

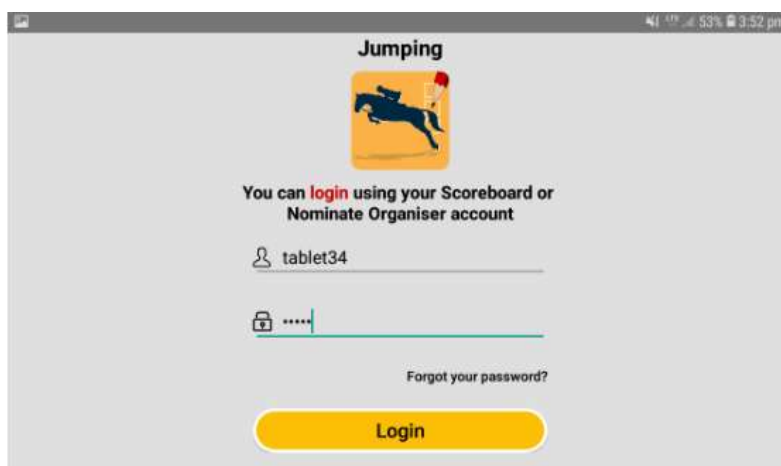
NOMINATE JUMPING APP

JUMPING PENCILLER INSTRUCTION SHEET

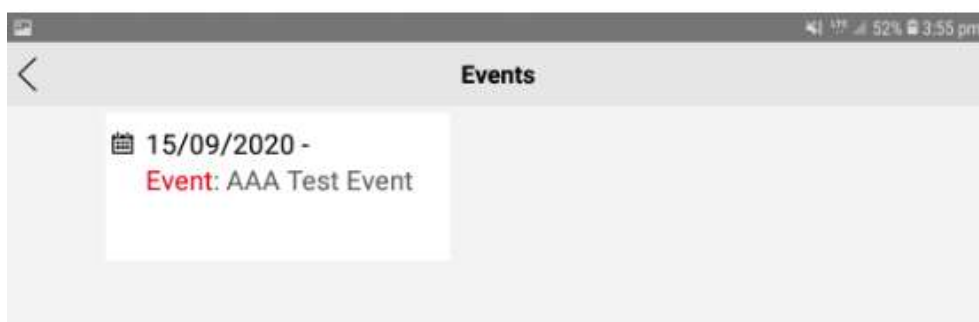


If you haven't already got the app installed on your device, you can download it from the Google Play Store or the Apple App Store. Search for "Nominate Jumping"

Login using the username and password allocated to you.



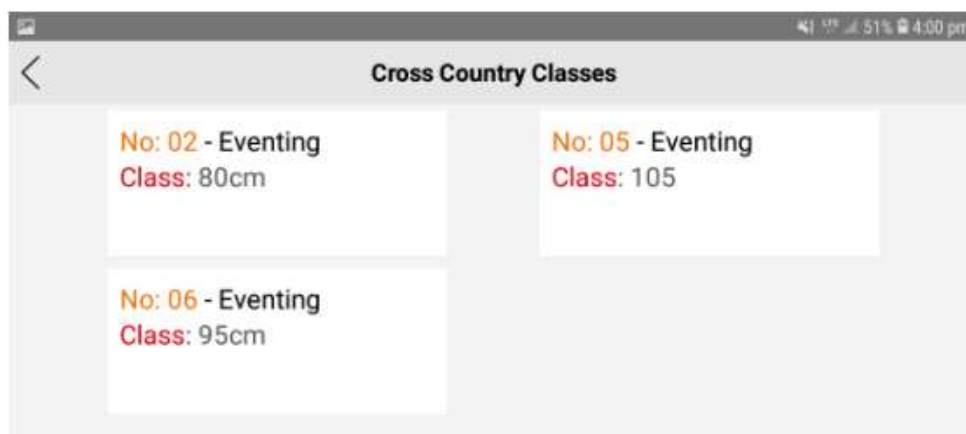
Once you have logged in, you will see a list of events that you can choose from. Click on the event you are currently scoring at.



