

Lap Trapper Timing & Scoring System



Features:

- Limit races by time or by laps
- Up to Ten racers per race
- Double count protection feature prevents lap counting if you accidentally press the Car number twice (within 2 seconds)
- OOPS! Button allows you to immediately undo errant counts
- Large time and laps displays
- Colored flag indicates race status

Each racer displays:

- Current position
- Time behind leader
- Current lap number
- Most recent lap time
- Best lap time
- Average lap time
- Elapsed time

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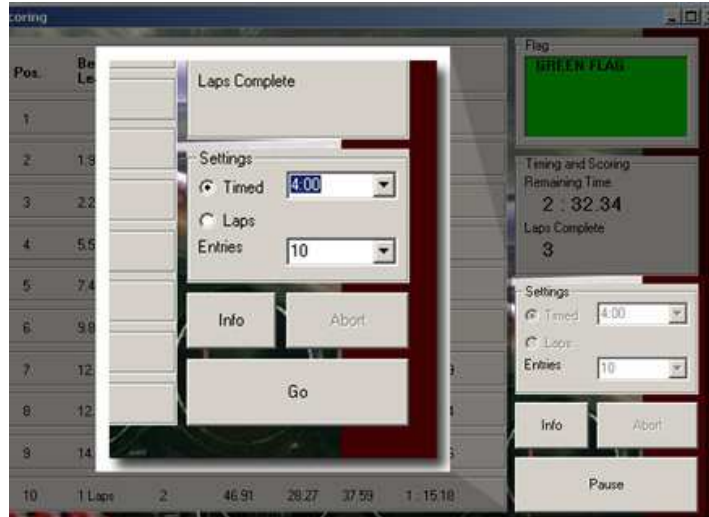
Configuring Race Duration and Entrants:

Timed or Laps Races: In the upper left corner of the Settings section, choose **Timed** for a race limited by time or **Laps** for a race limited by laps.

Timed – After selecting a Timed race, choose the race duration from the drop down menu item.

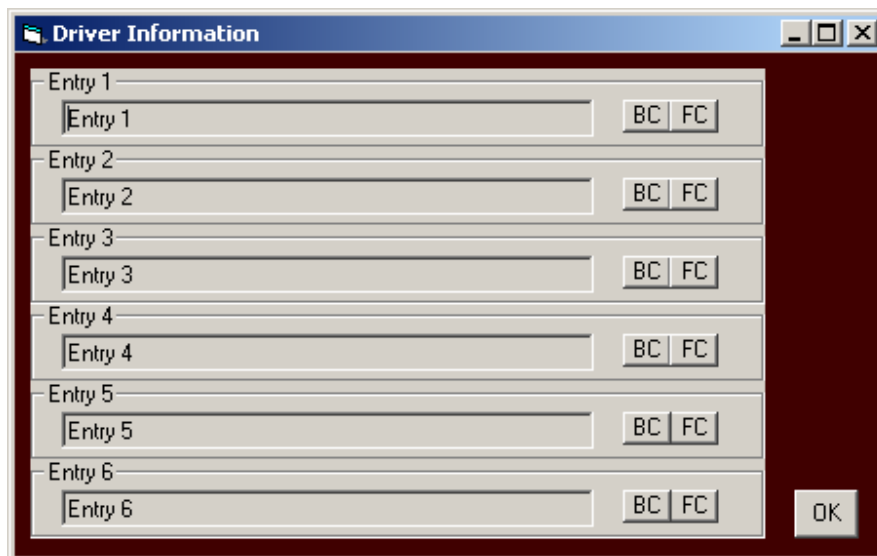
Laps – After selecting a Laps race, enter the number of laps you wish to race.

Entries – Choose the number of racers (1 to 10) who will be racing.



Driver Info – Click this button to bring up the Driver Information display panel.

