

TAGUSE OF THE TAG SYSTEM INHEUEREQUESTRIAN SPORT

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1) Introduction

The Tag Heuer system is an extremely sensitive and sophisticated piece of timing equipment that can beand 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.



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

🕑 Jum	ping Pro (version 1.16.2)
riles	ompetition Event Local configuration Help
6	[No Competition Open]

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

	Title	Date
1	N.C.	Q
2	N.C.	٩
3	N.C.	•
4	N.C.	•
5	N.C.	۹
6	N.C.	•
7	N.C.	
8	N.C.	9
9	N.C.	•
10	N.C.	•
11	N.C.	
12	N.C.	•
13	N.C.	•
14	N.C.	•
15	N.C.	•
16	N.C.	•
17	N.C.	•
		Ok Ok

- 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:

Jumping Pro (version 1.16.2)	
Files: Competition: Event: Local configuration: Help Northcote Stud Senior British Showjumping	📅 TAGHeuer 🦚
Competition	
1 General Parameters	
1 Phriting Parameters	
$F_{T, p}^{(i)}$ Manaza Hones	
A Manazar Ridera	
😂 Horse Lat	
😂 Rider List	
Other edits and utita	
Event	

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

	snowjumping	AGIICUCI
Competition	Fuent Turne	PROFESSIONAL TIMING
General Parameters		
Printing Parameters	Round Number:	
Manage Horses	Counds Counds	
🔔 Manage Riders	- Table - Against the Clock - Time Allowed Passing Penalty -	
Horse List	2 Table A 1.000 / 4.000	
🖗 Rider List	3 Table A V 1 1.000 / 4.000	
Other edits and utils	4 Table A	
Event	Add times (rounds against the clock)	
Ceneral Parameters	Jump-Offs - Table - Against the Clock - Time Allowed - Passing Penalty -	
Event Type	1 Table A v 1.000 / 1.000	
Amage those Started	2 (able A V) 1.000 / 1.000	
Timing	4 Table A	
E Changed Lint	C Timing Precision — C Points format	
Starte ust	□ 1 □ 1/10 ● 1/100 □ 1/1000 □ 1/1000 □ 1/1000 □ 1/1000 □ 1/1000	
Round Ranking	Team Event	
😂 Provisional Ranking	🖕 Load 🎽 Save 🔗 Ok 📀 Cancel	
🙀 Final Ranking		
Other edits		
able A7	Type	
able A7	Fype X Round Number : 1 Immediate Jump-Off Immediate Jump-Off Jump-Off Number : 1 Immediate Jump-Off 2 stage event at different times (2 rounds)	
able A7	Fype X Round Number : 1 2 phase event (1 round - 1 Jump-Off) Jump-Off Number : 1 Immediate Jump-Off (1 round - 1 Jump-Off) Jump-Off Number : 1 2 stage event at different times (2 rounds) unds - - - Table - Against the Clock - Time Allowed - - Passing Penalty -	
able A7	Type X Round Number : 1 Immediate Jump-Off Jump-Off Number : 1 Immediate Jump-Off (1 round - 1 Jump-Off) Jump-Off Number : 1 Immediate Jump-Off (2 rounds) unds - - Table - Against the Clock - Time Allowed - - Passing Penalty - Table A Immediate 1.000 / 1.000	
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able A7	Type X Round Number : 1 2 phase event (1 round - 1 Jump-Off) Jump-Off Number : 1 1 Imp-Off Number : 2 stage event at different times (2 rounds) unds - - - Table - Against the Clock - Time Allowed - - Table A Impose 1.000 / 1.000 Table A Impose 1.000 / 4.000 Table A Impose Impose Table A Impose Impose - Against the Clock - Time Allowed - - Points format Impose Impose - Table A Impose Impose - Against the Clock - Time Allowed - - - Table A Impose - - Add times (rounds against the clock) - mp-Offs - - - - Table A Impose - - 1.000 / 1.000 Impose - Table A Impose Impose - - 1.000 / 1.000 Impose Impose	

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.



