



BAD GOLF

Admin Guide

The complete admin toolkit - course mapping, the Guided Verify hub, ratings & pars editors, user management, analytics, and every back-office tool.

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Admin Side Features

Admin features are accessed via the **Admin tab** (appears only to admins). This section covers course setup, GPS mapping, user management, and analytics.

How a User Becomes Admin

Admin assignment:

- Existing admin (or system operator) grants the **admin role** via **User Management** dashboard
- User must sign in to see the Admin tab
- Admins see all courses and can map GPS, edit ratings/pars, manage users

Admin permissions:

- Can map courses (GPS)
- Can edit pars and tee ratings/slopes
- Can verify course completeness
- Can delete duplicate courses
- Can manage user accounts
- Can view analytics dashboard

Course Library Management

"Courses" card (Admin tab):

Search:

- **"Search by course name or state..."** input
- Searches all courses in the library (across all users)
- Shows results A–Z sorted

Filter chips (tap to narrow the worklist; counts shown on each):

- **All** — every course

- **Not mapped** — no GPS at all
- **Missing holes** — partially mapped
- **Missing rating** — mapped but no rating/slope
- **Needs targets** — mapped + rated, but missing par-4/5 fairway targets
- **Complete** — greens + rating + targets all done
- ☒ **Verified** — manually verified The list is sorted **incomplete-first** so the courses that still need work float to the top.

Duplicate detection & cleanup:

- Automated duplicate finder flags courses with identical/similar names
- **"Hide duplicates"** button — temporarily hide suspected dupes from the list
- **"Show map view"** button — see courses on a map (helps spot phantom duplicates)

Guided Verify Hub

The **Guided Verify Hub** (openCourseDetail) is the step-by-step interface for admins to map and verify a course.

Opening a course:

- Tap a course card in the library
- Opens **Guided Verify Hub** with numbered steps
- **Delete course** button — removes a bad/duplicate course straight from the hub (with confirmation).

Five verification steps:

1. **Details** ✓
2. **Course name** — editable (rename if misspelled)
3. **City & state** — location info
4. Optional: **Phone number & website** (research helps later)
5. **Rename course (admin)** button — fixes a mislabeled course while keeping all data/scores
6. **Rating & Tees** ✓
7. **Edit tees** button — add/update tee boxes
8. Requires: **at least 1 tee** with a valid name, rating (40–90), slope (55–155)
9. Shows current tee boxes with ratings/slopes
10. **Edit** button next to each tee to adjust
11. **Pars** ✓
12. **Edit pars** button — set par for each hole (1–18)
13. Par must be 3, 4, or 5
14. 18 holes required (can be split 9+9 for reversible courses)
15. Shows current pars; tap to edit

16. **GPS (Tees, Greens, Targets)** ✓
17. **Map course** button — **4-step wizard** to place each hole
18. Each hole is mapped by tapping, in order:
19. **Tee box** (1st tap)
20. **Target** — the middle of the fairway / ideal landing aim point (2nd tap)
21. **Front of green** (3rd tap)
22. **Back of green** (4th tap; mid-green is computed automatically)
23. Auto-advances to the next unmapped hole
24. **Clear hole** button — wipe a hole's mapping and re-map it on the spot
25. **Fairway Targets** ✓ (required for a course to count as "complete")
26. Each par 4/5 needs a **target** (the fairway-middle aim point). Mapping a hole with the 4-step wizard already captures it as the 2nd tap, so usually this step is done by the time greens are mapped
27. Use **Set / Update the fairway center (target)** on the GPS admin map to add or move a target on any hole — the flow steps through only the par-4/5 holes still missing one
28. Light green dot on the player's GPS shows the fairway center

Verify Button Gate (buildAdminWorklist → "complete" = greens + rating + targets):

- **Verify course** button is gated and only unlocks when ALL of:
- ✓ Greens mapped — **≥ 18 holes** with tee/front/back
- ✓ Rating & tee data filled (at least one tee with a valid rating/slope)
- ✓ Targets placed — a fairway target on **every par 4/5** (par 3s don't need one)

After verification:

- Status changes to **verified** (green checkmark)
- Course appears as **● complete** in the library
- All players can use this course and its GPS data

Rating & Tees Editor (adminEditTees)

Opened from: Step 2 of Guided Verify Hub or from course detail card

Interface:

- **List of tee boxes** (e.g., Championship, Blue, White, Red)
- For each tee:
- **Tee name** — editable text (e.g., "Black" or "Tips")
- **Rating** — decimal number (e.g., 72.5)
- **Slope** — integer 55–155 (e.g., 138)
- **Reorder buttons** (▲ ▼) — move tee up/down the list

Actions:

- **Add new tee** — text input for name, then rating/slope
- **Edit any tee** — tap the row, update fields
- **Remove tee** — tap **x** button
- **Save tee boxes** — persists all changes
- **Error checking:** Names required, rating 40–90, slope 55–155

Women's rating/slope per tee (v80+):

- Each tee can carry **separate men's and women's** numbers. Tap **" + Add women's rating/slope "** on a tee row to reveal **W Rating** and **W Slope** inputs (validated: rating 40–90, slope 55–155).
- Tees that already have women's numbers show a **" ♀ Women's "** marker. These feed the gender-aware handicap math so women are scored off the correct tee.

Auto-fill from BlueGolf (v80 — "Tee and Slope pull in"):

- **"Auto-fill from BlueGolf (paste link)"** button — the fastest way to fill ratings/slopes. Tap **"Research course"** first (it opens BlueGolf), find the course, copy its web address, then paste it here.
- The app looks the course up on BlueGolf and fills in every tee's label plus **men's and women's** rating/slope automatically. Review and **Save**. (Only accepts a real bluegolf.com link.)

Reverse nines (multi-/reversible courses, v80+):

- **"Reverse nines (flip front ↔ back)"** button — swaps the front and back nine for courses that play the nines in the opposite order, so pars and stroke index line up correctly.

Pars Editor (adminEditPars)

Opened from: Step 3 of Guided Verify Hub

Interface (phone-friendly):

- **Holes 1–18** laid out as two 9-hole rows with running **Out / In / Total** par
- **PAR** — **tap a hole to cycle its par** (3 → 4 → 5 → back to 3); no keyboard needed
- **HANDICAP / stroke index** — a typeable number box per hole (1 = hardest ... 18); a **"duplicate values!"** warning shows if two holes share the same SI

Actions:

- **Tap a par cell** repeatedly to land on the right par
- **Type the SI** for each hole (optional — leaves the course's existing index alone if untouched)
- **Save pars** — persists changes (keeps existing tees and stroke index)

GPS Green Mapper (4-Step Wizard)

Opened from: Step 4 of Guided Verify Hub → **"Map course"** button (also reachable from the **Open GPS admin map** button on the course card)

4-tap workflow per hole (the banner tells you what to tap next):

1. **Tap the TEE BOX** — "Pinch to zoom in close first"
2. **Tap the TARGET** — the middle of the fairway / ideal landing aim point (this is also saved as the hole's fairway center)
3. **Tap the FRONT of the green** — the edge closest to the fairway
4. **Tap the BACK of the green** — mid-green is computed automatically

After the 4 taps:

- Hole is marked as **mapped** and the target is saved as that hole's fairway center
- System auto-advances to the next unmapped hole
- **Hole picker** at the top (◀ select hole ▶) lets you jump to **any** hole 1–18 to remap it — not just missing ones
- **↶ Undo** button — step back one tap
- **Clear hole** button (shows when the hole already has data) — wipes that hole's saved GPS so you can re-tap it; use this when a green got saved under the wrong hole number

On-hole setup panel (during an admin map session):

- **Per-hole nav** (◀ ▶) — step to the previous/next hole without redoing the course (reaches a mis-mapped hole)
- **Set / Update the fairway center (target)** button — shows on **every** mapped hole (including par 3s) so you can drop or move the target/aim point any time
- **Clear this hole** button — wipe just this one hole's GPS
- **▼ Minimize** — collapse the panel to see the whole map; **↗ Show options** brings it back
- Changes persist to the cloud automatically as you map

Fairway Center / Target Mapping (adminFwcCourse)

The fairway **target** is captured as **step 2 of the 4-step green wizard** (tap the middle of the fairway). You can also set or move it any time afterward.

