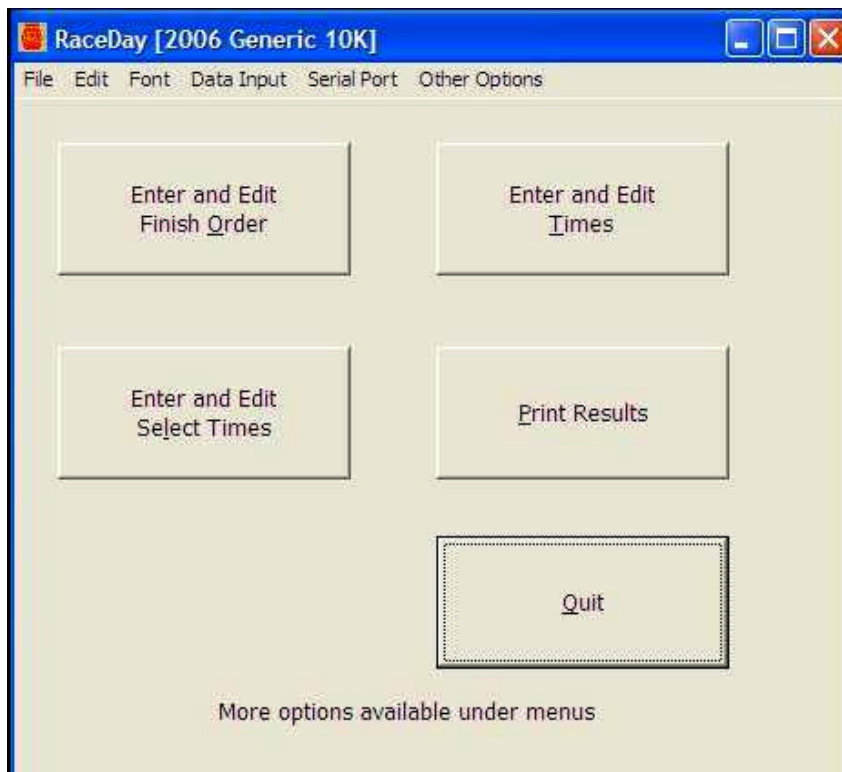


Demo Program for ARJ Road Race Programs

The “demonstration disk” contains contains the files for an 8K road race that had 600 finishers and a program RaceDay . To run the demo, you will need to move the “Easy Does It” folder to your hard drive. Go to Windows Explorer (right-click on the “Start” button at the lower left hand corner of your desktop and click on “Explore” or type “x” and <enter>). Find and open up the CD drive (probably “D:” drive). Drag the folder(s) of interest to your “Local drive” (C:).

The files in this directory are as they would be after all the data have been entered, including the order of finish, times, and select times. They were prepared with the help of two other programs in the ARJ package that are not included on this disk. With the help of this writeup you will be able to explore RaceDay’s reporting capabilities and also some aspects of the data entry and correction process.

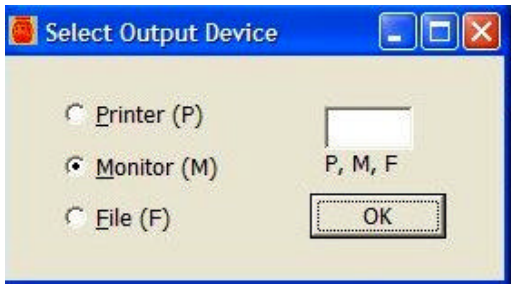
Results Output



Double-click on RaceDay. This starts the program. RaceDay then starts looking for one of the files, ROSTER.TEX, which contains name-age-sex-team-city data (you cannot start the program by double-clicking on the file). The standard file open dialog appears, with ROSTER.TEX already selected. Simply hit <enter>.

