

Results Entry

To enter results for an event, click on the link on the event in the Events Listing:

Ring number 2			
15.	Combined Elementary Agility	13 entries	Edit Running Order Download Scoresheet Download Scribesheet
16.	Intermediate Agility	6 entries	Edit Running Order Download Scoresheet Download Scribesheet
16.	Regular Intermediate Agility	17 entries	Edit Running Order Download Scoresheet Download Scribesheet
16.	Junior Intermediate Agility	0 entries	Edit Running Order Download Scoresheet Download Scribesheet
17.	Open A Agility	17 entries	Edit Running Order Download Scoresheet Download Scribesheet
17.	Regular Open A Agility	32 entries	Edit Running Order Download Scoresheet Download Scribesheet
18.	Regular Advanced Agility	14 entries	Edit Running Order Download Scoresheet Download Scribesheet
18.	Advanced Agility	9 entries	Edit Running Order Download Scoresheet Download Scribesheet

Each organisation will have slightly different pages which will be discussed later, however the common elements of the Results Entry page are discussed below.

Results Entry - SCFD 30/07/2017

[Edit Comp](#) [Comp Points](#) [Schedule](#) [Bookings](#) [Entrants](#) [Pre Competition](#) [Add Scribes](#) [Post Competition](#)

[Clear Results](#) [Results Report](#) [Generate Cards](#) [Pre-Trial Cards](#)

Course Length

[Toy](#) [Midi](#) [Mini](#) [Maxi](#)

15a. Combined Elementary Toy Agility (Judge: Damian Noud)

Search/Filter

Class Status?

As mentioned earlier in the Edit Running Order pages, events are split into their relevant height classes (and divisions for CDA).

Clicking on the tabs will display the competitors entered in the relevant height class or division (whichever is applicable).

Common to all results entry pages, there is a 'Search/Filter' field to locate a competitor quickly.

Each class will also have a 'Class Status' option to choose:

Class Status?

Rate of Travel

- Not Started
- In Progress
- Complete
- Results Finalised

When a class has started, select the 'In Progress' option on the Class Status listing. If this is the first class in the event to be marked 'In Progress', the coloured circle in the Events Listing will change from red to orange to indicate the event is in progress.

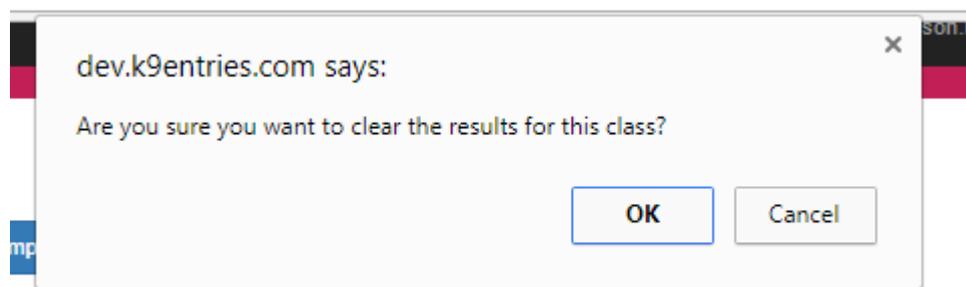
When a class is complete, select the 'Complete' option in the Class Status listing. If all classes of an event are 'Complete', the coloured circle in the 'Events Listing' will change from orange to green to indicate the entire event is complete.

Finally, when the competition secretary has checked the results entered, and printed off the quali cards (and any other paperwork), they can click on the 'Results Finalised' option in the Class listing (which is intended to help the secretary keep track of which classes/events they have processed). If all classes of an event has been set to 'Results Finalised', the coloured circle will change from green to blue.

Clearing Results

To clear the results entered for the current class, click on the  button.

The system will confirm with you that you really want to clear the results with a popup similar to the following:



Pre-Trial Cards

For instances where the club does not have internet access, or they want to test out what the cards look like before competition day, there is the option to preprint the cards.

