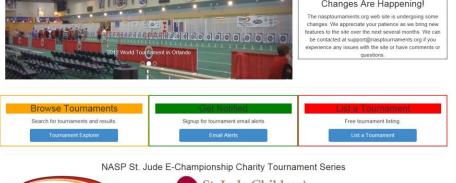
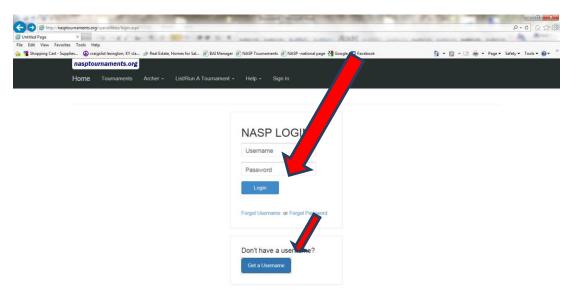
How to register for a NASP tournament

1. Go to nasptournaments.org
2. Sign in to the site by selecting the "sign in" link

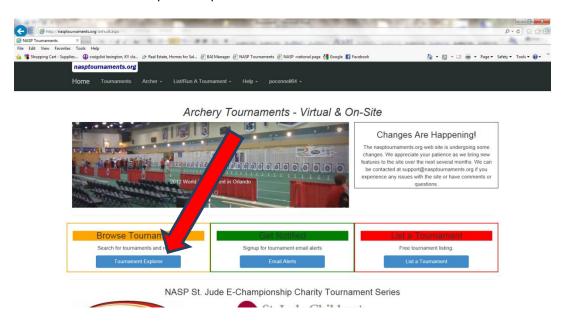
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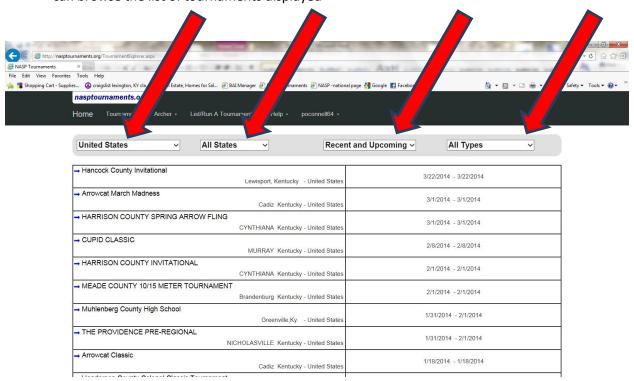
3. Enter your username and password and select "login". If you do not have a username, select the "Don't have a username" link and follow the instructions for creating one.



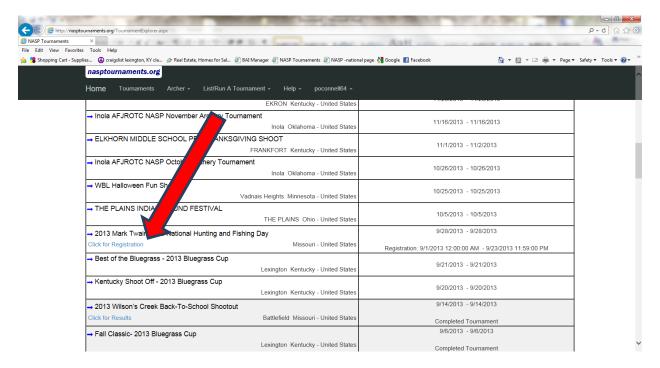
4. Once you have signed in, you will be returned to the main menu. On the main menu, select the "tournament explorer" option.



