ARES 21 Training

Basingstoke Bluefins Swimming Club

Structure

- Theory
  - How the system works
  - How to set up the hardware
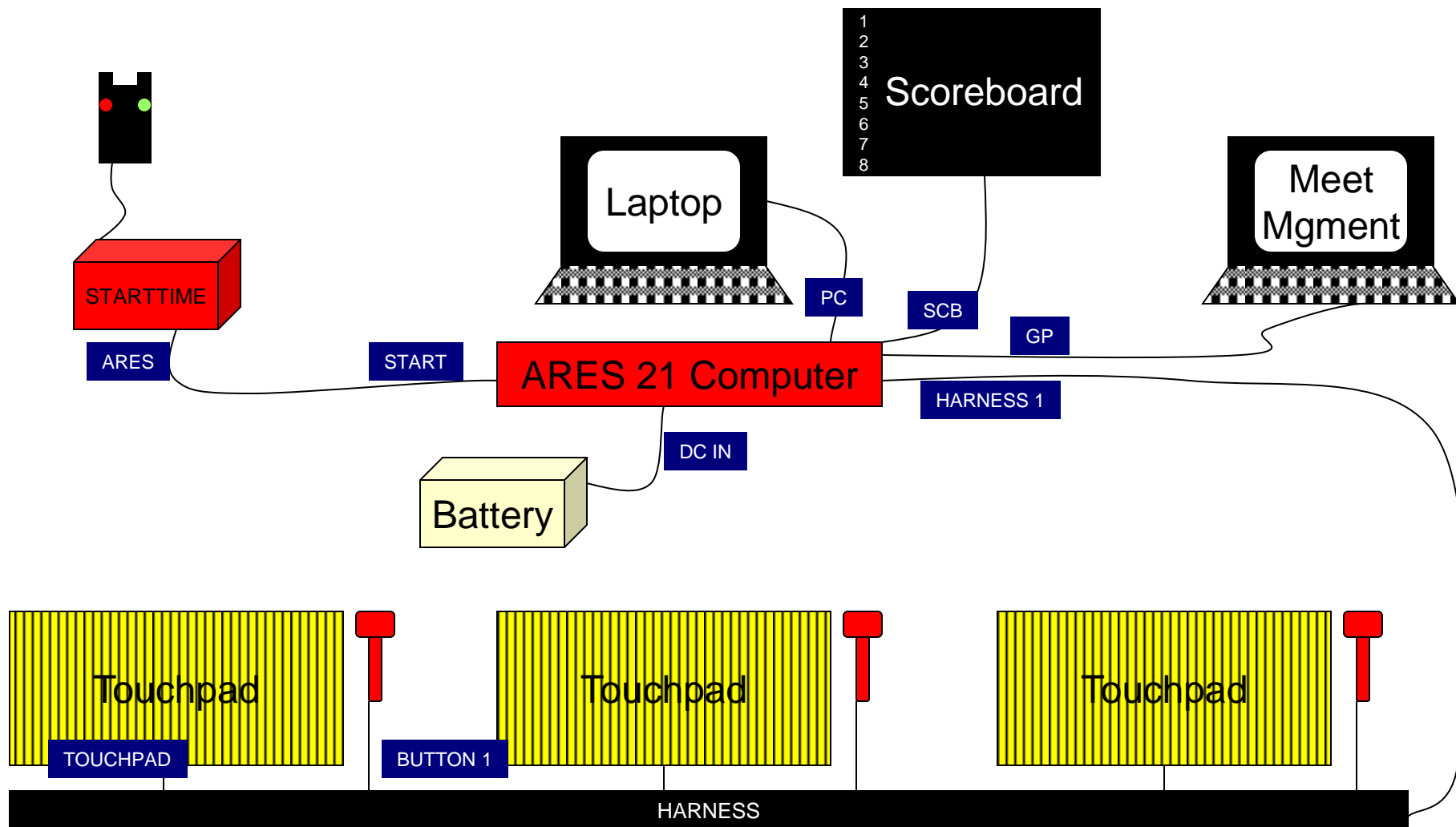 - How to set up the software
  - How to run a gala
  - Trouble shooting
- Practical
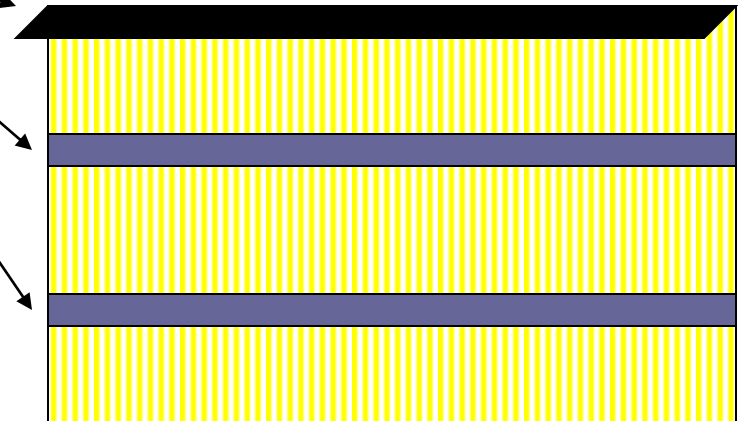 - You will set up and run a gala under supervision

