Athletic RUNMEET Overview

All IESA Track Sectional Hosts have been upgraded to Site Supporter status and have access to the RunMeet feature.

AthleticNET RunMeet can greatly simplify the process of preparing for competition. RunMeet integrates with the entry collection functions of an Athletic.net meet on the Manage Meet page so that you can quickly seed the meet, print meet programs, heat sheets, finish line sheets, and field scoring sheets, and enter results for quick publishing to Athletic.net.

In order to use AthleticNET RunMeet features, you'll need to collect entries for your meet using Athletic.net. For a guide on doing so, check out **Creating a Track & Field Meet #1: Introduction** and go through the setup process to fully create the meet. Once you've started to accept entries, take a look at the **Managing Meet Entries** category in order to get specific answers on how to deal with the process.

RunMeet features are only available to hosts with a **Team Site Supporter** account. For more information, see the **Site Supporter Features** section.

RunMeet: Setup and Settings

Sectional Meets will already be configured. You should have received an invitation to join the meet as a co-host.

After you've accessed your Sectional Meet, you'll see ᛕ **RunMeet** at the top of the Manage Meet screen. Clicking on ᛕ **RunMeet** will open a list of features. Click on **Start Now** to begin configuring your settings.

Initial Setup/Global Settings

Manage

Beaverton @ Jesuit HS

📍 Jesuit HS, Portland, OR   📅 Wednesday, April 17, 2019   Deadline was 🔒 Tue

👥 Participants   ⭐ Entries   ⚙ Settings   ☰ Events   ▷ Run Meet

Select All   ✈ Invite Teams   ✉ Send Email   ⬇ Downloads   🪄 Selection

Awesome! Your meet is set up and ready to receive en

This 👥 **Participants** tab is where you will manage all the teams and athletes a

⭐ Entries   ⚙ Settings   ☰ Events   ▷ **Run Meet**   🏆

Do you want to use Run Meet?   **Start Now**

What can you do with the Run Meet feature?

Everything you need to create printable heat sheats and efficiently enter results on the day of the meet.

Seeding

- Seed all events in seconds using default settings
- Customize seeding for any event
- Auto-seed events as coaches make entries

Printable Reports

- Meet program

Clicking on **Start Now** will begin a synchronization process that will take a few moments. After that's completed, you'll be presented with the first of a few configuration screens.

If you need to return and edit any of these settings after your initial setup, click on the gearwheel ( ) in the top right corner of the RunMeet screen.
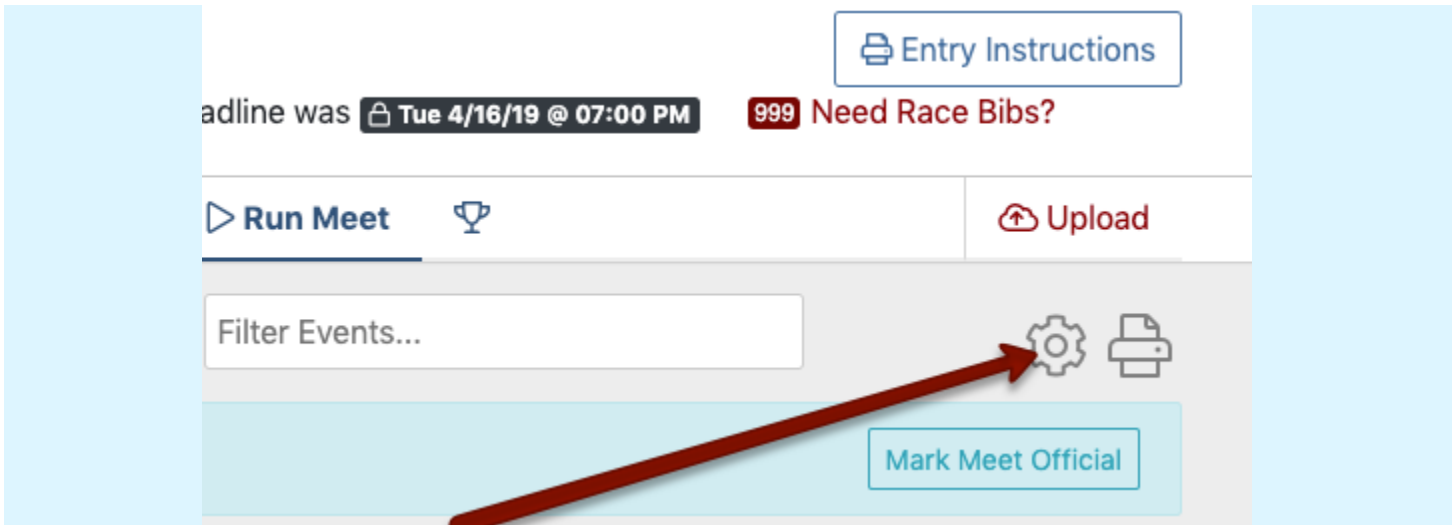
This first screen will ask you about details of your meet in order to properly configure the running events.

1. **Lanes (Oval)**: Select the number of lanes on your track that go all the way around the track.

2. **Lanes (Straightaway)**: If your track has a different number of lanes on the home stretch versus the rest of the track, enter that number here. For example, you may have six lanes around the whole track, but eight on the home straightaway. If you have the same number of lanes all the way around the track, the number here should match the number of lanes in the oval above.

3. **Heat Assignment**: Select how runners are assigned to their heats.

    0. **Seed Time**: Runners will be organized into heats based on similar seed times.

    1. **Random**: Runners will be randomly assigned to heats.

4. **Heat Order**: Select in which order you'd like to run heats.

    0. **Fast-to-Slow**: Heats with the fastest athletes will be run first.

    1. **Slow-to-Fast**: Heats with the slowest athletes will be run first. *****You should select this option.**

5. **Timing Method**: Select whether the times you'll enter for results will be generated by a Fully Automatic Timing system, or by hand-timing. If you select hand timing, a conversion factor will be applied to the results when they are posted to Athletic.net. See **Hand Time Conversion Standards** for more information.

When you're done, click the **Next** button (T) at the top of the screen.

The following screen will ask about details of your meet in order to properly configure field events.