Pre-Trial cards will print cards for all competitors in the class with all details except for those that would need to be entered as results on competition day. Clubs sometimes pre-print cards, writing in the result details on the day where they may not have internet access, or access to a printer at the competition venue, etc.

To download pre-trial cards, click on the button  and the cards will be downloaded in the form of a PDF.

Generate Cards

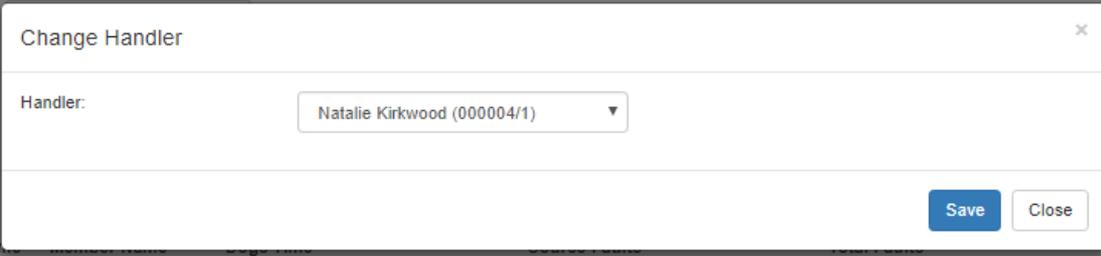
To print the qualifying cards for the current class, click on the button  and the cards will be downloaded in the form of a PDF.

Changing Handlers

To change the handler within the results entry page, click on the name of the handler

WD/ABS	PI	Num	Dogs Name	Member Name	Dogs Time	Course Faults	Total Faults	Elim	NFC	Disms
	()	2	Ment2B	Natalie Kirkwood						

A 'Change Handler' popup will appear, with the list of handlers, and the current handler selected in the list. Please note, this may take a second or 2 to display the listing.



The image shows a 'Change Handler' popup window. It has a title bar with 'Change Handler' and a close button. Below the title bar, there is a label 'Handler:' followed by a dropdown menu. The dropdown menu is currently set to 'Natalie Kirkwood (000004/1)'. At the bottom right of the popup, there are two buttons: 'Save' and 'Close'.

Select the new handler, and click on the Save button, and the new handler will appear in the results page.

ADAA and ANKC specific – course times/lengths

At the top of the page, there will be an option to enter the Course Length.

Course Length

The Rate of Travel will be automatically populated in ADAA, where applicable. Note that this is the standard ROT for the event type as provided for in the Agility Regulations for ADAA. The judge is able to change this as required.

Rate of Travel

The SCT (or Standard Course Time) is a required field, and as such will be highlighted in red until it is entered.

SCT

If entering the Course Length, and a Rate of Travel is entered, the SCT will automatically be calculated. Note that when the result of the Course Length is divided by the Rate of Travel is not a whole number, the value will be shown as nearest whole number. Eg. 67.58 will be rounded up to 68, and 67.34 will be rounded down to 67.

WD/ABS

The left most column of the results entry indicates whether a dog has withdrawn or is absent. If not already ticked, and you know the dog is withdrawn/absent, tick this box (highlighted fields for the dog will disappear).

Whilst a background save happens every time you have entered a field, it is worth clicking on the



button at the end of the class to bring up the placings.

Agility/Jumping results entry

The page will highlight the fields that are required to be entered. This also helps quickly determine what dogs are left to have their run.

200 300 400 500 600

. Novice Agility AD (Judge: Annette Gniel)

Search/Filter

Search for...

Class Status? In Progress

Date of Travel 2.2

CT 68

WD/ABS	PI	CAT #	Dogs Name	Member Name	Dogs Time	Course Faults	Total Faults	DQ	Quali
<input type="checkbox"/>		302	Bellapelite Bundy Red	Linda King	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>		305	Jackirra Regal Rambo	Leisa Cassidy	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>

Enter the dogs time. The highlight on the dogs time field will disappear.

