

Dolphin Timing System:

****Stop**** Before going any further or connecting anything—have you downloaded and installed the Dolphin software to your computer?

www.coloradotime.com/dolphindownload

*******When setting up your meet—make sure in set up, under timing console you have clicked Colorado Time System Dolphin*******

I. Setting up the scoreboard: (DO FIRST!)

- Plug in the scoreboard to the wall (power cord is on bottom level of dolphin briefcase)
- Plug scoreboard adapter into scoreboard (this looks like a little brick and is in the middle level of the dolphin briefcase)
- Turn on score board

II. Setting up the starter:

- Plug the starter brick into the starter (found on the top level of the dolphin briefcase)
- It plugs into the system starter into the start output jack
- See pictures for where it hangs on the starter (starter holster hangs from this area shown in pictures)
- Turn on by pressing and holding the reset button

III. Setting up the base unit:

- Plug the usb of the base unit (found on the bottom level of the dolphin briefcase) into the usb plug on your computer

IV. Starting the computer: (after dolphin parts and pieces are plugged in)

- Open Meet Manager
- Click Run
- Click Interfaces
- Click Timers and then Start Dolphin.exe
- Dolphin Scoreboard screen should pop up
- On dolphin scoreboard screen, click scoreboard settings
- Make sure scoreboard screen settings match the picture in the pictures file....
- Note: In order for the scoreboard to display the correct event/heat, you need to click next on either the event or heat after each race (see picture)

Recommendation: If you are able—it is easier to have a second monitor plugged into the computer so that you can run the meet manager on the computer and run the dolphin scoreboard screen on the second monitor

Running the Meet from the computer:

- Before the starter begins running the events you need to make sure the events are saving to the appropriate place in the system:
 - Click Interfaces
 - Click Timer and Select Data Set stored from CTSD
 - Check to make sure the current meet is the correct meet and click update data set (you need to make sure that it says that it is saving to CTS Dolphin as it's root folder)
- After a race has finished, click Get Times or Pool 1 (whichever your computer displays) and score that event.
 - Note: keep track in a program you have for yourself of the file name/number so you know which events go with which file number for when you get behind. It will automatically save the most recent file at the top of the list.

Setting Up the Stopwatches:

The stopwatches have been set up, but in case they lose their settings:

- ✓ Hold reset and one of the start buttons until the lane pops up
- ✓ Pick lane by pushing stop button
- ✓ Hit reset—will choose A/B with the stop button
- ✓ Hit reset
- ✓ Hit reset again
- ✓ Hold reset to turn off

Running the Dolphin Watches during the meet:

- ❖ Timers are to keep dolphin watches around neck on lanyards so they don't get dropped or swung.
 - ❖ Timers don't need to do anything with the dolphin timers at the start. The start buzz starts the dolphins. (one of the timers will still need to start the stopwatch)
 - ❖ As the swimmer touches the wall, press start/stop button on either side and then reset (reset sends the file to the computer)
- At this point, stopwatch should also have been stopped and timers only need to record the time from the stopwatch, not the dolphins
- ❖ If there is no swimmer in a lane, timers simply press the reset button after the race has started
 - ❖ If the dolphin stops during the race, simply press the start/stop button and it will resume timing

Notes for the Meet Starter to add to Timers Meeting:

- Please ask timers to make sure they wear the dolphins around their neck and not let them swing around wrists. (where they can get dropped on the deck or in the pool or whack a person with)
- Starter button (beep noise) starts all the dolphins, so the dolphins don't even need to be in the timers hand (just around their neck) at the start
- Timers still need to run one stopwatch and record only the stopwatch time on the clipboard.
- If there is no swimmer in the timer's lane, after the race is started, they simply press the reset button
- If their dolphin stops during the race, they simply press the start/stop button and it resumes timing