SpeedskatingResults.com

Vitesse

Competition Manager

User Guide

Revision 1.7

11 August 2024

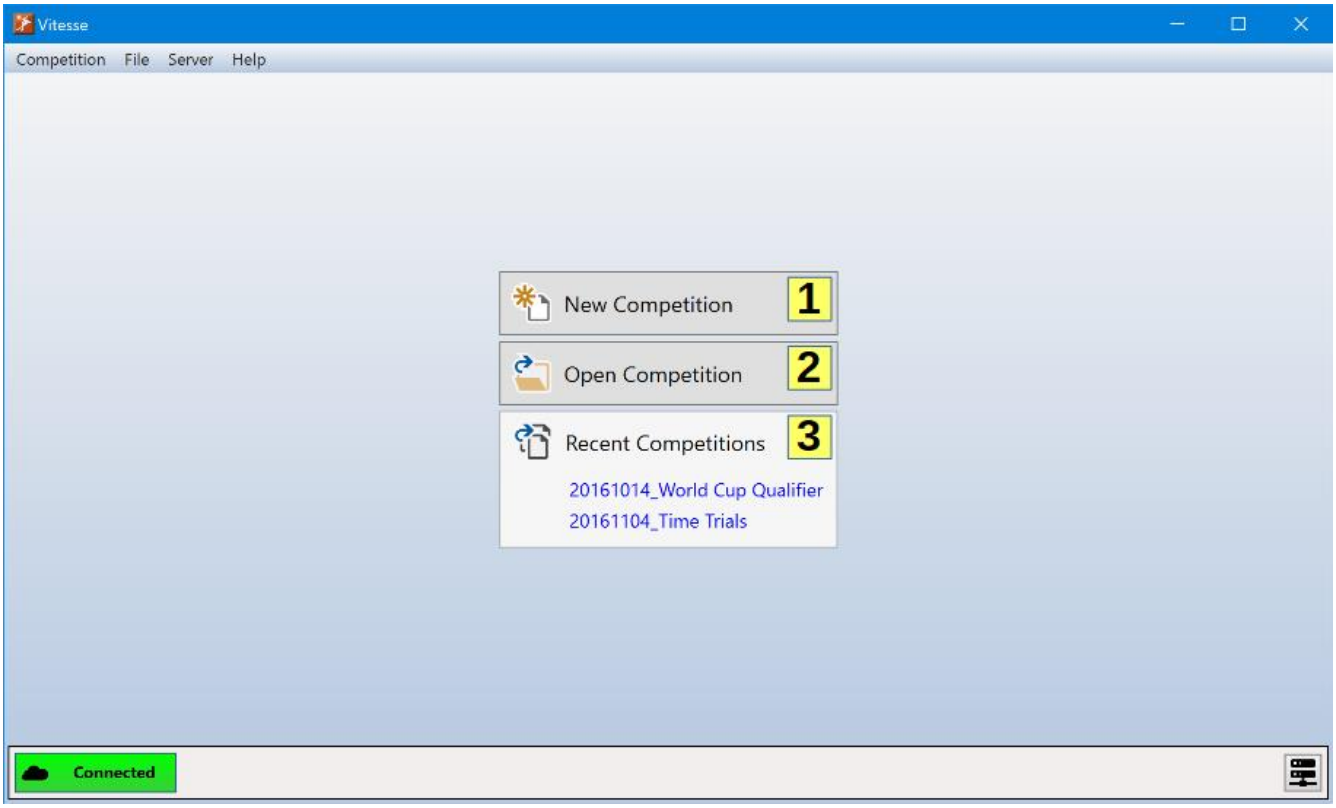
Contents

Startup 4
Competition 5
Competition Info 5
Track Filter 7
Races 11
Races List 11
Groups List 12
Skaters 13
Edit Skater Info 17
Organization 17
Participants Import 21
Import Formats 26
Skater Numbers 31
Native Language Alphabets 33
SpeedskatingResults.com Connection 33
Race Setup 35
New Race 35
Editing a Race 36
Race Participants 36
Pairs 37
Larger Text 42
Race Participants Import 46
Mass Start Setup 48
New Race 49
Editing a Race 49
Race Participants 50
Start List 51
Team Pursuit/Sprint Setup 53
New Race 54
Editing a Race 54
Race Participants 55
Teams 56
Pairs 61

Files 62
Participants List 62
Start Lists 62
Seed Times Table 64
Personal Records / Season Bests 65
File Options 65
Options 66
PDF Options 66
Track Filter 66
Languages (Beta) 67
Editing Translations 68
Adding a Language 69
Deleting a Language 70
Important Notes 71
Names in Native Language Alphabets 71
Export and Import Options 72
Version Information 74
Updates 74
Interoperability 75
JSON Export 75
Competition Server 76

Startup

When Vitesse is started, it will show the startup screen.

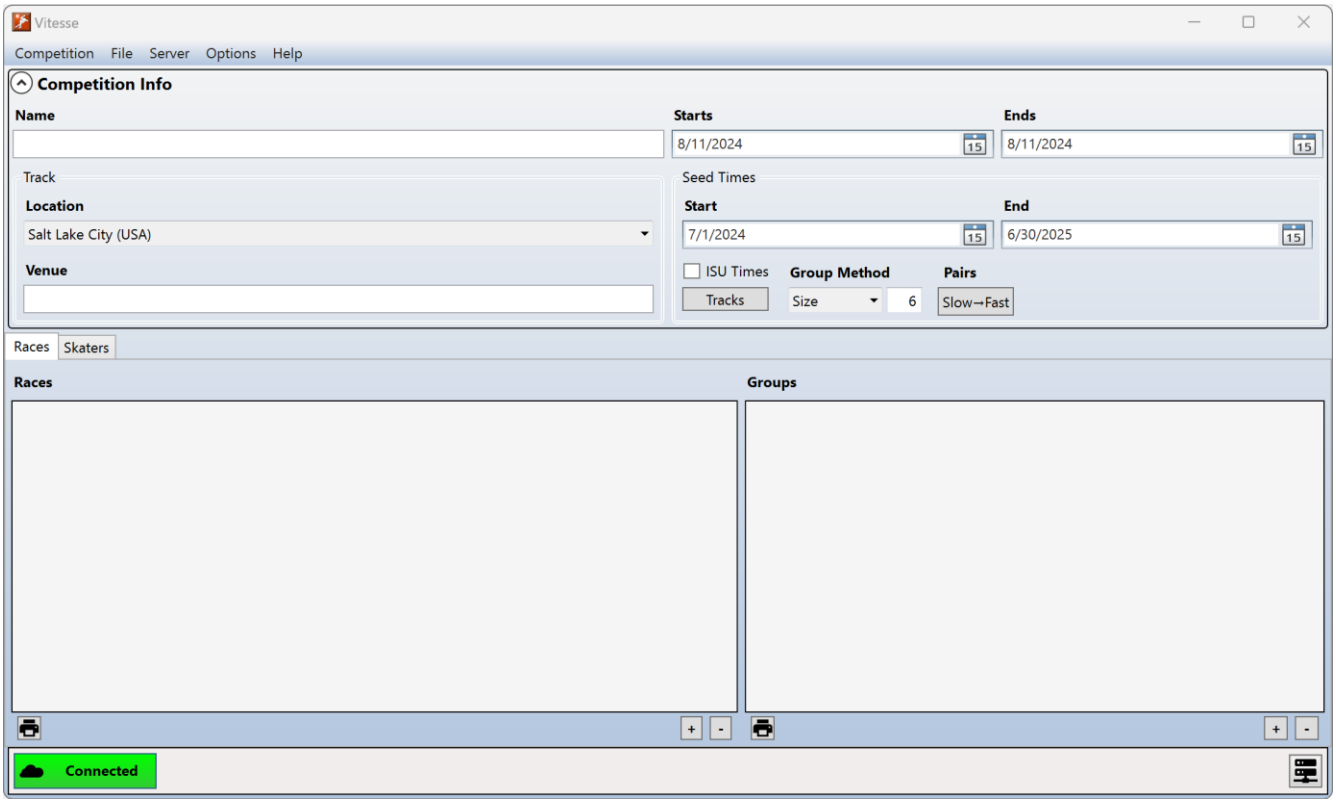


From this screen, you can quickly start a new competition or open an existing one by clicking on the *New Competition* **(1)** or *Open Competition* **(2)** buttons. The *Recent Competitions* list **(3)** will show up to the five most recently edited competitions. You can quickly open one of those competitions by double clicking on its name.

Competition

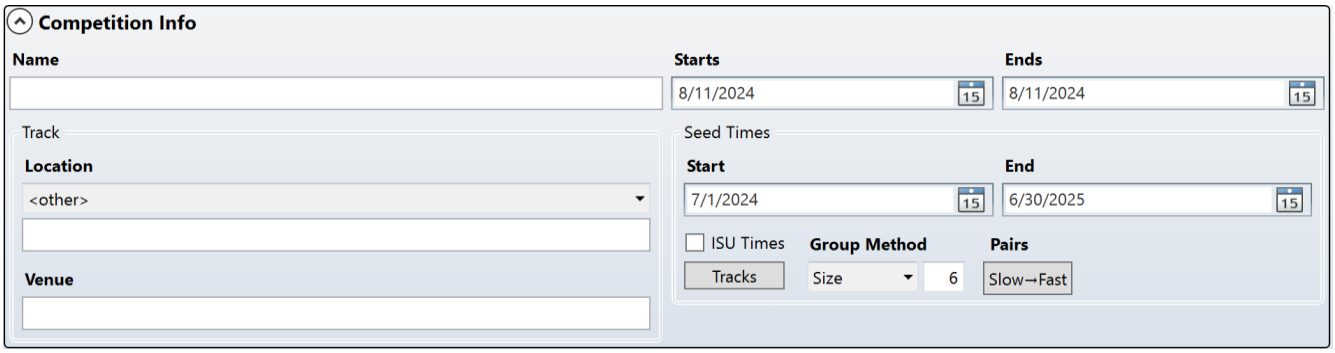
To create a new competition, click on the *New Competition* button on the start screen or select *Competition>New* from the main menu. To open an existing competition, click on the start screen's Open *Competition* button or select *Competition>Open* from the main menu. Recently edited competitions can also be quickly opened by double clicking on their name in the start screen's *Recent Competitions* list or by selecting them from the *Competition>Recent* list in the main menu.

Once a competition has been created or loaded the competition setup screen will be displayed.



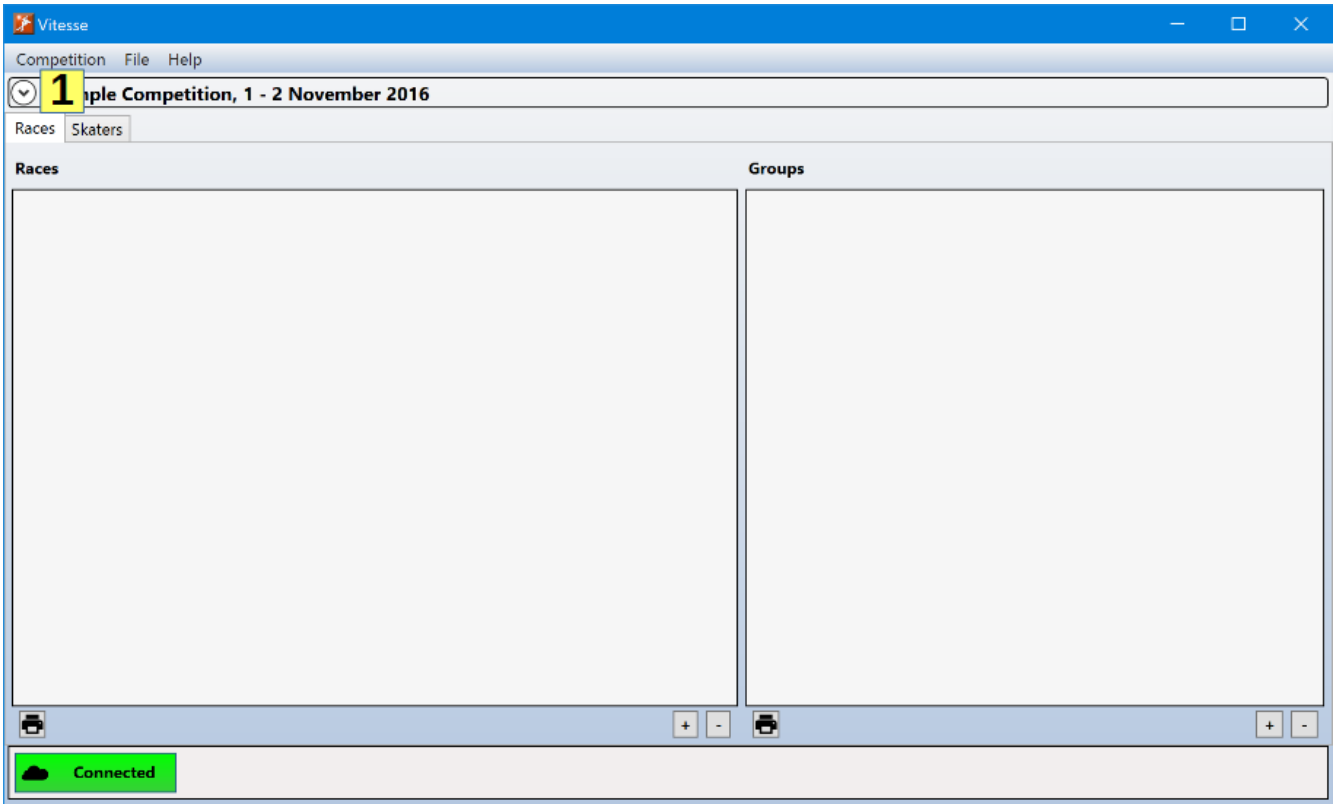
Competition Info

The *Competition Info* panel is used to enter the competition information.



Field	Description
Name	The competition's name
Starts	The start date of the competition
Ends	The end date of the competition

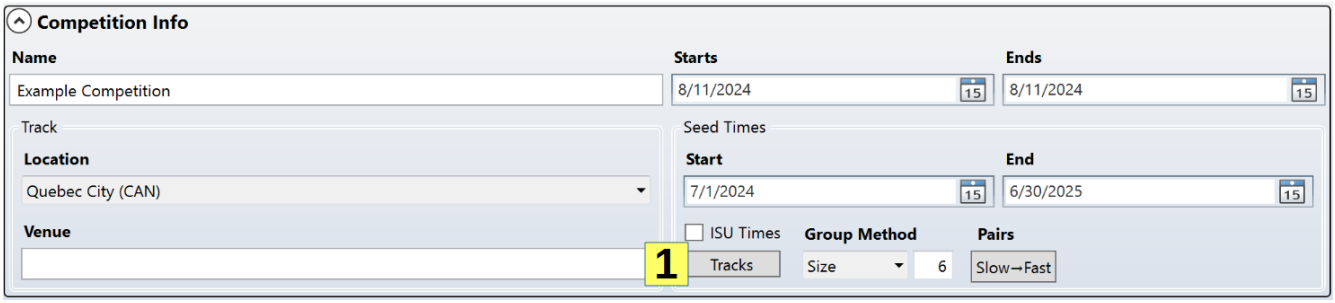
Track Location	The competition location. The drop-down list allows selection from SpeedskatingResults.com's existing list of tracks. For a location not in the list, select *<other>* and enter the location in the text box immediately below the list.
Venue	Optionally used to specify the competition venue's name. If a value is entered, it will be included in the start lists and other reports generated along with the location. If left blank, only the location will appear in the reports.
Seed Times Start	The start date of the competition's seed times range. By default, it is set to the start of the current season.
Seed Times End	The end date of the competition's seed times range. By default, it is set to the end of the current season.
ISU Times	If checked, only times skated in an ISU sanctioned competition will be used as seed times. If left unchecked, the seed times will be retrieved from any results.
Tracks	Allows definition of a filter to limit seed times to results skated only a certain tracks. See the *Track Filter* section for information on configuring such filters.
Group Method	The default method to be used for generating the seed groups in the competition's races. See the *Race Setup* section for information on the available options.
Pairs	The default order for drawn pairs. Pairs can be drawn either with slower skaters in the earlier pairs and faster skaters in the later pairs (**Slow->Fast**) or faster skaters in the earlier pairs and slower skaters in the later pairs (**Fast->Slow**). See the Race Setup section for more information on pair ordering.



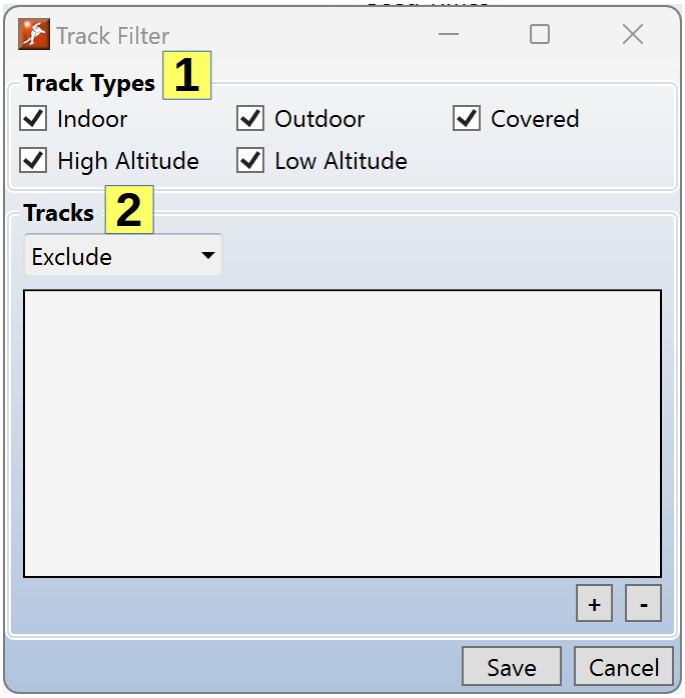
The *Competition Info* panel can be minimized and expanded by clicking on the expander button **(1)** at the top left of the panel.

Track Filter

By default, a skater's best times skated within the specified date range, regardless of the track at which they were set, are retrieved from SpeedSkatingResults.com to be used as the seed times for races in the competition. However, there may be cases where competition organizers wish to limit the tracks at which seed times can be skated (for example, exclude times skated in Calgary or Salt Lake City). This may be accomplished by defining a track filter for the competition. (A default track filter to be used for all new competitions created with Vitesse can also be defined. See the *Options/Track Filter* section later in this document for more information.)



To define a filter, click on the *Tracks* button **(1)** to open the Track Filter window.



There are two methods for specifying a filter. The *Track Types* section **(1)** allows tracks to be included or excluded as seed times sources based on characteristics of the location while the *Tracks* can be used to specify specific tracks to be included or excluded.

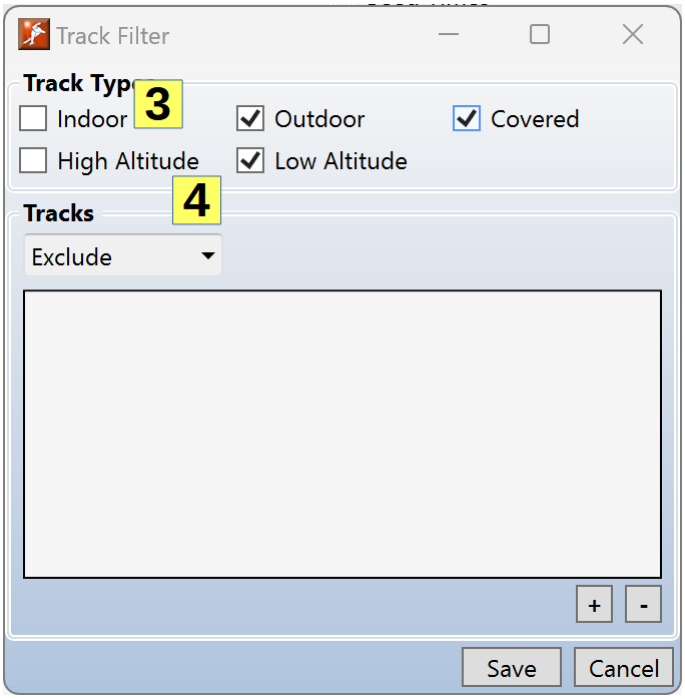
Track Type Filter

The following options are available for defining a Track Type filter.

Option	Description
Indoor	Fully enclosed tracks
Outdoor	Outdoor tracks

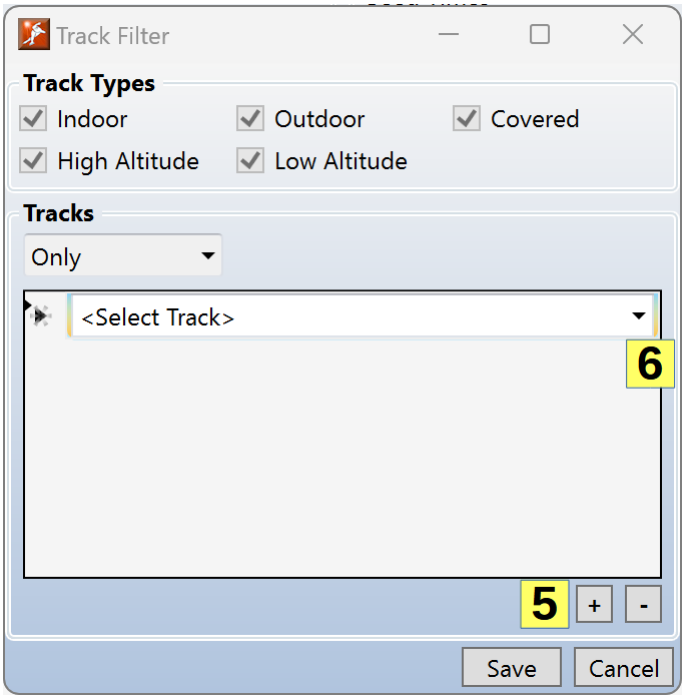
Covered	Partially enclosed tracks
High Altitude	High altitude (1000m or higher)
Low Altitude	Low altitude (below 1000m)

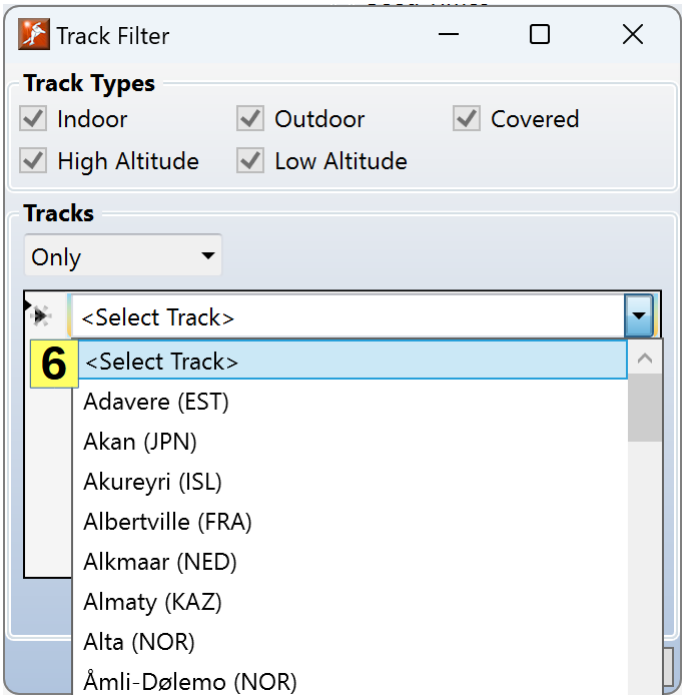
To exclude a track type, uncheck the option. For example, to omit times from the high altitude indoor tracks (currently Calgary, Salt Lake City and Urumqi), uncheck the *Indoor* **(3)** and *High Altitude* **(4)** options



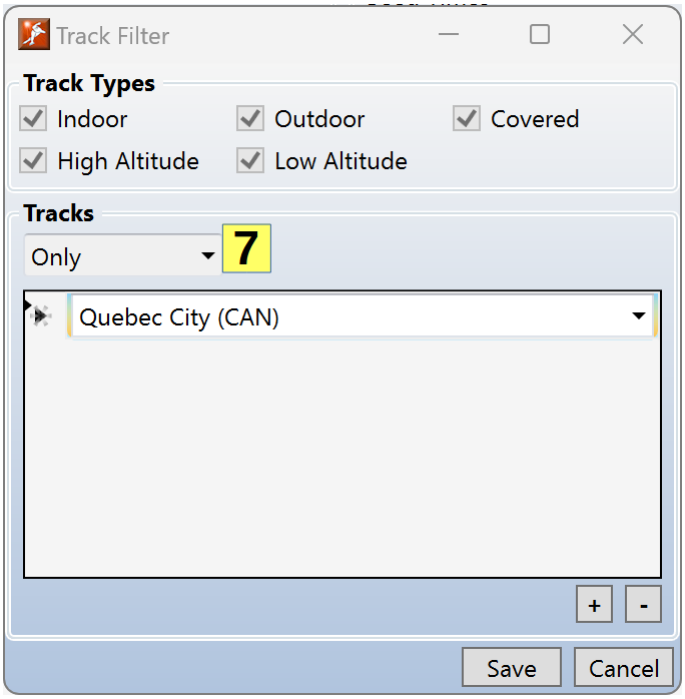
Tracks

As an alternative to defining the filter based on track type, the filter can be defined to only take, or to exclude, seed times from one or more specific tracks. To add a track, click on the **[+]** button **(5)** or press the **[Insert]** key to add a new list entry. Then select the track from the drop down list **(6)**.

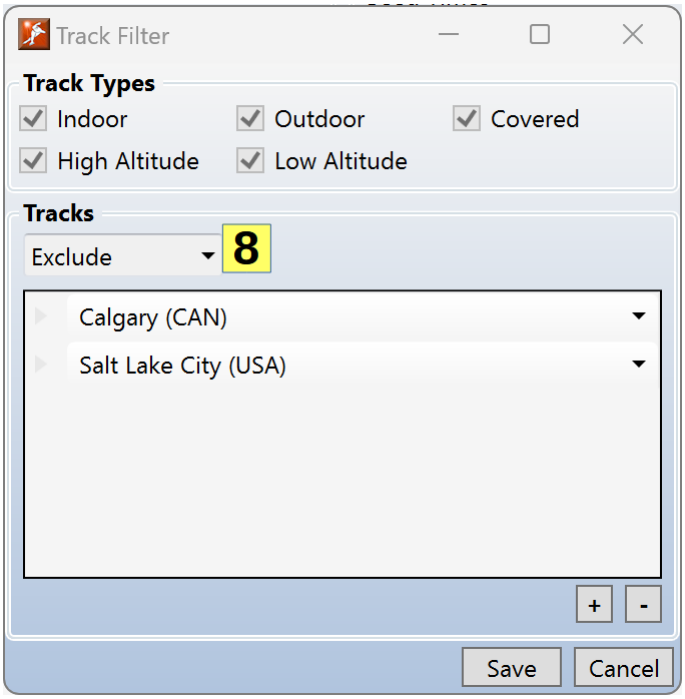




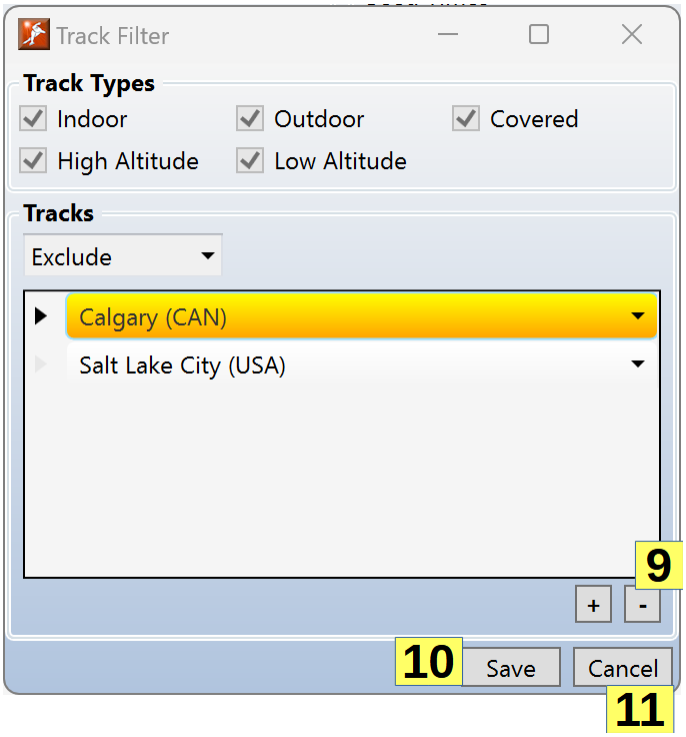
To take seed times only set at the specified track(s), choose *Only* **(7)** as the action. The following filter would be to only use times set at Quebec City.



To exclude seed times from the specified track(s0, choose *Exclude* **(8)** as the action. The following filter would exclude results from Calgary or Salt Lake City from being used as seed times.

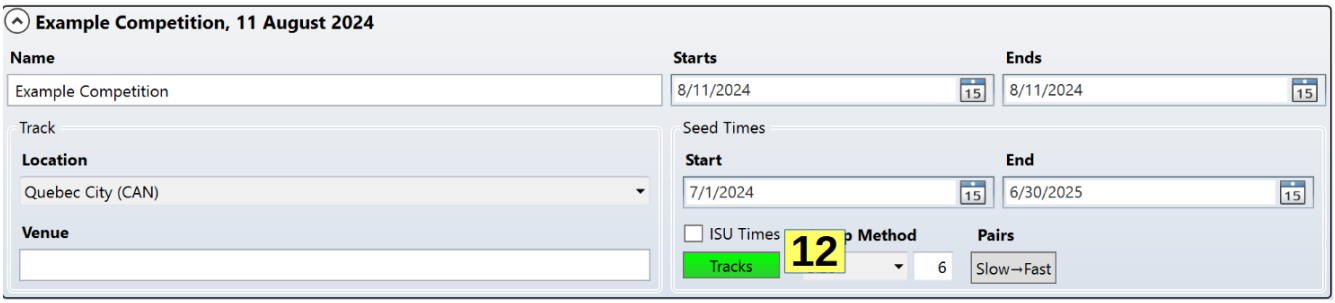


To remove a track from the list select it and click on the **[-]** button **(9)** or press the [Delete] key.



To save the filter, click on the *Save* button **(10)**. To exit without changing the filter, click on the *Cancel* button **(11)**.

When a track filter has been set for a competition, the *Tracks* button will be green **(12)**. When no filter is set the button is gray.