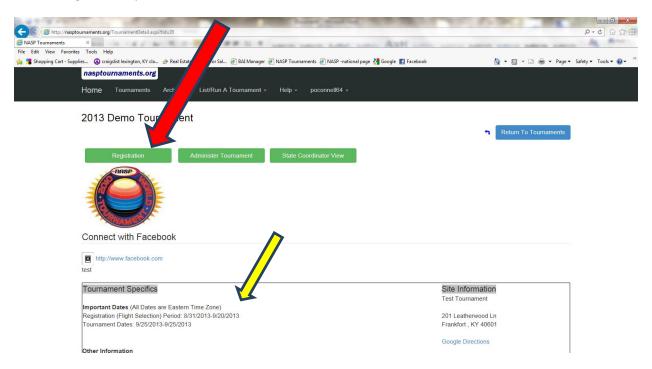
5. On the tournament listing screen, you can use the filter dropdowns to limit your selection or you can browse the list of tournaments displayed



6. Once you find the tournament you want to register for, select the "click for registration" link



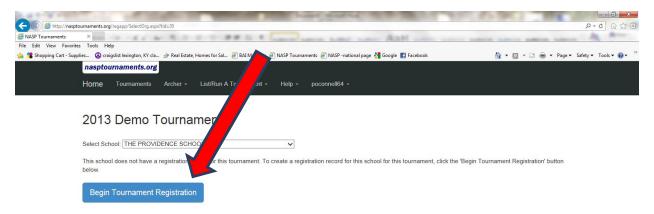
7. This is the tournament details page. On this screen, select the "registration" button to begin the registration process.



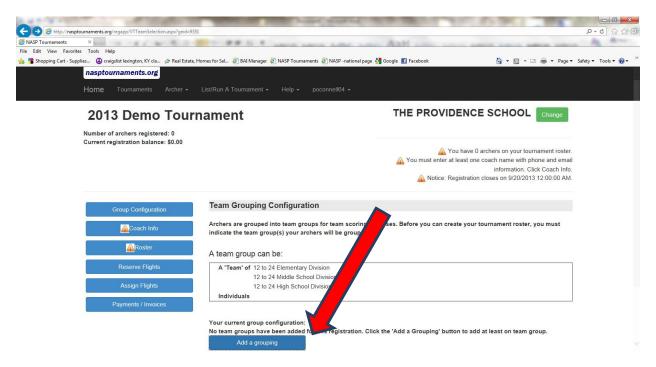
8. On this screen, select the dropdown for schools and select the school you want to register. This dropdown lists all of the schools you are associated with for tournaments. If your school is not listed here, select the option to add your school.



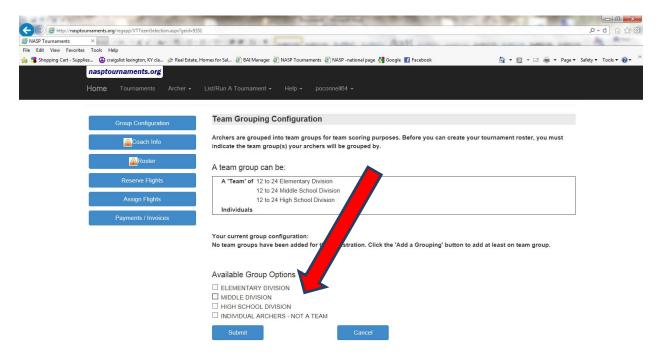
9. On this screen select the "Begin Tournament Registration" button



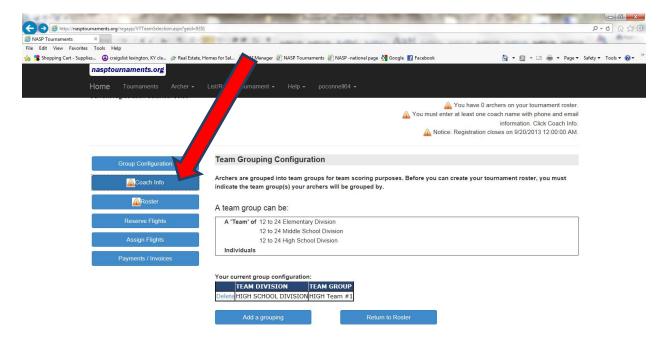
10. The next step is to tell us what type groups you plan to add (groups can be teams or individuals). On this screen, select the "add a grouping" button



