Mike's Golf Scramble

Less organizing. More golf.



UNDER 5 MINUTES

Setup goal with your course and player list ready.

ONE TAP PER HOLE

One player per team records the usual scores.

2 MINUTE WRAP UP

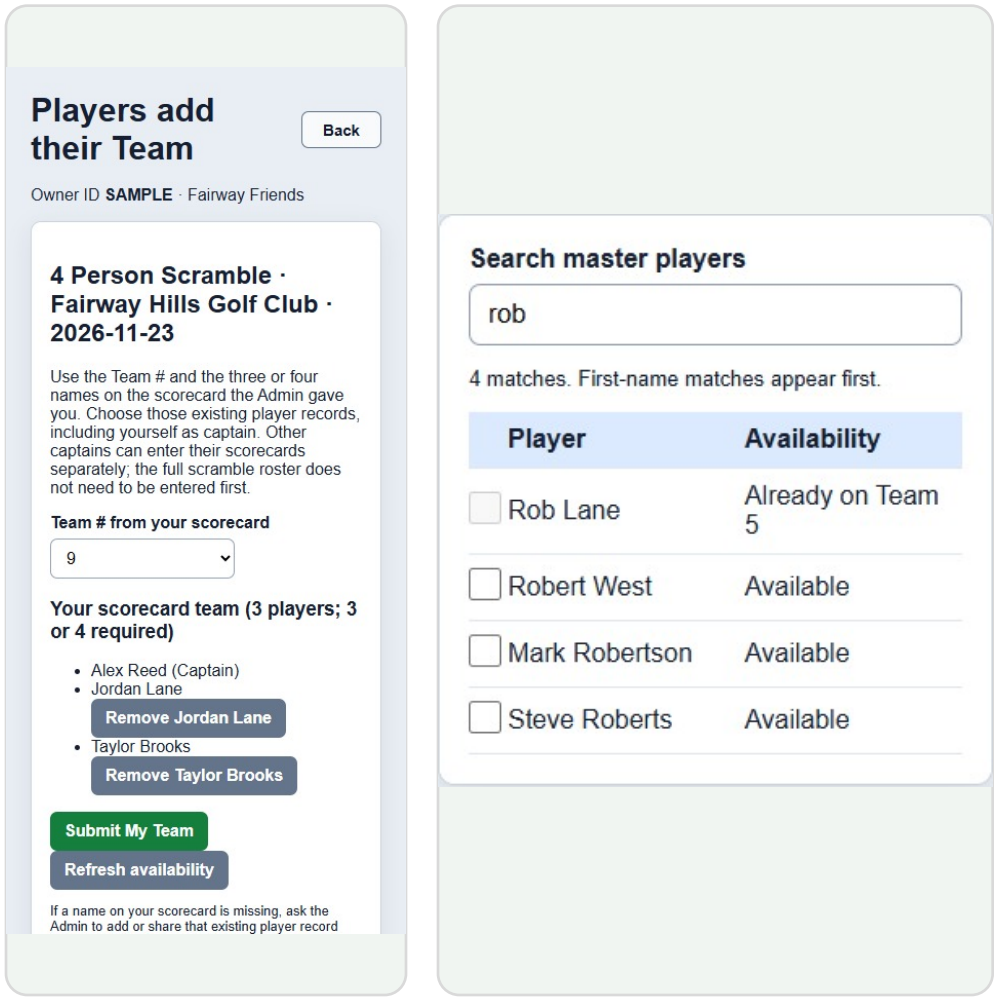
Goal once scores and award winners are ready.

Bring the field, teams, scoring and winnings together in one browser app. Built around the local group that plays together every week.

Up to 120 players. Timing varies with preparation and review. Sample screens use fictional players.

Let captains bring their teams

Give each captain a scorecard. They can select three or four existing players on their phone while you prepare the rest of the scramble.



Their scorecard, their team

Captains sign in on their phones, choose the Team # and three or four names printed on their scorecard, then Submit My Team. The full field does not need to be entered first.

Find a first name quickly

Type rob. Rob and Robert appear before surname matches. Search by first name, last name or full name; capital letters do not matter.

