

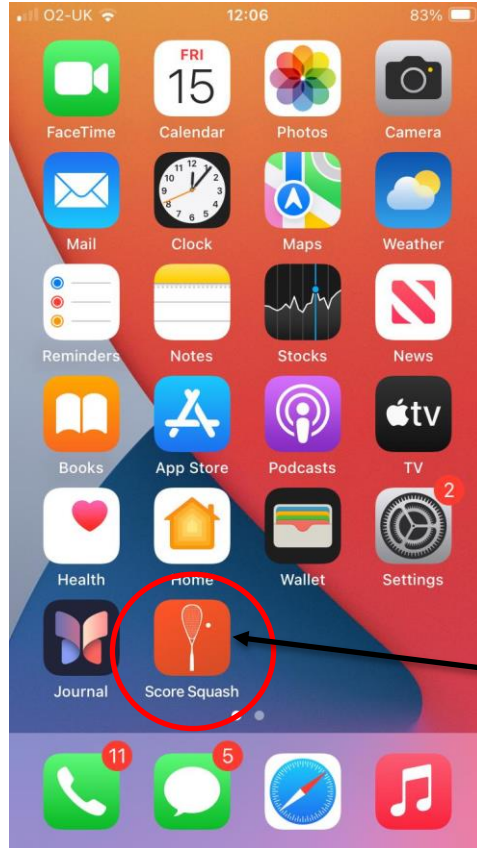
# **BUCS SQUASH INDIVIDUAL CHAMPIONSHIPS**

SportyHQ Score Squash



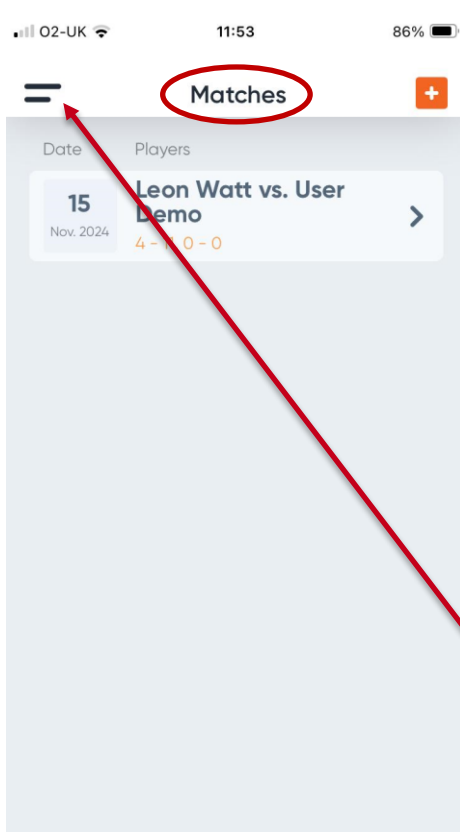
# SPORTYHQ – SCORE SQUASH

- The BUCS Squash Individual Championships will **NOT** be using paper score sheets
- All competitors are required to download the ‘Score Squash’ app
  - Score Squash for [Apple](#)
  - Score Squash for [Android](#)
- If you are having trouble scoring on your phone, a limited number of iPads will be available to use at registration. iPads will all be logged in using the [events@bucs.org.uk](mailto:events@bucs.org.uk) account – any issues, please come to registration.



