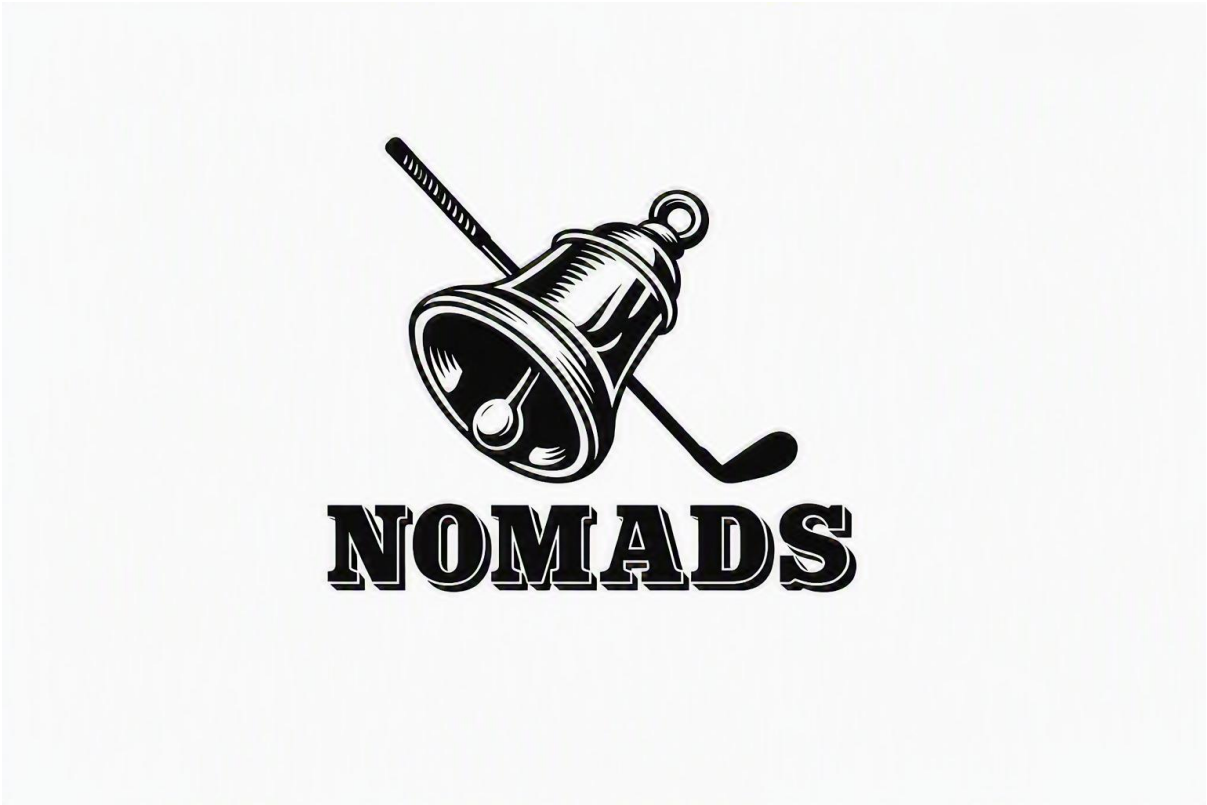


Mobile Scoring Solution

Instruction Sheet

Fellow Nomads,

The Samson-integrated mobile scoring application is now available for download from both the Apple Store and Google Play Store. This short document aims to get you started on the mobile scoring app in preparation for trial or use of the app by your club.

The App is currently available in the following countries, where we have Nomads clubs: -

Australia

Botswana

New Zealand

Swaziland

South Africa

Zambia

Zimbabwe

United Kingdom

This can be expanded at any time.

