GDSA Computer Scorer Directions Running a Meet Using Meet Maestro

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Getting Started with Meet Maestro

To use Meet Maestro or your Swimtopia Team Website, you will need the following:

- 1. https://maestro.swimtopia.com/ Using Google Chrome
- 2. You will need a user login (email / password) for your team Swimtopia website. If you do not have or know this contact your team's website administrator.
- 3. Your account must have permissions to access to manage meets.

Login using Swimtopia email/password.



Login using Swimtopia email/password.



Running the Meet

Connection: You will need a live internet connection to use Meet Maestro. A phone hotspot can be used if there are connection issues. If internet connection is lost. Timing results can still be entered. Meet Maestro will keep these results in pending status until internet connection restored. Once internet connection restored, Meet Maestro will automatically save pending results to the cloud.

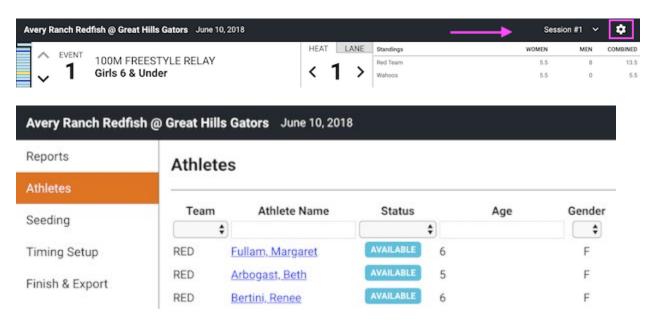
Concurrent Data Entry: Multiple team admins, from any of the participating teams, can click on "Run Meet" to open the meet on multiple computers for concurrent data entry. It is not recommended to have multiple people entering data in the same event at the same time, but, for example, having one computer open to enter boys' event times and one open to enter girls' event times could be helpful.

Re-Accessing the Meet: If you close your browser or tab and need to return to your meet in Meet Maestro you can follow the steps above in Getting Started with Meet Maestro.

Product Updates: We are continually making updates to Meet Maestro. If you see a "Download New Version" button on your dashboard, click on this button to receive the latest updates (you will not lose data).

Individual Swimmer Event Changes

Athlete update options are found under Meet Maestro Settings (gear icon).

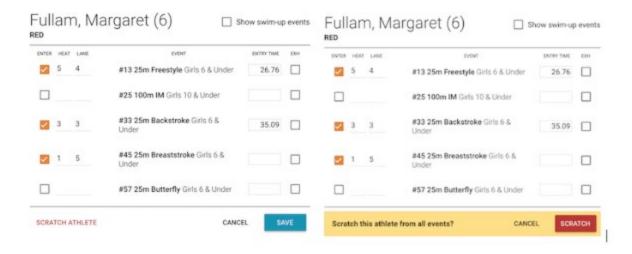


The Athletes tab allows you to search for athletes by:

- Team
- Athlete Name
- Status/Attendance
- Age
- Gender
- or any combination of those

When you click on an athlete's name here, or anywhere else within Meet Maestro, you will see an athlete information box, where you can:

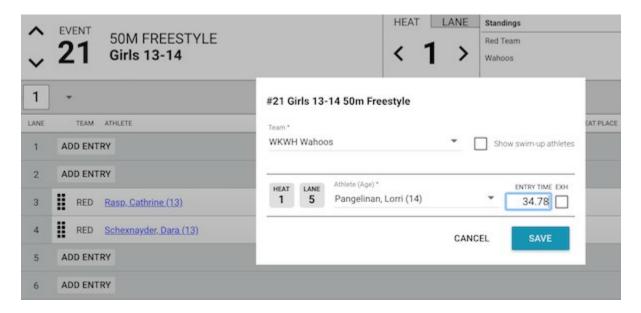
- Scratch the athlete from events individually
- Scratch the athlete from all events at once
- Change the athlete's Heat and/or Lane
- Change the athlete's Entry Time



Scratching Athletes From All Events: Clicking "Scratch Athlete" reveals a confirmation box to make sure you want to scratch the athlete from all entered events.

"Add Entry" Individual Event

Clicking the "Add Entry" button in any open lane within a heat opens a window to quickly add a swimmer to that heat and lane. In this window, select the desired team, then the desired athlete, input an entry time and click Save.

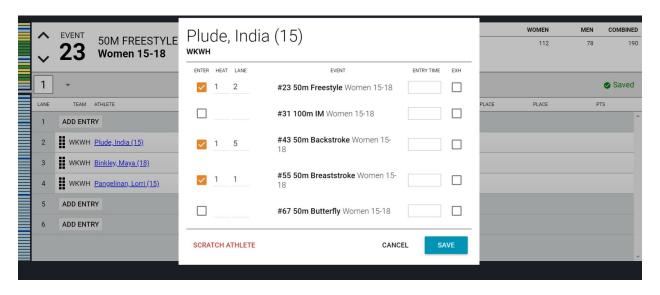


Note: when you "Add Entry," it's expected that the computer operator has a specific athlete to enter in mind. Meet Maestro currently allows adding any swimmer on the roster, without regard to attendance selections in SwimTopia, participation in another heat/lane in the same event, or eligibility for participation. To cross-check a swimmer's attendance/participation and seed times, you can either have

another browser window open to each team's meet entries matrix screen in SwimTopia, or have the printed Meet Entry Matrix report handy.