1. **Flight Size - Horizontal Events**: Select the default number of competitors you'd like to appear in horizontal events (long jump, triple jump, and all throws). This setting may be altered later and each event may be customized individually.

2. **Flight Size - Vertical Events**: Select the default number of competitors you'd like to appear in vertical events (high jump and pole vault). This setting may be altered later and each event may be customized individually.

Vertical events are normally organized into one large flight per division (e.g., Varsity Girls), so the bar is never lowered during competition.

1. **Flight Assignment**: Select how competitors are assigned into flights.
   0. **Seed Mark**: Competitors will be organized into flights based on similar seed marks.
   1. **Random**: Competitors will be randomly assigned to flights.

2. **Alphabetical**: If you're running the event as an open pit, seeding the competitors alphabetically into one large flight may help you find their names on scoring sheets more easily.

2. **Flight Order**: Select the order in which you'd like flights to compete.

    0. **Worst-to-Best**: Flights containing athletes with the worst seed marks will compete first. ***You should select this option.

    1. **Best-to-Worst**: Flights containing athletes with the best seed marks will compete first.

3. **Position Assignment**: Select how the competitors within each flight should be organized.

    0. **Worst-to-Best**: Athletes with the worst seed marks will be at the beginning of the competition order. *** You should select this option

    1. **Best-to-Worst**: Athletes with the best seed marks will be at the beginning of the competition order.

4. **Measurement**: Select whether your field events will be measured in Metric (meters and centimeters) or English (feet and inches).

5. **Record Wind Readings**: Select whether you'd like a space to record wind readings for Long Jump and Triple Jump on scoring sheets.

When you're done, click the **Next** button (T) at the top of the screen.

The next screen you'll be presented with is a scoring configuration screen.

1. **Use Scoring**: Check the box if the meet should be scored.

2. **Score Each Division Differently**: If you'd like to have different scoring configurations for different divisions (i.e., Varsity, JV, etc), check this box. You'll be presented with a dropdown menu allowing you to select which division the scoring configuration applies to.

3. **Scoring Style**: Select **Standard** for multi-team invitational meets where a single list of scoring teams is compiled. Select **Dual** for dual and double-dual meets where each team will be scored against each other team competing.

4. **Places**: Select how many top placers will score. *** This should be 6.

5. **Points Setup**: Enter the point values for each place for individual events and relay events.

6. **Max Scorers Per Team**: If you need to configure a maximum number of scorers per team, enter the maximum number of scorers from a single team allowed for Individual Events and Relay Events.

As you increase the number of places that score, the scoring will automatically adjust for the most common point values. For the Sectional Meets, the top six places are scored, with the sequence 10-8-6-4-2-1 for both individual events and relays.

When you're done, click the **Next** button (T) at the top of the screen.

The next screen will ask you if you want to configure competitor numbers. You can choose to assign competitor numbers now or return to it later. See **Assigning and Using Competitor Numbers** for more information.
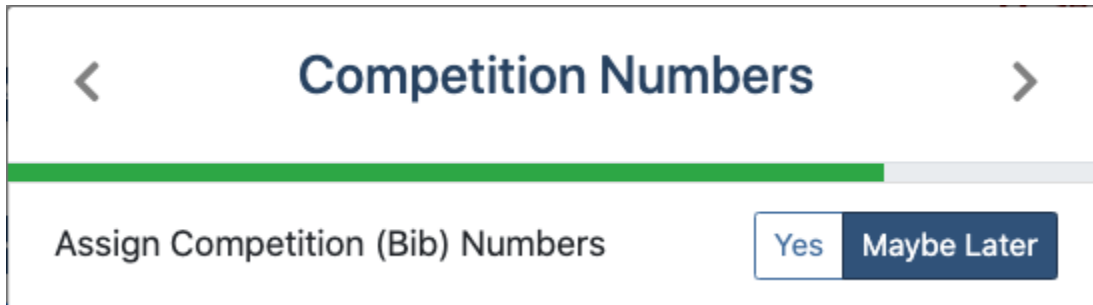
If you're going to be using AthleticRUNMEET with AthleticLIVE, you'll want to assign competitor numbers. Several AthleticLIVE features depend upon competitor numbers being assigned to each athlete, even if you aren't using them at the meet itself.

When you're done, click the **Next** button (T) at the top of the screen.

The final question for setup is whether you want to enable Auto-Reseeding. Auto-Reseeding configures AthleticRUNMEET to automatically reseed any event that has any details changed that affect seeding, such as an entry being added or removed or a seed mark edited. For more information, see **RunMeet: Seeding** α **Auto Seeding**.

When you've completed this, click **Done** and you will be taken to the seeding screen. For information on how to customize each event's settings or how to manually seed an event, see **RunMeet: Seeding**.

RunMeet: Seeding

- **The RunMeet Screen**
- **Individual Event Settings**
    - ○ **Running Events**
    - ○ **Field Events**
- **Auto-Reseeding**
- **Manually Adjusting Seeding**
   - ○ **Adding an athlete to an event**

Once you've finished your initial setup of the meet, the system will seed the events in your meet based on the settings you selected. However, in any meet, some events need to be configured differently based on characteristics specific to the meet. This section will serve as an introduction to the main seeding screen as well as the options that are available for configuring your meet.

If you start RunMeet before your registration closes, then seeds, entries, and teams may not appear correctly within RunMeet. If you find that you are missing data, select the menu from the top right, and choose **Reset Meet**. Once you do this, the meet will reseed itself with the corrected data.
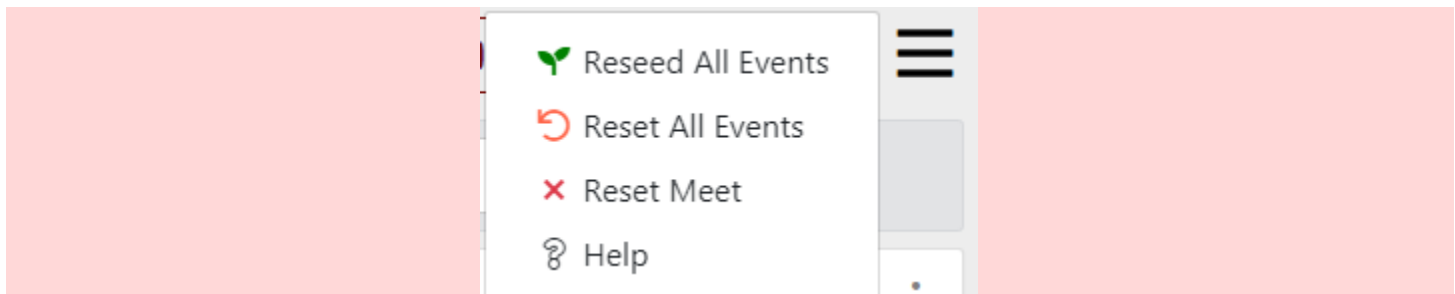
The RunMeet Screen