How the System Works

The Configuration

Scoreboard

1
2
3
4
5
6
7
8

Laptop

Meet Mgment

STARTTIME

PC

SCB

GP

ARES

START

ARES 21 Computer

HARNESS 1

DC IN

Battery

Touchpad

Touchpad

Touchpad

TOUCHPAD

BUTTON 1

HARNESS

The Touchpads

- Activated by pressure on one of three pressure sensitive strips
  - One along the top
  - Two along the back

- Only works if the pad is flush against the pool wall

Rear View

How to set up the Hardware

The following section is specific to the pool at Basingstoke. It is recommended that similar instructions are developed for each pool.
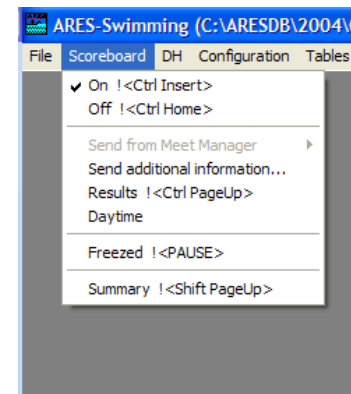
Setting up the Pool (1)

- Power extension cable on blue roll with 4 sockets connects to protected socket in alcove
- 4 or 6 way extension lead needed
- Set-up ARES computer + battery pack, connected to mains
- Install Laptop computer
- Connect to ARES via serial cable
  - You may need to use the USB converter for newer computers
- Connect ARES to scoreboard using long thin white cable linked into hooks on wall
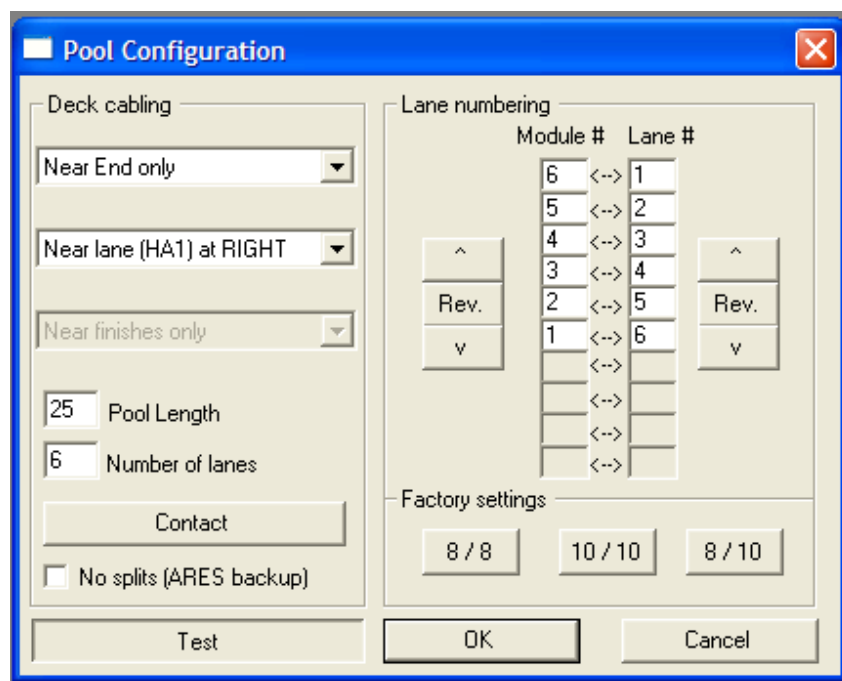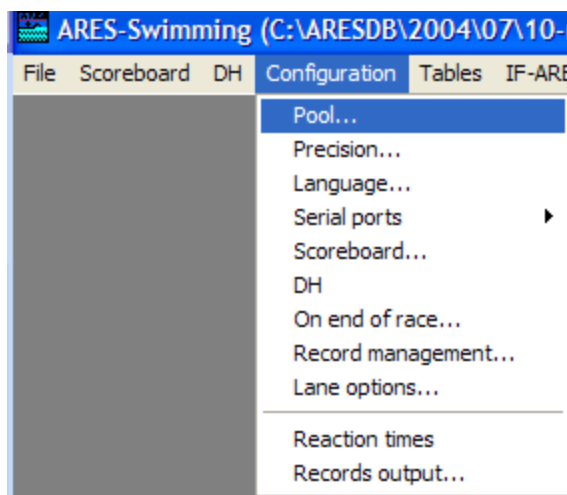
Setting up the Pool (2)

□ Switch on ARES box

□ Switch on Laptop

□ Click on Swimming ICON

□ Select the appropriate directory for the gala (refer to manual for guidance)

□ Switch the Scoreboard on

Setting up the Pool (3)

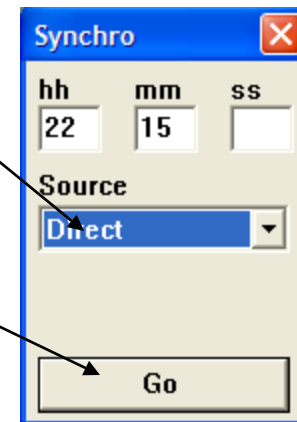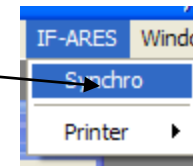- Check the pool configuration and put into test mode

