

ASG Golf V2 – User Guide

The Tour Screen

The program opens with the tour screen. The default tour is the Exhibition Series tour. This is a special tour for two reasons.

- There are no tour stats kept
- You can set up casual rounds

It is intended that this tour is used for casual rounds or exhibition tournaments.

Use the **New** button to create a new tour.

(If you are in demo mode then a separate tour called Exhibition Series (Demo) will be the only tour available. This tour will be de-activated once you register the program. The new tour option will not be available when in demo mode.)

OPTIONS

You should first make yourself aware of the various options available for the tour and also globally.

There are three *tour specific* options.

- Base Prize Fund – This is the default prize fund for each tournament. It can however be changed for individual tournaments
- Auto Prize Fund – If selected, the category of the tournament will determine the default prize fund (based on the case prize fund)
 - Major and Category A tournaments – 100% of base
 - Category B tournaments – 80% of base
 - Category C tournaments – 50% of base
- Auto Cut – If selected, the level of the cut will be based on the number of golfers entered into the tournament. The level will be number of golfers / 2 rounded to the nearest 10 (max of 70 and min of 20). So if you entered 80 golfers, the cut level would be top 40, if you entered 150 golfers it would be the top 70.

You can also reset the full tour from here.

There are several *Global Options*:

- Alternative Scoring Colors - By default the program uses red for a birdie, green for a par and black for a bogey on scorecards. With this option enabled, birdies will be shown on a blue background and bogeys on an orange background.
- Shot/Putting Animation Speed – These sliders can be used to adjust the animation speed based on your computer's performance.
- Adjust Font Size – You can increase or decrease the overall font size to find the optimum size for your computer's display resolution.

Finally, there are several *Shot by Shot options* which apply when you are on the course screen.

- Variable wind strength/direction – These are explained in the game engine documentation.
- Display aiming distance – if enabled you will be told how far the aiming target is from the ball and also from the pin. For added realism, this should be disabled and the yardage book used to determine the correct aiming point.
- Automatic tap-ins – If enabled then golfers will attempt to tap in all puts of 2 feet or under. Use the delay slider to set the delay between the previous putt and the tap-in attempt.

Tournament Creation

The next step will be to create a tournament. There are various types of tournaments available. **Create Strokeplay** will be explained in detail and any differences explained for the other formats.

CREATE STROKEPLAY

Tournament Options

Down the left of the screen are the various options you can set for the tournament. You can rename the tournament, schedule up to 5 rounds at different courses, set the prize fund and also the category of the tournament (Major and category A-C). The prize fund will change as you change the category if you have Auto Prize Fund selected. So set the category first before altering the prize fund if desired.

A tournament can be one of four types which determine how the tour points are awarded.

1. Non-Points counting event – No points are awarded
2. Tour Event. Standard points are awarded – this is in line with the current Fedex points system based on the tournament category.
3. Tour Playoff. X5 points are awarded.
4. Tour Championship. X5 points are awarded. Also when this tournament is first *opened* a points reset takes place. This resets the points for the entered golfers based on their current points position (basically awards x5 points as if it was the end of a tournament and the leaderboard was the points list. These points are shown on the stats screen report. The tour championship also has restrictions on golfer entry criteria.

You can also set the parameters of the cut (remembering again that the cut level may change as you add players to the tournament).

Stableford and Modified Stableford have been included and this scoring system should now be reflected on all the screens.

Finally you can define how any playoff will be played out. This is described in more detail at the end of this section.

Adding Golfers

The process for adding golfers to a tournament in version 2 has changed from version 1. In version 2 your first step is to make the golfers available for selection for the tournament.

To make golfers available, use the drop-down boxes to select a card set and golfer. They will be added to the availability list. Click the **Add All** button to add every golfer in the card set to the availability list.

A golfer who is on the availability list will not be automatically added to the tournament. He will only be added if he is selected. When the tournament is finally saved, all selected golfers will be added to the tournament and the tour. All non-selected golfers will be discarded, so remember that *all golfers who appear on the screen do not necessarily get added to the tour.*

This means that you could for example add a full card set to the availability list, but only finally enter 10 golfers into the tournament. These 10 will be added to the tour, and the remaining will not.

