



Match Caddie

Quick Start Guide — a quick tour of scoring, matches, and stats



Why I Built Match Caddie

Every golf app I tried felt bloated and complicated. Screens packed with information I didn't care about. Menus I needed training videos to figure out. I tracked 319 rounds in one competitor app, and the friction wore on me with every one of them.

Why do I have to choose 9 or 18 holes before I tee off? Why do I pick a starting hole before a shotgun start? Why can't everyone in my group score their own round — and have it all come together on one shared scorecard?

So I built the app I wanted, natively in Apple's latest Swift and SwiftUI, so it feels fast, modern, and at home on your phone. A few things mattered most:

- › **Minimal, but powerful.** A clean interface that shows what matters and nothing else.
- › **Intuitive from the first tap.** Guided when you need it, out of the way when you don't.
- › **Built for the weekend buddies match.** Share a live scorecard so the whole group can follow along, shot by shot.
- › **Games and matches, done right.** Nassau, Skins, Best Ball, and more — tracked hole by hole and settled automatically. No math in the parking lot.
- › **Friends first.** Golf is best with friends and family. Connecting and sharing should be effortless.
- › **Real analytics, with AI.** Sharp charts for the common questions — plus a live AI caddie you can ask in plain English: *"What are my worst holes?"* The answer comes straight from your own data.

No manual. No training videos. Just golf.



Getting Started

Your first launch — sign in and look around

[GET HERE](#)

Opens when you first launch the app

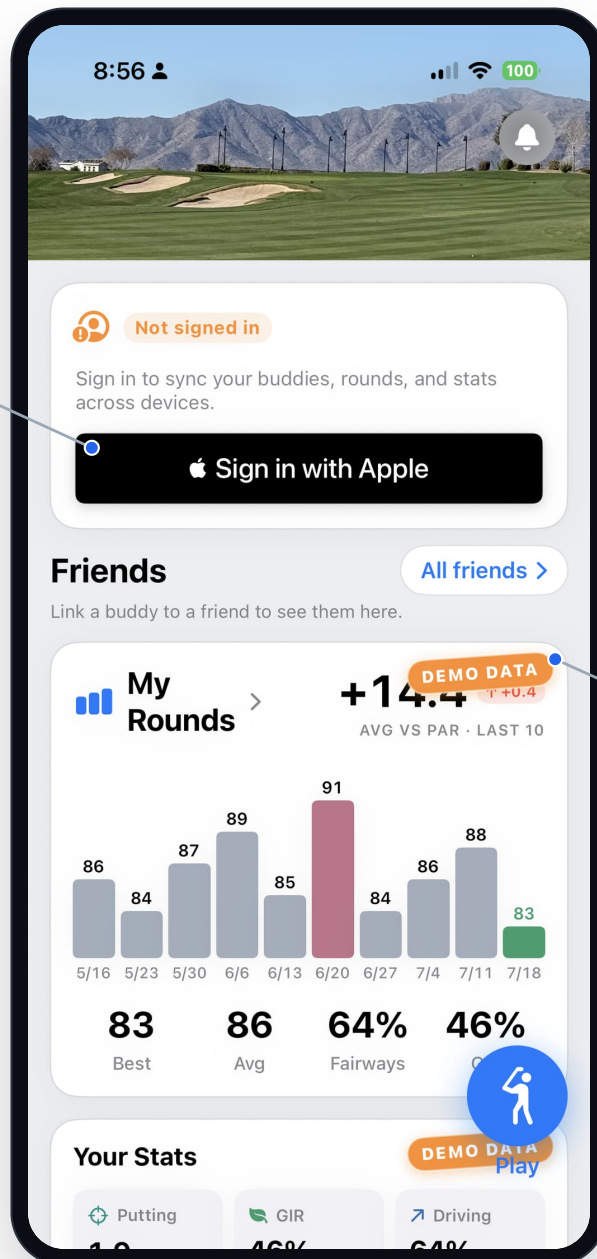
1

Sign in with Apple

One tap with Apple signs you in and syncs your buddies, rounds, and stats across your devices.

This is an iPhone only app, and sign in with apple only. Keeps managing logins clean and through Apple.

You will be guided through setup process once you log in.



2

Demo data first

Before you've played a round, the app fills in demo data so you can see how your stats and charts will look. This demo data will stay until you've played a round.



Home

Your Home screen — see friends' live rounds, your stats, and start playing

GET HERE

Opens when you launch the app

3 Make it yours

Put your own photo on this banner — a favorite course or your foursome. Set it from your **Me** page, under "Home Hero Image → Choose Photo."

7 Friends — and who's live

Linked friends show here. A friend on the course gets a red ring. **Two taps:** tap the red **LIVE** badge to open their live scorecard and follow along hole-by-hole; tap the **photo** to open their details.

8 Friends' rounds

See what your buddies just shot. Tap their score to open the scorecard for that round. Tap anywhere else to open their detail card.

9 My rounds

Your scoring trend at a glance — recent scores, average vs. par, best score. Tap to dig into full round history.

4 Notifications

Friend requests, match invites, and live round alerts show up here.

5 Ask your data

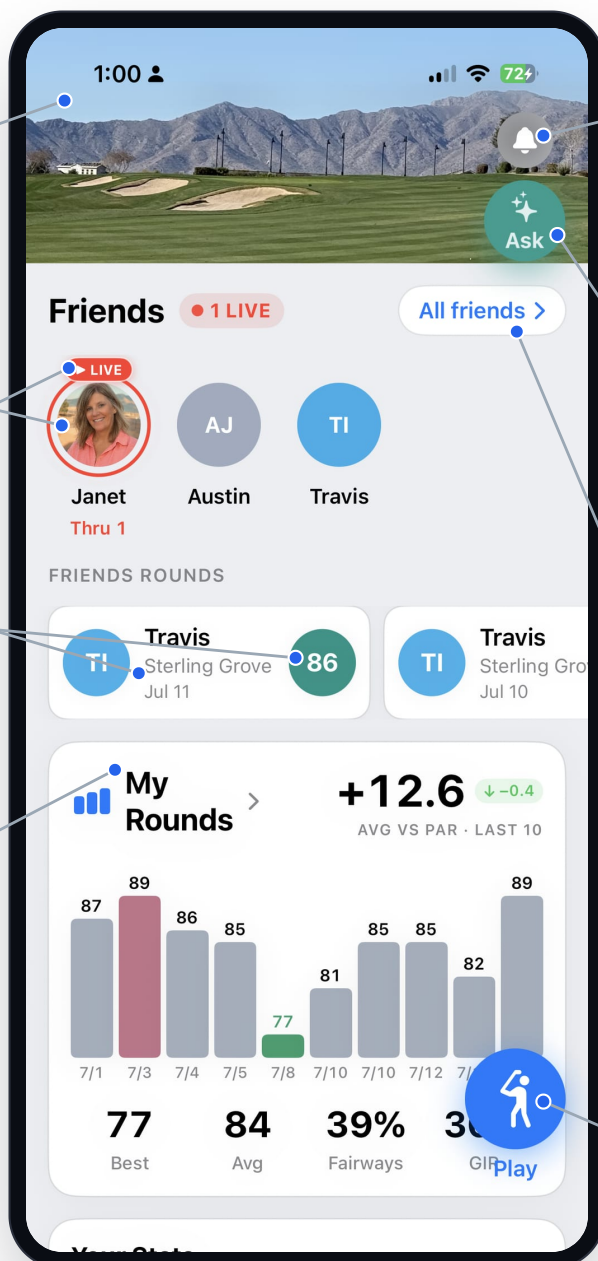
Ask questions about your golf data in plain English — "How many penalties do I average per round?" "How many times have I birdied hole #1 at Sterling Grove?" — and get an answer from your own rounds. Drag the button anywhere on the screen.

