

This handbook provides instruction on using Hy-tek's Meet Manager 5.0 to run swim meets.

# **CONTENTS**

1.	Getting Started	1
1-1.	Logging On to Meet Manager	1
1-2.	Overview of Main Menu	2
1-3.	Loading Meet Database	3
1-3-a.	From Computer	3
1-3-b.	From Flash Drive	3
1-4.	Selecting Printer	5
1-5.	Setting Report Format	
1-6.	Timing System Connection	
1-6-a.	Timing System Selection	
1-6-b.	COM Port Detection	
1-6-c.	Timing System-Computer Connection	
1-6-d.	Download Events to Timing System	
1 0 u.	- '	
2.	Deck and Late Entries.	
2-1.	Add Swimmer	
2-2.	Enter Swimmer Into Events	10
3.	Positive Check-In Events	17
_		
3-1.	Review Check-In Sheet.	
3-2.	Scratch Swimmers.	
3-3.	Seed Event(s)	
3-4.	Print Heat Sheet (Meet Program)	
3-5.	Print Lane/Timer Sheets	17
4.	Run Meet	19
4-1.	Overview of Run Screen	19
4-2.	Select Run Screen Display	20
4-3.	Select Session, Event & Heat	
4-3-a.	Session	
4-3-b.	Event	
4-3-c.	Heat	
4-4.	Bringing Times from Timing System to Meet Manager	
4-4-a.	Using Get Times.	
4-4-b.	Using Race Number	
4-5.	Timing System Printout	
4-5. 4-6.	Download Alert	
4-6. 4-7.	Making Timing Adjustments.	
	Lane Malfunction	
4-7-a.		
4-7-b.	Heat Malfunction	
4-7-c.	Summary—Run Screen, Time Adjustment, and Timing System	
4-8.	Entering Times By Hand	
4-8-a.	Typing Times	
4-8-b.	Results by Lane	
4-9.	Check Disqualifications and No Swims	
4-9-a.	DQ (Disqualification)	
4-9-b.	NS (No Swim)	
4-10.	Score/List and Print Results	
4-10-a.	Preview Results	31
4-10-b.	Print Results	
4-11.	Assemble Paperwork for each Event	31
4-12.	Move to Next Event	31
4-13.	New features in Meet Manager 5	32
4-13-a.	Color System for Heat Buttons.	32
4-13-b.	No Show and DQ Columns	32

4-13-c.	AdjStat column	32
5.	Add, Remove, Move in Run Screen	33
5-1.	Add Swimmer	
5-2.	Remove Swimmer	34
5-3.	Move Swimmer	34
6.	Gender Blending and Adding Heats	35
6-1.	Men & Women in Same Race	
6-2.	Missed Event—Add Heat	36
6-2-a.	Process Event in which swimmer actually swam	36
6-2-b.	Bring Time into Added Heat for the event in which swimmer is entered	36
7.	Printing Reports	37
7-1.	Time Line	37
7-2.	Check-in Sheet	37
7-3.	Award Labels	38
7-3-a.	From the Run Screen	38
7-3-b.	Batch Printing From Run Screen or Main Menu	38
8.	Relays	39
8-1.	From the Relay Screen	39
8-1-a.	Enter Relay into Event	39
8-1-b.	Enter, Remove, and Rearrange Relay Swimmers	39
8-2.	From the Run Screen	40
8-2-a.	Enter Relay into Event	40
8-2-b.	Enter, Remove, and Rearrange Relay Swimmers	40
9.	Post-Meet	41
9-1.	Backup Database	41
9-2.	Export Results for Team Manager	42
Meet M	obile	44
9-3.	Using Meet Mobile	44

### 1. GETTING STARTED

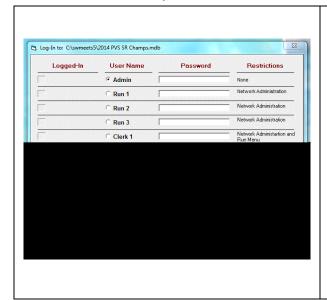
# 1-1. Logging On to Meet Manager

CLICK Meet Manager Icon from the Desktop or Program Menu.

SELECT Admin, Single User. Click OK to reach the Main Menu.

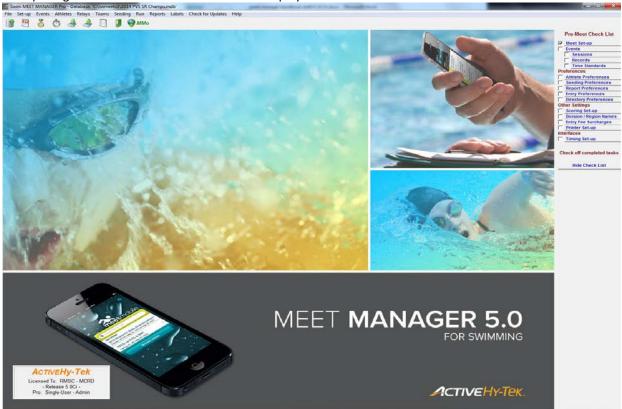
If networked computers are being used, the Meet Director will tell you how to log on.

CLICK No if asked "Do you wish to download the latest version" and/or "Automatic Backup Reminder."

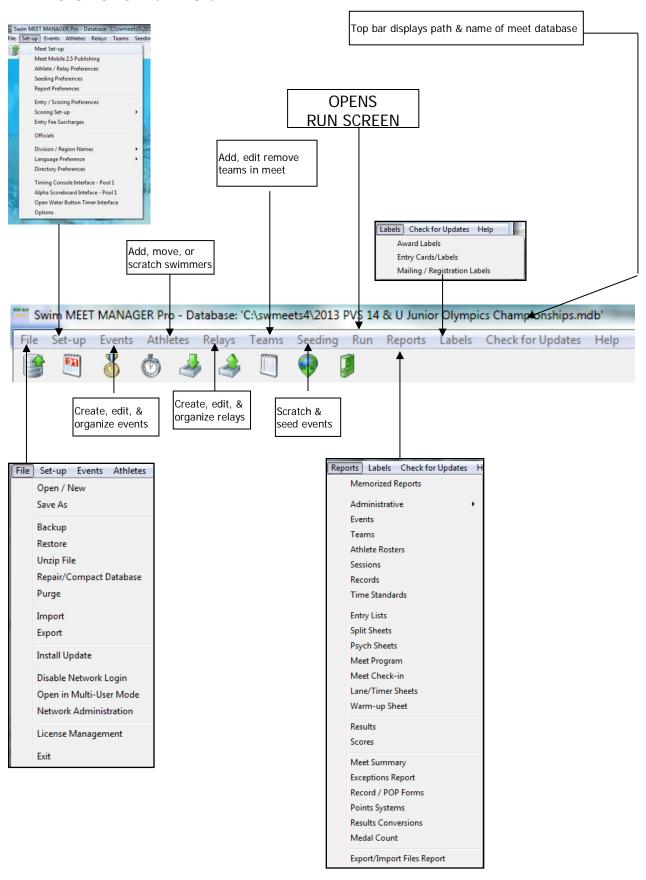




The opening screen with the Main Menu will be displayed.



#### 1-2. Overview of Main Menu



#### 1-3. Loading Meet Database

In most cases, the database for the meet, on which you will be working, will already be open.

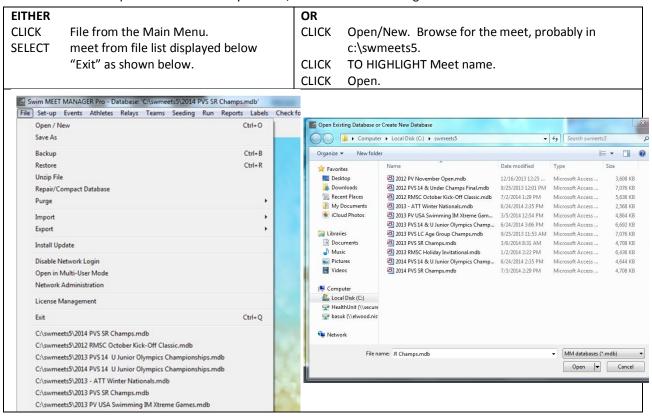
The meet database file name and path are shown in the top-most bar of the Main Menu.

In this example, the database file name is "2014 PVS SR Champs.mdb," and it is located in the "C" drive in a folder titled "swmeets5."



#### 1-3-a. From Computer

If the meet in the top bar is not the meet you want, do one of the following:



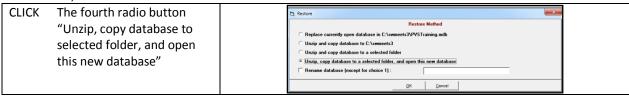
#### 1-3-b. From Flash Drive

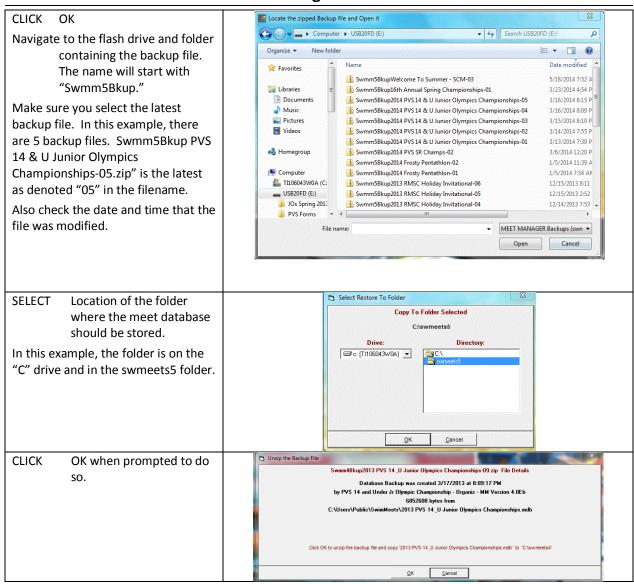
Sometimes, a meet will have been set up on a computer different from the one on which the meet is run. If you are working the first session of a meet, you may be asked to load the meet from a flash drive.

#### WARNING

Before you do this, ask the Meet Director

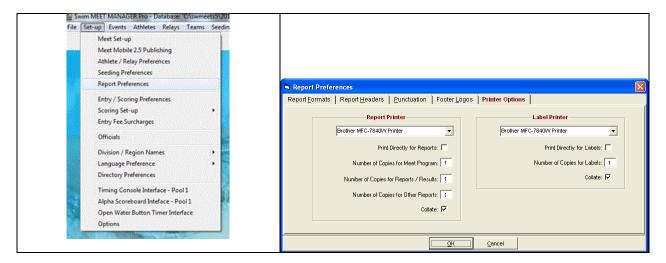
CLICK File, then Restore from the Main Menu.