b) Table Single Phase

- Time Allowed - Passing Penalty - 1.000 / 1.000 1.000 / 1.000 1.000 / 4.000 1.000 / 4.000 (orunds against the clock) - Time Allowed - Passing Penalty - 1.000 / 1.000 1.000 / 1.000 1.000 / 1.000 1.000 / 1.000	Round Number : 2	2 phase event (1 round - 1 Jump-O Immediate Jump-Off (1 round - 1 Ju Immediate gump-Off (1 round - 1 Ju Immediate gump-Off (1 round - 1 Ju Immediate gump-Off (1 round - 1 Jump-Off (1 round - 1 Jump	ff) imp-Off) ounds)
1.000 / 1.000 1.000 / 1.000 1.000 / 4.000 1.000 / 4.000 s (rounds against the clock) - - - Time Allowed - - Passing Penalty - 1.000 / 1.000 1.000 1.000 / 1.000 1.000 1.000 / 1.000 1.000 1.000 / 1.000 1.000	lounds	Against the Clock - Time Allowed -	- Passing Penalty -
1.000 / 1.000 1.000 / 4.000 1.000 / 4.000 s (rounds against the clock) - - Time Allowed - - Passing Penalty - 1.000 / 1.000 1.000 / 1.000 1.000 / 1.000 1.000 / 1.000 1.000 / 1.000	Table A	▼	1.000 / 1.000
1.000 / 4.000 1.000 / 4.000 s (rounds against the clock) - Time Allowed - - Passing Penalty - 1.000 / 1.000 1.000 / 1.000 1.000 / 1.000 1.000 / 1.000 1.000 / 1.000 1.000 / 1.000	2 Table A	▼	1.000 / 1.000
[Table A	▼	1.000 / 4.000
s (rounds against the clock) - Time Allowed - Passing Penalty - 1.000 / 1.000 1.000 / 1.000 1.000 / 1.000 1.000 / 1.000	Table A		1.000 / 4.000
1.000 / 1.000 1.000 / 1.000 1.000 / 1.000	- Table -	Against the Clock - Time Allowed -	- Passing Penalty -
1.000 1.000 1.000 1.000	2 Table A		1.000 / 1.000
1.000	Table A		1.000 / 1.000
	1 Table A	• • • • • • • • • • • • • • • • • • •	1.000 / 1.000
ints format 1 1/10 1/10 1/10	- Table - - Table - Table A 2 Table A 3 Table A 4 Table A iming Precision 1 © 1/10 @ 1/100	Against the Clock - Time Allowed - Image: Clock of the	Passing Pen 1.000 / 1 1.000 / 1 1.000 / 1 1.000 / 1 1.000 / 1 000 / 1

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

	Round Number : 1	2 phase event (1 Immediate Jump- 2 stage event at	round - 1 Jump-Off) Off (1 round - 1 Jump different times (2 rour	-Off) nds)
Roun	ds	Against the Clock	- Time Allowed -	- Passing Penalty -
1	Table A	-		1.000 / 1.000
2	Table A	-		1.000 / 1.000
3	Table A	-		1.000 / 4.000
4	Table A	-		1.000 / 4.000
lump·	-Offs - Table -	Against the Clock	- Time Allowed -	- Passing Penalty -
1	Table A	 ▼ ▼ 		1.000 / 1.000
3	Table A	 ▼ 		1.000 / 1.000
4	Table A	•		1.000 / 1.000
Timing Precision Points format 0 1 0 1/100 1/10000 1/1000 1/1000				
	Team Event	[Team Relay Even	ıt

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.

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

🕑 Jumping Pro (version 1.16.2)		-	Contraction of the local division of the loc	Na Secol	STREET, STREET, STREET,					- 0 ×
Files Competition Event Local	configuration Help							710	TACHOUGH	
Event N°5	Senior Brush Si	lowjum	ping					RC		" Salar
Competition	Manage those Start	ed				<i>3</i> 2				
General Parameters	0	Num	Horse	Rider	Started	To Check	Remarks			
Printing Parameters	New (F1)									
Manage Horses	Modify									
A Manage Riders	Delete									
Horse List	Ontions									
Rider List	Import Started	from a File								
Other edits and utils	Import Started	from a FFE	File							
Event	Import Started	from a FFE	-SIF File							
General Parameters	Import Started	from anot	ner event							
Fill Event Type	Mark all as Sta	rted								
	Mark all as NO Quick enter the	I Started								
Manage those Started	Teamr									
	Delete NOT G									
Els a como	Delete Started	aiteu								
Started List	L									
Start List										
Round Ranking										
Provisional Ranking										
Final Ranking										
Inter edits										
		~					_			10.10
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To import these details select "Manage those Started" > "Options" > "Import Started from a File"

			Co Pasi	te	
Format					
File enc	ription : UNICODE	✓ Heade	r Lines : 0 🍦		
Field Sep	arator : <a>tab>	•			
Field De	limiter :				
Data Agreement					
Fiel	lds : Rider : Rider		-		
Ignore Fields 1	Num	Horse : Horse	Ignore Fields 4	Ride	
1	1	Diralda P	Sharon Whiteway	Lara	
2	8	Fergus Viii	Alanna Pilling	Alan	
3	10	Aurore	70451 Beerscellars Uk Ltd	Hele	
4	11	Carlos 482	Helen Ravenscroft	Hele	
17	15	Comtesse Vera W	Claire Conlon	Mart	
18	16	Pierson	Claire Conlon	Mart	
	17	Ti Amo De Circee	Claire Conlon	Mart	
19					



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.

