

Synchronized Swimming



For the System 6 Sports Timer Software User Guide

F874 Rev 0604



1551 East Eleventh Street
Loveland, Colorado 80537-5056

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
Shop online: <http://secure.coloradotime.com>
Email: customerservice@coloradotime.com

TABLE OF CONTENTS

1 Introduction

Synchronized Swimming Contents	1-1
Scope Of This User Guide	1-1
Contents	1-1

2 Setup/Operation

General	2-1
Battery	2-1
Proper Shutdown procedure	2-1
Setup	2-1
Keyboard Insert	2-1
Remote Judging Consoles	2-1
Scoreboard and Printer	2-2
Power	2-2
Software Installation	2-2
Synchronized Swimming Scoreboard Data	2-2
Routines Scoring	2-2
Routines Ranking	2-4
Operation	2-5
Routines Overview	2-6
Using Remote Judging Consoles	2-8

3 Reference

Routines Display Screen	3-1
Keyboard	3-3
Summary	3-3
Alphabetic Keys	3-3
Edit Technical Score	3-3
Edit Artistic Score	3-3
Keyboard Insert	3-4
Failed Routine	3-5
Reflash	3-5
Space/Backspace	3-5
Next Routine	3-5
Up-Arrow/Down-Arrow	3-6
Send Technical	3-6
Send Artistic	3-6
Send Menu	3-7
Numeric Keypad	3-7
Enter	3-8
Clear Entry	3-8
Console Keys	3-8
Enter	3-8
Quit	3-9
Battery Check	3-9
Battery Charging	3-9
Help	3-9
Softkeys	3-10
Summary	3-10
Menu Structure	3-11
Bonus	3-12
Penalty	3-12
Start Points	3-12
Print	3-13
Enter Sponsor Message	3-13
Display	3-14

TABLE OF CONTENTS,cont.

Misc	3-15
Software Version	3-15
Setups Menu	3-15
Setups Screen Options	3-16
Speaker Volume	3-16
Backlight Intensity	3-16
Set Time	3-16
Type Size	3-16
Lines per Inch	3-16
Printer	3-16
Printer Control Codes	3-17
Setups Second Level Softkey Options ...	3-17
Up and Down Softkeys	3-17
Scoreboard Menu	3-18
Rank on Scoreboard	3-18
Time on Scoreboard	3-18
Blank Scoreboard	3-18
Define Module	3-19
Record Setups	3-20
Blank Module	3-20
Default Settings	3-20
Scoreboard Test	3-21
Save Setups	3-21
Change Sport	3-21
Proper Shutdown Procedure	3-21

INTRODUCTION

Thank you for purchasing the Synchronized Swimming program for your System 6 Sports Timer.

Your Synchronized Swimming Package contains the following items:

- Synchronized Swimming Keyboard Insert
- Synchronized Swimming Software User Guide
- Optional Judging I/O Box and Remote Judging Consoles

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

- 1) Open all boxes and remove all protective packaging.
- 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.

If you should experience difficulties with Synchronized Swimming software or your System 6, check the appropriate user guide for a solution to the problem or call Colorado Time Systems' Customer Service Department, ext. 256, at (800)287-0653 or 970-667-1000.

Synchronized Swimming Contents

Scope of this User Guide

This user guide addresses all issues relating to the normal operation of the Synchronized Swimming program on the System 6 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 6 Sports Timer, refer to the *System 6 Swimming User Guide*. It contains a great deal of general information about the hardware with which every operator should be familiar.

Contents

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

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

Chapter 3 - The Reference chapter describes in detail the operation of all features included in the Synchronized Swimming program. 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.

Index - The index provides quick access to specific information.

SETUP/OPERATION

The first part of this chapter gives basic information about your System 6 Sports Timer and describes how to set up your Synchronized Swimming hardware and software. The second part of this chapter provides step-by-step instructions for using Synchronized Swimming to score the Routines portion of a meet.

Battery

An internal lithium ion battery provides backup power in case of emergency or power outage. To charge the battery, plug the System 6 into a grounded power outlet **with the unit turned off**. The charge time of the battery is a minimum of 3 hours, or overnight. The battery will provide approximately 45 minutes of *usage* time. This can be increased to 1 hour after 4 to 5 cycles of fully charging and fully discharging. If you are discharging the battery, go to the **Select Sports Menu** and let the timer run until it dies.

Proper shut down procedure

When finished using the System 6, be sure to properly shut down your timer. To do this:

- 1) On the softkey menu, choose **Misc**
- 2) Choose **Change Sport**
- 3) Confirm that you wish to leave Synchronized Swimming
- 3) Choose **Shut Down** from the **Select Sports Menu**
- 4) After the screen displays a gray background with an X in the center, it is safe to turn off the power to the System6.

