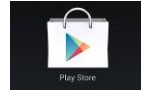


**SPORTS OFFICIALS:
ENTERING SCORES ON ANDROID**

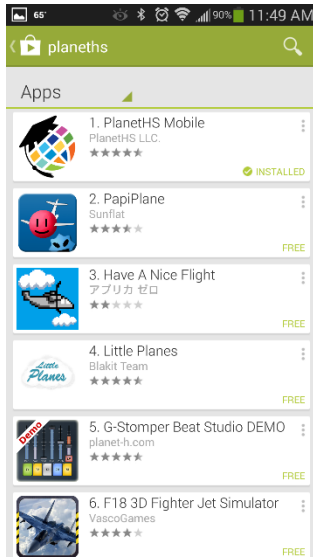
Thank you for using the PlanetHS mobile Android App to enter scores for the SCHSL. The score entering function of the App has been designed to make the process quick and simple. If you already have the App downloaded to your phone, you may skip to part 2 on Page 2.

1. DOWNLOAD THE MOBILE APP

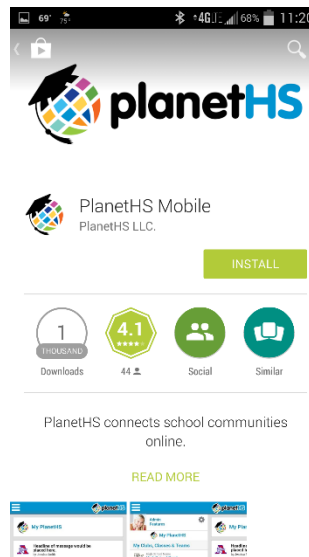
On your Android phone, open the google play store.



In the search box at the top, type in "PlanetHS" and hit search. The app should appear at the top of the list.

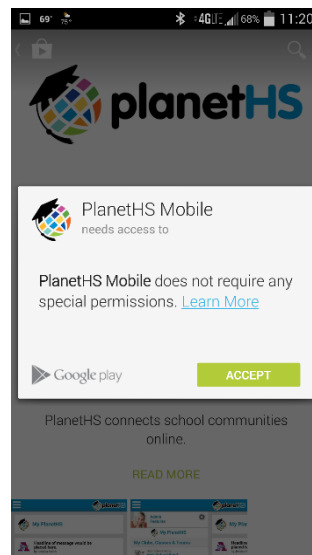
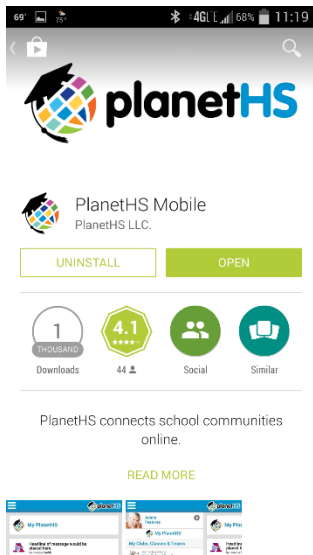


Select "PlanetHS Mobile".



Click the INSTALL Button

The download will begin. Once it is complete, click on OPEN.



You will see a screen of informing you that the App requires no special permissions. Click ACCEPT.

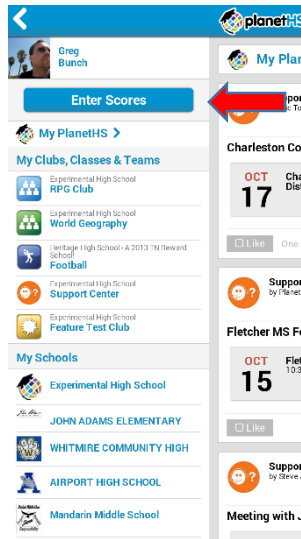
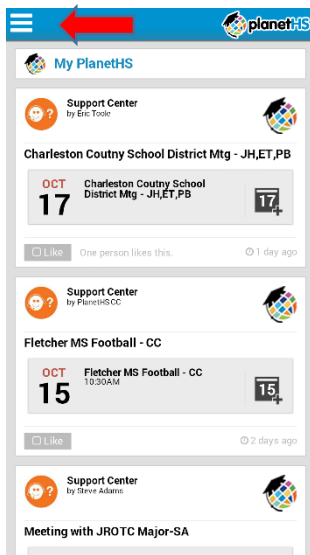
2. USING THE APP

The first thing you will need to do once you launch the app is to sign in.



Login using the email address in your record in Arbiter and an assigned password (which is your zip code in your record in the Arbiter system – if you do not have a zip code in Arbiter, we set your temporary password as 29210.)

Once you have signed in, you will need to select the menu icon in the top left corner of the App. This will give you a list of options. Click on “Manage Sports Scores”.

