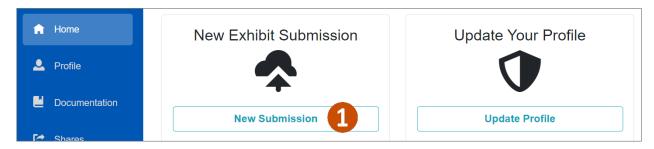


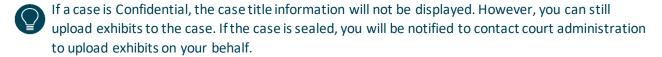
QRG - Uploading Exhibits

Upload exhibits

1. From the Home page, click New Submission.



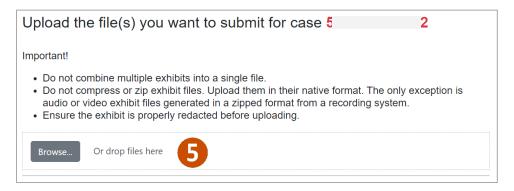
- 2. Type the Case Number where you are submitting an exhibit.
- 3. Click Search.



4. Once a valid case has been located, click **Select Case**.



5. Drag and drop exhibit files from your local or shared drive or click **Browse** to find the files.



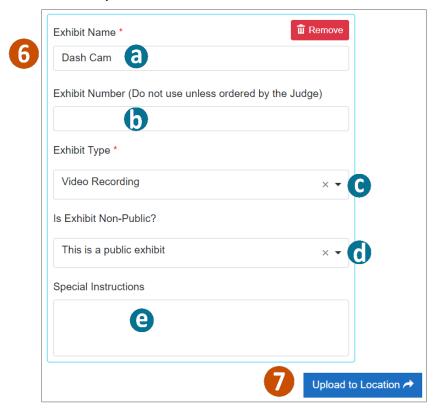


QRG - Uploading Exhibits

- 6. Complete exhibit details:
 - a. Change the **Exhibit Name** to make corrections or if you'd like it to be more descriptive.
 - b. If the judicial officer has ordered a specific numbering scheme, you may type it in the **Exhibit Number** field, but this is not required.
 - c. Select the **Exhibit Type**: Document, Image, Video Recording, or Audio Recording.
 - d. Choose if the Exhibit is Non-Public.
 - e. Type any Special Instructions.
 - Repeat steps 5 and 6 if there are multiple exhibits for this case; they each display in separate tiles on the screen.
- 7. If you uploaded the exhibit in error, click **Remove.**

Or

Click Upload to Location.





QRG - Uploading Exhibits

View recent exhibit submissions

- 1. From the Home page, view the last 10 exhibits submitted through the portal along with the following identifying information:
 - a. Case Number: Shows the case file in which the exhibit was uploaded.
 - b. **Description**: Shows the name given to the file at the time of upload.
 - c. **Exhibit Type**: Shows the exhibit type selected at the time of upload.
 - d. Status: Shows which exhibits have been submitted and which have been offered.
 - e. **Tracking #**: Shows the number the system has assigned to the exhibit at the time of upload.
 - f. **Uploaded**: Shows the date that the exhibit was uploaded into the system.
 - g. **Deleted Date**: Shows the date an exhibit was deleted after a deletion request was sent.
 - h. Deleted By: Shows name of the user who deleted the exhibit.
 - i. Click View All Submissions to see all exhibits you have submitted in MNDES.