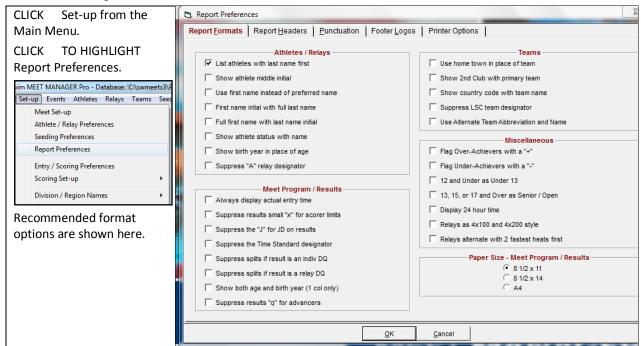
### 1-4. Selecting Printer

To select the printer to be used for the meet, click **Set-up / Report Preferences / Printer Options**. Select the appropriate printer for both reports and labels. Select the number of copies to be printed for each report or label (usually this will be "1") and make sure the "collate" button is checked for when multiple copies of reports are printed.



# 1-5. Setting Report Format

A Report is anything that is printed. Examples of reports with which you are probably familiar include Psych Sheets, Meet Programs, Timelines, and Lane/Timer Sheets.

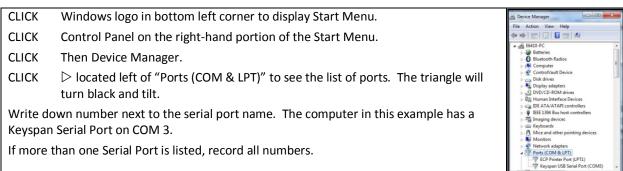


### 1-6. Timing System Connection

#### 1-6-a. Timing System Selection

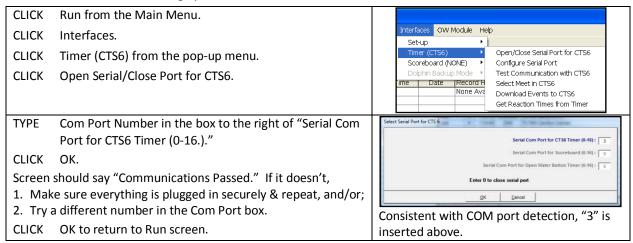


#### 1-6-b. COM Port Detection

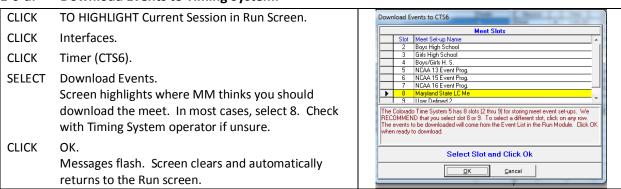


#### 1-6-c. Timing System-Computer Connection

Connection to a Colorado Timing Systems 6 is illustrated below.



#### 1-6-d. Download Events to Timing System.



#### 2. DECK AND LATE ENTRIES

A "Deck Entry" or a "Late Entry" occurs when a swimmer is entered into the meet and/or into events after the meet has been seeded and the program has been printed. Since each Meet Director is responsible for policies regarding deck entries, it is recommended that Hy-tek operators not only read the meet announcement, but also check to see if the deck-entry policy has changed between posting of the meet announcement and the day of the meet. In addition, Hy-tek operators should always review with the meet director how she/he would like to handle deck entries.

Depending on the type and size of the meet, a swimmer may deck enter events that have been seeded (i.e., swimmers' heat and lane assignments are in the printed program) and/or those requiring "positive check-in" (often events 200 yards/meters or longer).

In order to deck-enter, a swimmer must present his/her USA Swimming ID card and pay a fee. Before the meet or session begins, talk with the Meet Director and establish the policy regarding deck entries. Find out how the Meet director wants these handled, and how the deck entry fee will be handled. Find out if swimmers can be added without their USA Swimming ID card using some other means to verify USA Swimming membership (e.g., SWIMS, DeckPass, etc.).

The USA Swimming ID card includes the necessary information to add a swimmer to the meet. If the swimmer does not have his/her USA Swimming card, the swimmer or coach should supply to you, in writing, the swimmers complete name (including middle initial), date of birth and club affiliation. Some meet directors may have a specific form or log they want used for deck entries. In addition, the swimmer or coach should supply to you in writing the events that the swimmer will be swimming.

DO NOT DECK-ENTER ANY SWIMMER UNLESS YOU HAVE AUTHORIZATION FROM THE MEET DIRECTOR. IF A COACH OR A PARENT ASKS YOU TO DECK-ENTER A SWIMMER AND YOU ARE NOT SURE OF THE MEET POLICY, REFER HIM/HER TO THE MEET DIRECTOR.

#### 2-1. Add Swimmer

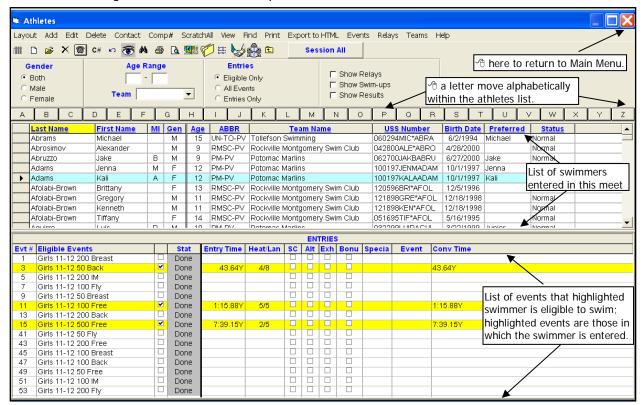
CLICK Athletes from either the Main Menu shown below.



OR the Run screen shown below.



CHECK if the swimmer is already in the meet. Where names appear to be similar, check birthday, age, USA-Swimming number to make sure that you don't enter a swimmer twice.



CLICK Add from the top left corner of the Athletes screen to reach the screen shown below.



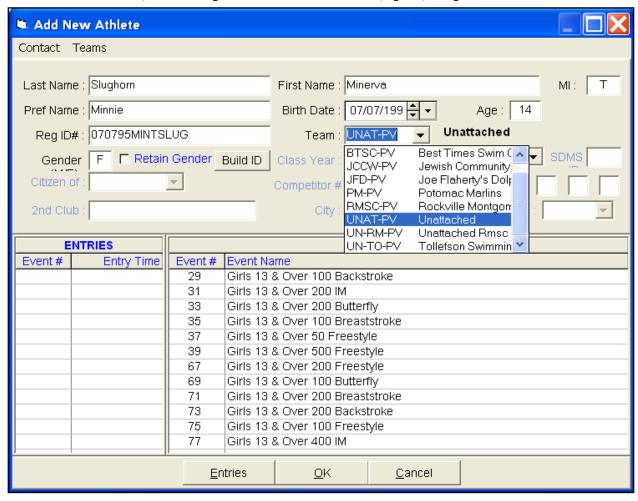
Our new swimmer is Minerva T Slughorn, but everyone calls her Minnie. She has decided to swim on the last day of our meet.

**TYPE** Last Name, First Name, Add New Athlet Middle Initial (M), Pref Name Last Name : Slughor First Name : Minerva (Optional), and Birth date. Birth Date : 07/07/1995 - Age : 14 Tollefson Swim Reg ID#: 070795MINTSLUG After entering the birth date, Meet Status : Normal ☐ Retain Gender Build ID Manager will generate the USA Swimming ID in the "Reg #" box, and It is important that you confirm that the USA Swimming ID for the athlete is correct ask you to confirm. The ID must match the ID assigned by USA Swimming. If you have entered a different First Name, Last Name, Initial, or Birth Date than what is on file with USA Swimming Registration, you will need to adjust the ID here to match the Registration Information sent to USA-S. CLICK YES to confirm. Is the displayed ID correct? cancel = Stop asking for confirmation Yes No Cancel

The USA Swimming ID is important because it ensures that a swimmer's times are transferred correctly from each meet to club databases and to USA Swimming's national (SWIMS) database. These databases provide proofs of time often needed to gain entry to meets with cuts, such as PVS Championships, Sectionals and national-level meets.

Type M or F for Gender. Select Team from menu. Minnie is "Unattached" as shown below. (Note – most swimmers are attached to a team. Select the appropriate team for each new athlete.)

When Gender is selected, Meet Manager lists the events that Minnie, age 14, is eligible to swim.



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' name will be highlighted.

#### To make changes to an athlete's information,

Select the athlete, then

CLICK Edit in the Athlete's Menu.

EDIT Confirm changes if you've edited information pertaining to the USA-Swimming ID.

CLICK OK to return to the Athletes menu. Record swimmer's name on meet roster if asked.

#### 2-2. Enter Swimmer Into Events

CLICK TO HIGHLIGHT Name of swimmer on which you want to work.

#### To enter an athlete into an event,

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

#### To enter swimmer's time.

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

#### To enter a swimmer using a heat and lane assignment,

TYPE heat/lane in "Heat/Lane" column. e.g., 1/2 for Heat 1/Lane 2.

#### To edit times or heat/lane assignments,

TYPE OVER existing text.

#### To scratch an athlete from an event,

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

#### To remove an athlete from an event,

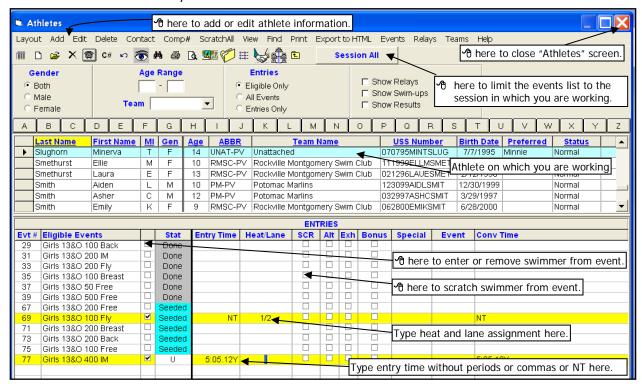
CLICK box to the right of the "Eligible Events" column. Confirm your selection.

WARNING Do not use this feature to remove a swimmer unless added by mistake or were instructed to do so by the meet director. Instead, "scratch" the swimmer.