Setup

Keyboard Insert

If there is a keyboard insert other than Synchro in your System 6, remove it and put it in a safe place. Locate the **Synchro** keyboard insert included with your Synchronized Swimming package, and slide it into the clear plastic panel on the front of your System 6.

Remote Judging Consoles

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

- 1) Place the judging consoles on the judging table(s).
- 2) Data cables which connect the individual judging consoles to the the judging interface box have 1/4-inch male audio plugs at both ends. Attach one end of a data cable to a judging console. Attach the other end of the data cable to the numbered connector on the judging interface box which corresponds to the number of the judge who will use that terminal.
- 3) Repeat Step 2 for all remaining judging consoles.
- 4) The judging data cable from the interface box to the timer has a round connector with five pins installed on each end. Attach one end of the judging data cable to the output on the judging interface box. Attach the other end of the Judging data cable to the Judges I/O connector on the back panel of your System 6.

Scoreboard and Printer

Attach your scoreboard and printer connectors to the appropriately labeled connectors on the back panel of your System 6.

Power

Connect the round 5-pin DIN connector from the 12 volt power supply that came with your System 6 to the external power connector on the back of the System 6, and plug the adapter into a working AC outlet. **Use only the recommended power supply!** Use of any other power supply (including a System 5 power supply) may cause serious damage to your system.

Software Installation

Your System 6 will already have the Synchronized Swimming software installed on it if you ordered the System 6 and the software at the same time. Otherwise, you will either receive the software on a disk or electronically (by email or via the web). Updates to software will generally be available electronically. If you receive a file electronically, copy the file to a floppy disk. Turn on your timer and after it powers up you will be in the Select Sport Menu. Insert the floppy disk into the floppy drive on the right side of the timer. Press the Install softkey and the timer will install the software or update. Remove the floppy when it is finished.

You are now ready to use Synchronized Swimming.

Synchronized Swimming Scoreboard Data

The following diagrams show standard synchronized swimming scoreboard configurations with module definitions. **Module definitions are used to send the data stream containing the specified information to a line of numeric scoreboard or to a defined area of a matrix or video display.**

Routines Scoring

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

JUDGE	SCORE		Module Number
	TECH	ARTISTIC	
1	0.0	0.0	01
2	0.0	0.0	02
3	0.0	0.0	03
4	0.0	0.0	04
5	0.0	0.0	05
6	0.0	0.0	06
7	0.0	0.0	07
8	0.0	0.0	08
9	0.0	0.0	09
0 0	00.000		14
ROUTINE	AWARD		
	10:23		16

Figure 2-A 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
14	Current Routine/Award
16	Time of Day

JUDGE	SCORE		Module Number
	TECH	ARTISTIC	
1	0.0	0.0	01
2	0.0	0.0	02
3	0.0	0.0	03
4	0.0	0.0	04
5	0.0	0.0	05
6	0.0	0.0	06
7	0.0	0.0	07
0 0	00.000		14
ROUTINE	AWARD		

Figure 2-B 8-Line Routines Scoring Display

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

Routines Ranking

Figure 2-C, below, shows all module definitions and digit arrangement for Routines ranking. The table below it defines the information displayed on each module.

JUDGE	TECH	SCORE	ARTISTIC	Module Number
12	00.000			01
29	00.000			02
0	00.000			03
13	00.000			04
5	00.000			05
4	00.000			06
17	00.000			07
26	00.000			08
2	00.000			09
ROUTINE	AWARD			
33				14
		10:39		16
TIME OF DAY				

Figure 2-C Routines Ranking

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

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

JUDGE	SCORE	Module Number
	TECH	ARTISTIC
12	00.000	01
29	00.000	02
0	00.000	03
13	00.000	04
5	00.000	05
4	00.000	06
17	00.000	07
33		14
ROUTINE	AWARD	

Figure 2-D 8-Line Routines Ranking Display

Operation

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

Using Synchronized Swimming is not difficult, but you should take the time needed to become familiar with the program.

If you are using remote judging consoles, it is important to work with your judges to make sure they are familiar with the use of the consoles.

Routines Overview

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

Set Number of Judges

The first screen requires you to set the number of judges. Press the appropriate softkey for your event. After answering this prompt, the Routines main screen appears. The first time you press the **Next Routine** keys, the number of judges shown at the bottom of the screen will adjust from the full nine available to the number you have entered here.

