

Synchronized Swimming

JUDGE ON/OFF	1	2	3	4	5	6	7	8	9	10	PAGE UP	SEND TECH.	KEYPAD										
	Q	W	E	R	T	Y	U	I	O	P			↑	SEND ART.	1	2	3						
	1	2	3	4	5	6	7	8	9	10					↓	SEND MENU	4	5	6				
A	S	D	F	G	H	J	K	L	;	7	8	9											
1.5	2.5	3.5	4.5	5.5	6.5	7.5	8.5	9.5	0	○ FAILED ROUTINE ○	○ REFLASH ○	.5 SPACE	○ NEXT ROUTINE ○	○ CLEAR ENTRY ○			0	ENTER #					
EDIT TECH. SCORES											PAGE DOWN												
EDIT ARTIST.	Z	X	C	V	B	N	M	,	.	/													

SYNCHRO

For the System 5 Sports Timer Software User Guide

F511 Rev 0698



1551 East Eleventh Street
Loveland, Colorado 80537

Customer Service Department
Phone: 970-667-1000 ext. 256
Toll Free U.S. and Canada 800-287-0653
Fax: 970-667-1032

Colorado Time Systems

Corporate Office
1551 East 11th Street
Loveland, CO 80537 USA

Sales : 800-279-0111 or +1 970-667-1000

Service: 1-800-287-0653 x256 or +1 970-667-1000 x256
Service Fax: 970-667-1032

Web: www.coloradotime.com
Email: customerservice@coloradotime.com

TABLE OF CONTENTS

1 Introduction

Synchronzied Swimming V Contents	1-1
Scope Of This User Guide	1-2
Contents	1-2

2 Setup/Operation

Setup	2-1
Keyboard Overlay	2-1
External Timing Button	2-1
Remote Judging Consoles	2-1
Scoreboard and Printer	2-2
Synchronized Swimming V Scoreboards	2-2
Installing Synchronized Swimming V Signage	2-12
Operation	2-12
Figures Overview	2-13
Routines Overview	2-17
Using Remote Judging Consoles	2-19

3 Reference

Figures Display Screen	3-1
Summary	3-1
Operation	3-1
Keyboard	3-3
Summary	3-3
Alphabetic Keys	3-3
Judge On/Off	3-3
Edit Tech	3-3
Edit Artist	3-3
Scores	3-3
Failed Routine	3-3
Reflash	3-3
Space	3-3
Next Routine	3-3
Up-Arrow/Down-Arrow/	
Page Up/Page Down	3-5
Send Tech	3-5
Send Art	3-5
Send Menu	3-5
Numeric Keypad	3-5
Enter #	3-5
Clear Entry	3-5
Console Keys	3-6
Enter	3-6
Quit	3-6
Battery Check	3-6
Help	3-7
Softkeys	3-7
Summary	3-7
Operation	3-7
Figures/Routines	3-8
Event Type	3-8
Number of Judges Per Panel	3-8
Entry	3-8
Print	3-14
Score	3-15

TABLE OF CONTENTS,cont.

Stored Data	3-18
Display	3-20
Misc	3-22
Routines Display Screen	3-27
Summary	3-27
Operation	3-27
Keyboard	3-29
Summary	3-29
Alphabetic Keys	3-29
Judge On/Off	3-29
Edit Tech	3-29
Edit Artist	3-31
Scores	3-31
Failed Routine	3-31
Reflash	3-31
Space	3-31
Next Routine	3-31
Up-Arrow/Down-Arrow/ Page Up/Page Down	3-32
Send Tech	3-32
Send Art	3-32
Send Menu	3-33
Numeric Keypad	3-33
Enter #	3-34
Clear Entry	3-34
Console Keys	3-34
Enter	3-34
Quit	3-35
Battery Check	3-35
Help	3-35
Softkeys	3-36
Summary	3-36
Operation	3-36
Figures/Routines	3-36
Judging Consoles Yes/No	3-37
Event Type	3-37
Pre-Swimmer	3-37
Bonus	3-38
Penalty	3-38
Start Points	3-39
Print	3-39
Display	3-40
Misc	3-41

INTRODUCTION

Dear Customer

Colorado Time Systems would like to thank you for purchasing the Synchronized Swimming V program for your System 5 Sports Timer. Synchronized Swimming V is a full-featured yet easy to use automatic meet scoring program.

The Synchronized Swimming V program is an integrated part of your total System 5 Sports Timer package. This means that your experience with other programs for the System 5, including Swimming V, Diving V and many others, makes it easier for you to use Synchronized Swimming V. However, even if you are an experienced user of other System 5 programs, you should read this user guide to ensure that you take full advantage of the many advanced features Synchronized Swimming V offers.

Colorado Time Systems is committed to provide you with sports timing solutions for all your needs. The addition of Synchronized Swimming V to the growing family of System 5 programs is another example of our commitment to ensure that your System 5 remains the industry leader in state of the art technology, features and ease of use.

If you should experience difficulties with any of your Colorado Time Systems' equipment, check the appropriate user guide for a solution to the problem or call Colorado Time Systems' Customer Service Department, ext. 256, toll-free at (800) 287-0653 (US and Canada) or (970) 667-1000 (international).

Synchronized Swimming V Contents

Your Synchronized Swimming V Package contains the following items:

- Synchronized Swimming V Memory Card
- Synchronized Swimming V Keyboard Overlay
- External Timing Button
- Synchronized Swimming Scoreboard Signage Kit
- Synchronized Swimming V User Guide
- Optional Judging V I/O Box and Remote Judging Consoles

Immediately Upon receiving your Synchronized Swimming V package, perform the following steps:

- 1)** Open all boxes and remove all protective packaging. To avoid damage, do not expose any of the part to heat or direct sunlight.
- 2)** Inspect all parts for damage which may have occurred during shipment. **Report damage to freight carrier immediately.**
- 3)** Use the enclosed Packing List to ensure that you received all items ordered. If any parts are missing, contact Colorado Time Systems' Customer Service Department immediately.

Scope of this User Guide

This user guide addresses all issues relating to the normal operation of the Synchronized Swimming V program on the System 5 Sports Timer. It is written with the beginning timer operator in mind, but also contains detailed information of interest to experienced operators. Use the Table of Contents and Index to locate specific information quickly.

For information on setup, care and maintenance of your System 5 Sports Timer, refer to the *Swimming V User Guide*. It contains a great deal of general information with which every operator should be familiar.

Contents

Chapter 1 - Contains introductory and background information on the Synchronized Swimming V program.

Chapter 2 - Covers Synchronized Swimming V hardware setup, remote judging console installation and operation instructions, and basic operating instructions which help you begin using Synchronized Swimming V right away.

Chapter 3 - The Reference chapter describes in detail the operation of all features included in the Synchronized Swimming V program. It is divided into Figures and Routines sections. It includes descriptions of all key functions and contains display screen examples. Use this chapter to learn how to use specific features or to refresh your memory on any aspect of Synchronized Swimming V.

Index - A complete index provides quick access to specific information. The index is cross-referenced and organized to make finding any information in this user guide fast and easy.

SETUP/OPERATION

The first part of this chapter describes how to set up your Synchronized Swimming V hardware and program. Setup is not difficult, but must be done correctly to ensure proper operation of your Synchronized Swimming V program and System 5 Sports Timer. The second part of this chapter provides step-by-step instructions for using Synchronized Swimming V Figures and Routines programs to score a meet.

Setup

Keyboard Overlay

- 1) Remove the keyboard overlay from your System 5 and put it in a safe place.
- 2) Locate the **Synchro** keyboard overlay included with your Synchronized Swimming V package.
- 3) Install the **Synchro** keyboard overlay, making sure it is securely mounted.

External Timing Button

Synchronized Swimming V uses an external button to control the Routine timer. Attach the external timing button connector to either the Primary Input or Backup Input on the back panel of your System 5. It makes no difference which Input connector you use.

Remote Judging Consoles

IMPORTANT NOTE: Use of judging consoles requires that you use the System 5 external power supply. **Use only the recommended power supply!** If you have any questions about using the external power supply, call Colorado Time Systems' Customer Service Department, ext. 256, at (800) 287-0653 toll-free (US and Canada) or (970) 667-1000 (international), **before** connecting the power supply to your System 5.

If you will be using remote judging consoles, connect them as follows:

- 1) Place the judging console on the judging table.
- 2) Attach a data cable to a judging console. Attach the other end of the data cable to the numbered connector on the Judging V interface box which corresponds to the judge number.
- 3) Repeat Step 2 for all remaining judging consoles.
- 4) The Judging V data cable has a round connector with five pins installed on each end. Attach one end of the Judging V data cable to the output on the Judging V interface box.
- 5) Attach the other end of the Judging V data cable to the Diving-

Expansion I/O connector on the back panel of your System 5.

6) Attach the external power supply connector to the External Power connector on the back panel of your System 5.

Scoreboard and Printer

Attach your scoreboard and printer connectors to the appropriately labeled connectors on the back panel of your System 5. You are now ready to use Synchronized Swimming V.

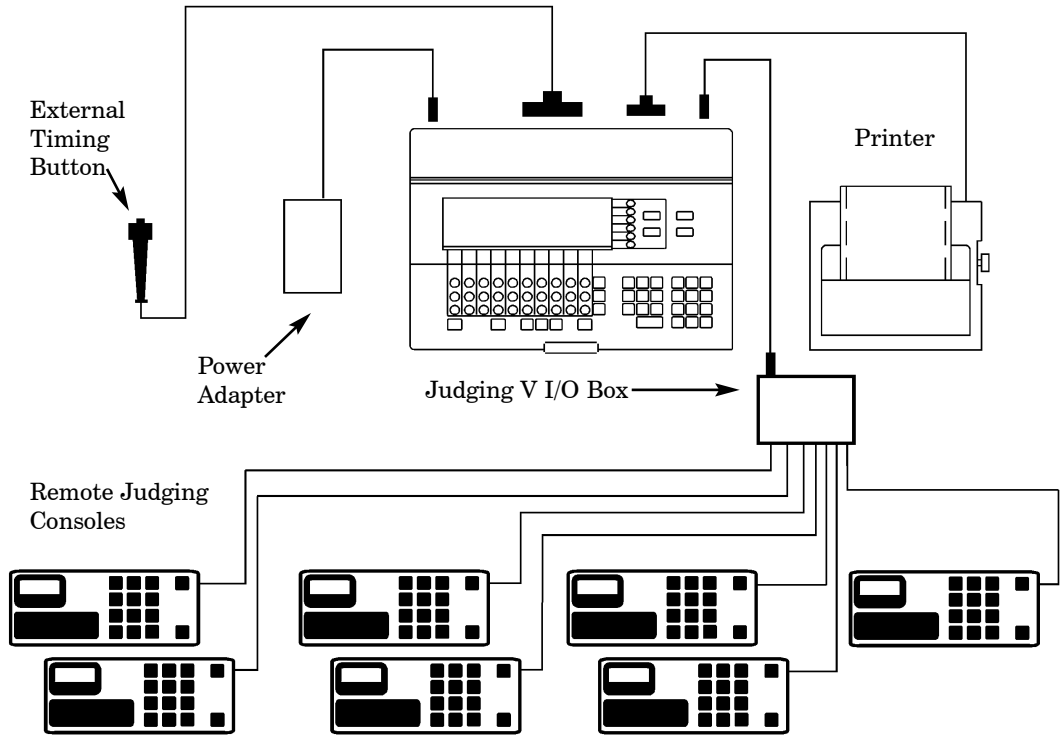


Figure 2-A Synchronized Swimming V Cabling

Synchronized Swimming V Scoreboards

The following diagrams show standard synchronized swimming scoreboard configurations with module definitions and signage. Scoreboard configuration diagrams for Figures and Routines are grouped together, showing digit arrangement and applicable signage for each display.

Figures Scoring

Figure 2-B shows applicable signage for Figures scoring. Signage shown in outline is not applicable to figures scoring. The variety of information which the scoreboard must display makes multi-purpose signage necessary.

PANEL	ID#	FIGURE/SCORE
JUDGE	TECH	ARTISTIC

ROUTINE	AWARD
----------------	--------------

Figure 2-B Signage Applicable to Figures Scoring

PANEL JUDGE	ID # TECH	FIGURE/SCORE ARTISTIC	Module Number
0	000	0	01
0	000	0	02
0	000	0	03
0	000	0	04
			05
			06
			07
			08
			09
			0A
	00:00		16
ROUTINE		AWARD	

Figure 2-C Figures Scoring

Figure 2-C shows all module definitions and digit arrangement for Figures scoring. The table below defines the information displayed

Module #	Display-Figures Scoring
01	Panel 1 ID/Figure
02	Panel 2 ID/Figure
03	Panel 3 ID/Figure
04	Panel 4 ID/Figure
05	Blank
06	Blank
07	Blank
08	Blank
09	Blank
0A	Blank
16	Time of Day

on each module.

PANEL JUDGE	ID # TECH	FIGURE/SCORE ARTISTIC	Module Number
8	888	8	01
8	888	8	02
8	888	8	03
8	888	8	04
ROUTINE		AWARD	

Figure 2-D 8-line Figures Scoring Display

Figure 2-D shows a standard 8-line scoreboard display for Figures scoring with digit arrangement and module numbers.

Figures Ranking

Figure 2-E shows applicable signage for Figures ranking. Signage

PANEL	ID#	FIGURE/SCORE
JUDGE	TECH	ARTISTIC

ROUTINE	AWARD
----------------	--------------

shown in outline is not applicable to Figures ranking.

Figure 2-E Signage Applicable To Figures Ranking

Figure 2-F shows all module definitions and digit arrangement for Figures ranking. The table on the following page defines the information displayed on each module.

PANEL JUDGE	ID # TECH	FIGURE/SCORE ARTISTIC	Module Number
0 0	00	0.000	01
0 0	00	0.000	02
0 0	00	0.000	03
0 0	00	0.000	04
0 0	00	0.000	05
0 0	00	0.000	06
0 0	00	0.000	07
0 0	00	0.000	08
0 0	00	0.000	09
0 0	00	0.000	0A
00:00			16
ROUTINE		AWARD	

Module #	Display-Figures Ranking
01	1st Place ID/Award
02	2nd Place ID/Award
03	3rd Place ID/Award
04	4th Place ID/Award
05	5th Place ID/Award
06	6th Place ID/Award
07	7th Place ID/Award
08	8th Place ID/Award
09	9th Place ID/Award
0A	10th Place ID/Award
16	Time of Day

PANEL JUDGE	ID # TECH	FIGURE/SCORE ARTISTIC	Module Number
0 0	00	0.000	01
0 0	00	0.000	02
0 0	00	0.000	03
0 0	00	0.000	04
0 0	00	0.000	05
0 0	00	0.000	06
0 0	00	0.000	07
0 0	00	0.000	08
ROUTINE		AWARD	

Figure 2-F Figures Ranking

Routines Scoring

Figure 2-G 8-Line Figures Ranking Display

Figure 2-G shows a standard 8-line scoreboard display for Figures ranking with digit arrangement and module numbers.

Figure 2-H shows applicable signage for Routines scoring. Signage

PANEL	ID#	FIGURE/SCORE
JUDGE	TECH	ARTISTIC

ROUTINE	AWARD
---------	-------

shown in outline is not applicable to Routines scoring.

Figure 2-H Signage Applicable to Routines Scoring

Figure 2-I shows all module definitions and digit arrangement for Routines scoring. The table on the following page defines the information displayed on each module.

PANEL JUDGE	ID # TECH	FIGURE/SCORE ARTISTIC	Module Number
00	00	00	01
00	00	00	02
00	00	00	03
00	00	00	04
00	00	00	05
00	00	00	06
00	00	00	07
00	00	00	08
00	00	00	09
00	00	00	0A
00		00.000	14*
		00:00	0E
		00:00	16
ROUTINE		AWARD	

Figure 2-I Routines Scoring

Module #	Display-Routines Scoring
01	Judge 1 Scores
02	Judge 2 Scores
03	Judge 3 Scores
04	Judge 4 Scores
05	Judge 5 Scores
06	Judge 6 Scores
07	Judge 7 Scores
08	Judge 8 Scores
09	Judge 9 Scores
0A	Judge 10 Scores
14*	Current Routine/Award
OE	Routine Time
16	Time of Day

*To display Award information, you must first disable the colon and

PANEL JUDGE	ID # TECH	FIGURE/SCORE ARTISTIC	Module Number
8	88	88	01
8	88	88	02
8	88	88	03
8	88	88	04
8	88	88	05
8	88	88	06
8	88	88	07
88		88.888	14*
ROUTINE		AWARD	

enable the decimal on module 14 as explained on page X-XX

Figure 2-J 8-Line Routines Scoring Display

Figure 2-J shows a standard 8-line scoreboard display for Routines scoring with digit arrangement and module numbers.

Routines Ranking

Figure 2-K shows applicable signage for Routines ranking. Signage

PANEL JUDGE	ID # TECH	FIGURE/SCORE ARTISTIC
----------------	--------------	--------------------------

ROUTINE	AWARD
---------	-------

shown in outline is not applicable to Routines ranking.