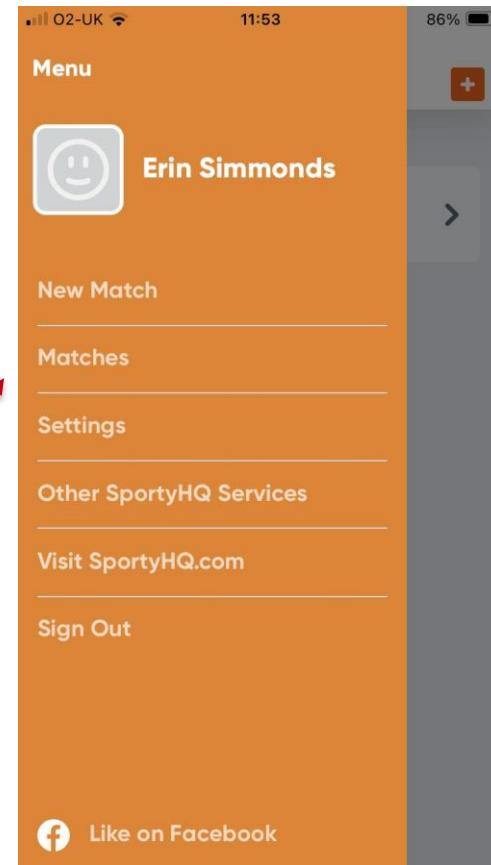
'Score Squash' App

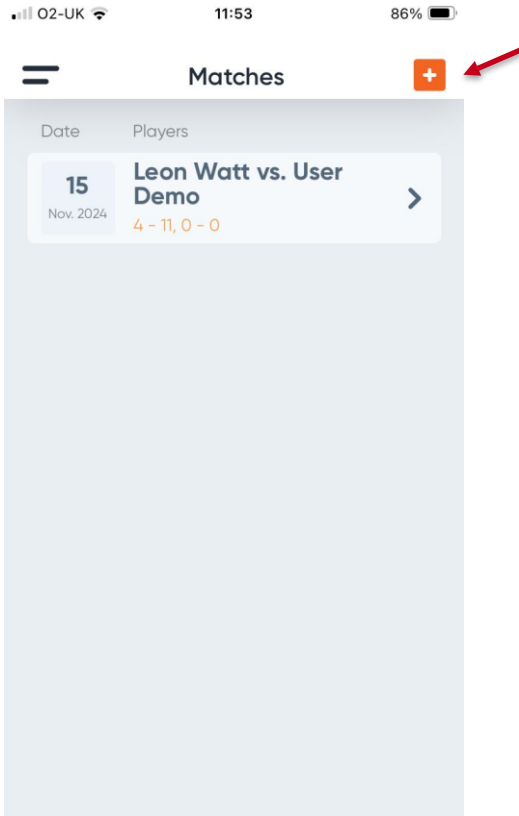
1. Login using your SportyHQ credentials



2. When logged in, the app will display the '**Matches**' screen. This will be blank until the first games have been marked. As games finish, they will be displayed on screen

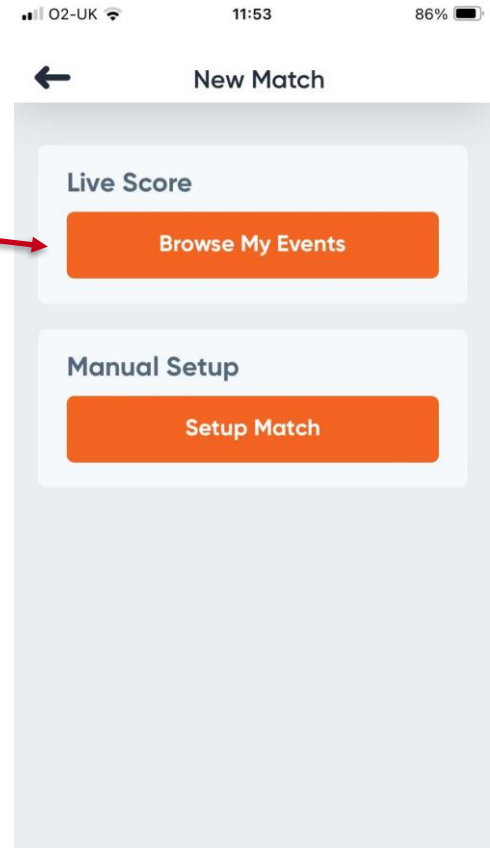
3. If you are unsure whether you are on the '**Matches**' tab, click the two bars in the top left corner, then click '**Matches**'

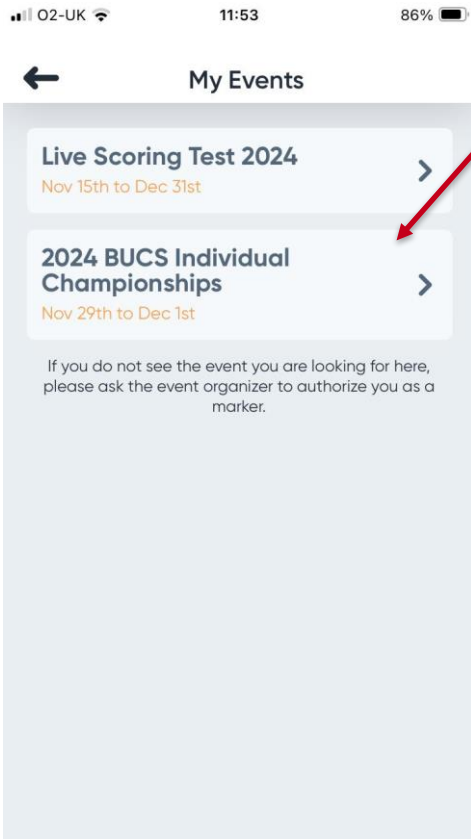




4. To find a match to mark, Click the '+' in the top right corner

Then click '**Browse my Events**'