🕑 Jumping Pro (version 1.16.2)			-	Can Design Property lies	Successive States					- 0 - X
Files Competition Event Local	configuration Help									
Northcote Stud - : Event N°5	Senior British S	howjum	ping					KG	TAGHEUER	· 🐴
Competition	Manage those Star	ted				(c)				
1 General Parameters	20	Num	Horse	Rider	Started	To Check	Remarks			
		1	Diralda P	Lara Whiteway	Ø	×	Fox			
T Printing Parameters	New (F1)	5	T Quest	Dee Hayes	Ø	×	Open			
1		8	Fergus Viii	Alanna Pilling	Ø	×	Fox			
Manage Horses	Modify	10	Aurore	Helen Ravenscroft		×	Fox			
O	Delete	11	Carlos 482	Helen Ravenscroft	Ø	×	Fox			
	Delete	15	Comtesse Vera W	Martin Lucas	Ø	×	Fox			
E Hame List		16	Pierson	Martin Lucas	Ø	×	Fox			
Hoise List	J Options	17	Ti Amo De Circee	Martin Lucas	Ø	×	Fox			
🥪 Rider List		19	Van Persie li	Rachael Connor	Ø	×	Fox			
Other edits and utils		20	Jejokus B	Rachael Connor	Ø	×	Fox			
-		21	Durton Clover Coleen	Dawn Richards		×	Fox			
Event .		22	Khp Salut	Harriet Tilley		×	Fox			
Lvein		23	Applejax Amigo	Danielle Smith	Ø	×	Open			
General Parameters		24	Aliska	Laura Cox	Ø	×	Fox			
Event Type		25	Cassiola	Matthew Clayton	Ø	×	Fox			
		26	Aj's Deauville	Danielle Smith	Ø	×	Fox			
Anage those Started		27	Anastasia Van De Helle	Robert Maguire	Ø	×	Fox			
40		28	Brittney V	Robert Maguire		×	Fox			
Timing		29	Pacco Du Bourg	Sophie Ryan	Ø	×	Fox			
		30	Carat lii	Jonathan Lea	Ø	×	Fox			
Started List										
Start List										
Round Ranking										
😂 Provisional Ranking										
😂 Rinal Ranking										
Other edits										
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The system now has the horse and rider details related to each back number.



b) Timing Round 1

🕑 Jumping Pro (version 1.16.2)	Conception Conception		- 0 ×
Files Competition Event Local	configuration Help		
Event N°5	Senior British Showjumping		
Competition	Timing		
General Parameters	🔄 1 / 2 🔁 Round 1 / 1 (Table A - Not Against the Clock)		
Printing Parameters	Information List Started Classified Not Present Not Started Retired Eliminated Off-Course Coming up		
Manage Horses			
🔍 Manage Riders	Start List Ranking		Round
E Uners List	Rik Num Horse/Rider	Points	Time ump-Off
Rider List			
Other edits and utils	Import Information		
	↓ Importing		
Event			
General Parameters	Manage Information		
t Event Type	Manage Not Processed		
Manage those Started	Modify Information		
Started List			
😂 Start List			
😂 Round Ranking			
😂 Provisional Ranking			
💝 Final Ranking			
🔶 Other edits			-
		*	10:20

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)

🕑 Timing - Event N°5	The Name and Address of Street Street	
Files Options Printing		
Timing	Information	Bande chronomètre
Competitor and Timing Ready to Start (F1) Arm Start (F9) Arm Finish	List Started Coming up Not Present Ime Allowed Passages 0 0 0 Not Started 0 - Classfied Jear Rounc Retired 0 Timer Display Pro 0 0 0 Biminated 0 Image: Start List	
- Results		
Status : Retired Eliminated	111-6	
Course Time : F3 Time Penalty : 60 Faulta : 60 Total : 72 Course Points : 0.00 4 4	Ranking - Event	
Passing : 0.00		
Obstacle and Refusal Grids. 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15		
		▲ 📑 😓 😽 10:27 ▲ 📑 🛱 😽 28/01/2014



