficult due to a large volume of data a golf course may generate (golf courses with many tee positions).
  - o **NFC** – if an NFC Smart Card (tag) which contains competition data has been scanned then the program will start the competition mode, download necessary competition data from the cloud and the player and marker selection window will open (see *Players* on page 10 and *NFC* on page 8).
    If an NFC card which contains golf course data has been scanned, then the new golf course will be added to the internal database.
  - o **Bluetooth** – a window with a list of devices that are within range will be shown. Select a device and tap **[Receive]**. If competition data is transferred successfully then the program will start the competition mode, download necessary competition data from the cloud and the player and marker selection window will open (see *Players* on page 10 and *Bluetooth* on page 9).
    If golf course data has been received, then the new golf course will be added to the internal database.
  - o **Nearby share** – this feature can be used to transfer data between two mobile devices.
    If competition data has been transferred successfully then the program will start the *competition* mode, download necessary competition data from the cloud and the player and marker selection window will open (see *Players* on page 10 and *Nearby share* on page 9).
    If golf course data has been received, then the new golf course will be added to the internal database.
  - o **Log In** – login form will be shown. Enter username, competition name and password. Login information should be provided by the competition Committee.

If during a competition or practice round a player accidentally closes the application, then after re-launching the application the same competition and scorecard will be loaded and the first not played hole will automatically be shown.

5.4 QR Scanner

Point your device's camera at a QR code keeping all of it within green markers. If the QR code has been printed on paper, it must be flat without folds.

If the code is scanned in poor lighting, then you can tap **[Bulb]** to turn the backlight on.

If the code has been scanned successfully in:

- *practice* mode the appropriate golf course will be selected,
- *competition* mode competition data will be downloaded and then the player selection window will open (see *Players* on page 10).

Using QR code, golf course and competition data can also be obtained from another player's device. See *Share* on page 22.

5.5 NFC

To use this function, the device must be equipped with NFC (Near Field Communication) and the NFC function must be turned on in device's settings.

To obtain golf course or competition data tap **[NFC]** and then place a Smart Card (tag) on the back side of the device. If the tag has been scanned successfully then information on what data has been obtained will be shown. If the data is correct, then tap **[Done]** and in:

- *practice* mode the appropriate golf course will be selected,
- *competition* mode competition data will be downloaded and then the player selection window will open (see *Players* on page 10).

5.6 Bluetooth

Select a device you want to receive data from, and tap **[Receive]**.

If the device, you want to receive data from is not on the list then tap **[Discover]** to research available devices.

If the device has not been paired before then normal process of pairing devices will begin. Consult your device's manual for more information on pairing Bluetooth devices.

If the received data is correct, then in:

- *practice* mode the appropriate golf course will be selected,
- *competition* mode competition data will be downloaded and then the player selection window will open (see *Players* on page 10).

Using Bluetooth, golf course and competition data can also be obtained from another player's device. See *Share* on page 22.
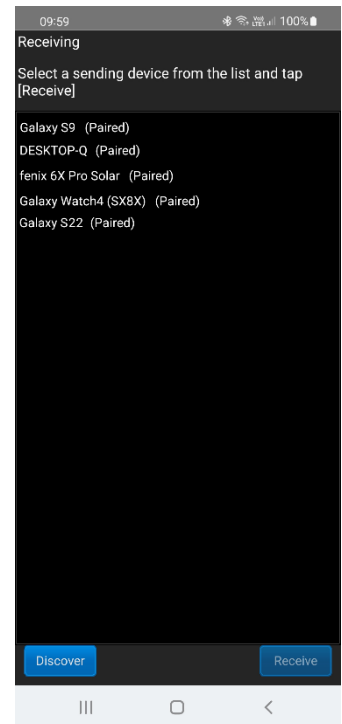
5.7 Nearby share

This feature can be used to exchange data between two mobile devices. To use it, the following must be enabled on both mobile devices (see *Settings* on your device):

- Nearby share (device visibility must be set to Everyone or Contacts),
- Bluetooth,
- Location.

On the sending device in the main menu tap S*hare*, select what data you want to send (e.g. competition) and then tap **[Nearby share].** An OS window with available devices will appear. Select the device you want to send data to.

On the receiving device tap **[Accept]**. Ignore any other windows that may appear. Then on the start-up screen of the receiving device tap **[Nearby share]**.

If the data has been received successfully then:

- If received data contains a golf course then the received golf course will be recorded in the internal database practice mode the appropriate golf course will be selected,
- If received data contains a competition then the competition mode will be started, the competition data will be downloaded and then the player selection window will open (see *Players* on page 10).

5.8 Players

5.8.1 Stroke Play

Touch the appropriate fields to select players. A list will be shown from which you can select the players.

