

Archery GB Virtual Competitions – Ianseo App Guidelines

Scores for all Archery GB virtual competitions are submitted via the Ianseo Scorekeeper app. The mobile app is free and simple to use and has the added benefit of your results being instantly sent to Archery GB.

Search the Google Play Store or the Apple App Store for the *lanseo Scorekeeper NG* app.

iOS Link:

https://apps.apple.com/gb/app/ianseo-scorekeeper-ng/id1631394400

Android Link:

https://play.google.com/store/apps/details?id=net.ianseo.scorekeeperng&pcampaignid=web_share

After you have registered for entry into a virtual competition, you will be sent a scorecard with a unique QR code. Each virtual competition you enter will require its own scorecard.

You can either take the scorecard to the field, fill it in, and then transpose the information to the app later, or take both the app and the scorecard to the field and fill in the app as you shoot.

How to enter your scores for virtual competitions



Open the lanseo Scorekeeper NG app.

From the setup screen, click on the *Setup app using a QR code* button.

Scan the QR code at the bottom of your scorecard under the 1st distance by aligning the QR code within the box on the screen.



12:27 ◀ App Store		- I ? 89		
E [00rt] Scorekeeper NG				
Settings	Advan	ced		
♀ Connection		^		
Competition Code	e * AGBJAN24 1990			
Url * https://a	agbscores.ddns.net/			
Stage	Qualifications	\$		
Session	Session 1	\$		
Target	1	\$		
Distance	2: 20y	\$		
	Save			
Language		~		
ලිමු QR codes		~		
Context functions		^		
Docot				

Please make sure you check the details all match the virtual competition you have entered and then press the *Save* button.

You will need to scan the first half and second half scorecards separately, repeating this step as you shoot each half of the round.



Tap on your name to open up the scoring screen.

Use the number buttons to add your first end of scores. If you make a mistake, you can tap on an arrow value, and it will turn yellow. Enter the correct value.



		•1	
0rt] Scorel	keeper NG		0
January Ch	allenge		-
			1
: 1		Distanc	e: 20y-1
TTS Robe	rt		324
2	3	End	Total
9	9	27	270
			-
	00rt] Scorel January Ch 1 TTS Robe 2 9	00rt] Scorekeeper NG January Challenge 3 1 TTS Robert 2 3 9 9	DOIT] Scorekeeper NG January Challenge 1 Distance TTS Robert 2 3 End 9 9 27

After each end of 3 (or 6) arrows have been entered, you will be returned to the summary screen that shows the total for that end.

To enter the next and each of the following ends, click on your name again and it will move back to the scoring screen.

12	:40		
	SCOREKEEPER	¢	
		nce: 20y-2	
	Start page		
ණ	Settings		
?	Help		
í	About		
¢	Close menu		
Versi	on: 1.2.4		
Devi	ce ID:		
D371	8440-8AE2-4980-89B8-9DD518E46A13		

To scan the QR code for the second half of your round, click the menu icon at the top left of your screen and select *Start Page* to return to the start screen, where you can scan a new QR code.



When you scan the QR code on the second half of your scorecard, you will see the distance appear in the top right, followed by a 2.

In the example, it shows 20y-2, which is the second half of a Portsmouth round.

Once you have completed each half, the score is automatically sent to Archery GB – you don't even need to find a submit button!