Figure 2-K Signage Applicable to Routines Ranking

Figure 2-L shows all module definitions and digit arrangement for Routines ranking. The table on the following page defines the

PANEL JUDGE	ID # TECH	FIGURE/SCORE ARTISTIC	Module Number
0 0	00	0.000	01
0 0	00	0.000	02
0 0	00	0.000	03
0 0	00	0.000	04
0 0	00	0.000	05
0 0	00	0.000	06
0 0	00	0.000	07
0 0	00	0.000	08
0 0	00	0.000	09
0 0	00	0.000	0A
			14
			0E
		00:00	16
ROUTINE		AWARD	

information displayed on each module.

Module #	Display-Routines Ranking
01	1st Place Routine/Award
02	2nd Place Routine/Award
03	3rd Place Routine/Award
04	4th Place Routine/Award
05	5th Place Routine/Award
06	6th Place Routine/Award
07	7th Place Routine/Award
08	8th Place Routine/Award
09	9th Place Routine/Award
0A	10th Place Routine/Award
14*	Blank
0E	Blank
16	Time of Day

Figure 2-L Routines Ranking

PANEL JUDGE	ID # TECH	FIGURE/SCORE ARTISTIC	Module Number
8	8	88 8.888	01
8	8	88 8.888	02
8	8	88 8.888	03
8	8	88 8.888	04
8	8	88 8.888	05
8	8	88 8.888	06
8	8	88 8.888	07
ROUTINE		AWARD	

Figure 2-M 8-Line Routines Ranking Display

Figure 2-M shows a standard 8-line scoreboard display for Routines ranking with digit arrangement and module numbers.

Single-Line Scoreboard

Most information can be displayed on a single-line scoreboard. Synchronized Swimming V sequences information as it is received from the judging consoles. To use a single-line scoreboard properly, the channel switch inside the scoreboard line must be set to channel 0F. Refer to your scoreboard manual for complete

PANEL JUDGE	ID # TECH	FIGURE/SCORE ARTISTIC
8 8	88 8.888	
ROUTINE		AWARD

information on setting the channel switch.

Figure 2-N Single-line Scoreboard Digit/Signage

Arrangement of scoreboard digits and placement of signage for both Figures and Routines are shown in Figure 2-N. Figure 2-O shows an example of Figures information displayed on a single-line scoreboard.

Information is updated from the remote console at each panel

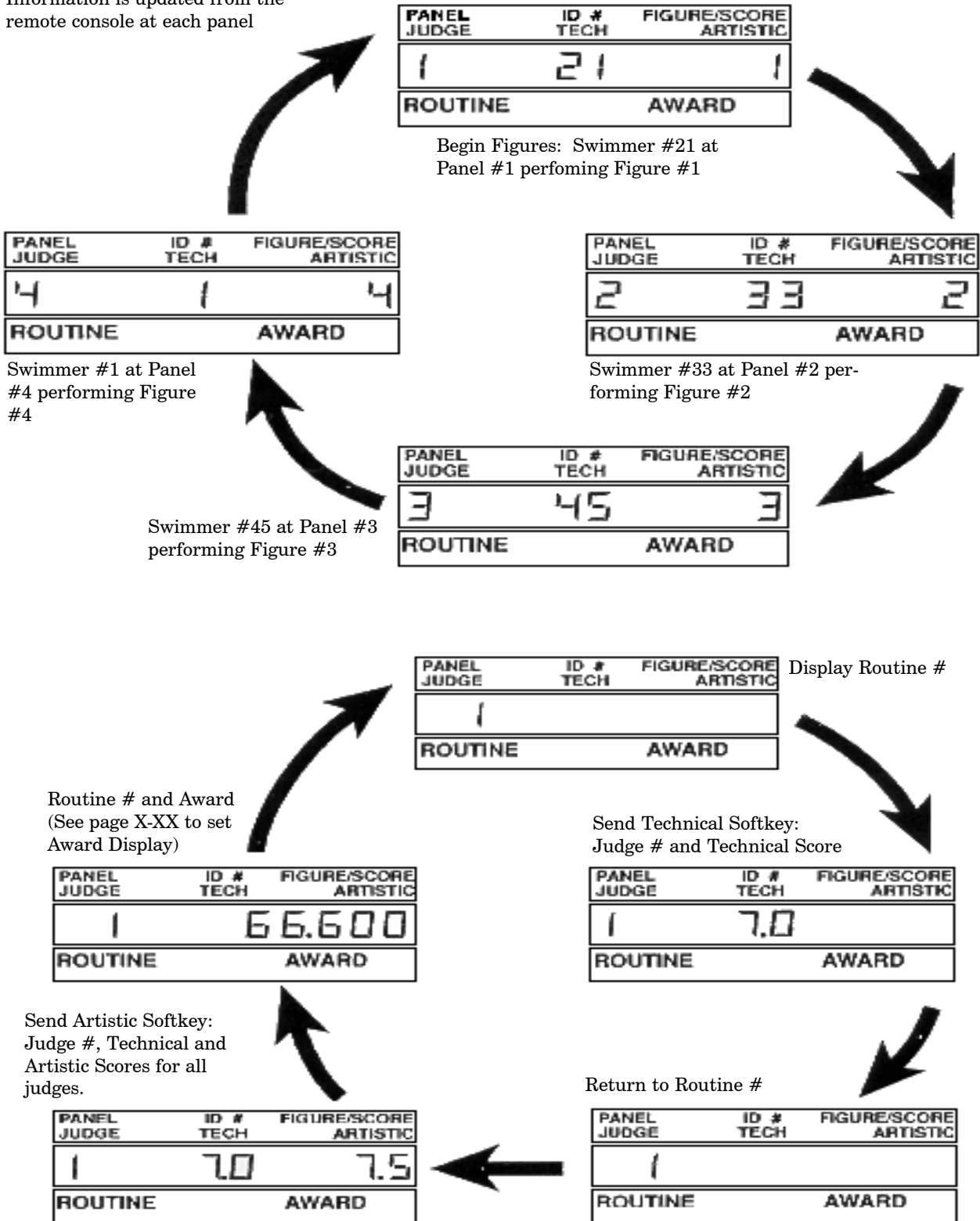


Figure 2-O Figures Display Sequence
 Figure 2-P Routines Display Sequence

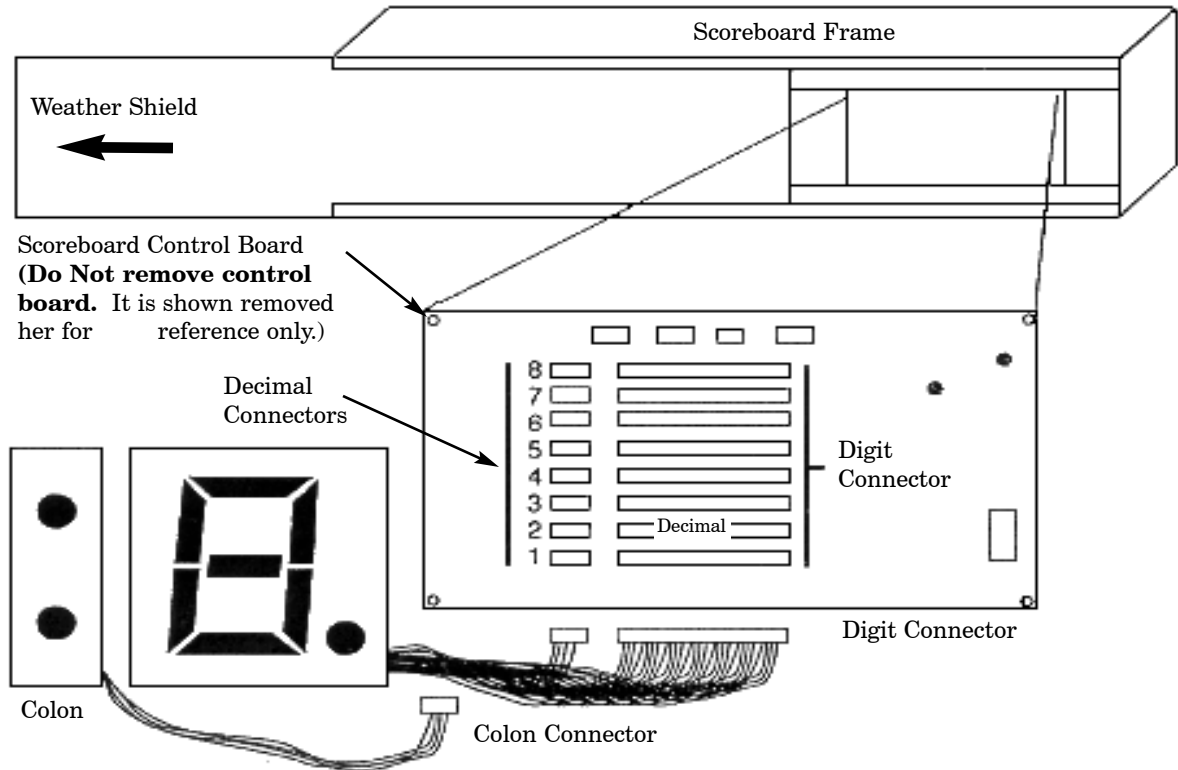
Figure 2-P shows an example of Routines information displayed on a single-line scoreboard. All judges' technical scores will be sequenced before the display returns to the routine number display.

√ **Note:** To display Award information, you must first disable the

Enabling Scoreboard For Award Display

colon and enable the decimal as explained on page X-XX. Before you can display Award information from Routines, you must disable the colon next to digit 5 in the "Award" module or in a single-line display.

- 1) Blank the scoreboard by pressing the **Blank Scoreboard** softkey or by turning the scoreboard power off, waiting 10



seconds, and then turning it back on.

Figure 2-Q Disabling Colon in Award Module

- ✓ **Note:** Turn off your scoreboard before proceeding.
- 2) Slide the weather shield to the left to expose the two digits on the right end of the scoreboard display line.
 - 3) Remove these two digits from the scoreboard frame as follows: The digit pans rest in a groove that runs the length of the scoreboard frame, top to bottom. To remove a digit, lift the digit pan straight up until the lower lip of the pan clears the groove at the bottom of the scoreboard frame. Tilt the bottom of the digit pan away from the scoreboard frame, lower the digit until the top lip clears the scoreboard frame, and remove the digit.
- ✓ **Note:** Do not allow digits to hang from their wiring! The best way to support temporarily removed digits is to turn the digit pan around and rest its lower lip in the weather shield groove on the scoreboard frame.
- 4) The control board, as shown in Figure 2-Q, is now visible. Unplug the colon connector from the decimal connector for digit 5. Leave the colon connector unplugged.
 - 5) Attach the decimal connector from digit 5 into the digit 5 decimal connector on the control board. The digit numbers are ,

shown in Figure 2-Q.

- 6) Reassemble the scoreboard line by performing steps 2 and 3 in

Installing Synchronized Swimming Signage

reverse order.

- ✓ **Important Note:** This procedure requires a felt-tip marker and masking tape. A rubber roller is also helpful but is not necessary.
- 1) Locate all signage included in your Synchronized Swimming V package.
 - 2) Your signage is delivered sandwiched between a carrier paper on the bottom and transfer paper on the top. Use a felt tip marker to draw a line on the transfer paper at the bottom of the words on the signage.
 - 3) Place the signage in its relative position on the sign panel. The sign panel sits in a groove in the top front edge of the scoreboard display line. Measure the depth of this groove. Then measure from the bottom of the sign panel to the line at the bottom of the words on the signage. Make sure the signage is positioned so that no part of any word will be obscured by the mounting groove in the scoreboard display line.
 - 4) Align the signage evenly across its length at the desired height above the appropriate scoreboard digits. Tape the entire **right edge** of the signage to the scoreboard panel with masking tape.
 - 5) Beginning at the **left edge** and working toward the right, lift the transfer paper and signage away from the bottom carrier paper. When you reach the right edge of the signage, remove the carrier paper entirely, being careful not to lift the tape at the right edge of the signage.
 - 6) Beginning at the **right edge** and working toward the left, reapply the signage and transfer paper evenly to the sign panel using a rubber roller or the heel of your hand.
 - 7) After applying the signage, go over it again with the roller or your hand with more pressure to secure it in place.
 - 8) When you are satisfied that the signage has adhered to the sign panel in the desired position, slowly and carefully remove the transfer paper from the signage.
 - 9) Handle the sign panels carefully for a couple of days until the adhesive sets fully, after which the signage is secure.
 - 10) Repeat the process for each remaining piece of signage.

Operation

Synchronized Swimming V helps you conduct meets by automatically tabulating scores and calculating award totals for both Figures and Routines. It also automatically prints and displays on the scoreboard the results of each Figure or Routine.

Synchronized Swimming V is divided into two separate programs, one for Figures, the other for Routines. The programs can be used in any order, depending entirely on the order of the meet. Using Synchronized Swimming V is not difficult, but you should take the time needed to become familiar with the program. It is also important to work with your judges to make sure they are familiar with the use of the remote judging consoles.

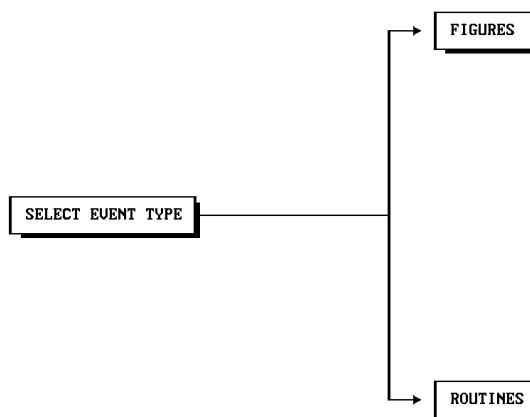
Figures Overview

This section provides an overview of the operation of the Figures portion of Synchronized Swimming V. You are encouraged to enter the sample data used in this section so that you can see how Figures works. For in-depth information on the operation of a specific feature, refer to Chapter 3.

Selecting Figures

To select the Figures program, follow these steps:

1) Turn on your System 5. After the initial checks, the screen prompts you to select Figures or Routines, Figure 2-R. Press the



top softkey to select Figures.

Figure 2-R Select Program Softkeys

✓ **Note:** Remote judging consoles must be connected through the Judging V I/O box to select Figures. If the Judging I/O box is not connected to your System 5, the screen displays an error message.

2) The next screen prompts you to select the event type. Press **enter** to select the default of USS or press one of the softkeys to

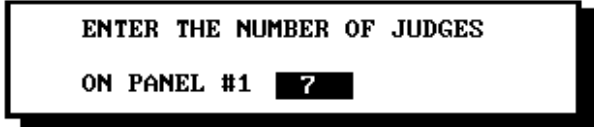
FINA MASTERS	●
FINA JUNIOR	●
USS	●
	●

select one of the FINA event types, as shown in Figure 2-S.

Figure 2-S Select Event Type Menu

3) The next screen prompts you to select the number of judges on each of up to four panels. The default is 7. Press **enter** to select the default or type the desired number using the numeric keypad

and press **enter**. Press **enter** to select the same number of judges for the remaining panels or type the correct number and press



enter.

Figure 2-T Number of Judges Window

4) After you select the number of judges in Panel 4, the Figures main screen appears. Refer to Figure 2-W for an example.

5) Press the **Battery Check** key. The power source indicated in the battery check window should read **Power Source: AC**. If not, turn off your System 5 and check external power supply connections before proceeding.

Using Figures

Now that you have selected the Figures program, you are ready to begin. This section uses sample data to illustrate how Figures works. You may enter this sample data to follow the operation of the program if you like.

Enter Names/Figures

The first step in using Figures is to enter the names of the swimmers in the meet and the number, position, and degree of difficulty (D.D.) of each figure. Entering names is optional, but can be very helpful because the swimmers' names appear on the printouts with their scores. Whether you enter the swimmers' names or not, you should always enter the figure numbers, positions and D.D.'s in order to take advantage of Figures' automatic scoring feature.

To enter names, press the **Entry** softkey from the main softkey menu. Then press the **Entry Figures** softkey. Finally, press the **Names Only** softkey, select the desired swimmer number, press **enter**, and type the swimmer's name as shown in Figure 2-U. Press



```
SWIMMER 01 AMY MCINNIS
SWIMMER 02 LYNNE ZAHN
SWIMMER 03 PAULA EKKERT
SWIMMER 04 JULIE BRASSARD
```



quit when done entering swimmers' names.

Figure 2-U Type Swimmers' Names

To enter figure information, press the **Entry** softkey from the main softkey menu. Then press the **Enter Figures** softkey. Finally, press the **All Swimmers** softkey, select the desired figure, and press **enter**. Type the figure number and position, for example **402 L**, and press **enter**. Next, type the degree of difficulty using the numeric keypad. Note that the decimal point is automatically included. Enter this information for each figure to be used in competition, as shown in Figure 2-V. Press **quit** when done entering figure information. Press **quit** again to return to the Figures main screen.

Colorado Time Systems

FIGURE 01	109	2.4
FIGURE 02	402 L	1.3
FIGURE 03	204 A	2.0
FIGURE 04	107	2.1

ENTER FIGURE NUMBER AND POSITION

Receiving Judges' Scores

Figure 2-V Enter Figure Number and D.D.

