Squadi - register a team.

Open your Squadi profile on either phone or laptop:

- Laptop Squadi sign in, go to ACTION button in top right corner, press it. Drop down menu provides option Register, press it. New screen displays + New Team Registration box, press it. New screen says Sign up to Competition, find Bunbury United SC logo, scroll down to find Registration Age Groups, select your team's age group. At bottom of screen click on SIGN UP TO COMPETITION. Follow the instructions after point 7. from below.
- Phone Squadi app:
 - 1. In the first screen, go to **More** tab (bottom right corner) click on this tab.
 - 2. Next screen

Scroll down and find Register Profile, click on it.

3. Next screen, ignore Tournament Player.

Find the second box that says.

+ Team Registration

For all team and club admins registering teams.

Click on this box.

4. Next screen says Sign up to Competition.

Add postcode 6230.

Press **SEARCH** button.

Organisation Name

Press PRESS SELECT button.

Scroll down and choose **Bunbury United SC** (8th club on the list)

- 5. Next screen shows the club logo, click on Bunbury United SC logo.
- 6. Next screen says Membership Details

Look for box Registration Age Groups

Scroll down and chose your age group.

Scroll down and find **SIGN UP TO COMPETITION**, click on it.

7. Next screen says Participant Details

Enter Your Details

Person Registering Role

Choose your Role.

Enter details.

Scroll down to bottom look for Team Details

You can add players here or press **NEXT.**

8. Next screen says **Additional Information**

Enter details.

Press SIGN UP TO COMPETITION

9. Next screen says Participants.

Answer questions.

Click on **CONTINUE**

10. Next screen says **SECURE PAYMENT OPTIONS**

Chose Direct Debit or Credit Card

Press **SUBMIT**

If you need assistance, contact:

Marina Quain

Carnival Administrator Bunbury United SC

Email: bunburycarnival@outlook.com

Mobile: 0417 708 600

Football West

Club Support

Email: clubsupport@footballwest.com.au

Phone: (08) 6181 0700