



Demo Program for ARJ Cross Country Programs

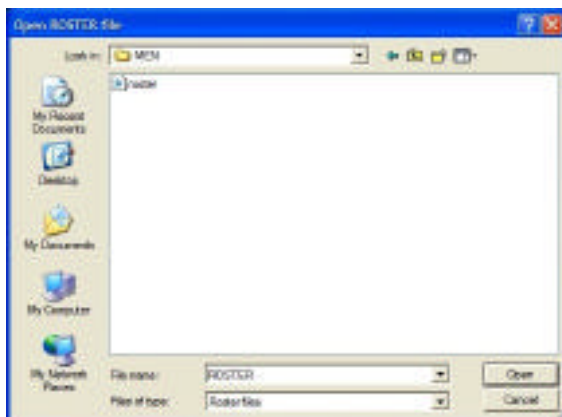
The “demonstration disk” contains the files for a coed high-school cross-country meet and a program RaceDay . They are located in a folder on the CD called “CCDemo.” You must move this folder to your hard drive in order to run the demo. Go to Windows Explorer (right-click on the “Start” button at the 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:).

If you have already purchased the software, RaceDay and the CCDemo folder are inside the ARJW06 folder that you should have moved to your hard drive already.

Although it is not absolutely necessary, it is hoped that you will have a printer hooked up during this demo. One of the areas in which Apple Raceberry JaM excels is in the quality of its output, and I don’t want you to miss it!

The files in “CCDemo” 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 ARJaM package, NewEvent and SetData, that are not included on the demo disk. This write-up will guide you through an exploration of RaceDay’s reporting capabilities and also some aspects of the data entry and correction process.

Results Output

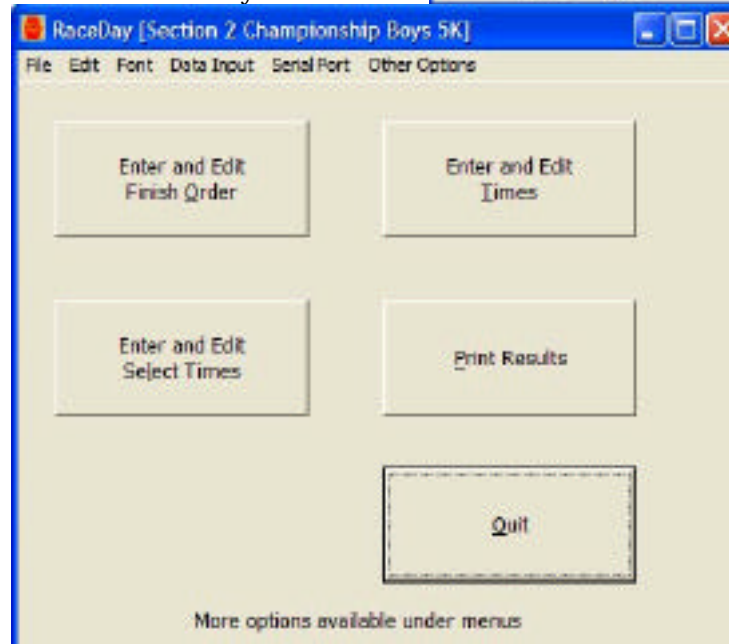
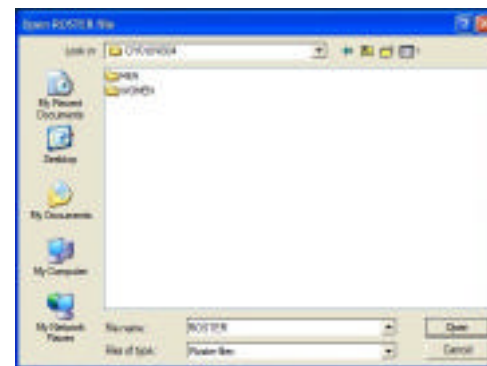


to use Windows’s usual options to locate the CCDemo folder and double click on that.