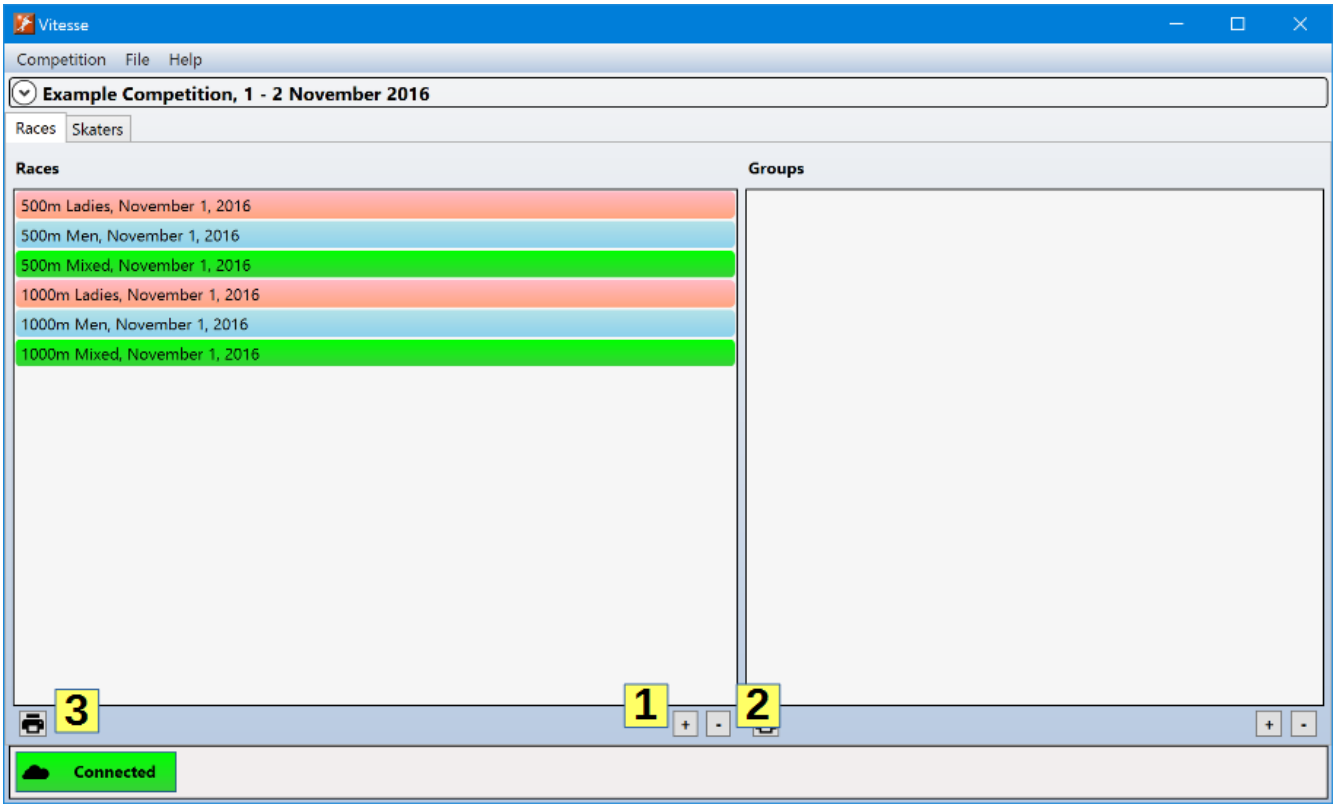
Information on configuring a default Track Filter for competitions can be found in the *Options* section later is in this document.

Races

The *Races* panel is used to set up the competition's races.

Races List

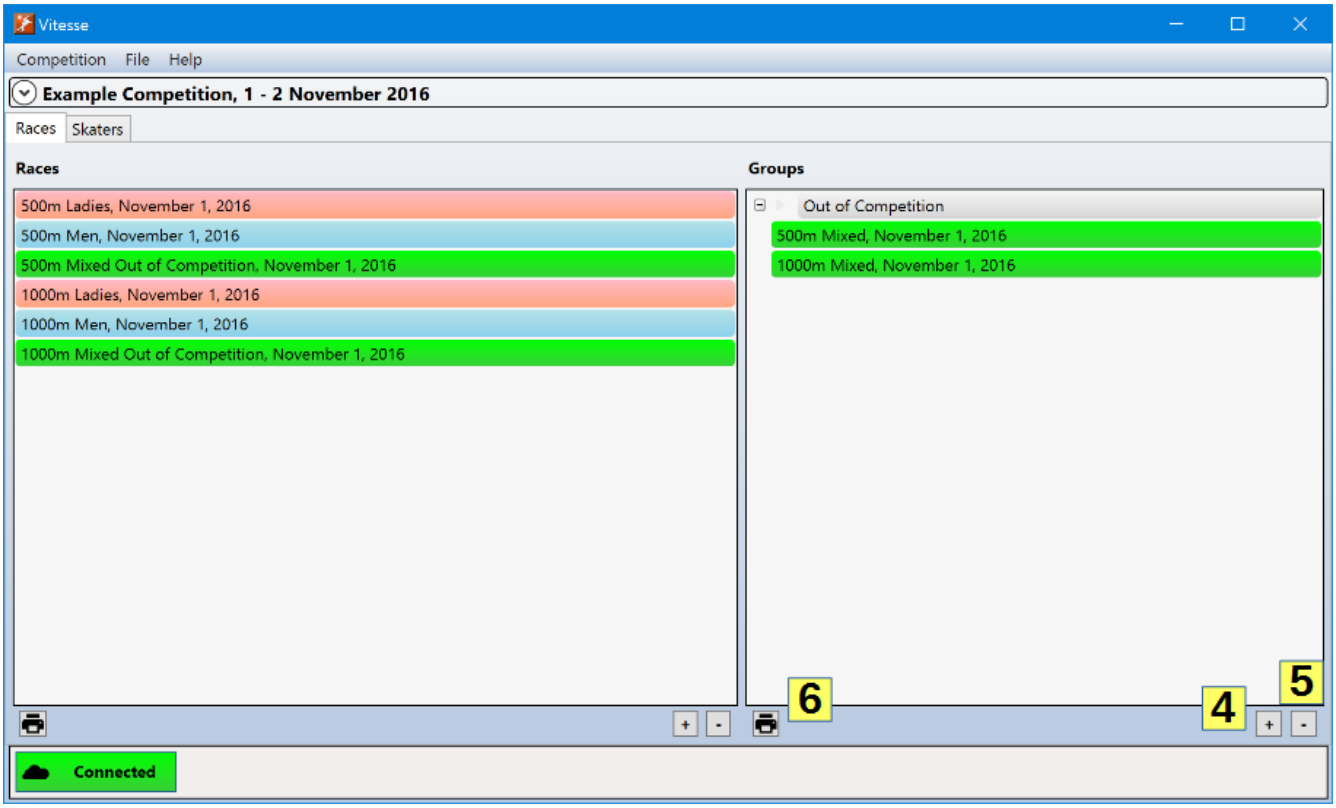
The left side of the *Races* panel shows all the races in the competition



To add a race, click on the add button **(1)**. To delete one or more races, select them in the list and click on the delete button **(2)** (or press the backspace or delete key). To save the start lists for one or more races, select them in the list and click the start list button **(3)**. To edit a race, double click on its entry in the list. Right clicking on the *Races* list will bring up a context menu that also allows access to these actions.

Groups List

A set of races may be collected in a group. For example, it might be useful to collect all out of competition races in a group.



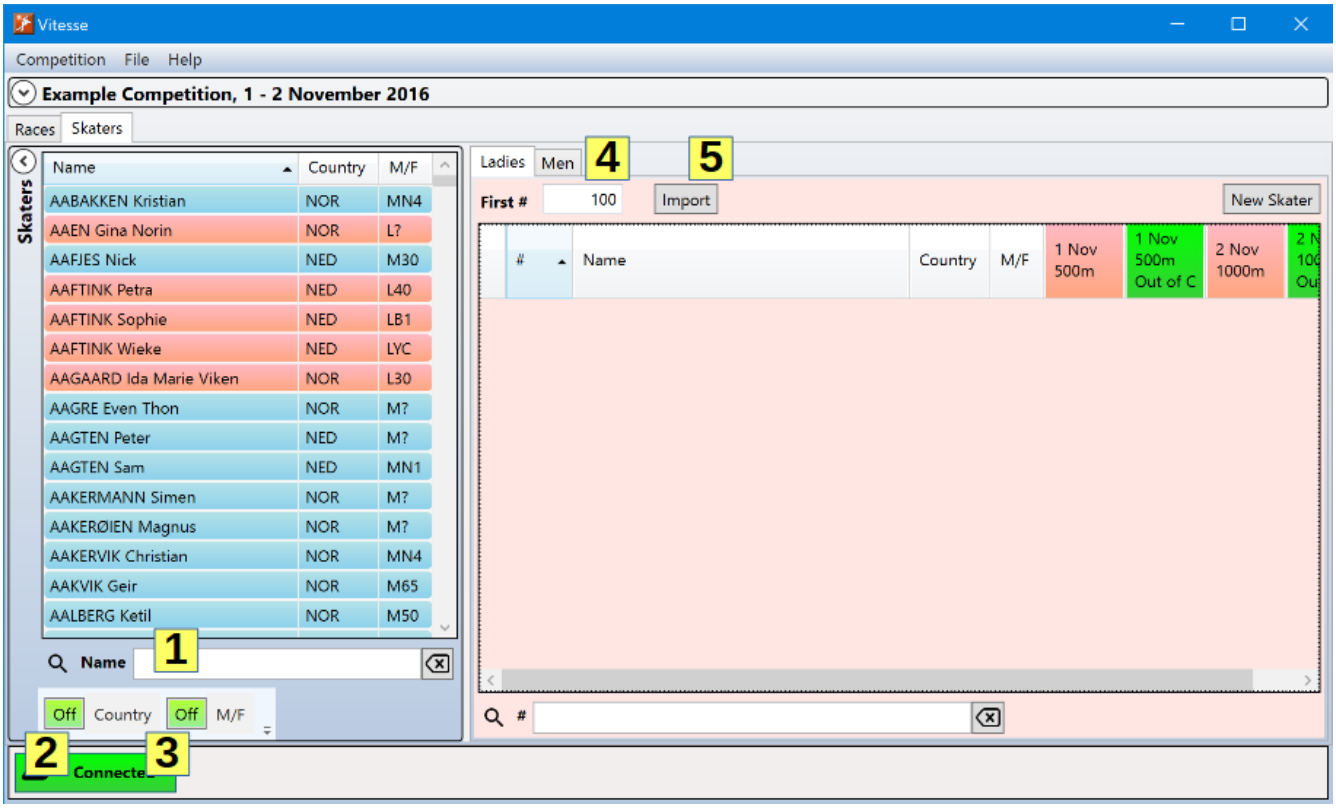
To create a race group, click on the add button **(4)**. The first group added will have the name "Group 1", the second "Group 2", etc. To rename a group, simply click on its header in the list and enter the new name. To add races to the group, select them in the races list and drag them to the group. Races can also be dragged from one group to another. A race can only be in one group at a time.

To remove a race from a group select it and click on the delete button **(5)** (or press the delete or backspace keys). This only removes the race from the group, it will still be present in the *Races* list. To remove a group, click on its header and press the delete button **(5)** (or press the delete or backspace keys). The group will be deleted, but not the races it contained.

To save the start lists for one or more races in a group, select the races and click the start list button **(6)**. To save the start lists for all races in a group, select the group header and then click the start list button **(6)**.

Skaters

The *Skaters* panel is used to select the participants in the competition.



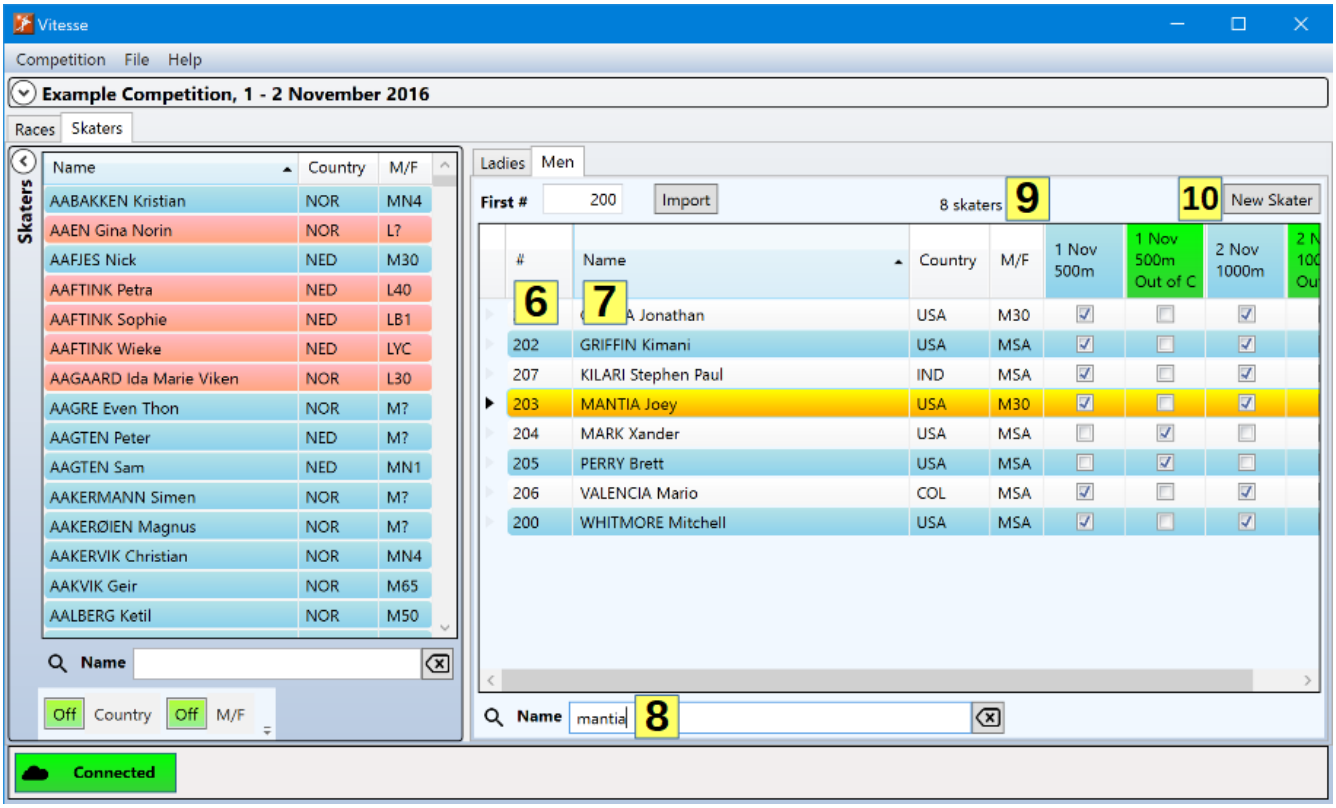
The *Skaters* list on the left shows all skaters in the SpeedskatingResults.com database. Click on the list and start typing a skater's name to quickly search the list. To add a skater to the competition double click on their list entry or select the entry and press the Enter key.

Difficulties may be encountered when searching for skaters with names containing non-Roman characters or using a non-English keyboard. If so, the search box **(1)** beneath the list may be used. As a name is entered in the search box, the list will scroll to the best matching name. While entering a name in the search box, the up (↑) and down (↓) arrow keys, Page Up and Page Down can be used to scroll through the list. Pressing the Enter key will add the highlighted skater in the list to the competition.

The list of skaters can be filtered by country **(2)** and gender **(3)** by using the controls beneath the list.

Skater numbers are automatically assigned as skaters are added to the competition. The start of the skater numbers range **(4)** can be set for both ladies and men. If the range start number is changed after skaters have been added to the competition, all skaters of that gender will be renumbered automatically.

Skaters may be imported into the competition from a list in another file. To import skaters, click on the Import button **(5)**. See the *Participants Import* section later in this document for further details.

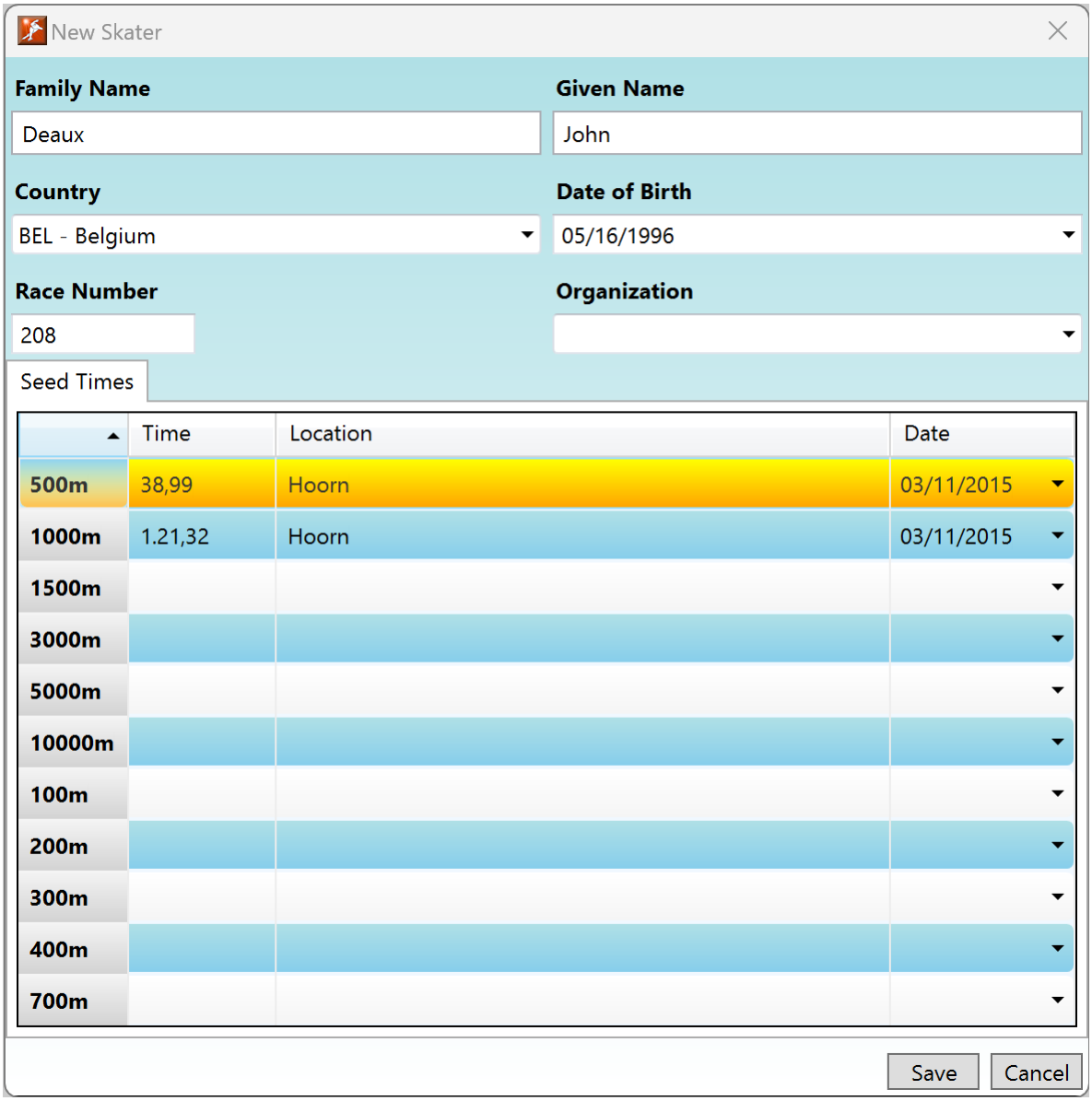


After skaters have been selected for the competition, check the boxes in the race columns to add/remove skaters to/from a race. The race date and distance is shown in each column header. The headers for men's races have a blue background, ladies' a pink background and mixed a green background. Skaters can also be added and removed from races through the race setup window described later in this document.

The list of competitors can be searched either by skater number or name. The black arrow in the competitors list header shows which column is being searched. Click on the # **(6)** or *Name* **(7)** headers to switch between search modes. As with the *Skaters* list, the search box **(8)** below the competitors may also be used. The search will be for the selected column, *#* or *Name*, as indicated by the label to the left of the search box.

The number of skaters in the competition is shown at the top of the competitors list **(9)**.

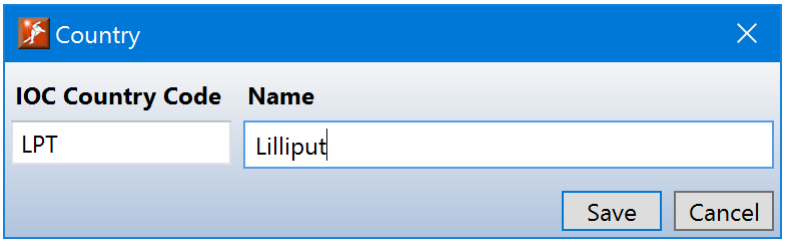
To add a skater that is not in the SpeedskatingResults.com database to the competition, click on the *New Skater* button **(10)** at the top right of the competitors list.



Enter the skater's family and given names, select the skater's country and enter the date of birth, if known. The skater's race number is automatically set to the next available value. However, it may be manually set to a different value if desired. Since the skater is not in the SpeedskatingResults.com database, seed times can be manually specified.

Click on *Save* to add the skater to the competition.

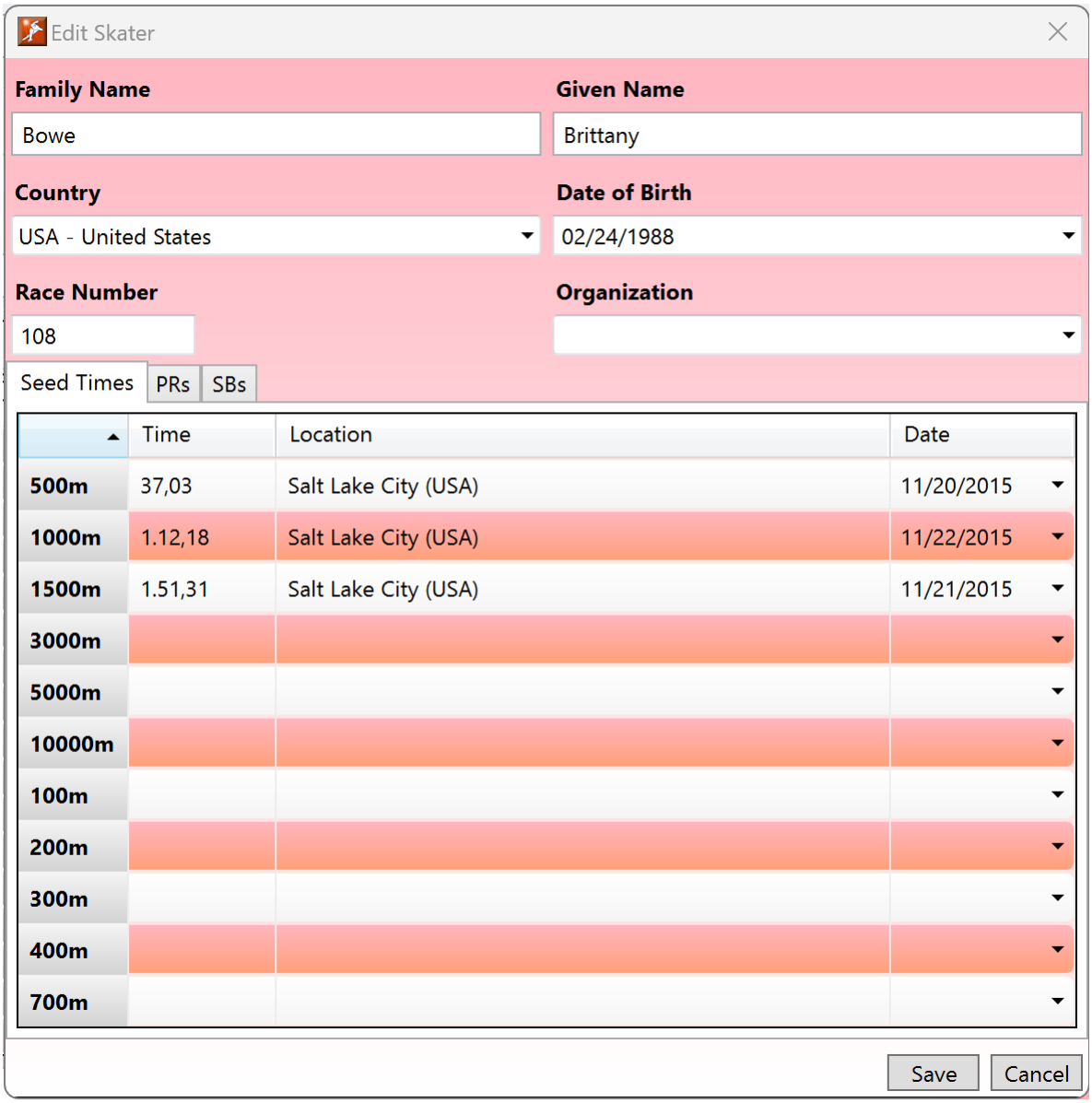
If the skater is representing a country not in the available list, right click on the country list and then click on the *New Country* context menu item.



Enter the country's three character IOC country code and its name. Click on *Save* to add the country to the list of those available.

Edit Skater Info

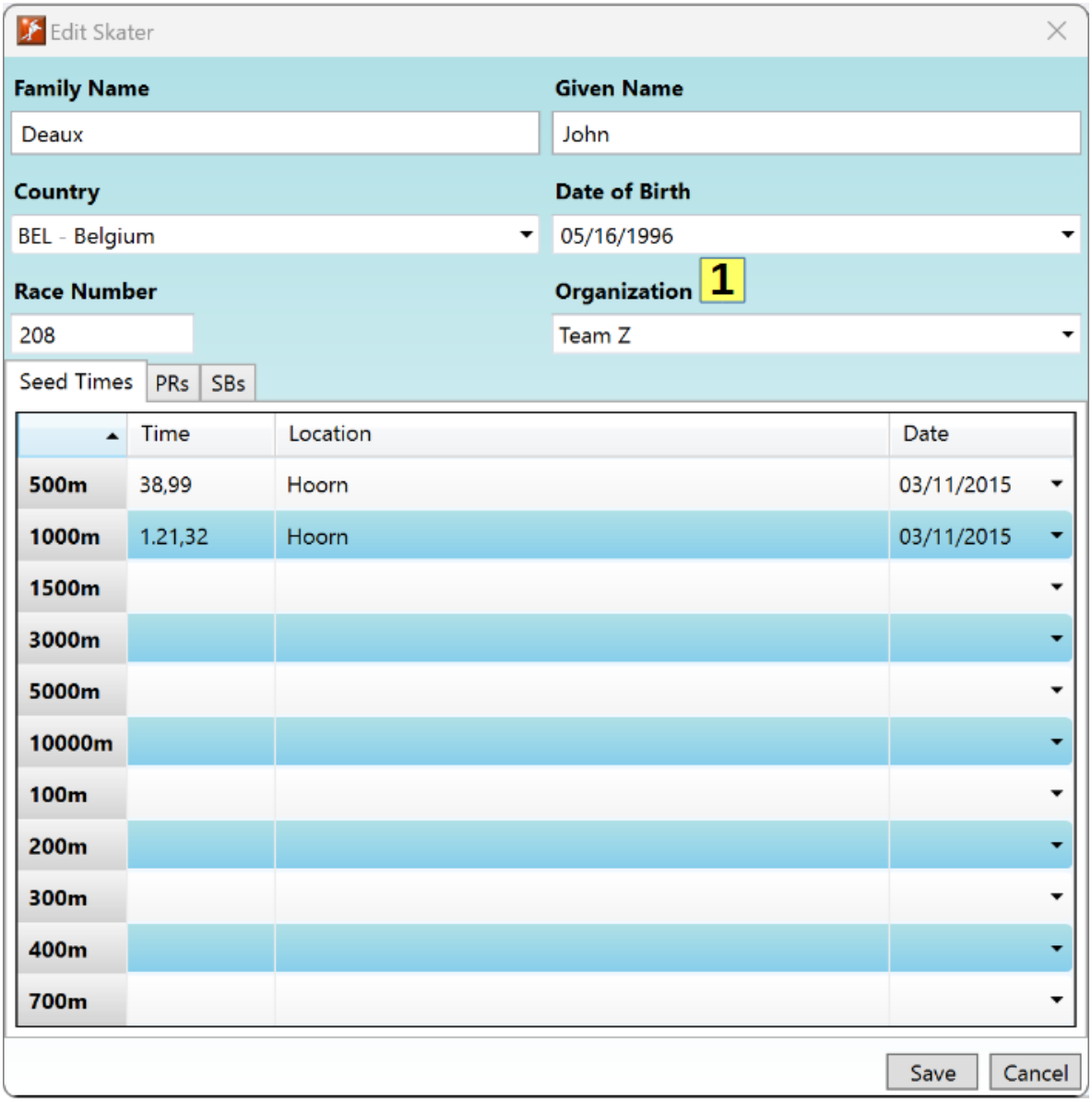
A skater's information can be edited after a skater has been added to the competition. Double click on the skater in the competition participants list to show the edit window.



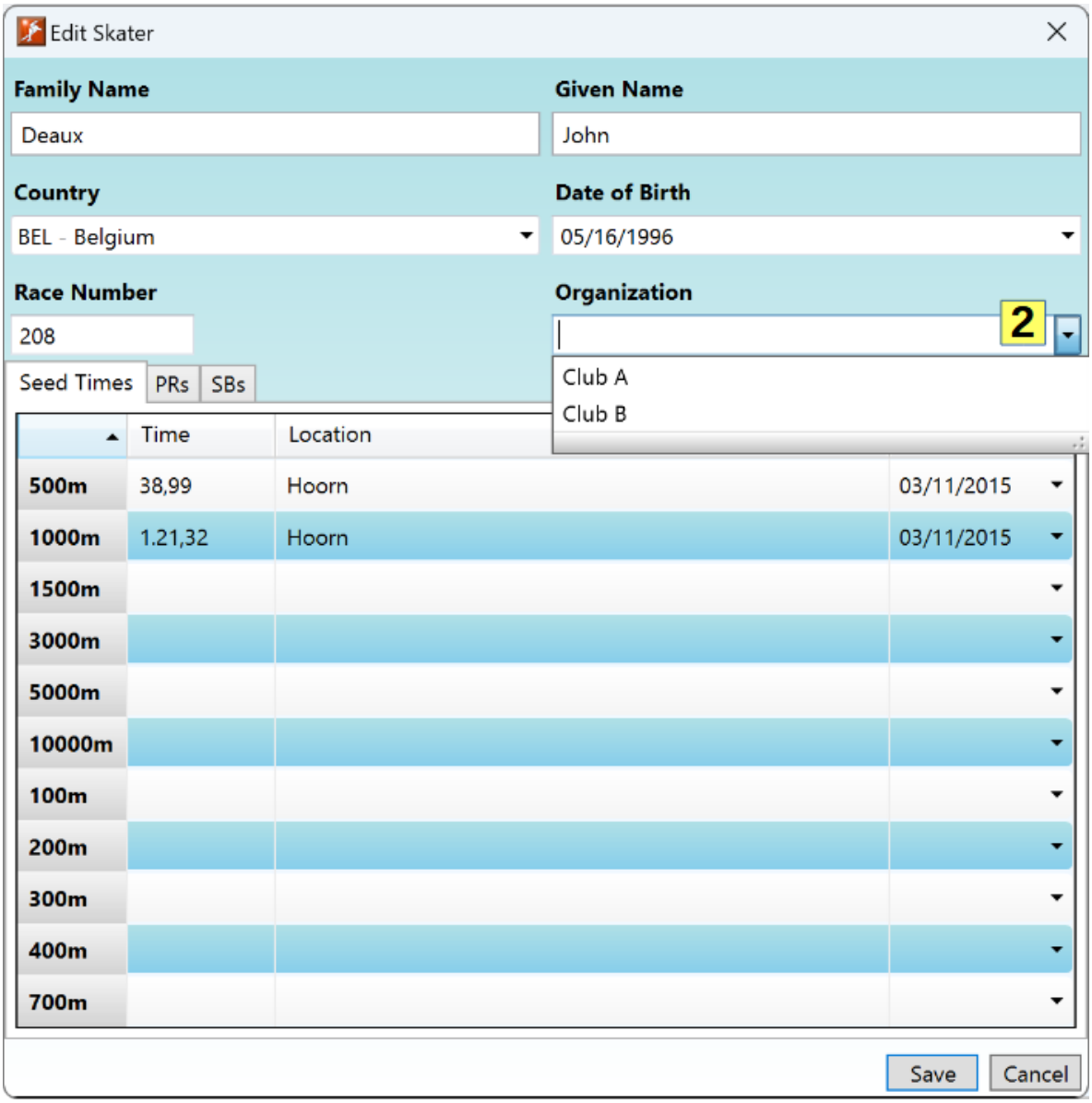
The skater's family name, given name, country, date of birth and race number can be modified. Missing seed times can be added. Incorrect seed times can be revised.