The next step is to receive the scores from each panel of judges. Make sure your panel judges have read the Remote Judging Console section at the end of this chapter **before** the competition begins. If you are entering sample scores, read the Remote Judging Console section at the end of this chapter and enter sample scores. The scores appear on the display screen as they are received. If any score is 3 points above or below the average score for that figure, Figures generates a printout of that figure's scores. Such a diver-

MAIN MENU

Colorado Time Systems

ID.	FIG.	J1	J2	J3	J4	J5	H6	J7	J8	J9	J10
PANEL 1	1	9.0	9.5	9.5	9.2	9.4	9.7	9.7			
PANEL 2	2	7.7	8.0	7.5	7.5	7.6	8.0	7.9			
PANEL 3	3	6.8	6.5								

ENTRY

WAITING FOR SCORES

PRINT

SCORE

STORED DATA

DISPLAY

MISC.

gence in scores usually indicates a data entry error.

Figure 2-W Receive Scores from Panels

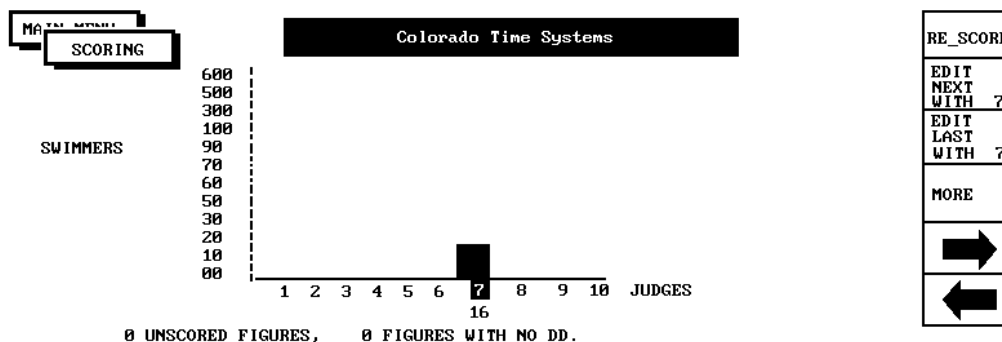
After all scores have been received, press the **Scores** softkey to have Figures calculate all totals. The Scores display screen also provides a graphical representation of the number of judges scoring the figures competition and indicates unscored figures or figures with no degree of difficulty entered. These features are necessary since up to 40 judges on four panels can send scores to Figures for four different swimmers at the same time. the sheer number of judges and scores involved increases the likelihood of data entry errors. The Scores screen tracks potential errors for you, which you can then correct.

Edit Scores

While you should not expect to have to edit received scores frequently, it is important that you know how to do so when necessary. If a judge sends an improperly entered score, or does not send a score at all, you will need to edit that score.

You can also edit all other figure information, including the swimmer's name, figure type and degree of difficulty. Figures provides two methods to access the score editing screen. With the Figures main screen displayed, press the **Score** softkey. The Scores screen provides a graphical display of the number of swimmers scored by

the various numbers of judges in each panel. If each panel has the same number of judges, as shown in the screen example, then only one bar appears on the screen. To edit scores from this screen, press the arrow softkeys until the number of judges under the graph bar is highlighted. Now press the **Edit Next With n** or **Edit Last With n** (where *n* is the number of judges) to display the editing screen. If there are no more scored figures to be edited, a



message to that effect appears on the screen.

Figure 2-X Scores Screen

Use the arrow keys to highlight the information you would like to edit and press **enter** to edit. Type the correct information using the numeric keypad or alphabetic keys and press **enter**. When you are done editing, press **quit** several times to return to the Figures main screen.

When you are done editing scores of figure information, press **quit**. Before leaving the Scores screen, press the **Re_Score** softkey to have Figures recalculate the award(s) based on the edited information.

You can also access the editing screen with the **Entry** softkey. With the Figures main screen displayed, press the **Entry** softkey. Then press the **Edit Data** softkey, select the swimmer to edit and press **enter**. Next, select the figure to edit and press **enter**. The editing screen is now displayed. the editing procedure is identical to

```

SWIMMER 01 AMY MCINNIS          FIGURE 01
FIGURE TYPE 109
D.D. 2.4
JUDGES SCORES
JUDGE NUMBER 1 6.8
JUDGE NUMBER 2 7.5
JUDGE NUMBER 3 7.4
JUDGE NUMBER 4 7.1
JUDGE NUMBER 5 7.0
JUDGE NUMBER 6 7.8
JUDGE NUMBER 7 7.2
JUDGE NUMBER 8 --
JUDGE NUMBER 9 --
JUDGE NUMBER 0 --
AWARD 11.263
START POINTS .000
    
```

that described above.

Figure 2-Y Edit Data Screen

Print Results

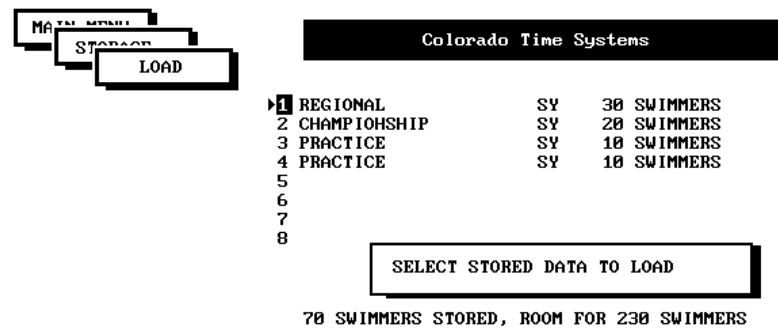
After you have verified that no data entry errors occurred using the **Scores** softkey, or have corrected those that did occur, you may print the results. Remember that Figures does not calculate the total scores until you press the **Scores** softkey. To print figures

Save Meet Information

competition results, press the **Print** softkey and select the desired print option from the Print softkey menu. Refer to Chapter 3 for full descriptions of all print options.

You may want to save the results of the current meet for future reference, for example, if routines competition will be held the next day and you would like to keep the figures scores handy. To save all current figures meet information, press the **Stored Data** softkey. From the Stored Data softkey menu, press the **Save Event** softkey. Type a name to identify the stored data. The name may be up to 16 characters in length. Press **enter** to save the meet.

✓ **Important Note:** Synchronized Swimming V can store up to eight total events with a combined total of 300 swimmers. However, Synchronized Swimming V shares System 5 memory area with Diving V and Pace Clock V. If there is not enough memory available to save a figures meet, you must use the **Delete Event** softkey to free sufficient memory space. Highlight the event you want to delete, including Diving V and/or Pace Clock V events, and press **enter** to delete. Use the **Delete Event** softkey carefully.



Once an event is deleted, it cannot be restored.

Figure 2-Z Stored Data Screen

Routines Overview

This section provides an overview of the operation of the Routines portion of Synchronized Swimming V. For in-depth information on the operation of a specific feature, refer to Chapter 3.

Selecting Routines

To select Routines program, follow these steps:

- 1) Turn on your System 5. After initial checks, the screen prompts you to select Figures or Routines. Press the bottom softkey to select Routines.

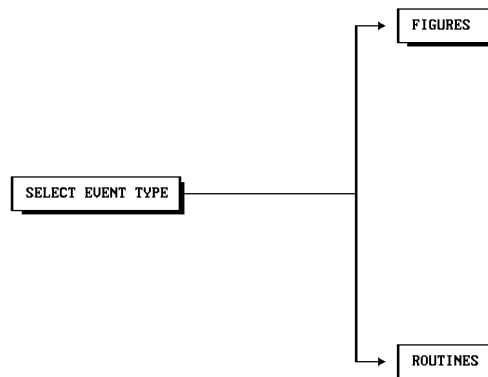
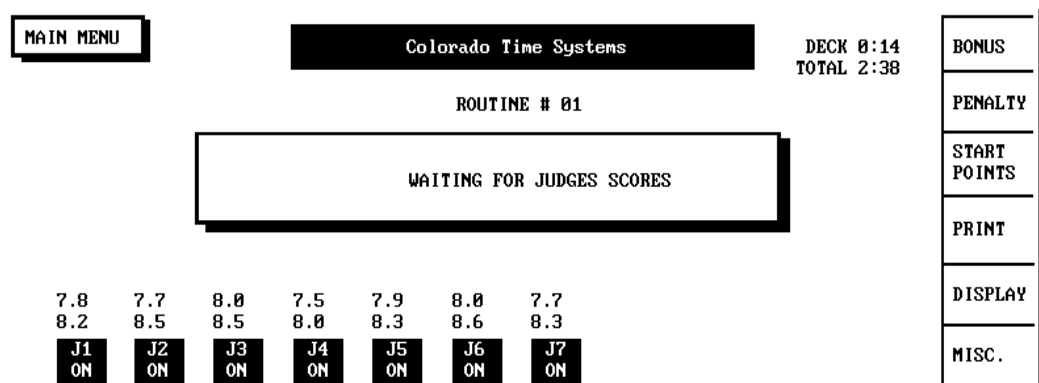


Figure 2-AA Select Program Softkeys

- 2) If Remote Judging Consoles and Judging V interface box are attached to your System 5, the next screen asks whether you are using Remote Judging Consoles to score routines. Press the appropriate softkey in response.
- 3) The next screen prompts you to select the event type. Press **enter** to select the default of USS or press the top softkey to select FINA.
- 4) The next screen asks if there will be a pre-swimmer. The pre-swimmer is used to warm up the judges. Pre-swimmer results are tabulated and totaled, but are unofficial and do not figure in the rankings. If there is no pre-swimmer, Routines begins with Swimmer #1.
- 5) After answering these prompts, the Routines main screen appears. Make sure the correct number of judges are turned on.



Press the **judge on/off** keys as necessary to select the correct number of judges.

Figure 2-AB Routines Main Screen

Using Routines

Before The Routine Begins

Before the routine begins, use the **Bonus** and **Start Points** softkeys to enter these items for the current routine. Routines automatically includes these items when it calculates the total score for a routine. For more specific information on using these softkeys, refer to Chapter 3.

Using The External Timing Button

When the music starts, press the external timing button to start the timer. Press the external timing button again when the swimmers enter the water to record the deck time split. Press it a third time when the music stops to record the total routine time. These times appear on the screen, the scoreboard and on the results print-out.

Display Softkey

Press the **Display** softkey to turn on the display window. This window contains all information on the current routine including all scores, technical and artistic totals, bonus, penalty, start points and total score. Press the **Display** softkey again to close the display window.

	TECH.	ART.
J1	8.0	8.5
J2	8.5	8.5
J3	8.0	9.0
J4	8.0	8.0
J5	9.0	8.5
J6	8.5	8.0
J7	9.0	9.0
J8		
J9		
J0		
TECH.	50.400	
ART.	34.000	
BONUS	1.000	
PNLTY	1.000	
START	2.300	
TOTAL	86.700	

Figure 2-AC Routines Display Window

Failed Routine Key

In the event of a failed routine, press **failed routine**. Pressing this key enters 0 for all scores in the current routine. This key must be pressed with two fingers simultaneously to prevent accidental clearing of scores.

Reflash Key

Reflash clears all scores to allow re-entry of all scores. Press **reflash** only when you want to clear all scores. This key must be pressed with two fingers simultaneously to prevent accidental clearing of scores.

Edit Tech/Edit Artist Keys

These keys allow you to edit the technical and artistic scores for a given judge in the event of an error. These keys are also used to enter scores manually. Press the **edit tech** or **edit artist** key under the judge number whose score you want to edit or enter. Press the appropriate **scores** keys, which are now active, to enter the desired score. Repeat the process as necessary.

Send Menu Key

Press this key to display the Send softkey. This menu lets you select whether to send scores to the scoreboard as soon as they are received or to hold them until you press **send tech** and/or **send art**. The default is to hold scores for manual send. Press the appropriate softkey to switch between automatic send and hold.

Next Routine Key

When the current routine is complete and all scores are entered, including any penalty points, press **next routine** to proceed to the next routine. The screen displays a list of routines in sequence, with the last routine total score. Press **enter** to proceed to the next numbered routine or press the **up-** or **down-arrow key**, or the **page up** or **page down** key to select the next routine number to

Using Remote Judging Consoles

use. Press **enter** to select the highlighted routine number and return to the main screen.

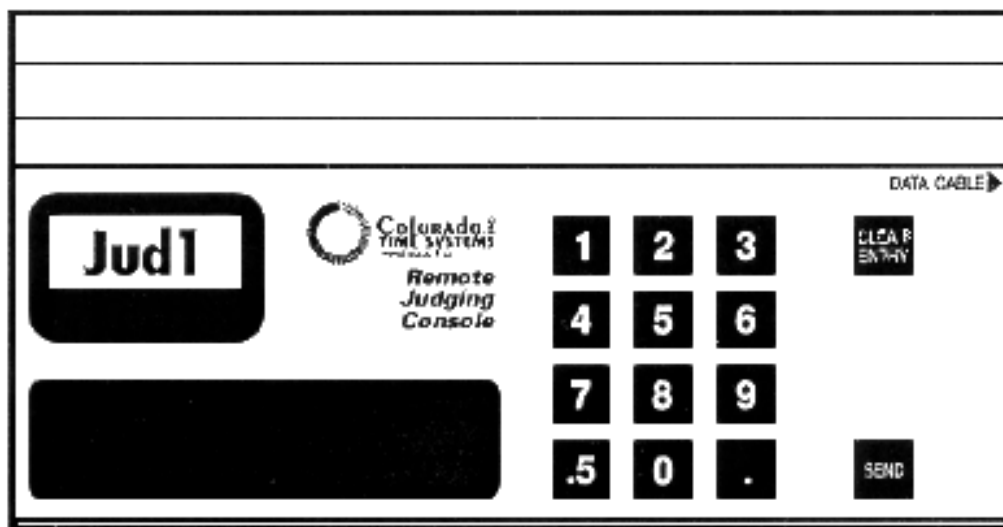
Remote judging consoles are required for the Figures program and greatly simplify the collecting and entering of scores for the Routines program. The procedure for using the remote judging consoles is different for each program, so be sure to read the following instructions carefully before the meet begins.

Remote Judging Of Figures

In figures competition, there can be up to four panels of judges.

Each panel uses one judging console. When judging the current figure, the LCD display on the remote judging console displays the ID prompt. The console operator then enters the swimmer's identification number in response, verifies that the correct number has been entered, and then presses **send** to transmit the identification number to the Figures program.

Next, the LCD display on the remote judging console displays the **FIG** prompt. The console operator then enters the figure number, from 1 to 4 (not the position identifier) which usually corresponds



to the panel number. After verifying that the correct figure number has been entered, the console operator presses **send**.

Figure 2-AD Remote Judging Console

The LCD display on the remote judging console then displays **Judx**, where **x** is the panel number. When the judges have scored the figure, the console operator enters the first judge's score, verifies that it is correct as entered and presses **send**. If you enter an incorrect score, press **clear entry**, enter the correct score, and press **send**. If you send an incorrect score, enter **999** and press **send** to reset all scores from that panel for the current figure. Re-enter the swimmer identification and figure numbers and all judges' scores.

After you enter the last judge's scores, the **Id** prompt appears. If the **Call** prompt appears, either a score over 10.0, a figure number over 4 or an id number over 300 has been entered. If the Call prompt appears, re-enter all data for the current figure as described above.

When entering scores on the remote judging console, use of the decimal point is optional, e.g., 8.5 and 85 are both received as 8.5 by the Figures program.

Remote Judging of Routines

Using remote judging consoles with the Routines program is simpler than with the Figures program. Each judge receives a remote judging console. The LCD display on each console displays the judge number for that console.

When scoring a routine, the judges must first enter the technical merit score, verify that it is correct as entered and press **send**. If

the score entered is incorrect, press ***clear entry*** and reenter the score. Follow the same procedure for the artistic merit score. If an incorrect score is sent to the Routines program, the timer operator will have to correct it manually using the ***edit tech/edit artist*** keys.

As with Figures, when entering scores on the remote judging console, use of the decimal point is optional, e.g., 8.5 and 85 are both received as 8.5 by the Routines program.

REFERENCE

This chapter describes in detail the operation of the Synchronized Swimming V Figures program, the function of each key on the keyboard and all softkey functions. Screen display examples appear as appropriate. This chapter is not meant to be read from beginning to end. Instead, use it as a reference to learn about individual features and functions of Synchronized Swimming V Figures program. To locate specific information quickly, look up the desired feature in the Index or Table of Contents. For general information about your System 5 Sports Timer, refer to the *Swimming V User Guide*.

This chapter is divided into two main sections. The first covers the Figures segment of Synchronized Swimming V. The second covers the Routines segment of the program. When looking up a Figures or Routines function, make sure that you are in the correct section of the chapter.

Figures

This section covers the Figures segment of Synchronized Swimming V. For information on Routines, refer to the Routines section later in this chapter.

Figures Display Screen

Summary

The Figures program uses the System 5 Sports Timer LCD display screen to communicate with the operator.

Operation

Figures uses the LCD display screen to communicate a wide range of meet information, including judges' scores from each of up to four panels, swimmers' names, figure number, position, and Degree of Difficulty (D.D.). The locations of these displayed items are indicated on the display screen example, Figure 3-A.

