

AUTOPRESS

GOLF · 2V2 BEST BALL MATCH PLAY

USER MANUAL · VERSION 1.4.0

Santosh Prabhu · 2026

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01

What is AutoPress Golf?

AutoPress Golf is a 2v2 best ball golf scoring app that tracks match play using the unique AutoPress format. It eliminates pen and paper on the course — just enter scores hole by hole and the app handles all the calculations.

Who is it for?

Any group of four golfers who play regular matches. Designed for on-course use — quick to enter scores, clear to read, easy to share results after the round.

Two game modes

Halves + Match (default) — three parallel competitions run simultaneously: First Half (holes 1–9), Second Half (holes 10–18), and the overall Match. Three separate results at the end.

Match — a single continuous competition across all 18 holes. One result at the end.

Tip: Previous rounds are saved automatically. Tap any round on the home screen to view the full scorecard.



NO LEAD IS SAFE.

+ New Game



Watch Live



Courses

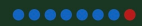


History

RECENT ROUNDS

See all

May 6, 2026 · KGA HALVES



RA & AM vs SP & MCN

RA & AM win Match by 3 matches

v1.4.0 · Santosh Prabhu

HOME SCREEN

02

How the AutoPress Format Works

The AutoPress format is built around a series of individual matches. Each match is worth one unit. You start with an agreed number of matches (3, 5, or 7), and that number can grow as the round unfolds.

The match chips

The scoreboard shows a row of coloured circles — called match chips. Each chip represents one active match. Blue = Team A · Red = Team B · Grey = Unowned (push).

When a team wins a hole

Their matches go up by 1. The opponent's matches go down by 1 (if a match hits 0 it becomes unowned). All unowned matches become the winner's at value 1.

The AutoPress rule

After each hole, the app checks the most recently opened match. If it has just reached value 2, a brand new match automatically opens at zero. This is what makes the game grow — and why it stays

competitive.

Starting format

FORMAT	WHAT IT MEANS	BEST FOR
1-1-1-1-1 (Standard)	Winner takes odd positions at value 1, loser takes even at value 1	Most groups
0-2-0-2-0 (Aggressive)	Winner takes even positions at value 2, odd positions stay unowned	Groups wanting faster escalation

03

Starting a New Game

Tap + **New Game** on the home screen to begin setup. Fill in all details before teeing off.

Course

Tap the course card to select from your saved courses. The par and stroke index load automatically.

Player names

Enter names for all four players — two in Team A (blue) and two in Team B (red).

Handicap strokes

Use + and – to set strokes per player. Specific holes are chosen on the next screen.

Game mode

Halves + Match is the default. Select **Match** for a single 18-hole competition only.

Starting matches

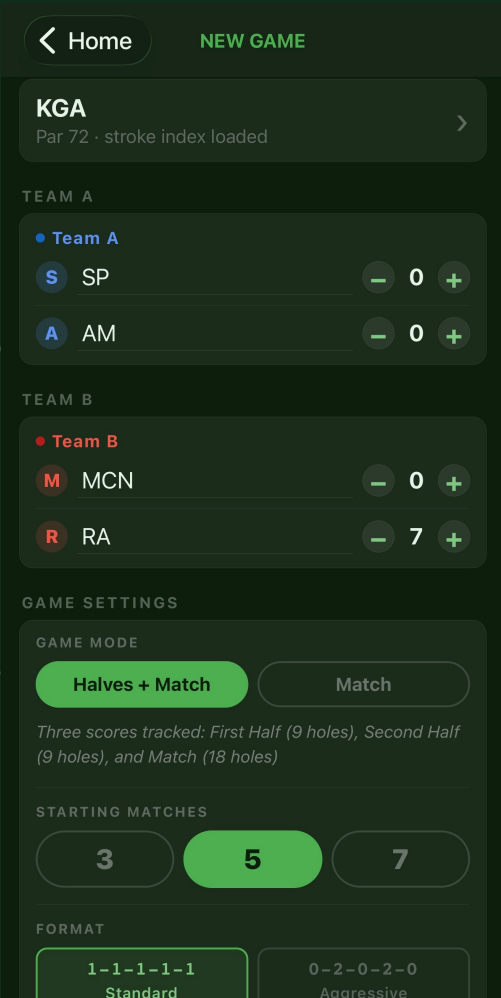
Choose 3, 5, or 7. Five is the most popular choice for a standard round.

Format

Standard (1s) or Aggressive (2s) — see Section 2 for the difference.

Starting hole

Set if your group starts on a hole other than the 1st (shotgun start). The app cycles through all 18 holes in order from that point.



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Setting Handicap Strokes

After the setup screen, select which specific holes each player receives their stroke advantage on.

How to select holes

- 1 Each player shows a grid of all 18 hole numbers.
- 2 Tap a hole number to select it — it highlights in the team colour.
- 3 Select exactly as many holes as the player's stroke count.
- 4 The counter shows how many holes are selected vs required.

Tip: Use the course scorecard's handicap index to select holes. Hole index 1 = the hardest hole, where higher-handicap players receive strokes first.