WD/ABS	PI	CAT #	Dogs Name	Member Name	Dogs Time	Course Faults	Total Faults	DQ	Quali
<input type="checkbox"/>	999	302	Bellapelite Bundy Red	Linda King	45.22	<input type="text"/>	0	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Next, enter the course faults. Note that even if the dog did not make any course faults, there must still be a value in this field (if no faults, enter 0).

WD/ABS	PI	CAT #	Dogs Name	Member Name	Dogs Time	Course Faults	Total Faults	DQ	Quali
<input type="checkbox"/>	999	302	Bellapelite Bundy Red	Linda King	45.22	0	<input type="text"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

If the dogs time was less than or equal to the SCT, and the number of course faults is 0, the 'Quali' tick box will automatically be ticked.

ANKC specific

If a dog has been disqualified during it's run, click on the 'DQ' tick box. The highlighted fields for this dog will automatically be removed.

WD/ABS	PI	CAT #	Dogs Name	Member Name	Dogs Time	Course Faults	Total Faults	DQ	Quali
<input type="checkbox"/>	999	405	Foxydynasty Guess	Catherine Pentland	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

ADAA specific

If a dog has been Eliminated, tick the box under the column 'Elim'.

If the handler has elected to apply NFC to the run, tick the box under the 'NFC' column.

If the handler has been Dismissed, tick the box under the 'Disms' column.

Elim	NFC	Disms
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Note that ticking any of the above will cause the highlighted fields for the dog to automatically be removed.

Note that all programmes for an event will be displayed in the tabs.

'(Int)' represents the 'International' programme,

'(Reg)' represents the 'Regular' programme, and

'(Jun)' represents the 'Junior' programme.

The tabs are in order that the classes are to be run.

Results Entry - MUDTC 19/08/2017

Edit Comp
Comp Points
Schedule
Bookings
Entrants
Pre Competition
Add Scribes
Post Competition

Clear Results
Results Report
Generate Cards
Pre-Trial Cards

Course Length

(Int) Maxi
(Int) Midi
(Reg) Maxi
(Jun) Maxi
(Reg) Midi
(Jun) Midi
(Int) Mini
(Int) Toy
(Reg) Mini
(Jun) Mini
(Reg) Toy
(Jun) Toy

41. Junior Intermediate Toy Agility (Judge: Loyd Barker)

ADAA - Time Plus Faults

Please note that the time and course faults recorded will be added together and the result shown in the Total Faults field. The 'Quali' tickbox will be ticked if the Total Faults is less than or equal to the SCT.

SCT

WD/ABS	PI	Num	Dogs Name	Member Name	Dogs Time	Course Faults	Total Faults	Elim	NFC	Disms	Quali
<input type="checkbox"/>	()	1	Seajay	Katie Jones	<input type="text" value="25.00"/>	<input type="text" value="5"/>	<input style="border: 2px solid #0070c0;" type="text" value="30"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Gamblers results entry

ANKC specific

For ANKC, in addition to the SCT being entered, the number of gamble obstacles (as set by the judge) must also be entered.

Number of gamble obstacles

In addition to entering the dogs time:

The user should enter the numbers (being called out by the judge for each of the obstacles that the dog takes) into the 'Obstacle Points' field, as shown below. Note that a running total of the points will be shown in the 'Points Subtotal' field.

Obstacle Points

Points Subtotal

14223112	16
----------	----

Next, enter the highest gamble obstacle achieved. The Gamble subtotal will automatically be calculated, and the obstacle points subtotal, along with the Gamble subtotal will automatically be used to calculate the Total Points, and whether the dog has qualified.

Highest Gamble Obstacle

Gamble Subtotal

Total Points

DQ

Quali

4	6	22	<input type="checkbox"/>	<input checked="" type="checkbox"/>
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ADAA specific

In addition to the SCT being entered, the Benchmark (as determined by the judge) must also be entered.