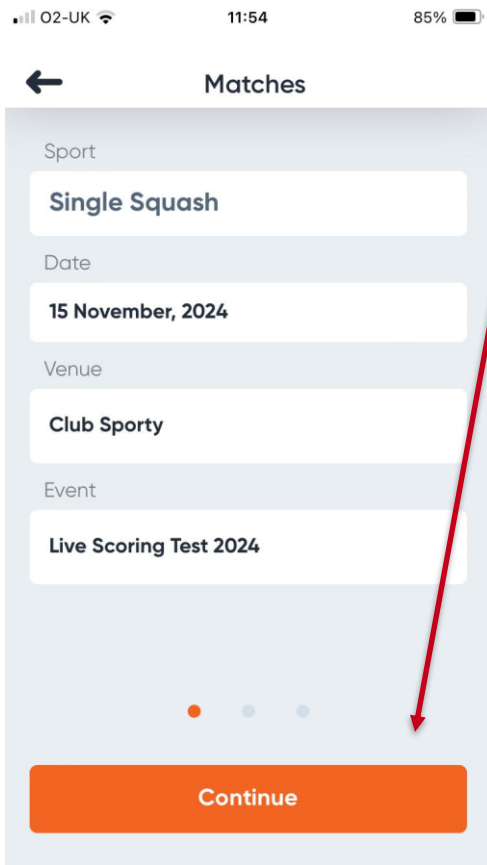




5. Click on the '2024 BUCS Individual Championships'

6. The fixtures will be displayed. Please **select the correct fixture** that you are marking.



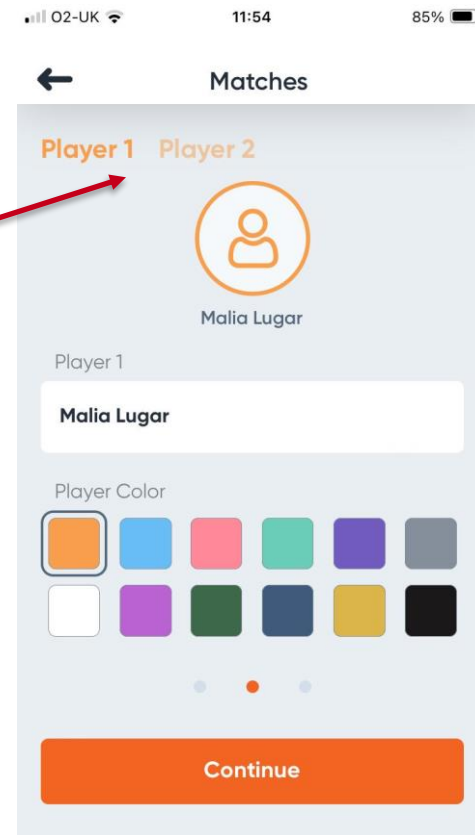


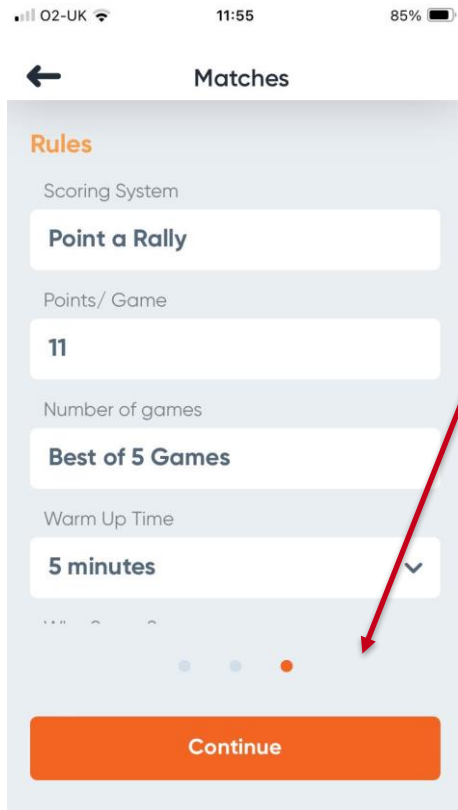
7. Details of the match should all be correct, click '**Continue**'

