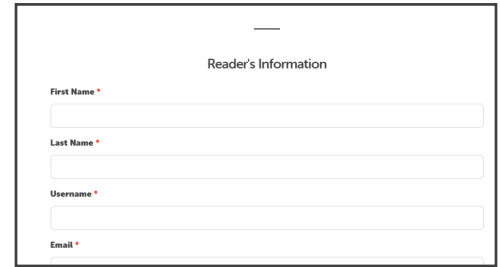
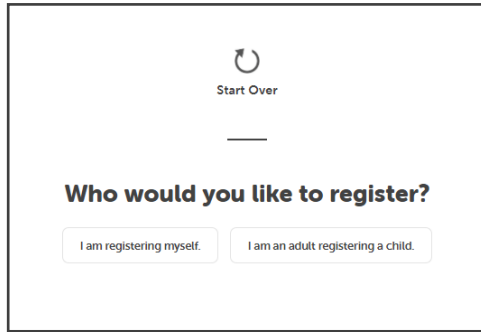
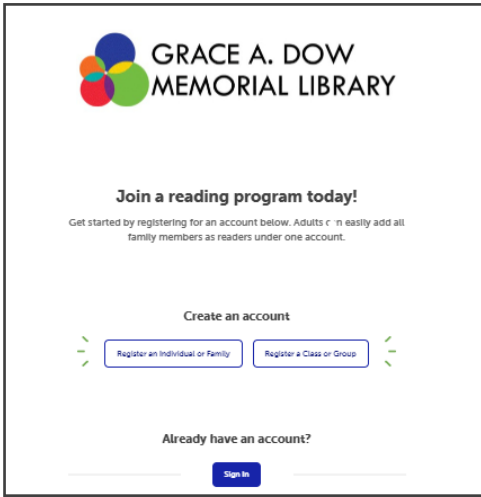


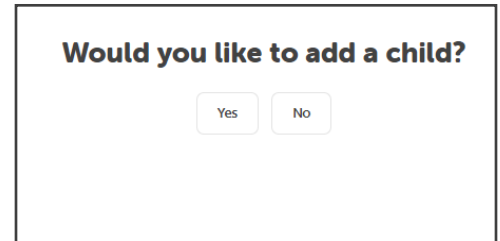
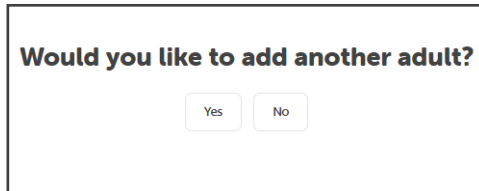
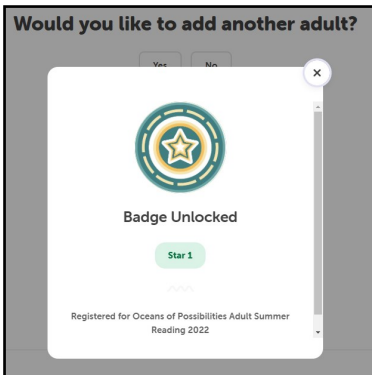
beanstack Website/Computer Signup and Joining a Challenge



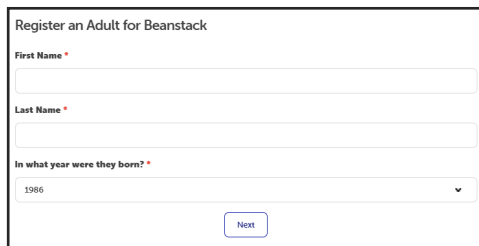
1. Visit gadml.beanstack.org in your browser. Returning users click "Sign In." New users: Click "Register an Individual or Family."

2. Click "I am registering myself."

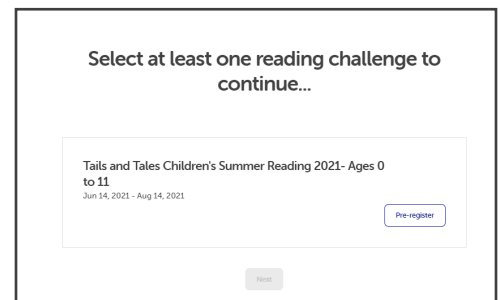
3. Fill in information for yourself.



4. You will get a message confirming that you are registered for the Adult Summer Reading Challenge.

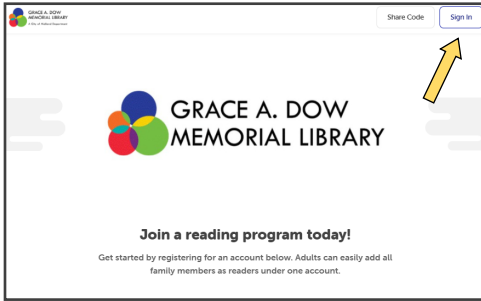


5. If you have another adult to add, click "Yes" and fill in their information. Otherwise, click "No."

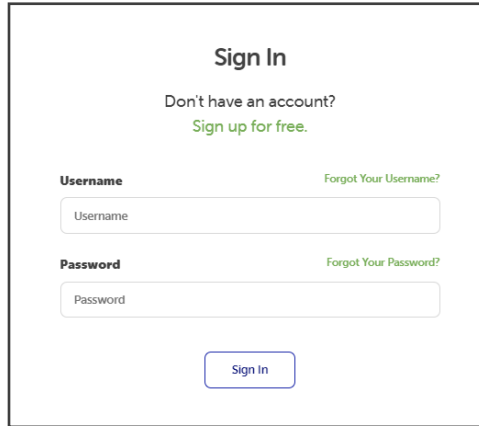


6. If you have a child to register, click "Yes" and fill in their information. If not, click "No." Once you have all of your readers registered, you'll be ready to start logging reading days and books!