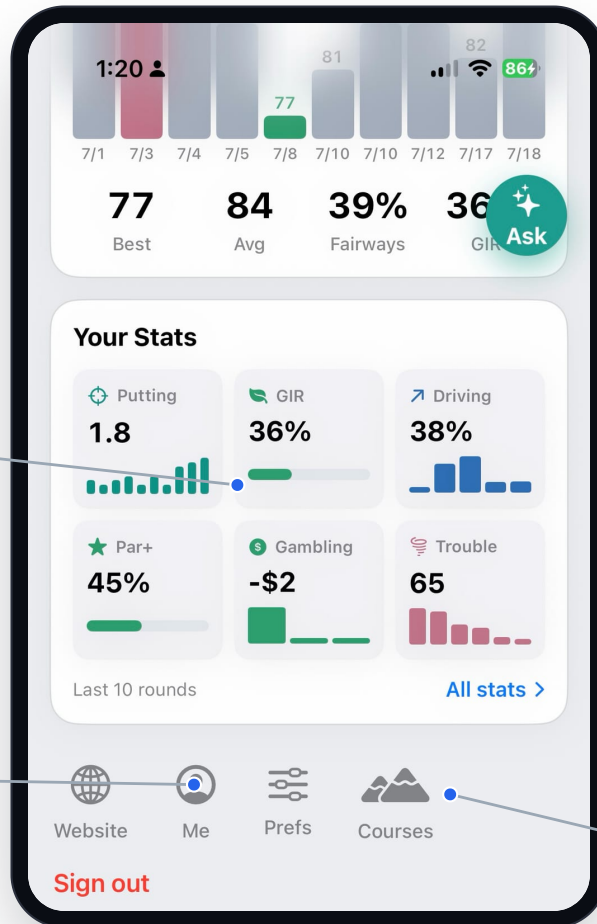
6 All friends

Manage everyone here — **link** or **unlink** buddies and **add new** ones. Linked friends share live rounds and stats; unlinked ones are just names on your scorecards.

10 Start playing

Tap the blue button to start a round or a match. This is the one button that begins everything.





11 Your stats

A snapshot of your game — putting, GIR, driving, par-breakers, gambling, and trouble holes. Many interactive graphs and filters.

12 Me

Your profile — set your photo, home course, default tees, GHIN or Index, clubs here.

13 Quick links

Jump to the website, your Preferences, and your Courses. Sign out lives here too.



Previous Rounds

Previous Rounds — your scoring history

[GET HERE](#)
Home → My Rounds

15

Your past rounds

Every round you've played, newest first.

16

Course, players, date

Where you played, who with, and when.

20

Synced

The green check means it's saved to the cloud (and posted to GHIN unless it was a practice round).

14

Show Deleted

This shows all deleted scores, they are soft deleted so you can restore them.

17

Final score

Total strokes for the round.

18

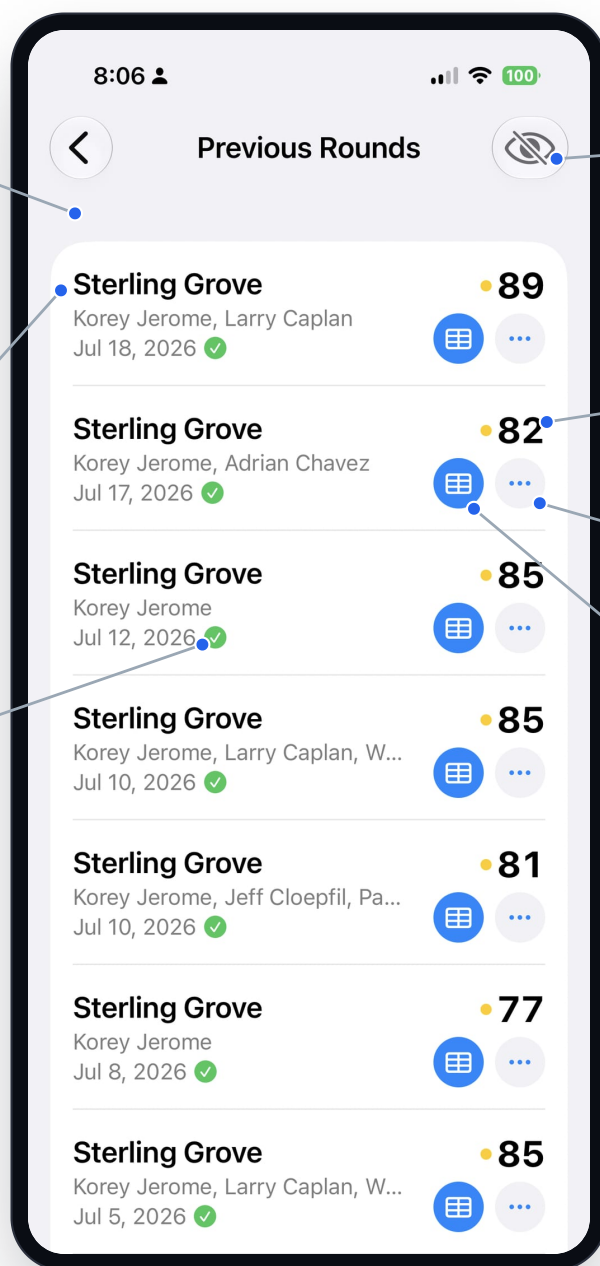
More options

Rename, share, or delete a round.

19

Open the scorecard

Tap to view the full scorecard for that round.





Friends

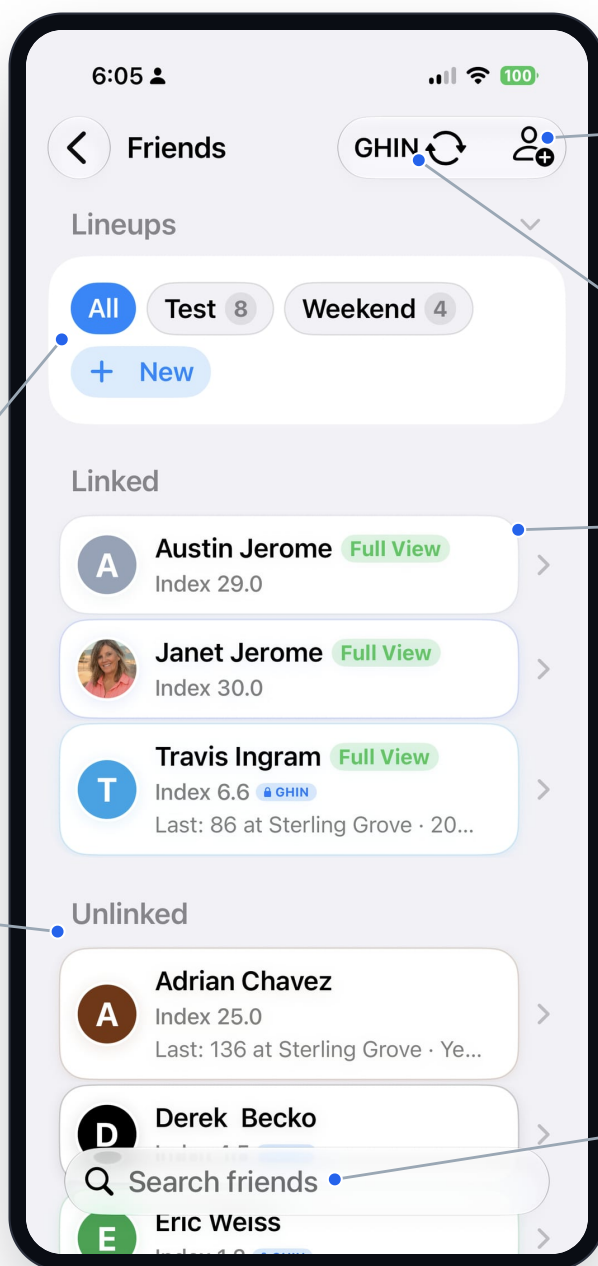
Your friends — linked, unlinked, and lineups

[GET HERE](#)

[Home](#) → [All friends](#)

23 Lineups

Save your go-to groups — a regular foursome or a weekend crew — and switch between them.