First we need to select a rider:

🖸 Timing - Event N°5	
Files Options Printing	
Timing	(Information
Competitor and liming	List Started Comp up Not Present Ime Allowed Passages 0 0 0 Not Started 0 - Classified Jear Rounc Retired 0 Timer Display Pro 0 0 0 Eliminated 0 10h45:12 -
Competitor ready to Start	Start List
Diralda P / Lara Whiteway	
F Ok Ocancel	(United in the second s
Course Time : F3 Time Penalty : 6.0 Faults : 6.0	
Passing :	Ranking - Event
	Rnk Num Horse / Rider Points Time mp-01
Course Points : 0.00 Passing : 0.00 Total : 0.00	
Obstacle and Refusal Grids.	
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	
📀 🚍 🖸 🧿 🖺 🚱	

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.

Elles Ontions Printing		
Timing	Information	The Allowed December
Competitor and Timing	0 0 0 Not Present 0	Time Allowed Passages
Ready to start (+1)	Classified Jear Round Retired 0	Timer Display Pro 0
Diralda P / Lara Whiteway	0 0 Eliminated 0	11h07:25
Arm Start (F9) Arm Finish 🧔	Start List	
40.7		
40. 7		
Results		
Status : Retired Eliminated	History	i
Course Time :	1 Diralda P / Lara Whiteway	<u>^</u>
Time Penalty : 4 - 6.0		
Faults :		
Passing :		•
Total :	Ranking - Event	
F2	Rnk Num Horse / Rider	Points Time np-01 ^
Course Points : 0.00 💠 📥 4		
Passing : 0.00		
Total : 0.00		
Obstacle and Refusal Grids.		
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15		



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.

S Timing - Event N°5
Files Options Printing
Timing
Competitor and Timing
Arm Start (F9) Arm Finish
36.7
Results Retired Eliminated

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.

🕑 Ti	ming - Event N°				-	
Files	Options Prin	ting				
R		Ť])	Q
Tim	ing					
C	ompetitor and Timi	ng				
	1	leady to Start (F	1)			
		Diralda P	Lara Whit	teway		
	False Start (Ctri	+F9)	Am F	ìnish (F9)		0
		7	.2			
_ B	lesults					
	Status		-	Retired	Elimina	ted



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.

🕑 Timing - Event N°5	
Files Options Printing	
	0
Timing	
Competitor and Timing	
1 Ready to Start (F1)	
Diralda P / Lara Whiteway	
Arm Start (F9) Arm Finish	5
	1
F Insert a Start time	Ξ.
History	d
11h17:49.447	-
11h14:25.054	
11h14:23.017	
Selection :	
[11h17:49.447 🔗 Ok 📀 Cancel	
Course Points : 0.00 4	
Passing : 0 00	

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





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.

False Start (Ctrl+F9) Arm Fi	inish (F9)
38.6	st
- Results	in
Status :	Retired Eliminated gr
Course Time :	ar ar
Time Penalty :	- 6.0 Wi
Faults :	(ir
Passing :	
Course Points : 8.00	
Passing : 0.00] "6
Total : 8.00	ye
Obstacle and Refusal Grids.	wi
1 2 3 4 5 6 7 8 9 1	10 11 12 13 14 15 th
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.

When the rider is ready to recommence a manual bell ban 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).

	Round Number : 1	2 2	phase event (1 nmediate Jump- stage event at	round - 1 Jump-Off Off (1 round - 1 Jum different times (2 ro) p-Off) unds)	
Rour	nds	Aga	ainst the Clock	- Time Allowed -	- Pass	ing Penalty -
1	Table A	T		0061.	1.000	/ 1.000
2	Table A	T			1.000	/1.000
3	Table A	T			1.000	/ 4.000
4	Table A	Ŧ			1.000	/ 4.000
			Add time	s (rounds against th	ne clock)	
Jump	-Offs	Aga	ainst the Clock	- Time Allowed -	- Pass	ing Penalty -
1	Table A	T	\checkmark		1.000	/1.000
2	Table A	Ŧ			1.000	/1.000
3	Table A	Ŧ			1.000	/1.000
4	Table A	Ŧ			1.000	/1.000
Timin	ng Precision) 1/10	00 Pe	pints format 0 1 1/10	@ 1/100	◎ 1/1000
Othe	r			7		

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.