



TAGHeuer



TAG
HEUER

USE OF THE TAG SYSTEM IN
EQUESTRIAN SPORT

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HEUER TRAINER

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Tag Heuer Timing System: **TAG**Heuer

1) Introduction

The Tag Heuer system is an extremely sensitive and sophisticated piece of timing equipment that can be and is-utilised in many sports at the very top levels including Show Jumping. Over the years it has also become prominent in the lower levels as athletes push the boundaries of the sport, requiring the most advanced equipment available to ensure the most accurate result possible.

The system, with its many advanced features, may appear complicated at first but the majority of its functions are fairly simple.

2) Overview of the system

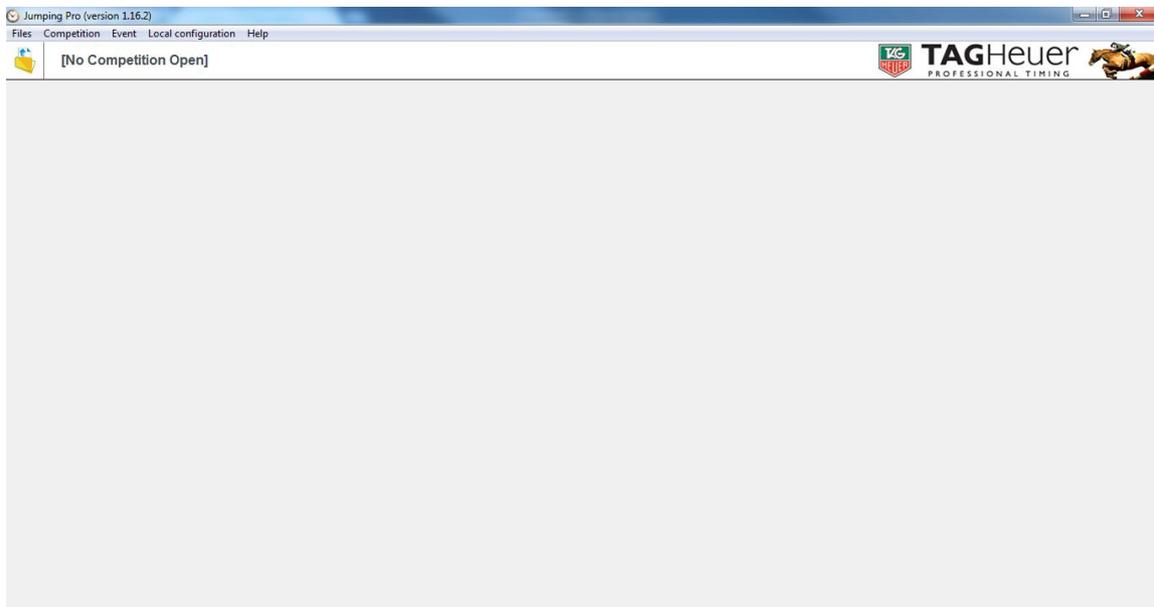
The whole kit comprises of the following:

- CP-540 Chronometer
- HL-610 Wireless Impulse System
- HL2-31 Photocell Kit

The system also uses the JumpingPro software provided with the kit and should be installed on a computer in the judges box prior to use.

3) Setting up a class:

Once the program is installed and ready to use, the first screen you see will look like this:

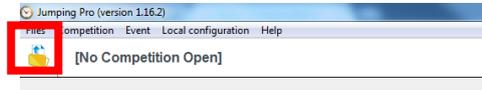


The first thing we'll need to do is set up a event and class ready for judging, this can either be done class by class or all at the start of the day to save time. Different class tables require different settings but we'll address that later.

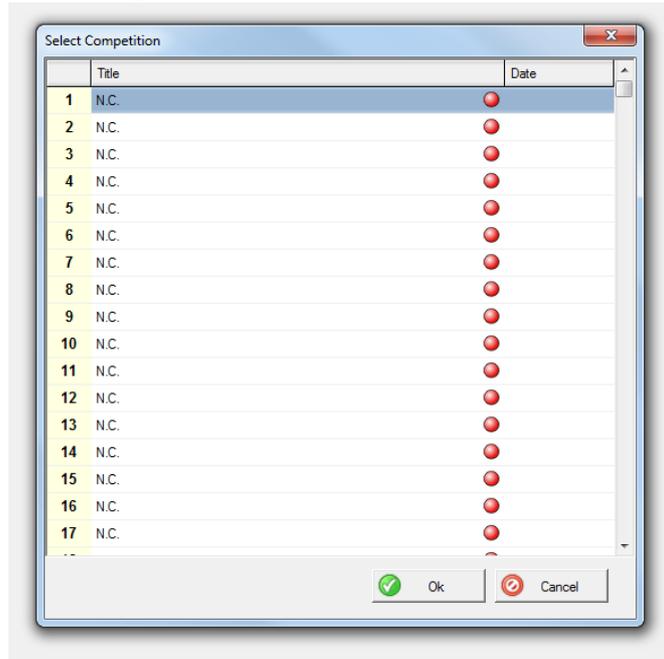


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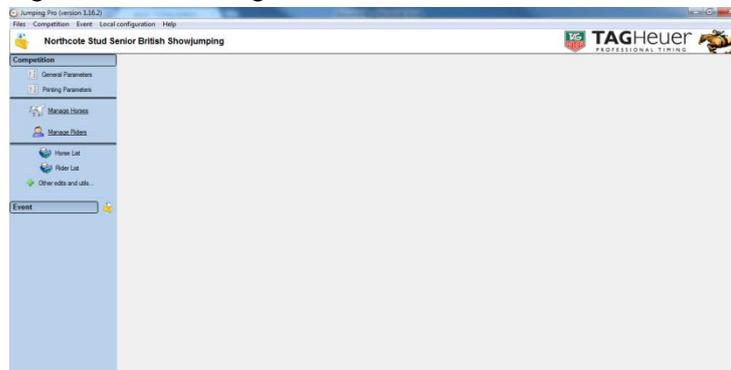
- 1) Create a competition by clicking the yellow folder in the top left



- 2) A first time user will see the following screen, double click on the first available tile "N.C."