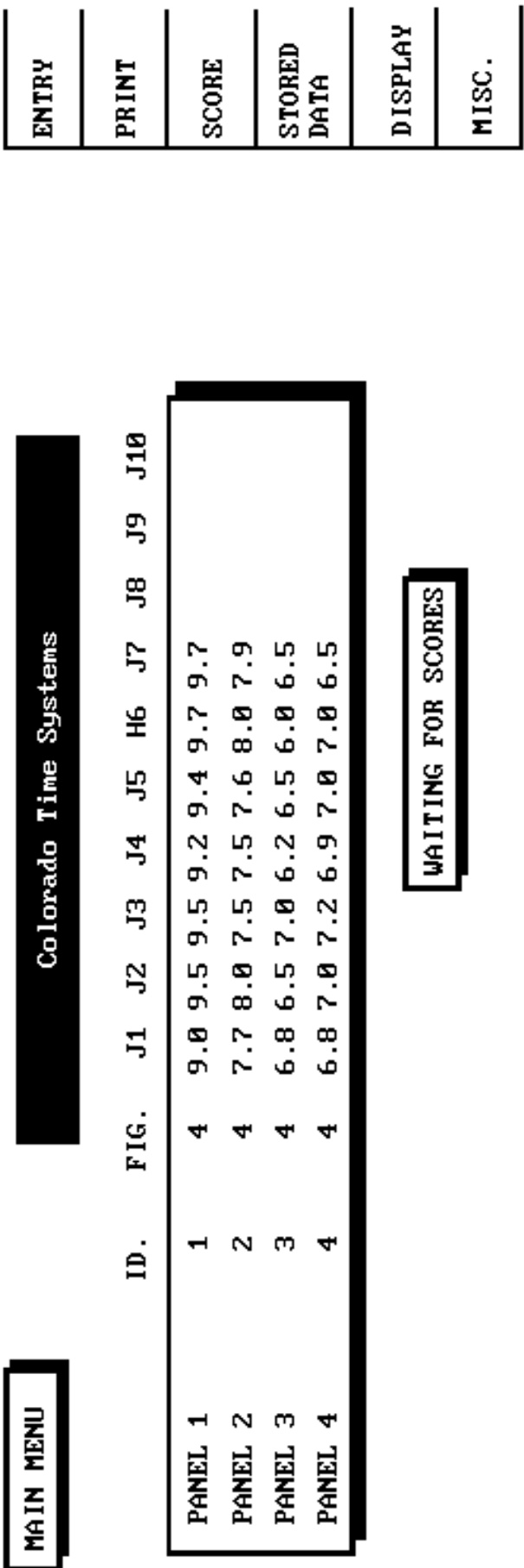


Figure 3-A Figures Main Screen

Keyboard

Summary

This section describes the function of the keys on the Synchronized Swimming V keyboard overlay in the Figures program. The keys are described in order as they appear from left to right on the keyboard. Refer to the Index to locate a specific key description quickly. References to keyboard keys and softkeys appear in ***bold italic*** type in this user guide.

Alphabetic Keys



Function

The alphabetic keys share the top three rows of the Synchronized Swimming V keyboard. They are arranged in standard typewriter order. Use these keys to enter swimmers' names, figure positions or other alphabetic information when Figures prompts you to do so. Note that the alphabetic keys are only available when Figures prompts you for alphabetic information. Otherwise, the alphabetic keys are inactive.

Operation

As with all keys on the Synchronized Swimming V keyboard, press firmly to enter a letter with the alphabetic keys. If you have the Beep Volume set to a value other than 0, you will hear a beep when you press an alphabetic key.

Judge On/Off

These keys are not used in Figures.

Edit Tech

These keys are not used in Figures.

Edit Artist

These keys are not used in Figures.

Scores

These keys are not used in Figures.

Failed Routine

These keys are not used in Figures.

Reflash

These keys are not used in Figures.

Space



Function

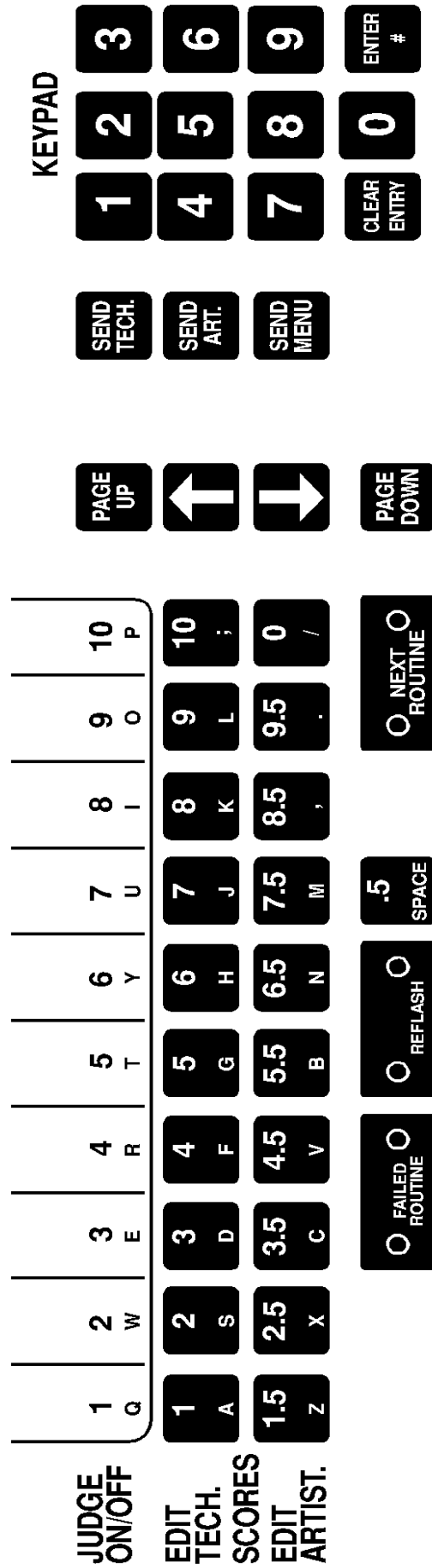
This key is the equivalent of the space bar on a computer keyboard. Press ***space*** when you need to enter a space while typing a swimmer's name or other information.

Operation

Press this key to enter a space at the current cursor position.

Next Routine

This key is not used in Figures.



Synchro

Figure 3-B Synchro Keyboard Overlay

Up-Arrow/Down-Arrow/Page up/Page Down



Function

These keys position the cursor in lists of items. Use these keys to highlight the desired item in the list.

Operation

Up-arrow moves the cursor up one line each time you press it. *Down-arrow* moves the cursor down one line each time you press it. *Page up* moves the cursor up one display page each time you press it. *Page down* moves the cursor down one display page each time you press it.

Send Tech

This key is not used in Figures.

Send Art

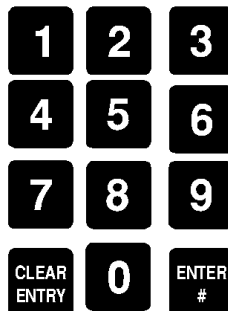
This key is not used in Figures.

Send Menu

This key is not used in Figures.

Numeric Key Pad

KEYPAD



Function

Allows you to enter numbers in response to a variety of prompts.

Operation

There are many instances during the operation of Figures when it is necessary to enter numbers. Whenever a numeric entry is required, use the numeric keypad to enter the desired numbers.

Enter



Function

Enters numeric or other keyboard entry into Figures. This key duplicates the *enter* key located above the *quit* key on the System 5 console. You may press either *enter* key to accept an entry.

Operation

After typing numbers or letters, press *enter #* to accept the entry.

Clear Entry



Function

Allows you to clear an entry made in error. Press this key before pressing *entry*.

Operation

Press *clear entry* to clear one character at a time from the current entry field.

The console keys are located to the right of the LCD display screen.

Console Keys

The console keys are shown in Figure 3-C.

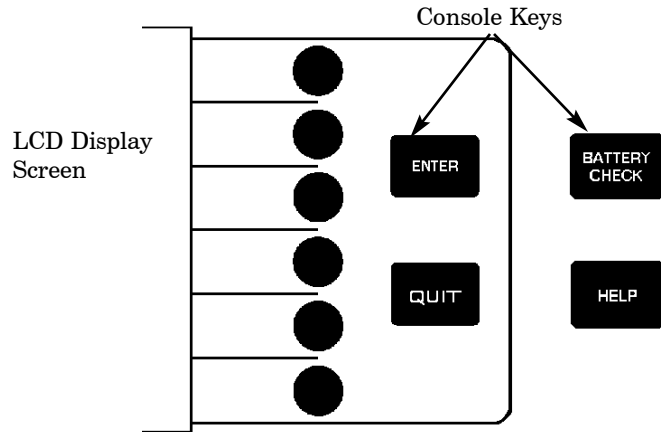


Figure 3-C Console Keys

Enter



Function

Enters numeric or other keyboard entry into Figures. This key duplicates the *enter #* key located on the numeric keypad on the Synchronized Swimming V keyboard overlay. You may press either *enter* key to accept an entry.

Operation

After typing numbers or letters, press *enter* to accept the entry.

Quit



Function

Allows you to leave a function without saving data entered, or to exit the current prompt when pressing *enter* does not do so.

Operation

Press *quit* to exit a prompt or menu when done entering data. This key also allows you to cancel an operation that requires an entry without changing the current setting. No information is entered if you press *quit* before pressing *enter*.

Battery Check



Function

This key displays the estimated percentage of battery power left on both the primary and secondary sources in your System 5. Also indicates the power source currently in use. When using Figures, you should always use the recommended external power supply. The power source indicator should show the power as **AC**. The bat-

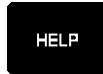
tery life display is only available on the main screen.

Operation

Press **battery check** to display a window which contains the estimated percentage of battery life remaining. The power source currently in use is also displayed. A low reading, 20% or less, for either battery source indicates that the appropriate batteries must be replaced soon. Use only alkaline batteries to obtain the most accurate battery check information. When using the Synchronized Swimming V with remote judging consoles, you **must use the approved external power supply**. Contact Colorado Time Systems' Customer Service Department, ext.256, at (800) 287-0653 if you have any questions about your external power supply.

√ **Note:** If you are going to store your System 5 for over 30 days, remove the batteries to prevent possible damage to your system.

Help



Synchronized Swimming V does not include any help information. The **help** key is therefore inactive.

Softkeys

Summary

This section describes the operation of the Figures softkeys. The softkeys are the column of six unlabeled keys to the immediate right of the display screen. The function of each key varies depending on the operation selected. The screen displays the function currently available directly to the left of each softkey. If no label appears next to a softkey, that key is inactive. See Figure 3-D for an example of the Figures main softkey menu.

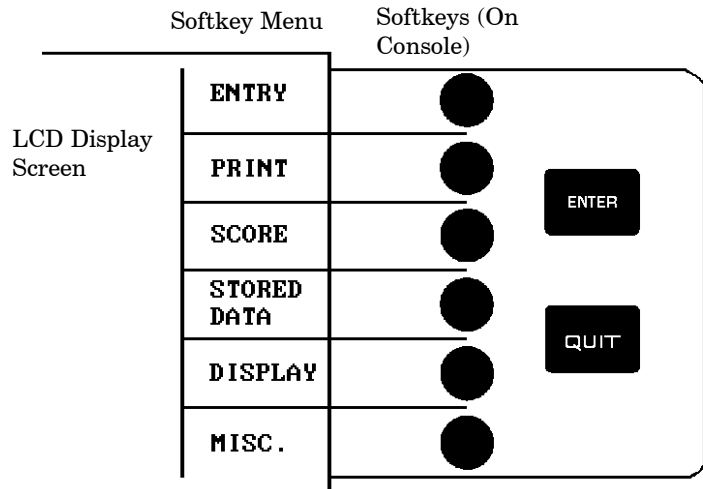


Figure 3-D Figures Main Softkey Menu

Operation

Each softkey's functions are organized in layers or levels. The first level consists of the six softkeys displayed when you first turn on Figures. This is the main softkey menu. When you press one of these softkeys, a second level offering more specific choices is generally displayed. In general, pressing a second level softkey executes an action or prompts you to enter data.

If you press a softkey by mistake or want to return to the Figures main screen after using a softkey, press **quit**. If you have not pressed **enter** after typing an entry, pressing **quit** exits without saving that entry.

Figures/Routines

Function

When you first turn on Synchronized Swimming V, the display offers you the choice of Figures or Routines events. Note that the Judging V I/O box must be connected to your System 5 before you can select Figures. If you press the **Figures** softkey without the Judging V I/O box connected, an error message informs you that you will not be able to load Figures.

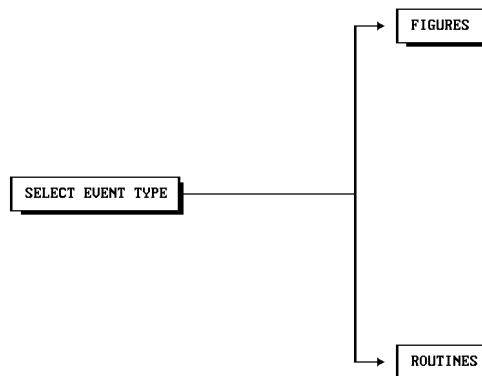


Figure 3-E Select Program Softkeys

Operation

Make sure the Judging V I/O box is connected to your System 5. Press the top softkey to select Figures.

Event Type

Function

After selecting Figures, the next softkey menu prompts you to select the type of event you will be holding. Your choices are Fina Masters, Fina Junior and USS. The event type you select determines how Figures calculates the total scores for each swimmer.



Figure 3-F Select Event Type Menu

Operation

Press the softkey corresponding to the desired event type. You may also press **enter** to select the default event type which is highlighted.

Number Of Judges Per Panel

Function

After selecting the event type, Figures prompts you to enter the number of judges on each of the four panels.

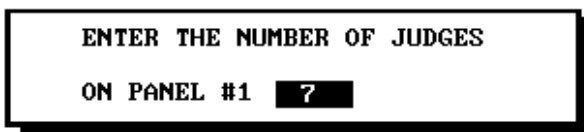


Figure 3-G Number of Judges Window

Operation

The default number of judges is seven per panel. To accept the default, simply press **enter** for each panel. To enter a different number of judges, type the desired number using the numeric keypad and press **enter**. To enter 10 judges per panel, press 0 on the numeric keypad. Note that the number you enter for the first panel is repeated for the remaining three.

Entry



Summary

This softkey provides access to data entry and editing features, including figure numbers, swimmer information and score editing. This key also allows you to set up your figures competition before the meet begins by pre-programming the figures and entering the names of the swimmers who will be competing.

Operation

Press this softkey to display the Entry softkey menu. Select the desired function from this menu. In some cases, another menu level offers further choices.

ENTER FIGURES	●
EDIT DATA	●
MOVE SWIMMERS	●
START POINTS	●
HONORARY SWIMMERS	●
DROP SWIMMERS	●

Figure 3-H Entry Softkey Menu

Enter Figures

Summary

This softkey allows you to enter figures and swimmers names in advance of the competition. It also provides access to communication with approved meet management software for your PC computer.

Operation

Press this softkey to display the Enter Figures softkey menu. The function of each softkey is described below.

ALL SWIMMERS	●
SEPERATE SWIMMERS	●
NAMES ONLLY	●
DOWNLOAD NAMES	●
UPLOAD SCORES	●
	●

Figure 3-I Enter Figures Softkey Menu

All Swimmers

Function

This softkey allows you to enter the number, position and degree of difficulty for the figures to be performed **by all swimmers**. Use this key only if all swimmers in the competition will be performing the same four figures. If each will be performing individual figures, use the **Separate Swimmers** softkey described below.

Operation

Press the **All Swimmers** softkey, use the arrow keys to select the desired figure and press **enter** to select it. Next, type the figure number using the numeric keypad and position using the alphabetic keys and press **enter**. If the figure to be performed has no position designation, simply type the figure number and press **enter** to continue. Finally, type the degree of difficulty using the numeric keypad and press **enter**. Repeat the process for the remaining figures as necessary.

Separate Swimmers

Function

Allows you to enter names and figures for each swimmer separately. Use this feature if each swimmer will be performing a different figure. If all swimmers will be performing the same figures, use the **All Swimmers** softkey described above to enter information.

Operation

Press the **Separate Swimmers** softkey to enter information for each swimmer separately. The first screen prompts you to select the swimmer number for whom to enter information. Press **enter** to select the default which is the next available swimmer number for which no information has been entered. You may also use the arrow keys to highlight the desired swimmer number and press **enter** to select it.

Next, type the swimmer's name using the alphabetic keys and press **enter** to proceed. The next screen prompts you to select the figure to enter. Press **enter** to select the default, which is the next available figure for which no information has been entered. You may also use the arrow keys to highlight the desired figure and press **enter** to select it.

Type the figure number using the numeric keypad and position using the alphabetic keys. If the figure to be performed has no position designation, simply type the figure number and press **enter** to continue. Finally, type the degree of difficulty using the

numeric keypad and press **enter**. Repeat the process for the remaining figures as necessary.

Press **quit** once to select another swimmer and repeat the process. Press **quit** twice in succession to return to the Entry softkey menu.

Names Only

Function

Allows you to enter swimmers' names only. Use this feature to enter swimmers' names when all swimmers will be performing the same figures which you entered using the **All Swimmers** softkey.

Operation

Press the **Names Only** softkey. The next screen prompts you to select the swimmer number for which to enter a name. Press **enter** to select the default, which is the next available swimmer number for which no name has been entered. You may also use the arrow keys to highlight the desired swimmer number and **press** enter to select it. Type the swimmer's name using the alphabetic keys and press **enter**. Press **quit** when done entering swimmers' names.

