

## COLORADO TIMING SYSTEM (5 & 6) Tip Sheet

At the end of each race, do the following to advance the system:

1. Press the **STORE/PRINT** key
2. Press the **RESET** key simultaneously with 2 fingers
3. Press the **NEXT HEAT** (if there are more heats of the same event) or **NEXT EVENT** (if all heats have finished) key for the next race
4. If times are questioned in a Menu prompt, hit **QUIT** in upper right.

- ◆ If there is no swimmer in a lane use the lane **ON/OFF** key to turn the lane off.
- ◆ If console time does not start at the start of the race press the **START** key. (Make a note on the printout that it was a **MANUAL START**.)
- ◆ For a **FALSE START**: immediately press the **RESET** key. This will maintain the existing event and heat numbers.
- ◆ If you get a **VALID START** menu prompt, hit **YES**.
- ◆ **Write** the Race # from the console in your program.

<b>Purpose for Most Frequently Used Keys</b>	
<b>STORE/PRINT</b>	This key, at the end of each race, tells the Swimming software the race is completed. The results of the current race are stored in memory and printed if a printer is attached.
<b>RESET</b>	Clears the Swimming display and prepares it for the start of the next race, this requires <b>two fingers</b> . The RESET message appears in the upper left-hand corner of the display when a successful reset has happened. <b>DO NOT</b> press this key during a valid race.
<b>NEXT HEAT</b>	Advances the system heat counter by one heat.
<b>NEXT EVENT</b>	Advances the system to the next event to be swum. The display (if the meet has been set up previously) will indicate the event number, heat number, gender of the event, age group, stroke, and distance of the event.
<b>EDIT EVENT/HEAT</b>	Allows operator to edit current event and heat numbers
<b>+ TOUCH</b>	Use this key when, during a race, a swimmer has turned, but the pad did not register the touch. Press this key, type the lane number using the numeric keypad and press <b>Enter</b> . Note: The <b>+Touch</b> key cannot be used to finish a swimmer's race.
<b>- TOUCH</b>	Use this key when, during a race, a person/swimmer inadvertently touches a pad. Press this key, type the lane number using the numeric keypad and press <b>Enter</b> .
<b>FINISH ARM</b>	To be used when a swimmer is on the final 50 (scy/scm) or 100 (lcm) of a race and <b>LENGTH</b> (rather than <b>FINISH</b> ) is flashing in the display over the lane number. This will correct a missed touch/turn during a race.
<b>SPLIT ARM</b>	To be used during a race when a person/swimmer inadvertently touches the pad, causing an inaccurate split to be registered

Online **Troubleshooting Tips** from Colorado Timing Systems: <https://www.coloradotime.com/support-overview/troubleshooting-tips/>

Online **User Guides** from Colorado Timing Systems: <https://www.coloradotime.com/support-overview/online-manuals/>