Version 2.x Information

tour•bot and **tour•botPro** have both received a significant upgrade in version 2.0 with many new features and functions. The purpose of this document is to reveal and explain these features to make them available for all users. In addition, there are other very useful features that were introduced in previous versions that deserve further explanation and we intend to cover all such topics as well.

Bump® Technology - introduced in version 1.20
After the scorekeeper has setup a tournament with players, teams, and game settings, Bump® allows the rapid distribution of this information to all iOS® devices (iDevices) participating in the tournament scoring. Such tournament setups must be consistent between devices for score sync to work and Bump® facilitates this transfer with wireless communication initiated by a simple fist bump between two devices.

"Bump"ing between iDevices will share all setup information for the selected Tournament, such as Players, Events, Course, Tees and even scores between the two devices in a matter of seconds.

After this Bump® synchronization and setup, scoring on any number of sync-ed iDevices may be performed and scores transferred back to the scorekeeper in either of two ways: Bump® back the recorded scores one-on-one to the scorekeeper or use the newly introduced capability in version 2.0, to post scores via the internet to GolfScoring.co web-server from which the scorekeeper will download posted scores to update the tournament results. "Bump"ing scores back to the scorekeeper is performed when **all** scoring for a foursome has been completed, usually when the foursome comes off the course and meets the scorekeeper at the clubhouse to turn in scores.
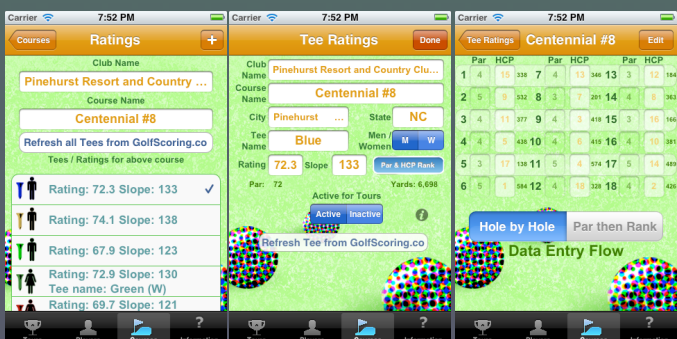
With wireless posting to GolfScoring.co, however, score transfer may be initiated manually by the foursomes whenever they wish and as often as they wish. Alternately, posting may be automatically performed whenever a new scores is recorded for any player within tour•bot / tour•botPro. The scorekeeper may download the scores from Golfscoring.co at any interval they wish and keep all informed of the progress of the tournament.

Either method will allow any number of players, in any number of foursomes to participate in the tournament and rapidly update the scorekeeper's records to allow quick scoring of the tournament progress and final results. Both methods require the precise establishment of the tournament setup information on all involved devices and Bumping from the scorekeeper's iDevice is the recommend method of establishing the tournament information for all iDevices.
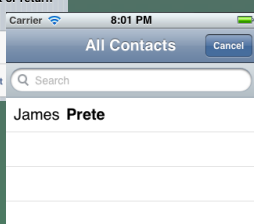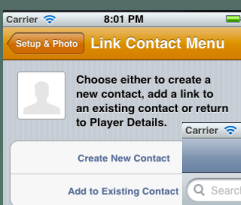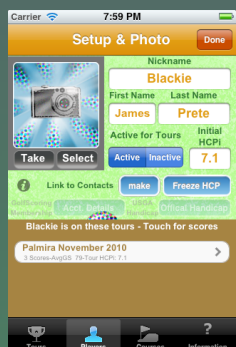
How to Setup a Tournament....
Step 1: The scorekeeper gathers all course / tee information needed for the tournament as well as all player information.

Step 2: On the "Courses" tab, the scorekeeper adds / updates any courses / tees that will be required for the tournament, making sure to make these Tees are"Active" with updated Slope, Rating, Par and Rank.
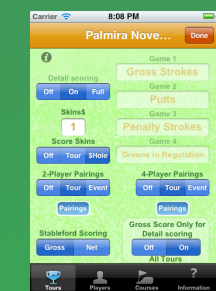
Step 3: On the "Players" tab, the scorekeeper then adds / updates any players on their current roster, entering the player's handicap index and making sure the player is set to "Active". The scorekeeper may use their Contact Address Book to complete information for a player and to link an email address for a player (make button). The tournament handicap committee may have the scorekeeper adjust a player's calculated course handicap on the scoring screen in advance of bumping the tournament to the other iDevices.

