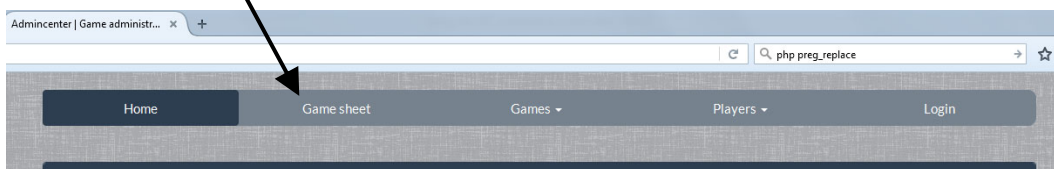


Using the GIT-competition system on WiFi for the game table

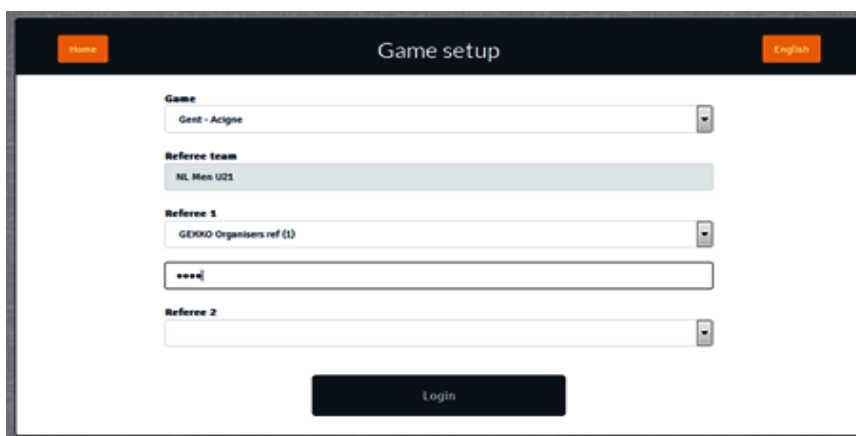
Connect your device by WiFi to the **POLONET** network. There is no password required. To avoid internet-problems, turn off the data connection of your device. (For iPhone, avoid your device to go into sleep)

Point your browser to **http://10.0.0.2**. You will see the competition system.

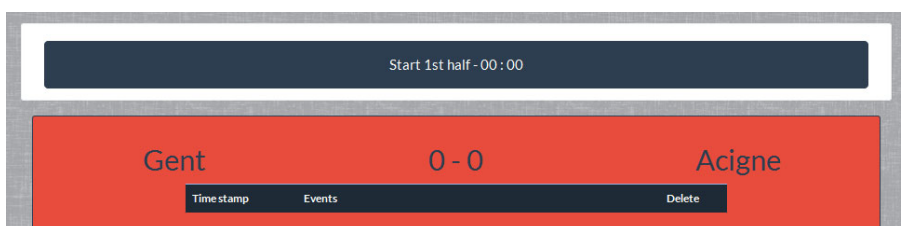
Select now the "Game Sheet"



Now you arrive in the game app. In this app select the game you will start to ref in the "Game"-field. Select your referee name in the field "Referee 1" and enter your pin code which is "1234". Click Login.

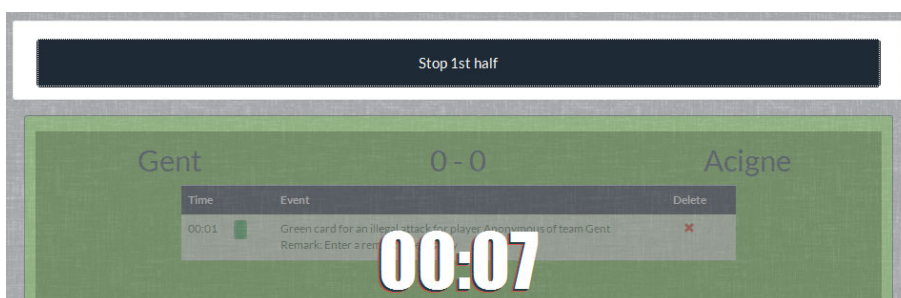


In the game form, which appears now, you see 2 section; the top half is the game timer control, the lower section (in red) holds the list of goals and cards.