Organization

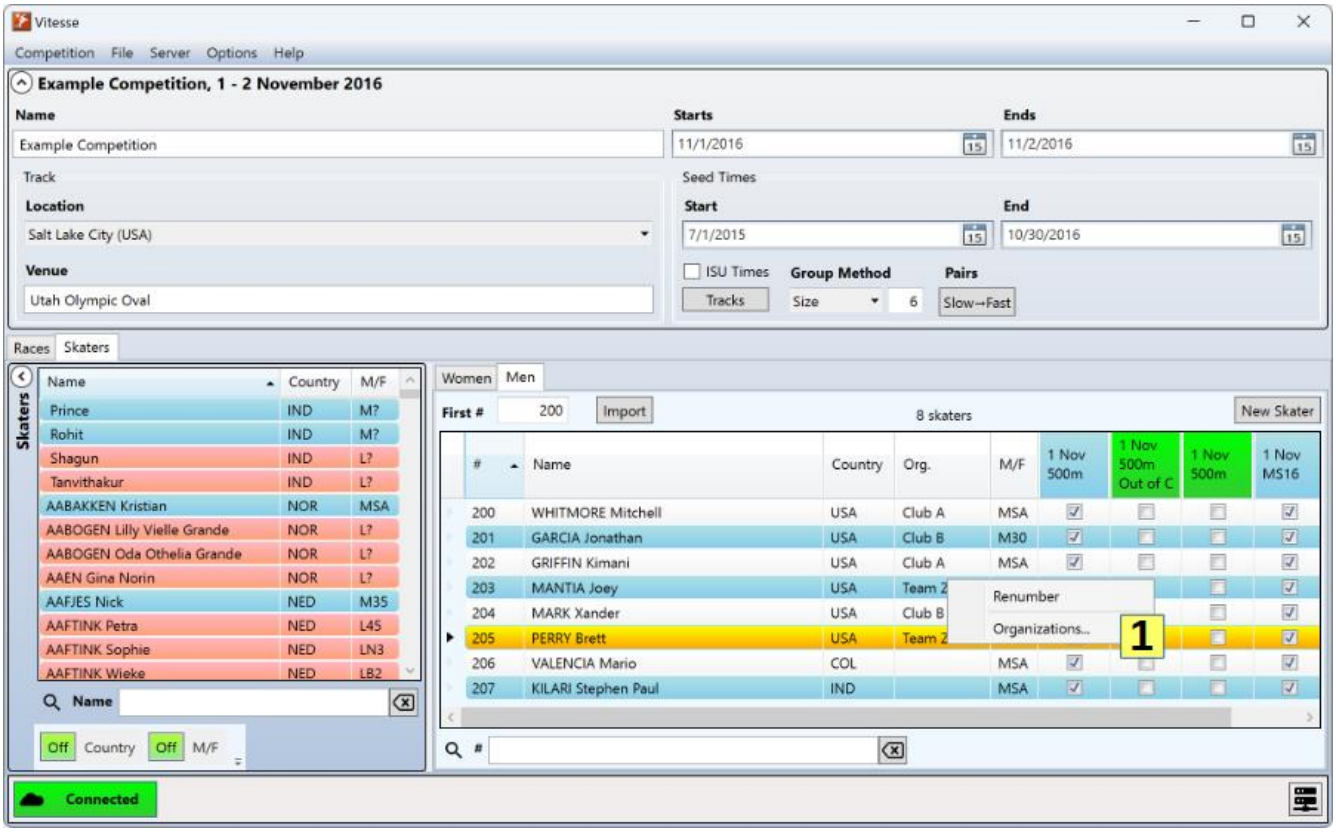
The **Organization** field **(1)** can be used to specify an organization to which a skater belongs (club, province, etc.) Organization names are limited to a maximum of 10 characters. (Rather than manually entering the organization for each skater, the information can be read from a file when importing participants into the competition. See the *Participants Import* section below for details.)



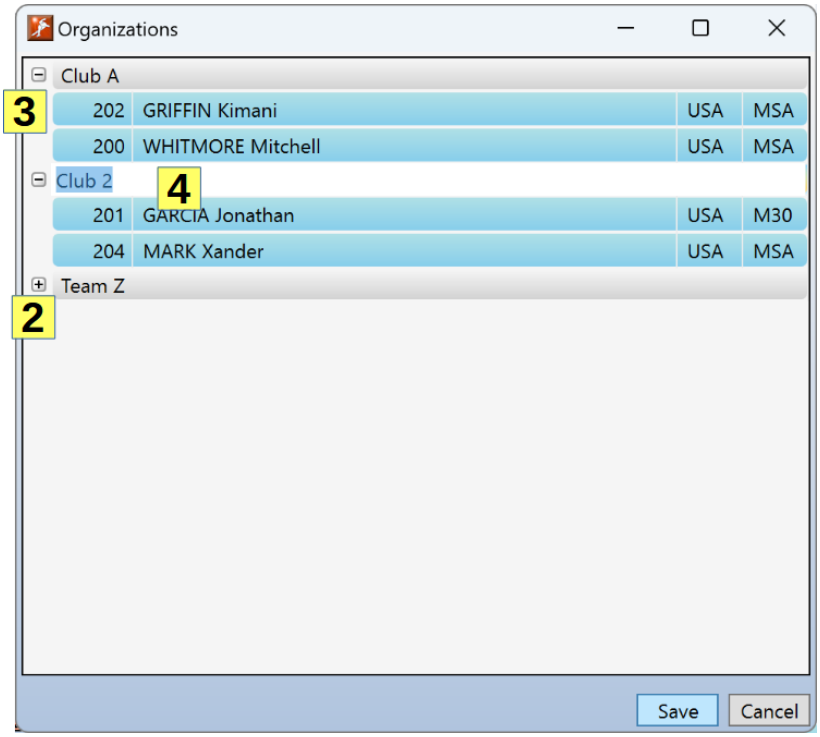
Clicking on the drop down list expander button **(2)** allows the organization to be selected from those already set for other skaters.



When organizations have been specified for skaters, the list of organizations and the skaters associated with each can be viewed by right clicking on the competitors list and selecting *Organizations* **(1)**.



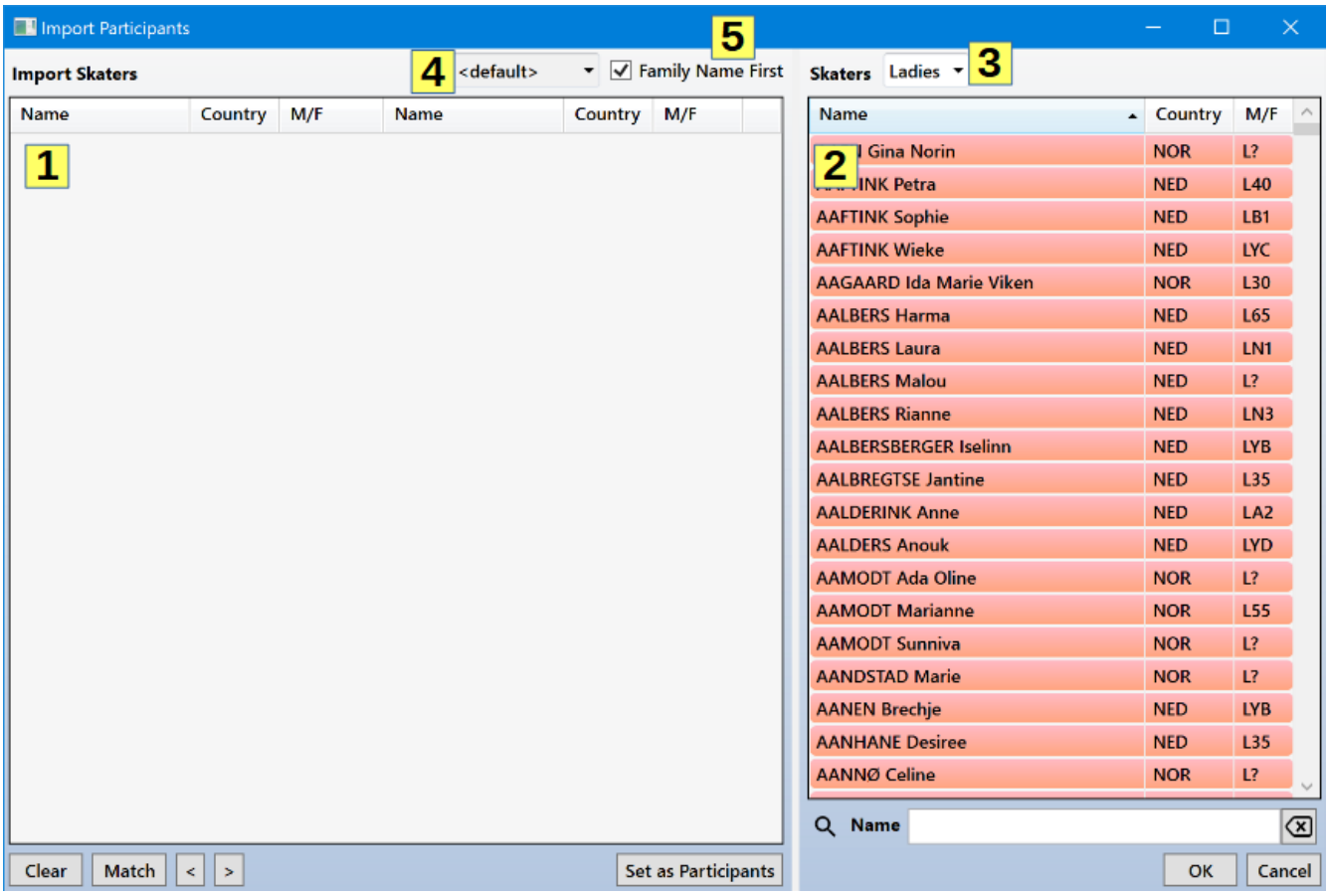
The organizations window will be displayed. Click on the [+] **(2)** or [-] **(3)** button to the left of an organization's name to display the skaters associated with the organization. Double click on an organization's name to edit its value **(4)** – any change will be applied to all skaters associated with the organization.



Participants Import

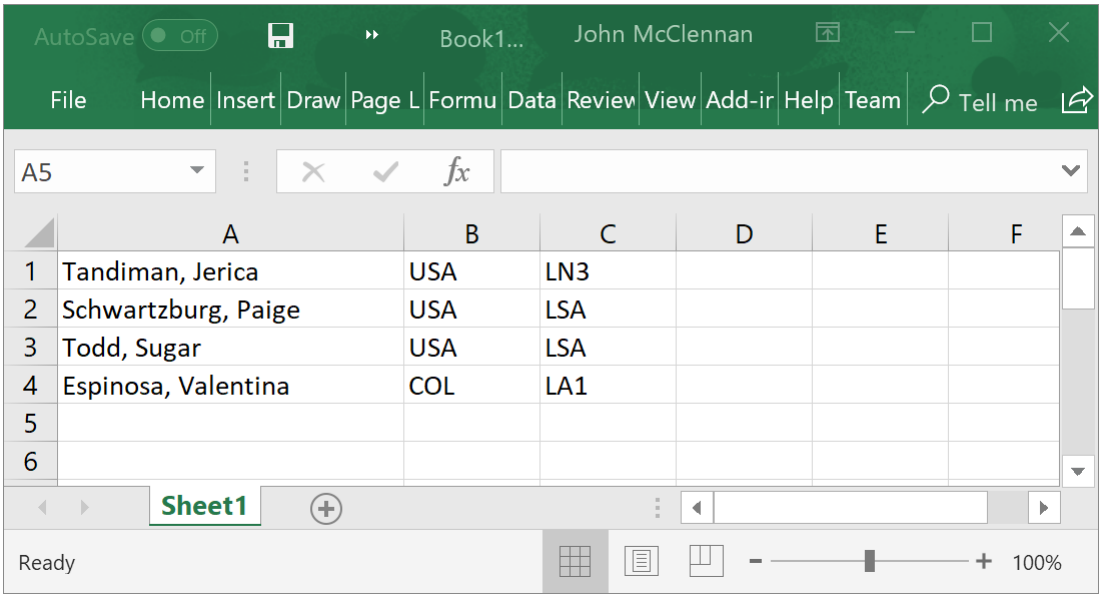
As an alternative to manually selecting each participant for the competition, an existing list of skaters may be imported. To open the import window, click the *Import* button above the participants list.

Note: This section may make the import process seem more difficult than it (hopefully) is. It is highly recommended to actually try the import process, experimenting with the different options while referring to this document as necessary.



The *Import Skaters* list **(1)** on the left will show the skaters being imported and their match, if any, to skaters in the SpeedskatingResults.com database. The *Skaters* list **(2)** on the right shows all skaters from the SpeedskatingResults.com database. While initially the list will show only Ladies or Men depending upon whether the Import button above the Ladies' or Men's participants list was clicked, that may be changed by selecting a different value from the filter **(3)**. Selecting all will allow both ladies and men to be imported at the same time.

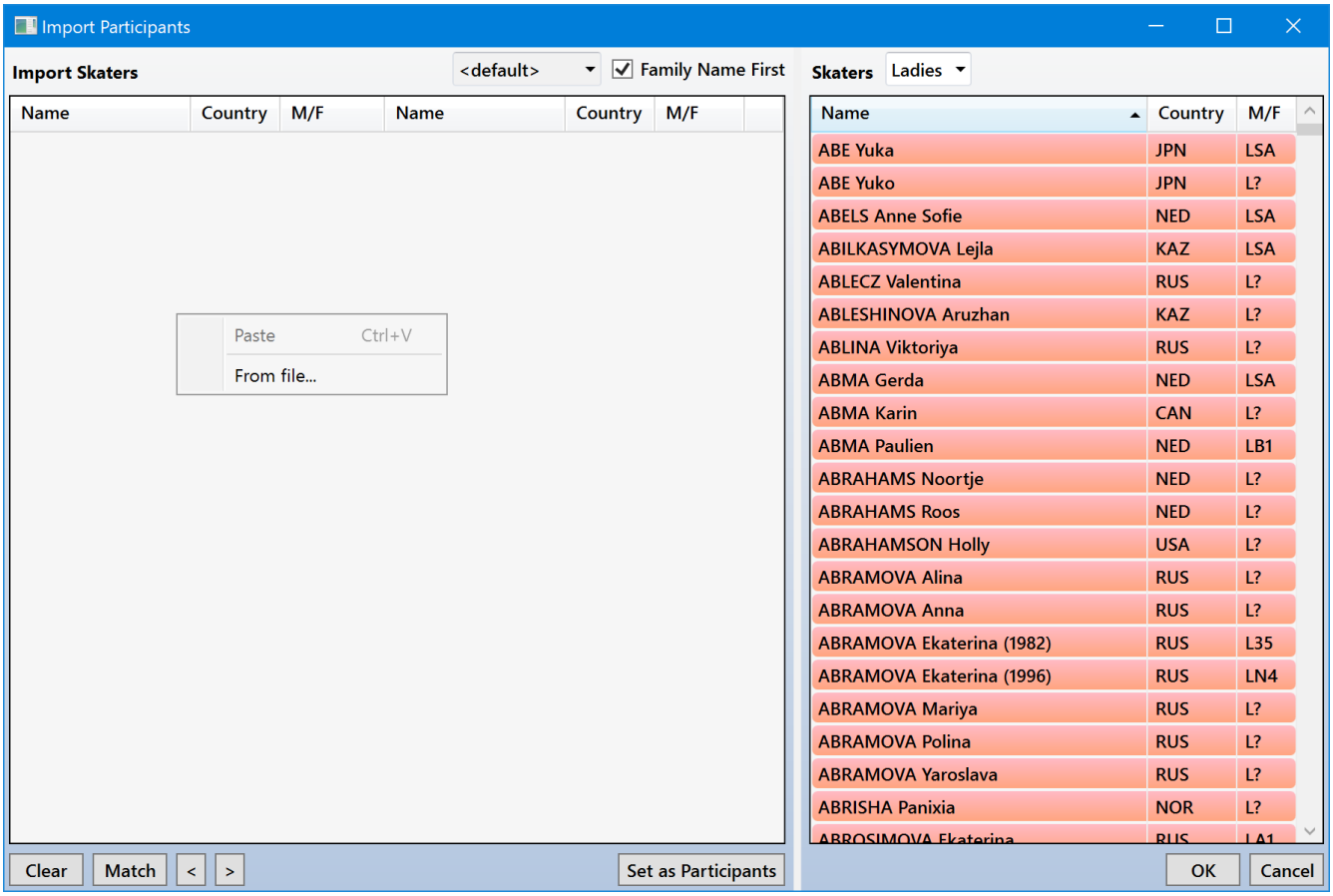
The default import format expects skater information to be in three columns, similar to the following spreadsheet.



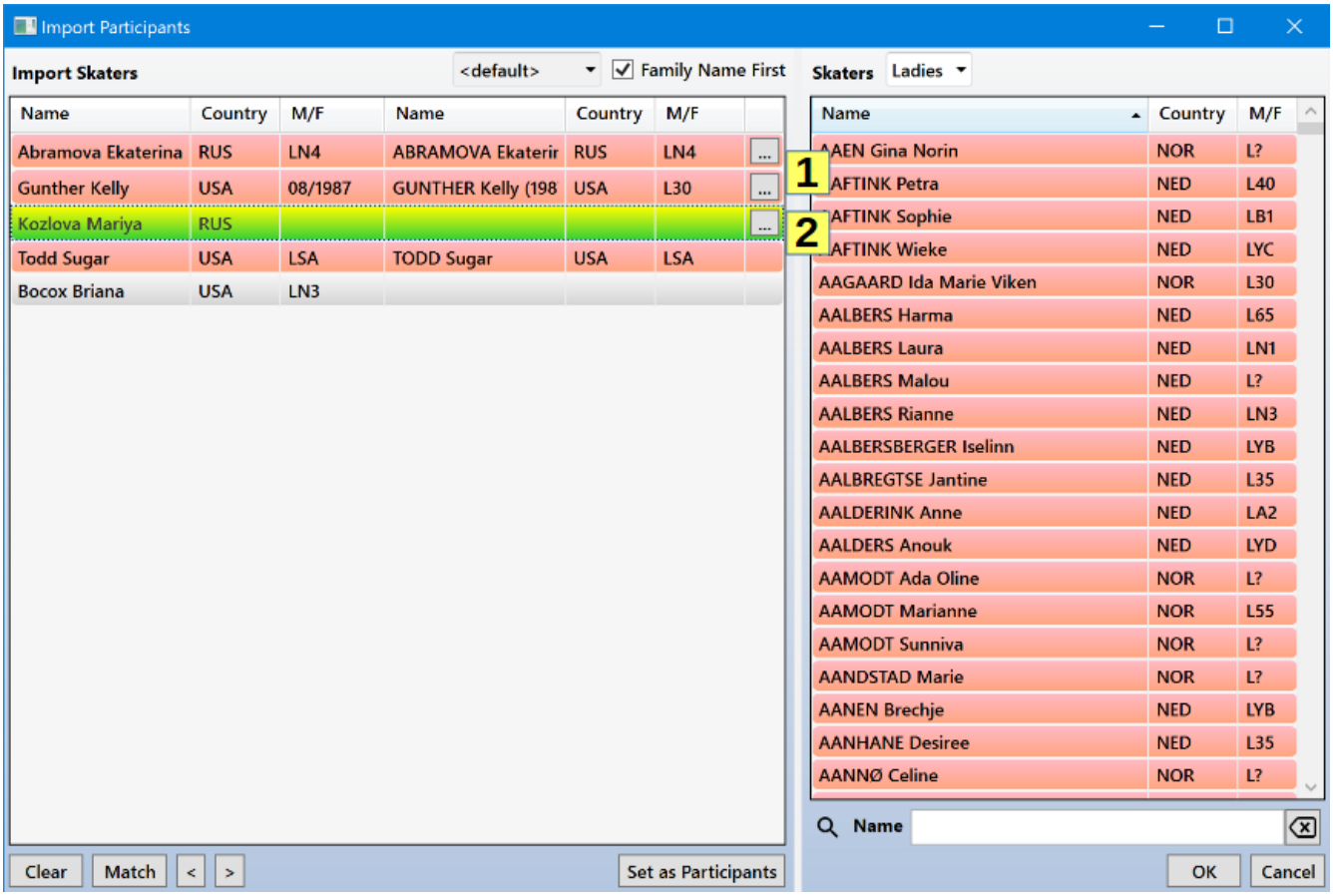
The first column contains the skater's complete name, the second their country (IOC country codes for best results), and the third their age class or date of birth.

Other import formats can be selected and defined via the import format list **(4)**. If the names are in a single column, the *Family Name First* check box can be used to specify the order of family and given names.

The list of skaters can be either cut and pasted from another application (e.g. a spreadsheet) or read directly from a file. If using cut and paste, press *Ctrl-V* to paste the list of skaters. Alternatively, right click on the *Import Skaters* list to bring up the menu allowing the skaters to either be pasted or loaded from a file.



Once the skater list has been imported, *Vitesse* will try to match each skater to an entry in the SpeedskatingResults.com database.



The skater's name, country and age class or date of birth will be used to find the best match. Skaters for which a successful match is found will be colored pink (Ladies) or blue (men).

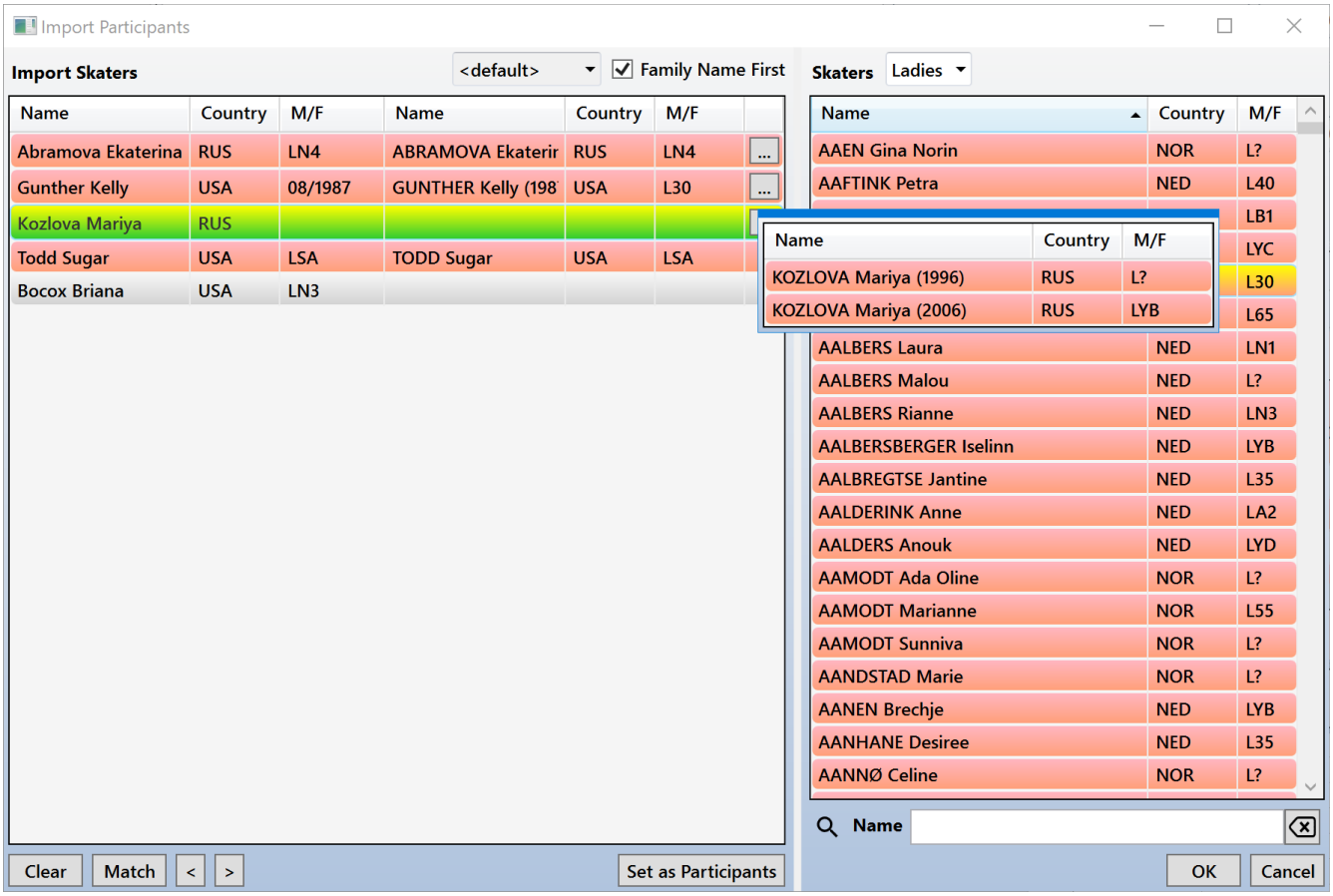
When multiple SpeedskatingResults.com database entries match a skater, *Vitesse* will use the skater's country and age class/date of birth in attempt to find the correct match. If a best match can be determined, the row will be colored pink (Ladies) or blue (men) **(1)**. If *Vitesse* was unable to determine a best match from the available options, the row will be colored green **(2)**.

If *Vitesse* is unable to find any match at all, the row will remain gray and the matching skater columns will be empty.

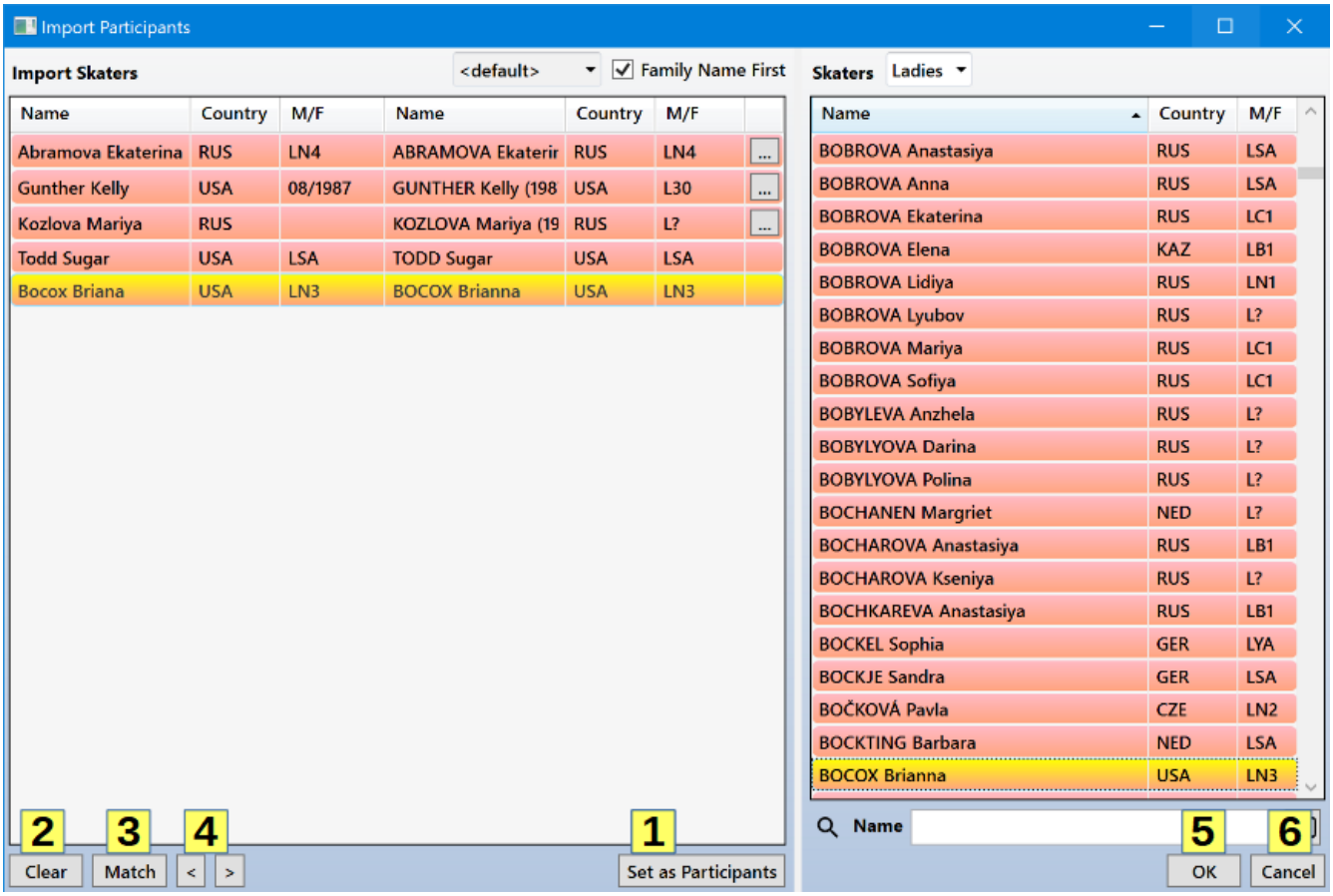
The *Skaters* list on the right shows all skaters from the SpeedskatingResults.com database. As with other lists, the *Skaters* list can be searched by typing a name while in the list or by using the search box below it. Pressing [Enter] or double-clicking on a skater in the *Skaters* list will set that skater as the match for the highlighted entry in the *Import Skaters* list on the left. Skaters may also be dragged and dropped on any entry in the *Import Skaters* list.

To clear a match, select the row in the *Import Skaters* list and press [Delete].

When multiple matches are found, clicking on the […] button will bring up a list of all potential matches.



Double click on one of the potential matches to select it. Press [ESC] to close the list without making a selection.