Tap the whole player line

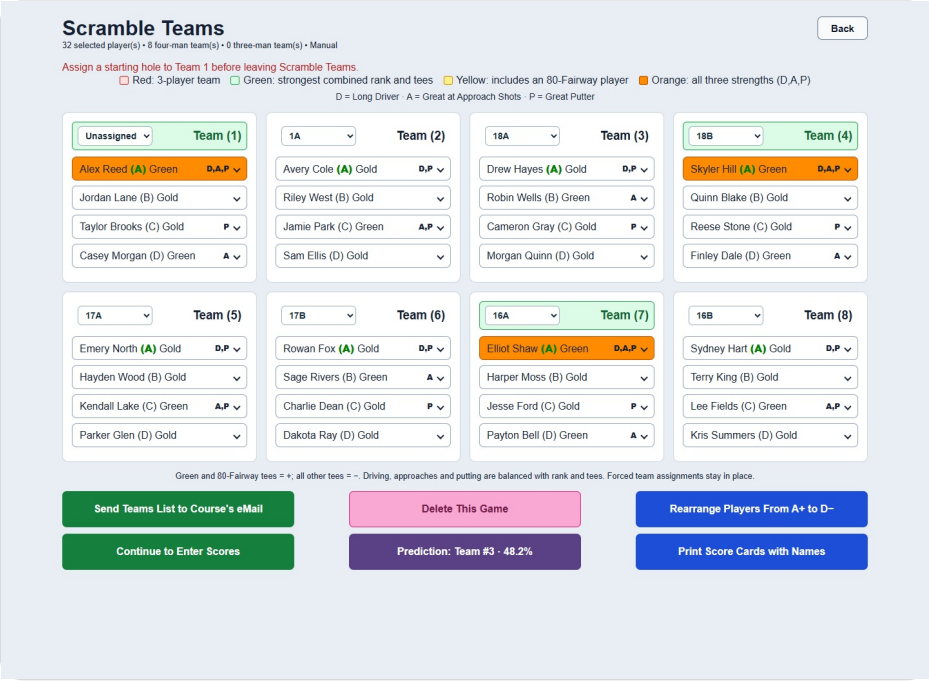
Tap anywhere on an available player line to select them. Search clears and is ready for the next name. The slim checkbox column leaves room for names on a phone.

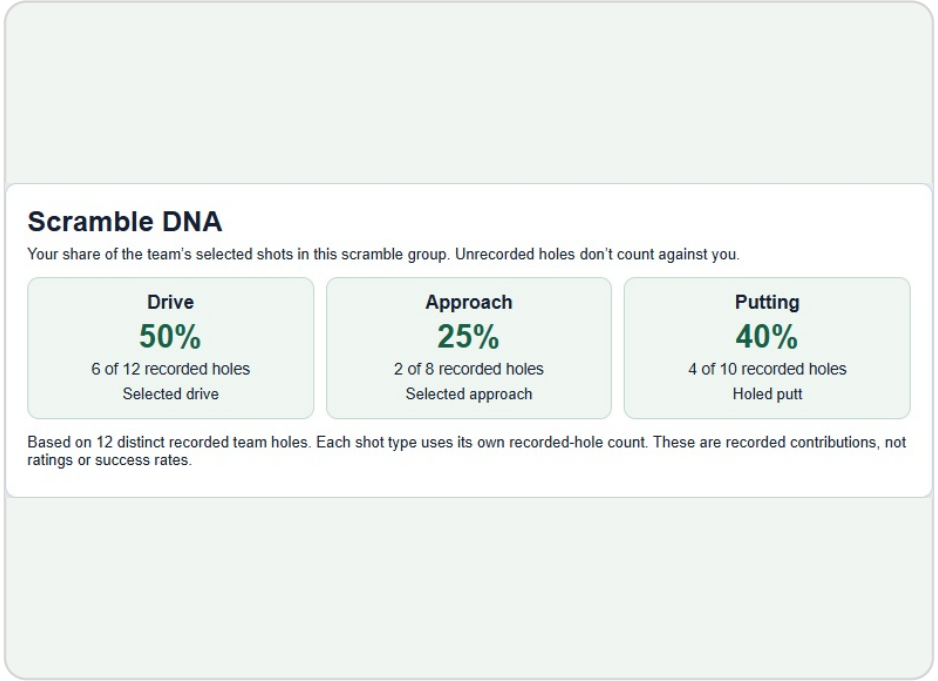
See who is already assigned

Already on Team # means the player has an assignment and cannot be picked twice. Ask the Admin if it needs correcting. Your chosen lineup stays together.

Your teams your way

Keep requested pairings, balance rank, tees and playing strengths or make a manual correction. Print names and starting holes instead of writing every card by hand.





Balance more than the rank

Rearrange Teams spreads drivers, approach specialists and putters while keeping forced placements. Green and 80-Fairway carry the same plus rating.

