



BAD GOLF

Player Guide

Every feature in the Bad Golf app - and exactly how to use it. Your complete field manual from first sign-in to settling the bets.

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Account & Authentication

Sign-In Options

Users access **Sign in to Bad Golf** modal from the Stats tab (Account section) or when joining a round.

Sign-in methods:

- **Continue with Google** — OAuth sign-in via Google account
- **Continue with Apple** — sign in with your Apple ID (fully working in the shipped iOS app)
- **Email & password** — Standard email/password authentication

Account creation:

- Tap **Create account** on the sign-in modal
- Enter email and password (minimum 6 characters)
- Set your display name on first sign-in (system asks if no name is linked)

Profile Editing

Location: Stats tab → Account card → "Edit profile" button or tap your profile photo.

What you can edit:

- **Profile photo** — Tap "Add / change photo" to upload an image from your device; crew sees it as your avatar
- **Display name** — First and last name (editable via "Edit name" button)
- **Email** — View current email address (from authentication provider)
- **Password** — Change password (email sign-in only; OAuth users use their provider)
- **Phone number** — Auto-dashes as you type (e.g., 555-123-4567) via the built-in formatter; used for text settle-up and invites
- **Gender (for handicap rating/slope)** — a **Male / Female** picker ("Gender (for handicap rating/slope)") on the Edit Profile screen. Women golfers are automatically scored against each tee's **women's** rating/slope (when the course has them) so net bets and handicaps are fair. Men's numbers are used by default if gender is unset.

Crew photo / avatar visibility:

- Your photo displays as a small circle avatar in crew lists, live leaderboards, and highlights feed
 - If no photo is set, system shows a "?" placeholder
-

Home Tab

The Home tab is your dashboard — a quick pulse of your handicap, live activity, and crew highlights.

Handicap Box (KPI)

Location: Top of Home tab, labeled "Hey [name]"

What it shows:

- **Handicap index** (to one decimal place)
- WHS-style: calculated from your best differentials in the last 20 rounds
- **Provisional** label appears if you have fewer than 5 rounds (calculation still valid, just less stable)
- **Last round score** (gross) if available
- **Tap the box** to open Stats tab for full handicap details and round history

Handicap calculation:

- Takes 8 of your lowest differentials from your most recent 20 completed 18-hole rounds
- Applies WHS (World Handicap System) logic with adjustments for round counts under 5
- Updates automatically each time you finish a round
- Each tee's rating/slope adjust per-hole handicap on scoring day

Live Now & Community Feed

"Live now" card shows:

- Rounds currently in progress by you and your accepted friends (refreshes in real-time)
- Shows **player names**, **course**, and **status** (holes scored so far)
- Tap any row to **spectate** that round (watch their GPS live, see scores update)

"Crew highlights" feed (last 24 hours):

- Aces, eagles, and other big moments by your crew
- Shows **player name**, **hole**, **course**, **photo** (if available)
- Includes **reactions** — tap to fist-bump, swipe left for comments
- Only shows rounds from you or your accepted friends (private by design)

"Refresh" button (↻) — manually re-check for live rounds and highlights.

Crew round-start alerts:

- When a friend starts a round with **"Alert friends"** on, you get an **in-app pop-up** letting you know their round just went live (so you can jump in and spectate or join)
- These are surfaced inside the app — no separate notification table needed

Scope Filter (Everyone vs. Friends Only)

Location: Home tab — a small dropdown in the **"Live now"** card header (upper-right)

- **Friends only** (default) — live rounds and crew highlights are limited to your accepted friends (and yourself)
- **Everyone** — show live rounds and highlights from **all Bad Golf users**
- The choice persists on your device (label reads "Highlights" instead of "Crew highlights" when set to Everyone)

Crew Highlights

What triggers a highlight:

- **Ace** (hole-in-one) on any hole
- **Eagle** on any hole
- **Birdie** (if enabled in custom highlighting settings)
- **Hero moments** (specific junk bets, side achievements)

How to engage:

- **Fist-bump** — tap the highlight to give a quick reaction (appears as with your name)
- **Comment** — swipe left or tap the comment icon to type a message (up to 280 characters)
- Comments appear live on the feed and sort by recency

Play Now Quick-Start

" **Play now**" button (bottom of Home tab)

Tap to create and start a new round instantly with:

- Auto-select your nearest or most-played course
 - Add crew from your friends list (one tap each)
 - Configure bets in two taps (show/hide sections)
 - Start playing within 30 seconds
-

Play / Setup Tab

The Play / Setup tab is where you create and configure a new round.

Starting a Round

"New round" button (top of Play tab)

Launches the setup flow:

Step 1: Choose a course

- **"Search by course name or state..."** input field
- Browse nearby courses (auto-populated by your location) or type to search
- Tap a course card to select it
- **"View details"** shows par, rating/slope, GPS coverage status

Course status indicators:

-  **complete** — full par + rating + GPS mapped
-  **mapped (needs targets)** — GPS tees & greens mapped, needs fairway centers
-  **partial** — some holes mapped, needs more GPS data
-  **no GPS** — mapped in library but no GPS yet
-  **possible duplicate** — admin flagged

Can't find your course?

- Tap **"Can't find a course?"** button
- Enter course name and city
- Tap **"Send request"** — admins will add it (usually within 24h)

Step 2: Select your tees

- Each course may have multiple tee boxes (Championship, Blue, White, Red, etc.)
- Tap to choose
- **Course Handicap** auto-fills based on your Handicap Index × the tee's slope/rating formula
- You can override the handicap if playing a different set (e.g., team matches with fixed handicaps)
- **"Edit tees"** button (admin only) — add/update tee ratings and slopes

Step 3: Add players

- **"Add players"** button opens the roster picker
- Tap names to add (shows your accepted friends first, then full crew)
- **" + Add"** to manually enter a new player
- First name, Last name, Handicap (optional)
- Tap **"Invite — share join link"** to send an invite to this player

- Reorder players by dragging the  handle
- **Remove player** — tap the **x** button on their row

Step 4: Choose format & betting games

NOTE

See [Betting Games section](#) for complete rules and options.

Main games (choose one or more — exact in-app labels):

- **Skins** — low score wins the hole; ties carry or split
- **Nassau (with Huckle)** — front 9 / back 9 / overall; 2–5 players; Huckle press
- **Stroke play pot** — lowest total takes the pot
- **Banker** — rotating banker plays everyone 1-on-1 each hole
- **Vegas (4 players, 2v2)** — paired-digit scoring, birdie flips, tie escalation
- **Dynamic Vegas (4 players)** — Vegas with partnerships shifting each hole
- **6's / Round Robin (4 players)** — best-ball, partnerships rotate every 6 holes
- **Splix 6's / Split Sixes (3 players)** — 6 pts/hole (4-2-0), buy-in or per-point
- **Bingo Bango Bongo** — 3 pts/hole (first on green, closest, first out)
- **Stableford** — points-based (Dbl Eagle 5, Eagle 4, Birdie 3, Par 2, Bogey 1)
- **Wolf / Captain** — Wolf rotates; pick partner, Lone Wolf (2x), or Blind Lone Wolf (3x)
- **Match play (1v1)** — head-to-head by holes won (add multiple matches)
- **Team match play** — any even teams, best-ball per hole
- **Team low ball** — even teams, sum of best-ball over 18
- **Quota (Points)** — Albatross 8/Eagle 6/Birdie 4/Par 2/Bogey 1 vs. your quota
- **Team Quota** — even teams, sum of (points – quota)
- **Ryder Cup (2v2, 3 segments)** — Best Ball / Scramble / Alternate Shot (your order)
- **Scramble (2v2)** — both hit, pick best, repeat

Side bets (enable/disable independently):

- **Par 3 Greenie (with Hero Tax)** — closest to pin on par 3s, must make par or better
- **Closest to the Pin** — pick qualifying holes, log distance in feet + inches
- **Birdie Pool** — payouts for birdie / eagle / hole-in-one
- **Junk** —  GIR, Sandy, Barkie, Polie, Snake,  Arnie, Chip-In (per-bet toggle & amount)

Hydration bets (sip trackers — no money): In the drink, Bunker, OB/lost ball, Whiff, Worm burner, Chunk & skull, Three-putt, Loser drinks, Par or drink, Honors pours, Snake, Wolf, Tee box toast, The Turn, 19th hole tally — plus a "Sips-of-water mode" to keep it dry. See the [Hydration Bets table](#) for triggers.