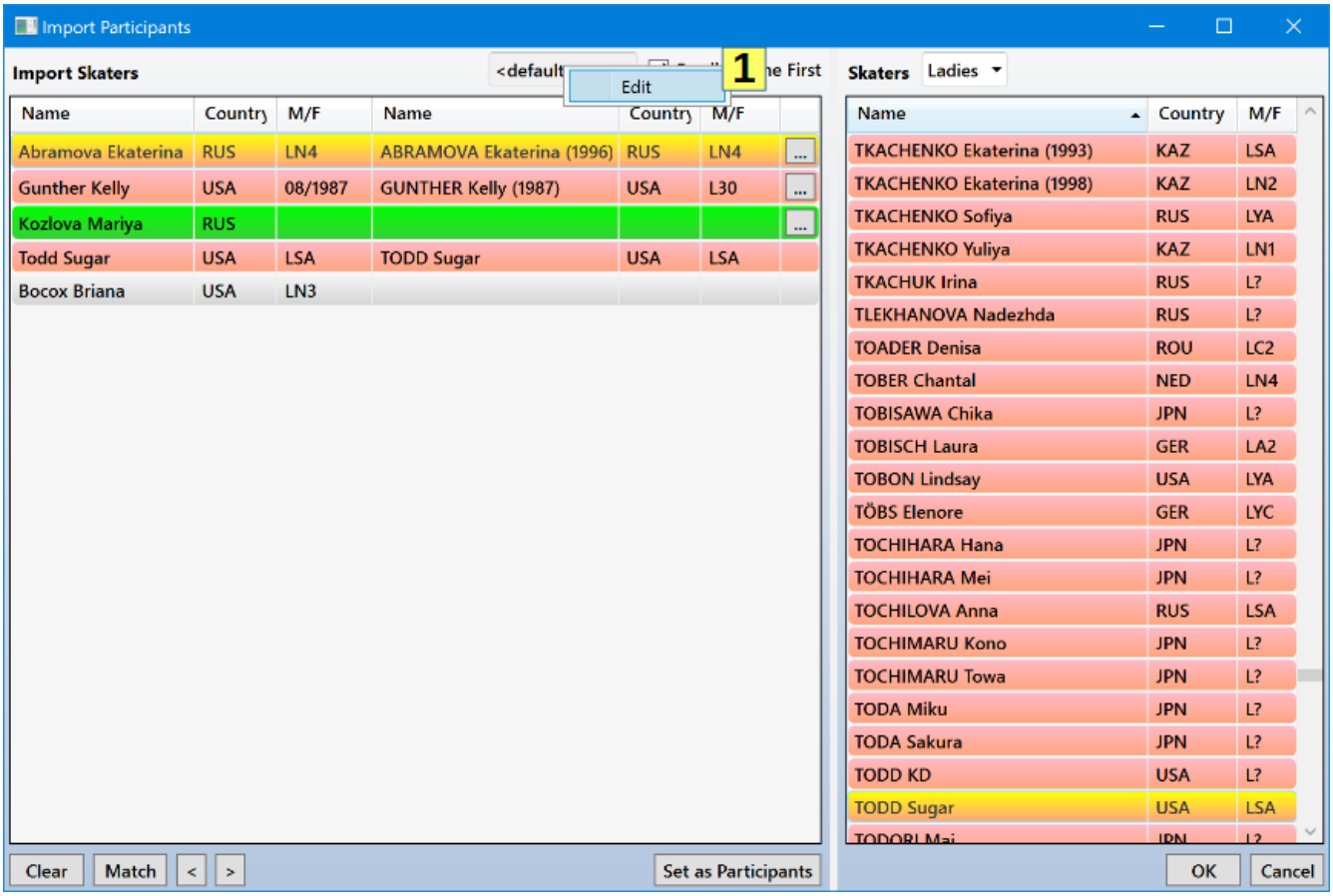


To add all successfully matched skaters to the competition, click the *Set as Participants* button **(1)**. To delete the imported list, click the *Clear* button **(2)**. (To clear all matches without deleting the import list, hold [Ctrl] while clicking the Clear button.) To have *Vitesse* make another attempt to match any unmatched skaters, click the *Match* button **(3)**. Use the navigation buttons (< and >) **(4)** to move between unmatched skaters in the *Import Skaters* list.

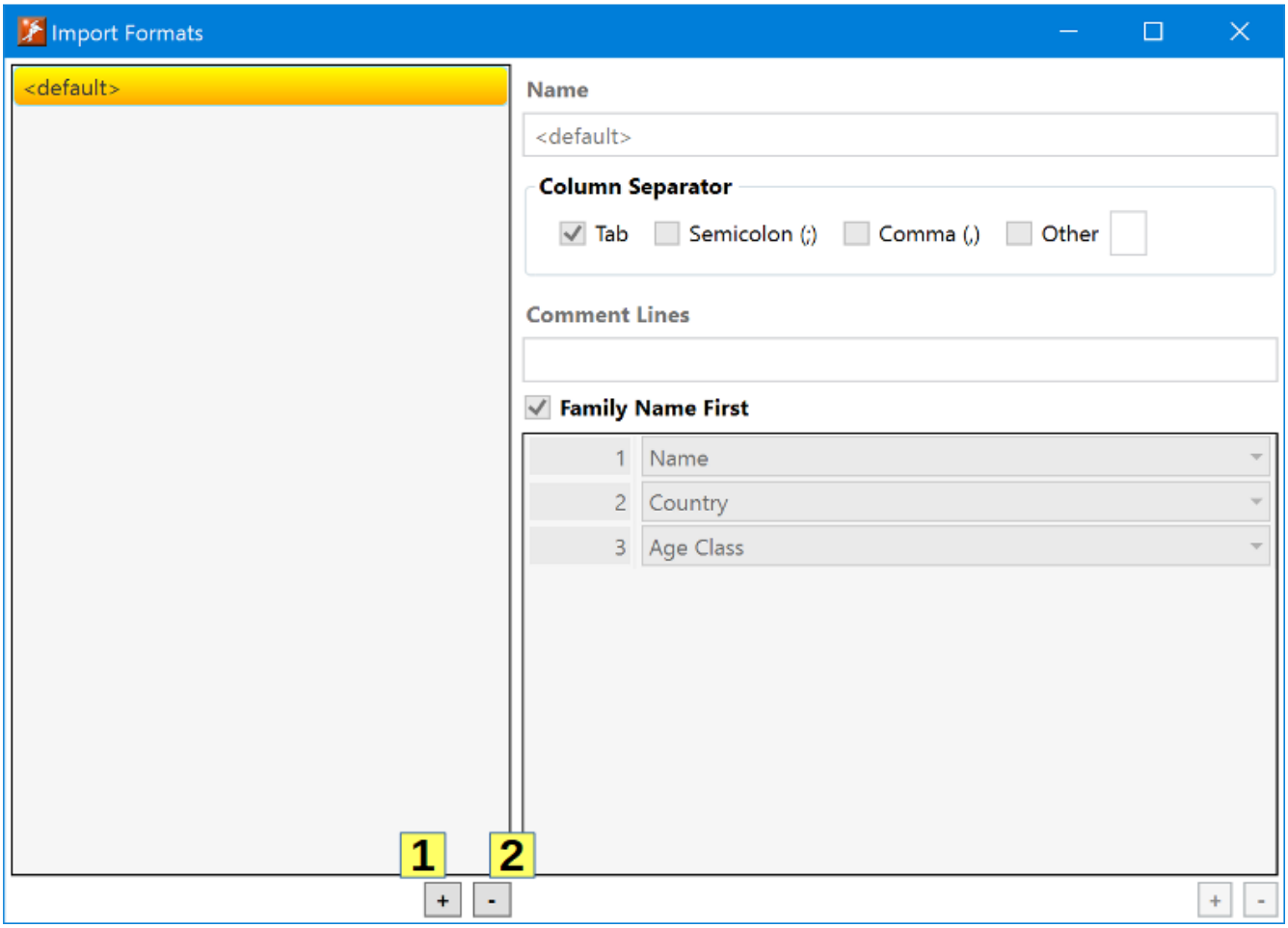
To close the *Import Participants* window click either the *OK* or *Cancel* buttons. The *OK* button **(5)** will add any matched skaters in the *Import Skaters* list to the competition before closing the window. The *Cancel* button **(6)** will close the window without adding any skaters.

Import Formats

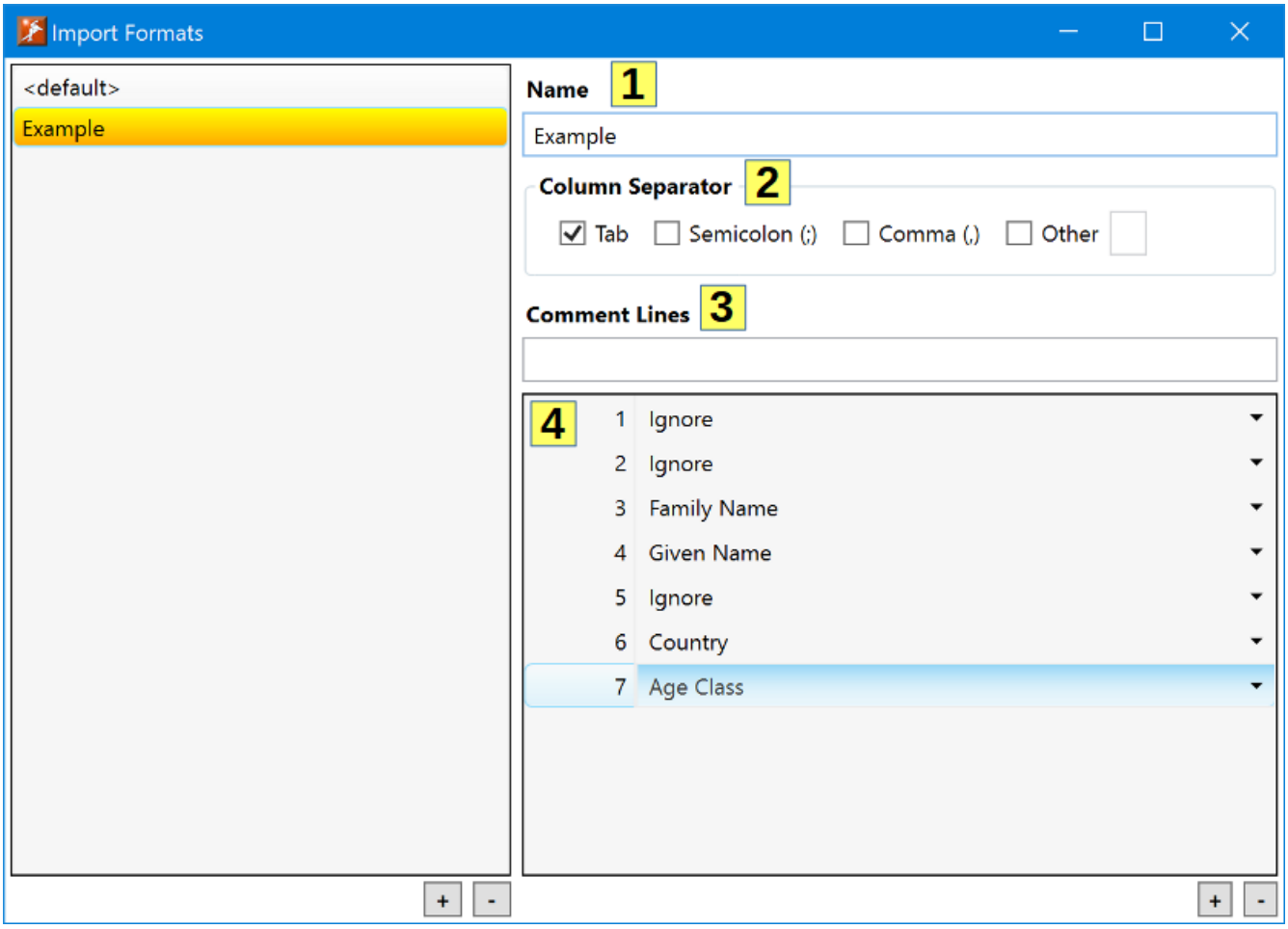
If skaters need to be imported from a list that does not match the default format, additional formats can be defined.



To define or modify the import formats, right click on the format selector **(1)** and then click *Edit* to display the format editor.



Click the + button **(1)** to add a new format. Click the – button **(2)** to delete a format. Select a format and right click to bring up a context menu allowing a copy of the format to be made. The default format may not be modified or deleted.



Each format must have a unique name **(1)**.

The *Column Separator* **(2)** allows the separator between columns to be specified. If cutting and pasting from a spreadsheet, select *Tab*. Semicolons (;) and commas (,) may also be used as separators. If the source uses some other character to delimit columns, select *Other* and enter the separator character in the box to the right.

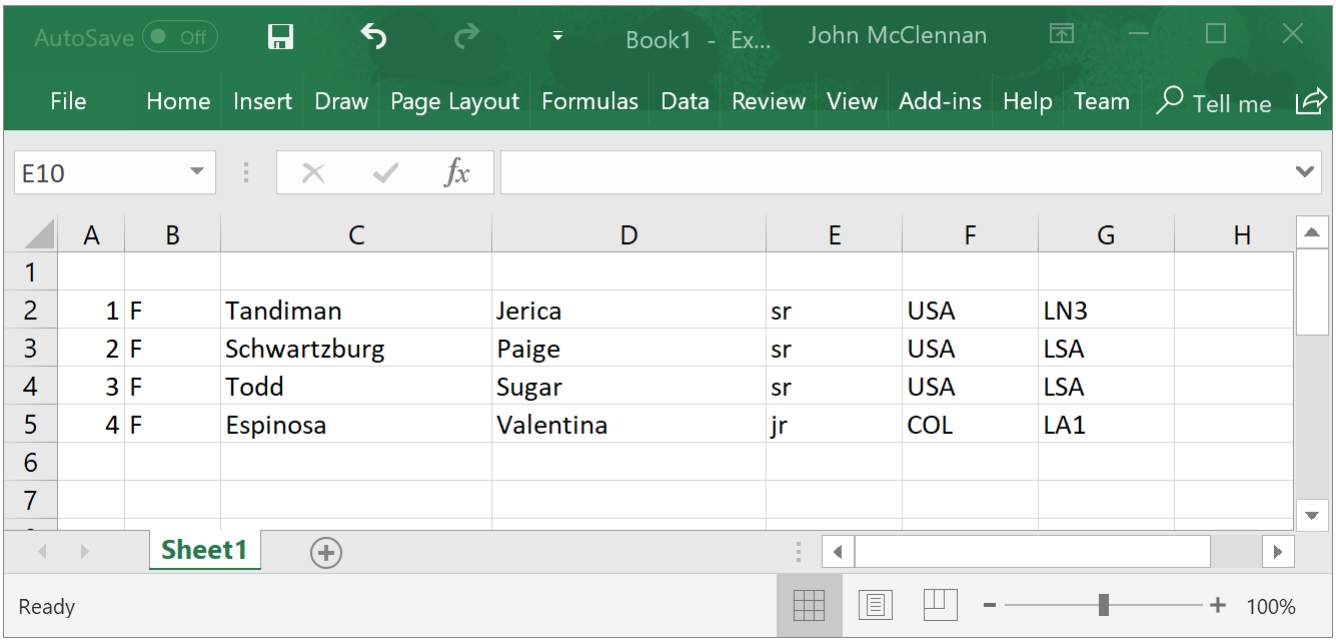
If comment lines are present in the imported data, enter the character(s) used to indicate a comment in the *Comment Lines* field **(3)**. Any line in the imported data that starts with one of the characters will be ignored.

Finally, define the columns **(4)** in the imported data. Each column may be given one of following values:

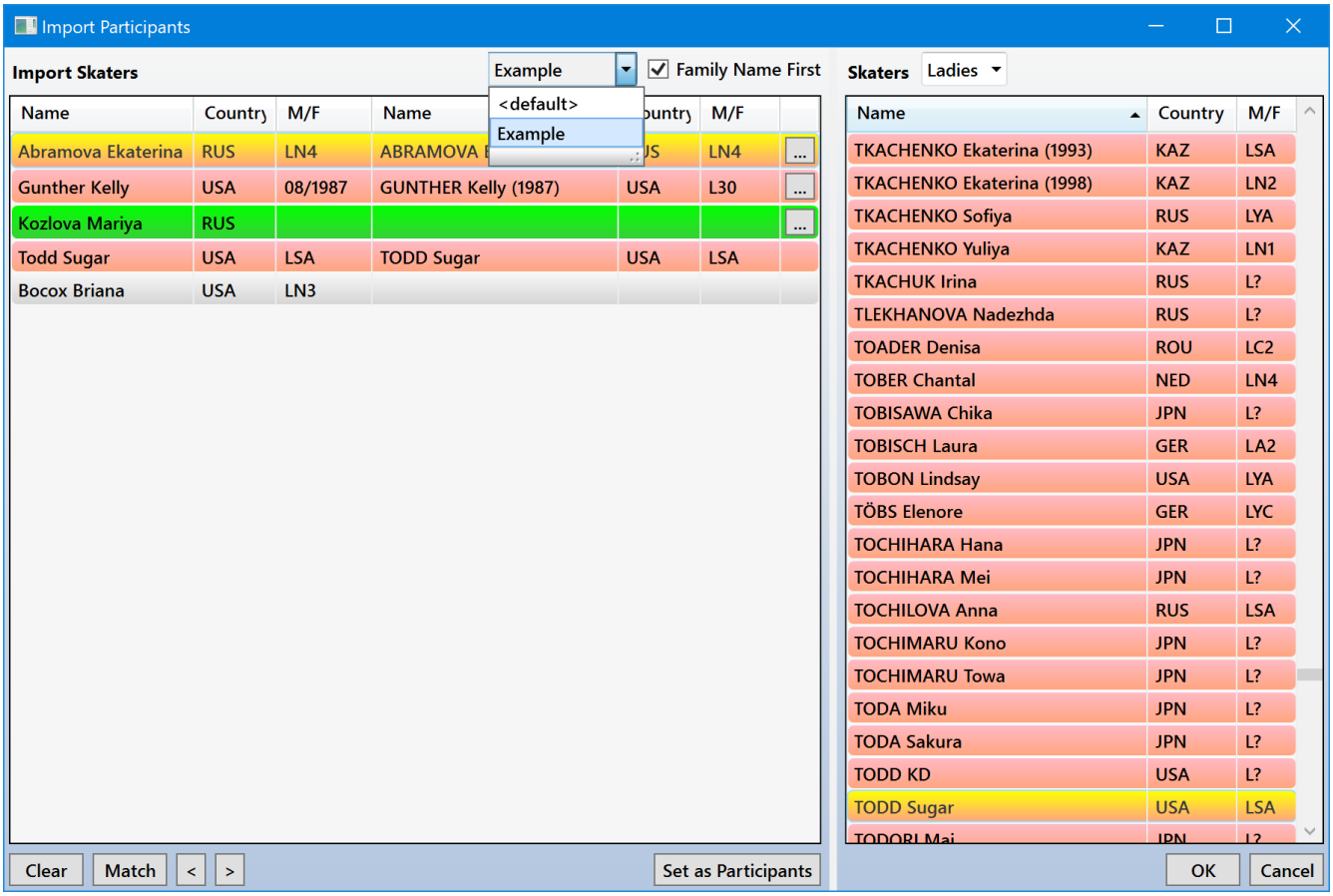
Column Type	Description
Name	Column containing the skater's full name (family and given).
Family Name	Column containing the skater's family name
Given Name	Column containing the skater's given name
Country	Column containing the skater's country. IOC country codes provide the best results when matching skaters
Age Class	Column containing the skater's age class or date of birth.
Number	Column containing the skater's number for the competition. See the *Skater Numbers* section below for more information.
Organization	Column containing the organization (club, province, etc.) to which the skater belongs.
Ignore	Column should be ignored

Columns only need to be specified up to the last one containing information to be used in the matching process during the import. If there are more columns than those defined, the remaining columns will be treated as *Ignore* columns.

The *Example* format definition shown above would correspond to the following spreadsheet.



	A	B	C	D	E	F	G	H
1								
2	1	F	Tandiman	Jerica	sr	USA	LN3	
3	2	F	Schwartzburg	Paige	sr	USA	LSA	
4	3	F	Todd	Sugar	sr	USA	LSA	
5	4	F	Espinosa	Valentina	jr	COL	LA1	
6								
7								



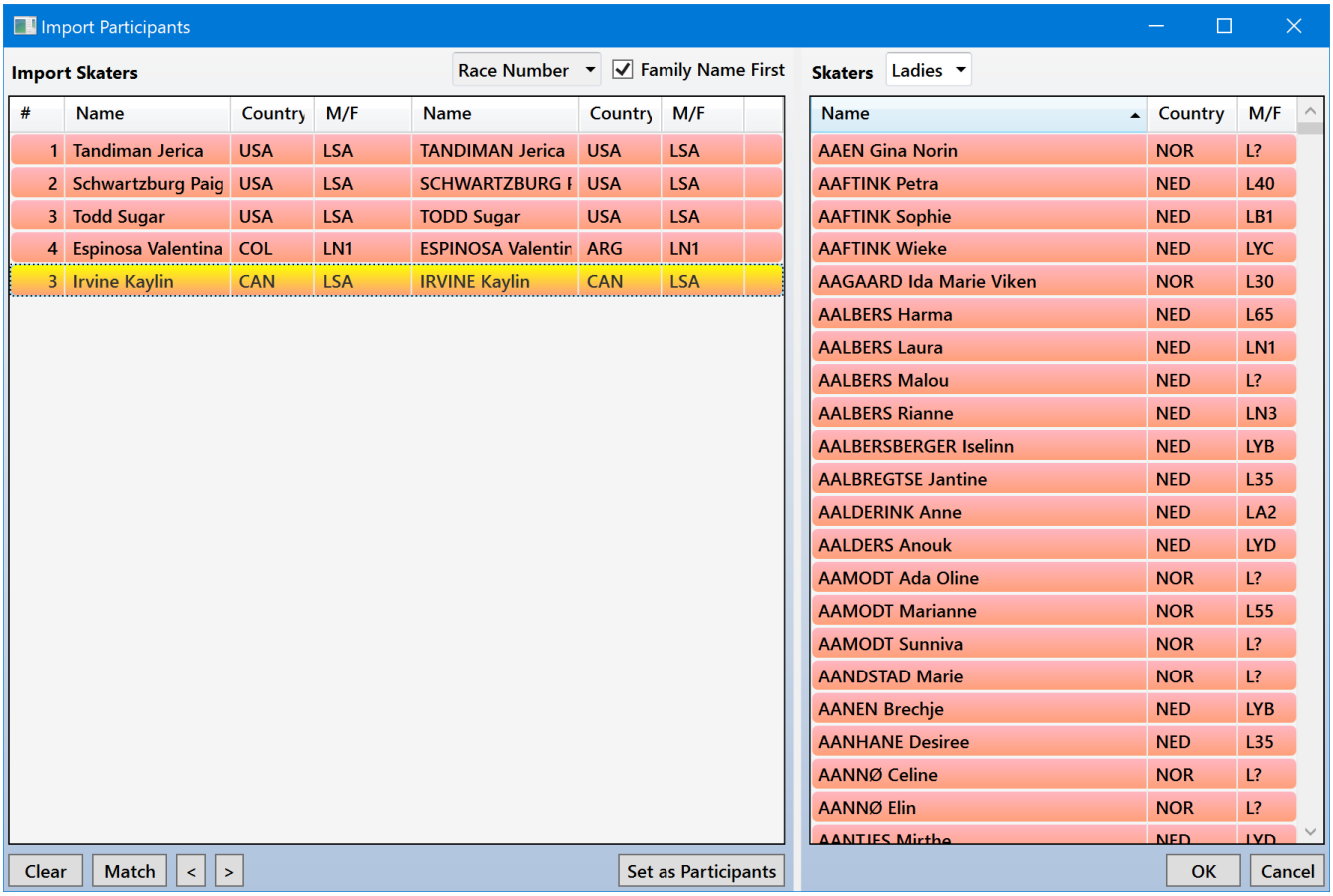
When multiple import formats have been defined, switch between them using the format selector above the *Import Skaters* list.

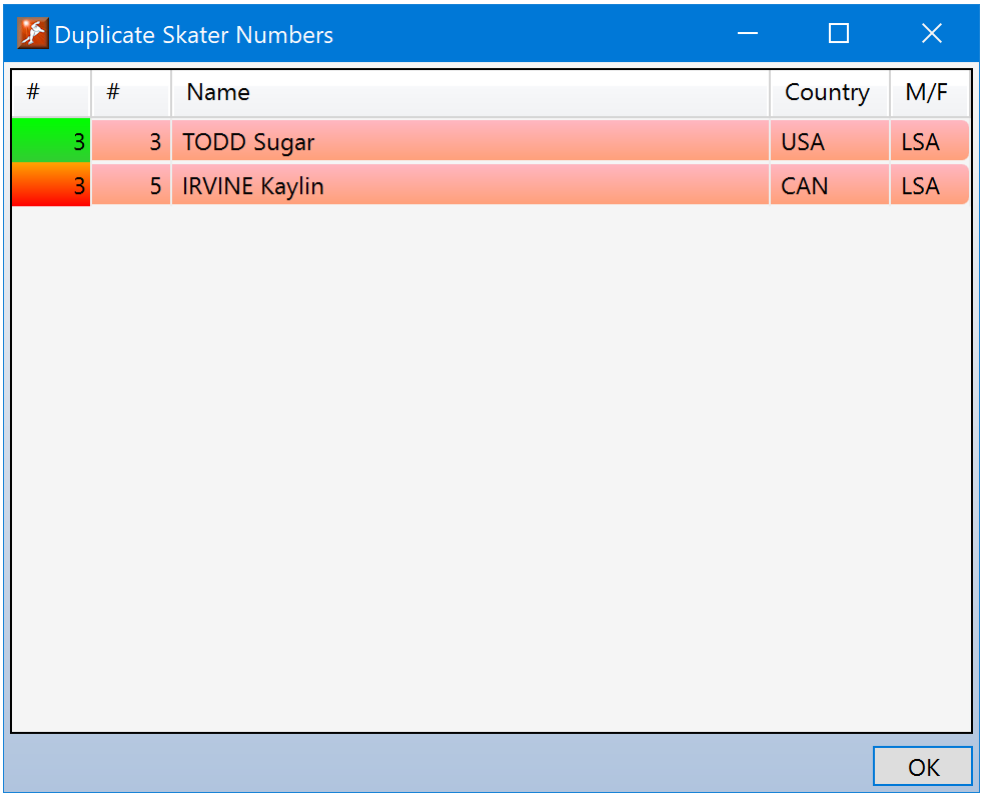
Skater Numbers

If a *Number* column is specified in the import format, the value in that column will be assigned as the skater's number for the competition. Whatever value is specified in the column will be assigned to the skater, even if the value is outside the range specified in the main window's *Skaters* list

Duplicate Numbers

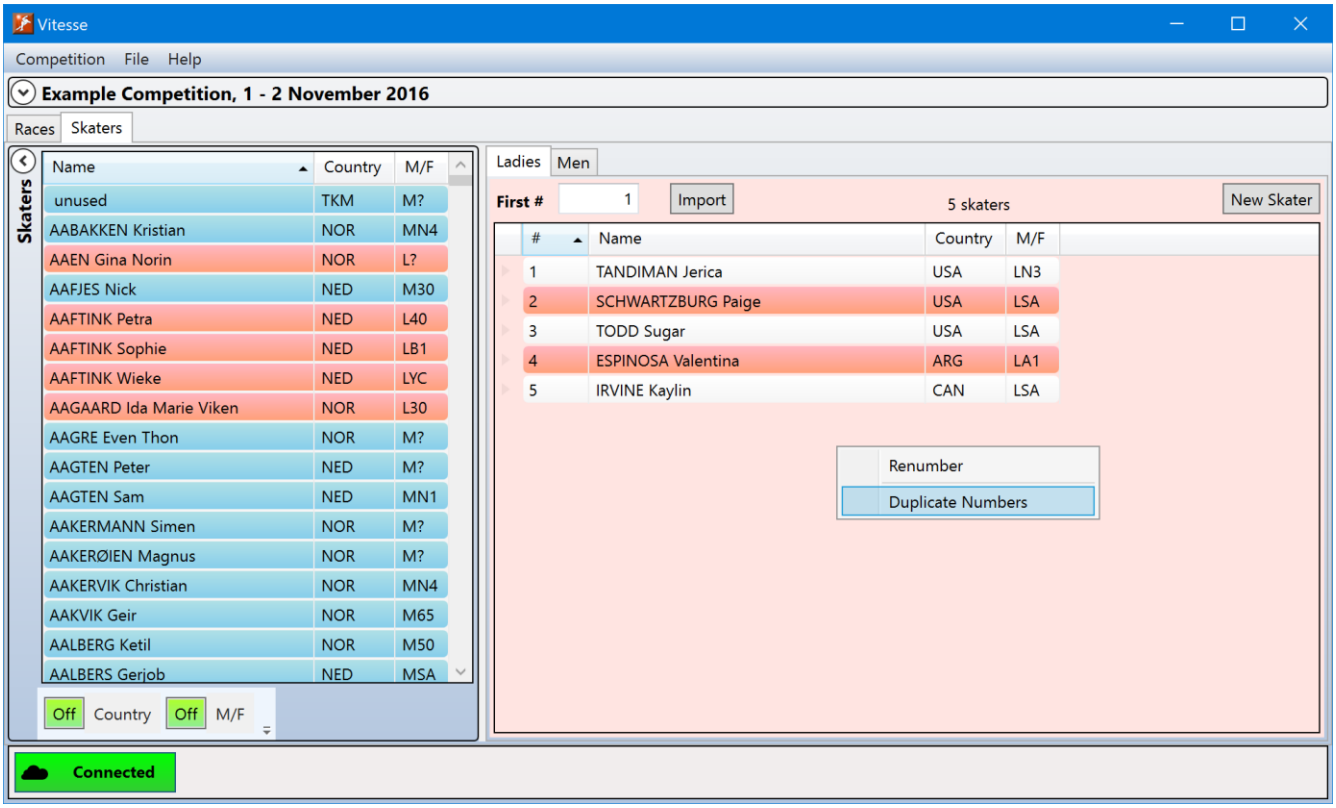
If the same number is specified for multiple skaters, *Vitesse* will automatically resolve the conflict. In the following import, the number 3 is assigned to two different skaters.


Import Participants
Import Skaters
Race Number
Family Name First
Skaters
Ladies
Name Country M/F Name Country M/F
1 Tandiman Jerica USA LSA TANDIMAN Jerica USA LSA
2 Schwartzburg Paig USA LSA SCHWARTZBURG I USA LSA
3 Todd Sugar USA LSA TODD Sugar USA LSA
4 Espinosa Valentina COL LN1 ESPINOSA Valentir ARG LN1
3 Irvine Kaylin CAN LSA IRVINE Kaylin CAN LSA
Name Country M/F
AAEN Gina Norin NOR L?
AAFTINK Petra NED L40
AAFTINK Sophie NED LB1
AAFTINK Wieke NED LYC
AAGAARD Ida Marie Viken NOR L30
AALBERS Harma NED L65
AALBERS Laura NED LN1
AALBERS Malou NED L?
AALBERS Rianne NED LN3
AALBERSBERGER Iselinn NED LYB
AALBREGTSE Jantine NED L35
AALDERINK Anne NED LA2
AALDERS Anouk NED LYD
AAMODT Ada Oline NOR L?
AAMODT Marianne NOR L55
AAMODT Sunniva NOR L?
AANDSTAD Marie NOR L?
AANEN Brechje NED LYB
AANHANE Desiree NED L35
AANNØ Celine NOR L?
AANNØ Elin NOR L?
Clear
Match
<
>
Set as Participants
OK
Cancel


Duplicate Skater Numbers
Name Country M/F
3 3 TODD Sugar USA LSA
3 5 IRVINE Kaylin CAN LSA
OK

To resolve the conflict, *Vitesse* will assign the requested number, 3, to the first skater appearing in the import (highlighted in green). The second skater, highlighted in red, will be assigned the next available number, 5.

The *Duplicate Skater Numbers* window can be shown again later by right clicking on the *Skaters* list in the main window and selecting *Duplicate Numbers* from the context menu.



Native Language Alphabets

By default, *Vitesse* shows skater's names using the Roman alphabet. For countries using a different alphabet (for example the Cyrillic alphabet for Russia), Vitesse may be configured to use that alphabet instead. See the *Options – Names in Native Language Alphabets* section later in this document for details on how to do so.

SpeedskatingResults.com Connection

The status of the network connection to SpeedskatingResults.com is shown by the button the bottom left of the main menu. When the connection is active the status will show as connected.

If the connection is not active, the status will show as disconnected. While disconnected *Vitesse* will not be able to retrieve skater information and seed times from SpeedskatingResults.com.

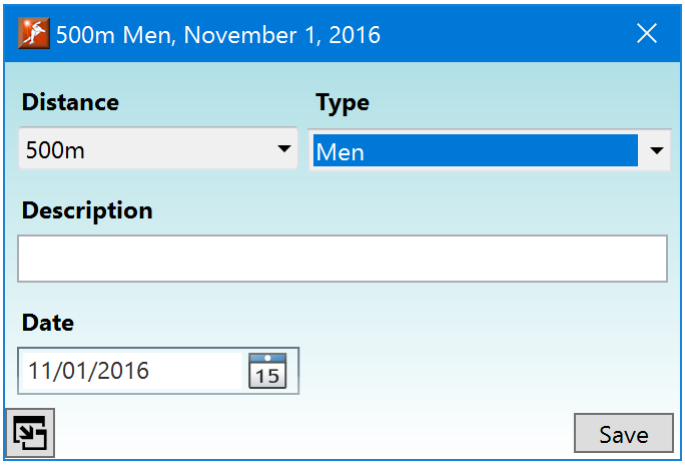
To toggle the connection state, click on the connection button.