This is the main screen for seeding your meet. Two representative running events are shown below, although you will likely see many more events, depending on your meet. Each item is described below.
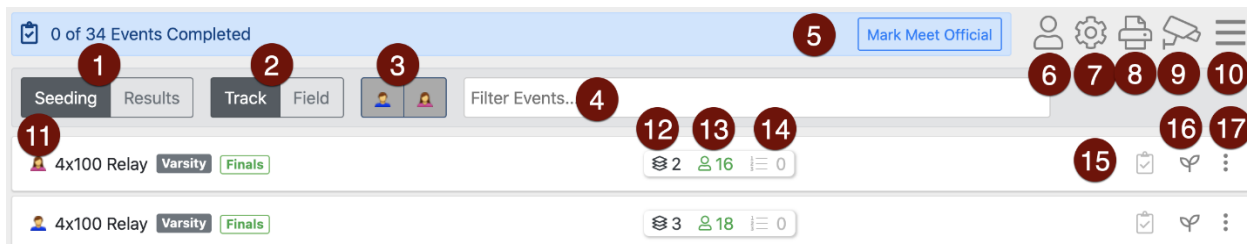
1. **Seeding/Results**: Use this toggle to select between seeding and entering results. Seeding will allow you to change how runners in a heat are organized. Results will allow you to enter results for each runner in each heat.

2. **Track/Field**: Use this toggle to change whether running events or field events are displayed.

3. **Gender Selector**: Use these buttons to select whether both genders, men's events, or women's events are displayed.

4. **Filter Events**: Begin typing an event name in this box to display a particular event.

5. **Mark Meet Official**: Once all results have been entered and all events have been marked completed, you can click this button to mark the meet results as "official" on Athletic.net. For more information, see **Unofficial vs. Official Results**.

6. **Athletes ( )**: Assign competitor numbers. For more information, see **Assigning and Using Competitor Numbers**.

7. **Global Settings ( )**: Use this button to access the settings page described in **RunMeet: Setup and Settings**. Settings not defined in a particular event will default to the settings chosen on this screen.

8. **Reports (/)**: Click this button to access the reports functions. This screen will allow you to create heat sheets, athlete rosters, meet programs, and scoring sheets. For more information, see **RunMeet: Producing Heat Sheets and Other Reports**

9. **FAT Setup (·)**: Provides access to the documentation and companion software to integrate AthleticRUNMEET with FAT systems. See **Using RunMeet with Fully Automatic Timing**.

   10. **Global Seeding Actions (▭)**: Provides the following options

       0. **Update Seed Marks**: Re-imports athlete seed marks from the AthleticNET entries. Useful if athletes have updated seed marks since entries were opened.

       1. · **Reseed All Events**: Reseeds all events that don't already have results, taking into account any updated seeds retrieved from AthleticNET with the **Update Seed Marks** tool above.

       2. ® **Reset All Events**: Removes all athletes from their assigned heats and lanes.

       3. **Turn Off / Reset RunMeet**: Completely resets all settings, results, and seeding. Sends you back to the beginning of the setup process

       4. · **Help**: Opens the AthleticRUNMEET documentation

11. **Event Listing**: Shows the gender, event, division, and round for the event. Click to expand and show the heats that have been seeded.

12. **Heats (·)**: Show the number of heats in the event as it's currently seeded.

13. **Entries ( )**: Shows the total number of entries in the event. A **green** number indicates that all entrants are currently assigned a heat and lane. An **orange** number indicates that some entrants have yet to be assigned a heat and lane. A **red** number indicates that no entrants have yet been assigned a heat and lane.

14. **Results (⊄)**: Shows the total number of results that have been entered for an event.

15. **Mark Complete (·)**: Once all results for an event have been entered, you can mark the event complete by clicking this button. Once all events have been marked complete, you can mark the meet results official. For more information, see **RunMeet: Entering Results**.

16. **Seed/Reseed Event (·)**: Assigns (or reassigns) each entrant in the event to a heat and lane based on the global settings and the individual event settings selected.

17. **Individual Event Menu (·)**:

       0. ▢ **Publish Results**: Sends the entered results for the selected event to the public results page on the meet's Athletic.net listing. If you have already published results, an **Unpublish Results** selection will also be visible.

       1. · **Reseed Event**: Reassigns each entrant in the event to a heat and lane based on the global settings and the individual event settings selected.

2. / **Meet Program**: Prepares a printable report of competitors organized by height/flight for the selected event
3. / **Finish Line Sheets** (running events): Prepares a printable list for recording running results for the selected event
4. / **Field Event Sheets** (field events): Prepares a printable scorekeeping sheet for the selected event
5. **Settings**: Edit the seeding preferences for the individual event. See **Individual Event Settings** below. *****This is where you would make adjustments to the 800 and 1600.**
6. ® **Reset**: Removes all athletes from their assigned heats and lanes.
7. **Cancel Event**: Removes the selected event from the meet schedule. If your meet doesn't run an event, you must cancel it here before results may be marked official. Once you have begun to enter results for an event, this option is no longer available.

Individual Event Settings

If your events are listed in the wrong order, see **Creating a Track & Field Meet #9: Events** to reorder them.

While many events have similar requirements to each other (i.e., all sprint events have eight lanes and should be run slow-to-fast) and can be configured in global settings, other events may need to be configured on an individual basis. For example, you'll need to indicate to the system what the maximum number of runners that is acceptable in a single heat of a distance event, and that number may be different depending on the distance of the event.

