

What score must I enter on HNA for a GNGU League match???



League Rule 22:

Players must enter scores for handicapping when playing in league. Once a match is completed (i.e., there is a winner), players are permitted to play the remaining holes as “practice”. The score on HNA however needs to be put in Hole-by-Hole and holes after result has been determined must be entered as incomplete. The HNA system will then adjust the gross score to a most likely score based on the algorithm.

Penalty for breach: Loss of game for the player should player fail to submit score within the 24 hours of completion of the match. This is to be conducted under peer review.

What handicap to use to determine what score to enter on HNA?

The WHS uses different allowances in different formats for players with all abilities to be able to compete with each other. This **PLAYING HANDICAP** is used in your match were applicable.

However players need to use their full **COURSE HANDICAP** to enter their scores into HNA .

Does players in Scratch Leagues also have to enter their scores on HNA?

Yes.



How to enter my score on HNA?



Step 1 - before your round:

Open your HNA app and open your round.

Step 2 - after your round:

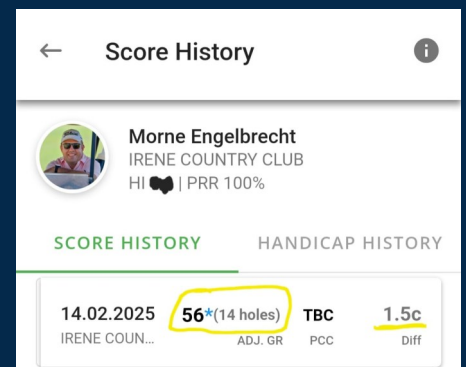
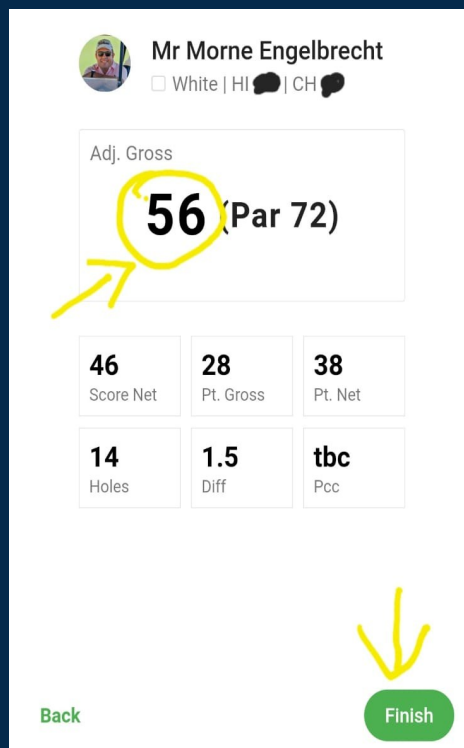
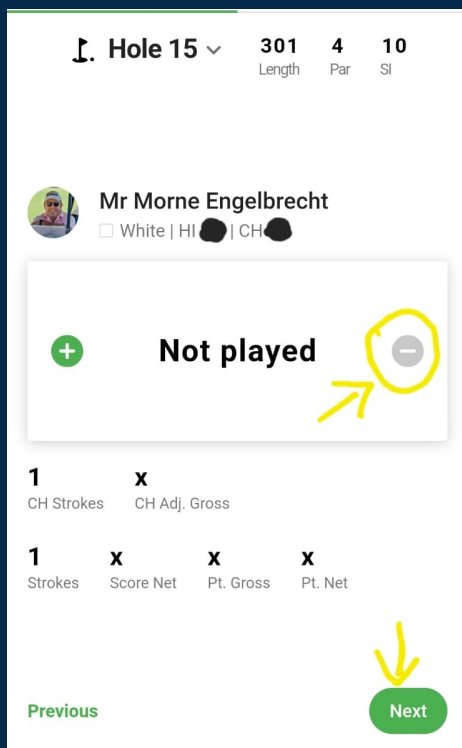
Open your HNA app and click on enter score.

Step 3

Click on the hole-by-hole option at the bottom right of the screen.

Step 4

Enter your score hole by hole. Click on the + or - to get to correct score per hole. Once selected click on next at the bottom right corner to go to the next hole.



Step 7

Your adjusted score, holes completed and differential will appear on your score history sheet once you have submitted your score.

Step 5

Once your game is completed then you need to use the not played function for holes remaining. Keep on clicking the - to get to that function.

Step 6

Your adjusted score will appear on screen. This will be a lower score as it is based on the number of holes completed. The system will then use an algorithm to determine your differential.