Benchmark

In addition to entering the dogs time:

The user can either enter the total number of points gained in the opening sequence, or they can enter the numbers called out by the judge into the 'Obstacle Points' field, as shown below:

Obstacle Points

Opening Sequence Points

1211231242311	24
---------------	----

The total value of the obstacle points will be added up and placed in the 'Opening Sequence Points' field.

Next, if the judge has acknowledged that the gamble sequence was successful, and a gamble has been achieved, tick the box under 'Gamble Achieved'. If the number of points was greater or equal to the benchmark, the Quali box will automatically be ticked.

Opening Sequence Points	Gamble Achieved	Total Points	Elim	NFC	Disms	Quali
<input type="text" value="24"/>	<input checked="" type="checkbox"/>	<input type="text" value="48"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Snooker Results Entry

ANKC specific

In addition to entering the dogs time:

The user should enter the numbers (being called out by the judge for each of the obstacles that the dog takes) into the 'Obstacle Points' field, as shown below. Note that a running total of the points will be shown in the 'Points Subtotal' field.

Obstacle Points	Points Subtotal
<input type="text" value="141215"/>	<input type="text" value="14"/>

The total value of the obstacle points will be added up and placed in the 'Opening Sequence Points' field.

Highest Snooker Obstacle	Snooker Subtotal	Total Points
<input type="text" value="7"/>	<input type="text" value="27"/>	<input type="text" value="48"/>

Next, enter the Highest Snooker Obstacle, and the Snooker Subtotal and Total Points will automatically be calculated, and if the dog qualifies, the Quali tickbox will be ticked.

ADAA specific

In addition to the SCT being entered, the Benchmark (as determined by the judge) must also be entered.

Benchmark

In addition to entering the dogs time:

The user can either enter the total number of points gained in the opening sequence, or they can enter the numbers called out by the judge into the 'Obstacle Points' field, as shown below:

Obstacle Points	Opening Sequence Points
171214	16

The total value of the obstacle points will be added up and placed in the 'Opening Sequence Points' field.

Next, the user can either enter the total number of points (ie. The total of the opening sequence + the total of the closing sequence) in the 'Total Points' field, or they can enter the value of the last (highest) snooker obstacle called out by the judge. For example, if the judge called out '2,3,4,5' in the closing sequence, and stopped calling out numbers due to a fault or insufficient time, the user should enter the value 5 in the highest snooker obstacle. If the judge called out '2,3,4,5,6,7' in the closing sequence, the value 7 should be entered in the 'Highest Snooker Obstacle' field, and so on. If the dog does not reach the closing sequence, a 0 can be entered.

Highest Snooker Obstacle	Total Points (Open+Closing)
7	43

The Total points will then be calculated from the opening sequence total + the Highest Snooker Obstacle.

Strategic Pairs results – ANKC

Each pair will have only have result fields listed against the first dog. Enter the dogs time or, if the team is disqualified, tick the 'DQ' tickbox. The Quali tickbox will automatically be ticked if the dogs time is within the SCT.

WD/ABS	PI	Team #	CAT #	Dogs Name	Member Name	Dogs Time	DQ	Quali
<input type="checkbox"/>	3	1	610	Coolabah Im Lighting Bolt Storm	Christine Keen	65.61	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	3	1	607	Kodah	Shirley Bull			

Pairs/Teams – ADAA

Each pair will have a single time field to enter. Because some pairs/team events look at the number of faults incurred by each member of the team to assess whether the team qualified, each dog will need to have the number of course faults entered individually (where there are 0 faults, enter the value 0).

The user should check to see if the dogs qualified to confirm whether the 'Quali' tickbox should be ticked or not.