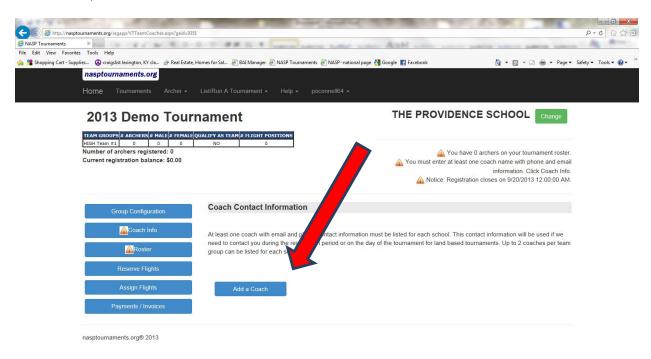
11. Now select the group or groups you want to add. The first 3 groups are for adding teams, the last group is for adding individuals that will not be part of a team. After selecting the group(s) you want, select the "Submit" button.



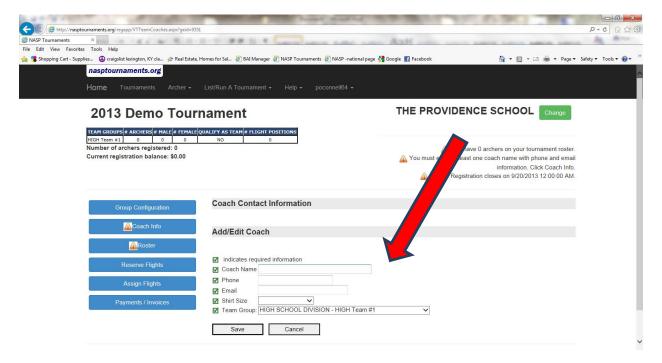
12. The next step will be to add your coaches information. Select the "coaches info" button on the left.



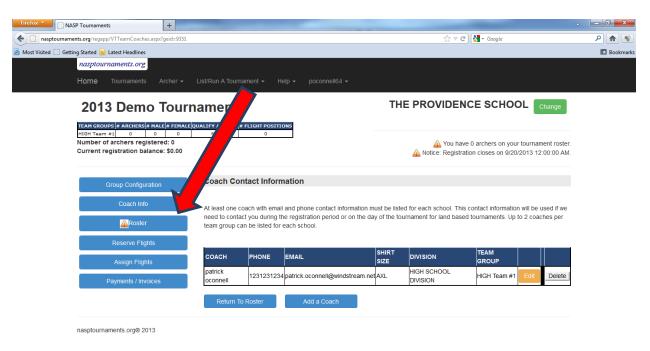
13. Now, select the "Add a Coach" button.



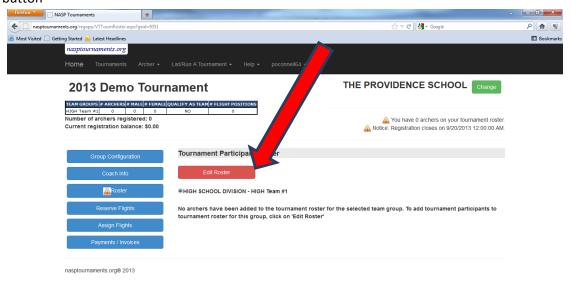
14. Enter the information for the coach and select the "save" button. Repeat this step for all coaches. A tournament may limit the number of coaches allowed to be entered.



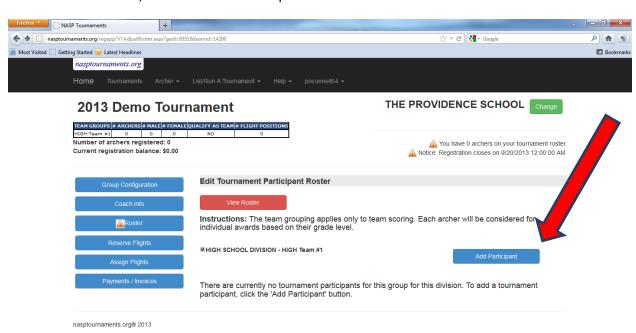
15. The next step is to add your archers to your group(s). To begin this process, select the "Roster" button.



