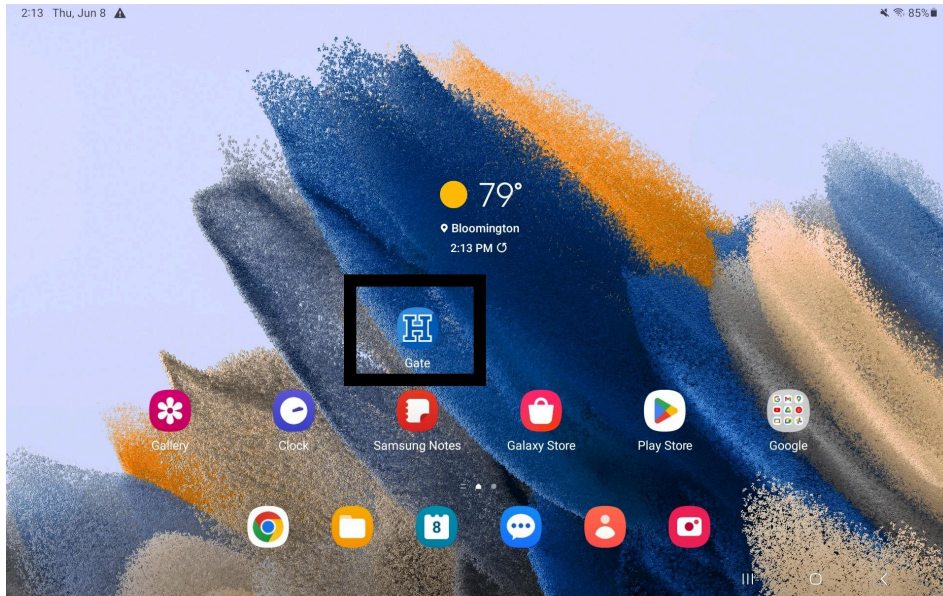


Soccer Training Information

Admissions —

1. Turn on the tablet and “swipe” to unlock. Select the Ticketing program - the “H” logo labeled “Gate”

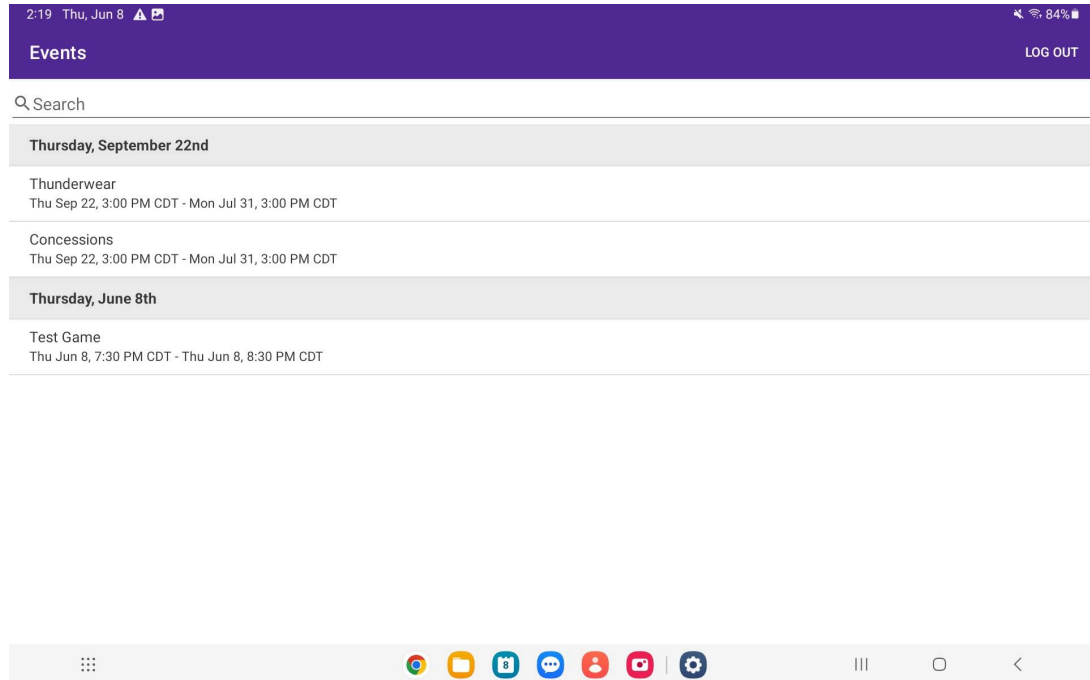


2. Enter the Password to log in.
Username: ticketing.one
Password: Ticketing1!

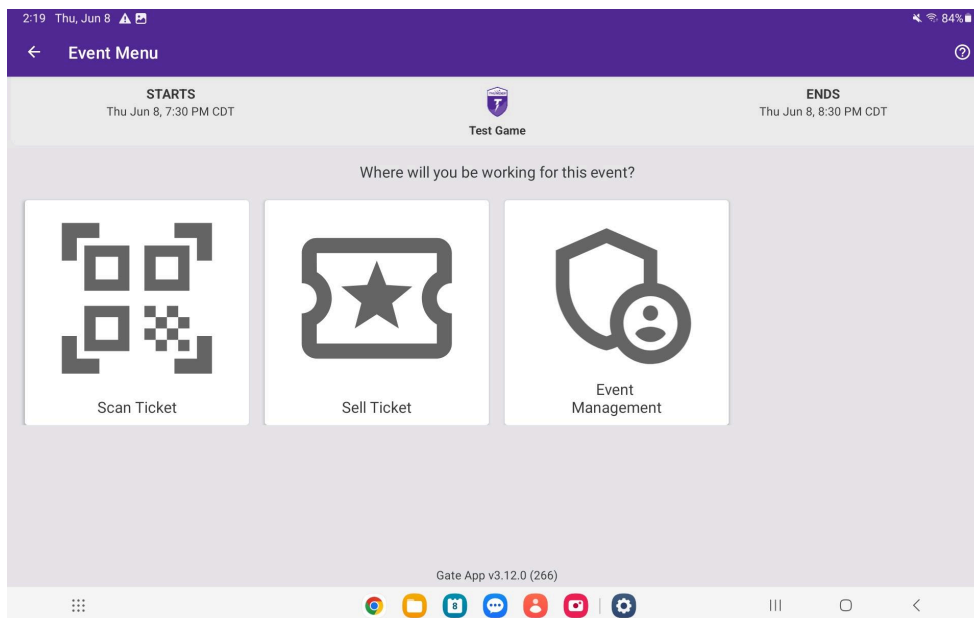
Username: ticketing.two
Password: Ticketing2!

A screenshot of the Gate app login screen. The top status bar shows '2:14 Thu, Jun 8' and '84%' battery. On