

## Key JJD Settings

- Settings highlighted in yellow are key settings which should ALWAYS be used.
- Settings in red are to be ignored when interfacing with Global Entries Online.

Jumper Judge Dashboard Settings

Show Name:

Show Abbreviation:

Ring Name:

Judge:

Course Designer:

Output Drives:  C:

Play Sounds:  Display Results Recap:

Use FEI Rules:  Update "On Course" Web Page:

Use 45 Second Clock:

Color Scheme

A  A  A  A  A  A  A  A

Improve Outdoor Readability

Rulebook Preference

USEF  Equine Canada  FEI  Equestrian Australia

Class Finalization Auto-Post Options

Score Sheet  Placings Report  Email Results ...

Timer Mode

Official  Backup  Get Time from Farmtek

Jump Results Recording Preference

Jump by Jump  Faults at  Display Fault Counts

Entry Information File Settings

	Field #	Field #
Class Number:	<input type="text" value="0"/>	Owner Name: <input type="text" value="0"/>
Order of Go:	<input type="text" value="0"/>	Owner City: <input type="text" value="3"/>
Entry Number:	<input type="text" value="1"/>	Rider Name: <input type="text" value="4"/>
Horse Name:	<input type="text" value="2"/>	Rider City: <input type="text" value="5"/>

TSV  CSV  Show Data in All Caps

Filename:

Interface with:  SGL  SMS  GEO  ShowPro

URL:

Event:

## Interfacing Global Entries Online and JJD

1. In Global Entries Online, open the 'Manage Draw' page.
2. At the top of the page, click on the red 'send draws to scoring system' button.
3. Click on the yellow 'Send ALL DRAWS to JJD App' button.
4. Return to the Manage Draws page.
5. At the top of the page, you will see an Event ID number. Make a note of this number.

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### Manage Draw - ACT Showjumping Horseland Canberra Cup

Your event ID is 6347

Email Users Notify All DRAWS to App Users Allocate back numbers Download Blank ScoreSheet Download F...

Publish/Un-Publish on front end Send DRAWS to Scoring System

Click Here to View Color Coding Information

To find the rider easily press "CTRL + F" on Windows and "COMMAND + F" on Mac keyboard and type the rider's

6. Launch JJD and open settings.
7. In the bottom right corner there is a section titled 'interface with'. Tick the 'GEO' box and enter the event ID number.

JJD - ACT Showjumping Horseland Canberra Cup

Draw Sheet Name: [Input Field]  
Date: [Input Field]  
Arena #: [Input Field]  
Judge Email: [Input Field]  
Arena Contact: [Input Field]

Print Draw Sheet [Checkbox]  
Print Draw Sheet to PDF [Checkbox]  
Print Draw Sheet to HTML [Checkbox]  
Print Draw Sheet to CSV [Checkbox]