The screen below shows all the events in which Minnie is eligible to swim. The "Done" events were swum on prior days. Minnie wants to enter the 100 Fly and the 400 IM.

Event 69, 100 Fly—Since the 100 Fly was seeded before the meet began, enter only the heat and lane assignment from the deck entry card.

Event 77, 400 IM—The 400 IM, a positive check-in event, was not seeded before the meet began. It will be seeded after everyone checks in as the next section describes. Minnie's seed time on her deck entry card is 5:05.12.



"Done"	Completed event in non-scored meet. In scored meets, "Done" will say "Scored" For Final Events
	or Timed Final Events and "Done" for prelim events.
"Seeded"	Event that has been seeded but not swum.
"U"	Event for which entries have been received, but has not been seeded.

### Tips

- 1. The bar separating the athlete's list from the entries can be sized.
- 2. The athletes list can be filtered by gender, teams, or age ranges.

#### 3. POSITIVE CHECK-IN EVENTS

Positive Check-In Events are not seeded ahead of time. At the meet, each swimmer must confirm that he/she will swim by initialing the check-in sheet. Closing times for positive check-in events are in the meet announcement and often written on the check-in sheet itself.

#### 3-1. Review Check-In Sheet.

Before scratching swimmers from positive check-in events, retrieve the Check-In sheet. Athletes confirm that they want to swim by writing their initials on the line to the left of their names; those who don't wish to swim, leave the space next to their names blank (Duck).

There are many variations of this system as shown below. Some swimmers write "Scr" (Meyer and Tong) next to, or cross out, their names. Others indicate intent to swim by placing check marks (Callahan) or an "X" (Kincaid) next to their names. Yet others (Mannion) are checked-in with their coach's initials.

A swimmer may also be deck-seeded into a positive check-in event as done with Minnie Slughorn on the previous page. Write names of deck entries on check-in sheet.

CLOSES	•	Cneck-in sion 6 Sunday 13 & Over - Day	Report y of Meet: 2 - St	CLU3E3 3:30	pm					
	13 & Over Event List - Women Event 77 Girls 13&O 400 IM Finals - 16 Entries									
	77	Name	Age	Team						
	BR	Burke, Becky R	14	PM-PV						
	<b>√</b>	Callahan, Bridget K	15	RMSC-PV						
	MD	Dooley, Maddy J	13	PM-PV						
		Duck, Daisy	15	UNAT-PV						
	KG	Guerrero, Kelly J	13	PM-PV						
	×	Kincaid, Stephanie A	15	RMSC-PV						
	YL	Levy, Yaly	15	RMSC-PV						
	LPR	Mannion, Mariela A	16	PM-PV						
	Scr	Meyer, Charlotte R	15	RMSC-PV						
	EP	Pepper, Elizabeth	16	RMSC-PV						
	SR	Ridge, Shannon N	15	RMSC-PV						
		Ross, Katie B	14	RMSC-PV						
	MS	Szymczak, Michelle L	17	RMSC-PV						
	Scr	Tong, Reia D	16	RMSC-PV						
	MV	Vaughan, Maggie M	16	RMSC-PV						
	HV	Vistica, Hannah R	18	RMSC-PV						
		<del>Wilson, Amina C</del>	16	RMSC-PV						
	DECK	SLUGHORN, MININIE		5 scratches						

Use a highlighter to identify the swimmers to be scratched from the event. If you have any questions about whether a swimmer should be scratched, check with the administrative official/referee.

**Tip** Write the number of scratches on the check-in sheet to help verify the scratches later.

Positive check-in is typically done either by event or by team. The example above shows a check-in sheet that lists all swimmers in the event. Positive check-in can also be done by team (see below). Coaches are given the check-in sheet for their team and will initial on the line for each swimmer/event that will be swum. Coaches may write "scratch" along the line or cross off the name if the swimmer will not swim. Note – sometimes a swimmer will be scratched from one event and will swim another.

#### 2013 PV SC Senior Championships - 3/7/2013 to 3/10/2013 Sanction #: PVS-11-53

#### Check-in Report

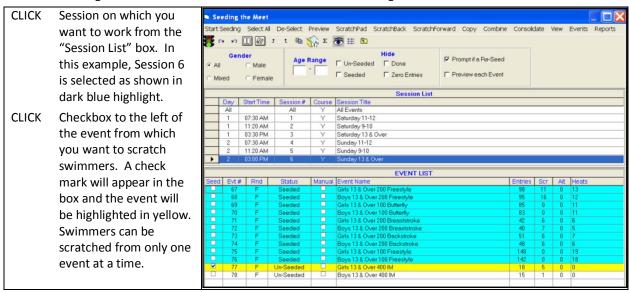
Session 4 Saturday Prelims (Sr Champs) - Day of Meet: 3 - Starts at 09:00 AM Event List - Women - AAC

Event 13 Women 200 Breast Prelims - 1 Entries Event 15 Women 50 Free Prelims - 5 Entries Event 17 Women 100 Back Prelims - 2 Entries Event 19 Women 500 Free Prelims - 0 Entries Event 21 Women 200 Free Relay Finals - 1 Entries

AAC-PV	
AAC-PV	
	AAC-PV AAC-PV AAC-PV AAC-PV AAC-PV AAC-PV AAC-PV AAC-PV

#### 3-2. Scratch Swimmers.

CLICK Seeding from Main Menu or the Run screen to reach "Seeding the Meet."

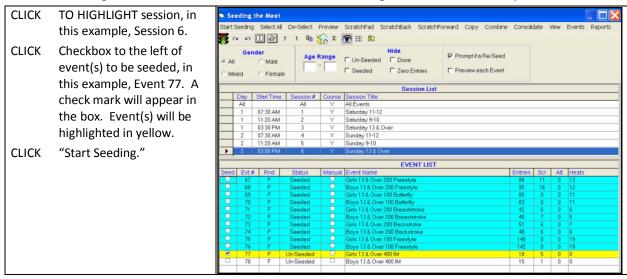


CLICK Scratch Pad to reach an alphabetical listing of athletes.

CLICK	checkbox in the column titled SCR	<u> La distre</u>	atch Pad	ener.			D. O. W. C.	Tallies numbe	r of scrato		are
	beside the name of each swimmer	200000000000000000000000000000000000000						with check-in sheet before saving.			
	whom you want to scratch. A check	□ 1 ♣₩ t									
	mark will appear in the box, and the						Finals - 18 Entrie				10
	• •	Row 1	SCRIAL	IEXH	Bonus	Spec Ge		Age 16	Team NCAP-PV	<u>Time</u> 18:09.02	0
	swimmers' names will be	2				F	Anderson, Molly E	16	RMSC-PV	17:54.95	ō
	highlighted in yellow. If you make a	3	7			F	Dynnoo, o and m	12	NCAP-PV	18:47.26 Y	
		5	HHHH	HH	H	F	Donohoe, Madelyr Eksteen, Sinead	n E 11 12	FISH-PV NCAP-PV	18:33.49 17:35.63	0
	mistake, uncheck the box.	6				F			JW-MA	17:19.12	0
VERIFY	by comparing swimmer names and	7	<b>V</b>			F	Garrett, Danielle C	15	OCCS-PV	18:06.55	0
VEIMI	.,	8				F			RMSC-PV	17:51.96	0
	the number of scratches on the	9 10	V			F		16 E 15	RMSC-PV FISH-PV	18:24.55 18:19.85	0
	Scratch Pad with swimmer names	11				F			NCAP-PV	17:54.93	0
		12				F	Moore, Emma K	15	RMSC-PV	18:03.44	0
	and the number of scratches on the	13				F	Murphy, Megan B	16	FISH-PV	18:31.81	0
	Check-in Sheet	14 15			H	F	Owens, Amy S Palmer, Kelly M	15 18	FISH-PV AAC-PV	18:03.27 18:21.39	0
		16			- i	F			UN-19-PV	17:25.44	0
CLICK	Save to save scratches and return to	17				F	Rongione, Isabella		FISH-PV	16:22.73	0
	the "Seeding the Meet" screen.	18	~			F			UN-MD	16:40.53	0
	the became the Meet screen.	19 20			H	F		17	OCCS-PV MACH-PV	17:43.96 18:03.16	0
If positi	ive check-in is by team, you will need	21				F			RMSC-PV	18:16.52	ŏ
ii posici	• • • •	22				F	Wolff, Veronica R	15	FISH-PV	17:32.09	0
	to repeat this process for each	23	<b>V</b>			F	Yu, Rona	15	RMSC-PV	18:31.58	0
	event and team. Make sure you										
	have received all team scratch										
	sheets before seeding an event.										
Note:	Scratch Pad can be sorted										
	alphabatically or by time /by										
	alphabetically or by time (by										
	clicking on appropriate heading).										

### 3-3. Seed Event(s).

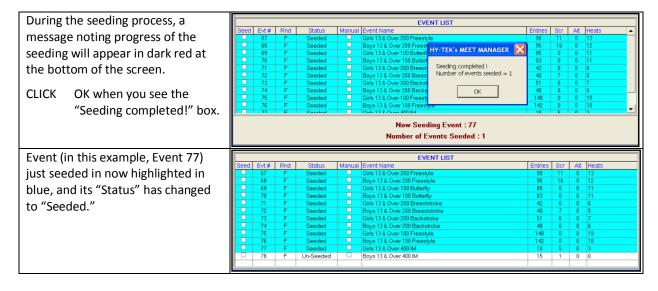
CLICK "Seeding" from Main Menu or Run screen to reach "Seeding the Meet" if not already in that screen.



#### WARNING

**DO NOT click "Select All" in the top bar.** Make sure that only event(s) that for which you have made changes are selected for seeding before clicking "Start Seeding" in the top bar.

If the positive check-in event for which you have made changes is marked "Seeded," it must be reseeded to account for the additions and subtractions made when deleting swimmers who scratched from the event and adding deckentered swimmers.

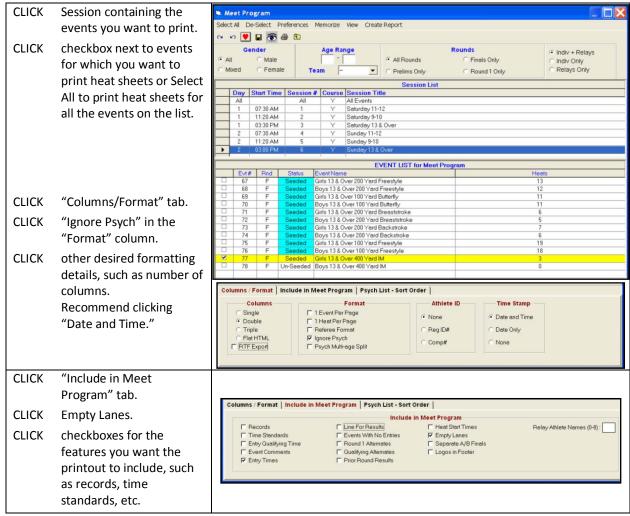


CLICK to return to the Main Menu or the Run screen.