You are now asked to locate a file called ORDER, which is used to hold the ID numbers of the finishers in order of finish, their teams, and their age

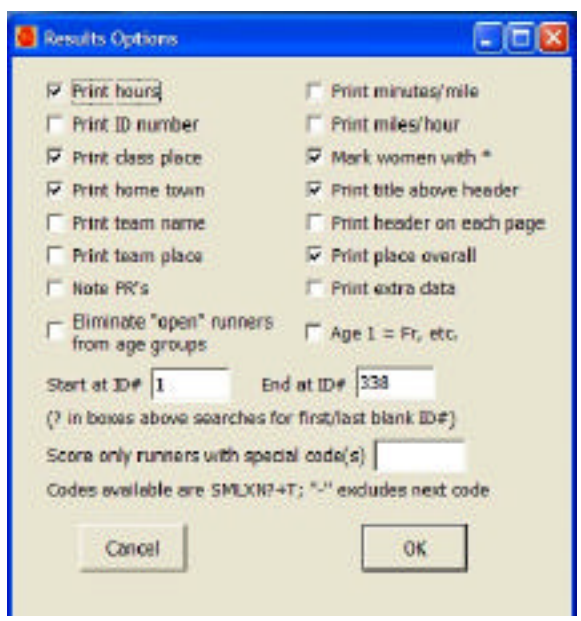
groups. You’ll see two folders in the standard file dialog, “Boys” and “Girls.” Double-click on one or the other and then hit <return> to open ORDER, which is already selected.

Then you are asked to name the “race/finish line.” What you input (if anything) will be printed at the top of various outputs. The default is based on the names of the meet folder (“CCDemo”) and of the results folder you chose.

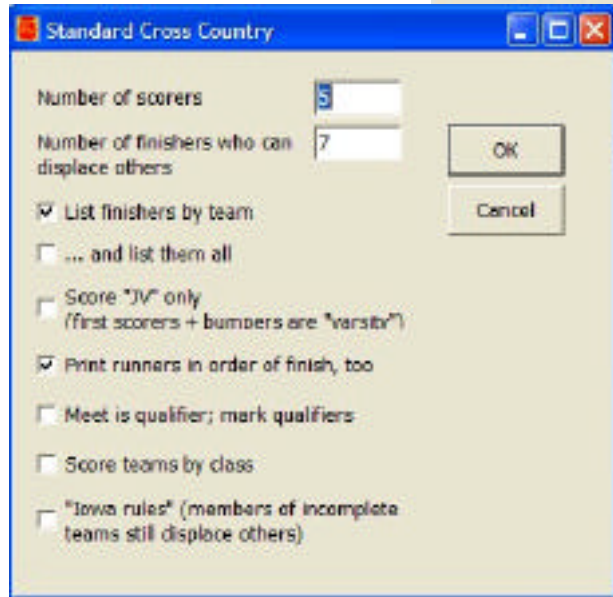


The display above now appears, showing the principal options of program RaceDay. You can select one of these options by clicking on a button, or by pulling down one of the menus to the corresponding item, or by using the keyboard shortcut indicated in the menu. In Apple Raceberry JaM the keyboard shortcuts usually consist of a mnemonic key plus the control key. The shortcuts for the five buttons shown above are Ctrl+O, Ctrl+T, Ctrl+S, Ctrl+P, and Ctrl+Q; e.g., to “Print results,” “press the control and P keys simultaneously.