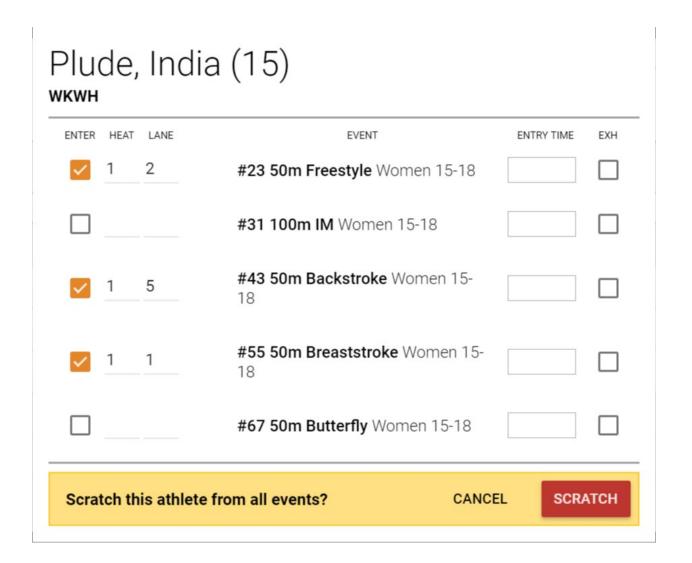
Editing Individual Entries

To edit any or all of the entries for any athlete, including adding or removing swimmers to/from events, click the linked Athlete Name. In the opened window check the box to ENTER an event, input desired heat, lane and entry time, then click Save.



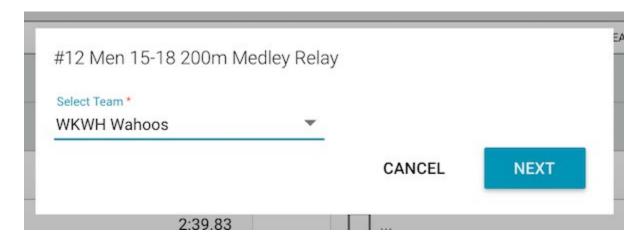
Unchecking the box next to an event will remove the athlete from that event, and "Scratch Athlete" at the bottom of the box will scratch the athlete from all events in the meet.

Clicking "Scratch Athlete" reveals a confirmation box to make sure you really mean to scratch the athlete.

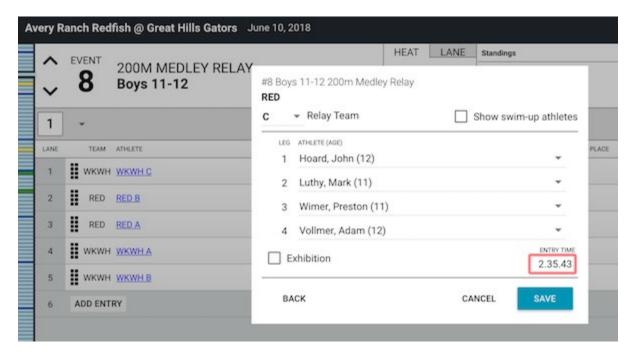


"Add Entry" Relay Event

When clicking the "Add Entry" in a relay event, you are prompted to select a team on the first screen.



In the second step of Adding a Relay, select the Relay Team letter (e.g. A, B or C) and the Relay Athlete for each Leg. Input an Entry Time and click Save.



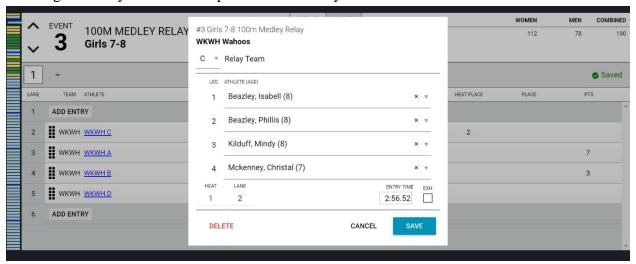
Tip: Hovering your mouse over the name of the Relay Team will display the names and ages of all relay athletes in leg order.