Step 4: Now on the "Tours" tab, the scorekeeper adds a new tournament, naming the tournament and providing a short and unique description. your•bot recommends the use of detailed and specific tournament names and descriptions to ensure all information posted will remain unique and distinct on Golfscoring.co and easy to remember. There is no cost to use Golfscoring.co servers but they are a shared resource for all your•bot customers of tour•bot and tour•botPro. It's nearly impossible for a mix-up to occur because the event date, course, and tee are all taken into consideration for posting data but using a unique name will help you retrieve your specific information quickly when visiting the web-site.

The scorekeeper now associates the players and course / tees that will be used in the tournament by touching them on the Tour Setup screen. A checkmark will appear when the item is associated.
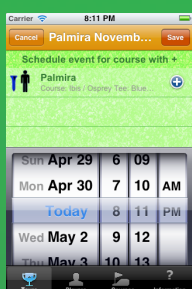
The scorekeeper now touches the "Games" button to setup the scoring method and various other aspects of game setup including establishing tournament-level 2 and 4 player teams. Event-level teams may also be activated on the "Games" screen but the actual creation of these teams occurs on the event scoring screen.

The "Games" screen is where the scoring method is selected, included two levels of detailed scoring or the high-speed entry mode of "Gross Strokes only..." which prompts for all 18 scores for a player at one time, reducing entry time to less than 20 seconds (use the Next key on the virtual keyboard to advance). For a tournament that will be scored on individual iDevices, the settings likely should be "Detailed Scoring" = "On" and "Gross Score Only.." = "Off".
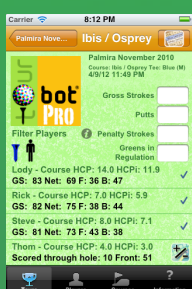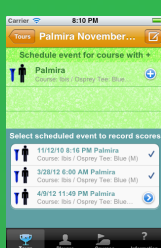
Other options on this screen are related to reporting options which may be established now for transmission to all the iDevices or just adjusted when printing the results from the scorekeepers iDevice. It is assumed that the scorekeeper has previously made the proper selection of either European or USGA Course Handicap calculation method which may be selected within the Apple-supplied "Settings" app and then selecting the preferences settings for either tour•bot or tour•botPro as required.

If the scorekeeper wishes to at this time, selections for Skins settings and/or Stableford scoring selection of either Gross or Net (on the iPad, this selection may also be made when selecting report options).   If fact, the complete suite of report selections from the "Report" screen may be made at this time and it will also transfer to the other iDevices when "Bump"ing the tournament.

Step 5: Create the events by touching the Scheduling / Scoring button on ether the top-level Tours screen or from the Tours Setup screen. To create an event for a Course / Tee, touch the + button on the right-hand side of the listing for the Course / Tee. A date-selection tool will appear, select the correct date and time of the event. Please note, even if there are different start-times for various foursomes, use a single, specific time to designate the event.

Repeat for all the events in the tournament. If adjustments are known at this time for specific Course Handicap overrides, you may enter the Scoring screen by touching the Event in the lower part of the screen. Select the player to adjust by touching the +/- button on the right side of their listing.
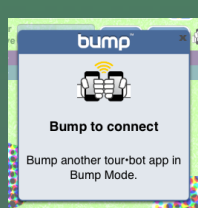
All setup is complete at this time... now let's Bump this tournament.