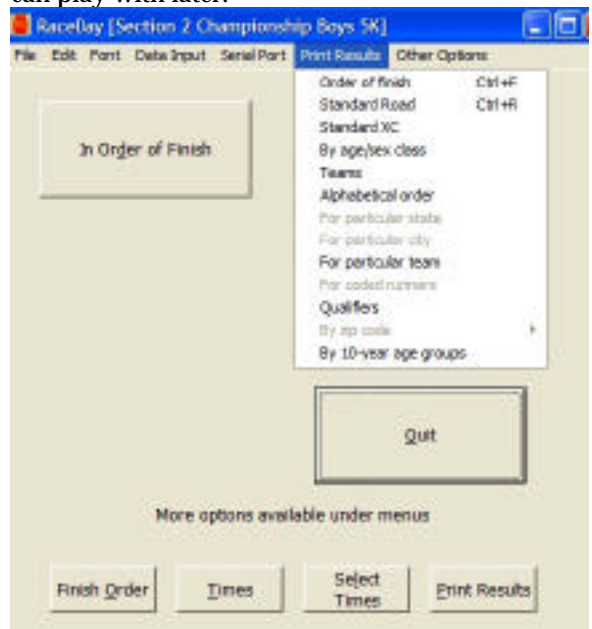
Click on the “Print Results” button, pull down the File menu to “Print results,” or press the control and P keys; “Ctrl+P” for short. A dialog like the one at left then appears, giving you a great deal of control over the format of the output. The “Team name” and “Team place” boxes are on by default. If, as is also the default, you ask for a title above the header, you will be asked for a short weather report and the name of the results company, and then given an opportunity to print a three-line title (usually meet name, place, date) above the results; the meet default name is whatever you entered for a “finish line” name when you started RaceDay. You may also want to click on “Print ID number” so as to get some data you can play with later.



want to massage the output with a word processor. You may be pretty happy with the output you get directly from a Printer; you can get a three-line header in a relatively large size centered above two columns of results.



The “Standard XC” item follows usual cross-country procedures, with selectable numbers of scorers and “bumpers,” and unattached athletes and incomplete teams excluded from scoring. Try that option first. It will score the teams, listing the team places of their scorers and bumpers, the average time of the scorers, then (optionally) the times of each team’s



A Print Results menu now appears at the right end of the menu bar and a number of buttons appear on the screen.

Whenever you select an option from the Print Results menu or click on one of the desktop buttons, you are asked to select an “output device.” 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 and where you want to save it) if you

scorers (and bumpers, too, if you click on the “.. and list them all” box) in order of the team’s finish, and, if you leave on the “List results in order of finish” box, all the finishers in order of finish. Team affiliations are listed in the order of finish regardless of whether they figured in the scoring. The “JV division” option scores only runners who do not finish among the top seven for their team. If the meet is a qualifier for a championship of some sort, you can mark the teams and individuals who qualify if you wish.

The “Teams” option gives you additional options for scoring teams, the most interesting of which for cross country is a “Packing analysis,” which graphically shows the time spread of each team’s finishers.

You may also want to experiment with the other choices available. To list the results for a particular team (in order of finish), you will identify the team by starting to type its name into a dialog box that appears. After you type one character, RaceDay finds the first team in the TEAMS 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 names, displaying the first one that begins with the two characters you typed, etc. Note: This same procedure is used in the data entry program. Although for most cross country meets you input entries by team and so have to type the team name only once, the program assuming the next entrant to be a teammate of the last one you input, it can save a lot of time otherwise.

Another form of output useful in cross country is the “Qualifiers” item of the Print Results menu shown above. This allows you to list, in order of finish, the first N individuals plus all scoring and bumping members of the first M teams, where you specify N and M. Also, you can “mark” the qualifiers (print them in bold face or, in Internet files, in red) when you do the standard cross country results.

After you have done what you wish with the boys’ results, you can switch to the girls’ (or vice versa). Pull the Data Input menu down to “Get new results files” (Ctrl+G). You are asked to locate the ORDER file associated with the next finish line/race. In the standard file open dialog, click on folder icon with the up-arrow in it to get back to “CCDemo.” The “Girls” folder now appears. Double-click on it and then hit <return> to open the already selected ORDER file.

