H2H RACING SCREENS

INTRODUCTION

Explanation of the lane screens used under H2H finals

Example screens are…
First screen is a 16:9 format screen with millisecond times.
Second screen is a squarer format with a hundreds of a second times.

RUN 1: WAITING FOR RACERS TO START

Each lane screens shows the racer for each lane. Country flag, name, country.
And if you are close enough you may also read some personal data for that racer.

RACERS READY

Each racer is ready to start.

Timer started it's random coundown.
<Beep 1> <Beep 2> <Beep 3> <Random time> <Beep 4>
If you move or start before <Beep 4> you get a DQ.

REACTION TIME / RACER STARTED

Reaction time. Orange lane: example of time in milliseconds. White lane: hundreds of second.

RUN 1: RAW TIME / FINISH LINE

Difference between lanes. 4' means difference in 4 hundreds of a second.
Lead: means that the lane is ahead with 4 hundreds of a second.
Loss: means that the lane is behind with 4 hundreds of a second.

RUN 1: COUNTING CONES

When in raw time mode the time is not yet official.
Cones are checked, and number of faulty cones can be added to your raw time for penalty.
In this example we have added zero cones for orange lane. And one cone for white lane.
Now the Lead has increased from 4 hundreds of a second to 14.

RUN 1: OFFICIAL TIME

Official results with cones included.
Orange Lane: is leading with 14 hundreds of a second.
White Lane: is behind with 14 hundreds of a second.
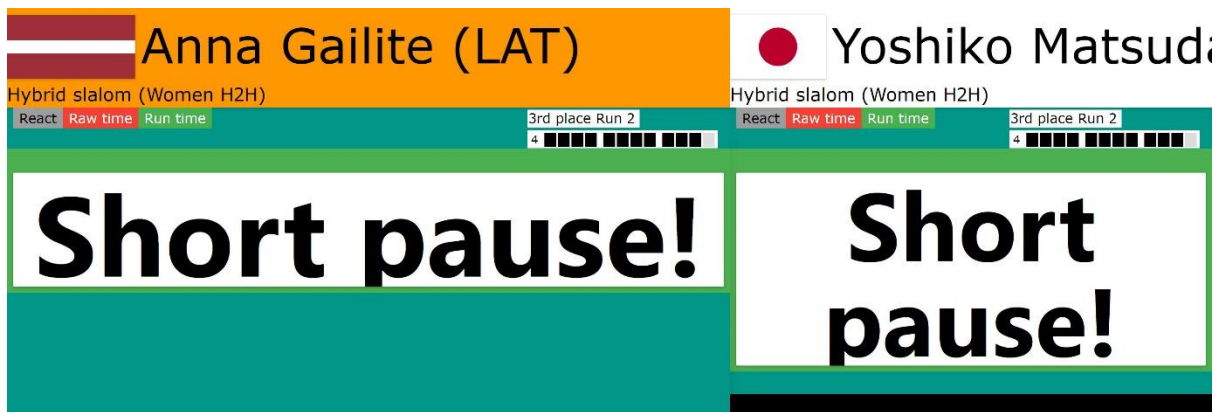
If there is a longer break expected the screens can show "Short pause".
For example in-between runs. Or after a class is finished.

RUN 2: WAITING FOR RACERS TO START
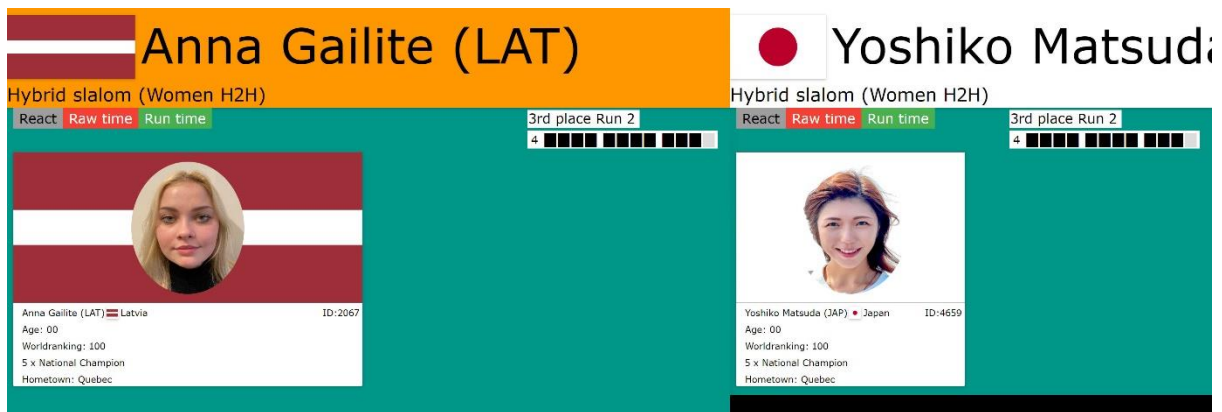
Here is first presentation screen of racers for run 2.
For the moment it is the same screen as for run 1 but normally this screen should also show the current diff from run 1. Who is the leader and with how much. (To be fixed soon...)

