



Marker Games


List of games that marker supports along with a brief overview of how each one is intended to be played with screen examples.

Getting Started:

Getting started.

Navigate to <https://marker.golf> and click the “Try it now” button.

You should be prompted to enter your mobile phone number to authenticate.



Enter your mobile number to get started

enter phone number


Submit

By providing your phone number, you agree to receive text messages from JT Hopple LLC. Message and data rates may apply. Message frequency varies.

By using this service, you agree to our [terms of service](#) and [privacy policy](#)

Version: 2.5.17

Enter your mobile number and tap the Submit button and you will receive a text message with an authentication code in a few seconds.



We just sent a six digit code to: **0005550004**

Enter the code below

Enter 6-digit code

Login

[request new code](#)

Enter the authentication code and click the Login button. Now you are ready to enter your information and connect your GHIN number if you have one. (If you don't, you can still use the scorecard and set your own handicap.)

Enter your name, email and GHIN and click the Save button. This will take you to the home screen.

If you did not enter your GHIN number before there will be a button allowing you to do so here. If you tap that button you can enter and save your GHIN (this allows Marker to automatically pull your latest index for scoring purposes) here:

Adjust profile details

First Name
Patricia

Last Name
Penalty

Email
ppenalty@marker.golf
Use the same email address as your USGA account.

USGA Handicap ID
e.g. GHIN #
Allows us to fetch your current Handicap Index®. Don't have one? [Get one!](#)

Handicap Settings
 Male
 Female

Save

Now you are ready to start using Marker!

Scorecards

At this point, you are able to create new scorecards and events (we'll cover events in the next section). To create a new scorecard, tap the Create scorecard button.

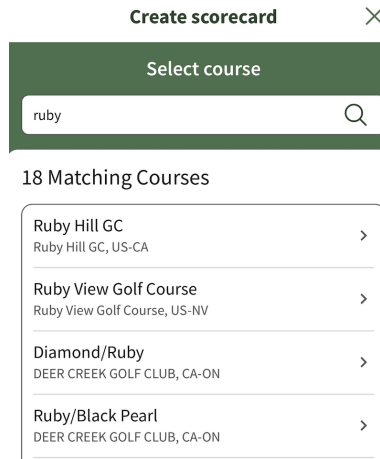
Create scorecard ✕

Select course

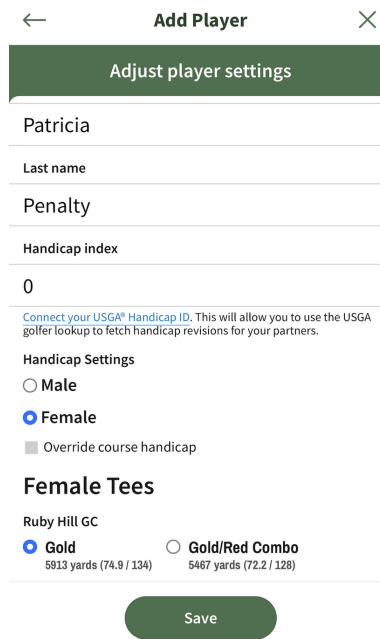
Search courses 🔍

Once you find and select a course, we'll create a scorecard for your round.

You will be prompted to select a golf course (you can select any course in the USGA database). Type in a few letters to start searching and you will see a list of golf courses to choose from.



Select the course you will be playing and you will be prompted to select the tees you wish to play.



On the screen you select the tees you want to play. If you haven't connected your GHIN number this is also where you can set your handicap index (defaults to zero). This index will be used to calculate your course handicap based on the selected tees (slope and rating). In this case Patricia has entered 9.3 as her handicap index. This index will be saved and used as the default for future cards and events.

The screenshot shows the 'Add Player' screen with a dark green header containing a back arrow, the text 'Add Player', and a close 'X' icon. Below the header is a section titled 'Adjust player settings' with a dark green background. The form contains the following fields: 'First name' with the value 'Patricia', 'Last name' (empty), 'Penalty' (empty), and 'Handicap index' with the value '9.3'. At the bottom, there is a small blue link that reads: 'Connect your USGA® Handicap ID. This will allow you to use the USGA golfer lookup to fetch Handicap revisions for your partners.'

There is also an option to override the automatic course handicap calculation and use your own.