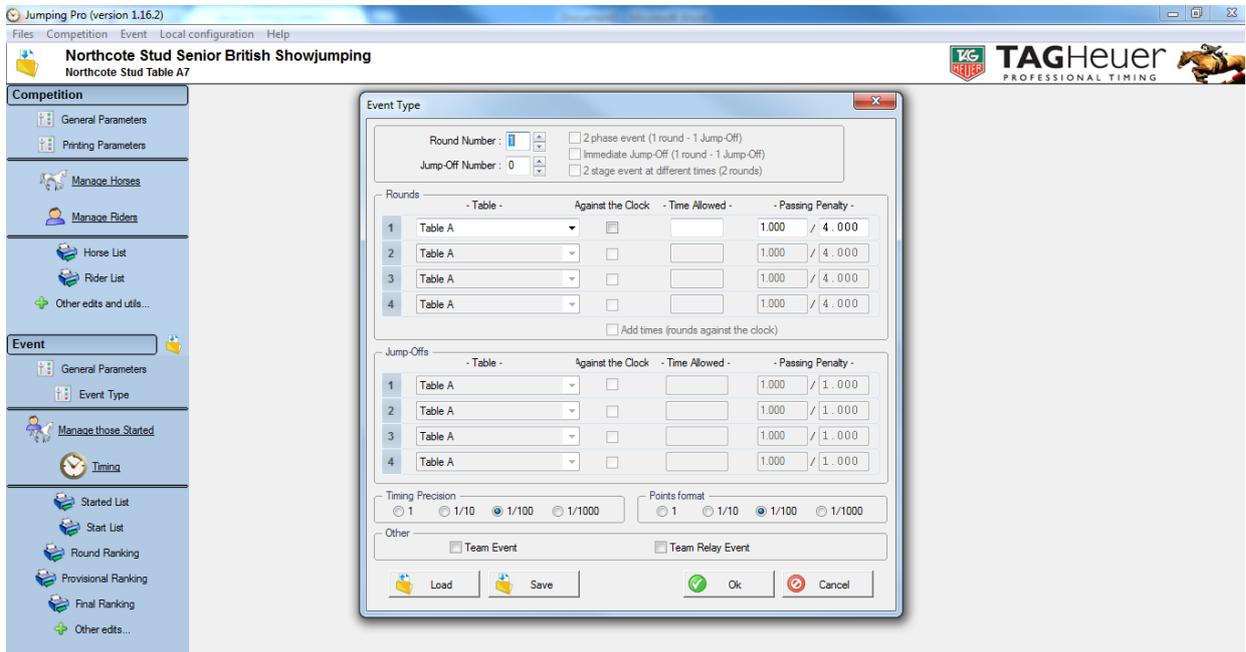
- 3) A question will appear stating "This competition does not exist. Do you want to create it?" Click "Yes".
- 4) You will then be asked "Would you like to use another competition as a model?" Select "No"
- 5) The General Parameters of the competition can now be set, simply type in the show name and set the date (all other fields are optional), this will allow the system to save all the details from that show for future reference.
- 6) The screen will then change to the following:



We are now ready set up individual classes or events, depending on the table. Half way down the page on the left hand side there is another yellow folder next to the word "Event", this relates to individual classes. Click the yellow folder and set up your class in much the same way you did the competition. Advance through the menu's until you see this screen



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a) Table A7

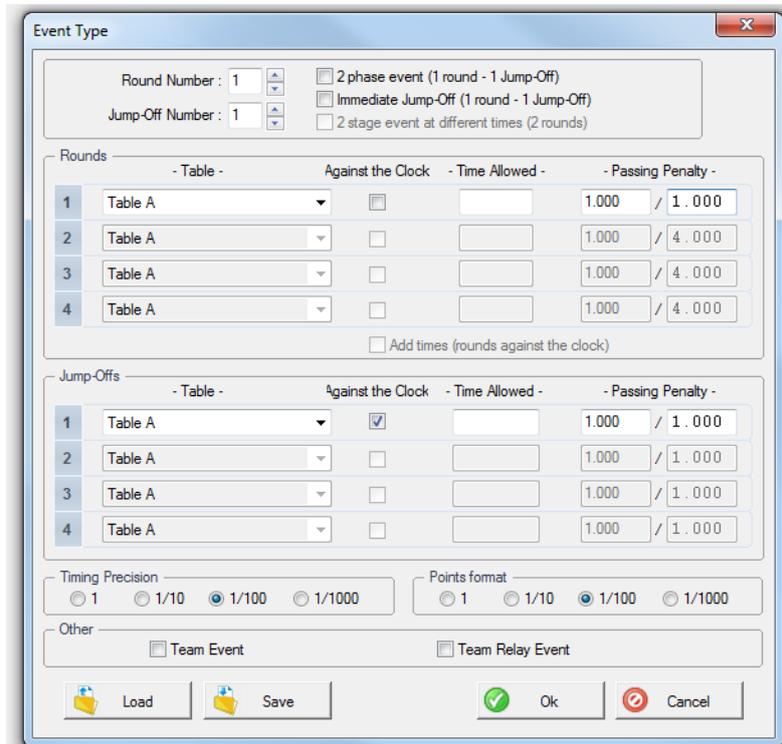


Table A7 requires one round and one jump off, the passing penalty should be set as required (default as 1 fault per 4 seconds). The second round should be set as "Against the Clock" by ticking the box as shown.



