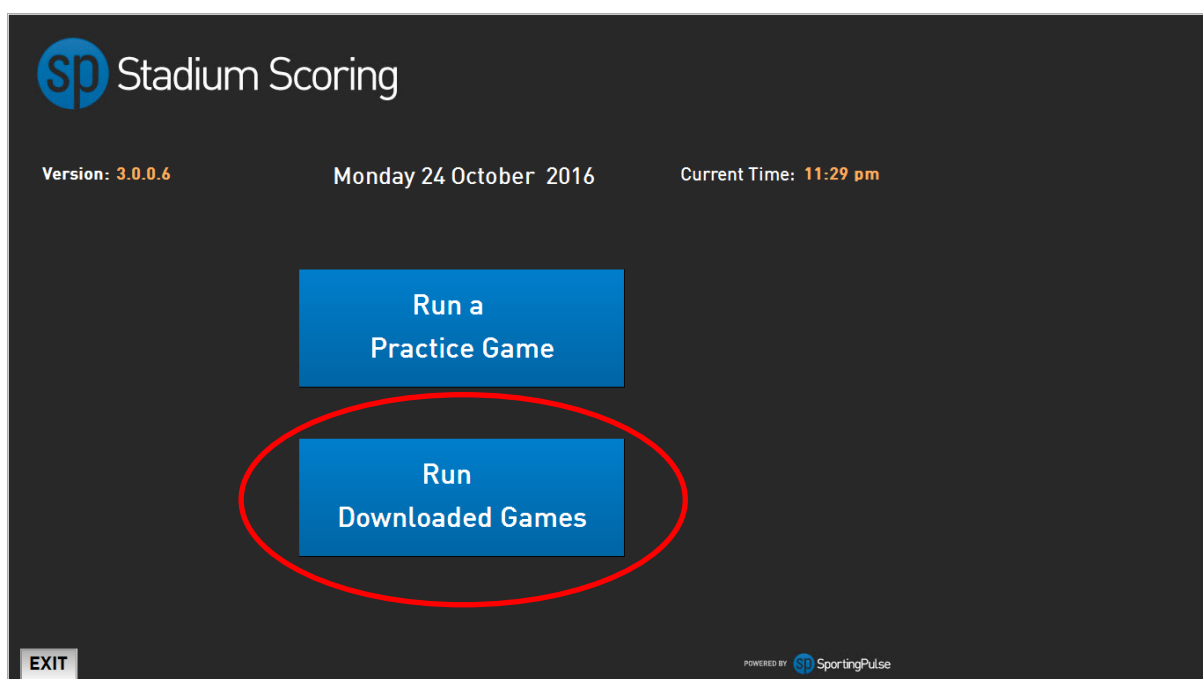
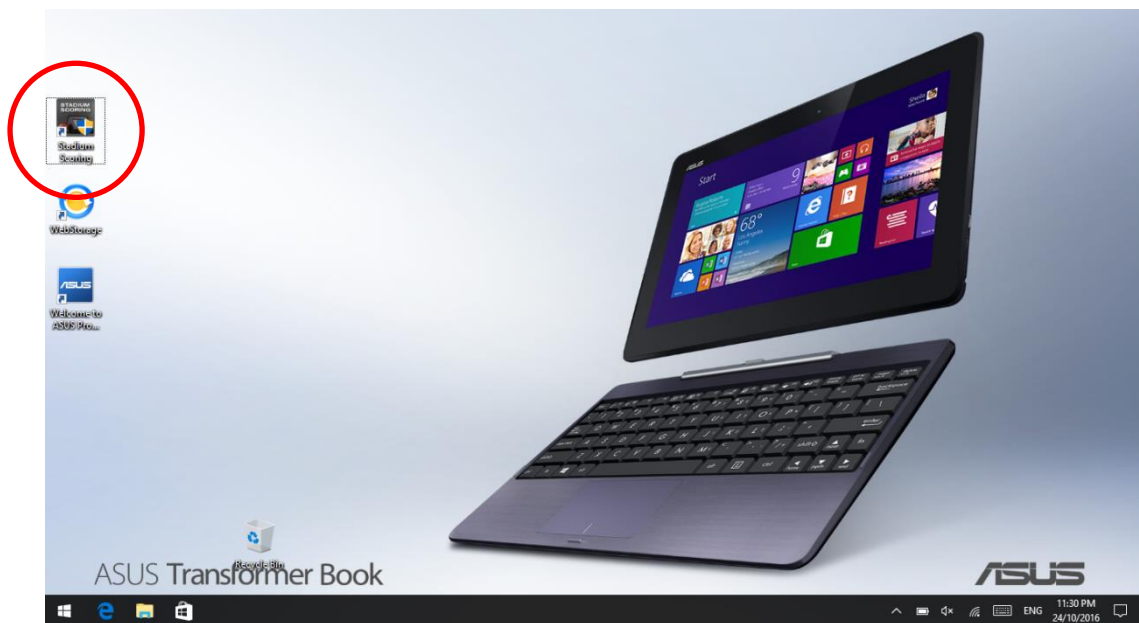


