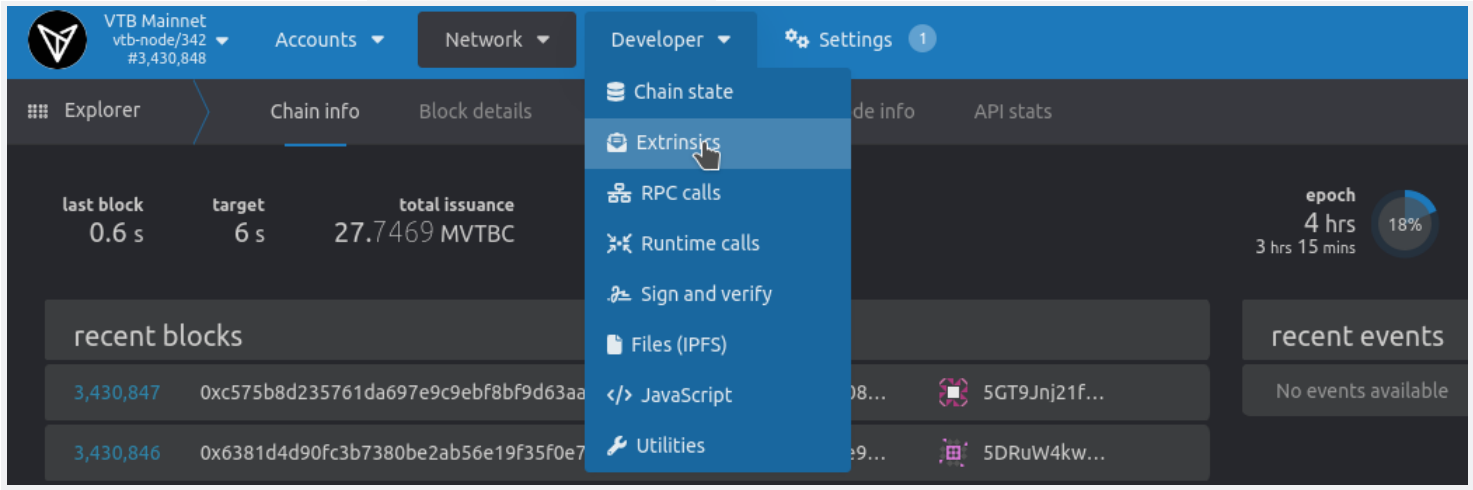
Using nomination pools from the PolkadotJS UI

Nomination pools is a way for people to collectively express their support for one or more validators. The pool nominator is responsible for selecting suitable validators to nominate. All stake of pool members goes to support the same set of validators selected by the pool nominator.

Creating a pool
Go to this like and go to `Developer → Extrinsics` section.



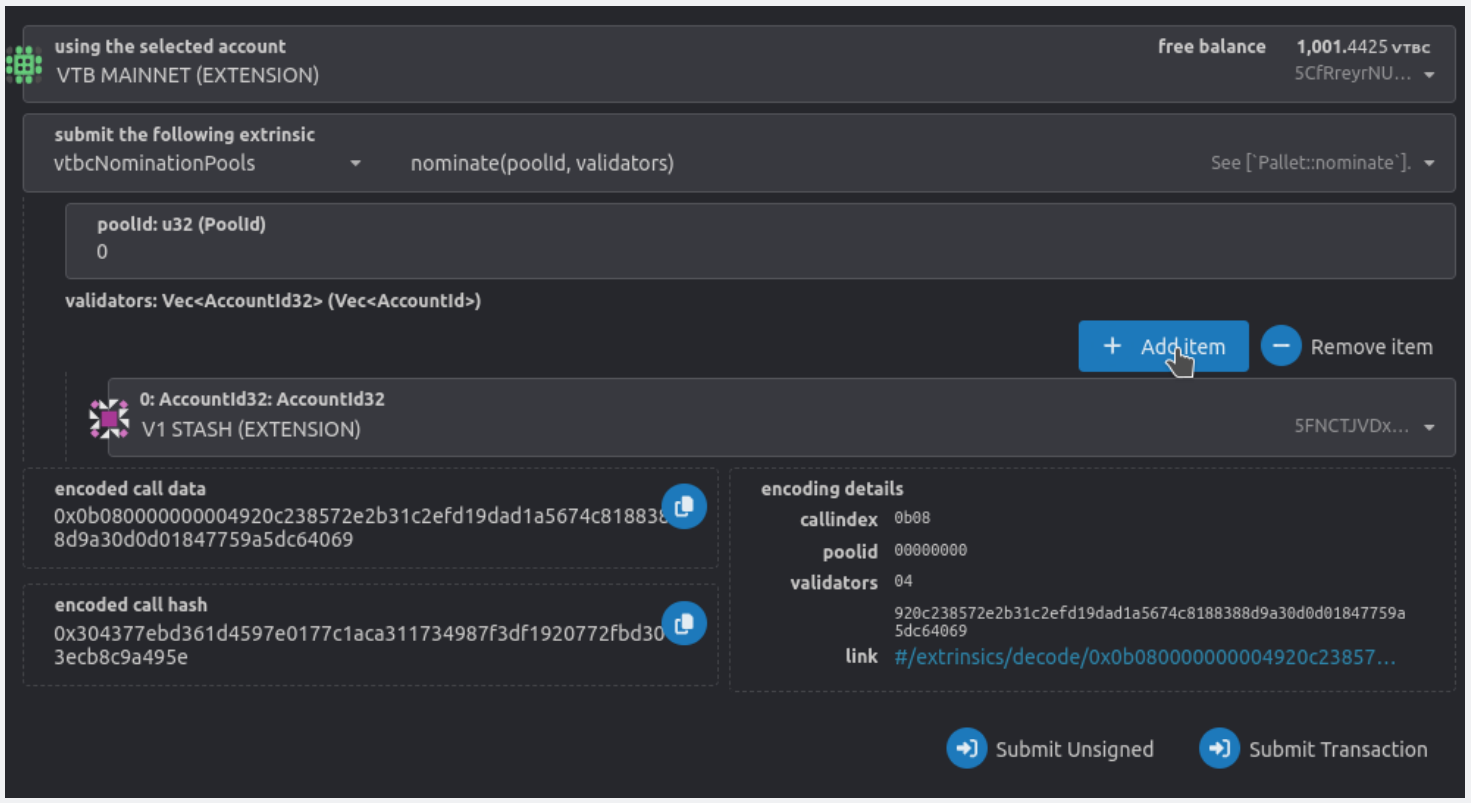
Select your account in `using the selected account` field. In `submit the following extrinsic` field select `vtbcNominationPools` from the left drop down and select `create(amount, root, nominator, bouncer)` from the right menu.