- **Marker** – select a player who will be a marker (i.e. probably yourself).
- **Player** – select a player for whom the person selected above will be a marker. In team competitions (*Four-Ball*, *Best Ball, Yellow Ball*, *1-2-3*, *Scramble*) the appropriate team must be selected.
- **Players To Watch** – select players whose scores you want to watch. You can select any number of players.
  This list is not available for *Four-Ball*, *Best Ball*, *Yellow Ball* and *1-2-3* game formats. In *Four-Ball* game format *Players To Watch* are always both team's players selected in the *Player* field, marker, and marker's partner.
  Marker's and **Player**'s scores are always shown.
- **Select Golf Course** – select a golf course over which the round will be played. The button will appear only if the Committee have not selected any golf course letting the players to play the round over a golf course they choose (see *Select Golf Course* on page 13).
- **Tee** – select tee position from which the **Player** will be playing. The button will be enabled only if the Committee have not selected any golf course letting the players to play the round over a golf course they choose (see *Select Golf Course* on page 13).
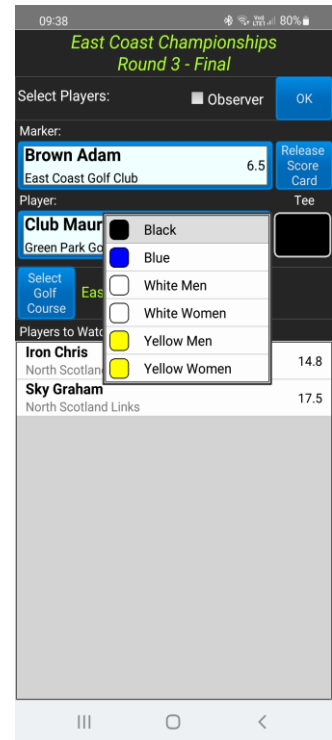
If the user does not take part in the competition but wants to see scores then he or she can select the **[Observer]** checkbox in order to have access to the whole leaderboard (see *Leaderboard* on page 20). In *Observer* mode selecting **Player** and **Marker** is not needed.

The program checks whether the **Player** has only one marker. If a person by mistake selects himself as a marker for an incorrect player, then the correct marker for that player will not be able to select him as a marker. In such a situation the person who has made the mistake has to tap **[Release Scorecard]** on his device to release the wrongly selected scorecard. The scorecard will be updated, and it will be possible to select a different player.

If the scorecard for the selected player has already been certified, then the appropriate message will appear and after tapping **[OK]** the scorecard will be loaded but no modifications will be allowed.
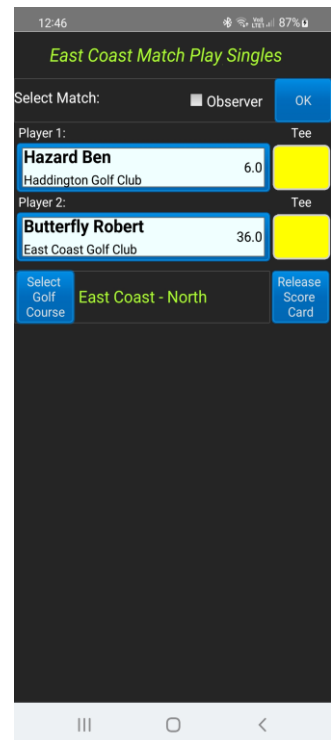
5.8.2 Match Play

In match play competition by selecting *Player 1* or *Player 2* fields you select a match instead of individual players. Then select tee positions for both players.

If the Committee decided over which golf course the match will be played, then the name of the selected golf course will appear underneath the player names and the players will not be able to change it.

If the Committee have not selected any particular golf course, then the players must choose a golf course by tapping **[Select Golf Course]** (see *Select Golf Course* on page 13).

If the user does not take part in the competition but wants to see match results then he/she can select the **[Observer]** checkbox in order to have access to the whole leaderboard (see *Leaderboard* on page 20). In *Observer* mode selecting *Players* is not needed.

The program checks whether the selected match is marked on only one device. If a person by mistake selects a wrong match, then the correct players in this match will not be able to select their match. In such a situation the person who has made the mistake has to tap **[Release Scorecard]** on his device. The scorecard of the wrongly selected match will be updated, and it will be possible to select it on a different device.
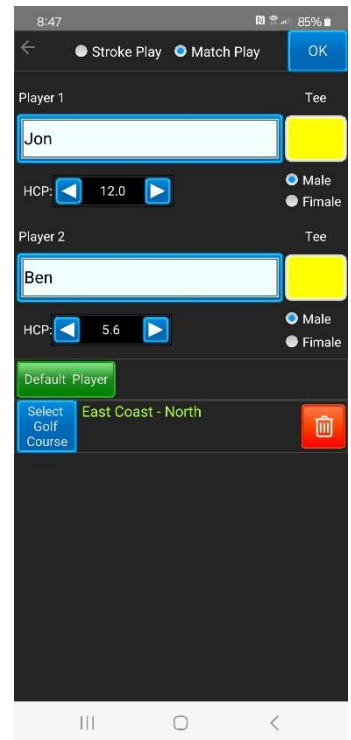
5.9 Practice Round

Select round type, i.e. *Stroke Play* or *Match Play*.

If *Match Play* has been selected, enter opponent's name and his/her exact handicap. Then select your details by selecting **[Default Player]** (see *Settings - General* on page 23) or enter your name and exact handicap.

Then select a golf course by tapping **[Select Golf Course]** (see *Select Golf Course* on page 13).

Finally select gender and tee positions from which the players will be playing. Handicaps, tee positions and genders are important only in handicap games.

Selecting golf course is also optional in practice round, however if a golf course is not selected then birdies, pars, bogies, etc. will not be shown.