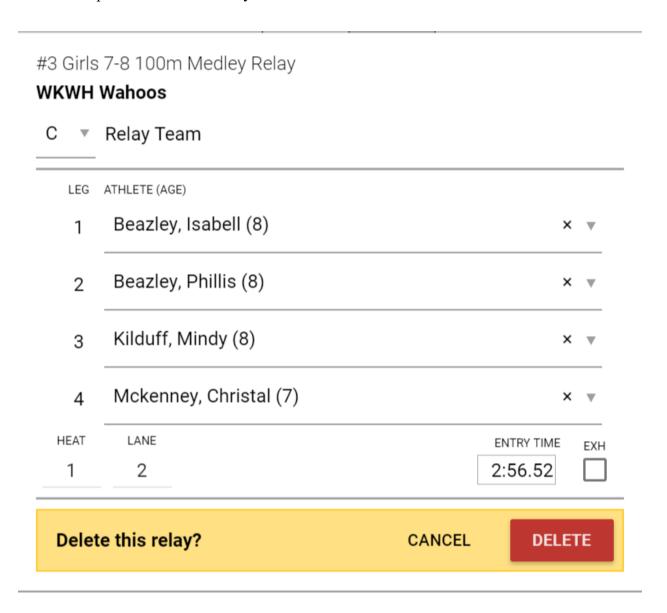
Note: when you "Add Entry," it's expected that the computer operator has specific athletes to enter in mind. Meet Maestro currently allows adding all swimmers on the roster, without regard to attendance selections in SwimTopia, participation in another relay in the same event, or eligibility for participation. To cross-check a swimmer's attendance/participation and seed times, you can either have another browser window open to each team's meet entries matrix screen in SwimTopia, or have the printed Meet Entry Matrix report handy.

Editing and Deleting Relay Entries

Clicking the Relay Team name opens the Edit Relay interface.



The Edit Relay interface makes it easy to switch out any of the relay team members or move teams to another heat/lane (example - diving board blocking lanes). The Heat/Lane fields are editable. To delete the Relay, click the "Delete" button. Clicking "Delete" reveals a confirmation box to make sure you really mean to delete the relay.



Deck Change Notification

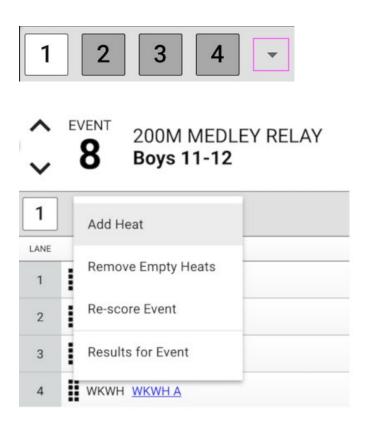
If an admin makes a meaningful change to an entry, such as adding a new entry, making a lane change, or changing to exhibition, the record/row will be marked with a 'red' dogear on the right side.



Heat Actions Dropdown Menu

Use the drop down menu at the end of the list of heats to Add Heat, Remove Empty Heats, Re-score Event or Print Results for that one event.

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Re-score Event Tip: Normally your events will score automatically as soon as all data is input for all scoring heats in the event. If for any reason, your event is stuck in a "partial" update (yellow) state even though all the data is input, the re-score event option will force the event to score if it failed to do so automatically (it's rare, but can happen in some scenarios).

Reports

Pre-Meet Reports are found under Meet Maestro Settings (gear icon).



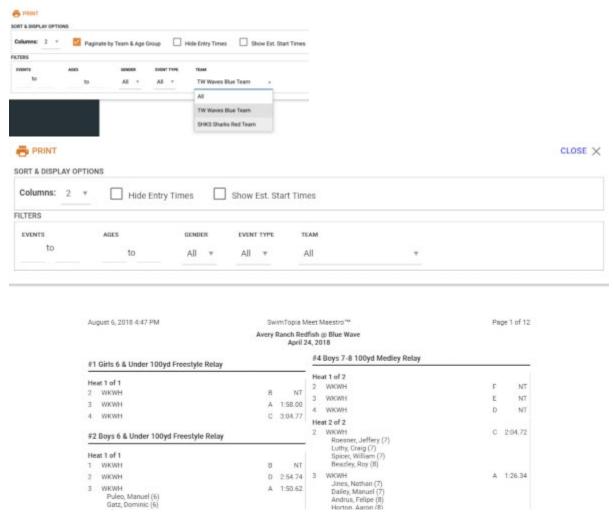
Generate necessary reports, like the heat sheet, by clicking on the report headings. Pre-meet reports are in the left hand column. Each report will provide Sort & Display Options, and can be downloaded and/or printed.



TIMER SHEETS: Print timer sheets for each lane. Choose 1 or 2 events per page. Up to 5 events per page can be printed.



HEAT SHEETS: Print enough heat sheet sets for officials, coaches, and announcer (roughly 16). Choose either 2 or 3 columns.