When you create subsequent tournaments the current tour members will be automatically initially added to the availability list.

Note that the golfers are now sorted as follows:

1. By Tournament Entry

2. By Seed (or ranking if selected by points/money list)
3. By category
4. Alpha

This will be updated when you add a new cardset or create a new custom list. It will not update when manually adding or removing golfers.

Finalizing the Tournament Entry List

To manually select a golfer for entry, click his name on the screen and he will revert from being greyed out. To remove him from the tournament, click his name again.

Each tournament has a minimum entry level of 4 players and a maximum of 156. There is no limit to the number of golfers who can be added to a tour.

Rather than individually setting the entry list, you can click the **Select** button which will allow you to define parameters to create a custom entry list.

This displays the following options:

- Target Entrants. Set the number of golfers you want to be entered into the tournament
- Include Players from a Specific Country. You can select one or more countries. When creating the entry list, players from the selected countries will be given the highest priority.
- Top of Points List. The entry list will be filled starting from the top of the current points list and working down.
- Top of Money List. The entry list will be filled starting from the top of the current money list and working down.
- Random by Quality. Golfers will be selected based on their Quality rating and the category of the tournament. Quality ratings will be explained later in this section.
- Random Selection. The entry list will be filled randomly.

You therefore have a powerful set of tools to easily create your list of golfers for the tournament.

Once you have selected a legal number of golfers and scheduled at least one round then the **Save** button will become available. This will create the tournament and return you to the **Summary** tab where the tournament will be available for play.

Golfer Quality and Tournament Category

Each golfer has been allocated a Quality rating. These are purely subjective and indicate the type of tournament the golfer is most likely to participate in. You can change the quality rating for a golfer in the tour by **right-clicking** the rating to reduce it and **left-clicking** the rating to increase it. This change will only apply to the current tour.

When you select the Random by Quality selection option the makeup of the entry list will depend on a combination of the tournament category and the golfer's quality as follows:

Golfer Quality A*/A

This golfer will appear in all Major and Category A tournaments. He has a 90% chance of appearing in a category B tournament, but only a 10% chance of appearing in a category C tournament.

Golfer Quality B

This golfer has a 90% chance of appearing in a category B tournament, and a 40% chance of appearing in a category C tournament.

The tournament category then is applied as follows:

Major / Category A

Quality A*/A golfers will automatically be added. Then Quality B golfers will be randomly added. If space is still available then Quality C will be randomly added.

Category B / C

Quality A*/A and B golfers will be checked to see if they enter the tournament. If there are remaining places then they will be filled by Quality C golfers.

Any unfilled places after the entire process will be filled randomly from the tour members.

Playoff Format

Playoffs can be set to create a variety of real life scenarios. Use the Playoff Holes box to specify which holes are used for the initial playoff.

Entering an **R** followed by the sudden-death playoff holes will mean that a full 18 hole round will be played to determine the winner. If no winner is found then the playoff continues.

Once the initial playoff is completed and there is no winner, the holes specified in Repeat Holes are played in turn until there is a winner.

Setting the minimum holes to more than one will mean that the golfers play this number of holes before any potential winner is decided.

Here are some examples:

Playoff Holes 17, 18. Repeat Holes 18, Minimum Holes 1. Sudden-death playoff starting at the 17th and replaying the 18th until a winner is found.

Playoff Holes 15,16,17,18. Repeat Holes 18, Minimum Holes 4. A 4 hole minimum playoff after which if there is no winner, the golfers repeat the 18th.

Playoff Holes R,18. Repeat Holes 18, Minimum Holes 1. An 18 hole playoff. If there is no winner at the end then the 18th is repeated until there is a winner.

CREATE MATCHPLAY

A match play tournament pairs up golfers over 18 holes of match play golf with the winner progressing to the next round. Matches finishing all square after 18 holes will go down the first and subsequent holes until a winner is found. There is an option to have the final match played over 36 holes.

There are a set number of entries, which can be 4, 8, 16, 32, 64, or 128. The number will initially be set to the highest possible based on the number of tour members. This can be changed from the options section of the screen. You cannot change it when setting a custom entry list.

