

GOLFX APP BY CHAPELLE ENTERTAINMENT

Partnership & Course Engagement Opportunity

June / July 2026

To: Golf Course Management / Head Professional / Director of Marketing

Re: Partnership Opportunity with Goflx – New Mobile Golf Game App

Dear Golf Course Team,

Goflx by Chapelle Entertainment is a new mobile golf app (about to be released) designed to keep players engaged with your course on and off the property. It combines fun, accessible gameplay with powerful tools that help new golfers, juniors, and existing players improve while staying connected to your facility.

We believe Goflx can open a powerful new marketing channel for your course through a catchy, fun-to-play game that drives awareness of your golf, range, food & beverage, and events via targeted push notifications.

Why Partner with Goflx?

- 1. Pre-Round Planning & Visualization** — Players can play a simulated game of your course in the Goflx app the night before or morning of their round. This dials in club distances and significantly improves visualization and confidence.
 - 2. Social Game Play & Anywhere/Anytime Engagement** — Staff and players can play simulated rounds of your actual course from anywhere, anytime. This creates ongoing social engagement, friendly competitions, and keeps your course top-of-mind.
 - 3. Designed for New Golfers, Non-Golfers, Juniors & Youth** — Goflx teaches fundamentals in an engaging way: club selection, distances, lofts, spin rates, elevation, slope, and wind. It is the perfect companion tool for coaches — after a lesson, pros can assign specific areas of focus for players to simulate in the app.
 - 4. Full GPS Capabilities + Tournament & Stats Tools** — Includes full GPS tracking, the ability to create and run tournaments, complete scorecards, and detailed player statistics — comparable to leading golf GPS apps but in an engaging game environment.
 - 5. New Marketing Channel via Push Notifications** — Reach players in your area with timely messages about tee times, range specials, events, dining, and more — turning the app into an active promotional tool for your entire facility.
- Next Steps We're Exploring:** Staff trial accounts, member promo codes or onboarding offers, custom course 3D playable simulations, feedback sessions on new pre-round/game play features, or deeper discussions around integrations and co-marketing. Your input from this survey directly shapes what we build and how we support facilities like yours.

Contact: Bobby@goflx.app | **Chapelle Entertainment** | **Website:** www.goflx.app

QUICK TEASER – YOUR FEEDBACK NEEDED (30–60 seconds)

Course Name: _____

Best Contact Name & Email/Phone: _____

How interested would you be in exploring a partnership with Goflx?

☐ Very Interested

☐ Interested

☐ Somewhat
Interested

☐ Not at this time

Any initial thoughts? _____

Please return this page (or the full survey on next pages) to Bobby@goflx.app

→ Full detailed survey available on the following pages if you have more time.

You can also download this full Partner Packet anytime from: <https://goflx.app/subscriptions/partners>

GOFLX APP BY CHAPELLE ENTERTAINMENT — Optional Full Partnership Survey

(Only complete if you have time for more detailed feedback)

SECTION 1: CURRENT PLAYER ENGAGEMENT

1. What GPS, scoring, stat-tracking, or golf game/simulator apps do your players and members most commonly use?

2. For tournaments, leagues, or club events, what scoring or management tools do you currently use or recommend?

3. How does your course currently engage with players off the course? What apps, tools, emails, or social channels do you use?

4. How do you currently approach and welcome new golfers or non-golfers in your local area to your facilities?

SECTION 2: DESIRED FEATURES & ENGAGEMENT

5. What are the biggest challenges your course faces with player engagement, retention, pace of play, or attracting new golfers?

6. How valuable would a pre-round planning and simulated game play feature be (players simulate your course the night before or morning of)?
☐ Very Valuable ☐ Valuable ☐ Somewhat Valuable ☐ Not Valuable
Comments: _____
7. How valuable would social game play features be (staff & players can play simulated rounds of your course from anywhere/anytime)?
☐ Very Valuable ☐ Valuable ☐ Somewhat Valuable ☐ Not Valuable
Comments: _____
8. Would simulation tools that help new golfers, juniors, and non-golfers learn club selection, distances, elevation, slope, and wind be beneficial for your lessons and player development programs?
☐ Very Beneficial ☐ Beneficial ☐ Somewhat Beneficial ☐ Not Beneficial
Comments: _____

SECTION 3: RECOMMENDATIONS & AWARENESS

9. What apps or tools does your course currently promote or recommend to new golfers or non-golfers to help them become familiar with your facilities?

10. What factors would make you more likely to recommend or promote a golf game/app to your players and members?

11. Have any golf apps, game apps, or tech companies approached you before about partnerships, co-marketing, or course integration? What was the outcome?

12. How important is it that a golf game/app has highly accurate, up-to-date mapping and playable simulation of your specific course?

☐ Very Important ☐ Important ☐ Somewhat Important ☐ Not Important

Comments:

13. What additional features or capabilities would make a golf game/app more valuable for your pro shop, coaching staff, or overall operations?

INTEREST IN PARTNERSHIP

14. Based on this introduction to Goflx, how interested would you be in exploring a partnership, staff trial, or further discussion?

☐ Very Interested ☐ Interested ☐ Somewhat Interested ☐ Not Interested

Best way and timing to follow up with you or the appropriate decision-maker:

COURSE INFORMATION & CONTACTS

Course Name:

Address / Location:

Date Completed:

Best Contacts for Follow-Up:

Marketing / Branding: Name

 Email

 Phone

Coaching / Player Development: Name

 Email

 Phone

Partner Opportunities: Name

 Email

 Phone

Please fill out and return by scanning or photos to **Bobby@goflx.app**

Goflx App by Chapelle Entertainment | bobby@goflx.app | Page 3 of 3