

# MICIS

MOTORSPORT COMPUTER SERVICES

**SPORTS TIMING SERVICE**

**RALLY & SPRINT RESULTS SYSTEMS**

# TIMING MANUAL



# CHELMSFORD MOTOR CLUB SPORTS TIMING

## MTC, SSA & RC CONTROL CLOCKS



### 1) STANDARD SCREEN - FOR THESE CONTROLS THE CLOCKS ARE SET IN "WHARTON" MODE

#### MTC (OUT)

Two cars will be due at the Main Control on each minute, since all the stages will be starting at 30 second intervals. The control is situated at the red board which depicts a clock face. A yellow board of the same type will be placed approx 25 metres before the red board. Competitors should wait at the yellow board until they are due at the Main Control, they can enter the control in the minute preceding their due time. A competitor should be given the time on the digital watch, in hours and minutes at the time they present the Time Card to you.

A check sheet should be kept as follows:

- 1 Insert the arrival time at the control in the correct boxes

#### SSA Arrival Control

Competitors are required to report at SSA Control at a set time. Two cars will be due at the SSA each minute, since all the stages will be starting at 30 second intervals. The control is situated at the red board which depicts a clock face. A yellow board of the same type will be placed approx 25 metres before the red board. Competitors should wait at the yellow board until they are due at the Main Control, they can enter the control in the minute preceding their due time. A competitor should be given the time on the digital watch, in hours and minutes at the time they present the Time Card to you. If there is a hold up on the stage and a queue develops at the SSA, competitors may walk up to the control and ask for their time to be entered on the time card.

A check sheet should be kept as follows:

- 1 Insert the arrival time at the control in the correct boxes

#### PC and MTC (RC) (IN)

From the end of the stage competitors will proceed to either a RC or MTC (IN) before returning to the service area. The Marshal/Official will take the time card for the stage just completed and hand out the time card for the following stage. The due time at the next MTC (RC) (OUT) must be recorded on it and the car number and due time must be recorded on the check sheet. A Check Sheet will be maintained to record each Arrival Time and the Due Time at the next MTC (OUT).

A check sheet should be kept as follows:

- 1 Enter the Car Number in the next available space.
- 2 Insert the arrival time at the control in the correct boxes
- 3 Insert the MTC (OUT) time in the correct box.

# CHELMSFORD MOTOR CLUB SPORTS TIMING

## START LINE CLOCK - PAGE 1



1) RUNNING SCREEN



2) TYPE IN CAR NUMBER (999 FOR PRACTICE)  
TO EDIT CAR IF ENTERED INCORRECTLY PRESS ↑



3) PRESS **ENTER** TO START COUNTDOWN  
(PRESS **ENTER** IN THE FIRST 15 SECONDS).  
AFTER COUNTDOWN, CLOCK  
RETURNS TO STANDARD SCREEN



4) TO STOP COUNTDOWN PRESS **STOP**  
TO RESUME COUNTDOWN PRESS **STOP**  
AND RE-ENTER CAR NUMBER FOLLOWED BY **ENTER**



5) TO REVIEW OR EDIT CAR NUMBER, PRESS ↓  
ARROW TO TIME AND TYPE IN CORRECT NUMBER  
FOLLOWED BY **ENTER**



6) TO RETURN TO STANDARD SCREEN, PRESS ↑

# CHELMSFORD MOTOR CLUB SPORTS TIMING

## START LINE CLOCK - PAGE 2

**COMPETITORS WILL START ALL SPECIAL STAGES AT 30 SECOND INTERVALS.**

At least 3 Timekeepers must man this control, their functions should be as follows.

### **Timekeeper 1**

Timekeeper to operate the ECM Rally Timer. This Timekeeper will be responsible for operating the ECM Rally Timer and issuing Start Times to the 1 or 2 Timekeepers filling in the Competitor Time Cards. They will also have responsibility for aborting the start sequence if necessary.

