

COLORADO TIMING SYSTEM (5 and 6) Tip Sheet

At the end of each heat/event, do the following to advance the system

1. Press the **STORE/PRINT** key
2. Use 2 fingers simultaneously to press the **RESET** key
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 **OK TO PRINT** in upper right.

Need To Know

- If there is no swimmer in a lane, use the **ON/OFF** key to turn the lane off.
- If console time does not start at the start of the race press the **START** key.
- For a **FALSE START**: immediately press the **RESET** This will keep the existing event and heat numbers.
- If you get a **VALID START** menu prompt, hit **YES**

Purpose for Most Frequently Used Keys

STORE/PRINT

This key, used at the end of each race, tells the Swimming software the race is done. It stores the current race results in memory and prints. **Note: Printouts are no longer required.**

RESET

Clears the Swimming display and prepares it for the start of the next race, this requires *two fingers*. The RESET message appears in the upper left-hand corner of the display when a successful reset has happened. **DO NOT** press this key during a valid race.

NEXT HEAT

Advances the system heat counter by one heat

NEXT EVENT

Advances the system to the next event. If the meet has been set-up earlier, the display will show the event number, heat number, gender of the event, age group, stroke, and distance of the event.

EDIT EVENT/HEAT

Allows operator to edit current event and heat numbers

+TOUCH

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 **Enter**. Note: The **+Touch** key cannot be used to finish a swimmer's race.

-TOUCH

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 **Enter**.

FINISH ARM

If **LENGTH** (and not **FINISH**) is flashing in the display over the lane number when a swimmer is on the last 50 (scy/scm) or 100 (lcm) of a race, use this button to change it to the finish arm. It corrects a missed touch/turn during a race.

SPLIT ARM

When an inaccurate split registers because a person/swimmer inadvertently touches the pad, use this button to correct.

Identify watch/button operator issues early and address

Write race number for every heat on a heat sheet