The extrinsic requires the following inputs:

- `amount` - The amount of tokens to bond in the nomination pool. This must be at least 10 VTBC.
- `root` - An account that can change the nominator, bouncer, or itself. Further, it can perform any of the actions the nominator or bouncer can.
- `nominator` - An account that can select the validators that the pool nominates.
- `bouncer` - An account that can change the pool's state and kick (permissionlessly unbond/withdraw) members if the pool is blocked.

Select/input the desired values and sign the transaction by clicking `Submit Transaction` .

Nominating validators on behalf of the pool
An account that has the role of `Nominator` or `Root` can nominate on behalf of the pool.
Go back to the extrinsics section and select `vtbcNominationPools → nominate(poolId, validators)` extrinsic.



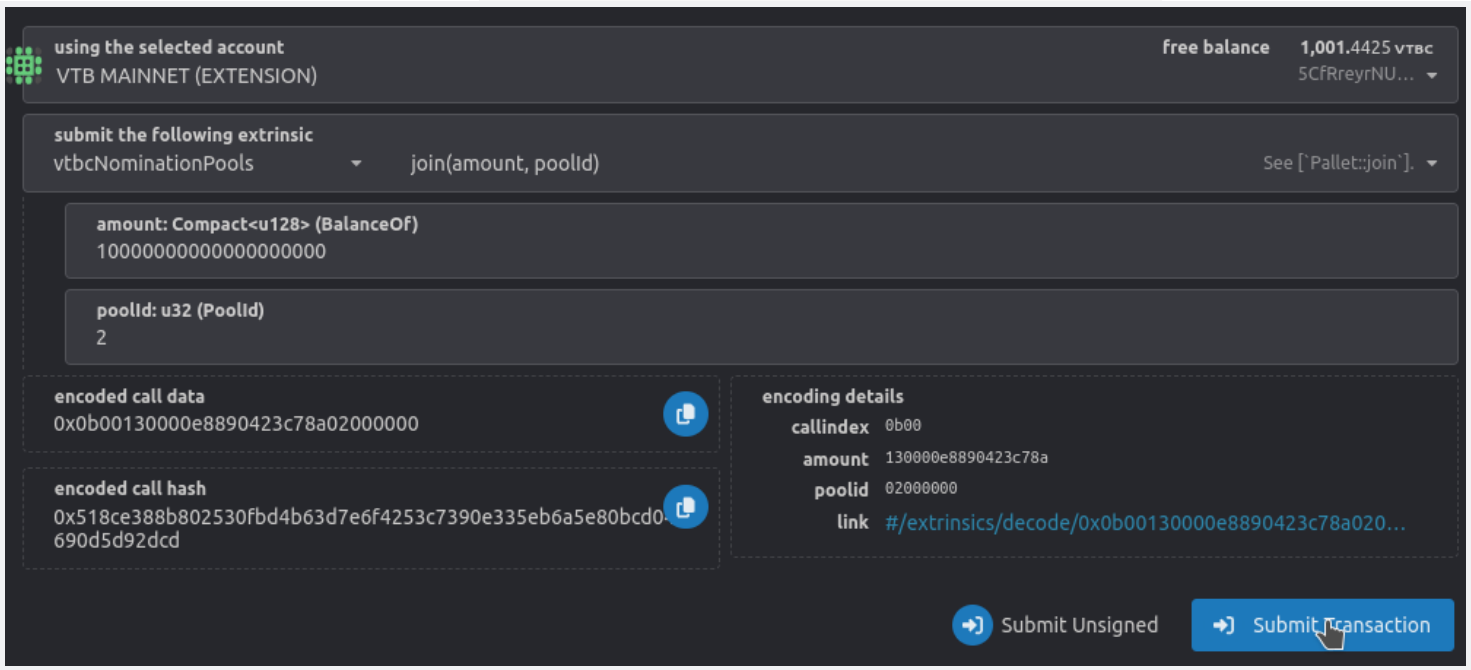
The extrinsic requires the following inputs:

- `poolId` - The pool to nominate for,
- `validators` - The validators to nominate. Upto 16 validators can be selected to nominate. `Add Item` and `Remove Item` buttons can be used to add or remove validators.

Enter the values and click `Submit Transaction` to sign and submit the transaction.

Joining a pool

Go back to extrinsics and select `vtbcNominationPools  join(amount, poolId)` extrinsic.



The extrinsic requires the following inputs:

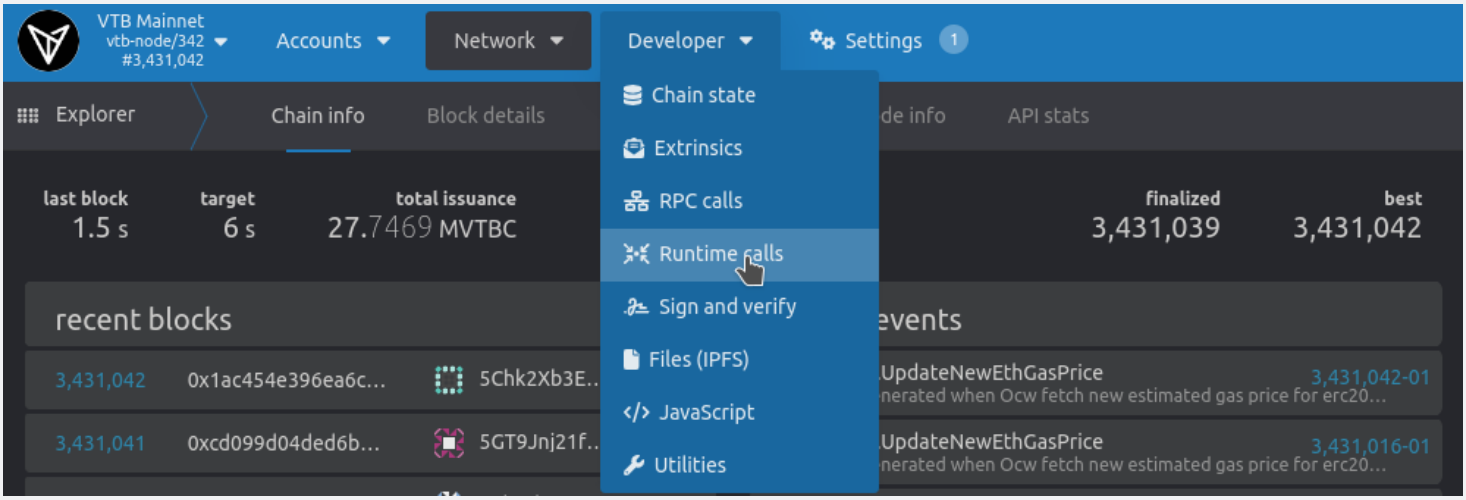
- `amount` - The amount of tokens to bond in the pool. This must be at least 10 VTBC.
- `poolId` - The ID of pool to join.

Enter the values and click `Submit Transaction` to sign and submit the transaction.