Printing Tips

- 1. Best printing results occur when using Chrome.
- 2. Ensure your zoom level is 100%. Do NOT check "Fit to Page."
- 3. Be sure your report has finished loading before printing or saving as a PDF. Depending on computer and connection speeds, the first pages may be loaded, but the rest of the report may not finish for a few more seconds.
- 4. For larger reports, like the Timer Sheets, it can be helpful to print smaller ranges.
- 5. When Printing results check the "Include DQ Reasons" to have DQ descriptions included on printout
- 6. To save as PDF, bring up the report and press the **Print** button. Change the Destination to "**Save as PDF**". It will remember this setting to send to printer you will need to change the Destination back.

During Meet

Meet Maestro Interface

Event Status Bar

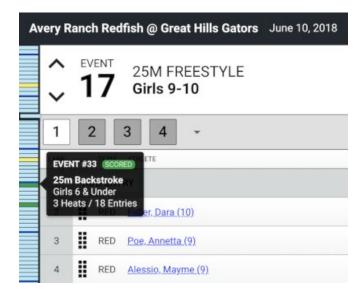


The left sidebar in Meet Maestro provides an at-a-glance summary of the event status in the meet. Each colored cell represents a single event (for example "Boys 11-12 50yd Backstroke").

The **dark blue lines** between cells are a visual indicator of a change in the stroke or event type (e.g. there is a dark blue bar between relays and freestyle events, then there is another blue bar between the freestyle and backstroke events, etc.).

- **Green cells** indicate events that are "scored" (all data used for scoring has been entered).
- **Yellow cells** indicate events with partially complete data (be sure to click the cursor away from all time entry boxes when you've finished entering each heat or lane so the event status cell turns green when all times for an event have been entered).
- **Blue cells** indicate seeded events have not yet started.
- White cells indicate an "unseeded" event with no entries (rare).

Tip: Hovering your mouse over an Event Status Bar cell will reveal more details about the corresponding event, including the event name, status, and the number of heats and entries.

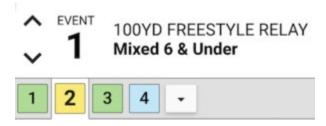


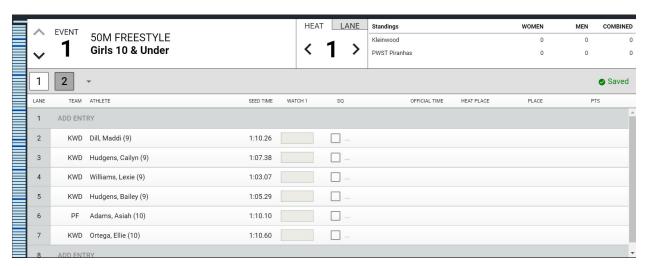
You can click on any of the cells to go directly to that event. The event number is shown prominently in the upper left corner of the screen. You can use the up/down arrows to the left of the event number to progress forward or backwards through the events. **Keyboard shortcuts:** "Command" (Mac) or "Control" (PC) plus the up/down arrow keys.

Heat View and Lane View

You choose to display your event in either Heat View or Lane View by selecting the Heat or Lane tab at the top of your screen.

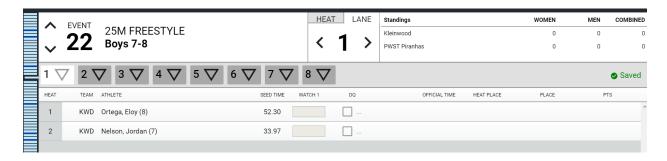
Heat View:





- Heat number is displayed in the Heat tab.
- Heats are shown in boxes below the event number.
- Each row displays the swimmers assigned to each lane for that heat.
- Easily move swimmers to different lanes within that heat by dragging and dropping the row to a new lane (hover over the left side of the row until your cursor looks like a cross).
- Move between heats by clicking the left/right arrows next to the heat indicator in the Heat tab, or by hitting "Command" (Mac) or "Control" (PC) and the left/right arrow keys.
- If on the last heat, arrowing to the "next" heat will automatically take you to the next event.

Lane View:



- Lane number is displayed in the Lane tab.
- All lanes are shown next to triangles (flags) below the event number.
- Each row displays the swimmers assigned to each heat within that lane.
- If timer sheets are printed by lane, this view will provide an efficient way to enter times as the timer sheets come in to the computer table.
- Move between lanes by clicking the left/right arrows next to the lane indicator in the Lane tab, or by hitting "Command" (Mac) or "Control" (PC) and the left/right arrow keys.
- If on the last lane, arrowing to the "next" lane will take you to the next event.

Timing Entry



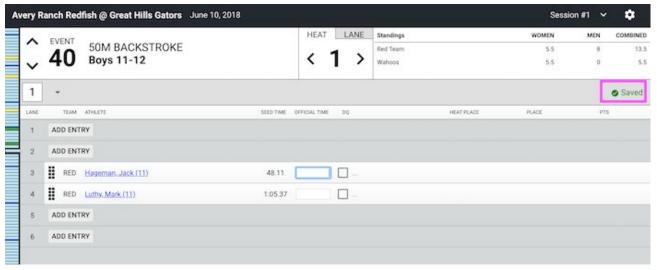
The meet can be configured to run with 1 to 3 watches. To change amount of watches to be entered, click on the "<>" left of Result Time.

