HY-TEK Sports Software

Meet Manager Handbook For Meet Recorder Release 2.0HI

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1 GETTING STARTED

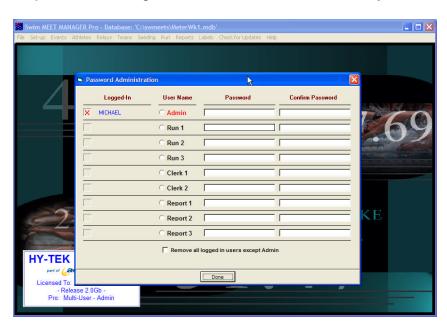
1.1 Logging On to Meet Manager

CLICK --> Meet Manager Icon from the Desktop or Program Menu.



SELECT Admin, Single User as shown below left. Click OK to reach the Main Menu.

If networked computers are being used, the Meet Director will tell you how to log on.



In most cases the database, for the meet, on which you will be working, will open. The meet database name and path are shown in the top-most bar of the screen as shown below.

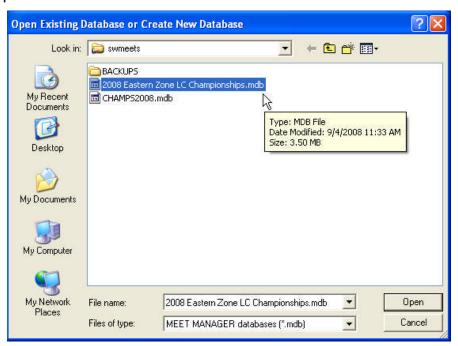


In this example, the meet name is "2008 Eastern Zone LC Championships.mdb". It is located on the computer's "C" drive in the folder titled "swmeets." Your meet is most likely to be located on the "C" drive.

If the meet in the top bar is not the meet you want, open your meet as follows:

CLICK → File from the Main Menu.

CLICK → Open/New. You will be taken to a screen that looks like the above.



HIGHLIGHT → the name of the meet.

CLICK → Open or DBL CLICK on the name of the meet.

1.2 Connecting to the Timing Console

1.2.1 Select Timing System

CLICK --> Set-up from the Main Menu. **SELECT** Timing Console Interface.



SELECT Select timing system you will be using at your meet (Colorado Timing System 6 or Daktronics OmniSport 2000)

CLICK --> OK.

CLICK --> Close to return to the Main Menu.

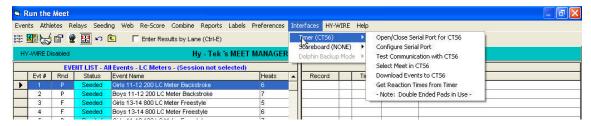
1.2.2 Connect Timing Console to Computer

Before you start this step, make sure you have the Serial Cable securely plugged into the back of CTS and into the Serial Port on the computer.

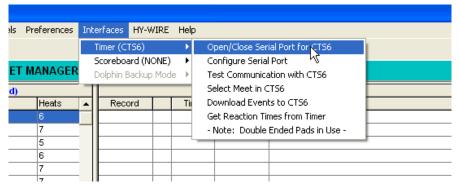
CLICK --> Run from the Main Menu.

CLICK --> Interfaces.

CLICK --> Timer (CTS6) from the pop-up menu.



CLICK --> Open Serial/Close Port for CTS6



TYPE A Port Number in the box to the right of "Serial Com Port for CTS6 Timer (1-8.)"



CLICK --> OK to return to Run screen.

Screen should say "Communications Passed." If it does not, make sure everything is plugged in securely & repeat the above steps or try another port number (1-8)

CLICK --> OK

1.2.3 Uploading Events to Timing Console

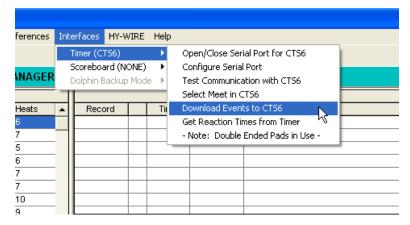
Before you start this task, make sure the CTS6 is in the "**RESET**" mode. **HIGHLIGHT** Current Session or All sessions in the Run Screen



CLICK --> Run from the Main Menu.

