

SportApp User Guide



V4 2025/2026



Sport

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1. Introduction



The Sport Event Entry System, also commonly known as “SportApp” is a web-based system for Club Team Managers, Club Representatives and State Administrators. The primary purpose of SportApp is to electronically manage and oversee athlete and volunteer personnel entries into any given Sport Event.



SportApp was introduced to LSV Sport events during the 2019/20 summer season. SportApp has and continues to further develop into a user-friendly platform for all users and stakeholders. The Sport Department with Support from external technology consultants and ongoing discussions with stakeholders, continues to aim to evolve SportApp into a system that aids and eases the burden for club team managers and administrators with the sport of Surf Lifesaving.

1.1 Evolution and Features of SportApp

SportApp has evolved and continues to evolve into a user-friendly platform for all Victorian stakeholders of Surf Lifesaving Sport. Its online features have advanced from a basic club entry system to a sophisticated program that now allows for RFID marshalling and online public viewing of live results. Features of SportApp include:

SportApp Features, additional features, and upgrades

Introduced in 2019/20

- Entering individuals in carnivals
- Assigning individuals to teams
- Assigning individuals to Composite Teams
- Managing teams in events
- Quickly checking eligibility of athletes
- Reporting on competitors
- Reporting on events

Introduced in 2021/22

- SportApp Marshalling
- Public Live Results
- RFID Band Trial
- SportApp Entries and SportApp Marshalling introduced into IRB Competition

Introduced 2023/24

Introduced in 2020/21

- Entering Individuals into carnivals via events or name
- Assigning Officials to Areas
- Assigning Water Safety Officers to Areas
- Assigning Club Powercraft shifts to carnivals

Introduced in 2022/23

- Rollout of RFID Band to all athletes

Introduced 2024/25

Composite teams

1.2 Introduction of SportApp Marshalling

SportApp Marshalling, also commonly known as “The MarshallingApp”, is a cloud-based system that allows accredited beach Officials to electronically marshal athletes into any given event and/or area using live entry data from web-based system “SportApp”. Furthermore, the MarshallingApp also allows accredited beach Officials to electronically record race/event results. These results are then available for live public online viewing once approved by the Area Referee and published by the Area Recorder. The MarshallingApp also keeps a live tally of club points and ladder standing throughout any given season.



SportApp Marshalling

1.3 Introduction of Public Results

Public results, also commonly known as “Live Results”, is a web-based landing page that allows members of the public to instantly view Sport Event results once they have been approved and published via the MarshallingApp. The landing page has undergone several stages of development and feature upgrades to allow for easy and specific result viewing of any given club and/or athlete.



1.4 Radio Frequency Identification (RFID) Bands

After the successful implementation and ongoing development of SportApp and MarshallingApp on the beach, the Sport Department rolled out the use of branded RFID Bands to all athletes that participate at any LSV-led Sport Event. The purpose of the introduction of RFID bands is to streamline and improve efficiency of electronic marshalling and result recording.

2. Credentials and Access to SportApp – Entries

Both SportApp – Entries and SportApp – Marshalling has a series of security protocols in place that allow for a variety level of access and use. It is important to note that as each platform continues to develop and evolve, these security protocols will also change to fit the purpose of any given development and/change in the way each platform operates.

2.1 Accessing SportApp – Entries

SportApp – Entries is accessible on most electronic devices including

1. Laptop / Personal Computer's (PC's)
2. Smartphones
3. Tablets

SportApp – Entries was originally designed to be accessed from Laptop & PC's however, there is now a user-friendly interface on smartphones and tablets. SportApp does require constant internet connectivity to access any and all functions. It is supported on the following systems:

4. Smartphones and tablets running on Android operating systems
5. Smartphones and tablets running on iOS (Apple)
6. Laptops and PC's that run on either Android, Apple, or Microsoft Windows operating systems
7. Most internet browsers through the above-mentioned electronic devices.
 - *Note: even though SportApp can be accessed through most browsers, it is recommended the Google Chrome is used as the adopted browser due to some instability issues on Safari, Internet Explorer and Microsoft Edge*

SportApp – Entries can be access via the following link:

<https://sportapp-entries.lsv.com.au/#/login>

2.2 SportApp User Access

There are several levels of user access currently available on SportApp – Entries. It is the responsibility of each club's 'Club Administrator' (or relatable club position) to set up a team managers level of access and user permissions for SportApp Entries. These roles are generally titled the following

8. Junior Team Manager / Junior Coordinator
9. Senior Team Manager / Senior Coordinator
10. Team Manager (Junior) / Team Manager (Senior)

Junior Coordinator	National, State, Branch, Club
Junior Team Manager	State, Club

Figure 1 Surf Guard 2022

Senior Coordinator	National, State, Branch, Club
Senior Team Manager	State, Club

Figure 2 Surf Guard 2022

Team Manager (Junior)	National, State, Branch, Club
Team Manager (Senior)	National, State, Branch, Club

Figure 3 Surf Guard 2022

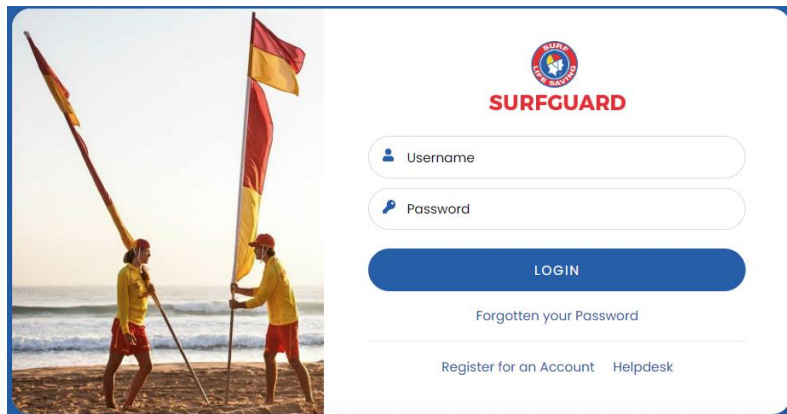
*Note: roles will differ from club to club depending on clubs' organisational structure.

2.2.1 Setting Up Team Managers in Surf Guard

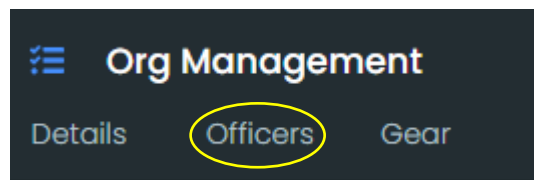
Before an elected Team Manager can gain access to SportApp – Entries, they must first be allocated the role of “Team Manager” in SurfGuard. This process can be completed in the ‘Organisational Management section tab. It is typically a club’s “SurfGuard Registrar/s and/or Club Secretaries that have access to allocate these positions.

Please follow the following steps for club representative to allocate Team Manager access.