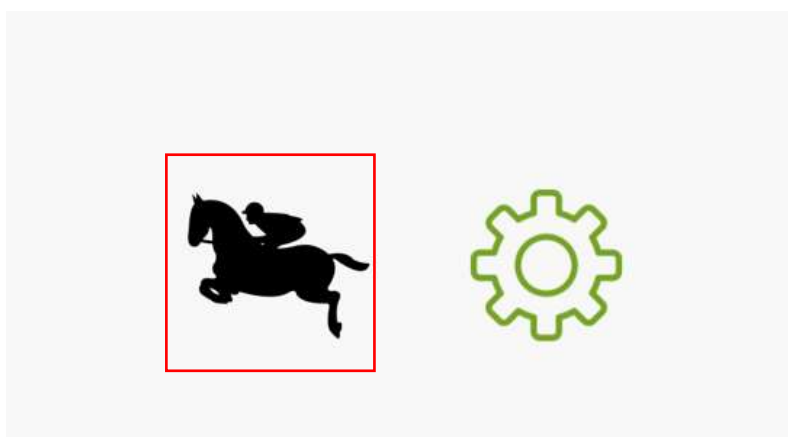
Once the event has been selected, click on Show Jumping/Stadium Jumping.



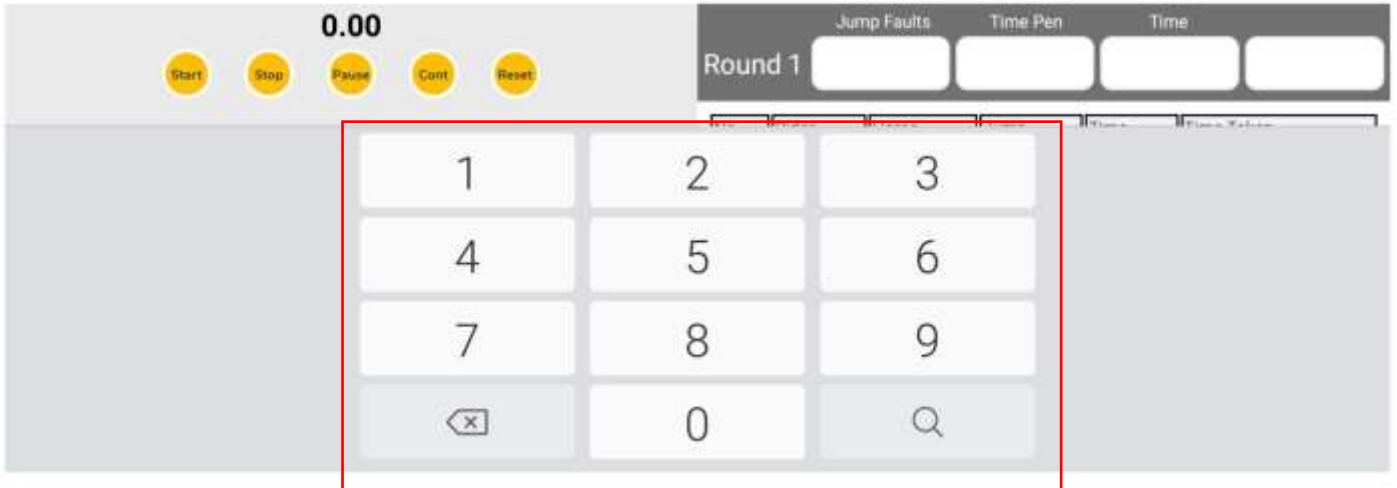
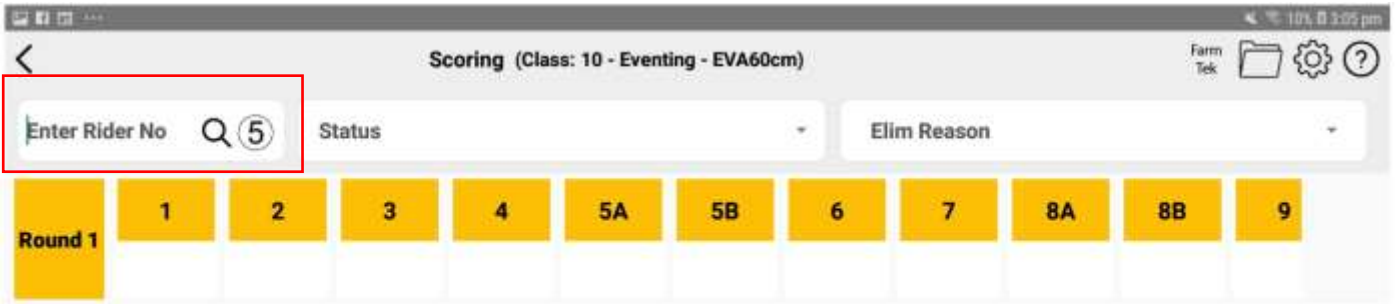
You will then see a list of classes that you can score for. Make sure you select the correct height. You will need to come back out to this page to change to a different class when the current class has finished.