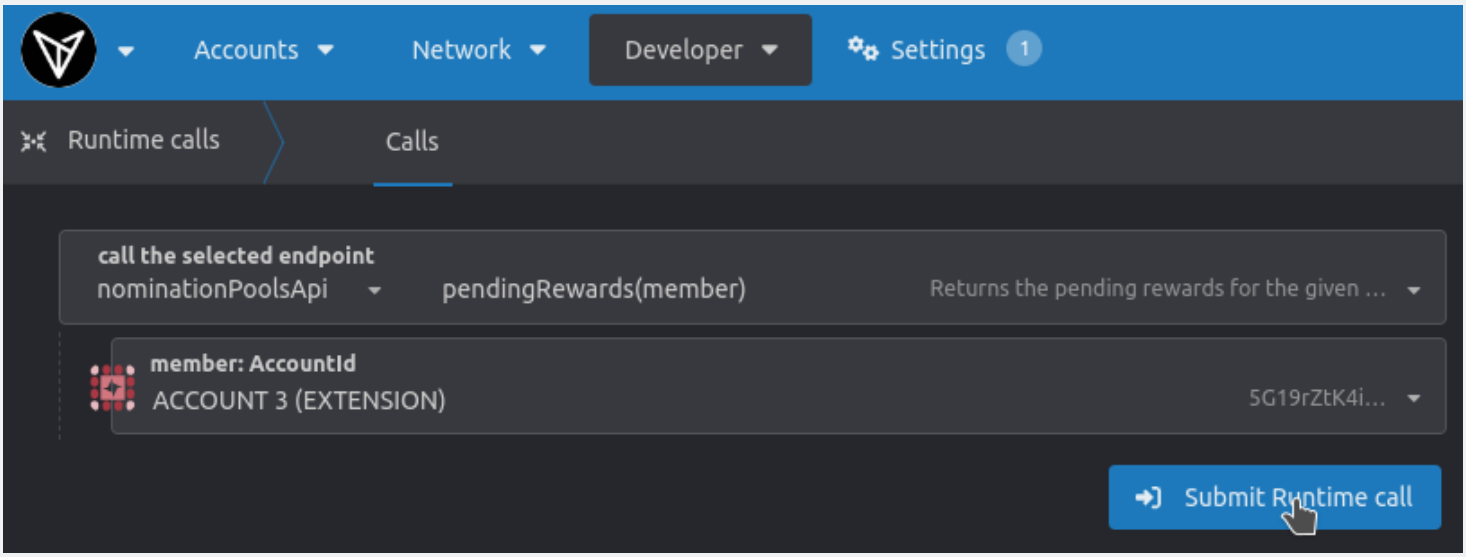
Claiming rewards

Checking pending rewards

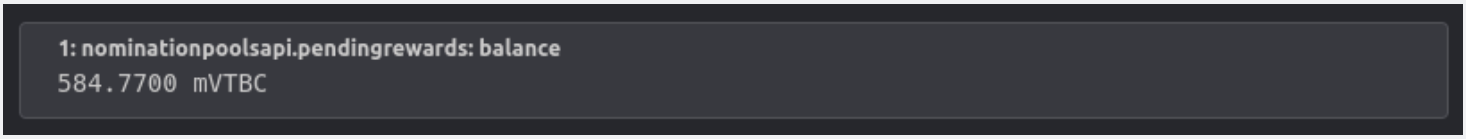
Before trying to claim rewards it is good practice to check if there are any pending rewards to claim. To check pending rewards go to `Developer → Runtime calls` section.



In `call the selected endpoint` field select `nominationPoolsApi` from the left dropdown and select `pendingRewards(member)` from the right dropdown.