Data Input

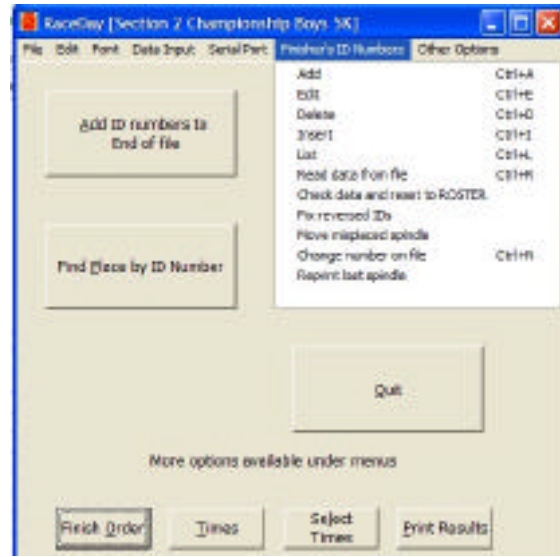
Because entering the data for a 80-runner race is a bit tedious for a demo, it has been done for you. To explore the data-entry process, you can, if you wish, remove all or part of what has been done and redo it.

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.

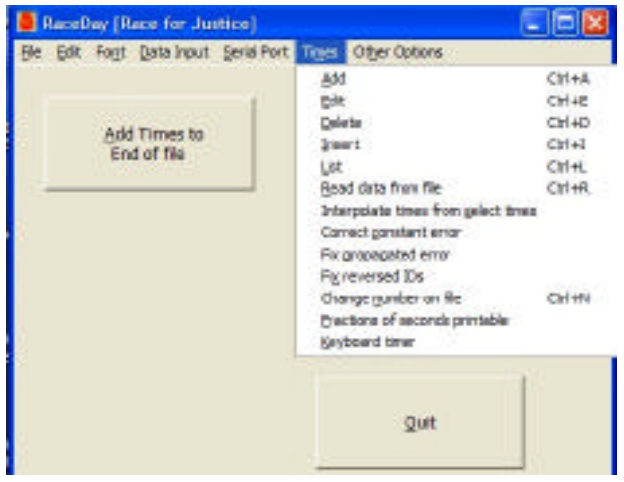
To allow you to simulate data entry, you can now delete some of the data that have been entered for you. You can delete them all if you like, but I’d suggest just deleting the last spindle. Pull the Finish Order menu down to “Delete” and specify the first and last places you want to wipe out.



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.

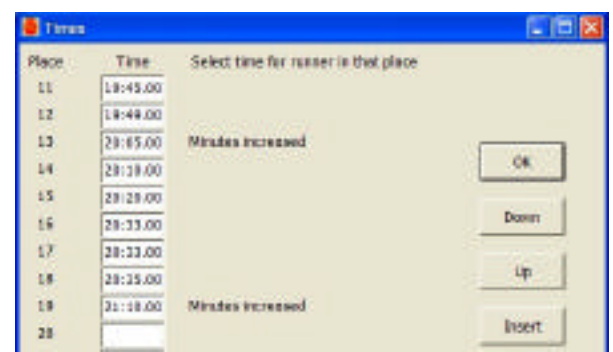
After typing in each time, press <return>, <enter>, <tab> or the down arrow to get to the next one. Experiment with this process until you are totally bored; hit the <escape> key to terminate data entry.