The display at left now appears, showing the principal options of program RaceDay. You can select one of these options by clicking on a button, or by pulling down one of the menus to the

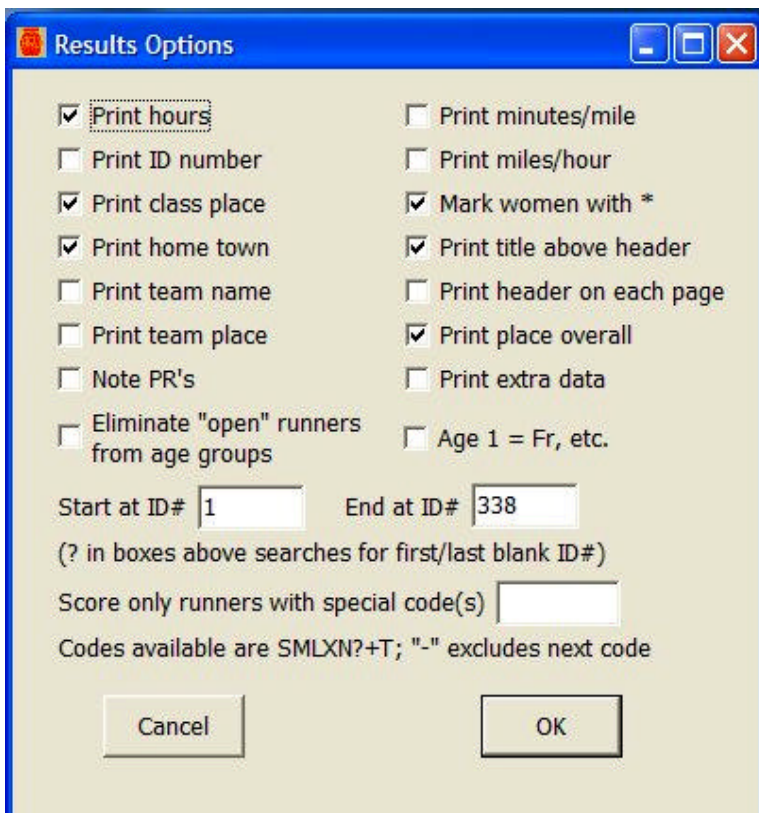
corresponding item, or by using the keyboard shortcut indicated in the menu. In Apple Raceberry JaM the keyboard shortcuts usually consist of a mnemonic key plus the control key.



Click on the “results” button, or pull down the File menu to “Print results,” or press the control and P keys; “Ctrl+P” for short. The dialog at left allows you to direct the output. If you don’t want a permanent record of the output, select the Monitor by typing “M” (or “m”) or clicking on the Monitor button. Select File for an output device (you will then be asked to name the file) if you want to

massage the output with a word processor if you are “downloading” data to another program, preparing a file for the Internet, or need to send results to the media. Usually columns of data are separated with tabs for easy formatting. You can open the file with any word-processing program, and then change the font to suit yourself, paste in graphs, etc

You may be pretty happy with the output you get directly from a Printer. The default option is to send your output to a printer, using the drawing capabilities of the Windows operating system. That is, characters are drawn at specified locations on the paper. This enables such features as centering a meet title and printing it in a relatively large font size, printing results in two columns, and using bold face to highlight subheads, as is illustrated by the samples in the back.



A dialog like the one at left then appears, giving you a great deal of control over the format of the output. For most road races, you will check on the “Class place” (place in award class), home town, and perhaps the “Eliminate open runners from age groups.” If you do check the last item, you will then be asked how many open and masters men and women are considered to be in “open” categories and are ineligible for age-group awards. Tab from one item to the other of that dialog until you have all of them entered to your satisfaction. If, as shown at left, you ask for a title above the header, you will be given an opportunity to print a three-line title (race name, place, date) above the results; the default

name is whatever you entered for a “finish line” name when you started RACEDAY.

After selecting the format of the results, a Print Results menu appears along with a few buttons on the desktop. Every time you select one of these options you pick the output device, the default being the same device you last chose. If you select “Printer,” you can print results in two columns under a centered three-line title. The font size is reset to 12 points before you print so that you can print results easy to read when posted.

Your first priority is to produce the results required to conduct the awards ceremony, after which you can try to print out results in order of finish before the runners go home. The quickest way to do so is with the “Standard Road Race” option.

