ENDURANCE MANAGER

Smart Timing

Manual Endurance Manager

Denmark

Version 1.1

15-02-2024

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1. Introduction

EnduranceManager is the entry system for timing and heart rate data for into Equipe.

EnduranceManager has to be filled with information about the combinations (rider/horse/start number/which competition) and information about the competition (presentation times; hold times) before the start of the competition. During the competition timestamps and heart rate data will be transferred from EnduranceManager to equipe. These 3 types of information are shown in Figure 1.
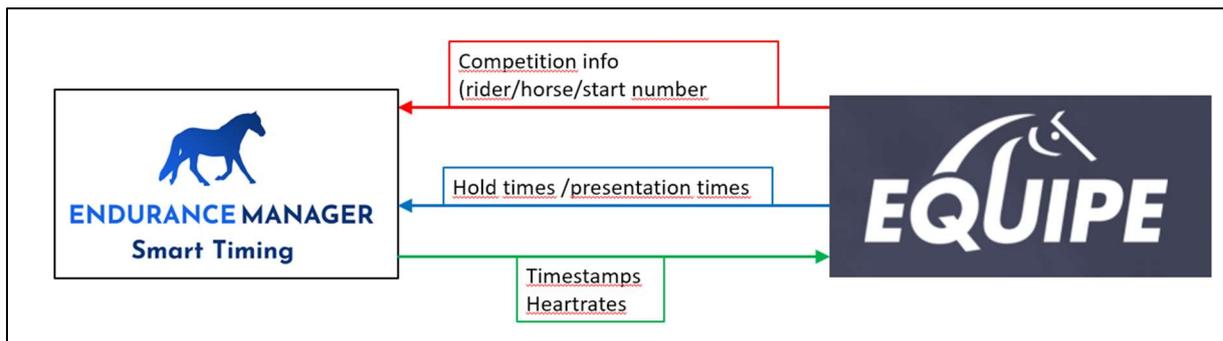

Figure 1 Data streams between Endurance Manager and Equipe

The information in red can be updated until the first combination arrives from the first loop.

The information in blue can be updated any time.

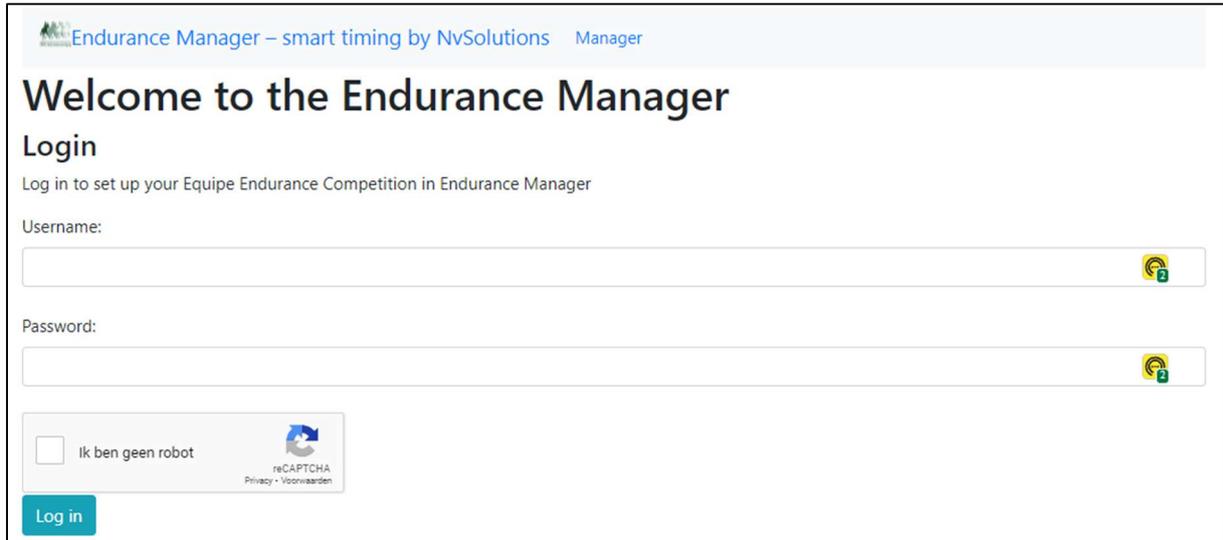The information in green is the normal data from EnduranceManager to Equipe

Entering the data can be done using Android tablets of laptops. In practice, the tablets are the easiest to use.