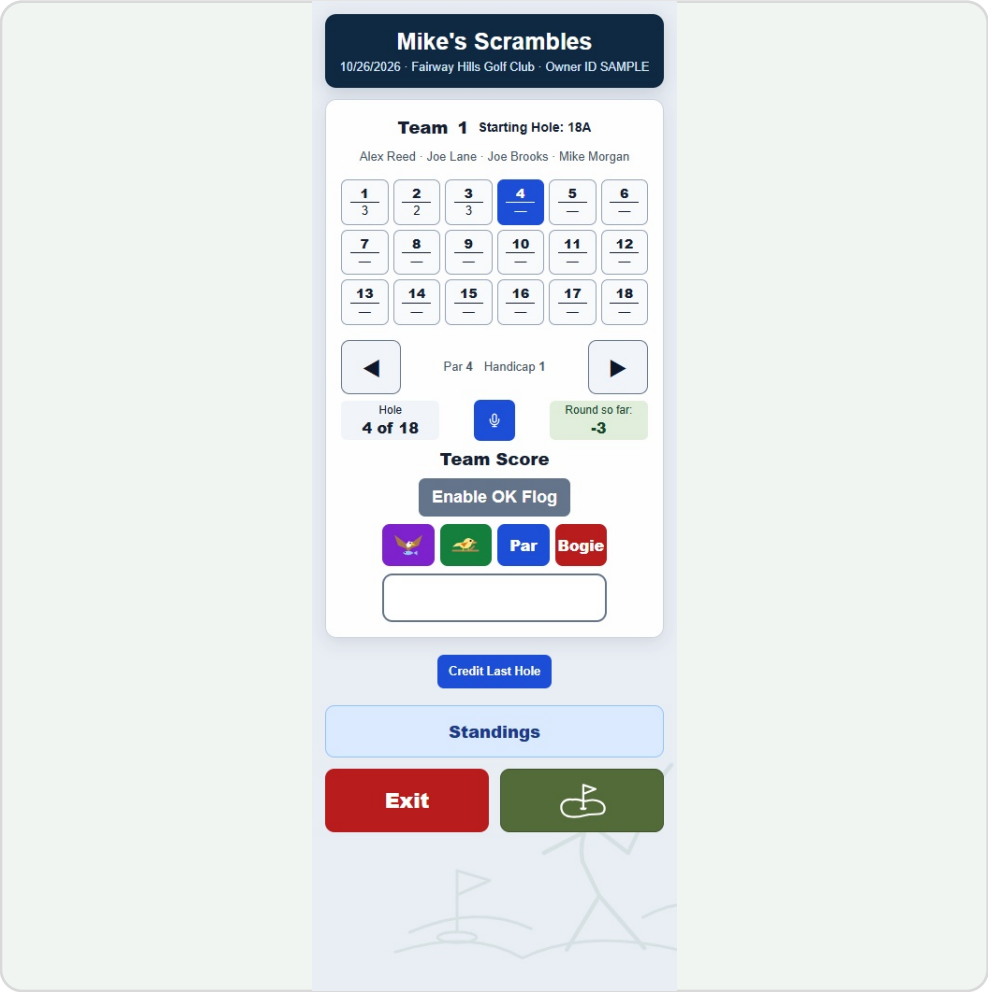
See your Scramble DNA

Save a hole score, then use optional Credit Last Hole to recognize the selected drive, approach and holed putt. Six credited drives out of 12 recorded drive holes means 50%. Enable Use AI in Configuration.

Named cards include team members and starting holes; earlier results can add scramble hole difficulty.

One player one tap per hole

One person keeps the team score. Eagle, Birdie, Par or Bogie saves the usual score and opens the next hole. All 18 saved-hole scores stay visible.



See what is already saved

All 18 hole buttons show past scores. The running total tells the team how far over or under par it is.