Hitting the button so labeled or pulling down the Print Results menu to this item brings up the dialog shown at left. The program will then list the first NO men, the first NO women, the top NM masters men and women, the top NG grand masters men and women, and the first M in each male and female age group, where NO, NM, NG and M are the numbers you enter in the first four boxes, presumably after consultation with the race director. If open and/or masters runners are ineligible for age-

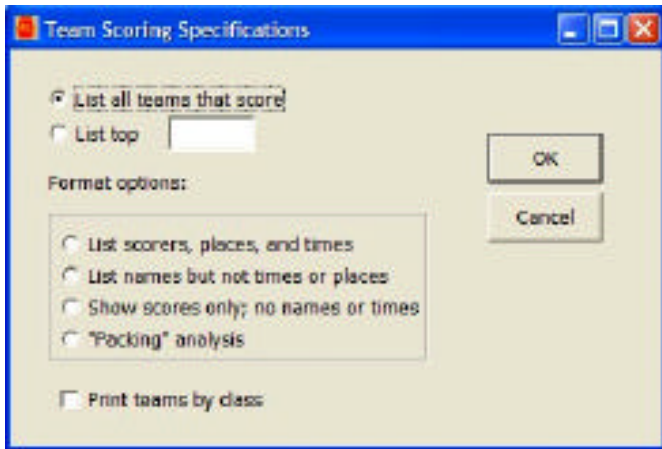
group awards, the numbers you entered in the preceding dialog will be filled in here. If teams have been entered, you can also score them at this time, but only by time (you can select the number of scorers) and not in classes. If those restrictions are not useful, leave the “Number of team scorers” at the default “2000;” presumably no team will have that number of finishers and the team scoring will be bypassed.

box. Clicking the button below instead allows you to do the same for all the female classes. If you had clicked on the “Eliminate open runners” box when selecting the format of the results, the runners you subsequently designated as being in “open” divisions will not be listed in these age-group results.

If you have team competition, another of your priorities will be to score teams. As noted above, the “Standard road” menu item will score

For greater control over the awards printouts, pull down the Print Results menu to “By class” (control-C). For example, to print out the results for the first three men in each male age group, one after the other, click the “all male classes: button and enter “3” in the

teams by time, the usual practice in road races. For the race for which these files were created, teams were scored by total time and the first four runners scored, which could be handled simply by typing “4” into the “Team scorers” box. The race scored teams by classes, which are indicated in ARJAM by the last two characters of the team names (“AM” for all-male teams, e.g.), and could easily be handled by clicking on the last button in the Standard Road dialog above. You can get still more options by clicking on the “Teams” item under the Print Results menu, which brings up the dialog above. If you score by places, and leave the “Eliminate non-scoring teams and runners” box on, you are next asked how many team members can displace (“bump”) other team scorers; those who finish after the number you specify are treated as unattached.



The program then goes into a cycle, bringing up the dialog at left until you click the cancel box. The scores-only and “packing” choices are useful in cross country competition (and not available if you score by time).

Once you have dealt with the awards, you can print out all finishers in order. To do so pull down the Print Results menu down to “Order of finish” (control-O). You may also want to experiment with the other choices available. To list the results for a

particular team or city (also in order of finish), you will identify the team or city by starting to type its name into a dialog box that appears. After you type one character, RaceDay finds the first team or city in the file that begins with that character and displays it. If that’s the one you want, hit <enter>. If not, input the second character. RaceDay continues its search through its file of team or city names, displaying the first one that begins with the two characters you typed, etc. This same procedure is used in the data entry program. You can also list the results in alphabetical order.

Data Input

Because entering the data for a 600-runner race is a bit tedious for a demo, it has been done for you. You can, if you wish, remove all or part of what has been done and redo it.

The usual procedure is to start entering the ID numbers of the finishers as they are brought over (on spindles or stringers) from the finish line. Times (in order of finish) and select times (pairs of ID numbers and times for selected finishers) are entered later, or perhaps dumped into the computer from one of the various timing devices that are compatible with ARJ, as was the case for the meet whose results are used for this demo (see also the discussion below of using the computer as a timer, i.e., “F-key timing”). Then you would use the select times to check the finish order and times, make whatever corrections are found to be necessary, and print out the final results.