2. Logging in to Endurance Manager
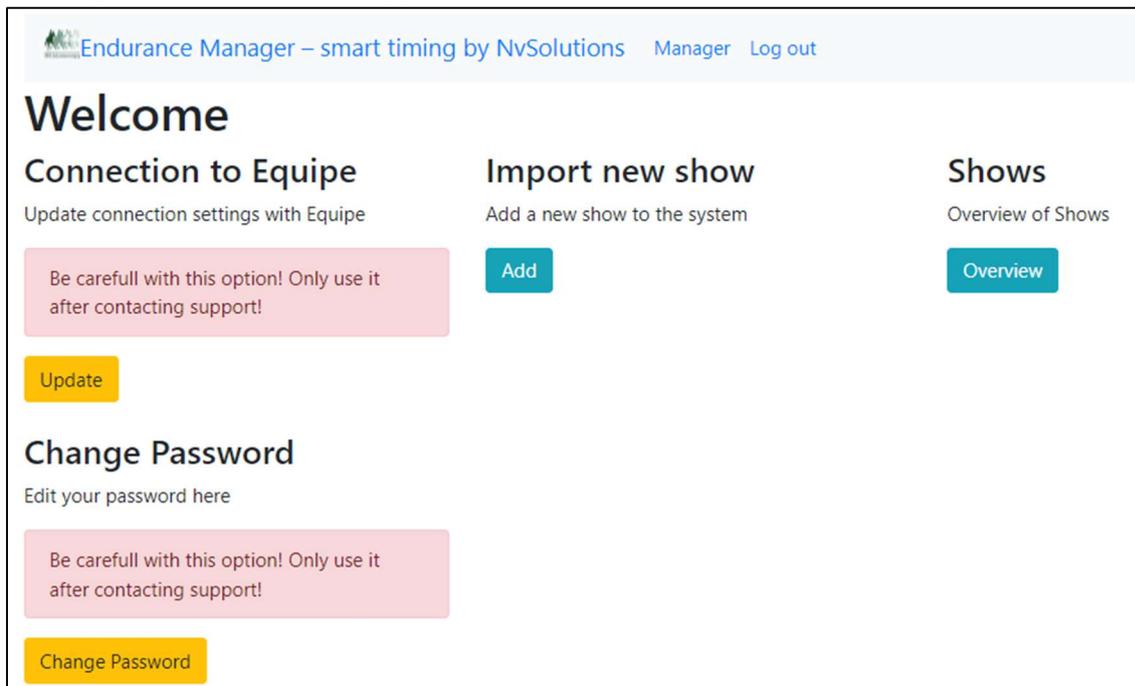
The website for EnduranceManager Denmark is:

https://denmark.endurancemanager.nl/manager/login/

The login screen is:

Use the Username and Password given by Support.

3. Importing shows from Equipe

After login the startscreen will appear:

It will be clear that the 2 options on the left are not for daily use!

The option *'Change Password'* should not be used because all Organisers are using the same login and password.

The option *'Connection to Equipe'* is about the API connection; if this is changed incorrectly, no data traffic between EnduranceManager and Equipe is possible! So this option should only be used after instructions of Support.

The API code is also set in Equipe. It is important to leave this intact!! The API code is defined in a user in your organisation in Equipe:
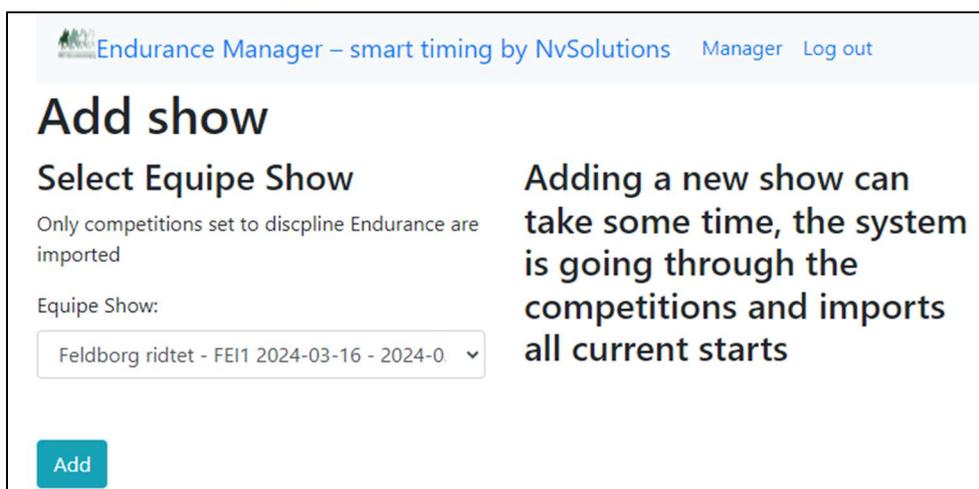

The user *API Denmark* must be present for EnduranceManager to be able to transfer data to Equipe!

