Meet Maestro Entry Edits

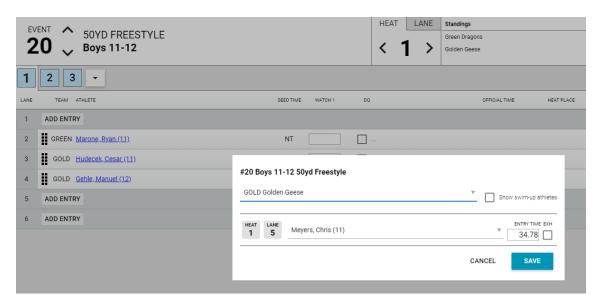
>>**Tip:** When many changes are needed by the visiting team, re-merging may be a more efficient option, but for a few changes you can do deck adds/removals directly within Meet Maestro as described in this article (o See the **SwimTopia Meet Entries - Ready to Merge** article for more on merging). The only time re-merging is required is if the athlete(s) you need to add were not already part of the team roster at the time of merge.

Covered in this Article:

- "ADD ENTRY" Individual Event
- Editing Individual Entries
- "ADD ENTRY" Relay Event
- Editing and Deleting Relay Entries
- Deck Change Notification

"ADD ENTRY" - Individual Event

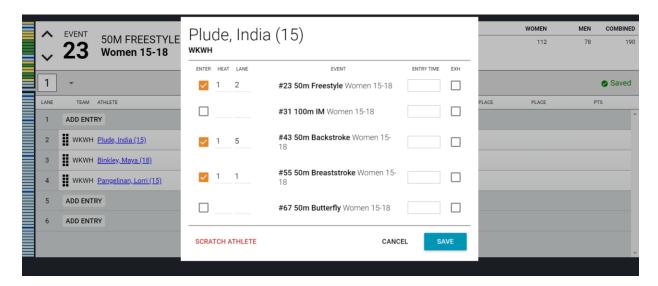
Clicking the "ADD ENTRY" button in any open lane within a heat opens a window to quickly add a swimmer to that heat and lane. In this window, select the desired team, then the desired athlete, input an entry time and click Save.



>>Note: when you "ADD ENTRY," it's expected that the computer operator has a specific athlete to enter in mind. Meet Maestro currently allows adding any swimmer on the roster, without regard to attendance selections in SwimTopia, or eligibility for participation. To crosscheck a swimmer's attendance/participation and seed times, you can either have another browser window open to each team's meet entries matrix screen in SwimTopia, or have the printed Meet Entry Matrix report handy.

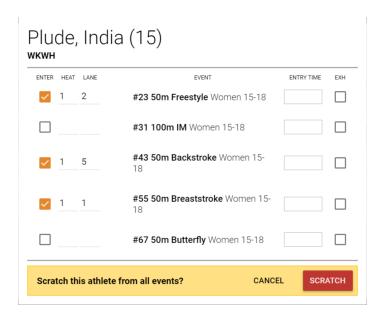
Editing Individual Entries

To edit any or all of the entries for any athlete, including **adding or removing** swimmers to/from events, click the linked Athlete Name.



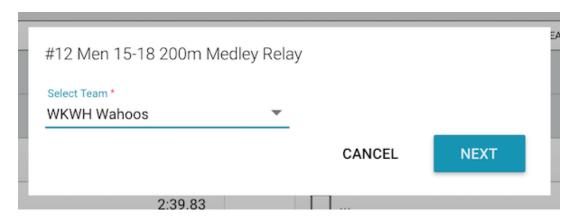
Adding: In the opened window check the box to ENTER an event, input desired heat, lane and entry time, then click Save.

Removing: Unchecking the box next to an event will remove the athlete from that event, and "Scratch Athlete" at the bottom of the box will scratch the athlete from all events in the meet. Clicking "Scratch Athlete" reveals a confirmation box to make sure you really mean to scratch the athlete.

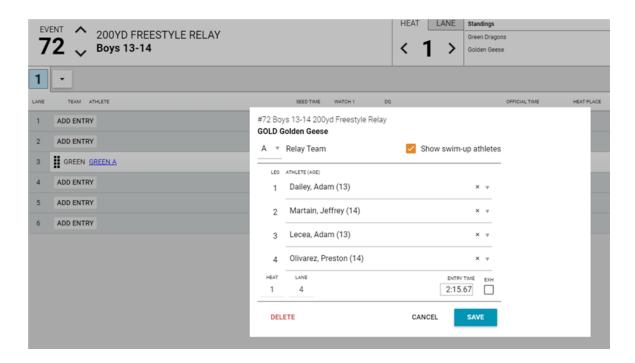


"ADD ENTRY" - Relay Event

When clicking the "ADD ENTRY" in a relay event, you'll be prompted to select a team on the first screen, then to select the swimmers for that team in a second screen.



In the second step of Adding a Relay, select the Relay Team letter (e.g. A, B or C) and the Relay Athlete for each Leg. Input an Entry Time and click Save.



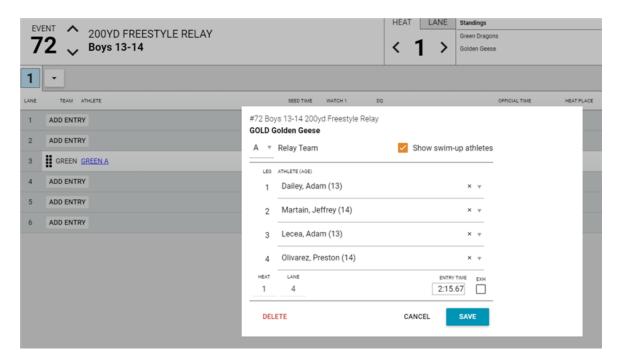
>> **Tip:** Hovering your mouse over the name of the Relay Team will display the names and ages of all relay athletes in leg order.



>>Note: when you "ADD ENTRY," it's expected that the computer operator has specific athletes to enter in mind. Meet Maestro currently allows adding all swimmers on the roster, without regard to attendance selections in SwimTopia, or eligibility for participation. To crosscheck a swimmer's attendance/participation and seed times, you can either have another browser window open to each team's meet entries matrix screen in SwimTopia, or have the printed Meet Entry Matrix report handy.

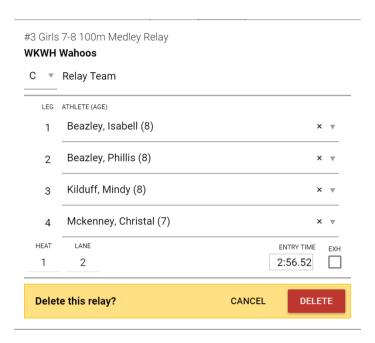
Editing and Deleting Relay Entries

Clicking the Relay Team name opens the Edit Relay interface.



Edit Entries: The Edit Relay interface makes it easy to switch out any of the relay team members or move teams to another heat/lane (example - diving board blocking lanes). The Heat/Lane fields are editable.

Delete Relay: Click the "Delete" button. Clicking "Delete" reveals a confirmation box to make sure you really mean to delete the relay.



Deck Change Notification

If an admin makes a meaningful change to an entry, such as adding a new entry, making a lane change, or changing to exhibition, the record/row will be marked with a 'red' dogear on the right side.