Step 5: Configure scoring rules

Handicap application:

- **Gross** — no handicap strokes
- **Net** — apply handicap strokes per hole (stroke index)
- **Gross & Net** — track both

Tracking toggles:

- **Putts** — counter under each score (auto-compute GIR if enabled)
- **GIRs** — greens-in-regulation toggle (auto or manual per hole)
- **Fairways** — hit/miss tracker on par 4s and 5s

Game visibility (who sees what):

- **Everyone** — all rounds visible to all crew (default for public courses)
- **Friends only** — only you and accepted friends see this round
- **Just me** — completely private (you only)

Drive distance estimate:

- Toggle **ON** to enable drive-distance tracking (GPS automatically estimates your drive length)

Other settings:

- **Round pop-ups** — enable/disable notifications for birdies, sips, blowups on this phone
- **Alert friends** — notify friends when round is live

Step 6: Schedule or start

- **"▶ Start round now"** — begins play immediately
- **"Save for later"** — saves setup, starts when you tap again
- All settings remain editable until you hit **"▶ Start round now"**
- Course scorecards auto-fill next time anyone plays there

Invite players (any time during setup or scoring)

- **"Invite players — share the join link"** button
- Creates shareable URL; other players tap to join
- Already-added players see their status (Joined / Not yet joined)

Templates (live)

- Save any round setup as a reusable template: in the schedule flow tick **"Save as reusable template"** (or save an event as a template from its home screen)
 - Templates keep your format, games, and default course; **"Use"** spins up a fresh copy — just add players
 - Templates you created appear in your scheduled-rounds / Events list
-

Score Tab

The Score tab is live during a round — enter scores hole-by-hole and track side bets.

Scorecard Entry

Layout:

- **Hole number** (1–18) with par in parentheses, e.g., "Hole 1 (Par 4)"
- **Player rows** — one per player with score entry field
- **Handicap strokes** shown as small dots under player name (if net game)
- Tap the score field to open the **score entry stepper** (± 1 buttons or type directly)

Scoring rules:

- Scores range 0–15 (capped at double-bogey +3 by default on entry)
- Use **+X** notation for scores over 10 (e.g., "+2" = 12)
- **GIR chip** — if GIR tracking on and putts off, tap to toggle green-in-regulation (score $\leq$ par – 2)
- **Fairway chip** — if fairways tracking on, tap HIT/MISS for par 4s and 5s
- **Putts counter** — if putts tracking on, shows count under the score (tap to edit)

Pars & Stroke Index

Displayed on scorecard:

- **Par column** — fixed for each hole (set during admin course setup)
- **Stroke Index (SI) row** — if course is mapped (1–18 handicap strokes)
- Shown at bottom of scorecard for reference

GIR / Fairways / Putts Tracking Toggles

Setup page (before round):

- Checkboxes for each tracking type
- **Putts** — records count per hole; auto-fills GIR if enabled
- **GIRs** — greens in regulation (score $\leq$ par – 2)
- **Fairways** — hit/miss on par 4s and 5s only

On scorecard:

- **Putts** — tap the number under each score to edit
- **GIRs** — tap the chip on each hole if putts is off (manual entry)
- **Fairways** — tap HIT or MISS on par 4s/5s
- All data syncs to your Stats tab and lifetime statistics

Side Bet Entry

Per-hole rows below player scores:

Par 3 Greenie (on par 3s only, if enabled):

- Tap chips for each player to mark the closest to pin
- If **Hero Tax** is on and a winner is marked:
- Sub-row appears asking "Did the greenie winner 3-putt?"
- Tap to mark — greenie chip crosses out (forfeit) and Hero Tax penalty applies

Closest to the Pin (on qualifying holes, if enabled):

- Tap the winner's name
- Punch in distance: **feet + inches** (e.g., 12 ft 3 in)
- Distance displays on the Board with the pot

Junk (side bets):

- Row showing toggles for GIR, Sandy, Barkie, Polie, Snake, Arnie, Chip-In (GIR auto-fills if GIR tracking is on)
- Tap player names to toggle (multiple players can score the same junk)
- \$ amount per instance set during setup

Banker (if enabled):

- Banker row for the hole
- Banker enters min/max range; other players pick their bet
- Presses stack on top (can press up, banker can re-press)

Match play (if enabled):

- Shows current match status (e.g., "You are 2 up")
- One winner per hole; presses apply

Birdie Pool (if enabled):

- Automatically awards \$ for birdie, eagle, or ace from scorecard
- No manual entry needed — calculated at round end

Editing Scores

Mid-round edits:

- Tap any score to open the stepper and adjust
- Putts, GIR, fairways update live
- Settling updates if money games are active

After round (view-only mode):

- **"Round complete"** banner appears
 - Editing locked to prevent disputes
 - Tap **"x Close"** to exit the round view
-

Board Tab

The Board tab shows a live leaderboard, cash settlements, and bet details.

Live Leaderboard

Leaderboard columns (left-aligned, scrollable):

- **Player name** (with crew photo if available)
- **Score vs. par** (± 0 notation)
- **Money** (or points, depending on game)
- Green chip = winning money
- Red chip = owing money
- Gray chip = even (\$0)

Sorting:

- Tap column headers to sort by name, score, or money
- Default = sorted by money (highest win first)

Net / Gross:

- The leaderboard reflects each game's own setting (net games show net to-par, gross games show gross)
- See the **Net / Gross Toggle** below for switching the money calculations
- Tapping any **bet chip** or the **NET bubble** jumps you straight to the Board

Bets & Money Chips

Main games summary:

- Each game shows total money by player
- Tap a game row to expand and see per-hole details (if applicable)

Junk bets:

- Collapsed section, tap to expand
- Shows every greenie, sandie, etc., with amount and winner

Settled vs. unsettled:

- During the round: **provisional** money (marked in yellow)
- After round: final settled amounts

Net / Gross Toggle

Located near leaderboard:

- **NET** (default for handicap games) — scores adjusted by handicap strokes
- **GROSS** — raw scores without handicap (for stroke play, scrambles)
- Toggle updates all calculations instantly

Detailed Settlements

After round completion:

- **Settlement breakdown** card shows
 - Total payout by game (one line per active game)
 - Player-by-player split (who pays who, how much)
 - **"Share results"** button exports payout summary as text or image

Payment methods:

- **"Text settle-up"** button — sends SMS to each player with their balance

One-Tap Settle-Up (Venmo · Cash App · PayPal)

The **"Settle up — who pays who"** screen turns every "who owes who" line into a **one-tap payment**. No money ever runs through Bad Golf — the button just opens the other player's Venmo, Cash App, or PayPal **pre-filled with the amount and a note**, so you only have to confirm inside that app.

How it works:

- On each settlement line ("You owe Mike \$12.50"), Bad Golf shows a **pay button for every method the payee has set up** — Venmo, Cash App, and/or PayPal. Their **preferred method** shows first with a ★.
- Tap it → your phone opens that payment app (or its web page) with the **amount already filled in** and a note like "Bad Golf — Cedar Crest, Sat." You just hit send.
- Each line has a **"Mark as paid"** checkbox. Tick it and the line dims with a ✓ — a simple group tracker so everyone can see who's squared up. (It's local to your phone and doesn't change the money math.)
- If a player hasn't added any handles, the line shows a muted **"No payment info — settle in person"** instead, still with the Mark-as-paid checkbox.

Setting up your own handles (so buddies can pay *you*):

- Open **Additional settings** → **Payment handles** (also offered as an optional step the first time you sign in — you can always **Skip** and add them later).
- Enter any of: **Venmo** username (without the @), **Cash App** \$cashtag (without the \$), **PayPal.me** name or link, and pick a **Preferred method**. All fields are optional — fill one, some, or none.
- Privacy: your handles are only visible to the players in your round, and only so they can pay you. Bad Golf never processes or holds the money.

NOTE

Venmo and Cash App need the app installed on the payer's phone to open pre-filled; otherwise the link opens the web page and they can still pay manually. This is a mobile feature — desktop web is view-only for some methods.