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b) Table Single Phase

Event Type

Round Number : 2
Jump-Off Number : 0

2 phase event (1 round - 1 Jump-Off)
 Immediate Jump-Off (1 round - 1 Jump-Off)
 2 stage event at different times (2 rounds)

Rounds

	Table	Against the Clock	Time Allowed	Passing Penalty
1	Table A	<input type="checkbox"/>		1.000 / 1.000
2	Table A	<input checked="" type="checkbox"/>		1.000 / 1.000
3	Table A	<input type="checkbox"/>		1.000 / 4.000
4	Table A	<input type="checkbox"/>		1.000 / 4.000

Add times (rounds against the clock)

Jump-Offs

	Table	Against the Clock	Time Allowed	Passing Penalty
1	Table A	<input type="checkbox"/>		1.000 / 1.000
2	Table A	<input type="checkbox"/>		1.000 / 1.000
3	Table A	<input type="checkbox"/>		1.000 / 1.000
4	Table A	<input type="checkbox"/>		1.000 / 1.000

Timing Precision: 1 1/10 1/100 1/1000

Points format: 1 1/10 1/100 1/1000

Other: Team Event Team Relay Event

Load Save Ok Cancel

Table Single Phase requires two rounds with no jump off, again set the time allowed and passing penalty. The second first round must be set as against the clock and the tick box for “2 stage event at different times (2 rounds)”.

c) Table Two Phase

Event Type

Round Number : 1
Jump-Off Number : 1

2 phase event (1 round - 1 Jump-Off)
 Immediate Jump-Off (1 round - 1 Jump-Off)
 2 stage event at different times (2 rounds)

Rounds

	Table	Against the Clock	Time Allowed	Passing Penalty
1	Table A	<input checked="" type="checkbox"/>		1.000 / 1.000
2	Table A	<input type="checkbox"/>		1.000 / 1.000
3	Table A	<input type="checkbox"/>		1.000 / 4.000
4	Table A	<input type="checkbox"/>		1.000 / 4.000

Add times (rounds against the clock)

Jump-Offs

	Table	Against the Clock	Time Allowed	Passing Penalty
1	Table A	<input checked="" type="checkbox"/>		1.000 / 1.000
2	Table A	<input type="checkbox"/>		1.000 / 1.000
3	Table A	<input type="checkbox"/>		1.000 / 1.000
4	Table A	<input type="checkbox"/>		1.000 / 1.000

Timing Precision: 1 1/10 1/100 1/1000

Points format: 1 1/10 1/100 1/1000

Other: Team Event Team Relay Event

Load Save Ok Cancel

Table Two Phase is much the same as A7 but the “2 phase event” box must also be ticked.

The set-up can be further manipulated to judge more complex classes but for now we'll just stick to the basics.

