



Games in Tee Time Organizer

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Play the games your group already plays. TTO sets them up, keeps score live, does the handicap math and works out who pays whom.

How it works from the first tee to settling up

1 Set up

The organizer picks the games for the round, as many as he likes, and sets a wager for each, or \$0 to just name the winners. Players opt in from their app, or the organizer puts them in. Every game is optional.

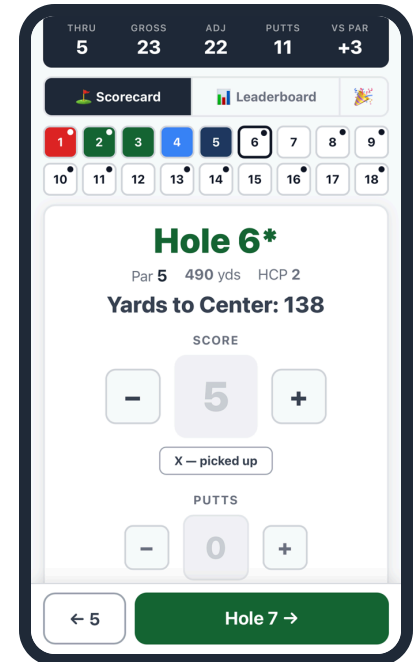
2 Score

Players enter scores hole by hole on their phones, and one player can keep the card for up to three others. Games and the live leaderboard update as each score goes in. Side bets (sandies, polies, closest to the pin, presses) are a tap on the hole screen.

3 Settle

The round finalizes itself once every card is in. Every player gets a statement showing who pays whom, netted across all the games, and the organizer can email everyone the results with one click.

Games require TTO live scoring. Every player in a game needs his scores entered in the app as he plays, either on his own phone or by someone in his group keeping his card (one phone can score the whole foursome). That is what scores the games, settles the money and builds each player's stats.



The hole screen: big buttons, the round at a glance, and Next always under the thumb.

Built into every game

Course handicaps, automatic

Each player's handicap index comes from GHIN, and TTO works out his course handicap from the tee he plays. Players on different tees are each handled correctly.

Strokes your way

Net games give strokes on the hardest holes, either **off the low man** (the best player plays off scratch, the rest get the difference) or **full course handicap**. Or play gross.

Individual or team

Many games play either way. Nassau can be every man for himself or 2 vs 2 best ball, Sixes rotates partners inside the foursome, and Dots settles within each group or across the whole field. Team games use your pairings as the teams.

An AI recap of the round

When the round is done, TTO writes a short story of the day: the headline, the highlights and a "Your round" box for each player, ready to share. Every fact is checked against the scores.

Player stats, every round

Each live-scored round adds to every player's stats: scoring average and trend, putts and 3-putts, greens in regulation, scoring by par, his toughest holes, and head to head against the group.

Post to GHIN

Rounds post hole by hole to GHIN straight from the app, so nobody re-enters a scorecard at home.

Built for events, too. Competitions come with printed scorecards and cart signs (a QR code lets players score without signing in), a TV leaderboard for the clubhouse, tie-breaking, one-click finalize and an AI recap of the event.

Games come with the Plus plan and above. Plus (\$9.99 a month), Professional and League include every game, switched on for your group automatically. On Free or Starter? Upgrade any time under Settings → Subscription & Billing. Step-by-step setup guides are in the app under Guides.

teetimeorganizer.net/games

The games at a glance

how each game plays and pays

Game	Play as	Handicaps	Money
GROUP GAMES — SETTLED PLAYER TO PLAYER			
Skins (6 versions)	Individual	Net (low man or full) or gross	Per skin, or a pot split by skins won
Nassau NEW	Individual or 2 vs 2	Net (low man or full) or gross	Per bet: front, back, overall, presses
Match Play NEW	Singles or 2 vs 2 four-ball	Net (USGA or full) or gross	Per match
Sixes NEW	Foursomes, 2 vs 2, partners rotate	Net (low man or full) or gross	Per match, presses optional
Dots NEW	Within each group or the whole field	Gross birdies, tapped sandies and polies	Per dot, difference between each pair
Putts Differential	Individual	None	Per putt, difference between each pair
Closest to the Pin	Individual	None	Prize per par 3, or so much a player
COMPETITIONS — THE FIELD IS RANKED AND PLACES ARE PAID			
Stroke Play	Individual	Net, gross or both (95% allowance)	Buy-in and places, or handled outside TTO
Stableford NEW	Individuals, or teams of 2, 3 or 4	Net (95%; teams 85%) or gross	A pot paid by places, or per point
Best Ball	Teams of 2 or 4	USGA allowance per player	Buy-in and places; teammates split
Shamble	Teams of 2 or 4	USGA selected-drive allowance	Buy-in and places; teammates split
Captain's Choice	Teams of 2, 3 or 4	Gross, or net with a team handicap	Results only: you pay the places

