



## Digital Scorecards Mobile App Instructions for Players



In order to meet the requirements of scoring in Stroke Play as set forth in Rule 3.3b, the MGA will be using the “Digital Scorecard” method of electronic scoring beginning in 2021. This will be in use for all **MGA** championships and qualifying events as well as all **USGA** qualifying events. It is important that you make yourself aware of this process by reading these instructions and/or [watching the video](#) posted on the event webpage prior to arriving at your tournament course. This will be the “official” means by which scores will be recorded and returned. However, if any player wishes to keep a paper scorecard as a backup to this process, you should come prepared accordingly. The MGA will not be providing “official” scorecards.

(NOTE: A scorecard of the course being played is available for downloading at the webpage for each event. You should look for the green button immediately under the host club logo. Course scorecards also may be available from the Golf Shop of the course being played.)


Lastly, while scoring in this manner will not use much power, you should be sure your device (phone) is completely charged prior to starting your round to avoid complications caused by your phone going dead during the round. Also, this process uses very little data for those with limited data plans.

We know you will enjoy the flexibility and benefits of using this new electronic scoring method. If you have any questions, please feel free to reach out to Doug Hoffmann, MGA Director of Rules and Competitions, at [Doug@mngolf.org](mailto:Doug@mngolf.org) or 612/964-4249.

Watch the video instructions by clicking [HERE](#).

## Step 1: Download the USGA Tournament Management Mobile App

If you have not downloaded the app previously, you should download it prior to arriving at your tournament site. The USGA Tournament Management Mobile App is available at both the **(Android) Play Store** and **(Apple) App Store**. Here is what it looks like.



**USGA TOURNAMENT MANAGEMENT**

USGA Tournament Management


Golf Handicap and Information Network Sports ★★★★★ 16

Everyone

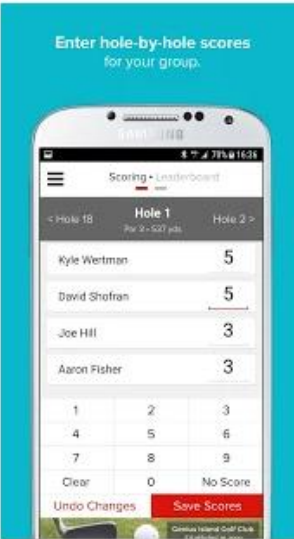
This app is available for all of your devices

You can share this with your family. [Learn more about Family Library.](#) **Installed**

**Sign in using your GGID from the scorecard.**

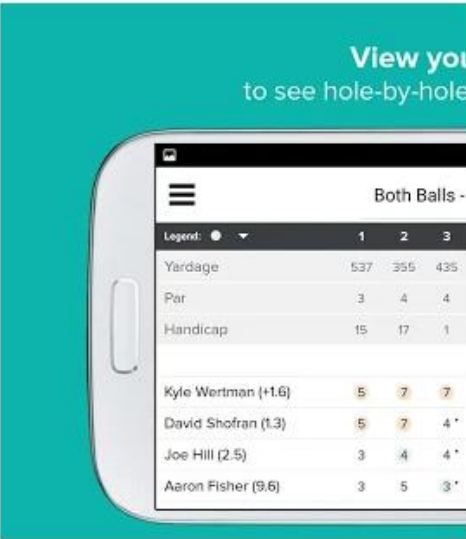


**Enter hole-by-hole scores for your group.**



| Player        | Score |
|---------------|-------|
| Kyle Wertman  | 5     |
| David Shofran | 5     |
| Joe Hill      | 3     |
| Aaron Fisher  | 3     |

**View your scores to see hole-by-hole.**

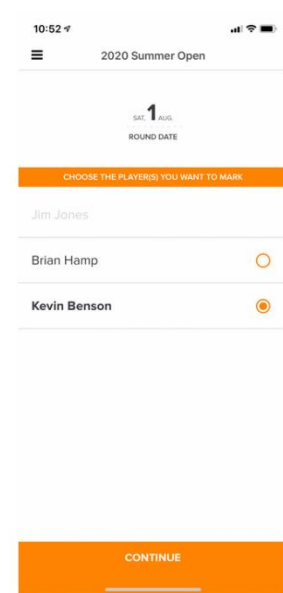
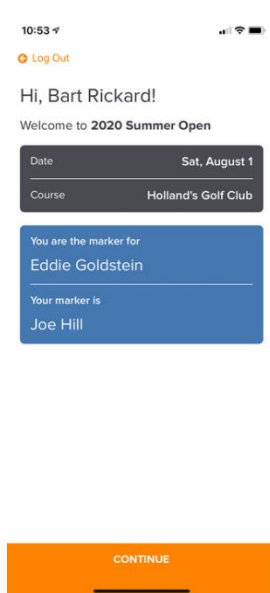
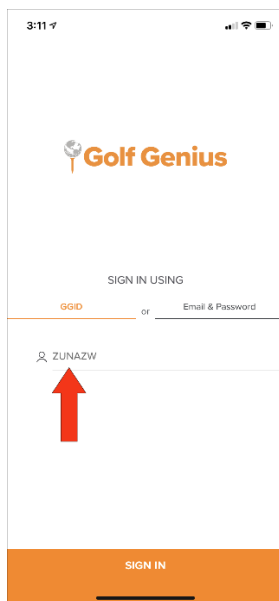