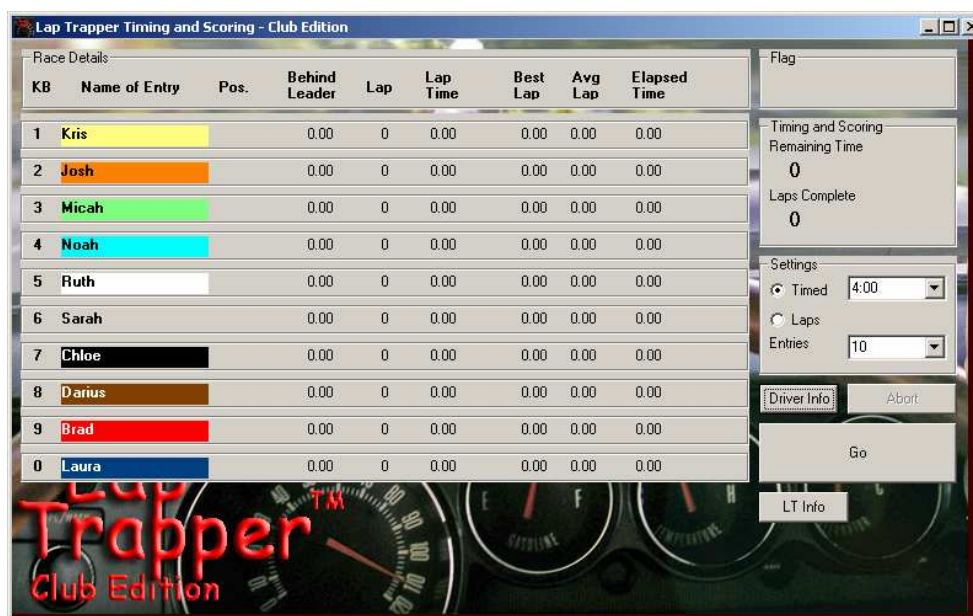
Driver Information Display Panel



Change entry field settings:

1. Click on an **Entry field** to change the driver name field
2. Click on the **BC** button to change the back color of the field
3. Click on the **FC** button to change the fore color of the field.

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Racing:

Go Button – Begin the race by clicking the Go button. The Flag will turn green and the clock will begin running.

Pause Button – For Timed races, the “Go” button will become the “Pause” button. Clicking this button will stop the race countdown temporarily. The Flag will turn Yellow. Note: while the countdown will stop, the times of each racer will continue to accrue.

Resume Button – After using the “Pause” button, it will become the “Resume” button. Use this to begin the timing countdown and go back to green flag racing. The Flag will turn Green.

Abort Button – This is available in a Timed race during a “Paused” or Yellow condition. It is also available at any time during a Laps race. All times, laps and racer positions will be reset to pre-race settings.

Reset Button – At the end of the race, this button will become available. All times, laps and racer position will be reset to pre-race settings.

Finish All – This button will appear when the first racer finishes. Use this button to force off-track racers to finish without scoring further laps.

Output Button – This button will appear when all racers have completed the race. Use this button to export and save your race results. Select the Output Format of Text, CSV or HTML.

Output Format – These options will appear when all racers have completed the race.

Text – Exports a tab delimited text file

CSV – Exports a Comma Separated Variable file. This is useful for bringing data into spreadsheets.

HTML – Exports to a HTML file that can be viewed using a web browser and posted to your club web page.

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Flag

Green - Indicates that the race is underway and the clock is running.

Yellow - The race clock is temporarily paused.

White - The leader is on the last lap. All racers should race to finish the lap they are on.

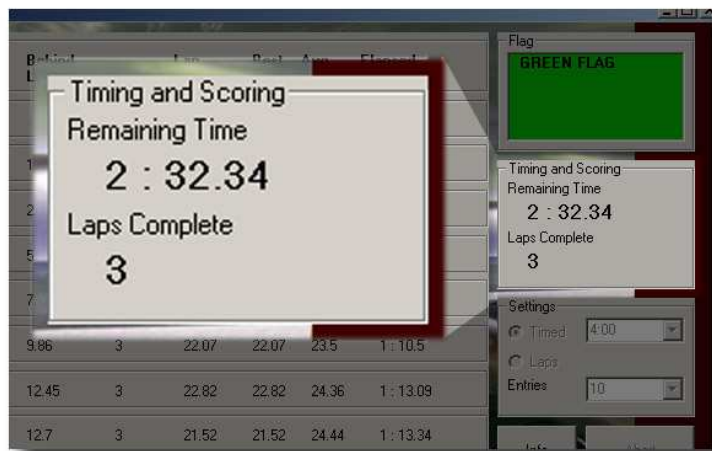
Red - Displayed at the end of the race indicating that timing and scoring has stopped and the race is over.