The user *Support EnduranceManager Denmark* must be present to be able to give support to the organisers

3.1. Import new show

This option is used to import your Equipe show into EnduranceManager.
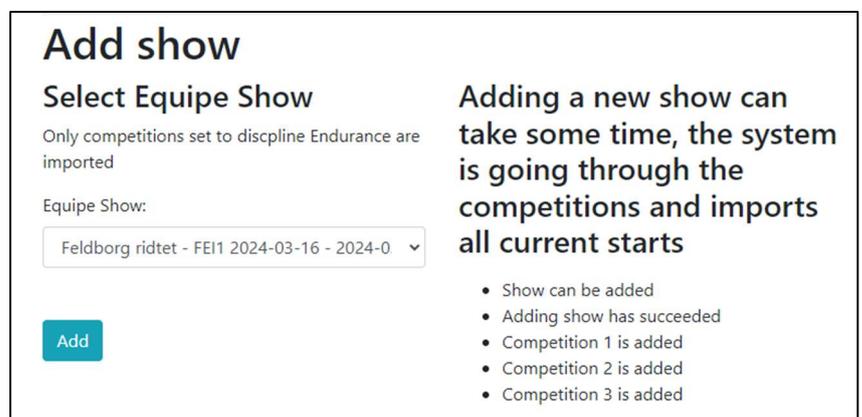After selection of the [Add] button this screen appears:

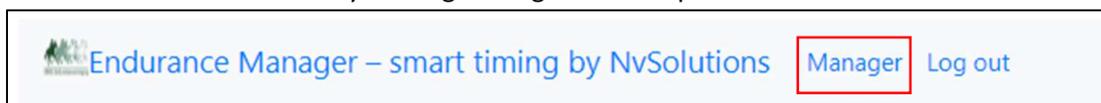The pulldown menu shows all the Danish Endurance competition that are in Equipe:

Make sure that the Show is *Active* in Equipe and not *Archived!* If the show is Archived you will get an error notification if you try to import it. Just open the Show in Equipe and import it again in Endurance Manager.
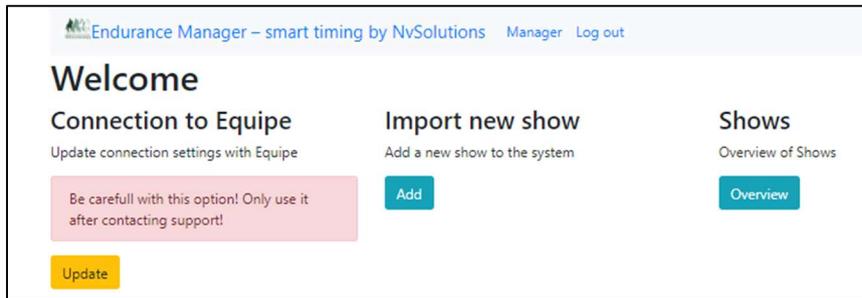
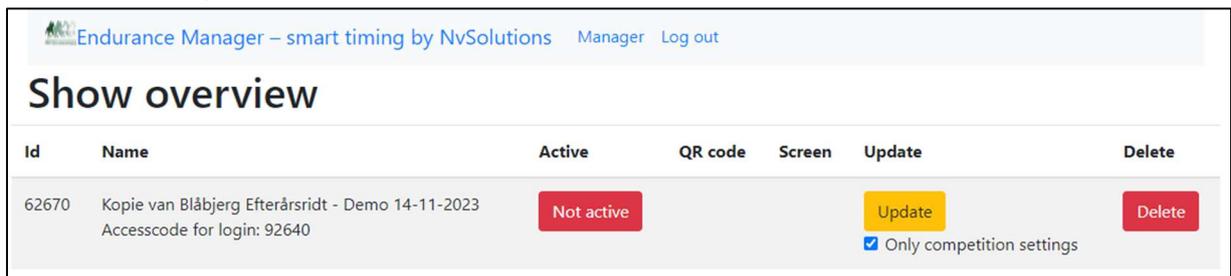After selection of the show and pressing the 'Add' button the show is imported and confirmed by a message:

Go back to the start screen by clicking Manager in the top menu:

3.2. Activating and updating Shows
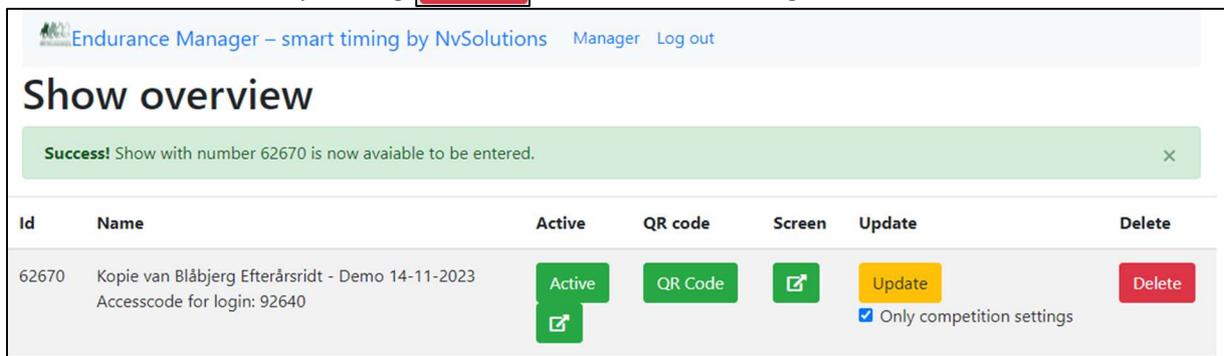

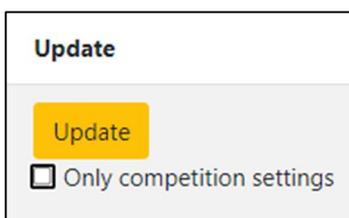The button 'Overview' under Shows brings you to all the shows that are currently in EnduranceManager:

Here you see the show that has just been imported.
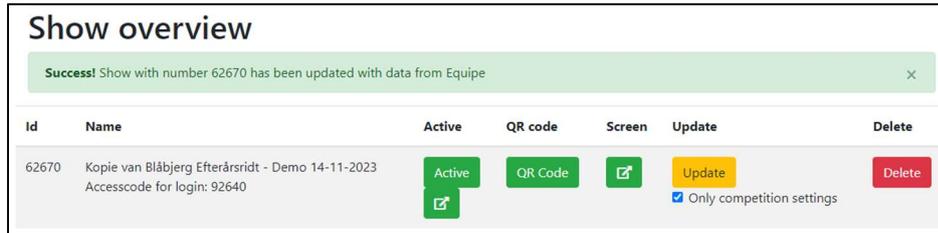
First Activate the show by clicking [Not active] .The screen will change:

Now we will import the data from Equipe. This is done by removing the blue check next to 'Only competition settings' and pressing the [Update] button:

You get a confirmation:

With this action all the rider/horse/starting number and competition settings (presentation times/hold times) from Equipe are retrieved.

If you leave the box checked, only the competition settings are retrieved

Note: *Combinations with Equipe- Status 'CHANGED' and 'WITHDRAWN' are not imported into Endurancemanager*
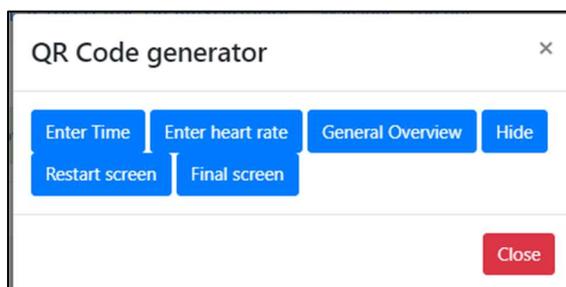
IMPORTANT:
Updating all information can be done until the first rider arrives from the first loop. Updating all information is only useful if changes in rider/horse/starting number was done in Equipe.

Updating competition settings can be done at any time. This can be useful if competition settings (presentation or hold times) have been changed during the competition.

The other buttons on this screen are:

  A new screen opens:

Here you can choose the available screens.