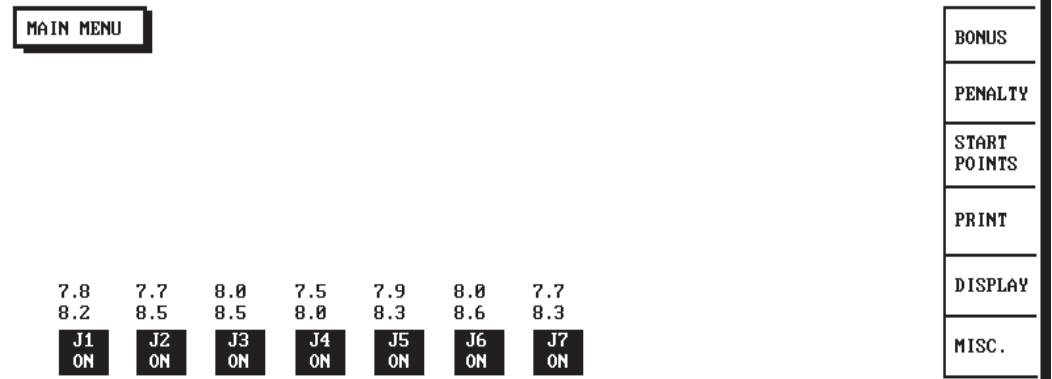


Figure 2-E Routines Main Screen

Using Routines

Bonus, Penalty and Start Points Softkeys

Use the **Bonus**, **Penalty** and **Start Points** softkeys to enter these items for the current routine. These items are automatically included when the total score for a routine is calculated. For more specific information on using these softkeys, refer to Chapter 3.

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	8.8	8.4
J2	8.9	8.5
J3	8.7	7.9
J4	8.8	8.1
J5	9.0	8.4
J6	8.6	8.2
J7	9.0	8.3
J8		
J9		
TECH.	44.200	
ART.	41.400	
BONUS	0.250	
PNLTY	1.000	
START		
TOTAL	84.850	

Figure 2-F 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 judges' scores for the current routine to allow re-entry of all scores. Press ***reflash*** only when you want to clear all scores for the current routine. This key must be pressed with two fingers simultaneously to prevent accidental clearing of scores.

Edit Technical and Edit Artistic Keys

These rows of 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 technical score*** or ***edit artistic score*** key under the judge number whose score you want to edit or enter. Press the keypad 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 technical*** and/or ***send artistic***. The default is to hold scores for manual send. Press the appropriate softkey to switch between automatic send and hold.

Next Routine Keys

When the current routine is complete and all scores are entered, including any penalty points, press ***next routine*** to proceed to the next routine. This pair of keys must be pressed with two fingers simultaneously.

Using Remote Judging Consoles

Remote judging consoles greatly simplify the collecting and entering of scores for the Routines 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, each judge 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 technical score/edit artistic score** keys.

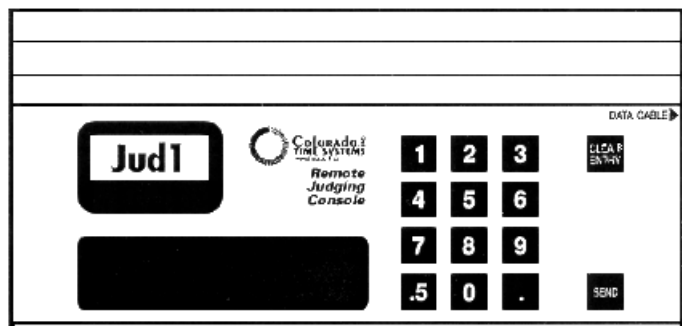


Figure 2-G Remote Judging Console

REFERENCE

This section describes in detail the operation of the Synchronized Swimming 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 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 6 Sports Timer, refer to the *System 6 Swimming User Guide*.

Routines Display Screen

Summary

The Routines program uses the System 6 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-A.

MAIN MENU

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	J2	J3	J4	J5	J6	J7
ON	ON	ON	ON	ON	ON	ON

BONUS
PENALTY
START POINTS
PRINT
DISPLAY
MISC.

Figure 3-A Routines Main Screen

Keyboard Summary

This section describes the function of the keys on the Synchronized Swimming keyboard insert 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 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, these keys are used to edit judges' technical and artistic scores if necessary.

Operation

As with all keys on the Synchronized Swimming 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.

Edit Technical Score



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

Edit Artistic Score



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 artistic*** 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.

