

Welcome to the Matchmaker at St. James

How It Works

Step 1 — Log In Securely

Members go to the portal and enter their email address. When verified they receive a secure sign-in link via email.

No passwords are required.

The login expires automatically after for security.

Step 2 — Create Your Profile

Members select:

- the games they play
- self-assessed approximate skill levels
- preferred playing times

The profile takes only a few minutes to complete.

Step 3 — Adjust Your Priorities

The Matchmaker lets you decide what matters most to you.

For example:

- Do you care most about similar skill?
- Or is schedule overlap more important?
- Or simply finding anyone who plays the same game?

Weight sliders allow members to personalize the search.

Step 4 — Run the Matchmaker

The system compares your profile against other participating members and produces a ranked list.

Each match includes:

- compatibility percentage
- shared games
- overlapping times
- their skill self-rating per game type
- contact information

What's going on under the hood when you run a match?

Stage 1 — Eliminate Impossible Matches

Before any scoring happens, the system first removes players who are clearly not suitable.

A player is excluded if:

- they have not opted in
- they are you
- they do not play any of the same croquet games

Stage 2 — Game Type Compatibility

The engine then looks at which games overlap.

Supported games:

- Golf Croquet
- American 6-Wicket
- Association Croquet

The more overlap, the stronger the compatibility.

Tip: If you play Golf Croquet and American 6-Wicket but on this occasion are only looking for an American 6-Wicket match, then you would uncheck Golf Croquet before running the match.

Stage 3 — Skill Comparison.

The system next compares skill ratings.

Members rate themselves approximately from 1 to 9

The engine calculates how close the ratings are.

Stage 4 — Schedule Overlap

The system then compares preferred playing times.

Each day is divided into:

- AM
- PM

The engine counts overlapping slots.

Stage 5 — Weighting

This is where the system becomes personalized.

Each member controls three sliders. The engine uses these values mathematically to influence the final score.

Final Score Calculation

The engine calculates separate scores for:

- game compatibility
- skill compatibility
- schedule overlap

Each score is multiplied by its weighting value.

Those weighted values are then combined into a final compatibility percentage.

Example Calculation

Suppose:

Category	Raw Score	Weight
Game Match	90	20
Skill Match	80	70
Schedule Match	50	10

Approximate weighted result:

$$(90 \times 0.20) + (80 \times 0.70) + (50 \times 0.10)$$

$$= 18 + 56 + 5$$

$$= 79\%$$

So, the match would appear approximately as 79% and a table is produced for each match in descending order of match percentage. It gives you these details so you can decide.

John Jones

user19@example.com

A6W: 6 Assoc: 3

M	T	W	T	F	S	S
A	A	A	A			

79%

Self-rank by game type	Days available (e.g. M-Th) and times (AM)	Overall %
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What Makes It Different?

The Matchmaker is designed specifically for the needs of the croquet club.

Unlike generic social tools or scheduling apps, it understands:

- multiple croquet disciplines
- varying skill levels
- the importance of compatible schedules
- the practical realities of organizing games

The system was developed by the SJCA Communications Director for members and refined through multiple iterations but there is always room for improvement.

Privacy and Participation

Participation is entirely optional.

Only members who opt in appear in searches.

Members may:

- update profiles anytime
- change preferences anytime
- temporarily opt out (for example, when on vacation)
- return later

The system is intended as a club convenience tool, not a public directory.

Security

The Matchmaker uses:

- secure member login links
- private member-only access
- protected email handling
- secure server-side data storage

Members do not need to remember passwords.

Typical Uses

“We Need One More Player”

A member can quickly identify people who:

- play the same game
- are likely available
- are close in skill level

Finding New Playing Partners

Members can discover other compatible players they may not yet know.

Practice Games

Players preparing for tournaments can identify stronger or similarly skilled opponents.

Tournament Matching

Tournament managers can use the self-assessments to give players a fair match.

Designed for Ease of Use

The Matchmaker was intentionally designed to be:

- simple
- visual

- fast
- understandable
- mobile-friendly
- built in HELP file

No technical experience is required.

Final Thoughts

The SJCA Matchmaker is intended to strengthen participation, increase play opportunities, and help members connect more easily.

Whether you are looking for:

- competitive games
- casual play
- doubles partners
- practice sessions
- new acquaintances
- easier scheduling

...Matchmaker can help make the club more connected and more active.

We encourage all members to create a profile and experiment with the system.

The more members who participate, the more useful and effective the Matchmaker becomes for everyone.