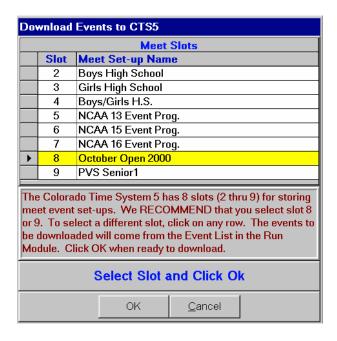
CLICK --> Interfaces.

CLICK --> Timer (CTS6) from the pop-up menu.



SELECT Download Events to CTS6

Screen display shows the meets in the CTS and highlights where the program thinks you should download the meet. In most cases, select 8. Check with the CTS operator to determine which slot number to use.



CLICK --> OK.

Messages will flash. The screen will clear and automatically return to the Run screen.

1.2.4 Connect to Scoreboard (if necessary)

CLICK --> Interfaces from the Run screen.SELECT Scoreboard from the pop-up menu.Colorado Timing System or Daktronics.



2 DECK ENTRIES

When a swimmer is "Deck Entered," he/she is entered into the meet and/or into events after the program is printed. Generally, a swimmer may deck enter events that have been seeded (i.e., swimmers' heat and lane assignments are in the printed program) as well as those requiring "positive check-in" (usually events 500 yards/meters or longer, but often events 200 yards/meters or longer).

DO NOT DECK-ENTER ANY SWIMMER UNLESS YOU HAVE WRITTEN AUTHORIZATION FROM THE REFEREE OR THE MEET MANAGER. IF A COACH ASKS YOU TO DECK- ENTER A SWIMMER, REFER HIM / HER TO THE REFEREE.

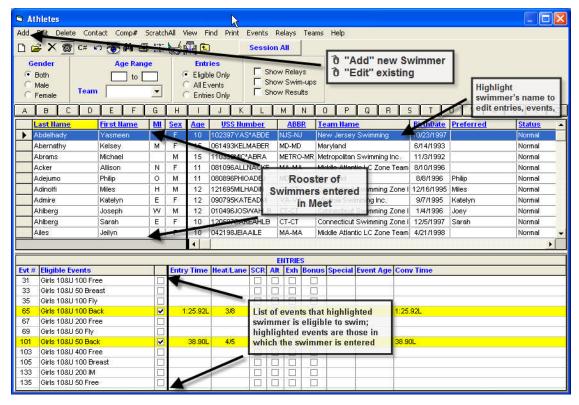
2.1 Add an Athlete Information

CLICK → Athletes from the Main Menu or the Run screen.



CHECK to see if swimmer is already in the meet.

Where names appear similar, check birthday, age, USA-Swimming number to make sure that you don't enter a swimmer twice particularly after the first day of a meet where deck entrants from Day 1 often deck-enter on subsequent days.



Tip — The bar separating the athlete's list from the entries can be sized.

CLICK → **Add** at the top left corner of Athletes screen.

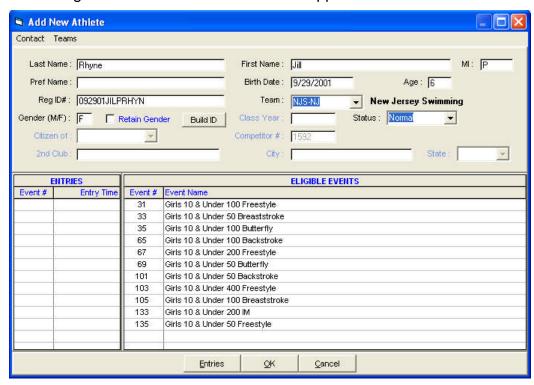
TYPE IN → Last Name, First Name, Middle Initial (M), Birth date, and Gender. Meet Manager will generate the USA-Swimming ID in the "Reg #" box, and a box will appear asking you to confirm. If you've mistyped anything, click **NO** and make corrections. If you click **YES** and see a mistake later, make corrections.



CLICK → Team on the right-hand side of the screen. Select the swimmer's team from the list.

TYPE IN → M or F next to Gender

A list of eligible events for the swimmer will appear.



CLICK → **OK** then **Cancel** at the bottom of the screen to return to the Athletes screen. The swimmer you just entered will be highlighted at the top of the screen. The bottom of the screen will display the events for which the highlighted swimmer is eligible.

When you return to the Athletes screen, the swimmer will be highlighted.