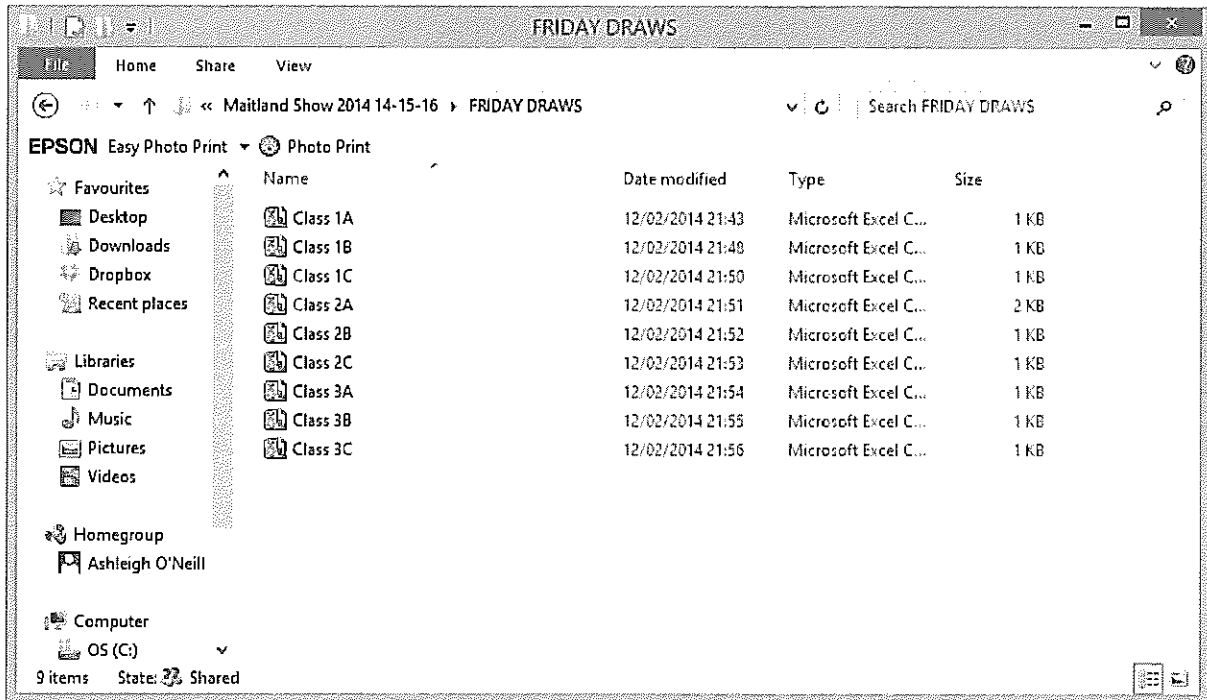
Draw Sheet Name: [Input Field]  
Date: [Input Field]  
Arena #: [Input Field]  
Judge Email: [Input Field]  
Arena Contact: [Input Field]

Print Draw Sheet [Checkbox]  
Print Draw Sheet to PDF [Checkbox]  
Print Draw Sheet to HTML [Checkbox]  
Print Draw Sheet to CSV [Checkbox]

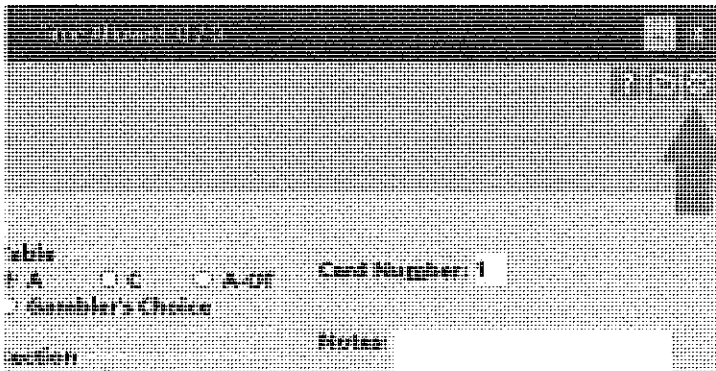
interface with  
GEO [Checkbox]  
Event ID: [Input Field]

## IMPORTING DRAWS MANUALLY FROM GLOBAL OR OTHER SOURCE.

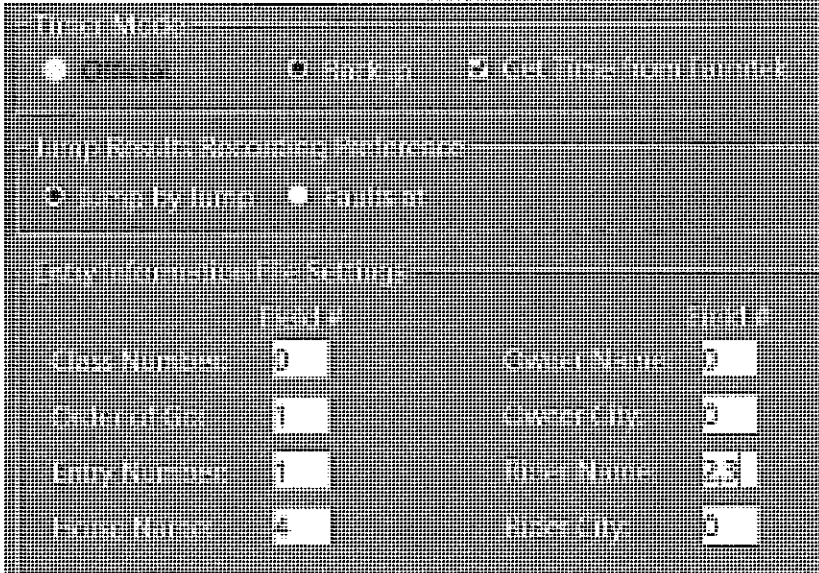
1. Log in to your clubs Global Entries Online (or other entry system) account and download the draw sheets of your classes and save them into the same folder. If you are unsure how to do this, see the Global Entries Online manual.
2. As you are saving the files, rename each file to 'Class 1', 'Class 2a' etc. Ensure that each file is saved in this format.
3. When you are done you should have a folder similar to this:



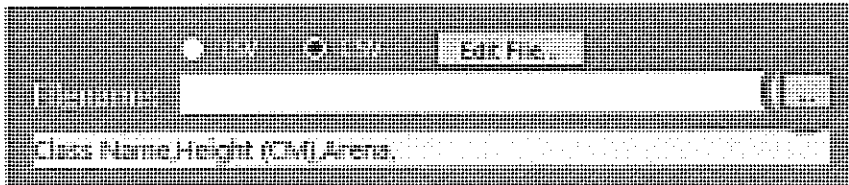
4. Open Jumper Judge Dashboard.
5. Click on the settings icon on the top right of the screen



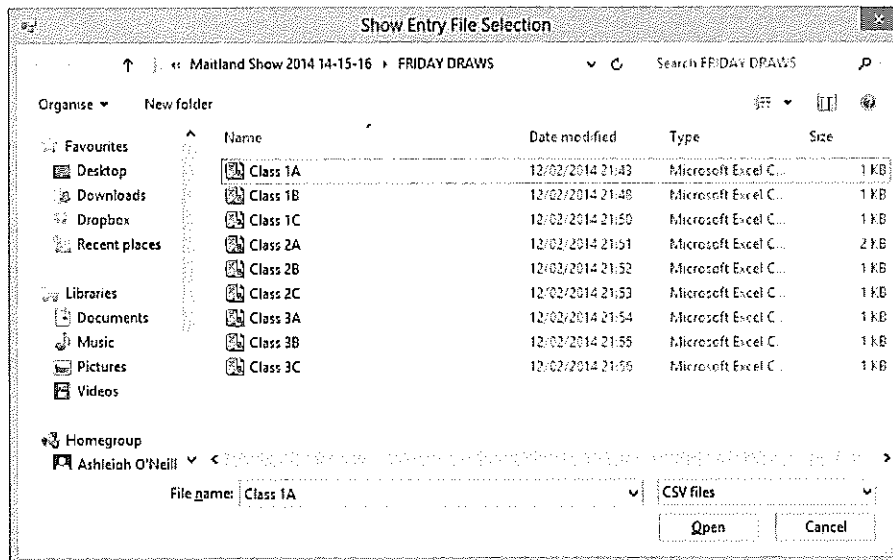
6. On the right hand side of the settings page, you will need to fill in the 'Entry Information File Settings' section. In draws from Global, the riders draw number is in the 1<sup>st</sup> column of the spreadsheet, so you type '1' in to the Entry number box. The horse name is in the 4<sup>th</sup> column, so you type '4' in the Horse Name box and so on. The rider name in Global is split over two columns (column 2 and 3) so in this instance you would type '2,3' as pictured below. This will work for any draw in CSV file whether from Nominate or written manually, as long as each field is in a separate column.



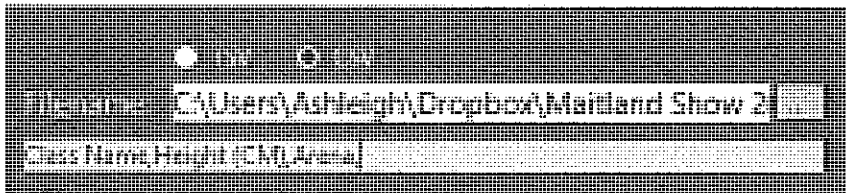
7. In the next section, ensure that 'csv' is selected and then click on the browse (...) button.



