



Spinn

All about the Verifier



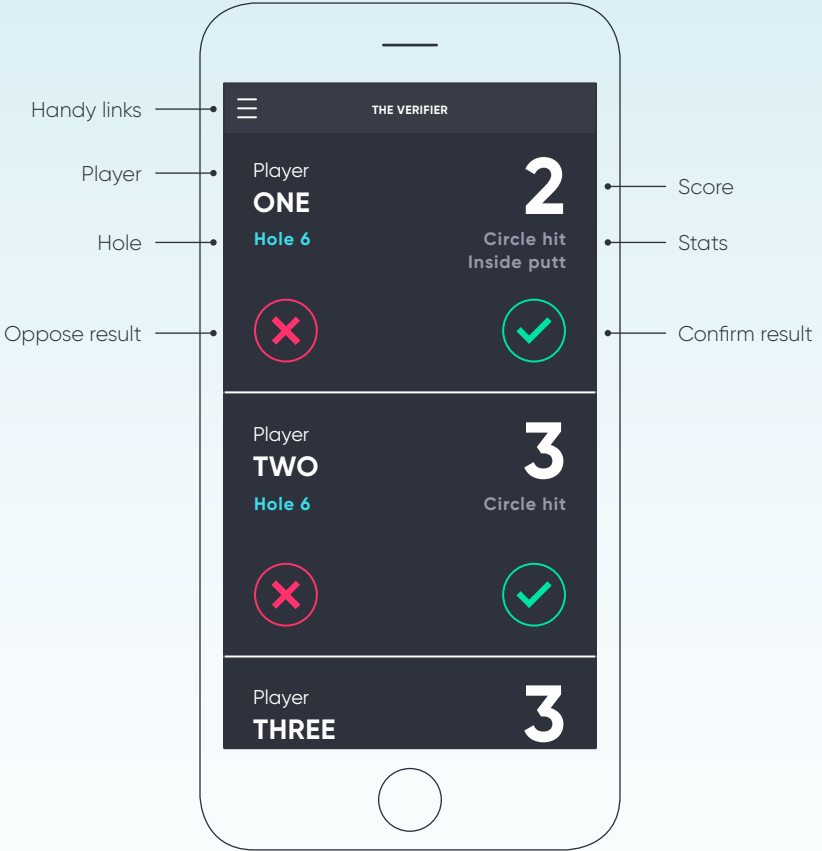
Overview



How it works



Overview



✓ How it works

The *Verifier* can be enabled by the TD in a tournament to reduce the chance of incorrect scores, whether by genuine mistake or by foul play.

After scores and stats have been entered on a hole by the *Scorekeeper* they need to be verified by a player in the group, whom is the *Verifier*. If the *Verifier* believes a score and stat is not correct then they can oppose it and discuss with the *Scorekeeper* and other players in their group to resolve it. If a player's score and stat was not correct the *Scorekeeper* should correct it. Then the *Verifier* will refresh their page and the updated score and stat will appear and need verifying.

Some key points:

- Verifying scores and stats are optional and decided by the TD. Ask your TD if you're unsure whether they apply to your round.
- The *Scorekeeper* can not verify scores and stats that they entered on a hole. This is to prevent foul play.
- Scores and stats must be verified after each hole before the *Scorekeeper* can save scores and stats on the next hole.
- Any player in the group can be the *Verifier* accept for the *Scorekeeper*. Players may share the task of being the *Verifier* throughout the round if they wish (just as they can share the task of being the *Scorekeeper*).