Stop Watch Options:

- When in 1-watch mode, only "Timer 1" will be entered.
- When 2-3 watches are active, the "Result time" is calculated automatically, following leaguespecified rules that are set in the Meet Template.

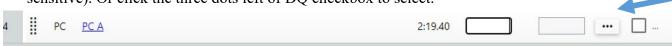
Continuous Auto-Save

All changes made in Meet Maestro are automatically saved as you go. You'll notice saving activity indicated in the heat/lane bar. When you see a green "Saved" checkmark, you can be assured your data is saved and up-to-date.



Data Entry Shortcuts/Tips

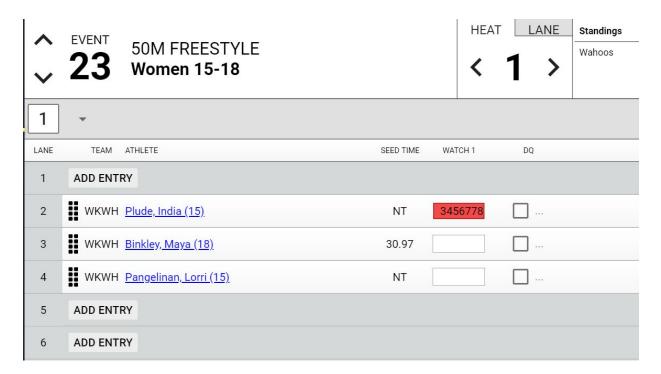
- When inputting times you don't need to type punctuation: e.g. typing '12345' will turn into "1:23.45". Typing incorrect punctuation will automatically correct (e.g. "104.56" auto-translates to "1:04.56").
- Hitting 'enter' or 'tab' on the number keypad will go to the next input field.
- Once you've finished entering data for a full heat or lane (depending on the mode you're using), you can move to the next heat or lane by hitting "Command" (Mac) or "Control" (PC) and the left/right arrow keys.
- You can move between events on the schedule by hitting "Command" (Mac) or "Control" (PC) and the up/down arrow keys.
- Inputting "DQ" or even just "D" or "Q" will trigger the DQ entry window (not case sensitive).
- Enter N or NS for "No Show," F or DNF for "Did Not Finish," and S or SCR for "Scratch" (not case sensitive). Or click the three dots left of DQ checkbox to select.



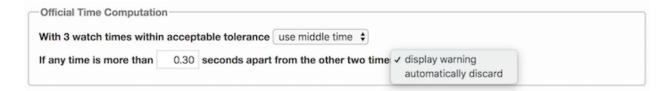
- If there is a blue outline around a time entry box, the system thinks you are still editing that time. Be sure to click the cursor out of a time entry box when you've finished entering a heat or lane so the event is considered complete.
- If you don't enter a time or code for a swimmer, the event won't be considered complete and will not be scored. To complete an event, every swimmer must have either a time or a code (NS, DQ etc.).

Data Entry Warnings

Invalid Time: If the time entered is considered invalid, the software highlights the time box to alert the admin to make an edit.

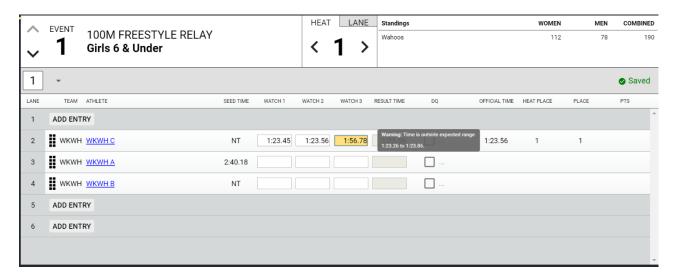


Display Warning or Discard Times: When entering times in "3 Watches" mode, the "official time" is calculated based on the league rules in the Seeding and Scoring Rules section of the Meet Template.

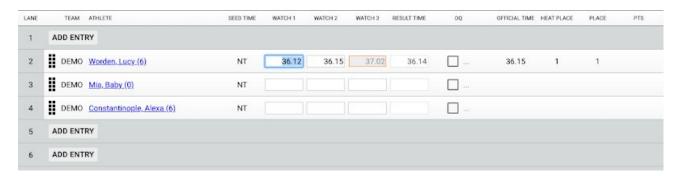


If "Display Warning" is selected in the template, the software will place an orange background in the box with the time that is out of acceptable tolerance, but the official time will continue to follow the rules outlined in the template. An admin can then decide how to edit or delete the time that is out of tolerance.