Once the competition's skater information and seed times have been retrieved from SpeedskatingResults.com, *Vitesse* can operate in disconnected mode. It will use the skater information and seed times that have been saved to the competition's file. However, it is highly recommended to return to connected mode before generating the seed groups and start lists for a race to ensure that any updated seed times are retrieved from SpeedskatingResults.com.

Race Setup

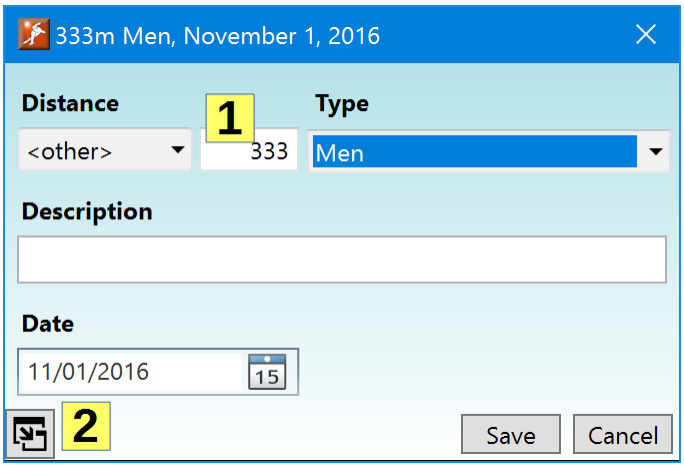
New Race

When a new race is added, the initial setup window will be shown.



Field	Description
Distance	The race distance.
Type	The race type: Ladies, Men or Mixed
Description	Any additional information to be included in the race name
Date	The race date

The race distance drop-down list provides predefined distances of 100, 300, 500, 700, 1000, 1500, 3000, 5000 and 10000 meters. To add a race of any other distance, select *<other>* from the drop-down list and then enter the distance in the text box **(1)** that will appear to the right of the list.

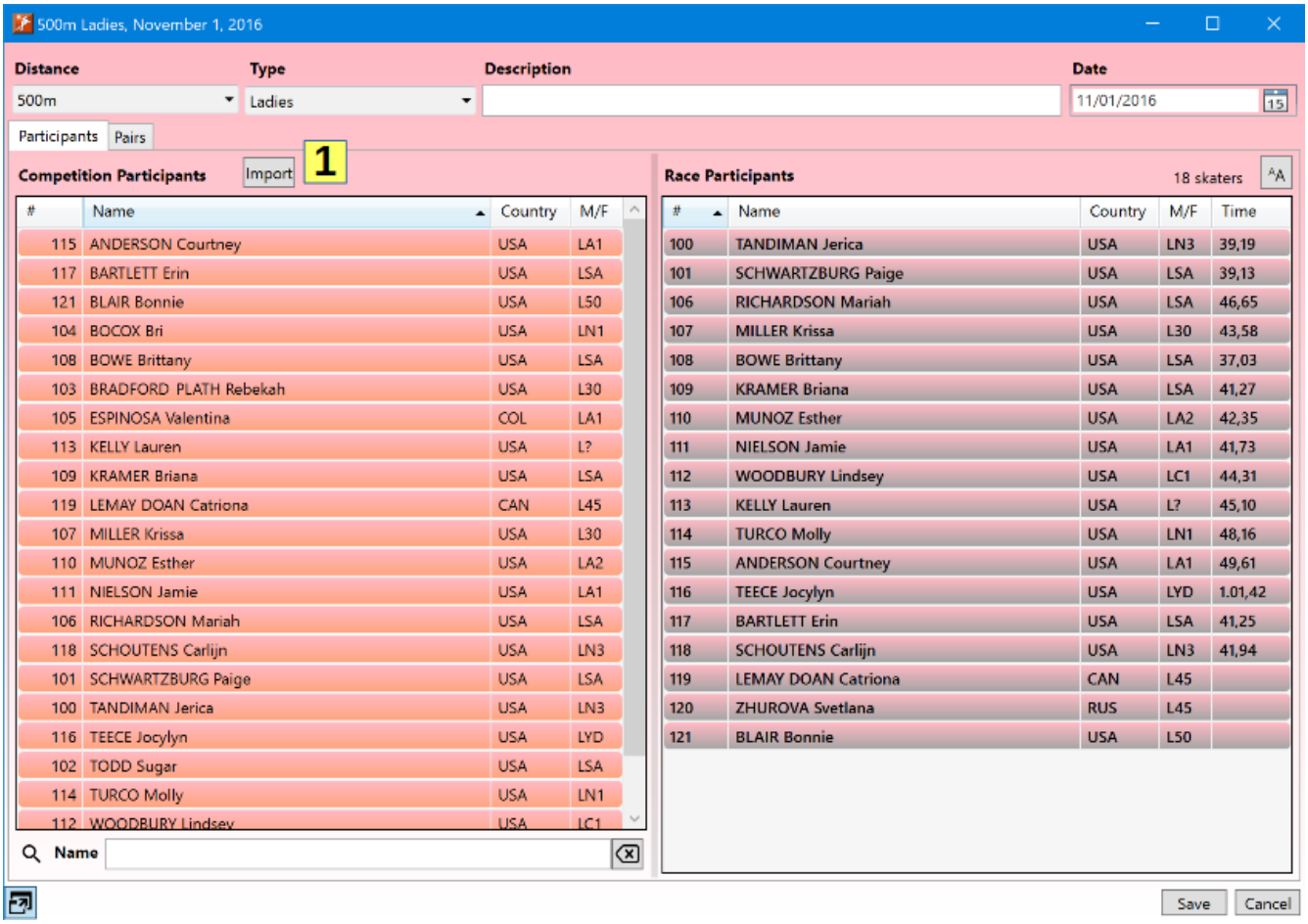


The SpeedskatingResults.com database only tracks results for the predefined distances. If another distance is specified, it will not be possible to retrieve seed time values from SpeedskatingResults.com.

Once a race has been added, the full race editor window (described in the next section) will be shown the next time the race is selected from the main window's races list. To immediately switch to the full editor, click on the expand button **(2)** at the bottom left of the window.

Editing a Race

Once a race has been created, the race editor can be viewed by double clicking on the race from the main window's races list.



The fields at the top of the window allow the information specified when the race was originally added to be modified.

Field	Description
Distance	The race distance.
Type	The race type: Ladies, Men or Mixed
Description	Any additional information to be included in the race name
Date	The race date

Race Participants

The *Participants* panel is used to specify the skaters entered in the race. The *Competition Participants* list on the left side shows all the skaters entered in the competition. The *Race Participants* list on the right shows the skaters entered in the race. Skaters can be added to the race by dragging them from the *Competition Participants* list or by selecting them in that list and double-clicking or pressing the Enter Key. Any skaters added to the race from the main window's *Skaters* panel will already be present in the list

To remove a skater from the race, select their entry in the *Race Participants* list and press the Delete or Backspace keys.

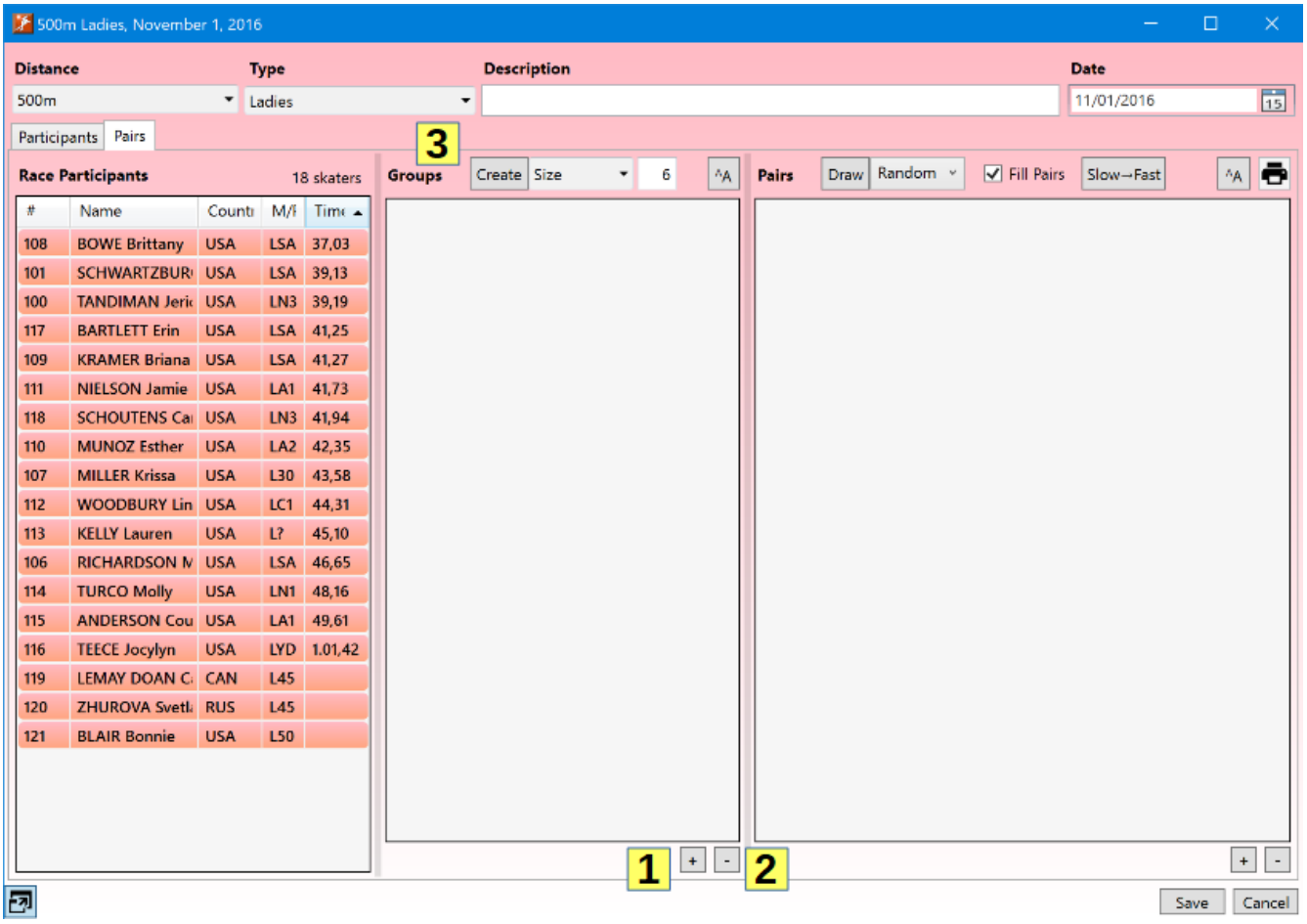
To search the *Competition Participants* list for a skater, click on the list and then start typing the skater's number or name. Switch between search modes by clicking on the *#* or *Name* header fields at the top of the list. A small black arrow will show which field is currently being searched.

The search box below the *Competition Participants* list can also be used to search for a skater (especially useful when searching for skaters with non-English characters in their names). Which column, *#* or *Name*, is being searched will be shown by the label to the left of the search box. While entering a name in the search box, the up (↑) and down (↓) arrow keys, Page Up and Page Down can be used to scroll through the list. Pressing the Enter key will add the highlighted skater in the list to the race.

Skaters may be imported into the race from a list in another file. To import skaters, click on the Import button **(1)**. See the *Race Participants Import* section later in this document for further details.

Pairs

The *Pairs* panel is used to create the seed groups and start list for a race.



On this panel the *Race Participants* list is on the left and shows all skaters entered in the race. In the center is the seed *Groups* list. On the right is the *Pairs* list.

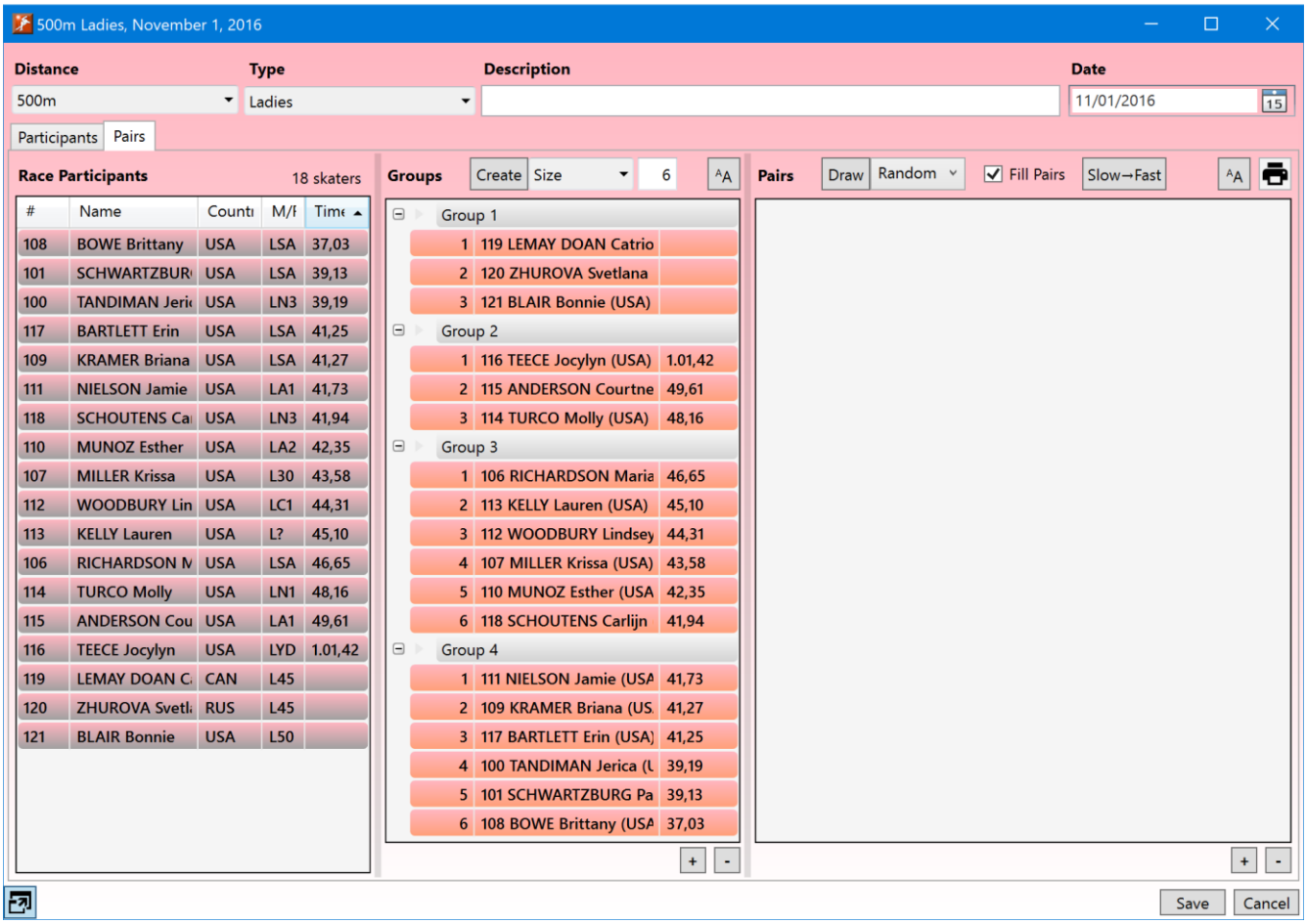
Seed Groups

Seed groups can be created manually by clicking on the add button **(1)** below the list. Skaters can then be manually dragged from the *Race Participants* list to the desired seed group.

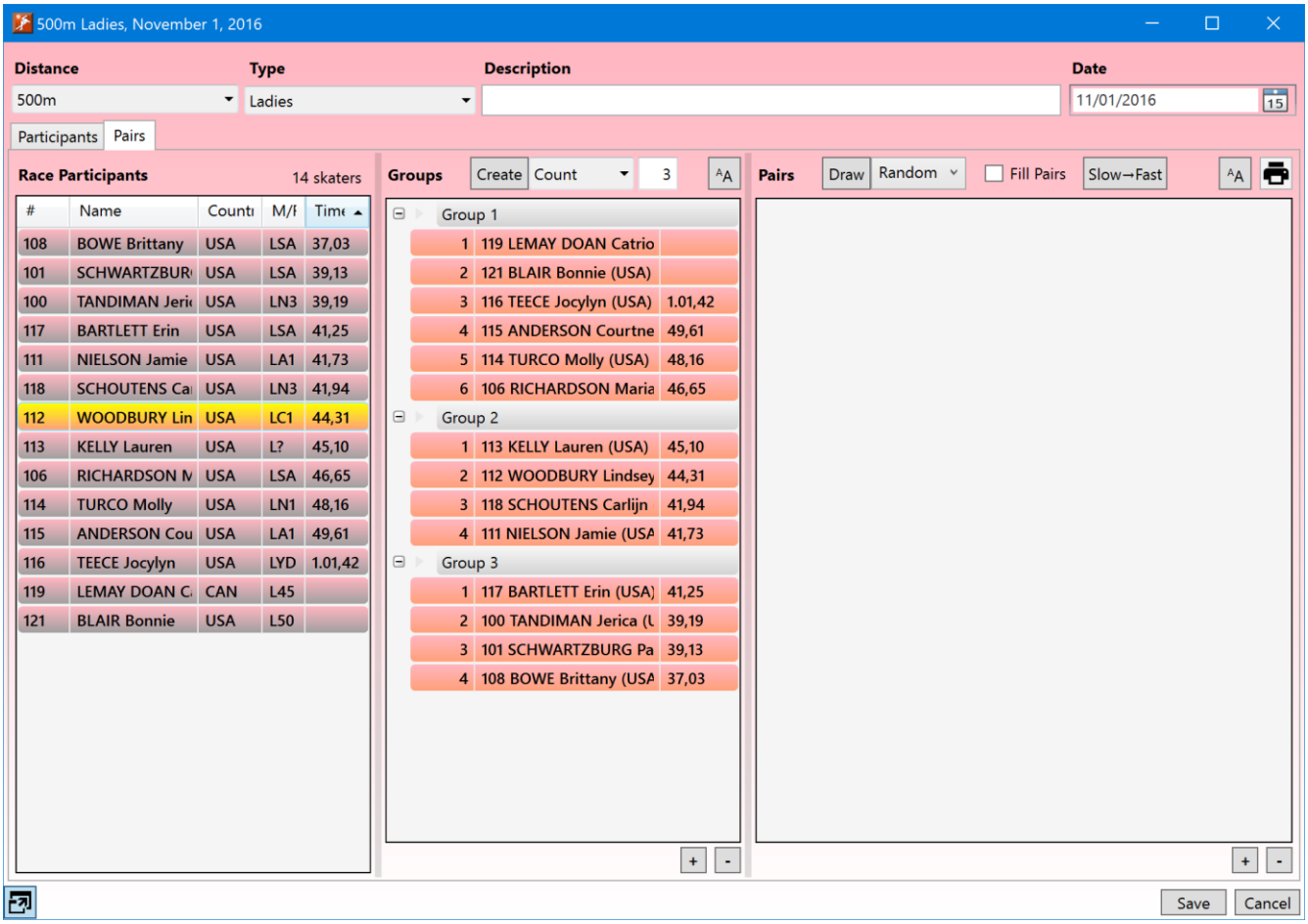
Groups can be renamed by clicking on their header and typing a new name. To remove a group, select its header and click on the delete button **(2)** below the list.

One of the primary purposes of the Vitesse Competition Manager is the automatic creation of seed groups based on times retrieved from SpeedskatingResults.com. Any one of four different methods for creating the seed groups can be selected via the controls **(3)** above the list.

Method	Description
Size	Groups of the size specified will be created. Any skaters without a seed time will be placed in a single group at the start of the list. If there are not enough skaters to completely fill each group to the size specified, the first group of seeded skaters will be smaller than the size requested.
Count	The specified number of groups will be created. If there are an odd number of skaters entered in the race, the first group will be of an odd numbered size. The seed groups will be kept as close in size as possible. If there are not enough skaters to make the groups of equal size, the earlier groups of slower skaters will be of slightly larger size.
Single	All skaters will be placed in a single seed group
Ladies/Men	Two groups will be created, one for ladies and the other for men.



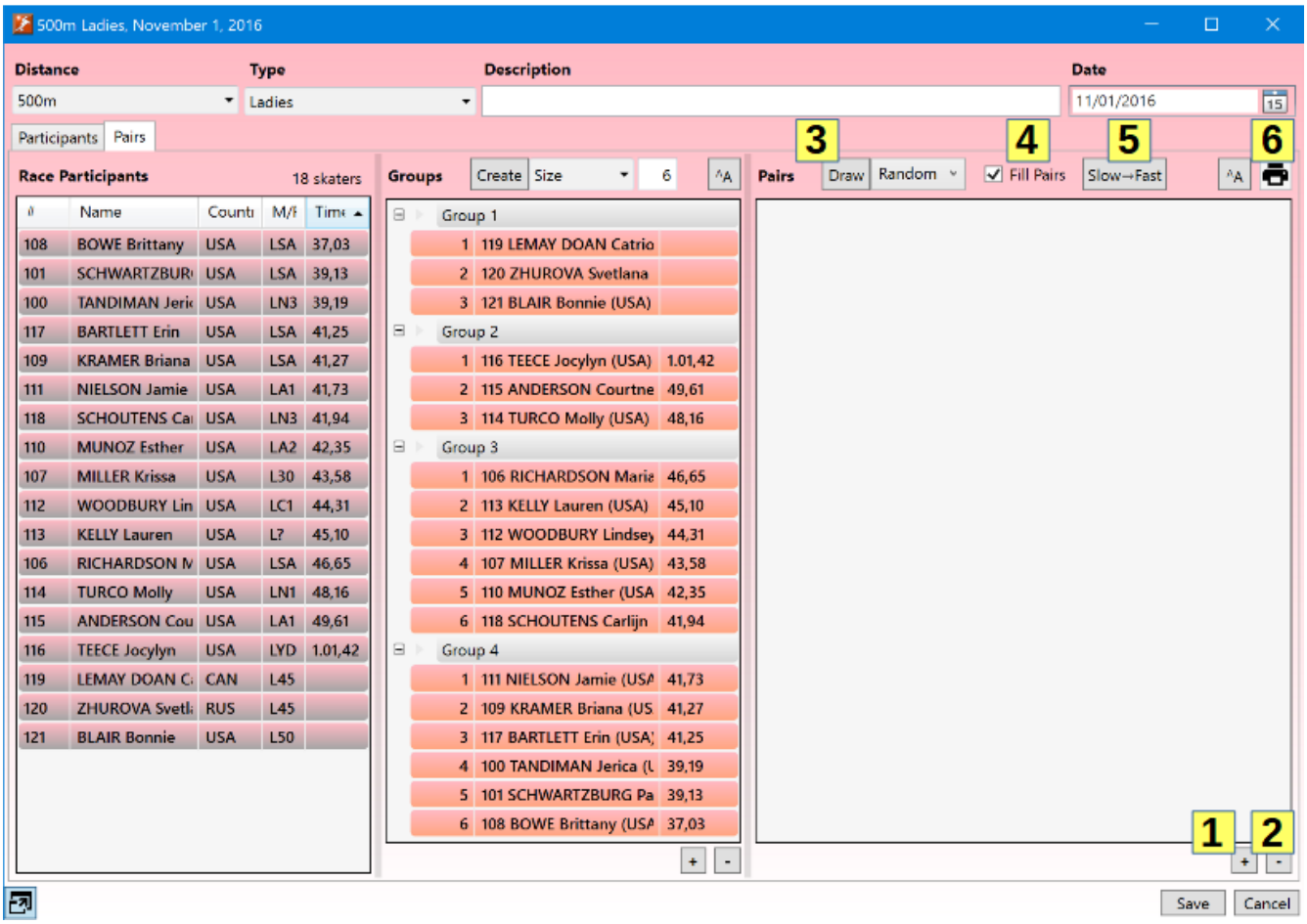
The above illustration shows the automatic creation of seed groups of size 6. Notice how the skaters without seed times are in the first group and how the second group, with the slowest seeded skaters, is of a size smaller than 6.



The above illustration shows the automatic creation of 3 seed groups. Notice how the first group contains six skaters while groups 2 and 3 contain four each.

When automatically creating seed groups using the Size or Count methods, if at the transition between two seed groups there are two or more skaters with the same seed time, which of those skaters goes in the prior seed group and which in the next will be determined by a random selection.

Pairs



Pairs can be manually added and removed by clicking the add **(1)** and remove **(2)** button below the *Pairs* list. Skaters can then be dragged from the *Race Participants* or *Groups* list to the pairs.

The automatic creation of the pairs for the start list is another major feature of *Vitesse*. Once the seed groups have been created, the pairs can then be drawn using one of three methods using the controls **(3)** above the list.

Method	Description
Random	The pairs are filled by randomly drawing skaters from the seed groups. The skaters in the earlier seed groups, the slower skaters, will be placed in the earlier pairs. The skaters from the fastest seed group will be placed in the later pairs. This method works best when the seed groups were created using the *Size* or *Count* methods.
Seed Time	The skaters are placed in pairs based strictly on their seed times. The slowest skaters in the earlier pairs, the fastest in the later pairs. Within a pair the skater with the fastest seed time will be placed in the inside lane and the skater with the slower time in the outside lane. There is no random element to this draw method and it works best when the seed groups were created using the *Single* or *Lades/Men* methods.

Seed Time – Random Lane	This method is identical to *Seed Time* except that for each pair a random draw is made to determine which skater is placed in the inside lane and which in the outside.

If *Fill Pairs* **(4)** is checked and there are an odd number of skaters in a seed group, the last drawn skater from the previous seed group will be promoted to the following seed group and placed in the inside lane of the first pair for that group.

Pairs can be created with slower skaters in the earlier pairs and faster in the later pairs, or vice versa. This ordering of the pairs can be changed using the pairs order button **(5)**. The order can be set, and changed, before or after the pairs are created.

Once the pairs have been created, they may be manually changed. Skaters can be dragged from one pair to another. Skaters can be removed from a pair by clicking on the skater and pressing the Delete or Backspace key or by clicking on the delete button **(2)** below the list. To delete an entire pair, click on the pair number and then press Delete or Backspace, or click on the delete button **(2)**.

If a deletion has left an empty spot in a pair, skaters from preceding or following pairs can be shifted down or up to fill in the pair. Select the skaters to be shifted by holding down the Shift key while clicking on the first and last skaters in the range. Then press Ctrl-↓ to shift the skaters down or Ctrl-↑ to shift the skaters up one pair. Skaters can only be shifted up or down when there is an empty spot in the following or preceding pair.

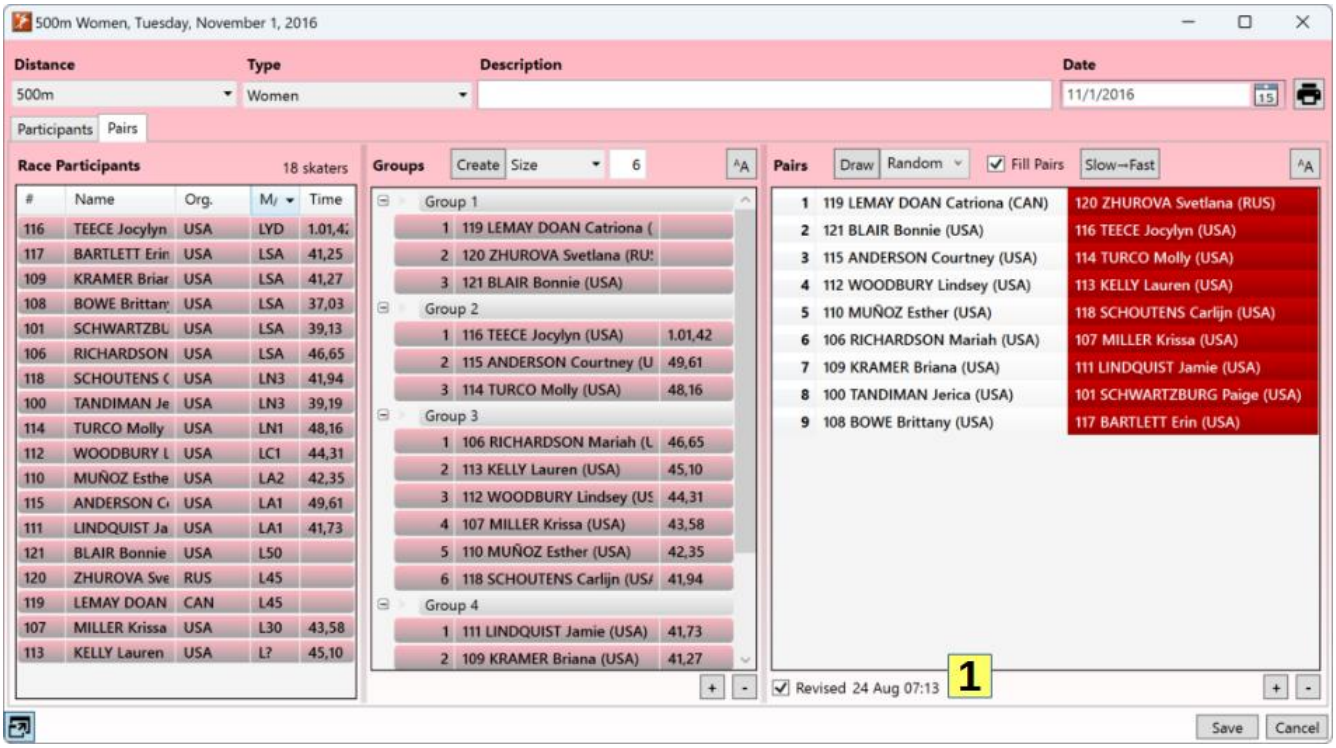
To create quartets, click on the pair number of the first pair to be skated in quartets then hold down the Shift key and click on the pair number of the final pair to be skated in the quartets. Press Ctrl-Q to toggle whether the pairs are skated as quartets. When quartets have been selected, the backgrounds of the skaters will change to show the presence of a quartet. Instead of the white inner lane background and red outer lane background of a single pair, the first pair in a quartet will have a silver inner lane background and darker red outer lane background. The second pair in a quartet will have a yellow inner lane background and a blue outer lane background.

A context menu with the various actions that can be taken with the *Pairs List* can be displayed by right clicking on the list.

Once the pairs have been created, the start list can be immediately saved by clicking on the button **(6)** above the pairs list. Start lists can also be saved from the main window's *Races* list as well as via the *File>Start Lists* item in the main menu.

