

1 CREATE EVENT

Choose how your event works.



STANDARD

One threshold.
Game on when
enough people
confirm.



TEAMS

Set a number for
each side. Game on
when every team
reaches its target.

ONE THRESHOLD



Minimum players needed
(e.g. 8)

Optional max + waitlist

PER-TEAM THRESHOLDS

TEAM A



vs.

TEAM B



How players get on a team:



I'll assign players
(Organizer assigns)



Players pick their own
(They choose at RSVP)

- Message: Default or custom invitation
- Delivery: Send now or schedule (waves)
- Notifications: Nudges, updates, GAME ON
- Preview & Confirm: Nothing sent yet

SEND INVITATIONS

NO APP. NO DOWNLOAD. JUST TEXT.

2 STANDARD EVENT (ONE THRESHOLD)

Set a number. When enough people say yes,
the game confirms itself.



1. INVITE

Invitations go out
via SMS/RCS
or Email.

Ultimate at Nolte Park
Sat 5:30 PM
We need 8 to play!

YES

+1

STATUS



2. REPLY

Members reply
YES, +1, +2,
STATUS, or NO.

YES +1



3. COUNT

The engine counts
confirmations +
guests.

STATUS

5 of 8 confirmed



4. NUDGE

If we're short,
a nudge goes out
automatically.

Heads up! We still
need 3 more players.
Can you help?



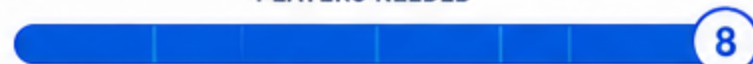
5. GAME ON

When the threshold
is reached, GAME ON
sends automatically
to everyone.

GAME IS ON!

Nolte Park
Sat 5:30 PM
See you there!

PLAYERS NEEDED



8 OF 8 CONFIRMED



3 TEAMS EVENT (TWO-SIDED THRESHOLD)

Set a number for each side. The match confirms
the moment both teams fill — never lopsided.

TEAM A



vs.

TEAM B



Each team must reach its target.



1. INVITE

Invitations go out
to everyone.

Ultimate at Nolte Park
Sat 5:30 PM
Two teams. We need 6 on
each side!

YES

STATUS



2. REPLY & TEAM SELECTION

Members reply YES,
then pick a team.

You're in! Which team?
Reply 1 for Team A (●) or 2 for Team B (●)

YES

1



3. COUNT EACH TEAM

The engine tracks each
team separately.

TEAM A
4 of 6



TEAM B
3 of 6



4. GAME ON

When both teams reach
their target, GAME ON
sends to everyone.

GAME IS ON!

Both teams are full.
Nolte Park
Sat 5:30 PM

TEAM A



TEAM B



BOTH TEAMS FULL — GAME ON!



SMSGO.ORG

THRESHOLD-DRIVEN.
GAMES CONFIRM THEMSELVES.