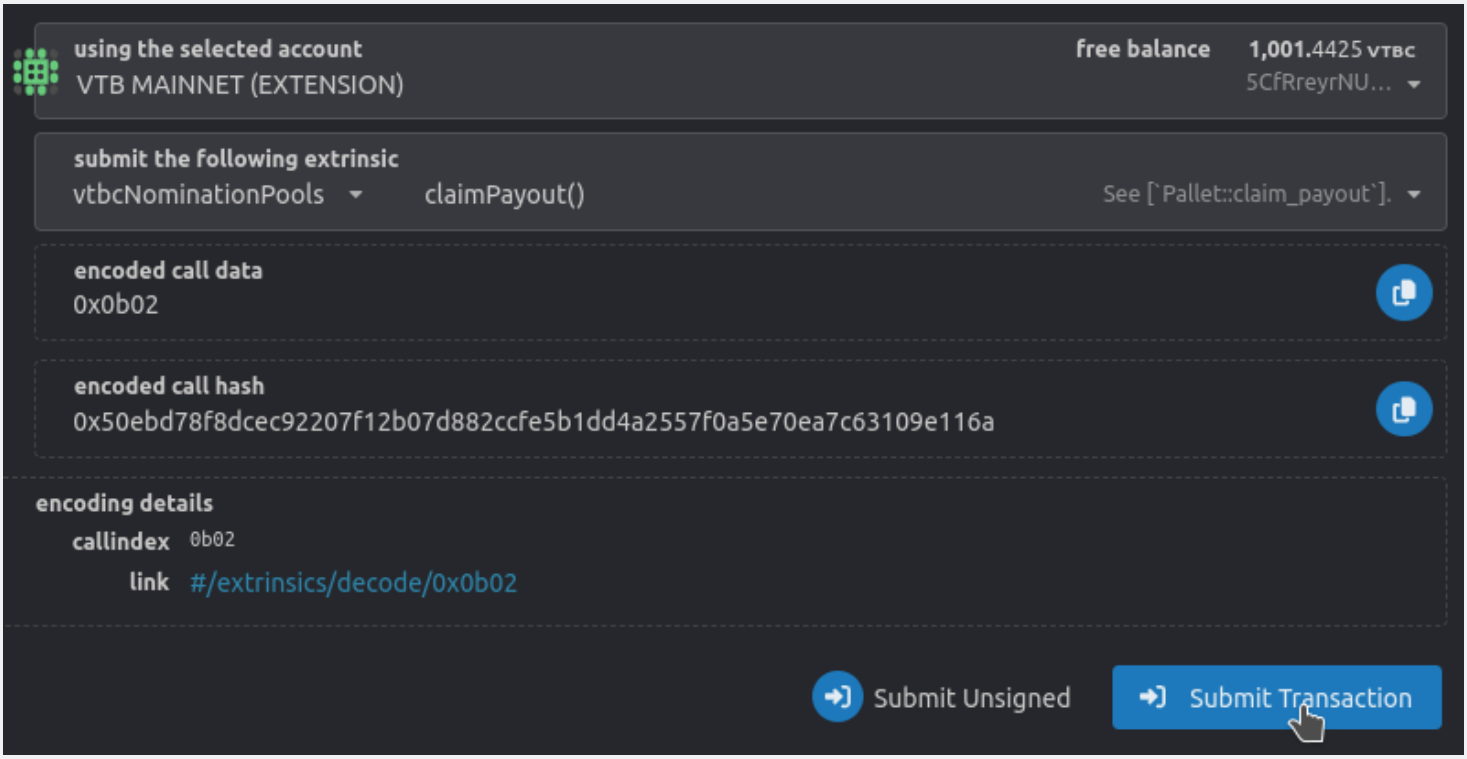


In the `member` field, select your account and click `Submit Runtime call` button. This shows the available rewards for your account.



Claiming pending rewards

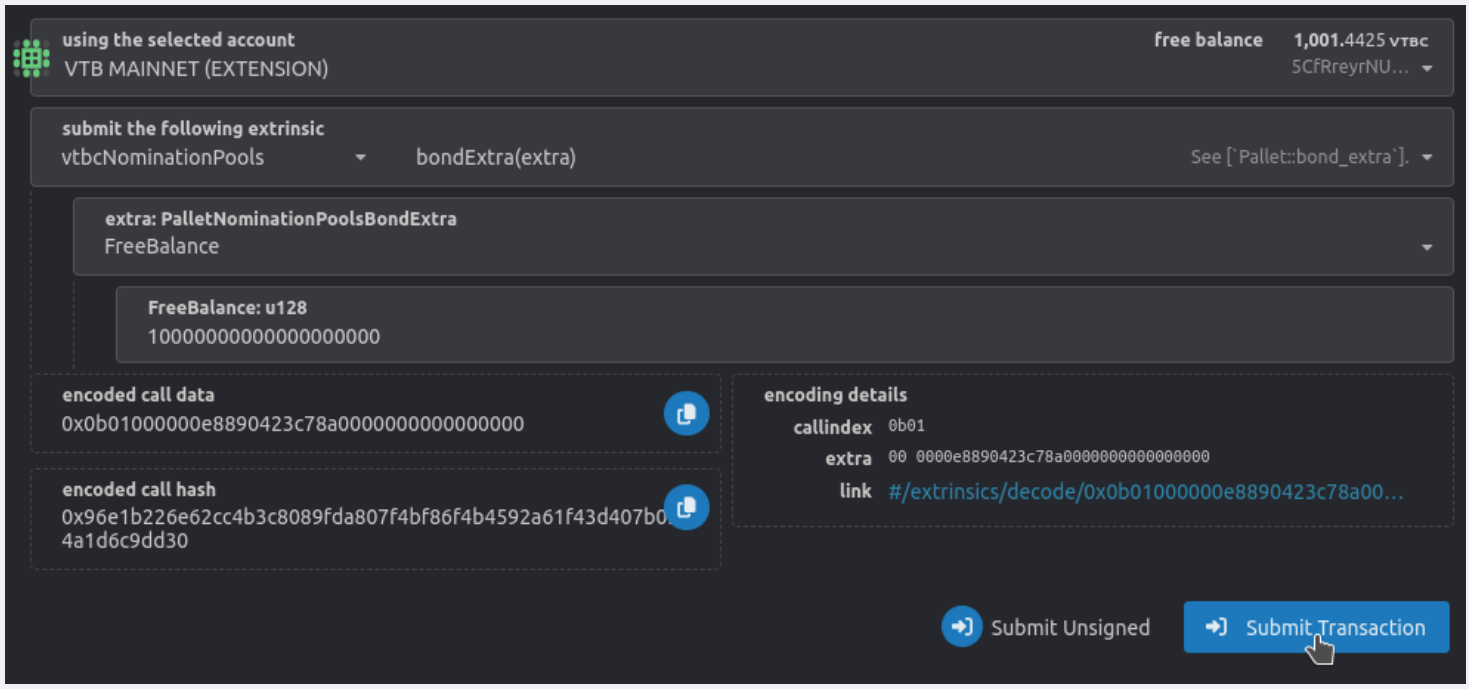
Go back to extrinsics section and select `vtbcNominationPools  claimPayout()` extrinsic. Click `Submit Transaction` button to sign and submit the transaction.



