Surfcomp Quickstart Guide

(you must be logged in as Admin or Judge)

Create New Contest

- 1. Main Menu > New Contest > Add Contest Details
- 2. Register Surfers: Registration > Member List > Select Surfers + Register Selected Surfers (green button)
- 3. Organise Heats –
- Contest > Contests > Select current contest
- When all surfers registered click Generate Heats
- Click "Publish Draw" to publish to Whiteboard & Heat Draw
 (at the appropriate time)

Setup Judges

- 1. Settings > Judge List: note judge access code numbers
- 2. Go to Judge Devices, login with separate access codes
- 3. Judge devices are ready to judge Contest > Judging: Score

Start Contest

- To Start Contest: Contest > Timer > Start
- Pause Contest: Contest > Timer > Pause/Resume

Trouble Shooting

If anything appears to be stalled (spinning wheel) just try force quitting the app and starting Surfcomp again. (Force quit by double pumping the home button and swiping upwards or swipe up and flick)

If **Judge screen doesn't load** new surfers for new heat, just hit *"Reload"* button.

Surfcomp iPad - Premium Setup



Double Bank Comps

When creating a new comp, select Double Bank – Yes on bottom of details screen. You will have to select which divisions will surf at each location. Click Save Settings to create your two comps, for Bank A and Bank B.

Get extra judges setup by going to Settings > Judge List, and allocating which judge access codes are for each bank. Note down the codes and login the judge devices to enable one groups of judges for each bank/location. Run both banks to same hooter to save confusion – start each time at same time.

Change Time Between Heats

Settings > Timer Settings: Choose new between heats time – save.

Horn Settings

Settings > Timer Settings: Different Horn and 5 Min Warning sounds can be previewed, selected and saved.

Adding or Editing Heats, Surfers & Schedule

Contest > Whiteboard > Edit

Auto Progression or Manual Progression Comps

Settings > Event Settings: Auto Progressing – Yes or No. No enables a manually set comp which allows rounds to be individually created and surfers advancing according to your set of rules.