Revisions

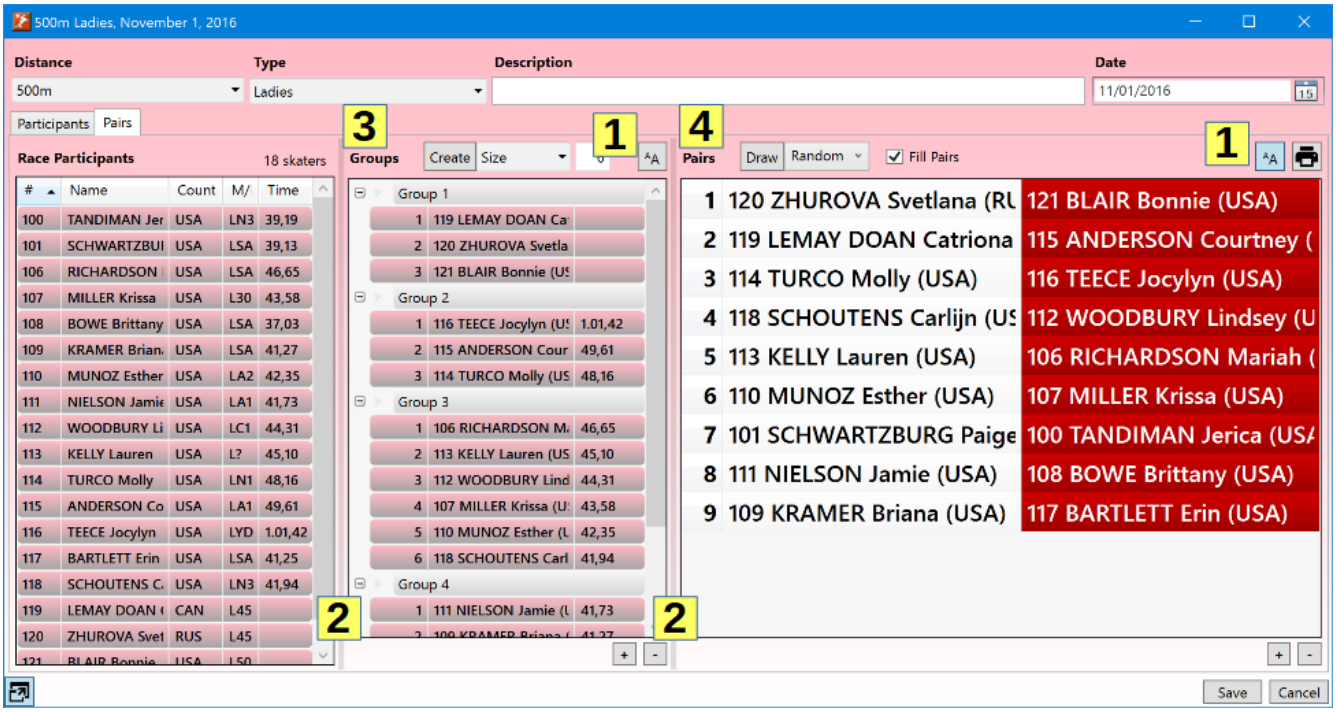
If the pairs are modified after having been saved, a *Revised* time stamp **(1)** will be shown (and included in saved pairs PDFs or Excel spreadsheets). To remove the revised time stamp, uncheck the box to the left of it.



Larger Text

A large text option is available for a number of the panels in the race editor window. The larger text can make the lists easier to read when the Vitesse windows are projected on a large screen during a public draw.

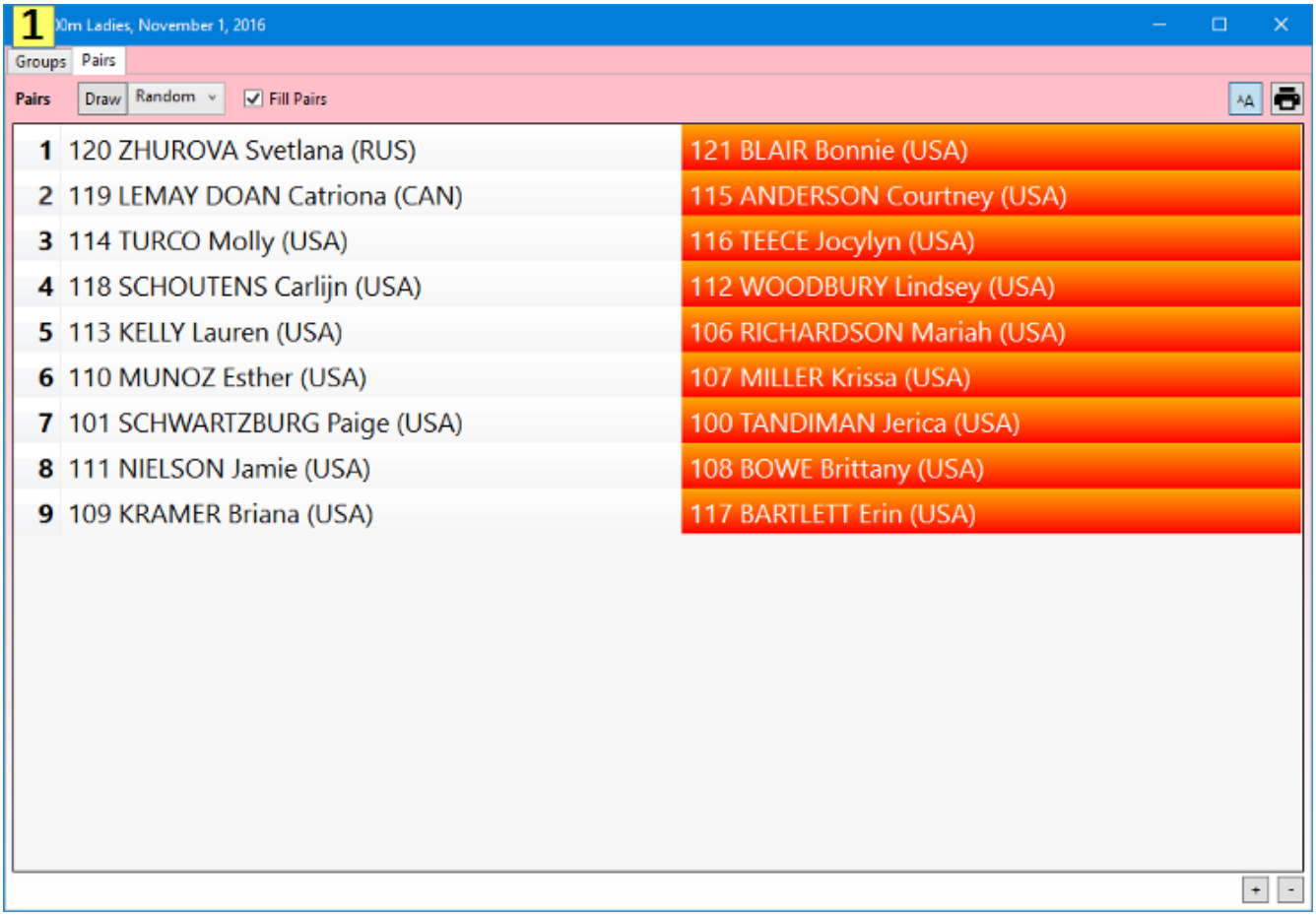
The text in the Race Participants list can be enlarged by clicking on the Large Text button **(1)** at the top right of the Race Participants list. Click the button a second time to restore the normal text size. The Race Participants list can be made wider by dragging the separator bar **(2)** between it and the Competition Participants list.



The large text option is also available for the Groups and Pairs lists. The large text button **(1)** at the top right of both lists is used to toggle between large and normal text. The Groups and Pairs lists can be made wider or narrower by dragging the separator bars **(2)** between them.

For even better legibility, a separate window can be opened containing only the Groups and Pairs lists. The window is opened by clicking on the Groups **(3)** or Pairs **(4)** label at the top left of the lists.

The full window Groups list works identically to that in the race editor window. To switch to the pairs list, click on the Pairs tab **(1)** at the top left.

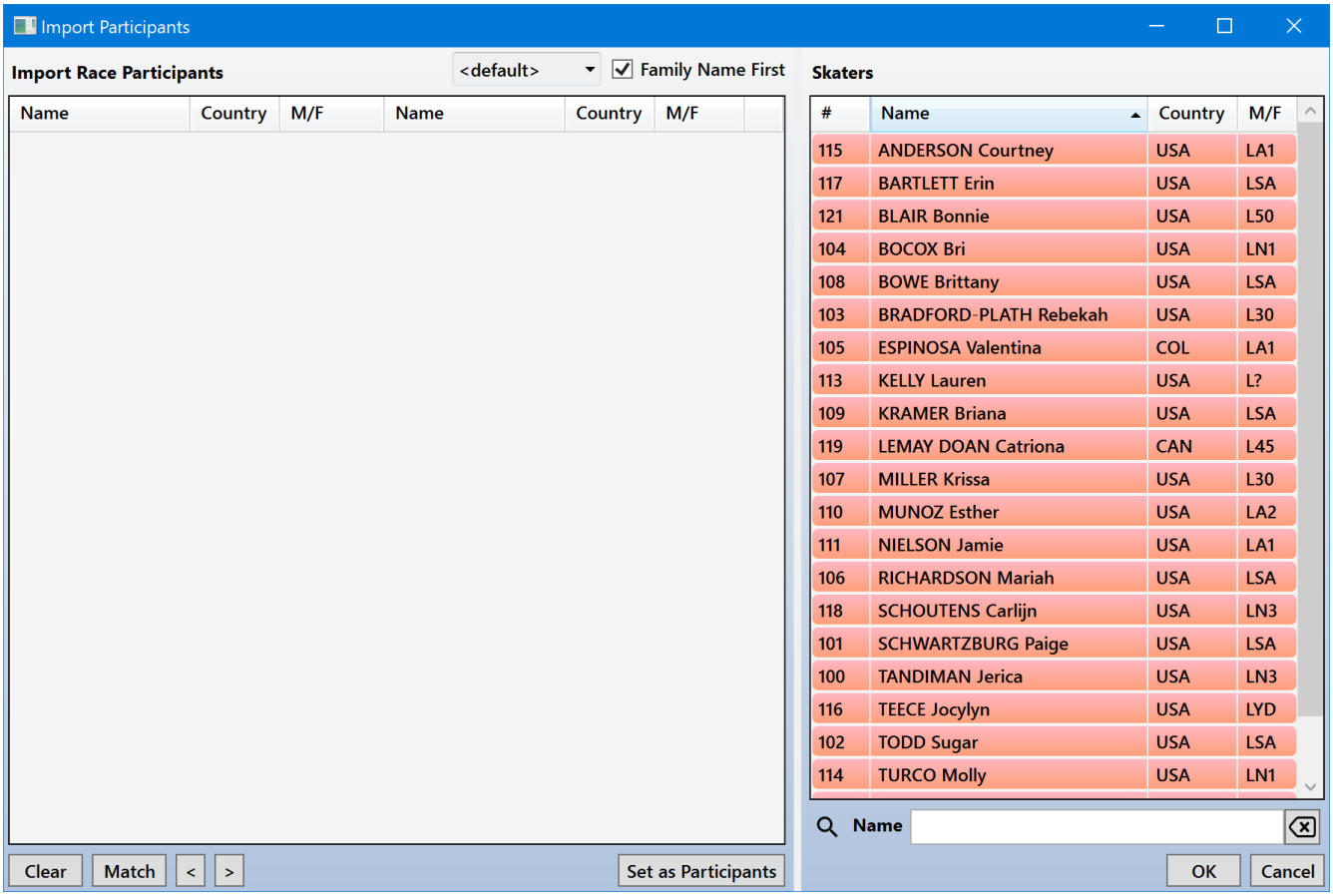


The full window Pairs list works identically to that in the race editor window. To switch back to the Groups list, click on the Groups tab **(1)** at the top left.

Race Participants Import

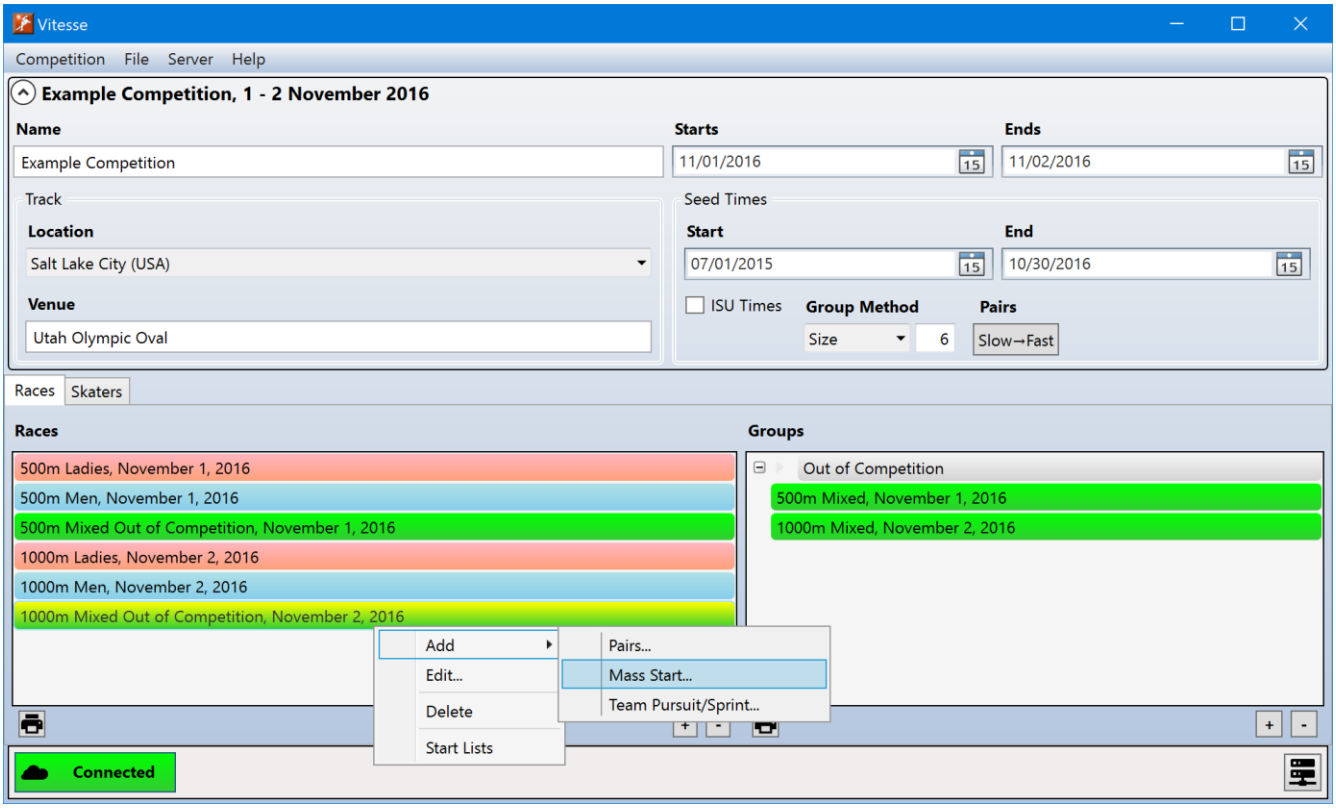
As an alternative to manually selecting skaters, participants for a race may be cut and pasted or read from a file. Click on the *Import* button above the *Competition Participants* list to open the import window. Race participants import works almost identically, using the same import formats, as described in the competition *Participants Import* section earlier in this document. The list of skaters in the *Skaters* column on the right will be limited to those competition participants valid for the race type.

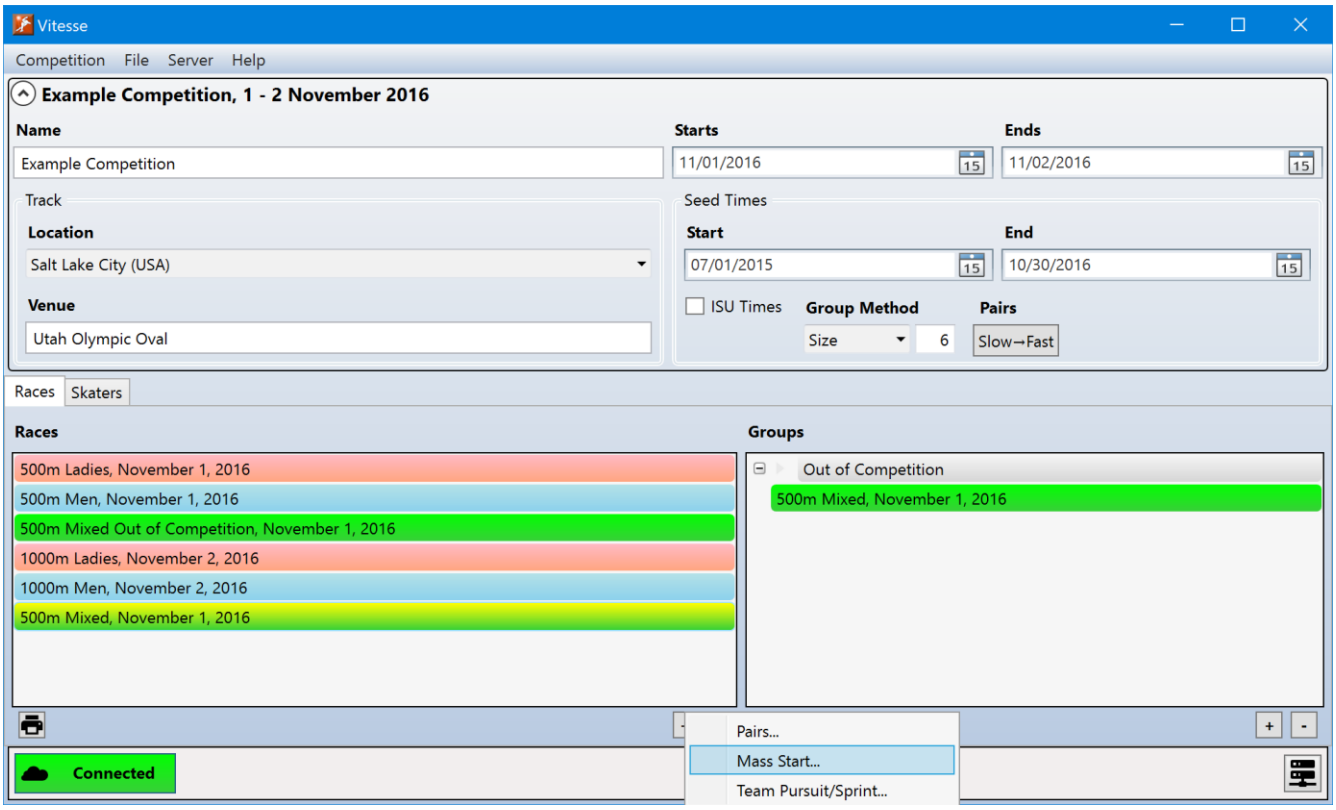
If the *Race Number* column is specified in the import format, the value in that column will be used to find the skater by their assigned number. No check will be made using the skater's name or other information.


Import Participants
Import Race Participants
<default>
Family Name First
Name
Country
M/F
Name
Country
M/F
Clear
Match
<
>
Set as Participants
Skaters
#
Name
Country
M/F
115 ANDERSON Courtney USA LA1
117 BARTLETT Erin USA LSA
121 BLAIR Bonnie USA L50
104 BOCOX Bri USA LN1
108 BOWE Brittany USA LSA
103 BRADFORD-PLATH Rebekah USA L30
105 ESPINOSA Valentina COL LA1
113 KELLY Lauren USA L?
109 KRAMER Briana USA LSA
119 LEMAY DOAN Catriona CAN L45
107 MILLER Krissa USA L30
110 MUNOZ Esther USA LA2
111 NIELSON Jamie USA LA1
106 RICHARDSON Mariah USA LSA
118 SCHOUTENS Carlijn USA LN3
101 SCHWARTZBURG Paige USA LSA
100 TANDIMAN Jerica USA LN3
116 TEECE Jocylyn USA LYD
102 TODD Sugar USA LSA
114 TURCO Molly USA LN1
Name
OK
Cancel

Mass Start Setup

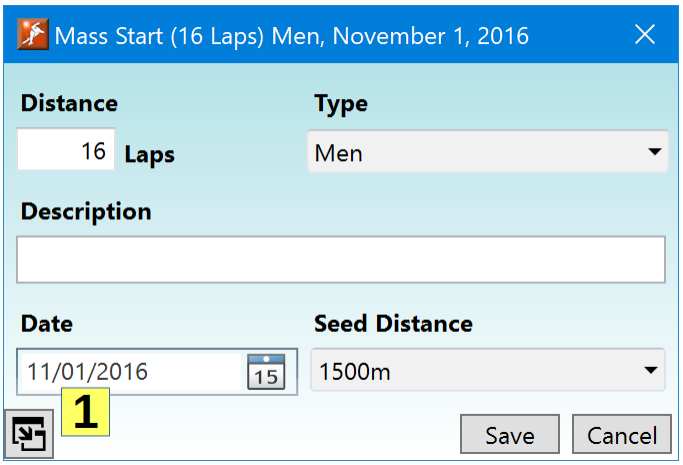
To add a mass start race, either right click on the Races list in the main window and select *Add->Mass Start* or right click on the Add [+] button below the list and select *Mass Start…*





New Race

When a new mass start race is added, the initial setup window will be shown.

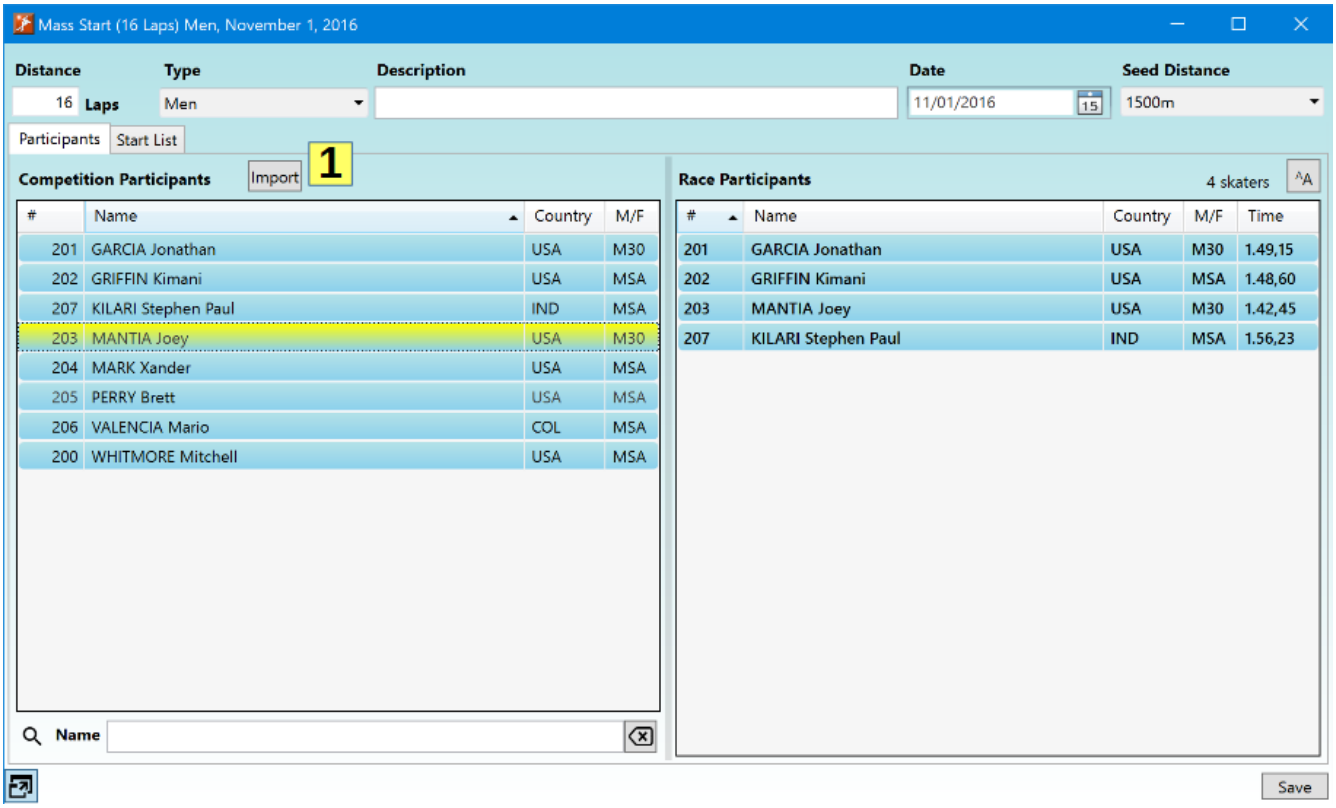


Field	Description
Distance	The race distance.
Type	The race type: Ladies, Men or Mixed
Description	Any additional information to be included in the race name
Date	The race date
Seed Distance	The race distance to use for seed times

Once a race has been added, the full race editor window (described in the next section) will be shown the next time the race is selected from the main window's races list. To immediately switch to the full editor, click on the expand button **(1)** at the bottom left of the window.

Editing a Race

Once a mass start race has been created, the race editor can be viewed by double clicking on the race from the main window's races list.



The fields at the top of the window allow the information specified when the race was originally added to be modified.

Field	Description
Distance	The race distance.
Type	The race type: Ladies, Men or Mixed
Description	Any additional information to be included in the race name
Date	The race date
Seed Distance	The race distance to use for seed times

Race Participants

The *Participants* panel is used to specify the skaters entered in the race. The *Competition Participants* list on the left side shows all the skaters entered in the competition. The *Race Participants* list on the right shows the skaters entered in the race. Skaters can be added to the race by dragging them from the *Competition Participants* list or by selecting them in that list and double-clicking or pressing the Enter Key. Any skaters added to the race from the main window's *Skaters* panel will already be present in the list

To remove a skater from the race, select their entry in the *Race Participants* list and press the Delete or Backspace keys.

To search the *Competition Participants* list for a skater, click on the list and then start typing the skater's number or name. Switch between search modes by clicking on the *#* or *Name* header fields at the top of the list. A small black arrow will show which field is currently being searched.

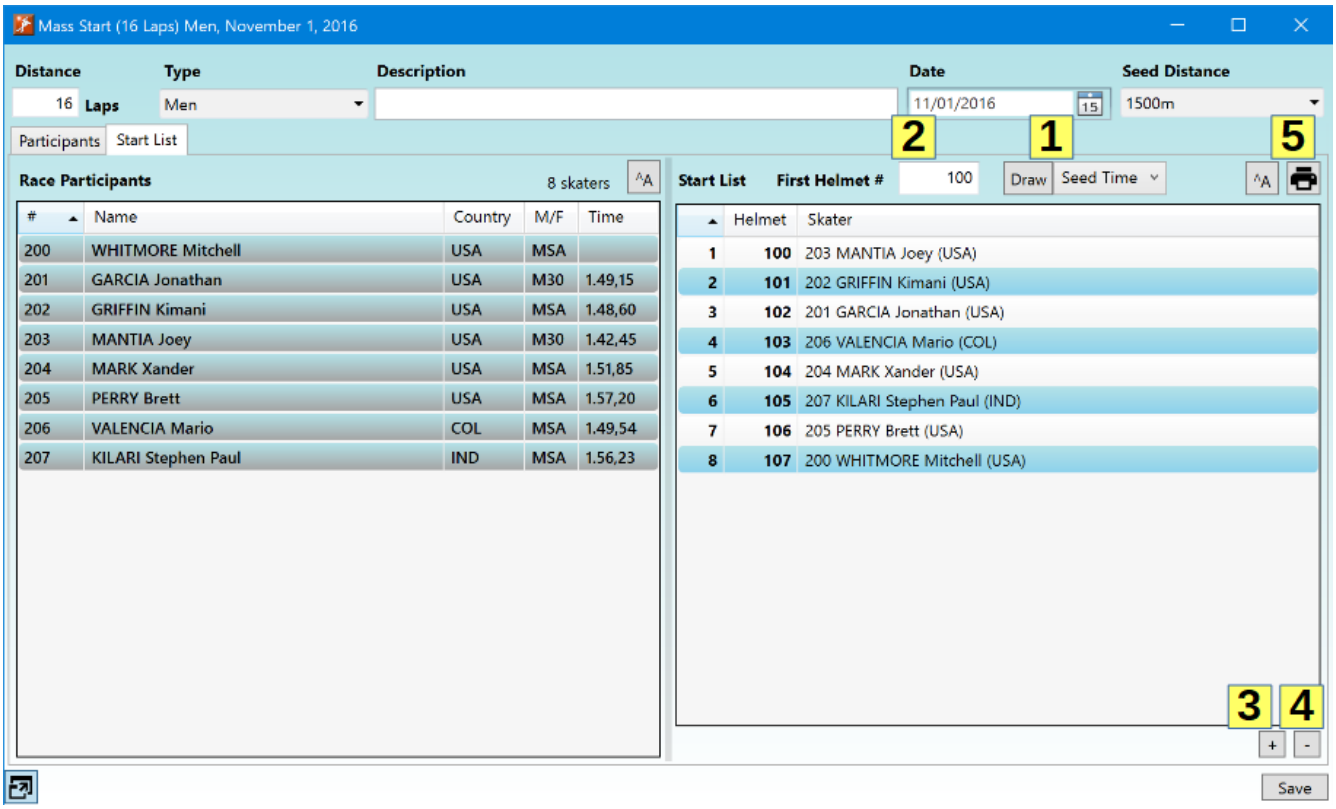
The search box below the *Competition Participants* list can also be used to search for a skater (especially useful when searching for skaters with non-English characters in their names). Which column, *#* or *Name*, is being

searched will be shown by the label to the left of the search box. While entering a name in the search box, the up (↑) and down (↓) arrow keys, Page Up and Page Down can be used to scroll through the list. Pressing the Enter key will add the highlighted skater in the list to the race.

Skaters may be imported into the race from a list in another file. To import skaters, click on the Import button **(1)**. See the *Race Participants Import* section earlier in this document for further details.

Start List

The *Start List* panel is used to create the start list for the race.



On this panel the *Race Participants* list is on the left and shows all skaters entered in the race. On the right is the *Start List*.

The start list can be automatically created using the controls **(1)** above the list. Two draw methods are available for creating the start list.

Method	Description
Seed Time	The skaters are placed into starting positions based on their seed time from the specified distance. The skater with the fastest seed time is placed in the first position. Skaters with no seed time will be placed in the final start positions. If two or more skaters have the same seed time, their positions will be randomly drawn.
Random	The start list filled by randomly drawing skaters from the seed groups.

The *First Helmet #* field is used to specify the helmet number assigned to the skater drawn for the first start position. All subsequently drawn skaters are assigned the next available helmet number.

The start list can be created manually as well. Dragging a skater from the *Race Participants* to the *Start List* will add a new start position and place the skater in it. Skaters can also be dragged and dropped into existing start positions. Starting positions can be added **(3)** and removed **(4)** from the start list using the buttons below the list.

Once the start list has been created, it may be manually changed. Skaters can be dragged from one position to another. Skaters can be removed from the start list by clicking on the skater and pressing the Delete or Backspace key or by clicking on the delete button **(3)** below the list. To delete a start position, click on the position number and then press Delete or Backspace, or click on the delete button **(4)**.