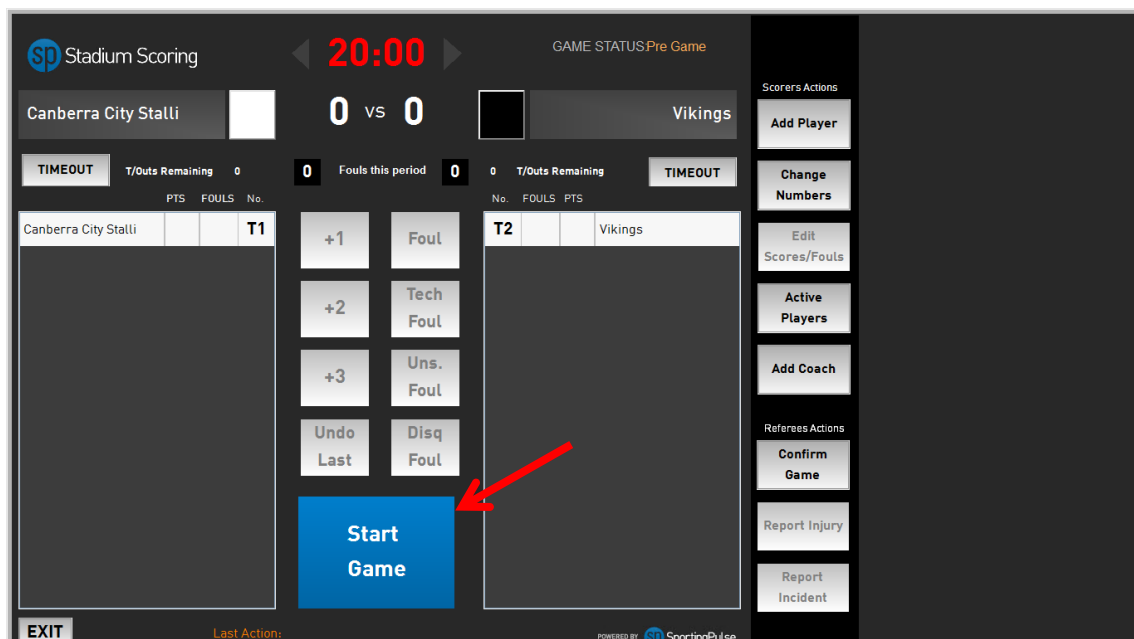
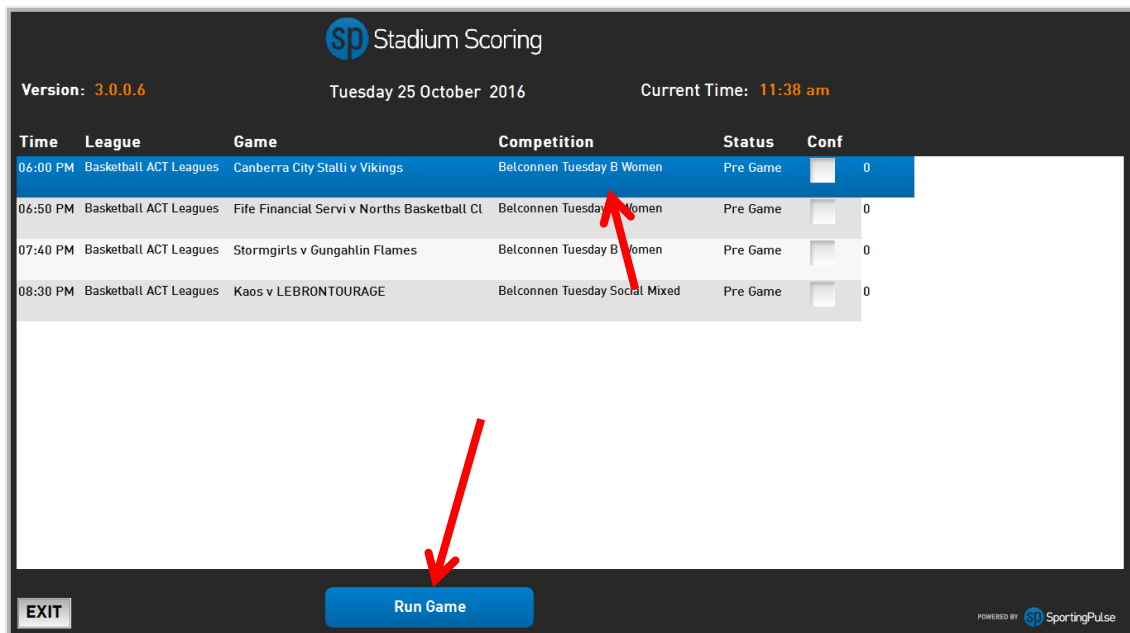