Download Names

Function

Allows you to download (receive) swimmers' names from a compatible meet management program on your PC computer.

Operation

With your computer attached to the System 5, press this softkey to download swimmers' names to Figures. A window on the display screen keeps track of the number of names received.

Upload Scores

Function

Allows you to upload (send) Figures scores and swimmers' names to your PC computer in a comma-delineated format suitable for loading into a spreadsheet program.

Operation

With your computer attached to the System 5, press this softkey and then press enter to upload scores to your computer. If you do not want to upload scores, press **quit** instead of **enter**.


Edit Data

Function

Allows you to edit all swimmer data including the swimmer's name, figure number and scores.

Figure 3-J Edit Screen

```
SWIMMER 01 AMY MCINNIS                               FIGURE 01
FIGURE TYPE 109
D.D. 2.4
JUDGES SCORES
JUDGE NUMBER 1 6.8
JUDGE NUMBER 2 7.5
JUDGE NUMBER 3 7.4
JUDGE NUMBER 4 7.1
JUDGE NUMBER 5 7.0
JUDGE NUMBER 6 7.8
JUDGE NUMBER 7 7.2
JUDGE NUMBER 8 --
JUDGE NUMBER 9 --
JUDGE NUMBER 0 --
AWARD 11.263
START POINTS .000
```



Press this softkey to enter the edit sequence. The first screen

Operation

prompts you to select the swimmer whose data you want to edit. Use the arrow keys to highlight the desired swimmer number and press **enter**. The next screen prompts you to select the figure to edit. Use the arrow keys to highlight the desired figure number and press **enter**.

The Edit Screen is now displayed as shown in Figure 3-J. Use the arrow keys to highlight the specific piece of data you want to edit and press **enter** to go into edit mode. Type the correct information and press **enter**. Press **quit** when done, at which point you may select another figure to edit. Press **quit** a second time to select another swimmer to edit. Press **quit** a third time to return the Entry menu.

Move Swimmers

Summary

Allows you to change the order of swimmers on the Figures program, to add new swimmers or to delete swimmers.

Figure 3-K Move Swimmer Softkey

MOVE SWIMMER	●
RANDOM ORDER	●
INSERT SWIMMER	●
DELETE SWIMMER	●
	●
	●

Operation

Press this softkey to display the Move Swimmers softkey menu. Select the desired feature from this menu.

Move Swimmer

Function

Moves a swimmer from one position on the list of scheduled swimmers to another position.

Operation

Press the softkey to begin the process. Use the arrow keys to highlight the swimmer number you want to move and press **enter** to select it. Use the arrow keys to move the highlight bar to the position to which you want to move the selected swimmer and press **enter**. Repeat the process as necessary to arrive at the proper swimmer order.

Random Order

Function

Places the swimmers in random order.

Operation

Press the softkey and then press **enter** to arrange the swimmers on the list in random order. Press **quit** instead of **enter** to exit without changing swimmer order.

Insert Swimmer

Function

Allows you to insert a new swimmer into an existing list of swimmers.

Operation

Press this softkey and then use the arrow keys to highlight the number for the new swimmer. Press **enter** to create a blank line for the new swimmer. All swimmers below the selected number are pushed down one number. Use the **Separate Swimmers** or **All Swimmers** softkeys described above to enter information for the new swimmer.

Delete Swimmer

Function

Allows you to delete a swimmer from the list.

Operation

Press this softkey and then use the arrow keys to highlight the swimmer number you want to delete. Press **enter** to delete that swimmer. Press **quit** instead of **enter** to exit without deleting the selected swimmer.

Start Points

Function

Allows you to enter start points for a given swimmer. Start points, which may be a score from a routines competition, are added to the swimmer's total score at the end of the competition.

Operation

Press this softkey to display the list of all swimmers entered. Use the arrow keys to highlight the desired swimmer and press **enter**. Type the start points on the numeric keypad and press **enter** when done. Press **quit** to exit without entering any start points.

Honorary Swimmers

Function

Allows you to designate a swimmer as "honorary," meaning that that swimmer's performance is scored like any other, but the score for that swimmer is not a part of the official ranking.

Operation

Press this softkey to display the list of all swimmers entered. Use the arrow keys to highlight the desired swimmer and press **enter** to designate that swimmer as honorary. Honorary status is conveyed by the letter **H** after the swimmer number. To remove the honorary designation from a swimmer, highlight that swimmer's number and press **enter**. The **H** designator disappears.

Drop Swimmers

Function

Allows you to drop a swimmer from the competition without removing that swimmer from the data base. A dropped swimmer's number therefore appears on the swimmer list, indicated as dropped, but is not scored or reported as unscored on the Score screen.

Operation

Press this softkey to display the list of all swimmers entered. Use the arrow keys to highlight the desired swimmer and press **enter** to mark that swimmer as dropped from the competition. To reverse the process, highlight a dropped swimmer and press **enter**. The swimmer's name reappears on the list.

Print



Summary

The **Print** softkey allows you to print meet results in a variety of formats. Make sure your printer is **on-line** and loaded with paper before printing.

Operation

After pressing the **Score** softkey, which tells Figures to calculate the total scores, press the Print softkey to access the **Print** softkey menu. Select the desired print option from the menu and press the appropriate key. Printing begins immediately.

Figure 3-L Print Softkey Menu

SWIMMER DATA	<input type="radio"/>
ALL DATA	<input type="radio"/>
BY SWIMMER	<input type="radio"/>
BY PLACE	<input type="radio"/>
ONE FIGURE	<input type="radio"/>
FORM FEED	<input type="radio"/>

Swimmer Data

Function

Prints the results for a selected swimmer.

Operation

Press this softkey to display the list of all swimmers entered and their calculated scores. Use the arrow keys to highlight the desired swimmer and press **enter** to print.

All Data

Function

Prints data for all swimmers in the current meet. Two options are available: **Regular** prints a full page for each swimmer; **Condensed** prints four lines for each swimmer.

Operation

Press this softkey and then select the desired print option from the softkey menu. Press the **Regular** or the **Condensed** softkey to obtain the desired printout.

By Swimmer

Function

Prints a list of swimmers' names and their total scores in swimmer number order.

By Place

Function

Prints results sorted by place (rank). Two options are available: **Overall** prints the list of swimmers and their score totals by order of rank; **By Figure** prints a four-column list containing the swimmers' names and scores in order of rank for each figure, one column for each of the four figures.

Press this softkey and then select the desired print option from the

Operation

softkey menu. Press the **Overall** or the **By Figure** softkey to obtain the desired printout.

One Figure

Function

Prints the total scores for an individual figure for a selected swimmer.

Operation

Press this key to display the list of swimmers entered. Use the arrow keys to highlight the desired swimmer and press **enter**. The next screen displays the list of figures for that swimmer. Use the arrow keys to highlight the figure to be printed and press **enter**.

Form Feed

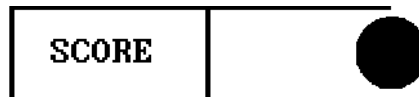
Function

Advances the paper to the top of the next page. Provides breaks between pages of meet information.

Operation

Press this key when you want the current page to end. Any information printed after a form feed begins at the top of the next page.

Score



Summary

A good understanding of the **Score** softkey is vital to the proper operation of Figures. First and foremost, you must press the **Score** softkey when all scores are received for the current figures competition to tell Figures to calculate the totals using the rules for the selected event type. Therefore, you must press the **Score** softkey before making any printouts of results, before saving meet information, and before attempting to upload data to a PC computer. Besides totaling all scores, this feature also checks the number of judges who scored each figure and verifies that all swimmers entered received scores. With as many as 40 judges entering scores for up to four swimmer at a time, these checking features are necessary to screen data entry errors. The Scores screen displays the number of figures scored and those left unscored (if any) as well as the number of figures scored but not entered before the meet, that is, figures with no degree of difficulty and which cannot be totaled. The **Score** softkey also allows you to edit scores, figures and other information as necessary to complete the scoring for the meet.

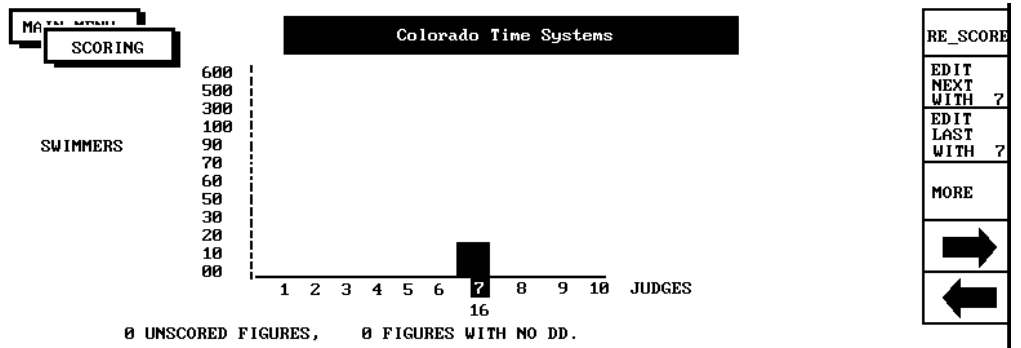


Figure 3-M Score Display Screen

Operation

Press the **Score** softkey to display the Score screen and softkey menu. The Score screen shows you a bar graph of the number of judges and how many figures they scored. It also indicates the number of unscored figures and figures with no degree of difficulty (D.D.). Use the softkeys to edit data as necessary.

RE_SCORE	●
EDIT NEXT WITH 7	●
EDIT LAST WITH 7	●
MORE	●
➡	●
⬅	●

Figure 3-N Score Softkey Menu

Re_Score

Function

Recalculates all totals based on edited data. **Be sure to press this key after editing scores.**

Operation

After making any necessary editing changes, press this softkey to have Figures recalculate the total scores.

Edit Next With n

Function

Selects the next swimmer in the list judged by *n* judges. The *n* is replaced by the number of judges selected. Use the arrow softkeys to select the appropriate number of judges for the swimmer(s) whose data you want to edit. The most common use of this feature is to add scores to a swimmer's total for one or more judges which were missed during the competition.

Operation

Press the arrow softkeys to highlight the appropriate number of judges for the swimmer(s) whose data you want to edit. Press the **Edit Next With n** softkey to display the editing screen. Use the arrow keys (on the keyboard) to highlight the item you want to edit and press **enter**. Type the correct information and press **enter**. Repeat the process for the next swimmer. When you reach the end

of the list of swimmers, a message to that effect appears on the display screen. Press the **Re_Score** softkey to calculate the new results.

Edit Last With n

Function

Moves backwards through the list of swimmers judged by **n** judges. The **n** is replaced by the number of judges selected. Use the arrow softkeys to select the appropriate number of judges for the swimmer(s) whose data you want to edit. The most common use of this feature is to add scores to a swimmer's total for one or more judges which were missed during the competition.

Operation

Press the arrow softkeys to highlight the appropriate number of judges for the swimmer(s) whose data you want to edit. Press the **Edit Last With n** softkey to display the editing screen. Use the arrow keys (on the keyboard) to highlight the item you want to edit and press **enter**. Type the correct information and press **enter**. Repeat the process for the next swimmer. When you reach the beginning of the list of swimmers, a message to that effect appears on the display screen. Press the **Re_Score** softkey to calculate the new results.

More

Function

Changes the function of the second and third softkeys on this menu.

Operation

Press this key to change the function of the second and third softkeys on this menu. The alternate functions are described below.

Edit Next/Last Unscored

Function

Allows you to display the next or the previous figure which was entered but for which no score was received.

RE_SCORE		●
EDIT NEXT UNSCORED		●
EDIT LAST UNSCORED		●
MORE		●
➔		●
➔		●

Figure 3-0 Alternate Softkeys

Operation

Press the **More** softkey to display these softkeys. Press these softkeys to move forward/backward through the list of figures with scores but no name, figure type or degree of difficulty. The figures appear on the editing screen. Use the arrow keys (on the keyboard) to highlight the item you want to edit and press **enter**. Repeat the process for the next figure. When you reach the end of the list of figures, a message to that effect appears on the display screen. Press the **Re_Score** softkey to calculate the new results.

Next/Last With No DD

Function

Allows you to display the next or the previous figure which received scores but was not entered as a valid figure before the competition.

Operation

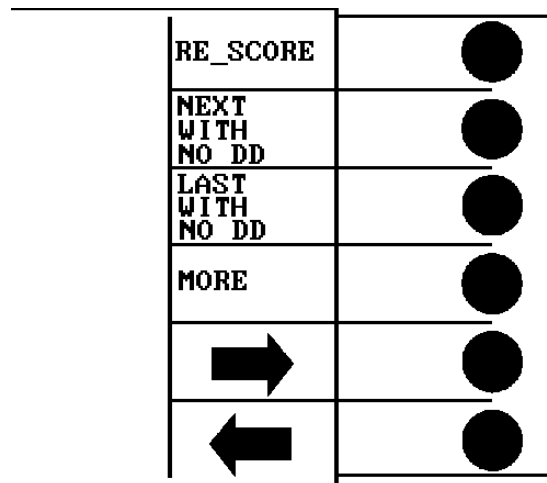
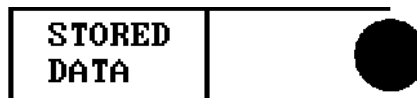


Figure 3-P Alternate Softkeys

Press the **More** softkey to display these softkeys. Press these softkeys to move forward/backward through the list of figures with scores but no name, figure type or degree of difficulty. The figures appear on the editing screen. Use the arrow keys (on the keyboard) to highlight the item you want to edit and press **enter**. Repeat the process for the next figure. When you reach the end of the list of figures, a message to that effect appears on the display screen. Press the **Re_Score** softkey to calculate the new results.

Stored Data



Summary

The **Stored Data** softkey allows you to save the results of the current meet, including all swimmer's names, the figures they performed and all scores. The memory area can hold up to eight events with a combined total of 300 swimmers. All meet information saved is retained in memory when you turn off your System 5.

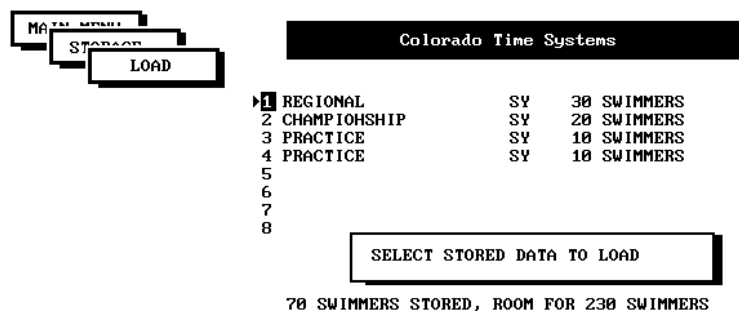


Figure 3-Q Stored Data Screen

√ **IMPORTANT NOTE:** Synchronized Swimming V shares a memory space in your System 5 with the Diving V and Pace Clock V programs. If no memory is available to save a Synchronized

Swimming V event, you must delete one or more events saved with one of these three programs to free sufficient memory.

Operation

Press the **Stored Data** softkey to display the Stored Data display screen and softkey menu. Select the desired option from the softkey menu.

Load Event

Function

Loads a saved Synchronized Swimming V event from memory.

LOAD EVENT	●
SAVE EVENT	●
DELETE EVENT	●
	●
	●
	●

Figure 3-R Stored Data Softkey Menu

Operation

Press the **Load Event** softkey and use the arrow keys to highlight the event you want to load. Notice that Synchronized Swimming V events are designated by the letters **SY** in the list of available events. You can load only **SY** events into Synchronized Swimming V. Press **enter** to load the selected event or press **quit** to cancel. After loading an event, press the **Score** softkey to have Figures calculate the results.

Save Event

Function

Allows you to save an event for later use.

Operation

When a figures competition is complete, all scores have been checked and edited as necessary, press the **Save Event** softkey to store the event in memory. The display prompts you to name the event. Type a name of up to 16 characters that will help you remember the contents of the saved event, for example, the title of the meet and/or its date. Press **enter** to save the event. The screen updates the amount of memory used and available. Press **quit** to return to the Figures main screen.

Delete Event

Function

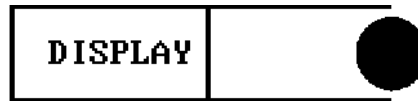
Allows you to delete a stored event from memory. Use this feature to delete unwanted items or to make room for new events.

✓ **CAUTION:** Make sure the event you have selected is the one you really want to delete. Once you delete an event, it is gone forever.

Operation

Press the **Delete Event** softkey and then use the arrow keys to highlight the event you want to delete. You can delete any type of event shown on the list, not just Synchronized Swimming V events. Press **enter** to delete the selected event.

Display



Summary

This softkey provides access to information screens that display all information about the current meet. It allows you to view meet information broken down by swimmer, by figure and by judges' scores for a figure. Use the softkeys to display the exact information you need.

Operation

Press this softkey to display information about the current meet and the Display softkey menu which allows you to select the type of display and the information to view.