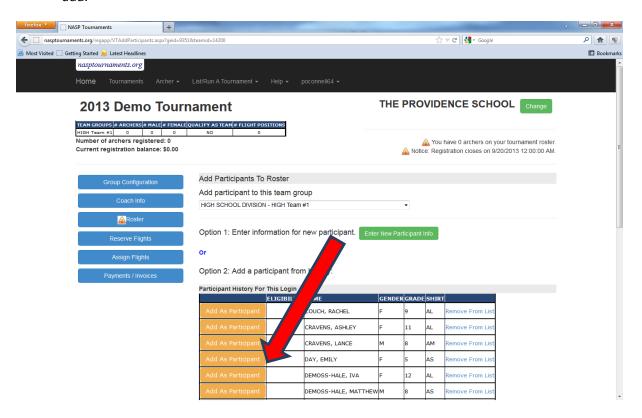
16. On this page, you can select the group you want to work with and select the "Edit Roster" button



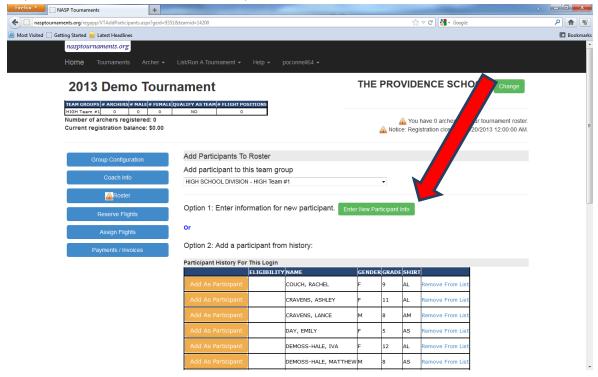
17. On this screen, select the "Add Participant" button.



18. On the add participant screen, you have 2 options, you can select an archer that you added from a previous tournament by selecting the "Add as Participant" next to the archer you would like to add.



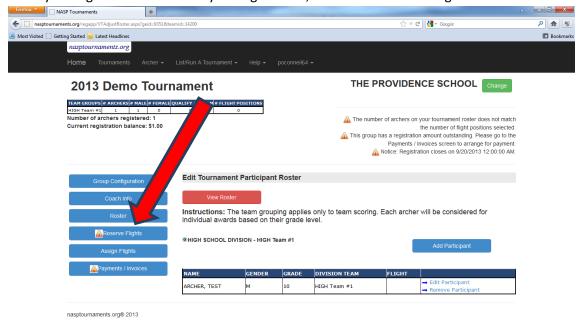
Or you can select the "Enter New Participant Info" button to add a new archer.



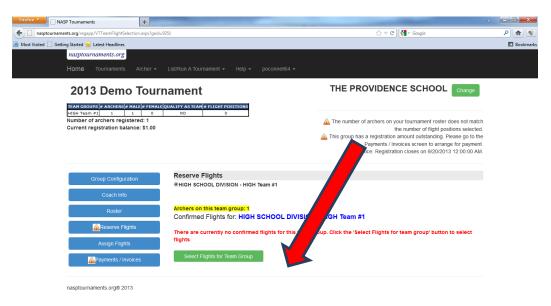
19. That will display the archer detail page. On this page, you will need to either enter or update the archers information. And select "Save". The "Display name in results and rankings" should remain checked if you want the archers name to be displayed in the tournament results. If you uncheck this box, the archers name will NOT be displayed in the online results.



