

It is important to know how to take charge of the races on your Speedy clock

Good housekeeping is important as leaving a race on a clock unnecessarily may have consequences.

- A Speedy clock can only synchronise to the correct time during the race basketing process if no other races are on it. If a race remains on the Speedy for whatever reason, then the clock cannot carry out a fresh synchronisation for any subsequent race as the time running must be maintained for the earlier race. A race left on the Speedy for an extended period may mean that it will progressively show a time difference until all races are deleted after which a fresh time synchronisation can then take place.
- If an old race is left on the Speedy as a status 1 or 3 race, then it will not be possible to basket the birds that technically are still in that race into a new race until the old race has been deleted.

Active Race Status

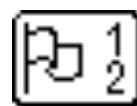
When a Speedy clock is connected to the master for basketing then a race is created on that clock. That race is given a status code – indicating the stage that the race is at.

Status 1 – Active race created. The race remains on the Speedy as a status 1 race throughout the process until after the clocking list is printed and the question asking if the race should be closed is answered.

Status 3 – The clocking list for the race was printed, but the question asking if the race can be closed was answered in the negative with the <C> button.

Status 7 – The clocking list was printed and the question about closing the race was answered with <ok>.

Viewing the status of races on a Speedy



The Races icon

It is possible to view what races are on a Speedy.

Put the power cable directly into the base of the Speedy. When the menu appears, press the navigation button once to move the second picture icon 'Races' into the centre of the display and then press <ok>. If the icon blinks and remains on the display then the clock is clear of all races, but if one or more races are on the clock then details of the first race will appear on the display.

The top line of the display will indicate 'active race'.

Line two will give the club id, racepoint, date and time of basketing.

The third line will show the status of the race.

Active race
0123TARB 2307 192847
Status 1

To see any further active races, press the right navigation button.

How to remove an unwanted old race



The Delete icon

Removing a race from the clock is a two stage process.

1. The active race must have been closed to reach status 7. If it is status 1 or 3 then the race was not closed correctly and the read out process must be repeated with the clock again connected to a master to print a clocking list. After the clocking list has been printed a question will appear asking if you wish to close the race to which the <ok> button must be pressed. The race will then become a status 7 race.

NB: Any races still on the clock from the previous year are automatically changed to status 7 early in January.

2. The active race must be deleted. This is done by putting the power cable directly into the base of the Speedy. When the menu appears, press the right navigation button four times to move the 'Delete' icon into the centre of the display and then press the <ok> button. All races that are status 7 will then be deleted, whilst any race that is a status 1 or 3 will be retained on the clock.