SMS SUBMISSION OF GAME RESULT

Step 1:
You will receive an SMS message prior to the game
The message will look something like this………..

ID4743934, Karori: (Scorers:) Tawa: (Scorers:) NHS 1, 13:00, Kwik P2 Boys

(FixtureID)	(Team 1)	(Team 1 Scorers)	(Team 2)	(Team 2 Scorers)	(Venue)	(Time)	(Competition)

A correct SMS return from the above example would be

ID4743934, Karori:2 (Scorers:J Lee, M. Daly) Tawa:2 (Scorers:F Nonu, D Blackett) NHS 1, 13:00, Kwik P2 Boys

However the most important part above is the score, goalscorers can be added through the teamsheets if preferred.

Forward the full SMS back to the 4 digit number the SMS came from but first insert the scores and goalscorers in the proper positions. The Wellington Hockey results number is a random 4 digit number. You should remember this shortcode as it will be the number that it needs to be returned to for each SMS, you can also copy and paste the SMS back to the shortcode number if you so wish

The SMS will work without names of goalscorers but it will not work without a score for each team in the correct position. Please note if you are also returning goalscorers do not enter the apostrophe of a name like John O'Neill or it will break the SMS bind with the mobile carrier, use John O Neill instead and it will be accepted.

Note – If no goal has been scored enter the value 0. <u>Do not leave this space blank.</u> After a few seconds you will receive a text message confirming that the result was accepted. This message will tell you that the result was accepted, the website and League tables will be automatically updated.   .

If you are happy that you have the right result sent in. No further action is required on your part. The website will be updated with this information. If you get a System doesn't understand message please review what you have sent and resubmit, if you have entered the score for example the wrong way around please resubmit again and it will overwrite the previous SMS

Please remember that you are sending the SMS to a computer system – it will not understand anything other then an SMS in the correct formats

Important - Put in a zero (0) should there be no score. Note if a game was not played put the letter "C " into the score line position on each team
 (C = Cancelled)

Most Common errors

1/ **Do not delete any part of the message** – insert the score into the body of the message and send.

2/Make a note of the 4 digit short code as you will need this when sending the SMS back. It will be a random number generated by the SMS carrier

3/ If no goals are scored – you must put the number 0 in for scores – The computer is expecting a numeric value so you must put in the number 0

4/ Do not use the letter o instead of the number 0 or do not use the letter I instead of the number 1 – the score must be in numbers

5/ If a game is cancelled put the letter "C" into the score line. The system will recognise this as game not played

6/ Please ensure that the mobile phone does not insert FW: before the message.

Example of text returned in correct format

ID935071, Old Alexandra: 2 (Scorers: Joyce Leyden, Libby Simmington) Monkstown: 5 (Scorers: Katie Hutch, Klara Schuster, Kerry Cullen, Marie Hynes, Katie Hutch) Alexandra College, 11:00, 09/11/2012 Ladies Div 5