Two ways to set a target:

- **During mapping** — the wizard's 2nd tap (the TARGET) is saved as that hole's fairway center automatically
- **From the GPS admin map** — the **Set / Update the fairway center (target)** button appears on **every mapped hole**, including par 3s (the par-3 target is harmless — the rangefinder always aims a par 3 at the green and ignores the stored target)

One-tap to place / move:

- Tap the ideal landing zone (e.g., middle of fairway, ~150 yds from the green) — a draggable target marker drops
- Auto-advance flow steps you through only the holes still missing a target

Fairway target on GPS (player view):

- Players see this as a green dot (distinct from the pin/flag)
- The rangefinder uses it to aim the layup yardage on par 4s/5s
- Only par-4/5 targets count toward a course being "complete" for verification

GPS Map Pins (Admin View)

On the course map (Guided Verify or regular GPS):

Numbered hole pins (drawn by `renderAdmHoleMks` during a map session — a gap in the numbers shows the missing hole):

- **Blue square** — tee location (numbered by hole)
- **Green circle** — green location (numbered by hole)
- Pins are non-interactive markers; the gap in the sequence is the hole that still needs mapping
- On the course **map view** of the whole library, **verified courses pin blue** (); ● complete, ● mapped/needs-targets, ● partial, ○ no GPS, ● possible duplicate

Admin-only map controls:

- **"Show/Hide map view"** toggle
- Spectate any round dropdown (if an admin wants to watch a live round)
- GPS override buttons (force GPS mode, remap)

"Research Course" Button (`adminPrepCourse`)

Button: "Research course — USGA · 18Birdies · BlueGolf" at the top of the course card / Guided Verify Hub

Purpose: Open external reference sites so the admin can find a course's real rating, slope, and scorecard to key in (the app can't auto-pull these — no public USGA API).

Tabs opened (three new tabs):

- **USGA rating search** — find the course's rating/slope
- **18Birdies** — `site:18birdies.com` search for the course
- **BlueGolf** — scorecard / tee sheet lookup

Workflow:

1. Admin opens the course card / hub and taps **"Research course"**
2. The three reference tabs open
3. Admin reads the rating/slope and scorecard from them
4. Returns to the **Rating & Tees** and **Pars** editors and types the data in
5. Note: in-app GPS imports (OSM) are run separately by the import team — this button is the lookup helper for verifying ratings/scorecards.

Scorecard Image Links & Viewer (adminSetScorecardImg)

A real photo/scan of a course's scorecard can be saved per course (shared library blob `golf:course-scorecard-imgs`) so the numbers can be verified at a glance.

Add / replace the image (admin):

- On the course card, tap **"Scorecard image — view / add link"**
- Paste a **URL** to a scorecard photo/scan (USGA DB, Google Images, etc.) — mobile-safe form modal
- There's also a **"Scorecard images ›"** Google Images link on the card to go find one

View it:

- A **"View real scorecard"** option opens the saved image **full-screen** (showScorecardImageView) as a reference while keying in pars/ratings
- If none is saved yet, an admin is prompted to add one; non-admins see "No scorecard image saved for this course yet"

Why: lets admins visually verify pars, stroke index, and tee ratings and catch data-entry errors.

Per-Hole GPS Setup Screen

Four-step wizard (map session):

- After each 4-tap set (tee + target + front + back), the panel shows:
- **Hole number & par**
- **Mapped status** checkmark
- **Next/Clear buttons**

Setup panel (during a map session):

- **Hole picker** (◀ select hole ▶) — jump to any hole 1–18 to map or remap it
- **Per-hole nav** (◀ ▶) — step to the previous/next hole
- **Clear this hole** — wipe just this hole's GPS
- **▼ Minimize / ↗ Show options** — collapse the box to see the map, then expand
- **Done mapping** button — exit and persist to the cloud (mapping also saves as you go)

"Set Fairway Center" & Fairway Targets

On any mapped hole (GPS admin map):

- Tap **"Set / Update the fairway center (target)"** — the button is present on every mapped hole, par 3s included
- A **draggable target marker** drops on the map; grab and move it to the ideal landing area (e.g., ~150 yds from the green)
- The target persists per hole and is what the rangefinder aims the layup yardage at

- Targets on par 4s/5s are required for the course to read "complete"; par-3 targets are stored but ignored in play

Admin Analytics Dashboard

"Analytics" card (Admin tab):

Date filters:

- **Date range picker** — view metrics for a specific period (default: last 30 days)
- **Preset ranges:** This week, Last 30 days, All time

Course request counts:

- **"Course requests"** metric — how many "Can't find a course?" requests came in
- Shows pending requests with course names and requester names
- **Send request to course** workflow appears here (Mark as added, assign to existing course, etc.)