GPS Rangefinder

The GPS is the marquee feature — satellite view of every hole with live distances and course overlay.

Launching GPS

From Score tab:

- **"Score" button** (blue pill below the scorecard)
- On a par 4/5: opens full GPS view of the hole
- On a par 3: opens GPS with Par 3 Greenie ready
- **"Track Shot" pill** (below Score button) — manually log a drive distance

Spectate mode:

- From Home tab, tap any live round under "Live now"
- Opens GPS in read-only, following that player's GPS location
- Updates in real-time; location optional (privacy toggle in Stats tab)

Distances to Green

Main readout (center-top):

- **FRONT / MID / BACK** — distance to front, middle, back of green in yards
- Updates as you move the map pin
- **Hole number & Par** shown flanking the Score button
- **Strokes field** (upper-right) — tracks your score if > 0

Plays-Like vs. Plays-As

"Plays-Like" mode (interactive sheet):

- Shows **your custom club distances** (from My Clubs bag)
- Recommends next club based on:
 - Distance to flag
 - Your bag's yardage ranges
 - Wind and temperature adjustments
- Updates as you adjust the target (drag the flag marker)

"Plays-As" mode (default):

- Shows **amateur yardage averages** (driver ~220, 7-iron ~155, etc.)
- Helps if you don't have custom clubs logged yet

Toggle between them:

- Tap the **Mode toggle** button on GPS overlay

Target Drag & Layup

Target marker (yellow flag):

- Drag anywhere on the map to set your intended shot target
- Distance updates in real-time
- Use to plan approach shots, layups, or lay-back strategies

Front/Middle/Back auto-targets:

- Tap distance pill to snap to front, middle, or back of green automatically

Fairway Center

Fairway target (light green dot, if mapped):

- Shows the ideal landing area for par 4s and 5s — the aim point an admin set as the wizard's "target" tap
- The rangefinder uses it to suggest the layup yardage
- Courses must be admin-mapped to show this (par 3s don't display one — the watch/rangefinder always aims a par 3 at the green)

Wind & Temperature

Wind panel (left side, if enabled):

- **Direction dial** — shows where wind is blowing TO (not FROM)
- **Speed & color** — 0–5 mph (green), 5–15 mph (yellow), 15+ mph (red)
- **Wind animation** — light streaks drift across the satellite map showing effect

Temperature panel (inline with wind):

- Current temp and "feels like" adjustment
- Affects ball carry distance estimate

Wind & temp toggle:

- Tap the **⊙ wind icon** on GPS overlay to show/hide panels
- Tap the **temp icon** to show/hide temperature

Hole Map

Satellite view:

- Full-color aerial photo of the hole
- Zoom in/out with **+** and **–** buttons (upper-right)

- Tee marker (teeing area), green outline, fairway
- Hazards (water, bunkers) visible in aerial photo

Map controls:

- **Tap & drag** to pan around
- **Pinch to zoom** (mobile) or $\pm$ buttons
- **"Toggle map view"** (admin only) — switch between map and other overlays

Minimize the options panel (phone):

- On the GPS setup screen, tap ▼ (top-right of the options box) to **minimize** the panel and see the whole map
- Tap "↗ **Show options**" to expand it again
- Hole nav recenters the map on the tee when you switch holes

Scorecard Overlay

Score button side-panel:

- Tap **"Score"** again to open live scorecard with all players' scores
- Slide down to see full board
- Tap to edit any score

Spectate / Watch Another Player

Live rounds spectate:

- From Home > "Live now" card, tap any player's row
- GPS opens in **spectator mode** (read-only)
- Shows their **live location** (if they toggled share location ON)
- Updates scores and shots in real-time

Switch between players:

- Dropdown at top of GPS: **"Spectating: [Player Name]"**
- Tap to switch to another player in the same round

Drive Distance Estimate

Automatic (if toggle ON in setup):

- GPS logs your GPS location at address and compares to ball location after shot
- Shows estimated drive distance on the **"My Shots" tab** (Stats)

Manual (Track Shot button):

- Tap **"Track Shot"** pill (below Score button)

- Confirms distance estimate or lets you type custom yardage
- **"Share it"** button — shares your drive distance shot to crew

Shot Tracking & My Shots Log

Tracked shots saved in:

- **Stats tab** → **My Shots** — searchable log of all tracked shots with date, course, conditions

Shot detail:

- Date, hole, course, distance, wind, temp, club used (if logged)
- Tap **x** to delete any shot from your history

Club Suggester & My Clubs / Bag

"My clubs" section (Stats tab):

- **Edit your bag:**
 - One input per club with **distance range** (yards)
 - Rename clubs (wedge lofts, etc.)
 - Leave clubs blank to skip them
 - Drag to reorder
- **"Reset to standard bag"** button — restore default clubs

On GPS:

- **Club recommendation** shows on "Plays-Like" sheet based on distance to target
 - Updates as you drag the target marker
 - **"Pick from My Clubs"** button — select manually if auto-pick isn't right
-

Apple Watch App

The Apple Watch companion is **live and working**. Sign in on your iPhone and the watch picks up the round automatically — it shows live rangefinder distances, the wind/slope-adjusted plays-as number, and a suggested club from your bag. No separate watch sign-in.

What It Shows

Slim readout optimized for wrist:

- **Hole number & par** (e.g., "7 • Par 4")
- **Distance to green** — FRONT / MID / BACK in yards (live rangefinder, from the watch's own GPS)
- **Plays-as number** — wind/slope-adjusted yardage when the " **Plays-as distance on Apple Watch**" toggle (Stats → Round settings) is ON; turn it OFF for plain GPS yardage
- **Suggested club** — pulled from your My Clubs bag for the distance shown
- **Your score** (if entered on phone)
- Swipe to navigate holes

Sign-In

Handoff from phone (live):

- Sign in on the iPhone app and start (or open) a round
- The watch signs in automatically — your identity, round, and mapped greens are pushed over to the wrist
- No separate sign-in on the watch

Handoff to Phone

Start on watch, finish on phone:

- Edit a score on watch
 - Tap "**Continue on iPhone**" to switch to the full scorecard
 - Changes sync instantly
-

Betting Games (20+)

This section details every betting game with rules, setup, and payout logic.

Main Games

Skins

- **Players:** 2+
- **Per-hole game**
- **How it works:** The lowest score on a hole wins the "skin" (the dollar value for that hole). If two or more players tie for low, **no one wins** — the skin either **carries over** to the next hole (pot grows) or is **split** among tied players, depending on what you set.
- **Par-or-better requirement (optional):** Turn it on and the low score still has to be **at par or better** to win. Choose **"net par"** (after handicap strokes) or **"gross par"** (raw score). If the leader makes bogey or worse, no one wins and the skin carries (or dies, per your tie rule).
- **Setup options:** dollar value per skin, **tie behavior** (carry / split / none), win requirement (any score / net par / gross par).
- **Settle:** After 18 holes, tally skins per player and pay/collect.

Nassau (with Huckle)

- **Players:** 2–5 per Nassau. With **2 players** it's head-to-head; with **3+** it becomes group stroke (lowest net wins each segment and collects \$/side from every other player; ties carry to the next segment). Add as many Nassaus as you want, each with its own pair/group and wager.
- **Three separate bets in one:** front 9, back 9, and overall 18 — each worth the same dollar amount.
- **Two scoring formats:** **Stroke play** (default — lowest total wins each segment) or **Match play** (count holes won, e.g. "1 up after 5"; closes when one player can't catch up, "3&2").
- **Special-score bonuses:** on top of the segment bets, every **birdie, eagle, and hole-in-one** pays a bonus from each other player (Albatross pays at the eagle rate).
- **Huckle (the press):** if you're **down 2+** in any segment (strokes in stroke play, holes in match play), you can call a **Huckle** — a fresh side bet for the same dollar amount, between you and the current leader, played from that hole through the end of the segment. The original segment bet still plays out separately.
- **Setup options:** dollar value per side, format (stroke/match), allow Huckles toggle, birdie/eagle/HIO payouts.
- **Quit-early rule:** if only one nine was played, the **overall bet pushes** (so it doesn't double-charge the same nine).