5.10 Select Golf Course

The golf course selection window will appear only in practice rounds and in competition rounds if the Committee have not selected any golf course letting the players to play the round or match over a golf course they choose.

- *Existing Golf Courses* – select a golf course from a list of existing (already recorded on the mobile device) golf courses.
- **[QR]** – to scan a QR code that contains golf course info. The QR code should be obtained from the golf course reception desk or provided by the Committee.
  NOTE: exchanging golf course data using QR Code may be very difficult due to a large volume of data a golf course may generate (golf courses with many tee positions).
- **[NFC]**
  - o to read an NFC Smart Card that contains golf course info. The Smart Card should be obtained from the golf course reception desk or provided by the Committee.
  - o to read an NFC data from another mobile device. To do so a user of the sending device must select on his device *Main Menu | Share | Golf Course* and select the required golf course. Then tap **[NFC]** on his device and place both devices back-to-back. When sound is played and the screens on both devices scale-down touch the screen on the sending device. Selected data will be sent to your device.
    See *Share* on page 22 for more details.
- **[Bluetooth]**
  to read golf course data from the Committee's computer or other mobile device. To do so on mobile devices do the following:
  - o on your device (receiving): select the sending device from the device list and tap **[Receive]**.
  - o on sending device: select *Main Menu | Share | Golf Course* and select the required golf course. Then tap **[Bluetooth]**, select the receiving device from the device list and tap **[Send]**.
  See *Share* on page 22 for more details.
- **[Nearfield communication]**
  This feature can be used to exchange data between two mobile devices.
  On the sending device in the main menu tap S*hare*, select a golf course that needs be shared and tap **[Nearby share]**. An OS window with available devices will appear. Select the device you want to send data to.
  On the receiving device tap **[Accept]**. Ignore any other windows that may appear. Then tap **[Nearby share]**.
  The received golf course will be recorded in the internal database and selected as the golf course to play.
- **[Cloud]**
  Golf courses shared by other users are stored on the server and can be downloaded by other users. When you tap the button, a list of countries will appear. Click a country and the list of the courses available in the selected country will appear. Then select a golf course you want to play.
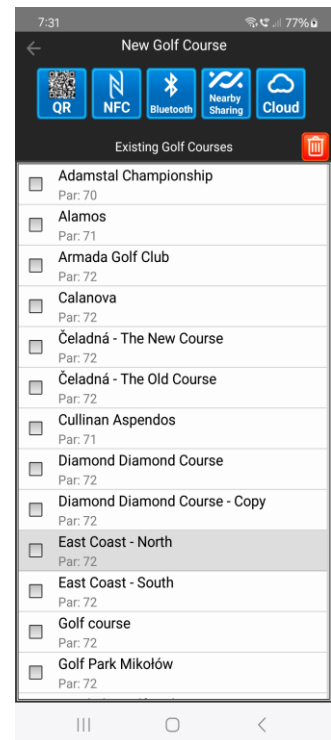
The selected golf course will be recorded in the internal database and selected as the golf course to play.

See *BQGolfGC* application manual for more information on sharing golf courses.

See *BQGolf* main application manual for more information on sending/receiving data from a Committee's computer.

5.11 Start a Competition or Practice Round

After selecting players, a start-up screen will be shown presenting names of the selected players with their playing handicaps.

To change players, tap **[Players]**. If selected players are correct tap **[START]**.

In match play competitions additional information about given/received strokes will be displayed.
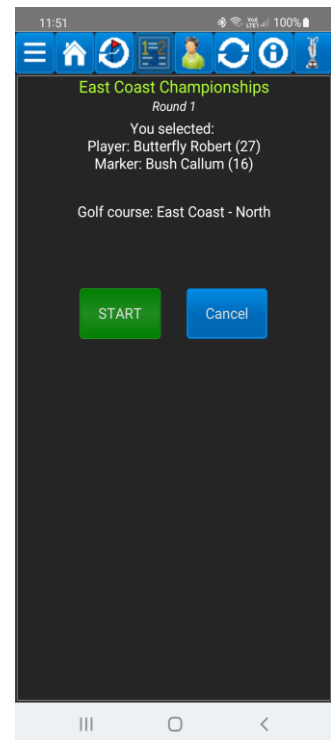
5.12 Scorecard

A number of the currently played hole is shown in the top left corner. Touch the number to jump to a different hole selected from a drop-down list. Alternatively, you can touch the hole's column in the score grid at the bottom to select the hole.

NOTE: If the player starts from a different tee than 1 then after starting the competition (by tapping **[START]** on the previous screen) the user should select the correct starting tee.

Long-tap **[>]** or **[<]** to jump to the first not played hole.

Total playing time is shown underneath the hole number. The timer starts when the first score is entered. To change the starting time long-tap the clock and select the appropriate time.

Information on currently played hole is shown on the right, i.e. lengths from all tee positions (in metres or yards), stroke index (SI) and hole's par (PAR).

5.12.1 Stroke Play

Tap **[+]** and **[-]** to enter the number of strokes taken by the *Player*. Then tap **[>]** or **[<]** to move to the next or previous hole respectively.

If the *Player* scratched the hole, select the **[Scratch]** checkbox. The symbol **'X'** will appear instead of score on this hole.