Other admin metrics:

- **Total courses** in library
- **Verified courses** (complete)
- **Incomplete courses** (need mapping or ratings)
- **Live rounds** (in progress)

User Management

"Users & players" section (Admin tab):

Search:

- **"Search by name or email..."** input field
- Finds users or players in the roster

User actions (per row):

- **Reset password** — send password reset email to this user
- **Make Admin** — grant admin role (appears if user is not yet admin)
- **Revoke Admin** — remove admin role (appears if user is already admin)
- **Relink player** — re-point this user's `my_player` at the correct surviving roster name (fixes a user attached to a stale/duplicate roster entry after a merge)
- **Delete** — remove user account entirely (careful! confirms choice)

Account linking:

- Users who sign in are auto-linked to a player (by name match)
- **Unlink** option (if manually linked incorrectly)
- **Link to player** — admin can manually assign a user to a player account

Duplicate player detection & merge:

- Shows possible duplicates (same/similar names)
- **Merge duplicate players** modal (mergeRosterPlayers) — combine two player records:
- Choose which player keeps the name/handicap/photo
- The other's rounds/scores are transferred to the survivor
- Any user whose account pointed at the merged-away player is **auto-repointed** to the survivor
- The merged player is removed
- If a user is still attached to the wrong name after a merge, use the **Relink player** button on that user's row to fix it manually

GPS Admin Map Button (Guided Verify Hub)

"Open GPS admin map — fix a hole" button (on the course card):

- Opens a map view of the course with:
- Pins for each hole (white = tee, green = greens)
- Fairway center pins (light green dots)
- Markers colored by mapping status

Admin-only options on GPS map:

- **Edit tees / pars / centers** inline
- **Remap full course** — start the 4-step wizard from the map (any hole, in any order)
- The admin map opens straight to GPS for that course; the **/gpsadmin** action sets a "reopen the hub afterward" flag so you land back on the Guided Verify Hub when done

Admin map view layout (`.map-only`):

- The live **FRONT/MID/BACK top bar is hidden** (no live play during mapping)
- The **PAR** of the current hole shows in a box, upper-right
- The setup/options box is **bottom-centered** so it never covers the hole you're reviewing
- A **Done mapping** button sits at the bottom to exit and save

Course / Remap Requests Feature

Course requests workflow:

- Players who can't find a course tap **"Can't find a course?"** and submit a request
- Admin dashboard shows pending requests

Admin actions:

- **View request** — see course name, submitter
- **Add to library** — manually create the course record
- **Assign to existing** — if the course already exists, link the request to it

- **Dismiss** — close the request
 - Request triggers a **notification to the player** once the course is added
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Common Admin Workflows

Mapping a New Course (Admin)

1. **Admin tab** → **Courses card**
 2. **Search for course** (if not in library, create it)
 3. Tap the course card → **Guided Verify Hub**
 4. **Step 1: Details** — enter name, city, state (optional phone/website)
 5. **Step 2: Rating & Tees** → **Edit tees** — add tee boxes with rating/slope
 6. **Step 3: Pars** → **Edit pars** — set par for holes 1–18
 7. **Step 4: GPS** → **Map course** — **4 taps per hole**: tee → target (fairway middle) → front green → back green; the target tap doubles as the hole's fairway center
 8. **Step 5: Fairway targets** — confirm every par 4/5 has a target; add or move any with **Set / Update the fairway center** on the GPS admin map
 9. Tap **"Verify course"** (unlocks once greens ≥ 18 + rating + all par-4/5 targets are in) → course is now **complete**
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Admin Tips & Tricks

- **Research course first** (Research course button) — use USGA and Google Images to find real rating/slope
 - **Map courses the first time anyone plays them** (Step 4: GPS, 4 taps per hole) — subsequent players benefit forever; the target tap also sets the fairway center, so most holes are done in one pass
 - **Confirm every par 4/5 has a target** before verifying — the **Set / Update the fairway center** button on the GPS admin map covers any you missed
 - **Check for duplicate courses** (Courses card → ● filter) and merge them; use **Relink player** to fix a user stuck on a stale roster name after a merge
 - **Monitor course requests** (Analytics card) — users will ask you to add new courses; batch them weekly
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