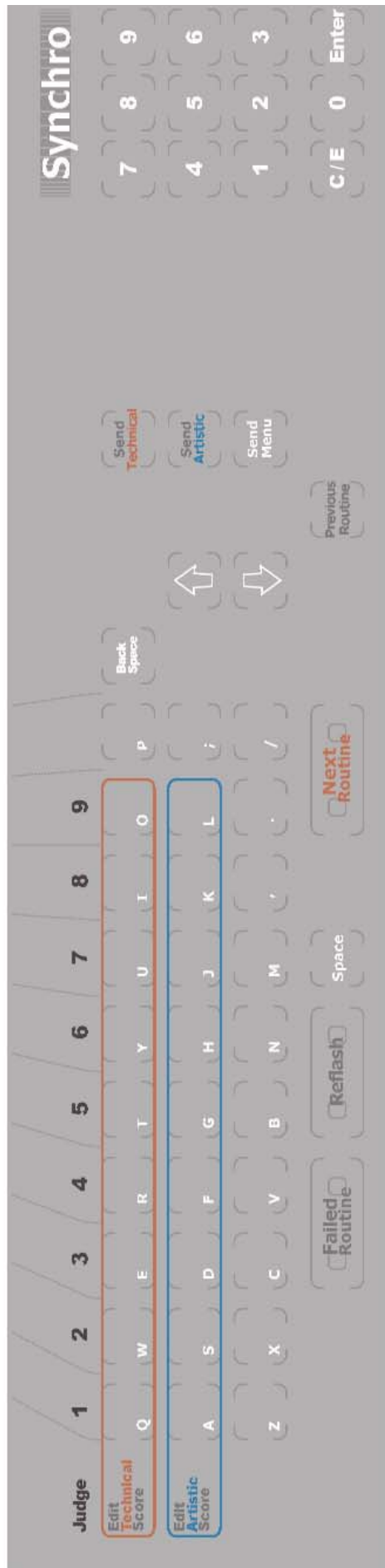


Figure 3-B Synchro Keyboard Insert

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/Backspace

Function

These keys are equivalent to the space bar and backspace key on a computer keyboard. Press **space** (located on the bottom row of the keyboard) when you need to enter a space while typing a sponsor's message or other information. Press **backspace** (located to the right of the letter P) when you need to delete the last character you typed.

Operation

Press the space key to enter a space or the backspace key to delete the last character 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 fingers 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



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.

Send Technical



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 to hold technical merit scores (through *send menu*), those scores will not be displayed on the scoreboard until you press *send technical*.

Operation

Press *send technical* to send the technical scores to the scoreboard.

Send Artistic



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 to hold artistic merit scores (through *send menu*), those scores will not be displayed on the scoreboard until you press *send artistic*. Press this key at the end of each routine.

Operation

Press *send artistic* 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-C, 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 and SEND.

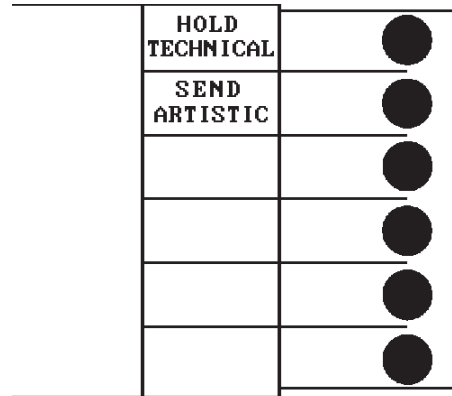
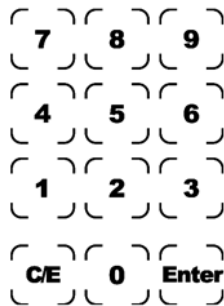


Figure 3-C Auto Send Menu

Numeric 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 is required, press C/E to clear the existing value, use the numeric keypad to enter the desired numbers, and then press Enter.

Enter



Function

Enters numeric or other keyboard entry into Routines. This key duplicates the *enter* key located above the *quit* key on the System 6 console. You may press either *enter* key to accept an entry.

Operation

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

C/E (Clear Entry)



Function

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

Operation

Press *clear entry (C/E)* 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-D.

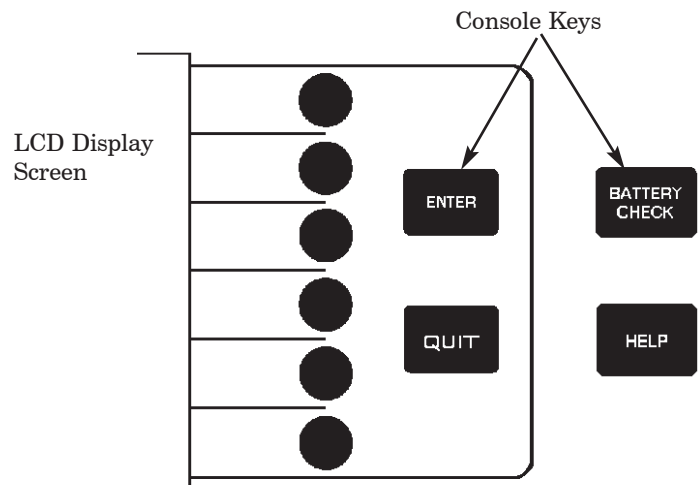


Figure 3-D Console Keys

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 keyboard insert. 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 is currently inactive.

Battery Charging

The internal battery is intended as an emergency source of backup power in case the timer loses power during an event, and is not intended to run the timer for extended periods of time. When the battery is fully charged it should run your timer for 45 minutes to an hour. The internal battery is rechargeable. To charge it, properly shut down your timer and then turn off the power switch on the back panel. You should then leave the timer plugged into the wall outlet over night, or for a minimum of three hours. This will fully charge the battery.