# 3-4. Print Heat Sheet (Meet Program)

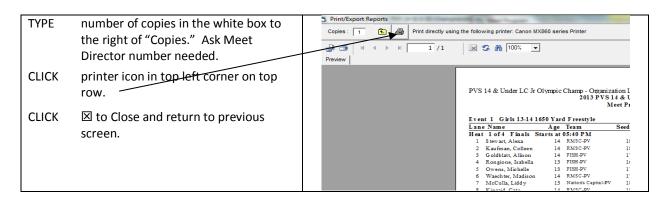
CLICK Reports from the Main Menu, Run screen, or Seeding the Meet screen.

CLICK Meet Program.



CLICK Create Report to preview heat sheet.

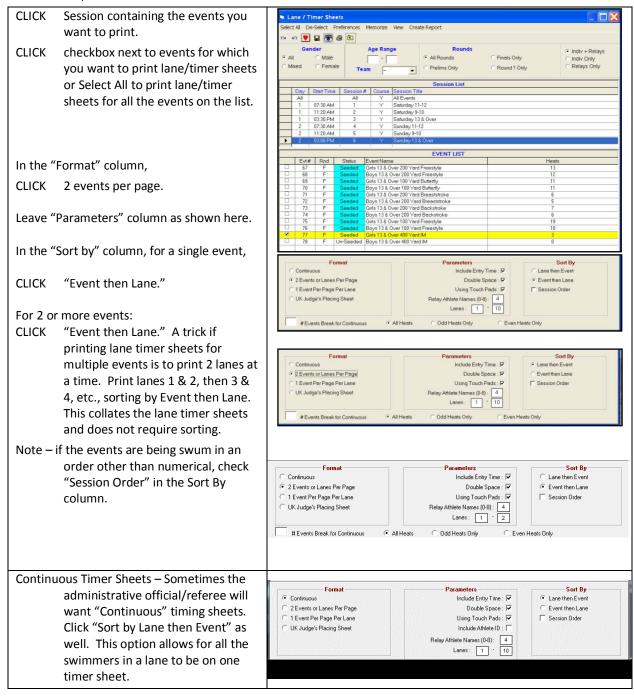
There are two printer icons that appear. The printer icon on the top row will print using the printer which was selected during printer set-up and which is identified to the right of the icon (see sec 1-4). Insert the appropriate number of copies that you want to print before clicking the "print icon." Alternatively you can select the printer icon on the second row. This pulls up a print screen. You will then need to select the appropriate printer and insert the number of copies you want printed. The first option tends to be easier and utilizes the pre-established preferences.



#### 3-5. Print Lane/Timer Sheets

CLICK Reports from Main Menu, Run screen, or Seeding the Meet screen.

CLICK Lane/Timer Sheets.



CLICK Create Report to preview the lane/timer sheets.

Event 7	7 Girls 1	3 & Over 400 Yard IN	<b>1 Finals</b>		Official Time
Lane 4	Heat 1	Dooley, Maddy 13	PM-PV	NT	 
Lane 4	Heat 2	Slughorn, Minnie 14	UNAT-PV	5:05.12	 
Lane 4	Heat 3	Pepper, Elizabeth 16	RMSC-PV	4:28.31	
Event 7	7 Girls 1	3 & Over 400 Yard IN	I Finals		 Official Time
Event 7 Lane 8	77 Girls 1	3 & Over 400 Yard IN	— — — — — — — — — — — — — — — — — — —		 Official Time
		3 & Over 400 Yard IN	I Finals		 Official Time

CLICK printer icon in top left corner to print, top row. Make sure "Number of Copies" is set to 1.

CLICK  $oxed{\boxtimes}$  to Close to return to previous screen.

CUT Lane/Timer sheets in half, sort in Lane order by event.

EITHER Attach to timers' clipboards OR distribute directly to timers.

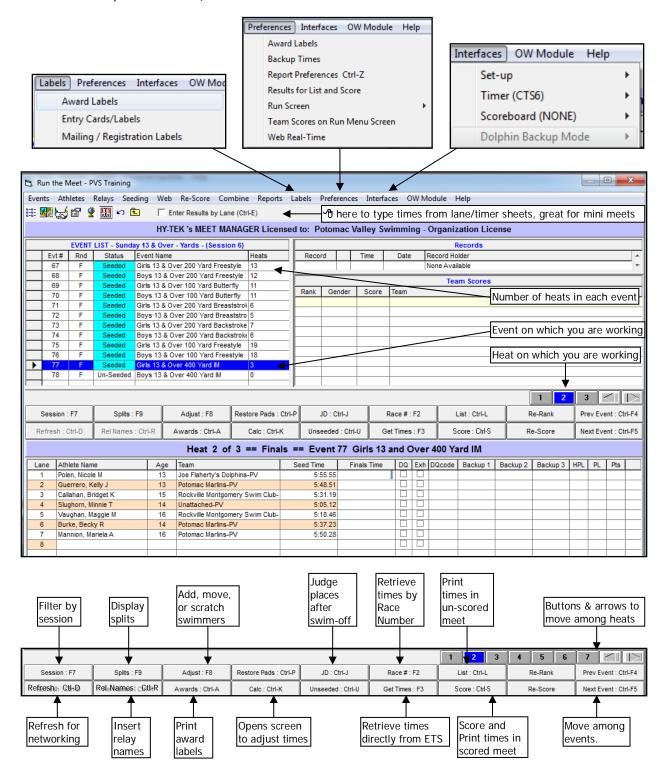
TIP Print 2 copies of heat sheets for posting so swimmers can check their heat and lane assignments. Then print LANE/TIMER SHEETS. When Lane/Timer Sheets are done, print more Heat Sheets for officials and coaches (ask meet director how many copies are needed). Cut and sort Lane/Timer sheets while officials' heat sheets are printing.

#### 4. RUN MEET

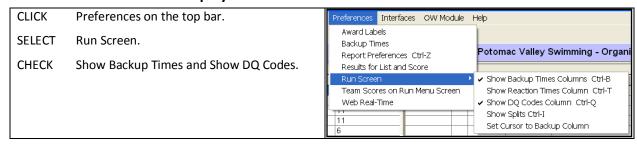
#### 4-1. Overview of Run Screen

Below is a preview of the screen from which you will run the meet.

Minnie has been placed in Heat 2, Lane 4.



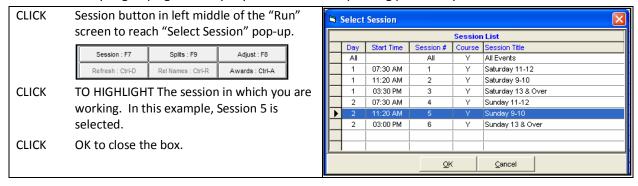
### 4-2. Select Run Screen Display



### 4-3. Select Session, Event & Heat

#### 4-3-a. Session

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



#### 4-3-b. Event



#### 4-3-c. Heat

After selecting the event on which you want to work, the screen will look like the one on the next page.

CLICK box displaying the heat on which you want to work. In this example, Heat 2 is selected.



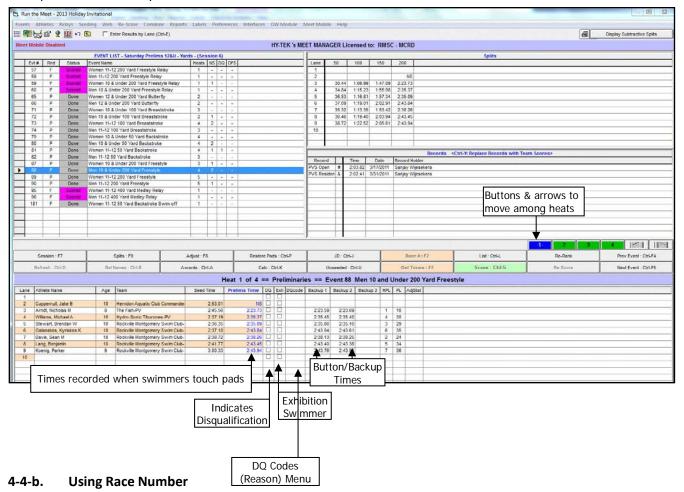
You are now ready to begin bringing over swimmers' times from the Timing System.

### 4-4. Bringing Times from Timing System to Meet Manager

#### 4-4-a. Using Get Times

CLICK Get Times from the middle bar.

The graphic below displays results from Event 88, Heat 1 after bringing times from the Timing System into Meet Manager. Meet Manager also displays the button times in the "Backup" columns. In this example, there are two backup times because only two timers are available.



Each start from the Timing System generates a Race Number regardless of whether swimming is taking place. Accordingly, each heat is represented by a Race Number that is independent of the event and heat number.

Generally, the Event and Heat numbers are accurate in the timing system, allowing for times to be pulled using Get Times. Sometimes, the timing system may have an incorrect event or heat number associated with the race. To solve this problem, the Hy-Tek operator may need to pull times from the Timing System by Race Number.

CLICK Race#

A pop-up screen appears. Fill in the appropriate race number, click OK.

If you type the wrong race number, click Race Number again and type the correct number. If timing adjustments had been made, they must be re-done. The Timing System Operator should keep track of the Race Numbers for each individual Event and Heat, as well as any empty lanes, on his/her Meet Program. Check with the Timing System Operator if you need the Race Number for a specific heat.

### 4-5. Timing System Printout

At the conclusion of each race, the Timing System prints times recorded by the pads and the buttons clicked manually by timers. It also prints a split time at each touch of the pad. Each of these printouts has a race number associated with it.



