

Timing Console Job Description

How to Test the Console

1. Press Edit Event Heat
2. Select 555, then Enter
3. Enter 50 yards
4. To exit the test, press Edit Event Heat again
5. Enter the correct Event number and Heat

General Steps and Info

1. Before every heat, you should see RESET at the top. If it does not, press the Reset button.
2. When the starter buzzes/flashes, it should start the time on the console. If it does not, you will have to manually press the start button. Let the meet referee know this happened.
3. The bottom numbers on the screen track how many laps the swimmers have completed.
4. The red numbers right above the bottom of the screen are the position of the swimmers once the heat has finished.
5. If there are a lot of soft touches or errors / warnings, press the Quit button to clear them.
6. Always make sure you are on the correct event and heat on the console. This is located in the blue section of the screen. If it is not on the correct event or heat - press the Edit Event Heat button, enter the correct Event number, press enter, then enter the correct Heat number, press enter. The blue section should now display the correct event and heat.
7. The screen will show Armed when the athletes touch at the end of lane.
8. The screen will show Finish Armed when the athletes are on the last lap.
9. If there are empty lanes with no swimmer, clear those lanes from the console and scoreboard by pressing the lane at the top you want to delete. Press the lane again if you want to add it back.

Steps During the Heat

1. Watch the bottom of the screen and compare to what is happening in each lane. Every lap the numbers should change by 2. If a swimmer does not touch the pad and the number does not change, you will need to add the touch. Press + Touch and the lane number then enter so the touch is recorded. You will only need to press + Touch once for it to record.
2. If the swimmer does not have a good touch on the pad at the end of the heat and it does not record, you do not have to go through the process above to add a touch. Just

press and hold Store Print, then press and hold Reset. This closes the heat. You may have to press Quit in this circumstance to reset the screen.

3. As the swimmers get out of the pool, sometimes they accidentally touch the pad and the system records a touch (red numbers). When that happens, you need to remove the touch by pressing -Touch, the lane number, and enter. You will need to press – Touch/enter then -Touch/ enter (so twice) for it to record.
4. Close a completed heat by pressing and holding Store Print, then pressing and holding Reset. Press Quit if you see the warning or you don't see RESET at the top of the screen. Keep track of the events and heats on the heat sheet. You will either press the Next Heat button if there is another heat the event, or the Next Event button if that event is over.