Keep it on the course

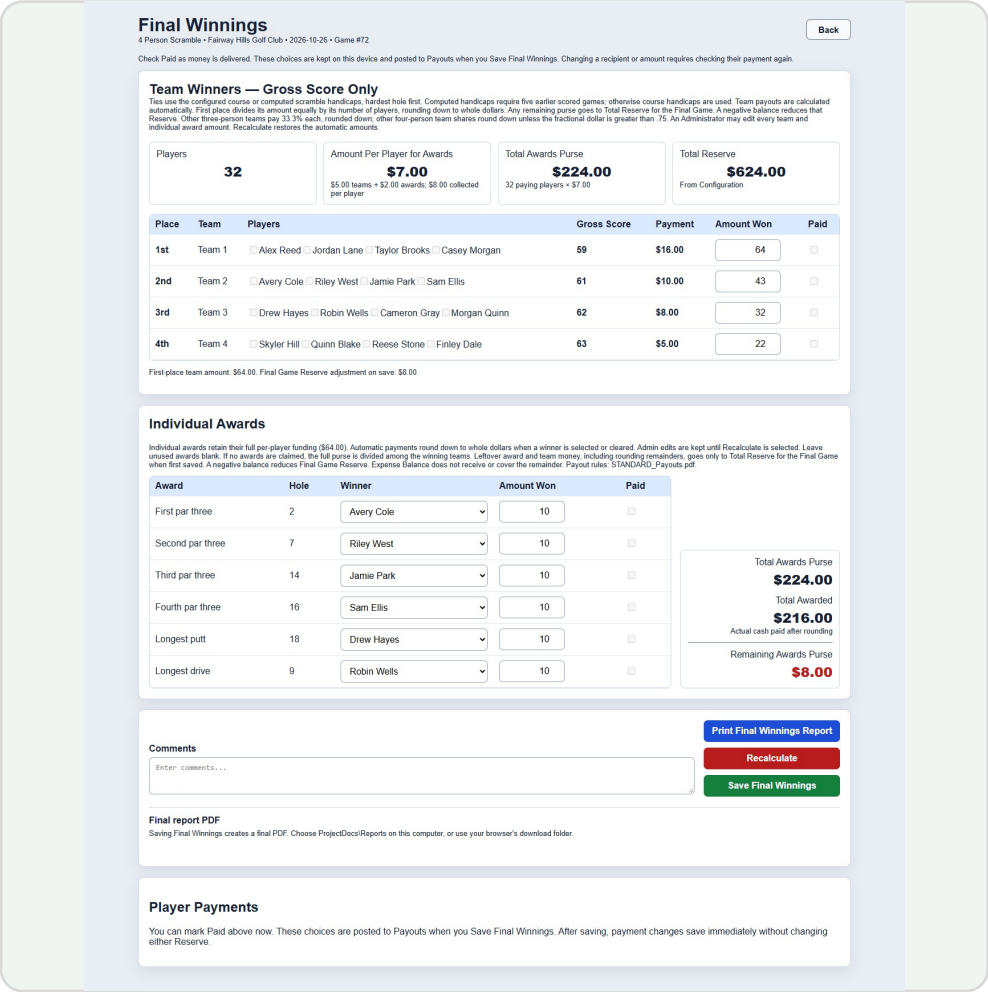
Hear score feedback and current placing on supported devices. The flag button gives approximate center yardage when course coordinates and phone location are available.

Know when it counts

One active scorer per team. Wait for the successful save before moving on. Phone scores and shot credits can be queued offline after opening the game online; other features need a connection.

A clear finish for every dollar

Review places and award winners, adjust the amounts when needed, then print and save. The final PDF retains the amounts you approved.



Track the cash you hand out

Keep your entered prizes. Check players or individual awards Paid; undo mistakes on saved or reopened games. Reports show what is still owed.

Keep the money clear

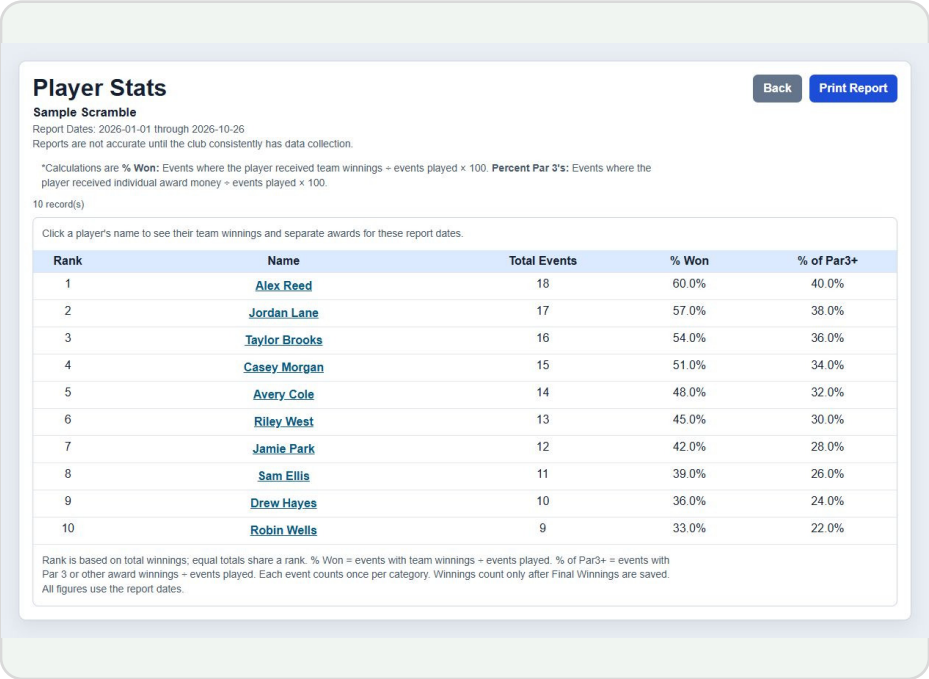
With $5 for teams and $2 for awards, the prize purse is $7 per paying player. Four places are automatic at 31 players. The signed remainder goes only to Total Reserve for the Final Game; a negative remainder reduces it.