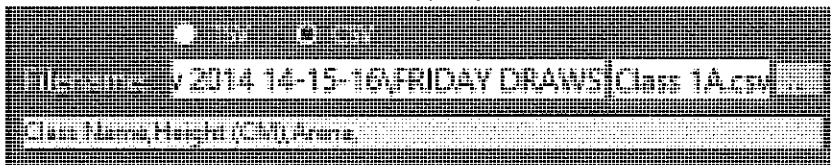
8. Navigate to the folder where your draws are saved. Select the first class and click 'Open'



9. It will now look something like this:



Click on the text and scroll across until you get to the file name:



The next step is to replace the number, in this instance '1A' to '<class>'.

See example below:



It is important to ensure that no other text changes other than replacing the class number with '<class>' and that there is still a space between the word 'Class' and the code '<class>'.

10. Press OK to close the settings and you should now have the draws imported ready to go. You can test this by setting up the first class and going to the judge panel. Once you enter in a rider number their information should come up.

## Class Settings

Type of class	Table	Section	Other Options
<b>One round with Jump off</b> Eg. Article 238.2.2, Article 245.3 (AM5, AM7)	A	'JO'	
<b>One round against the clock</b> Eg. Article 238.2.1 (A2)	A	'No JO'	
<b>Two Phase Article 274.5.3</b>	A	'P&S'	'JO time faults at 1 per 4 seconds'
<b>Super Phase</b> Article 274.5.6	A	'P&S'	'JO time faults at 1 per 4 seconds' & 'Super Phase'
<b>Grand Prix over two rounds</b> Article 273 3.3.1 + 273 2.2, 4.3	A	No 'JO'	See 'Grand Prix Classes'
<b>Table C Article 239</b>	C	No 'JO'	

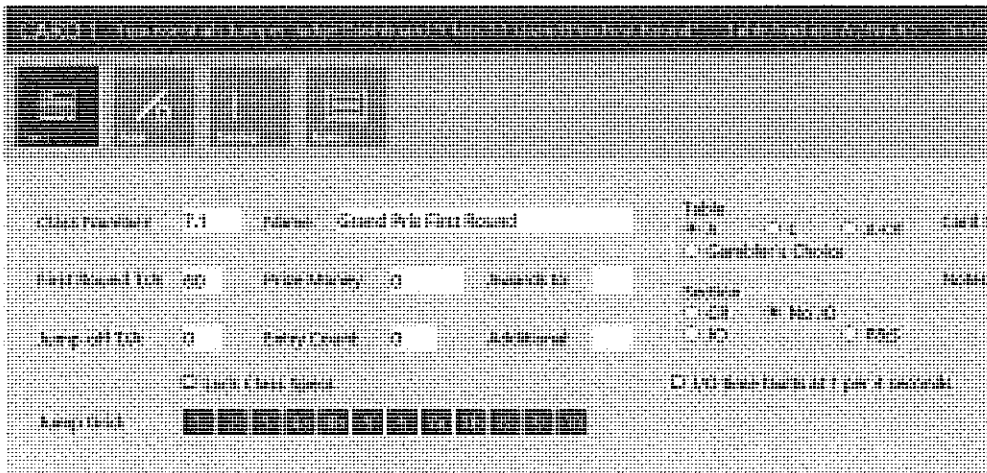
## Grand Prix competition over two rounds (Article 273)

In order to judge a Grand Prix competition over two rounds, each round must be scored on a separate card.

1. First, set up the first round card. The class number needs to identify the round of the class. For example, if you are setting up class 7, the first round will be called 7.1 and the second round will be 7.2.

Below is an example of how the first round set up should look.

Note: Remember to select 'No JO'



Before the class starts, you will need to set up a card for the second round. To do this, open JJD again from the start menu. Alternatively, you can click on copy to open a new copy of JJD, as you would for a class with multiple divisions. In this instance however, do not click 'paste' once the new card is open.

- Fill in the second card, remembering to add .2 to the class number (eg. 7.2).  
When you get to the jump grid, enter the first fence as 'CO'. This means 'Carry Over'. When you start to judge the second round, any faults the rider has in the first round will appear in this Carry Over field.  
Continue after CO with the 2<sup>nd</sup> round fences.  
Below is an example of how it should look.

- You can now return to the first round card and judge the class as normal.  
At the completion of the first round you can finalize the placings (see 'Finalizing a class') before moving over to the second round card.

On the second round card, click on judge and enter the first rider number as usual. When you press enter, you will see that the riders faults from the previous round have appeared. These will be added to the total faults at the end of the round.