Stroke Play Pot

- **Players:** 2+

- **How it works:** Everyone puts a fixed amount in the pot. **Lowest 18-hole total takes it all** (gross or net, your choice).
- **Example:** 4 players, \$20 buy-in = \$80 pot; the low score wins the whole \$80.
- **Setup options:** buy-in amount, net or gross scoring.
- **Quit-early rule:** settles among everyone who played the round's full (shortened) length.

Banker

- **Players:** 3+ (one banker vs. everyone)
- **How it works:** One player is the **banker** each hole. Every other player plays a **1-on-1 match against the banker**, each picking **their own bet** for the hole. The banker plays everyone simultaneously; low score wins each match.
- **Banker rotation:** rotates through the order on **holes 1–15** (configurable cutoff). On the last few holes, the **biggest loser picks** who's banker next.
- **Pressing:** any player can **press** (double their own wager); the banker can **press back**, doubling everyone's bet (stacks on top of player presses). Banker presses are always available even if no player pressed.
- **Birdie auto-double (optional):** if on, anyone making a birdie automatically doubles their match for that hole (or all matches that hole — your choice).
- **Setup options:** net or gross, loser-picks cutoff hole, banker rotation order (setup or random), birdie auto-double behavior.

Vegas (4 players, 2v2)

- **Players:** Exactly 4 (two teams of two)
- **How it works:** Each team's score on a hole is combined into a **two-digit number, lower digit first** — a 4 and a 5 = **45**. The **difference** between the two teams' numbers = points won by the lower team.
- **Team rotation (setup option): Rotate every 6 holes** (default — A&B vs C&D for 1–6, A&C vs B&D for 7–12, A&D vs B&C for 13–18, so everyone partners with everyone) **OR Fixed teams all 18** (the first pairing plays the whole round).
- **Birdie flip:** if your team birdies, the **opponent's** number gets flipped (5+4 becomes 54 instead of 45) — makes their number bigger and increases the swing against them.
- **Eagle:** flips the opponent **AND doubles** the point swing.
- **Tie escalation:** when a hole **ties**, the next hole's bet **doubles** (two ties → 4x, three → 8x, four → 16x). The first hole someone wins clears the streak and resets to 1x. Stacks with eagle doubles. **No cap**.
- **Setup options:** \$ per point, net or gross, team rotation (rotate / fixed).
- **Settle:** one running point total over 18; final swing × \$/point splits between winners and losers.

Dynamic Vegas (4 players)

- **Players:** Exactly 4
- **How it works:** Same paired-score scoring as Vegas (low digit first, difference = points to the low team). The twist: **partnerships shift every hole** based on the previous hole's results.

- **Team formation:** Hole 1 is **random** (deterministic by game code so all phones agree). Holes 2–18: the **highest scorer** on the previous hole partners with the **lowest scorer**; the other two form the second team. Ties reuse the previous hole's pairings.
- **Birdie flip & eagle double** apply exactly as in Vegas.
- **Tie escalation:** ties double the next hole (4x, 8x...); first win resets to 1x; stacks with eagle doubles; no cap.
- **Setup options:** \$ per point, net or gross.
- **Settle:** one running total over 18; final swing × \$/point.

6's / Round Robin (4 players)

- **Players:** Exactly 4 (2v2 teams)
- **How it works:** Partnerships **rotate every 6 holes** so everyone partners with everyone for one segment. **Best ball per team** wins or loses each hole's bet.
- Holes 1–6: A+B vs C+D; holes 7–12: A+C vs B+D; holes 13–18: A+D vs B+C
- Total each segment separately and settle at the end.
- **Setup options:** \$ per hole won, net or gross.

Splix 6's / Split Sixes (3 players)

- **Players:** Exactly 3
- **How it works:** Stroke play with **6 points per hole** distributed: **4 pts best, 2 pts middle, 0 pts worst**. Ties split evenly (two tie for best = 3-3-0; two tie for second = 4-1-1; all tie = 2-2-2).
- **Betting mode 1 — Per-point value:** settled per hole against the field. The average is always 2 pts ($6 \div 3$). Each point above 2 earns \$value; each below 2 costs \$value. (E.g., \$2/pt, hole 4-1-1 → best +\$4, each tied-second -\$2.)
- **Betting mode 2 — Buy-in pool:** everyone antes; most total points after 18 wins. **Winner takes all** (split on tie) or **80/20** (1st gets 80%, 2nd gets 20%).
- **Setup options:** betting mode, \$/pt or buy-in, payout type, net or gross.

Niners (5-3-1) — the 9-Point Game

- **Players:** Exactly 3 (enforced — Niners needs three).
- **Also known as:** the **9-point game** or **Nines** — if a buddy asks for "9-point," this is it.
- **How it works:** **9 points are handed out every hole** based on finish order: **low score = 5, middle = 3, high = 1**. Over 18 holes those points add up; most points wins.
- **Ties split the 9 points evenly:**
 - Two players tie for **low** → **4-4-1**
 - Two players tie in the **middle/high** → **5-2-2**
 - **All three tie** → **3-3-3**
- **Blitz (optional):** win a hole **outright by 2 or more strokes** and you **sweep all 9 points** for that hole (5-3-1 becomes 9-0-0).
- **Net or gross** — your choice at setup.

- **Two payout modes:**
- **Pool (buy-in):** everyone antes; **winner takes all** (split on tie) or **80/20** (1st 80%, 2nd 20%).
- **Per-point:** no buy-in — since the average is always **3 points a hole** ($9 \div 3$), each point above 3 earns \$value and each below costs \$value, settled at round end.
- **Setup options:** payout mode, buy-in or \$/pt, Blitz on/off, net or gross.

Stableford

- **Players:** 2+
- **How it works:** Points-based scoring against par — **Double Eagle = 5, Eagle = 4, Birdie = 3, Par = 2, Bogey = 1, Double bogey or worse = 0**. High score wins; big blowup holes barely matter (they just score 0).
- **Betting mode 1 — Buy-in pool:** everyone antes; most total points wins. **Winner takes all** (ties split) or **80/20** (1st 80%, 2nd 20%).
- **Betting mode 2 — Per-point value:** no buy-in; each pair settles by their **total point difference $\times$ \$/pt** at round end.
- **Setup options:** betting mode, \$ buy-in or \$/pt, payout type, net (recommended) or gross.

Bingo Bango Bongo

- **Players:** 2+ (3–4 typical)
- **How it works:** Three points per hole, awarded separately:
- **Bingo** — first player whose ball lands on the green
- **Bango** — closest to the pin once all balls are on the green
- **Bongo** — first player to hole out
- Each point earns the winner **\$X from every other player**.
- **On the score screen:** after entering scores each hole, tap who won Bingo, Bango, and Bongo — the tracker does the math.
- **Setup options:** \$ per point (paid from each other player).

Wolf / Captain

- **Players:** Exactly 4
- **How it works:** The **"Wolf" rotates each hole**. After watching the others tee off, the Wolf either **picks a partner** for that hole (1v1 against the other two) or goes **Lone Wolf** against all three (**2x bet**). Brave Wolves can call **Blind Lone Wolf** before anyone tees off (**3x bet**).
- **Example:** \$2 Wolf bet. You go Lone Wolf — that's \$4. Win → each opponent owes you \$4 (total \$12 for the hole). Lose → you owe \$4 to each.
- **On the score screen:** the Wolf chooses **Pick partner**, **Lone Wolf (2x)**, or **Blind Lone Wolf (3x)** — **called before tee**.
- **Setup options:** \$ per hole.

Match Play (1v1)

- **Players:** Pair players head-to-head; add as many matches as you want, each with its own pair and bet.
- **How it works:** Each pairing plays **match play — count holes won, not strokes**. "1 up" means up by 1 hole. The match **closes when one player can't possibly catch up** ("3&2" = won 3 holes with 2 to play).
- **Example:** \$20 match; you're 2 up after 16 → opponent can win at most 1 of the last 2, match closes, you win \$20.
- **Setup options:** \$ per match, net or gross.

Team Match Play

- **Players:** Any even-sized teams (2v2, 3v3, 4v4...)
- **How it works:** Pick fixed teams up front. Each hole, the **better ball** (lowest score) on each team competes — the team with the lower best ball wins the hole. Match decided hole-by-hole over 18 and closes when a team can't catch up.
- **Setup options:** \$ per player, net or gross, team picker.