Close today without carrying it forward

Final save preserves scores, attendance and winnings, and clears working selections. Review the report email and send or cancel.

Make the season useful

See who is winning across the season, then revisit your own rounds in My Profile.



Player Stats

Back Print Report

Sample Scramble

Report Dates: 2026-01-01 through 2026-10-26.
Reports are not accurate until the club consistently has data collection.

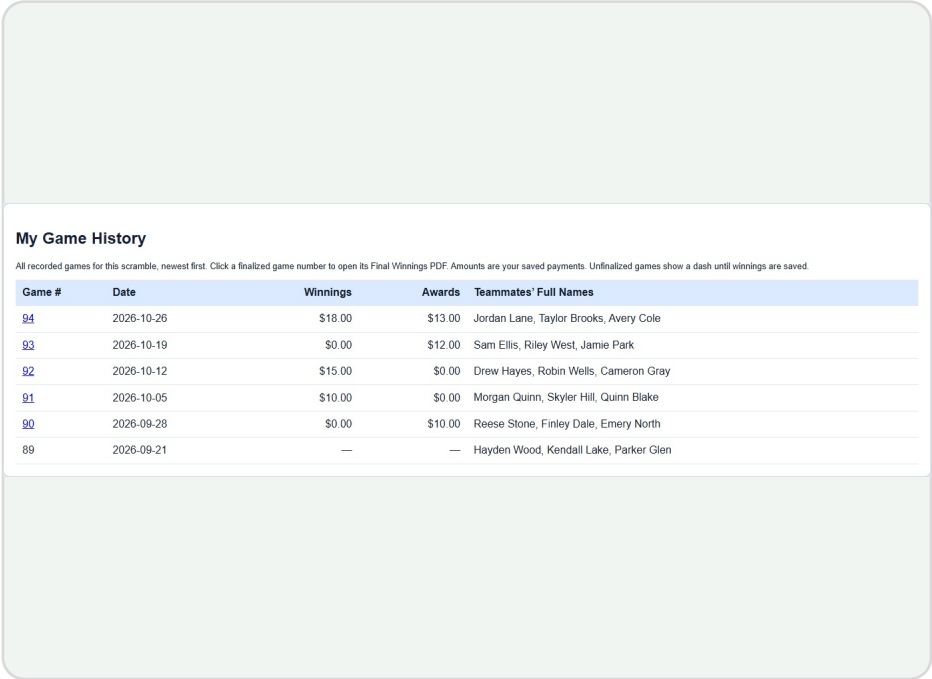
*Calculations are **% Won:** Events where the player received team winnings ÷ events played × 100. **Percent Par 3's:** Events where the player received individual award money ÷ events played × 100.

10 record(s)

Click a player's name to see their team winnings and separate awards for these report dates.

Rank	Name	Total Events	% Won	% of Par3+
1	Alex Reed	18	60.0%	40.0%
2	Jordan Lane	17	57.0%	38.0%
3	Taylor Brooks	16	54.0%	36.0%
4	Casey Morgan	15	51.0%	34.0%
5	Avery Cole	14	48.0%	32.0%
6	Riley West	13	45.0%	30.0%
7	Jamie Park	12	42.0%	28.0%
8	Sam Ellis	11	39.0%	26.0%
9	Drew Hayes	10	36.0%	24.0%
10	Robin Wells	9	33.0%	22.0%

Rank is based on total winnings; equal totals share a rank. % Won = events with team winnings ÷ events played. % of Par3+ = events with Par 3 or other award winnings ÷ events played. Each event counts once per category. Winnings count only after Final Winnings are saved. All figures use the report dates.



My Game History

All recorded games for this scramble, newest first. Click a finalized game number to open its Final Winnings PDF. Amounts are your saved payments. Unfinalized games show a dash until winnings are saved.