RACERS READY – COUNT DOWN – REACTION TIME

 These three screens are the same as run 1 and only shows the advancement of the run itself.

After racers pass the finish line in the second run we have here...
Run 1 result diff (**Orange lane**) Behind with 14 hundreds of a second.
Run 2 current raw time diff, no cones included. Lead 12 milliseconds.

Notice that suddenly here we have a diff in milliseconds. It is marked here as 12".
' = Hundreds of a second
" = Milliseconds
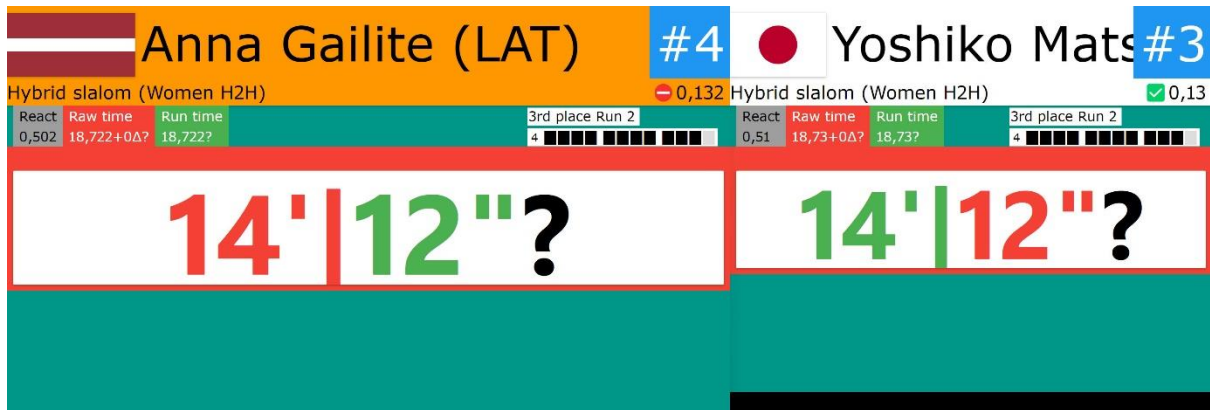Actually diffs are in generals shown as hundreds of a second but, when it goes under 2 hundreds of a second it starts to show the diff in milliseconds.

Result diff for the other lane (in this case **White Lane**) is the opposite diff.

Separating the two diffs from run 1 and run 2 is a vertical line. This together with the colour of the characters help to show who is currently in the lead. In this case with the vertical line in red on the **orange lane** screen means that for the time being this lane is behind.

And looking at the **white lane** the vertical line is in green showing that the white lane is currently in the lead. Currently because we have not yet the cones registered and that could tip the win over to the other lane.

But how much is the total lead for the white lane?
The big characters for the **white lane** shows only the current diffs from the two runs. And even if good with mathematics it can be tricky to make the sum in the head. Especially as in this case having a mix of hundreds of a second and millisecond diffs.
The solution is taking a look further up on the screen to the right. There you have a small result diff of 0,13 with a green icon. Meaning that the current total diff is 13 hundreds of a second in favour of the white lane.

RUN 2: RAW TIME + CONE COUNT
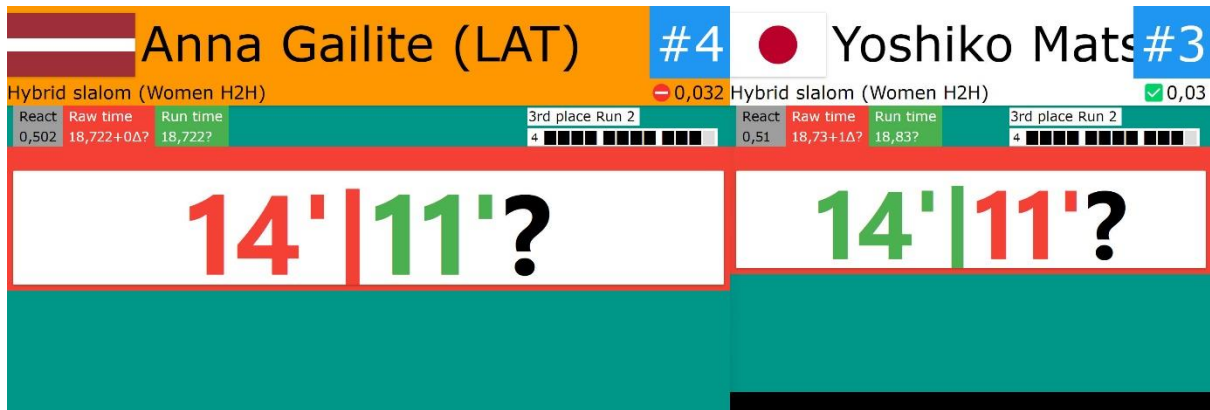
We are still in "Raw time mode". We have added zero cones for orange lane and 1 cone for White. The diff for the second run has changed diff for white lanes run 2 from Loss with 12 thousands of a second to loss of 11 hundreds of a second. The total diff has change for white lane from being in the lead with 13 hundreds of a second (0,13) to now only being in lead with 3 hundreds of a second (0,03).

