THE START LINE PROCESS

General

The Start-Line process *can* be applied to Race types that are run *entirely within lanes*, viz:

- All Races on the Straight Track
- Most 200m/400m races, Hurdles on the Circular Track

It is a process that aims to *increase the throughput of races* on the Track by eliminating the need for runners to report to the Finish Line computer operator (Recorder) at the end of a race to have their bib number recorded.   Recording bib numbers at the end of a race can be problematic because:

- Younger children may forget what lane they were in
- Subsequent races must wait while athlete details are recorded

The Start-Line process operates as follows:

1) The '**Start Line Recorder**' (located at the *start line*) uses their mobile phone *with internet connection* to access a special website (to which the Race Computer also has access) to **record the bib number of athletes and their Lane Number**; This can be done "in advance" for up to 3 races, making use of the time while athletes are queueing up for their race.
2) The athlete bib number / lane allocation information is automatically received by the Finish Line computer (just prior to the race being run), which must also have *internet access*
3) Upon completion of a race, no further details need to be collected at the Finish Line, leading to much less delay between races.

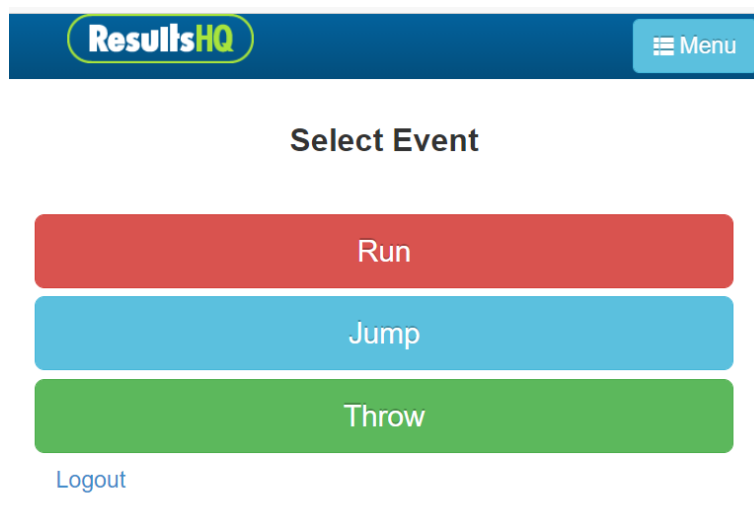**Start Line Recorder**

The Start Line Recorder uses the web browser on their phone and accesses the following website centreadmin.resultshq.com.au/mobile/login.   This leads to a screen like the following:

The next step is to enter/choose the correct **Centre** and the appropriate **PIN** number (set by the Administrator in ResultsHQ) to gain access.

The Centre to be used is "**St George NSW**".   [Note: *Do **not** select "St George LAC"* – that refers to a club in another State!)   To locate this, quickly, type **St George NSW** in the Search field.   Then enter the **PIN** number and tap Enter.   The following screen now appears:

Tap **Run**.   On the next screen that appears, select "**Front Straight**" for *Circular Track* races or "**Back Straight**" for *Straight Track* races.

The following **video** provides a walk-through of the process of entering athlete details at the Start Line and also shows how this is reflected on the race computer at the Finish Line. (It does assume the viewer has some familiarity with the RaceHQ software running on the laptop at the finish line.)

Start Line Process Demonstration

Computer Operator (at the Finish Line)

The process for the Recorder at the Finish Line is unchanged, except that the name of the runners for the 'next' race will populate on the RaceHQ screen just after the results of the previous race are saved. The Recorder does not need to enter any athlete details - *but is able to do so* eg. to make corrections - if necessary.

Implementation of the Start Line Process

200m Sprint, 200/300mH & other races up to 110m: Given the track just short of these start lines is "clear", athletes can be marshalled in 'ranks' behind the start line and the runners in the ensuing races (up to 3) can be pre-loaded.   As each race completes (and race results are saved by the Finish Line Recorder), another set of runners can be entered by the Start Line Recorder, keeping the recording of runners a few races 'ahead' of the just completed race.

400m Starts: Given the entire track is used, these races (*excluding* U8, which is a *pack start*) are handled by pre-loading *just the next set of runners* while the previous race is running. This is done in the start area of the track as soon as the previous race has been started & runners have cleared the area.