Game #	Date	Winnings	Awards	Teammates' Full Names
94	2026-10-26	$18.00	$13.00	Jordan Lane, Taylor Brooks, Avery Cole
93	2026-10-19	$0.00	$12.00	Sam Ellis, Riley West, Jamie Park
92	2026-10-12	$15.00	$0.00	Drew Hayes, Robin Wells, Cameron Gray
91	2026-10-05	$10.00	$0.00	Morgan Quinn, Skyler Hill, Quinn Blake
90	2026-09-28	$0.00	$10.00	Reese Stone, Finley Dale, Emery North
89	2026-09-21	—	—	Hayden Wood, Kendall Lake, Parker Glen

The rounds behind the ranking

Player Stats uses the selected dates. Click a player for winnings history, then a Date/Game for their team and final report.

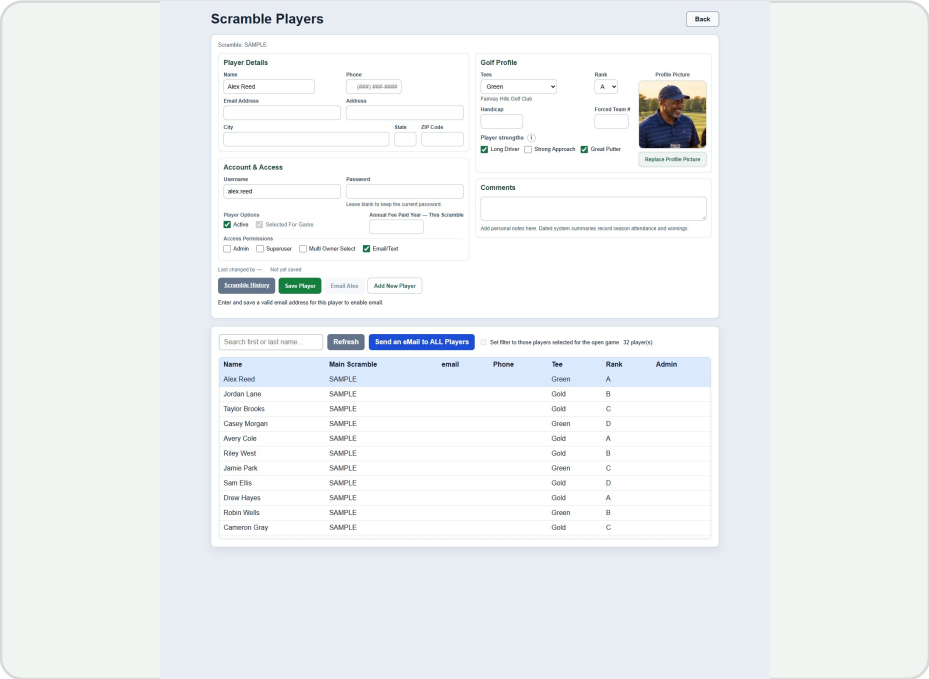
Open your Final Winnings PDF

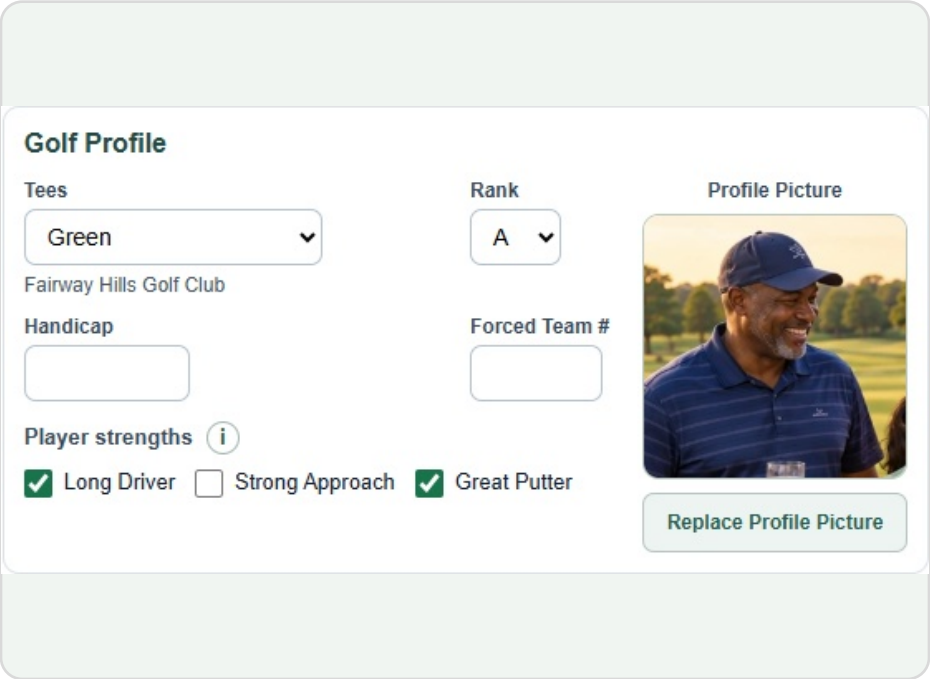
In My Profile, scroll to My Game History and click a finalized Game #. The Final Winnings PDF opens in a new tab.