Added option for 3rd place playoff.

Seedings have also been added. A default number of seeds are set based on the field size (max of 32). Seedings work in the program as follows:

1. The top 2 seeds are placed at either end of the bracket.
2. Seeds 3-4 are randomly added to either end of the bracket
3. Seeds 5-8, 9-16 and 17-32 are also randomly added

So if the seeds consistently win the top seed will face one seed from 17-32, one from 9-16, one from 5-8 and one from 3-4. However, there is an option for fixed seedings. This ensures that the top seed plays the lowest seed, the second seed the second-lowest seed etc).

On the screen, these groups are shown in different colors.

Allocating seeds is of course problematic:

- If you manually add players (by clicking a grey player name) they will also be allocated the next lowest seed. So you could for example add the top 8 seeds manually simply by adding 8 players in order.
- When using the selection screen, seedings are automatically filled in, based either on the position on the points/money list, randomly by category (so all A* golfers will be the top seeds) or simply randomly.

You can change a seed by clicking on the seed rectangle. This will remove the seeding for that player. Clicking the – of an un-seeded player will allocate the next lowest seed.

If you reduce the number of seeds through the drop down box, all higher seeds will become un-seeded.

You can also change the pairings prior to the start of the tournament on the tournament group screen.

CREATE TEAM EVENT

To create a team event you select the course, schedule up to 5 sessions and select players for each team. You can also change the team names.

You can select up to 12 players for each team (as long as the team numbers are equal). This requires the ability to specify which team you are selecting for, so there is a drop-down box where you can switch between team 1 and team 2.

The default selection card set is tour members, but you can of course add players from other card sets as well.

The selection screen works exclusively off selected countries. So for players to be selected you need to specify one or more countries (the displayed countries are based on the current card set). There are also entries for Europe and International (non-Europe and non-USA).

CREATE CASUAL ROUND

A casual round can only be created from an Exhibition Series tour. You select all the parameters for the round and up to 4 golfers who you may set to AI control. There is one new setting for casual rounds under Strokeplay Scoring – the skins option.

Skins format is 2-4 golfers playing individual strokeplay. There is a set prize fund of \$700,000, and the skins are split as follows:

- \$30,000 for holes 1-9
- \$50,000 for holes 10-17
- \$100,000 for hole 18.

Extra holes will take place until the final skin is actually won, but there will not be any playoff for \$ ties.

The Summary Display

When you have created a tournament, it will appear on the Summary screen. To play the tournament, **click** the tournament in the list.

The Tournament Screen

At the start of each round you have the option to change the course conditions. These will be randomly set/changed prior to each round based on the course profile, but you can over-ride these selections if you wish. Once you tee-off the conditions will be locked in place.

GROUPS

Your first port of call should be the **Groups** tab. This shows the groups for the current round as well an alphabetical list of golfers with their group number displayed.

Prior to the start of the tournament you will be able to change the make-up of the first round groups. For subsequent rounds the groups will be fixed (reverse order for rounds prior to the cut and based on the leader board for subsequent rounds).

To change groups you can either click the golfer's name in the alphabetical list or his name on the group display. A blue border will appear round his name. Then click the name of the golfer you want to swap with, and the change will be made.

This obviously allows you to fine-tune the opening round matchups for a match-play tournament.

You can also set the playing mode for individual golfers, groups and holes from this screen. This can be changed at any point during the round.

Golfer Mode

You can toggle individual golfer modes to **play** or **watch** by clicking the first – column on the display. If a golfer is set to play then you will either control him when playing in shot-by-shot mode, or roll the quick-play dice for him. If he is set to watch then you will be able to watch his group play in shot-by-shot mode or his quick-play result will be shown on the screen (stopping tournament play).

You can also **track** a golfer by clicking the second – column on the display. When a golfer is tracked, his name will appear in the tracking leader board and each hole score will be displayed below. This is the best way to keep an eye on favourite golfers who you do not want to play/watch.

Golfer modes which are manually set will be stored as part of the tour. When setting up subsequent tournaments, these settings will be carried forward.

