



# TEAM FOXJET SWIMMING

## Colorado Operator Instructions / Responsibilities

### Multi-Session Meets – Colorado Operator

Upon arrival for your shift, please check in with a Volunteer Coordinator/Meet Director to ensure you are credited for your volunteer hours. Pick up a name tag lanyard. Report to the Computer Operators' desk on deck.

The Colorado Operator is a critical role for any meet. The Colorado System runs the scoreboard and captures the times of the swimmers through the use of the touchpads in the pool. The Head Colorado Operator requires training and experience. However, anyone can volunteer for the Colorado Trainee position to gain "on the job" experience during a meet and then can be the Head Operator for future meets. The most important aspects of this role are to be able to watch the progress of the meet very closely without distraction, to utilize the system to correctly identify the event and heat, correct any poor touches by swimmers during races, and store the data prior to resetting for the next heat. Attention to detail and quick reaction time is imperative.

### **Responsibilities and Activities**

- Set up the Colorado system according to the instruction manual. The system, cords, and touch pads are stored in the back closet behind/underneath the bleachers.
- Assist in placing the touchpads into the pool after warmup, but prior to the start of the meet. Timing of this will be directed by the Head Official.
- Test the functioning of the touchpads with the Head Official.
  - Set the system to Event 999, Heat 001 for testing. The Head Official will start the race, and will touch each pad in the water to ensure the time stops upon the touch and the scoreboard correctly reflects the information (allow for a minimum of 20 seconds).
- Ensure you have an up-to-date session program that reflects the events and heats; and have a pencil/pen ready. You will utilize this program to set the system for each event/heat number, as well as record the system race sequence.
- It is important to familiarize yourself with how to work the system for various procedures that may be necessary - prior to the start of the session. Rehearse the procedures in your head so that you recall the action quickly. The procedures that will/could be required during any race are outlined below.
- Prior to the first race, set the Event to the first event on the program, and set the Heat to the first heat. The Starter Official will start the timer. No action is needed by you for the start. Follow the repeatable System Procedures below for each event/heat.
- At the conclusion of the session, give your session program with recorded race sequences to the Head Official.

### **System Procedures to be Performed – Repeated for each Event/Heat**

- All the following actions will require demonstration on the console, and you must be familiar with all of these before the start of the session.
- Set the Event to the first event listed in the program and set the Heat to the first heat. Confirm that the stroke and distance match between what the console indicates and what

is on the program. If the distances do not match, the system will stop the clock at the wrong point and the times will not be properly recorded. If the distances do not match, immediately get the attention of the Starter Official to not start the next race so it can be corrected. If the race has already started, quickly reset the distance or split arms / add touches so that the system arms for the final lap.

- The Starter Official will start the timer. No action is needed by you for the start.
- Following the start of the race, record the race sequence from the console on your program so that if there is an issue, the Head Official knows which race matches which event/heat.
- Deselect the lanes where there is no swimmer in the lane so that the system is not looking to record a time for that swimmer. The lane is then removed from the scoreboard. This action can be done prior to the Starter Official starting the race or immediately after. If you mistakenly deselect a lane, you can simply reselect and the time will not be impacted.
- For relay races (especially for younger swimmers), the system may arm prior to a swimmer leaving the pool and extra touches will be recorded. Watch closely so that, at a minimum, when the final swimmer is approaching the end, the system is armed to record the final race time.
- For races longer than a 50 yard distance, watch the console so that each 50 yard "touch" was recorded by the system. If the system did not record the touch, the lap time will not be recorded, and it will not be properly armed for the last leg of the race to stop the clock for that swimmer. You can add a touch a few ways on the console.
- Wait until ALL the swimmers have completed the race, then quickly press "store/print," "reset," then set for the next event/heat (which may just be advancing to the next heat). If the touchpad did not properly record a swimmer's touch, and the time does not stop, you can either add a touch; or if it is the last swimmer, you can simply "store/print," "reset," and move on to the next race. The time through the plunger or stop watches will reflect a mistouch. No action is required by you.
- Watch for a trend of poor touches on any particular lane. There may be a loose wire, poor pad, etc. If you see a trend of poor touches happening multiple times in a lane, alert the Starter Official so that it can be tested.
- There will be a printout of the race times when you select "store/print," and the Head Official will take these printouts when finalizing the times. They will ask for these from you.
- To start the next race, again, be careful that the event/heat matches the program. If a race starts with the wrong event/heat, you can simply change the event/heat even during a race and the system will end the race correctly.

## **Reminders**

- You must wear your blue Foxjet Volunteer shirt during your shift.
- Stay focused on touches and do your best to record the times for the swimmers.
- Cell phone use is prohibited on deck.

Please note that you are responsible to stay for the entire session unless relieved by a replacement Colorado Operator or a Meet Director. Spectators with questions, comments, or concerns should be referred to the Meet Ambassador, located at the circular desk. Communicate any necessary information regarding your shift with a Meet Director.