



MANUAL - 2018

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1. Register account
2. Once approved you will receive an email and can login
3. Visit ADMIN and ADD:
 - a. COMPETITIONS
 - b. SOCIETIES/COUNTRIES
 - c. TEAMS

COMPETITIONS	All Seasons	ADD COMPETITIONS
No competitions		
COUNTRIES/SOCIETIES		ADD COUNTRIES/SOCIETIES
No Countries/Societies		
TEAMS	All Competitions	ADD TEAMS
No Teams		

4. Send out registration for all REFEREES, REF COACHES, TMO's and TEAM COACHES.
5. All new registrations will be received through your email account to ENABLE.
6. Once enabled, go to the ADMIN / MEMBERS section, select the member's edit button and in the COMPETITIONS cell, be sure to check the competition/s they will be active in. SAVE MEMBER INFO.

Register account - Once approved you will receive an email and can login

NEW REPORT - BEFORE THE MATCH

1. Select NEW REPORT
2. Select DATE, COMPETITION, ROUND, TMO (if assigned), REF COACH (if assigned), Home Team, Away Team. Choose the team colors from the drop menu to assist you in identifying teams and trends.

Select Date		Select Competition		Select Round		Save Report	
Select Referee		Select TMO		Select REF COACH		Notify Members	
Home Team		Away Team		AR1	AR2	Upload Video	
	1st Half	2nd Half	Total		1st Half	2nd Half	Total

3. SAVE REPORT - the UPLOAD VIDEO link will appear on the report.

4. COMPETENCIES:

- a. Select COMPETENCIES you are currently working on.
 - b. It is recommended that you focus on one to three only.
 - c. When you select them pre-match, they will be displayed in LIGHT GREEN
5. Complete your PRE-MATCH & FOCUS AREAS

Referee Self-Review								
Pre-Match & Focus Areas								
ESP	View Expanded Competencies		Performance					
TECHNICAL	ESTABLISH BEHAVIOR	LINEOUT/MAUL	FAIR CONTEST	MAUL FORMATION	MAUL DEFENSE	MANAGEMENT		
		SPACE	SET PIECES	RUCK/MAUL	IN FRONT OF KICKER	GOAL LINE		
		SCRUM	SET UP	FAIR CONTEST	MANAGEMENT	BALL OUT %		
		BREAKDOWN	TACKLER, T ASSIST	TACKLED PLAYER	GATE/ON FEET	QUICK BALL		
		FOUL PLAY	DANGEROUS PLAY	OBSTRUCTION	UNFAIR PLAY	REPEAT INFRINGE		
STRATEGIC	EFFECTIVE ADVANTAGE		SCRUM	PENALTY	COMMUNICATION	UNDER PRESSURE		
	BIG DECISIONS		CARDS	PENALTY TRIES	PRESSURE	PROBABLE OUTCOME		
	EMPATHY & MATERIALITY		COMMUNICATION	MANAGEMENT	RAPPORT	MATERIALITY		
	CONTEXTUAL REFEREEING		AWARENESS	MOMENTUM	REWARDS DOMINANCE	IDENTIFIES NEGATIVE PLAY		
	ATTAINING BALANCE		SET STANDARDS	EVEN APPLICATION	ACCEPTANCE	UNIFORMITY		
Referee Comments [+]		Select Unit						

UPLOAD VIDEO

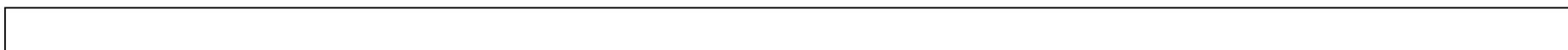
1. You would need to download the video to your computer.
2. Select UPLOAD VIDEO.
3. Drag/select file/s - any members can upload videos.
4. Keep the page open until the process is completed.

