## Judge Training

### iPod Score Entry Training for Judges

Vocabulary:

- **Competitor or Participant:** Person registered to attend and compete in the event.

- **First Chance Time:** Initial time it takes a participant to start the timer, complete the competition requirements and return to stop the timer.

- **Callback Time:** Additional time it takes a participant to correct any mistakes and/or complete missed competition requirements, while being timed.

- **Second Chance:** Each participant receives an opportunity to redo one game to obtain a better time; excluding the car race. The lowest of the recorded times is used.

- **Score Card:** Each participant receives a Score Card. Judges write the times after they are entered in the iPod app. The Score Card is the participants record of times attained.

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## Judge Training

### iPod Score Entry Training for Judges

1. Click on the green button titled Score an Event.
2. Scroll the game list by dragging your finger up or down until you find your game station.
3. Press the game button then scroll down to enter your name in the box. The keypad will appear once you click the box.
4. Type in your name and click Begin.



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## Judge Training

### iPod Score Entry Training for Judges

5. Click the box to type in the participant's number then click NEXT.
6. Confirm the participant's number is correct.
7. Have the participant complete the game then click in the box to enter their time.
8. Use a leading zero for minutes, then seconds, then tenths of seconds. If any digits are missing the box will go blank and you will have to re-enter the time.



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9. Review the installation, if a call back is required have the participant restart the timer and complete or fix the installation.
10. Click the CALLBACK TIME box to open the time window where you will enter the additional time. The TOTAL TIME will automatically display below.
11. Have the participant click on the green button to validate the score entered correctly. This will activate the SUMBIT button.
12. Click on SUMBIT to send the score to the scorekeeper.



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# Judge Training
**MAINTENANCE MANIA!**

iPod Score Entry Training for Judges

13. The app will briefly display saving...to confirm the score have been transmitted.

14. The app will return to the Enter Participant Number screen to restart the process.



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# Judge Training
**MAINTENANCE MANIA!**

iPod Score Entry Training for Judges – SECOND CHANCE

1. The participants can redo one game to improve their time.

2. When the participant attempts to redo a game the system recognizes this and displays SECOND CHANCE TIME.

3. Notify the participant they are using their Second Chance and follow the First Chance process.



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# Judge Training
**MAINTENANCE MANIA!**

iPod Score Entry Training for Judges – Race Car

1. Click on the green button tilted Score an Event.

2. Scroll the game list by dragging your finger up or down until you find your game station.

3. Press the game button then scroll down to enter your name in the box. The keypad will appear once you click the box.
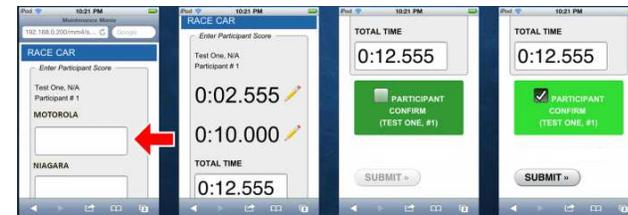
4. Type in your name and click Begin.



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# Judge Training
**MAINTENANCE MANIA!**

iPod Score Entry Training for Judges

5. The Race Car Competition follows the same process as the other game stations. The difference is that the scores can be entered into MOTOROLA and NIAGARA. This will depend on the participants' starting lane for the race.

6. Click in the lane box the participant is racing in to enter the time. Use a leading zero for minutes, then seconds, then tenths of seconds. If any digits are missing the box will go blank and you will have to re-enter the time.

7. Once the participants switch lanes enter the second race time the other lane box.

8. Enter 0:10.000 for cars that do not cross the finish line.