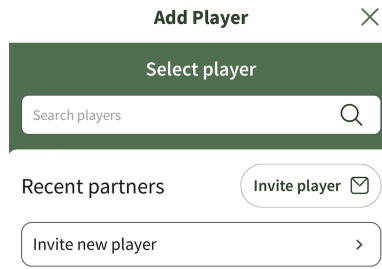
The screenshot shows the 'Handicap Settings' section. It includes three options: 'Male' (unselected), 'Female' (selected with a blue radio button), and 'Override course handicap' (checked with a green checkmark). Below these options is a text input field containing the number '8'. At the bottom, there is a small grey note: 'This will override the Course Handicap for this player in net games that are configured to use a handicap override.'

In this case, Patricia has overridden her automatically calculated course handicap and will be limited to 8 strokes. Click save and we're ready to add other competitors.

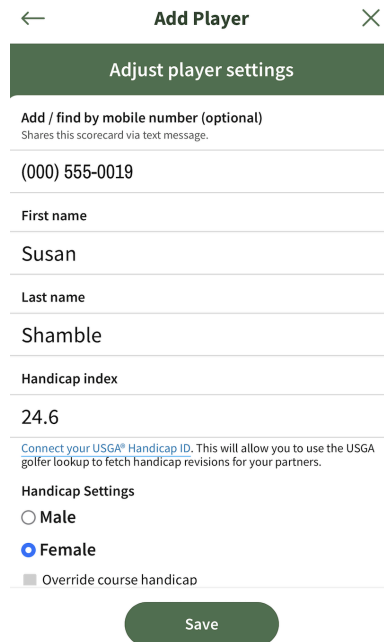
Tap the plus button to add a competitor to this card.

The screenshot shows the 'Scorecard Settings' screen for 'Ruby Hill GC' on 'Mon, September 02, 2024'. The screen has a dark green header with a back arrow, the text 'Scorecard Settings', and a trash icon. Below the header is a section titled 'Ruby Hill GC' with a dark green background. The main content area is divided into two sections: 'Players' and 'Games'. The 'Players' section has a plus button and a card for 'Patricia Penalty' at 'Ruby Hill GC' on 'Gold Tee, C.H. 14 | H.I. 9.3' with a 'C.H. Override: 8'. The 'Games' section has a plus button and a note: 'Use the plus button to add as many games as you'd like to this scorecard.'

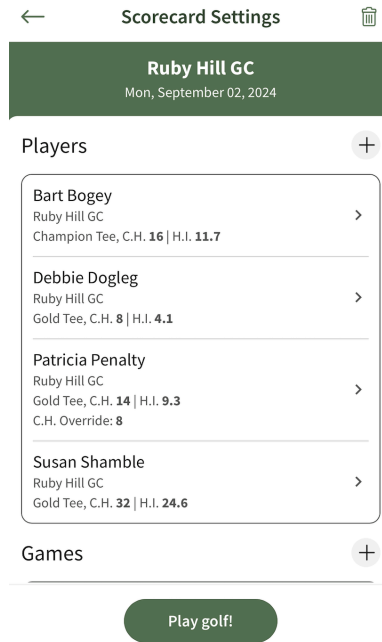
This will bring up the Add Player screen where you can add additional players to your scorecard.



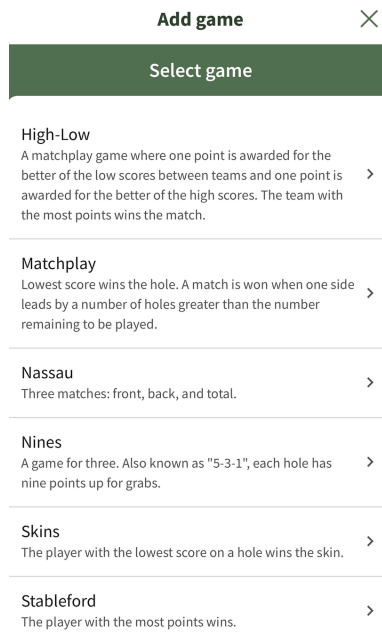
As you add playing partners, they will be added to your “Recent partners” list making it simple to add them again next time. In this case, tap the Invite player button and the add player screen will appear.



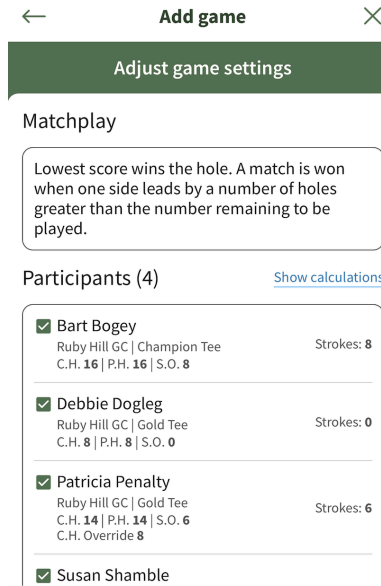
Type in the player's mobile phone number (they will be texted a link to the scorecard). If they are already a Marker user, their information will be automatically populated. Tap Save and continue to add other players. When all the players have been added, you are ready to set up your games.



