

**tennisTOUCH LIVE TRACKER - SIMPLE TRACKER - TOURNAMENT MATCHES - ANDROID**

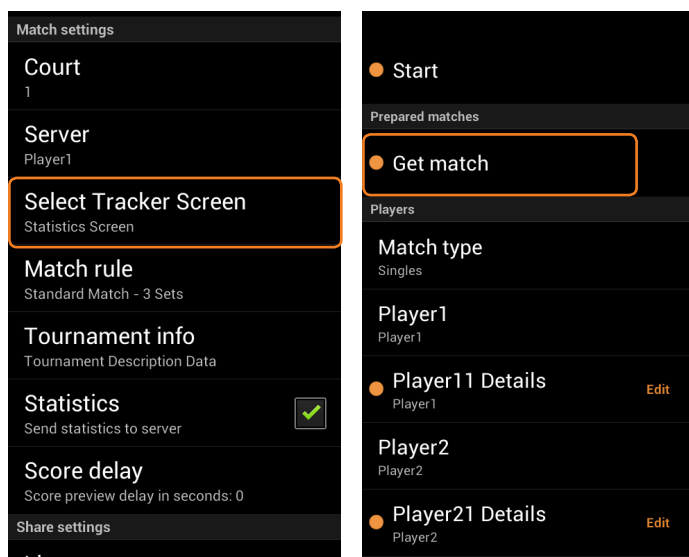
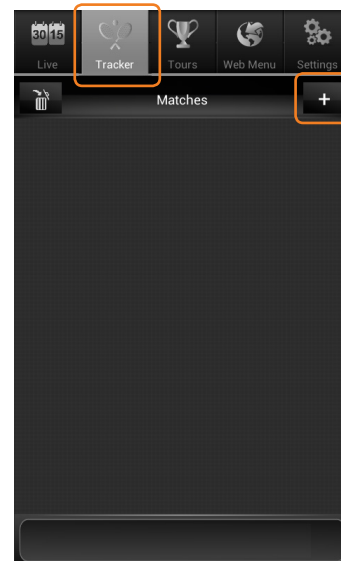
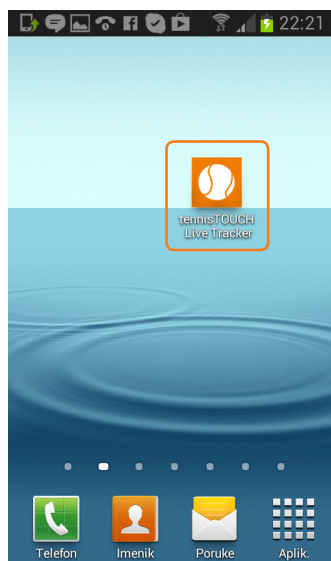
Tracking Tournament Matches with Simple Tracker

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## 1) Inputting tournament match data

1. Tap on tennisTOUCH Live Tracker icon on your mobile device.
2. Once app has started, tap Tracker menu in top navigation.
3. Tap Plus sign (+).



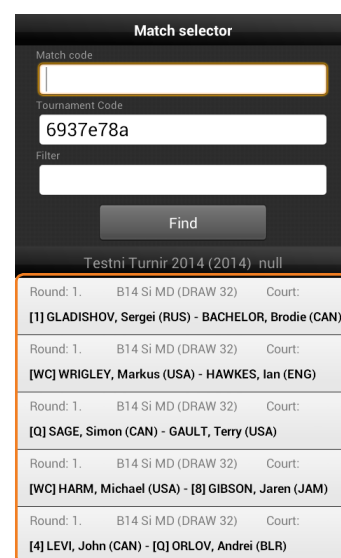
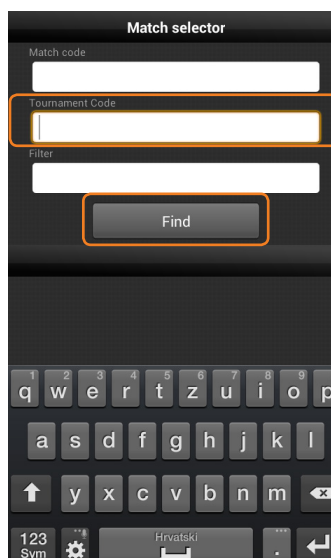
4. Scroll down to Match Settings part and check if tracker type is set to Simple Tracker. If it is not, tap on it and select Simple Tracker from the list of tracker types.