Below a panel of total scores of both the *Player* (white background) and the *Marker* (green background) is shown.

Note: the *Marker* is the person who uses this device, and his/her scores are entered by his/her marker on a different device.

The gross score will be shown in the first column, and the nett Stableford score will be shown in the second column. During the competition the gross scores of the *Player* (column 1) and the *Marker* (column 3) will be shown as 'to par'. After certifying the scorecard, these scores will be shown as gross scores.

Scores of the selected players are shown at the bottom of the window.

As above the *Player*'s scores are shown on white background whereas the *Marker*'s scores are shown on green background. Scores of all other players selected in *Players* (see page 10) are shown on black background.

Scores on holes are shown in colours described in *Leaderboard* on page 20.

After entering scores on all holes, a green **[Certify Scorecard]** button will appear. Tap it to certify the scorecard.

Remember to double check all scores before certifying the scorecard.

Pressing this button fulfils the requirements of the rule **3-3b** of **Rules of Golf R&A and USGA** (the appropriate message will be shown before certifying the scorecard).

After certifying the scorecard, it will be impossible to make any alterations, and the scorecard will be automatically transmitted to the system (main program *BQGolf*).

Scores in stroke play can also be entered using a virtual keyboard (see *Settings* on page 23). If you wish to adjust the player's score after each stroke taken by him/her then using **[+]** and **[-]** buttons will be better.

If you prefer to enter player's score upon completion of a hole the virtual keyboard will be better. Additionally, *Auto – advance* feature can be used while using the virtual keyboard.
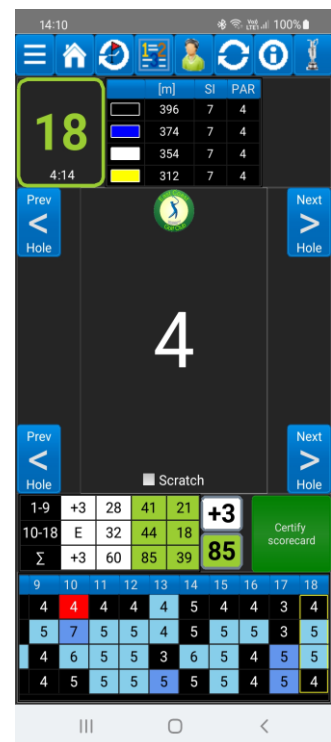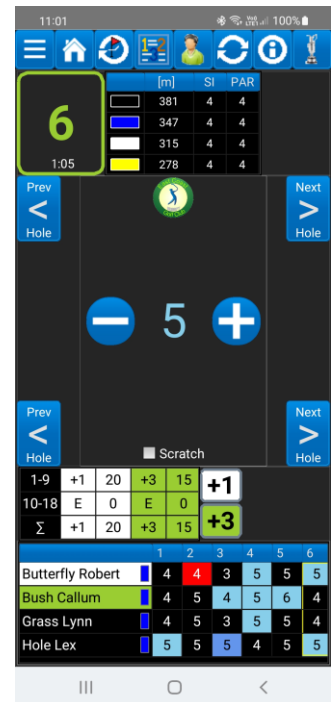
5.12.1.1 Four-Ball, Best Ball, Yellow Ball and 1-2-3 Games Scoring

In these formats there is only one scorecard per team and only one person (marker) enters scores for the whole team. Tap a player's name and select score on a virtual keyboard that will show up. In the *Yellow Ball* competition, the name of the player who is to play the yellow ball on the hole is painted on yellow background.
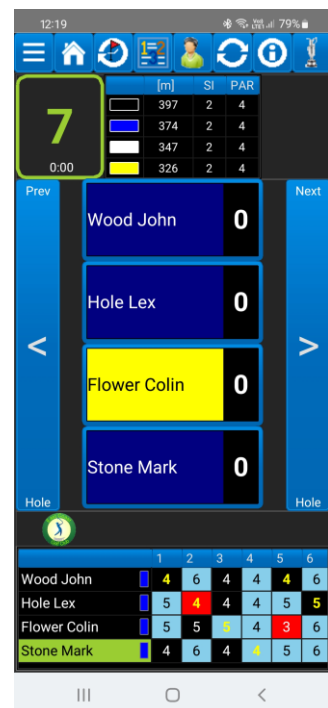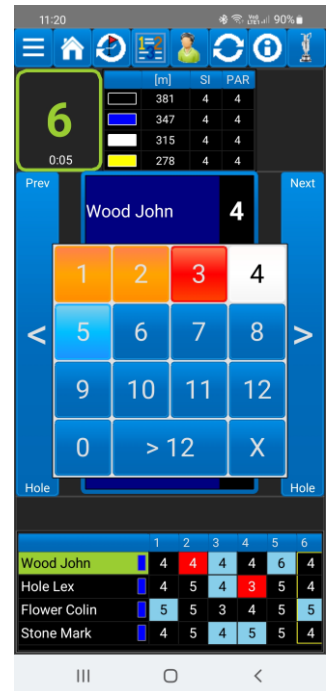
5.12.2 Match Play

Each side has a colour assigned to it which can be customised by the Committee (see **BQGolf** manual). Default colours are blue and yellow.