								RACE
====>	RACE SUM	MARY <===:		=> NO NAME MEET <		=====> Rac		
						unday 01-Aı	ıg-10 8:	34:14 am
				ns 15-18 Freestyle	Final			)
			Event	: 13 Hea	t: 1			
								_
		BY LANE				BY PLACE		
_	Lane	Place	Time		Place	Lane	Time	
<b>6</b>	1	5	56.95		1	4	55.28	
<b>74</b>	3	3	55.83		2	5	55.28	
	4	1	55.27		3	3	55.83	
	5	2	55.27		4	7	56.85	
	6	7	57.55		5	1	56.95	
	7	4	56.85		6	8	56.96	
	8	6	56.96		7	6	57.55	

4	Backup Btn. A Btn. B Btn. C	Lane 1 56.90 58.35 56.90	Lane 3 55.71 55.71 55.72	Lane 4 55.26 55.28	Lane 5 55.23 55.25 55.21	Lane 6 57.56 57.53 57.59	Lane 7 56.87 56.86 56.87 56.88	Lane 8 56.89 56.92
- 1	Btn. C		55.72	55.24	55.21		56.88	

- Race History—records each time a pad is touched, source of split times
- Race Results by lane
- Race Results by place
- Backup Times recorded by pushing buttons connected to pad on each lane

Note that no times are recorded for Lane 2 because there was no swimmer in Lane 2 in this heat, in other words a "No Show."

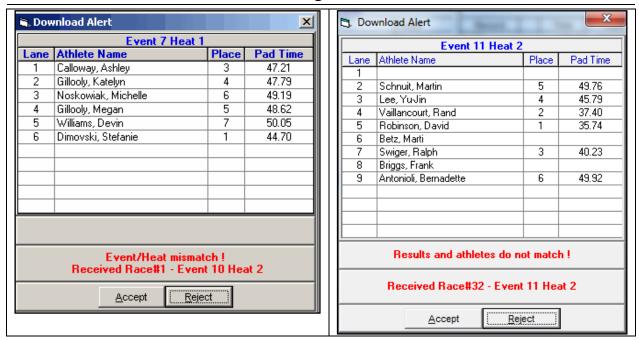
#### 4-6. Download Alert

Sometimes a download alert will appear like the two examples below. One reason for this might be that an extra swimmer was placed into the race than was downloaded to the Timing System at the beginning of the meet.

Another reason might be that no swimmers showed up for a heat, but the Timing System expects them to swim.

Regardless of the reason, it is important that, when you see a Download Alert, you secure a copy of the Timing.

Regardless of the reason, it is important that, when you see a Download Alert, you secure a copy of the Timing System Printout to make sure that times and races are matched correctly.



# 4-7. Making Timing Adjustments

In most cases, the pads produce a swimmer's correct time, but problems arise when swimmers miss the pads, the pads malfunction, or the Timing System fails. Meet Manager alerts you to these situations with a yellow, green, or blue line across the lane(s) in question.

Important Note: You will work with a Timing Judge / Administrative Official (AO) to determine whether the pad time should be adjusted. Never make any timing adjustment without prior approval or direction from the Timing Judge/AO.

#### 4-7-a. Lane Malfunction

This means that a problem has occurred with one or more times in a heat. Typical situations include a late pad touch and backup button times significantly slower or faster than the pad times.

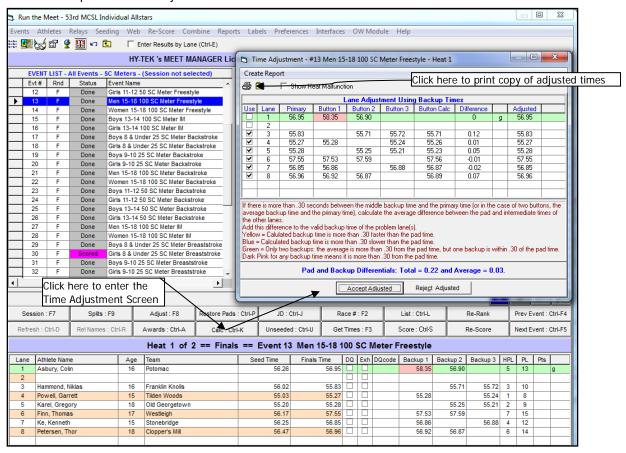
In the example below, there is a green line across Lane 1 to alert the Timing Judge/AO that the average of the buttons is more than 0.3 from the pad time. The pink of Button 1 tells us that 58.35 is more than 0.3 from the pad time. Since Button 2's time of 56.90 is within 0.3 of the pad, the pad time is confirmed.

You may be asked to display the Time Adjustment table shown below. To do this,

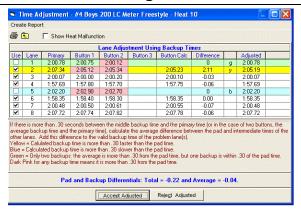
CLICK Calc on the middle bar to reach the Time Adjustment screen.

#### Only make adjustments as directed by the Timing Judge/AO.

CLICK Accept to save the adjustments and return to the Run Screen.



For Lane Malfunctions, Meet Manager highlights the lane that may need adjusting with one of three colors (green, yellow and blue) and also indicates the corresponding letter (i.e. g, y and b) at the end of each lane line. These colors also appear in the "calc" screen.



These colors mean the following:

Green (g) – If there are two backup times and one is within 0.30 seconds of the pad time, one is more than 0.30 seconds from the pad time, and the Official Backup Time (the average) is more than 0.30 from the pad time, then the lane is highlighted in **green** and a "g" is displayed in the far right column of the Run Screen. These lanes default to being unchecked for use since these times usually will not be adjusted due to the inaccuracy of the two button times.

Yellow (y) – An Official Backup Time that is 0.31 or more "faster" than a pad time is highlighted in **yellow** and a "**y**" is displayed in the far right column of the Run Screen. This indicates that there may have been a late touch.

Blue (b) – An Official Backup Time that is 0.31 or more "slower" than a pad time is highlighted in **blue** and a "**b**" is displayed in the far right column of the Run Screen. These lanes default to being unchecked for use since these often times will not be adjusted. If there is a pad time, but no Official Backup Time, then the entry is also highlighted in **blue** indicating that one should check the watch time for that lane to confirm that the pad time is a good touch.

The Timing Judge/AO may ask you to print a copy of Time Adjustments. You can create this report at the top left of the Time Adjustment box and then print.

Lane Adjustment Using Backup Times

Time Adjustment - #13 Men 15-18 100 Sc Freestyle – Heat 1

Use	Lane	Primary	Button 1	Button 2	Button 3	ButtonCalc	Difference	Adjusted
===	====	=======	========	========	========	========	========	========
	1	56.95	58.35	56.90			0	56.95
	2							
	3	55.83		55.71	55.72	55.71	0.12	55.83
	4	55.27	55.28		55.24	55.26	0.01	55.27
	5	55.28		55.25	55.21	55.23	0.05	55.28
	6	57.55	57.53	57.59		57.56	-0.01	57.55
	7	56.85	56.86		56.88	56.87	-0.02	56.85
	8	56.96	56.92	56.87		56.89	0.07	56.96

Pad and Backup Differentials: Total = 0.22 and Average = 0.03.

#### 4-7-b. Heat Malfunction

An example of a heat malfunction is when a race begins and the Timing System fails to start at the same time. In most cases, the Timing System operator can recover part of the race, but the finish times will not include the portion of the race between the start and the recovery time.

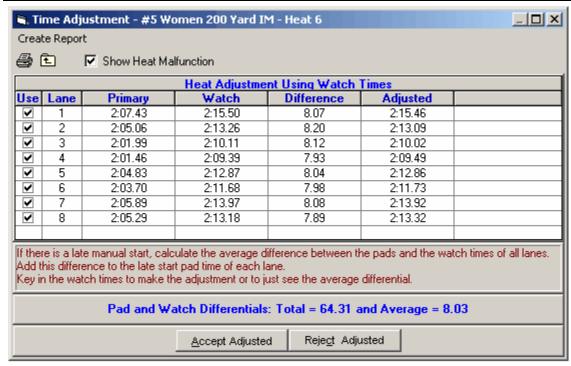
After you pull times from the timing system, you will need to account for the time difference between the actual start and the start of the timing system. Watch times are used to account for this difference. The average of the differences between each pad and watch time will be added to each pad time to adjust each swimmer's time.

You may be asked to type the watch times and/or help compute averages of watch times if only two are available.

CLICK Calc on the middle bar to reach the Time Adjustment screen.

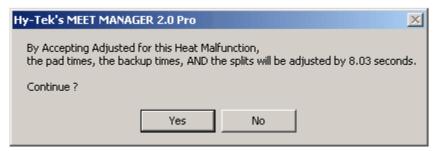
CLICK the box to the left of "Show Heat Malfunction."

Only make adjustments as directed by the Timing Judge/Administrative Official.



When the adjustment is complete,

CLICK Yes in the box below to continue.



CLICK Accept to save the adjustments and return to the Run Screen. You may then need to make adjustments if there are any lane malfunctions as described in 4-7-a.

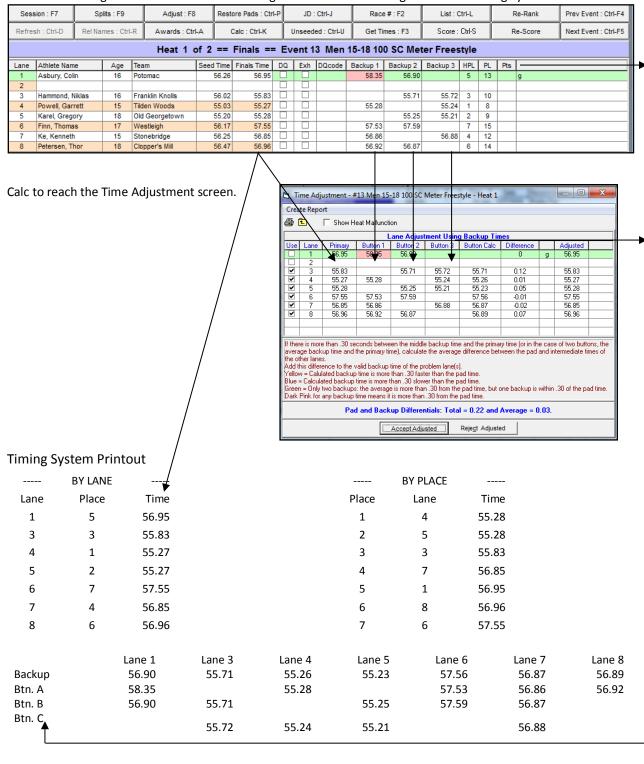
**RECOMMENDATION** 

If requested by the Administrative Referee/Official/Timing Judge, print a copy of the completed Time Adjustment sheet and include it with post-event paperwork.