Stadium Scoring User Manual

The CSO will have unlocked the equipment prior to the games session commencing. The icon for “Stadium Scoring” will be double tapped and the “Run Downloaded Games” button selected.



This will bring a list of games for the day. Select the game that is being played, and touch “Run Game”.



Press “Start Game”. The referee will now confirm the start of the game and will perform this using their code. This will bring up a list of players on the team. Select the players that will participate in the game by selecting the checkbox next to their name. (NOTE: if the number next to the player is incorrect, select the player still).

Confirm Registered Players

Canberra City Stallions		Vikings Classics	
<input type="checkbox"/>	Stephanie Porter	<input type="checkbox"/>	Candice Field
<input type="checkbox"/>	Victoria Hales	<input type="checkbox"/>	Jane Lovett
<input type="checkbox"/>	Julia Clarke	<input type="checkbox"/>	Morgan Potter
<input type="checkbox"/>	Shannon Zuccala	<input type="checkbox"/>	Leanne Dunshea
<input type="checkbox"/>	Vanessa Gaynor	<input type="checkbox"/>	Rachel Beames
<input type="checkbox"/>	Jacqueline Spence	<input type="checkbox"/>	JAYME MAHER
<input type="checkbox"/>	Olivia Langbridge	<input type="checkbox"/>	Sophie Burke
<input type="checkbox"/>	Mary Majella Dubbelaar	<input type="checkbox"/>	Myca Field
		<input type="checkbox"/>	Loren Howell
		<input type="checkbox"/>	Rasa Kabaila
		<input type="checkbox"/>	Teneal Watson
		<input type="checkbox"/>	Leigh Brady

Buttons: Cancel, Confirm

Touch “Confirm” when all players have been selected. Players can be added any time up until half time by selecting the “Active Players” button which will bring up the same screen.