2.2 Make changes to an existing athlete's information

CLICK → Edit in the Athlete's Menu.

MAKE CHANGES → You'll be asked to confirm changes if you've edited information pertaining to the USA-Swimming ID.

CLICK → **OK** to return to the Athletes menu.

2.3 Enter Swimmer into Events

HIGHLIGHT Event number shown on the pink or blue entry card. The event is highlighted in yellow.

2.3.1 To enter an athlete into an event

CLICK → the box to the right of the "Eligible Events" column. The event will be highlighted in yellow.

2.3.2 To enter a swimmer with a time

TYPE → Time in "Entry Time" column without colons or periods or NT for No Time.

2.3.3 To enter a swimmer using a heat and lane assignment

TYPE → Heat/Lane in "Heat/Lane" column. e.g., 1/8 for Heat 1/Lane 8.

2.3.4 To edit times or heat/lane assignments

TYPE OVER existing text.

2.3.5 To remove an athlete from an event

CLICK → the box to the right of the "Eligible Events" column. Confirm your selection.

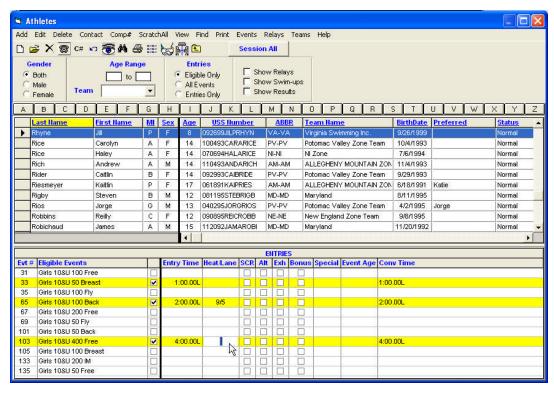
2.3.6 To scratch an athlete from an event

CLICK → **SCR** in the "SCR" column. Confirm your selection.

The screen below shows that you have entered Jill into three events.

Since the 50 Breast was seeded before the meet began, enter only the heat and lane assignment.

The 400 Free is a deck-seeded event. If the deck entry card does not have a seed time, type NT.



After everyone checks in, you'll seed Event 103.

CLICK → **X** to Close and return to Main Menu.

3 POSITIVE CHECK-IN EVENTS

3.1 Scratch Swimmers using Check-In Sheets

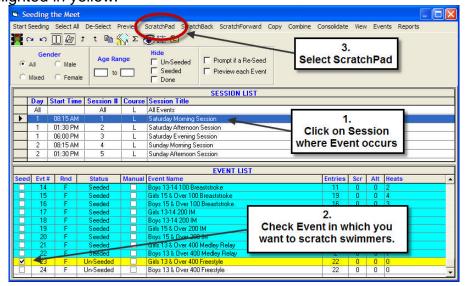
Before you begin scratching swimmers from "positive check-in" events, you'll need to get the appropriate "Check-In" sheet. Those, who want to swim, place their initials on the line to the left of their names; those who don't wish to swim, need not do anything. In practice, we've seen many variations of this system. Some write "Scr" next to or cross out their names. Others indicate their intent to swim by placing check marks next to their names. Yet others are checked-in with their coach's initials.

			ek's MEET MANAGER 10/6/2009 Page 1							
Winchester LC Invitational - 6/27/2009 to 6/28/2009 Check-in Report										
	Event 23 Girls 13&O 4	00 Free Finals - 8 Entries								
23	Name	Age	Team							
_	DuMez, Rachel N	14	VSTP-VA							
_	Grove, Elizabeth A	13	WST-VA							
_	Legge, Catherine V	13	WST-VA							
_	Lisbon, Kelsey C	14	QDD-VA							
_	Peck, Colleen M	13	BRY-MA							
_	Putnam, Aleksa L	13	WST-VA							
_	Spor, Emily L	14	BRY-MA							
	Turner, Heidi E	14	QDD-VA							

CLICK → **Seeding** from Main Menu or the Run screen. The screen titled "Seeding the Meet" listing sessions and events appear.

CLICK → All Events or the Session on which you want to work from the "Session List" box.