Help



Synchronized Swimming software does not include any online 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 at that time. See Figure 3-E for an example for the Routines main softkey menu.

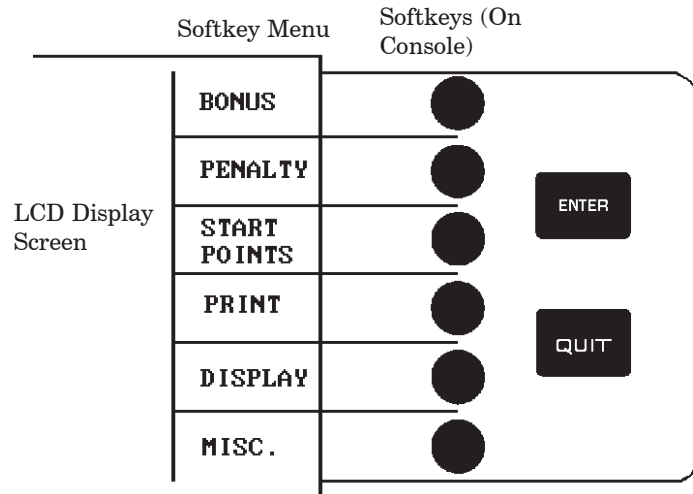


Figure 3-E Routines Main Screen

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.

Menu Tree

After entering the number of judges (3, 5, 7, or 9) for your event, the main menu is displayed. It is structured as follows:

Main Menu

- Bonus
- Penalty
- Start Points
- Print
 - Current Routine Results
 - By Place
 - By Swimmer
 - Enter Sponsor Message
- Display (shows information about the current routine)
- Misc (Software version is displayed)
- Setups
 - SCREEN
 - Speaker Volume
 - Backlight intensity
 - Set time
 - Type size
 - Lines per inch
 - Printer
 - Printer control codes
 - SOFTKEYS
 - Up
 - Down
 - Scbd Menu
 - Rank on Scbd
 - Time on Scbd
 - Blank Scbd
 - Define Module
 - Record Setups
 - Blank Module
 - Default Settings
 - Scbd Test
 - Save Setups

- Change Sport

Individual Softkey Descriptions

Scoring: *Bonus, Penalty and Start Points*

Each key and its options are described individually in the following sections.

The first three softkeys from the Main Menu: ***Bonus, Penalty*** and ***Start Points***, are used in entering scoring information for each routine. All three are automatically cleared when the ***Next Routine*** buttons are pressed.

System 6 Synchronized Swimming software calculates points for each routine based on the individual judges' scores according to the U.S. Synchronized Swimming and F.I.N.A. rules. The artistic score and the technical score are each based on a maximum of 50 points.

This score is then adjusted by any Bonus and/or Penalty points that have been entered with the Bonus or Penalty softkeys.

If Start Points are being used, the start points will be combined with the Routine scores according to U.S. Synchronized Swimming and F.I.N.A. rules.

Bonus



Function

The **Bonus** softkey allows you to enter the bonus points for the current routine. The bonus points are automatically cleared when the **Next Routine** keys are pressed.

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 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. The penalty points are automatically cleared when the **Next Routine** buttons are pressed.



Figure 3-F 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 the points that are carried over from earlier parts of the competition -- often from figures competition. Any value entered here is combined with the total score for the current routine according the U.S. Synchronized Swimming and F.I.N.A. rules. The start points are automatically cleared when the **Next Routine** buttons are pressed.



Figure 3-G 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.

Print



Summary

The **Print** softkey allows you to print routine results sorted in a variety of ways. Make sure your printer is properly attached to the System 6, is **online**, and is loaded with paper before attempting to print.

	CURRENT ROUTINE RESULTS	●
	BY PLACE	●
	BY SWIMMER	●
	ENTER SPONSOR MESSAGE	●
		●
		●

Figure 3-H Routines Print Softkey menu

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-H. Printing begins as soon as you press any one of the top three softkeys.

**Current Routine
Results
Function**

Prints the results for the current routine.

Operation

Press the **Current Routine Results** softkey for a printout of the results for the current routine.

**By Place
Function**

Prints all results entered so far, sorted by place.

Operation

Press this key for a printout of results sorted by place.

**By Swimmer
Function**

Prints all results entered so far sorted by routine number.

Operation

Press this key for a printout of results sorted by routine number.