Running Events

1. **Timing Method**: Select whether the times you'll enter for results will be generated by a Fully Automatic Timing system, or by hand-timing. If you select hand timing, a conversion factor will be applied to the results when they are posted to Athletic.net. See **Hand Time Conversion Standards** for more information.

2. **Position Assignment**: How are athletes organized on the starting line?

   0. **Lanes**: Standard lanes are assigned, with best seeds assigned in center lanes

   1. **Alleys**: Two athletes are assigned per lane, one faster athlete and one slower athlete. For example, on an eight lane track, the eight highest-seeded athletes would all be placed into the eight lanes as they would be if there were one runner per lane. Then, the ninth-best seeded runner would be placed in the same lane as the best seeded runner, the tenth seed would be placed in the same lane as the second seed, and so forth. This style of seeding is often used in the 800 meter run.

2. **Waterfall**: Athletes start along a curved "waterfall" start line on the track. The best seeds are given the lowest position numbers, and start closest to the inside of the track.

3. **Lanes**: How many lanes are to be used on the track when seeding the event. If you chose "Waterfall" above, this will change to **Positions**. Change the number of positions to the maximum number of runners you want to have in a single heat. If you chose "Alleys" above, this will change to **Alleys** and another box will appear named **Max Heat Size**. **Alleys** is the number of lanes that you want to have more than one runner in. **Max Heat Size** is the maximum number of runners allowed in the heat.

4. **Heat Assignment**: Select how runners are assigned to their heats.

    0. **Seed Time**: Runners will be organized into heats based on similar seed times.

    1. **Random**: Runners will be randomly assigned to heats.

5. **Heat Order**: Select in which order you'd like to run heats.

    0. **Fast-to-Slow**: Heats with the fastest athletes will be run first.

    1. **Slow-to-Fast**: Heats with the slowest athletes will be run first.

6. **Heat Distribution**: How should uneven heat sizes be handled?

    0. **Weighted**: Fastest heats are filled to capacity, remaining athletes go into the final heat. For example, If you have a field of 28 athletes, a weighted distribution would fill the fastest three heats with eight athletes each, and the final heat would have four athletes.

    1. **Even**: Heats are filled as evenly as possible. For example, if you have a field of 28 athletes, an even distribution would put seven athletes in each heat.

7. **Minimum Heat Size**: Select the minimum number of athletes that may comprise a heat. Several rule sets require all heats to have a minimum of three athletes.

8. **Lane Selection**: If you'd prefer that some lanes on your track not be seeded, you can use this setting.

Field Events

1. **Max Flight Size**: Select the maximum number of competitors you'd like to appear in each flight of this event.

2. **Flight Assignment**: Select how competitors are assigned into flights.

    0. **Seed Mark**: Competitors will be organized into flights based on similar seed marks.

    1. **Random**: Competitors will be randomly assigned to flights.

    2. **Alphabetical**: Competitors will be organized into flights alphabetically by last name. This makes it easier to find athletes on scoring sheets if you're conducting an open pit style of event.

3. **Flight Order**: Select whether the flight with the worst seed marks or the best seed marks should compete first

4. **Position Assignment**: Select how the competitors within each flight should be organized.

    0. **Worst-to-Best**: Athletes with the worst seed marks will be at the beginning of the competition order.

    1. **Best-to-Worst**: Athletes with the best seed marks will be at the beginning of the competition order.

Auto-Reseeding

One of the most powerful features of the RunMeet tools is the Auto-Reseeding functionality. Auto-Reseeding is off by default, but the settings to enable it or disable it can be found under the Global Settings (item 6 in the RunMeet Screen above). *In a nutshell, Auto-Reseeding automatically reseeds each event as new entries are added, removed, or seed marks are adjusted.* The settings you have defined both globally and for individual events are taken into account when the event is reseeded.

For example, let's say you have eight entries in your 7th grade girls 100m dash, and you've configured a minimum heat size of three. Currently, you've got one full heat. Just before the deadline, an additional entry is added, bringing the total number of entrants to nine. As soon as the new entry is added, RunMeet automatically adds a second heat, moves the appropriate runners from the first heat to the second heat, and adds the new entry in the appropriate heat and lane. In our example, adding the ninth entrant to the event would either cause the event to be split into a heat of six and a heat of three, or a heat of five and a heat of four, depending on your Heat Distribution settings (described above).

Auto-Reseeding is a powerful tool, but it can also cause confusion, since heat and lane assignments may be updated. Use caution when enabling auto reseeding, to ensure that data sent to your meet participants is accurate!

Manually Adjusting Seeding

If you need to make manual adjustments to heats or flights, you can do so quickly by clicking on the event. This will open the event and display each heat or flight.

1. **Heat Selector**: Shows the number of heats/flights in the current event. Click on a number to display that particular heat.

   a. **All** will show all the heats in order. This will allow you to see the state of all heats at a glance, and swap athletes between heats.

   b. To **change the order** of heats, click and drag the heat into its correct location. Heats will be renumbered accordingly.

   c. To **delete a heat**, drag-and-drop the heat you want to delete onto the trash icon that appears when you begin dragging the heat.

   d. To **add a heat**, use the **Add Heat** (γ) icon.

2. **Individual Heat Controls**:
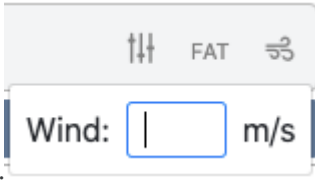
   a. **Adjustments (⋅)**: Opens a menu allowing you to add lanes or positions to the heat, as well as modifying the drag-and-drop behavior for moving athletes around.
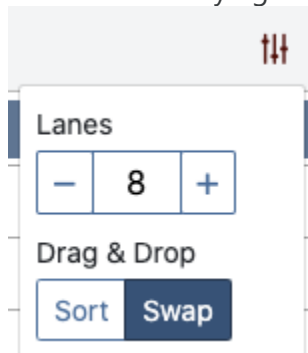
   b. **FAT/ ⋅** : Toggles the heat between Fully Automatic Timing and Hand Timing.