8. You can then check the player names by switching between the 'Player 1' and 'Player 2' options

Both players will automatically be assigned different colours to make it easier when marking

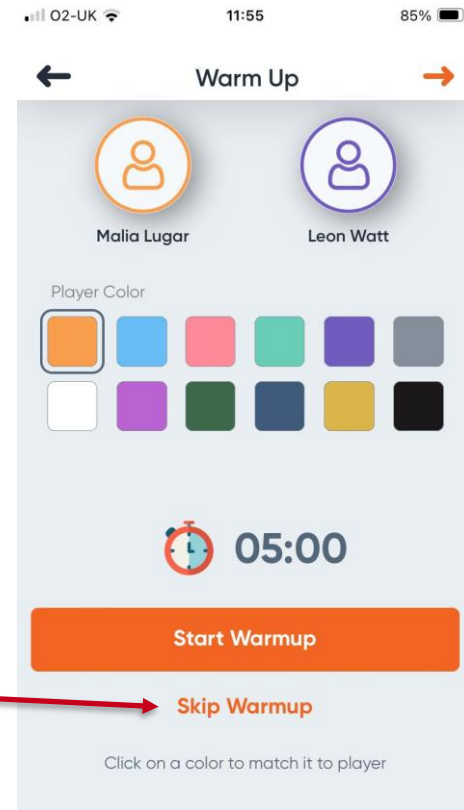
9. Click '**Continue**'



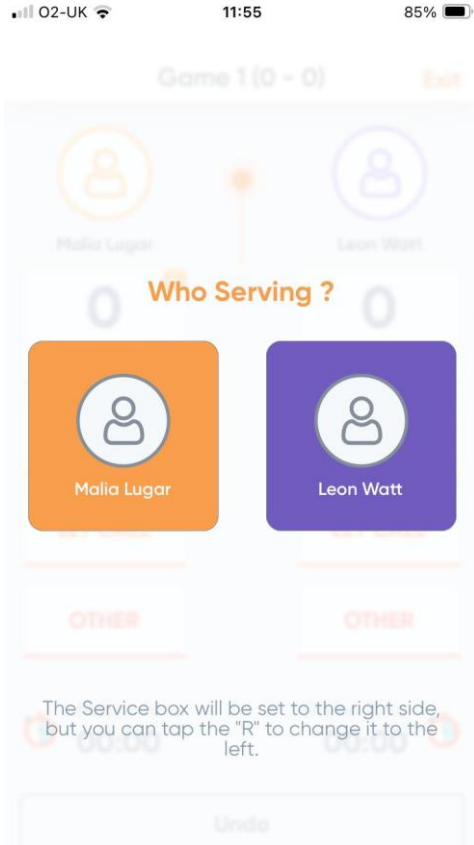


10. Details of the match should all be correct, click '**Continue**'

11. You will be given the option to start a 'warmup' timer. We recommend not starting the warmup timer. Instead, wait until players have finished their warm-up/the match needs to start and click '**Skip warmup**'