**Enter Sponsor Message
Function**

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

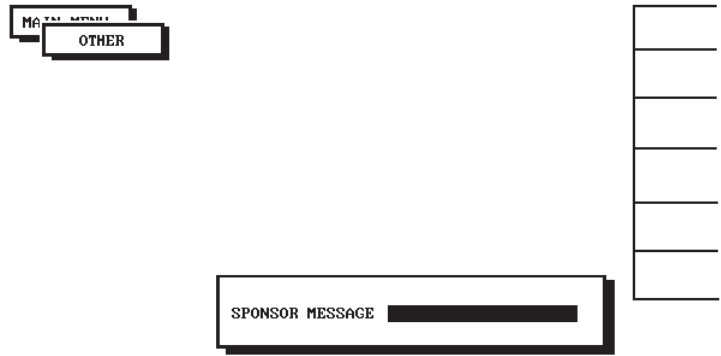


Figure 3-I Sponsor's Message Screen

Operation Press this softkey to display the sponsor's message window. Type the desired message using the alphabetic keys. Press **enter** when done. The current message will appear on each printout until you change it.



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	8.8	8.4
J2	8.9	8.5
J3	8.7	7.9
J4	8.8	8.1
J5	9.0	8.4
J6	8.6	8.2
J7	9.0	8.3
J8		
J9		
TECH.	44.200	
ART.	41.400	
BONUS	0.250	
PNLTY	1.000	
START	40.417	
TOTAL	82.842	

Figure 3-J Routines Display Window (with Start Score)

Operation The Display softkey toggles this window on and off. If the display window is not present, pressing the **Display** softkey will open it; if it is present, pressing the **Display** softkey will close it.

Misc



Summary

This softkey provides access to miscellaneous features of Routines.

At the *Misc* screen, you may view the software version, or choose the softkeys for *Setups* or *Change Sport*. Most miscellaneous features are accessed through the *Setups* softkey, described below. The *Change Sport* softkey, described on page 3-20, allows you to exit Synchronized Swimming and load another sport that you have software for, or to safely shut down your timer.

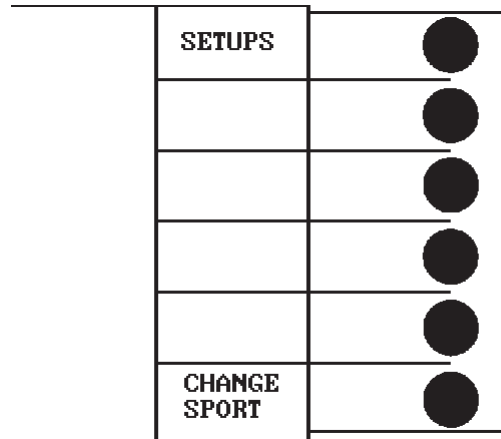


Figure 3-K Misc Softkey Menu

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.

Software Version

The version of Synchronized Swimming is displayed on the screen when you go to *Misc*.

Setups Softkey

Summary

The *Setups* softkey is reached through the *Misc* menu.

Options on the screen, which are described beginning on page 3-16, allow you to set preferences for a number of timer details, including speaker volume, backlight intensity for the screen, setting the system time, and various printer control settings.

Softkey options, which are described beginning on page 3-17, allow you to move up and down among screen options, and also choose settings for the scoreboard.

Note: No setup items can be changed while there are judges' scores on the screen.

Setups Softkey: Screen Options

Speaker Volume

Function

Allows you to set the volume of the beep tone that indicates a key has been pressed.

Operation

Use the “up” and “down” keys to select **Speaker volume** on the screen. The current volume level is shown, which is a number from 0 (silent) to 3 (loudest). To change the volume, press **C/E**, then press the **numeric keypad** keys 0, 1 2 or 3, and then press **enter**.

Backlight Intensity

Function

Allows you to set the intensity of the backlighting from the screen.

Operation

Use the “up” and “down” keys to select **Backlight intensity** on the screen. The current intensity is shown, which is a number from 1 (dimmiest) to 9 (brightest). To change the intensity, press **C/E**, then press the **numeric keypad** key for the intensity you want, and then press **enter**.

Set Time

Function

Allows you to set your System 6 internal clock.

Operation

Use the “up” and “down” keys to select **Set time**. To set the time, press **C/E**, then use the **numeric keypad** to enter the correct time and press **enter**. To exit without changing the time, press **quit** instead of **enter**.

Type Size

Function

Allows you to set the type size (characters per inch horizontally) for your printed results.

Operation

Use the “up” and “down” keys to select **Type size** on the screen. The current type size is shown. To change the size, press **enter** to cycle through the options, which are Pica, Elite, Condensed and Super condensed. Press the **Save Setups** softkey to save the selection.

Lines per Inch

Function

Allows you to set the lines per inch (vertically) for your printed results.

Operation

Use the “up” and “down” keys to select **Lines per inch** on the screen. The current setting is shown. To change the setting, press **enter** to cycle through the options, which are 6 and 8. Press the **Save Setups** softkey to save the selection.

Printer

Function

Allows you to set your printer. The System 6 can use a printer that has a standard parallel interface, can take an ASCII stream of data and print a minimum of 80 characters per line.