1. Log into SurfGuard using credentials – [CLICK HERE](#)



2. Once logged in, scroll left to the black menu bar and click on the “Officers tab” under ‘Org Management’



3. Scroll down to any of the below roles to allow access as a team manager. Once you have located the role, select “NEW” to allocate a club member.
 - Junior Team Manager
 - Senior Team Manager
 - Team Manager (Junior)
 - Team manager (Senior)

○



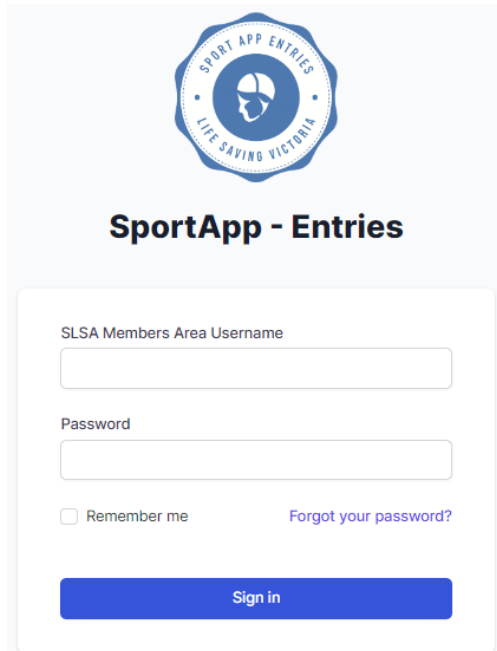
Junior Team Manager	State, Club	Edit	Delete	New
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4. Once allocated via SurfGuard, Team Managers will then be able to login to SportApp – Entries using their SLSA Member account details – [CLICK HERE](#)

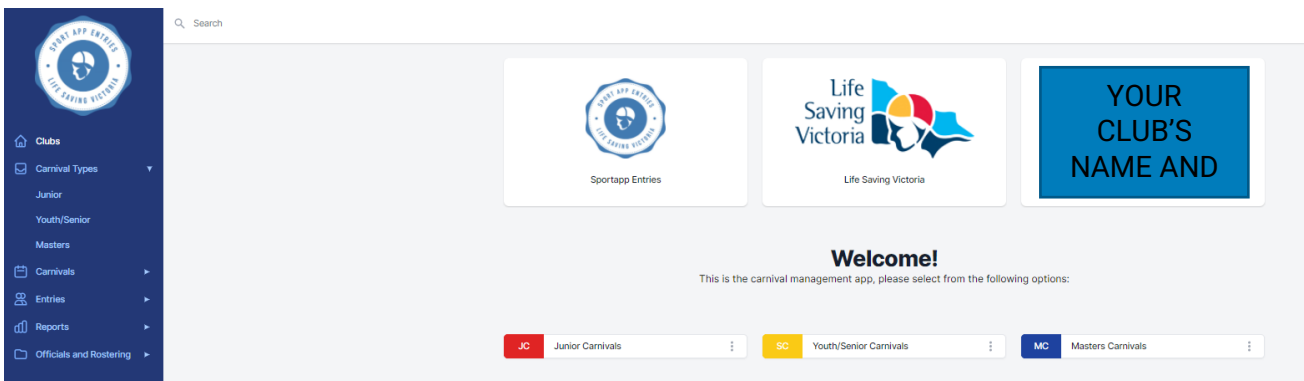
○

3. Logging into SportApp – Entries

Once you (Team Manager) have been given the correct credentials and appropriate level of access via SurfGuard, you can log in to SportApp – Entries. [CLICK HERE](#) or on the below picture to open up the landing page.



Enter your unique user’s login in details and password to access the limited options available. Remember, the individual’s username and password is the **same** as their **SLSA Members Area Account**. Once you have entered your details, the below page (Home Page) will open with options to select from.



3.1 Errors in Logging into SportApp – Entries

There are a range of reasons why a user may not be able to log into SportApp – Entries. Please consider that the username and password are **case sensitive**, so ensure any capital letters and symbols are included correctly. If the username and password is not valid, it may be that the user doesn’t have the permission for access, or alternatively that a password or username is incorrect.

3.1.1 No Access



Should the user attempt to enter SportApp without having been assigned permission, the following error message will appear.

Choose your Club

⚠ Access needed

Sorry, You do not have access to manage entries for any Clubs. Please contact your Team Managers and then log in again.

This is the user's cue to contact their Team Managers or Club Administrator and request permission. This might be applicable if for example an Age Manager was asked to enter their athletes into teams.

3.1.2 Invalid Details

Should the user enter their username or password incorrectly, a message will appear stating that there is an *Invalid Username & or Password*.

3.1.3 Forgotten Password

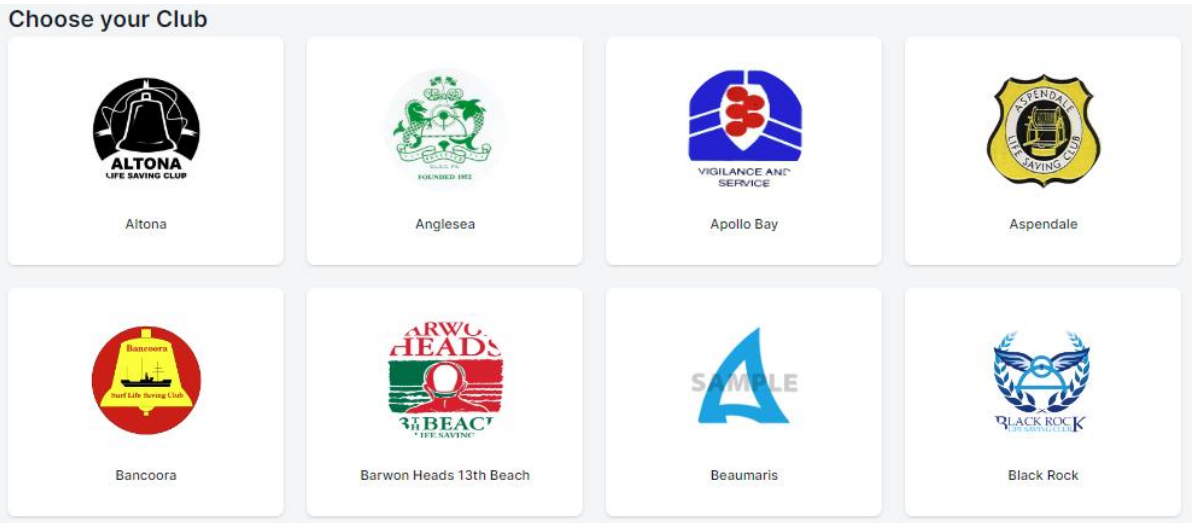
Should the user continue to have an issue retrieving their details, please contact the SLSA IT Helpdesk by [CLICKING HERE](#) or calling 1300 724 006 or emailing <https://support.sls.com.au/open.php>

Alternatively, follow the prompt *Forgot your password?* on the sign in page to be directed to the SLSA Member portal.

