

# Setting up the Track Recording Equipment

## Equipment needed.

- Computer, gun, trigger, hub and amplifier for each track
- Match all the equipment to the same number as the computer (either “1’ or “2”)



gun



trigger



hub



amp main straight



wireless amp (track 2)

## Finish Line Set up Computer and hub

1. Turn on the computer – Password is “6625”
2. Click on ResultsHQ on the Task Bar to start the programme.  
It may take a couple of minutes



You should see this screen (Fig 1). If not already, choose “Pack” in the top right selection box



Figure 1

3. Connect the aerial to the hub
3. Connect the cable from the hub output to the computer USB port



4. On the trigger device, press the “trigger” button until it beeps and start LED is on  
**Note:** After completion of set up the trigger will need to go to the start line.
5. The screen should then look like this – “start Device” shows green hub symbol if connected

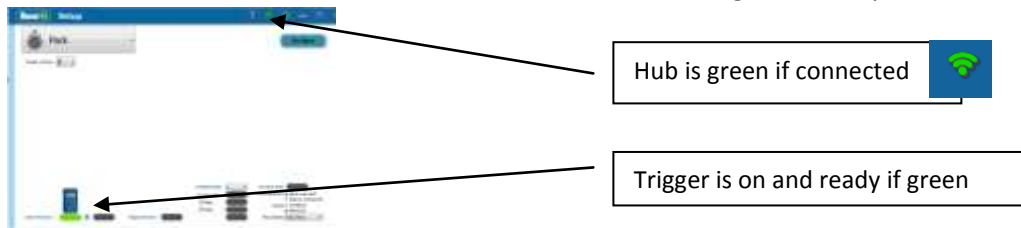


Figure 2

6. If hub symbol is not green,  you may need to select the input port: click the symbol and connect the port.



7. If the trigger is not green, turn off and then on again You MUST have the matched numbers for hub, computer and trigger

The computer is now ready to start a race. Confirm starter equipment is ready and go to instructions for “Recording and Saving a Race” or the flow chart on page 4

### **Starter Set up - 800/200/400m.**

Use components numbered "2"

Starter equipment includes, trigger, gun, wireless amplifier.



1. Connect components as shown above:
  - Digitech wireless transmitter input to speaker output on the gun
  - Trigger's speaker ("cable")input to the gun's timer output (clock symbol)
2. Turn on the amplifier and wireless transmitter
3. Turn on the gun: flash mode on the RHS switch and gun symbol on LHS switch
4. On the trigger device, press the "trigger" button until it beeps and LED is on  
Confirm that the trigger has been acknowledged by the computer- Figure 2
5. Test fire to ensure amplifier is working.

You have now completed the set up for the starter for the 800/400/200track

### **Starter Set up Main Straight**

Use components numbered "1"

Starter equipment includes, trigger, gun, amplifier.



Figure 1

1. Connect components as shown above:
  - Speaker input to speaker output on the gun
  - Trigger's speaker ("cable")input to the gun's timer output (clock symbol)
2. Turn on the amplifier and wireless transmitter
3. Turn on the gun: flash mode on the RHS switch and gun symbol on LHS switch
4. On the trigger device, press the "trigger" button until it beeps and LED is on  
Confirm that the trigger has been acknowledged by the computer- Figure 2
5. Test fire to ensure amplifier is working.

You have now completed the set up for the starter on the main track

Check Computer is set up and all should now be ready to start and time a race.

You should do several test fires, starts, timing and stop races if you are not familiar.

Even if you are familiar you should do one full test race.

Be sure that these test races are NOT saved. Delete the test races.

## Recording and saving a Race

Your screen should look like this; “click Go Race”



You will see this screen



- Select Event, e.g. 100m. Don't need to include gender or age at this time.
- 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.
- At the gun, the computer should start recording the race time: you should hear a “beep” and the timer will have started- see below



- Timing: **press “Shift”** 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



- Enter the **registration number** of each athletes in their respective finishing position – place judge will call the positions
- Their name and other information should be automatically uploaded.
- If there is mixed age or gender, you will see the message below (or similar) Answer “Yes” each time



- If an athlete does not yet have a number – enter their name
- When all athletes have been entered click “save”.
- You should now be at Start Screen once again.
- When place judges are ready; indicate to Starter that you are ready