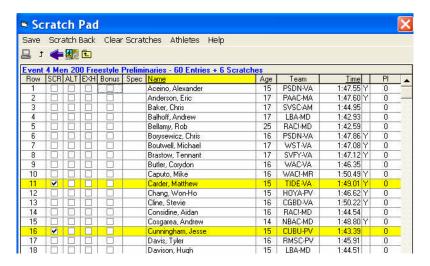
CLICK → Checkbox to the left of an event from which you want to scratch swimmers. You can scratch swimmers from only one event at a time (but you can seed as many as many as you wish at the same time). A check mark will appear in the box and the event will be highlighted in yellow.



CLICK → **Scratch Pad**. The "Scratch Pad" screen listing athletes alphabetically appears.

CLICK → checkbox in the column titled SCR beside the name of each swimmer whom you want to scratch. A check mark will appear in the box, and the swimmers' names will be highlighted in yellow. If you mistakenly click a wrong swimmer, uncheck the box.

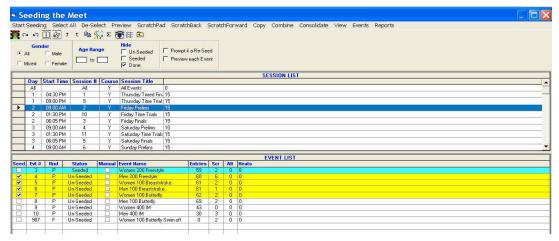
CLICK → **Save** to save scratches and return to the "Seeding the Meet" screen.



3.2 Seed the Event(s)

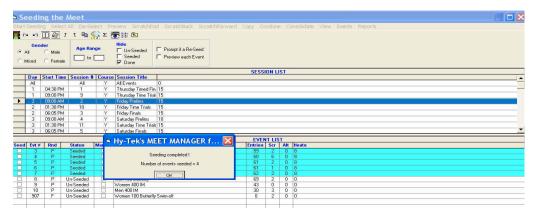
CLICK → check box beside each event that you want to seed. A check mark will appear in the box, and the events will be highlighted in yellow.

CLICK → Start Seeding to start the seeding process.



When the seeding process is finished, the events you just seeded, are highlighted in blue.

CLICK → **OK** on the pop-up.



CLICK → X to Close and return to the Main Menu.

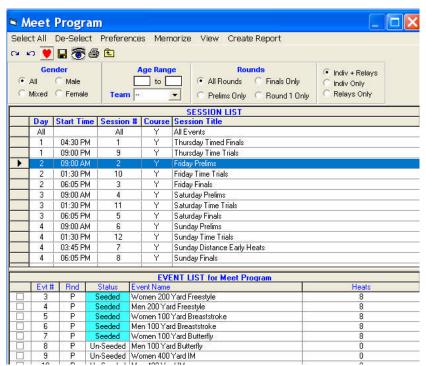
3.3 Print Heat Sheets (Meet Program)

CLICK → Reports from the Main Menu.

CLICK → **Meet Program**.

CLICK → **Session** containing the events you want to print.

CLICK → **checkbox** next to events for which you want to print heat sheets or Select **All** to print heat sheets for all the events on the list.



CLICK --> Ignore Pysch in bottom right corner of the screen.

CLICK --> other formatting details, such as number of columns.



CLICK --> Empty Lanes.

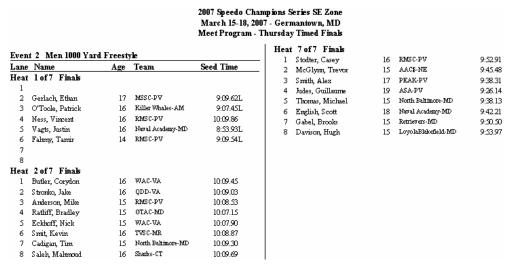
CLICK --> checkboxes for the **features** you want the printout to include, such as records, time standards, etc.

Columns / Format Include in Meet Program									
Include in Meet Program									
☐ Records ☐ Time Standards ☐ Entry Qualifying Time ☐ Event Comments ☑ Entry Times	□ Line For Results □ Events With No Entries □ Round 1 Alternates □ Qualifying Alternates □ Prior Round Results	Heat Start Times Relay Athlete Names (0-8): Empty Lanes Separate A/B Finals							

CLICK→ Create Report To see a preview of the heat sheet. Verify that swimmers are in proper heats and lanes.