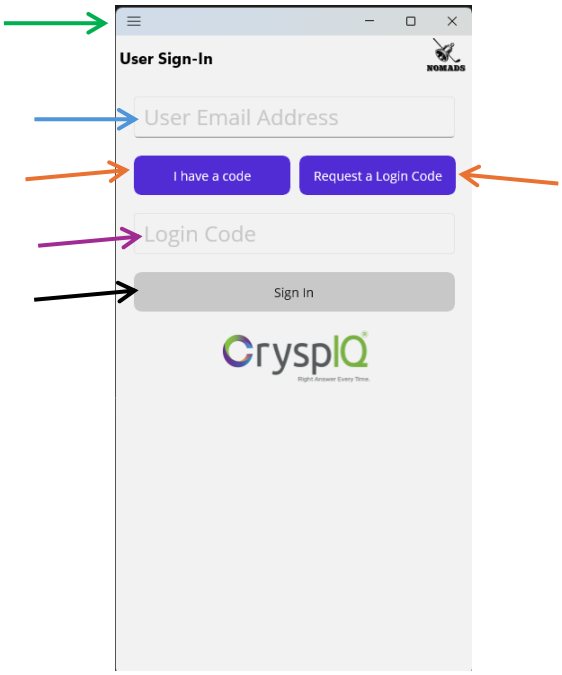
Download Instructions

In both the Apple App store and the Android Google Play store, search for 'nomads mobile scorer' and you will find the app (recognisable by the white background Nomads insignia) for download noting that updates may happen from time to time and you may be required to re-download to get these on your phone.

- Click Download to install the app.

The following few pages provide screenshots and instructions for use for players. Additional functionality is provided for Club Administrators and there should be multiple of these declared per club. Administrator Name and Contact details (email) must be advised to Vaughan.Nothnagel@crysp.com.au to have this enabled for those people. There is a 1 hour recorded Teams meeting to listen to for understanding of Administrator functionality. Anybody wanting to view the recording can request access to it through the same email address (even if you're not a declared Administrator for your club).

Application Login



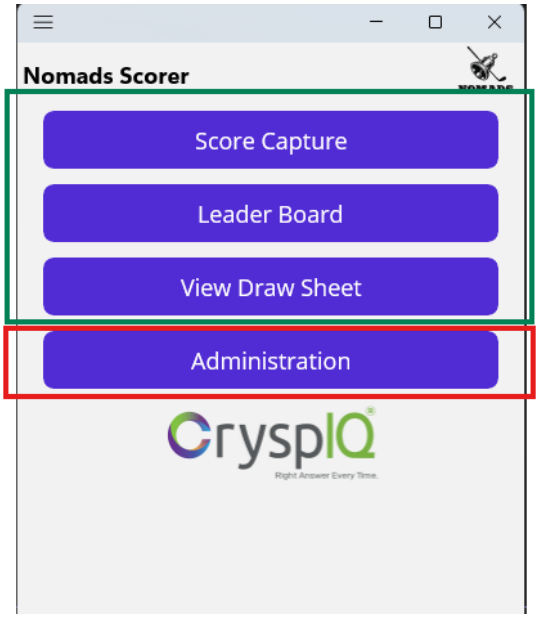
In the top left-hand corner of each screen in the app, you will see a 'Hamburger' menu indicated here by the green arrow. This button allows you to change the display from 'Light' mode pictured above to a more contrasted 'Dark' mode which may assist when used in bright sunshine. You may switch between modes at any time.

1. Type the email address that you used to register for the Nomads game, noting that it is not case sensitive, then: -
    - If it is the first time you're logging on for the day, Click on the '*Request a Login Code*', the system will advise you '**A login code has been emailed to you'**. If an error is received it will be either that you have miss typed your email address or the address you typed is not the one we have on file for Nomads. Correct the error and try again.
    - If you have logged in previously in the last 24-hours (codes only remain active for 24 hours from first creation), then simply clicking on the '*I have a code*' button will fetch your code and put it in for you. Alternately you may type it in.
- After the options above, the 'Sign In' button will become available for you to click, simply clicking it will get you into the App.

Possible Issues

If you don't have access to your emails on your phone, or the email fails to arrive, or the email ends up being blocked by spam filtering, close the app completely and reopen it. After typing your email in again, click the '*I have a code*' button. This is your back door!!!!

Application Landing Page



The area enclosed in the green box above is what every person gets on the app, the red box is only available to persons at your club who are registered on the app as administrators. Be sure to send an email to Vaughan.Nothnagel@crysp.com.au to add or remove club administrators. Administrators for a club should watch the recorded meeting for the admin functionality overview as that is important for pre-game setup of the app and for the rest of the app to function.

The Buttons

Score Capture – This button takes you to the scoring part of the app. It should place you on your starting hole as a first entry otherwise, if you started scoring but left the scoring screen for some reason (e.g. to look at the leaderboard), when you come back, it will take you to the next hole that needs scoring.

Leader Board – A view of your current games leaderboard, showing both Stableford Points and Nomads Points, which is updated as holes are completed. You may look at this whenever you choose and may also select the leaderboard of another club (but remember, it's for the current day and club by default. NB.*If you look at another club's leaderboard it will pick that club's most recent leaderboard which may be in the past).* On this screen, you may click on the heading 'Nomads Points' or 'Stableford Points' to view the sheet in the appropriate preference.