21 Add

Add friends

22 GHIN Index update

Manually update Index's. No need to, this automatically happens when you start a match.

24 Linked friends

Friends who use the app and you've connected with. You see their live rounds, stats, and GHIN index. "Full View" shows how much they choose to share with you.

25 Unlinked friends

Just names on your scorecards — no app, no live sharing. Great for guests.

26 Search

Find any friend fast.



Start a Round — Players

Start a Round — players, scoring & tees

[GET HERE](#)
Home → Play

28 That's you

Your row. Your handicap comes from GHIN (the lock) and stays current automatically. Override the GHIN index.

30 A local player

Adrian doesn't use the app and is a local player you added. You keep his score, shown as "Scored by You."

32 Scored by someone else

Austin is a linked friend, but here Janet is keeping his score. Tap the blue "Scored by..." pill to change who scores him.

33 Send & start

Fires the self-score invites and prepare to start the round for everyone at once.

27 Course & default tee

Sterling Grove is your course. The tee here is the **default** — change it to set every player's tee in one move. Individuals can still be overridden below.

29 Per-player tees

Each player has their own tee. Tap to override just that player; the course tee above is the starting default for everyone.

31 Self-score

Only **linked friends** can score themselves. On (Janet) = she gets an invite to keep her own score on her phone. Off (Austin) = someone else scores him, either Janet or Korey.

The screenshot shows the 'Start a Round' screen on a smartphone. At the top, there's a status bar with the time 12:51 and battery level 63%. The app interface has a 'Cancel' button and a 'Start a Round' title. Below this is a 'Course' section with 'Sterling Grove' and a 'Blue' tee selection. The 'Players' section lists four players: Korey Jerome (You), Adrian Chavez, Austin Jerome, and Janet Jerome. Each player has a color-coded tee selection (Blue, Blue, White, Red) and a 'Self-score' toggle. The 'Add index' button is next to Austin Jerome. The 'Scored by' dropdown is set to 'Scored by Janet Jerome' for Austin. At the bottom, there's a large blue 'Send Invites & Start' button. Callouts from the surrounding text blocks point to specific elements: 28 points to the 'You' label for Korey Jerome; 30 points to Adrian Chavez; 32 points to the 'Scored by Janet Jerome' dropdown for Austin Jerome; 27 points to the 'Blue' tee for the course; 29 points to the 'Blue' tee for Adrian Chavez; 31 points to the 'Self-score' toggle for Janet Jerome; and 33 points to the 'Send Invites & Start' button.

12:51 63%

Cancel Start a Round

Course
Sterling Grove Blue

Players 4

Korey Jerome (You) Blue
9.8 (Hcp 9) GHIN updated 7:33 AM

Adrian Chavez Blue
25.0 (Hcp 26)
Scored by You

Austin Jerome White
Add index Self-score

Scored by Janet Jerome

Janet Jerome Red
25.0 (Hcp 20) Self-score

+ Add players
1 player will get an invite to score themselves.
Start fires the invites.

Send Invites & Start



Name It & Pick a Match

Start a Round — name it & pick a match

[GET HERE](#)

Start a Round → scroll to Games

34

Name your match

Give it a name — “Benga's Game,” “Front-9 Skins” — so it’s easy to spot later. Optional; leave it blank for a plain round.

Cancel

Start a Round



Match name



\$ Games

Nassau



Nassau Press



Skins



Skins (Carryover)



Validation Skins



Best Ball



Hollywood (6-6-6)



Pick a game to track bets, skins, or match play.
Skip for casual rounds.

Send Invites & Start

35

Pick your match

This is the **match** in Match Caddie. Choose a game or bet — Nassau, Skins, Best Ball and more — and the app tracks it hole-by-hole. Skip it for a casual round.

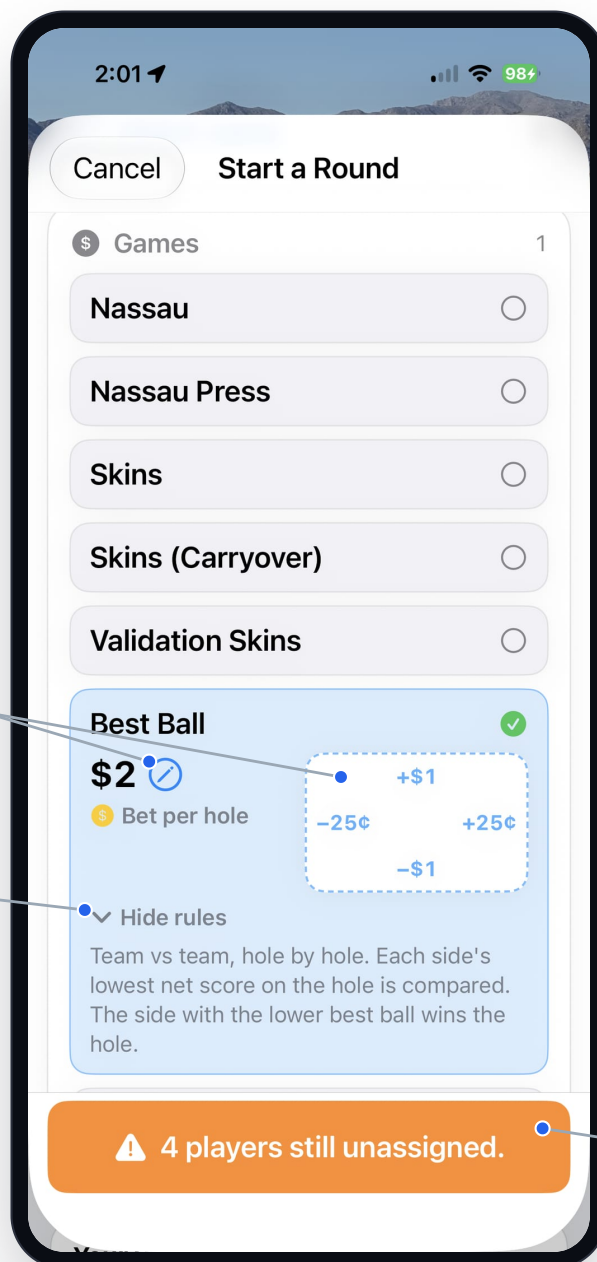


Set the Bet

The match — set the stake

[GET HERE](#)