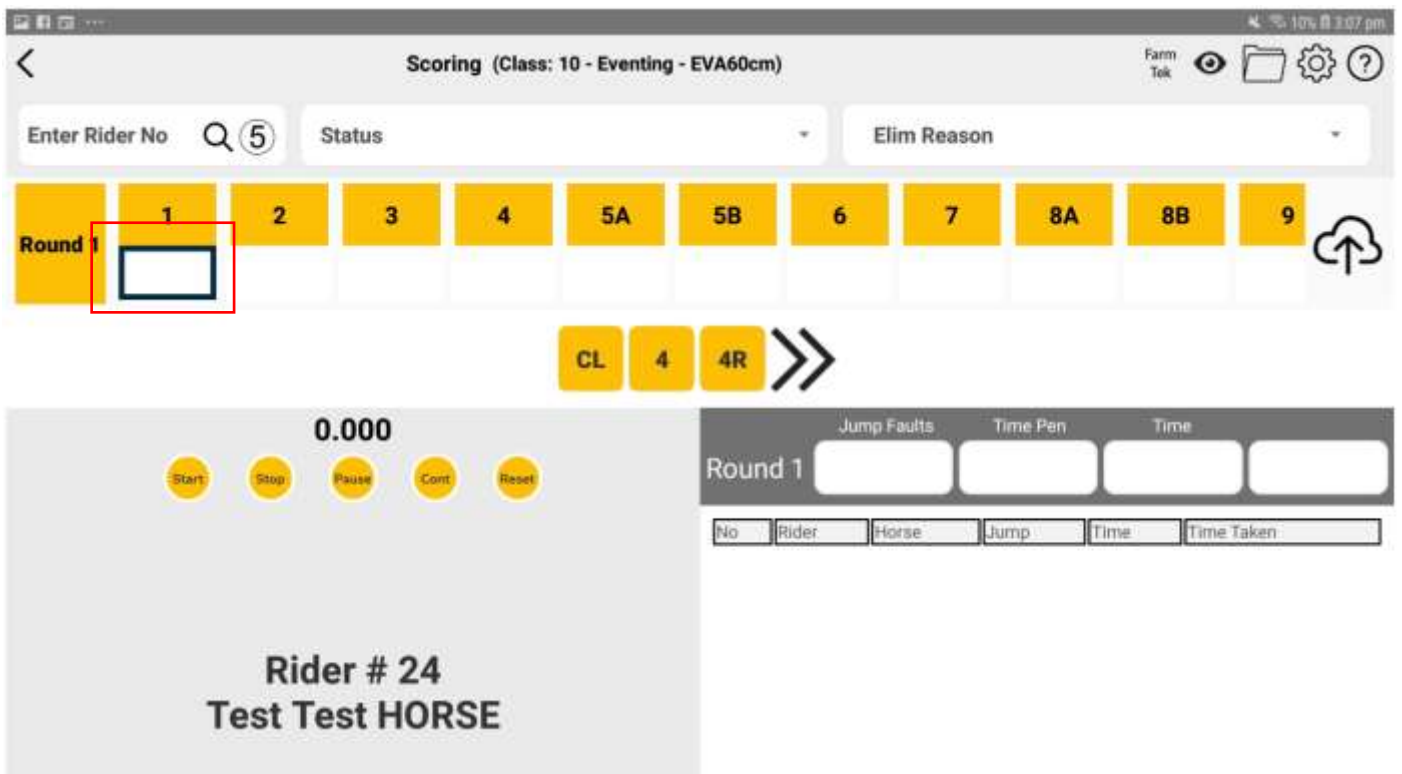
Once you have selected the class, click on the jumping horse. (Ensure that the class settings have been setup already, if they haven't, click on the cog to enter jumping setup). Its easiest to turn your tablet to landscape mode as the scoring is quite wide and sits best on a sideways/landscape tablet.