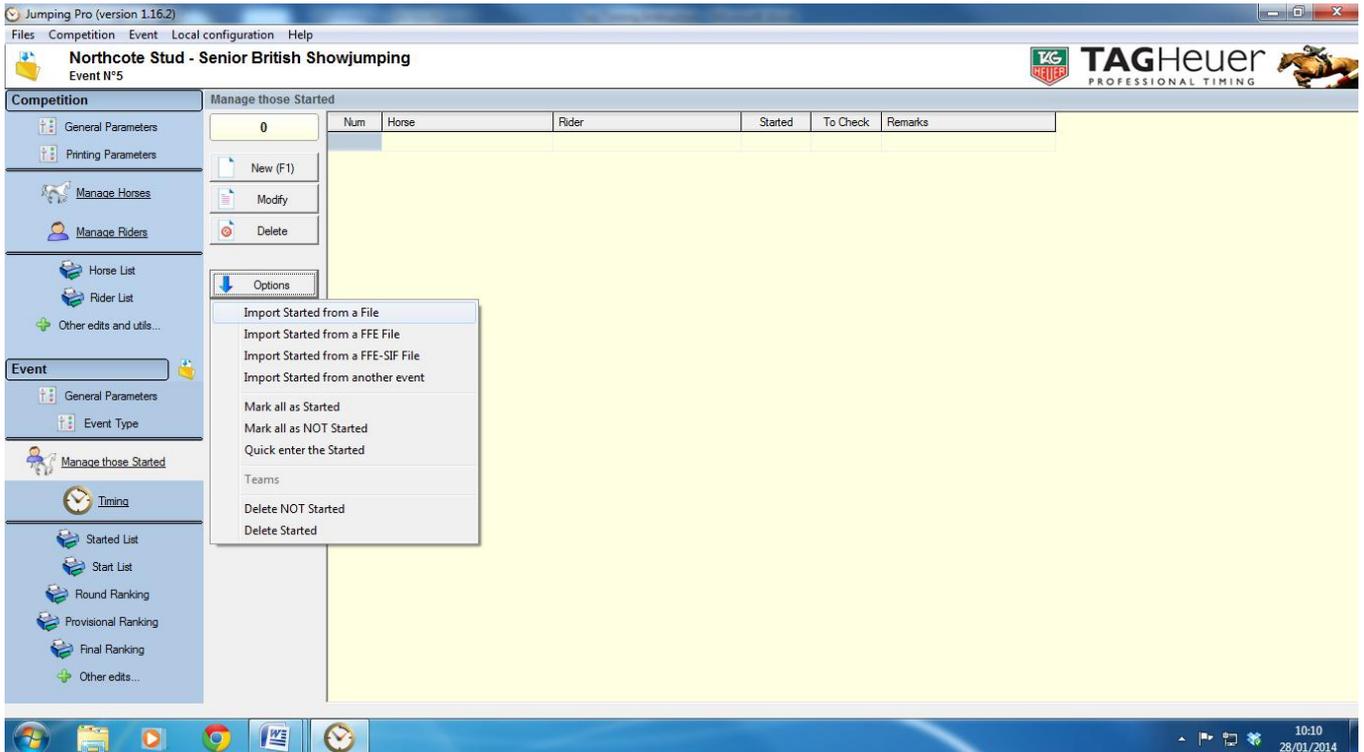


Tag Heuer Timing System: **TAGHeuer**

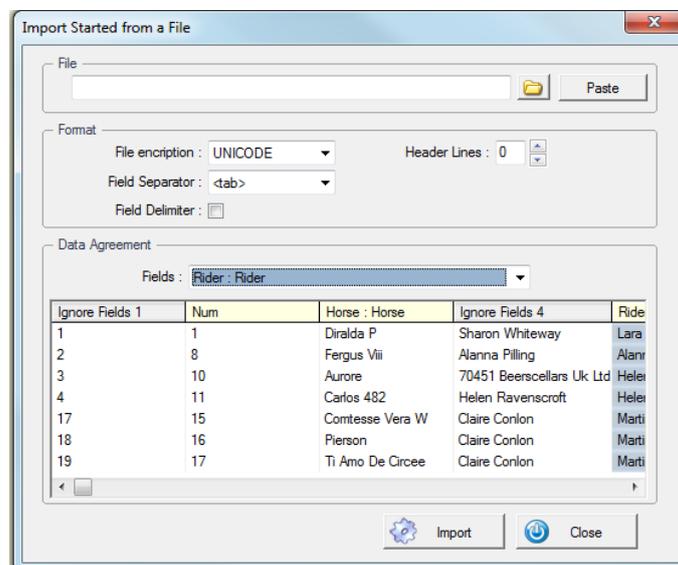
3) Timing a class

So we have our Table A7 class set up. At this point if we have a computerised start list as can be produced by most events software (such as Equiventsoft or Showman) a start list can be imported by copying and pasting the data as follows (THIS IS OPTIONAL).

a) Importing Horse/Rider Combinations



To import these details select “Manage those Started” > “Options” > “Import Started from a File”





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Press paste to bring up the selected start list and assign the correct fields by selecting each individually and assigning the matching title in the field section. Following this press import.

The screenshot shows the 'Jumping Pro (version 1.16.2)' software interface. The main window displays a table of competition data for 'Northcote Stud - Senior British Showjumping Event N°5'. The table has columns for 'Num', 'Horse', 'Rider', 'Started', 'To Check', and 'Remarks'. The 'Started' column contains green checkmarks, and the 'To Check' column