Press a name button to enter the winning side of the hole. The hole in the grid at the bottom will be marked with a circle painted in colour assigned to the winning side.

If the hole is halved, then just tap **[>]** to move to the next hole or tap the result square in the middle.

Halved holes are marked in grey. Holes that have not yet been played are painted in black.

The match may start from hole other than one. You must enter a result for the first hole played even if it has been halved.

Current result of the match is shown in the middle. The result is painted in colour assigned to the leading side (blue or yellow) or white if the match is even.

After pressing a name button, the result of the match will be updated, and next hole will automatically be selected (auto - advance). However, if you prefer not to move to the next hole automatically then you can change this behaviour by unchecking $Auto-advance$ check box in **Settings** (see page 23). If $Auto-advance$ feature is turned off, then you have to tap **[>]** to move to the next hole.

If by mistake you press a wrong name button, then you can correct it by long-tapping the correct name button (note that if the auto-advance feature is turned on then you have to move back to the hole for which you want to change the result).

For instance:

- if you pressed the blue (instead of yellow) button by mistake then long-tap the yellow button. The winner of the hole will be overwritten, and the match result will be updated accordingly.
- if you pressed a name button but the hole was halved then long-tap the same button. The hole will be marked as halved, and the match result will be updated accordingly.

You can change the result of any hole provided the scorecard has not been certified.

You can also tap the bin button to clear the result of the last played hole.

If the match is played with handicaps, then the number of received strokes on the hole will be shown on the name button of the side that receives strokes. For instance, on the picture above Tree Gus (yellow) receives one stroke on the current hole (9).

If a side receives a stroke(s) on a hole, a 'ding' sound will be played. The sound can be turned off in in **Settings** (see page 23)

The Committee decides whether a match may end as halved. For instance, in league competitions matches usually can be halved whereas in cup competitions all matches must be decided, i.e. halves are not allowed. If the match must not be halved and the players reach the final hole, then a play-off will start. If the committee have decided over which holes the play-off is to be played, then these holes will appear in the grid.
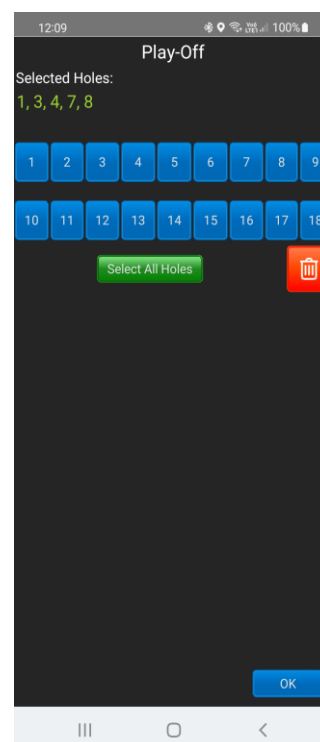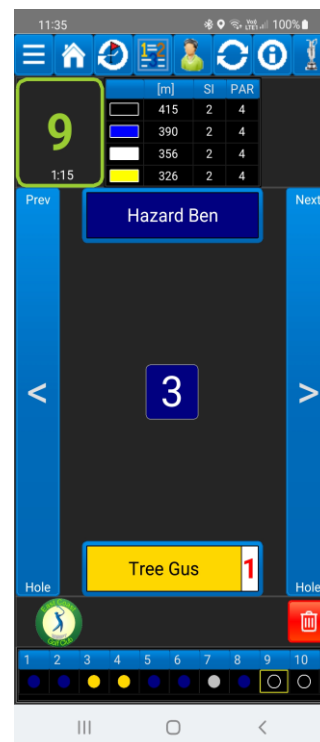
If the committee have not decided over which holes the play off is to be played, then a play-off hole selection window will appear. Select the holes you wish by pressing hole number buttons in order they are to be played. You can select the same hole several times. Tap **[Select All Holes]** to select all holes from 1 to 18. If you select a wrong hole tap the trash button to delete it. Tap **[OK]** when you are done.

If you selected less than 18 holes then the selected holes will be repeated to reach 18, e.g. if you select 1,3,5,6,9,11 then 1,3,5,6,9,11,1,3,5,6,9,11,1,3,5,6,9,11 will appear in the play-off grid. The play-off holes are painted in red. The match ends on winning a play-off hole.

The green **[Certify Scorecard]** button will appear when:
- the match can be even, and the players reached the final hole,
- the number of holes up is greater than the number of holes to play,
- a side wins a play-off hole.

Press it to certify the scorecard. Remember to double check all results before certifying the scorecard.

Pressing this button fulfils the requirements of the rule 3-**3b** of **Rules of Golf R&A and USGA** (the appropriate message will be shown before certifying the scorecard).

After certifying the scorecard, it will be impossible to make any alterations, and the scorecard will be automatically transmitted to the system (main program **BQGolf**).

For this description default colours have been shown however the Committee may choose different colours.