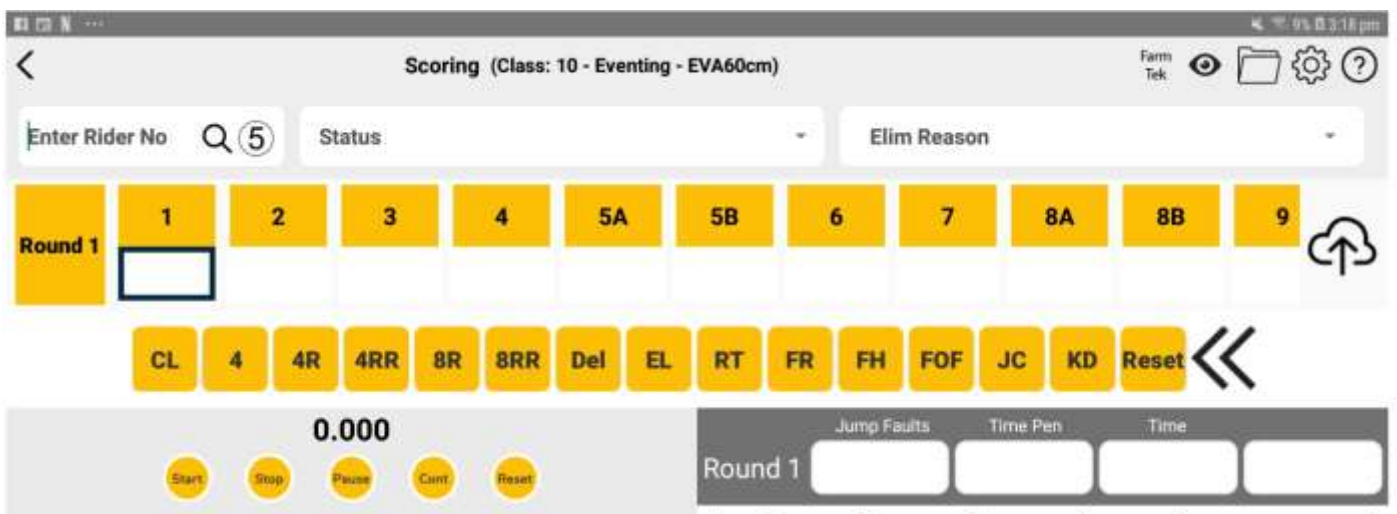
You will then be taken to the jump scoring page. Click on the enter rider number box to type in rider number and click on the magnifying glass on the number page to search. Alternatively, click on the magnifying glass to bring up a full list of riders. You can scroll up and down on this list if there are more riders than will fit onto the screen. Click on select beside the rider.



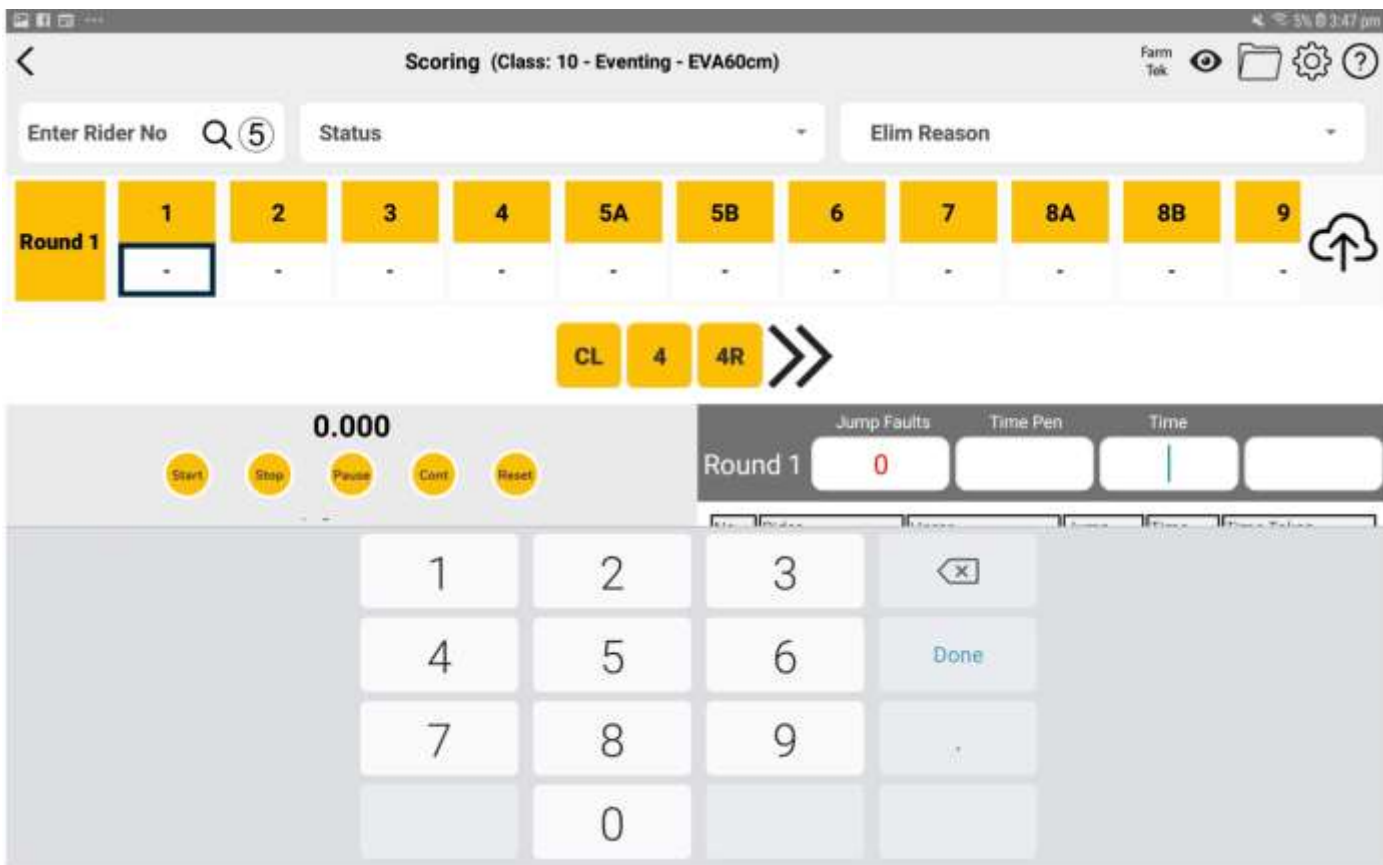
Once the rider has been selected, their number, rider name and horse name will show just underneath the time box on the left side of the screen. The app will default to the first jump number, in the first round being selected.