Setting up the Pool (4)

- Link the ARES computer to the harness socket in the box on the wall
- Install the timing pads
  - There are no screws, pads are secured by tightening the starting blocks
  - Make sure that the pad is flush against the pool wall
  - On test it should display <lane> 1 on scoreboard
- Install the buttons
  - On test it should display <lane> 2 on scoreboard
- Install and connect the StartTime Box
  - On test it should alternately produce the start and recall signals and should display ST on the scoreboard

Set the Clock on the ARES System

- Select IF-ARES/Synchro
- Set the source to Direct
  - Means the PC Clock
- Click on GO
- You may need to switch the ARES computer off and on to reset it before this will work

How to Set up the Software

An Introduction to the ARES 21 Swimming Module

ARES-Swimming (filename)

File Scoreboard DH Configuration Tables IF-ARES Windows ?

Race

Timetable

Event

Result

Timetable Window

- Used to set-up and display the list of events that are to be run
- Identifies the current event
  - Event number
  - Heat number
- Controls which event is being displayed in the Result and Event windows

Race Window

- Used to display the status of the event in progress
- Used to control the event in progress

Result Window

- **May display**
  - ☐ The status of the event in progress
  - ☐ The result of the race just completed
  - ☐ The result of a previous race
- **Many other operations use the information from the result window, e.g.**
  - ☐ Display result to scoreboard
  - ☐ Send result to Meet Management computer

Event Window

- Shows a history of all touches for a particular event
  - Including those when the lane is switched off
  - Including those when the touchpad is not armed

- This should only be used by experienced operators
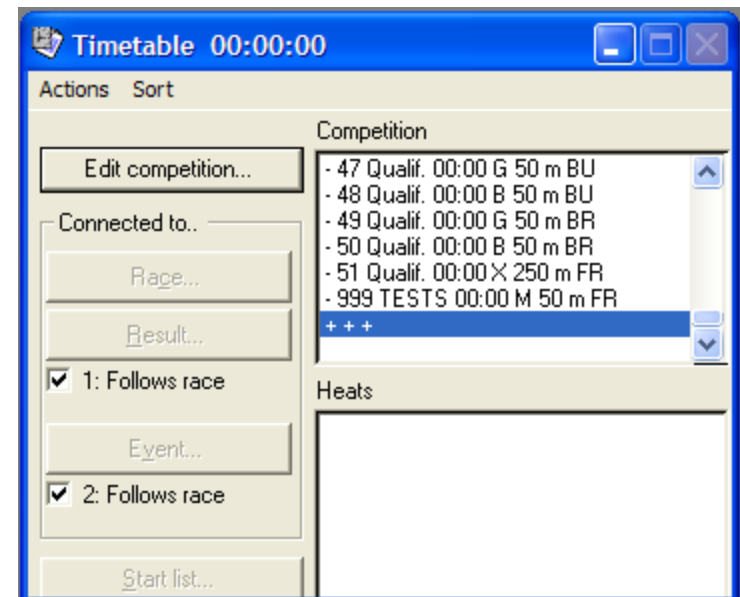
How to run a Gala

Setting Up a Gala

- First task is to enter the details of the events that are being swum
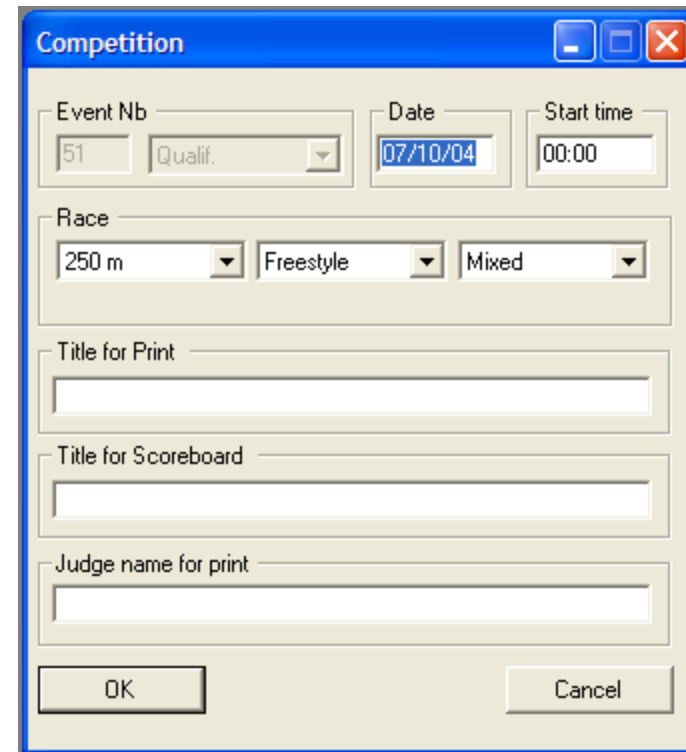- This is done from the Timetable Window