If RaceDay is not already running, start it up as described above. To get a quick printout of the data that have been entered and that you will reenter, click on the “Finish Order” button or pull the Data Input menu down to “Finish Order.” A Finish Order menu then appears on the right end of the menu bar and a new set of buttons show up on the

screen. Select the “Check/Reset finish order” option and accept the invitation to print out the results “in detail” by clicking on the box. The printout includes the runners’ ID numbers and times, in order. The times at the far right are those recorded for certain runners as “select times;” an important check on the scoring is to have someone record ID numbers and times for “selected” runners – i.e., as often as possible. It also shows the spindle breaks; useful when you need to go back through the data to correct errors.

To allow you to simulate data entry, you can now delete some of the data that have been entered for you. You can delete them all if you like, but I’d suggest just deleting the last spindle. Pull the Finish Order menu down to “Delete” and specify the first and last places you want to wipe out.

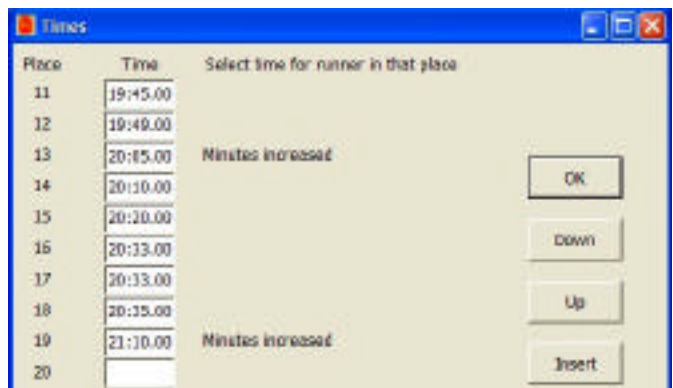


Now pull the Finish Order menu down to “Add” or press Ctrl+A or click on the first button. Type in a few ID numbers, pressing <return>, <enter>, <tab> or the down arrow to get to the next one. Note what happens if you enter the same ID twice (since 81 IDs are already on file, it is likely that this will happen often), or if you choose an ID that was not assigned to a runner (try something between 300 and 310, for examples), or if you enter an ID outside the range of those that were assigned (1 to 300). In the case of an unassigned ID, if the runner’s name, age and sex were written on the finish tag, you can insert those data on the spot by double-clicking on the ID number you entered, which pops up a dialog.

To check out the entry of times, pull the Data Input menu down to “Times” (or press the Ctrl and T keys; “Ctrl+T” for short). A Times menu now appears on the right of the menu bar along with a couple of buttons. Pull the menu down to “Add” or press Ctrl+A or hit the first button. Accept the suggestion as to where to start adding (at the end of the existing file).

RaceDay remembers the hours and minutes of the previous finisher, which speeds up the rate of data input. If the next finisher’s time is less than a minute more than the last time recorded, you need only type in the seconds. If the seconds are less than the seconds part of the last time recorded, the program assumes that the minutes have increased by one, and beeps an acknowledgment.

For example, the time for place 12 above was input by entering simply “5.” When there is more than a minute between successive finishers, you type the minutes and seconds, only; do not separate them with colons (as you do when entering the time of the first finisher). To edit a time already entered, however, you do have to type in colons and everything.



After typing in each time, press <return>, <enter>, <tab> or the down arrow to get to the next one. Experiment with this process until you are totally bored; hit the <escape> key to terminate data entry.

Although entering times is quick and easy, this step can be eliminated if you have a Chronomix 737X, TimeMachine, or TimeTech timer. Those devices are computers themselves, and the data they collect can be dumped into the ARJ files by manipulating the Serial Port menu items.

They are expensive, however. If you have a laptop computer, and can operate it close to the finish line, you can use it to time the meet while you enter ID numbers. Pull the Times menu down to “F-Key timer.” A dialog will ask you the race time at which you will start the timer. If you are able to start it with the gun, accept the default of “0:00:00.00” and hit the <enter>/<return> key at the gun. If not, bring a watch that was started with the gun over to the computer, pull the Times menu down to “F-Key timer,” enter a time a little beyond the current race time, and <enter>/<return> when that time is reached. Once the timer is started, hitting the F1 or F12 key with which most modern laptops are equipped will cause a time to be added to the end of the TIMES file (and displayed at the lower right hand corner of the screen)

In cross country accurate times are often not that important. In cases where they are, “select times” – times recorded along with the ID number of selected finishers – can be used to insure accuracy. They can also be used to detect (and correct) errors in the collection of ID numbers. (Caution: this part of the demo is not for the faint at heart!)

