## Using the NASP® Portal App to score a virtual tournament at the target

Before archers will show up in the app for scoring, the school must pay their balance or have created a payment invoice for registration fees.

Each person entering scores with the app must be added as a Range Official Scorer in the school's tournament registration.

The scorer will be issue two pin codes when added to a school's tournament registration. Those pin codes will be used in the app to unlock the tournament for scoring.

Scorecards can be printed from the school's tournament registration for each archer on the tournament roster. The archers can use these scorecards to follow the normal scoring protocols and the range official scorer can enter the arrow scores from the scorecard at the target after each end.

Search NASP PORTAL on the Apple App Store or Google Play Store to install.

Note: The app will only work for scoring during the actual tournament dates. The pin codes will only work between the start and end date of the tournament.

Open the NASP® Portal app.

- 1. Click the top left menu icon
- 2. Select Tournament Scoring (previously Range Scoring Official in old versions)
- 3. Click to add the tournament
- 4. Enter pin codes assigned in tournament registration
- 5. Select the tournament
- 6. Click to add a registered archer to your list
- 7. Enter an archer name to filter the list and select an archer to add to your list
  - a. Add all the archers you are going to score this round in the order you will score them
- 8. After the archer shoots a scoring end, select the archer from your list to enter arrow scores
- 9. Select the end
- 10. Enter all 5 arrows and click the green save button
- 11. If the tournament requires target photos, click the Take Photo button. If not, you will see Submit Arrows in this step.
- 12. Submit Arrows
- 13. Select the next archer to score.
- 14. After all ends are scored for an archer the score card will be locked, and you will see the total score for the archer. You are finished scoring this archer.
- 15. If you discover an error was made entering the archer's score after the final end has been entered the scorecard must be unlocked by the coach within the school's tournament registration.

See image grid below.



