STARTER

Cheat Sheet

STARTER ROLE MUST HAVE AN IOS DEVICE

GETTING STARTED:

- [ ] Open the Swimmingly app

- [ ] Check the small grey numbers in the top left corner to ensure you're running the most up to date version of the app.

- [ ] Select the Starter role and ensure your local network and location services are enabled. Enter your pool deck nickname and click "Ready to Huddle"

THE HUDDLE:

- [ ] With the Swimmingly app open, scan the QR code shown on the Scorekeeper's iPad.

- [ ] If you're having issues scanning, ensure you are in a shaded area and using the Swimmingly app to scan the QR code.

ADDITIONAL NOTES:

- [ ] HOW DO I CHOOSE THE EVENT?
  - To select an event, tap the "event button" at the top of the screen > Tap desired event > Tap "Start Selected Event" Pro Tip: Run a test event before the meet begins to allow your volunteers to practice their role.

- [ ] HOW DO I START A RACE?
  - Tap on the clock screen to start the heat:
  - When the last swimmer in that heat touches the wall, proceed to the next heat by tapping the running clock screen > Tap "Reset For Next Heat"
  - If moving on to a new event tap the "event button" at the top of the screen. Tap desired event > Tap "Start Selected Event"

- [ ] WHAT HAPPENS IF THERE IS A FALSE START?
  - Once the race has started, you have 5 SECONDS to tap the "False Start" button on the bottom left side of the screen > Tap "False Start" > Tap "Recall Heat"
  - You can always recall a heat after the 5 second window by tapping anywhere on running clock screen to bring up option, "Recall Race".

- [ ] HOW DO I COMBINE EVENTS?
  - Tap the blue "event bar" > Tap "Combine Events" (Top Right)
  - "Are you sure you want to choose multiple events?" > Tap "Yes"
  - Tap to select each event you would like to combine
  - Tap "Start All Selected Events"
  - Tap anywhere on the clock screen to start the heat
  - To return to a single event, tap the blue "event bar" > Tap "Single Event" (Top Right)

Swimmingly