Scoring:

Score laps by pressing a car's number on the numeric keypad or on the number row. As the racer crosses the Start-Finish line, the Race Marshall will press a key to record the lap information. Keyboard numbers available are numbers 0 through 9 (where 0 is car number 10).

OOPS! Button - If at any time a wrong number is pressed scoring a car in error, immediately press the **letter "o" key**. This will undo the car that was just scored. Then, press the correct number of the entry you wished to score.



During a Timed Race:

Remaining Time - Indicates the amount of time left in the race.

Laps Completed - Indicates how many laps have been completed since the race began.

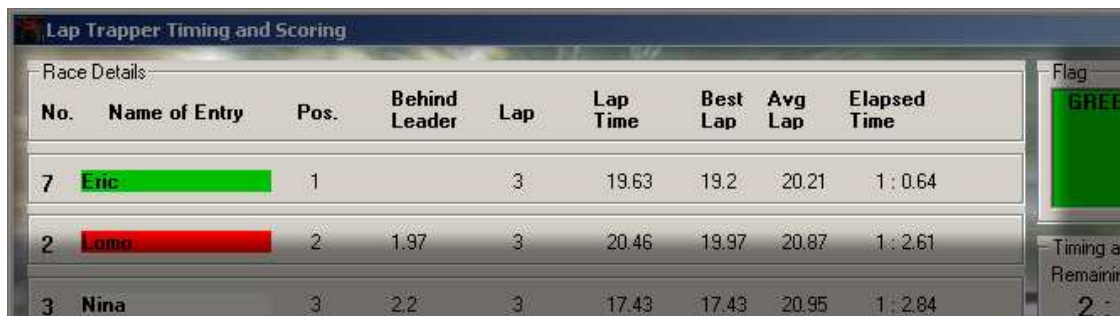
During a Laps Race:

Elapsed Time - Indicates the amount of time that has passed since the race began.

Remaining Laps - Indicates how many laps are left in the race

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Race Details



No.	Name of Entry	Pos.	Behind Leader	Lap	Lap Time	Best Lap	Avg Lap	Elapsed Time	Flag
7	Eric	1		3	19.63	19.2	20.21	1:06.4	GREEN
2	Lomo	2	1.97	3	20.46	19.97	20.87	1:26.1	
3	Nina	3	2.2	3	17.43	17.43	20.95	1:28.4	

All Displays except "No." and "Name of Entry" are updated when the racer's number key is pressed.

No. - This number (1 through 0 where 0 is car number 10) is assigned to the entry by the system. Press this number on the keyboard as the racer passes the Start/Finish line to score a lap.

Name of Entry - Displays the racer's name. Click on the name to change it.

Pos. - Displays each racer's current position.

Behind Leader - Displays the time in seconds or number of laps each racer is behind the leader.

Lap - Displays the number of laps each racer has completed.

Lap Time - Displays the most recent lap time for each racer.

Best Lap - Displays the best time of this race for each racer.

Avg Lap - Displays the average of all laps completed for each racer

Elapsed Time - Displays the total time between the start of the race and the finish of the most recent lap.

Fin. - Displays only on the last lap of the race to indicate if the racer has completed the race. NOTE: click the check box to force a finish for any racers who have dropped out. Flag will turn red when all racers have been marked finished.

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Contact Information:

Further information about this product can be found at <http://www.DadsFunPage.com>. Use this web page to check for patches or new releases. Contact information is also available here.

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