Increasing your bond

A bond/stake increase is done by calling the `vtbcNominationPools  bondExtra(extra)` extrinsic. This extrinsic takes one of the following two inputs:

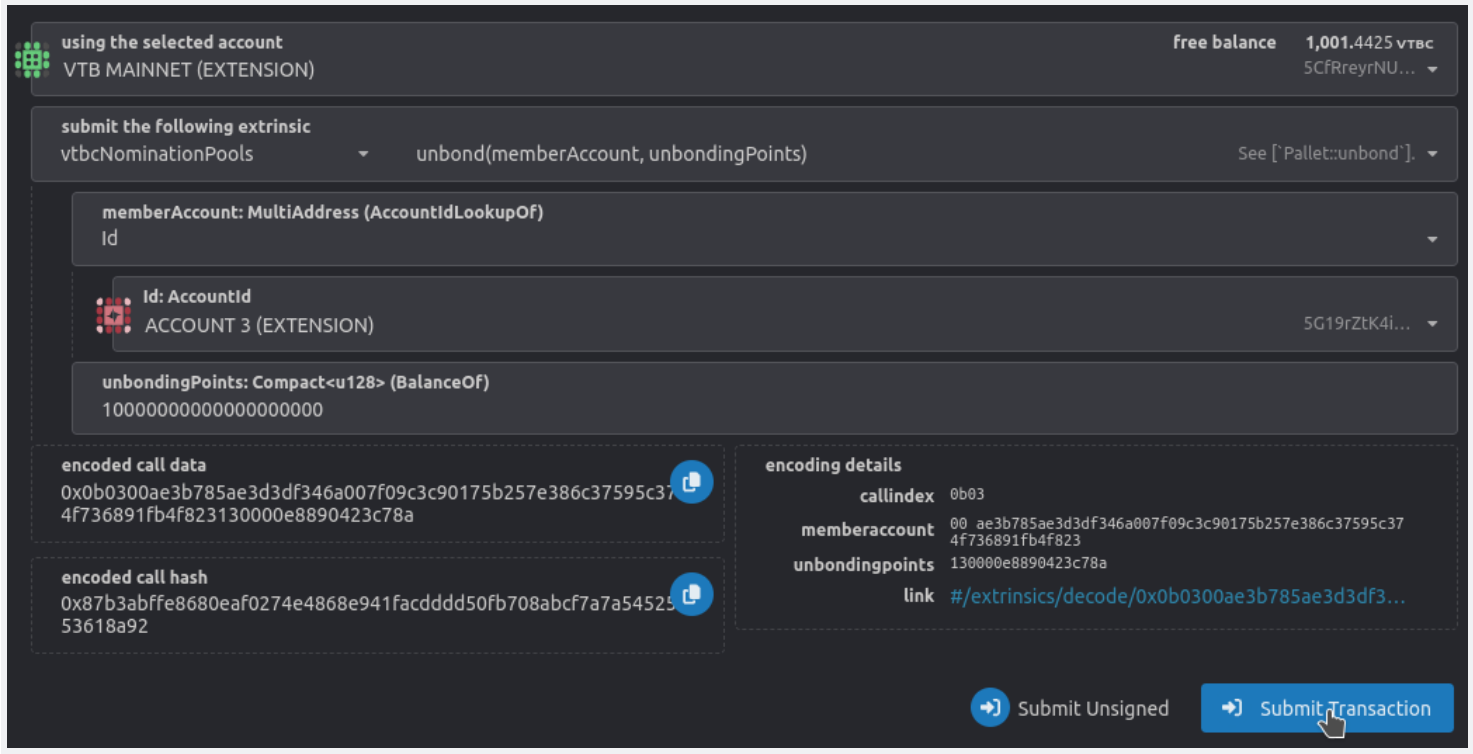
- `Free Balance` - Bond new tokens from your free balance,
- `Rewards` - Bond from the accumulated rewards.



Select the appropriate input and click `Submit Transaction` button to sign and submit the transaction.