The games

how each one is played in TTO

GROUP GAMES

Skins

The lowest score on a hole wins the skin. Three ways to pay, each net or gross:

- **Carryover:** a tie carries the skin to the next hole, which is then worth double, and it keeps building.
- **No carryover:** a tied hole is simply dropped.
- **Pot:** everyone buys in; the pot is split by skins won (\$30, 7 skins: \$4.29 each).

Nassau NEW

Three match-play bets: the front 9, the back 9 and the overall 18. Each hole is won by the lower score or halved; the side that wins more holes wins the bet. All square pays nothing. 18-hole rounds only.

- **Matches:** every player against every other in his group, or the first two names on the pairing against the last two.
- **Presses:** 2 down on a nine starts a new bet to the end of that nine. Automatic, asked (a **Press?** prompt on the hole screen), or none.

\$5 Nassau: win the front, halve the back, win the overall. You collect \$10.

Match Play NEW

Win more holes than the other side; **“3 & 2”** when the lead passes the holes left. One bet a match, 18 or a nine. Singles in each group, or the first two on the pairing against the last two.

Sixes NEW

Three six-hole matches inside each foursome, two against two, and everyone partners everyone once. Partners come from the carts:

- **Holes 1–6** cart against cart; **7–12** each driver with the other cart’s passenger; **13–18** drivers against passengers.
- Players set the carts on the first tee. Best ball, match play; a tied match is a push. Presses automatic, asked or none.

\$5 a match: win the first two, push the third. You collect \$10.

Dots NEW

A dot for every birdie, sandy and poley; the organizer picks which count. Birdies count by themselves (birdie 1, eagle 2). Players tap **Sandy** or **Poley** on the hole. Each player settles the difference in dots with his group, or the whole field.

\$1 a dot: Al 4 dots, Bob 1. Bob pays Al \$3.

Putts Differential

Each player records his putts. Each pair settles the difference in total putts × the wager.

Mark 28, Sam 30, Kirk 32 at \$0.50 a putt: Mark collects \$1 from Sam and \$2 from Kirk.

Closest to the Pin

On each par 3 (or holes you choose), the closest player taps **“On the green and closer?”** and a closer player takes it over. Optional **must make par**. A set prize per hole, or so much a player per hole. Works on team rounds too.

COMPETITIONS

Stroke Play

Everyone plays his own ball; the lowest total wins, on net, gross or both. Winner take all, paid places (50 / 30 / 20), or money handled outside TTO. Front, back and 18 can pay separately; ties by USGA scorecard playoff.

Stableford NEW

Points on every hole, and the most points wins: double bogey or worse 0, bogey 1, par 2, birdie 3, eagle 4, albatross 5, on net scores. A blow-up hole costs no more than that hole.

- **Teams** from the Pairings page count their best 1, 2, 3 or all points a hole.

Money: a pot by places, or so much a point.

\$5 buy-in, four players, winner takes all: 36 points takes the \$20 pot.

Best Ball

Everyone plays his own ball; the team counts its best score on each hole (4-man: best 1, 2 or 3), with each player’s own USGA allowance. A **blind draw** fills a short foursome.

Shamble

The team picks the best drive, then each player plays his own ball in, counted like Best Ball, with the USGA selected-drive allowance. Doesn’t post to GHIN.

Captain’s Choice (Scramble)

Everyone hits, the team picks the best shot and all play from there: one team score per hole. Net uses a USGA team handicap. TTO names the places; you pay them. Doesn’t post to GHIN.