Defining the events

- To enter a new event, select +++ and click on EDIT COMPETITION
  - The event number is automatically set to the next number
  - The event number must match the needs of the Meet Management system. If there are combined events check what number(s) should be entered
- To change details of an existing event select the event number and click on EDIT COMPETITION
- It is a good idea to set up a dummy event to test the equipment before the competition starts

Defining the Events (2)

- The following fields are needed
  - Event number
  - Event Type
    - Qualif
    - Finales
    - TESTS
  - Distance
    - For relays select total distance (unless the system has block sensors installed)
- The following fields are printed on the results but otherwise not used
  - Stroke
  - Sex
  - Title for Print
- Only systems with dot matrix scoreboards use the final 2 fields
- When the details are complete, pressing ENTER stores the details and pressing ENTER again re-opens the window for entry of the details of the next event
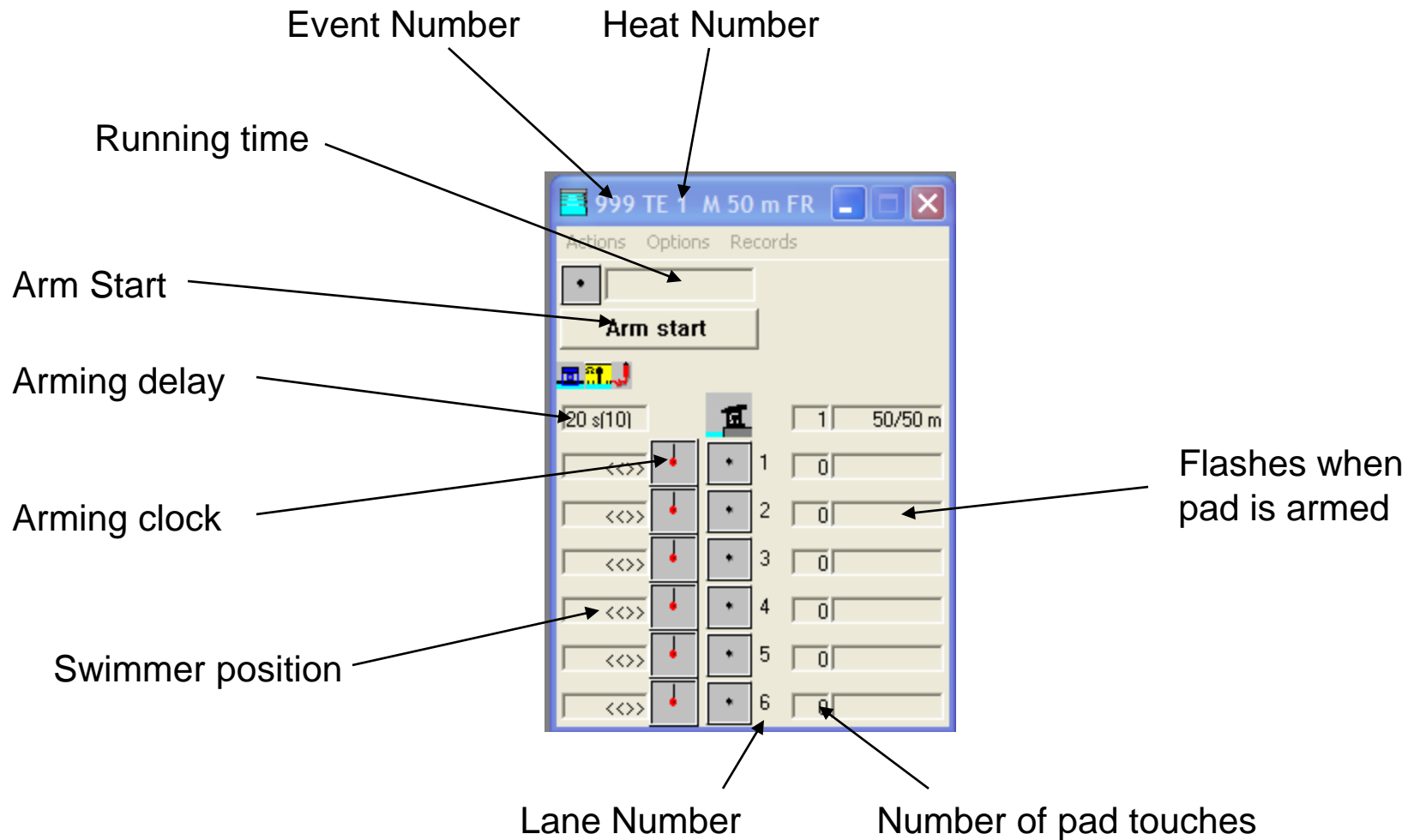
Defining the Events (3)

- When you have entered the events CHECK them carefully
  - If you have the distance wrong you cannot get an electronic result for the event!