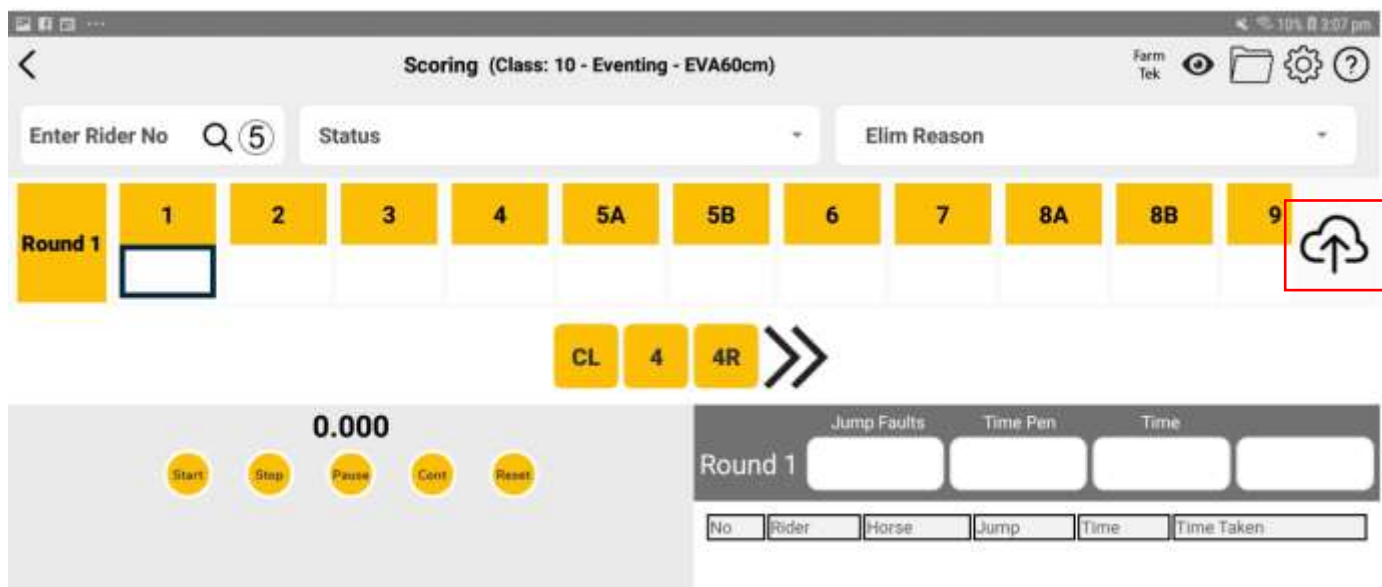
Start entering scores for each jump. There is CL = clear, 4 = rail down and 4R = 1st refusal on the screen as a default as these are the most frequently used buttons. You can also click on the >> arrows to view more options.



