



Coupe de la Jeunesse - Eton 2005

Timing System Instructions

Thank you for volunteering to help with the timing system for the 2005 Coupe de la Jeunesse. Coaches and athletes are always very interested in seeing their split times, and those of their opponents, so making sure we capture accurate and reliable timing information is very important - you have a crucial role to play in this international event!

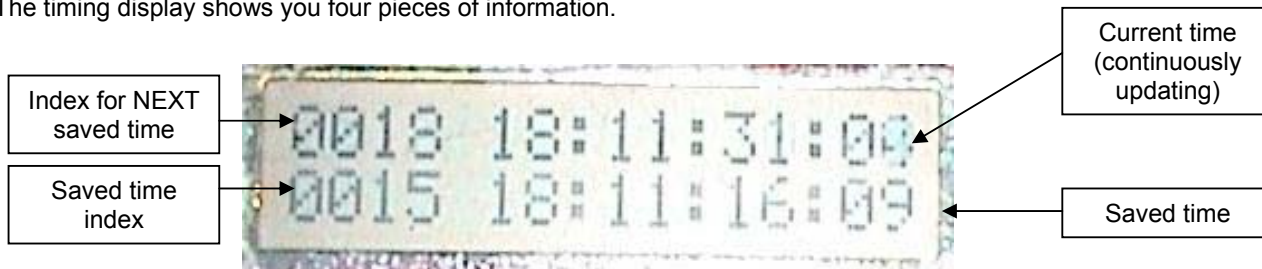
There are timers at the Start, 500 m, 1000 m, 1500 m and Finish. The clocks are synchronised at the beginning of each day, and split times are calculated at the Finish using a specially developed computer program. Your role is to record the time the race starts (for the Start timer) or the order that the crews cross each timing point (500 m, 1000 m, 1500 m and Finish) and their times at those points. There will be two of you at each station, apart from the Start (since the Start timer's job is a lot easier!).

The timer looks like this; it's battery powered, so there are no cables to worry about:



Timing Display

The timing display shows you four pieces of information.



The time is shown as hh:mm:ss:ss, where hh is the time in hours, mm the minutes and ss:cc the seconds and hundredths of seconds (ss:ss). So the display above shows that the next timing sample to be taken (when you next press "ENTER") will be number 18. The current time is 18:11:31:04 - i.e. 11 minutes 31.04 seconds past 6 pm. The lower line shows that time sample number 15 was taken at 18:11:16.09. Pressing "READ TIME" will change the lower part of the display to show the next time sample - i.e. number 16. Press

it twice more, so that the saved time index changes to 0018, and the time displayed next to it will go blank, showing you that the timer is ready for the next race. Record this number in the "1st Timer Entry No." column for the next race.

Start Timer

You will have a loose-leaf folder with record sheets like this:

Coupe de la Jeunesse

Start Times

Dorney Lake 30 / 31 July 2005

Race Number	Timer Entry No.	Event	Start Time (hh:mm:ss.ss)	No. of boats	Name	Radioed in?

- Before each race starts, make sure that the four-digit numbers in the top left-hand and bottom left-hand parts of the display are the same (as shown in the first photo above); if they're not, use the "BACK 10 TIMES" and "READ TIME" buttons to make the lower number the same as the upper number. The time shown in the lower right-hand part of the display should be blank.
- Press the red "ENTER" button once when each race starts.
- Record the "Race Number" (from the race programme), the "Timer Entry No." (bottom left-hand number on your timer), the "Event" (from race programme), "Start Time", "No. of boats" that started the race, and your name on the record sheet.
- Use your radio to tell the timing co-ordinator which race has just started and what time it started, and tick the "Radioed in?" box when you've done it.
- Press the "READ TIME" button once to get ready for the next race.

500 m, 1000 m, 1500 m and Finish

You will have a loose-leaf folder with record sheets like this:

Coupe de la Jeunesse

500 m / 1000 m / 1500 m / Finish

Dorney Lake 30 / 31 July 2005

Please circle as appropriate

Race Number	1st Timer Entry No.	1st	2nd	3rd	4th	5th	6th	Initials	Radioed in?
		Lane	Lane	Lane	Lane	Lane	Lane		
		Lane	Lane	Lane	Lane	Lane	Lane		
		Lane	Lane	Lane	Lane	Lane	Lane		
		Lane	Lane	Lane	Lane	Lane	Lane		

These are a bit more complicated since you will need to record up to six times and the order that the crews cross your timing point. There will be two of you on each of these timing points. One will press the "ENTER" button as each crew crosses the timing point. If two crews are very close to each other, make sure you press the "ENTER" button twice as quickly as possible. The other person needs to record what order the crews cross the timing point - i.e. lane 3 was first, lane 4 second, lane 5 third etc. I suggest you scribble the lane numbers down on a scrap piece of paper before filling in the record sheet.

When the race has past, then you will need to fill in the record sheet as follows.

- Race Number - as per the Race Programme
- 1st Timer Entry Number - this is the number of the timer entry for the first crew in your race; as you can only use the "BACK 10 TIMES" button to move backwards through the times saved in the timer, you will then need to use the "READ TIME" button to move forwards until you come to the correct entry for the 1st placed crew in your race.
- Fill in each column (1st up to as many boats as you had in that race) with the Lane number next to "Lane" and their time in the space below.
 - When you've read all the saved times, the two numbers on the left-hand side of the screen should be the same, and the time on the bottom line of the display should be blank; write the four-digit number down in the "1st Timer Entry No." box for the next race, and you're all ready for the next race.
- Put your name or initials in the "Initials" column
- When you have radioed the results through to the timing co-ordinator, tick the "Radioed in?" box
- As the Finish timing team will probably be very close to the timing co-ordinator, you can probably just pass your record sheet straight across to him / her instead of radioing it in!

Notes

- You can scroll backwards and forwards through the saved times as much as you like using the "BACK 10 TIMES" (to scroll backwards by 10 entries) and "READ TIME" (to go forwards by one entry) buttons. The units save up to 500 times.
- Please only press the "ENTER" button when you need to record a time.
- If you miss a time, then just record the crew number in the column; leave the time blank.

Radio Protocol

As there's a lot of complex information to transmit, it's very important that you use the radios effectively.

- First - LISTEN carefully to make sure no-one else is in the middle of a message. If they are, wait until they finish; don't cut across them!
- Remember, finish EVERY transmission with OVER (if you want a reply) or OUT (if you don't want a reply). "OVER and OUT" is meaningless, whatever the movie-makers might think!
- Call the FINISH:
 - "FINISH, FINISH, this is START / 500 m / 1000 m / 1500 m, OVER"
- Wait for FINISH to reply:
 - " START / 500 m / 1000 m / 1500 m, this is FINISH, SEND OVER"
- Then send your times:
 - "Race XXX, 1st Lane XXX time 12:34:56.78, 2nd lane XXX 12:34:58.90, etc"
 - Finish with "OVER" - you want a reply to make sure they have got all the results
 - To save time, don't read out the hours and minutes every time unless they have changed; read the times out as (in the example above) "twelve, thirty-four, fifty-six point seven-eight"
- "FINISH received OUT"