3.2 Selecting Club

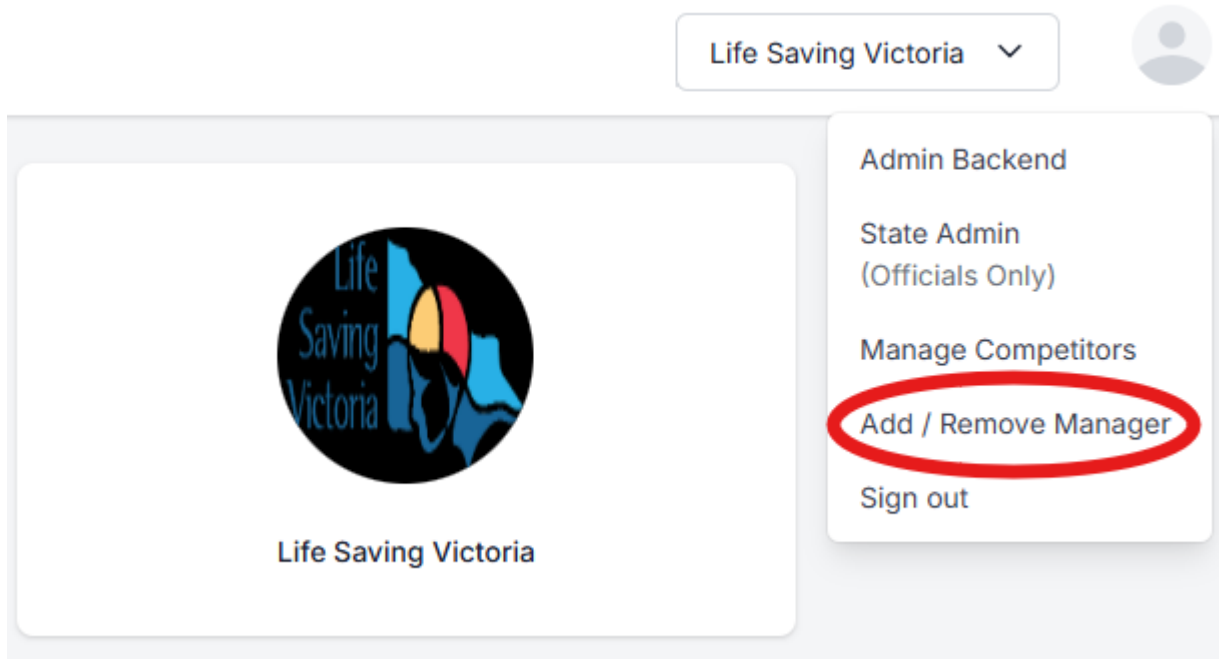
Once a user has logged in successfully, they may be required to select the club that they are wishing to have access to. This commonly occurs when the user is a member at more than one club. To select your club, simply scroll through list of club tabs and click on the correct tab. If you click on a club, you are not a Team Manager of or have no affiliation with, your access will be denied.

Note: If the user is a member of only one club this option will be skipped, and they will progress through to the home page. Once at the home page, the top right corner will display the club logo of the club the user is accessing.



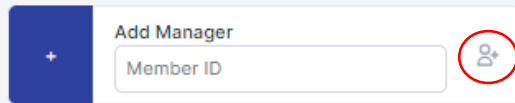
3.2.1 Adding Team Admin Access

The Team Manager can grant an additional user access to SportApp via the function 'Add / Remove Manager'. To do this, the Team Manager can click on their icon in the **top right-hand corner** of the screen and select Add/Remove Manager



Users can delegate user authority to others (such as Age Managers) by looking up the SurfGuard Member ID of the person they wish to add and adding them as below.

Add/Remove Team Managers



Composite Team Entries for Pool

How to enter composite team athletes in SportApp:

1. Select the age group and event your athlete/s will be competing in
2. Find the eligible athletes name and switch the entered toggle from left to right.
3. The right column should then read 'No Team' - See below image of what this should look like
4. Once entries have closed, all athletes with 'No Team' will be randomly put into composite teams and they will be included in the draw.

Team List

Age Group [U11] - U11 Mixed 4 x 25m Medley Tube Relay
 Requires 1 competitors per team
 1 Competitor = 1 Team + 0 Remainder

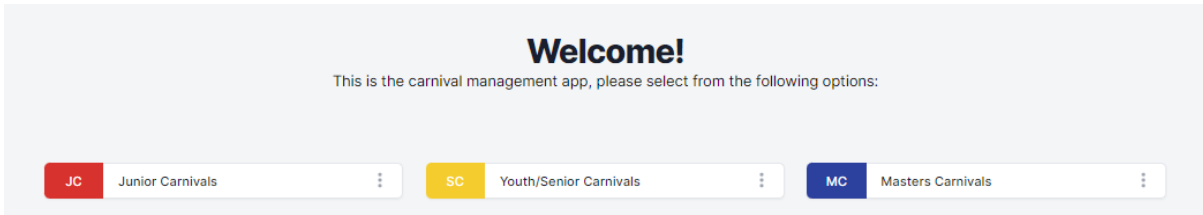
[Back](#)

Full Name	Eligibility	Entered	Team
Adeline Comp. Age: 10	⊖	<input type="checkbox"/>	
Alannah Comp. Age: 9	⊖	<input type="checkbox"/>	
Alex Comp. Age: 11	⊕	<input checked="" type="checkbox"/>	No Team

4. SportApp – Entries Home Page

The home page is where the user will be able to access the various areas in which they have permission access. There are the three classification options of Carnival Types to choose from and enter in members for entry and rostering purposes. These three areas (as pictured below) are

- Junior Carnivals
- Youth/Senior Carnivals
- Masters Carnivals



The user is required to click on one of the three classification options to be directed to the correct selection of carnivals to begin entering in competitors and rostering volunteers.

4.1 Carnival Types & Classifications

When a user clicks on one of the three Carnival buttons, they will be directed to that classification's specific carnivals list of events. These events could be either open or close to entries. Team Managers can also view past events and produce a range of reports for an assortment of reasons including but not limited to invoicing enquiries and specific entry listings.

Even though a Team Manager can enter an event at any time once entries open, they will not be able to do the following:

- Enter in athletes once close of entries due date has passed
- Roster on volunteers into specific roles once rostering due date has passed.
Volunteer roles include Officials, Water Safety officers and Powercraft Personnel.

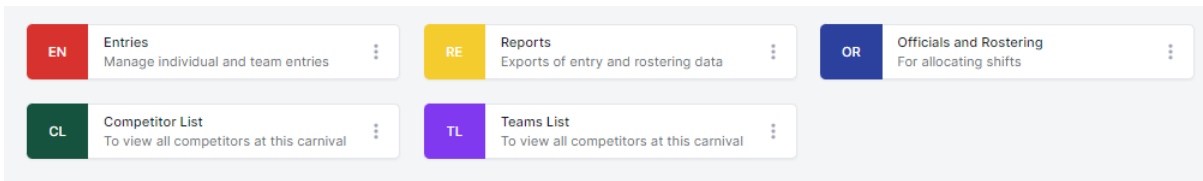
Closed carnivals will still display indefinitely season so that the user can access relevant reports from the carnival. State Administrators reserve the right to archive past carnivals at any given time.