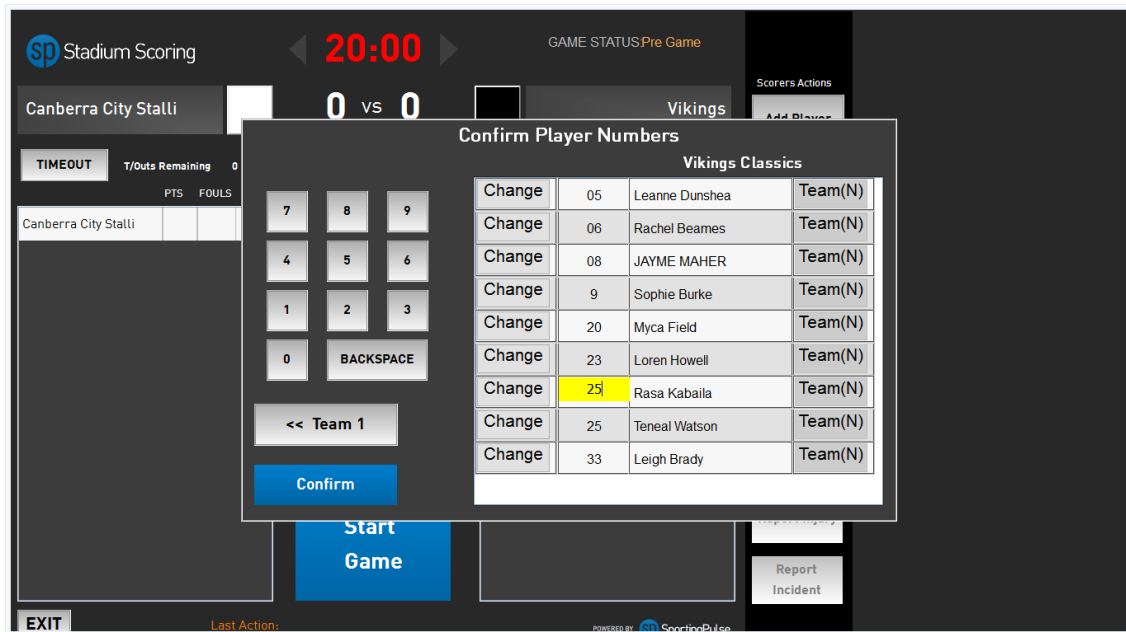
Pre Game

Canberra City Stalli 0 vs 0 Vikings

20:00

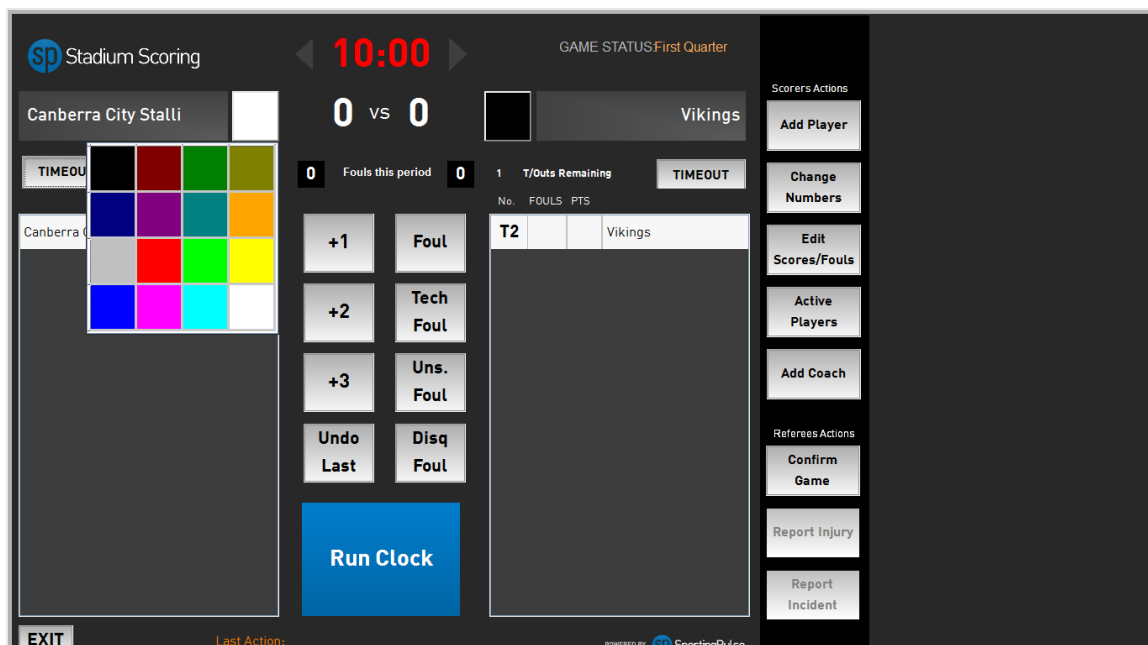
Buttons: Add Player, Change Numbers, Edit Scores/Fouls, Active Players, Add Coach, Confirm Game, Report Injury, Report Incident