c. **Add Wind Reading (·)**: Allows you to enter a wind reading for the heat, in meters
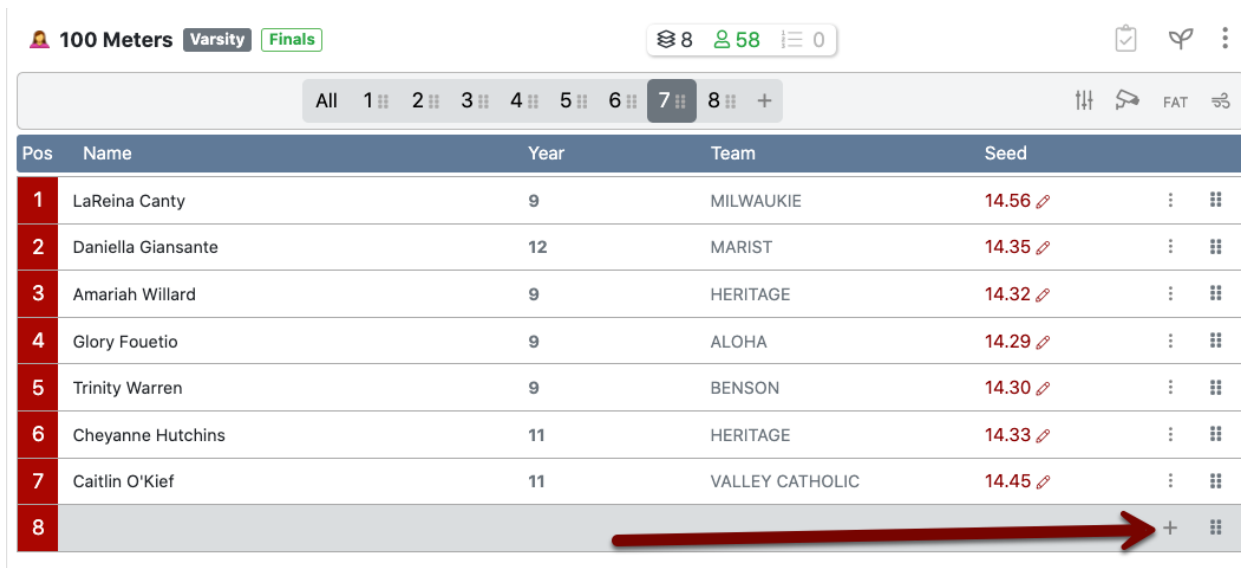

per second.

3. **Drag Handle (·)**: Click and drag to relocate the athlete within the current heat. Whether the athlete is inserted or swapped depends on the setting you chose in the adjustments above.

4. **Athlete Menu**:

    a. **Scratch**: Removes the athlete from the heat. If you use the **Reseed** button (·) after scratching an athlete, the event will be reseeded to properly take the missing athlete into account, adding or deleting heats as necessary.

    b. ® **Unseed**: Places the athlete in the Unseeded section for reassignment to another heat.

    c. **Mark Exhibition**: Prevents the athlete from scoring or placing in the event. See **Marking an Athlete as Exhibition**.

Adding an athlete to an event

You can add an athlete to an event in one of two ways. First, you can use the **AthleticRUNMEET Entries Screen**, which will allow you to add athletes to events without seeding them. You can then choose to reseed the whole event or put the athlete in a position manually.

Alternatively, you can do a quick add by clicking the + icon next to any open position:

This will pop open a box where you can type an athlete's name or competitor number. Athletes entered in the event but not yet seeded will be automatically suggested.

Once you've gotten all the athletes seeded properly, you'll need to produce heat sheets and other reports. See **RunMeet: Producing Heat Sheets and Other Reports** for further information.

# RunMeet: Producing Heat Sheets and Other Reports

As any experienced meet host will tell you, paperwork is at the heart of every track meet. RunMeet makes producing that paperwork quick and easy. Reports available fall into 4 distinct categories:

- Meet Program (also known as heat sheets)
- Finish Line Sheets
- Field Event Scoring Sheets
- Team Scores Reports

You can access the reports section by clicking the printer icon (/) in the top right corner of the RunMeet screen.
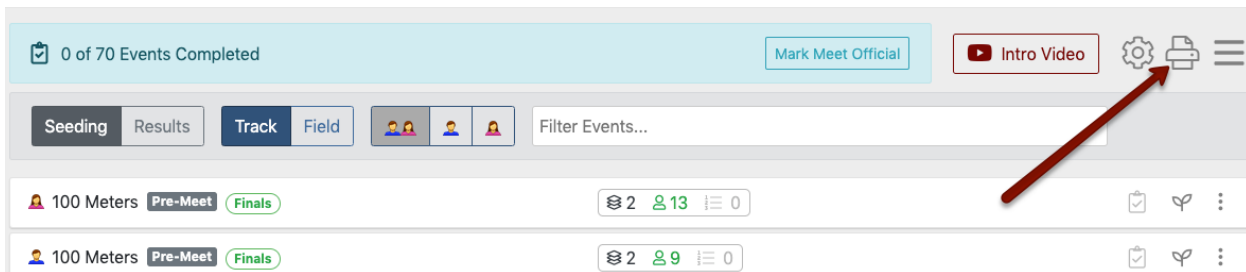
Once you access the reports section, you can select the type of report you'd like to create from the top.
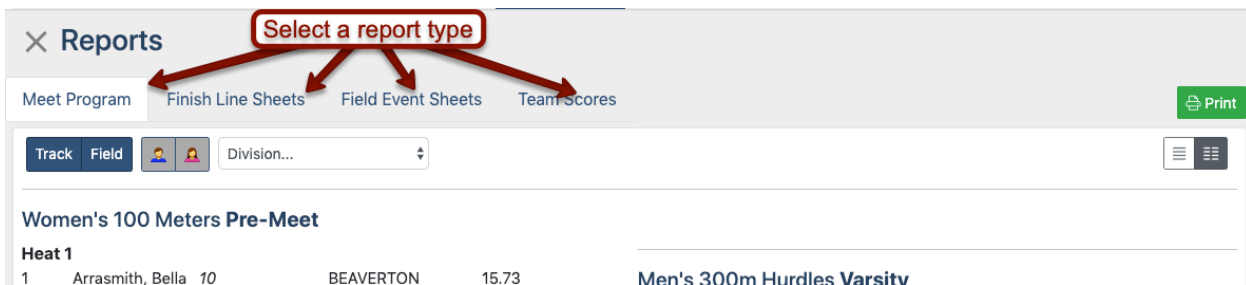
Meet Program

A meet program is a listing of all competitors in each event, listed heat-by-heat, with events in competition order. It is commonly used by meet directors, clerks, starters and fans.