Ask a read-only database question by typing or dictating. Answers follow your access permissions.

Player details without the clutter

Find contacts, golf information, account settings and comments in clear sections. Add a picture and mark playing strengths to help balance teams.





Player details made clearer

Contacts, golf details, account settings and comments each have a clear place. Save Player keeps text changes; photos save separately.

A picture and three strengths

Upload or replace a photo and wait for Picture saved. Long Driver, Strong Approach and Great Putter help balance teams while forced placements stay fixed.

Selected For Game stays read-only. Superuser access can be changed only by a SuperUser; a blank password keeps the existing password.

See your next scramble here

Contact Mike at mdsheley@yahoo.com for a DEMO. See your roster, one-tap scoring and final payouts on a phone, tablet or computer. No app-store installation.



Try it with your group

Explore the screen tour and all 18 holes in the interactive scoring preview. Contact Mike for a DEMO of your own game-day flow.

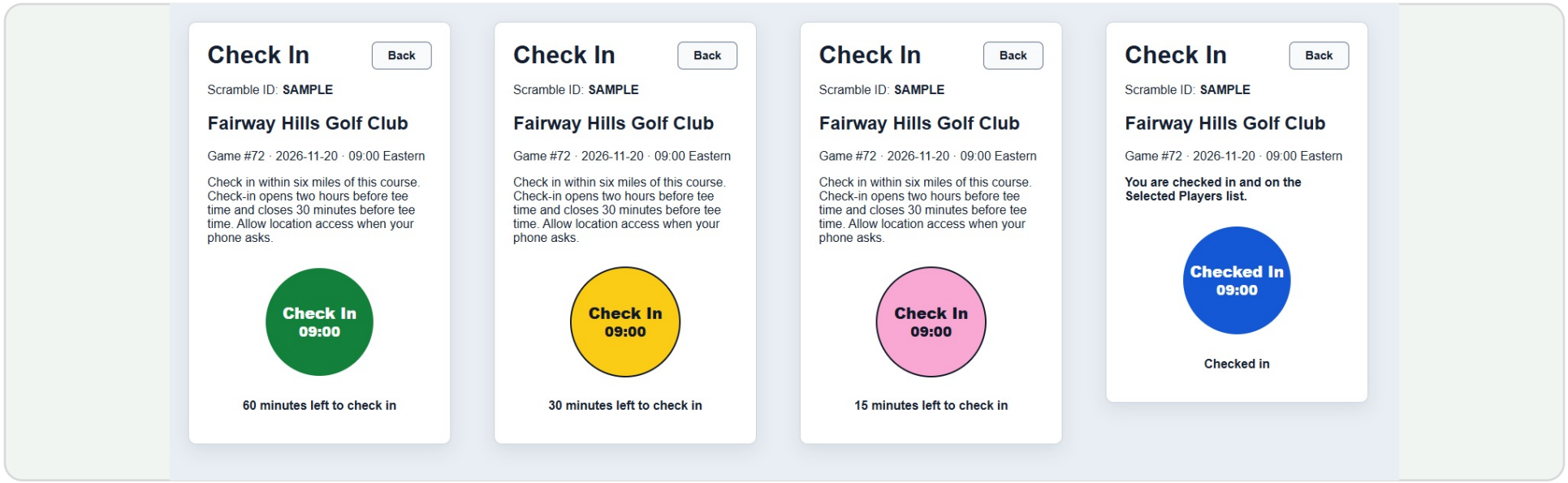
flogscramble.com

mdsheley@yahoo.com

Bring your regulars. Keep your familiar rules. Spend the day with the group instead of sorting the paperwork.

Open phone scoring online first; scores and credits can then queue offline. Speech and location depend on browser support.