5. Tap "Get match".

6. In the second field ("Tournament Code") input tournament code that you received from the organizers.

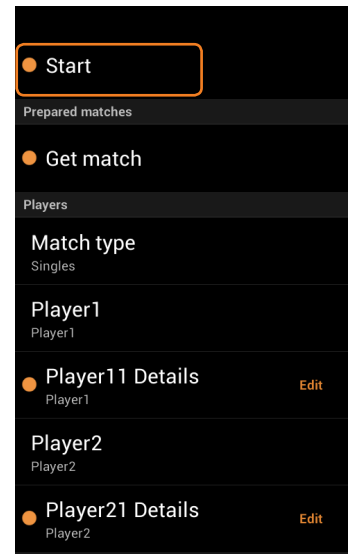
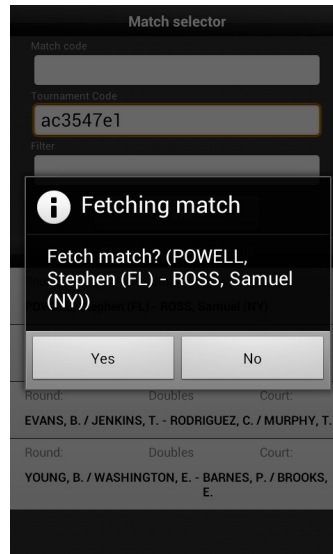
7. Tap "Find".

8. Choose a match you wish to track.

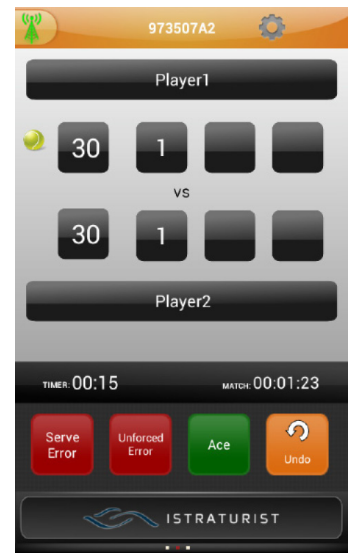


9. You will see a message: “Fetch match? (player 1 - player 2)”. If that is your desired match, tap “Yes”.

10. Tap “Start” at the top of the menu.



11. Your match is now ready for tracking with Simple tracker.



## 2) Inputting scores and Simple Tracker button explanations

1. You can input match score point by point or game by game, or just input final score.
2. To track point by point, tap on name of player who won the point, or tap on first box on the left, depending on which player won the point. If you wish to input games, tap on second column (first set scores), third column (second set scores) or fourth column (third set scores), depending again on which player won the point. To input final score, tap on games until you reach the wanted score.
3. Ball on the left indicates who serves.
4. If you make a mistake, tap "Undo". Undo will reset all your actions one by one, all the way to match start. It will not reset time, to reset match entirely, tap "Restart match" under match settings.
5. Tapping "Serve error" button once will register 2nd Serve. Tapping it again will register double fault and receiving player will get a point.
6. Tap "Unforced Error" and choose player that made that error, he/she will lose a point. Tap "Unforced error" twice and button will change to "Forced Error" then choose a player and he/she will lose a point. Tap "Unforced Error" three times and it will change to "Clear". Tap on it and you can continue tracking because no errors were made. Tapping the button will change description in a loop: Unforced Error - Forced Error - Clear.
7. Tapping "Ace" will add point to server.
8. "Timer" shows time between each points and game.
9. "Match" timer shows duration of entire match.
10. Antenna - your match can be PUBLIC, PRIVATE or OFFLINE. To change status tap on antenna - green = public, yellow = private, red = offline.
11. "Match Settings" icon in the upper right corner leads to match settings menu in which you can change match data (as done at the beginning of match).