If your events are listed in the wrong order, see **Creating a Track & Field Meet #9: Events** to reorder them.

There are a few options you can select from when printing your meet program. You can choose to display or hide certain event types, genders, or divisions. Additionally, you can choose to produce double-column or single-column meet programs.

1. **Event Selector**: Select or deselect a type of event to include it or exclude it from the program.
2. **Gender Selector**: Select or deselect a gender to include or exclude those events from the program.
3. **Division Selector**: Select a division (e.g., Varsity, Junior Varsity) to show a report with only that division's athletes and events.
4. **Column Selector**: Select either one-column (☰) or two-column (•) to produce the report in that format.
5. / **Print**: Engages your browser's print command to print the report as it currently shows on your screen.

Example of a two-column meet program:

Beaverton @ Southridge - 4/10/19

Women's 100 Meters Pre-Meet

Heat 1

1	Arrasmith, Bella 10	BEAVERTON	15.73
2	Nees, Wintre 11	BEAVERTON	14.92
3	Taylor, Lilla 9	BEAVERTON	14.72
4	Wilson, Julia 12	SOUTHRIDGE	14.02
5	Lozano, Melody 9	BEAVERTON	14.56
6	Encinas, Lara 9	SOUTHRIDGE	14.81
7	Borowsky, Jasmine 9	BEAVERTON	15.32
8	Huerta Castro, Alisa 9	BEAVERTON	15.85

Heat 2

2	Neucoach, Anita	BEAVERTON	
3	Kaeo, Alexa 12	BEAVERTON	17.31
4	Donovan, Delanie 9	SOUTHRIDGE	15.85
5	Garcia, Sandra 11	SOUTHRIDGE	16.06
6	Chao, Abriannah 10	BEAVERTON	

Men's 100 Meters Pre-Meet

Heat 1

2	Johnson, Nick 10	BEAVERTON	13.25
3	Martel, Carlos 9	BEAVERTON	12.77
4	Heintz, Justin 12	BEAVERTON	12.19
5	Beltran, Samuel 9	BEAVERTON	12.44
6	Villa, Carlos 10	SOUTHRIDGE	13.13
7	U, Jonathan 10	SOUTHRIDGE	13.27

Heat 2

3	Fuster Gonzalez, Dustin 10	BEAVERTON	14.90
4	Kibiru, George 11	SOUTHRIDGE	13.49
5	Solis, Abraham 9	SOUTHRIDGE	14.63

Women's 4x100 Relay Varsity

Heat 1

4	BEAVERTON 'A'	52.28

1) Ella Baker   2) Kiri Vogelsang   3) Olivia DeYoung   4) Lily Reynolds

5	SOUTHRIDGE 'A'	52.61

1) Gloria Choi   2) Caitlin Porter   3) Violet Turner   4) Maja White

Women's 4x100 Relay Junior Varsity

Heat 1

3	BEAVERTON 'B'	

1) Hannah Rice   2) Magdalena Collier   3) Elise Leong
4) Sadalyn Patrick

4	BEAVERTON 'A'	52.28

1) Jacey Davidson   2) Sydney Frank   3) Lisa Son
4) Yoslene Herrera Romero

5	SOUTHRIDGE 'A'	52.61

1) Jayla Juarez   2) Zoe Pruitt   3) Aimee Mudiamu   4) Joy Marcuson

6	BEAVERTON 'C'	

1) Melody Lozano   2) Alisa Huerta Castro   3) Wintre Nees
4) Jasmine Borowsky

Men's 4x100 Relay Varsity

Heat 1

4	BEAVERTON 'A'	43.67

1) Ethan Wilborn   2) Terrell Lawson   3) Nathan Reed
4) Cristian Aguilar

5	SOUTHRIDGE 'A'	45.42

1) Oliver Niga   2) Terry Zechmann   3) Trevin Mitchell
4) Keyvaun Eady

Men's 4x100 Relay Junior Varsity

Heat 1

3	BEAVERTON 'B'	

1) Vincent Votava   2) Aiden Phelan   3) Kellen Nesbitt
4) Jeremy Flaxel

4	BEAVERTON 'A'	43.67

1) Parker Mckenna   2) Bubba Luafutu   3) Daniel Bernal-Flores
4) Cody Davidson

5	SOUTHRIDGE 'A'	45.42

1) Donyae Brownbey   2) Cesar Portillo Morales   3) Joshua Acoste
4) Ryan Hopkins

Women's 1500 Meters Varsity

Heat 1

1	Rice, Emily 9	BEAVERTON	4:45.91
2	Johnson, Audrey 9	BEAVERTON	4:55.48
3	Deckert, Macy 9	BEAVERTON	5:09.22
4	Skubic, Ava 10	BEAVERTON	5:24.30
5	Thomason, Madeline 11	SOUTHRIDGE	5:32.60
6	Espinoza, Isabella 12	SOUTHRIDGE	5:33.29
7	Ray, Lucy 10	BEAVERTON	6:10.33
8	Clancy, Claire 10	BEAVERTON	6:13.54

Example of a single-column meet program:

Beaverton @ Southridge - 4/10/19

Women's 100 Meters Pre-Meet

Heat 1

1	Arrasmith, Bella 10	BEAVERTON	15.73
2	Nees, Wintre 11	BEAVERTON	14.92
3	Taylor, Lilla 9	BEAVERTON	14.72
4	Wilson, Julia 12	SOUTHRIDGE	14.02
5	Lozano, Melody 9	BEAVERTON	14.56
6	Encinas, Lara 9	SOUTHRIDGE	14.81
7	Borowsky, Jasmine 9	BEAVERTON	15.32
8	Huerta Castro, Alisa 9	BEAVERTON	15.85