How strokes affect scoring

On a hole where a player receives a stroke, their gross score is reduced by 1 to give their net score. The lower net score between teammates is the team's best ball for that hole.

05

Game Modes

Halves + Match (default)

Three independent AutoPress competitions run simultaneously from the start of the round:

COMPETITION	HOLES	PRESS?	DESCRIPTION
First Half	1–9 *	No	Fresh AutoPress engine. Freezes after hole 9. Score locked for the rest of the round.
Second Half	10–18 *	No	Brand new engine starting at zero from hole 10. Runs independently.
Match	1–18 *	Yes — final hole	Continuous engine running from hole 1 through to the end without resetting.

* Hole boundaries adjust automatically for shotgun starts — halves are always 9 consecutive holes.

What you see on the scorecard tab bar

HOLES	VISIBLE TABS
1–9 (First Half)	1st Half (default) · Match · 2nd Half — only 1st Half is live
10–18 (Second Half)	Match (default) · 1st Half (frozen ■) · 2nd Half (live)

Match mode

A single continuous AutoPress competition across all 18 holes. One result at the end. Press available on the final hole.

Note: All three competitions in Halves + Match use the same starting matches count and format.

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Playing Hole by Hole

The scorecard screen is the heart of the app. You will spend most of the round here.

Entering scores

Use + and – buttons to set each player's gross score. No keyboard appears.

Net scores and best ball are calculated automatically based on the handicap strokes assigned during setup.

Tap **Record Hole X** → to confirm and advance to the next hole.

Score colours

White background = gross score entered. Blue highlight = net score differs from gross (stroke received). Yellow = best score on the team for that hole.

Live code

The code below the Record button (e.g. Live: 9UDRPD) lets spectators follow the round in real time via Watch Live.

Ending early

Tap **Quit** then select 'End after next hole'. The press check runs before that final hole.

Tip: When the newest match chip reaches value 2, a new match opens at zero. Watch for this — it's when the game can swing quickly.

Hole 11

KGA · Par 5

Match
B +6

1st Half
B +6

2nd Half
All Sq

0
TEAM A

MCN & RA lead by 6

6
TEAM B

B 4

B 2

B 4

B 2

B 4

B 2

Record Hole 11 →

Live: 9UDRPD

SP & AM

SP

– 6 + net 6

AM

– 5 + net 5

BEST BALL A 5

MCN & RA

MCN

– 7 + net 7

RA

– 6 + net 6

BEST BALL B 6

SCORECARD — HOLE 11

07

The Press

Before scores are entered on the final hole, the app checks whether a press is available — giving the trailing team one last chance to increase the stakes on the Match competition.

How the press is calculated

The app simulates what would happen if the leading team lost the final hole. If they would still be leading, the trailing team can press up to half those assured wins (rounded up).

Choosing a press amount

Select No Press, +1, +2, or +3 (up to the maximum shown). The result preview updates live showing both possible outcomes.

Press settlement

RESULT	EFFECT
Leading team wins hole	Pressed matches added to their total
Trailing team wins hole	Pressed matches deducted from leader's total
Hole halved	Press has no effect

Press applies to Match only

In Halves + Match mode the press is for the Match competition only. First Half and Second Half results are already locked.

Note: No press offered? The leading team has no assured wins — play straight.

Hole 18 Match Press

Press applies to the Match competition only

0

TEAM A

MCN & RA lead by 7

7

TEAM B

B 5

B 3

B 5

B 3

B 5

B 3

B 1

SP & AM can press up to 3 matches

Pressing adds extra matches on this hole only — existing results are already locked in.

HOW MANY MATCHES TO PRESS?

No press

+1 match

+2 matches

+3 matches

RESULT WITH +3 PRESS

If SP & AM win hole 18
MCN & RA win 6–3 (3 up)

If MCN & RA win hole 18
MCN & RA win 10–0 (10 up)

Press 3 Matches — Play Hole 18
→

PRESS SCREEN

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Finishing the Round

On the final hole, the press check runs first (see Section 7). Once a press decision is made, the scorecard shows a **Finish Round** → button in place of the usual Record Hole button.

- 1 Enter all four players' gross scores for the final hole.
- 2 If a press was selected, it is applied automatically to the result.
- 3 Tap **Finish Round** → to record the hole and go to the Result screen.

Tip: To end the round before the final hole, tap Quit and select 'End after next hole'. The press check will run before that hole is played.

09

Result Screen

After the final hole, the Result screen shows the complete outcome of the round.