NOTE: If you have issues during the encoding process, the video may be corrupt and needs to be re-saved through HANDBRAKE (see below)

Upload Progress 1: 61%

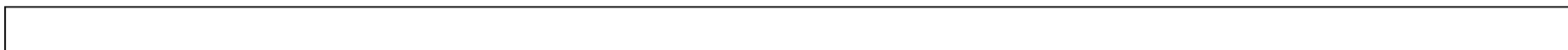


Upload Progress 2:



Pause

Encoding Progress:



Please wait until the upload and encoding processes are complete before leaving the page.

CONVERT and DOWNLOAD a YouTube/Vimeo video - NOTE: Vimeo videos have to be public - Visit ClipConverter.cc

1. Paste your video web address/URL at 'Video URL' and press Continue.
2. Select the format MP4.
3. If you want to download a section of the video only, add the beginning and end time.
4. Press the 'Start' button at the bottom to start the conversion.
5. This may take several minutes. After the conversion is finished, you can download the converted file to your computer.

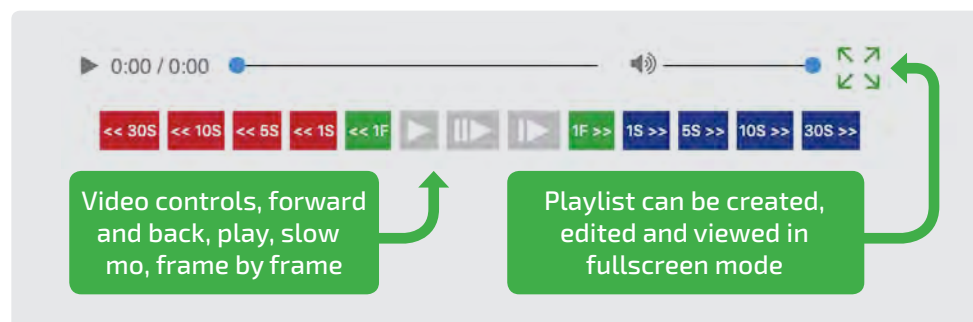


1. To reduce the UPLOAD time, reduce your video file size with HANDBRAKE that can be downloaded free at handbrake.fr
2. Use the default settings, except change RF to 20

CREATE PLAYLIST

1. Select CREATE PLAYLIST

- The REFEREE creates their playlist
- The REF COACH creates their playlist
- The two playlists are combined and appear in order of the timeline of the match.



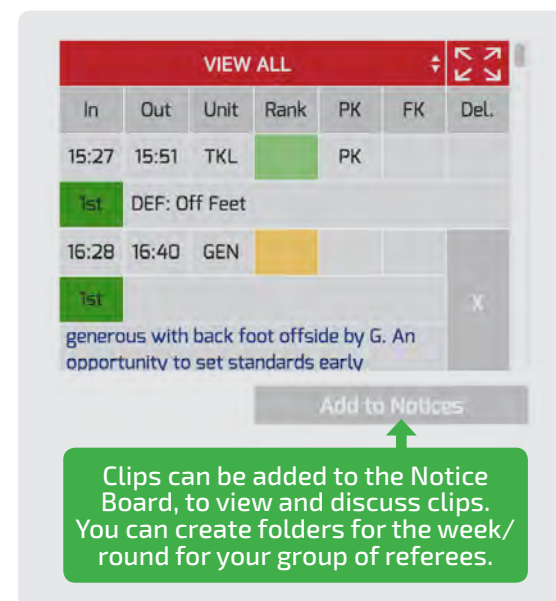
2. The REFEREE creates playlist items/clips for the following:

- PK and FK
- Scrum: If a scrum is reset, select SCRUM RESET on the first scrum that is reset.
- Lineouts (include mauls from lineouts)
- Advantage: When you select ADVANTAGE PK NOT GAINED, the system will automatically prepare the next entry for the PK with the same time in and out.
- Yellow/Red Cards
- Incorrect Non-Decisions
- Scoring

On average, this amounts to 70-90 playlist items.

If the REFEREE misses entries, the REF COACH can add them.