Team Low Ball

- **Players:** Any even teams (team picker)
- **How it works:** Same teams as Team match play, but instead of hole-by-hole match play you **sum each team's best ball over all 18 holes**. Lowest total wins.
- **Example:** Team A's combined best balls = 68, Team B's = 71 → Team A wins by 3.
- **Setup options:** \$ per player, net or gross, team picker.

Quota (Points)

- **Players:** 2+
- **How it works:** Each hole earns **Classic Quota points — Albatross 8, Eagle 6, Birdie 4, Par 2, Bogey 1, Double bogey or worse 0** (net or gross). Each player has a **quota target: Auto = 36 – handicap** (a 15-handicap → 21) **or Manual**. Your result = **points earned – quota**. Most over quota wins.
- **Wager:** Buy-in pool (winner takes all / 80/20) or per-point.

Team Quota

- **Players:** Even teams (2v2, 3v3, ...)
- **How it works:** Each player earns points and carries a quota exactly like Quota. **Team total = sum of each member's (points – quota)**. Higher team total wins.
- **Wager:** Buy-in pool or per-point.

Ryder Cup (2v2, 3 segments)

- **Players:** Exactly 4 (2v2 teams)
- **How it works:** 18 holes split into three 6-hole segments, **each a different format — Best Ball** (each plays own ball, team uses lower score), **Scramble** (both hit, pick best, repeat), or **Alternate Shot** (partners share one ball, alternating). **You choose the order of formats at setup.**

- **Scoring:** **1 point** for a hole win, **0.5 each** for a halve, **0** for a loss. After 18, the team with more points wins and collects **point differential × \$/pt per player**.
- **On the score screen:** Best Ball holes use each player's individual score; Scramble and Alternate Shot holes show a **team score entry panel** — one score per team for that hole.
- **Wager:** \$ per point.

Scramble (2v2)

- **Players:** Two teams of two
- **How it works:** Every shot, **both players hit, the team picks the best shot, and everyone plays from that spot** — repeat until holed. One team score per hole.
- **Wager:** \$ per hole (or per the chosen settlement); team scores only, so individual handicaps don't apply.

Side Bets

Par 3 Greenie (with optional Hero Tax)

- **Applies to:** Par 3 holes only
- **How it works:**
 - On each par 3, mark the player **closest to the pin** on the green
 - **Must make par or better** to win the pot
 - Default: \$5 per other player (configurable)
- **Hero Tax (optional penalty):**
 - If the Greenie winner **3-putts**, two things happen:
 - They **forfeit the greenie payout** entirely (\$0)
 - They **pay each other player a fixed Hero Tax amount** (default \$5)
 - Sub-row appears on scorecard asking "Did the greenie winner 3-putt?" — tap to toggle
 - Greenie chip gets ~~crossed out~~ to show payout forfeited
- **On scorecard:** Par 3 Greenie row with chips for each player; tap to mark winner
- **Settlement:** Auto-settles at round end
- **Note:** Different from "Junk Greenie" (smaller, any hole with GIR)

Closest to the Pin

- **Applies to:** Any holes you choose (usually the par 3s — your call)
- **How it works:** The organizer picks which holes qualify when setting up the round. On each qualifying hole, **every player antes** the set amount, the group marks who stuck it closest (**ball must be on the green**), and logs the distance in **feet and inches**. **Closest takes the whole pot**.
- **Tournament rounds:** combine across groups — whoever is closest across all groups wins.
- **On scorecard:** row on qualifying holes; tap winner & enter distance.
- **Board display:** shows winner, distance, and pot for each CTP hole.

Birdie Pool

- **How it works:** Set a payout for **birdies, eagles, and holes-in-one**. Any participant who makes one **collects that amount from every other participant** — straight off the scorecard, no tagging needed.
- **Example:** \$10 birdie, 4 players → birdie collects $\$10 \times 3 = +\30 .
- **Settlement:** auto-settles at round end.

Junk Bets (toggle each independently)

Each junk bet pays **\$X from every other player** to whoever earns it. Multiple players can earn the same junk on a hole, and one player can earn several junks on one hole. Toggle on the Junk row each hole. (GIR auto-fills if the round tracks GIRs.)

Bet	Trigger
• GIR (Green in Regulation)	Ball on the putting surface in par – 2 shots (1 on a par 3, 2 on a par 4, 3 on a par 5) — any hole. Auto-fills if "Track GIRs" is on. Smaller than the Par 3 Greenie.
Sandy	Par or better after being in a bunker on the hole
Barkie	Par or better after hitting a tree
Polie	Make a long putt — typically 10+ feet (group sets the standard)
Snake	Whoever 3-putts gets the snake ; it passes to the next 3-putter, and whoever holds it at the end pays out (defaults to \$0.50 because it tends to land on the same person)
Arnie	Make par without hitting the fairway or the green in regulation (Arnold Palmer's escape-artist par)
Chip-In	Hole out from off the green for par or better (chip, pitch, or fringe putt; a chip-in for bogey doesn't count)

- **Settlement:** auto-settles at round end.
- **Note:** the **Par 3 Greenie** above (a Main-games side bet) is closest-to-pin on par 3s and pays bigger; **GIR** here is the smaller "greenie" that triggers any hole you stick the green on time.

Hydration Bets (sip trackers — no money)

Just-for-fun sip trackers that ride along with any round — **no money changes hands, nothing touches your bets or lifetime stats**. Each game adds sips to a player's hole total. Turn on **"Sips-of-water mode"** in Setup to keep it dry. **Auto** games read the scorecard for you; **manual** ones use the chip on the score row. At round end the **Sip totals** card color-codes everyone from green (dry) to red, and the player with the most sips wins **"Do the Dance"** — a tap-to-dismiss dancing-chicken send-off (a nod to the Instagram birdie dance).

Game	Trigger	Sips / Logging
In the drink	Find a water hazard	1 · manual chip
Bunker / Sand trap	End up in a bunker	1 · manual chip
OB / lost ball	Out of bounds or lost ball	2 · manual chip
Whiff	A full air-swing (miss the ball completely)	1 · manual chip
Worm burner	Top it off the tee and dribble it along the ground	1 · manual chip
Chunk & skull	Fat or thin chip that never reaches the green	1 · manual chip
Three-putt	3+ putts on a hole	1 · auto (needs Putts counter on)
Loser drinks	Highest score on the hole (ties → all tied drink)	1 · auto (high score)
Par or drink	Anyone over par drinks — bogey 1 sip, double+ 2	1–2 · auto
Honors pours	Winner of the last hole hands out the sips	1 · auto (last hole's winner)
Snake (hydration)	3-putt holds the snake; holder at hole 18 finishes their drink	holder finishes drink · auto
Wolf	Rides along with the Wolf game — Wolf loses → Wolf drinks; Lone Wolf win → everyone else drinks	1 · auto
Tee box toast	Everyone sips on every tee box	1 each, every tee · auto
The Turn	Finish your drink at the turn (after hole 9)	finish drink · auto
19th hole tally	Don't sip during play — bank every offense and settle at the clubhouse	running total · sums every other hydration game
Sip totals & "Do the Dance"	End-of-round summary — most sips wins the dancing-chicken send-off	—

Info Tab (Rules & Help)

The **Info** tab (bottom nav, between Events and Crew) is the app's built-in **rulebook and help center** — the authoritative source for every game's scoring, settlement, and setup.

What's inside:

- **Games** — an expandable card per Main game with **How it works** · **Example** · **Setup options** (Skins, Nassau with Huckle, Stroke pot, Banker, Vegas, Dynamic Vegas, 6's, Splix 6's, Niners, Bingo Bango Bongo, Stableford, Wolf/Captain, Match play, Team match, Team low ball, Ryder Cup, Scramble, Quota, Team Quota)
- **Side bets** — Par 3 Greenie (with Hero Tax), Closest to the Pin, Birdie Pool, GIR, Sandy, Barkie, Polie, Snake, Arnie, Chip-In
- **Hydration** — every sip tracker (In the drink, Bunker, OB/lost ball, Whiff, Worm burner, Chunk & skull, Three-putt, Loser drinks, Par or drink, Honors pours, Snake, Wolf, Tee box toast, The Turn, 19th hole tally, Sip totals & "Do the Dance")
- **Quit-early settlement rules** — how match-style games (Match Play, Nassau, Team Match, Team Low Ball, 6's), the Stroke Pot, and per-hole games each settle if you stop before 18
- **Live tweaks** — dollar-amount changes mid-round apply **retroactively to all 18 holes** (including holes already scored)
- **Handicap, par, stroke-index, and tee rating/slope explainers**

This Info-tab text is the same rule content summarized in the [Betting Games](#) section above.