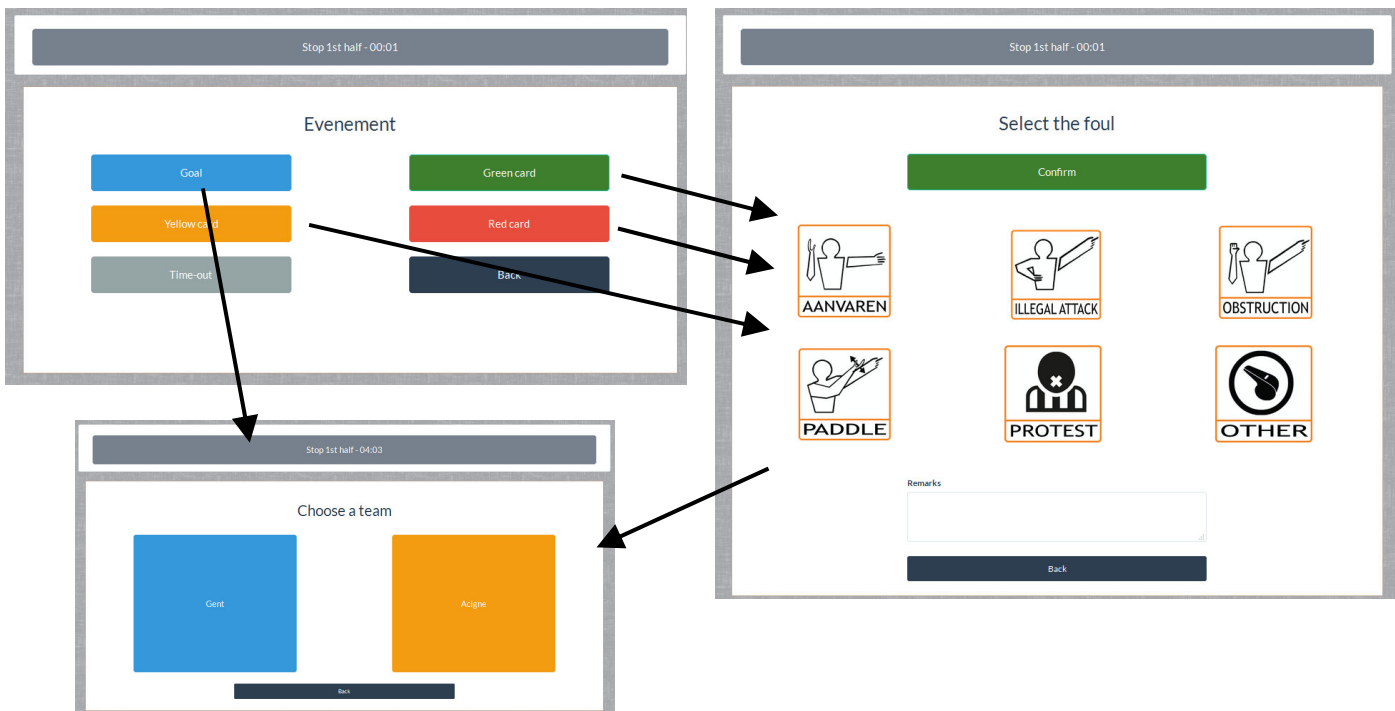
By ticking in the top side, you can start and stop the game, end the first time and finish the game.

When the game timer is running the lower section is green and the game time is displayed in the lower section; when the timer is stopped, the lower section is red.



When an event takes place (card, goal, time-out) tick in the **lower** (green or red) section. Now some screens opens which enables you to enter the event data.

- First you must enter the type of event (time-out, goal, green, yellow or red card). In case of an error press “Back” and tick the upper section to start the game timer again.



- In case of a goal, you must first select the team and then the player number. If the appropriate player number does not display, use the “anonymous player”
- In case of a card, you must select the foul and enter a referee comment if necessary; press “Confirm”. Next select the team and the player number as for a goal
- In case of a team warning, give the green card to the anonymous player

Now you will be back in the normal screen and will notice that the event is listed in the lower section. In case of error you can always delete the event and enter it again by shortly starting the game and tick the lower section again to enter the correct event.

Start the game timer again by ticking in the upper section.

At the end of the game the results are send to the server after confirmation. To do this

- Stop the game by ticking the upper section and select “**End of game**”
- Say “**yes**” to the question “Is this game finished and ready for transmission?”
- Now you see an overview of all game data
- An additional “referee”-comment can be added in the comments section before ticking the “Confirm” button. This message goes to the tournament responsible.
- Now you password (**1234**) is asked again to start transmission. Tick “**Confirm**” to transmit.
- Correct transmission will be indicated by a message.
- In case you do not have enough WiFi-connection, an error message is displayed. In this case approach the WiFi equipped zone until the transmission is done successfully.

