Welcome to the Derby Magic Race Manager program.

The program supports the following sizes:

   Up to 30 subgroups
   Up to 200 racers
   Up to 1000 heats

The racing format can be one of three options:

   All of the participants racing as a group
   Each subgroup racing within the subgroup
   Each subgroup racing within the subgroup, and then a
   group final

   The program is very flexible on what the subgroups are
   called. You can select one or type in your own.

RACER INFORMATION

   Racer information can be entered manually or imported
   from a 'Comma Separated Variable' (CSV) file.
   The order of the variables is not fixed, but the
   first line of the file MUST contain the headings
   of each column of data.

   The following are the headings that are supported:
      FIRSTNAME - The racers first name is required
      LASTNAME - The racers last name is required
      CARNUMBER - The car number is required
                  The car number must be unique
      SUBGROUP - If you are using subgroup racing,
                  the subgroup name must be included.
      CARNAME   - optional
      READY   - optional

   All of the headings and data in the file must be
   separated by a comma. Each racer must be on a new
   line. There is a sample file included

SCHEDULING

   After the racer information is entered, the schedule
   can be created. The program has a built in schedule
   generator using the 'Lane Rotation' Method. You can
   select the number of races that you want each car to
   race.

   If subgroup racing has been selected, the schedule for
   a selected subgroup can be created without affecting
   the other subgroups. This allows you to not create
   the schedule until justt before you are ready for that
   subgroup to race.

   Only the cars that are ready will be used to generate
   the schedule. If there are cars in the subgroup that
   are not indicated as being ready, the program will
   ask you if that racer is ready before excluding it
   from the schedule.

   The program also supports manually entering schedules.

You can select to manually enter the schedules on the
scheduling screen.

The program also allows you to import the schedules
from a CSV file. You can use any other scheduling
program or method to create the schedule. The format
of each line of the schedule file must be as follows:

Subgroup Name - If you are using subgroup racing,
                the first token must be the subgroup
                name. If not using subgroup racing,
                this must be ommitted.

Heat Number   - The unique heat number. If using
                 subgroup racing, the heat numbers
                 only need to be unique to the
                 subgroup. For example, both Den 1
                 and Den 2 will have a Heat 1.

Car number   - A car number for each lane must be
                provided.

RACING

On the 'Run the Race' screen, if subgroup racing,
there is a drop down list of the subgroups. The heats
are then listed in the heat drop down list.

The racers in the current heat are displayed on the
screen in the designated lane. If you are not using a
solenoid start gate, it is optional as to whether you
press the 'Start Heat' button.

When new race times arrive from the timer they will
automatically be assigned to the current heat. If the
current heat has already been run and new race times
are sent by the timer, you will be asked if you want
to overwrite the old times, or apply the race times to
the next heat, or if you want to discard the times.

After a heat is run, clicking on the 'Next Heat'
button will display the next heat and its racers.

The racers that will be in the following heat are
displayed at the bottom of the screen.

All race results are stored on the computer's hard
drive as soon as the heat is completed.

RESULTS

After one subgroup has completed racing, the results
of that subgroup can be calculated and displayed.
It is not required that all subgroups finish racing
before a completed subgroup's results can be
calculated.

The average time of a racer is calculated by adding
the sum of all of the races the car was in, and
diving by the number of races. The cars are then
sorted by lowest average.

After the results are revealed, If there is going
to be a group final, the top finishers are auto-

matically added to the finals roster. At any time,
You can go to the 'Racers' screen of the program and
see who is in the finals.

After all of the subgroups have raced, you can go to
the 'Schedule' page and generate a schedule for the
finals.

After any subgroup has revealed, it's results can
be printed and/or exported to a file. The file is a
CSV file that can be read into most spreadsheet
programs.