Unbonding tokens from the pool
Go back to the extrinsics section and select `vtbcNominationPools  unbond(memberAccount, unbondingPoints)` .
This extrinsic requires the following inputs:

- `memberAccount` - The account for which to unbond tokens. For the most part this should be the same as the account that calls the extrinsic. If the pool is in `Blocked` state, then the accounts with the role of `Bouncer` and `Root` can unbond any other account from the pool. And if the account is in `Destroying` state, then any account can unbond any other account from the pool.
- `unbondingPoints` - The amount of tokens to unbond from the pool. If your are trying to unbond for someone else's account (only when the pool state is either `Blocked` or `Destroying`) then this value must equal to their total bonded tokens.



Enter the appropriate values and click `Submit Transaction` button to sign and submit the transaction.

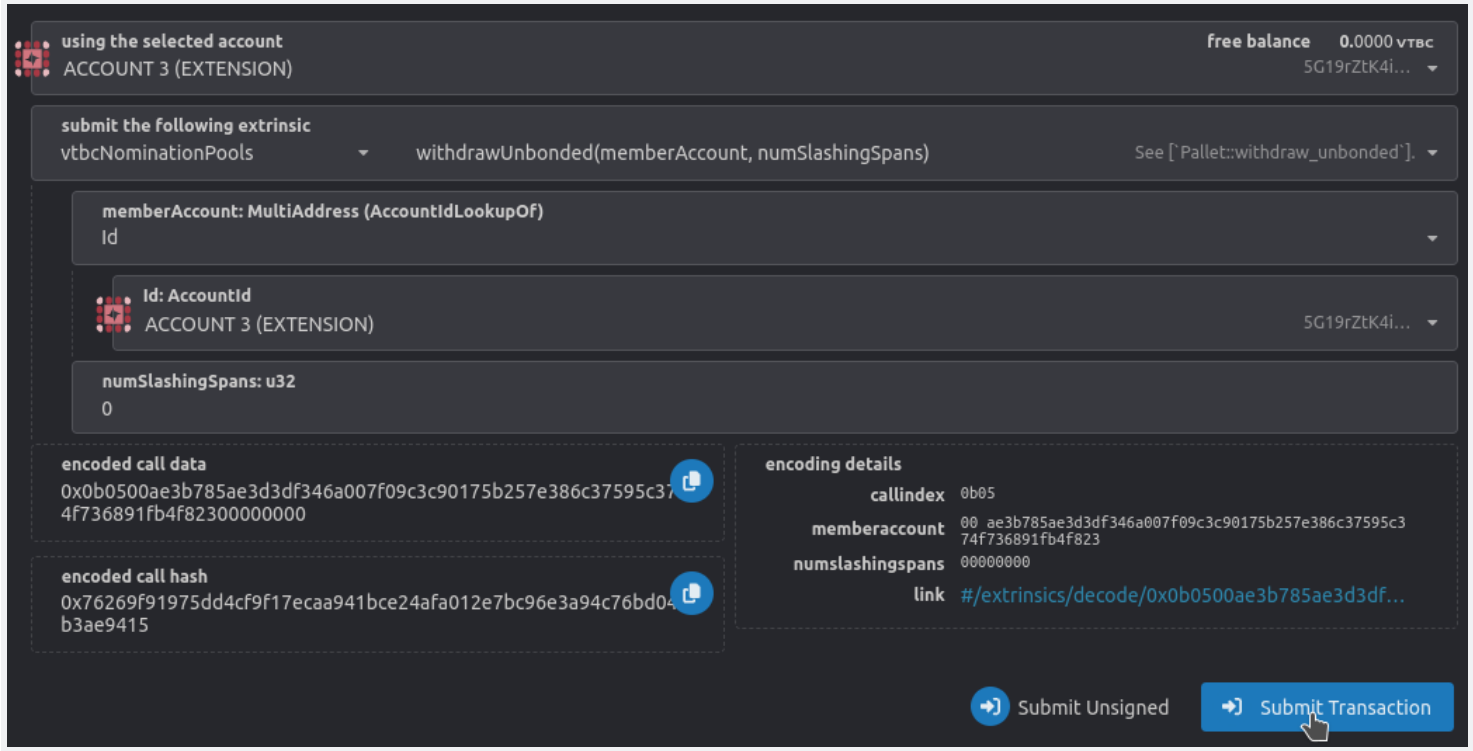
> *Note that the tokens that are unbonded are not immidiately available. After submitting the unbond extrinsic, the tokens remain in unbonding state for a period of 28 days. After completion of unbonding period of 28 days, the tokens can be moved to your account by calling* `vtbcNominationPools  withdrawUnbonded(memberAccount, numSlashingSpans)` *extrinsic.*

Withdrawing tokens from the pool

After some tokens have been unlocked from the pool by calling the `vtbcNominationPools  unbond(memberAccount, unbondingPoints)` extrinsic, they can be withdrawn from the pool by calling `vtbcNominationPools  withdrawUnbonded(memberAccount, numSlashingSpans)` extrinsic.