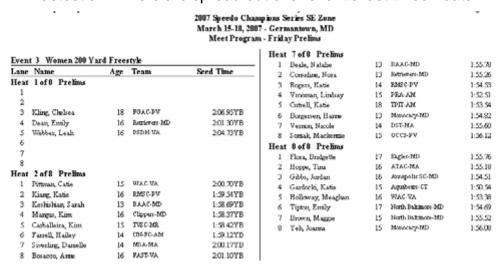
Timed-Final seeding

Fastest swimmers are in the final heats



Premlims-Final seeding

Fastest swimmers are spread out over event's last three heats



If you see a mistake,

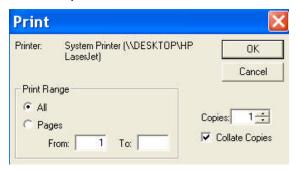
CLICK → **X** to Close to return to previous screen. Make corrections.

CLICK → **printer** icon to print.

CHOOSE → **number** of copies. Ask the Meet Director how many are needed.

CLICK → **OK** to print the report.

CLICK → **X** to Close to return to previous screen.

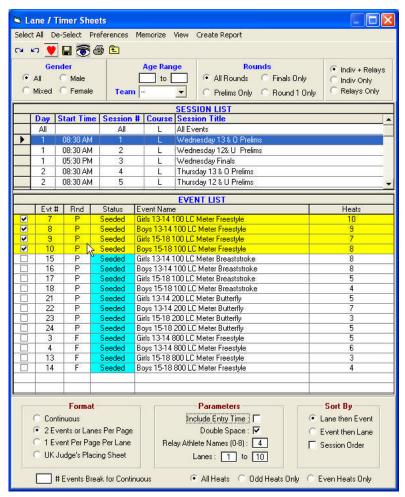


3.4 Print Lane/Timer Sheets

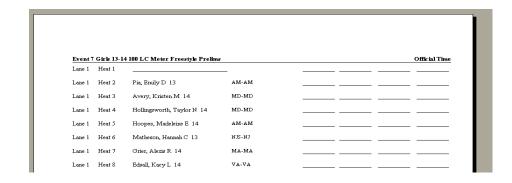
CLICK → **Reports** from the Run screen or the Main Menu.

CLICK → Lane/Timer Sheets.

CLICK → **Checkbox** next to events for which you want to print lane/timer sheets or Select All to print lane/timer sheets for all the events on the list.



CLICK → checkboxes for the **features** you want the printout to include, such as 2 events per page, sorted by lane or event.



CLICK → **Create Report**. A preview of the report appears.

CLICK → **Printer** icon to print or X to return to the lane/timer sheet screen and make corrections.

CLICK → **X** to Close to return to previous screen.

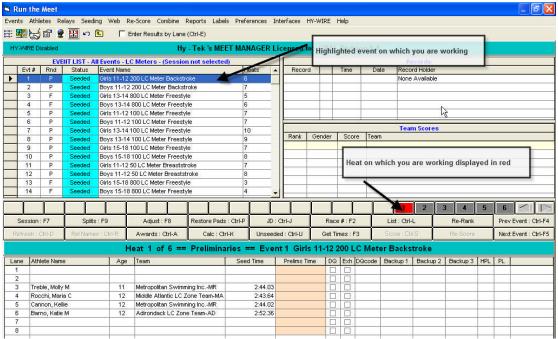
TIP Print one or two copies of the heat sheets for posting so that the swimmers can check their heat and lane assignments. Then do the LANE/TIMER SHEETS. When the Lane/Timer Sheets are done, print more Heat Sheets for officials.

4 RUN MEET

4.1 Open RUN the MEET window

This page is used to enter event results and make timing adjustments during the meet.

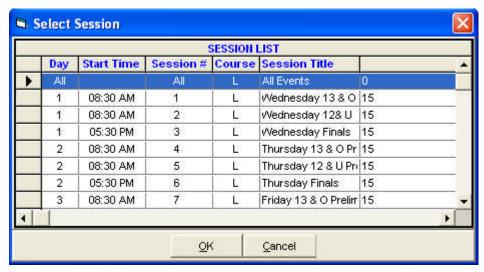




4.2 Select Session

A session is a way of grouping events by day-of-the-meet or separating preliminary and finals.

CLICK → **Session** button in left middle of the "Run" screen to reach "Select Session" pop-up.



HIGHLIGHT the session in which you are working. (The program defaults to the first heat of the session's first event.)