#### 4-7-c. Summary—Run Screen, Time Adjustment, and Timing System

These graphics illustrate the relationship among the times from the Run screen, the Time Adjustment screen, and the Timing System printout.

Results after using "Race" or "Get Times" to bring times into Meet Manager from the Timing System

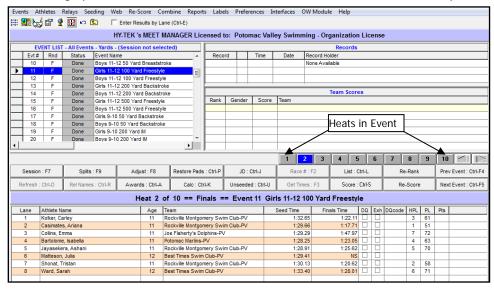


### 4-8. Entering Times By Hand

It is important to know how to enter times by hand. Some meets are held without an electronic timing system, the most typical being a mini meet. Another situation might be when there is total failure of the electronic timing system.

#### 4-8-a. Typing Times

To enter times by hand, simply type the time without colons or periods. Use mouse or arrows to move among lines. The graphic below shows times for Heat 2 of Event 11 with times entered by hand.

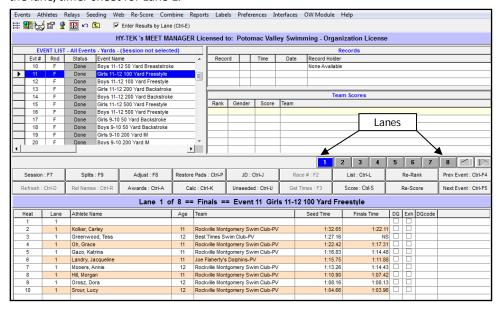


#### 4-8-b. Results by Lane

For meets without electronic timing, we recommend that you enter results by lane. Doing this makes it easier (and less mistake-prone) to enter times from each lane/timer sheet at a time instead of shuffling back and forth among them.

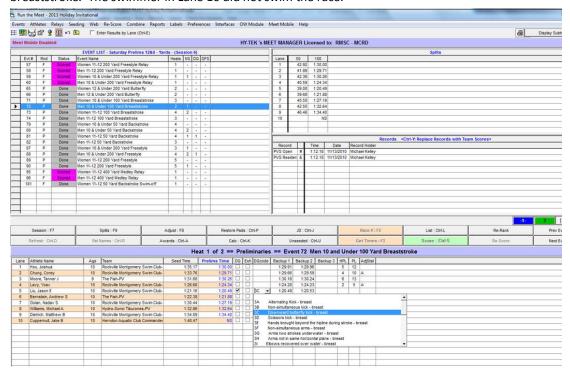
CLICK the checkbox to the left of "Enter Results by Lane."

As shown in the graphic below, the gray heat boxes become the lanes. Athlete names should match the names on the lane/timer sheet for Lane 1.



### 4-9. Check Disqualifications and No Swims

In this example, the swimmer in Lane 5 has been disqualified because he did a downward butterfly kick during breaststroke. The swimmer in Lane 10 did not swim the race.

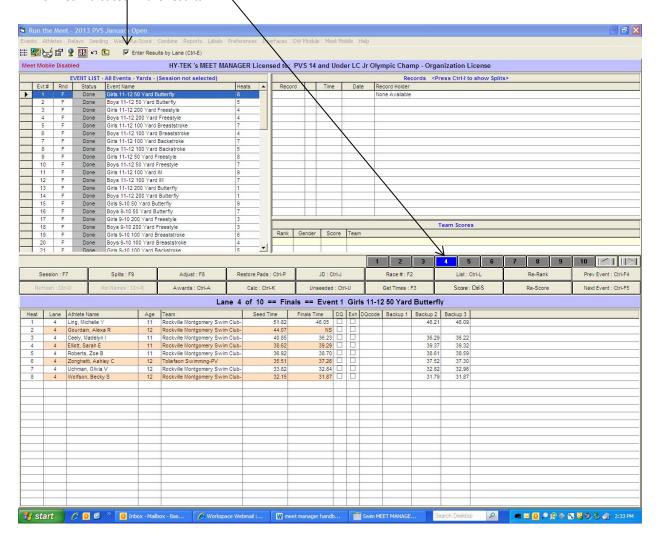


# 4-9-a. DQ (Disqualification)

- Make Timing Adjustments before recording disqualification
- Make sure you have a DQ card. Double check Event Number, Heat, and Lane.
- Click DQ checkbox.
- Click the pull down menu in the DQ code column and highlight the infraction. If you are unsure of the correct code, ask for help.
- Do not delete the finish time.
- Staple DQ card to Timing System printout for the heat in which the DQ occurred.
- After you preview results (see 4-10), double check the name on each DQ card against the results to ensure that the DQs were properly entered.

#### 4-9-b. NS (No Swim)

- NS should be filled in when the Timing System times are brought over.
- If NS is not automatically filled in,
  - Check to see if there are backup buttons. Sometimes the pad time does not register.
  - Also check to see if the Timing System Printout has registered backup times.
  - Work with the Timing Judge/AO to adjust times. Sometimes you'll need to Type "NS."
- After you receive the lane timer sheets, you can review the results by lane by clicking "enter results by lane" at top of run screen. This changes the "heat" buttons in the middle of the screen to "lane" buttons (in this example, lanes 1-10). The display below will now show all swimmers in the event who swam in a particular lane (lane 4 in this example). Compare the results for each lane with lane timer sheets, ensuring that all NS are properly recorded. Keep track of the total number of NSs for the event.
- Preview results (4-10), and ensure that the number of NSs you previously counted is the same as the number of NSs indicated in the results



## 4-10. Score/List and Print Results



#### 4-10-a. Preview Results

CLICK List to show results from preliminary heats of a prelims/finals meet or for a meet that is not scored.

OR

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

#### 4-10-b. Print Results

CLICK Printer icon at the top of the "Results" preview to print. Choose number of copies. Ask the Meet Director how many copies should be produced for each event. Make sure you keep one copy.

CLICK to close and return to the Run screen.

Repeat Steps 4-3 through 4-10 for each heat until the event is finished.

#### 4-11. Assemble Paperwork for each Event

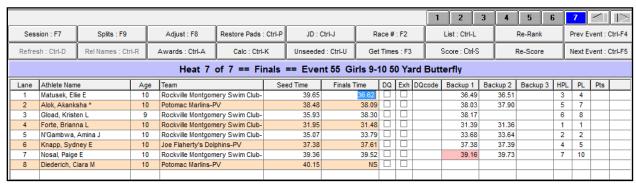
Staple paperwork for each event and place in box or folder with other event results.

- 1. Copy of results on top,
- 2. Timing System printouts, with reseed forms and DQ slips stapled to corresponding heat, and Timing Adjustment printout.
- 3. Lane/timer sheets,
- 4. Any other notations pertaining to the event. When in doubt, don't throw it out.

#### 4-12. Move to Next Event

After completing last heat,

CLICK Next Event.



#### 4-13. New features in Meet Manager 5

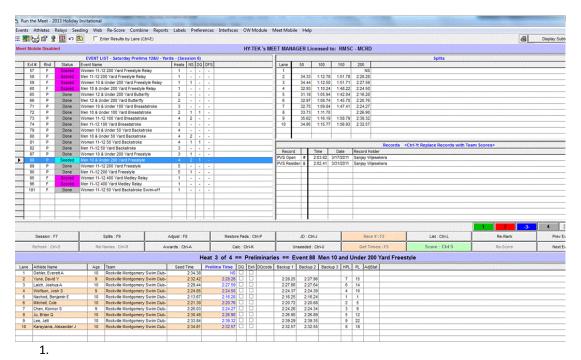
#### 4-13-a. Color System for Heat Buttons.

Gray means that the heat has entries without results

Green means the heat has results for every lane/position and there are no problems

Red means that the heat has results for every lane/position, but there are problems with one or more lanes Blue means that the heat is the selected heat and there are either no results in any lanes or there are full results with no problems

Yellow means the heat is the selected heat, has full or partial results, but there are either problems with one or more lanes or one or more lanes are missing results



#### 4-13-b. No Show and DQ Columns

Meet Manager 5 has three new columns for the number of No Shows and DQs in each event. The colums are titled NS, DQ, and DFS. NS shows the number of No Shows, DQ shows the number of regular DQs plus Did Not Finish (DNFs), while DFS shows the number of Declared False Starts.

#### 4-13-c. AdjStat column

Meet Manager 5 also has a new column in the Heat Window titled AdjStat (short for Adjustment Status) which indicates whether there is a problem with the pad time or not. There are three possible settings for the AdjStat column. "?" means the backup times show there may be a need for the pad time to be adjusted. "A" means the pad time has been adjusted from the original. "K" means the user clicked the "?" to indicate the pad time is okay despite the backup times do not correlate. Blank means there are no problems with the pad time in comparison to the backup times.

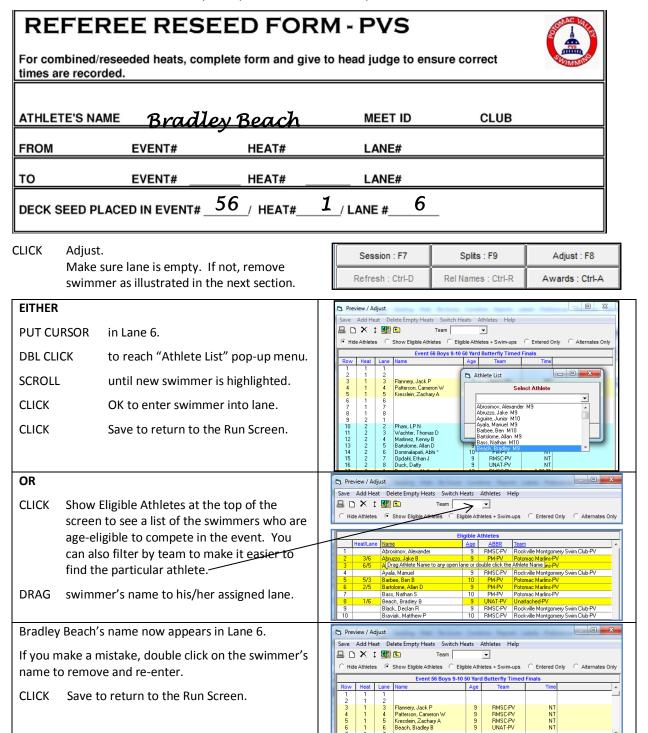
ท าบ	and	Und	ier ou	<b>Yard</b> Васкэтгоке
kup 3	HPL	PL	AdjStat	
	3	33	Α	
			?	у
	4	34	K	у
	1	31	А	
	2	32	Α	

# 5. ADD, REMOVE, MOVE IN RUN SCREEN

Once a meet is underway, you may not change a swimmer's heat, event, or lane without the referee's written authorization on a Referee Reseed form.