At the next screen, you can edit and confirm player’s numbers for Team 1. Touch the “Change” button beside the player you wish to edit the number. The player number box will change to yellow and you are able to enter the new number from the keypad on the right. If you are assigning a new number that will be a permanent change click the Team(N) button and it will appear with a Team(Y) to signify the change.



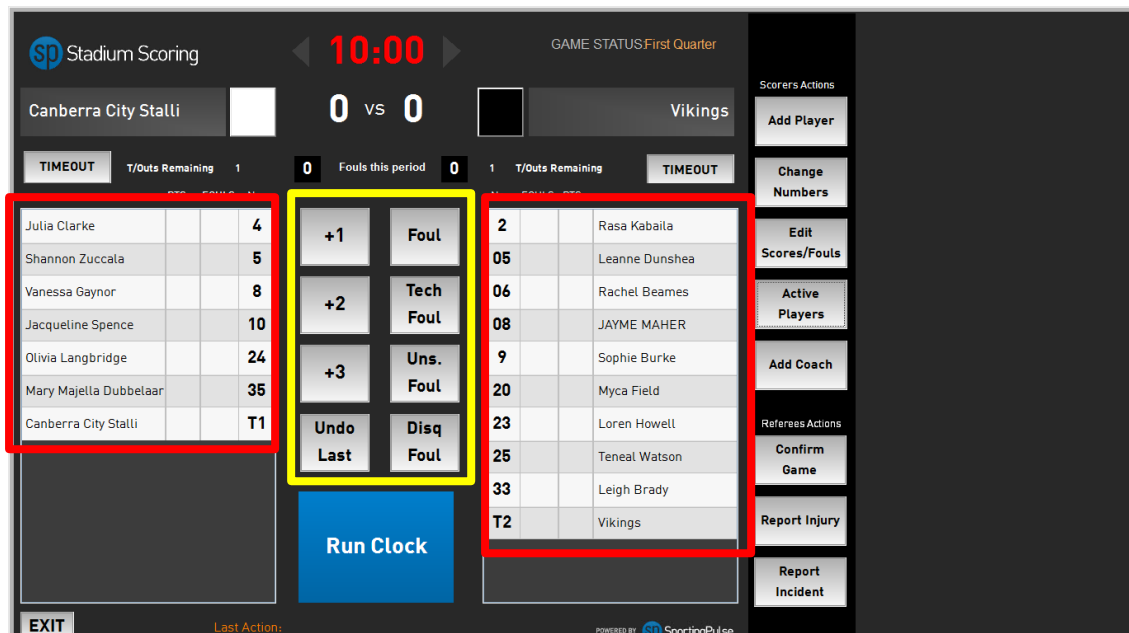
When you have completed editing the numbers for the team, touch on the “Confirm” button and the screen for Team 2 will appear.

The coloured box next to the team name when pressed, gives an option to change the colour for easier recognition by the score bench.

