

Splash Times

WHAT IS ADMIN?

Perhaps the first image that comes to mind when picturing an Admin Official is an individual retrieving times, investigating data and verifying results. Of course, that's true, but an Admin can and should be so much more!

From my perspective, the Admin position can have many "tentacles," reaching out into various areas that affect our ultimate job of assigning a time and place to a swimmer's performance. Adjacent to the Meet Manager operator is the console worker, the gatekeeper of the data heading to Meet Manager. Just beyond the console is a trove of equipment that must work properly for optimal accuracy: touchpads, buttons, watches, harnesses, starters, microphones, speakers, cables, scoreboards and so on.

Each facility and timing set-up has its own identity. At some pools, Admin can walk in, have a seat and get right to work, whereas at other facilities, there is a great deal of set-up and testing involved. Whatever the case, a prepared Admin can and should be an active participant in ensuring a smooth-running meet.

A great example of an Admin going above and beyond was *Splash Timing's* own **Joab Temotio** at a recent UNF college meet. Once the timing system was set up by the coach, it was recognized that a key connection running out of the Omega timer was malfunctioning, thus disabling the entire system and potentially forcing a move to Plan B – stopwatches only!

Joab put on his "Persistence Hat" and got to work. He removed the top of the timer box and over a good half-hour made various attempt to adjust the component until it was situated where the connection was re-gained, allowing the meet to run on automatic timing with a scoreboard.

Joab was given the nickname "Magic Man" for his willingness to find a solution to the problem. Most of all, it was his effort and attitude that in the end enabled the system and saved the day for a Division I college meet!

TOUCHPAD ISSUES

Continuing the theme of troubleshooting and finding solutions, we've all been in situations where a touchpad fails to activate. True, it's often the fault of the swimmer for either touching the top of the pad or touching too softly. As you know, the issue can be a technical one between the pad and the console.

While the problem could be with the pad itself, here are a few action steps to be taken during the meet if the pad is not registering consistently:

- 1) Ensure the banana plug is actually and securely plugged in the Prime input;
- 2) Unplug, dry off, brush the prongs with isopropyl alcohol using a soft or worn toothbrush, add a little dielectric grease to the prongs of the banana plug and try again;
- 3) Clean out the harness input with a small, narrow wire brush, also with alcohol;
- 4) Try another harness to see if pad activation is achieved. Occasionally, there can be wiring issues inside a harness.
- 5) Ensure the harness connection at the back of the console is secure.

Try plugging a button into the Prime port and test if it registers on the console. If so, then the issue is likely with the pad itself or the pad's banana plug.

RELAY SCORING

For an upcoming college meet in Columbus, Ga., I've been asked to score relays as follows:

There are 10 schools in the meet. Each school will have an "A" and "B" relay in each event. However, all "A" relays shall be scored ahead of the "B" relays, regardless of time. In other words, with scoring through 16 places, the "A" relays will be scored 1st through 10th (assuming no DQs) and the "B" relays 11th through 16th.

Question: How would this be done in Meet Manager? You are welcome to REPLY ALL with your thoughts!