Setting up for a race

- Setting up for a race is done from the Timetable Window

- Select the event number and the heat number and the click on RACE

- This opens the Race Window for that race

- If the race is being rerun, you will get a warning "The Event List is not empty, do you want to clear it?". You must click on YES (unless you have selected the wrong heat by mistake in which case click on CANCEL)

The Race Window

Event Number

Heat Number

Running time

Arm Start

Arming delay

Arming clock

Swimmer position

Flashes when pad is armed

Lane Number

Number of pad touches

999 TE 1 M 50 m FR

Actions   Options   Records

Arm start

20 s(10)   1   50/50 m

1   0

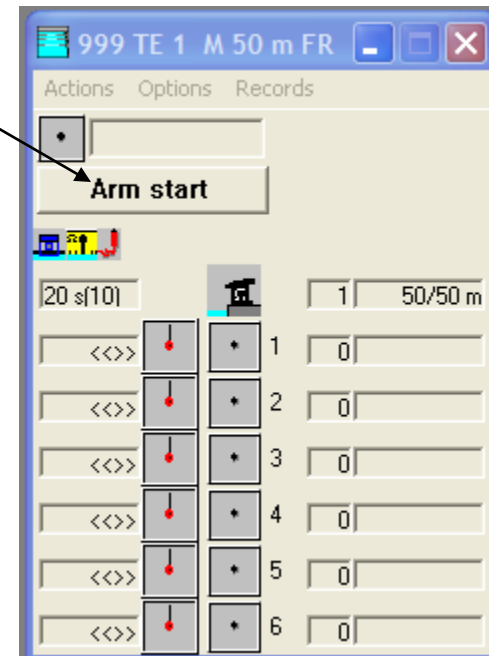2   0

3   0

4   0

5   0

6   0

Arming the Pads

- Touches on the pads do not record for a period after the start and after each turn
  - Otherwise the kick after a tumble-turn would record a time

- This is called the arming delay.
  - This should be less than the quickest swimmers is likely to achieve
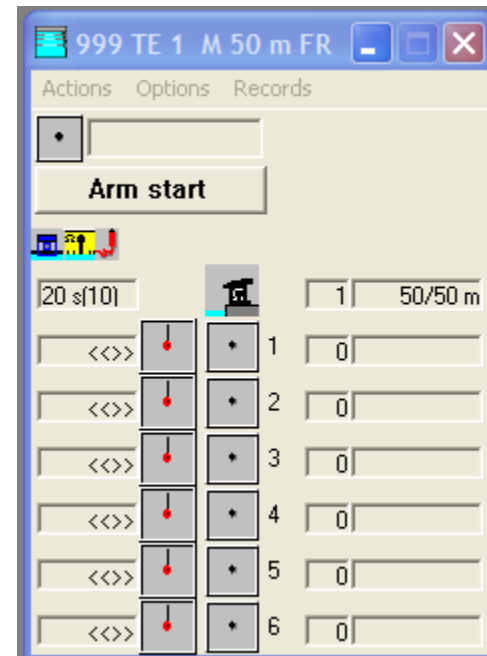 - Watch out for 1 length races!

If there is a restart

- Click on the ARM START button to zero the time and reset the starting signal

- When the StartTime is reconnected after being moved the time starts automatically, so ARM START needed to reset for the start of the race

Actions when a race is underway

- Press lane number and then
  - U to disable a lane if there is no swimmer
  - U to enable a lane that has been disabled
  - + to add a touch if the swimmer did not touch the pad (or if the pad did not register)
  - - to remove a touch if someone else touches the timing pad at the wrong time
  - B to insert a back-up time at the end of the race (or after any intermediate touch)
- These only work if the Race Window is active

The Result Window

Event Number   Heat Number

Position

Lane Number   Time   Backup Time

Backup Time Inserted

Difference between touchpad and backup times
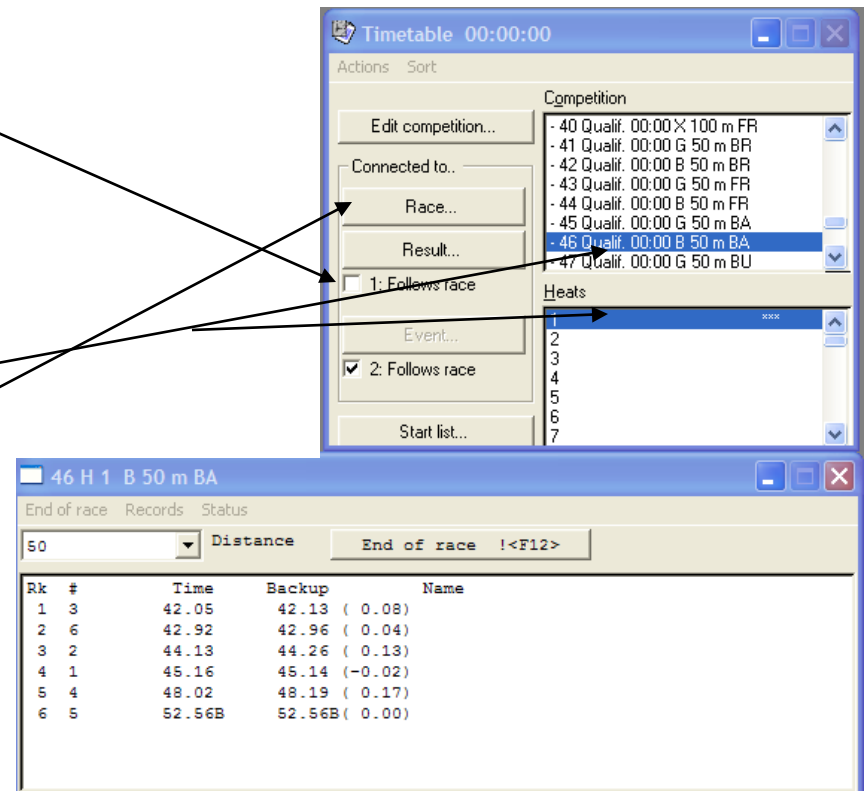
At the end of a Race

