

## History of S3

When I first join our local association way back in 1998, I noticed that the association had one very big problem. That problem was communication of information to the official. I solved that problem by building a website for our association. Then another problem presented itself. The scheduling of sports contests was a nightmare. I would get phone calls at work and at home almost every day and night. I knew there was a better way.

I built the first version of **S3 (Sports Scheduling System)** probably back in 2001. We have made a new version almost each year.

## Overview of S3

The software (written in ASP) runs on a web server. This means to use **S3** all you need is a connection to the Internet and a browser like Internet Explorer. All information for **S3** is stored in a Microsoft SQL Server Database.

We have Assignors and Officials. We are currently offering a free thirty day memberships to **S3**. Yearly memberships are offered for ten dollars per year.

The assignor enters the sports contest information (date, time, location, etc) into **S3**. The assignor will then assign officials to the contest. The assignor will only be allowed to work with officials that want to work in the area code of the contest and want to work that sport.

Officials enter their availability in **S3** so that the assignor may assign off of it.

When the assignor chooses an official an e-mail is sent to the official to convey the assignment. The official has the option to either decline or accept the contest on **S3**. This accepting of the contest can act as a binding contract with the official. When the official accepts the contest their availability is deleted so the assignor does not try to schedule the official again for that date.

## Functions for the Assignor

- All contests are kept on one screen for easy retrieval
- Color coding (blue for male and pink for female) of contest descriptions
- Color coding of officials being assigned to the contest (yellow), of the official accepting the contest (green) and no official assignment of the contest (red)

Example:

966	01/03/2005 Monday	05:15 PM	Freshman / JV Boys	Hononegah	Guilford
	Dave Reiter	Date Assigned:	10/24/2004	Date Accepted:	11/7/2004
	Kevin King	Date Assigned:	10/24/2004	Date Accepted:	11/13/2004

- Automatic e-mailing of contests assigned to the officials
- System generated reports that the assignor can run upon demand. An example might be a report that shows the number of contests that have been given out by the assignor
- Access to an official's roster complete with phone numbers and e-mail addresses
- Ability to change your phone numbers and e-mail address so the your officials can contact you if needed
- When assigning officials to a contest **S3** will color-code the official's name green to show that the official is available
- Show subsets of contests by home, location and event name (added 7/29/2005)
- Show officials that haven't accepted a contest or contests that haven't been assigned all on one screen (added 8/9/2005)
- Report showing officials availability by date range, by sport, by level and by area code (added 7/30/2005)

## Functions for the Official

- All of your **S3** game information is kept in a database so that you will not lose your games. You can add contests that you receive from outside of **S3**

Example:

2097	12/01/2005 Thursday	05:45 PM	HS Varsity Girls	North Boone	Alan Neese	1/10/2005	1/10/2005
					Scott Toleski	1/10/2005	1/10/2005
					Al Sharp	1/10/2005	1/10/2005

- E-mail reminders of your contests the day before and the day of your game
- Entering availability so that assignors can schedule contests for you
- Bulk availability screen can load availability for the whole year with one press of the enter key
- Complete rosters of other officials and assignors in your area code

Conclusion

This is just a highlight of all the capabilities of **S3**. We can't list of all them here. If you have any questions please feel free to send them to [sales@lockerroomtech.com](mailto:sales@lockerroomtech.com) .