Pick a game → set the stake



36 Set the bet

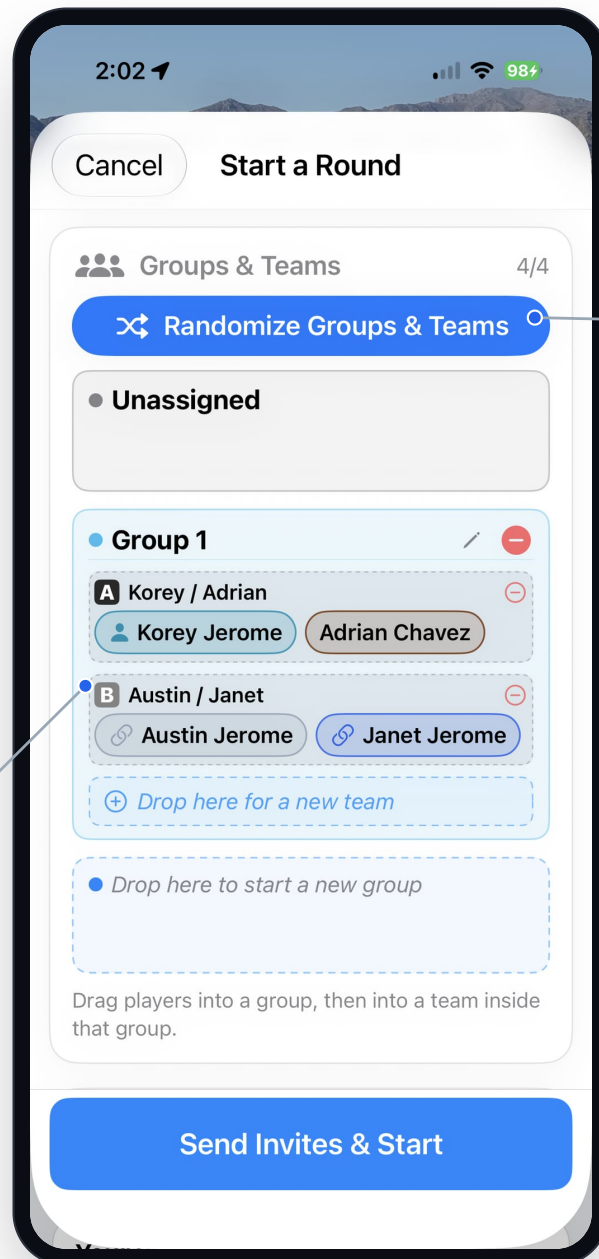
Once a game is selected, drag inside this pad to set the stake — up/down changes it by \$1, left/right by 25¢. Tap edit to just type it in.

37 How it's scored

Tap "rules" to expand and see exactly how the game is scored and paid out.

38 Team games need teams

A team game like Best Ball can't start until teams are set — this banner is the reminder. You set them on the next screen.



40 Drag into teams

Drag each player into a group, then into a team (A or B) inside that group. Team games score team vs. team. The app supports multiple groups as well.

Match — a round with a game or bet, shared live across phones.

Group — everyone in one tee time.

Team — a side (A/B) within a group, for team games.

39 Auto or manual

Tap **Randomize** to auto-split everyone into groups and teams, or build them by hand below. Could be a fun way to pick teams.



2:02

98%

Cancel

Start a Round

Korey Jerome

Adrian Chavez

B Austin / Janet

Austin Jerome

Janet Jerome

Drop here for a new team

Drop here to start a new group

Drag players into a group, then into a team inside that group.

Practice round

Hides handicap dots and skips posting to GHIN.

Stroke off low handicap

Subtract everyone's strokes from the lowest-index player.

Handicap allowance

100%

−

+

100% for most games; Best Ball often 85–90%.

Send Invites & Start

41 Practice round

Hides handicap dots and doesn't include in tracked stats — good for a range day or a casual loop.

42 Stroke off low handicap

Subtracts everyone's strokes from the lowest-index player, so the best golfer plays off scratch. Turn off for everyone to get their full handicap.

43 Handicap allowance

Dial handicaps up or down. 100% for most games; Best Ball often 85–90%.

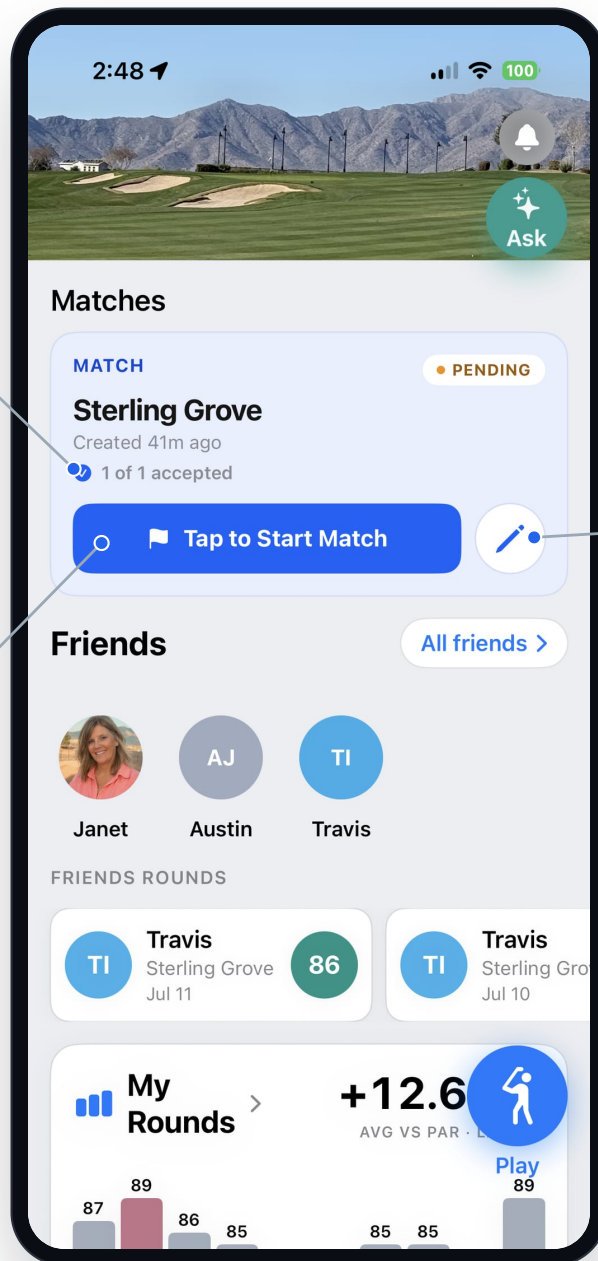


Match — Host

A match with a friend — your side (the host)

[GET HERE](#)

Home, after you invite friends



44 Who's accepted

Tracks who has responded to your invite. It stays "Pending" until you tap start.

46 Start the match

Once everyone's accepted, tap to start — it launches the live match for all players at once.

45 Edit before you start

Tap the pencil to tweak players, tees, or games before the match begins.