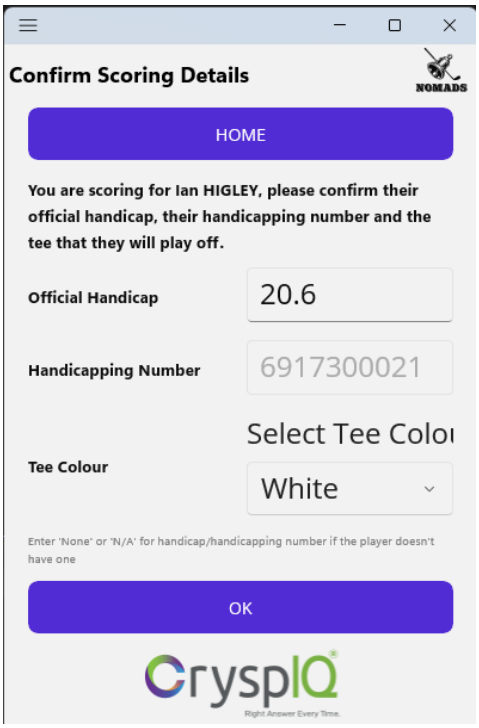
View Draw Sheet – A view of the current draw sheet for the club as extracted from Samson. This shows you your start tee, time and playing partners. It is best to view this by rotating your phone to a landscape/horizontal perspective.

Scoring App

Scoring First Entry screen

The screen below will be shown on very first entry to the scoring for the day. This is required for the Stableford scoring functionality. The ‘Official Handicap’ is your country’s handicapping record for the individual which must be accurate to ensure scores are calculated correctly. The handicap is the unadjusted handicap since adjustments for Course Ratings and Slope are applied in the app. The Handicapping Number is not changeable if is recorded in Samson (See Below), however, it may be captured for a new guest player. We envisage that at a point in the future we will be able to integrate into each country’s handicapping system to automatically retrieve the official handicap where we have a handicapping number. Until then you will need, as the marker, to confirm and enter your Players official, unadjusted handicap.

NOTE: If the guest has no handicap, the Nomads handicap from Samson, pre-entered by the clubs Samson Administrator, will be used for Stableford scoring.



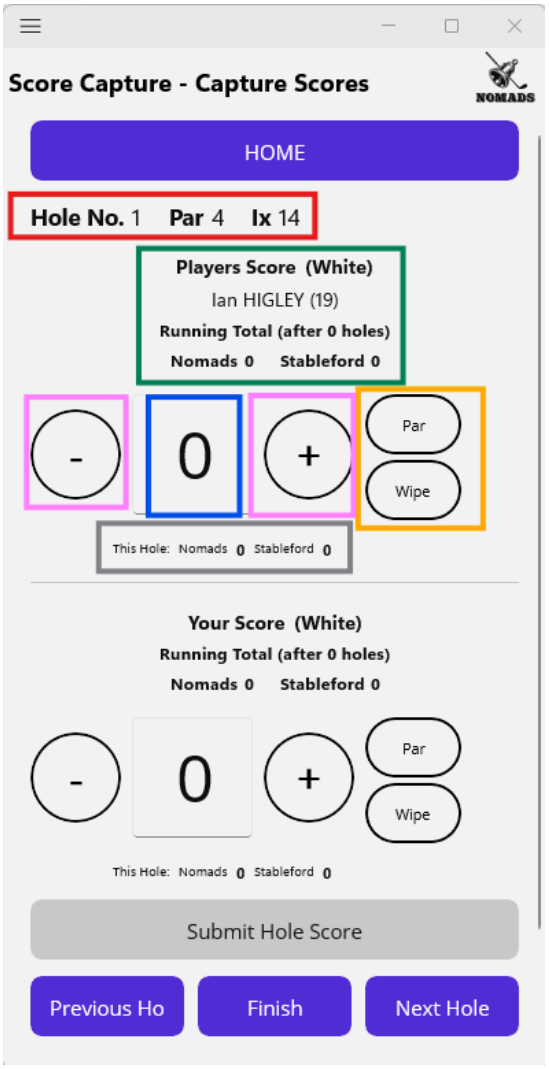
A player may play off a different tee from the default for the day as set in Samson. This caters for lady members and any forward tee entitlements. If your player elects to play off a different tee to the one everyone else is playing off, it must be selected here before the game starts. This selection caters for stroke index and slope rating differences that may exist between tees when scoring stableford scores.

