



# DuffMate

*Your Apple Watch Golf Companion*

---

## Getting Started Guide

Beta Tester Edition

### What's inside:

- ✓ Course setup on your iPhone
- ✓ Playing your first round
- ✓ Shot detection, putts & distance
- ✓ Reviewing your round after the game
- ✓ Tips for beta testers & FAQ

# Welcome to DuffMate

*For beta testers — thank you for being here!*

DuffMate is an Apple Watch app that tracks your golf round automatically. No pencils, no score cards, no fumbling with your phone between shots.

## What DuffMate tracks for you:

### Shots

Detects your swings automatically using your Watch's motion sensors — no button taps during play. It may miss chips, hit the circle to add a shot.

### Putts

You log putts manually with a quick tap. Kept separate from your full swing count. Don't want to log putts? Turn that off in the settings on the iPhone.

### Distance

GPS-based yardage from where you last swung to where you're standing now.

### Wind

Live wind direction and speed right on your wrist, so you can factor it into your next shot.

# Step 1 — Course Setup

Do this on your iPhone before you leave the clubhouse

## iPhone App

Before you play, tell DuffMate which course you're on. This gives the app hole-by-hole layout info for accurate distances.

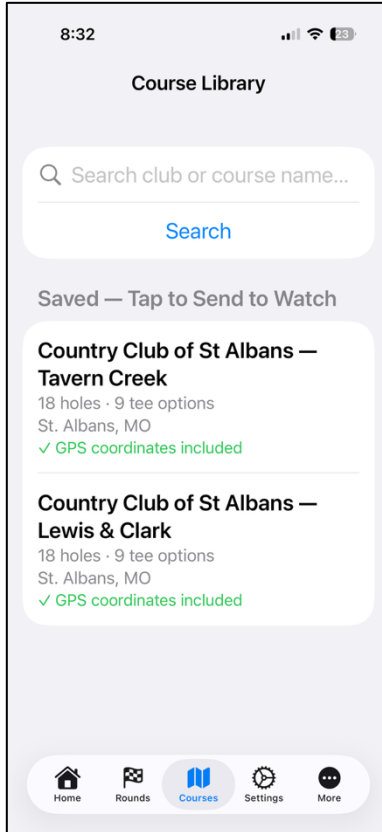
1 Open DuffMate on your iPhone

2 Tap the Course tab at the bottom

3 Search for your course by name

4 Tap Send to Watch

5 Wait for the Watch to confirm — you're ready



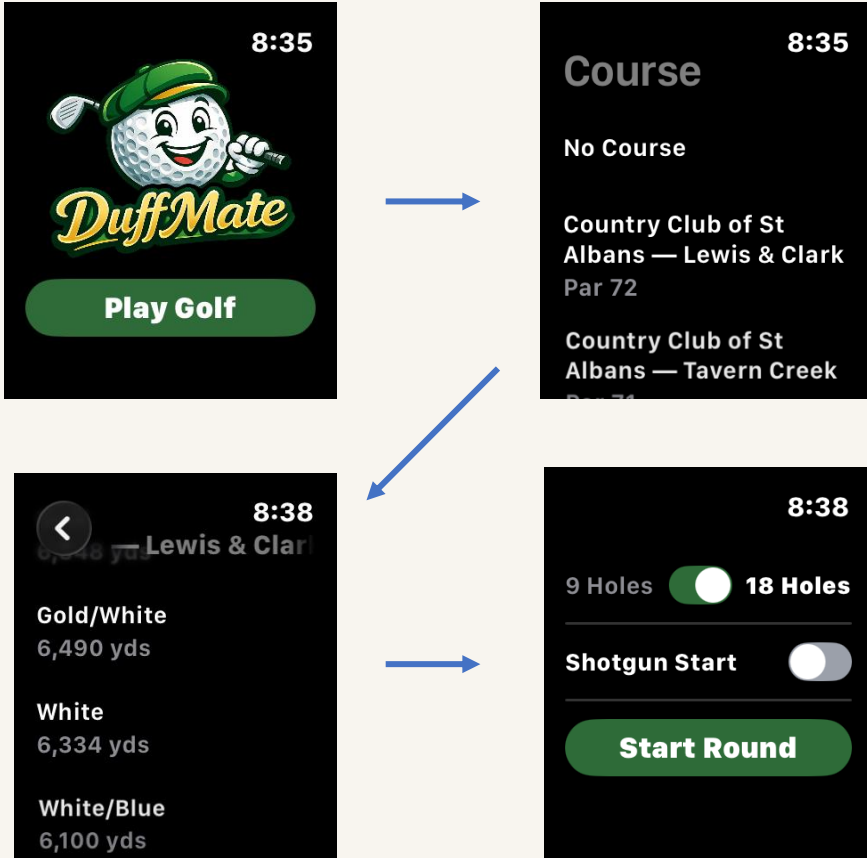
 *Tip: You only need to do this once per course. DuffMate remembers it for next time.*

