Goal: Complete the Tournament module end-to-end and add MANUAL Groups with per-group tee times, using our Vite + Express + TS stack. ONE cohesive feature → ONE checkpoint.

Read and follow replit.md. Keep diffs tight. Do NOT implement scoring/leaderboards yet.

Data (reuse/extend):

- Player { id, name (req), email?, handicapIndex: number } // global roster

- Course { id, name (req), par: number, slope: number, rating: number } // global

- Tournament {

id, name (req), date (req), courseId (req FK),

holes: 18,

netAllowance: number @default(100),

passcode: string

}

- Entry {

id, tournamentId (FK), playerId (FK),

courseHandicap: number, // CH after rounding + cap

playingCH: number, // after allowance + rounding

groupId?: string

}

- Group { id, tournamentId (FK), name (req), teeTime?: Date }

Rules to enforce NOW:

1) Handicap entry mode = HI ONLY. Block adding a player without HI.

2) When creating an Entry (adding a Player to a Tournament):

- Pull Course(par, slope, rating) from the Tournament’s Course.

- CH = round( HI \* (slope/113) + (rating - par) ), rounding = nearest (0.5 up).

- Cap CH at 18.

- playingCH = round( CH \* netAllowance/100 ) with same rounding.

- Persist CH and playingCH on Entry.

3) Tournament UI:

- List/create/edit Tournament (name/date/course selection, netAllowance [default 100], passcode).

- Entries panel: add/remove players (from global roster) and show columns: Player, HI, CH, playingCH.

4) Groups (MANUAL ONLY):

- /tournaments/:id/groups: create/rename/delete groups; optional teeTime.

- Assign/unassign Entries to Groups (drag-drop or dropdown). Persist immediately.

5) Recompute CH/playingCH for all Entries if course or netAllowance changes.

Server/API (Express):

- REST endpoints or actions for: tournaments (CRUD), entries (add/remove + recompute), groups (CRUD + assign).

- Unit-tested CH/playingCH util in a shared lib.

Tests (Vitest):

- HI→CH rounded at .5, negative offset cases, various slopes.

- Cap behavior (CH > 18 clamps to 18).

- playingCH honors netAllowance (100 and 85).

- Group assignment persists.

Acceptance (before creating the single checkpoint):

- I can create a tournament, pick a course, set netAllowance/passcode.

- I can add players; entries show HI, CH (capped/rounded), playingCH.

- I can create groups, set tee times, and assign entries manually.

- Changing course or netAllowance triggers recompute of CH/playingCH.

- Lint/tests pass; README updated.

- EXACTLY ONE checkpoint. Do NOT enable Extended/High-Power/DI.