If you want to use the app for timing, click on the start button to start the timer and the stop button to stop the timer. Pause will pause the timer, cont will continue the timer (unpause) and reset will clear the time. Once the stop has been clicked, the time will automatically fill into the time box. You can also use a stop watch as a timer instead. If you are doing this, click into the time box and key in the time taken.

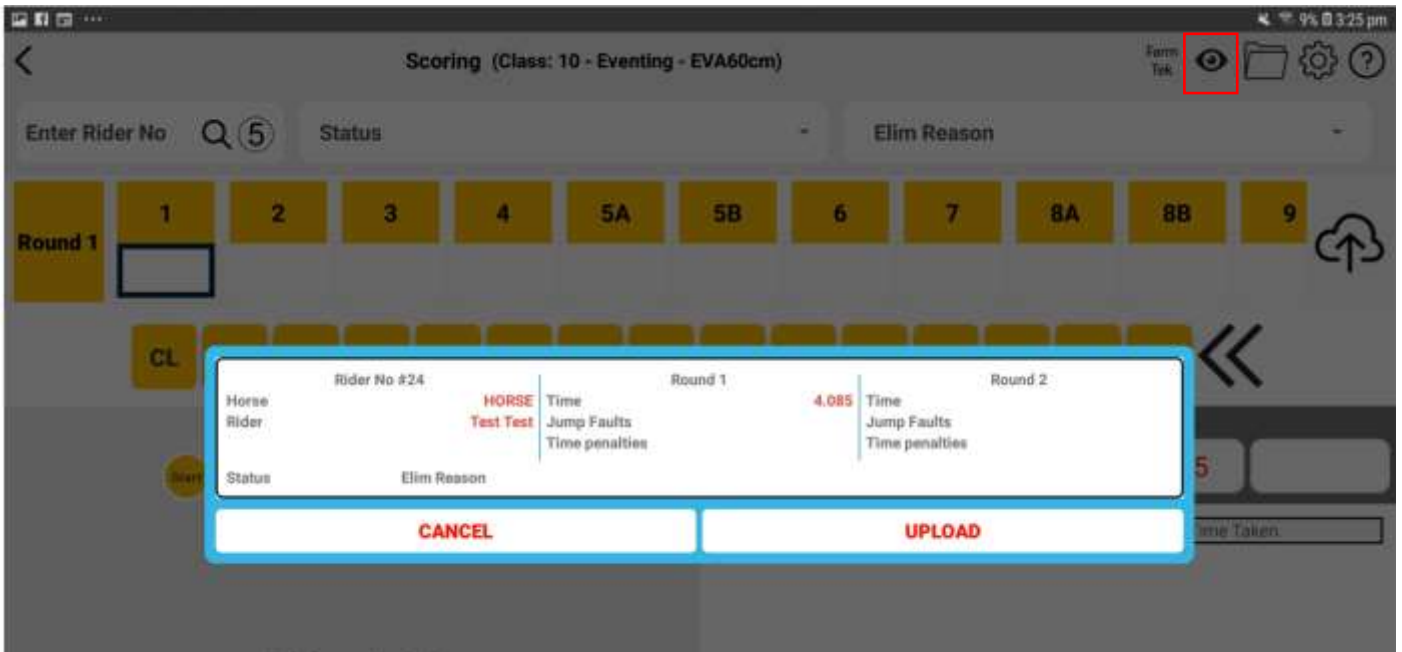


Once scores and time has been keyed in, click on the Up arrow into the cloud on the right hand side of the screen to upload the score. You don't need to wait for the score to be uploaded before continuing onto the next rider, the app will just upload in the background.