contains red X marks. The 'Remarks' column contains the name 'Fox' for most entries, and 'Open' for some. The interface also includes a sidebar with various menu options like 'General Parameters', 'Printing Parameters', 'Manage Horses', 'Manage Riders', 'Horse List', 'Rider List', 'Event', and 'Timing'.

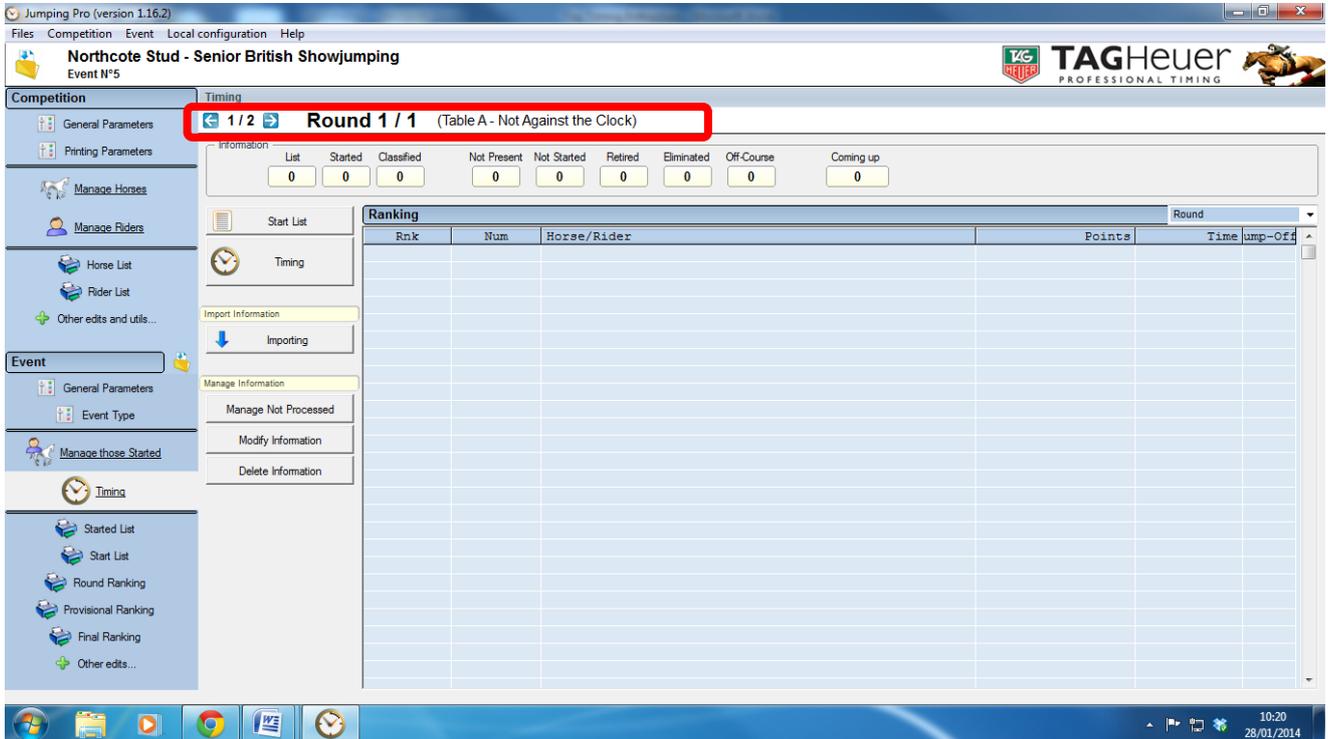
Num	Horse	Rider	Started	To Check	Remarks
1	Dralda P	Lara Whiteway	✓	✗	Fox
5	T Quest	Dee Hayes	✓	✗	Open
8	Fergus VII	Alanna Pilling	✓	✗	Fox
10	Aurore	Helen Ravenscroft	✓	✗	Fox
11	Carlos 482	Helen Ravenscroft	✓	✗	Fox
15	Comtesse Vera W	Martin Lucas	✓	✗	Fox
16	Pierson	Martin Lucas	✓	✗	Fox
17	Ti Amo De Circee	Martin Lucas	✓	✗	Fox
19	Van Persie II	Rachael Connor	✓	✗	Fox
20	Jepokus B	Rachael Connor	✓	✗	Fox
21	Dutton Clover Coleen	Dawn Richards	✓	✗	Fox
22	Krip Salut	Harriet Tilley	✓	✗	Fox
23	Applejax Amigo	Danielle Smith	✓	✗	Open
24	Alaska	Laura Cox	✓	✗	Fox
25	Cassiola	Matthew Clayton	✓	✗	Fox
26	Aj's Deauville	Danielle Smith	✓	✗	Fox
27	Anastasia Van De Helle	Robert Maguire	✓	✗	Fox
28	Britney V	Robert Maguire	✓	✗	Fox
29	Pacco Du Bourg	Sophie Ryan	✓	✗	Fox
30	Carat II	Jonathan Lea	✓	✗	Fox