|                     | 1   | 2   | 3   |
|---------------------|-----|-----|-----|
| Yardage             | 537 | 355 | 435 |
| Par                 | 3   | 4   | 4   |
| Handicap            | 15  | 17  | 1   |
| Kyle Wertman (+1.6) | 5   | 7   | 7   |
| David Shofran (1.3) | 5   | 7   | 4*  |
| Joe Hill (2.5)      | 3   | 4   | 4*  |
| Aaron Fisher (9.6)  | 3   | 5   | 3*  |

## Step 2: Log into the USGA Tournament Management Mobile App

To log into the USGA Tournament Management mobile app, you will need to enter your Player GGID (as shown below in the image on the left) which should be provided by the Committee. After logging in, you will view your marker assignment.

After viewing your marker assignments, you will then be directed to the score entry page for your first hole.



### Step 3: Entering Scores

On the score entry page (shown below), you can then enter scores for the player you are marking. You can also enter your own markers notes.

After entering scores and markers notes for a hole, click "Save Scores" and you will be directed to the next hole. You will do this for each hole.

The screenshot shows a mobile application interface for entering scores on Hole 1. At the top, the time is 10:52 and the page title is "Scoring • Leaderboard". Below this, a dark blue header bar displays "Hole 1" with "Par 4 • 400 yds" underneath, and navigation arrows for "Hole 18" and "Hole 2".

The main content area is divided into two sections:

- Players:** A blue-bordered box containing a white input field with "Kevin Benson" and a score of "4" on a line.
- Marker's Notes:** A grey-bordered box containing a white input field with "Jim Jones" and a score of "5" on a line.

Below these sections is a 4x3 grid of buttons for score entry:

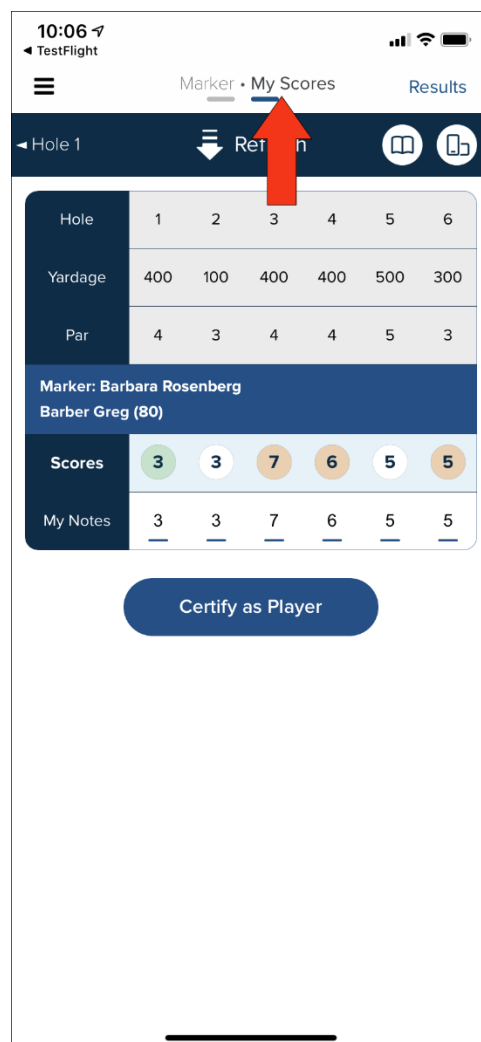
|       |   |   |  |
|-------|---|---|--|
| 1     | 2 | 3 |  |
| 4     | 5 | 6 |  |
| 7     | 8 | 9 |  |
| Clear | 0 | X |  |

At the bottom of the screen are two buttons: "Undo Changes" (orange text) and "Save Scores" (orange background).