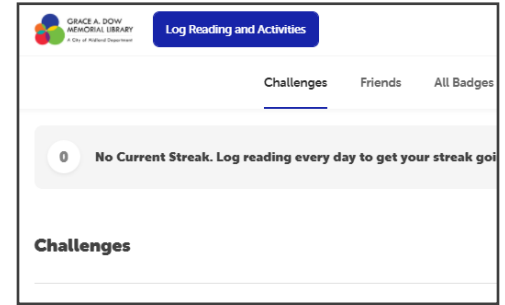
beanstack Website/Computer Logging



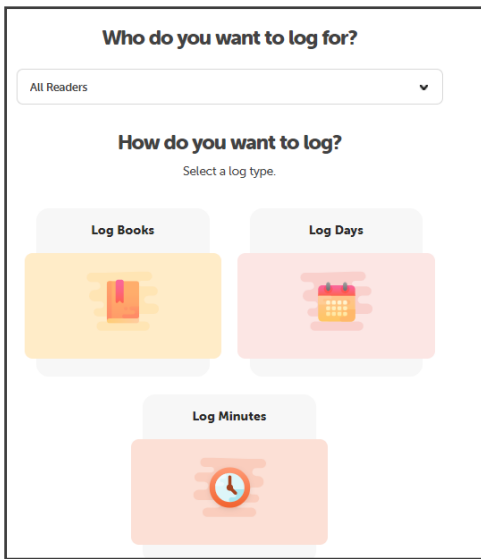
1. Visit gadml.beanstack.org in your browser. Click “Sign In” in the upper right corner.



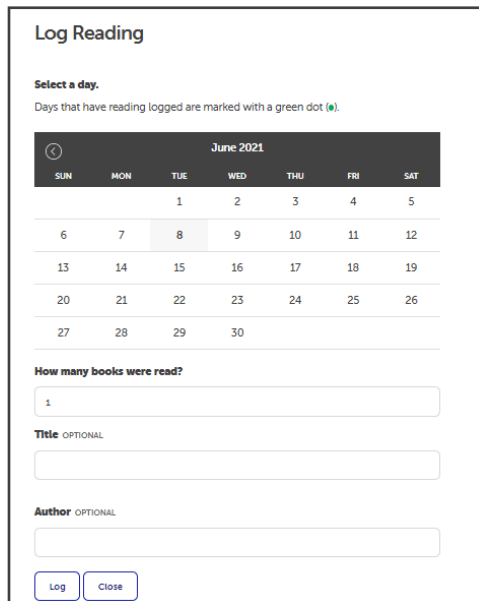
2. Sign in with your username and password.



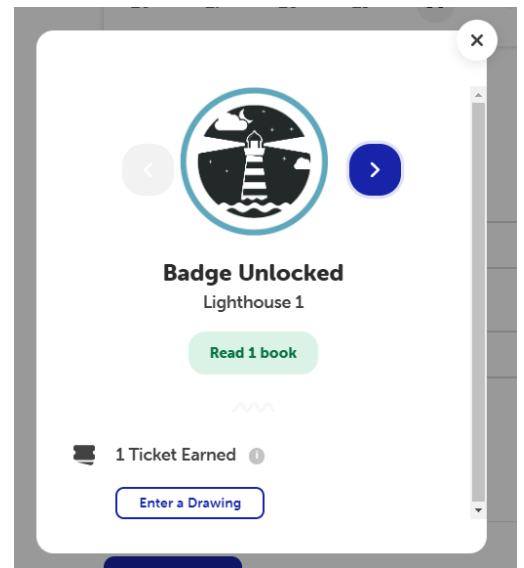
3. Click the blue “Log Reading and Activities” button in the upper left corner.



4. In the dropdown menu, select the reader for whom you want to log participation. Adult Summer Reading participants should click “Log Books.”

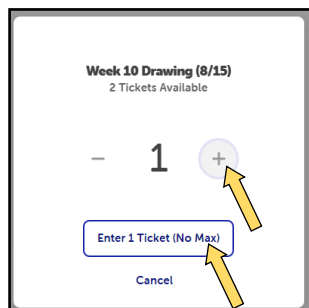
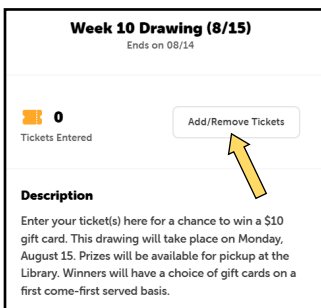


5. Log Books by choosing the day you finished your book(s), how many books you finished, and (optionally) their titles/authors. Click “Log” to log the reader’s books. Click “Close” to close the logging screen.



6. To enter the weekly prize drawing, click “Enter a Drawing.”

(If you have closed this window, you can also click “Challenges” from the main screen, then click “Oceans of Possibilities.” Then, on the next screen, click “Ticket Drawings” — and click the drawing you want to enter.)



7. If you have available tickets, click the “Add/Remove tickets” button and allocate the number you want to enter into this drawing.

Questions? Please contact the library at 989-837-3449 or by email at askgadml@gmail.com.