Group Mode

If you click on a specific group (avoiding a golfer's name prior to the start of the tournament) you can toggle between **play** and **watch**. These have the same effect as for an individual golfer, but they apply to all members of the group.

Hole Mode

In a similar manner, clicking the desired hole at the top of the screen will switch the hole mode to **play** or **watch**. This will then apply to all groups as they play the hole.

SUMMARY

The summary tab is where the round will play out. Depending on the course selected a tournament will play out in one of two ways:

Shot-by-Shot Courses

Any play/watch settings will be played out on the course. Other golfers will be quick-played in the background.

Quick-Play Courses

Any play settings will display the golfer's QP card and allow you to manually roll the dice to generate the hole result. Any watch settings will display the golfer's result.

Note that if you play a foursomes in QP mode the computer will randomly select one golfer to play out each hole for each team.

There are two ways to play a round:

Tee Off

This will run through each group, updating all the displays after each hole. The round will pause when a **play/view** setting applies or a pausing highlight occurs, and will of course stop at the end of the round.

Clicking **Tee Off** again will resume the round.

Quick Round

This will run through the round ignoring any **play/view** settings, pausing highlights and will only update the screen at the conclusion of the round.

While the round is paused you can click on any highlight or golfer (on any of the displays on the summary screen) to see a player screen. This shows the current tournament stats as well as a round by round scorecard.

You can click on the playoff group to see the playoff scorecard (or click on the playoff info line on the Leaders tab to see the same info).

SCOREBOARD

The scoreboard tab simulates the old-fashioned scoreboards on courses. You can view previous rounds via the drop down box. Each player's to par performances is displayed for each hole. Red is under par, Green level par and Black over par. **Clicking** a player's name will display the player screen.

In Match-play or team tournaments, the scoreboard display summarises each round and allows you to click a match to see the scorecard.

LEADERS

The leaders tab shows an expanded leader board. You can view previous rounds via the drop down box. Again, **clicking** a player's name will display the player screen.

In match-play, the leaders tab is replaced with the **Bracket** tab. The bracket display shows the tournament in bracket format. You can left-click a match to see the scorecard, and drag the display round by right-clicking and holding the mouse down as you drag. Certainly for the larger tournaments this will be necessary.

HOLES

The holes tab shows hole-by-hole stats for a specified round (or overall).

STATS

The stats tab shows key stats for the full tournament and each golfer's ranking in that category. **Clicking** a player's name will display the player screen.

OPTIONS

Highlights

You can set the criteria for the various highlights available. In general terms you elect whether or not to use a highlight, set the criteria for the highlight and select what happens when that highlight occurs. The actions are:

- Display – The highlight is displayed in one of the highlights sections on the summary screen. The most recent highlight will be displayed in blue.

- Pause – A pop-up box will appear giving details of the highlight. This will remain on the screen for a defined number of seconds with the round pausing for this time. It will then clear automatically, resuming the round.
- Break – A pop-up box will appear, but you will need to either manually restart the round (tee-off) or stop the round.

Note that when playing a shot by shot course and you are on the course then all Break highlights will be changed to pause. You can of course leave the course at the conclusion of the current hole.

Dynamic Tracking

You can also set up dynamic tracking which changes how individual golfers are actioned. You can set the action to play/view or track, so that when a golfer meets the criteria, his action will be set to the dynamic tracking action.

General Options

- *Save as Master Options* – This allows you to save the current options to a master file which will then become the default for future tournaments.
- *Pop-Up Delay* – this determines the length of time a highlights pop-up display will remain on the screen before the round continues.
- *Reset Tournament* – Available prior to the end of a tournament or for any casual round, this option will reset the tournament and allow you to restart round 1.

The Course Screen and Shot-By-Shot Mode

There is a separate pdf file which explains the features of the course screen and also gives an insight into the ASG golf game engine.

HTML Output

There are various screens and pop-ups where an HTML button is available. Clicking this will generate an HTML report which will be saved in the HTML sub-directory of ASG Publishing in your My Documents folder.

The available reports are:

- Tour schedule
- Tour statistics (individual reports)
- Tournament Leaderboard / round-by-round schedule
- Individual and group scorecards