The KEY to your development, is in the RANK of clips. Normally, PERFORMANCE REVIEWERS would record errors, but in ADVANTAGE™ you are encouraged to identify development areas in the YELLOW ranked clips. They should represent Difficult-to-Follow/Immaterial/Unnecessary decisions or non-decisions.



MATCH STATS/DATA are recorded by the playlist entries - Units can be expanded to view detailed information

SCORE		10	10	28	14	38	24	Foul Play PK ▾		0	0	3	3	6
PKs		3	5	5	8	21		General PK ▾		0	1	0	0	1
FKs		1	0	3	0	4		Scrum		1	3	4	3	11
TMO Decisions ▾		0	0	0	0	0		Scrum PKs ▴		0	2	1	0	3
Tackle PK ▴		2	1	0	5	8		DEFENSE	LH Hinge	0				0%
DEFENSE	Tackler	0					TH Collapse		0					
	Tackler Assist	0							0					
	Gate Entry	1								0				
	Off Feet	3												
ATTACK	Holding On	4	0	0	0									
	Gate Entry	0												
	Off Feet	0												
Ruck PK ▴		1	1	1	0	3		ATTACK <td>LH Hinge</td> <td>1</td> <td colspan="3" rowspan="8"></td> <td rowspan="8">100%</td>	LH Hinge	1				100%
DEFENSE	Side Entry	0					TH Collapse		1					
	Off Feet	0							0					
	Hands In	0								0				
	Offside	3												
ATTACK	Side Entry	0	0	0	0	1								
	Off Feet	0												
	Hands	0												
Lin/Maul PK ▾		0	0	0	0	0		Scrum FKs ▾		1	0	2	0	3
Lin/Maul FK ▾		0	0	1	0	1		Scrum Resets		0	5	0	3	8
Yellow Cards ▾		0	0	0	2	2		Scrum Ball Out		0%	13%	25%	50%	26%
Red Cards ▾		0	0	0	0	0		ADV: Scrum		1/1	0/0	1/1	0/0	100%
								ADV: Penalty		3/3	0/1	0/1	1/2	57%
Red Cards ▾		0	0	0	0	0								

ADD REPORT COMMENTS

Both the REFEREE and REF COACH select Units that you would like to comment on. These comments are visible by team coaches and should be more focused on general comments and referee coaching.

ESP	View Expanded Competencies		Performance			
TECHNICAL	ESTABLISH BEHAVIOR	LINEOUT/MAUL	FAIR CONTEST	MAUL FORMATION	MAUL DEFENSE	MANAGEMENT
		SPACE	SET PIECES	RUCK/MAUL	IN FRONT OF KICKER	GOAL LINE
		SCRUM	SET UP	FAIR CONTEST	MANAGEMENT	BALL OUT %
		BREAKDOWN	TACKLER, T ASSIST	TACKLED PLAYER	GATE/ON FEET	QUICK BALL
		FOUL PLAY	DANGEROUS PLAY	OBSTRUCTION	UNFAIR PLAY	REPEAT INFRINGE
STRATEGIC	EFFECTIVE ADVANTAGE		SCRUM	PENALTY	COMMUNICATION	UNDER PRESSURE
	BIG DECISIONS		CARDS	PENALTY TRIES	PRESSURE	PROBABLE OUTCOME
	EMPATHY & MATERIALITY		COMMUNICATION	MANAGEMENT	RAPPORT	MATERIALITY
	CONTEXTUAL REFEREEING		AWARENESS	MOMENTUM	REWARDS DOMINANCE	IDENTIFIES NEGATIVE PLAY
	ATTAINING BALANCE		SET STANDARDS	EVEN APPLICATION	ACCEPTANCE	UNIFORMITY
Referee Comments [+]		Select Unit				


CMO: Steve Lander		Create Playlist		
Description of the Game				
CMO Comments [+]	Select Unit	⬆		

REVIEW COMPETENCIES

The REFEREE and REFEREE COACH then complete the COMPETENCIES section.