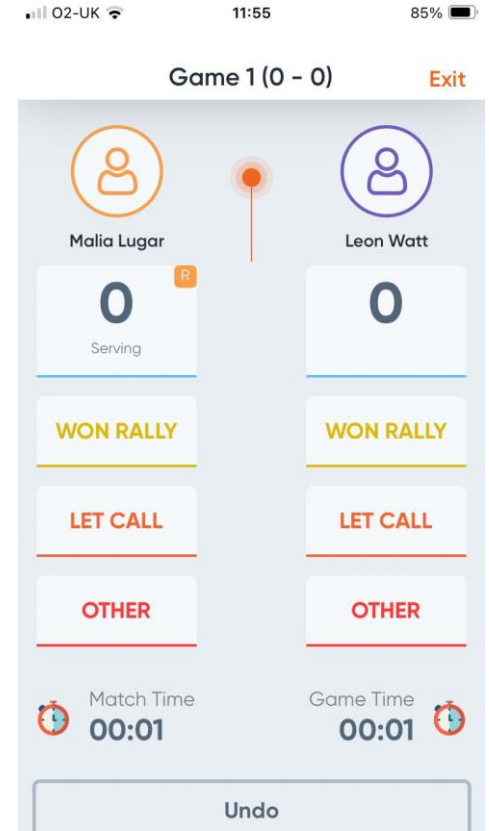






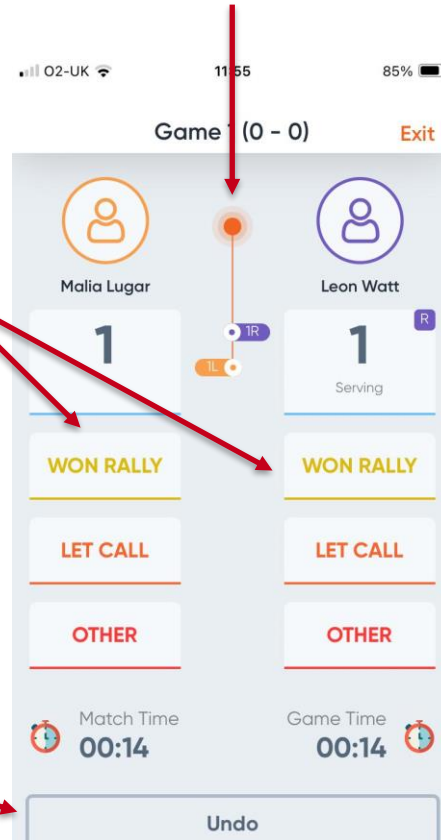
12. Click the **player that is serving first**

13. The following screen will appear and the match can begin. →

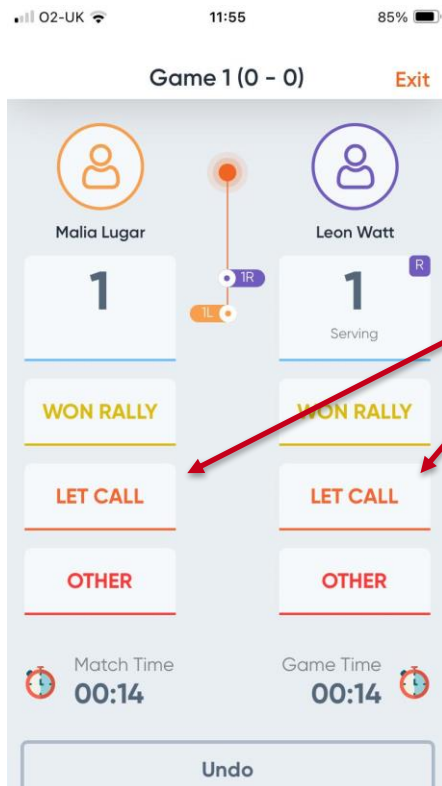


The order by which points are won will display down the middle of the screen

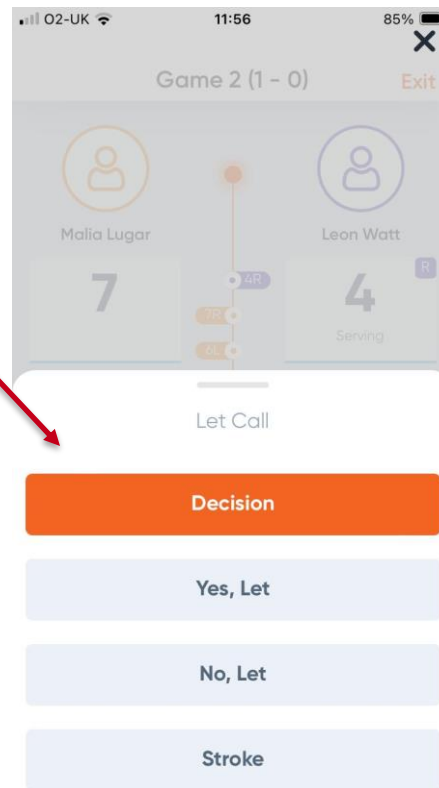
14. Click '**Won rally**' under the relevant player who wins the point.