This extrinsic requires the following inputs:

- `memberAccount` - The account for which to withdraw tokens. For the most part this should be the same as the account that calls the extrinsic. If the pool is in `Blocked` state, then the accounts with the role of `Bouncer` and `Root` can withdraw token for any other account in the pool. And if the account is in `Destroying` state, then any account can call this extrinsic on behalf of any other account in the pool.
- `numSlashingSpans` - The number of times this account has been slashed.



Enter the appropriate values and click `Submit Transaction` button to sign and submit the transaction.

Changing pool state

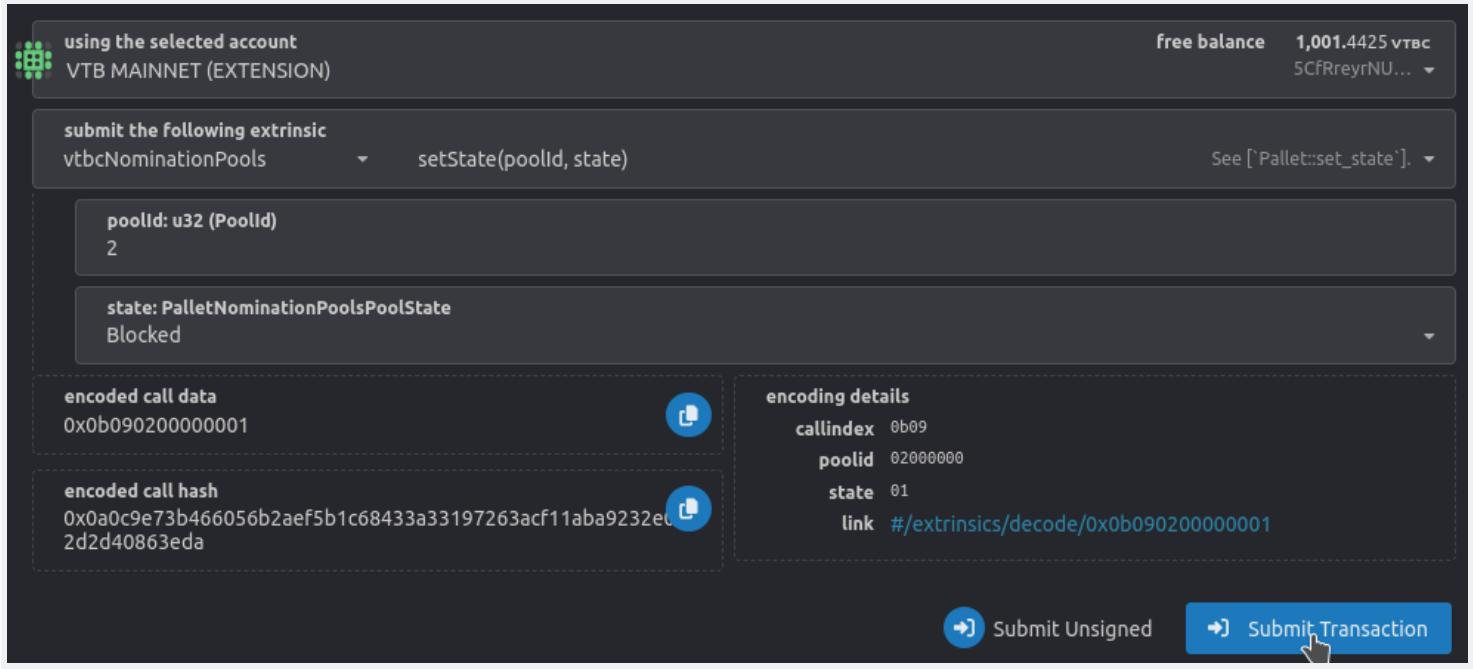
A pool can be in one of the following three states:

- `Open` - The pool is working normally and new members can join.
- `Blocked` - The pool is working normally but no new members can join.
- `Destroying` - The pool is in the process of being destroyed. Once the pool is in this state, it can no longer go back to `Open` or `Blocked` state. In this state members can still leave the pool, but no new members can join.

To change the pool state, go back to the extrinsics section and select `vtbcNominationPools  setState(poolId, state)` extrinsic.

The extrinsic requires the following inputs:

- `poolId` - The pool of which to change state,
- `state` - New state for the pool.



Enter the values and click `Submit Transaction` to sign and submit the transaction.

Destroying a pool

A pool can only be destroyed once it is in `Destroying` state. Once in `Destroying` state all pool members must leave by unbonding and withdrawing their tokens. When the final pool member leaves the pool, the pool will be destroyed.

Note that the depositor (the member who created the pool) must be the last member to leave. The depositor can only unbond their tokens after all other pool members have left.