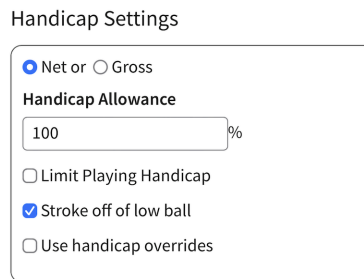
Tap the plus button next to Games and you will see the Add Game page.



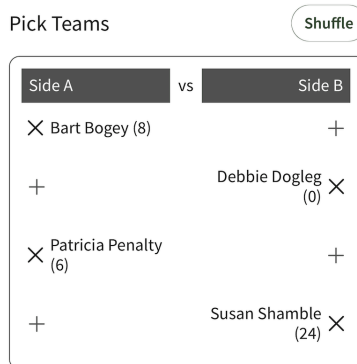
For this example, we'll create a match for the foursome. Tap the Match button.



Select your handicap settings.



Pick your teams or you can choose to have Marker select random teams by tapping the shuffle button.



Finally you can select the stipulated holes, number of balls to count, and automatic presses if you like.

Stipulated Holes

Holes: —

Aggregates

Net Balls: 0 1 2
Gross Balls: 0 1

Tap the plus to add another aggregate. This will let you specify the number of balls to count on a given hole. For example, you may want to use more, or fewer, balls on par 3s; or on the last hole of each nine.

Press Settings: 1 - 18

Automatic Press when down

Save

In our example, we have the match stipulated for the full 18 holes, using one net ball per side and we are going to have automatic 2 down presses. Tap save and we're ready to play golf!

Patricia Penalty
Ruby Hill GC
Gold Tee, C.H. 14 | H.I. 9.3
C.H. Override: 8

Susan Shamble
Ruby Hill GC
Gold Tee, C.H. 32 | H.I. 24.6

Games +

Net Matchplay (Holes: 1-18)
BB & PP vs DD & SS

Play golf!

Tap the Play golf button and the scorecard will appear. Tap on the Matchplay tab and notice the dots on each hole to denote which players get strokes. There is also a running summary of the match in the match column.

Hole	Par	Side A		Side B		Match
		BB ⁸	DD	PP ⁶	SS ²⁴	
1	4	5	5	5	5/4	-1
2	4	6/5	5	5	5/4	-2
3	3	4	4	2	5/4	-1 / +1
4	5					-
5	4					-
6	3					-
7	4					-

In our example, you can see side A is up one, down one overall. If you tap on the trophy button you will see a detail of the leaderboard.

Leaderboard			
Side Games			
Matchplay			
	Side A	Side B	Press
1-18	Bart Bogey, Patricia Penalty	1-up Debbie Dogleg, Susan Shamble	
3-18	Bart Bogey, Patricia Penalty	1-up Debbie Dogleg, Susan Shamble	auto

That's it. The beauty of Marker is that you can have as many games on a card as you like, we could add a Nassau between Bart and Betty, another match between Susan and Debbie and so on.

See video example of setting up a match [here](#).

Handicap Overview

All of the Marker games have some handicap settings in common which we will cover here.. First you can select Net or Gross scoring for each game. Naturally some of the other options

will be disabled if you choose Gross. Next you have the handicap allowance - this setting allows you to limit the competitors to a certain percentage of their course handicap.

Handicap Settings

Net or Gross

Handicap Allowance

%

Limit Playing Handicap

Stroke off of low ball

Use handicap overrides

You also have the ability to limit the course (playing) handicap to a certain number of strokes. For example, our regular group limits playing handicap to 18 so no player gets more than one stroke on any hole.

Handicap Settings

Handicap Allowance

%

Limit Playing Handicap

Playing Handicaps will be limited to this number of strokes

Stroke off of low ball

Use handicap overrides

Next you have the option to stroke off the low person in the group. Finally, you can choose to use overridden course handicaps. When you add a player to a card, you can choose to override the automatically calculated course handicap and enter a fixed course handicap - selecting this check box will use that setting for this specific associated game.

Match Play

Players compete hole by hole, with the player scoring the lowest on each hole winning that hole. The game is played between two players or two teams, and the overall winner is the player or team that wins the most holes.

Overview:

In Match Play, each hole is a separate competition, and the player with the lowest score on a hole wins that hole. The score is kept by counting the number of holes won and lost, rather than the total number of strokes taken.

