

World Archery - Longines Timing System DOS User Manual





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World Archery - Longines Timing System

DOS User Manual

Introduction

The following manual provides step by step instructions on how to configure and use the World Archery Longines Timing System for all phases of World Archery - Outdoor & Indoor Target Archery Events. It does not cover the use of the Longines Timing System for Field Archery or other archery disciplines.

This manual is based on the manual produced by Graham Potts, World Archery International Judge, 11/9/2017.

This DOS User Manual is for the World Archery - Longines Timing System version ##. If the version of the timing system being used is newer please contact World Archery to learn what changes have been made.

Terminology

The World Archery Longines Timing System uses terminology that is different than that commonly used in the World Archery Rule Book. Listed below is the Longines Timing System terminology and the World Archery equivalent.

Longines Timing System	World Archery Equivalent
Category	Round/Match
No. of Period	Number of ends/sets
Preparations	Time from the sound of two bells to the one bell to start shooting
RankingRound	Qualification / Ranking Round
Yellow Dot	Yellow light displayed when 30 seconds left to shoot

Main Screen

The main screen has four options:

1. Output Settings
2. Match Settings
3. Go Match
4. Quit

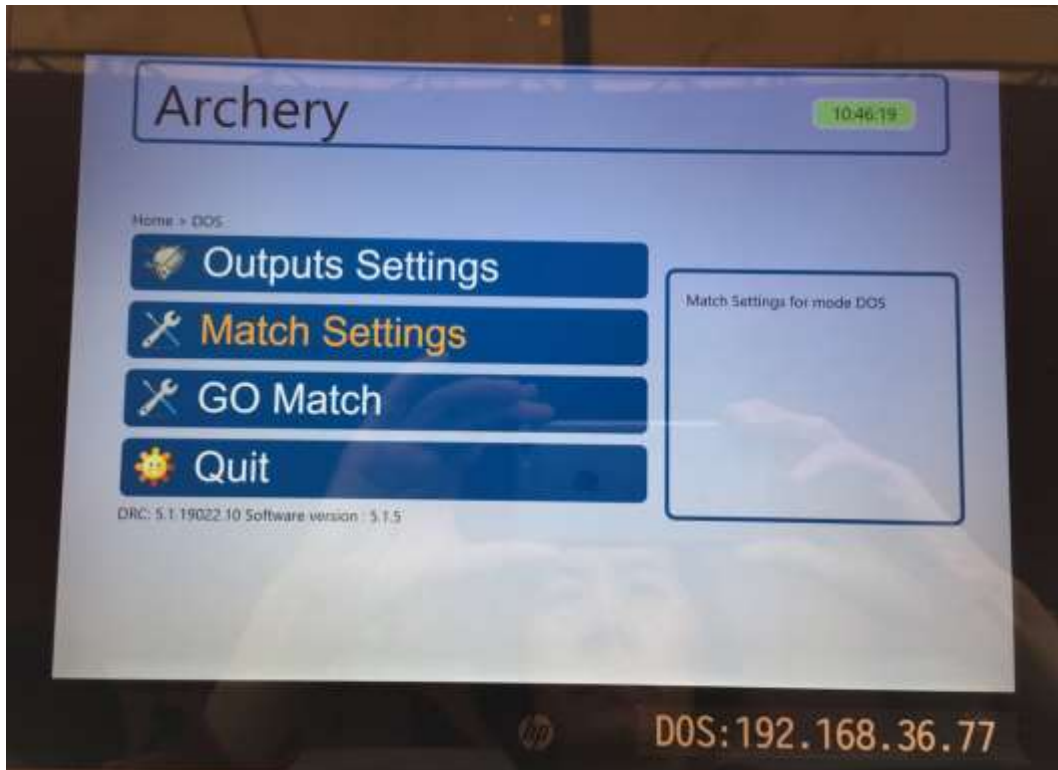


Image 1: Main Screen *(replace with proper screen capture image)*

Output Settings

Output Settings will be set up by WA. The DOS must not touch this area of the system without WA Staff approval. It maintains the settings for connections to the Sound and Visual outputs (Insert picture).

