

# HOW CHIP RUNS RECURRING MEMBER GAMES

with  **GAMEDAY PRO**  
GAME DAY MADE EASY

Meet Chip Fairway—  
a modern member-game  
organizer who uses  
GameDay Pro to keep  
recurring member games  
running smoothly.  
Chip uses GameDay Pro  
to organize his member  
games from setup  
through results.

## 1 CHIP CREATES A CLUB

First, I create  
a Club in  
GameDay Pro.  
That gives my  
member games  
a home base.



STEP 1: Create a Club for your member games.

## 2 CHIP INVITES MEMBERS TO THE CLUB



STEP 2: Invite your players to the club  
and build your member roster.

## 3 CHIP SETS UP THE MEMBER GAME FORMAT



For this member  
game I'll set up  
the details like  
date, time, course,  
format, and  
scoring.

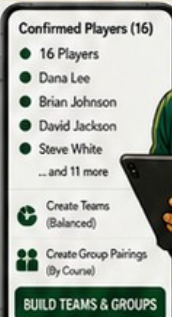
STEP 3: Set up the member game.

## 4 PLAYERS CONFIRM, CHIP BUILDS TEAMS & GROUPS

### PLAYERS CONFIRM



### CHIP BUILDS TEAMS & GROUPS



STEP 4: Confirm participation, build teams  
and groups, and prep for game day.

## 5 SCORES IN, RESULTS OUT.



Players enter scores, follow the on-course  
leaderboard, and the app generates match  
results and payouts.

STEP 5: Enter scores and the app  
generates results and payouts.

## 6 EVERYONE WINS.



Less hassle for Chip. Better experience  
for members. A stronger club for everyone.



EASY SETUP



HAPPY MEMBERS



BETTER CLUB



For organizers who run member games,  
GameDay Pro helps clubs improve player  
communication, simplify game setup, and  
provide a more organized and informative  
member experience from start to finish.

### WANT A BETTER WAY TO RUN MEMBER GAMES?

Explore how GameDay Pro helps organize member games,  
member rosters, pairings, scoring, results, and payouts.

LEARN MORE AT [GAMEDAYPRO.IO](https://www.GAMEDAYPRO.IO)



**LESS CHASING TEXTS**  
No more texts  
back and forth.



**CLEANER COMMUNICATION**  
Keep everyone  
in the loop.



**FASTER SETUP**  
Set up games  
in minutes.



**BETTER MEMBER EXPERIENCE**  
Happy members,  
stronger club.



**SIMPLER SCORING & RESULTS**  
Scores in, results  
out—easy.