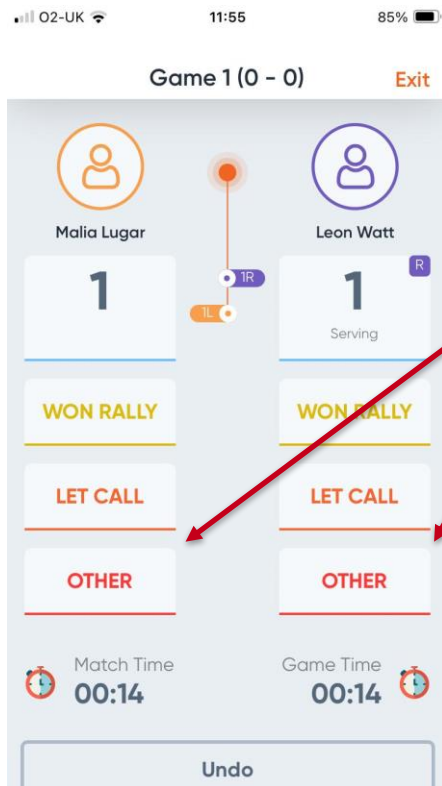


You can click '**Undo**' to remove the decision that has just be made



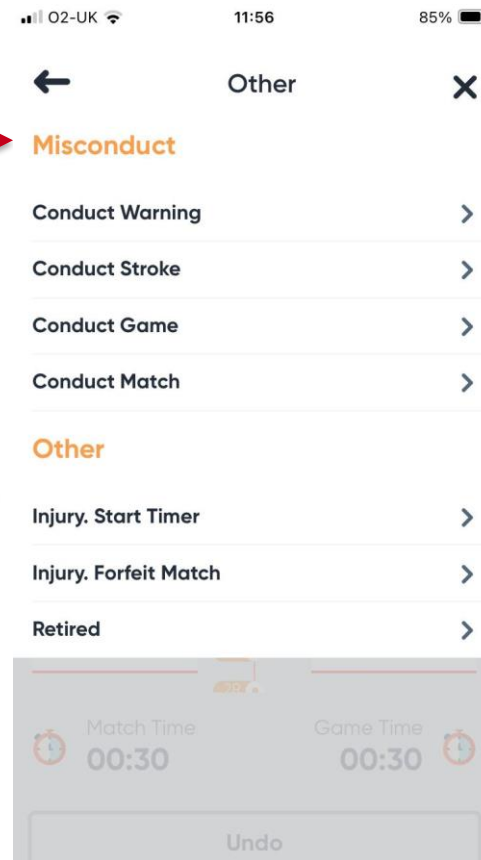
15. When awarding a 'Let Call' to the relevant player, the following screen will appear for you to award your decision.





16. The 'other' options can be used to give a warning against a player or finish the game early

When awarding a point, let call or selecting other ensure this is under the correct player





