



1. Setup

- 1.1. Switch on your Palm Pilot and tap the FieldLynx icon.
- 1.2. Tap the stylus to the Event to be administered (to highlight it) and tap the **Open** button.
- 1.3. Tap the **Setup...** button.
- 1.4. Select system of **Measurements**.
- 1.5. Select **Scoring Style** - Tap the stylus to the underlined field and then enter the information with the graffiti area or keypad.
 - ⇒ **...Qualifying Attempts,...Qualify for Final,...Attempts (Final)**
 Gives each athlete listed a set number of throws, ranks them on these performances, selects a set number of them for the final, and then recalculates the flight list and order of competition based on the rankings (worst qualifier to best) for a second set of throws.
 The number of throws is set by tapping the stylus to an underlined field and then entering the information with the graffiti area or keypad.
 - ⇒ **...Final Attempts**
 Gives each athlete listed a set number of throws and ranks them on these performances.
- 1.6. Tap **Done**.

2. Check-in

- 2.1. Tap on **NS** next to the athlete whose status you wish to adjust. The default setting is **NS** (No Show).
- 2.2. Select athlete status - Options are:
 - ⇒ **Check-In** Athlete is present. To No Show a checked-in athlete, tap here again.
 - ⇒ **Suspend** Athlete is present, but temporarily unavailable (they may be competing in another event). To return an athlete to active status, tap here again.
 - ⇒ **Up** Moves an athlete to the Up position (only available after an athlete has been checked in).
- 2.3. Repeat this process until all athletes are checked in.

3. Adding an Athlete

- 3.1. An athlete may be added to the Athlete Listing at any time simply by tapping on the **Add...** button in the Athlete Listing screen.
- 3.2. Enter the relevant information and tap the **OK** button.

4. Entering Performances

Order of competition is indicated by the words **Up**, **Deck** and **Hole** to the left of the Athlete's name. The round of jumps is also indicated: **Attempt 1 of 6**.

- 4.1. Tap the name of the athlete whom FieldLynx indicates is **Up**. This will bring up the Athlete Performance screen.
- 4.2. Tap the relevant button for a **Pass**, **Foul** or **No Mark**, or tap the Input... button to enter a mark. This will bring up a calculator-style Input Athlete's Mark screen on which the athlete's mark should be entered.
- 4.3. When you have entered the information, tap the **Done** button.
- 4.4. Verify that the information you have entered is correct and then tap the **Done** button.
- 4.5. FieldLynx will reassign the athletes who are **Up** on **Deck** and on Hold. Repeat process as from step 1 for new **Up** athlete.

5. Standings & Scoring Protocol

- 5.1. Competitors are ranked according to their longest jumps.
- 5.2. Ties are broken by going to the next longest jump.
- 5.3. To see standings, or the result, of an event, tap the stylus to the **Standings** button in the Athlete Listing screen.

6. Creating Finals from Flights

- 6.1. In the FieldLynx opening screen, select the Event you wish to set up a final for and tap on the **New** button. (See FAQ on back of sheet).
- 6.2. Check the **Create Final from Flights** box.
- 6.3. Select **Ok**. FieldLynx will automatically generate the final according to the configuration set in the Event Setup screen for the Flights.