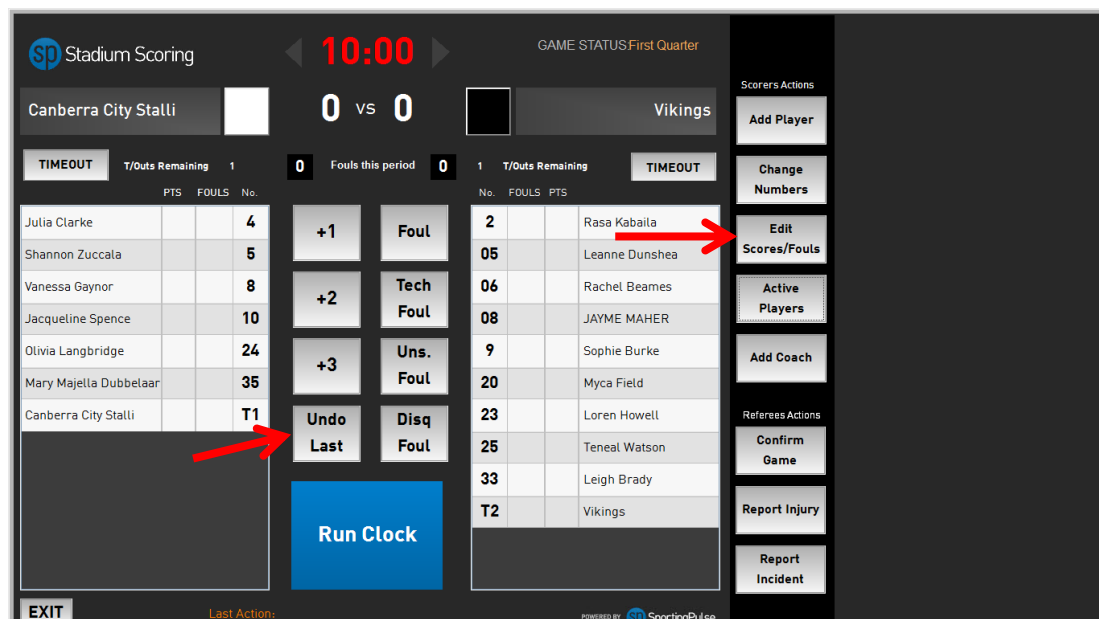


Points are recorded by touching the player’s name (it’s then highlighted in red) and touching the appropriate score, ie +1 (for each free throw made), +2 for a field goal and +3 for a 3pt field goal. The progressive score then appears beside the player name and the progressive team score is added to the display at the top of the screen. When a foul is given, the player name is highlighted and the appropriate foul button is touched. The progressive numbers of fouls are shown against each player and the progressive team fouls are displayed at the top of the screen. Bench Technical fouls are

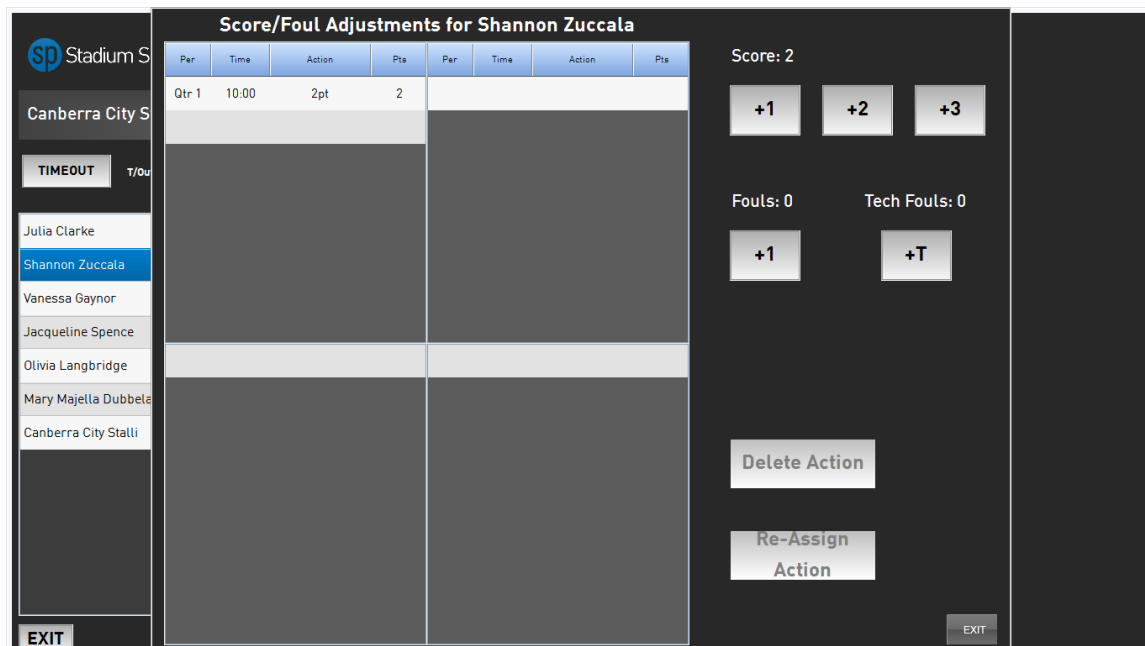
recorded by highlighting the Team Name line at the bottom of the player list (instead of a player name).