Other



Misconduct

Conduct Warning



Conduct Stroke



Conduct Game



Conduct Match



Other

Injury. Start Timer

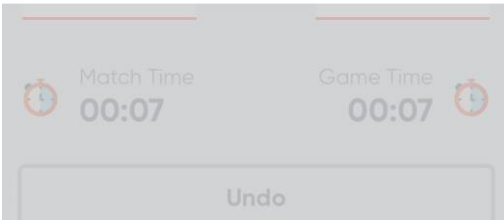


Injury. Forfeit Match

Cancel

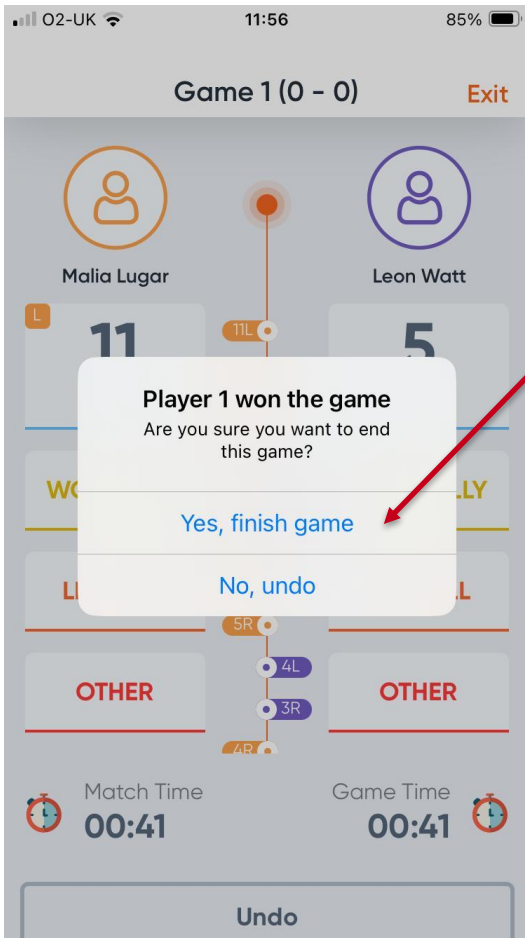
Confirm

Retired



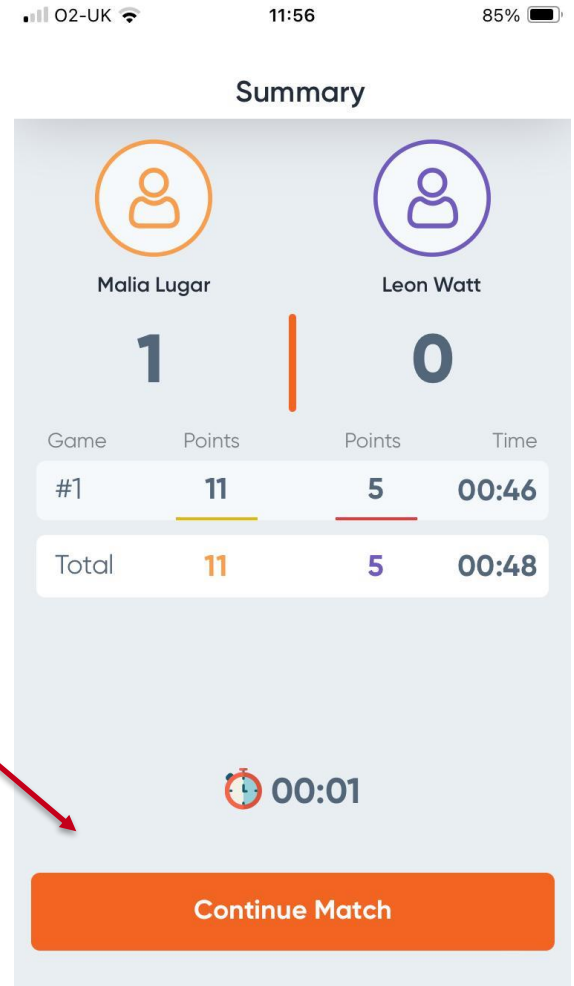
If you do need to finish the game early, you will be asked to **confirm** you want to end the game.

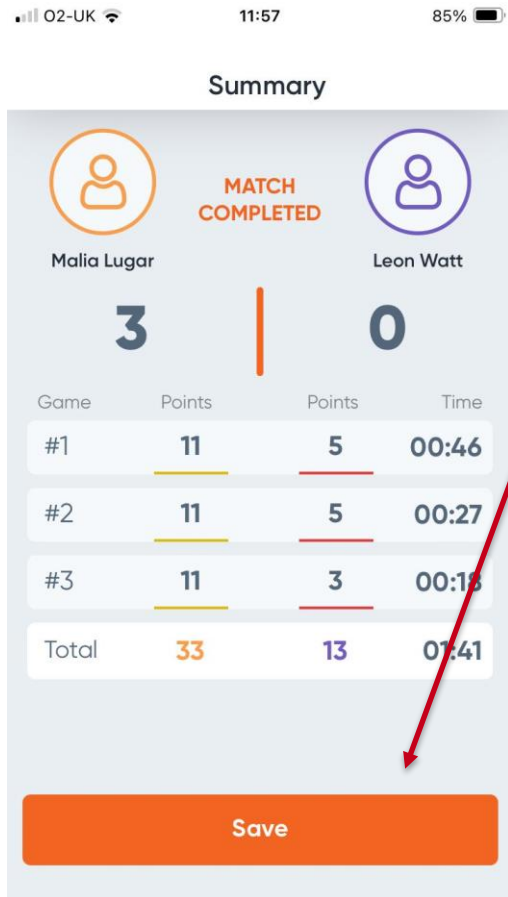




17. Once a game has been won, the following message will appear. Click **'Yes, finish game'** to proceed

18. A summary of the game will appear and a timer will start. When you are ready to begin the next game, click **'Continue Match'**





19. Once the match has been completed, a summary will appear of all games played within the match.

**Click 'Save'**

20. You will be taken back to the original screen and it will show the match that you have just marked.

21. To find your next match to mark, you repeat the process.

