

# Manual - Beachlive.se (english)

Use your smart phone to scan the QR-code for the tournament.

**Choose class** and group to find the game you are keeping score of. Click the button "rapportera" then you will reach the game page. You find the pin code for the tournament next to the QR-code.

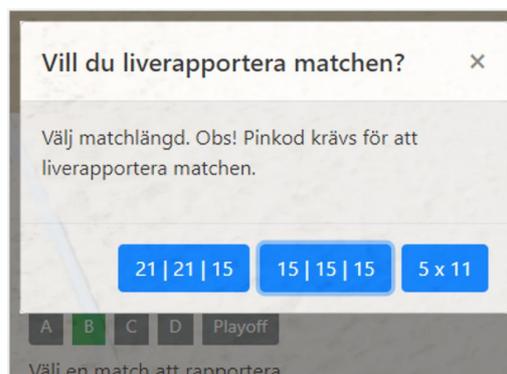
- **Start every set** by clicking the button "Ställ in serveordning" and mark the team and the player in each team that starts serving.
  - If you make a mistake in the step above you can anytime during the game click on the "ball" down to the left to change the order of the serve.
- **You register** the points of the game by clicking "+" for the team that wins the ball.
  - If you make a mistake you can delete one or more points by clicking the yellow "X-button" in the middle.
- **Timeout is registered** through the hourglass in the menu down below. Push the green start button to start the timeout.
- **When the game is finished** - click the button "Rapportera resultat", then the result is registered in Profixio.

1.



**Choose class and group to find your game**

2.



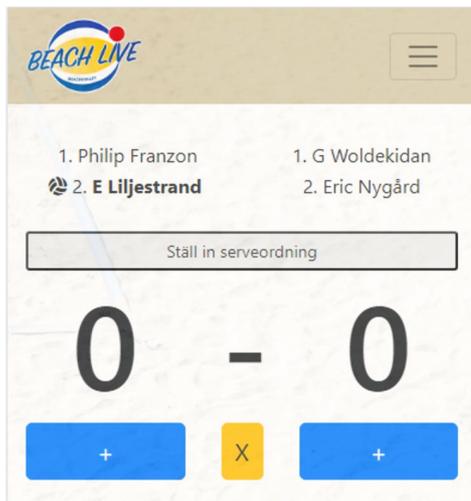
**Choose set length**

3.



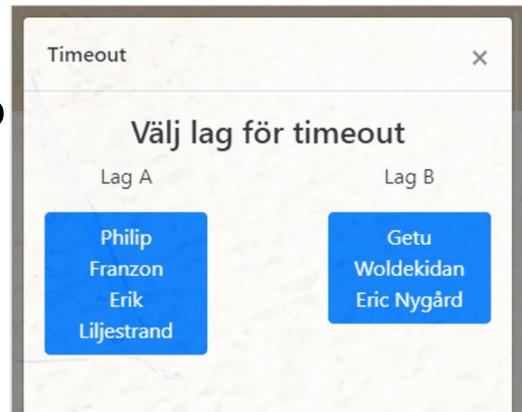
**Before each set starts - mark the team and which player in each team that starts serving**

4.



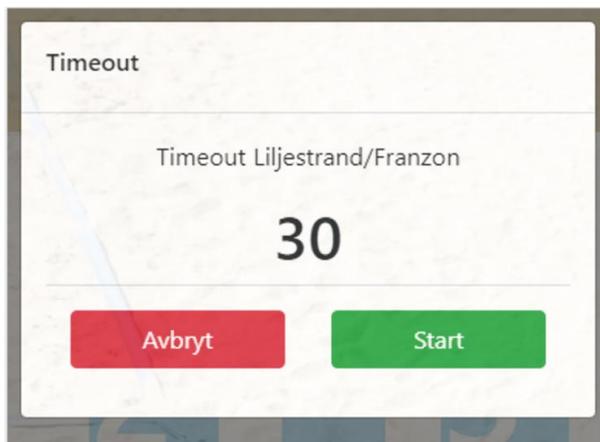
Click "+" for each team to register points. Click "X" to delete latest point

5.



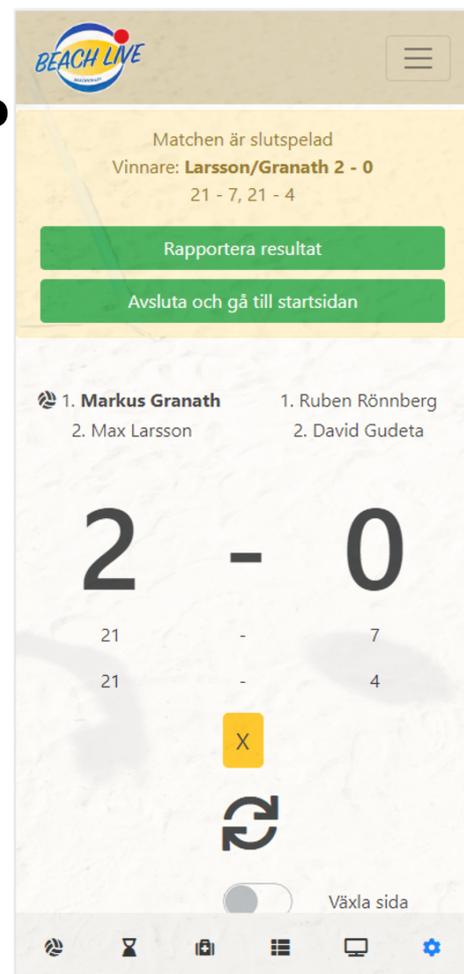
Click on the hourglass to register a timeout

6.



Start the timer when the players has left the court and sit down in their seats

7.



When the game is finished - click the button "Registrera resultat" to send the result to Profixio