# Step 2 — Start Your Round

On your Apple Watch at the first tee

## Apple Watch

Once your course is loaded, starting a round is just a couple of taps.



## What you'll see:

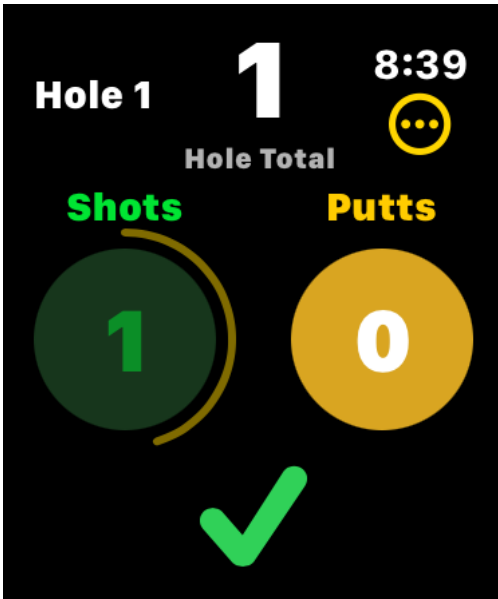
- Play golf!
- Golf courses loaded into your watch. Pick one.
- Tee box you're playing (will be noted in the round summary).
- Playing 9 or 18? Shotgun start (start hole)? Select and start the round.

# Shot Detection

*How DuffMate knows you swung*

DuffMate watches your Watch's motion sensors constantly during your round. When it detects a swing, it counts the shot automatically.

## After the Shot



## Hole Total Confirmation



- ✓ After a swing is detected, the shot counter starts a countdown clock to make sure it wasn't a practice swing and then increments on the screen. You'll hear a ping and feel a buzz. No tap needed.

### What if it misses a shot or counts an extra? Penalty Shot?

Tap the Shot circle to manually add a shot, “-” button to subtract.

### What About Putts?

Putts are not auto-detected — you log them with a tap. They're tracked separately from your full swing count so your stats stay clean.

### I'm done with the hole, then what?

Hit the big green check mark and the confirmation screen will appear. A quick glance confirms the score. No tap needed. If its wrong, go “Back” before the countdown circle ends and adjust.

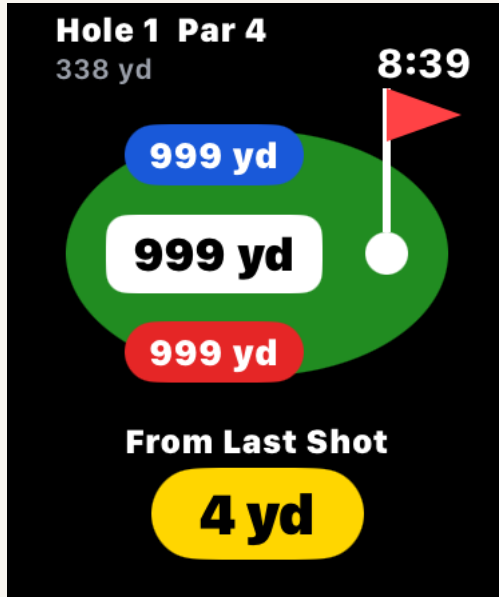
### Yikes! I need to change the hole or end the round...

