

Pinewood Derby Race Track Software Instructions

Race Track Setup

Connect power to racetrack.

Connect racetrack cables (see handbook).

Connect power cable and racetrack cable to computer.

Connect A/V from church to computer for sound effects.

Power on Race Computer (from Wally Tirado)

Select Pack 1220 Profile

Password: pack1220

****Make sure the race track is powered ON.****

Test the Race Track timer and start gate release (solenoid).

On the computer, select the Race Track software.

Go to Options → Hardware Options → 1st tab Timer, test timer
& 2nd tab, Solenoid, test solenoid release function.

Registration

1. Go to the Registration Screen using buttons at the top.
2. Select the Den Groups from the Tree (e.g. Tigers, Lions, etc.)
3. Enter the Scout Name, Car Name, select group type (e.g. Tigers, Lions, etc.)
 - * Make sure "Passed" is CHECKED for each person.

Once everyone is entered for that group, you can create a Schedule.

Note: You can go in and correct typos without regenerating a new schedule, but if you add or delete a record, you have to go delete the old schedule and create a new schedule for that group.

To delete a racer, select the record row and click on the red X and confirm the delete in the dialog box.

Schedules

Make sure there are no old schedules. If there are, delete them.

Delete Schedules

Go into Options → Delete → Schedules and select the correct group to delete schedules from the tree.

Create a new schedule

Go to the Schedule screen →pick the den→click on the Schedule Button on the right hand side of the screen.

Make sure “Cluster” is selected on the next screen (it should be the default setting), click generate→click save→Select No for printing.

Championship Round

1. Enter the names of the winners from each den into the championship table. Winner name, Car name, Championship as the Type.
(*Do not change the type of the other den tables to championship to get the list of championship competitors.)
2. Generate Schedule

Racing

(Make sure you’ve created schedules for the group you’re ready to race.)

1. Click on the Racing Button on the top.
2. Change the group to race from the tree icon.
3. Press Ready Timer on the lower left hand area.
4. (Signal to the track attendants that the race is ready to run. They will press start button).
5. After the heat is run, wait for the scorekeepers to record time on their scoreboard, then at their signal, click on Next for the next heat to be run.
6. Click Ready Timer.

If the software goes to the next heat before the scorekeepers could record the scores, then X out of the Race Screen and go to the Results Screen to see the table of results. When the scorekeepers have the score information, click back to the Racing Screen to complete the race.

Rerunning of Race

If a car skips the track, etc. Click on Rerun race. The timer should ready itself to race again.

If system locks up

This usually happens if the car skips the track before going through the finish line. Go and manually run your hand under the finish line to clear the finish. Either rerun race or continue to next heat.

Finished Racing

When all heats are finished in the group, the software will say the group has complete. It will ask if you want to run Round 2. Click on NO.

Derby Completion

At the end when everyone is finished racing--

Create a new copy of the data file for next year

Save As → Name the data file for next year. The software will tell you it has been created and is now using the new datafile.

Go and delete the schedules

Go and delete the results

LEAVE the Rosters and next year, go in and delete out the roster for Webelos II.

Then, change each group to the next rank.

[Created by Faye Cagle, 2-2-2019]