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)

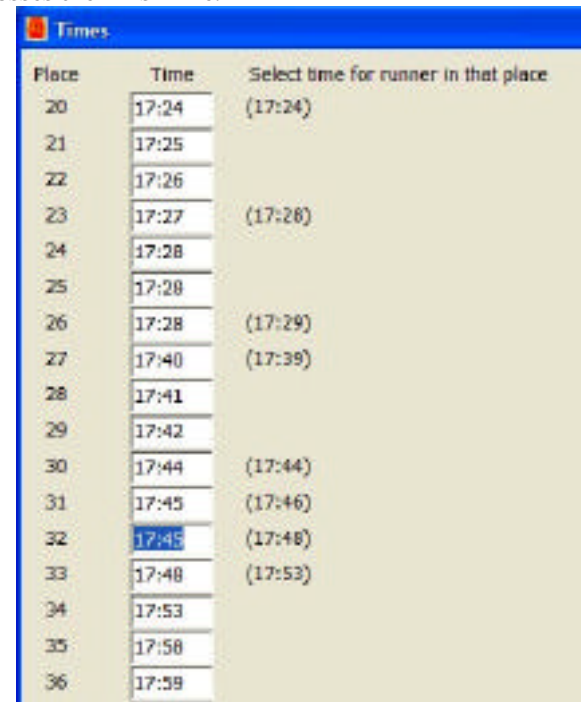
In cross country accurate times are often not that important. In cases where they are, “select times” – times recorded along with the ID number of selected finishers – can be used to insure accuracy. They can also be used to detect (and correct) errors in the collection of ID numbers. (Caution: this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

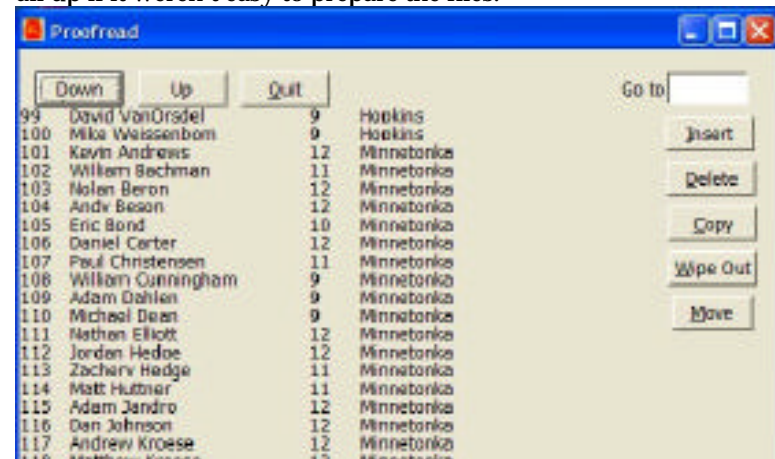
Select times also help detect errors in the finish order. So let's make one. ID tags are usually collected at the end of the chute, whereas select times are recorded at the finish line. Runners may get out of order between the two points. Go back to the Finish Order part of the program (under the Data 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 "misplaced 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.

The files on the demo disk are set up for the usual situation in which a number of separate races are run: boys/girls or men/women, varsity/JV, etc.

Although one sometimes uses completely separate files for each race (when you want to have parallel sets of race numbers, e.g.), especially in the varsity/JV case it is convenient to put all the names in one ROSTER file and just to keep the results files separate. In such cases you do not have to quit and restart RaceDay to switch from one race to the next; just pull the Data Input menu down to "Get new results files" (Ctrl+G), as described above.

Apple Raceberry JaM has quite a few more neat features not covered in this brief "tutorial." If you send your output to a file, for example, 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.



Also, data entry is very easy, and facilitated by the ability to do on-screen proofreading. The name, age, sex (maybe) and team of the runners starting with the number you select are shown on a display like that at left. To scroll through the list, click on the arrow at the bottom; to scroll backwards, hold down the shift key as you click ("shift-click"). If any name, age or sex needs correcting, click on it. That brings back the entry form with the erroneous item selected..

Finally, you can avoid a lot of data input errors (or at least shift the blame for them to the team's coach!) and save a lot of time by getting the teams to email your entries. To check out what is required for email entry from the coach's end, go to <http://www.raceberryjam.com/hsscentryform.php3> and ask for an entry form. Apple Raceberry JaM has some neat tricks to make processing of such entries a breeze - even when the sender doesn't follow your directions exactly!