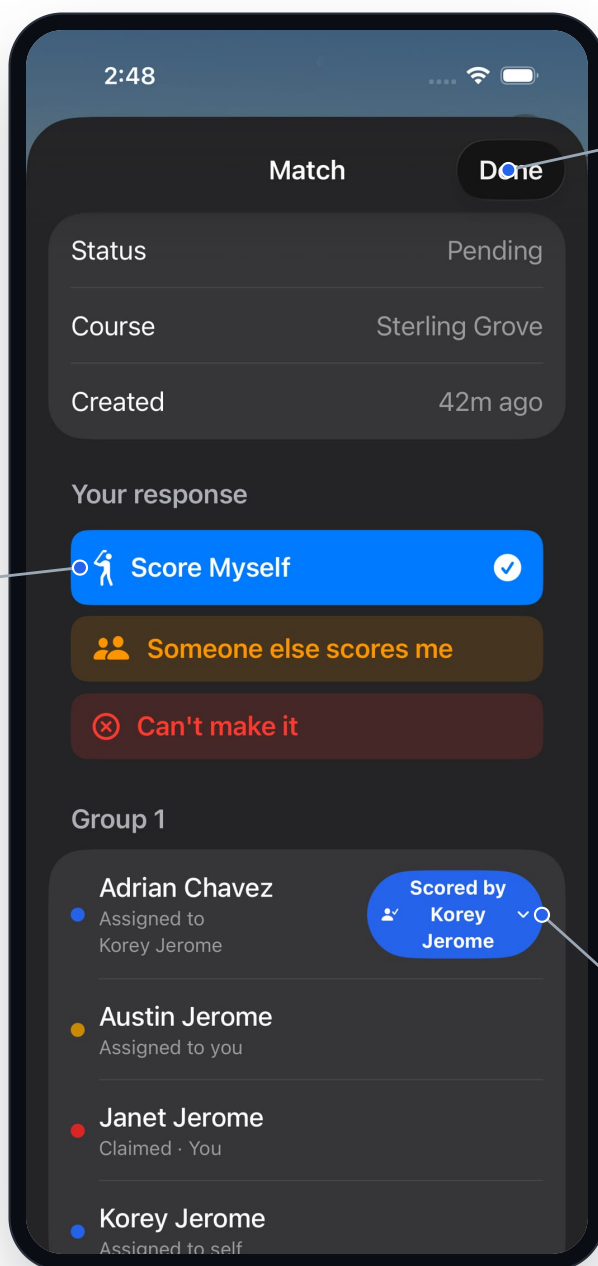


Match — Invitee

A match with a friend — their side (the invitee)

[GET HERE](#)

Tap a match invite



47 Done

The choice saves instantly and the host sees the acceptance. Tap Done to close.

48 Your response

How the invitee takes part: keep their own scorecard (Score Myself), let someone else score them, or bow out.

49 Who scores whom

The roster shows who enters each player's scores — here Adrian is scored by Korey, Janet is assigned Austin, and she's claimed her own.

This allows players who wish to track advanced stats to score themselves and perhaps their cart partner. All scores are consolidated for the match.



The Map

On the course — the scoring map

[GET HERE](#)
In a round → Map

50 Current hole

Tap to change holes. Should auto start on hole you begin the round from for shotgun starts

51 Yardages to the green

Live distances to the front, center, and back of the green, and to today's pin (If course supports)

56 Current Hole Dots

Who receives strokes on the hole. First letter of first name if unique. Will resolve as many characters as needed to be unique.

57 Live game status

Your match/game standing updates as scores come in — here the teams read J/A 2, K/A 1.

58 Pin Location

Pin location if course supports. Will increment one per day automatically. Tap to change.

60 Distance from tee

Shows the distance to tees for any tees currently being used by players once tees are off screen. Nice to know how far the bomb was.

52 Track Shot

If turned on, Tap and choose club you hit to track shot. Must track the next shot to know hit distance.

53 Map tools

Toggle bunker distances on and off. Cleans up the map until you need to know a bunker distance.

54 Measure anywhere

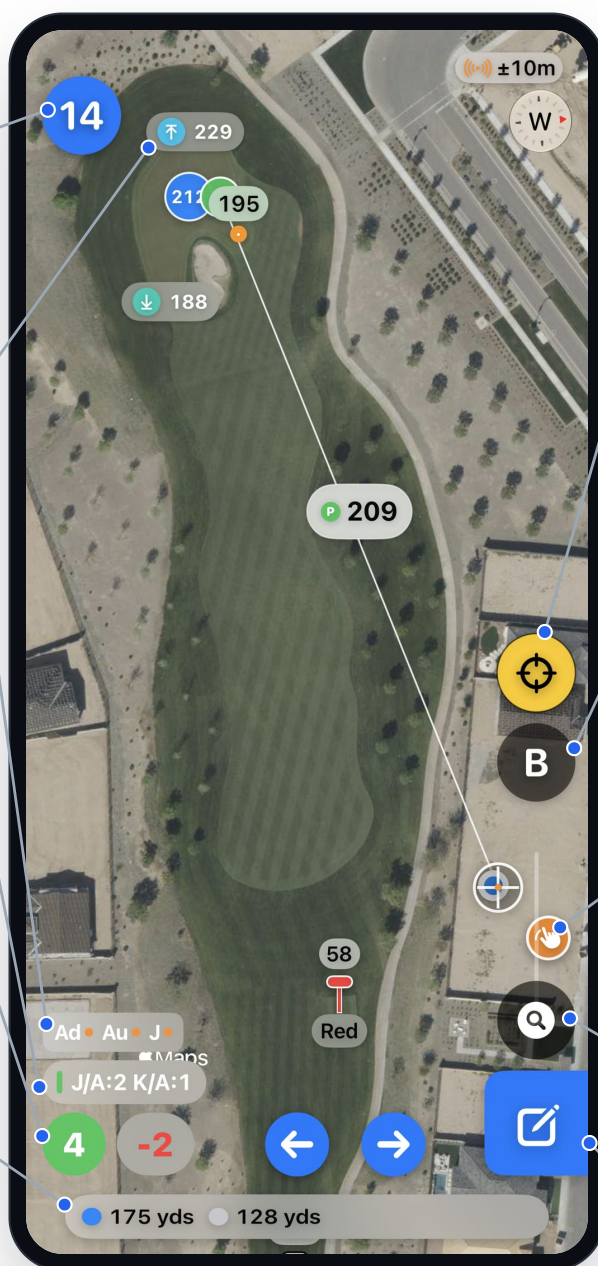
Hold for a beat, feel a tap, and drag anywhere to measure. Drag a second one out if needed. tap to return, or they will return as you walk/drive.

55 Zoom

Drag up to zoom to the green. Drag down to zoom back out.