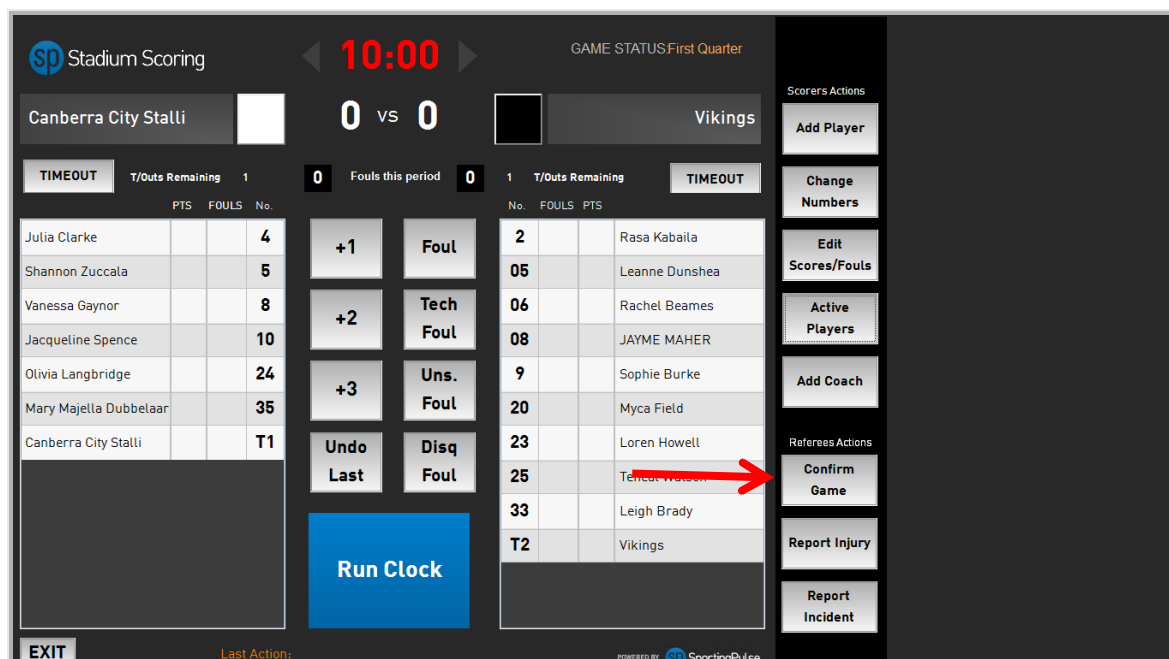
If you discover an error immediately, then you can touch the “Undo Last” button to have the last action cancelled. (Note: This only works on the last action and only allows one undo).



For earlier errors, highlight the player name and touch the “Edit Scores/Fouls” button. The following screen will allow the edit process. Highlight the action to be edited. Use the scores and fouls buttons to make adjustment to this record. The action can also be deleted or re-assigned to another player.



The referee will enter their code to confirm the game result and touch the “Confirm” button.



The tablets are able to be moved from the bench while the coaches are selecting teams, but during the game they **need to be plugged into the charger**, otherwise it may go flat. This is especially important when there are multiple games back to back.