Once completed, simply click the ‘OK’ button to enter the scoring function.

Score Capture

This is where you'll spend the most time in the app. Each area of the screen is explained below. Note that the image below is of the screen before any score is captured, the contents of the grey box reflects zero points for both Nomads and Stableford points and the 'Submit Hole Score' button is unavailable/greyed out for selection. The button only becomes available when a score is entered in both the Players and Markers score fields.

It is important to specify here that in the app, you are scoring for one person (your Player) only. The scores you capture for yourself in the bottom half of the screen are used for a hole-by-hole comparison. If there is a difference between the scores submitted between you and your player, the person who, 'Submits' the scores second, will be prompted that scores do not correspond and the mismatched entry will be highlighted in RED. If a mismatch is detected between your and your markers scores, this must be corrected immediately between you and your marker so that both scores align in the system for both you and your player.



Red Box – This is the hole number, the hole par and its stroke index for your player as set up by the administrator of your club.

Green Box – The player's details for whom you are assigned to score reflecting their name, their elected tee colour for the game, their **Nomads Handicap** and a running total of points accumulated for the scores captured at any point in time.

Pink Box – These are simple addition and subtraction buttons which will add to or reduce from the score field (blue box) by 1 for each click. A score must be greater than zero to be a valid score. The maximum value allowed is determined by the first value over the par of the hole that returns zero Stableford points.

Orange Box – These are shortcut buttons to get a score entered. The '**Par**' button places the par for the hole into the score field (Blue Box) and the 'Wipe' button calculates the maximum score a player scoring Stableford would be allowed to enter. A score must be greater than zero to be a valid score. The maximum value allowed is determined by the first value over the par of the hole that returns zero Stableford points. If you click the Wipe button you will see that both the Nomads points and Stableford points in the grey box will again be zero, the same as before you entered any scores for the hole.

Grey Box – This is a dynamic calculation based on the value in the blue. Adding strokes taken will reduce the points earned for that hole and reducing strokes will increase the points.

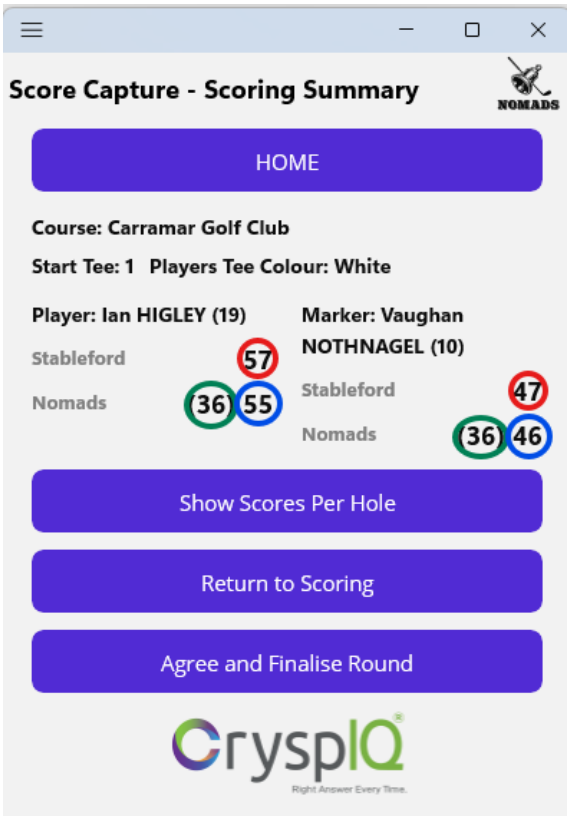
The bottom half of the screen is where you capture your scores as the 'Marker' for your player. The functionality is the same for both the Player and the Marker.

NOTE 1: The 'Submit Hole Score' button is not enabled until a score exists for both your player and you as the marker. It is IMPORTANT to note that every hole score must be submitted to be saved by pressing the 'Submit Hole Score' button. The 'Next Hole' and 'Previous Hole' buttons are simply hole navigation aids and are provided instead of the swipe left and right actions, **they do not save the scores entered**. You must 'Submit' every hole to allow the system to record the score and perform the cross check of the scores captured by you and your player for any differences. Submitting the hole scores automatically navigates you to the next hole providing no differences are identified between the two scores.

NOTE 2: If at any point your game is incomplete (weather, retired, no-return, disqualification etc.) use the 'Finish' button to end your Players round and take you to the score summary screen. There you will be asked for more information to clarify the reason for missing scores. These responses are important for the Samson system so please respond accordingly to the prompts to correctly define the round status.