The system now has the horse and rider details related to each back number.

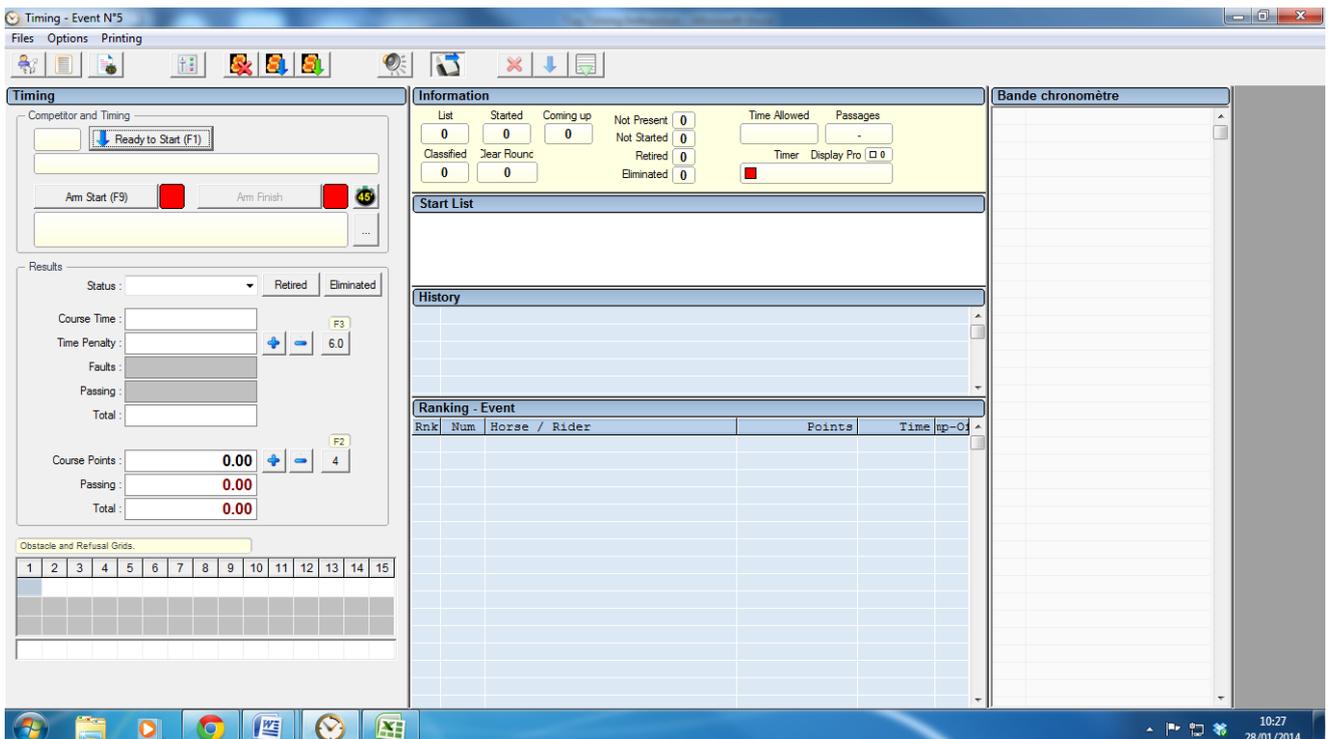


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b) Timing Round 1



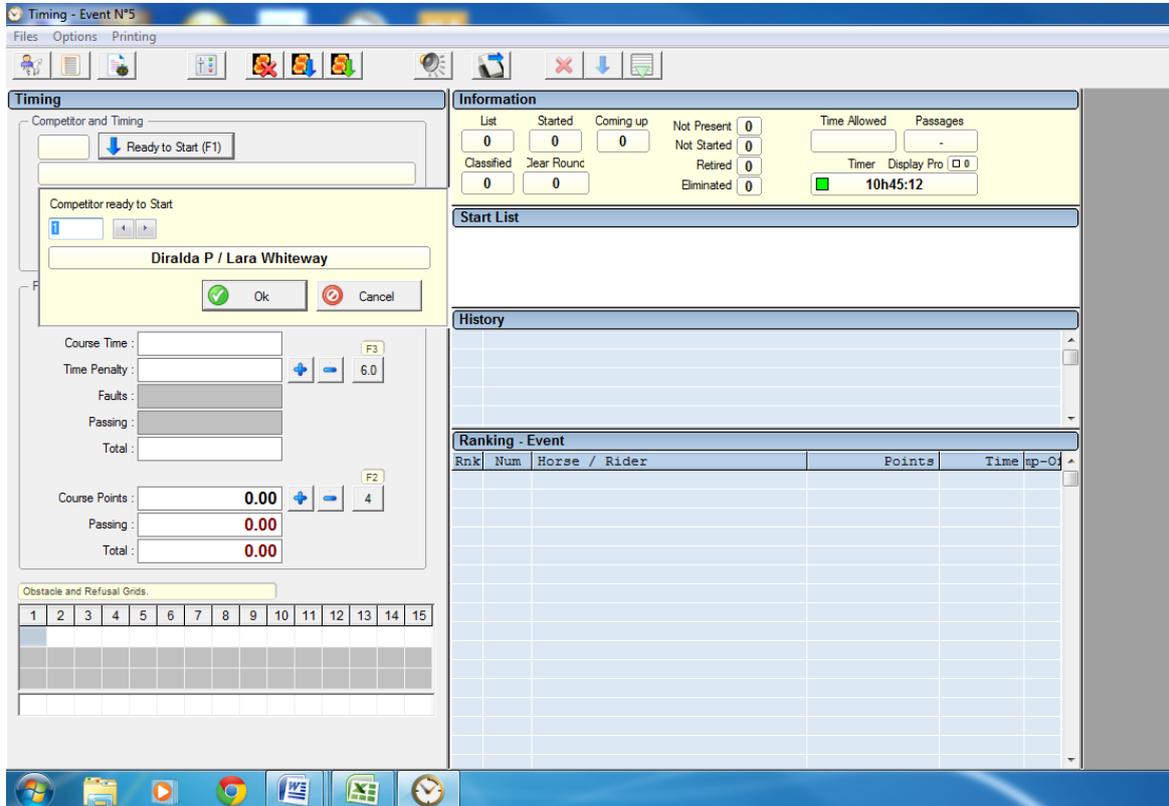
To enter the timing module for round 1 select "Timing" on the far left to change the above screen, ensure the correct round is selected (highlighted above in red) then hit the new "Timing" button that appears in the new pane. This will load the timing software (below)





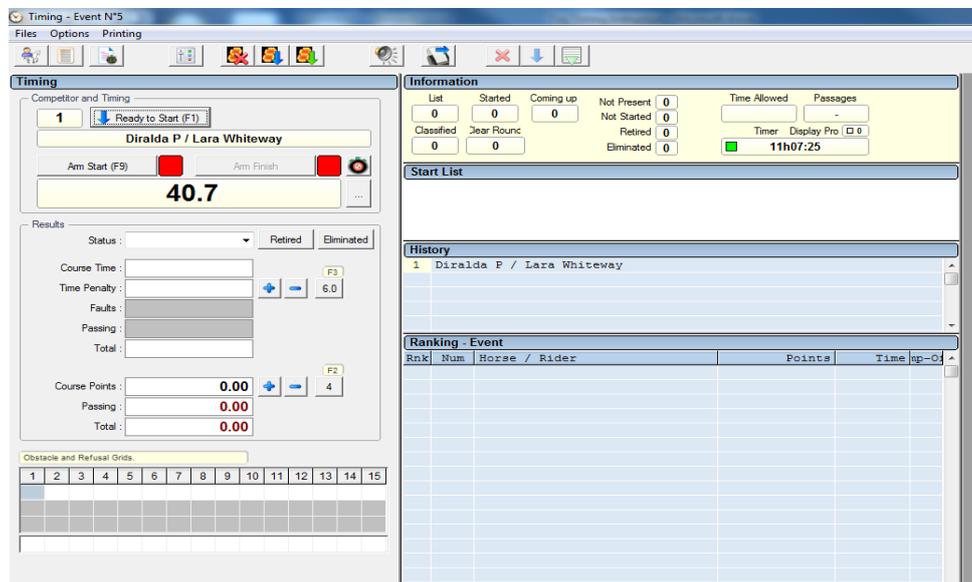
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First we need to select a rider:



To select a rider either click the “Ready to Start” button or press the F1 key. Type in the number of the rider and click “OK” or press the Enter key.

When you are ready to commence the round press the red Tag plunger, click the “Countdown to Start” button (looks like a stop watch) or press the F6 key. This will commence a 45 second countdown and ring the bell if the system is connected to a PA system.