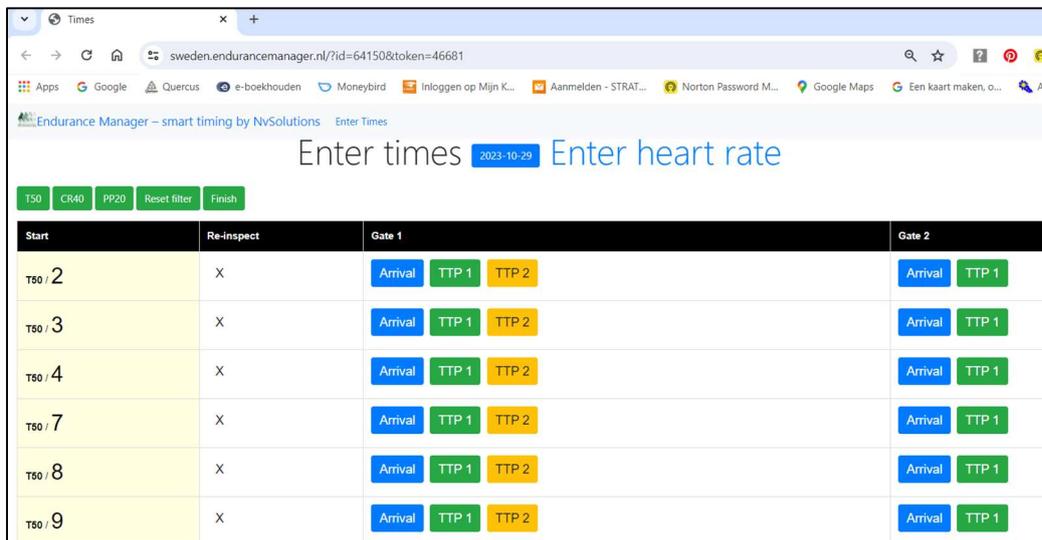The first 2 are for entering times and heart rate.

If you click the button a QR code and a link button appear:

If you scan this QR code with a tablet, the entry screen for times appears.
For the Equipe Master working on a laptop, you can press [Open screen (visit QR Link)]
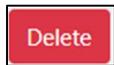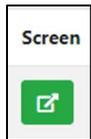
The entry screen opens:

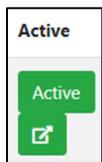How to work with the entry screens for times and heart rates is described in the Volunteers manual

The content of the other screens is described in the next chapter.

Description of the other buttons in the Shows screen:

Id	Name	Active	QR code	Screen	Update	Delete
62670	Kopie van Blåbjerg Efterårsridt - Demo 14-11-2023 Accesscode for login: 92640	Active ↗	QR Code	↗	Update ☑ Only competition settings	Delete

Delete Deletes this show from EnduranceManager

Screen ↗ Shortcut to Restart Screen

Active ↗ Switches between Active and Not active

Shortcut to Time entry screen

Switching to 'Not active' does not change any results or settings or content of the screens. If a competition is not (yet) in use, it is best to switch it to 'Not active' to be sure that no mistake can be made and to prevent having input screens in use from other shows.
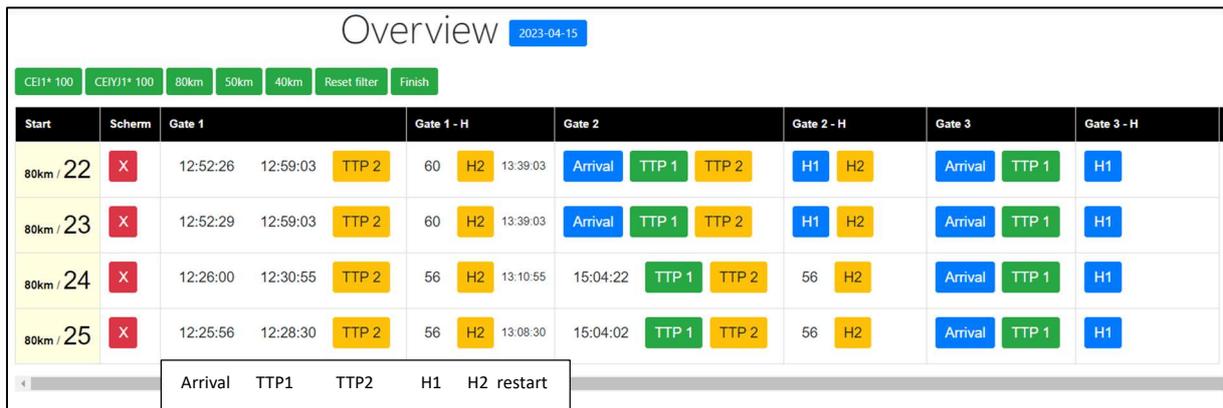
4. Description of screens
4.1. General Overview screen

In this screen you do have a complete overview of the competition. All the information is presented: Arrival Time, TTP1, TTP2, HR1, HR2 and restart time for each gate.

