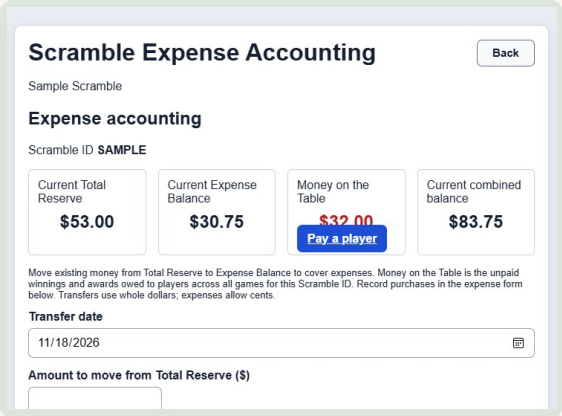
SCRAMBLE EXPENSE ACCOUNTING

Keep every dollar clear.



1. Move money. In Administration, open Add Scramble Expenses. Enter a date, whole-dollar amount and reason. Move Total Reserve to Expenses shifts the same amount into Expense Balance.

2. Record spending. Enter the purchase date, category, description and amount, then Submit. Expenses allow cents and reduce Expense Balance.

3. Reverse a transfer. Enter a reason and choose Reverse Transfer. The full amount returns to Total Reserve; both entries stay in history. Expense Balance must cover it.

4. Print history. Filter From / Through dates and print transfers. Print Expenses Report uses the Administration dates for purchases.

BRING YOUR NEXT SCRAMBLE

See it. Picture your group.

Explore the tour and see how a scramble moves from sign-in to celebration.

Scan to explore

flogScramble.com

Contact Mike for a DEMO.

mdsheley@yahoo.com

Phone. Tablet. Computer.
Open in your browser. No app-store download needed.

Timing goals assume your course, player list and payout plan are ready; the wrap-up starts with scores and award winners ready to review. Actual time varies. Online access required.

Version 2.1 | November 19, 2026.
Fictional screens. Illustrative lifestyle photo.

flogScramble.com

MIKE'S GOLF SCRAMBLE

Less organizing. More golf.

A simpler way to run your next scramble.



DESIGNED FOR YOUR SCRAMBLE DAY

<5	1	2
MINUTES	**TAP**	**MINUTES**
to set up	per hole	to wrap up

One player per team keeps score.
Everyone gets more time to golf.

UP TO 120 PLAYERS

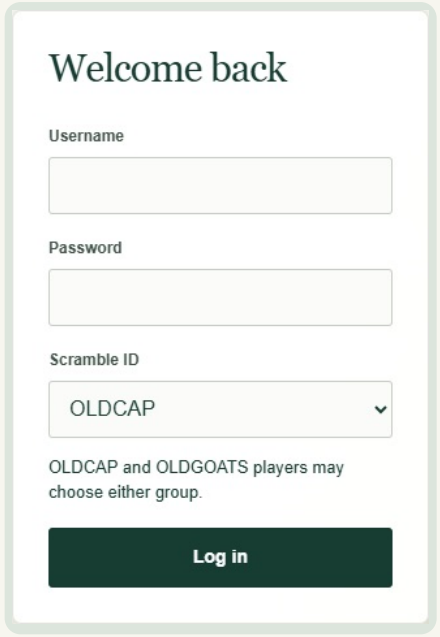
For organizers. For players. For your group.

01 / BEFORE THE ROUND

<5 MINUTES

Sign in. Tee off.

Choose your group in **Scramble ID.**



One login, either group. OLDCAP and OLDGOATS players use the same username and password. Choosing a group does not grant Admin access.

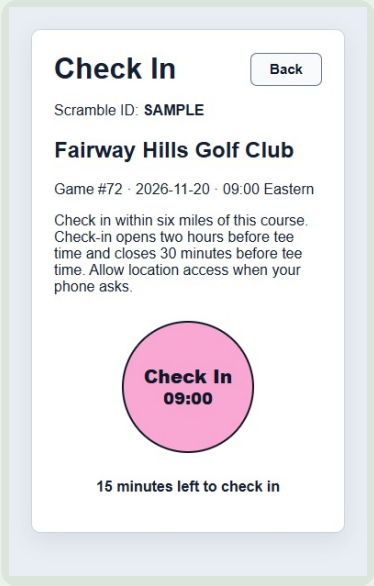
Captains enter teams only on phones. Choose the Team # and three or four names on the Admin-issued scorecard. Submit My Team adds them immediately.

Search as you type. Delete clears only Search Players.

02 / ON YOUR PHONE

1 TEAM AT A TIME

Check in. Then play.



Within six miles of the course. The Admin enters one shared **Tee Time (Eastern)** in Game Setup and clicks Continue.

Green: 2–1 hours before. **Yellow:** 1 hour–45 minutes. **Pink:** 45–30 minutes. **Blue:** checked in.

Opens two hours before tee time; hides 30 minutes before. Countdown and colors update automatically. **No refresh needed.**

03 / AFTER THE ROUND

2 MINUTES

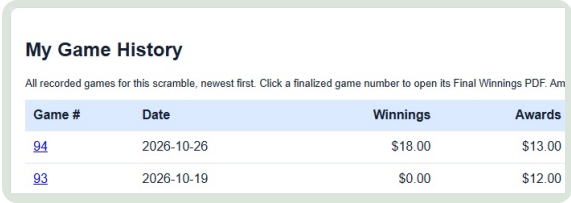
Check. Award. Celebrate.

Reports show the saved game date and cash-winning teams. Reopened saves keep entered prizes without posting



RECORD AN EXPENSE / DETAIL

My Profile



In **My Game History**, click a finalized **Game #** to open the Final Winnings PDF in a new tab.

Two-minute wrap-up goal once scores and award winners are ready for review.