Available Carnivals

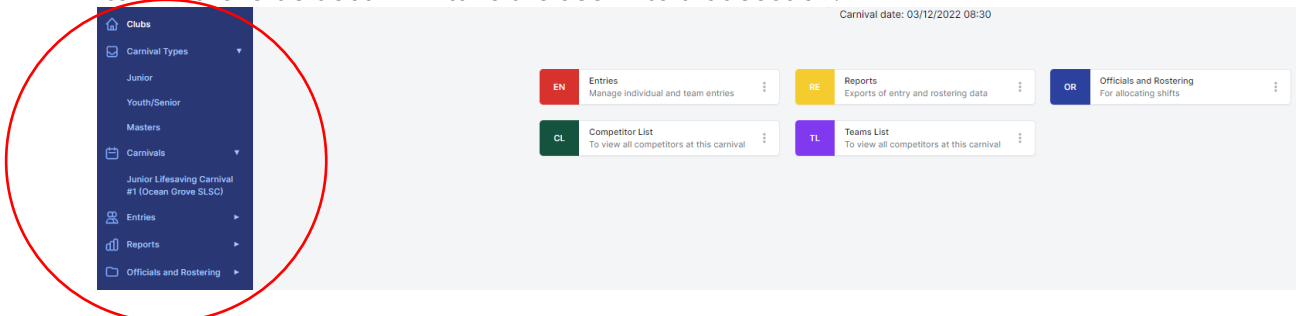
<p>Junior Lifesaving Carnival #1 (Ocean Grove SLSC) 📍 Ocean Grove SLSC 👤 Total: 36, Your Club: 0</p> <p>Entries Close: 27/11/2022 23:00</p> <p>Carnival Starts: 03/12/2022 08:30</p>	<p>School Surf League 2022 📍 👤 Total: 0, Your Club: 0</p> <p>Entries Close: 15/11/2022 23:00</p> <p>Carnival Starts: 16/11/2022 09:00</p>	<p>Summer of Surf #1 (Jan Juc SLSC) 📍 Jan Juc SLSC 👤 Total: 192, Your Club: 0</p> <p>Entries Close: 06/11/2022 23:00</p> <p>Carnival Starts: 13/11/2022 08:45</p>
<p>Beach Carnival #2 (South Melbourne LSC) 📍 South Melbourne LSC 👤 Total: 109, Your Club: 0</p> <p>Entries Close: 06/11/2022 23:00</p> <p>Carnival Starts: 12/11/2022 08:45</p>	<p>2022 Victorian Endurance Championships 📍 Cosy Corner, Torquay VIC 👤 Total: 228, Your Club: 0</p> <p>Entries Close: 16/10/2022 23:00</p> <p>Carnival Starts: 22/10/2022 08:45</p>	<p>Beach Carnival #1 (Altona LSC) 📍 Altona LSC 👤 Total: 104, Your Club: 0</p> <p>Entries Close: 09/10/2022 23:00</p> <p>Carnival Starts: 16/10/2022 08:45</p>

Clicking on a specific carnival will take the user to a new carnival page where they can see and click on the following buttons

- Entries
- Reports
- Officials and Rostering
- Competitor List
- Teams List



These functions are also mirrored in the left sidebar. Clicking on either the Buttons or the Menu item in the left sidebar will take the user into that section.



4.2 Entries Button

The entries button will allow users to enter in their club athletes into upcoming events as per the athletes age group and gender. Each category will comprise of all the event available for athletes to enter. It is the responsibility of the team manager to ensure all their athletes are entered in before close of entries.

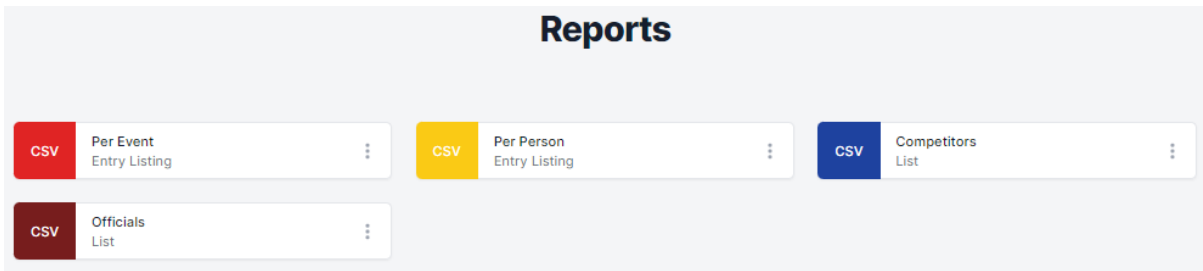
Age Categories

3288	U8 Girls Junior - Female	3289	U8 Boys Junior - Male	3290	U9 Girls Junior - Female
3291	U9 Boys Junior - Male	3292	U10 Girls Junior - Female	3293	U10 Boys Junior - Male
3294	U11 Girls Junior - Female	3295	U11 Boys Junior - Male	3296	U12 Girls Junior - Female
3297	U12 Boys Junior - Male	3299	U13 Boys Junior - Male	3300	U10-11 Junior - Mixed
3301	U12-13 Junior - Mixed	3298	U13 Girls Junior - Female		

Note: this is an example of a junior carnival entry point

4.3 Reports Button

The reports button allows users to generate a series of reports. These reports are useful to review once all entries and rostering is complete and is generated in Excel.csv format. Reports are not automatically updated and once a user changes/adds or removes a name, the report will need to be generated again.

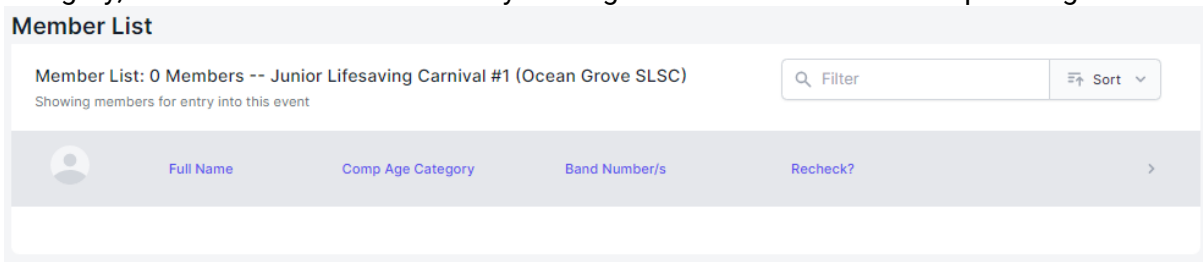


4.4 Officials and Rostering Button

This button takes the user to the rosters page where team managers are required to enter in their Officials, Water Safety Officers, and Powercraft Personnel. It's important to note that as Team managers enter in their volunteers to meet ratio requirements as stated in Handbooks.

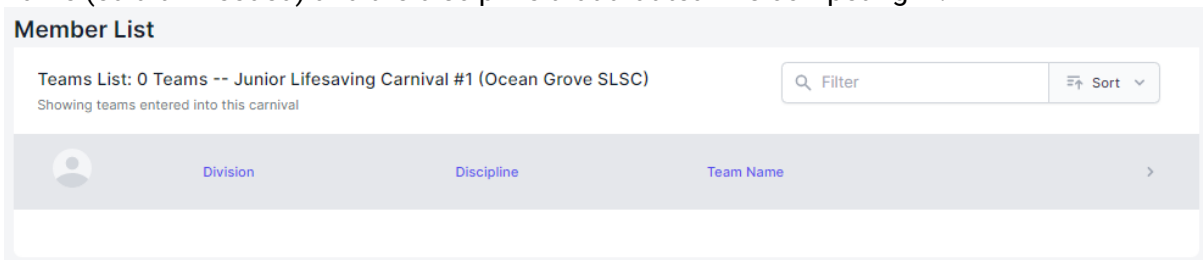
4.5 Competitors List Button

This button allows the user to see a live list of all competitors that have been entered by the team Manager. This page/list also displays information relating to each athlete including their age category, RFID Band number and if they are eligible to be entered into an upcoming carnival.



4.6 Teams List Button

Similar to the competitor list button, the teams list button will allow the user to see all created team that team Manager has entered through the upcoming carnival. This button is extremely useful for team managers entering in teams during IRB Season. Users can also see the team's name (edit it if needed) and the discipline that that team is competing in.