You can see which riders you miss for completion of the round: there you still see the text 'Arrrival' and 'TTP1'

You can also see if you miss any timestamp of heart rate.

The overview screen is read-only, you cannot do any changes. The screen can be also used as information source for writing data manually on the vetcards.

4.2. Hide screen

In this screen you can hide combinations from the entry screens and overview screen by changing the green X into a red X, just by clicking the X.

Cases where you need to hide combinations:
- Combination is in EnduranceManager but did not start (by hiding it, the overview is showing the real situation)
- Combination was eliminated.

In this example Combination 20 and 25 are hidden.
Hide screen:

Overview screen:

If you hide the wrong combination, you can easily undo it by clicking the X again.

4.3. Restart screen

The restart screen shows each rider that is in his/her hold time. The screen shows the restart time and a counting clock for each combination

Restart			21:39:28	
St. No	**Rider**	**Competition**	**Restart time**	
200	Sabina Kjær Christensen	LB 40	22:18:44	00:39:15
201	Jane Anika Mammen	LB 40	22:18:48	00:39:19
205	Maja Fredsted Jessen	LB 40	22:18:58	00:39:29
210	Allan Thomsen	LB 40	22:19:14	00:39:45
208	Merethe Louise Bønneland Neland	LB 40	22:19:19	00:39:50

Riders appear on this screen when the TTP1 time is entered. When the heart rate is too high, and the combination presents for a second time, the restart time is adjusted when TTP2 is entered. If the combination is eliminated, the rider disappears from the screen when the combination is hidden using the Hide screen

The screen can be shown on a large monitor using a laptop, on a tablet by scanning the QR code. If you have the QR available (printed), the riders/grooms can scan it with their telephone and have the restart info available on their phone.

4.4. Final screen

This screens shows the information for the final inspection after the finish

Final inspection			21:42:40	
St. No	**Rider**	**Competition**	**Final inspection Time**	
119	helle ejby	LD 11	22:00:31	00:17:50
122	Ditte Kjærgaard	LD 11	22:00:43	00:18:02
123	Line Tjagvad	LD 11	22:02:13	00:19:32
210	Allan Thomsen	LB 40	22:02:33	00:19:52

This screen can be used by the organisation/timekeepers/vets to see whether the combinations are on time for the final inspection. (tablet or telephone using the QR-code)

5. Names of the competitions

For layout purposes it is important that the names of the competitions in Equipe are short. These names are used in EnduranceManager to divide the combinations into groups/competitions.

If the names are too long, the time entry screen will look like this:

The names do take too much place on the screen!

It should look like this:

The original names in Equipe are mainly important for Equipe online, so the trick is to publish the show in Equipe online, then to lock the names in Equipe online by checking the box for each competition:

And then change the names of the competition in Equipe to a short name:

Here the name LB40 would be perfect.

6. Internet failure

Internet should be available for the tablets/laptops in order to use EnduranceManager.
However, when the Internet stops working during the competition, not all entries are lost!

When internet is available, entry of data to Equipe is confirmed by the system by showing the entry to a white background:

When internet is not available the data you entered is shown, while the background colour stays in blue:

The data is locally stored in the tablet or laptop

When internet is available again, these values can be sent to Equipe by clicking the button again; this opens the edit-box:

The data you entered is shown (in this case timestamp 22:04:06)
Just press the 'Send selected time' button.

The entry is now confirmed:

Repeat this for all non-confirmed entries.

If there is an internet failure the advice is to write down all times and heartrates on paper!

If internet is available again use the time and heart rate entry screens to entry all the data collected on paper, in order to keep the overview screen and restart screens accurate.

7. Support

The contract between Danish Equestrian Federation(Client) and EnduranceManager (Service Provider) states:

First line support (User support, everyday problems, problems related to using the tablets)

First line support is expected to be performed locally by one of more local expert User(s).

The local expert Users are:

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Second line support (More complicated problems regarding EnduranceManager system or connection to Equipe)

Second line support is only available through the local expert User(s). They can contact Service Provider by telephone

Technical Support/Development

Changes to the system on request of the Client is not part of this agreement but can be part of a separate agreement