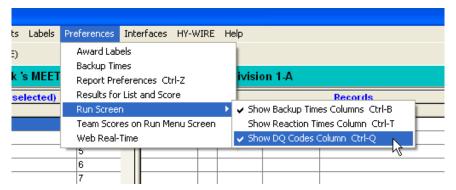
CLICK → **OK** to close the box.

4.3 Set Run Screen Preferences

CLICK → **Preferences** on the top bar.

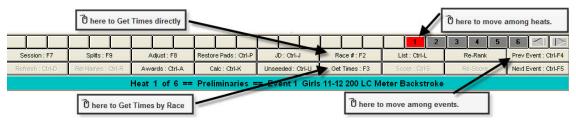
SELECT → Run Screen.

CHECK → **Show** Backup Times and Show DQ Codes.



4.4 Get Times from Timing Console (TC)

CLICK → **Heat** on which you'll be working, usually Heat 1.



CLICK → Get Times or CLICK Race#

Brings the times from the Timing Console by specifying a Race. Every race has its own number independent of events, heats, etc. Get this number, when needed, from the Timing Judge or the TC operator. Use this feature when "Get Times" fails. When you select "Race #," a pop-up screen appears. Fill in the appropriate race number, click OK.

4.5 Verify and Edit Times

As swimmers race, the Timing Console (TC) prints splits and/or final times from the touch pads, and backup times from the Push Buttons. When the race is finished, the Timing Console prints times from the buttons clicked manually by timers. In addition to these pad times and button times, timers record times from their watches on Lane/Timer Sheets. In most cases, the pads produce a swimmer's most accurate time, but problems arise when swimmers miss the pads or the pads malfunction.

After each race, the Timing Judge reviews the Timing Console's printout. Using VSI standards, the Judge determines whether the pad time should be changed. When finished, the Judge passes the printout to the computer operator, who then manually makes any changes.

Before moving from one heat to another...

- 1 Make sure that you have brought over the correct times from the Timing Console by comparing the heat and event numbers in the run screen with the event and heat number on the timing console printout.
- 2 Make changes as described below.

DQ (Disqualification) Click in the DQ checkbox. Staple DQ card to Timing

Console printout. You can also enter the DQ code from the drop down window if Recorder is keeping track of DQ

Log.

NS (No Swim) NS should be filled in when the timing console times are

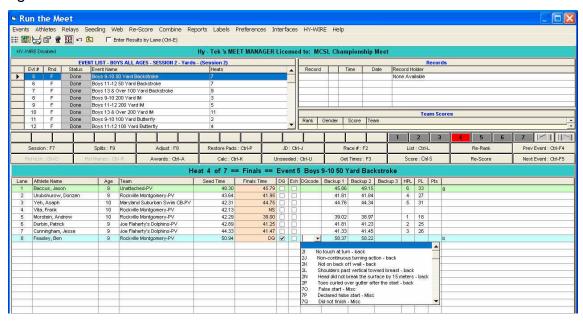
brought over. If not,type NS in the place where the time

would have been recorded.

Edited time Authorized by TIMING JUDGE.

CLICK → **Gray Heat Number Box** to move to next heat. If something doesn't look right, check with the timing judge or the TC operator.

This Results Screen below depicts just about every situation you might encounter during a meet:



Meet Manager highlighted **Lane 1's** time because the average of the backup buttons varied more than 0.3 from the pad (finals) time. The timing judge determined that Backup Timer 2 hit the button late. Since Backup Time #1 was within 0.3 of the pad

time, the pad time was judged correct.

The swimmer in **Lane 4** did not swim; the timing system automatically entered "NS" instead of a time.

Lane 8 had two problems. Although the backup times are in line with each other, the pad time must have varied more than 0.3 from the average of the back-ups. In addition, the swimmer was disqualified in which case Meet Manager does not record the pad time.

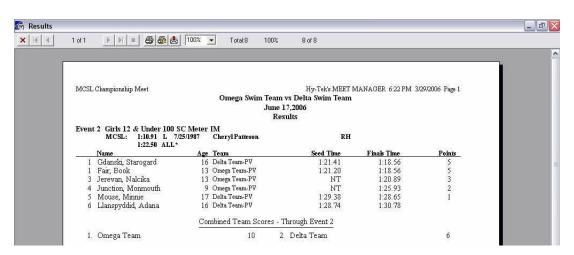
4.6 Score and Print Results

4.6.1 Preview Results

CLICK List to show results from preliminary heats in prelims/finals meet or if meet is not a scored meet.