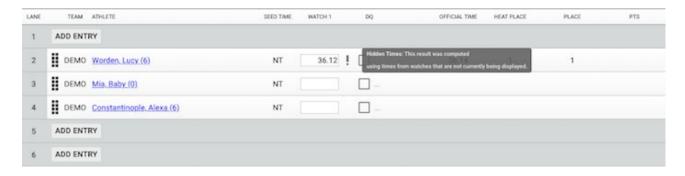
Tip: Hovering over the box will display a warning message to explain the issue.



If "Automatically Discard" is selected in the template, the software will place a grey background in the box with the time that is discarded for being out of the acceptable tolerance, and the official time will be the average of the other two watches.

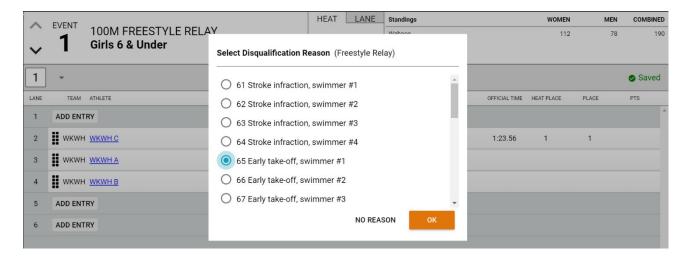


Hidden Times: Sometimes teams switch how many watches they use to enter times during the meet. If an official time was calculated using more watches than are visible in the interface, the software will display an exclamation mark next to the **Timer 1** time. The exclamation point highlights a possible discrepancy between the Watch 1 time displayed and the official time (which is used for results, and placing/scoring as dictated by the league's scoring rules).



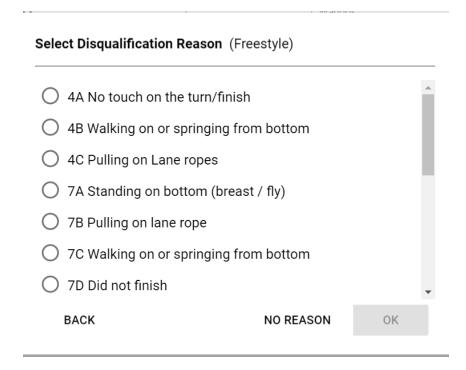
Disqualifications (DQ)

Checking the "DQ" box next to the time entry interface opens a window to check the DQ Reason. Tip: You can also type either DQ, D or Q (not case sensitive) in the "official time" box, then hit enter (or click elsewhere on the screen), and the window to check the DQ Reason will open.

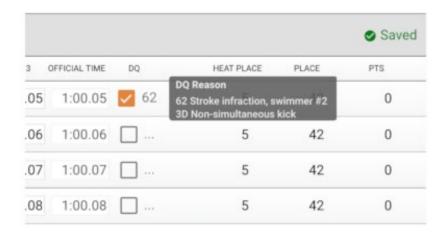


Select the DQ Reason (or click the "No Reason" button if no reason is specified), then click "OK" to save the DQ.

When entering a DQ for a multi-leg event such as a Relay or the Individual Medley, if a leg-specific stroke infraction is selected, you will be prompted to enter a secondary DQ Reason for that leg.



Tip: Hovering your mouse over the DQ checkbox or DQ Code, will display a pop-up summary listing all selected DQ Reasons.



Deck Change Notification

If an admin makes a meaningful change to an entry, such as adding a new entry, making a lane change, or changing to exhibition, the record/row will be marked with a 'red' dogear on the right side.



Heat Actions Dropdown Menu

Use the drop down menu at the end of the list of heats to Add Heat, Remove Empty Heats, Re-score Event or Print Results for that one event.

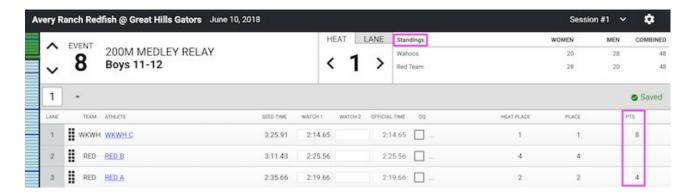




Re-score Event Tip: Normally your events will score automatically as soon as all data is input for all scoring heats in the event. If for any reason, your event is stuck in a "partial" update (yellow) state even though all the data is input, the re-score event option will force the event to score if it failed to do so automatically (it's rare, but can happen in some scenarios).

