

# Bookingrules

## VIEW RESOURCES:

Add new resource to:  ADD >

RESOURCE NAME	STATUS	VISIBLE	>	\$	§	§§	§§§	§§§§	§§§§§	§§§§§§	§§§§§§§	§§§§§§§§	§§§§§§§§§	§§§§§§§§§§	§§§§§§§§§§§	§§§§§§§§§§§§	§§§§§§§§§§§§§	§§§§§§§§§§§§§§	§§§§§§§§§§§§§§§	§§§§§§§§§§§§§§§§	
Testklubb	Active	Yes	>	\$																	
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Click on §- sign next to the resource you want to make booking rules for. The garbage can deletes the resource and all its history.

## RULE LIST: TESTKLUBB 18-HULL

Level: **Resource**

**NOTE! CHANGES IN RANKINGS ARE CHANGED IMMEDIATELY!**

RANK	NAME	ACTION	STATUS	VALID TO	>	§	§§	§§§	§§§§	§§§§§	§§§§§§	§§§§§§§	§§§§§§§§	§§§§§§§§§	§§§§§§§§§§	§§§§§§§§§§§	§§§§§§§§§§§§	§§§§§§§§§§§§§	§§§§§§§§§§§§§§	§§§§§§§§§§§§§§§	
1	No booking over 36 hcp	Reject	Active	30/12/2013	>																
2	Members	Allow	Active	31/12/2009	>																
3	Greenfee	Allow	Active	31/12/2009	>																

The order of the rules is very important. When a player tries to book a tee time, the system will start at the top of the rules list and work down the list. The system will go as far down it needs until a rule comes in effect for the player trying to book a tee time. This will then either be an Allow or a Reject rule.

This is why it's important that for instance a rule that rejects players because of their handicap is placed high up on the list before a rule would allow them to finish their booking.

## Reject rule

Rule main data	
Rule name:	No booking over 36 hcp
Status:	Active
Rule text:	Players over 36 in hcp can not book teetimes
Description:	Players over 36 in hcp can not book teetimes
Recurrence:	
Appear every day from 15:00 to 20:00	RECUR >
Action:	Reject
Effective for:	Guest - Junior ; Guest - Senior ; Greenfee Juni SELECT >
HCP restriction:	Larger than or equal to (>=) 37
Expires	Do not expire
Standard price is effective per	Person 0 NOK

Give the rule a name

**Status** can either be Active or Inactive. Inactive rules will not be consider during booking

**Rule text and Description** should be the same and something to be understood especially if making a reject rule. This text will be shown to the player in a reject rule.

**Recurrence** is the pattern we want the rule to follow. This could be a rule for everyday or just one for Wednesdays.

**Action** is to determine if this is an allow or reject rule.

**Effective for** is to choose which groups or members this rule is valid for. Club members cover all the clubs members. Greenfee Senior, Greenfee Junior, Guest Senior and Guest Junior cover all players who are not a member.

**HCP restriction** is used if a players handicap should decide if the rule takes effect or not.

Expires is used to determine if the rules expires before certain amount of days before the day one is trying to book or not. This will either be Do not expire or between 1-7 days.

The rule below will reject all players until 2 days before Wednesday. This is the night between Sunday and Monday. If the clubs mens section do not book every tee time between 10 and 14 on Wednesday, the tee time will be opened for other players to book.

Recurrence:	
Appear every wednesday from 10:00 to 14:00	<a href="#">RECUR &gt;</a>
Action:	Reject ▼
Effective for:	Club members ; Greenfee Junior ; Greenfee Si <a href="#">SELECT &gt;</a>
HCP restriction:	None ▼
Expires	2 days before ▼

## Allow rules

The rule below allows all greenfee players to book tee time every day, and the price is 300,-

Rule main data	
Rule name:	Greenfee
Status:	Active ▼
Rule text:	Greenfee all players ▲▼
Description:	Greenfee all players ▲▼
Recurrence:	
Appear every day from 07:00 to 20:00	<a href="#">RECUR &gt;</a>
Action:	Allow ▼
Effective for:	Greenfee Junior ; Greenfee Junior (boys) ; Gre <a href="#">SELECT &gt;</a>
Expires	Do not expire ▼
Standard price is effective per	Person 300 NOK ▼

If the club has different prices for junior and senior greenfee a separate rule for each of these has to be created. The same if there is different prices on weekdays and weekends.