59 Score entry screen

Click to navigate to score entry screen

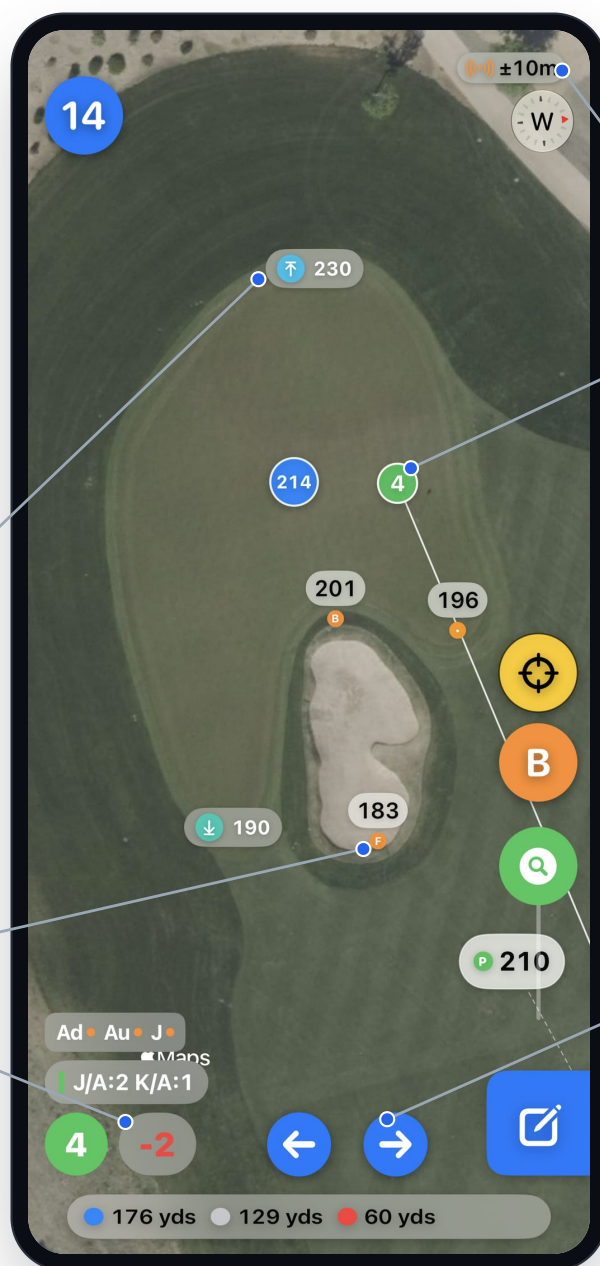




The Map — Targets & Distances

On the course — the map in detail

[GET HERE](#)
In a round → Map



61 GPS accuracy

The hole you're on, plus how sharp the GPS is right now ($\pm 10m$) (i'm inside). Usually 2-3 meters based on Apples documentation

63 Pin Location

The Pin location for the day. Change settings to measure from phone to pin or center of green. Use Zoom below to zoom in and see location quickly.

62 Carry distances

Numbers to bunkers, hazards, and the front/center/back of the green so you can pick a target.

64 Bunker distances

This shows bunker distances

66 Score relative to par

Your personal score in relation to par.

65 Navigation

Move between holes



70 Pin positions

Numbered pins for the day. Pick one number at the start of a round and it means the same thing on all eighteen greens, exactly like a printed pin sheet.

69 Slope arrows

Drag the crosshair to aim, and the arrow stretches to show direction and how far the slope runs. Good for greens that break more than they look.

71 Tap a mark to change it

Tapping any mark rings it with its options — Move, Copy, and Delete. Copy is handy when the same note applies to two spots.

73 Drag your own pins

Drag a puck from the strip onto the green. Outlined pucks came with the course; solid ones are yours, and yours win. Tap a solid one to remove it and the course's comes back.

67 Yardage Book

Mark up any hole with your own notes — the slope you keep misreading, the bunker you can't carry, where the pin actually was. It's private to you, and it works with no signal.

68 The tools

Pick a tool, drag the crosshair where you want it, then tap the chip beside it to drop. X, check, note, arrow and area — plus the eye to hide everything for a clean map.

72 Areas

Trace a shape point by point — a false front, a collection area, the part of the fairway you can't see from the tee. Drag any point later to reshape it.





76 Your notes, where you need them

Everything you drew in the Yardage Book shows up here on the scoring map, in place and to scale, while you play.

74 Change them as you play

The same tools are here on the course. Notice the slope is worse than you thought? Fix it if you have a moment and it's saved for next time — no signal needed.

75 Hide them for a clean look

The eye hides your whole layer — marks, targets and all — when you just want to see the hole. Tap it again to bring everything back.

77 Turn it off entirely

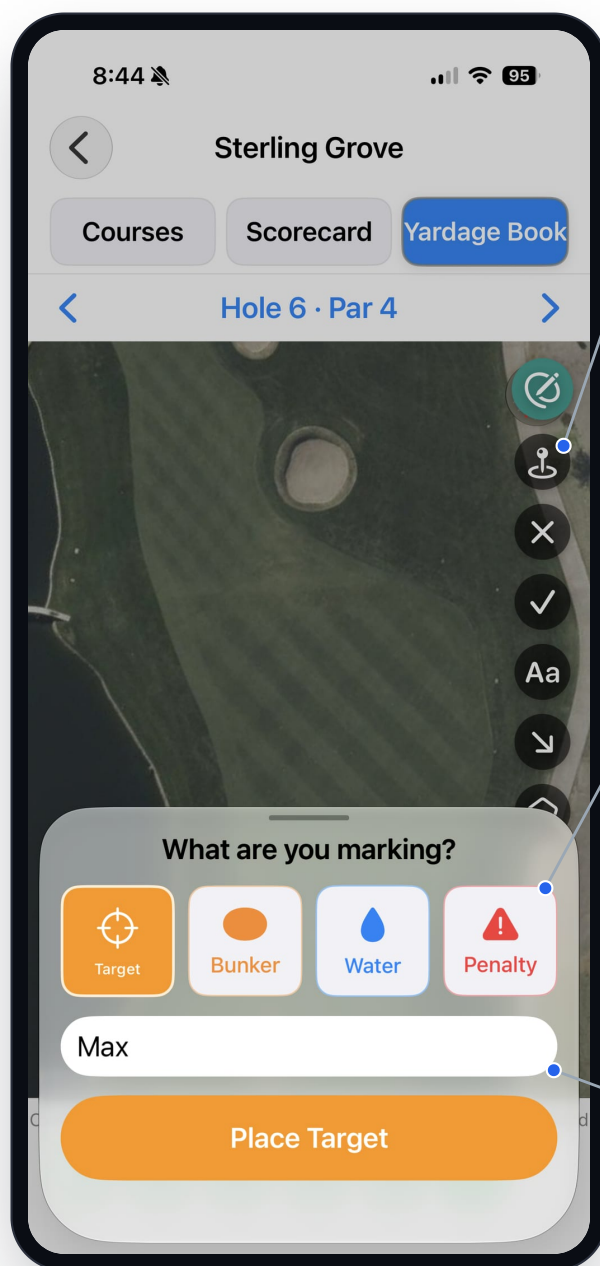
Play Preferences has a Yardage Book switch. Turn it off and your marks stop appearing on the scoring map — the book itself stays put, so nothing you drew is lost.



Yardage Book - Points

Mark Custom targets, bunkers, water, or penalties with or without labels

[GET HERE](#)
In Courses or Shows on the scoring map while you play



118 Add a point

Add a Target, bunker, water, or penalty

119 Choose marker typ

Marker will match type

120 Label

Optional. Will show on the screen.



Change the tee from here quickly. Also will show which tee to tee from on each hole if you are on blended tees.

Log where your tee shot went — the pad records direction; HIT marks the fairway.

Tap the club you hit off the tee. swipe left to see your other clubs. (Clubs must be setup in your me card)

Log what trouble you saw on the hole.
Tap again to add another. Tap the
badge to remove. These are not stroke
adding events

Update player color in their player card.
Will be used on their scorecard.

Set strokes for the hole with - / +.

Track total putts and your first-putt distance. Tap on the distance number to type in as an option.

Log water, lost ball, or out-of-bounds.
These are stroke adding events.

Your hole-by-hole scores with OUT and IN totals. Can be turned off in settings.

Each hole as a dot or elongated dot up or down, creates an image showing relation to par.



88

Other players

Everyone else in the group. Scroll to score them or check on them.

90

Player Tees

Describe this element.

94

Move between holes

Step forward and back through the holes.

93

Pause or round setup

Pause edit items outside of the round or round setup to make changes to round settings

95

Finish & tools

Flag to finish or delete the round.

89

Their score

Set each player's strokes with - / +.