Hit the ... button

# Distance

*Getting to the Green*

Swipe left to get to the Distance screen.



## DISTANCE TO GREEN

The watch knows the distance to the front, center and back of the green.

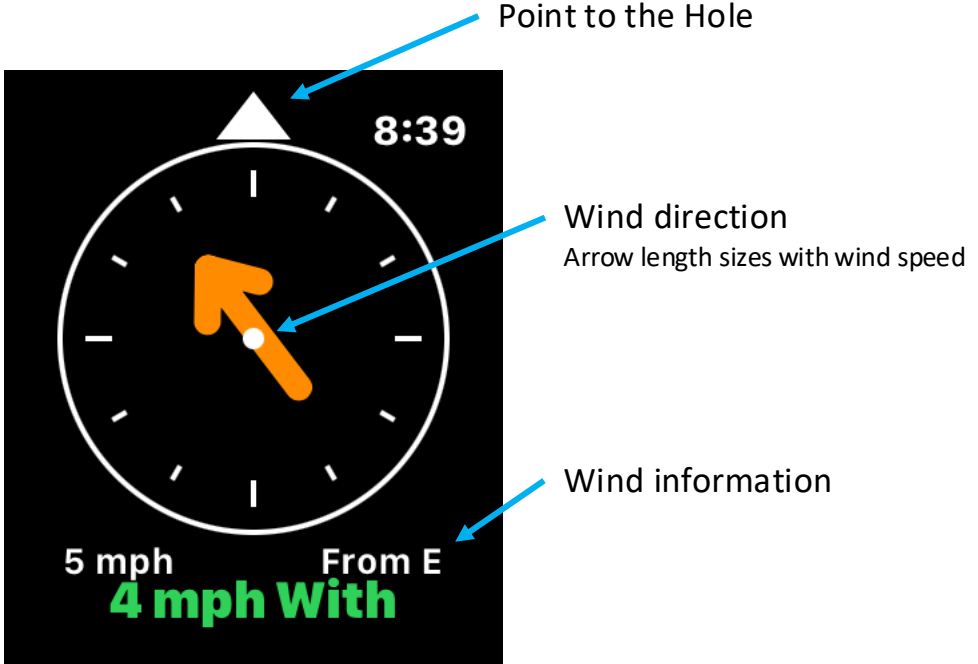
## DISTANCE FROM LAST SHOT

The watch shows how far you've traveled from where you last hit — a good approximation of your shot distance.

# Wind Screen

*Know the wind before you swing*

Swipe left twice from the main screen to reach the Wind view. It shows live wind direction and speed pulled from WeatherKit.