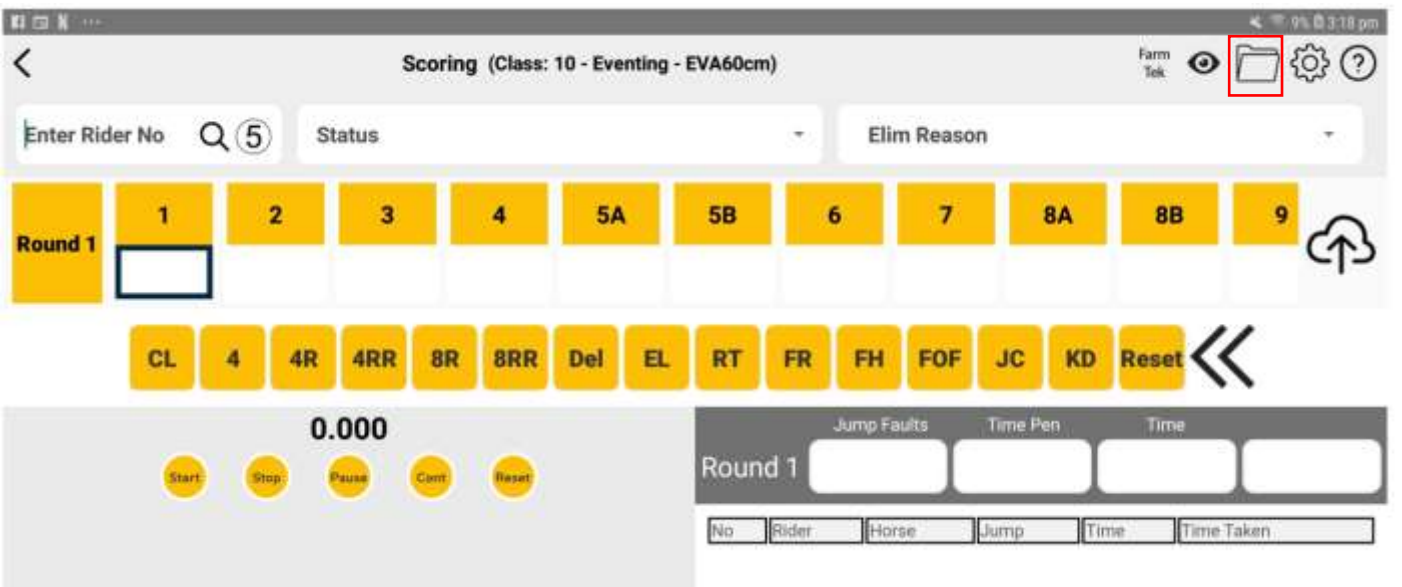


Status is a drop down menu that can be used to show Eliminated, Withdrawn or Retired (there is also a RT button for retired in the app and other buttons which will allow for eliminations such as FH or FR for falls). If you are using Eliminated, its best to put in an Eliminated reason as well. Again, if you have used the buttons on the jumps for this, this will be filled in automatically.

The eye button will give a preview of the score and can also be used to upload if needed from there.

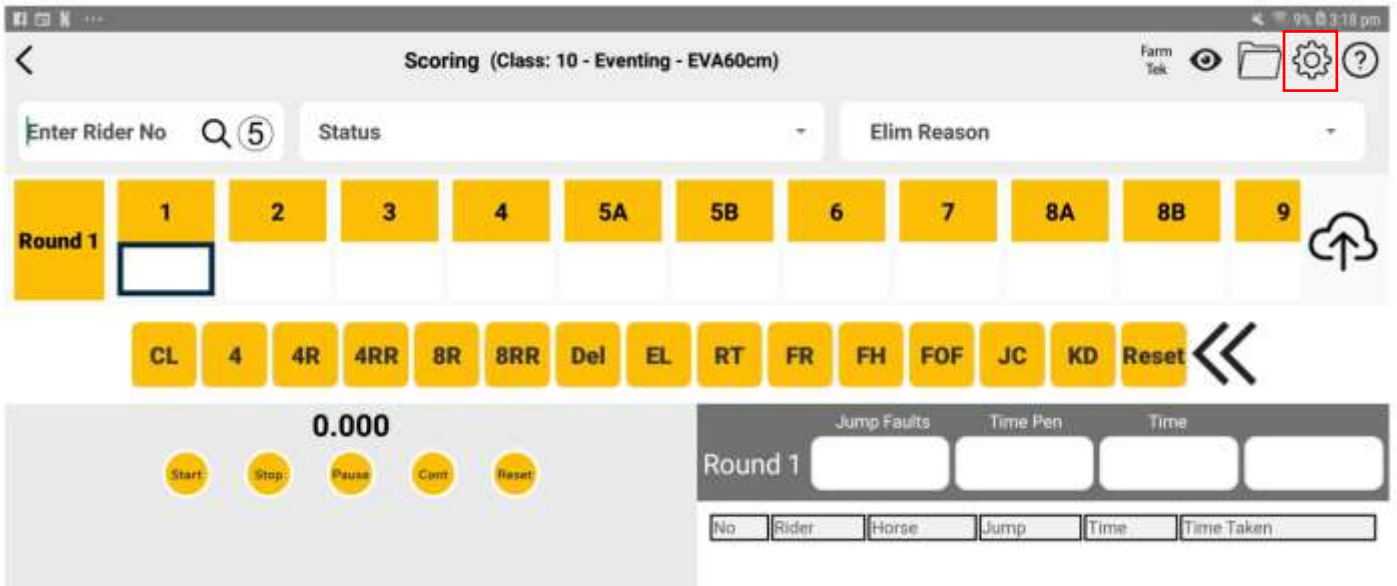


The folder button will show all riders in the class and whether they have or haven't been uploaded. If you have internet issues, you can come in here and bulk upload any that haven't been by clicking on the up arrow into the cloud. The preview button beside each rider will give a preview of their overall score.