- If the swimmer does not record a time, or the difference between the electronic time and the backup is -0.5 or larger, insert the backup for that lane **and inform the referee**
- Freeze the scoreboard by pressing the PAUSE button
- Press the F12 button to print the result and to send the result to the Meet Management system
- To move onto the next HEAT of the same event, press CONTROL and N
- To move onto the FIRST heat of the next event, press CONTROL and T
- To move on to any other race, select the event number and heat from the Timetable Window and click on RACE
- When the next race is underway, typically approaching the turn switch the scoreboard to race in progress by pressing CONTROL and INSERT

If the starting signal does not start the race?

- Press SHIFT, CONTROL and S simultaneously.
- Turn off the scoreboard because the times will be WRONG
- Provides the referee with usable placings
  - ASA Technical Rules direct that AOE placings are to be used in preference to manual placings even if there are no electronic times available
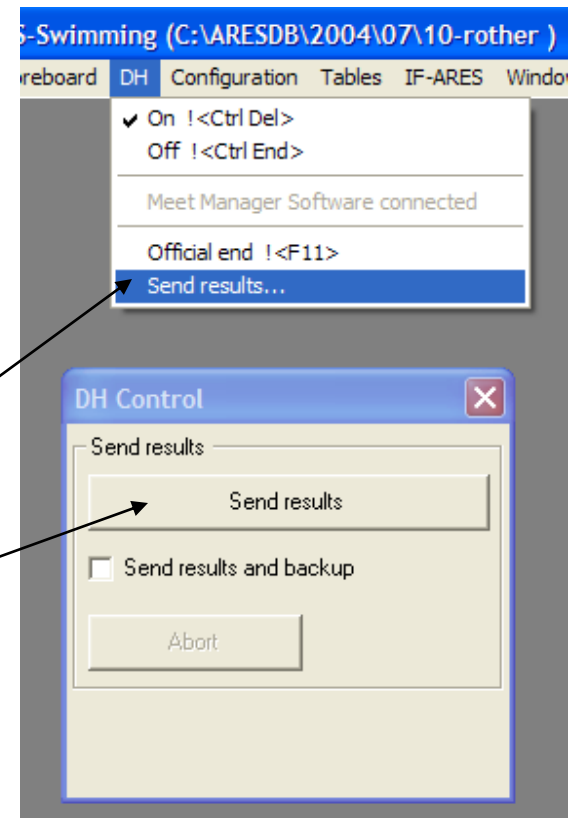
To display the results of a previous race in the result Window

- Click on Result Follows Race to unset marker
- Select the Event Number and Heat Number
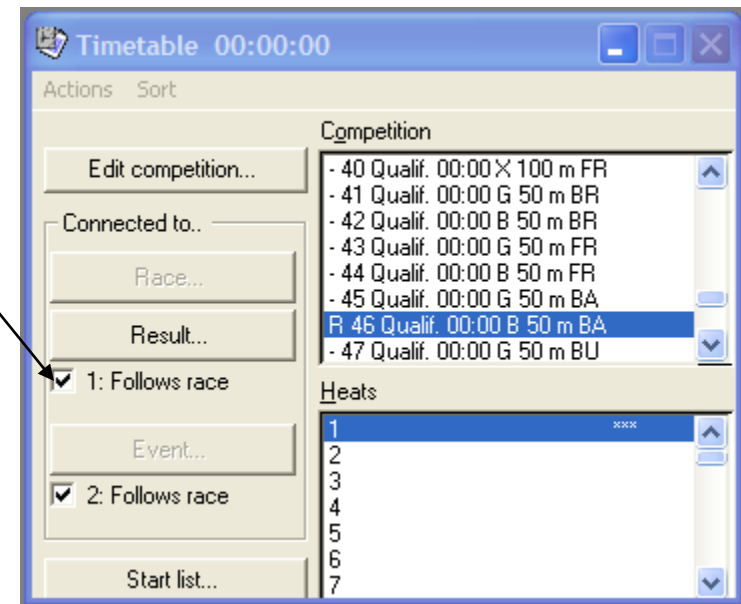- Click on Result