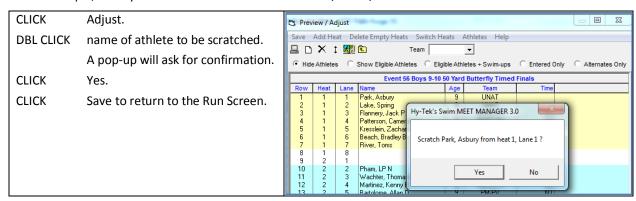
#### 5-1. Add Swimmer

The Reseed form below instructs Hy-tek operator to enter Bradley Beach into Event 56/Heat 1/Lane 6.



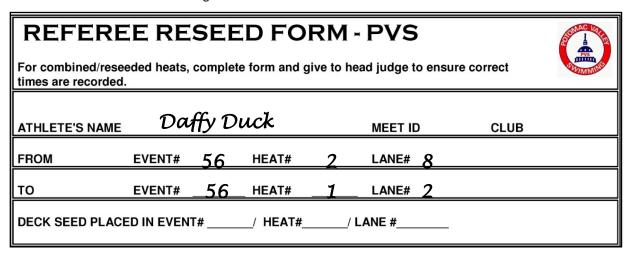
#### 5-2. Remove Swimmer

In this example, Asbury Park will be removed from Event 56/Heat1/Lane 1.



#### 5-3. Move Swimmer

The Reseed form below instructs Hy-tek operator to move Daffy Duck from Event 56/Heat 2/Lane 8 to Heat 1/Lane 2. Such a move could be within a single event or from one event to another.



In this example, Spring Lake is in the Heat and Lane now assigned to Daffy Duck. There are two ways to accomplish this.
1) Spring Lake can be removed (See 5-2) from the event before Daffy Duck can be moved. After deleting Spring Lake, Daffy Duck's name can be dragged and dropped into Heat 1, Lane 2 or placed in the lane as shown in 5-1.
2) Alternatively, you can drag and drop Daffy Duck into Spring Lake's heat and lane without removing

into Spring Lake's heat and lane without removing Spring Lake. The swimmers will switch positions, thus allowing the program to accurate track noshows. Be careful when doing this!

## Warning

CLICK

Adjust.

Drag and Drop can be used only when moving a swimmer within an event.



Staple Reseed Form to appropriate Timing System printout.

*Important note*: If the heat has already been swum and times pulled and you subsequently add, remove, or move swimmers, you will need to pull the times again for each heat that is affected.

#### 6. GENDER BLENDING AND ADDING HEATS

#### 6-1. Men & Women in Same Race

Sometimes the Meet Director or the Referee will move male swimmers into the same heat with female swimmers or vice versa. In this example, the Meet Director or Referee has told you that the swimmers in Event 6, Lanes 3 and 5 are not at the meet. To save time, the swimmer in Lane 4 (Andrew Pickup) will swim with the girls in Event 5, Heat 1.

Event 5 Girls 11-12 200 Yard IM					
Lane	Name	Age	Team	Seed Time	
Heat	1 of 4 Finals				
3	Falkenstein, Emma	11	RMSC-PV	NT	
4	Baruch-Fry, Abigail	12	RMSC-PV	NT	
5	Post, Rachel	12	RMSC-PV	NT	
6	Hukill, Anna	12	BTSC-PV	NT	
Event	6 Boys 11-12 200	Yard IM			
Lane	Name Age		Team	Seed Time	
Heat	1 of 3 Finals				
3	Afolabi-Brown, Gregory 11		RMSC-PV	NT	
4	Pickup, Andrew	11	PM-PV	3:45.99	
5	Wen, Jonathan	11	PM-PV	NT	

In most situations, the Referee will tell you the lane where Andrew will swim, but you might be asked to assign a lane. The rule of thumb is that males and females should be separated by a lane. Since Lanes 3, 4, 5, and 6 in Event 5 are occupied, Andrew could swim in either Lane 1 or 8 (or 2 or 7, if necessary). In this example, Andrew will swim in Lane 1.

Even though Andrew will swim with the girls in Event 5, Heat 1, his time must be included with the results for Event 6. To do this,

CLICK Event 6, Heat 1 from the Run Screen.

MOVE Andrew Pickup to Lane 1 in Heat 1 by DRAGGING & DROPPING.



CLICK Event 5, Heat 1.

CLICK Get Times:F3.

When you bring the times into Meet Manager, you will receive an error message (see sec 4.6) because the Timing System expected that there would be a swimmer in Lane 1.

CLICK OK. Keep the Timing System printout handy.

CLICK Event 6, Heat 1.

CLICK Race #:F2.

TYPE the same Race Number generated by the Timing System for Event 5, Heat 1.

You will receive the same error message as for Event 5, Heat 1 because the Timing System expected that there would be swimmers in Lanes 3, 4, and 5. In addition, you will receive another error message (see following page for picture) indicating that you have already pulled this race number. Confirm that this is what you meant to do.



CLICK OK.

TYPE NS in Lanes 3 and 5, and return to processing Event 5.

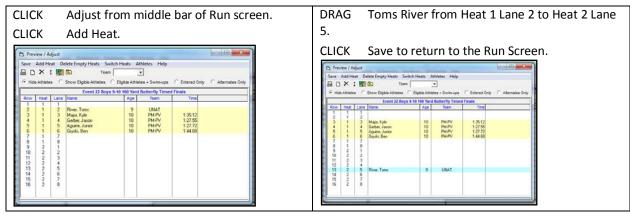
#### 6-2. Missed Event—Add Heat

A typical example of when you might need to add a heat is when a swimmer misses his/her race and the Referee places that swimmer into an empty lane in a different event.

#### WARNING

Do not make any changes to a swimmer's event, heat, or lane assignment without a Reseed Slip authorizing a change.

In this example, Event 22, Boys 9-10, 100 Fly has one heat, and Toms River from Lane 2 has missed the heat. The Referee has decided Toms can swim in Heat 3/Lane 5 in event 23. Add Heat to Event Swimmer Missed



## 6-2-a. Process Event in which swimmer actually swam

Bring times into Toms River's new event and heat (Event 23, heat 3) as shown in 4-4 and make timing adjustments in coordination with Timing Judge/AO.

The Timing System will alert you that it received an incorrect number of swimmers as shown in 4-6. There should be a time in Lane 5, but it will not be recorded since there will not be a swimmer in that lane. (Toms Rivers replaced the swimmer who was supposed to swim in Event 23, heat 3, lane 5; if that lane has the name of a swimmer, type NS for the results of that heat and lane).

CLICK OK to bring over the times.

MOVE to the next heat and/or finish the event.

#### 6-2-b. Bring Time into Added Heat for the event in which swimmer is entered

Return to Event 22. CLICK Heat 2.

CLICK Race # from the middle bar.

TYPE same Race Number that was used for Toms River's new heat (Event 23, heat 3).

Just as for Toms River's new event, the Timing System will alert you that it received an incorrect number of swimmers as shown in 4-6 and that you have already pulled this race number. There should be a time in Lane 5, and it will appear in Toms River's lane.

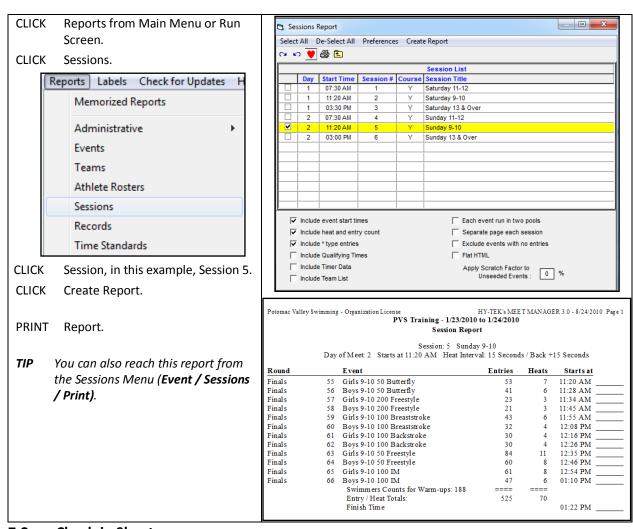
CLICK OK to bring over the times and make any timing adjustments as directed by Timing Judge/AO.

MOVE to the next heat and/or finish the event.

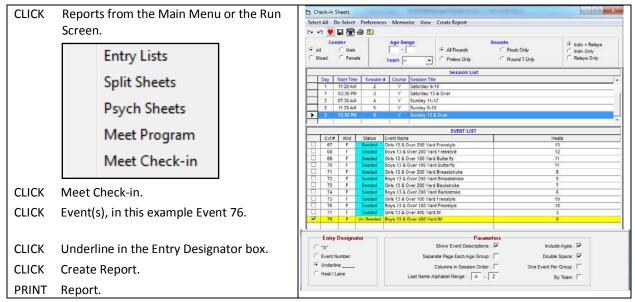
Double check to see that Toms River's time is included in the results.