Phone check in before you play



One shared tee time

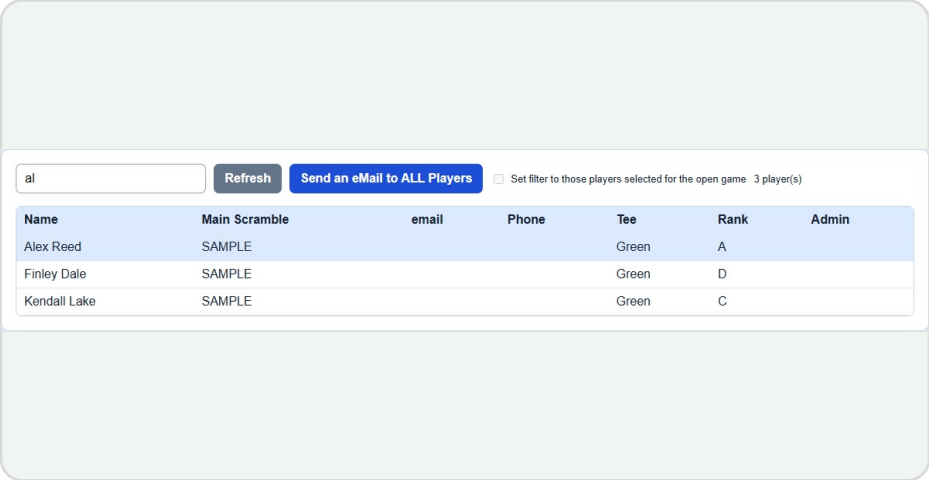
In Game Setup, the Admin enters one shared Tee Time (Eastern) below Game Date and clicks Continue. The time is saved with the game; do not change it just to test a real scramble.

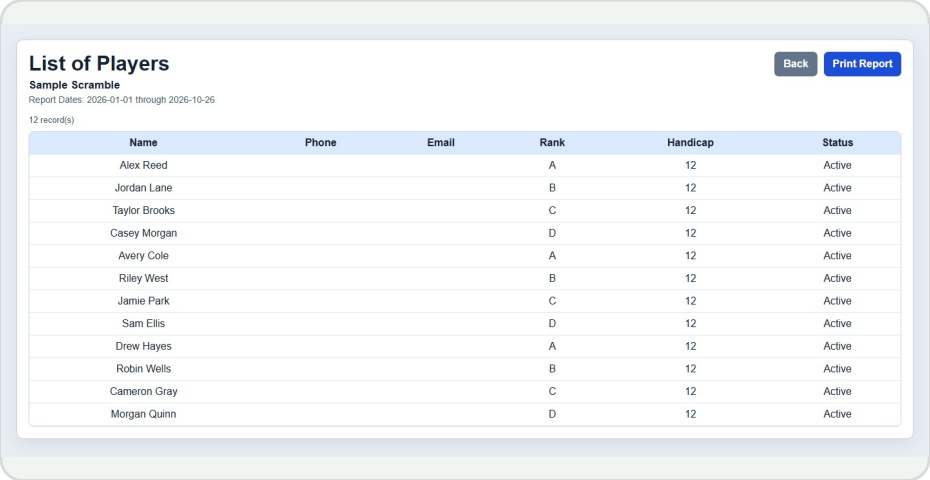
Automatic colors and countdown

Green: two hours to one hour before tee time. Yellow: one hour to 45 minutes before. Pink: 45 to 30 minutes before. Blue: successful check-in while the window is open. The countdown runs to the 30-minute cutoff, not to tee time. No refresh is needed.

Within six miles. Opens two hours before tee time. Closes 30 minutes before. Tap once and wait for confirmation.

Keep player and money records clear





Find and correct a player

Matches update with every character typed. Search any part of a first name, last name or full name; capital letters do not matter. Press Delete while Search Players has focus to clear only the search and keep the cursor there. Selected players, Team #s, starting holes and scores stay unchanged. List of Players no longer includes Tee. An Admin can right-click a player row or click the name to open the existing player record. Save Player returns to the same list with its filters and updated name. Back and Escape also return there. Owner ID, teams, scores, payouts, awards and Paid checkboxes stay unchanged.

Reports and email preferences

Final Winnings headers and footers use the saved game date, including regenerated and emailed PDFs. Saved and emailed copies use the same report writer. The Winning Teams prize section omits teams whose actual Team Cash is zero. Individual awards and complete standings remain; entered prizes and Paid status do not change. Email/Text appears after Multi Owner Select in Scramble Players and is checked by default for a new player. Save Player stores the preference. Only players whose Email/Text box is checked receive outgoing player messages or emailed reports. An unchecked or missing preference blocks delivery; the app checks again before sending. This does not remove players from report content or add texting. Course contacts and separate notification subscribers use their own workflows.