### **Timekeeper 2 (Minimum 2 for 30 second starts)**

Timekeeper(s) to record the start time on the competitors Time Card. These Timekeeper(s) will be given the Start Time from the Timekeeper operating the ECM Rally Timer. **They must also record the Previous Car on the Time Card.**

### **Timekeeper 3**

This Timekeeper will be responsible for completing the Checksheet.

### **JUMP STARTS**

A beam detects any jump start, the display will give you the actual time of the Jump Start.

# CHELMSFORD MOTOR CLUB SPORTS TIMING

## STAGE STOP LINE FINISH CLOCK PAGE 1



1) STANDARD SCREEN

ENSURE THIS IS THE SCREEN YOU HAVE BEFORE THE FIRST CAR IS DUE



2) CLOCK STOPPED BY BEAM ON THE FLYING FINISH



3) TYPE IN CAR NUMBER AND **ENTER**  
(999 FOR PRACTICE)



4) THEN PRESS **↑** TO RETURN TO STANDARD SCREEN  
OR TO ENTER NEXT CAR NUMBER IF MORE THAN  
ONE HAVE BEEN PAST FLYING FINISH



5) TO REVIEW OR EDIT CAR NUMBER, PRESS **↓**  
ARROW TO TIME AND TYPE IN CORRECT NUMBER  
FOLLOWED BY **ENTER**



6) TO RETURN TO STANDARD SCREEN, PRESS **↑**



# CHELMSFORD MOTOR CLUB SPORTS TIMING

## STAGE STOP LINE FINISH CLOCK PAGE 2

At least 3 Timekeepers must man this control, their functions should be as follows.

### **Timekeeper 1**

Timekeeper to operate the ECM Rally Timer. This Timekeeper will be responsible for operating the ECM Rally Timer. As a car crosses the beam at the Flying Finish, it will operate the ECM Rally Timer. Only the time of the first vehicle is shown on the display, any further vehicles will be recorded and held internally until accessed by pressing the ↑ arrow key. This allows the correct vehicle number to be entered when the car arrives at the stop line. If a false beam trigger occurs it can be left unassigned.

Once a time has been dealt with, press ↑ to access the next recorded time. This will be the time for the next vehicle to reach the stop line. If no further times are available the clock will revert to displaying the real time. This takes any pressure off the stop crew to record times as they happen but requires some practice to make sure the correct time is allocated to each driver.

If more than one vehicle time is available a ↑ will be displayed in the bottom right hand corner of the display. This will clear when all times have been viewed.

### **Timekeeper 2 (Minimum 2 for 30 second starts)**

Timekeeper(s) to enter times on Competitors Time Cards. These timekeeper(s) to receive the finish times from the Timekeeper operating the ECM Rally Timer and record these on the Competitors Time Cards

### **Timekeeper 2**

This Timekeeper will be responsible keeping the Checksheet. Timekeeper 2 should also give you the Previous Car Number at the Start so that missing cars can be checked for.

**Any competitor who fails to stop at the Special Stage Finish Control must not, under pain of exclusion, reverse to the stop line but must return on foot.**

# CHELMSFORD MOTOR CLUB SPORTS TIMING

## STAGE FLYING FINISH BACKUP CLOCK PAGE 1



### 1) STANDARD SCREEN

ENSURE THIS IS THE SCREEN YOU HAVE BEFORE THE FIRST CAR IS DUE



2) CLOCK STOPPED BY PRESSING **RED STOP** BUTTON ON THE FLYING FINISH, YOU CAN PRESS THE **RED STOP** AGAIN, THE TIME WILL BE HELD IN MEMORY



3) TYPE IN CAR NUMBER AND **ENTER**  
(999 FOR PRACTICE)



4) THEN PRESS **↑** TO RETURN TO STANDARD SCREEN OR TO ENTER NEXT CAR NUMBER IF MORE THAN ONE HAVE BEEN PAST FLYING FINISH