Below is an example of a rider who had 4 faults in the previous round and a rider who had 0 faults in the previous round.

	Jump	Time	Time	Time	Jump Results
	Faults	Time	Penalty	Faults	
First Round:	0	0	0	0	
Jump-off:	0	0	0	0	

Entry Note:

Entry Action:

A total of 4 carry-over faults found for entry 1 from class 7.1

	Jump	Time	Time	Time	Jump Re
	Faults	Time	Penalty	Faults	
First Round:	0	0	0	0	
Jump-off:	0	0	0	0	

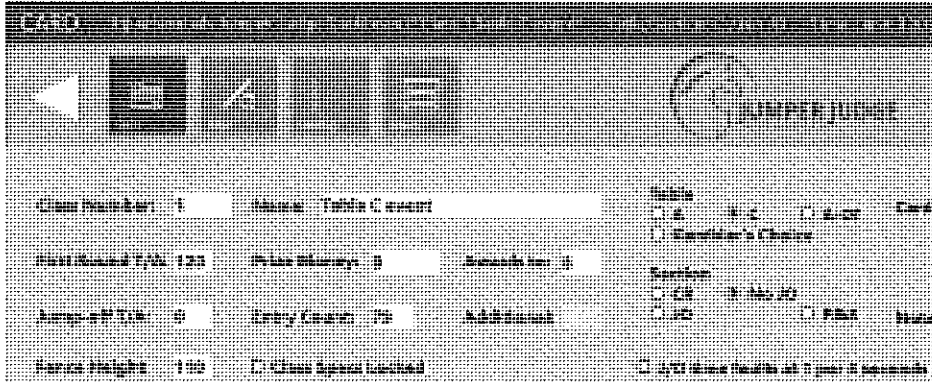
Entry Note:

Entry Action:

A total of 0 carry-over faults found for entry 2 from class 7.1

## Table C Competition

- The class settings should be as follows:  
 Table = Table C  
 Section = No JO  
 First round T/A = Set to the TIME LIMIT

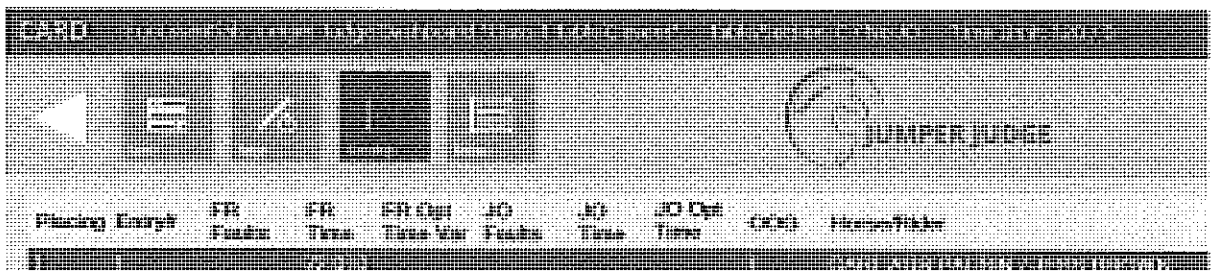


- To score the event, use the enter key or 'clean' button for a clean jump as usual, and a 4 or 'rail' button for a rail.  
 Refusals are not scored and therefore there is no need to enter them in to JJD.  
 Displacements should be entered as 'D' which will add 6 seconds to the time.

Below is an example of a rider who has had a rail at fence 3 and a displacement at fence 8.



- The penalties will be added to the time once the record/save button is pressed. You can see from the standings page that this rider now has a time of 72.01 once the 10 penalties have been converted to seconds and added.





## Recording Jump Results with Keypad

<b>Results at a Single Fence</b>	<b>Entered as</b>	<b>Recorded as</b>
clean jump	<Enter key>	-
rail down	4	4
refusal	4 <ctrl key>	(4)
refusal followed by rail down	4 <ctrl key> 4	(4)4
refusal with displacement	4 <ctrl key> D	(4)D
Second refusal on course	8 <ctrl key>	(8)
second refusal at the same fence	4 <ctrl key> 8	(4)8
rail down twice at same jump (re-jump after refusal in combination)	44	4 4