5. Entries – Competitors

There are now several ways that a user can enter in competitors into an upcoming carnival. This includes

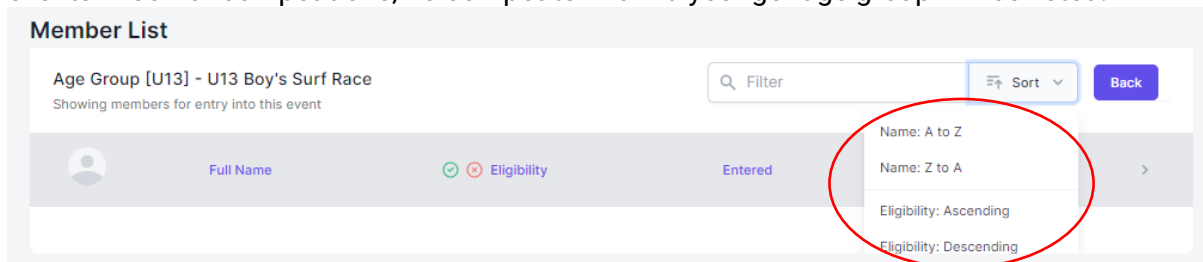
- Individual entries by event

- Individual entries by name
- Individual entries by “All Events”
- Team entries

It is the responsibility of the Team Manager to ensure all competitors are entered by close of entries deadlines. This is usually the **Sunday before the carnival at 11pm**. Entries for state championships are usually due 2 weeks before commencement. Any change in deadlines and requirements will be sent out to all clubs via circular.

5.1 Individual Entries by Event

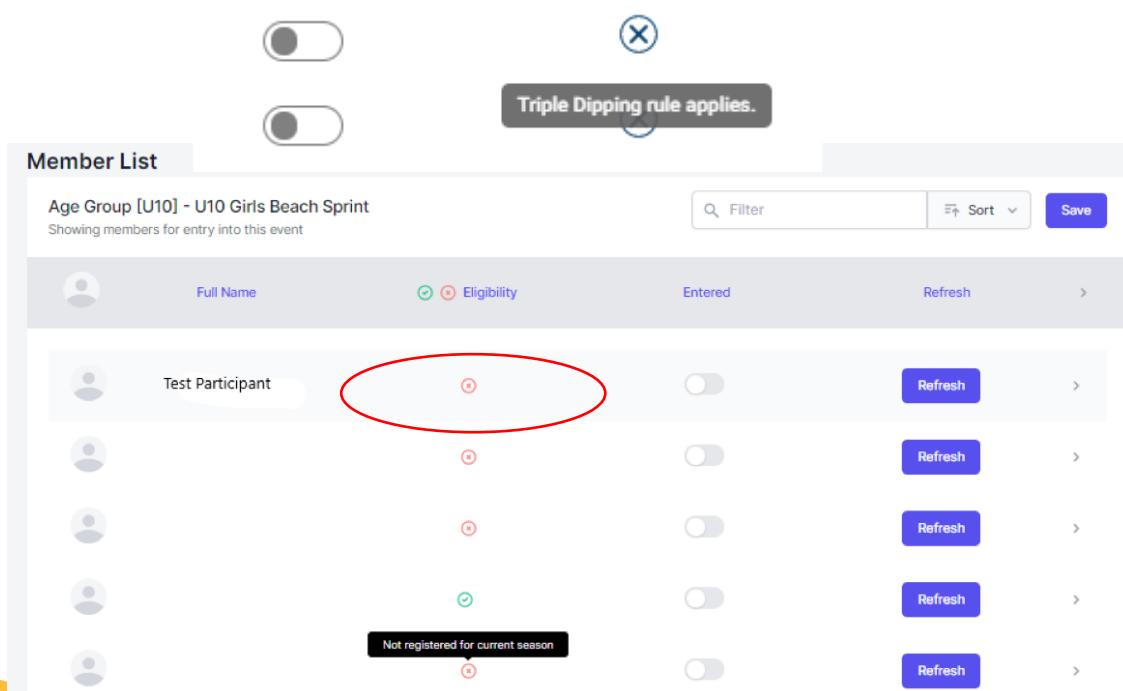
The user will see a list of all available competitors with the selected age group and event. This section can be sorted by Name, Eligibility and Entered by using the *sort* button. For individual events in Junior competitions, no competitor from a younger age group will be listed.



Once a Team Manager has identified the competitors they wish to enter into an upcoming carnival, they can now individually select them by clicking/sliding the “Entered” button to the right where it will turn from grey to green.

SportApp – Entries has the ability to identify if a competitor is eligible or ineligible to be entered into an upcoming carnival (**Green tick** for eligible and **red cross** for ineligible). To find out why a competitor maybe ineligible for entry, the user simply needs to click on the red cross for the reason. In the case below, it states that the competitor is not registered for the current season. A competitor without the correct membership and current qualifications/awards will not be able to be entered into an upcoming carnival.

In the case of U17 competitors, they can compete in their age group, U19s and/or Open events. However, due to the Triple-Dipping rule, they can only be entered in TWO of the age groups. If the user tries to enter an athlete into U17, U19 AND Open events of the same type, the following ineligibility error will appear.

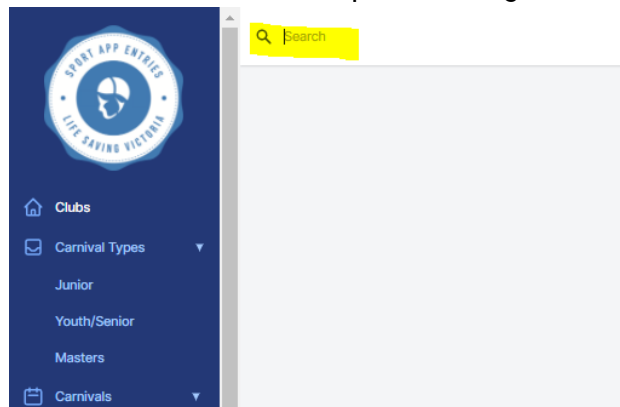


5.1.1 Competitor Eligibility Refresh

If the user believes that a competitor is eligible and coming up ineligible due to recent SurfGuard updates and/or alterations, a User has the ability to “Force a SurfGuard check”. This is simply done by clicking the refresh button next to the competitors name as shown in the image below. If clicking the ‘Refresh Button’ does not change a competitors eligibility status, the Team Manager must notify the Sport team via email (sport@lsv.com.au), for a competitor to be considered for late entry if issue is not resolved before close of entries.

5.2 Individual Entries by name

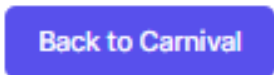
Users have the option of entering in competitors one by one by utilising the “search” function as highlighted below. This function is extremely useful for Users from small clubs and/or have very few competitors entering into an upcoming carnival. Using this function is similar to the “Individual Entries by Event” process and will show if a competitor is eligible for entry or not.



By typing in the competitor’s name, the User will see the competitor appear and by selecting them, all of the events available to them (based on eligibility) will be listed as per the image below.