Operation

Use the “up” and “down” keys to select **Printer** on the screen. Press **enter** to cycle through the printer options, which are Citizen GSX190, IBM, Okidata, HP - PCL and Other. Press the **Save Setups** softkey to save the selection.

Printer Control Codes

Function

Allows you to set the printer control codes for your printer. This is only needed if you have selected “Other” as your printer type.

Operation

Use the “up” and “down” keys to select **Printer control codes** on the screen. Press **C/E**, then use the **numeric keypad** to enter the printer codes, and press **enter**. The printer codes should be found in your printer documentation. Enter the printer control codes for pica, elite, condensed, super condensed, 6 lines per inch and 8 lines per inch.

You can then select the number of characters per inch horizontally (CPI) and lines of type per inch vertically that you want on your event printouts. Pica type prints 10 CPI, elite prints 12 CPI and condensed 16-17 CPI. It is best to use the largest type size possible for readability. If your printout is not properly formatted and type is wrapping from the previous line to the next line, select the next smaller type size.

Setups Softkey: Second Level Softkey Options

Softkey options in the **Setups** screen (accessed through the **Misc** softkey from the main menu) allow you to move up and down among screen options (described above), and also choose settings for the scoreboard (described beginning on page 3-18).

Note: No setup items can be changed while there are judges’ scores on the screen.

Up and Down Softkeys

Function

The **Up** and **Down** softkeys allow you to move the cursor up and down on the screen to select various options.

Operation

Press the **Up** softkey to move the cursor up one line, and the **Down** softkey to move the cursor down one line. These softkeys function the same as the up and down arrows on the keyboard.

Scbd Menu

Summary

Provides access to special scoreboard display and control features, including displaying scores by rank, displaying the time of day between judges' scores, blanking the scoreboard, and defining what information will be shown on each module of the board.

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

Figure 3-L 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 total points, on as many scoreboard channels as are available, up to 9. 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 total scores.

Time On/Off Scbd Function

Time On Scoreboard clears the entire scoreboard and displays the time of day on channel 03. The **Time Off Scoreboard** option is only available when **Time On Scoreboard** has been set. Time of day display is cleared from channel 03 as soon as the next routine is judged. *NOTE: Channel 16, if enabled, always shows time of day.*

Operation

Press the **Time On Scbd** softkey to clear the scoreboard and display the time of day on channel 03. This softkey changes to **Time Off Scbd**. Press the **Time Off Scbd** softkey to turn this option off.

Blank/Unblank Scbd Function

Blanks the entire scoreboard. The **Unblank Scbd** option is only available when **Blank Scbd** has been set. 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. The scoreboard is blanked, and this softkey changes to **Unblank Scbd**. Press the **Unblank Scbd** softkey to unblank the scoreboard.

Define Module Function

Allows you to display or change the scoreboard module definitions.

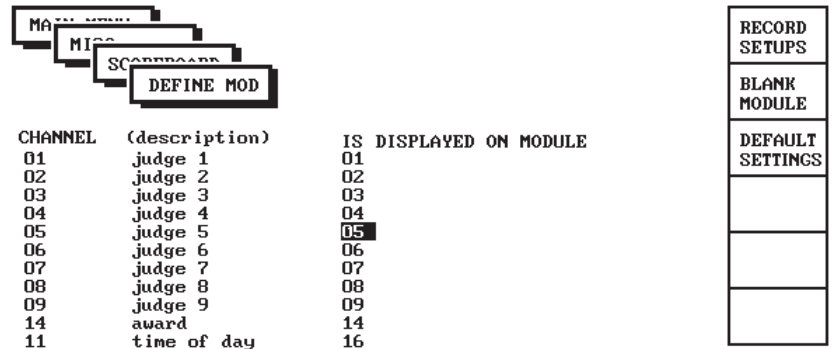


Figure 3-M Routines Module Definition Screen

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 of your System 6 Swimming User Guide. As in Swimming, all Synchronized Swimming 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 default logical address is also 01. If you want to display Judge #9's scores on Module 01, use the up/down keys or the arrows on the keyboard to select the row with Judge 9. Change the number in the "IS DISPLAYED ON MODULE" column to 01.

NOTE: A logical address can only display one channel at a time. Do not set multiple channels to display on the same logical address.

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 this 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
16	Time of Day	16
14	Award	14

Record Setups

Function

Stores the currently displayed module definitions in permanent memory. These settings are retained when you turn off your System 6. 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 exit the Synchronized Swimming program.

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**.

Default Settings

Function

Returns the module settings to the default settings as show in the table above.

Operation

Press the Default Settings softkey to return all modules to their default settings.

Scbd Test Function

Displays alternating numeral **8**'s on all available scoreboard modules. Tests each digit segment for proper operation and each module for proper connection to your System 6.

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.

Save Setups Function

Save Setups saves the setting adjustments made in the Setups Menu.