Score Summary

When you 'Submit' the last score for your round, you will automatically be directed to the below Score Summary screen. Compare this with the Score Summary on your Players.



Red Circle – The calculated Stableford points for the player and you.

Green Circle – The number of Nomads points actually earned for the round.

Blue Circle – The total number of Nomads points after addition of the handicap of the person.

You and your Player must be in agreement on the scores before you finalise the round. On this screen the buttons are self-explanatory: -

- 'Show Scores Per Hole' gives a view of all scores captured for both your player and yourself by hole with the points calculated;
- 'Return to Scoring' takes you back into the hole by hole scoring screen where you can navigate by hole and make adjustments per hole (remember to 'Submit' the changes you make); and
- 'Agree and Finalise Round' will send only your player's agreed score to Samson automatically. If the scorecard is incomplete, the app will prompt you for further information to correctly define the round status which is required for Samson.

The Leaderboard



You may view the leaderboard at any time in your round to verify that the scores you are capturing are being saved (or as is my case most of the time, to see how close I am to the Matchbox/Crying Towel on the day). You can sort the data by the points by clicking on the relevant column heading and can also see how far people are in their rounds by the Holes column which reflects the number of scores captured. Any person with a zero in their Stableford points indicates they are not using the app and their scores will need to be captured by the admin at the end of their round. Any person without a '(F)' in their Holes column has not completed their round.

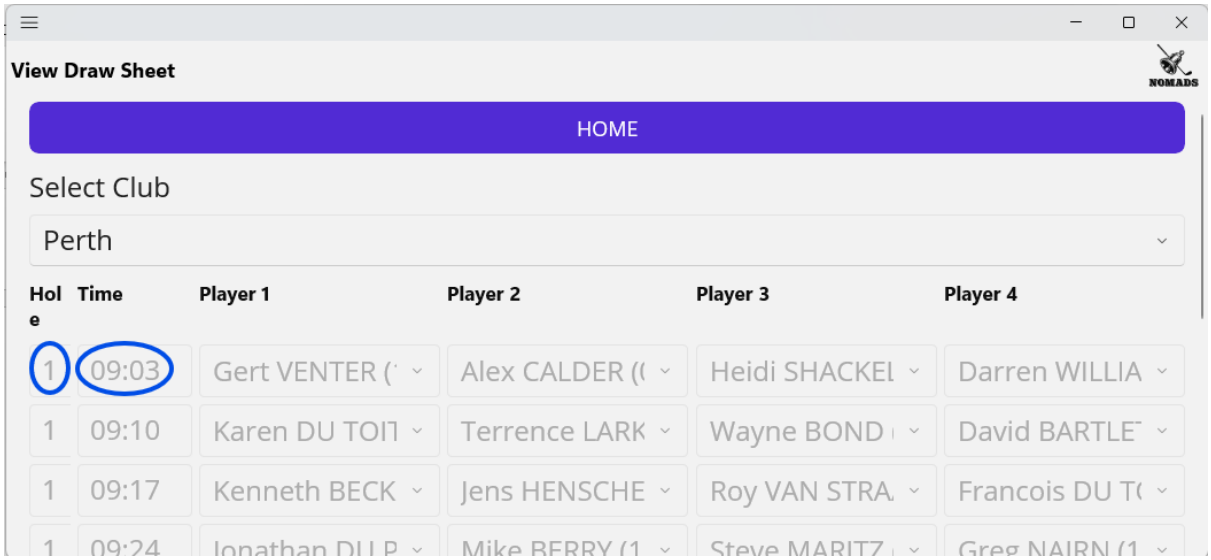
Use the 'Refresh' button to refresh the leaderboard from the database.

Use the 'Return' button to return to the scoring pages.

Use the 'Exit' button to close the application altogether.

The Draw Sheet

Remember to view this in Landscape/Horizontal format by rotating your phone.



The blue circles reflect your starting hole number and the tee time as extracted from the Samson Draw. Note that your 'Player' is automatically assigned to you by your position in the draw sheet using the example: -

For a complete 4-Ball

Player 1 scores for Player 3 and vice versa.

Player 2 Scores for Player 4 and vice versa.

For a 3-Ball

Player 1 Scores for Player 2.

Player 2 scores for Player 3.

Player 3 Scores for Player 1.

Ideally, the setup in Samson should eliminate 2-Balls and therefore they are not currently catered for in the app.