Quick Characteristics:

Match Play is typically played between 2 players or 2 teams; it's a match play format and can be played as singles or teams.

How to Play:

Players or teams compete against each other hole by hole.

The player or team with the lowest score on a hole wins that hole. If players or teams have the same score, the hole is halved, and neither side wins.

The game continues until one player or team has won more holes than there are holes remaining. For example, if a player or team is 4 holes up with only 3 holes left to play, they win the match.

Adjustments/Settings:

Players or teams can decide the number of stipulated holes to be played, typically 9 or 18 holes. Handicap allowances can be applied to even the playing field between players of different skill levels.

In team events, formats such as Four-Ball (better-ball) or Foursomes (alternate shot) can be used.

Match Play offers an exciting format for golfers of all skill levels, emphasizing strategy and shot-making on each hole, rather than the overall score.

High-Low

This is a popular variant of a match between two two-person teams. It is a fusion of a match and a nassau where each hole is a separate competition with however each hole can be worth up to two points in the match. Both players' balls count on each hole and the match is decided based on the total number of points for the front/back/overall matches.

Quick Characteristics:

High-Low is a match played by two two-person teams.
The game is between the two teams where both balls on each team count.
The format is points based where there are two possible points available on each hole.

How to Play:

Teams compete against each other hole by hole. Both balls count as follows:

Side A both players win - Side A gets two points
Side A has one win and one tie - Side A gets one point.
Side A has one win and one loss - Side A gets zero points.
Side A has two ties - Side A gets zero points.

The game continues until one team is up by more points than there are points remaining. For example, if a player or team is 5 points up with only 2 holes left to play, they win the match.

Adjustments/Settings:

Teams can decide on automatic presses if so desired. Normal handicap settings are available. In team events, formats such as Four-Ball (better-ball) or Foursomes (alternate shot) can be used.

High-Low is a great match format for two person teams where you want both balls to count.

Stableford

Stableford is a scoring system in golf that awards points based on the number of strokes taken at each hole. The objective is to score the highest number of points, rather than achieving the lowest number of strokes.

Overview:

In Stableford, players earn points based on their score relative to par on each hole. The player with the highest number of points at the end of the round wins.

Quick Characteristics:

Stableford can be played by 2-4 players or more; it's a points-based game; can be played individually or in teams.

How to Play:

Each player records their score relative to par on each hole:

Double Eagle: 8 points
Eagle: 5 points
Birdie: 2 points
Par: 0 points
Bogey: -1 point

2 or more over par: -3 points

Players tally their points throughout the round.

Adjustments/Settings:

Players can adjust the points awarded for each score relative to par based on their preference or skill level.

09:54



Add game



Adjust game settings

Stableford Points

Quota Tournament

Triple or worse

-1

Double Bogey

0

Bogey

1

Par

2

Birdie

3

Eagle

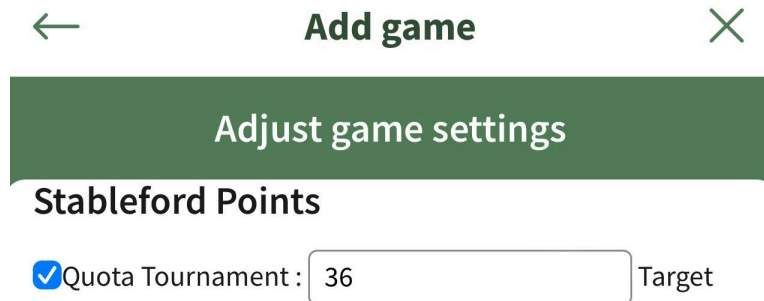
4

Double Eagle or better

5

Save

You can also assign a “quota” to this format where a player is given a quota equal to 36 minus their course handicap (e.g., a 15 handicap would have a quota of 21). A player’s score is the total of points earned minus his quota. For example, if a player earned 24 points with a quota of 21, his tournament score would be +3.



← Add game ×

Adjust game settings

Stableford Points

Quota Tournament : Target

Stableford encourages aggressive play and rewards risk-taking, as players are not penalized as harshly for high scores on individual holes. This makes it a popular format for casual and competitive golfers alike.

Nassau

Nassau is a wagering game in golf that combines three separate bets into one: the front nine, the back nine, and the overall round. Each bet is a match play competition, with the winner being the player or team that wins the most holes.

Overview:

In Nassau, players or teams compete in three separate match play competitions: the front nine, the back nine, and the overall round. Players can bet on one, two, or all three competitions.

Quick Characteristics: Nassau can be played by 2-4 players or more; it's a match play format; can be played individually or in teams.