Why would you do this

- To reprint the result
    - ☐ press f12
- To redisplay the result on the scoreboard
    - ☐ press control & Page Up
- To resend the result to the meet management computer
    - ☐ Select DH, Send Results
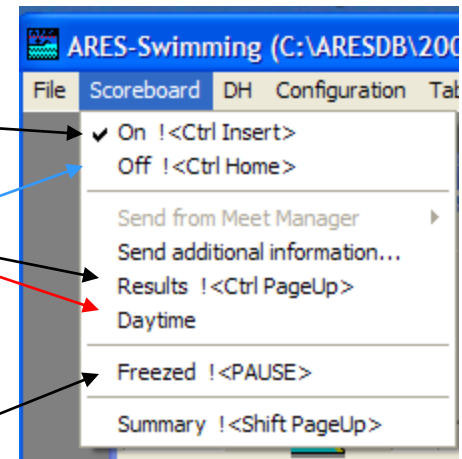   - ☐ Click on Send Results
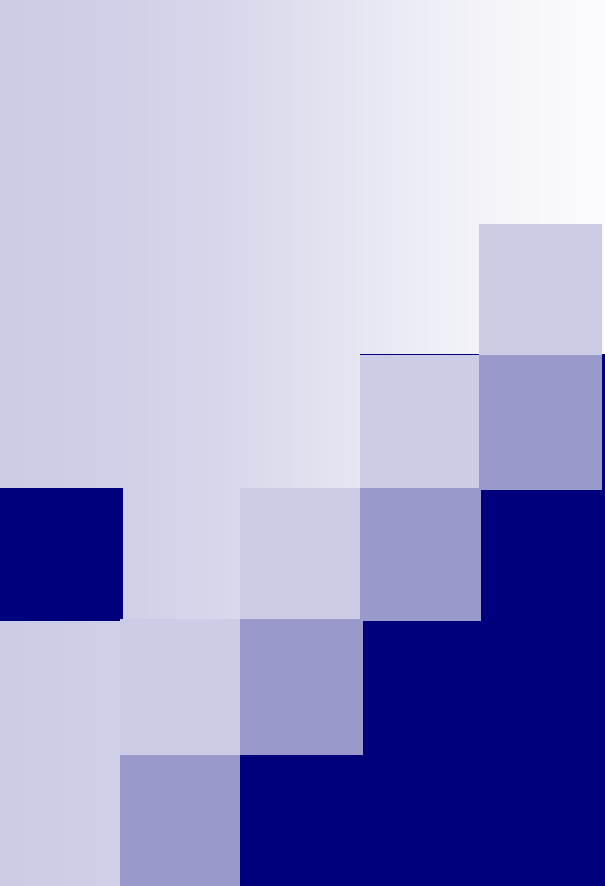
To revert to the race in progress

- Click on Result Follows Race to reset marker

The Scoreboard

- **May display**
  - The time of day
  - Timings from the current race
  - The contents of the Result Window

- **The scoreboard may be turned off**
  - If for example the timing was started manually simply to record places

- **The contents of the scoreboard may be frozen**
  - So that spectators get the chance to write down the times while the next race starts

ARES-Swimming (C:\ARESDB\200

File   Scoreboard   DH   Configuration   Tab

✓ On !<Ctrl Insert>
Off !<Ctrl Home>

Send from Meet Manager   ▶
Send additional information...
Results !<Ctrl PageUp>
Daytime

Freezed !<PAUSE>

Summary !<Shift PageUp>

At the end of the gala

At the end of the gala

- Switch off the scoreboard

- Close the Swimming program on the laptop

- Switch off the ARES 21 computer

- Unplug all wires and coil carefully (not too tightly) and return to the cable box

At the end of the gala

- Remove the touchpads and backup buttons
- Coil the cables from the touchpads
- Store the touchpads in a near vertical position, without pressure on the pressure pads

Troubleshooting

Race Window Not Active

- By far the biggest source of problems is that the Race Window is not active

  - One of the other windows was accessed for some reason

- Virtually all of the normal activities to control the gala take place within the Race Window

- Simply click on the Window to make it active

There is no time for a lane

- Try to insert the backup time
- Inform the referee

- There is a way to extract information from the Event Window and edit the time in the result window
  - At this stage don't even think about it
  - Maybe in 12 months we will run an advanced course when you have experience

Strange messages when trying to move to the next race

Do you really want to quit this race?

- **This means that not all swimmers have finished the current race**
  - ☐ There may have been a missed touch
  - ☐ The swimmer may have stopped before the end
  - ☐ There was no swimmer in one or more of the lanes
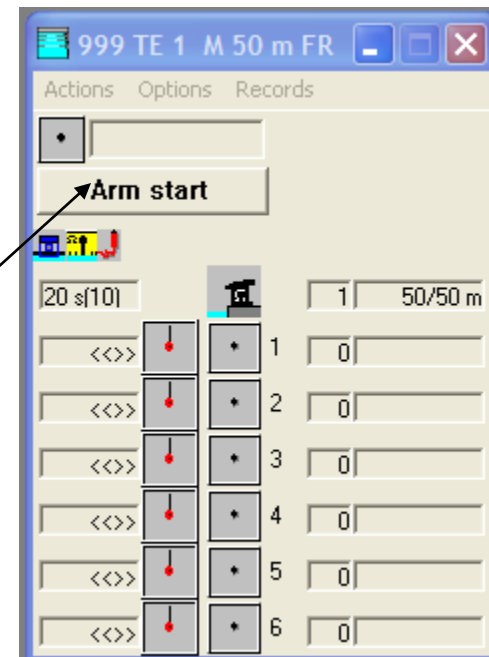- **It is usually safe to click on YES**

Strange messages when trying to move to the next race

The event list is not empty, do you want to clear it?