the left is the 'HOMETOWN' logo (a blue 'H' with 'HOMETOWN' below it) and the text 'Gate App v3.12.0'. On the right is a login form with three input fields: 'Client ID' (containing 'ucathunder'), 'Username' (containing 'ticketing.one'), and 'Password'. Below the password field is a checked checkbox for 'Remember username' and a blue 'SIGN IN' button. At the bottom is a dock with various app icons.

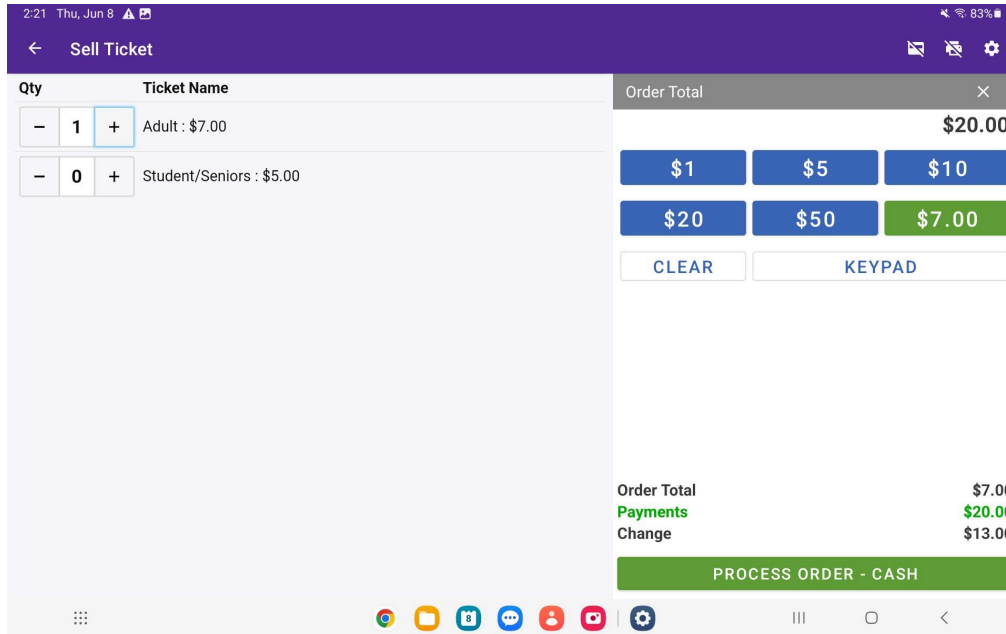
3. Find and select the specific event you are working.