Match Settings

Pressing this command will take you to Match Settings screen that gives you the timing settings for the following Categories (Rounds/Matches):

- **Individual** - Alternate Shooting Match Play
- **Team** - Alternate Shooting Match Play
- **Mixed Team** - Alternate Shooting Match Play
- **Ranking Round** - Simultaneous Shooting Qualification/Ranking Round.
- **Free** - Simultaneous Shooting user defined (Official Practice & Eliminations)



Image 2: Match Settings Screen (replace with proper screen capture image)

There are seven (7) parameters that can be set for each Category (round/match):

- No. of Period - the number of ends/sets in a round/match,
- No. of Arrows - the number of arrows shot in an end/set
- Time - the time to shoot an end/set
- Preparation - the time between the first two bells and the one bell to start shooting
- Shoot Off - the time allowed for a shoot off (one arrow)
- Yellow Dot - the time left to shoot at which the yellow dot is displayed
- AB/CD - whether one (ABC) or two (AB/CD) lines/details are being shot

The last four (4) options include a Check Box. If the Check Box is checked, then that option is included in the round/match. If not checked, that option is not part of the round/match (i.e. AB/CD is not used in alternating shooting).

In addition, there are three Check Box options at the bottom of the screen that can be set:

- **Horn** - enables/disables the system sound signals, default is
- **Horn at end of time** - enables/disables sound signals at end of end/set, default is
- **Auto next at 0 sec.** - **Never** change this, default is

Modifying a Category Parameters

To adjust any of the settings within this screen, touch/press on the Category (round/match) you want to change (the whole Category will be highlighted in grey). Then touch/press the individual parameter (i.e. Time) you want to change. A number pad appears, and you need to input the required new information.

<insert image of number pad here>

Image 3: Number pad for altering timing parameters

Once the settings are correct, touch/press **Save** button and then the red “home” button on the top right-hand side of the screen.

If you have made changes and don't want to use them, touch/press **Cancel** button.

To reset the Categories back to their original settings, touch/press **Default** button (see Appendix 1 for the default settings).

Simultaneous Elimination Matches

There are no predefined Categories for simultaneous Individual, Team or Mixed Team Elimination Matches. For these matches you have to use the **Free** Category and modify it as follows:

Individual Elimination

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Free	5	3	120	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 40	<input checked="" type="checkbox"/> 30	<input type="checkbox"/>

Team Elimination

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Free	4	6	120	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 60	<input checked="" type="checkbox"/> 30	<input type="checkbox"/>

Mixed Team Elimination

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Free	4	4	80	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 40	<input checked="" type="checkbox"/> 30	<input type="checkbox"/>

If a match is to start with three (3) practice ends the No. of Period can be increased by 3.

Go Match

Pressing the Go Match option from the Main Screen will take you to the timing screen for the Category (round/match) currently highlighted in the Match Settings screen.

If the correct timing screen does not come up, exit by touching/pressing the red Home button in the top right corner of the screen. Select Match Settings, select the correct Category by touching/pressing on it, exit to the Main Screen and select Go Match.

There are three timing screen options that appear when Go Match is pressed. The first is for simultaneous shooting rounds/matches (Free, Ranking Round, Elimination Matches). The second is for alternating shooting Individual match play and the third is alternating shooting Team match play.

Simultaneous Shooting

<Insert screen capture image of simultaneous shooting timing screen here>

Image 4: Simultaneous Shooting timing screen.

The screen shows the following:

1. A summary of the Timing Parameters about to be used across the top of the screen.
2. Box with clock timing and red/yellow/green lights on the left.
3. In the timing box, Prep Rnd followed by a number i.e.1/99 - this means you are on end 1 of 99 ends.
4. Box with AB/CD Selector ("Toggle") on the right.
5. **Start** / **Stop** / **Next** - the main operating control buttons.
6. **Horn** - gives the ability to add additional sound signals.
7. **Add. Arrows** - becomes available at the end of an end of shooting to allow timing for make-up arrows to be shot.
8. **SCB** - Do not touch.
9. **Auto Next on 0 Sec.** - Do not touch. Should always be checked.

