

PPG New Member Portal Tee Booking Procedure

Sign In using your Member Number and Password and select Sign In.

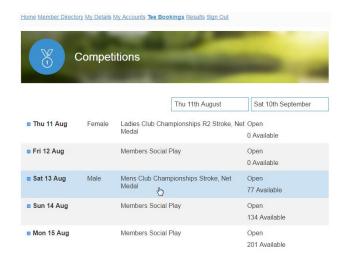
Sign In

Member Number
2534
Password
Sign In

From the Home Page select Tee Bookings



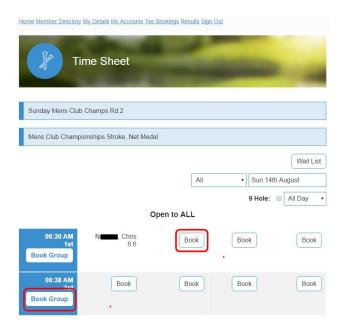
The **Competitions** page loads, the **Gender**, **Competition**, whether the Time Sheet is **Open** for bookings, and how many slots are **Available** are all shown, select the day you wish to make a booking.





The **Time Sheet** page loads, time sheet Messages appear if applicable and Competition details are displayed.

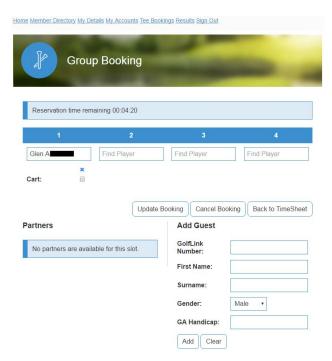
You can filter from All to Only Available slots, along with All Day to either Morning or Afternoon.



Select **Book** on an individual time slot to make a single booking, you can also select **Add Cart** if applicable.

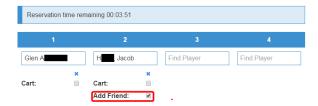


Select **Book Group** on a time slot to make multiple bookings, the **Group Booking** page loads, you are then booked into Slot 1, note the Reservation time remaining HH:MM:SS field.





Click in the corresponding Slots and enter either a **member number** or **part surname** to search the member database, once selected you can add that player as a "Partner" by selecting **Add Friend:** they will then be added to the **Partners** list for future bookings.



Depending on time sheet accessibility you can also **Add Guest**, a GolfLink number is preferred as it will speed up the check-in process on the day of play, select **Add**.

Add Guest	
GolfLink Number:	4071203665
First Name:	Mitch
Surname:	К
Gender:	Male ▼
GA Handicap:	1.0
Add Clear	

When completed adding or editing playing partners select **Update Booking**.

You can also Cancel Booking or simply return Back to TimeSheet.

In the event of a time sheet being fully booked at the time you wish to play select **Wait List**, the **Wait Listing** page loads, select the **Earliest Start:** and **Latest Start:** times and select **Add**.



Notes:-

Booking updates or cancellations on the day of play may be restricted as per club policy, in that case the Proshop must be contacted.

In team competitions it is normal procedure where players in slots 1 & 2, and 3 & 4 will be paired together, the low marker will be the swinger in a 3 player scenario.