See **BQGolf** documentation for more details on setting up competitions, selecting competition type, play-off holes and on colour selection.
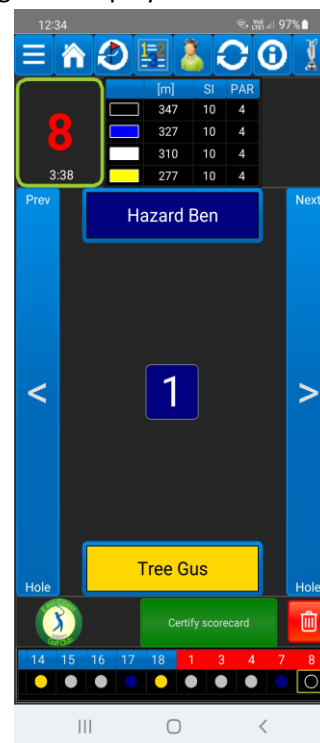
5.12.3 Transferring the scorecard to the Committee's console

All scores are transmitted to the Committee's computer automatically. However, in case of mobile connection failure, a player's scorecard can be sent to the Committee's computer by scanning a QR code generated by the application, over Bluetooth or by e-mail.

To do so, on the Committee's computer, the main application **BQGolf** must start QR code scanning (using a barcode scanner or a camera) or Bluetooth connection (see the main program manual).

On this device tap the green button again and select:
- **[QR Code]** – a QR code will be displayed which can be scanned with a barcode scanner or a camera connected to the Committee's computer,
- **[Bluetooth]** - select the Committee's computer from the list of available devices and tap **[Send]**.
- **[E-mail]** – select contacts you want to send the e-mail to or enter an e-mail address at the top of the window and tap **[Send]**.

5.13 Refresh

All scores are refreshed with each move to the next or prior hole or at 5 minutes time interval.

Press this button when you need an additional score refresh.

Should you experience communication problems, and you worry that your scorecard might not be uploaded to the cloud, go to the area where there is a good reception and press this button again. This will force scorecard uploading even if the scorecard has already been certified.

5.14 Golf Course Info

Shows information about a golf course being played.
The top grid shows total values of available tee positions:

- Tee name
- Tee colour as marked on the golf course
- CR – Course Rating
- SR – Slope Rating
- Total length of the tee (in metres or yards).

Detailed information on all holes for each tee position is shown below:

- Stroke Index (SI)
- PAR
- Length (in metres or yards).

Measurement units can be changed in *Settings* (see page 23).

5.15 Leaderboard

The leaderboard is displayed when **[Scores]** has been pressed or when the program is running in *Observer* mode (see *Players* on page 10).
The leaderboard is refreshed every 5 minutes or when **[Refresh]** is pressed.

5.15.1 Stroke Play

The leaderboard contains a list of all players with their current scores sorted by gross score expressed as 'to par'.
Hole scores are coloured as follows:

- Eagle (-2) or less
- Birdie (-1)
- Par (0)
- Bogey (+1)
- Double Bogey (+2) or more
- Hole Scratched

In *Yellow Ball* and *1-2-3* game formats the leaderboard will show points won by each team. See main manual (**BQGolf**) for more information on these game formats.

5.15.2 Match Play

The leaderboard contains a list of all matches with their results.

Each side has a colour assigned to it by the Committee (see main manual (**BQGolf**) for more information). Default colours are blue or yellow.

Results are shown in a typical form, i.e. *HolesUp & HolesToPlay*. However, if a match is in progress, then the current result will be shown in the form *HolesUp / HolesToPlay*.

The result will be painted in colour assigned to the winning (or leading) side or in white if the sides are even.

Additionally, the following descriptions may appear as the match result:

   o   *CO* – the match has been conceded,
   o   *PO* – the match has been won after a play-off,
   o   *DQ* – a side has been disqualified.

Hole results are painted in colours assigned to each side. For default colours:

   –   🔵 if the 'blue' side has won the hole,
   –   🟡 if the 'yellow' side has won the hole,
   –   ⚪ if the hole has been halved,
   –   ⚫ if the hole has not been played.

In Ryder Cup competitions a total competition result will be shown above the leaderboard.

5.16 History

All rounds are saved in the device's memory. To see them tap **[History]** in the toolbar. A list of all rounds stored in the device will be displayed.

In order to delete a round select it and then tap **[Trash]**.

To send a scorecard by e-mail select a round and tape **[E-mail]** (if no round is selected then the first round from the list will be sent). Scorecard will be sent as a HTML attachment which then can be opened in a browser or a word processor.

After pressing **[E-mail]** a window with your contacts will be shown. Select the persons you want the scorecard to be send to or enter e-mail addresses in the **E-Mail Address** edit box. Multiple addresses must be separated with semicolon (;).

To show detailed information about a round select it and tap **[Statistics]** (if no round is selected then the first round from the list will be shown). See *Statistics* on page 22.
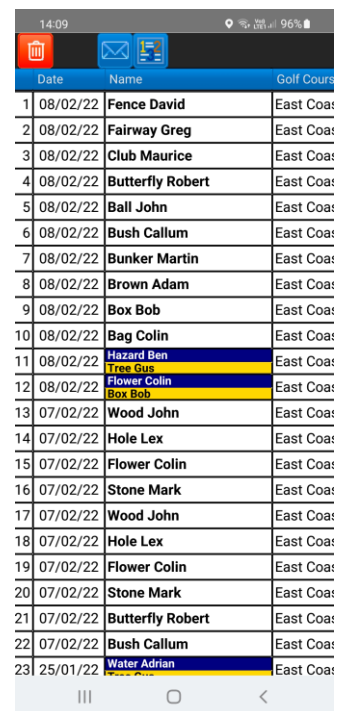
5.17 Statistics

Statistics can be displayed during a round by tap **[Statistics]** in the toolbar or after the round by tapping the same button in the History window (see page 21).