Wager Tab (Friendly Side Bets)

The **Wager** tab (bottom nav, near Stats) lets you place **friendly, bragging-rights bets on a friend's live round — no real money changes hands; it's a ledger.**

Sign-in gated: you must be signed in. The tab shows a "Sign in to wager" gate otherwise.

How it works:

- **Wagers are friends-only** — you can only bet on rounds where you or an accepted friend is playing (live rounds from the last few hours)
- Tap **Live rounds** → **Refresh** to see eligible rounds, then pick one
- Tap **Propose a bet to friends** and choose a wager type:
- **Win pool** — bet on who wins the round
- **Head-to-head** — pick one player to beat another
- **Over/under** — bet a player finishes over or under a number
- Bets are **settled automatically from the final scores**
- Open bets that friends can accept also surface as cards, and live rounds on Home carry a **Wager** quick-button

Send a Wager to a Friend

Any open wager can be **sent straight to a crew-mate** instead of waiting for them to stumble across it.

- On an open wager, tap **"Send to a friend"** and **pick someone from your Crew.**
- They get a **notification** — in real time if their app is open — and a **wager card lands on their Wager tab.**
- The card gives them two buttons: **View** (jumps them right into the Wager tab on that bet) and **Decline.**
- Accepting/viewing applies the wager to their tab so they're in on the action.

NOTE

Push notifications when the app is fully closed are a separate, later addition; today the alert arrives when they next open Bad Golf or while it's running.

Stats Tab

The Stats tab is your personal dashboard — handicap, round history, club setup, tracking history, and account management.

Handicap Index (WHS)

Display:

- Large **handicap number** (to one decimal, e.g., 12.5)
- **Status label**: "Established" (5+ rounds) or "Provisional · best round avg" (under 5 rounds)
- **"Share handicap"** button — export your index + recent rounds

How it's calculated:

- **WHS (World Handicap System)** logic
- Uses lowest 8 differentials from your 20 most recent completed 18-hole rounds
- **Differential** = $(\text{Score} - \text{Course Rating}) \times (113 \div \text{Slope})$ — using the **women's** rating/slope for players whose profile gender is Female (when the tee has them)
- Each tee's rating/slope is applied per tee played that round
- Rounds without a complete 18 holes or a rating/slope are skipped
- Fewer than 5 rounds = **provisional** (calculation valid, but labeled as temporary)

Automatic recalculation:

- Your handicap **recalculates automatically** every time you finish a round (or add a past round) — there is no manual "recalculate" button
- The differential for each saved round is re-derived from that course's current tee rating/slope, so correcting a course's rating updates your index next time a round is saved

Differentials & Round History

"Differentials" section:

- List of recent rounds with:
 - **Date** and **course name**
 - **Gross score** (your total)
 - **Differential** (0.0–99.9 format)
 - **Tee played** (e.g., Blue, Championship)
- Sortable by date or differential
- Tap any round to view full scorecard

"Add past round" button:

- Upload a round from before you started using Bad Golf

- Enter date, course, gross score, tee, holes played
- If you have tee rating/slope, differential auto-calculates
- Counts toward your handicap if 18 holes + full rating/slope data

Detailed Statistics

Stat tiles (tap any to drill down):

- **GIR %** — greens in regulation percentage (tap for per-hole breakdown)
- **Fairways %** — fairways hit / par 4+5 attempts (tap for per-hole breakdown)
- **Putts / round** — average putts per round (tap for per-hole breakdown)
- **Avg score** — gross score over completed rounds
- **Rounds played** — total rounds in history

Filters:

- **Player select** (dropdown) — view stats for another player in the roster
- **Date range** (optional, typically last 20 rounds shown)

Toggles:

- **All data tracked?** — shows if your rounds have putts/GIR/fairway data; if not, turn on tracking next round
- Clicking any stat card opens a detail view with chart and per-hole breakdown

Round Settings Card (Pop-ups, Smack-Talk, Visibility, Etc.)

"⚙️Settings" section (folded under a collapsible header):

Round pop-ups:

- Toggle ON/OFF — receive push notifications on **this phone** for:
 - Birdies & eagles
 - Sips (hydration penalties)
 - Blowups (double bogey+)

Smack-talk voice:

- Toggle ON/OFF — enable voice callouts on this phone (separate from game)
- **Package selector:** choose generic voice or Spanish (Roland)
- See [Smack-Talk section](#) for details

Stats visibility:

- **Everyone** — all crew can see your rounds, scores, handicap
- **Friends only** — only accepted friends see your stats
- **Just me** — completely private (no crew visibility)

Drive distance estimate:

- Toggle ON/OFF — auto-log drive distances from GPS (requires Start round → GPS)
- Estimates stored in "My Shots" log

Alert friends:

- Toggle ON/OFF — notify friends when you're starting a round (appears in their crew invites)

My Clubs

Expandable "My clubs" section:

Purpose: Define your real bag's distance ranges so GPS recommends from **your** clubs instead of amateur averages.

How to set up:

- One input per club (Driver, 3-wood, 2-iron, etc.)
- Enter the **distance range in yards** (e.g., 220–240 for driver)
- Customize labels (e.g., "PW 45°" instead of just "Wedge")
- **Leave blank** to skip clubs you don't carry
- **Drag to reorder** by the  handle
- **"Reset to standard bag"** button — restore default clubs

On GPS:

- GPS recommends your next club based on distances from your bag
- Tap **"Pick from My Clubs"** to override the auto-pick

Examples:

- Driver: 220–240 yards
- 7-iron: 155–170 yards
- Sand wedge: 100–120 yards
- Putter: ● (no yardage needed)

My Shots

Expandable "My shots" section:

What's logged:

- **Drive estimates** (from GPS auto-track or manual Track Shot)
- **Tracked shots** (from GPS + any club you labeled)
- Date, hole, course, distance, wind, temp, club

View & manage:

- List shows all tracked shots (searchable, filterable by date/course)

- Tap a shot to see full details
- Tap **x** to delete any shot from your history

Tied to golf.com / shot tracking:

- Shots sync to your profile so you can track your real distance numbers over time
 - Helps refine My Clubs setup
-

Rounds Tab

The Rounds tab shows all your past rounds and scheduled upcoming rounds.

Past Rounds List

Display:

- Cards sorted by date (newest first)
- Shows: **Date**, **course**, **players** count, **final score** (gross), **status** (completed/unfinished)
- Tap a round to view leaderboard, settle-up, or edit (if unfinished)

Search & filter:

- **"Search course or player..."** input — find rounds by course name or player name
- **"Clear all"** button (admin only) — delete entire history (with confirmation)

View Round

Tap any past round card:

- Opens **leaderboard** with final scores, money settled, and banker history (if applicable)
- Tap **"Score"** tab to see hole-by-hole breakdown
- Tap **"Bets"** tab to see all side bets and junk
- **"Close"** button (top-right) — exit round view

Delete Round

During round (unfinished):

- **"Delete round"** button — remove round from your list only
- Other players keep the round
- If it counted toward your handicap, it's removed and your handicap recalculates
- Confirmation: "Delete this round from YOUR list? Everyone else keeps it."