Operation: (Single line/detail ABC)

1. Check the summary information is correct. The red light should be flashing

2. Press **Start**.
Results in:
 - two (2) Horn beeps,
 - ten (10) second count down,
 - automatically gives one beep at zero (0) seconds,
 - starts timing.
3. Once all shooting is finished"
 - press **Stop** (note: stop only stops/pauses the clock and nothing else),
 - then press **Next** to give the sound signals to collect the arrows.
 - If timing runs out, the three sound signals will occur automatically.
4. Press Next to be ready for the next end.

If Make-Up Arrows are required:

1. When timing finishes/expired for the end/set, and the three sound signals occur, press the **Horn** button twice to make it five signals (all the Judges should be aware make-up arrows are required).
2. Press **Add. Arrows** and using the +1 arrow and -1 arrow buttons set to the number required (bearing in mind it is giving you the time per make-up arrow).

< [Insert screen capture image of add arrows popup screen here](#) >

Image 5: Add Arrows popup screen.

3. When you have selected the right number, press **OK**.
4. The screen will show timing ready to start, and "Toggle" will show the number of arrows being made up and x.

< [Insert screen capture image of Toogle screen here](#) >

Image 6: Toogle screen.

5. Once archers are ready, press **Start**.
6. Once shooting has finished, press **Stop**, followed by **Next** to collect. (If timing runs out, the three sound signals to collect will be automatically triggered).

At completion of the "round" (i.e. all ends/sets have been shot):

1. The system will trigger a question to ask if you need to shoot a tie-break.

<[Insert screen capture image of Shoot-Off screen here](#)>

Image 6: Shoot-Off screen.

2. If **Yes** is pressed, the timing will automatically set for the shoot-off timing as shown in the match settings screen for the selected category.
 - a. Once archers are ready, press **Start**.
 - b. Once shooting has finished, press **Stop**, followed by **Next** to collect. (If timing runs out, the three sound signals to collect will be automatically triggered).
 - c. Pressing **Next** again will trigger a question to ask if you need to shoot another tie-break.
3. If **No** is pressed, the system will exit to the main screen.

Problem on the Field of Play:

1. If a problem occurs on the FOP, press **Stop** immediately, and press the **Horn** 5 times to give the signal to stop shooting.
2. Timing is held on the stopped time, and a Green Light will still appear.
3. If athletes have not left the line, you can re-start when ready by pressing **Start**, but also manually press the **Horn** button to give a sound signal.
4. If timing needs to be amended, press on the actual time, and it will give you some time options.
5. On the time options, use the +/- buttons to adjust the time. When you have the right time showing, press ok. This adjusts the time on the clock, but remember the green light is still showing.

[<Insert screen capture image of Shoot-Off screen here>](#)

Image 7: Adjustment screen.

6. Press the **Horn** button to give a sound signal to re-start shooting, and press **Start**.
7. If the archers have been asked to leave the shooting line, the 10 second lead in to return will need to be done manually – press the Horn twice, and start a manual assessment of 10 seconds, and then press the Horn Button once and the Start button.

Alternate Shooting Individual

[<Insert screen capture image of Individual alternate shooting timing screen here>](#)

Image 8: Alternate Shooting Individual Match Play (Finals) timing screen.

The screen shows the following:

1. A summary of the Timing Parameters about to be used across the top of the screen.
2. Target #1 box with clock timing and red/yellow/green lights on the left.
3. Target #2 box with clock timing and red/yellow/green lights on the right.
4. In each Target clock box, Arrow Nb. followed by a number i.e.1/3 - this means 1 of 3 arrows has been shot.
5. **Start** / **Stop** / **Target #1 SHOOT FIRST** / **Target #2 SHOOT FIRST** - the main operating control buttons.
6. **Next** - replaces the **Target #1 SHOOT FIRST** / **Target #2 SHOOT FIRST** once **Start** has been pressed.
7. **Horn** - gives the ability to add additional sound signals.
8. **SCB** - Do not touch.
9. **Auto Next on 0 Sec.** - Do not touch. Should always be checked.