If statistics are displayed during a round, then the current information will be shown. If the statistics are displayed after the round, then full information about the round will be shown.

Additionally, the following information will be displayed:

- Stroke Play
  - current results (To Par, Gross, Nett, Gross STBF and *Nett STBF*),
  - number of *Albatrosses*, *Eagles*, *Birdies*, *Pars*, *Bogeys*, *Double Bogeys*, and scores above *Double Bogey*.
- Match Play
  - current result,
  - a number of strokes received by a side and its name,
  - number of holes won by each side and a number of halved holes.

14:25	⚙ ♥ 📶 95%🔋
Statistics	
Competition:	*East Coast Championships*
Round:	Round 2
Golf Course:	East Coast - North
Date:	08/02/2022
Playing Time:	
Player:	**Flower Colin**
Marker:	Fence David
HCP:	3.3
Playing HCP:	2
To Par:	-1
Gross:	71
Net:	49
Gross STBF:	37
Net STBF:	59
Albatrosses:	0
Eagles:	1
Birdies:	3
Pars:	10
Bogeys:	4
Double Bogeys:	0
Double Bogeys+:	0

5.18 Share

Competition, golf course and cloud access data can be shared with other users. Additionally a player's scorecard can be sent to the Commeetee's computer.

The sharing can be done using NFC, QR codes, Bluetooth, or Nearby Sharing.

First select what data is to be shared by pressing the appropriate button and selecting competition, golf course or cloud from the drop-down lists.

If a drop-down list does not display after pressing a button, then there is no data to share in that option.

Then select:

- **QR** – after tapping **[QR]** the program will generate and display a QR code that will contain selected data.

  On the start-up screen of the receiving device tap **[QR]** button. A QR code scanner will be started. Point the device's camera at the screen of the sending (sharing) device. After successful scan the scanner will be turned off.

  NOTE: exchanging golf course data using QR Code may be very difficult due to a large volume of data a golf course may generate (golf courses with many tee positions).

- **Bluetooth** – both devices (sending and receiving) must be equipped with Bluetooth and on both devices the Bluetooth function must be turned on (see *Settings* on devices).

  After tapping **[Bluetooth]** a list of available devices (devices within range of Bluetooth) will appear. Select a device you want to send shared data to and tap **[Send]**.
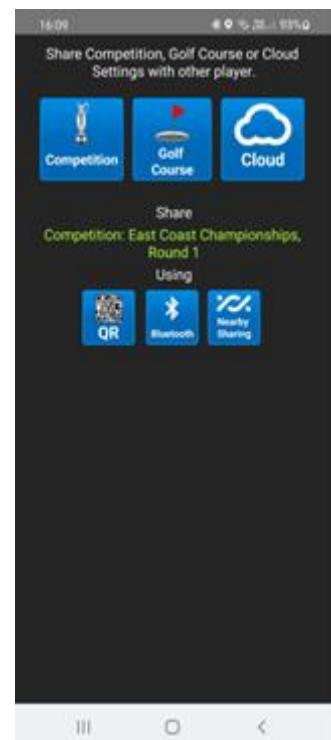
On the start-up screen of the receiving device tap **[Bluetooth]**, select the sending device from the list and tap **[Receive]**.

Note that **[Receive]** on the receiving device must be tapped before **[Send]** on the sending device and **[Send]** must be tapped within 30 seconds after tapping **[Receive]**. After that time the channel will be closed.

- **Nearby share** - both devices (sending and receiving) must have *Nearby share* enabled (see *Settings* on devices).

  After tapping **[Nearby share]** an OS window with available devices will appear. Select the device you want to send data to. On the receiving device tap **[Accept]**. Then on the start-up screen of the receiving device tap **[Nearby share]**.

  Note that for this feature to work, the following must be enabled (see Settings on your device):
  - Nearby share (Device visibility must be set to Everyone or Contacts),
  - Bluetooth,
  - Location.

If data is successfully received by the receiving device, then on this device, if received data contained:
- competition data – then player selection window will be displayed (see *Players* on page 10).
- golf course data – the name of the golf course will be shown.
- cloud access data – then new cloud will be configured according to the received data.

5.19 Settings

5.19.1 General

- **Distance Units** – select distance measurement units: metres [m] or yards [yd].
- **Score Input**
  - **Auto - advance** –if selected then:
    - in match play when you tap a name of the winner of the hole the result will be recorded, and the next hole will be selected automatically.
    - in stroke play when virtual keyboard is used after selecting a number on the keyboard the score will be recorded and the next hole will be selected automatically.
    This option is ignored if **[+/-]** is selected below.

    If not selected, then after tapping the winner's name or entering a score **[>]** must be pressed in order to move to the next hole.
  - **[+/-]** – to enter a score in stroke play you mast tap **[+]** or **[-]**to set the appropriate score. Then you must tap **[>]** to proceed to the next hole.
  - **Keyboard** – select the number of strokes from the virtual keyboard. In unlikely case when a score is greater than 12, tap **[>12]** and enter the number of strokes taken.