OR

Score to show scored results of final heats of a prelims/finals meet or results of a timed finals meet.



If you see a mistake,

- **CLICK** → **X** to close the "Results" preview and return to the Run screen. Fix the problem.
- **CLICK** → **List or Score** to return to the "Results" preview.

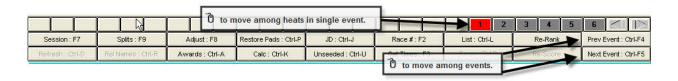
4.6.2 Print Results

- **CLICK** → **Printer** icon at the top of the "Results" preview to print results and score event. Choose number of copies.
- **CLICK** → X to close and return to the Run screen.

4.7 Move to Next Event

CLICK → **Next** Event.

This graphic shows you how to move among heats and events.



You can also move from one event to another by highlighting the event, on which you want to work, in the "Event List" towards the top-left of the Run screen.

CLICK → **X** to close and return to the Main Menu.

5 ADDITIONS, DELETIONS, AND CHANGES FROM THE RUN SCREEN

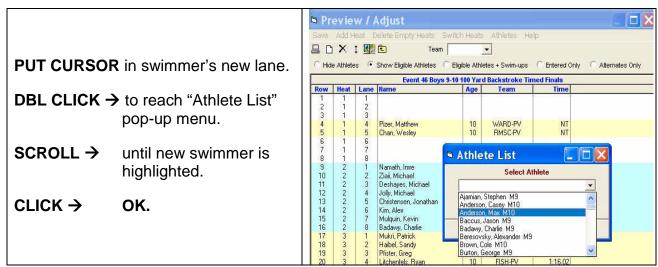
Once a meet is underway, you may not change a swimmer's event, heat, or lane assignment without the referee's authorization.

5.1 Add Swimmer

CLICK → **Adjust** to reach "Preview/Adjust" screen. Swimmers already in the event and their heat/lane assignments are highlighted.

In this example, Max Anderson is added to Heat 1, Lane 6.

EITHER



OR

CLICK → **Show Eligible Athletes** at the top of the screen to see a list of the swimmers who are age-eligible to compete in the event.

DRAG the swimmer's name to his/her assigned lane.

	Eligible Athletes							
	Heat/Lane	<u>Name</u>	<u>Age</u>	ABBR	<u>Team</u>	•		
1		Ajamian, Stephen	9	RMSC-PV	Rockville Montgomery-PV			
2		Anderson, Casey	10	RMSC-PV	Rockville Montgomery-PV			
3		Anderson, Max	10	FISH-PV	the Fish-PV			
4		Baccus, Jason	9	UNPG-PV	Unattached-PV			
5	2/8	Badawy, Charlie	9	FISH-PV	the Fish-PV			
6		Beresovsky, Alexander	9	RMSC-PV	Rockville Montgomery-PV			
7		Brown, Cole	10	RMSC-PV	Rockville Montgomery-PV			
8		Burton, George	9	RMSC-PV	Rockville Montgomery-PV			
9		Canner, Robert	10	MSSC-PV	Maryland Suburban Swim CB-PV			
10		Carlson, Tyler	10	RMSC-PV	Rockville Montgomery-PV			

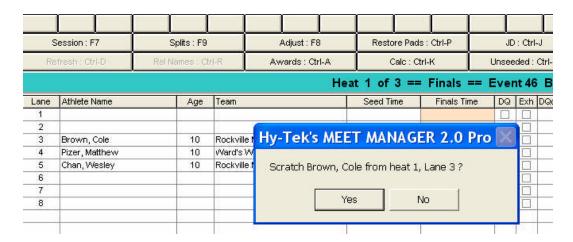
Swimmer's name is inserted in lane. If you make a mistake, double click on the swimmer's name to delete.

CLICK → **Save** to return to the Run Screen.



5.2 Delete Swimmer

DBL CLICK on the name of each athlete that is to be scratched. A pop-up shown will ask you to confirm that you want to scratch the highlighted swimmer. Click yes or no. You can also delete a swimmer by double- clicking the name in the "Preview/Adjust" screen.