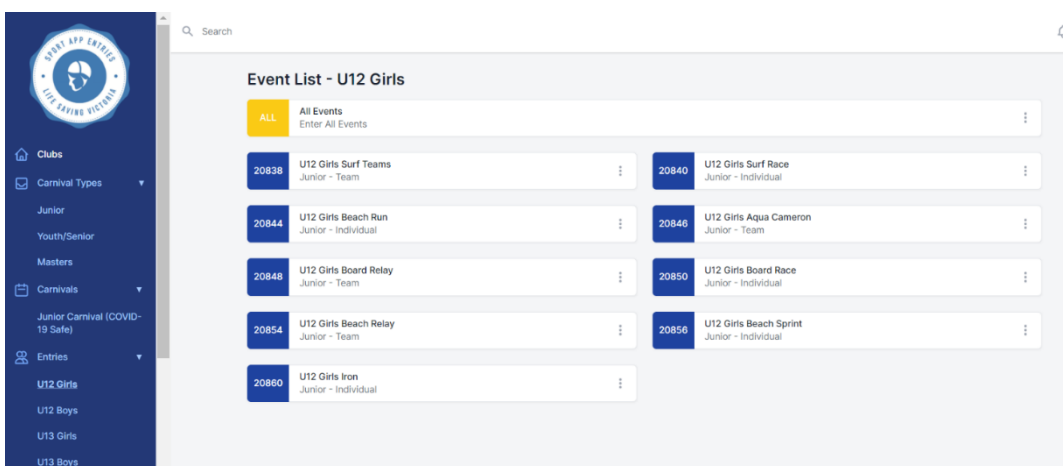
Event Name	Eligibility	Entered
U12 Girls Surf Teams		<input type="checkbox"/>
U12 Girls Surf Race		<input type="checkbox"/>
U12 Girls Beach Run		<input type="checkbox"/>
U12 Girls Aqua Cameron		<input type="checkbox"/>
U12 Girls Board Relay		<input type="checkbox"/>
U12 Girls Board Race		<input type="checkbox"/>
U12 Girls Beach Relay		<input type="checkbox"/>
U12 Girls Beach Sprint		<input type="checkbox"/>
U12 Girls Iron		<input type="checkbox"/>

Once a competitor has been entered into their events, the User can click on the “Back to Carnival” to continue on with other required entries.

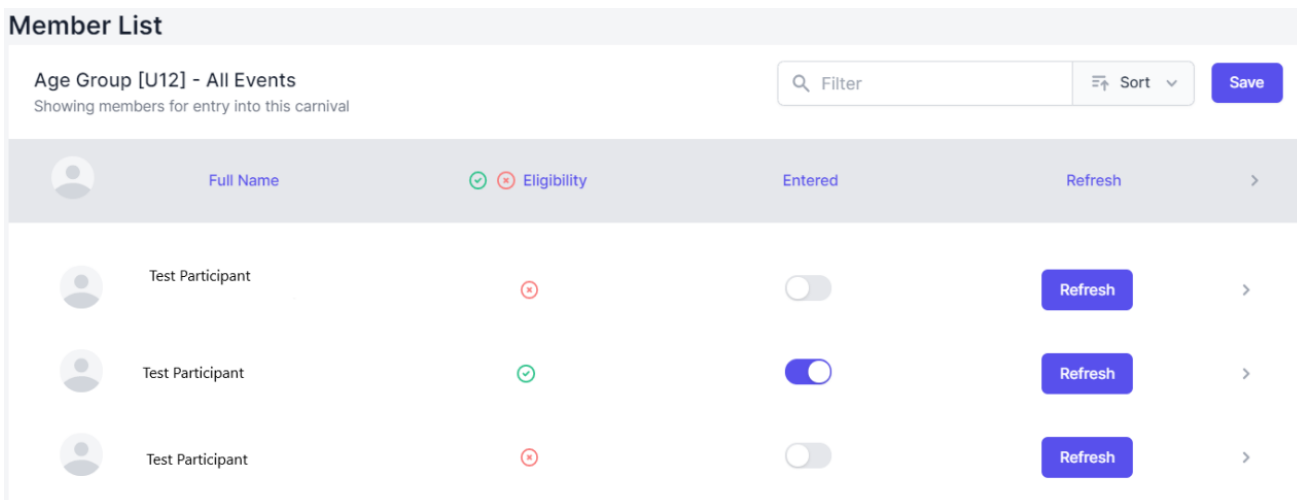


5.3 Individual Entries by “All Events” (Junior Carnivals Only)

Users have the option of entering in competitors into all available events by utilising the “All Events” button. This function is more beneficial for clubs with large competitor numbers where entering competitors for each specific age group can be time consuming.



The above example shows the Enter all event functionality for U12 Girls. By selecting “All Events”, the User will be shown a list of U12 Girls eligible and ineligible to compete in all of the events for that carnival as shown below. The “All Events Button” is only available as a function for Junior Carnivals and Under14/Under15 competitors in a Senior Carnival. This is due to complex eligibility (triple dipping) rules in the Under17 and above age categories. It is also unavailable in Senior Carnivals as senior competitors often specialise either in beach or water disciplines. Thus, the need to “enter all” is decreased



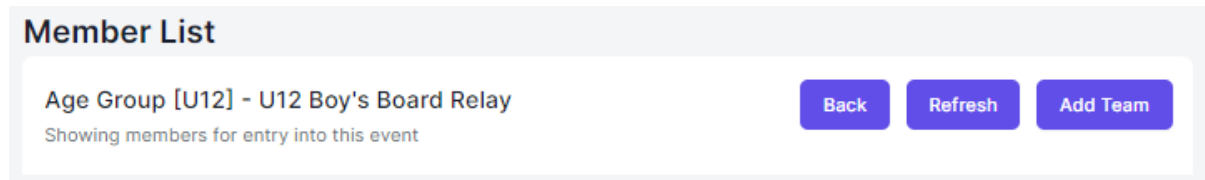
Note: If entering competitors using the “All Events” button, please be advised that this button will not allocate competitors into team and relay events. Team Managers will need to enter competitors

into these events by following the "Team Entries" process. Those competitors entered into "All Events" will show as "Available" on the team screen.