    If *Auto – Advance* (see above) is selected, then the next hole will be selected automatically.

    Otherwise, you must tap **[>]** to proceed to the next hole.
- **Miscellaneous**
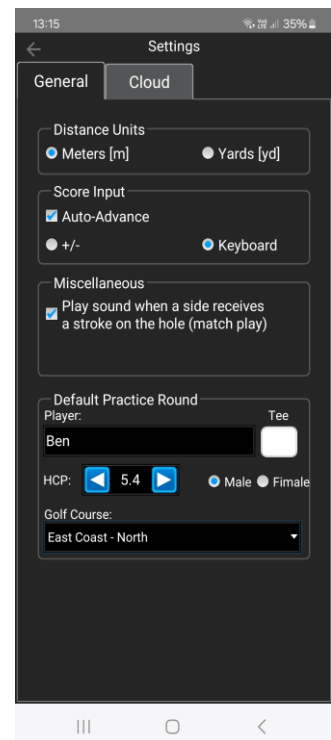
- o ***Play sound when a side receives a stroke on the hole (match play)*** – if selected a 'ding' sound will play when a side receives stroke(s) on the hole. The number of received strokes will be indicated on the button with side's name. This applies to match plays only.
- **Default Practice Round** – these options apply to practice rounds <u>only</u>. In competition rounds this data is defined by the Committee and received with the competition data.
  - o ***Player*** – a name of the default player (usually the name of the user/owner of the device).
  - o ***HCP*** – exact handicap of the player. The program will calculate the playing handicap after selecting a golf course and tee position.
  - o ***Gender*** – required only in games with handicap
  - o ***Golf Course*** – default golf course (e.g. ***Player***'s local golf course).
  - o ***Tee*** – default tee position.

  All these settings can be changed while selecting the practice round. See *Practice Round* on page 12.

5.19.2 Cloud

The name of the currently used cloud is displayed at the top of the screen. System administrator (Committee) should inform all users which cloud the program should use. ***BQGolf*** is default. The default cloud does not need any configuration.

To connect to a different cloud, select one of the following options:

- **Existing Cloud** – a list of clouds to which access data has been received before. Select one that is needed.
- **File** – for clouds for which access data is very large, the device does not have NFC built in and scanning QR code is impossible the administrator (Committee) of the competition can generate on their console (using the main program ***BQGolf***) graphical QR code file and send it to users by e-mail. A user opens a received e-mail and must save the QR file in device's memory (see e-mail software manual). Then the user must tap **[File]** and select the just saved QR file from the drop-down list. The program will read the necessary data and configure the new cloud accordingly.

  The graphical file has a predefined name <CloudName>_CLOUDQR.PNG.

- **QR** – QR code scanner will be started. Point the device's camera at the QR code. After successful scanning the program will configure the new cloud accordingly.

  NOTE: cloud access data in some cases can be very large and scanning such QR codes may be difficult.

- **NFC** – after tapping **[NFC]** the program will be waiting for a connection with another device or a Smart Card.

  When data is to be received from:
  - o a Smart Card – place the Smart Card at the back of the devices (Smart Card is prepared by the system administrator and the Committee using the main program ***BQGolf***).
  - o other mobile device – both devices (sending and receiving) must be equipped with NFC and on both devices the NFC function must be turned on (see *Settings* on devices).

    Place both devices back-to-back and when sound is played and both screens scale-down, touch the screen on the sending device. Selected data will be sent to the receiving device. Note that this feature may not work on some Android 11 and above devices.
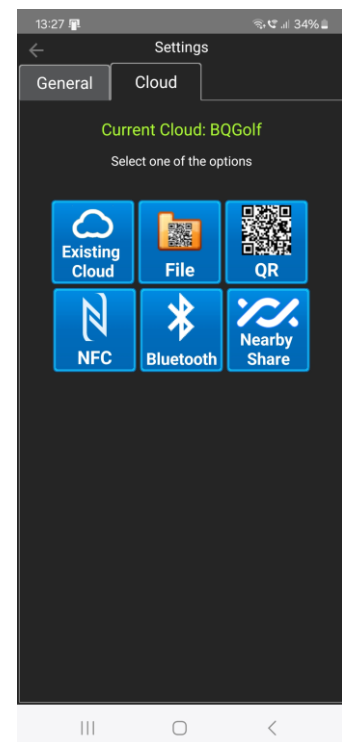
- **Bluetooth** – on the sending device (the Committee's computer (see the main program BQGolf manual) or a mobile device (see *Share* on page 22)) cloud data must be sent.
  On this device tap **[Bluetooth]** and from the list of available devices select a sending device and then tap **[Receive]**.

- **Nearby share** - after sending cloud data by the sending device (see *Share* on page 22) and receiving it successfully by this device, the program will configure the new cloud accordingly.
  Note that for this feature to work, the following must be enabled (see Settings on your device):
  - o Nearby share (Device visibility must be set to Everyone or Contacts),
  - o Bluetooth,
  - o Location.
  Clouds settings cannot be change when a competition is in progress

5.20 Manual

Displays this document.

5.21 Privacy

Displays the Privacy Statement.

5.22 About

Displays information about the program, version number, copyrights, and disclaimer.

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