5) TO REVIEW OR EDIT CAR NUMBER, PRESS **↓** ARROW TO TIME AND TYPE IN CORRECT NUMBER FOLLOWED BY **ENTER**



6) TO RETURN TO STANDARD SCREEN, PRESS **↑**

# CHELMSFORD MOTOR CLUB SPORTS TIMING

## STAGE FLYING FINISH BACKUP CLOCK PAGE 1

This Timekeeper will act as a Backup in case of a Beam Failure. They will have a ECM Rally Timer and can manually press the “Stop” button as a car crosses the finish line (Car numbers can be entered). They will be situated on the Flying Finish and will be in contact by Mobile Phone or possible Radio to give times to the Finish Crew in case of Beam Failure.

Once a time has been dealt with, press ↑ to access the next recorded time. This will be the time for the next vehicle to reach the stop line. If no further times are available the clock will revert to displaying the real time. This takes any pressure off the stop crew to record times as they happen but requires some practice to make sure the correct time is allocated to each driver.

If more than one vehicle time is available a ↑ will be displayed in the bottom right hand corner of the display. This will clear when all times have been viewed.



# CHELMSFORD MOTOR CLUB SPORTS TIMING

## EXTRACT FROM MSA BLUE BOOK REGULATIONS R30

### Controls (2.4)

30.1. Controls will open 15 minutes before the due time of arrival of the first car, and close on the direction of the Clerk of the Course taking into account the due time of arrival of the last competing car.

30.1.1. The SRs may specify a different opening period.

30.1.2. The time of arrival at or departure from a control will be the time at which the Time Card is presented by the Competitor concerned, providing all crew members and car are within the control area.

### Control procedures

#### 30.2.

a) The check-in procedure begins at the moment the car enters the time control area.

b) The actual timing and entry of the time on the timecard may only be carried out if the two crew members and the car are within the control area. Between entering the control area and the control, the crew is forbidden to stop for any reason or to drive at an abnormally slow speed.

c) The check-in time shall correspond to the exact moment at which one of the crew members hands the time card to the appropriate marshal who will enter on the card the actual time at which the card was handed in, and nothing else.

d) The target check-in time is the responsibility of the crew alone, who may consult the official clock.  
e) The crew will incur a penalty for early arrival if the car enters the control area before the minute preceding the target check in minute. The crew will not incur any penalty for lateness if the act of handing the card to the appropriate marshal takes place during the target check-in minute.

(Example: A car has left the previous stage finish at 11.04.40 on a section for which the target time is nine minutes. It is therefore due at the next time control at 11.13. It arrives at the yellow advance control board at 11.08, stopping before the yellow board. The car is permitted to enter the control area at any time after 11.12.00. The time card may be handed in at any time between 11.13.00 and 11.13.59, and a time of 11.13 will be recorded.)

f) If it is found that a crew has not observed the rules for the check-in procedure, the marshal at the control must make this the subject of a written report to be sent to the Clerk of the Course.

30.2.1. The time of reporting at controls will be recorded to the preceding whole minute when penalties are imposed per minute (for example 09 minutes 59 seconds will be recorded as 09 minutes).

30.2.2. Where a control at the end of a section timed to the second (or to the second and part thereof) also forms the start of a section timed to the minute, the time of departure will be considered as being the same as arrival, but ignoring any seconds or parts thereof.

30.3. Exceptions to 30.2 are:

30.3.1. In the event of a competing car obstructing other Competitors through being halted or unduly slowed down near a control, the Officials may instruct the Driver to proceed and may then record the time as the time when this instruction is given.

30.3.2. In the event of a Competitor presenting a Time Card to Officials at a time when the car is outside the control area, the Officials have discretion as to whether or not to make a record on the Time Card.

30.3.3. At the end of a Rally or of any day of a Rally Competitors are allowed to check in in advance of their due time. This must be specifically authorised by the rally organisers in the SRs or an Official bulletin.

Competitors arriving early must have their due time entered on the Time Card; those arriving later than their due time must have their actual time of arrival entered.