



Welcome to the Perfect Golf Ladder System (PGLS)

The Perfect Golf Ladder System has been devised to bring ladder play directly into Jack Nicklaus Perfect Golf – the most engrossing golf simulation game on the market.

The new system of ladder play we have devised has a number of advantages over how we have previously played ladder matches:

- As before, you can choose to have a random selected course to play using the Random game generator (RGG), but now can truly have a match which is unique every time with all venues and conditions generated for you.
- The ladder is designed to work alongside the assigned levels of play which are used for Tour events, meaning that matches will be more competitive, rather than players having to 'play up' or 'play down'.
- The most important new innovation is that unreported match wins will be a thing of the past as all loss reporting is now automatically taken care of by the API system. This applies to both the Match 9 and PGLS 9 ladders. You now simply have to arrange the match, turn up to your invites, and play!
- Leaderboards for scores in the game have been updated to be more informative, giving details of the score to par of how many holes won in Match play, and also show other competitors who are currently playing their own ladder matches, allowing you to keep an eye on how your main rivals are doing whilst you battle for another victory.
- Members of PGLS who have not signed up for ladders and who play in a ladder match will now be automatically signed up for the said ladder if you have just played one and forgotten to sign-up to it, meaning the number of potential opponents is only limited by the numbers signed up to PGLS in general.

With the Perfect Golf Ladder System you are able to choose from two formats of play:

- Stroke play, where your scorecard total is compared against your competitors
- Match play, where you score on a hole-by-hole basis, with the result being who wins the most number of holes

Initially, PGLS members find opponents in the Meet & Greet chatroom area, where you are able to see all members currently on the site and whether they are 'Looking for' or 'Playing' either in ladder matches, or in the other Tour formats we offer.

Once you have agreed a match in the Meet & Greet, a host for the match should be decided.

The host can then create a match in one of two ways:

The Random Game Generator (RGG) – this will make a match of the format you choose on any one of the many courses which PGLS supports.



createAgame

Random game generator

SELECT LADDER

PGLS 9 Match 9

Select Ladder

- The host firstly chooses what form of ladder match will be played – PGLS 9 or Match 9.
- The host then picks from a list of members the competitors involved in the match. For PGLS 9 (Stroke play) a total of 4 spots are available, so up to three competitors are selected. For Match 9 (Match play), simply select one competitor to play against in a head-to-head match



createAgame

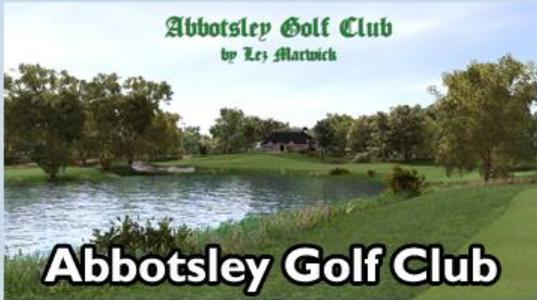
Random game generator

PGLS 9

Player 1	Player 2	Player 3
altaedm	altaedm	altaedm
barrybelfast	barrybelfast	barrybelfast
Biffa	Biffa	Biffa
BOWHUNTER615	BOWHUNTER615	BOWHUNTER615
Crusher	Crusher	Crusher
dah69	dah69	dah69
Dan	Dan	Dan
DCI_JONES	DCI_JONES	DCI_JONES
dewman	dewman	dewman
duncanmathieson	duncanmathieson	duncanmathieson

Please make sure you select at least 1 player above and that all the selected players are different before clicking on STOP ! otherwise you will be returned here.

Include holes (Front 9 / Back 9): Yes No



Abbotsley Golf Club

STOP !

The Random Game Generator will then choose the course when you click on the STOP button below the course, which at this point will be flicking quickly through all courses available to play, and as host you receive a message in the Meet & Greet along with all of the competitors in the match.

When a game is created, the host is shown the course and set-up in the next window he sees, with all of the random elements picked for the host to review. The host can make more than one random course selection, and keep those not used for play at a later date, by using the Active text to select the one to play.

Random game generator

Create new ladder game

Please note that "Level", "ShotTimer", "Auto Gimmies" and "Mulligans" cannot be set.

COURSE	SETTINGS	ACTIONS
 <p>Cypress Point Club</p>	<p>PGLS 9</p> <p>Holes: Back 9 Tees: Challenge Pins: Easy Stimp: 9 Green Quality: Perfect Cloud: Few Weather: Clear Level: Any</p>	<p>Gimmies: 2 ft Auto Gimmies: No Mulligans: None Wind: Breezy Wind Direction: 317° Firmness: Hard fairways \ Soft greens Time of day: 10:00 ShotTimer: No Limit</p> <p>Active</p> <p></p>
 <p>Dry Gulch</p>	<p>PGLS 9</p> <p>Holes: Front 9 Tees: Championship Pins: Easy Stimp: 9 Green Quality: Perfect Cloud: Broken Weather: Clear Level: Any</p>	<p>Gimmies: 0 ft Auto Gimmies: No Mulligans: None Wind: Breezy Wind Direction: 90° Firmness: Soft fairways \ Normal greens Time of day: 10:00 ShotTimer: No Limit</p> <p>Make Active</p> <p></p>
 <p>Celtic Manor</p>	<p>Match 9</p> <p>Holes: Back 9 Tees: Member Pins: Difficult Stimp: 13 Green Quality: Perfect Cloud: Broken Weather: Clear Level: Any</p>	<p>Gimmies: 2 ft Auto Gimmies: No Mulligans: None Wind: Calm Wind Direction: 90° Firmness: Hard fairways \ Normal greens Time of day: 10:00 ShotTimer: No Limit</p> <p>Make Active</p> <p></p>