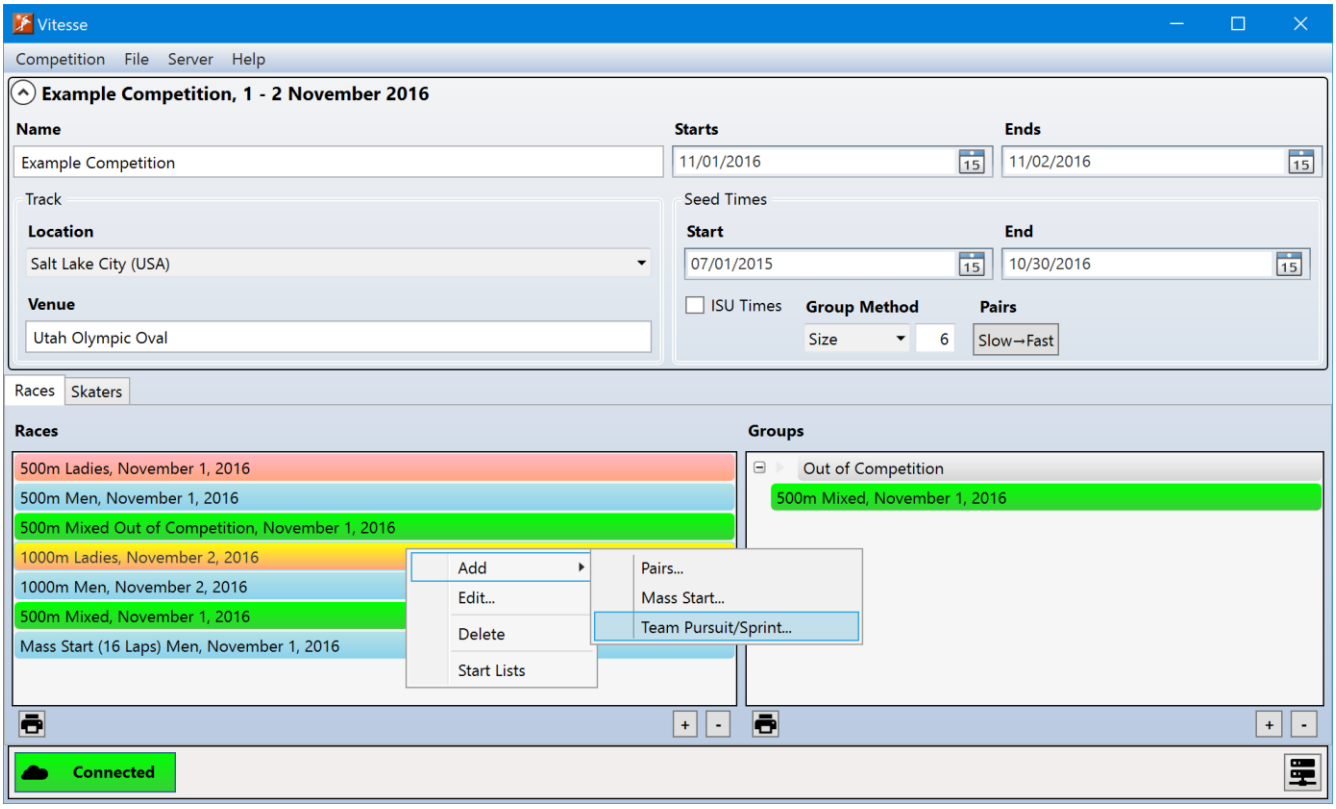
If a deletion has left an empty spot in the start list, skaters from preceding or following positions can be shifted down or up. Select the skaters to be shifted by holding down the Shift key while clicking on the first and last skaters in the range. Then press Ctrl-↓ to shift the skaters down or Ctrl-↑ to shift the skaters up one position. Skaters can only be shifted up or down when the preceding or following position is empty.

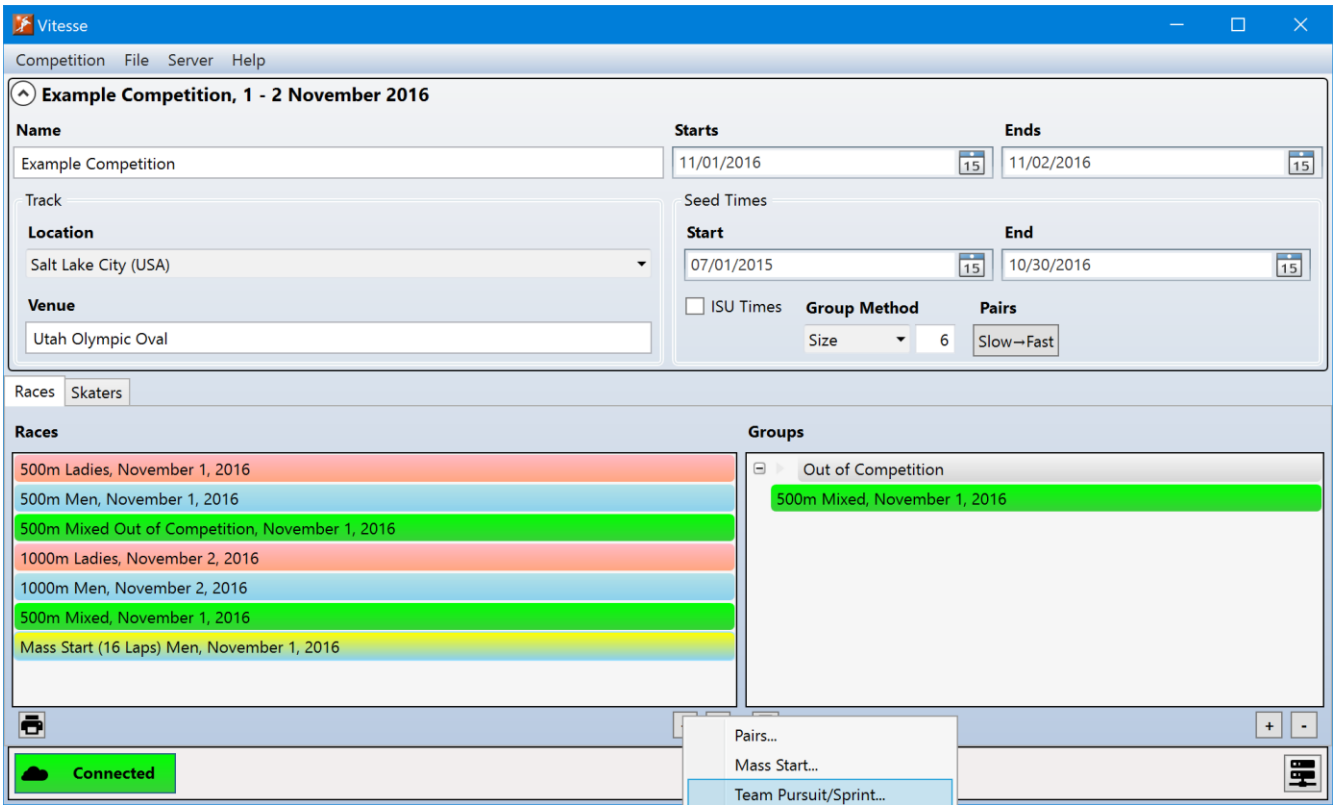
A context menu with the various actions that can be taken with the *Start List* can be displayed by right clicking on the list.

Once the start list has been created, it can be immediately saved by clicking on the button **(5)** above the list. Start lists can also be saved from the main window's *Races* list as well as via the *File>Start Lists* item in the main menu.

Team Pursuit/Sprint Setup

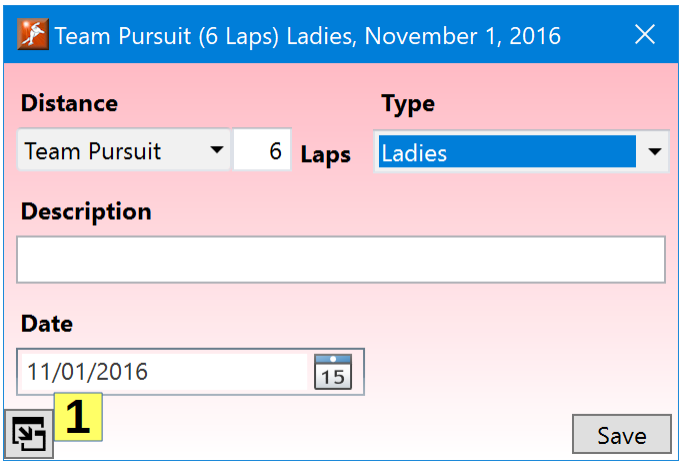
To add a team pursuit or team sprint race, either right click on the *Races* list in the main window and select *Add->Team Pursuit/Sprint* or right click on the Add [+] button below the list and select *Team Pursuit/Sprint…*





New Race

When a new team pursuit/sprint race is added, the initial setup window will be shown.

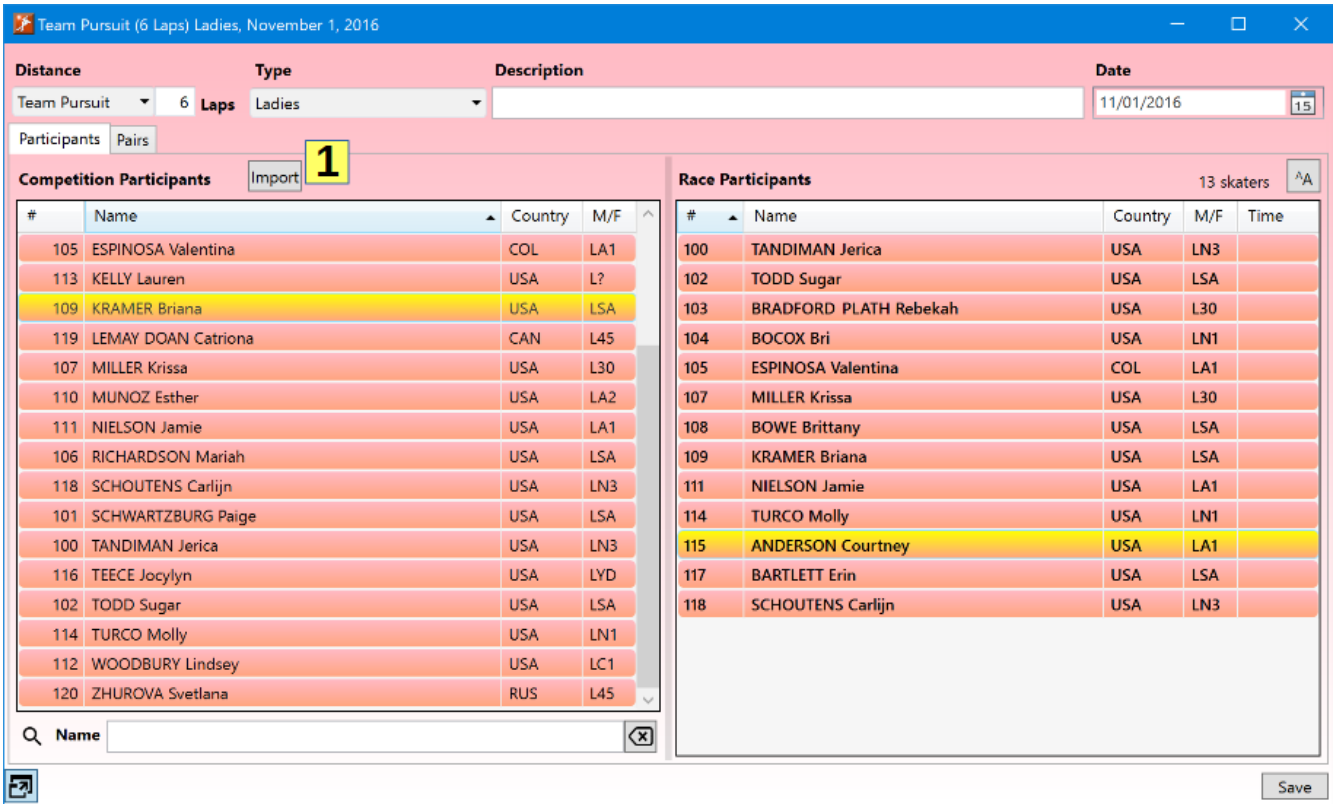


Field	Description
Distance	The race distance and whether it is a team pursuit or team sprint
Type	The race type: Ladies, Men or Mixed
Description	Any additional information to be included in the race name
Date	The race date

Once a race has been added, the full race editor window (described in the next section) will be shown the next time the race is selected from the main window's races list. To immediately switch to the full editor, click on the expand button **(1)** at the bottom left of the window.

Editing a Race

Once a team pursuit/sprint race has been created, the race editor can be viewed by double clicking on the race from the main window's *Races* list.



The fields at the top of the window allow the information specified when the race was originally added to be modified.

Field	Description
Distance	The race distance and whether it is a team pursuit or team sprint
Type	The race type: Ladies, Men or Mixed
Description	Any additional information to be included in the race name
Date	The race date

Race Participants

The *Participants* panel is used to specify the skaters entered in the race. The *Competition Participants* list on the left side shows all the skaters entered in the competition. The *Race Participants* list on the right shows the skaters entered in the race. Skaters can be added to the race by dragging them from the *Competition Participants* list or by selecting them in that list and double-clicking or pressing the Enter Key. Any skaters added to the race from the main window's *Skaters* panel will already be present in the list

To remove a skater from the race, select their entry in the *Race Participants* list and press the Delete or Backspace keys.

To search the *Competition Participants* list for a skater, click on the list and then start typing the skater's number or name. Switch between search modes by clicking on the *#* or *Name* header fields at the top of the list. A small black arrow will show which field is currently being searched.

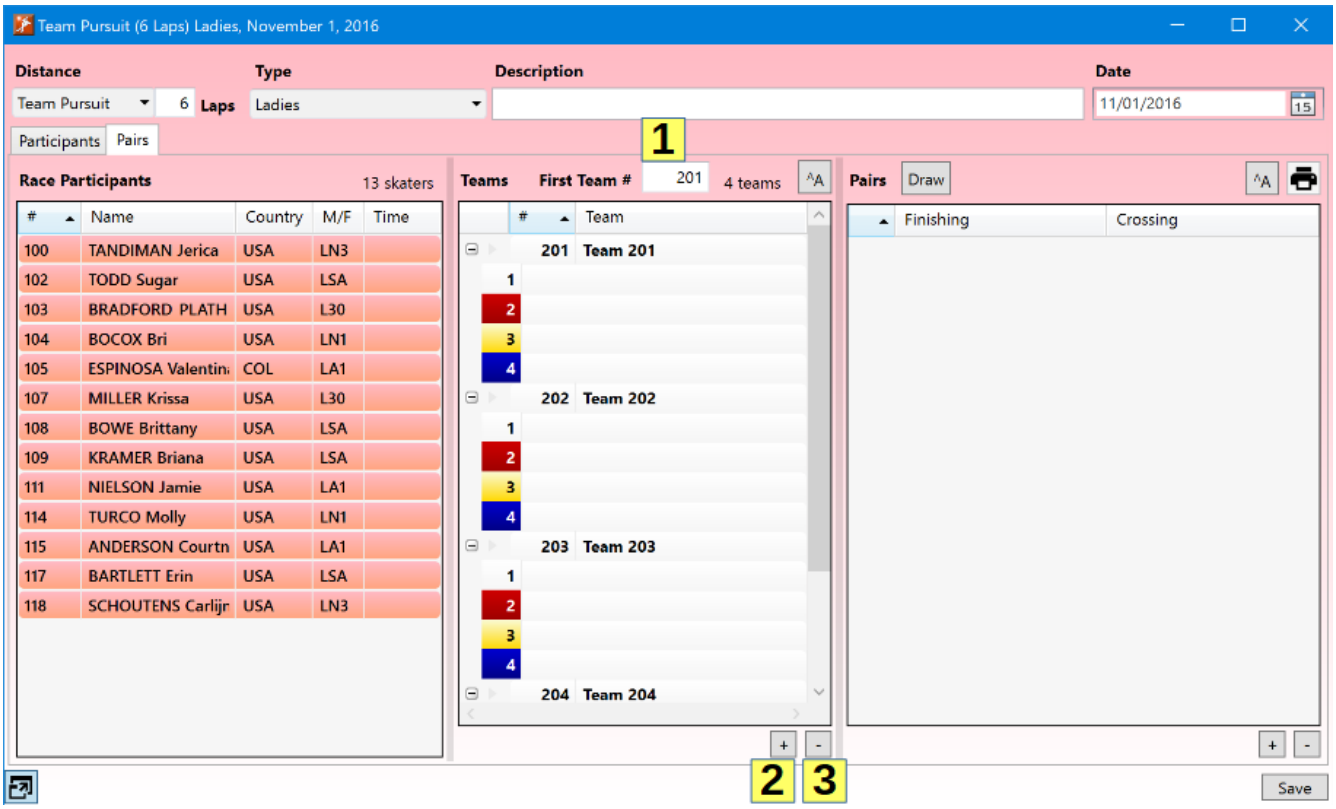
The search box below the *Competition Participants* list can also be used to search for a skater (especially useful when searching for skaters with non-English characters in their names). Which column, *#* or *Name*, is being searched will be shown by the label to the left of the search box. While entering a name in the search box, the

up (↑) and down (↓) arrow keys, Page Up and Page Down can be used to scroll through the list. Pressing the Enter key will add the highlighted skater in the list to the race.

Skaters may be imported into the race from a list in another file. To import skaters, click on the Import button **(1)**. See the *Race Participants Import* section earlier in this document for further details.

Teams

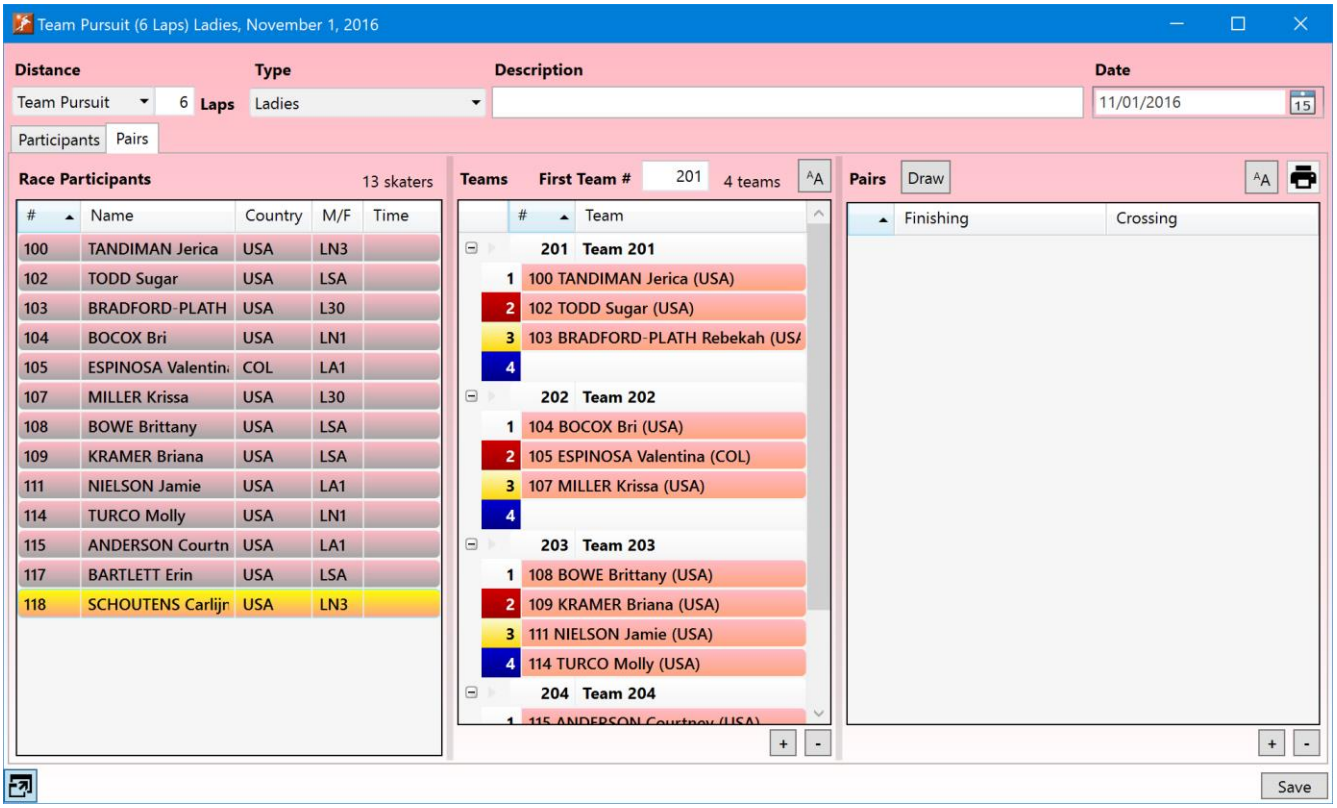
Teams must first be created before making the race's start list.



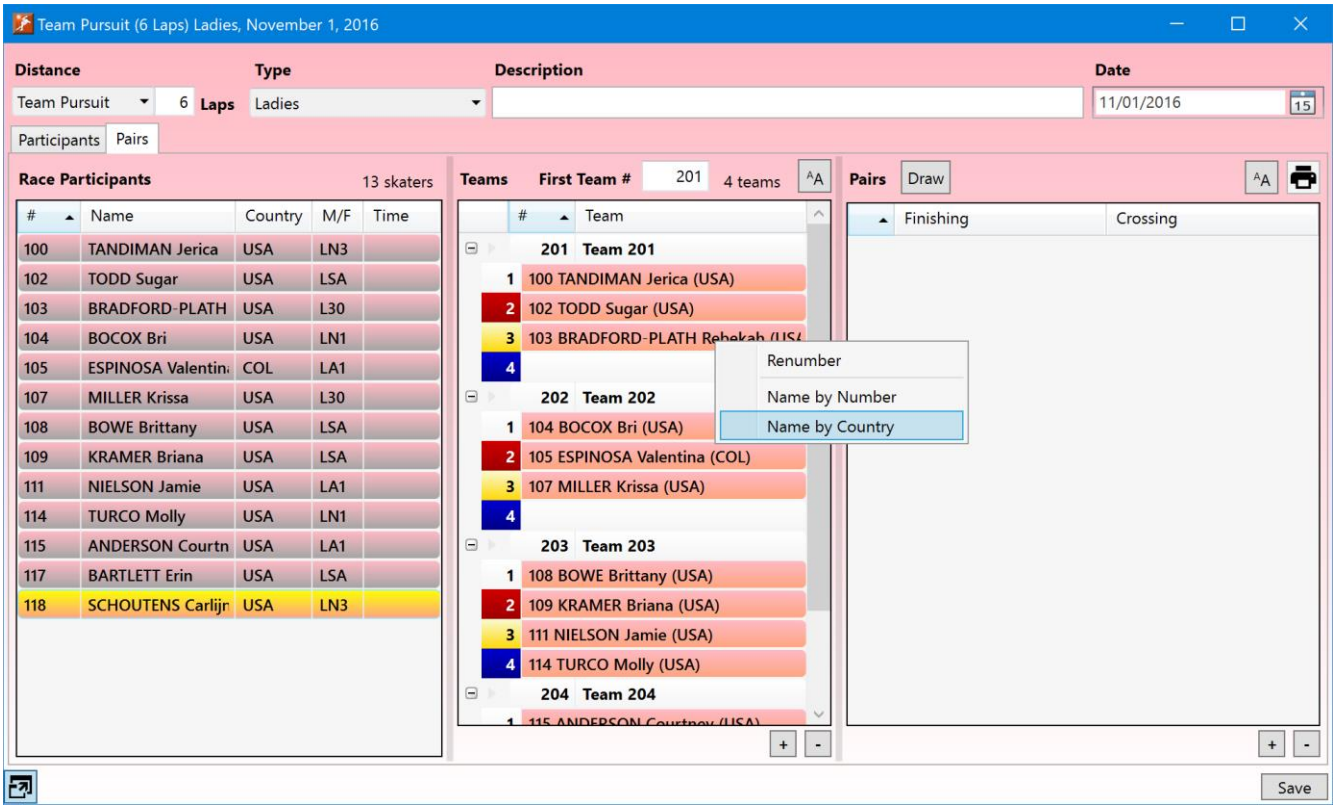
The *First Team #* field **(1)** specifies the number to be assigned to the first created team. Subsequently added teams will be assigned the next available number. If the *First Team #* is later changed, all teams will be renumbered.

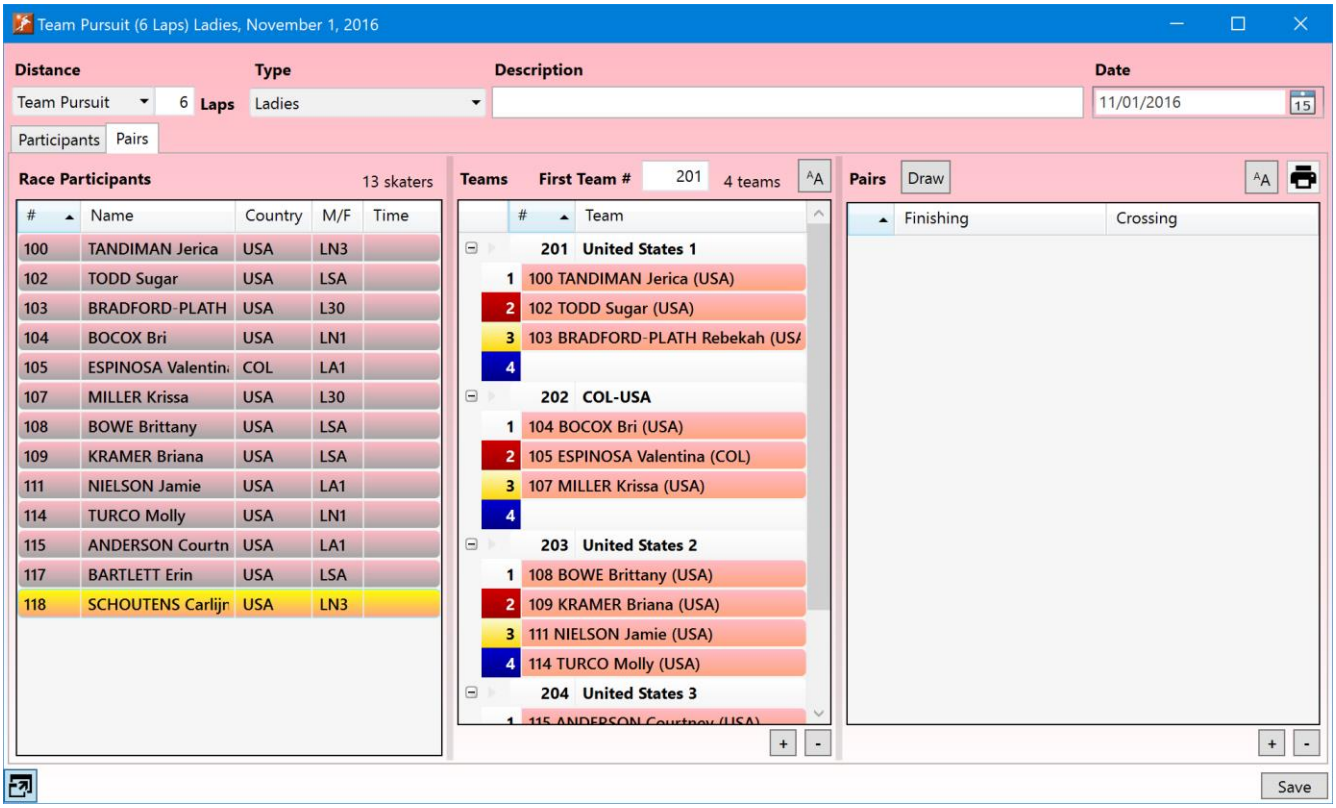
Teams are added by clicking on the add **(2)** button below the list. To remove a team, select it and click on the delete button **(3)**.

To add skaters to a team, drag the skater from the *Race Participants* list at the left to the desired spot on a team.



When a team is first added, it is given a name based on its team number. Vitesse allows teams to be automatically renamed based on the nationality of the skaters on the team. To rename the teams, right click on the list and select *Name by Country* from the menu.

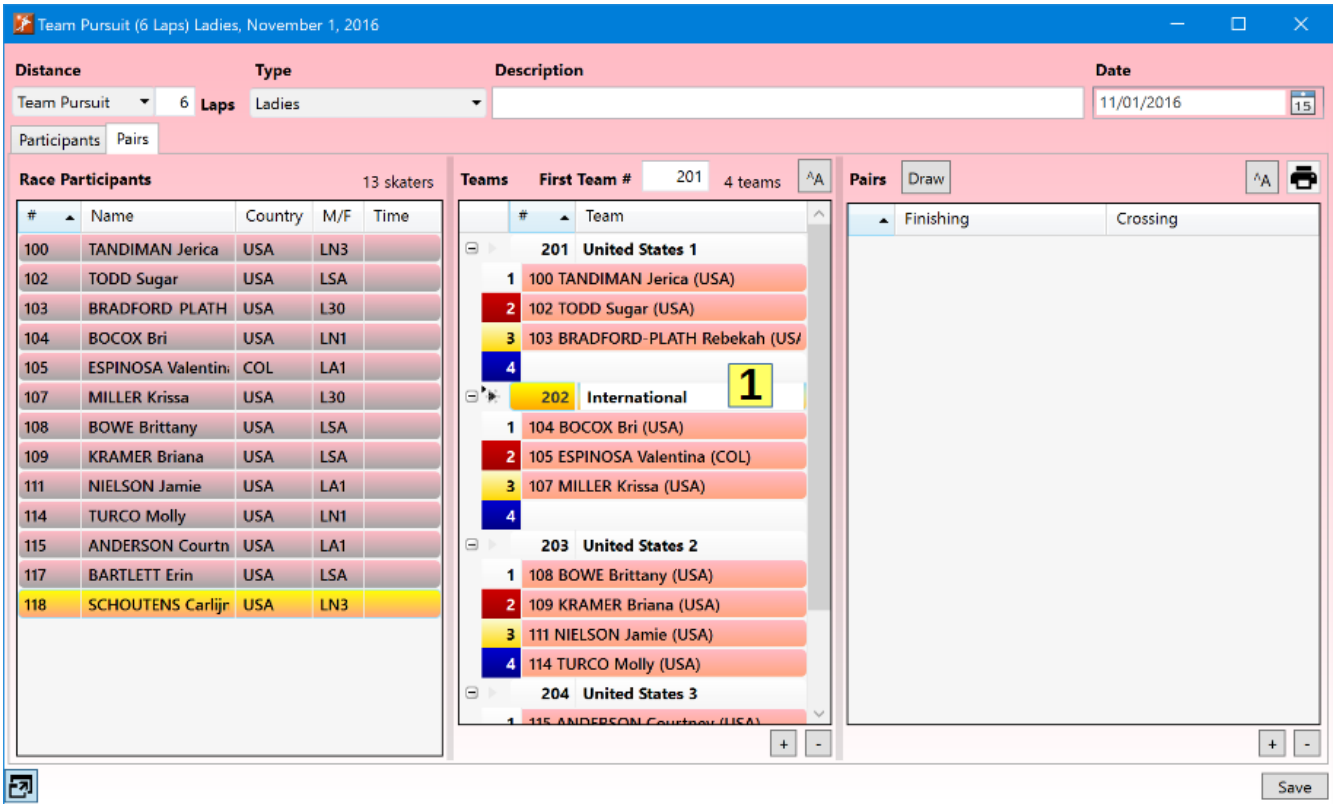




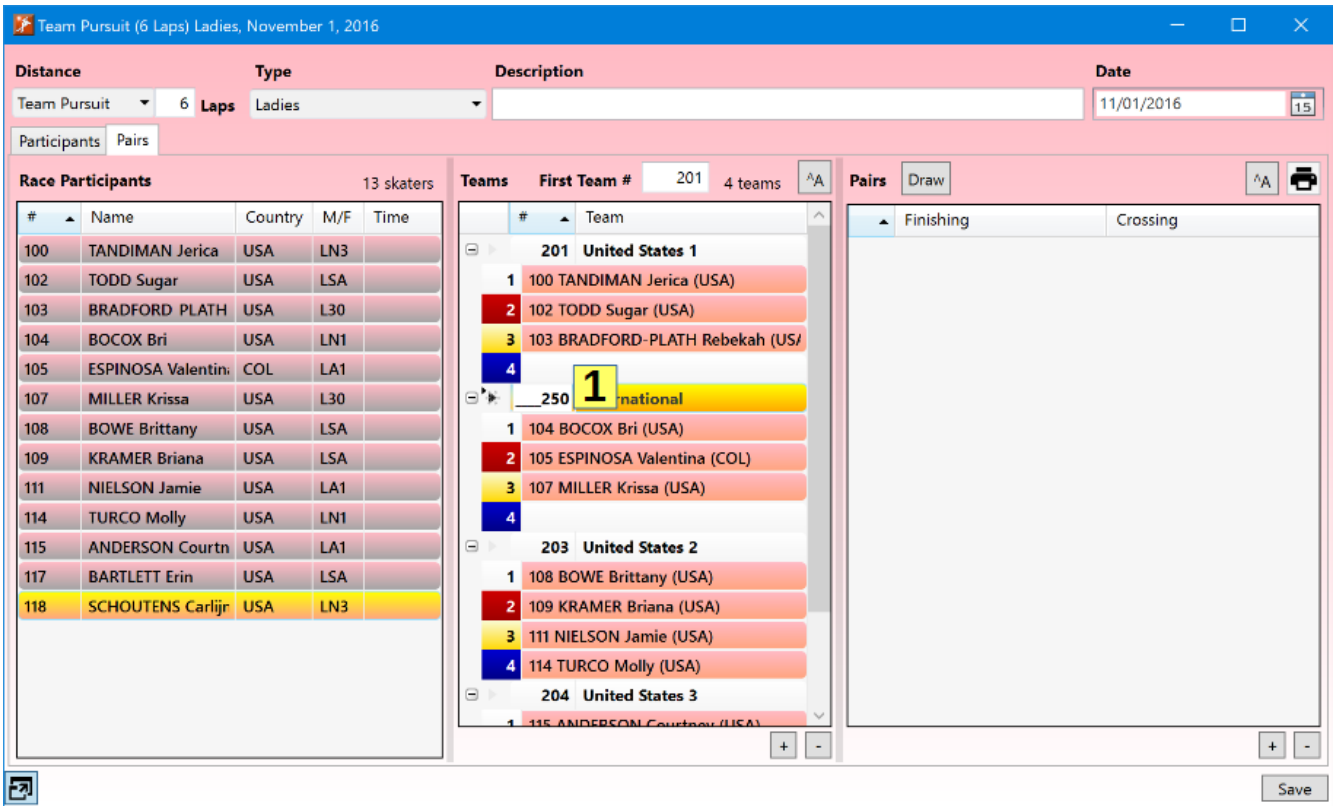
If all racers on the team represent the same nation, the team will be given that country's name (e.g. United States). If the team contains skaters from multiple countries, the name will be the combination of the IOC country codes for the skaters on the team (e.g. COL-USA). If multiple teams would have the same name, a number is added at the end to make the names unique (e.g. United States 1, United States 2).