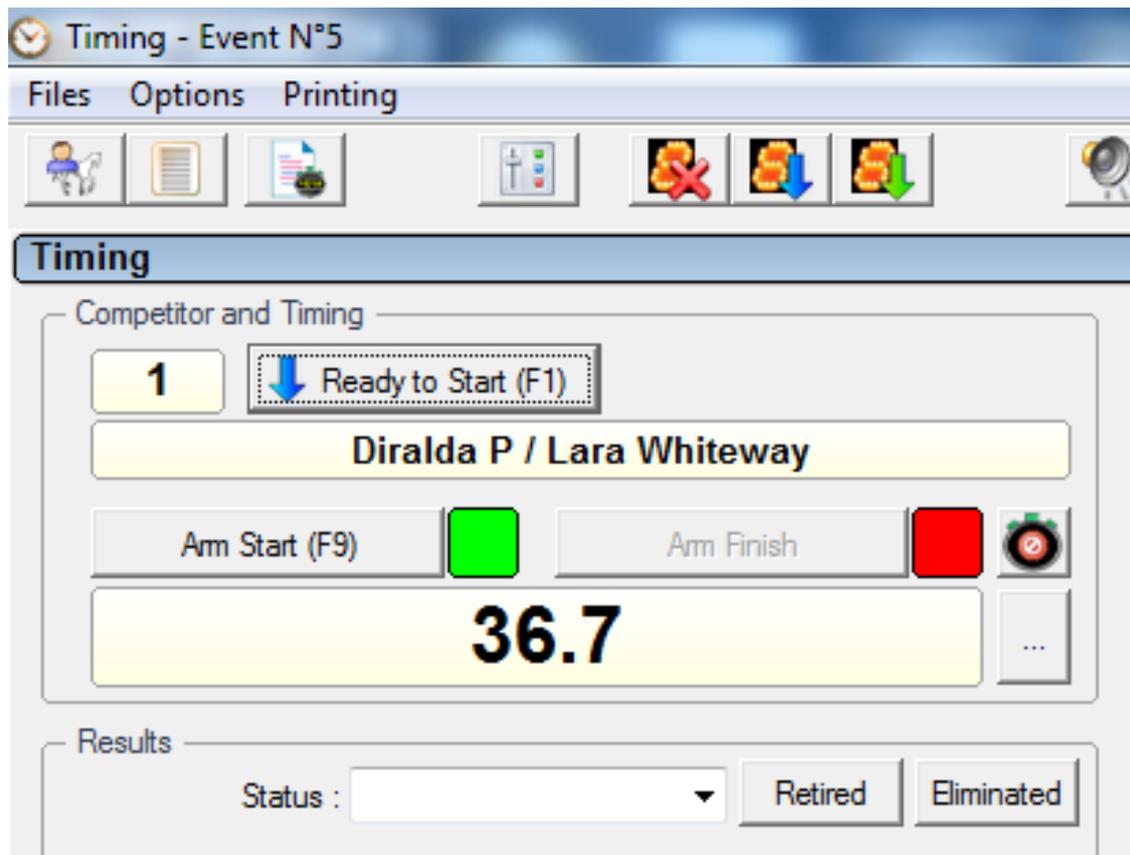




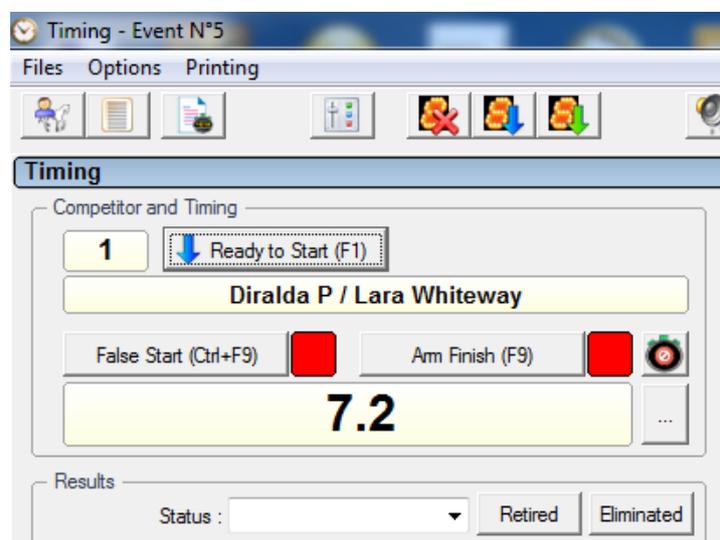
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Starting the round:

As the rider approaches the Start the timer must be armed, this is to prevent false readings. To do this you can either click the “Arm Start” button or press the F9 key. The red square representing the start timer will now turn to green to indicate the timer is armed.



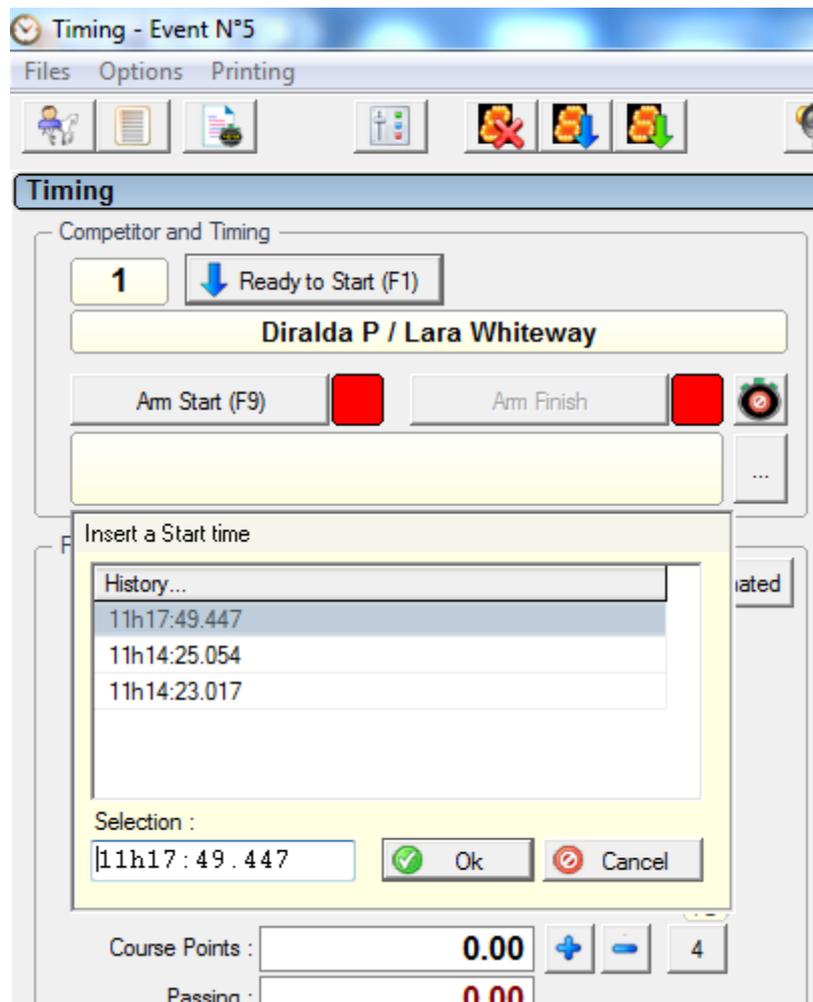
Upon receiving a timing impulse from the light gate the timer will start and the start gate will be disarmed. The button will also change to read “False Start” in the event of a mistake you may press this to reset the timer to zero.





