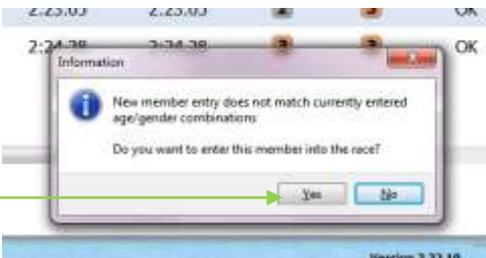
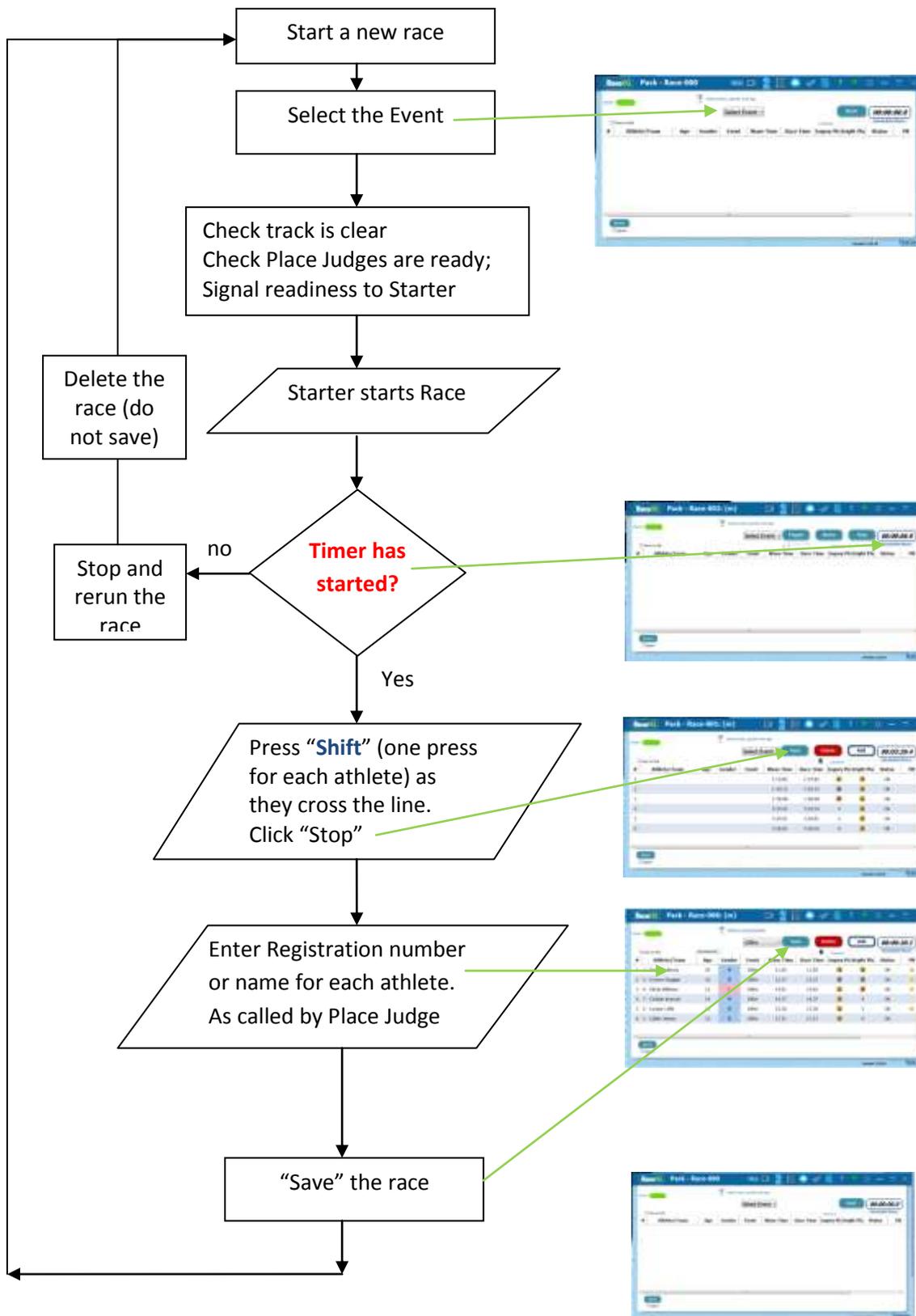


# Recording Track

<p>If your screen looks like this;</p> <p>Select "Pack"</p> <p>"click Go Race"</p>	
<p><b>This is the main screen for all races:</b></p> <ul style="list-style-type: none"> <li>Select Event, e.g. 100m. Don't select any gender or age- use "Mix/Mix".</li> <li>You are now ready to record a race; check that your place judges are ready, then indicate to the starter that you are ready to start the race.</li> <li>At the gun, the computer should start recording the race time: you should hear a "beep" and the timer will have started</li> </ul>	 <p>Timer starts with gun</p>
<p><b>Timing:</b></p> <ul style="list-style-type: none"> <li><b>press "Shift"</b> as each athlete passes the finish line (must press for all athletes) To stop the race (once all athletes have a time recorded): click stop This is the screen at completion of a race with 6 runners</li> </ul>	
<ul style="list-style-type: none"> <li>Enter the <b>registration number</b> of each athletes in their respective finishing position. – place judge will call the positions</li> <li>Their name and other information should be automatically uploaded.</li> <li>If there is mixed age or gender, you will see the message to right (or similar) Answer "Yes" each time</li> <li>If an athlete does not yet have a number – enter their name</li> <li>When all athletes have been entered <b>click "save"</b>.</li> <li>You should now be at Start Screen once again.</li> <li>When place judges are ready; advise Starter. . . . and so on</li> </ul>	



**Notes:**

- Enter the athlete's registration: their name and age group should appear. A PB or Centre Record will also be identified (you can tell the athletes after all entries completed)
- Athletes doing a trial will have a 500 series number: enter that number but no other information will be displayed.
- If an athlete does not have or can't remember their number – enter their name.
- When all athletes have been entered **click "save"**.
- Place judge will call out the numbers/names,  
**athletes do not go to the recorder.**