Heat 2

2	Neucoach, Anita	BEAVERTON	
3	Kaeo, Alexa 12	BEAVERTON	17.31
4	Donovan, Delanie 9	SOUTHRIDGE	15.85
5	Garcia, Sandra 11	SOUTHRIDGE	16.06
6	Chao, Abriannah 10	BEAVERTON	

Men's 100 Meters Pre-Meet

Heat 1

2	Johnson, Nick 10	BEAVERTON	13.25
3	Martel, Carlos 9	BEAVERTON	12.77
4	Heintz, Justin 12	BEAVERTON	12.19
5	Beltran, Samuel 9	BEAVERTON	12.44
6	Villa, Carlos 10	SOUTHRIDGE	13.13
7	U, Jonathan 10	SOUTHRIDGE	13.27

Heat 2

3	Fuster Gonzalez, Dustin 10	BEAVERTON	14.90
4	Kibiru, George 11	SOUTHRIDGE	13.49
5	Solis, Abraham 9	SOUTHRIDGE	14.63

Women's 4x100 Relay Varsity

Heat 1

4	BEAVERTON 'A'		52.28
	1) Ella Baker 2) Kiri Vogelsang 3) Olivia DeYoung 4) Lily Reynolds		
5	SOUTHRIDGE 'A'		52.61
	1) Gloria Choi 2) Caitlin Porter 3) Violet Turner 4) Maja White		

Women's 4x100 Relay Junior Varsity

Heat 1

3	BEAVERTON 'B'		
	1) Hannah Rice 2) Magdalena Collier 3) Elise Leong 4) Sadalyn Patrick		
4	BEAVERTON 'A'		52.28
	1) Jacey Davidson 2) Sydney Frank 3) Lisa Son 4) Yoslene Herrera Romero		
5	SOUTHRIDGE 'A'		52.61
	1) Jayla Juarez 2) Zoe Pruitt 3) Aimee Mudiamu 4) Joy Marcuson		
6	BEAVERTON 'C'		

Finish Line Sheets

Finish line sheets are used to record the times of each athlete in running events. They show the running events in scheduled order, heat-by-heat. Next to each athlete is a space to record their

place and time for later entry into the computer. Some of the options are described above. Options unique to this report include:

1. **Show Empty Lanes**: Check this box if you'd like each the report to include spaces for any unassigned lanes in each heat. This is useful for last-minute changes or additions to races so that the additional competitor's name can simply be written in.
2. **Separate Page for Each Heat**: Check this box if you'd like each heat of each race to print on its own page.

Example of finish line sheets:

Field Event Sheets

Field event sheets are the scoring sheets used to keep track of attempts and competition placing for field events. Each flight of each event that is seeded will have its own sheet with the

members of that flight filled in, with spaces for each attempt in each event. There are two styles of field event sheet—horizontal and vertical. Horizontal events are all throwing events, as well as jumps measured by distance, rather than height. Vertical events are pole vault and high jump, where the jumps are measured by height. Other than the gender and division selectors described above, the only option for field events is to display horizontal events or vertical events for printing.

Example of a horizontal field event sheet:

Example of a vertical field event sheet:

O = Make, **X** = Miss, **P** = Pass

	Height:													Best	Place
1	Rizo, Ruben 10 WILLAMINA														
2	Swanson, Parker 10 NORTH MARION 4-08.00														
3	Bailey, Aaron 9 CORVALLIS 4-10.00														
4	Juan Jose, Lupercio-Rubio 9 TAFT 5-00.00														
5	Huntington, Colton SCIO 5-00.00														
6	Morris, Jake 10 HOCKINSON 5-02.00														
7	Ableidinger, Jacob 9 SETON CATHOLIC 5-02.00														
8	Clark, Luke 9 CORVALLIS 5-02.00														
9	Sutton, Ezekiel 12 FAITH BIBLE CH... 5-02.00														
10	Bernards, Drew 11 FAITH BIBLE CH... 5-02.00														
11	Criddle, Payden 11 CRESWELL 5-02.00														
12	Mumford, Franklin 12 JUNCTION CITY 5-02.00														
13	Hoekstra, Zachary 9 TUALATIN 5-02.00														
14	Davidson, Pierce 9 MARSHFIELD 5-02.00														

Notes Regarding Vertical Events:

- Vertical event scoring sheets should be printed in "landscape" (with the long edge of the paper as the top) mode to ensure that the entire sheet is printed.
- The small boxes along the top are for each successive height that the bar is set at. Fill them in as competition continues. Bar heights are set by meet management.
- The large boxes next to competitor names are to record the attempts by each athlete at each height. Normally a competitor gets three attempts per height.
- Jumps are recorded using the following notations:
    - **O**: Successful jump
    - **X**: Unsuccessful jump, either due to a foul or due to the bar being knocked down
    - **P**: Pass. Athlete has elected not to jump at this height

Team Score

This report will calculate and produce a report showing team scores by gender and division. As results are entered and marked as complete, the team scores are updated (see **RunMeet: Entering Results** for information about entering results).

Example of team score report:

3/24/2020   Manage Beaverton @ Southridge

Team Scores
Beaverton @ Southridge - 4/10/19

Varsity

Men (2 of 17 events completed)
1   Southridge   11
2   Beaverton   7

Women (2 of 17 events completed)
1   Beaverton   17
2   Southridge   1

RunMeet: Entering Results

- **Entering Results**
    - o **Result codes**
    - o **Entering field results**
- **Publishing Results**

This section covers entering results and is for people who are using the RunMeet features on Athletic.net. If you're using a different meet management software, or are attempting to upload results previously published in print or on another website, see **Uploading Track & Field Results #1: Overview**.

Entering Results

Once you've printed your finish line sheets and field event score sheets and events have been completed, it's very easy to enter those results and immediately publish them to Athletic.net. On the RunMeet screen, click **Results** on the left.

If you're using a FAT system, see **Using RunMeet with Fully Automatic Timing**.

After that, click on the event for which you'd like to enter results. Remember, you may need to click **Track** or **Field** to display the event you need. Since you clicked **Results** above, you'll now see a box next to each athlete to enter their time or mark.