How to Play:

Players or teams compete hole by hole in each of the three competitions.

The player or team that wins the most holes in each competition wins that competition.

Automatic presses:

In an automatic press, the bet is automatically doubled when a player or team is X or more points down in any of the three competitions, without needing a request from the trailing player or team.

Press Settings: 1 - 9

Automatic Press when down

Press Settings: 10 - 18

Automatic Press when down

Press Settings: 1 - 18

Automatic Press when down

Save

The scoring for that competition is effectively restarted, giving the trailing player or team an opportunity to catch up and potentially win more money.

Automatic presses can add a sense of urgency and excitement to Nassau, as players know that the stakes will automatically increase when they fall behind. However, it's essential to ensure that all players or teams agree to use automatic presses before starting the game to avoid any confusion or disputes.

Nines

A game designed for threesomes (when your fourth doesn't show up). Nines is a classic points game which usually includes a wager value for each point. Players compete for a total of nine points on each hole.

Overview:

This is a three player game where players compete for the most points. There are a possible 9 points per hole.

Quick Characteristics:

Nines is a game for threesomes.
This format is played individually
The game is points based.

How to play:

Players compete for points on each hole. Points are typically assigned a value in the wager.
Players settle up at the end of the match based on their individual number of accumulated points in relation to their competitors..

How to Play:

Players play each hole to win the most possible points.

Point distribution is as follows:

Three players tie - 3 points each

One player low the other two tie - 5 points for low, the other two get two points each

One player low and one player high - 5 points for low player, 3 points for middle player, 1 point for high player

Adjustments/Settings:

Handicap allowances can be applied to even the playing field between players of different skill levels.

Skins

The timeless game where each hole is an individual competition with players competing for the lowest unique score.

Overview:

Players compete on each hole for a "skin". Player with the lowest score wins. If there is a tie, there is no skin awarded for that hole.

Quick Characteristics:

Skins can be played by any number of players.

It is played individually with each player trying to get the lowest score on each hole.

It is a stroke play format.

Each hole is a separate competition with player's vying for the lowest unique score. There are several options on what to do in the case of a tie. Some versions allow for "carryovers" which would make the next hole after a tie worth two "skins". Alternatively, ties can just be nulled and the entire skins pot is simply divided by the number of holes where there is a single lowest score.

How to Play:

Skins can be played by any number of players. Competitors agree in a “buy-in” and the skins pot is established. A skin is awarded if there is a low score on any of the stipulated holes. Winnings are automatically calculated and can be seen on the leaderboard as the round progresses.

Settings and Adjustments:

Handicap allowances can be applied to even the playing field between players of different skill levels. Often, groups allow only a percentage of a player’s course handicap for the competition. There is also the option to use “half strokes”. This allows players to still benefit from their course handicap but will not allow a gross score to be cut or tied by a net higher score.

Team Stroke Play

Team stroke play is a versatile option allowing you to create your own game. This format is most commonly used when you have multiple groups (Events) competing against each other. Groups can be creative and use any combination of net and/or gross balls as a cumulative team score for each hole.

Overview:

Team stroke play is most commonly used for multi-group competitions. This format allows you to create teams and decide on how many balls count on each hole.

Quick Characteristics:

Team stroke play can be played by any number of teams.
As implied by the name, this format is played by teams.
Scoring is stroke play.

How to Play:

The group decides on the size and number of teams and the number of net/gross balls for each team to count on each hole. This game can also track any number of subtotals (1-9 and 10-18, or maybe 1-5, 6-12, 13-18) these subtotals can be separate matches with individual team payouts.

Settings & Adjustments:

In addition to the standard options, you can additionally define:

X Teams of Y Players - if you have 20 players you could have 4 fivesomes or 10 twosomes (or any other combination).

Shuffle Teams (if you want Marker to randomly create the teams)

Aggregates - you can select any number of net and/or gross balls to count for each hole. (e.g. - if you are playing foursomes you could have 3 of four balls count on holes 1 - 8 and holes 10 - 17, but have all four balls count on hole 9 and 18). Example:

Aggregates +

Holes: —
✕

Net Balls: 0 1 2 3

Gross Balls: 0 1

Holes: —
✕

Net Balls: 0 1 2 3

Gross Balls: 0

Holes: —
✕

Net Balls: 0 1 2 3

Gross Balls: 0 1

Holes: —
✕

Net Balls: 0 1 2 3

Gross Balls: 0

Subtotals - you can also add subtotals for the leaderboard. If you want to track team scores for 1-9 and 10-18 in addition to overall you would set that here.

Subtotals



Holes: –



Holes: –