Operation:

1. Select Individual Match in the Match Settings screen, and then exit the screen to return to the main menu.
2. Select Go Match from the main menu.
3. Check the summary information is correct.
4. Check who is shooting first in the first set/end, and press the relevant button on the screen (**Target #1 SHOOT FIRST** or **Target #2 SHOOT FIRST**).
5. Press **Start**.
6. At each change of archer, (i.e when archer has shot) press **Next** to change to the other archer - No SOUND SIGNAL is given. If time runs out, a sound signal will be given, and timing automatically changes.

7. When the final arrow has been shot in set/end, pressing **Next** triggers the three sound signals.
If timing runs out on the last arrow, a single sound is given, followed by the three sound signals for collect.
8. If a match finishes before 5 sets, press the Home button (Red, top right of screen), and it will take you to the main menu for you to select "Go-Match" again.
9. If a match ends in a tie, selecting **Next** again will give you the question "Do you want to enter a shoot-off?" – Yes or No. If yes, the timing will be automatically set.

[<Insert screen capture image of Shoot-Off screen here>](#)

Image 9: Shoot-Off screen.

10. If **Yes** is pressed, the timing will automatically set for the shoot-off timing as shown in the match settings screen for the selected category.
 - a. Check who shot first in the first set/end, and press the relevant button on the screen (**Target #1 SHOOT FIRST** or **Target #2 SHOOT FIRST**)
 - b. Once archers are ready, press **Start**.
 - c. After the first archer has shot press **Next** to change to the other archer - No SOUND SIGNAL is given. If time runs out, a sound signal will be given, and timing automatically changes.
 - d. Once shooting has finished, press **Stop**, followed by **Next** to collect. (If timing runs out, the three sound signals to collect will be automatically triggered.)
 - e. Pressing **Next** again will trigger a question to ask if you need to shoot another tie-break.
11. If **No** is pressed, the system will exit to the main screen.

Problem on the Field of Play:

This section needs to be added.

Alternate Shooting Team/ Mixed Team

[<Insert screen capture image of Team alternate shooting timing screen here>](#)

Image 10: Alternate Shooting Team/Mixed Team Match Play (Finals) timing screen.

The screen shows the following:

1. A summary of the Timing Parameters about to be used across the top of the screen.
2. Target #1 grey coloured box with clock timing and red/yellow/green lights on the left.
3. Target #2 grey coloured box with clock timing and red/yellow/green lights on the right.
4. Each Target clock box has Arrow Nb. followed by a number (i.e.1/3 - this means 1 of 3 arrows has been shot).
5. **Start** / **Stop** / **Target #1 SHOOT FIRST** / **Target #2 SHOOT FIRST** - the main operating control buttons.
6. **Target #1 SHOOT FIRST** / **Target #2 SHOOT FIRST** disappear once **Start** has been pressed.
7. When the 10 second prep time reaches zero (0) either a right arrow **>** or a left arrow **<** will appear beside the team whose turn it is to shoot next.
[<Insert Screen shot with yellow arrow>](#)
8. **Horn** - gives the ability to add additional sound signals.
9. **SCB** - Do not touch.
10. **Auto Next on 0 Sec.** - Do not touch. Should always be checked.