Enter the time or mark next to each athlete and press `<enter>` or `<tab>` to move to the next field. As you enter results, the Heat Place (**Hpl**), Overall Place (**Pl**), and Points Awarded (**Pts**) will be automatically calculated and displayed next to the result. Points are awarded based on the scoring scheme you set up in **RunMeet: Setup and Settings**.

If you need to override the automatic calculation of these items, click the edit icon (≙) next to any row that needs to be changed.

If you're used to entering results in other commercially available meet management software, you'll be familiar with the ability to enter results without punctuation. Rest assured, RunMeet will behave in the same manner, even with field events measured in English. Simply enter the mark without any punctuation and you will be shown a preview of the mark as the system is interpreting it. For example, typing 1221 will produce the following:

For longer events, the system will still interpret items correctly. Typing 133724 will produce the following:

And this even works for field events:

Result codes

In order to completely fill out results, you'll need to be able to enter non-numeric codes for various athlete statuses. RunMeet supports the following:

- DNS: Did not start/did not show
- DNF: Did not finish
- DQ: Disqualified
- NT: No time
- NH: No height
- ND: No distance
- NM: No mark
- SCR: Scratch

Entering field results

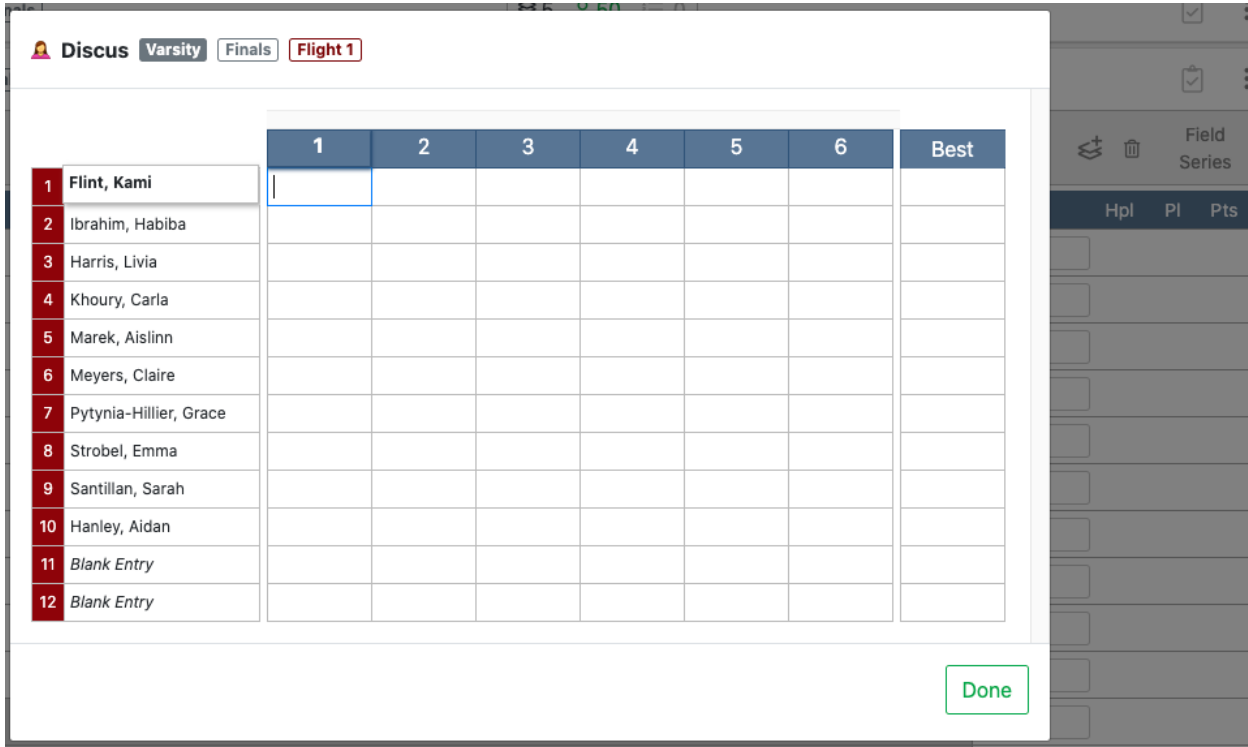To enter field results, make sure that the **Results** tab is selected, and then choose **Field** from the top row.

Once you access the event you're looking for, you can either choose to enter final results directly into the **Mark** field, or you can select **Field Series** and enter each jump and throw. This will allow you to have the software break ties and rank results.

To save time and avoid re-typing results from sheets, put a volunteer with a mobile device at each field event and enter the field series directly! You can enter the field series as it happens, and as soon as the event concludes, publish it!

Publishing Results

Once you've entered all the results for an event, you can mark it complete and publish it to Athletic.net. To mark an event as complete, click the **Mark Complete** (·) at the top of the event.

Once you click **Mark Complete**, the software will check your results and then publish the event in question to your meet page on Athletic.net. When the event is successfully published, the clipboard icon will turn green and you will receive a notification at the bottom of the screen that the event was successfully published to Athletic.net. Additionally, once an event is marked complete, the scores from it will be included in the Team Scores report. See **RunMeet: Producing Heat Sheets and Other Reports** for info on how to produce a Team Scores report.

All entries in an event must have a result in order for an event to be marked complete. If you're having trouble marking an event as complete, ensure that there is something entered in the Time or Mark box next to each athlete in each heat or flight of the event. All athletes must have a result, even if that result is a DNS, DNF, or other "no result" code. See the result codes above for the codes that RunMeet supports.

Once you mark an event as complete, the number of "Events Completed" at the top of the RunMeet Page will update. Once all events have been marked completed, you can click **Mark Meet Official** to indicate that the results on the page are finalized and official. For more information, see **Unofficial vs. Official Results**.

You can still make corrections to completed events, even if the results have been marked Official. Simply edit the appropriate result. Once you do, the **Mark Complete** button will turn orange, prompting you to click it to republish results.

RunMeet makes it easy to publish results from your meet immediately at the conclusion of each event, so that athletes and spectators both on site and off site can view results online. Remember that marking an event as complete publishes that event to Athletic.net immediately for all visitors to your meet page. The sooner you enter the results, the sooner they are live online! Don't wait to enter completed results.