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Next to the timer display you will notice a button which shows “...” this button is to be used if a mistake is made. All impulses are recorded, even if the timer is not armed. If the rider starts before you manage to arm the timer the impulse can be recovered by pressing this button and selecting the appropriate start time, usually the most recent impulse.



This will then recover the correct start time and round time from the systems internal clock.



Tag Heuer Timing System: TAGHeuer

Obstacle and Refusal Grids														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
4														

To record faults for a rider you can either click the four faults button (highlighted in red), press the F2 key or double click on the correct position in the obstacle and refusal grid (highlighted in yellow) in this case the rider had 4 faults at fence 1). If faults are added by mistake you can use the fault subtract button (blue “-“ symbol and remove faults that way. The accumulated faults will be shown in the total section.

The rider then has a refusal at fence 7, the fence is disturbed and must be addressed by the arena party. Press the red plunger to ring the bell and stop the clock (this can also be done with the F8 key. The rider will receive 4 faults for the stop, plus a 6 second time penalty.

Obstacle and Refusal Grids														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
4						1								

Once the clock is stopped select fence 7 in the lower bar of the grid (highlighted in red) and double click, this will produce a number 1 (indicating first refusal) it will also add 4 faults. Next press either the “6.0” button (highlighted yellow) or press F3, this will add 6 seconds to the time.



Tag Heuer Timing System: TAGHeuer

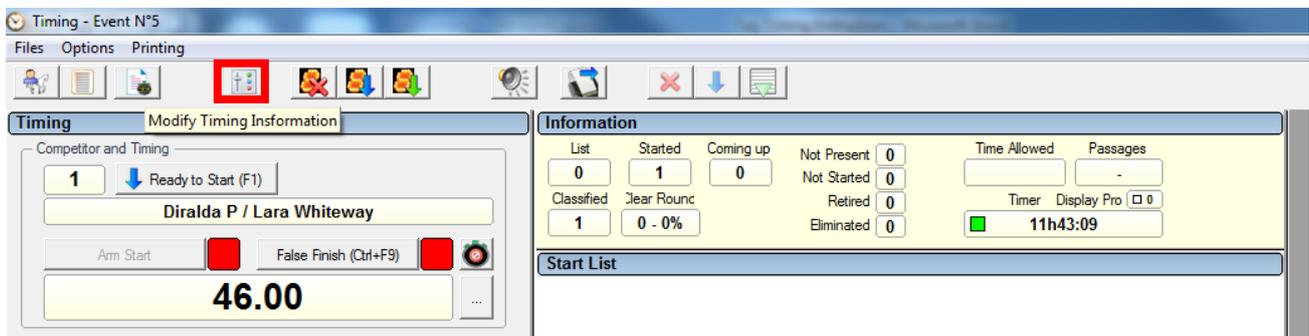
When the rider is ready to recommence a manual bell can be rang before restarting the timers at the appropriate moment with the red plunger or F8 key.

Finishing the round:

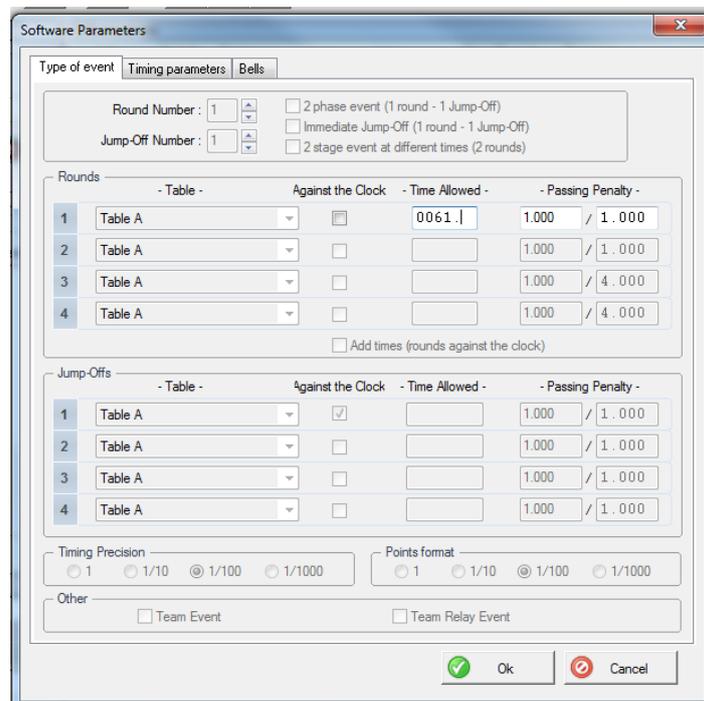
As the rider approaches the end of their round the finish timers can be armed in much the same way as the start. This will produce a final time and score upon completion, it will also rank the rider according to the rules of the set up.

Adjusting times allowed mid-class:

Sometimes it is necessary to review the time allowed after the start of a class.



To do this simply enter the software parameters screen and (highlighted above).



Under the “Type of event” tab you will find the same screen as we had for setting up the class, you can then adjust the time for the round and click ok. You will then be asked if you would like to “Recalculate over time allowed?” in most cases click yes and this will adjust the faults of all the riders already jumped in accordance with the new time allowed.