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Operation:

1. Select Team or Mixed Team in the Match Settings screen, and exit to return to main menu.
2. Select Go Match, and check the settings are correct.
3. Check who is shooting first in the first set/end, and press the relevant button on the screen (**Target #1 SHOOT FIRST** or **Target #2 SHOOT FIRST**).
4. Press **Start**.
5. When first Team has shot three arrows (1 arrow each) or Mixed Team has shot two arrows (1 arrow each) and the last archer has crossed the 1 metre line, press **>** to move to the other target / next team.
6. Repeat step 5 for the second team.
7. When first Team has shot their last three arrows (1 arrow each) or Mixed Team has shot their last two arrows (1 arrow each), press **>** to move to the other target / next team.
8. When the last team has shot their last arrow, press **Stop**, and then **Next**, which will re-set the system for the next end/set. (note: the system doesn't keep track as to how many times each team has shot.)
9. If a team runs out of time, a sound signal will occur and automatically transfer the timing to the next team.
10. If the last team shooting runs out of time, there will be a single sound signal to end the time for the team shooting then, and three sound signals will then sound.
11. If a match ends in a tie, selecting **Next** again will give you the question "Do you want to enter a shoot-off?" – Yes or No. If yes, the timing will be automatically set.
12. If **Yes** is pressed, the timing will automatically set for the shoot-off timing as shown in the match settings screen for the selected category.
 - a. Check who shot first in the first set/end, and press the relevant button on the screen (**Target #1 SHOOT FIRST** or **Target #2 SHOOT FIRST**).
 - b. Once archers are ready, press **Start**.
 - c. When first Team has shot one arrows (1 arrow each) and the archer has crossed the 1 metre line, press **>** to move to the other target / next team.
 - d. Repeat step c for each archer in each team (alternate after each archer).
 - e. When the last team has shot their last arrow, press **Stop**, and then **Next**.
 - f. Pressing **Next** again will trigger a question to ask if you need to shoot another tie-break.
13. If **No** is pressed, the system will exit to the main screen.

Problem on the Field of Play:

This section needs to be added.

Quit

The DOS normally does not Quit the applications. WA staff will shut down the system at the end of the day.

Appendix - Time Parameter Settings

Official Practice

Outdoors

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Free	99	6	240	<input checked="" type="checkbox"/> 10	<input type="checkbox"/> 0	<input checked="" type="checkbox"/> 30	<input type="checkbox"/>

Indoors

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Free	99	3	120	<input checked="" type="checkbox"/> 10	<input type="checkbox"/> 0	<input checked="" type="checkbox"/> 30	<input type="checkbox"/>

- If shooting two lines then AB/CD should be checked.

Qualification/Ranking Round

Outdoors

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Free	12	6	240	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 40	<input checked="" type="checkbox"/> 30	<input type="checkbox"/>

Indoors

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Free	20	3	120	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 40	<input checked="" type="checkbox"/> 30	<input type="checkbox"/>

- If shooting two lines then AB/CD should be checked.
- If three (3) practice ends are to be shot first change No. of Period to 8.

Eliminations

Individual

Outdoors & Indoors

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Free	5	3	120	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 40	<input checked="" type="checkbox"/> 30	<input type="checkbox"/>

- If three (3) practice ends are to be shot first change No. of Period to 8.

Team/Mixed Team

Outdoors & Indoors - Team

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Free	4	6	120	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 60	<input checked="" type="checkbox"/> 30	<input type="checkbox"/>

Outdoors & Indoors - Mixed Team

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Free	4	4	80	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 40	<input checked="" type="checkbox"/> 30	<input type="checkbox"/>

- If three (3) practice ends are to be shot first change No. of Period to 7.

Alternate Shooting - Finals

Individual

Outdoors & Indoors

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Individual	5	3	20	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 20	<input type="checkbox"/> 0	<input type="checkbox"/>

Team/Mixed Team

Outdoors & Indoors - Team

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Team	4	6	120	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 60	<input checked="" type="checkbox"/> 30	<input type="checkbox"/>

Outdoors & Indoors - Mixed Team

Category	No. of Period	No. of Arrows	Time	Preparation	Shoot Off	Yellow Dot	AB/CD
Mixed Team	4	4	80	<input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 40	<input checked="" type="checkbox"/> 30	<input type="checkbox"/>