DISPLAY FIGURES	●
DISPLAY JUDGES	●
LAST SWIMMER	●
NEXT SWIMMER	●
LAST FIGURE	●
NEXT FIGURE	●

Figures 3-S Display Softkey Menu

Display Figures/Swimmers

Function

Selects the type of display. When you first press the **Display** softkey, the screen shows meet information broken down by swimmer, including total scores for all swimmers and the results of one figure for the currently selected swimmer. When you press the **Display Figures** softkey, the display changes to a display of all four figures and awards for the currently selected swimmer. Notice also that the softkey title changes to **Display Swimmers**. Press this softkey again to return to the swimmer display.

MAIN MENU		Colorado Time Systems		DISPLAY FIGURES	
BY DAY				DISPLAY JUDGES	
SWIMMERS				LAST SWIMMER	
SWIMMER 01	AMY MCINNIS	TOTAL	41.855	NEXT SWIMMER	
SWIMMER 02	LYNNE ZAHN	TOTAL	36.643	LAST FIGURE	
SWIMMER 03	PAULA EKKERT	TOTAL	35.724	NEXT FIGURE	
SWIMMER 04	JULIE BRASSARD	TOTAL	37.376		
FIGURE 01 109		D.D. 2.4	AWARD	11.263	
DISPLAY SWIMMERS					

Figure 3-T Display Swimmers Screen

MAIN MENU		Colorado Time Systems				DISPLAY FIGURES
FIGURES						DISPLAY JUDGES
FIGURE 01	109	D.D. 2.4	AWARD	11.263	LAST SWIMMER	
FIGURE 02	402 L	D.D. 1.3	AWARD	6.135	NEXT SWIMMER	
FIGURE 03	204 A	D.D. 2.0	AWARD	11.544	LAST FIGURE	
FIGURE 04	107	D.D. 2.1	AWARD	12.913	NEXT FIGURE	
SWIMMER 01 AMY MCINNIS		TOTAL		41.855		
DISPLAY FIGURES						

Figure 3-U Display Figures Screen

Operation

Press the softkey to change the displayed information from a swimmer breakdown to a figures breakdown. Press this softkey again to return to the previous display. Use the *Next/Last Swimmer* and *Next/Last Figure* softkeys to select swimmers or figures to display.

Display Judges

Function

Displays the judges scores for the currently selected swimmer and figure. Notice that the label on this softkey changes to *Display Figures* when the judges' scores are displayed. Press this softkey again to return to the figures display.

Figure 3-V Display Judges Screen

MAIN MENU		Colorado Time Systems				DISPLAY FIGURES
JUDGES						DISPLAY JUDGES
JUDGE NUMBER 1	6.8				LAST SWIMMER	
JUDGE NUMBER 2	7.5				NEXT SWIMMER	
JUDGE NUMBER 3	7.4				LAST FIGURE	
JUDGE NUMBER 4	7.1				NEXT FIGURE	
JUDGE NUMBER 5	6.9					
JUDGE NUMBER 6	7.8					
JUDGE NUMBER 7	7.2					
JUDGE NUMBER 8	---					
JUDGE NUMBER 9	---					
JUDGE NUMBER 10	---					
SWIMMER 01 AMY MCINNIS		TOTAL		41.855		
FIGURE 01	109	D.D. 2.4	AWARD	11.263		
DISPLAY JUDGES						

Operation

Press the *Display Judges* softkey to display the judges' scores for the currently selected swimmer and figure. Use the *Next/Last Swimmer* and *Next/Last Figure* softkeys to select swimmers or figures to display.

Last Swimmer

Function

Selects the previous swimmer on the list for information display. If you are currently displaying Swimmer 01, pressing this softkey has no effect.

Operation

Press this softkey to display information for the previous swimmer on the list.

Next Swimmer

Function

Selects the next swimmer on the list for information display.

Press this softkey to display information for the next swimmer on

Operation the list.

Last Figure

Function

Selects the previous figure on the list for information display. If you are currently displaying Figure 01, pressing this softkey displays Figure 04. Press it again to display Figure 03, etc.

Press this softkey to display information for the previous figure.

Operation

Next Figure

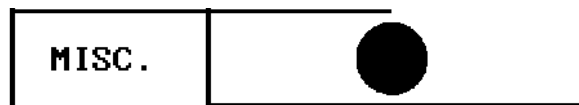
Function

Selects the next figure on the list for information display. If you are currently displaying Figure 04, pressing this softkey displays Figure 01. Press it again to display Figure 02, etc.

Press this softkey to display information for the previous figure.

Operation

Misc



Summary

This softkey provides access to miscellaneous features of Figures.

Operation

Press the **Misc** softkey to display the miscellaneous softkey menu. Press **quit** to return to the Figures main screen when you have finished using this menu.

Beep Volume

Function

Allows you to set the beep volume that indicates a key pressed or a score received from a remote judging console.

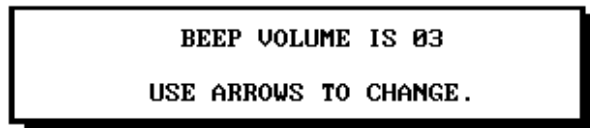


Figure 3-W Set Beep Volume

Operation

Pressing the **Beep Volume** softkey displays a window indicating the current volume level, which is a number from 0 to 3. To increase the beep volume, press the **up-arrow** key. To decrease the beep volume, press the **down-arrow** key. To store the new beep volume permanently, press the **Record** softkey.

Set Clock

Function

Allows you to set your System 5 internal clock.

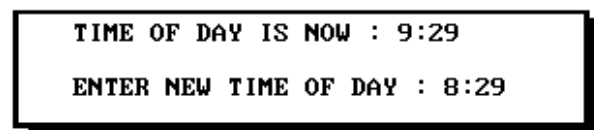


Figure 3-X Set System 5 Time

Operation

Press the **Set Clock** softkey to display the current time from your System 5 internal clock. Use the numeric keypad to enter the correct time and press **enter**. To exit without changing the time, press **quit** instead of **enter**.

Software Version

Function

Displays the version of Synchronized Swimming V Figures you are using.

Scbd Menu

Summary

Provides access to special scoreboard display and control features.

SCBD . SPEED	●
DEFINE MODULE	●
SCBD . TEST	●
RANK ON SCBD .	●
BLANK SCBD .	●
	●

Figure 3-Y Figures Scoreboard Softkey Menu

Operation

Press the **Scbd Menu** softkey to display the scoreboard softkey menu.

Scbd Speed

Function

Matches the data transmission rate from Figures to the communication rate of your scoreboard. Set the scoreboard speed to either high (9600 baud) or low (2400 baud) speed by pressing the **Change** softkey. Refer to your scoreboard installation guide for the communication rate of your scoreboard.

Operation

Press the **Scbd Speed** softkey to display the current data transmission rate. Press the **Change** softkey to select either high or low speed. When the desired speed is selected, press **quit** to accept the entry and return to the previous screen

Define Module

Function

Allows you to display/change scoreboard module definitions.

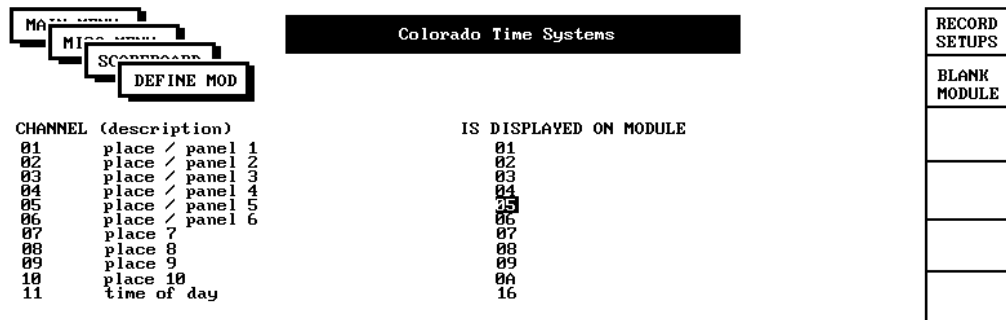


Figure 3-Z Figures Module Definition Screen

Operation

Press the **Define Module** softkey to display your current scoreboard module definitions and the Define Modules softkey menu. The left and middle columns on the screen indicate the scoreboard channel and the display description. The right column indicates the scoreboard module on which the information in the other two columns is displayed.

Scoreboard module definition is a complex operation which should not be attempted by an inexperienced operator. Before attempting to define scoreboard modules, carefully read the Scoreboard section in Chapter 2 of your *Swimming V User Guide*. As in *Swimming V*, all Synchronized Swimming V Figures scoreboard module logical addresses (modules) default to the physical addresses (scoreboard channels). For example, the physical address of the scoreboard module displaying data for Place/Panel 1 is 01, so the logical address is also 01. If you want Place/Panel 1's (01) scoreboard module to display Place/Panel 10's data, set Place/Panel 1's logical address (module) to 0A.

To change a module definition, press the **up-** or **down-arrow** key to highlight the desired display module and press **enter**. The display indicates that you are editing the selected module. Use the numeric keypad to enter numbers and the alphabetic keyboard keys to enter letter. When you have entered the desired module definition, press **enter** to accept the entry. If you change the wrong module or enter the wrong information, press **quit** instead of **enter** to clear the erroneous entry. After defining scoreboard modules, press **quit** to return to the previous screen.

The default scoreboard module definitions are shown in the following table:

Channel	Description	Displayed on Module
01	Place/Panel 1	01
02	Place/Panel 2	02
03	Place/Panel 3	03
04	Place/Panel 4	04
05	Place 5	05
06	Place 6	06
07	Place 7	07
08	Place 8	08
09	Place 9	09
10	Place 10	10
11	Time of Day	16

Record Setups

Function Stores the currently displayed module definitions in permanent memory. These settings are retained when you turn off your System 5. Remember that you can re-define the scoreboard modules at any time.

Operation After defining the scoreboard modules to suit your needs, press the **Record Setups** softkey to store the current definitions in permanent memory. If you change module definitions and exit the module definition screen without pressing the **Record Setups** softkey, the changes only affect the current Figures session and are lost when you turn off your System 5.

Blank Module

Function This softkey allows you to blank a scoreboard module for the entire Figures session. If you record a scoreboard definition with a blanked module(s), the definition including the blanked module(s) is stored in permanent memory.

Operation Press the **up-** or **down-arrow** key to highlight the module you want to blank and press the **Blank Module** softkey. To unblank a module, highlight a blanked module, press **enter** to edit, type the desired module definition and press **enter**.

Scbd Test

Function Displays the numeral **8** on all available scoreboard modules. Tests each digit segment for proper operation and each module for proper connection to your System 5.

Operation To initiate a scoreboard test, press the **Scbd Test** softkey. Check your scoreboard for proper operation. If any segments or digits do not operate properly, check all cable connections and run the test again. If your scoreboard still does not work, it may need service. Call Colorado Time Systems' Customer Service Department for assistance.

Rank On Scbd

Function

Displays the top ranking figure scores, sorted by swimmer, on as many scoreboard lines as are available. Rank display is cleared as soon as the next figure is judged.

Operation

Press the **Rank On Scbd** softkey to display on the scoreboard the top ranked figure swimmers and their scores.

Blank Scbd

Function

Blanks the entire scoreboard. This feature can be very useful to prevent inaccurate displays from occurring while you are correcting erroneous score entries.

Operation

Press the **Blank Scbd** softkey to blank the entire scoreboard. Press this softkey again to unblank the scoreboard.

Synchro Routines

Function

Allows you to switch to the Synchronized Swimming V Routines program.

Operation

Press the **Synchro Routines** softkey, press the **Yes** softkey and press the bottom softkey to select Routines. Press the **No** softkey to return to figures.

ROUTINES

This section describes in detail the operation of the Synchronized Swimming V Routines program, the function of each key on the keyboard and all softkey functions. Screen display examples appear as appropriate. This section is not meant to be read from beginning to end. Instead, use it as a reference to learn about individual features and functions of Synchronized Swimming V Routines program. To locate specific information quickly, look up the desired feature in the Index or Table of Contents. For general information about your System 5 Sports Timer, refer to the *Swimming V User Guide*.

Routines Display Screen

Summary

The Routines program uses the System 5 Sport Timer LCD display screen to communicate with the operator.

Operation

Routines uses the LCD display screen to communicate a wide range of meet information, including the routine number, judges' scores, deck time split and total running time. The locations of these displayed items are indicated on the display screen example, Figure 3-AA.

MAIN MENU

Colorado Time Systems

ROUTINE # 01

WAITING FOR JUDGES SCORES

DECK 0:14
TOTAL 2:38

7.8	7.7	8.0	7.5	7.9	8.0	7.7				
8.2	8.5	8.5	8.0	8.3	8.6	8.3				
J1 ON	J2 ON	J3 ON	J4 ON	J5 ON	J6 ON	J7 ON				

BONUS
PENALTY
START POINTS
PRINT
DISPLAY
MISC.

Figure 3-AA Routines Main Screen

Keyboard Summary

This section describes the function of the keys on the Synchronized Swimming V keyboard overlay in the Routines program. The keys are described in order as they appear from left to right on the keyboard. Refer to the Index to locate a specific key description quickly. References to keyboard keys and softkeys appear in ***bold italic*** type in this user guide.

Alphabetic Keys



Function

The alphabetic keys share the top three rows of the Synchronized Swimming V keyboard. They are arranged in standard typewriter order. Use these keys to enter a sponsor's message or other alphabetic information when Routines prompts you to do so. Note that the alphabetic keys are only available when Routines prompts you for alphabetic information. Otherwise, the alternate junction of the alphabetic keys is active.

Operation

As with all keys on the Synchronized Swimming V keyboard, press firmly to enter a letter with the alphabetic keys. If you have the Beep Volume set to a value other than 0, you will hear a beep when you press an alphabetic key.

Judge On/Off



Function

Whenever the Routines main screen is displayed, you may press these keys to turn individual judges on or off. Before the routines competition begins, turn on the appropriate number of judges. The default is seven judges. Routines will not accept scores from judges not turned on using these keys.

Operation

To turn on a judge that is currently off, press the desired ***judge on/off*** key. To turn off a judge that is currently on, repeat the process.

Edit Tech

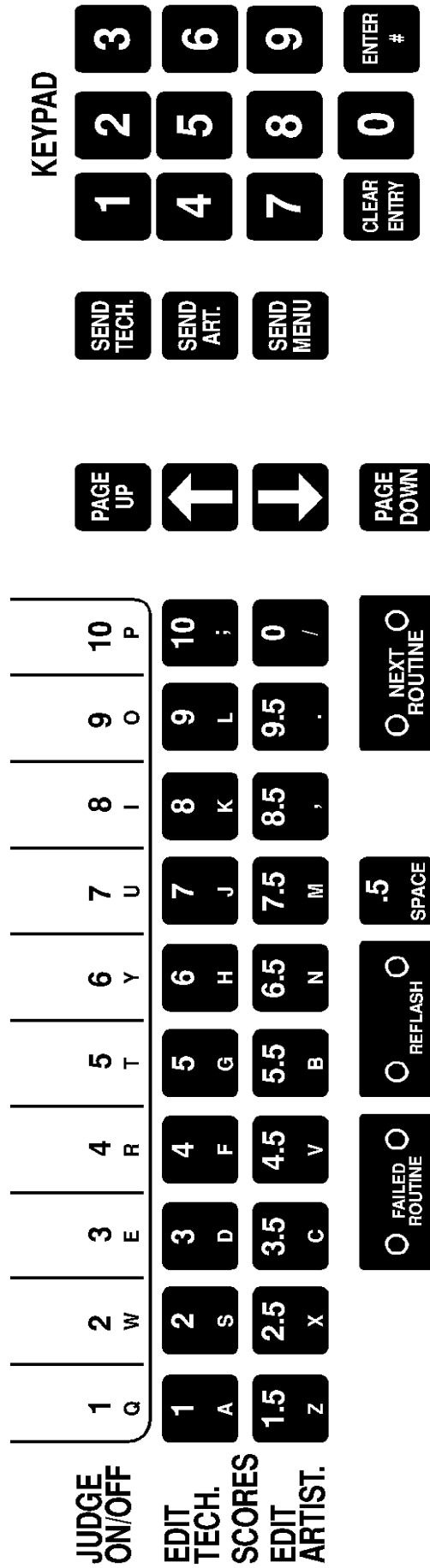


Function

Whenever the Routines main screen is displayed, you may press these keys to edit the technical merit score for any active judge.

Operation

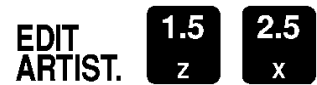
Press the ***edit tech*** key under the judge whose score you want to edit to place Routines in Edit Mode. Then press the appropriate ***scores*** key to enter the desired technical merit score. The new score appears on the technical merit score line above the edited judge's number. More information on ***scores*** keys appears below.



Synchro

Figure 3-AB Synchro Keyboard Overlay

Edit Artist



Function

Whenever the Routines main screen is displayed, you may press these keys to edit the artistic merit score for any active judge.

Operation

Press the *edit artist* key under the judge whose score you want to edit to place Routines in Edit Mode. Then press the appropriate *scores* key to enter the desired artistic merit score. The new score appears on the artistic merit score line above the edited judge's number. More information on *scores* keys appears below.

Scores



Function

These keys allow you to enter technical and artistic merit scores for any active judge when Routines is in Edit Mode.