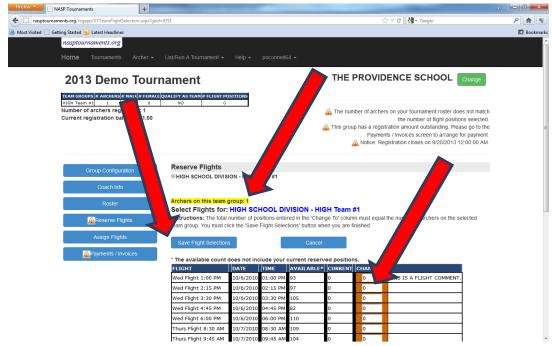
20. When the archer is added, you will be returned to the add archer page. Continue this process to add all archers for your group. Once your archers have been added, the next step will be to select your flight times. To select your flight times, select the "Reserve Flights" button.



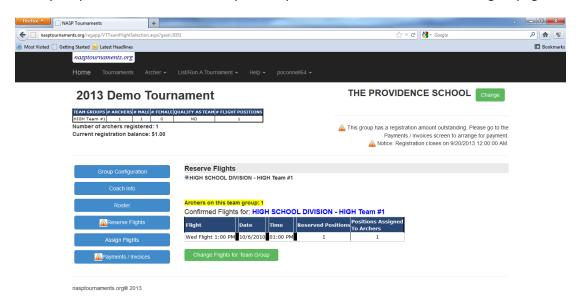
21. If flight selection has opened for the tournament, you will see a "Select flights for Team Group" button. Select that button. If flight selection has not started, you will need to return to this screen at that time. The flight selection time is displayed in the "Tournament Specifics" section on the main tournament page. Refer to the yellow arrow in item 7 for the location of the time.



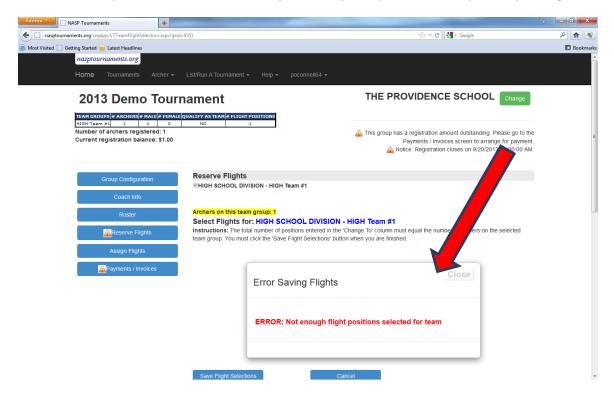
22. The flight selection page will display all flights and the number of positions available in each at that time. Enter the number of shooting positions "spots" you want in the "Change To" column next to the flight you want and select "Save Flight Selection". The total that you enter must match the number of archers for the team group (listed in yellow).



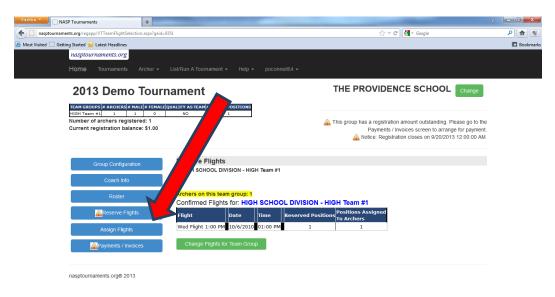
23. If your positions were successfully saved, you be returned to the Reserve Flights page.