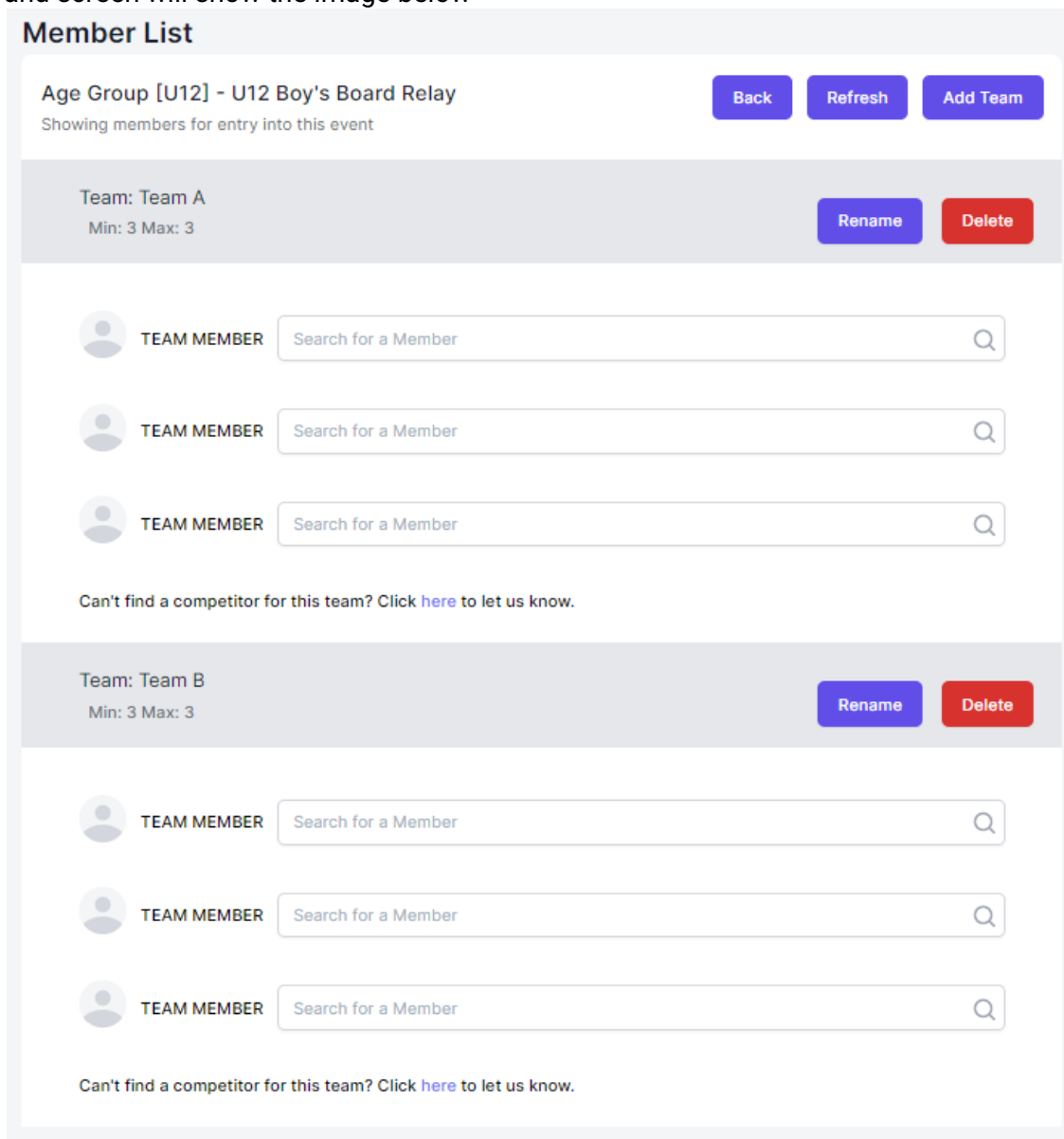


5.4 Team Entries – Junior Carnivals

After clicking on a specific event button on the entries screen, the User will be taken to a new screen where they will be given the option to add a team as pictured below or go back to the list of events.



From here, it is recommended that the Team Manager clicks on the "Add Team" not once, but by the number of teams they plan to have in the event. For example, if Team Manager knows that they will have 2 teams in the Under12 Boy's Board Relay, they will need to click on "Add Team" button twice and screen will show the image below



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It is strongly recommended that team member names (i.e. entered competitors) are only submitted if the Team Manager is absolutely certain that the team composition will remain unchanged after entries close. This is to ensure that the marshalling process on the day of carnival runs efficiently as Marshals will add competitors into their teams on the spot via RFID bands. The only time a Team Manager will need to add a competitor into a team is if that competitor **is only competing in team events on the day and NOT in any individual events**. Please also note that Teams are generated automatically in alphabetical order.

5.5 Team Entries – Senior carnivals

Entering in Teams into Senior Carnivals is almost an identical process when compared to the Junior Carnival team entry process. However, as Senior Carnivals do not have the “All Events” button when it comes to entries, Team Managers will **need** to enter in competitors that are not competing in individual events.

5.6 Team Entries – Composite Teams

Composite teams are available for clubs that cannot form complete teams, or for those that have extra athletes who wish to compete after forming their initial teams.

In summer disciplines, athletes go to carnival marshalling and are scanned into the composite teams, SportApp then randomly assigns athletes to different teams. Please be aware that if team numbers aren't exact, some athletes may not be placed on a composite team.

For pool disciplines, composite athletes are entered into SportApp during registration, and teams are randomised by SportApp and assigned before the competition begins.

Please note that composite teams are currently being reviewed (November 2025) and if any changes, the user guide and handbook will be updated.

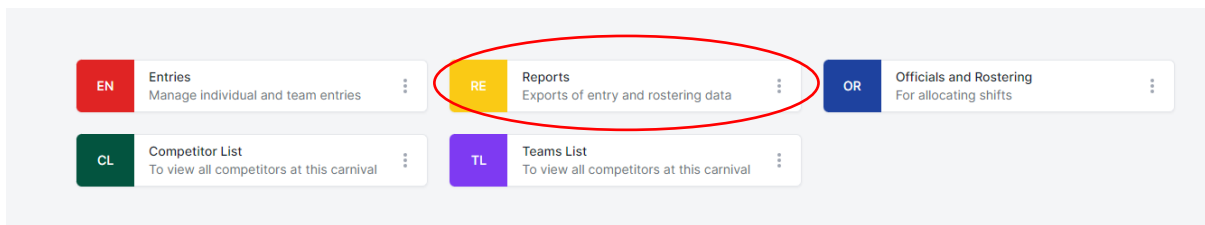
6. Reports

Team managers will have access to a variety of reports once they have completed all their entries of competitors. These reports include the following:

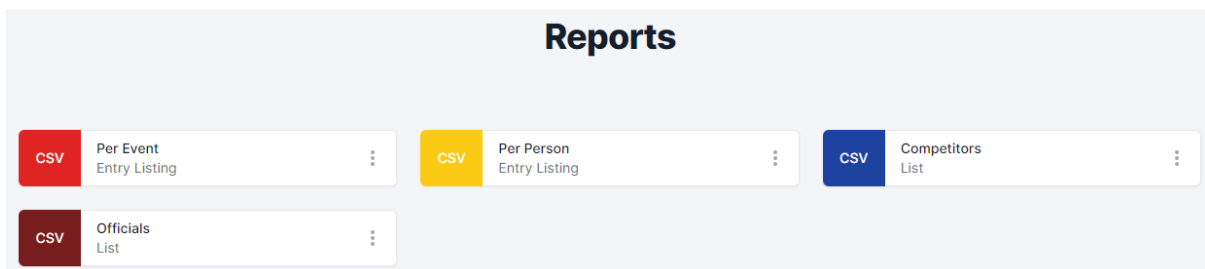
- Per Event (Entry Listing)
- Per Person (Entry Listing)
- Competitors (List)
- Officials (List)

These reports are accessible at all times leading up to any given carnival including post-closing deadline of entries and after the conclusion of the carnival. To find the reports page, please follow step by step process below.

1. Click on the carnival you would like to produce report on
2. Click on reports tab.



3. Click on the report you want to produce.



Please be aware that all reports are generated in .csv format therefore, reports should only be accessed from a PC that has Microsoft Excel.

6.1 Per Event (Entry Listing) Report

The Per Event, Entry Listing Report shows all athletes entered in each event, from the Team Manager's Club. It's divided by Event.