Operation

To place Routines in Edit Mode, the Routines main screen must be displayed. Press the *edit tech* or *edit artist* under the judge whose score(s) you want to edit. The *scores* keys are now active. Press the key labeled with the desired score. The new score appears on the display screen.

Failed Routine



Function

In the event of a failed routine, press this key to record a score of **0.0** for each judge.

Operation

To record a failed routine, press this key with two fingers simultaneously during the current routine, **before** you press *next routine*. All scores are set at **0.0**.

Reflash



Function

Clears all judges' scores and allows re-entry of all scores. Use this key in the event of a serious error in judging, such as scores for a different routine being entered.

Operation

Press this key with two fingers simultaneously to clear all displayed scores and to ready Routines to receive the correct scores.

Space



Function

This key is equivalent of the space bar on a computer keyboard. Press *space* when you need to enter a space while typing a sponsor's message or other information.

Operation

Press this key to enter a space at the current cursor position.

Next Routine



Function

Ends the current routine and allows you to select the next routine number. Press this key when all scores for the current routine have been received and verified.

Operation

Press this key with two finger simultaneously to end the current routine. The screen display shows the available routines, with the next unscored routine highlighted. To select the highlighted routine, press **enter**. To select a different routine number, press the **up-** or **down-arrow** key to highlight the desired routine number and press **enter** to select it.

Up-Arrow/Down-Arrow/ Page Up/Page Down



Function

These keys position the cursor in lists of items. Use these keys to highlight the desired item in the list.

Operation

Up-arrow moves the cursor up one line each time you press it. **Down-arrow** moves the cursor down one line each time you press it. **Page up** moves the cursor up one display page each time you press it. **Page down** moves the cursor down one display page each time you press it.

Send Tech



Function

Sends the technical merit scores for the current routine to the scoreboard. This key is used in conjunction with the **send menu** key. If Routines is set, through **send menu**, to hold technical merit scores, those scores will not be displayed on the scoreboard until you press **send tech**.

Operation

Press **send menu** to display the Auto Send softkey menu. Press the two softkeys to toggle score hold on or off.

Send Art



Function

Sends the artistic and technical merit scores to the scoreboard and generates a printout of all results for the current routine. This key is used in conjunction with the **send menu** key. If Routines is set, through **send menu**, to hold artistic merit scores, those scores will not be displayed on the scoreboard until you press **send art**. Press this key at the end of each routine.

Operation

Press **send art** when the current routine is completed to send all scores to the scoreboard and to generate a printout of the routine's results.

Send Menu



Function

Displays the Auto Send softkey menu, Figure 3-AC, which allows you to have technical and artistic merit scores sent to the scoreboard automatically, or held until you send them manually. The default is to hold scores for manual send. Holding scores offers you the opportunity to check all scores for accuracy before they are sent to the scoreboard.

Operation

Press **send menu** to display the Auto Send softkey menu. Press the two softkeys to toggle score hold on and off.

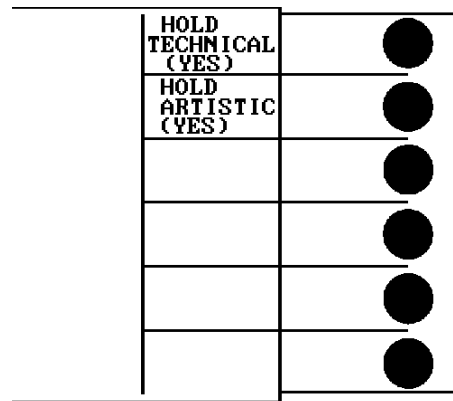
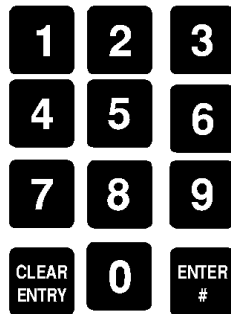


Figure 3-AC Auto Send Menu

Numeric Keypad

KEYPAD



Function

Allows you to enter numbers in response to a variety of prompts.

Operation

There are many instances during the operation of Routines when it is necessary to enter numbers. Whenever a numeric entry, **other than a Score**, is required, use the numeric keypad to enter the desired numbers. If you are entering a score, use the **scores** keys described above.

Enter #



Function

Enters numeric or other keyboard entry into Routines. This key duplicates the *enter* key located above the *quit* key on the System 5 console. You may press either *enter* key to accept an entry.

Operation

After typing the numbers or letters, press *enter #* to accept the entry.

Clear Entry



Function

Allows you to clear an entry made in error. Press this key before pressing *enter*.

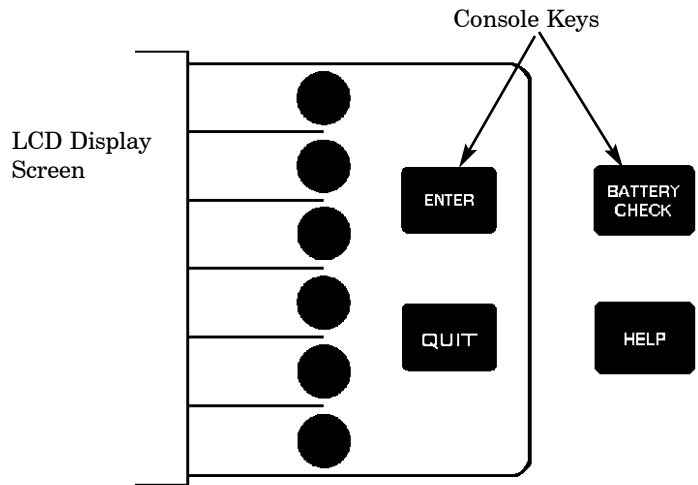
Operation

Press *clear entry* to clear one character at a time from the current entry field.

Console Keys

The console keys are located to the right of the LCD display screen. The console keys are shown in Figure 3-AD.

Figure 3-AD Console Keys



Enter



Function

Enters numeric or other keyboard entry into Routines. This key duplicates the *enter#* key located on the numeric keypad on the Synchronized Swimming V keyboard overlay. You may press either *enter* key to accept an entry.

Operation

After typing numbers or letters, press *enter* to accept the entry.

Quit



Function

Allows you to leave a function without saving data entered, or to exit the current prompt when pressing **enter** does not do so.

Operation

Press **quit** to exit a prompt after entering data. This key also allows you to cancel an operation that requires an entry without changing the current setting. No information is entered if you press **quit** before pressing **enter**.

Battery Check



Function

This key displays the estimated percentage of battery power left on both the primary and secondary sources in your System 5. It also indicates the power source currently in use. The battery life display is only available on the main screen.

Operation

Press **battery check** to display a window which contains the estimated percentage of battery life remaining. The power source currently in use is also displayed. A low reading, 20% or less, for either battery source indicates that those batteries must be replaced soon. Use only alkaline batteries to obtain the most accurate battery check information. When using Synchronized Swimming V with remote judging consoles, you **must use the approved external power supply**. Contact Colorado Time Systems' Customer Service Department at (800)287-0653 if you have any questions.

√ **NOTE:** If you are going to store your System 5 over 30 days, remove the batteries to prevent possible damage to your System 5.

Help



Synchronized Swimming V does not include any help information. The **help** key is therefore inactive.

Softkeys

Summary

This section describes the operation of the Routines softkeys. The softkeys are the column of six unlabeled keys to the immediate right of the display screen. The function of each key varies depending on the operation selected. The screen displays the function currently available directly to the left of each softkey. If no label appears next to a softkey, that key is inactive. See Figure 3-AE for an example for the Routines main softkey menu.

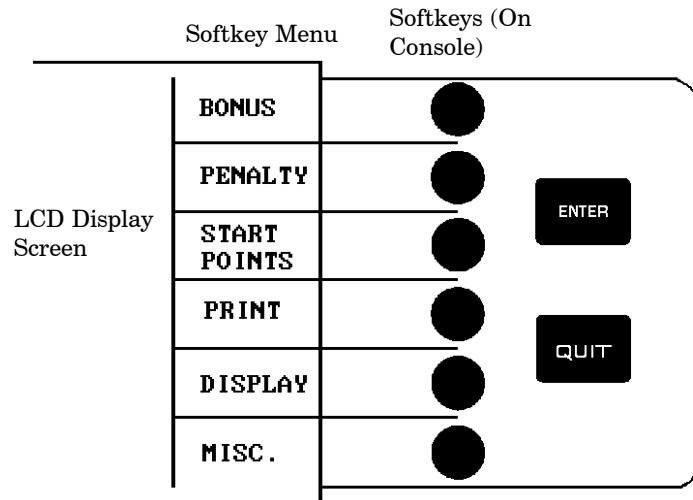


Figure 3-AE Routines Main Screen

Operation

Each softkey's functions are organized in layers or levels. The first level consists of the six softkeys displayed when you first turn on Routines. This is the main softkey menu. When you press one of these softkeys, a second level offering more specific choices is generally displayed. In general, pressing a second level softkey executes an action or prompts you to enter data.

If you press a softkey by mistake or want to return to the Routines main screen after using a softkey, press **quit**. If you have not pressed **enter** after typing an entry, pressing **quit** exists without saving that entry.

Figures/Routines

Function

When you first turn on Synchronized Swimming V, the display offers you the choice of Figures or Routines events.

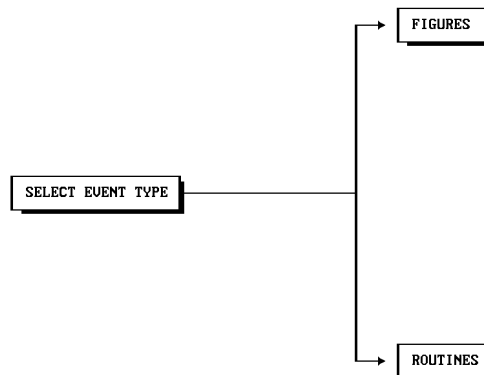


Figure 3-AF Select Program Softkeys

Operation
Judging Consoles Yes/No

Press the bottom softkey to select Routines.

Function

If a Judging V I/O box is connected to your System 5 when you select Routines, this prompt is displayed. If you plan to use Remote Judging Consoles during the routines competition, you must connect the cable from the Judging V I/O box to your System 5 before selecting Routines.

Operation

If you plan to use Remote Judging Consoles during the routines competition, press the **Yes** softkey. If not, press the **No** softkey.

Event Type

Function

The next softkey menu prompts you to select the type of event you will be holding. Your choices are Fina and USS. The event type you select determines whether Routines adds (USS) or deducts (FINA) team competition bonus points from the total score.

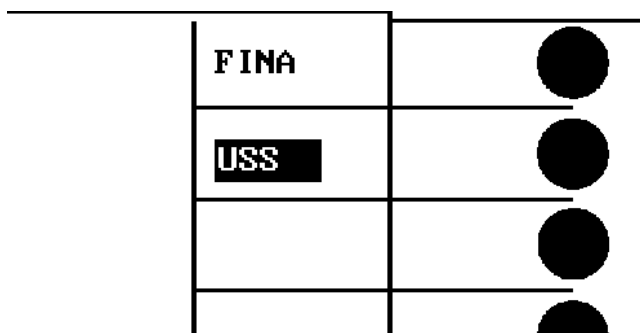


Figure 3-AG Select Event Type

Operation

Press the softkey corresponding to the desired event type. You may also press **enter** to select the default event type which is highlighted.

Pre-Swimmer

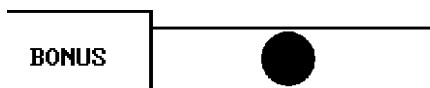
Function

The next softkey menu prompts you to select whether there will be an unofficial pre-swimmer to warm up the judges. If there will not be a pre-swimmer, Routines begins with routine #1.

Operation

Press the **Yes** softkey if there will be a pre-swimmer. Press the **No** softkey if there will not be a pre-swimmer.

Bonus



Function

The **Bonus** softkey allows you to enter the bonus points for the current routine. It is recommended that you enter the bonus points before the current routine begins. The bonus points are automatically cleared with each new routine.

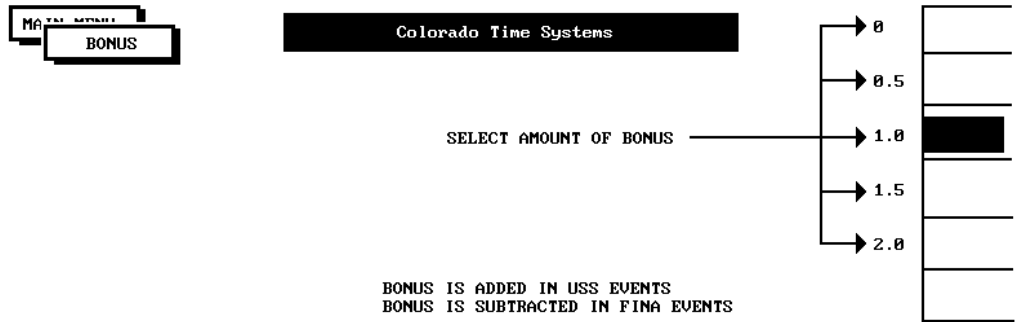
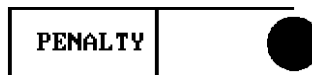


Figure 3-AH Bonus Points Screen

Operation

Press the **Bonus** softkey to display the bonus selection menu. Press the softkey corresponding to the amount of the bonus to be added to, under USS rules, or subtracted from, under FINA rules, the current routine's total score. Press **enter** or **quit** to return to the Routines main screen and record the selected bonus. To change the bonus, repeat the process.

Penalty



Function

The **Penalty** softkey allows you to enter the penalty points for the current routine. Enter any penalty points at the end of the current routine. The penalty points are automatically cleared with each new routine.

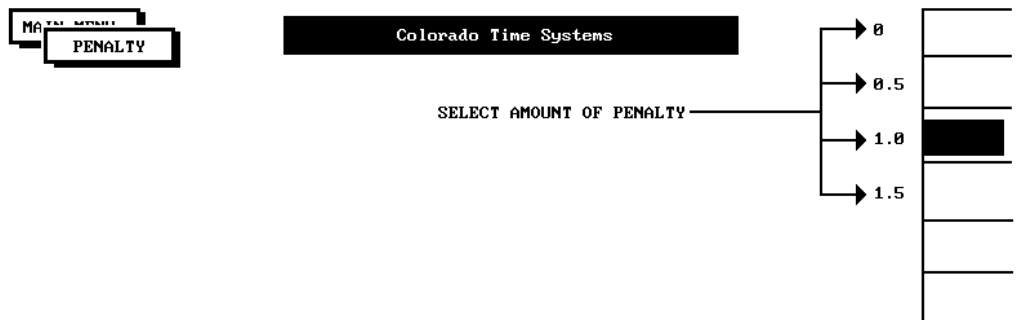
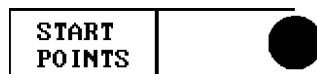


Figure 3-AI Penalty Points Screen

Operation

Press the **Penalty** softkey to display the penalty selection menu. Press the softkey corresponding to the amount of penalty to be subtracted from the current routine's total score. Press **enter** or **quit** to return to the Routines main screen and record the selected penalty. To change the penalty, repeat the process.

Start Points



Function

The **Start Points** softkey allows you to enter the start points to be added the current routine's total score. Start points are generally points from figures competition. Any value entered here is added to the total score for the current routine. It is recommended that you enter the start points before the current routine begins. The start points are automatically cleared with each new routine.

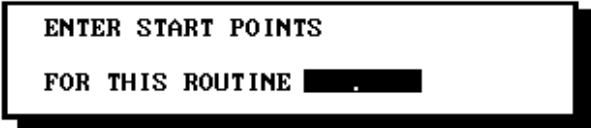


Figure 3-AJ Start Points Window

Operation Press the **Start Points** softkey, type the desired start points score using the numeric keypad, and press **enter**. Press **quit** to exit without recording a start points value.



Summary The **Print** softkey allows you to print extra copies of routines results sorted in a variety of ways. Make sure your printer is properly attached to the System 5, is **on-line**, and is loaded with paper before attempting to print.

Operation Press the **Print** softkey to access the Routines print softkey menu. The softkeys that make up the print menu are shown in Figure 3-AK. Printing begins as soon as you press any one of the top three softkeys.

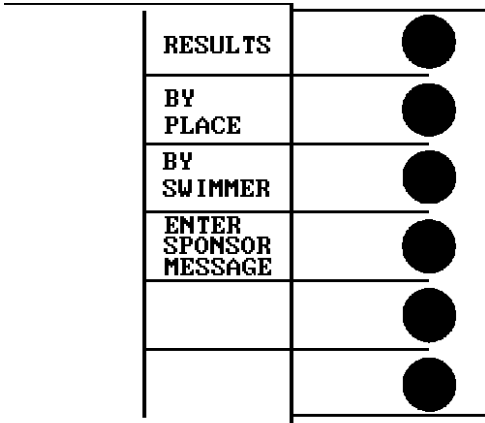


Figure 3-AK Routines Print Softkey menu

Results
Function Prints an additional copy of the results for the current routine.

Operation Press the **Results** softkey. Press the **Yes** softkey in response to the prompt to print the extra copy.

By Place
Function Prints all results entered so far sorted by place.

Operation Press this key to create a printout of results sorted by place.