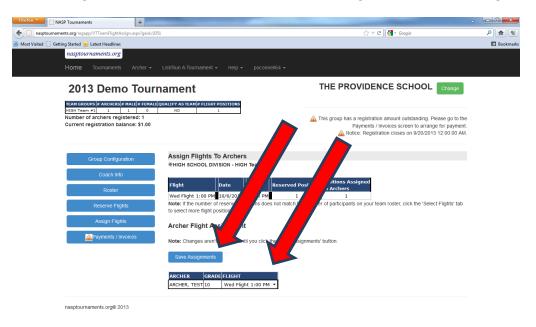
If not you will receive an error message. Keep in mind, those spots may not still be available by the time you enter your selection and try to save it. It is possible that another coach saved them before you did. It is critical that you read the screen carefully and verify that you successfully saved your flight times



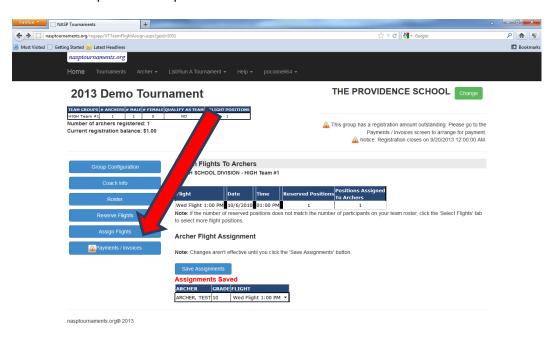
24. Once your flight positions have been successfully saved, the next step is to assign your archers to flight the positions you saved. The program will attempt to assign them to a flight automatically when possible, but you need to verify that it was successful and assign them if it was unable to. To assign them to a flight position, select the "Assign Flight" button.



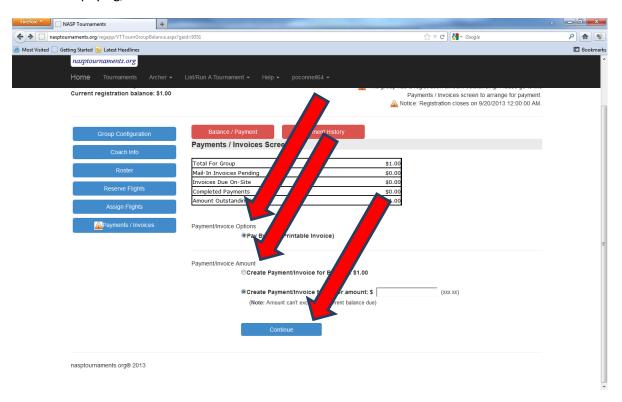
25. On the archer Flight Assignment screen, you need to select the "Flight" dropdown next to each archer and select the flight time for them. If the flight list next to the archer is correct, you do not need to change it. When all archers have been assigned to a flight, select the "Save Assignments" button. You should receive an "Assignments Saved" message.



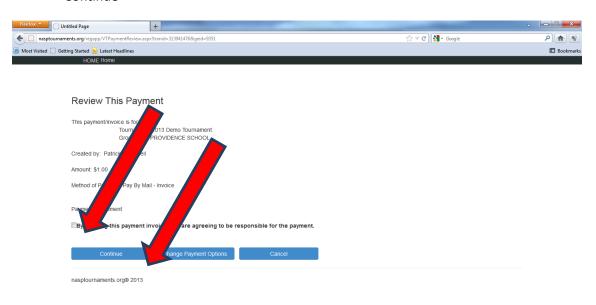
26. The final step to the process is to generate an invoice and make your payment. To do that, select the "Payments/Invoices" button. If there is not fee for your tournament, you do not need to complete this step.



27. When the Payments screen is displayed, select your payment option, select the amount that you are paying, and select "Continue" .



28. Review the information i=on this page, check the box to commit to the payment and select "Continue"





by selecting the "Print This Page" button

Bookmarks

Invoice 2013 Demo Tournament THE PROVIDENCE SCHOOL Kentucky , United States Invoice #: 313941478 Invoice Date: 9/17/2013 11:00:08 AM Created By: Patrick O'Connell Amount Due: \$1.00 Due Date: 1/31/2013 Make checks payable to NASP. Send this invoice and payment to: Jane Doe 123 Somewhere Rd Frankfort, KY 40601 Contact Information: Phone: Email: chipq@live.com Printed from nasptournaments.org

30. That should complete your registration

29. Now you can print your invoi