Point Scoring and Standings

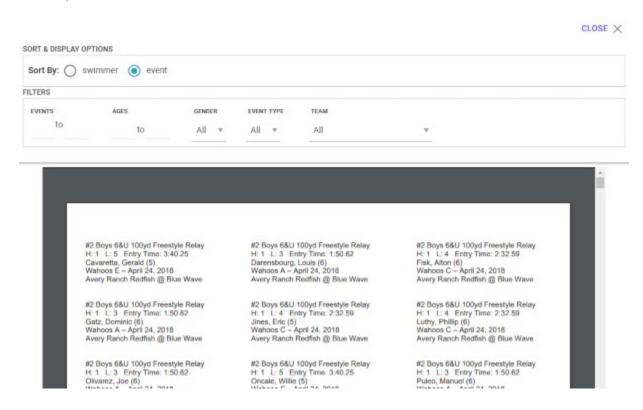
As times are entered for each entry, the Heat Place, Place, and Points are automatically updated, based on the league rules in the Seeding and Scoring Rules section of the Meet Template. Once the event is complete (meaning times or DQs have been entered for all heats and entries in the event), overall standings (women, men, total) will be updated.



Printing Labels

Labels: Avery 8160 for inkjet, or Avery 5160 for laser printers (can be another brand)

Label Size: 1" X 2 5/8" Sheet Size: 8 1/2" X 11" Labels per Sheet: 30



Running Meet with Timing System

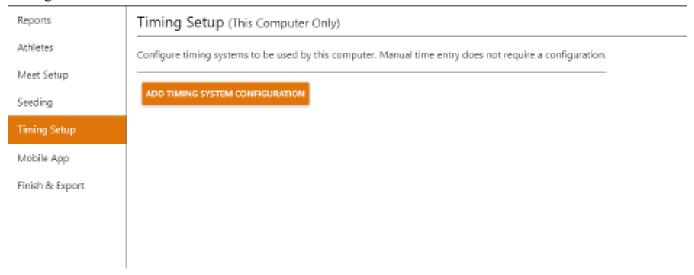
Needed Software

To use timing system with Meet Maestro, the desktop Meet Maestro must be used. Download desk version here. https://swimtopia.com/downloads/maestro/latest The user name and password is same as web version. The look and feel are the same as well.

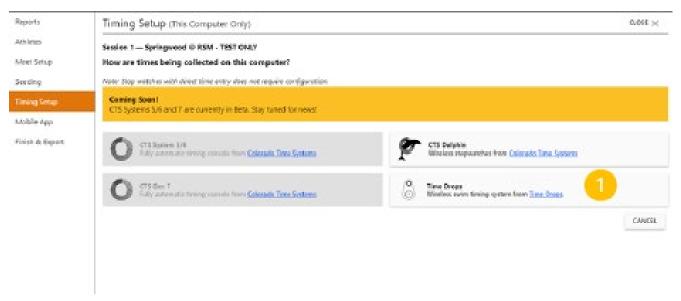
Also, need to install Time Drops MM Link app onto your laptop. https://www.microsoft.com/store/productId/9P0ZKL9XGN48 This is will allow Meet Maestro and Time Drops Console to connect. Need to use 2.4 Ghz Band Wifi if there is more than one band wifi service.

Configuring the timing interface and exporting the program

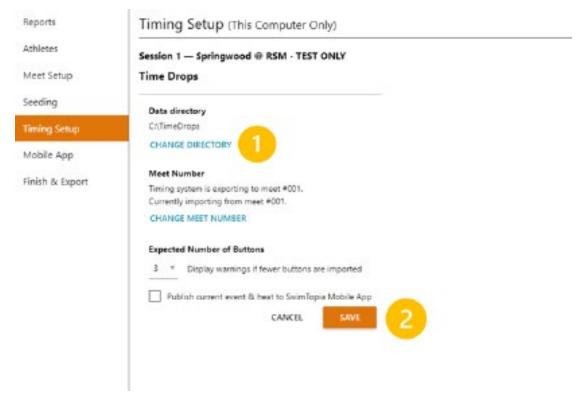
The Meet Maestro desktop application has an interface to timing systems. The integration is quite easy: go to the settings screen and there to the "Timing Setup" section. There, click the "Add Timing System Configuration button.



On the next screen, select the 'Time Drops' timing system



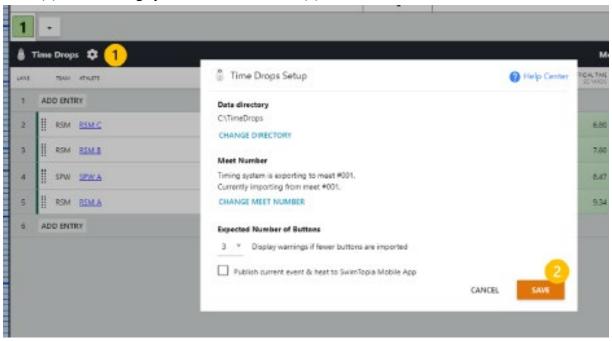
Now, the Time Drops setup screen will load. The most important aspect in this screen is to select the correct shared folder by clicking "Change Directory" if needed (1). This can be any folder on the computer (e.g. C:\swmeets), but it needs to match the folder you selected for MM-Link. Then hit 'SAVE" (2). This will automatically export the meet program. The program will be sent to the console which will generate a new meet number (if this is a new meet).



and change the directory to your shared folder (e.g. C:\swmeets). Then hit 'SAVE". This will automatically export the meet program. The program will be sent to the console which will generate a new meet number (if this is a new meet).