91

Their progress bar

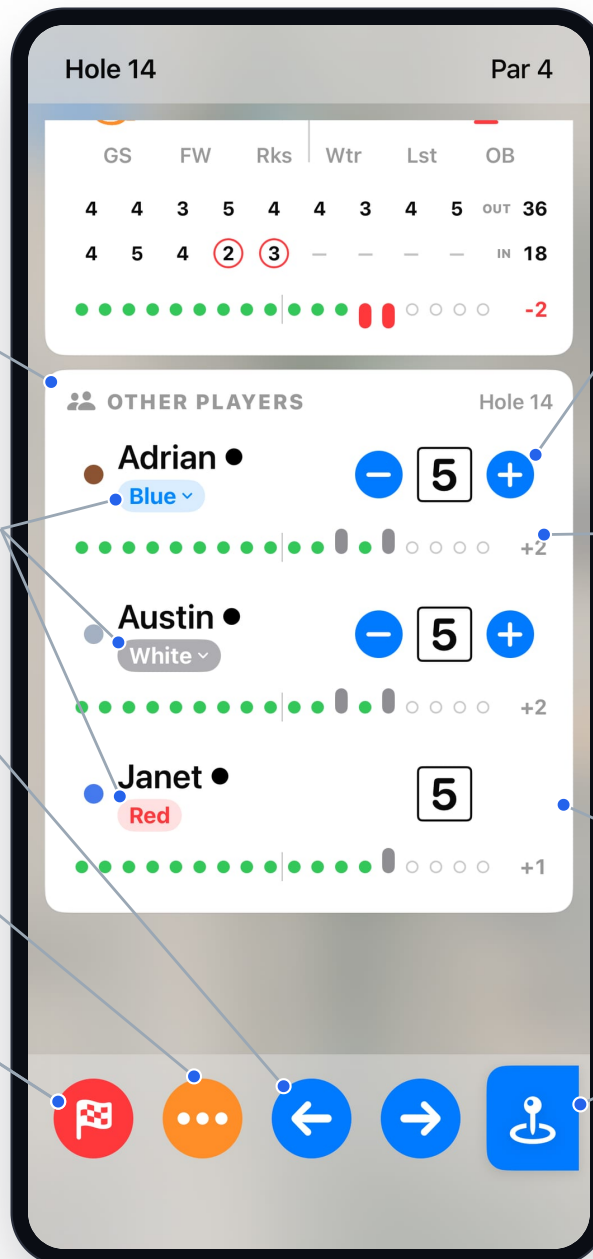
92

Keeping their own score

No stepper means they're scoring themselves.

96

Map View





The Scorecard

The match scorecard — teams, results & payouts

[GET HERE](#)
In a round → Scorecard

99 Ways to read it

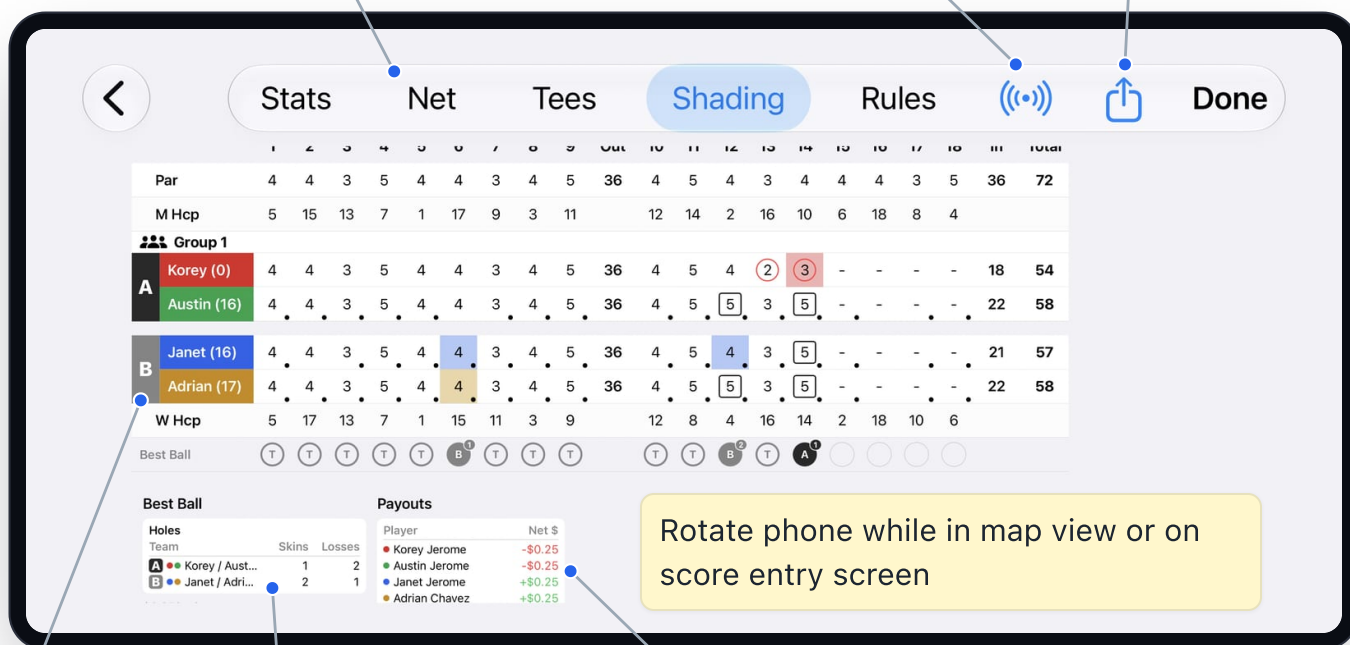
Switch views: **Stats** for advanced stats if recording, **Net** to show net scores, **Tees** to list each players tees under their names, **Shading** toggles cell shading for winning holes by player, and the game **Rules**.

97 Live Scoring Share

Share your live scorecard with anyone by text, email, etc. Will be active for 24 hours. Scores update nearly instantly.

98 Share Sheet

Sends an image of the scorecard as it sits now.



Rotate phone while in map view or on score entry screen

100 Teams

Players split into teams — A and B, color-coded — for team games like Best Ball.

102 Current Score

Wins and Losses per team or player.

101 Payouts

The bottom line — net dollars won or lost per player once the match is settled. The system does the math and the value listed is what you owe or receive.



103 History & New

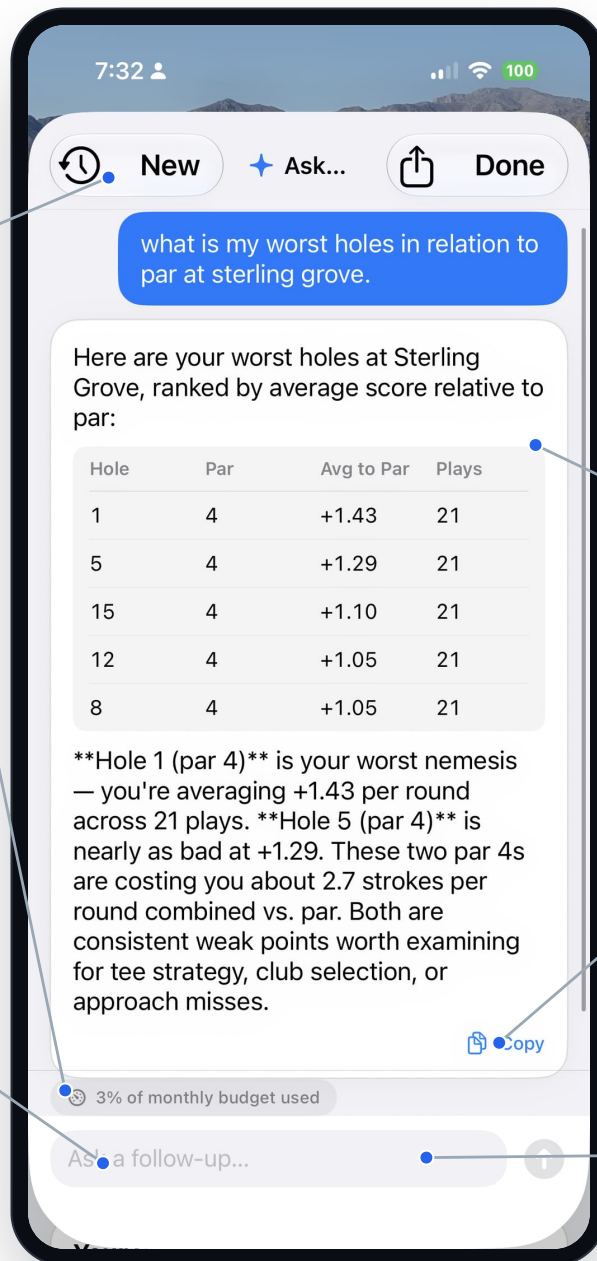
The clock shows past questions; New starts a fresh one.