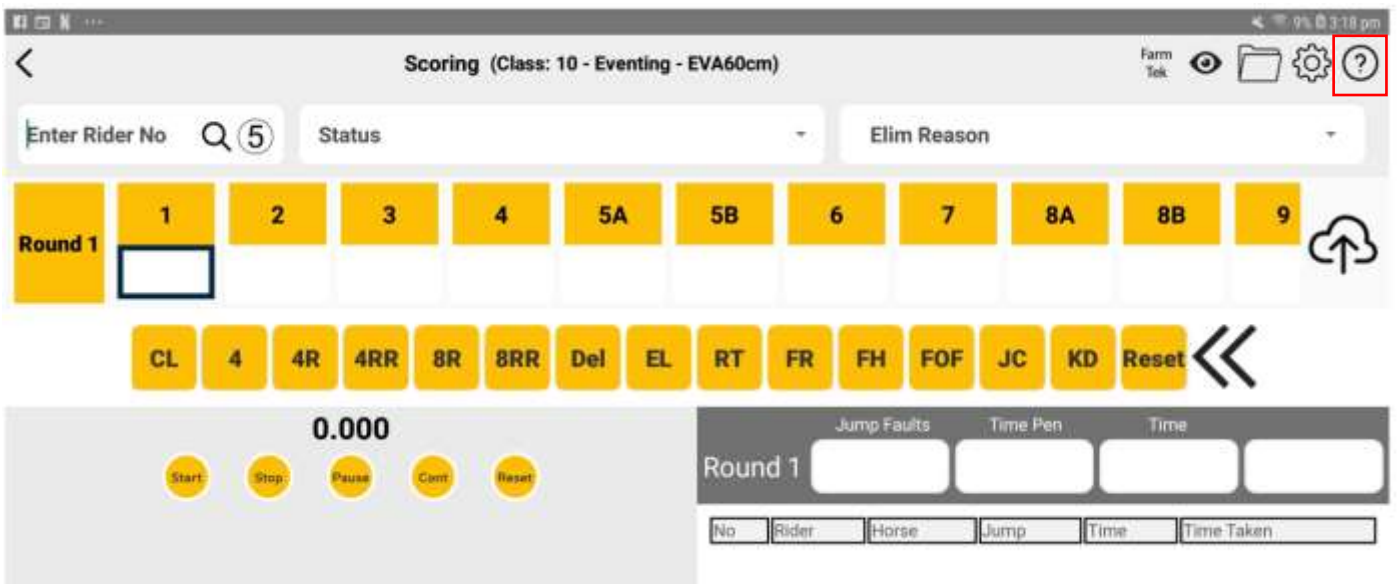


No	Horse / Rider	Jump	Time	Time Taken	Uploaded	
1	HORSE ONE John Smith	0	0	48.24	Incomplete	Preview
2	HORSE TWO Dave Johnson		0		Incomplete	Preview
3	HORSE THREE Bob Johnson		0		Incomplete	Preview
24	HORSE Test Test	36	0	50.87	YES	Preview

The cog button will take you to the settings screen, where time allowed and efforts can be configured. Please see Jumping setup instructions for more information on the settings area.



The ? question mark button will give you more information on what each of the score buttons means (ie CL = Clear).



CL: Clear

4: Rail down

4R: 1st refusal (this includes a technical refusal if the rider crossed their tracks between jumps)

4RR: 1st refusal with a rebuild. The app will also add seconds to the time based on settings for event

8R: 2nd refusal on any jump in the same round – can't select unless rider has 4R first

8RR: 2nd refusal with a rebuild on any jump in the same round (with time added as per 4RR) – can't be done if you haven't done a 4R/4RR already within the round

Del: Delete

EL: Eliminated – should also put in elimination reason as well (unless FR, FH or FOF as the elimination will happen automatically with those)

FR: Fall of Rider

FH: Fall of Horse

FOF: Fall on the flat

RT: Retired

WD: Withdraw

OK

JC: Jumped clear - Joker (-4)

KD: Knocked down (4)

OK

To move to a different class, click on the < arrow in the top left hand screen and then press again to be taken back to the class list.