Shift to the Select Times part of the program by pulling down the Data Input menu to that item or pressing control-S. Pull down the Select Times menu that then appears to “Add” (or click on the “Add” button or type Ctrl+A). One moves through the data entry screen as with ID numbers and times, using the <tab> or <enter> key. Also as in entering times, RaceDay remembers the minutes and seconds of the last entry. If F-key timing is turned on, all you have to do is to enter the ID number and hit <tab> or <enter> when the runner crosses the finish line.

To see how select times are used, go to the Times part of the program (under the Data Input menu or Ctrl-T) and pull down the Times menu that now appears to “Edit” (Ctrl-E). Type “1” when asked where to start the editing. The display resembles the one in which you entered the times in the first place, the crucial difference being that the select times are also shown for those places (runners) for whom they were recorded. As shown at the right, the select times are enclosed in parentheses. For example, the 26th time recorded was apparently 17:28, whereas the time recorded by the select timer for the runner who finished in 26th place was 17:29.

The data in the demo are in good shape. So that you can see how select times help to get good results, put some errors into the file of times. Pick a time for the “timer” to miss; that is, delete one of the times already entered. Just

Place	Time	Select time for runner in that place
20	17:24	(17:24)
21	17:25	
22	17:26	
23	17:27	(17:28)
24	17:28	
25	17:28	
26	17:28	(17:29)
27	17:40	(17:39)
28	17:41	
29	17:42	
30	17:44	(17:44)
31	17:45	(17:46)
32	17:45	(17:48)
33	17:48	(17:53)
34	17:53	
35	17:58	
36	17:59	

click the mouse on it, then click on the “Delete” button and type a “1” into the dialog that asks how many times are to be deleted at that place. Pick another place where your “timer” is going to hit the button too often; click on it, click on the “Insert” button and type a “1” into the dialog that asks how many times are to be inserted at that place. You can access times beyond those that are showing by clicking on the “Down” button, and backtrack by clicking on “Up” (or use the “Page Up” or “page Down” key).

Note that the times no longer correspond to the select times. The latter are associated with a runner’s ID, and hence with a place in the order of finish. You should be able to see from the display how to correct the errors by inserting a time or deleting one there.

When you delete a time, you are asked if you would rather insert a “turkey” in the finish order instead. This allows for the possibility that your apparent extra time actually represent a missed runner. The default is to insert an extra finisher when you need to delete a single time, but to wipe out the times and leave the finish order alone when you delete more than one time.

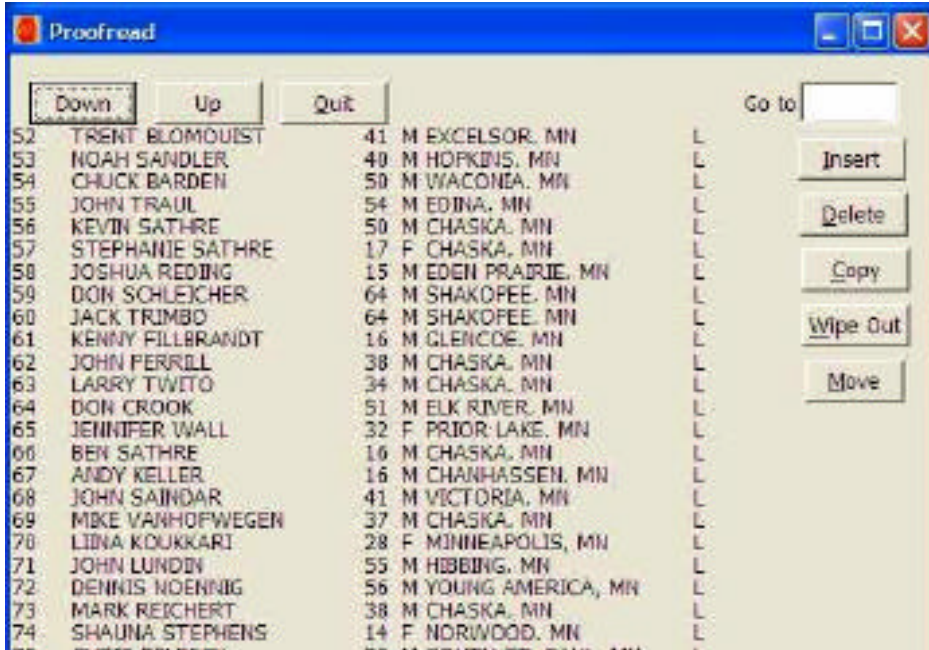
For further enlightenment on the utility of select times, go back to the Finish Order part of the program (via the desktop button or under the Data Input menu or control-O) and select the “Check” item, electing to print out results in the neighborhood of the places where you introduced errors. You’ll see that the select times on the right side of the printout no longer match the individual times to their left.