Manual / Past Round Entries

"Add past round" button:

- Date picker — select when you played
- **Course search** — find the course
- **Gross score** — your total
- **Tee selected** — which tees (sets rating/slope for differential)
- **Holes played** — 9 or 18 (needed for handicap)

- Tap **"Save"** — added to your history and recalculates handicap

Scheduled Rounds Personalization

"Scheduled rounds" list (Rounds tab and Events tab):

- The list is **personalized to you** — it shows only scheduled rounds **you're actually in** (you created it or you're listed as a player), still scheduled and not expired, **plus** any templates you created
 - It no longer shows every other user's scheduled rounds
 - Tap a scheduled round to **edit its setup or start it now**; tap a template to load the whole setup into Play to tweak, then Start or re-schedule
-

Times Tab (Tee-Time Calendar)

The **Times** tab is a shared **tee-time calendar** for you and your crew. It opens on today, shows the next ~30 days at a glance, and pages a full **12 months** ahead so you can see who's playing when, post your own tee times, and fill the open spots — all from your phone.

The Calendar

- Opens on the **current month with today highlighted**; the next 30 days are the focus.
- Use the ◀ ▶ arrows to page months (up to a year out, plus a little way back), or the **"Today"** button to jump home.
- Each day cell shows a **compact count** of how many tee times are on it (e.g. "3"); days with open public slots get a subtle accent dot.
- **Tap a day** to open that day's tee times in time order — each row shows the time, course, how many spots are open ("2 open / 4"), who's already in, and a **Public / Private** pill.
- **Tap a tee time** for the full roster and the action buttons you're allowed to use (Join, Invite, Add player, Edit, Cancel).

Adding a Tee Time

Tap the sticky **" + Add tee time"** button. One form covers a lot of flexibility:

- **Course** — pick from the course library; you can add **several courses** in one batch.
- **Day(s)** — one date, several dates, or a range (e.g. every Saturday this month).
- **Time(s)** — one time, or **several tee times on the same day** (7:40, 7:50, 8:00 — all at once). There's an **"⌚ Auto-fill times"** helper to space them out.
- **Group size** — how many spots the tee time holds (default 4; adjustable). **Open slots = group size – players already in.**
- **Players (optional)** — pre-seat anyone you already know is coming.
- **Public or Private** — **Public** = all your friends/crew can see and join it; **Private** = only the people you invite can see it. You can apply the choice to the whole batch.

Pick 3 courses across 4 Saturdays and Bad Golf creates all 12 tee times together (managed as one series) — each one saved as its own reliable record.

Filling the Spots — Invites & Auto-Add

- **Invite:** tap **"Invite to this tee time"** to send an in-app invite (it lands in their Home invite list with a notification) or open the **share sheet** with a join link for someone not yet in the app. When they accept, they take an open spot.

- **Add player (auto-add):** as the person who created the tee time, you can **add a crew-mate straight into a spot** without waiting for them to accept — they still get a notification ("Tyler added you to a tee time at Cedar Crest, Sat 8:20am") and can drop out if they can't make it.
- **Move players around:** drag anyone (including yourself) between tee times with their dropdown; crew grab whatever opens up.
- When every spot on a tee time fills, it closes and rolls into your **Scheduled Rounds**, ready to start when the day arrives.

Telling Players Apart (v573)

Because more people are on the app now, the **player picker** shows a bit more so you never add the wrong "Chris M.":

- **Full names** (e.g. "Christopher Martinez") on the top line, with a second line showing up to two of **crew · home course · handicap**.
- **Color-coded avatars** — each player gets a consistent color (when they have no photo), so the same person is the same color everywhere and becomes easy to recognize.
- The list is **ranked** crew first, then whoever you've played with most recently, then alphabetical.

Sharing the Calendar

Tap "**Share calendar**" to open the share sheet with a link. Whoever opens it lands right on the Times tab and sees your **public** (crew/friends-visible) tee times. Private slots never show up through a shared link unless that person was individually invited. If they don't have Bad Golf yet, the link points them to get it first, then drops them on the calendar.

NOTE

Tee times and scheduled rounds are the same family — a round you schedule elsewhere also appears here, and vice-versa. Everything you add saves reliably across your devices and your crew's.

Events / Tournaments

Events (Tournaments 2.0) are big-group outings — 5+ players, multiple carts, one leaderboard.

Creating a Tournament

" + New team tournament" or "+ New daily tournament" button (Rounds tab, if tournaments available):

Tournament types:

- **Team tournament** — 2+ teams compete over multiple rounds (league-style)
- **Daily tournament** — one-day event, many carts, one leaderboard

Setup flow:

1. Enter tournament name and date range
2. Add teams / players
3. Assign courses (one per day if multi-day)
4. Choose betting games (same as regular rounds)
5. Save and share invite link

Invite players:

- **"Share invite link"** — sends sharable URL
- Players tap the link to join the tournament
- Admins see join status in real-time

Viewing Tournament Details

From Events tab:

- See all upcoming tournaments
- Tap to view:
 - **Leaderboard** — cumulative scores across all rounds
 - **Schedule** — which courses which days
 - **Teams** — players assigned to each team
 - **Rules** — betting games enabled

Live during tournament:

- **Leaderboard updates** in real-time
- **Tap a player** to spectate their GPS

Templates

Tournament setups can be saved and reused (the feature is **live**):

- From a tournament's home screen, tap **"Save as template"**
 - The template stores the format, games, and default course (not the players)
 - **"Use"** creates a fresh copy to add players to
 - Your own templates show in your list — they're personalized to you, not the whole roster
-

Smack-Talk / Trash-Talk Voice

Smack-talk voice adds spoken roasts and hype during the round. It's an **opt-in** toggle and runs per-phone.

Enabling Smack-Talk

Location: Stats tab → **Round settings** card → **"Smack-talk voice"** toggle

How it works:

- Toggle ON to hear spoken callouts on **this phone only** (each phone opts in/out independently)
- The voice fires at the **end of each hole** and speaks **at most one line per hole** — so two voices never stack
- Roasts fire on a **blow-up** (double bogey+ / 3-putt / double par); the single worst blow-up of the hole gets roasted
- A **birdie-or-better** triggers hype instead

The Roland Package (full Spanish)

There's a special package tied to the player **Roland** (recognized by name "Roland" / "Castillo"):

- **All of Roland's trash-talk is in Spanish** — his own set of lines (e.g. "¿La Daga Española? Más bien el Desastre Español.") spoken in a **Spanish female voice**
- **Birdie hype in Spanish** (e.g. "¡Ay, papacito, qué grande eres!")
- When Roland makes a birdie-or-better, his **photo pops up full-screen** (gated by Round pop-ups), and his birdie hype takes priority over any roast that hole
- **Round-start announcement** — when a round with Roland kicks off (smack on), the app announces him in Spanish ("¡La Daga Española ha llegado!")
- Everyone **other than Roland** is roasted in **English**

Voice Picker

On the **Round settings card** there's a **system-voice selector** (the "**/voice**" dropdown, default **"Default"**):

- It's populated from your device's installed text-to-speech voices (the closest the OS exposes to its system/ Siri-family voices)
- The chosen voice is used for the **English** (non-Roland) lines; Roland always uses a Spanish female voice
- Changing it previews immediately and persists on that device

Birdie Hype & Photo

On a birdie (smack-talk on):

- Spoken hype plays (Spanish for Roland with his photo pop-up; English otherwise)
 - A **crew highlight** is also posted to the Home feed (unless pop-ups are off), with the player's photo, hole, course, and reaction buttons (fist-bump, comment)
-

Crew Tab

The Crew tab is your player roster and friend network.