Operation

Press Save Setups to save settings you have chosen in any area of the Setups Menu.

Change Sport Function

Change Sport allows you to exit Synchronized Swimming and choose another sport or shut down the timer.

Operation

Press the **Change Sport** softkey when you are finished using the timer for the day. The prompt in the upper left of the screen will ask if you wish to exit. Confirm your response by pressing the **Yes** or **No** softkey. If you press No, the screen will return to Synchronized Swimming. If you press Yes, the timer will go to the Select Sport menu. You may choose another sport, or choose Shut Down to turn off your System 6.

Proper shut down procedure

When finished using the System 6, be sure to properly shut down your timer. To do this:

- 1) On the softkey menu, choose **Misc**
- 2) Choose **Change Sport**
- 3) Confirm that you wish to leave Synchronized Swimming
- 3) Choose **Shut Down** from the **Select Sports Menu**
- 4) After the screen displays a gray background with an X in the center, it is safe to turn off the power to the System6.

Index

B

Backlighting (screen) 3-16
Battery Charging 2-1, 3-9
Bonus Softkey 2-6, 3-12

C

Change Sport 3-21
Clock, setting 3-16
Console Keys 3-8

- Battery Check 3-9
- Enter 3-8
- Help 3-9
- Quit 3-9

D

Define Modules 3-19 -- 3-20
Display Softkey 2-6, 3-14

E

Edit Artistic Scores 2-7, 3-3
Edit Technical Scores 2-7, 3-3
Enter Keys 3-8

F

Failed Routine 2-7, 3-5

J

Judging consoles 2-1, 2-8

K

Keyboard 3-3 -- 3-8

- Alphabetic keys 3-3
- Backspace key 3-5
- Clear Entry 3-8
- Edit Artistic Score 2-7, 3-3
- Edit Technical Score 2-7, 3-3
- Enter 3-8
- Failed Routine 2-7, 3-5
- Keyboard Insert 2-1, 3-4
- Next Routine 2-7, 3-5
- Numeric Keypad 3-7
- ReFlash 2-7, 3-5
- Send Artistic 3-6
- Send Menu 2-7, 3-7
- Send Technical 3-6
- Space key 3-5
- Up/Down Arrow 3-6

Keyboard Insert 2-1, 3-4

M

Menu Structure 3-11
Misc Softkey 3-15 -- 3-21

- Backlight intensity 3-16
- Scbd Menu 3-18 - 3-21
- Set Time 3-16
- Software Version 3-15
- Speaker Volume 3-16

O

Operation overview 2-6 -- 2-8

P

Penalty Softkey 3-12
Power 2-2
Print Softkey 3-13 -- 3-14
Printer Set up 3-16 -- 3-17

Q

Quit Key 3-9

R

Remote Judging Console 2-1, 2-8
Routines

- Backspace key 3-5
- Bonus Softkey 2-6, 3-12
- Display Softkey 2-6, 3-14
- Edit Technical/Artistic 2-7, 3-3
- Failed Routine 2-7, 3-5
- Judging 2-8
- Keyboard 3-3
- Main screen 3-2
- Misc Softkey 3-15
- Next Routine 2-7, 3-5
- Overview 2-6
- Penalty Softkey 3-12
- Print Softkey 3-13 -- 3-14
- Reflash 2-7, 3-5
- Send Menu 2-7, 3-7
- Softkeys 3-10 -- 3-21
- Space key 3-5
- Start Points Softkey 2-6, 3-12

Routines Print Softkey 3-13

- By Place 3-13
- By Swimmer 3-13
- Enter Sponsor Message 3-13
- Results 3-13

Routines Scbd Softkey 3-18

- Blank Module 3-20
- Blank Scbd 3-18
- Define Module 3-19 -- 3-20
- Rank on Scbd 3-18
- Record Setups 3-20
- Scbd Test 3-21
- Time (of Day) on Scbd 3-18

Index

S

- Save Setups 3-21
- Scoreboard 2-2 -- 2-5
 - Menu 3-16
 - Routines Ranking 2-4 -- 2-5
 - Routines Scoring 2-2 - 2-3
- Send Artistic Key 2-7, 3-6
- Send Menu Key 2-7, 3-7
- Send Technical Key 2-7, 3-6
- Set Time 3-16
- Shut Down Procedure 2-1, 3-21
- Softkeys 3-10 -- 3-21
 - Bonus 2-6, 3-12
 - Display 2-6, 3-14
 - Menu Structure 3-12
 - Misc 3-15
 - Penalty 3-12
 - Print 3-13 -- 3-14
 - Start Points 2-6, 3-12
- Software Version 3-15
- Space Key 3-5
- Speaker Volume 3-16
- Start Points 2-6, 3-12

T

- Time of Day
 - scoreboard 2-3, 2-4, 3-18, 3-20
 - on System 6 3-16