Clearly, the more select times you have on file, the more accurate will be your results. For the meet whose results are used in the demo I had access to a TimeMachine, a device that stores times and select times and dumps them into the computer on request. As indicated above, such devices are about as expensive as a lap top computer. In their absence, F-key timing can be used. If you have the luxury of an extra lap top, use one for entering times and select times and move those results to the other with the “Copy results data” item under the File menu.

Select times also help detect errors in the finish order. So let’s make one. ID tags are usually collected at the end of the chute, whereas select times are recorded at the finish line. Runners may get out of order between the two points. Go back to the Finish Order part of the program (under the Data Input menu or control-F) and pull the Finish Order menu down to “Fix reversed IDs.” This item, which is actually used to fix a problem, can also be used to create one. Simply select a range of places in which the ID numbers will be reversed. To see what this does, shift to the Select Times part of the program by pulling down the Data Input menu to that item or pressing Ctrl-S. Pull down the Select Times menu that then appears to “Check times.” Select the monitor for an output device and accept the defaults in the dialog at left. RaceDay now takes each ID-time pair in the select times file, looks for the place in the finish order of the runner with the ID part and in the times file for the places of the finishers whose times are within two seconds (if you accept the default “tolerance”) of the times part. Set the “maximum frequency” to 2000 so the checking process doesn’t quit on you. The pattern of complaints is typical for this type of error: a call for a massive insertion of times, followed by a string of “number found at” messages (with the places at which the numbers are found in decreasing order), and then a call for deleting a matching number of times.

Other errors you may wish to simulate include the “mislabeled spindle syndrome.” If the spindles were not used in the order they were numbered, some finishers are put in a block in front of where they should be. Again you can simulate the error by using the device that corrects it. Pull down the Finish Order menu (first type control-F to get it if it’s

not showing already) to “Move misplaced spindle.” A dialog will ask you for the places of the beginning and end of the misplaced IDs (input their present places) and the ID number you want the data inserted before. After you create the error, go back to the Select Times part of the program. The “Check times” option will again call for massive insertions and deletions, but this time the “found at” messages will not start right after the first call for an insertion. In a real case, you would go back to printouts created as you enter each spindle of data (or the spindles themselves) to find the places that the spindle presently occupies, and the first ID number on the spindle the data should be put in front of.



Apple Raceberry JaM has quite a few more neat features not covered in this brief “tutorial.” Award groups are very flexible; up to 18 based on age for each sex, and additional groups not based on age. Data entry is very efficient; the data entry program maintains files of cities, teams, and zip codes to speed their entry. On-screen proofreading helps insure accuracy of the

data you need to have right on race day (name, age, sex, team, and shirt size). If you get the data base package, you can use it to build up a data base from races that you score and look up runners’ addresses in that data base when you go to score your next one.

You can sort the runners by last name (alphabetically), zip code, personal best time, and age group, and list them in those orders (as well as in numerical order, of course) or print labels on dot-matrix and laser printers. You can also scroll through a list of the runners in alfa, zip, or PR order if you’re looking for someone whose name you can’t quite remember.

After the race you may want to send the results to your local newspaper and/or put them on the Internet. If you send your output to a file, you have several formats available, including tab delimited (useful when you intend to spruce up the output with a word processor), “newspaper” (basically AP format, which may be of enough interest to your local newspaper that they may let you modem the results into their computer for their agate sections), and “HTML” (Hyper Text Markup Language), the language of the Internet. Check out the multitude of results I have sent to my Web site <http://www.raceberryjam.com>. You can be sure I wouldn’t have sent them all up if it weren’t easy to prepare the files.