You can have a number of matches available and ready to play in the library, and manage through making them Active which one will show in the game simply by clicking on **Make Active**. You can delete any game by clicking on the 

Please note you can only make one ladder match active at any time. If you do not have an active game or no games at all, nothing will be shown in-game.

The **createAgame** interface – this allows you to set the match to your own specifications, rather than have the computer randomly select the venue and conditions.



Random game generator

Create new ladder game

Please note that "Level", "ShotTimer", "Auto Gimmies" and "Mulligans" cannot be set.

COURSE

SETTINGS

ACTIONS

The host can click on **Create a new ladder game** to create a ladder match and is given a number of choices which can be selected or left as default settings.

The **createAgame** interface will ask you to pick a course to set up from a dropdown list, and will then give you a full table of all parameters which can be set. You can choose between PGLS 9 for Stroke play and more than one opponent, or Match 9 for a head-to-head challenge. Each dropdown gives you the available options to be used, much like you would pick within the game



All fields are required. Your created game will not be saved if any fields are missing or out of range.

Which course :	Caldera Lakeside
Which ladder : Default -> PGLS 9	PGLS 9 <input type="button" value="v"/>
Holes Played : Default -> Front 9	<input checked="" type="radio"/> Front 9 <input type="radio"/> Back 9
Tees : Default -> None	<input type="button" value="v"/> (Required)
Pins : Default -> Easy	Easy <input type="button" value="v"/>
Fairway firmness : Default -> Soft	Soft <input type="button" value="v"/>
Green firmness : Default -> Soft	Soft <input type="button" value="v"/>
Green quality : Default -> Perfect	Perfect <input type="button" value="v"/>
Gimmies : Default -> 0	<input type="button" value="v"/> 0 foot
Stimp Meter : Default -> 9	9 <input type="button" value="v"/>
Wind speed : Default -> 0 (3mph / 5kph MAX)	0 (3mph / 5kph MAX) <input type="button" value="v"/>
Wind direction from : (From 1st tee) Default -> 90 (West)	90 Range : 0 - 359 Anticlockwise ... 0 = North, 90 = West, 180 = South, 270 = East
Time of day (24hr) : Default -> 10	10 <input type="button" value="v"/> :00
Cloud : Default -> Broken	Broken <input type="button" value="v"/>
Weather : Default -> Clear	Clear <input type="button" value="v"/>

Add ladder game

Reset

Cancel

The instructions may seem a lot to take in, but it is very straight-forward and amounts to the following steps:

FIND AN OPPONENT OR OPPONENTS AND CHALLENGE THEM TO A LADDER MATCH

CHECK IF YOU HAVE THEM ON YOUR FRIENDS LIST, AND IF NOT, SEND FRIEND REQUEST AND HAVE IT ACCEPTED

DECIDE ON A HOST FOR THE GAME, AND WHAT FORMAT YOU WILL PLAY

GATHER ALL PLAYERS IN THE MEET & GREET AREA TO BE ABLE TO SEE MESSAGES FROM THE HOST

GO TO MENU AND UNDER LADDERS, CHOOSE 'RANDOM GAME GENERATOR' OR 'CREATEAGAME'

SELECT PLAYERS FOR THE GAME FROM THE LIST OF MEMBERS SHOWN

IF USING 'RANDOM GAME GENERATOR' THEN CLICK ON STOP BUTTON TO GENERATE A RANDOM GAME

IF USING 'CREATEAGAME' THEN FILL IN ALL FIELDS AS YOU WISH AND CLICK 'ADD LADDER GAME' BUTTON

HOST AND INVITEES RECEIVE CONFIRMATION OF MATCH IN 'MEET & GREET' CHAT AREA IF RANDOM

HOST THEN GOES TO GAME AND FINDS THE MATCH READY TO HOST IN TOURNAMENTS AREA, UNDER PUBLIC

HOST USES GREEN 'FRIENDS' BUTTON TO VIEW HIS OPPONENTS, AND CLICKS ON EACH TO 'INVITE TO GAME'

PLAYERS ACCEPT INVITE AND ENTER GAME, SELECTING READY AS NORMAL

GAME IS PLAYED AND WINNER AND OTHER PLACES DECIDED AFTER THE DURATION OF MATCH

MATCH IS AUTOMATICALLY REPORTED TO LADDER

PRIVATE MESSAGES FROM THE LADDER SYSTEM ARE SENT TO ALL PLAYERS AS CONFIRMATION

Enjoy the new format of play and make sure you tell your friends who either are already members of PGLS, or who would be interested in joining a growing ladder and tour. The more members we have playing, the greater the depth of competition and the more challenges can be made.