By Swimmer
Function Prints all results entered so far sorted by swimmer.

Operation Press this key to create a printout of results sorted by swimmer.

Enter Sponsor Message

Function

Allows you to type a sponsor's message which will then be printed at the top of each printout.

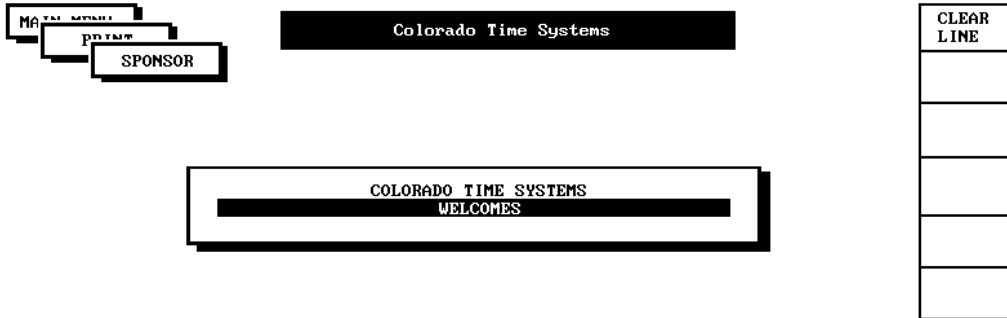
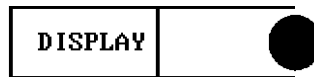


Figure 3-AL Sponsor's Message Screen

Operation

Press this softkey to display the sponsor's message window. Type the desired message using the alphabetic keys. Notice that each line is automatically centered. Use the **up-** and **down-arrow** keys to move from line-to-line in the window. You can have up to three lines for a sponsor's message. Press the **Clear Line** softkey to clear an entire line, or press **clear entry** to clear one character at a time. Press **quit** when done. The current message will appear on each printout until you change it.

Display



Function

Opens the display window. The display window shows all information for the current routine, including judges' scores, technical and artistic merit totals, bonus, penalty, start points, and total scores.

	TECH.	ART.
J1	8.0	8.5
J2	8.5	8.5
J3	8.0	9.0
J4	8.0	8.0
J5	9.0	8.5
J6	8.5	8.0
J7	9.0	9.0
J8		
J9		
J0		
TECH.	50.400	
ART.	34.000	
BONUS	1.000	
PNLTY	1.000	
START	2.300	
TOTAL	86.700	

Figure 3-AM Routines Display Window

Operation

Press the **Display** softkey to open the display window. Press the **Display** softkey again to close the display window.

Misc



Summary

This softkey provides access to miscellaneous features of Routines.

BEEP VOLUME	●
SET CLOCK	●
SOFTWARE VERSION	●
SCBD MENU	●
SYNCHRO FIGURES	●
CHANGE EVENT	●

Figure 3-AN Misc Softkey Menu

Operation

Press the **Misc** softkey to display the Miscellaneous softkey menu. Press **quit** to return to the Routines main screen when you have finished using this menu.

Beep Volume

Function

Allows you to set the beep volume that indicates a key has been pressed or a score received from a remote judging console.

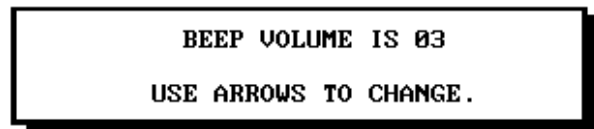


Figure 3-AO Beep Volume Window

Operation

Press the **Beep Volume** softkey displays a window indicating the current volume level, which is a number from 0 to 3. To increase the beep volume, press the **up-arrow** key. To decrease the beep volume, press the **down-arrow** key. To store the new beep volume permanently, press the **Record** softkey.

Set Clock

Function

Allows you to set your System 5 internal clock.

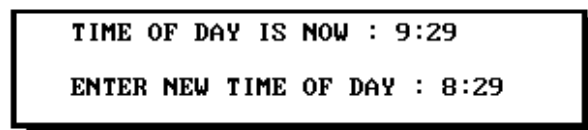


Figure 3-AP Set System 5 Clock Window

Operation

Press the **Set Clock** softkey to display the current time from your System 5 internal clock. Use the numeric keypad to enter the correct time and press **enter**. To exit without changing the time, press **quit** instead of **enter**.

Software Version

Function

Displays the version of Synchronized Swimming V Routines you are using.

Scbd Menu

Summary

Provides access to special scoreboard display and control features.

RANK ON SCBD .	●
TIME ON SCBD .	●
BLANK SCBD .	●
SCBD . SPEED	●
DEFINE MODULE	●
SCBD . TEST	●

Figure 3-AQ Routines Scoreboard Softkey Menu

Operation

Press the **Scbd Menu** softkey to display the scoreboard softkey menu.

Rank On Scbd

Function

Displays the top ranking routine scores, sorted by number, on as many scoreboard lines as are available, up to 10. Rank display is cleared as soon as the next routine is judged.

Operation

Press the **Rank On Scbd** softkey to display on the scoreboard the top ranked routine numbers and their scores.

Time On Scoreboard

Function

Clears the entire scoreboard and displays the time of day on channel 3. Time display is cleared as soon as the next routine is judged.

Operation

Press the **Time On Scbd** softkey to clear the scoreboard and display the time of day on channel 3.

Blank Scbd

Function

Blanks the entire scoreboard. This feature can be very useful to prevent inaccurate displays from occurring while you are correcting erroneous scores.

Operation

Press the **Blank Scbd** softkey to blank the entire scoreboard. Press this softkey again to unblank the scoreboard.

Scbd Speed

Function

Matches the data transmission rate from Routines to the communication rate of your scoreboard. Set the scoreboard speed to either high (9600 baud) or low (2400 baud) speed by pressing the **Change** softkey. Refer to your scoreboard installation guide for the communication rate of your scoreboard.

Operation

Press the **Scbd Speed** softkey to display the current data transmission rate. Press the **Change** softkey to select either high or low speed. When the desired speed is selected, press **quit** to accept the entry and return to the previous screen.

Define Module

Function

Allows you to display or change the scoreboard module definitions.

CHANNEL (description)	IS DISPLAYED ON MODULE
01 Judge 1	01
02 Judge 2	02
03 Judge 3	03
04 Judge 4	04
05 Judge 5	05
06 Judge 6	06
07 Judge 7	07
08 Judge 8	08
09 Judge 9	09
10 Judge 10	0A
11 time of day	16
12 award	14

RECORD SETUPS
BLANK MODULE

Figure 3-AR Routines Module Definition Screen

Operation

Press the **Define Module** softkey to display your current scoreboard module definitions and the Define Modules softkey menu. The left and middle columns on the screen indicate the scoreboard channel and the display description. The right column indicates the scoreboard module on which the information in the other two columns is displayed.

Scoreboard module definition is a complex operation which should not be attempted by an inexperienced operator. Before attempting to define scoreboard modules, carefully read the Scoreboard section in Chapter 2 of your Swimming V User Guide. As in Swimming V, all Synchronized Swimming V Routines scoreboard module logical addresses (modules) default to the physical addresses (scoreboard channels). For example, the physical address of the scoreboard module displaying data for Judge 1 is 01, so the logical address is also 01. If you want Judge 1's (01) scoreboard module to display Judge 10's data, set Judge 1's logical address (module) to 0A.

To change a module definition, press the **up-** or **down-arrow** key to highlight the desired display module and press **enter**. The display indicates that you are editing the selected module. Use the numeric keypad to enter numbers and the alphabetic keyboard keys to enter letters. When you have entered the desired module definition, press **enter** to accept the entry. If you change the wrong module or enter the wrong information, press **quit** instead of **enter** to clear the erroneous entry. After defining scoreboard modules, press **quit** to return to the previous screen.

The default scoreboard module definitions are shown in the following table:

Channel	Description	Displayed on Module
01	Judge 1	01
02	Judge 2	02
03	Judge 3	03
04	Judge 4	04
05	Judge 5	05
06	Judge 6	06
07	Judge 7	07
08	Judge 8	08
09	Judge 9	09
10	Judge 10	10
11	Time of Day	16
11	Award	16
11	Routine Time	16

Record Setups

Function

Stores the currently displayed module definitions in permanent memory. These settings are retained when you turn off your System 5. Remember that you can re-define the scoreboard modules at any time.

Operation

After defining the scoreboard modules to suit your needs, press the **Record Setups** softkey to store the current definitions in permanent memory. If you change module definitions and exit the module definition screen without pressing the **Record Setups** softkey, the changes only affect the current Routines session and are lost when you turn off your System 5.

Blank Module

Function

This softkey allows you to blank a scoreboard module for the entire Routines session. If you record a scoreboard definition with a blanked module(s), the definition including the blanked module(s) is stored in permanent memory.

Operation

Press the **up-** or **down-arrow** key to highlight the module you want to blank and press the **Blank Module** softkey. To unblank a module, highlight a blanked module, press **enter** to edit, type the desired module definition, and press **enter**.

Scbd Test

Function

Displays the numeral **8** on all available scoreboard modules. Tests each digit segment for proper operation and each module for proper connection to your System 5.

Operation

To initiate a scoreboard test, press the ***Scbd Test*** softkey. Check your scoreboard for proper operation. If any segments or digits do not operate properly, check all cable connections and run the test again. If your scoreboard still does not work, it may need service. Call Colorado Time Systems' Customer Service Department for assistance.

Press any key to end the test.

Synchro Figures

Function

Allows you to switch to the Synchronized Swimming V Figures program. Note that you must have Remote Judging Consoles attached through a Judging V I/O box before you can enter Figures.

Operation

Press the ***Synchro Figures*** softkey, press the ***Yes*** softkey, and then press the top softkey to select Figures. Press the ***No*** softkey to return to Routines.

Change Event

Function

Allows you to select USS or FINA event types while in the Routines program.

Operation

Press the ***Change Event*** softkey and then press the softkey corresponding to the desired event type.

Index

B

Battery Check Key 3-6 - 3-7, 3-35
Bonus Softkey 2-18, 3-38

C

Console Keys 3-6, 3-34
 Battery Check 2-14, 3-6 - 3-7,
 3-35
 Enter 3-6, 3-34
 Help 3-7, 3-35
 Quit 3-6, 3-35

D

Define Modules 3-23 - 3-25, 3-43 - 3-44
Display Softkey 2-18 - 2-19, 3-20 -
3-22, 3-40 - 3-41

E

Enter Key 3-6, 3-34
Entry Softkey 2-16, 3-9 - 3-13
Event Type 3-37
Event Type Softkeys 3-8
External Timing Button 1-1, 2-18

F

Figures
 Edit Scores 2-15 - 2-16
 Entry Softkey 2-16
 Event Type 2-13, 3-8
 Judging 2-13 - 2-14, 3-9
 Keyboard 3-3 - 3-6
 LCD Display 3-1 - 3-2
 Names/Figures 2-14 - 2-15
 Print Scores 2-16 - 2-17
 Scores Softkey 2-15 - 2-16
 Selecting Figures 2-13 - 2-14,
 3-8, 3-45
 Softkeys 3-7 - 3-26
 Stored Data 2-17

Figures Display Softkey 3-20
 Display Figures/Swimmers
 3-20 - 3-21
 Display Judges 3-21
 Last Figure 3-22
 Last Swimmer 3-21
 Next Figure 3-22
 Next Swimmer 3-21 - 3-22

Figures Entry Softkey 3-9
 Drop Swimmers 3-13
 Edit Data 3-11 - 3-12
 Enter Figures 3-9 - 3-11
 Honorary Swimmers 3-13
 Move Swimmers 3-12
 Start Points 3-13

Figures Misc Softkey 3-22
 Beep Volume 3-22

Scbd Menu 3-23 - 3-26
Set Clock 3-22 - 3-23
Software Version 3-23
Synchro Routines 3-26

Figures Print Softkey 3-14
 All Data 3-14
 By Place 3-14 - 3-15
 By Swimmer 3-14
 Form Feed 3-15
 One Figure 3-15
 Swimmer Data 3-14

Figures Scbd Softkey
 Blank Scbd 3-25 - 3-26
 Define Module 3-23 - 3-25
 Rank on Scbd 3-26
 Record Setups 3-25
 Scbd Speed 3-23
 Test Scbd 3-25

Figures Score Softkey 3-15 - 3-16
 Edit Last With n 3-17
 Edit Next With n 3-16 - 3-17
 Edit Unscored 3-17
 Edit Next/Last w/No DD 3-18
 ReScore 3-16

Figures Softkeys
 Display 3-20 - 3-22
 Entry 3-9 - 3-13
 Misc 3-22 - 3-26
 Print 3-14 - 3-15
 Score 3-15 - 3-18
 Stored Data 3-18 - 3-19

Figures Stored Data Softkey 3-18
 Delete Event 3-19
 Load Event 3-19
 Save Event 3-19

H

Help Key 3-7, 3-35

K

Keyboard 3-29
 Clear Entry 3-6, 3-34
 Edit Artist 2-19, 2-20 - 2-21,
 3-3, 3-31
 Edit Tech 2-19, 2-20 - 2-21,
 3-3, 3-29
 Enter # 3-5, 3-34
 Failed Routine 2-19, 3-3, 3-31
 Judge On/Off 3-29,
 Keyboard Overlay 3-4, 3-30
 Next Routine 2-19, 3-3, 3-32
 Numeric Keypad 3-5, 3-33
 Page Up/Page Down 3-5, 3-32
 ReFlash 2-19, 3-3, 3-31
 Scores 3-3, 3-31
 Send Art 3-5, 3-32 - 3-33
 Send Menu 2-19, 3-5, 3-33

Index

Send Tech 3-5, 3-32
Up/Down Arrow 3-5, 3-32
Keyboard Overlay 1-1, 2-1, 3-4, 3-30

L

LCD Display 3-1 - 3-2, 3-27 - 3-28

M

Misc Softkey 3-22 - 3-26, 3-41 - 3-45

P

Penalty Softkey 3-38
Print Softkey 2-16 - 2-17, 3-14 - 3-15,
3-39 - 3-40

Q

Quit Key 3-6, 3-35

R

Remote Judging Console 1-1, 2-1 - 2-2,
2-13, 2-15, 2-18, 2-19 - 2-21, 3-37
Figures Judging 2-19 - 2-20,
Routines Judging 2-20 - 2-21

Routines

Bonus Softkey 2-18, 3-38
Display Softkey 2-18 - 2-19,
3-40 - 3-41
Edit Tech/Artist 2-19, 2-20 -
2-21
Event Type 2-17 - 2-18, 3-37
External Timing Button 2-18
Failed Routine 2-19
Judging 2-18
Keyboard 3-29 - 3-33
LCD Display 3-27 - 3-28
Misc Softkey 3-41 - 3-45
Next Routine 2-19
Penalty Softkey 3-38
Pre-Swimmer 2-18, 3-37
Print Softkey 3-39 - 3-40
Reflash 2-19
Selecting Routines 2-17 - 2-18,
3-26, 3-36 - 3-37
Send Menu 2-19
Softkeys 3-36 - 3-45
Start Points Softkey 2-18, 3-39

Routines Bonus Softkey 3-38

Routines Display Softkey 3-40 - 3-41

Routines Misc Softkey 3-41

Beep Volume 3-41 - 3-42

Scbd Menu 3-42 - 3-45

Set Clock 3-42

Software Version 3-42

Routines Penalty Softkey 3-38

Routines Print Softkey 3-39

By Place 3-40

By Swimmer 3-40

Enter Sponsor Message 3-40

Results 3-39

Routines Scbd Softkey 3-42

Blank Module 3-45

Blank Scbd 3-43

Define Module 3-43 - 3-44

Rank on Scbd 3-42

Scbd Speed 3-43

Scbd Test 3-45

Time on Scbd 3-43

Routines Softkeys

Bonus 3-38

Display 3-40 - 3-41

Misc 3-41 - 3-45

Penalty 3-38

Print 3-39 - 3-40

Start Points 3-39

Routines Start Points Softkey 3-39

S

Score Softkey 3-15 - 3-18

Scoreboard

Award Display 2-11 - 2-12

Figures Ranking 2-4 - 2-6

Figures Scoring 2-2 - 2-4

Routines Ranking 2-7 - 2-9

Routines Scoring 2-6 - 2-7

Single-Line 2-9 - 2-10

Scoreboard Signage 1-1

Figures Ranking 2-4 - 2-6

Figures Scoring 2-2 - 2-4

Installation 2-12

Routines Ranking 2-7 - 2-9

Routines Scoring 2-6 - 2-7

Single-Line 2-9 - 2-10

Scores Softkey 2-15 - 2-16

Send Menu Key 2-19

Softkeys

Bonus 2-18, 3-38

Display 2-18 - 2-19, 3-20 -
3-22, 3-40 - 3-41

Entry 2-16, 3-9 - 3-13

Misc 3-22 - 3-26, 3-41 - 3-45

Penalty 3-38

Print 2-16 - 2-17, 3-14 - 3-15,
3-39 - 3-40

Score 3-15 - 3-18

Scores 2-15 - 2-16

Start Points 2-18, 3-39

Stored Data 2-17, 3-18 - 3-19

Start Points 2-18, 3-39

Stored Data Softkey 3-18 - 3-19

Delete Event 2-17

Save Event 2-17