- This means that this event has been started before
  - It could be that the wrong heat has been selected … press CANCEL
  - It could be that this is indeed a rerun after a false start … press YES

Clock is running before race starts

- **This means that something has initiated the race**
  - ☐ This happens when the start box is switched on
  - ☐ This happens when there is a recall
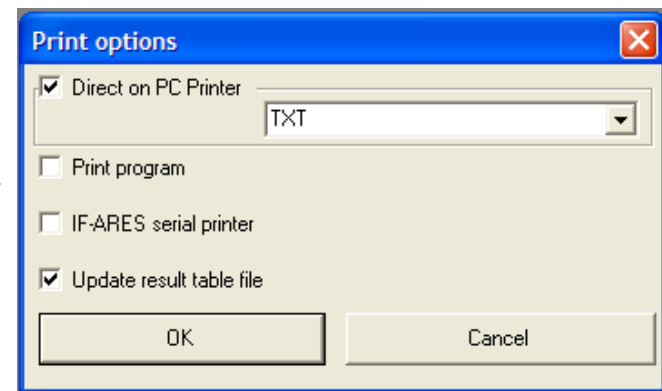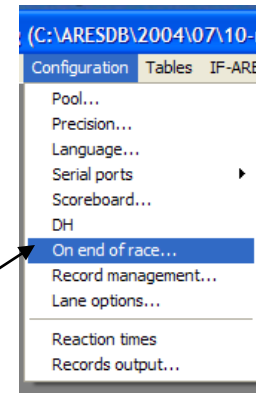- **Press Arm Start to reset the clock to zero**

The race distance is not in the pull down list when creating the timetable

- This happens for strange distances such as squadron relays
  - Exit ARES
  - Edit the file LSTLONG.TXT in directory selected for the gala
  - Restart ARES

```
"idLength";"Longueur";"Mlongueur";"Relais"
0; "50 m";   50  ;1
1; "100 m"; 100  ;1
2; "200 m"; 200  ;1
3; "400 m"; 400  ;1
4; "800 m"; 800  ;1
5; "1500 m"; 1500 ;1
6; "4x100 m"; 400  ;4
7; "4x200 m"; 800  ;4
8; "4x50 m" ; 200  ;4
9; "25 m" ; 25  ;1
10; "250 m"; 250 ; 1
```
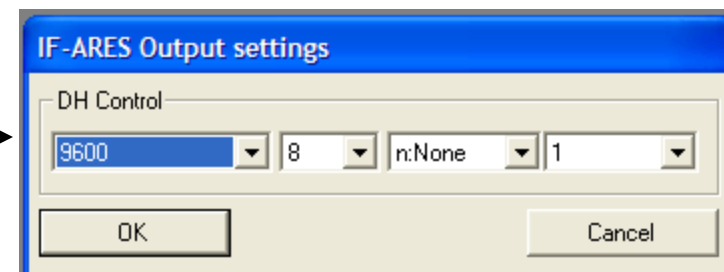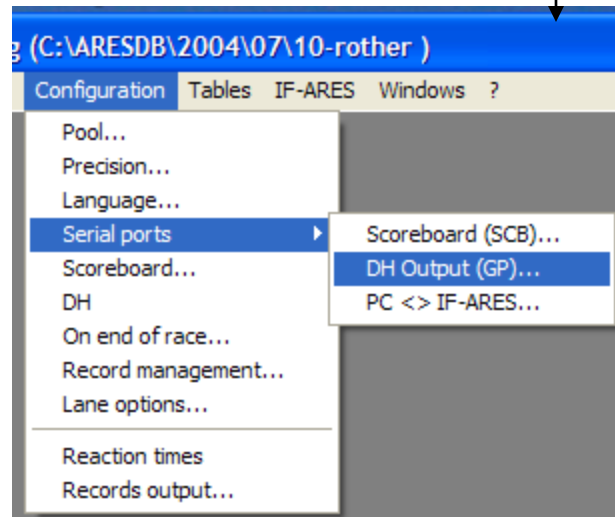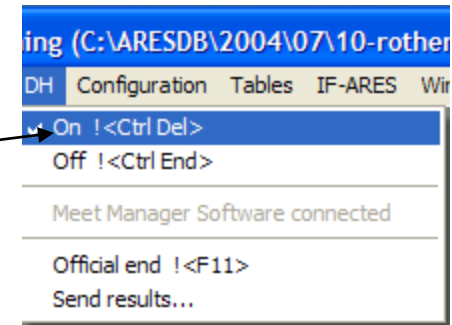
Results not printed

- Check that the printer is working with Windows test page

- Check the ARES printer configuration

  - Select Configuration/End of Race

  - Make sure that settings are as shown

Results not getting to the meet management computer

- Check that the protocol converter is plugged in
- Make sure that Data Handling is turned on
- Check the configuration of the Data Handling port

The Next Step

Do it for real

ARES 21 Training

Basingstoke Bluefins Swimming Club