# 7. PRINTING REPORTS

#### 7-1. Time Line



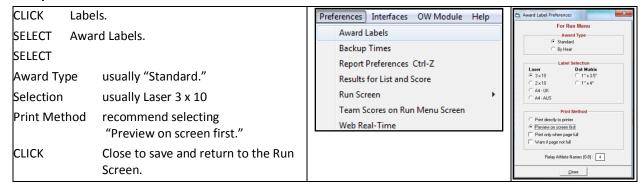
# 7-2. Check-in Sheet



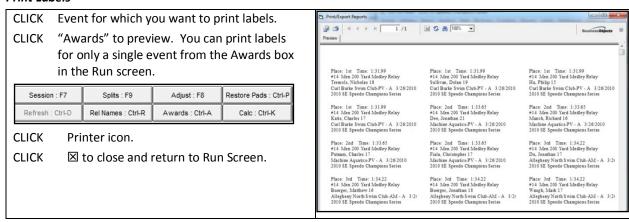
#### 7-3. Award Labels

#### 7-3-a. From the Run Screen

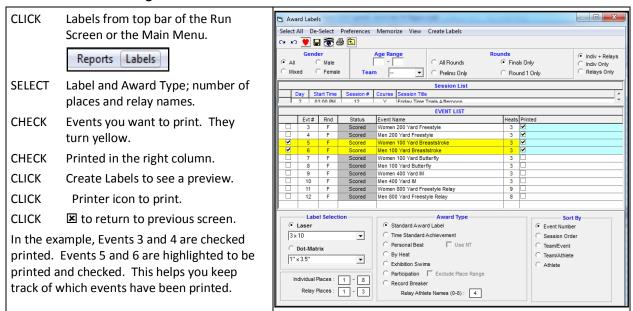
#### Set Up Labels



#### **Print Labels**



#### 7-3-b. Batch Printing From Run Screen or Main Menu



## 8. RELAYS

## 8-1. From the Relay Screen

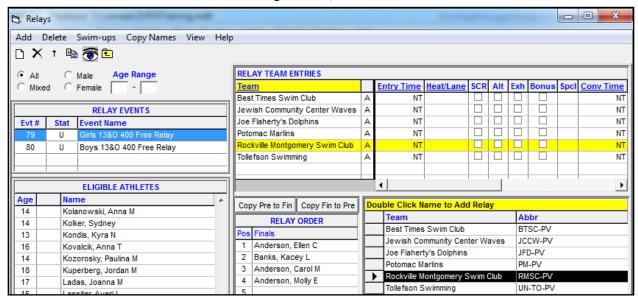
#### 8-1-a. Enter Relay into Event

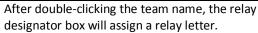
In this example, a second RMSC team relay will be entered into Event 79.

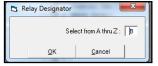
CLICK Relays from the Main Menu or the top bar of the Run Screen to reach the "Relays" screen.

CLICK Event on which you want to work, in this case Event 79.

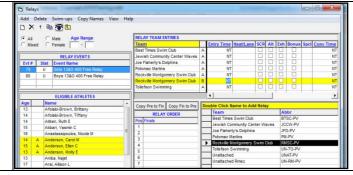
DBL CLICK on the team name in the bottom right corner, in this case RMSC.







CLICK OK to enter the RMSC "B" relay. This relay appears on the Relay Team Entries for Event 79.



#### 8-1-b. Enter, Remove, and Rearrange Relay Swimmers

DBL CLICK name of each "B" relay swimmer,

OR

DRAG each swimmer's name from the Eligible Athletes list to the Relay order box.

As each "B" relay swimmer is selected, the name moves to the Relay Order box, and a "B" will appear beside the name.

Note that a letter "A" appears between ages and names of "A" relay swimmers to prevent a single swimmer from inadvertently being entered in two relays.

#### To Remove Relay Swimmer,

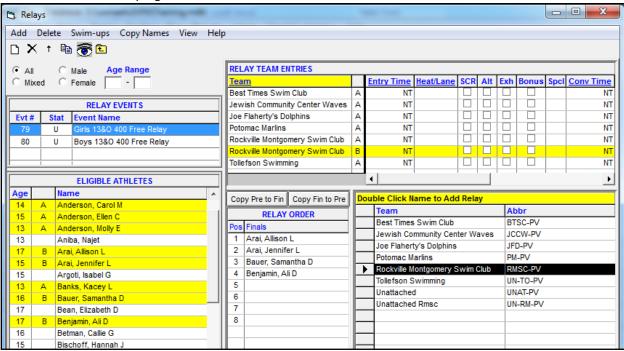
DBL CLICK swimmer's name on the "Relay Order" box.

## To Rearrange Relay Swimmer Order,

DRAG & DROP names within the "Relay Order" box until the order is correct.

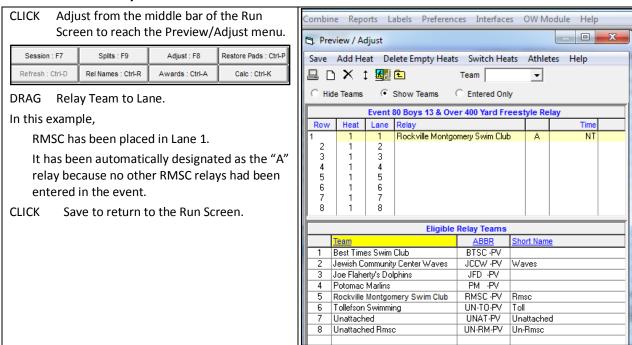
#### To Return to the Main Menu or Run Screen,

CLICK **I** in top-right corner.



#### 8-2. From the Run Screen

## 8-2-a. Enter Relay into Event



## 8-2-b. Enter, Remove, and Rearrange Relay Swimmers

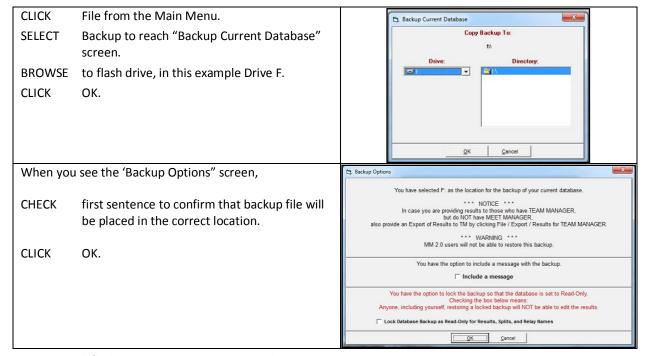
- CLICK Rel Names to reach the Relay Names Screen.
- CLICK TO HIGHLIGHT relay team for which you want to enter or remove swimmers, Potomac Marlins in this example.

#### To Enter Relay Swimmer, 🕽. Relay Names on swimmer's name in the "Eligible DBL CLICK Show Swim-ups Athletes" list. The name will appear Heat 1 of 1 == Finals == Event 79 Girls 13 and Over 400 Yard Freestyle Relay in the "Relay Order" box, OR Eligible Athletes Relay Orde DRAG swimmer's name from "Eligible Barlow, Melanie A 13 Buennemeyer, Allyson K 2 14 Burke, Becky R Bissen, Cami W Athletes" list to "Relay Order." 15 Bissen, Libby W 13 Clifford, Maxine 13 Gribbs, Sophia C To Remove Relay Swimmer, Carinci, Maddie J DBL CLICK on swimmer's name on the "Relay 13 Chang, Younga \* 8 Order" box. Clifford, Maxine J 17 Coughlin, Marissa A Relay Teams 14 13 Dingman, Katie E To Rearrange Relay Swimmer Order, Dooley, Maddy J Lane Relay Name Ltr DRAG & DROP names within "Relay Order" 13 Rockville Montgomery Swim Club-PV Eaton, Maggie E 16 13 Best Times Swim Club-PV Emerson, Ariane A box until order is correct. Jewish Community Center Waves-PV Α Graham, Madisyn L Gribbs, Sophia C Rockville Montgomery Swim Club-PV Joe Flaherty's Dolphins-PV To Return to the Run Screen. 13 15 Guerrero, Kelly J Α Ä Higinbotham, Sierra K **☑** in top-right corner. CLICK 16 Tollefson Swimming-PV Α Johannes, Anna F Kim, Brianna J Kim Christina E

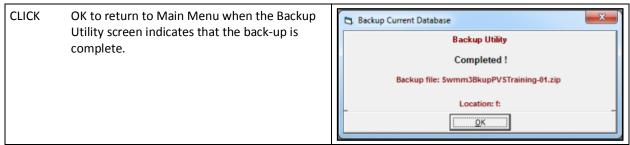
#### 9. POST-MEET

## 9-1. Backup Database

INSERT flash drive.

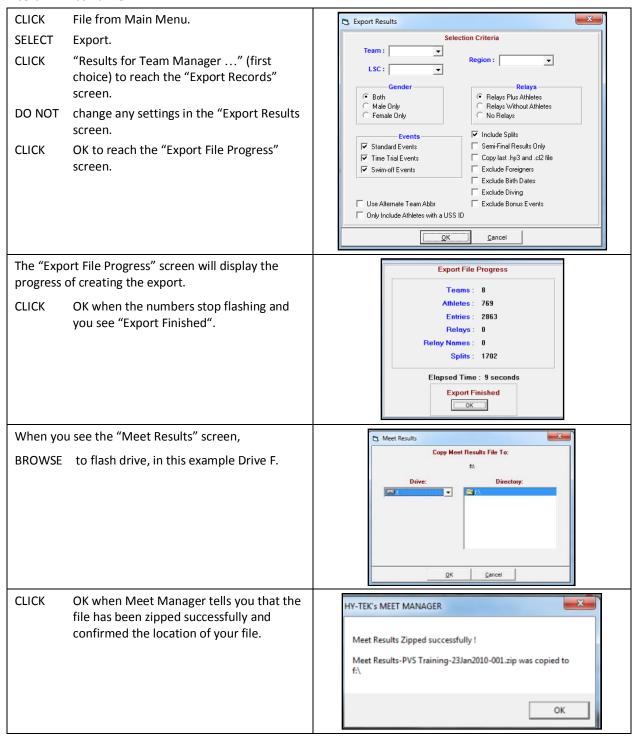


Messages will flash across the screen as the back-up is created.

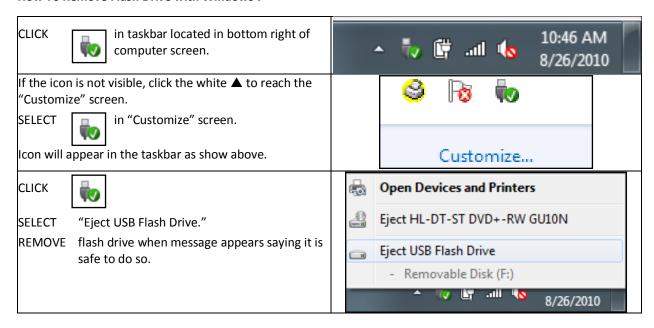


## 9-2. Export Results for Team Manager

Insert flash drive.



#### How To Remove Flash Drive with Windows 7



#### How To Remove Flash Drive with Windows XP

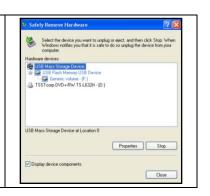
CLICK



in taskbar located in bottom right of computer screen.







### **MEET MOBILE**

Meet Mobile is an app for Apple or Android products that allows users to view heat sheets, timelines, and results in real time. If Meet Mobile is being used for the meet, the Meet Director should have previously set it up.

## 9-3. Using Meet Mobile