5.3 Move Swimmer Within An Event

Make sure that the lane to which you will move the swimmer is empty. If it is not empty, first delete the swimmer from the current lane and add him/her to the new lane as described above.

5.4 Add Heat

CLICK → Adjust

CLICK → **Add Heat**. A new heat and lane list will be added to the end of the event. In this example, a fourth heat was added.

CLICK → **Save** to return to the Run Screen.

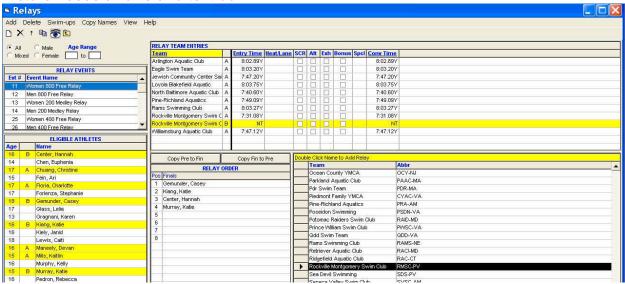


6 RELAYS

6.1 Entering From the Main Menu

CLICK "Relays" from the Main Menu to reach the "Relays" screen. In this example, a second RMSC team relay will be entered into Event 11.

Picture needs arrows and text box



Enter a Relay Team

DBL CLICK → **Team Name** in bottom right corner.



Enter Relay Swimmer Highlight relay team for which you want to enter or delete swimmers.

DBL CLICK → **swimmer's name** in the "Eligible Athletes" list. The name will appear in the "Relay Order" box,

OR

DRAG → **swimmer's name** from the "Eligible Athletes" list to the "Relay Order" box.

6.1.3 Delete Relay Swimmer

DBL CLICK > swimmer's name on the "Relay Order" box.

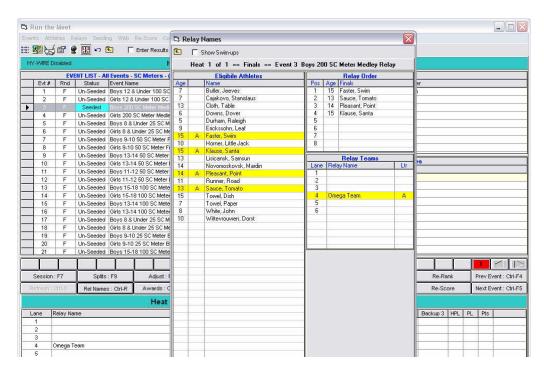
6.1.4 Rearrange Relay Swimmer Order

Drag & Drop → names within the "Relay Order" box until the order is correct.

CLICK → **X** in top-right corner to return to the Main Menu.

6.2 Entering From the Run screen

Click → Rel Names to reach the "Relay Names Screen."



Highlight relay team for which you want to enter or delete swimmers.

6.2.1 Enter Relay Swimmer

DBL CLICK → **swimmer's name** in the "Eligible Athletes" list. The name will appear in the "Relay Order" box,

OR

DRAG → **swimmer's name** from the "Eligible Athletes" list to the "Relay Order" box.

6.2.2 Delete Relay Swimmer

DBL CLICK → **swimmer's name** on the "Relay Order" box.

6.2.3 Rearrange Relay Swimmer Order

Drag & Drop → **names** within the "Relay Order" box until the order is correct.

CLICK → **X** to return to the Run screen.

7 DATABASE BACKUP

INSERT flash drive into USB port.

CLICK File→Backup from the Main Menu to reach the "Backup Current Database" screen.

BROWSE → to drive where you want to save the backup file.

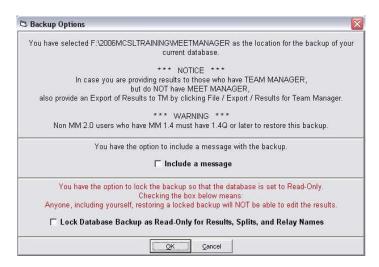
CLICK → OK.



CLICK → **OK** at the 'Backup Options' screen.

NOTE:

New backups to the same disks do not overwrite previous backup files. If you backup more than once and you need to restore, you must be sure that you are restoring the most recent version.



Messages will flash across the screen as the back-up is created.

CLICK → OK to return to Main Menu when the back- utility screen indicates that the back-up is complete.



NOTES