## RUN 2: RAW TIME + ADDING MORE CONES
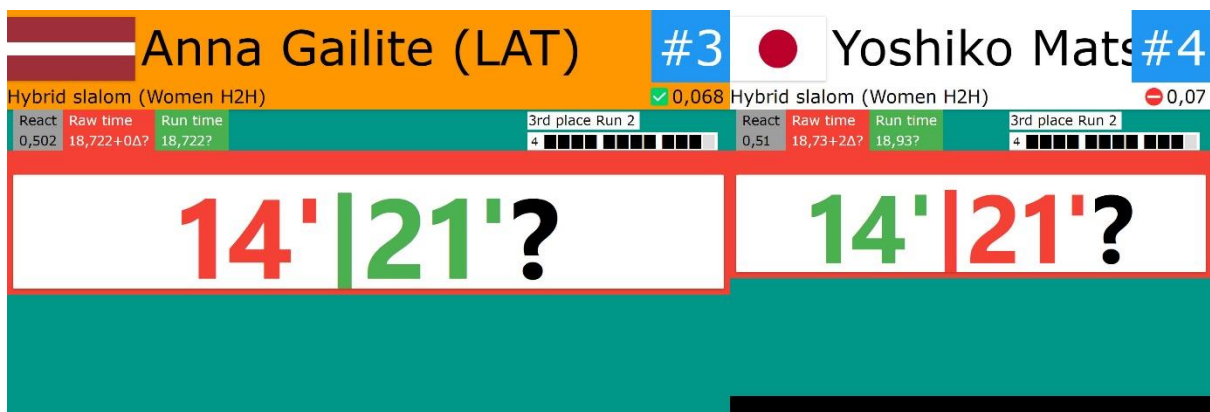
We continue to add one more cone to the second H2H run of the White lane. Now the win flips over to the orange lane. White lane is now behind with 7 hundreds of a second.

And orange lane wins by losing first run with 14 hundreds of a second and winning the second run with 21 hundreds of a second.

We will now select this as the final official results…
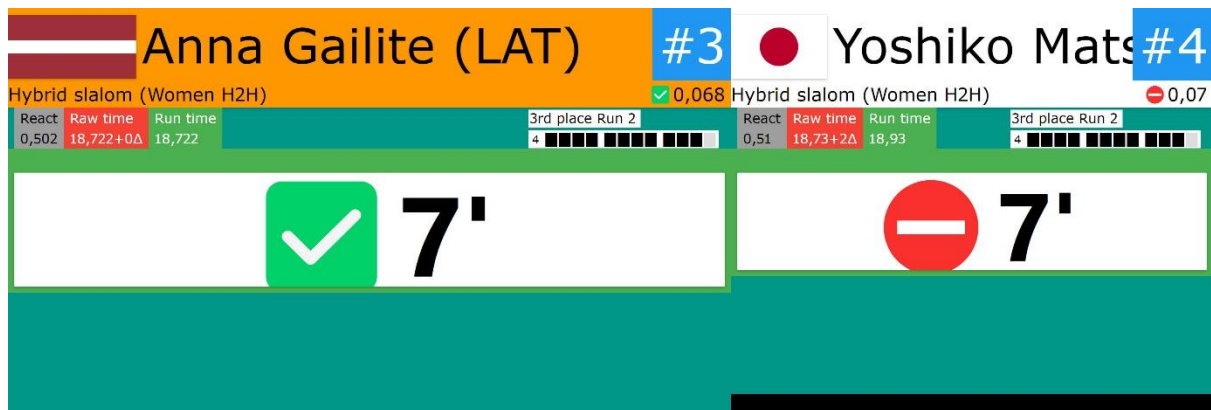
And we have the official final result of orange lane winning with 7 hundreds of a second.
And the white lane then of course loosing with 7 hundreds of a second.

What you also have in the second H2H run is the placement for the racer if the current results hold after the cone count. Maybe you have already noticed the blue panel in the upper right corner of the result screen. This shows the final placement after the second run.

For example in the second H2H run the placement can show in different ways.
- H2H Quarter finals: Loser gets its final placement.
- H2H Semi-finals: Nobody gets a placement. Winner goes to Final. Loser to match about 3rd place.
- H2H 3rd place match: Winner gets place #3 and loser get place #4.
- H2H Finals: Winner gets place #1 and loser get place #2.