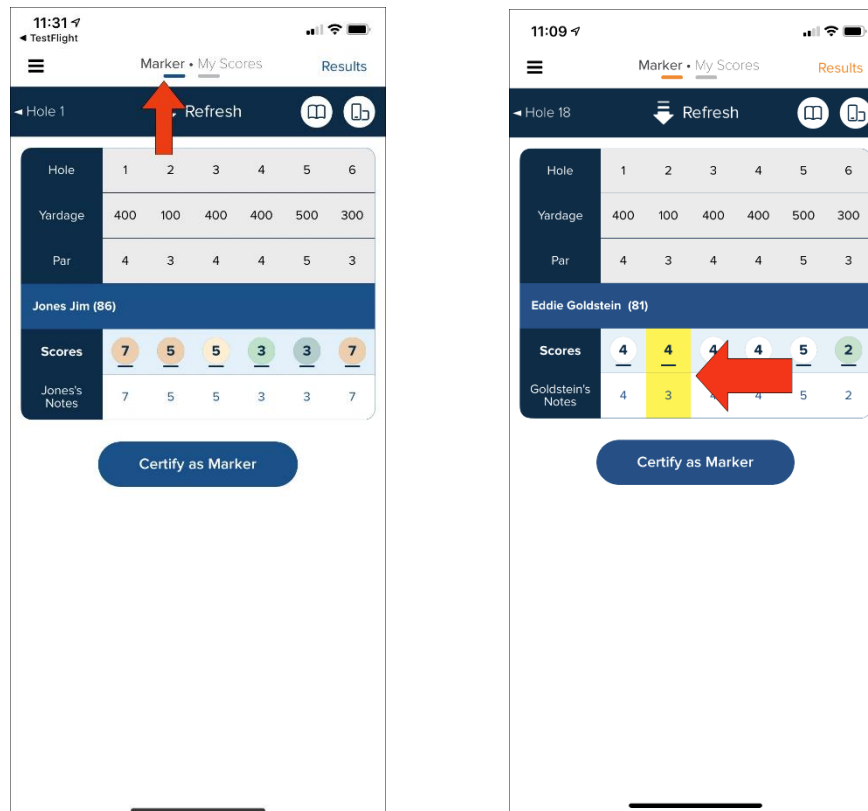
## Step 4: The End of the Round – Reviewing and Certifying Scores

After entering and saving scores for all holes, you will be directed to a page to review and certify scores.

In the "My Scores" view (shown below), you can compare your markers notes against the scores entered by your marker. If there are no conflicts or inconsistencies, select "Certify as Player" to certify the scores.

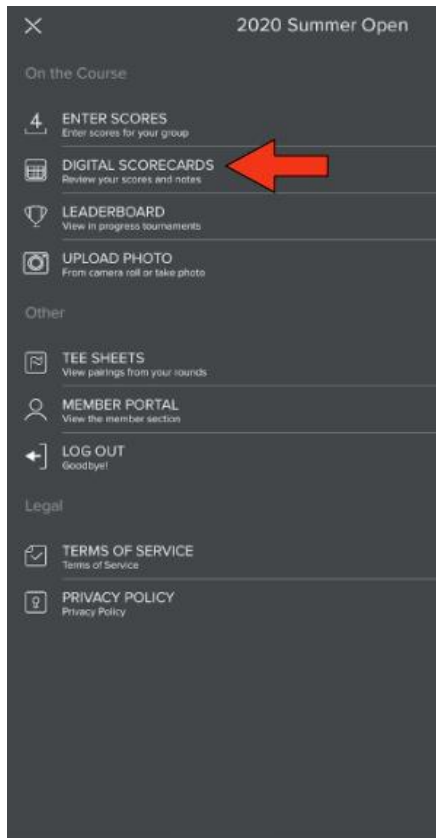


When going to the "Marker" view (as shown below in the image on the left), you can compare the scores you entered for the other player with their markers notes. If there are no conflicts or inconsistencies, select "Certify as Marker" to certify the scores.



If there are any inconsistencies or conflicts when comparing scores, they will be highlighted in yellow (as shown above in the image on the right). As long as the scores have not yet been certified, you can change scores or markers notes by selecting the scoring cell and making the change.

Once you have certified your scores as a player and your marker has certified your scores as a marker, your scores will then be ready to be submitted to your tournament administrator.



If you ever need to return to the "Review and Certify" area, you can do so by selecting "Digital Scorecards" on the home screen of the mobile app (as shown below).

You also may look at the "Leaderboard" (option immediately beneath the red arrow) at any time to see how the other players are faring.