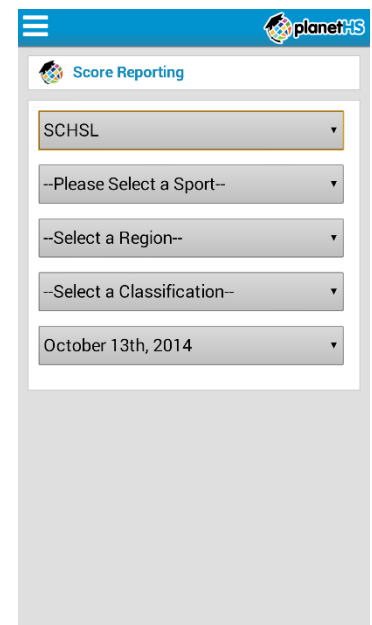
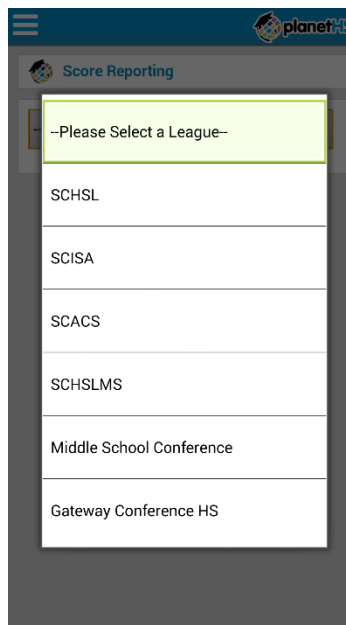
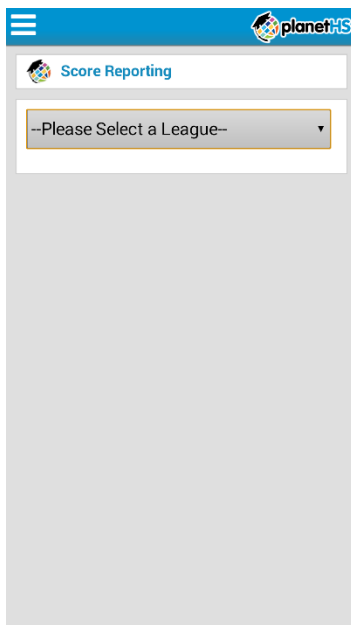


NOTE: If you do not see the “Enter Scores” button you will need to contact PlanetHS support so that you may be given access.

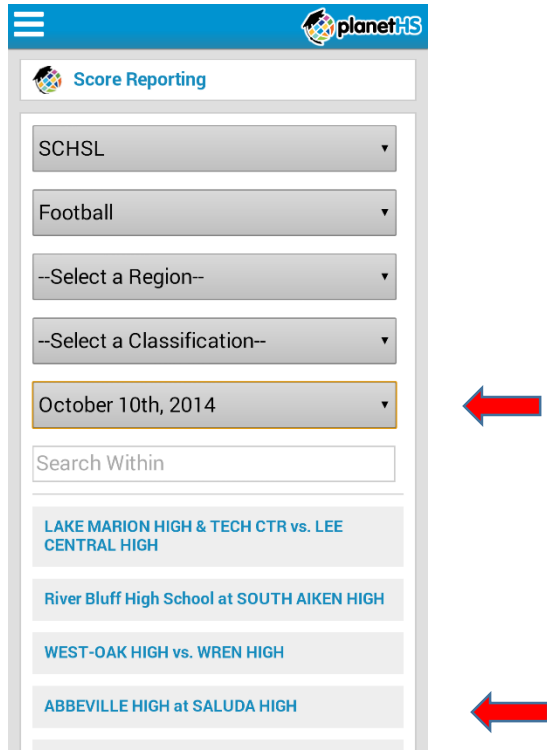
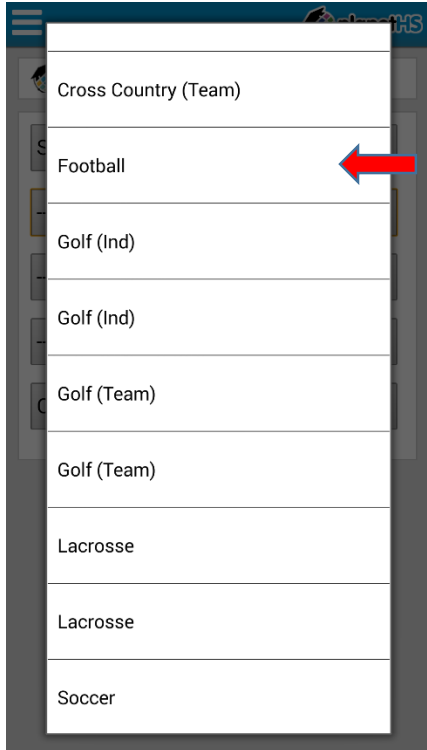
(888) 668-7452 ext 0

schoolsupport@planeths.com

Click on Please Select a League. This will take you to the League Selection Screen. Once you have chosen your League, select the sport and the date the game occurred on.



This will bring up a list of games to choose from. Select the game you are officiating.



This will bring up the game. CLICK on Report Scores. Then enter the score for the game listed on the page. Then click SAVE. It will automatically add the score to both teams.