Summary card

The top card shows one line per competition:

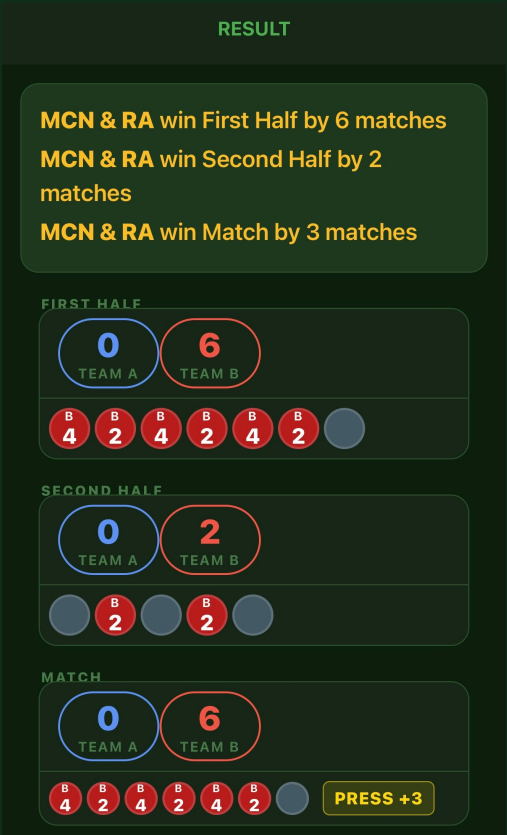
Win: {Team} win {Competition} by {N} match(es)

Draw: All Square in {Competition}

Competition breakdowns

Each competition has its own card with Team A and Team B match counts and the full chip row. A

PRESS +N badge shows on the Match card if a press was taken.



RESULT — SUMMARY & CHIPS

Scorecard table

The full hole-by-hole scorecard shows every player's gross score for all 18 holes, with Gross and VS Par totals at the foot.

The W column shows who won each hole — A (Team A), B (Team B), or — (halved).

Highlighted cells indicate a player's best ball score on that hole.

RESULT					
SCORECARD					
H	SP	AM	MCN	RA	W
1	4	4	4	4	—
2	5	5	5	6	—
3	5	5	5	6	—
4	3	3	3	4	—
5	6	6	6	6	B
6	6	5	5	5	B
7	5	5	5	5	B
8	3	3	3	3	—
9	6	6	6	6	B
10	4	4	5	5	A
11	6	5	6	6	A
12	5	4	5	5	A
13	3	3	2	4	B
14	6	7	7	8	A
15	4	4	4	4	—
16	5	5	5	6	—
17	5	6	7	6	A
18	6	5	7	7	A
GROSS	87	85	90	96	
VS PAR	+15	+13	+18	+24	

RESULT — SCORECARD TABLE

10

Watch Live

Spectators can follow the round in real time without being on the course.

- 1 The score-keeper sees a **Live code** on the scorecard screen (e.g. Live: 9UDRPD).
- 2 Spectators tap **Watch Live** on the home screen and enter the code.
- 3 The live view updates automatically after every hole — no refresh needed.

- 4 When the round ends, the final result is shown.

***Note:** Live data is accessible only via the exact 6-character code. It is stored securely online and expires after the round ends.*

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Sharing the Scorecard

After the round, tap **Share Scorecard** on the Result screen. The app generates an HTML scorecard and opens the share sheet so you can send it via WhatsApp, Messages, Mail, or any other app.

What the scorecard contains

SECTION	CONTENT
Result summary	One line per competition: win margin or All Square. Same wording as the Result screen.
Front 9 table	Player names · gross score per hole · OUT total
Back 9 table	Player names · gross score per hole · IN and TOTAL
Match summary	Hole-by-hole winner and final chip state

***Tip:** Share it immediately after the round while everyone is still at the 19th hole — it makes for a great record of the game.*

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Round History

Every completed round is automatically saved and appears on the home screen under **Recent Rounds**, listed with the date, course, player names, and result.

Each card shows a **HALVES** or **MATCH** pill so you can tell at a glance which format was played. The coloured dot row previews the final chip state.

Tap **See all** to view the full history. Tap any past round to see the complete hole-by-hole scorecard and result.

***Note:** Round data is stored locally on your device. Deleting the app removes your history. To clear all history, tap the menu on the home screen and select Clear All History.*

13

Quick Reference

Core scoring rules

SITUATION	WHAT HAPPENS
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Your team wins a hole	Your matches +1 · Their matches –1 · Unowned matches become yours at value 1
Opponent wins a hole	Same in reverse
Hole halved	Nothing changes — all matches stay as they are
Newest match hits value 2	New match opens automatically at zero (unowned)
A match drops to zero	It becomes unowned — a push at settlement

Setup options

SETTING	OPTIONS	DEFAULT
Game mode	Halves + Match · Match	Halves + Match
Starting matches	3, 5, or 7	5
Format	Standard (1-1-1-1-1) · Aggressive (0-2-0-2-0)	Standard
Starting hole	Any hole 1–18	Hole 1
Handicap strokes	0–36 per player, select specific holes	0

Common questions

QUESTION	ANSWER
Can we stop before hole 18?	Yes — tap Quit and select 'End after next hole'
What if both teams have equal matches?	The competition is All Square — no winner
Do halved matches count at settlement?	No — unowned matches are always a push
Can a press be declined?	Yes — select No Press on the press screen
What if no press is offered on the final hole?	The leading team has no assured wins — play straight
Does the press apply to all three competitions?	No — press applies to the Match competition only
Can I change game mode mid-round?	No — game mode is set at setup and cannot be changed during play