## How to read it:

### Compass arrow

Points in the direction the wind is blowing toward

### With / Against

Whether wind is helping or hurting you on this hole

### Speed in mph

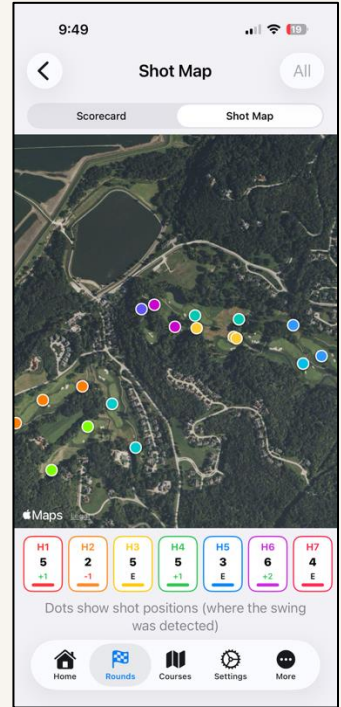
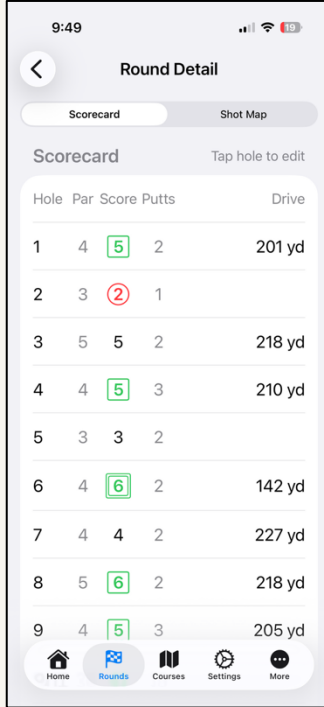
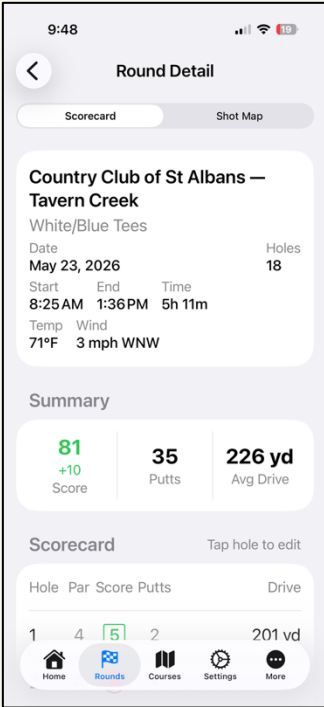
Live reading updated continuously

# After Your Round

Syncing to iPhone and reviewing your stats

## iPhone App

When you're done, tap End Round on your Watch. Open the DuffMate iPhone app — your round will sync automatically over Bluetooth.



## What you'll see on iPhone:

- Summary information, day, time, length of round, weather, tee box played
- Scorecard including the drive distances on par 4/5 holes
- Overlay of the shots detected on the golf course. Only detected shots shown.
- Time history of scores, putts, and drive distances to be added in the final release.

# Tips for Beta Testers

*Help us make DuffMate better*

## Get into a Shot Habit

Take the swing, glance at the watch. If you see it ticking down and eventually get the ping/buzz, shot was recorded. If not, manually add the shot.

## Weeding out Practice Swings

Auto-detection waits until another shot doesn't happen and counts that swing as the real swing. You can adjust your normal practice-to-shot time in Settings.

## Give GPS a moment

On the first hole, wait a few seconds after opening the app before your first shot so GPS can lock in.

## Add putts on the green

Get in the habit of tapping + for each putt while you're still on the green — it's easy to forget after.

## We want your feedback!

- Did detection miss shots or count extras?
- Were GPS distances in the right ballpark?
- Was anything hard to find or confusing?

[mike@duffmate.com](mailto:mike@duffmate.com)

# Frequently Asked Questions

## Does it work without my iPhone nearby?

Yes — your Watch records the round on its own. The iPhone syncs when you open the app afterward.

## What Watch models does DuffMate support?

Apple Watch Series 4 or later, running watchOS 9 or higher.

## Why did it count an extra shot?

Practice swings, aggressive arm movements, or bumpy cart rides can trigger a false swing. Tap – to remove it.

## How accurate is the distance?

Typically within 2-5 yards outdoors with a clear GPS signal. Accuracy can dip near trees or buildings.

## Can I fix my score after the round?

Yes — open the DuffMate iPhone app, tap the round, and tap any hole to adjust the count – shots and/or putts.

## What if my Watch battery dies mid-round?

DuffMate saves after each hole, so you'll only lose the current hole's shots if the Watch dies.



# Thank you for testing DuffMate!

*Your feedback shapes the app before it hits the App Store.*

---

Feedback & bugs: [mike@duffmate.com](mailto:mike@duffmate.com)

Website: [duffmate.com](http://duffmate.com)