If you feel a selected COMPETENCY needs more work, then click it to DARK GREEN. If a current COMPETENCY is considered achieved and your focus should change, then retain the LIGHT GREEN to indicate that it has been achieved. Be sure to only select the main focus areas moving forward, two to three at most.

In this example, SCRUM "SET-UP" is considered as mastered (and is retained as LIGHT GREEN), and FOUL PLAY "DANGEROUS PLAY" and CONTEXTUAL REFEREEING "AWARENESS" are continuing to be focus areas. In addition, BIG DECISIONS "CARDS" has been added. They are all selected to be DARK GREEN.

ESP	View Expanded Competencies		Performance			
TECHNICAL	ESTABLISH BEHAVIOR	LINEOUT/MAUL	FAIR CONTEST	MAUL FORMATION	MAUL DEFENSE	MANAGEMENT
		SPACE	SET PIECES	RUCK/MAUL	IN FRONT OF KICKER	GOAL LINE
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	CONTEXTUAL REFEREEING		AWARENESS	MOMENTUM	REWARDS DOMINANCE	IDENTIFIES NEGATIVE PLAY
	ATTAINING BALANCE		SET STANDARDS	EVEN APPLICATION	ACCEPTANCE	UNIFORMITY
Referee Comments [+]		Select Unit 				

PUBLISH REPORT

Once the report is completed, select PUBLISH REPORT. The report will now be visible to team coaches, except the comments on the playlist.

HOME PAGE

Contains all your match information, including your linear growth competencies/development areas, your match performance, and your performance progression.

LINEAR GROWTH DEVELOPMENT AREAS

View your latest competencies mastered and current work-ons.



Referee Union

DEVELOPMENT AREAS : **ESP**

	Referee				Ref Coach
TECHNICAL	LINEOUT/MAUL	FAIR CONTEST	MAUL FORMATION	MAUL DEFENSE	MANAGEMENT
	SPACE	SET PIECES	RUCK/MAUL	IFOK	GOAL LINE
	SCRUM	SET UP	FAIR CONTEST	MANAGEMENT	BALL OUT %
	BREAKDOWN	TACKLER, T ASSIST	TACKLED PLAYER	GATE/ON FEET	QUICK BALL
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	EMP / MATERIALITY	COMMUNICATION	MANAGEMENT	RAPPORT	MATERIALITY
	CONTEXTUAL	AWARENESS	MOMENTUM	REWARDS DOMINANCE	IDENTIFIES NEG. PLAY
	BALANCE	SET STANDARDS	EQUAL OPPORTUNITY	ACCEPTANCE	UNIFORMITY

All Competitions ▾ All Seasons ▾ 10 9 8 7 6 5 4 3 2 1 All Matches

COMPETENCIES ACHIEVED FOR THE SEASON

You can also view all matches to see your competencies mastered for the season.



Referee Union

DEVELOPMENT AREAS : **ESP**

	Referee				Ref Coach
TECHNICAL	LINEOUT/MAUL	FAIR CONTEST	MAUL FORMATION	MAUL DEFENSE	MANAGEMENT
	SPACE	SET PIECES	RUCK/MAUL	IFOK	GOAL LINE
	SCRUM	SET UP	FAIR CONTEST	MANAGEMENT	BALL OUT %
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	CONTEXTUAL	AWARENESS	MOMENTUM	REWARDS DOMINANCE	IDENTIFIES NEG. PLAY
	BALANCE	SET STANDARDS	EQUAL OPPORTUNITY	ACCEPTANCE	UNIFORMITY

All Competitions ▾

All Seasons ▾

10

9

8

7

6

5

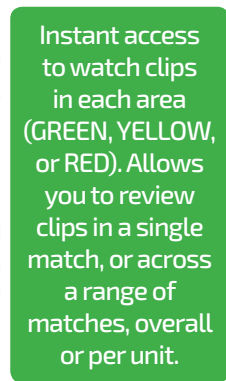
4

3

2

1

All Matches



PERFORMANCE PROGRESSION

Track your accuracy progress through the season, and compare to your peers.





MANUAL - 2018