106 Usage meter

A small monthly budget keeps costs in check — here 3% used. When released each user will have a budget as each request cost a something.

108 Ask anything

Type a question in plain English — “What are my worst holes vs par?” — and get an answer from your own rounds.



104 Your answer

Answers come from your real scoring data — here, worst holes at Sterling Grove ranked by average to par.

The first question starts the conversation, follow up question cost much less than the first question because the prompt has already been sent.

It's best to ask data related questions. To keep the cost down i've geared the prompt to AI to be minimal so context isn't full around broad questions.

105 Copy

Copy the answer to share or save.

107 Follow-up

Ask a follow-up to dig deeper without starting over. Follow-up questions are less expensive than first questions. Each question will update your budget.



109 Filter by course & player

Narrow to all courses or one course, and to yourself or a friend.

112 Avg score per hole

Your average score on each hole, with par as the reference line. This is an example of one of the data graphs. Some graphs are interactive so try touching them.

110 More Data Views

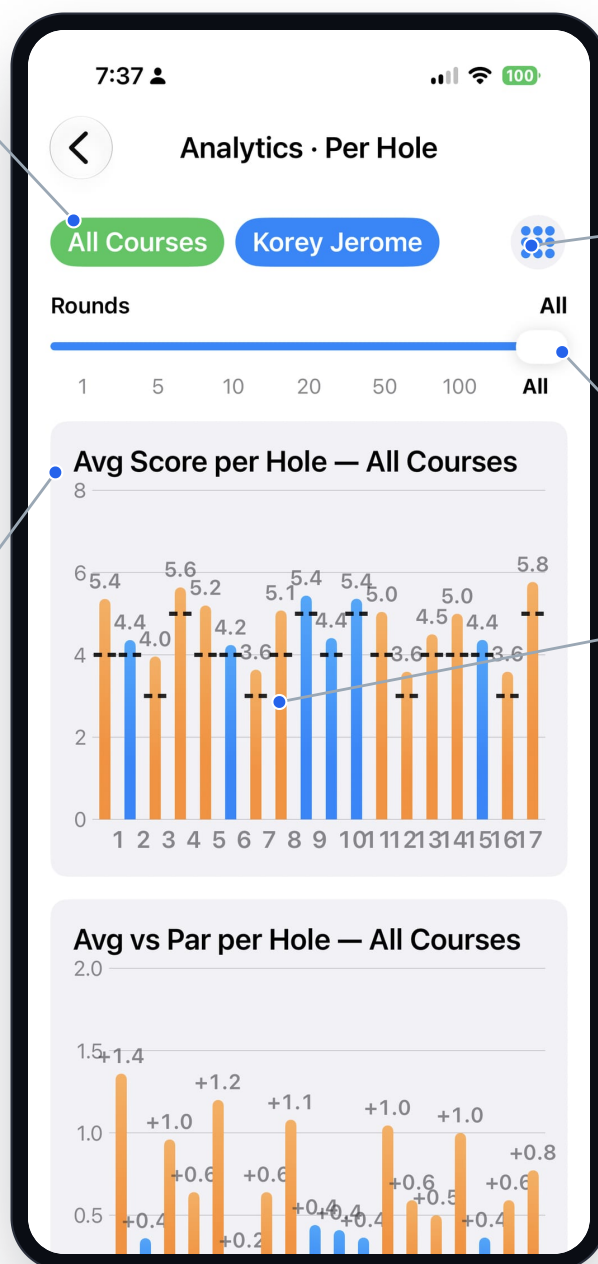
The grid button switches between the different analytics views. Driving, putting, etc.

111 How many rounds filter

Choose how many recent rounds feed the graphs.

113 Avg vs par per hole

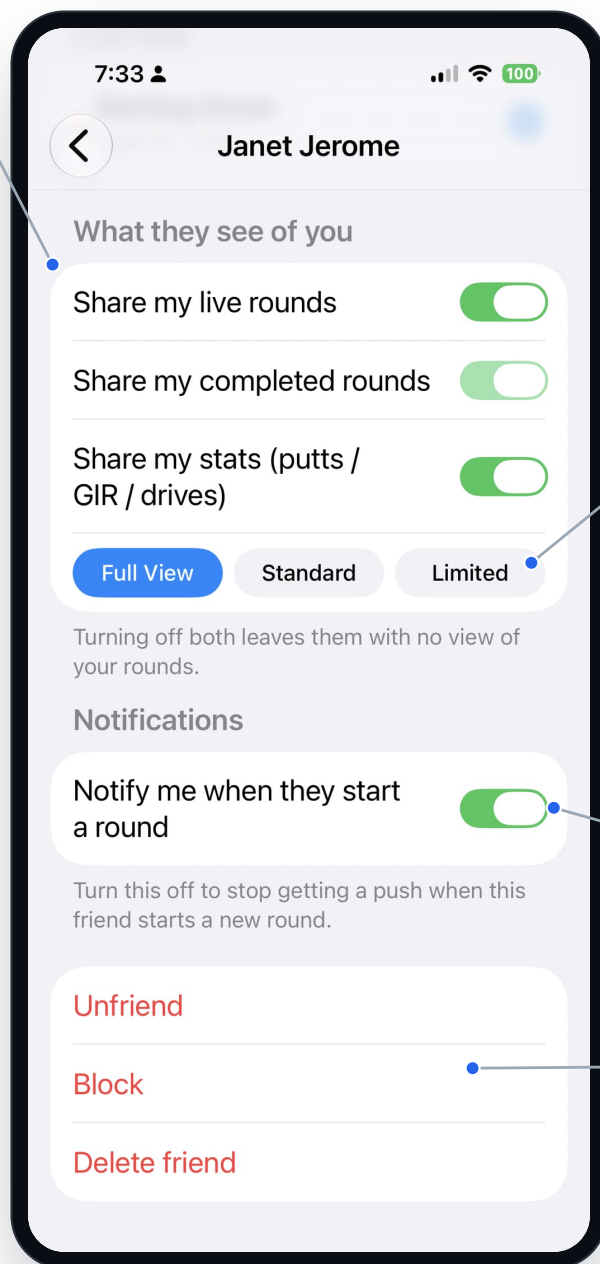
Strokes over or under par you average on each hole — spot your trouble holes.





114 What you share

Choose what this friend sees of your golf — live rounds, completed rounds, and your stats (putts / GIR / drives).



115 Quick presets

Full View, Standard, or Limited flip all three shares at once.

116 Round-start alerts

Get a push when this friend starts a round — turn it off to mute them.

117 Manage the friendship

Unfriend, block, or remove this friend.