WD/ABS	PI	Num	Dogs Name	Member Name	Dogs Time	Course Faults	Total Faults	Elim	NFC	Disms	Quali
<input type="checkbox"/>	()	1	Ruby	Karen Donnelly	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	()	1	Lilly	Katy Steffens	<input type="text"/>	<input type="text"/>	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Rally O Results

Before entering any results, the user should check that the Qualifying Score (usually automatically populated) is correct.

Qualifying Score

85

Enter the dogs time.

Dogs Time

To enter the number of station points lost (which appears on the individual scoresheet – see later),

click on the  button under 'Station Points Lost'.

Station Points Lost



Results Report Generate Cards Print Final Cards

Enter Station Points Lost

Station Number	Points Lost
1	<input type="text" value="5"/>
2	<input type="text"/>
3	<input type="text" value="2"/>
4	<input type="text"/>
5	<input type="text"/>

The 'Enter Station Points Lost' page for the entry will pop-up. Enter the station points lost for each station, and then click on the 'Save' button at the bottom of the page.

21	
22	
23	
24	

The number of station points lost will then appear in the individual results scoresheet as shown below (red squares are just to highlight what appears, but will not actually appear in the scoresheet).

1. 5	2.	3. 2	4.	5.
6.	7.	8.	9.	10.
11.	12.	13.	14.	15.
16.	17.	18.	19.	20.
21.	22.	23.	24.	

Note that there is also an 'NQ' tickbox available for Rally results entry:

NQ

Obedience Results

Before entering any results, the user should check that the Qualifying Score (usually automatically populated) is correct.

Qualifying Score

WDIABS	PI	#	Dogs Name	Handler	Heel Free	Stand Free for Examination	Drop on Recall	Retrieve Dumb-bell on Flat	bell over Solid Jump	Directed Retrieve	Broad Jump	Distance Control	Three Minute Sit Stay	Five Minute Down Stay	Total Points	NQ	DQ	Quali
<input type="checkbox"/>	0	603	Jatull DantesPeak	Catherine O'Shea	<input type="text"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									
					Deduct: <input type="text"/>													

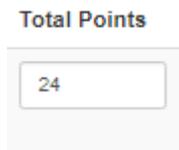
The user should enter the points awarded for each activity in the appropriate text field (indicated by the blue arrow below). Any deductions should be entered in the text field under the 'Deduct' heading (indicated by the red arrow below):



Heel Free

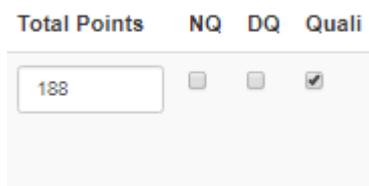
Deduct:

The total points will automatically be calculated as the points and deductions are entered.



Total Points

The 'Quali' tickbox will automatically be ticked when the Total Points is greater than or equal to the Qualifying Score entered at the top of the class.



Total Points	NQ	DQ	Quali
<input type="text" value="188"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

The user can tick the 'NQ' tickbox when the round is deemed non-qualifying, and the 'DQ' tickbox if the dog is disqualified.

IMPORTANT NOTE: Due the number of activities displayed on the page, it may be useful to use the zoom functionality (zoom out) of your browser to be able to view scores in the input boxes. This will depend on the device you are using to enter the results.

Throw and Catch Results

Note that the page breaks the event down into the various divisions (tabbed across the top of the page).

The Qualifying Score should already be populated, but if not, enter the Qualifying Score.

Beginners | **Beginners** | Excellent | Open | Masters

1. Throw & Catch All (Judge: null)

Search/Filter
Search for...

Class Status?

