














## Membership Comparison to GHIN®

	Leaguemgr Network	GHIN®	Notes
Membership Cost	 \$10 / year	 > \$10 / year (varies)	Leaguemgr Network offers streamlined membership sign-up by incorporating our fee into any other dues levied by your league. We do not bill you directly.
Fully USGA® Compliant			If your league is authorized, you will receive an Official USGA Handicap Index®
Multiple Memberships			Become a member of multiple leagues for no additional cost
Import Your Scoring Record			You can easily import your complete GHIN® scoring record and Handicap Index®
Personal Outings			Share your personal outings with other league members to play outside of league events
Sophisticated Player Stats			How well do you usually play par 3's versus par 5's? What was your best net score? If there's a stat we don't have, we'll add it for you.
Printable Handicap Cards			Print your handicap card online any time, any where
Fun Competitions			Earn points competing in fun league competitions throughout the season to determine who is the League Champion
Customer Support			We will bend over backwards to make your experience at the Leaguemgr Network the best it can be. We work for you, not the USGA® or state golf associations. The Leaguemgr Network was built by input from members like you, and we value your input above all else.

## League Comparison to GHIN®

	Leaguemgr Network	GHIN®	Notes
League Cost	 Completely Free!	 Varies	You can't even use GHIN unless you're a member of your state golf association! State golf association fees for leagues vary, but we can guarantee you it's not free!
No Minimum League Size			To form an official club with the USGA® you must have a minimum of 10 members. We have no such requirement to start a fun league at the Leaguemgr Network. Form a small league with several friends or coworkers and become official later when your league has grown.
Import Existing League Data			We will work with you to import all your existing league data (members, scores, handicaps, etc.) so you can take your league to the next level with minimal effort
League Handicaps			Every league faces the dilemma of what to do when you have members competing in events without an official Handicap Index®. Fortunately, Leaguemgr Network provides the flexibility to specify an unofficial league handicap for members that don't have 5 rounds posted yet. Use your own formula, or we'll be happy to share what's worked for us.
Rebranding			Rebrand your Leaguemgr Network site by customizing colors, banner image, and even the domain
Customer Support			About 1/3 <sup>rd</sup> of our features were implemented from league suggestions on how to improve the software. If a feature is missing or needs to be expanded, we can typically implement it within a week. There's no way you can get rapid feature implementation like that from GHIN®!

## Fully Integrated Scheduling and Scoring System:

- 1.) Create a league event schedule for the season by setting dates, courses, tee times, available number of playing spots, whether the events allows guests to participate, and the league competition (fairways, putts, low net, best ball, etc.)
- 2.) Send a canned email reminding your members to RSVP for the next outing on the Leaguemgr Network site. The canned email contains two links, one to RSVP “yes” and one to RSVP “no” to make it as easy as possible for members to let you know their status.
- 3.) As members RSVP (or anytime after), they can add their own guests for league events if guests are allowed for the outing. You can also set whether or not guests require approval to participate. If there are no available playing spots and a member RSVP’s that they would like to participate, they will be placed on a waiting list.
- 4.) Create teams or pairings for the next outing by specifying tee time, division (flight), starting hole, or versus. Versus allows you to set two teams as competing against each other in the league competition for that event.
- 5.) If a player (member or guest) drops out for the next outing, the first person will be automatically removed from the waiting list, notified by email that a playing spot has become available, and subbed in for the missing player in their pairing. The rest of the members in the pairing will also be notified automatically by email that the pairing has changed.
- 6.) Send a canned email letting members know what the pairings are for the next outing. Versus information for teams competing against each other will be displayed on the pairings email.
- 7.) Everyone has a great time at the league event and returns their scorecards to you after the round for easy administrator score entry and assignment of points.
- 8.) You enter the scores for everyone in the outing at once on the administrator batch score entry tool. Team scores can be posted in addition to individual scores to let everyone know how each team or person did at the event. Team scores are unofficial scores that are applied to everyone on the team. The best example of team score usage is for a scramble, where you want to record how well the team did, but because of the competition format there are no individual player scores that can be posted. Furthermore, individual player scores must always be rounds that were played under the Rules of Golf, so naturally a scramble doesn’t qualify. But in the example of a best ball tournament, both team scores and individual scores could be posted. Oh, and don’t forget to assign whatever point values your league uses for the results of the league competition!
- 9.) Send a final canned email letting members know the results of the last event. The results email will display the points awarded for the league competition, as well as the final scores.
- 10.) Best of all, you can pick and choose which of the above features you want to use! If you don’t want to keep track of member playing status, you don’t have to. If you don’t want to set pairings, you don’t have to. Organize your league as little or as much as you like with the Leaguemgr Network!