Bump™ the tournament to all iDevices...
To sync tournament information between iDevices, both devices must have the internet available either through WiFi or 3G, select the tour that you wish to transmit and touch the Bump icon on the right side near the top. It looks like two fists bumping. If you are receiving a new tournament from the sco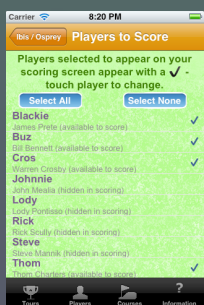rekeeper, first touch the + button on the Tour screen to create a new empty tour to receive the information from the scorekeeper. Now both of your will be asked if you are the designated scorekeeper, if you are, touch Yes, else touch No. Th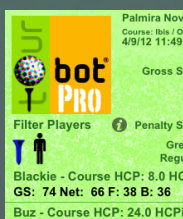e iDevice that is receiving the setup should touch No. Next, the tour•bot™ will prompt you to bump your devices together. Gently fist-bump your iDevices and in a few seconds the tour•bot™ will prompt you if you wish to connect to the bumped device. Touch Yes and the tour information will be synced. If you are not the scorekeeper, tour name, details, and game setup will be changed to match the information on the scorekeepers iDevice.
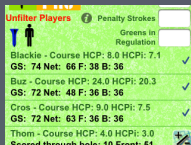
A new feature in version 2.0 that really helps in a multi-foursome tournaments is "Filter"ing. On the iDevices doing the scoring in the course, go to the Scoring screen and touch the "Filter Players" text to bring up a screen to allow the selection of exactly which players will appear on the scoring screen during the round. This allows the foursome to focus on just their scores and cuts down the time to select a player and enter a score (previously, all associated
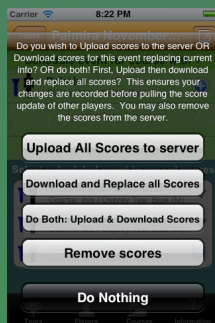
players for a tournament would appear and you would have to scroll through the list to find the player you wished to score). Now, just the group you are scoring can appear and it takes just a second. If there is a large number of players, touch the "Select None" button first to turn off all players and then touch just the players you wish to score. If for some reason you wish to see all players again, touch "Select All". Players with a checkmark will appear in your scoring screen. See "Scoring" at end.

Next, send the players out to play the round and they may repeat the above Bump steps when they come off the course and all scores will be uploaded to the scorekeeper's iDevice. Important: Do not bump the scores back to the scorekeeper until all scores for your foursome have been entered. Using this method (Bump), the foursomes who wish to leave with a complete record of the tournament just need to bump one last time with the scorekeeper to receive a complete copy of all scores.

Alternatively, with version 2.0 of tour•bot / tour•botPro, players may upload their scores at any time they wish during the tournament or automatically, each time they save a score for a player on their iDevice. The scorekeeper may download these scores at any time and update the leader board display (external monitor) or announce the standings with a fresh printout of the scores.

To upload scores manually, from the Scheduling screen, using a special type of touch called a "long-press", touch and hold on the event you wish to upload scores for. A mini menu will appear allowing you to "Upload Scores", "Download Scores", "Do Both: Upload & Download", or "Remove Scores".
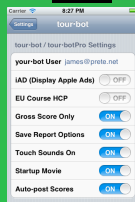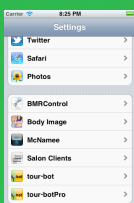
Upload Scores: This will copy all scoring records that have been entered in the iDevice in use, for the event selected to the web-site. It will replace any previous scoring uploaded for the scored players. If an attempt is made to update a score with less holes than previously uploaded, the program will post an error message and not upload those scores. The purpose of this check is in the event of accidentally scoring someone you shouldn't have scored, the site will attempt to block you.

Download Scores: This will copy all scoring records posted to the web-site and replace all scoring records on your iDevice for the selected event. If you are not careful, and you haven't uploaded your most current scores, you could wipe out your entered scores with this function. The goal of this function is to allow you to download all the other scoring in all the other foursomes that is going on so you can exact how the tournament is progressing. So that's why there is the following function:

Do Both: Upload, then Download. This function will update the web-site with your current recorded scores for the selected event and then download all scores posted by other foursomes. Works great! The Download Scores function is really for the scorekeeper back at the club house, they are downloading all during the tournament to keep the leader board up to date.