Qualifying Score

Challenge: [Flying Toads Toss & Fetch 17](#)

WD/ABS	PI	Num	Dogs Name	Member Name	Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Throw 6	Throw 7	Throw 8	Throw 9	Throw 10	Total Score	NFC	DQ	Quali
<input type="checkbox"/>	0	1	Ash	Samantha Dobson	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										
<input type="checkbox"/>	0	2	Chase	Kristy Doran	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										
<input type="checkbox"/>	0	3	Lexi	Kristy Doran	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										

Note that there is a link from the results entry page to the challenge that is associated with:

Challenge: [Flying Toads Toss & Fetch 17](#)

Enter 'x' for a missed catch, or the value of the catch in each of the boxes, as shown below:

Qualifying Score

Challenge: [Flying Toads Toss & Fetch 17](#)

WD/ABS	PI	Num	Dogs Name	Member Name	Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Throw 6	Throw 7	Throw 8	Throw 9	Throw 10	Total Score	NFC	DQ	Quali
<input type="checkbox"/>	0	1	Ash	Samantha Dobson	<input type="text" value="x"/>	<input type="text" value="2.5"/>	<input type="text" value="x"/>	<input type="text" value="3.5"/>	<input type="text" value="3"/>	<input type="text"/>	<input type="text" value="9"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>				

Note that if the total score is greater than or equal to the Qualifying Score, the 'Quali' tick-box will be ticked.

Freestyle Results

Note that the Pro and Super Pro divisions are within a tabbed pane each. Click on the appropriate tab to enter the results.

Pro | **Super Pro**

1b. Freestyle Super Pro (Judge: Justin Bryant, Kristy Doran, Helen Dibble, Harvey Price, .)

Search/Filter
Search for...

Class Status?

Scoring Category

WD/ABS	PI	Num	Qualify Score	Dogs Name	Member Name	Prey Drive	Retrieval	Athleticism	Grip	Total Score	Overall Score	NFC	DQ	Quali
<input type="checkbox"/>	7	1	28	Ash	Samantha Dobson	<input type="text" value="2.25"/>	<input type="text" value="2.35"/>	<input type="text" value="2.50"/>	<input type="text" value="2.40"/>	<input type="text" value="9.50"/>	<input type="text" value="36.84"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	1	2	32	Tess	Renaë Crowe	<input type="text" value="2.25"/>	<input type="text" value="2.35"/>	<input type="text" value="2.30"/>	<input type="text" value="2.40"/>	<input type="text" value="9.30"/>	<input type="text" value="34.95"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Note that there is a link from the results entry page to the challenge that is associated with:

Challenge: [Disc Dog Major Freestyle](#)

Select the appropriate Scoring Category for entering results

Scoring Category

Canine Element
Canine Element
Player Element
Team Element
Execution Element

WD/ABS PI Num **Qualify Score**

Dogs Name

Enter the results, and the Total Score for that category will be automatically updated. So too, will the Overall Score for all categories added up together.

Prey Drive	Retrieval	Athleticism	Grip	Total Score	Overall Score	NFC
2.25	2.35	2.50	2.40	9.50	36.84	

Note that for each dog/handler combination, the highest Freestyle title will be determined, and the qualifying score calculated for that dog. The score will be displayed on the page, and will be used to determine whether or not the dog has qualified.

Qualify Score	Dogs Name	Member Name
28	Ash	Samantha Dobson

Games Results

Games are run for all divisions together, so all results will be shown on the one tab.

Qualifying Score

Challenge: [Disc Dog Major Time Trial Game](#)

WD/ABS	PI	Num	Dogs Name	Member Name	Dogs Time	Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Throw 6	Throw 7	Throw 8	Total Score	NFC	DQ	Quali	
<input type="checkbox"/>	0	1	Ash	Samantha Dobson	<input type="text"/>	NFC	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									
<input type="checkbox"/>	0	2	Minka	Helen	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										

Note that there is a link from the results entry page to the challenge that is associated with:

Challenge: [Disc Dog Major Time Trial Game](#)

Enter the results, and the total score will be updated automatically.

