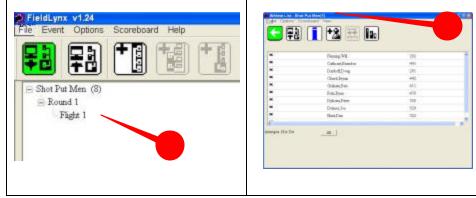
FieldLynx™ Windows Throws Quick Start

Step 1: Open the flight sheet for the throwing event

- 1. Turn on the computer.
- Tap the **Start** Icon and Select Programs
- From the Programs Folder, tap to open FieldLynx. The main screen appears.
- 5. Tap + next to **Round 1**. 4. Tap **+** next to the throwing event. FieldLynx v1.24 FieldLynx v1.24 Ble Event Options Shot Put Men (8) Round 1 + Shot Put Men (8) 6. Tap **Flight 1**.

7. The flight sheet appears.



Step 2: Set up the throwing event

1. Tap **i** to set up the throwing event.

- 2. Follow the instructions on the screen.
 - Set Measure to Metric or English, then tap Next.
 - Set up the Attempts.
 - If you are using LaserLynx, click Next and setup the laser control measurements, to save tap on Finish button.

Step 3: Check in competitors

On the flight sheet, Tap **x** next to the competitor's name and then tap **2**. Later, you can:

- Tap 🔁 to suspend a competitor.
- Tap to make a competitor up next.

After check-in, arrows are next to competitors' names:

- Single Arrow competitor is up.
- Two Arrows competitor is on deck.
- Three Arrows competitor is on hold.

Renny, Will

Step 4: Enter a competitor's mark

- 1. Tap on the competitor up next (single arrow). The mark entry screen appears:
- 2. Record the competitor's mark.
 - Tap: and enter the values using the keyboard. Then, tap
 - to scratch the mark.
 - P to pass the mark.
 - to erase the mark and enter a new one.



(See Over)

3. Tap (to return to the flight sheet. Repeat for all competitors.

Step 5: Send results

Go to the flight sheet and tap **!** .

Add a competitor or edit an existing competitor

Tap $\stackrel{\square}{=}$, enter the competitor's information, and then tap **OK**.

Display standings

If you want to see the competitors listed in order of current

Convert quickly to English or Metric

Tap 🚟.

If you are measuring with a laser



If you are sending results to a scoreboard

Go to the mark entry or standings screen and tap .

Quick Reference

If you want to	Tap here.
Open FieldLynx	
•	
Open a flight	Flight 1
Set up the throwing event	i
Check in a competitor	x, then 3
Suspend a competitor	3
Make a competitor up next	12
Record a mark	, then
Scratch a mark	
Pass a mark	P
Erase a mark	
Return to the flight sheet	
Send results	