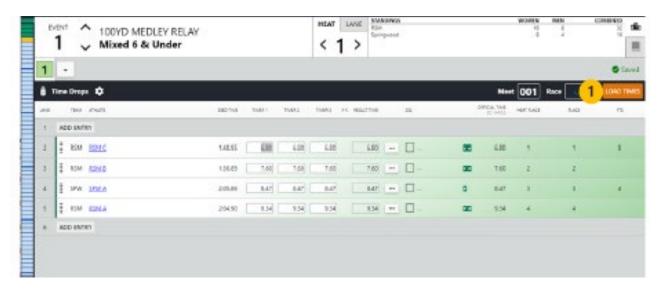


Once the system is set up for the meet, a timing system bar will appear in the Meet Maestro main screen. When you make any changes to the meet such as scratches, export the program again by clicking the setup icon (1) in the timing system bar, then SAVE (2).



Loading times into Meet Maestro

As each race is finished, the timing system will save a results file into the shared folder. Meet Maestro monitors this folder and will update the display from "NOT READY" to "LOAD TIMES" (1). Press the "LOAD TIMES" button to import the results. NOTE: Meet Maestro identifies the result file by the race number, not the event or heat number. If there is a mismatch, you can manually enter the correct race number in the Meet Maestro screen to load data from any result file.

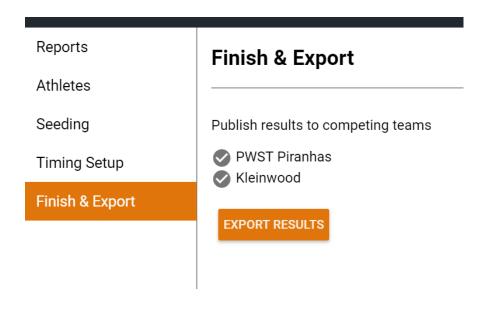


After Meet

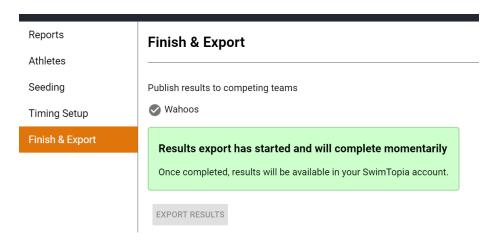
Once you've finished entering all data for the meet, you'll go to the **Finish & Export** tab, found under the Meet Maestro Settings (gear icon).



Tip: Before exporting results, ensure that all events are complete and scored (i.e. there are no "yellow" bars on your Event Status Bar). Once your Event Status Bar is all "green" you can **Export Results** to each team.



Note: The dialogue box does not show when the export is complete, but after a minute or so it will be complete and you can check your SwimTopia team site for the results.



Tip: If you click "Export Results" a second time all results in each team's SwimTopia sites will be updated with any edits made in Meet Maestro in the interim. If result edits were made in a team's SwimTopia site under **Results** > **Edit**, those edits will be replaced by the exported results.

Tip: Once you close the meet in Meet Maestro you can return to the same meet from your SwimTopia team site via **Schedule** > **Select Meet Name** > **Entries** > **Merge/Export** and then re-clicking the "Run Meet" button. **Do NOT re-merge the meet.**

Results (including scores) will automatically upload to:

- Each team's **Results** tab of the corresponding meet on their SwimTopia site.
- The **Athlete Performance** reports (Reports tab within SwimTopia).
- The per-family "My Account" swimmer time history pages within SwimTopia.

Appendix A -- Setting Up an Intersquad Meet

You can use Meet Maestro to setup and run your teams' intersquad meets. This can be useful to obtain times etc...

To setup a meet the following steps can be performed.

- 1. Schedule->Scroll down and press Add Swim Meet button -> New (Empty) Swim meet.
- 2. Enter Name, date etc. You may want to select Hide from public calendar so parents cannot see this in the meet list on the website. Select Home meet.
- 3. Press **Save** button on the Team Preferences
- 4. Press the Events Tab->Apply Template Button->Select GDSA Regular Season Meets Unofficial for Mock (74 Events)
- 5. You can now go to the **Events tab** and enter athletes into events.
- 6. After events are entered, Entries -> Merge/Export->Lock Entries change toggle switch->Check "Ready for Merge"->Save
- 7. Press Merge Meet Entries button->Press Merge button on pop-up.
- 8. The **Run Meet** button should now be visible to run meet via Meet Maestro.

Note: To delete a meet click on **Schedule**->Click on the **Meet name**->Press the **Remove** button->Press **OK** on delete confirmation pop-up.