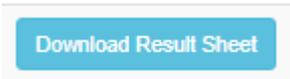
WD/ABS	PI	Num	Dogs Name	Member Name	Dogs Time	Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Throw 6	Throw 7	Throw 8	Total Score	NFC	DQ	Quali	
<input type="checkbox"/>	0	1	Ash	Samantha Dobson	<input type="text"/>	NFC	NFC	NFC	NFC	NFC	NFC	NFC	NFC	NFC	NFC	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	0	2	Minka	Helen Dibble	35.22	2	4		<input type="text"/>	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

CDA Challenges

At the bottom of the 'Edit Comp' page (under the Event Listing), there is a list of Challenges set up for the competition.

Challenges	
Disc Dog Major T&C	Download Result Sheet
Disc Dog Major Time Trial Game	Download Result Sheet
Disc Dog Major Long Distance	Download Result Sheet



Clicking on the  will download the results sheet for the challenge.

Clicking on the link under the challenge name in the challenge listing will show you the results for the challenge. Note that the results are split by division, and each division can be accessed by clicking on the tabs at the top.

Challenge Results - TDDS 05/08/2017

Edit Comp	Comp Points	Schedule	Bookings	Entrants	Pre Competition	Add Scribes	Post Competition
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Challenge: Disc Dog Major T&C

Beginners Excellent Open Masters Junior							
Dog	Handler	Round 1	Round 2	Total Points	Place	LAPS	
Strive	Renae Crowe	NFC	NFC	0	<input type="text" value="999"/>	<input type="text"/>	
Chase	Kristy Doran	7.50	7.5	7.5	<input type="text" value="3"/>	<input type="text"/>	

The total points for each round that has been entered will be displayed under the 'Round' columns (as applicable for each round).

Placings can be changed if necessary via the field in the 'Place' column.

LAPS can be entered via the Challenge results page in the field under the 'LAPS' column.



Don't forget to click on the  button to save any changes.

The user can view the corresponding results entry page via clicking on the 'Round' links column header:

Dog	Handler	Round 1	Round 2	Total Points	Place
Strive	Renae Crowe	NFC	NFC	0	<input type="text"/>

Freestyle Skills Results

Note that the Pro Skills and Super Pro Skills divisions are within a tabbed pane each. Click on the appropriate tab to enter the results.

Pro Skills | Super Pro Skills

3B. Freestyle Skills Super Pro Skills (Judge: Jo McCormick)

Search/Filter
Search for...

Class Status?

Qualifying Score

Scoring Category

WD/ABS	PI	Num	Dogs Name	Member Name	Two Different Overs	One Vault	Multiple Segment	Dog Catch	Team Movement	Passing Segments	Directional Distance Movement	Release Diversity	Total Score	Overall Score	NFC	DQ	Quali
<input type="checkbox"/>	999	1	Bella	Erin Elliott	<input type="text" value="2.5"/>	<input type="text" value="2.1"/>	<input type="text" value="2.1"/>	<input type="text" value="3.2"/>	<input type="text" value="4.5"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="2.5"/>	<input type="text" value="12.7"/>	<input type="text" value="26.7"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	999	2	Bliss	Lauren Eyres	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				

Note that there is a link from the results entry page to the challenge that is associated with:

Challenge: [Flying Toads Freestyle Skills 17](#)

Select the appropriate scoring category for entering results.

Scoring Category

- Freestyle Skills Element
- Execution Element (F/S)

Enter the results, and the Total Score for that category will be automatically updated. So too, will the Overall Score for all categories added up together.

WD/ABS	PI	Num	Dogs Name	Member Name	Two Different Overs	One Vault	Multiple Segment	Dog Catch	Team Movement	Passing Segments	Directional Distance Movement	Release Diversity	Total Score	Overall Score	NFC	DQ	Quali
<input type="checkbox"/>	999	1	Bella	Erin Elliott	<input type="text" value="2.5"/>	<input type="text" value="2.1"/>	<input type="text" value="2.1"/>	<input type="text" value="3.2"/>	<input type="text" value="4.5"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="2.5"/>	<input type="text" value="12.7"/>	<input type="text" value="26.7"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

At this stage, the user will need to tick the 'Quali' tickbox if a Quali is achieved.