4. Select “Scan Ticket” for anyone who has a ticket on their phone or printed off. Once a ticket is scanned they can enter the athletic event.
Select “Sell Ticket” for selling a new ticket at the door.



5. Select the corresponding price to who is purchasing the ticket. As well as how much money they give to you. The change will be calculated on the bottom right. Be sure to sell tickets for all cash and card sales. If there is an issue, please ask the site supervisor for help.

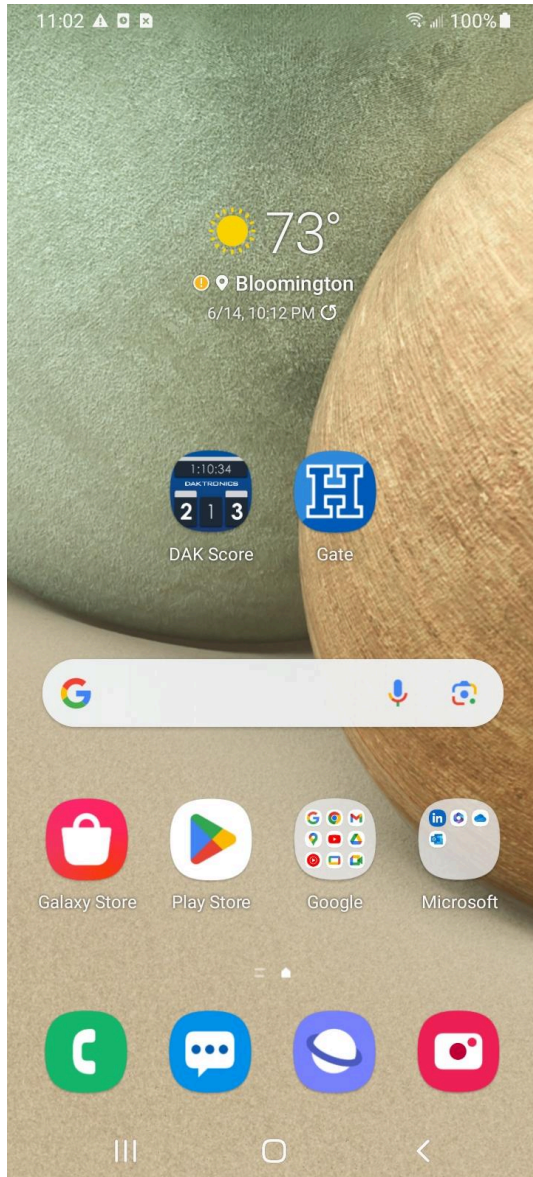


6. List of people who enter in free to games:

- Team Personal (Coaches, players, photographers, trainers, bus drivers etc.)
- UCA Staff and Spouse
- UCA Students
- UCA coaches in or out of season
- Officials
- Anyone with an "MCAA Conference Pass"
- Anyone with an "MSHSL League Pass"
- Anyone with a "Coaches Association Pass"

Scoreboard-

1. Turn on the phone provided by UCA and “swipe” to unlock it. Select the “DAK Score” app to connect to the scoreboard via Bluetooth
2. Select “portable scoreboard”



3. Use the phone to control the scoreboard. You can change the score up and down by hitting the arrows above and below the score. You can also edit the time by touching the “three vertical dots” to the right of the time.
4. Set the game time to 40 min at the beginning of each half. You will need to stop the time on all goals, penalty kicks, yellow/red cards, when the leading team subs players during the last 5 min of the game, and if the ref asks you to stop the clock.
5. Halftime should have the clock run for 10 min
6. After the game return the UCA provided phone to the site supervisor.