Friends List

"Friends" section (top):

- Shows all **accepted friends** — people you mutually added
- Tap a friend's photo to open their **profile card** with:
 - Handicap index & status
 - Recent rounds & scores
 - **"View all rounds"** button
 - **"Invite to next round"** quick action

Add a friend:

- **" + Add"** button (top-right of Friends section)
- Opens **"Add a friend"** modal with searchable crew list
- Tap a player to send them a friend request
- Modal closes after sending; they get a notification

Crew Management

"Crew" section (below friends):

- Shows all players ever in a round with you (your **shared roster**)
- Tap a player's row to open their profile card (same as friends)
- Player metadata shown: **recent score**, **status** (active/new/inactive)

Removing a player from the roster:

- This is an **admin function**
- See [Admin side → User Management](#)

Friend Requests

"Friend requests" section:

- Shows pending requests FROM other players (waiting for your acceptance)
- Each request shows **player name & handicap**
- **Accept** — tap to accept the request; they're now a friend
- **Decline** — tap to ignore (you can add them later)

Notifications & pop-up:

- When someone sends you a friend request, an in-app **friend-request pop-up** appears (with their name) so you can Accept or Decline on the spot
- A badge also appears on the Crew tab

Accepting Friend Requests

When you receive a request:

- **Push notification** (if enabled): "[Player] wants to be your friend"
- **Crew tab badge** — red dot on Crew tab icon
- Tap **"Accept"** in the request list to confirm
- Once accepted, they appear in your Friends list
- You can now invite each other to live rounds

Crew Highlights

Separate from Friends:

- Crew highlights feed (on Home tab) shows all crew activity
 - Friend requests unlock **friends-only visibility** (you only see rounds from accepted friends)
 - Until you accept friends, you see full roster rounds
-

Common Workflows

Starting Your First Round

1. **Home tab** → "**Play now**" button
2. **Search and select course** (or request if missing)
3. **Pick your tees** (system auto-sets handicap)
4. **Add players** from your friends/crew
5. **Toggle betting games** you want (Skins, Nassau, Junk, etc.)
6. **Configure rules**: Gross/Net, tracking (Putts, GIRs, Fairways)
7. "**▶ Start round now**" button
8. **Score Tab** appears — enter scores hole-by-hole
9. **GPS** opens when you tap "Score" button
10. **Board Tab** shows live leaderboard and settlements

Spectating a Friend's Round

1. **Home tab** → "**Live now**" card
2. Tap a friend's live round row
3. **GPS opens in spectator mode** (read-only)
4. See their live location (if they toggled share location ON)
5. Scores update in real-time
6. Tap **player dropdown** to switch between players

Adding Friends & Inviting to Rounds

1. **Crew tab** → "**+ Add**" button
2. **Search** for a player in the crew roster
3. Tap their name → **friend request sent**
4. They see the request in their Crew tab and tap **Accept**
5. Once accepted, "**Invite to next round**" button appears on their profile
6. When creating a new round, tap their name in the player-picker to add them

Inviting to a live round:

- From the invite list, tap a friend to send a game invite. The button changes to "**✓ Invited — tap to resend**" — tap again to **resend** the invite (it's re-sent cleanly each time)
- When you **start a round**, anyone already added whose account is linked is **auto-invited** — they get the pop-up without you doing anything

- The invited player sees an " **Game invite**" pop-up with "**Join now**" / "**Ignore**" — tapping **Join now** drops them straight into the round's GPS

Tracking Your Handicap

1. **Stats tab** → "**Your handicap**" section (top)
2. View:
3. **Index** (to 1 decimal)
4. **Status** (Established / Provisional)
5. **Recent differentials** (tap any round for full scorecard)
6. Tap " **Add past round**" to log rounds you played before using the app
7. Tap "**Share handicap**" to export your index + recent rounds
8. Your index updates automatically each time you finish or add a round — no manual recalculation needed

Using the GPS Rangefinder

1. During a round, tap the "**Score**" button on the Score tab
2. **GPS view opens** with satellite view of the hole
3. **FRONT / MID / BACK** distances shown (center-top)
4. **Drag the target marker** (yellow flag) to your intended target
5. **Wind panel** (tap ☉ icon) — shows wind direction & speed
6. **Club suggestion** (Plays-Like mode) — tap to switch from Plays-As
7. Tap "**Track Shot**" to log a drive distance estimate
8. Tap "**Score**" to close GPS and enter the score

Marking Junk Bets on Scorecard

1. On the scorecard, scroll to **Junk row** (below player scores)
2. See toggles for Greenie, Sandie, Barkie, Polie, Arnie, Nice
3. **Tap a player's name** to toggle them for that junk on that hole
4. Multiple players can score the same junk
5. At round end, **auto-settles** and pays out per configuration

Managing Your Club Distances

1. **Stats tab** → "**My clubs**" (expandable section)
2. **One input per club:**
3. Enter **distance range** in yards (e.g., 220–240 for driver)
4. **Customize label** (e.g., "PW 45°")
5. **Leave blank** to skip clubs you don't carry

6. Drag **⋮** to reorder
7. "**Reset to standard bag**" button to restore defaults
8. Next time you start a round with GPS, **club recommendations** use your distances

Glossary

NOTE

New in v79–v84: player *Gender* drives women's tee rating/slope in handicap math; admin *BlueGolf* auto-fill, women's rating/slope per tee, Reverse nines, and a hub *Delete course* button.

Term	Definition
Handicap Index	Your WHS rating (one decimal); based on best 8 of last 20 round differentials
Differential	$(\text{Score} - \text{Course Rating}) \times (113 \div \text{Slope})$; measures difficulty of a specific round
Course Handicap	$\text{Index} \times (\text{Slope} \div 113) + (\text{Rating} - \text{Par})$; your handicap adjusted to a specific tee
Provisional	Status when < 5 rounds played; calculation is valid but temporary
GIR	Greens in Regulation; $\text{score} \leq \text{par} - 2$
Stroke Index (SI)	1–18 ranking of holes by difficulty; used to allocate handicap strokes in net games
Net	Score adjusted by handicap strokes (fairness in mixed-ability groups)
Gross	Raw score without handicap adjustments
Best Ball	Team format; each player plays own ball, team takes the lower score per hole
Scramble	Team format; both hit, pick best, repeat (one team score per hole)
Nassau	Three separate 9-hole bets (front, back, overall)
Skins	Lowest score on each hole wins that hole's pot
Vegas	2v2 format; scores paired (high & low per team) not added
Junk	Side bets triggered by specific outcomes (Greenie, Sandie, Barkie, etc.)
Par 3 Greenie	Closest to pin on par 3s (must make par or better); with optional Hero Tax penalty
Hero Tax	Penalty: if Par 3 Greenie winner 3-putts, they forfeit payout AND pay each player
Birdie Pool	Automatic payout for birdie/eagle/ace from each player
Closest to the Pin	Mark the winner on qualifying holes; log distance in feet & inches
Fairway Center	Ideal landing zone (green dot on GPS) for par 4s/5s
Verified course	● Course is complete: pars set, tee ratings/slopes filled, GPS mapped
Tee time	A calendar reservation on the Times tab: a course + date + time + a group size, with named players and open spots
Open slots	Spots still available on a tee time (group size minus players already in)

Term	Definition
<i>Niners</i>	<i>The 9-point game for exactly 3 players — 9 points per hole (low 5, mid 3, high 1)</i>
<i>Payment handles</i>	<i>Your Venmo / Cash App / PayPal for one-tap settle-up; only your playing partners can see them, only to pay you</i>
<i>Differential</i>	<i>Measure of round difficulty; used to calculate handicap</i>

Tips & Tricks

Make the Most of GPS

- **Before your round:** Set up My Clubs with your real distances (takes 5 min, saves hours of confusion on-course)
- **On each hole:** Drag the target marker to your intended shot (layup vs. flag) to see club recommendations
- **Wind mode:** Turn on wind visualization to see how direction/speed affects the ball
- **Track drives:** Tap "Track Shot" after big drives to log your real distance and refine your club setup over time

Manage Your Handicap

- **Complete at least 5 rounds** with full 18 holes + tee data before your handicap stabilizes (becomes "Established")
- **Track putts & GIRs** on every round — feeds your statistics and helps spot trends
- **Review your differentials** (Stats tab) to see which rounds count toward your index (best 8 of 20)
- **Share your handicap** (Stats tab → "Share handicap") to prove your legitimacy to other golfers

Run Smooth Rounds

- **Save your setup as a template** — in the schedule flow tick "**Save as reusable template**" so you don't re-configure Skins + Nassau + Junk every Sunday; "**Use**" spins up a fresh copy
- **Create a friends list** (Crew tab) so invites are one-tap and Home tab feeds are just your crew
- **Set stats visibility** (Stats tab → Settings) to control who sees your rounds (Everyone / Friends only / Just me)
- **Enable pop-up notifications** (Stats tab → Settings) so you don't miss crew highlights and live round alerts

Settle Money Fairly

- **Use the Board tab** for live settlement tracking (shows provisional money during the round)
- **Tap "Text settle-up"** to send SMS with each player's balance (no app needed to view)
- **Junk auto-settles** — don't manually calculate greenies, sandies, etc.; the app does it
- **Review the breakdown** (after round → "Share results") before asking for payment