Remove Scores: Deletes the posted scores from the web-site.

Automatic Posting: Using the Apple-supplied App, "Settings", select the preferences for tour•bot or tour•botPro. Then select Auto-post Scores to "On". Now tour•bot / tour•botPro will automatically post the players score to the web-site each time a change is

saved against their scores.

Now once the last foursomes scores have been posted, the scorekeeper may download and the tournament results are ready to be announced.

Scoring posted to the web-site is available for review immediately via any internet-connected browser by going to golfscoring.co/leaderboard.html. Enter a portion of the tournament name and hit return to see the active leader board and event specific information for the tournament. **Gross and Net Strokes, Gross and Net Stableford** is available on the web-site, all other tournament reports will require the scorekeeper to download the scores and use the tour•bot / tour•botPro report writer. A Tournament performance report is also available to help you understand how your players performed against the ranking of the holes.

Any player in the tournament may also download to the tour•bot / tour•botPro App a quick leader board report at any time. This may accomplished without Downloading scores! From an iDevice running iOS™ version 5.x or later, use a long-press on the desired tournament from the top-level Tour screen. The app will go over the internet and display the four standard leader boards for the desired tournament is seconds on a new screen. If no information is on file, a blank window will be displayed. Note on this example that three rounds have been played but one player still has 8 holes to post scores for.

Another Way to Display the Leader Board: tour•bot / tour•botPro has video-out support for all supported iOS devices (iPad, iPad 2, iPhone 4, etc.). This will allow you to place the leader board report on an external monitor and freeze it there while you return to scoring. You may refresh the external display as often as you like using the procedure below.

To display a report on an external monitor: You may use either a VGA, DVI or HDMI video interface supplied by Apple. Run the report you wish to share and have it active on your iDevice screen. Now connect the external monitor adapter and adjust the resolution as you wish. After the report appears on the external monitor, you may hit the back button and return to tour•bot / tour•botPro to perform additional scoring. When you wish to update the report, merely repeat the above and the app will prompt you to disconnect and reconnect the external monitor to update the screen.
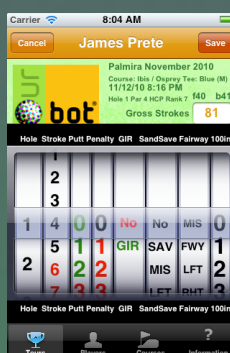
Scoring Options

Scoring: There are numerous ways to score with tour•bot:

1) Round-level scoring is entry of up to four numeric results for a player's complete round scored manually. Besides Gross Strokes, you may name the other three games that is being tracked. Binga-Banga-Bonga is a popular game that uses round-level score. To use this set "Detail scoring" on "Games" screen to "Off".
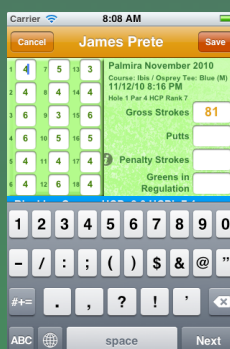
2) Detail Scoring Level 1 is set by turning "On" the switch "Detail scoring" on the "Games" screen (also, "Gross Strokes Only for Detail Scoring" must be set "Off" to access this level of scoring. Each player may have the following information entered by hole: Gross Strokes, Putts, Penalty, GIR (Greens in Regulation).

3) Detail Scoring Level 2 is set by turning "Full" the switch "Detail scoring" on the "Games" screen (also, "Gross Strokes Only for Detail Scoring" must be set "Off" to access this level of scoring. Each player may have the following information entered by hole: Gross Strokes, Putts, Penalty, GIR (Greens in Regulation), Sand Save (No, SAV, MIS, LFT, RHT), Fairway hit from Tee (MIS, FWY, LFT, RHT).

4) High-speed Entry: "Gross Strokes Only for Detail Scoring" set "On" will present a panel with all 18 holes scores. Touch the starting hole and then using the "Next" key to advance to the next hole. This mode is very fast, players' round may be scored in 20 seconds or less.

Now scoring is no longer a chore! With tour•bot / tour•botPro, we get the fun done!