row	event	id	first_name last_name	gender	DOB	age_at_ca	club	age_categ	team	position	division	discipline	team_solc	ignore_eligibility
0	Open Female 2km Beach Run - Open Women													
1	Open Female 2km Beach Run				#####	20	Point Leo	Open			Open Won Run	Individual		FALSE
2	Open Female 2km Beach Run				#####	24	Point Leo	Open			Open Won Run	Individual		FALSE
3	Open Female 2km Beach Run				#####	18	Morningto U 19				Open Won Run	Individual		FALSE
4	Open Female 2km Beach Run				#####	26	Point Leo	Open			Open Won Run	Individual		FALSE
5	Open Female 2km Beach Run				#####	17	Ocean Grc U 19				Open Won Run	Individual		FALSE
6	Open Female 2km Beach Run				#####	16	Ocean Grc U 17				Open Won Run	Individual		FALSE
7	Open Female 2km Beach Run				#####	15	Ocean Grc U 17				Open Won Run	Individual		FALSE
8	Open Female 2km Beach Run				#####	22	Point Leo	Open			Open Won Run	Individual		FALSE
9	Open Female 2km Beach Run				#####	21	Seaspray	Open			Open Won Run	Individual		FALSE
10	Open Female 2km Beach Run				#####	22	Point Leo	Open			Open Won Run	Individual		FALSE
11	Open Female 2km Beach Run				#####	20	Half Moon	Open			Open Won Run	Individual		FALSE
12	Open Female 2km Beach Run				#####	19	Point Leo	Open			Open Won Run	Individual		FALSE
13	Open Female 5-Person R&R - Open Women													
14	Open Female 5-Person R&R				#####	19	South Mell	Open	Seahorses		Open Won 5 Person R Team			FALSE
15	Open Female 5-Person R&R				#####	19	South Mell	Open	Seahorses		Open Won 5 Person R Team			FALSE
16	Open Female 5-Person R&R				#####	19	South Mell	Open	Seahorses		Open Won 5 Person R Team			FALSE
17	Open Female 5-Person R&R				#####	18	South Mell U 19		Seahorses		Open Won 5 Person R Team			FALSE
18	Open Female 5-Person R&R				#####	17	South Mell U 19		Seahorses		Open Won 5 Person R Team			FALSE
19	Open Female 5-Person R&R				#####	23	Anglesea	Open	Team A		Open Won 5 Person R Team			FALSE
20	Open Female 5-Person R&R				#####	22	Anglesea	Open	Team A		Open Won 5 Person R Team			FALSE
21	Open Female 5-Person R&R				#####	37	Anglesea	Open	Team A		Open Won 5 Person R Team			FALSE
22	Open Female 5-Person R&R				#####	22	Anglesea	Open	Team A		Open Won 5 Person R Team			FALSE

6.2 Per Person (Entry Listing) Report

The Per Person, Entry Listing report shows (alphabetically), all athletes entered into the carnival, by event. It also shows the teams each athlete is entered into and their total number of events.

first_name last_name	id	event	gender	DOB	age_at_ca	club	age_categ	team	position	division	discipline	team_solc	ignore_eligibility
Competitor A													
Competitor A	4765681	Open Fem:	Female	#####	20	Point Leo	Open			Open Won Run	Individual		FALSE
Competitor B													
Competitor B	4233622	Open Fem:	Female	#####	24	Point Leo	Open			Open Won Run	Individual		FALSE
Competitor C													
Competitor C	4730892	Open Fem:	Female	#####	18	Morningto U 19				Open Won Run	Individual		FALSE
Competitor D													
Competitor D	4134942	Open Fem:	Female	#####	26	Point Leo	Open			Open Won Run	Individual		FALSE
Competitor E													
Competitor E	5586129	Open Fem:	Female	#####	17	Ocean Grc U 19				Open Won Run	Individual		FALSE
Competitor F													
Competitor F	5704788	Open Fem:	Female	#####	16	Ocean Grc U 17				Open Won Run	Individual		FALSE
Competitor G													
Competitor G	5768481	Open Fem:	Female	#####	15	Ocean Grc U 17				Open Won Run	Individual		FALSE
Competitor H													
Competitor H	4452187	Open Fem:	Female	#####	22	Point Leo	Open			Open Won Run	Individual		FALSE
Competitor I													
Competitor I	4149459	Open Fem:	Female	#####	21	Seaspray	Open			Open Won Run	Individual		FALSE
Competitor J													
Competitor J	4768461	Open Fem:	Female	#####	22	Point Leo	Open			Open Won Run	Individual		FALSE

6.3 Competitors (List) Report

The Competitor List report shows a full list of athletes entered into a carnival. It will also show each competitors age, number of events, and number of team events that they have been entered in. Please be advised that the report is set to a default where competitors will be listed in alphabetical order of their last name.

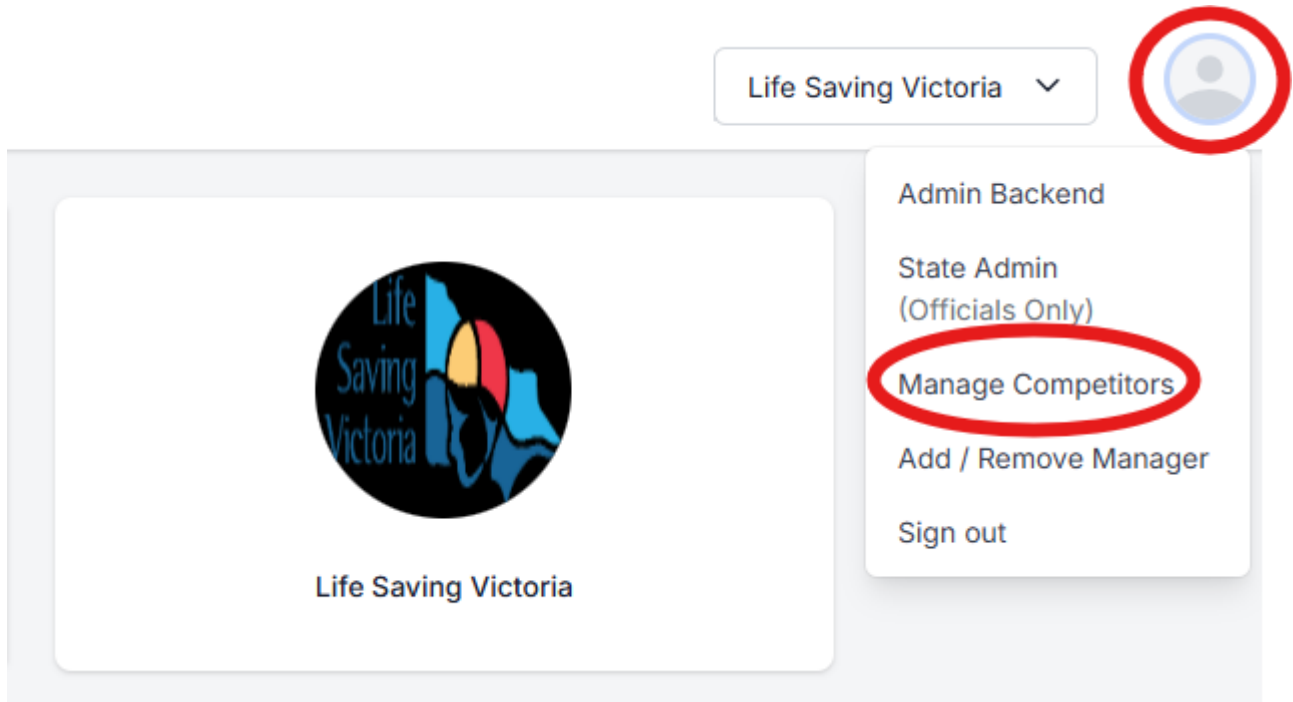
6.4 Officials (List) Report

The Officials List report shows a full list of volunteers that have been entered into a carnival. The full list of volunteers includes not only officials but also those entered in as; Water Safety Officers, Powercraft Crew and/or Driver, and Shallow Water Rescue Team.

7. Troubleshooting, Tips & FAQ's

What to do if you can't find an athlete

1. Click on your profile in the top right corner and select Manage Competitors – as pictured below



2. Find the athlete in your list and make sure the toggle is blue, if not, click the toggle to switch it on

Member List

Member List: 425 Members

Showing members for entry into this event

Master Switch



Currently Resyncing Members



Full Name

Comp Age Category

Competing?



With the Master Switch **turned off**, all members of the correct age group will propagate into Event Entries pages of a carnival



Aaron



Adam



Adam



Adele