To return to using names based on the team number, right click on the list and select *Name by Number* from the menu. This option can also be used to rename teams if their numbers have been changed.

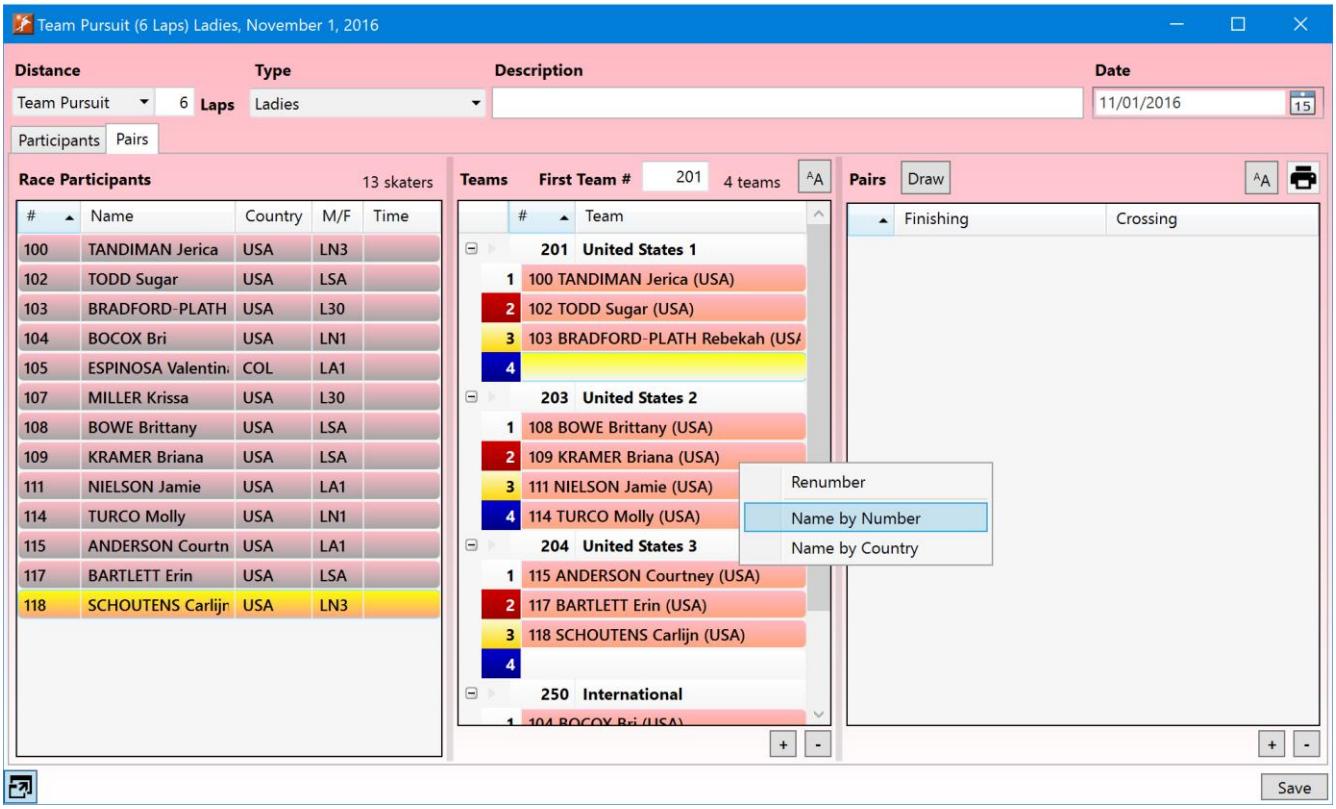
Team names can be manually modified. To change a name, double click on it and enter the new value.

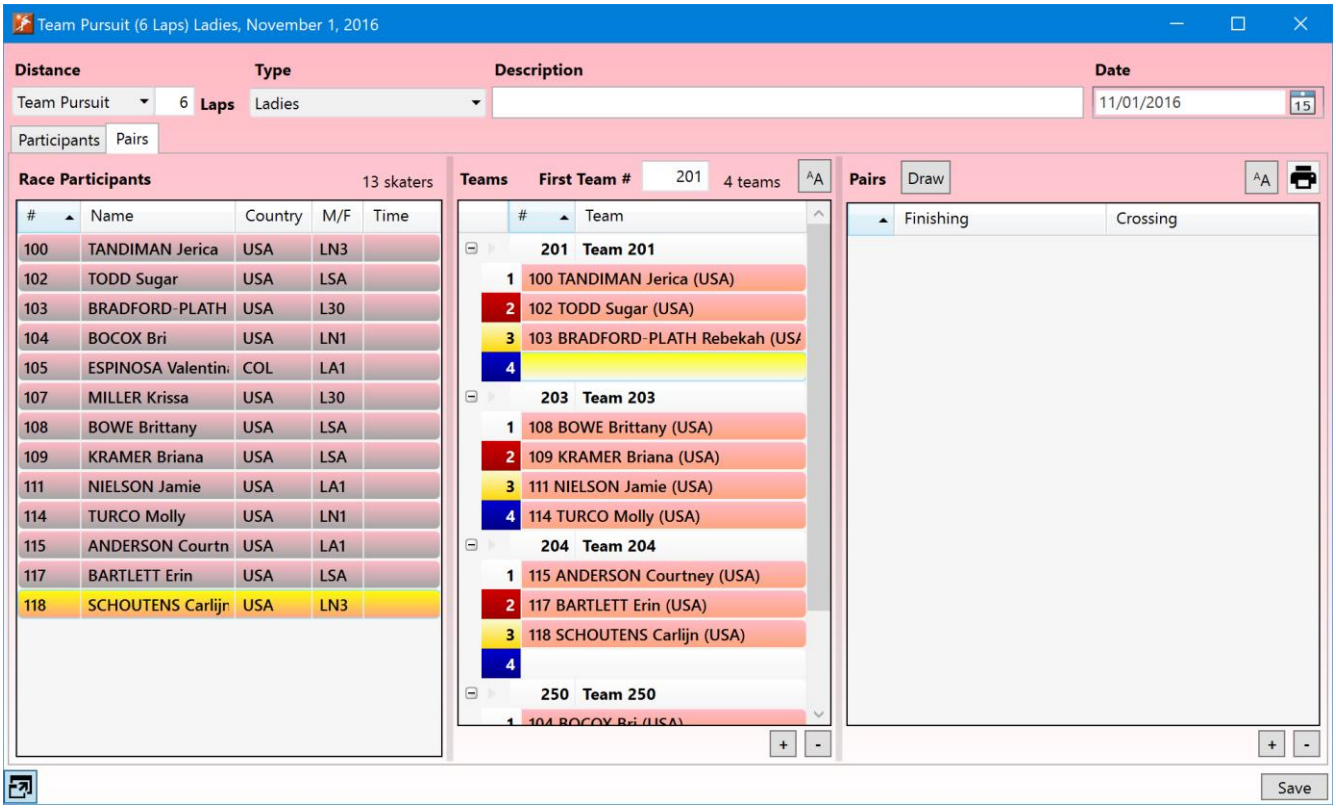


Team numbers can be changed in a similar manner. Double click on the number and enter the new value. Vitesse will not allow the same number to be assigned to multiple teams in a race.



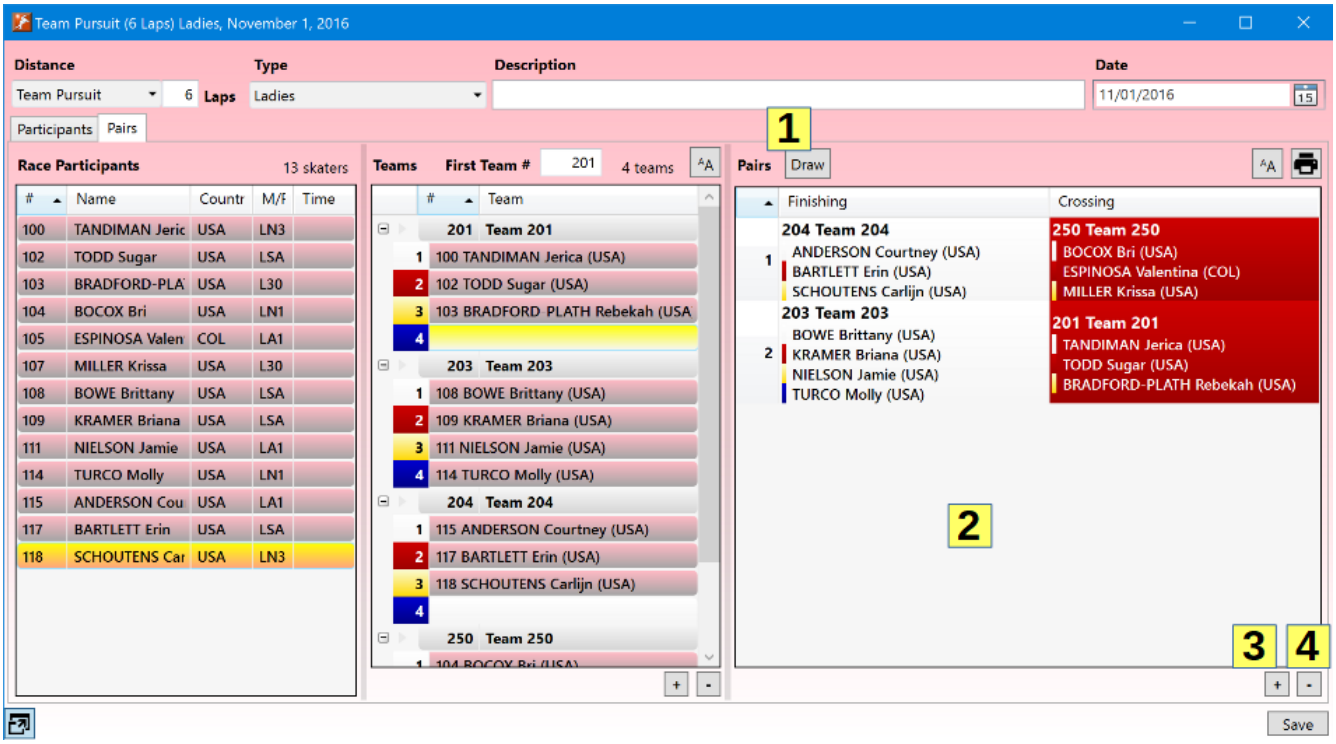
To return to using team names based on the team number, right click on the list and select *Name by Number* from the menu. This option also may be useful if teams have been renumbered, as the team name will not automatically be updated at that time.





Pairs

Once the teams have been defined, the start list may be created.



Clicking on the *Draw* button **(1)** will randomly generate the pairs. Pairs can also be manually created and rearranged. Dragging a team from the *Teams* list to the blank area of the *Pairs* list will add a new pair to the end of the list containing that team. Pairs may also be added using the add **(3)** button below the list. Teams may be dragged from the *Teams* list to any pair. Teams may also be dragged from one position in the *Pairs* list to another. To remove a team from the pairs, click on the team and press the Delete or Backspace key or click on the delete button **(4)**. To remove an entire pair from the list, click on the pair number to select the pair, then press the Delete or Backspace key or click on the delete button **(4)**.

If a deletion has left an empty spot in a pair, teams from preceding or following pairs can be shifted down or up to fill in the pair. Select the teams to be shifted by holding down the Shift key while clicking on the first and last teams in the range. Then press Ctrl-↓ to shift the skaters down or Ctrl-↑ to shift the skaters up one pair. Teams can only be shifted up or down when there is an empty spot in the following or preceding pair.

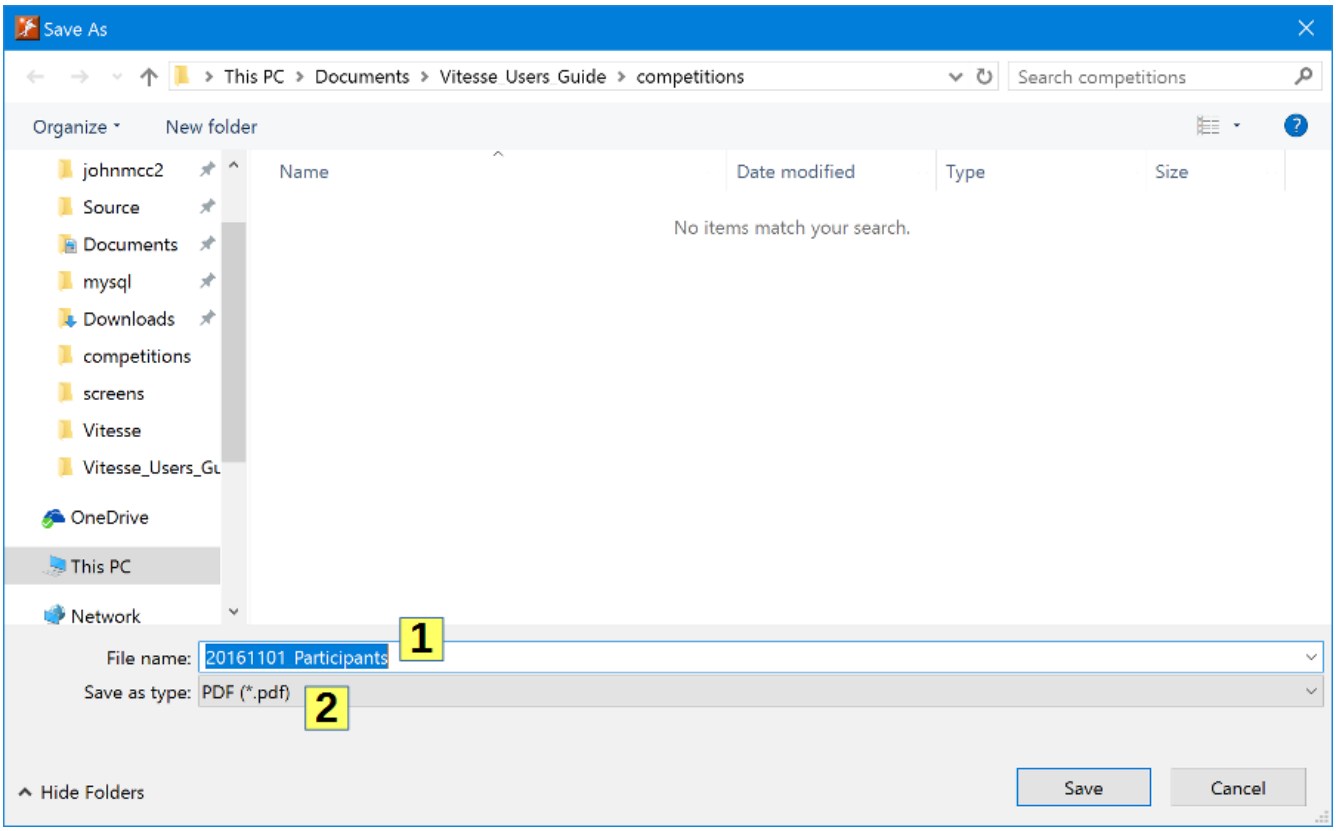
A context menu with the various actions that can be taken with the *Pairs* list can be displayed by right clicking on the list.

Once the pairs have been created, the start list can be immediately saved by clicking on the button **(6)** above the pairs list. Start lists can also be saved from the main window's *Races* list as well as via the *File>Start Lists* item in the main menu.

Files

Participants List

The list of participants in the competition and each race can be saved by selecting *File>Participants* from the main menu. The file save dialog will be displayed.

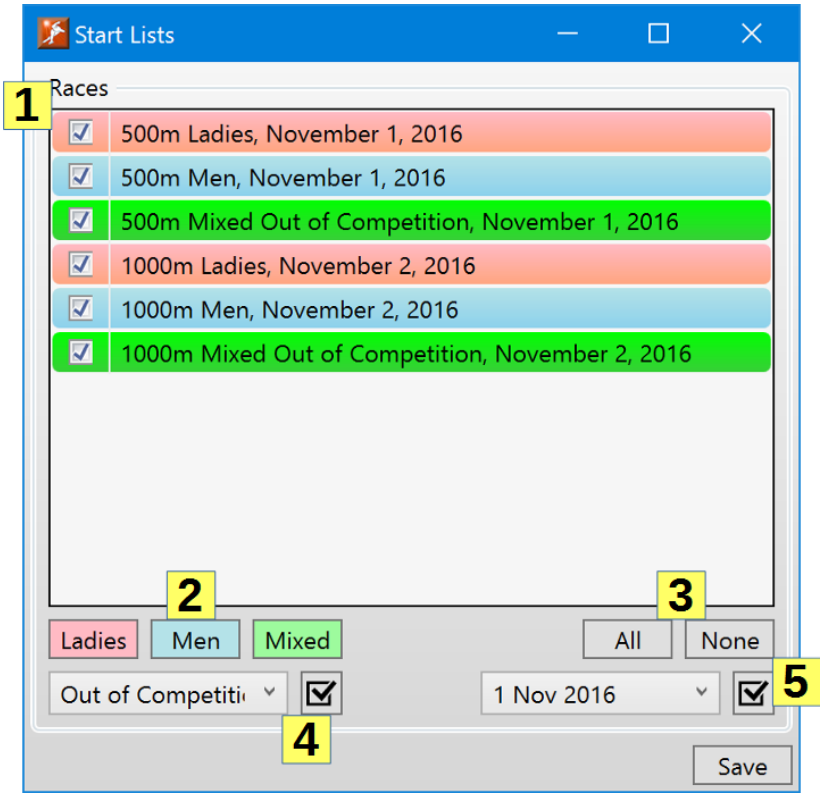


The default name for the participants list file can be changed by editing the *File name* **(1)**. The participants list can be saved as either a PDF file or Excel spreadsheet by selecting the *Save as type* value **(2)**.

Once saved the first pages in the participants list file will have the lists of all the skaters (ladies and men) in the competition. The following pages will show the skaters entered in each individual race along with their seed time for the race. In the Excel spreadsheet addition information about where and when the seed time was skated will be included.

Start Lists

Start lists can be saved by selecting *File>Start Lists* from the main menu. A dialog will then be displayed allowing the selection of which races' start lists are to be saved.



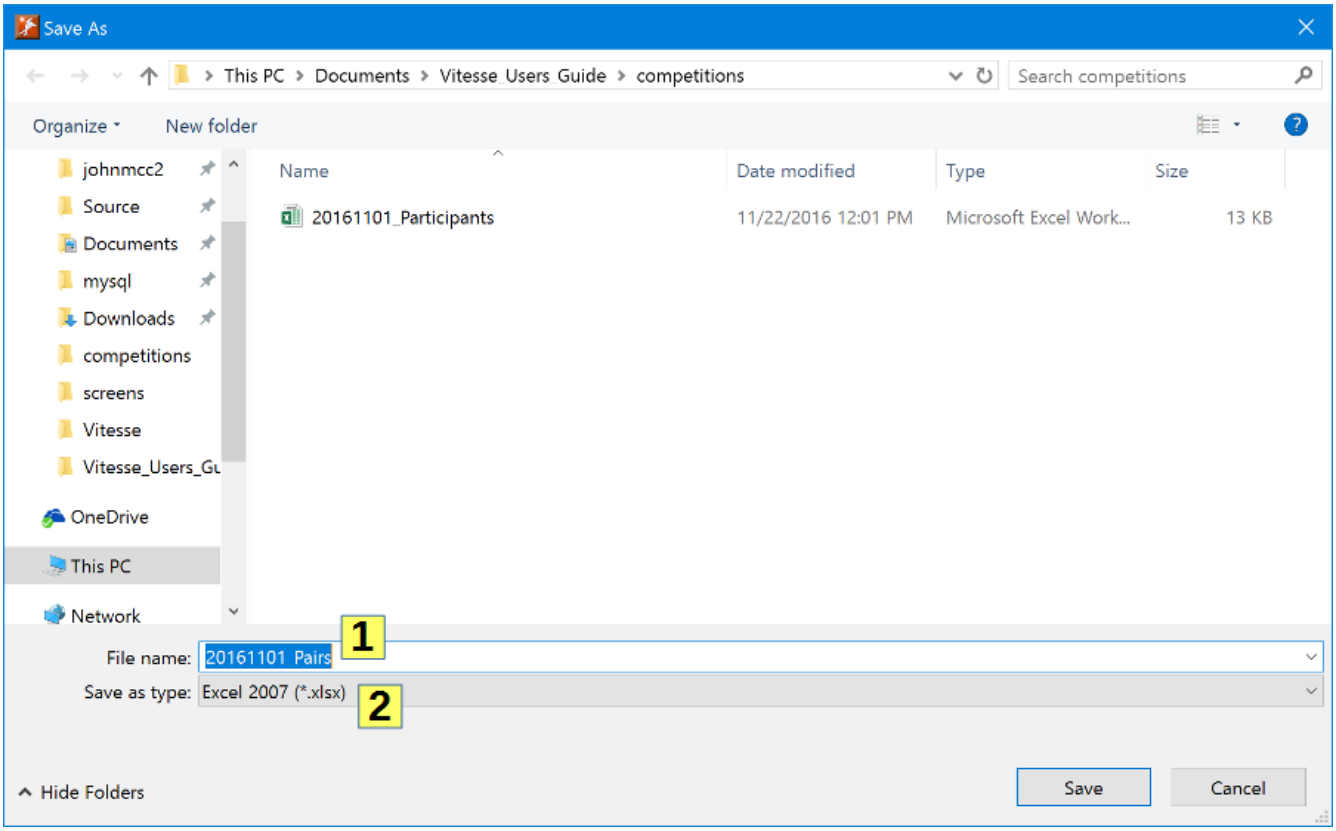
To include a race's start list in the saved file, check the box next to the race **(1)**. Uncheck the box for races whose start lists should not be saved.

The Ladies/Men/Mixed filter buttons **(2)** beneath the races list will quickly select only the races of the specified type. The All or None buttons **(3)** will select or clear all the races in the list.

If race groups have been defined, a group's races can be selected by choosing the group in the drop-down list and clicking the select button **(4)**. Select the *<none>* option from the drop-down list to choose all races that are not part of a race group.

If the competition spans multiple days, all the races for a single day can be selected by choosing the date in the drop down and clicking the select button **(5)**.

Once the desired races have been selected, click the *Save* button. In addition to selecting races via the *File>Start Lists* menu item, one or more races can be selected in the main window's *Races* panel and the save start list button clicked. The save dialog will immediately be displayed. A single race's start list can also be immediately saved from its race setup window. No matter which means of selecting races is used, the file save dialog will then be displayed.

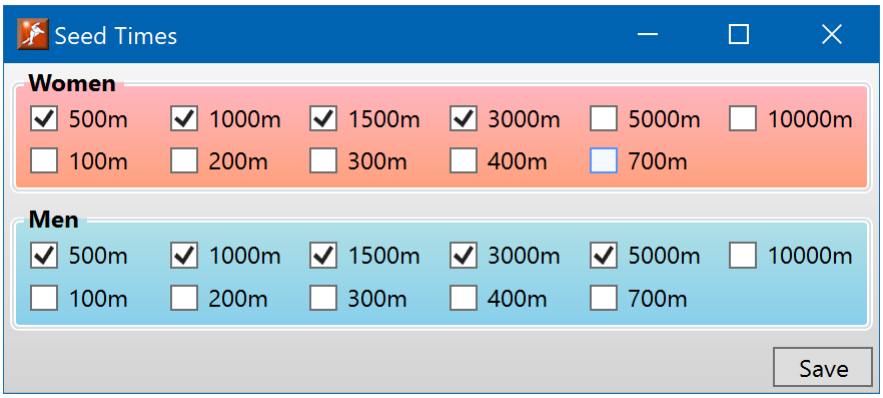


The default name for the start lists file can be changed by editing the *File name* **(1)**. The start lists can be saved as either a PDF file or Excel spreadsheet by selecting the *Save as type* value **(2)**.

Seed Times Table

The seed times table is an Excel spreadsheet similar to that generated by the older *Participants List* app. The first two pages of the spreadsheet are summary pages showing all women and men participating in the competition along with their seed times for all distances selected when the file is saved. The remaining spreadsheet pages show detailed information for each skater's seed time for a specific distance. This information is similar to that in the *Participants List* file, however each individual distance page shows the seed times for all skaters in the competition, not just those entered into a specific race.

To save a seed times table spreadsheet, select *File>Seed Times Table* from the main menu. Which distances should be included in the spreadsheet can then be selected.



By default, the distances selected for women and men will be the same as the competition's race distances. However, additional distances may be selected, or deselected. Click *Save* to save the spreadsheet, at which time a file save dialog will be displayed allowing the save file name and location to be specified.

Personal Records / Season Bests

The Personal Records or Season Bests for all skaters in the competition can be saved as either a PDF file or Excel spreadsheet by selecting *File>Skater Info>PRs* or *File>Skater Info>SBs*.

File Options

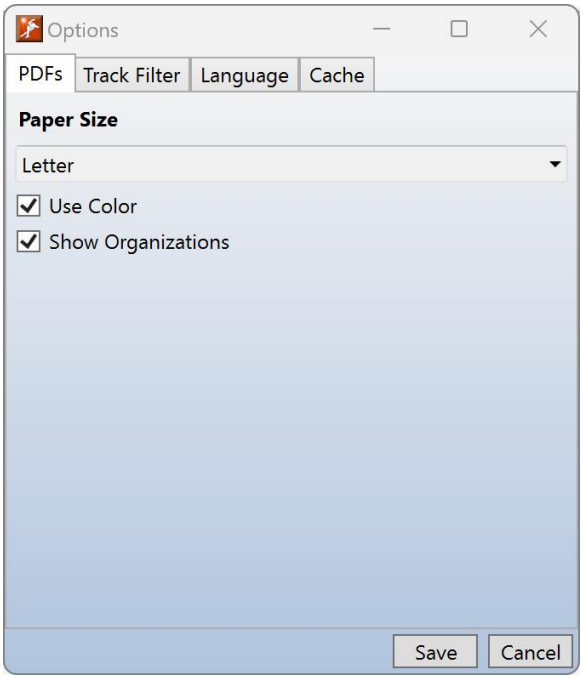
The paper size and whether to use color can be specified for PDF files. Whether a skater's organization will be shown can also be specified for both PDFs and Excel spreadsheets. To change these options, refer to the PDF Options section below.

Options

To modify Vitesse's configurable options, select *Options>Modify* from the main menu.

PDF Options

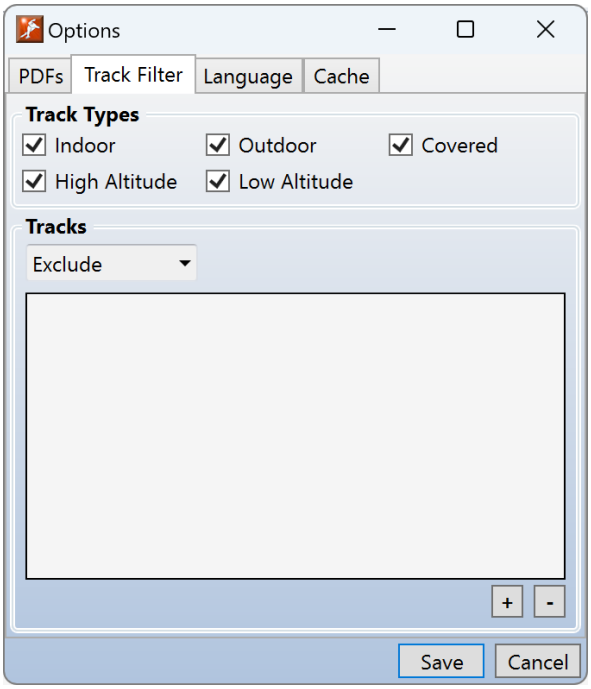
The *PDFs* page of the options window shows the formatting options used when saving PDF files.



Option	Description
Paper Size	The paper size for the PDF files. Either A4 or Letter can be selected.
Use Color	Should the PDF file include color elements? Mainly backgrounds for the lanes in the start lists. Uncheck to save the PDF in black and white.
Show Organizations	Should organizations (club, province, etc.) be shown in the PDF files? This option also applies to Excel spreadsheets.

Track Filter

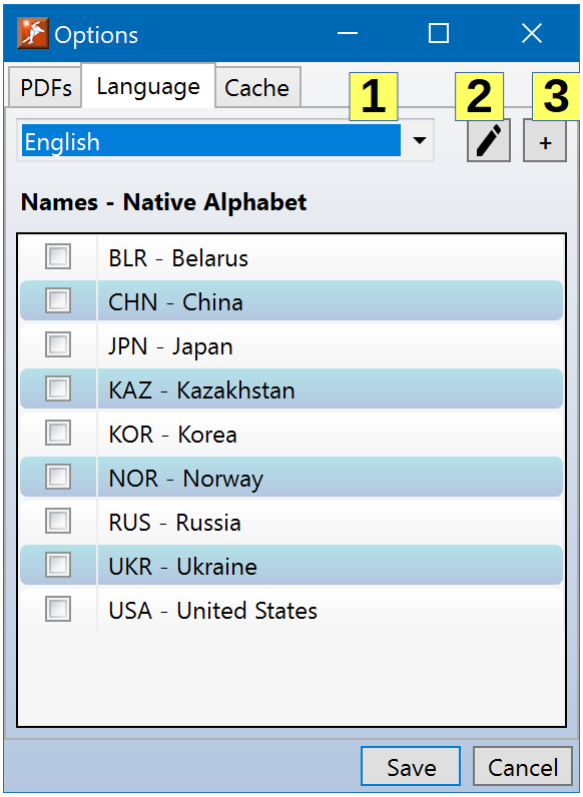
The *Track Filter* page of the options windows allows a default seed times track filter to be defined. The default track filter will be used when a new competition is created.



See the *Competition/Track Filter* section earlier in this document for a description of the options available when defining a track filter.

Languages (Beta)

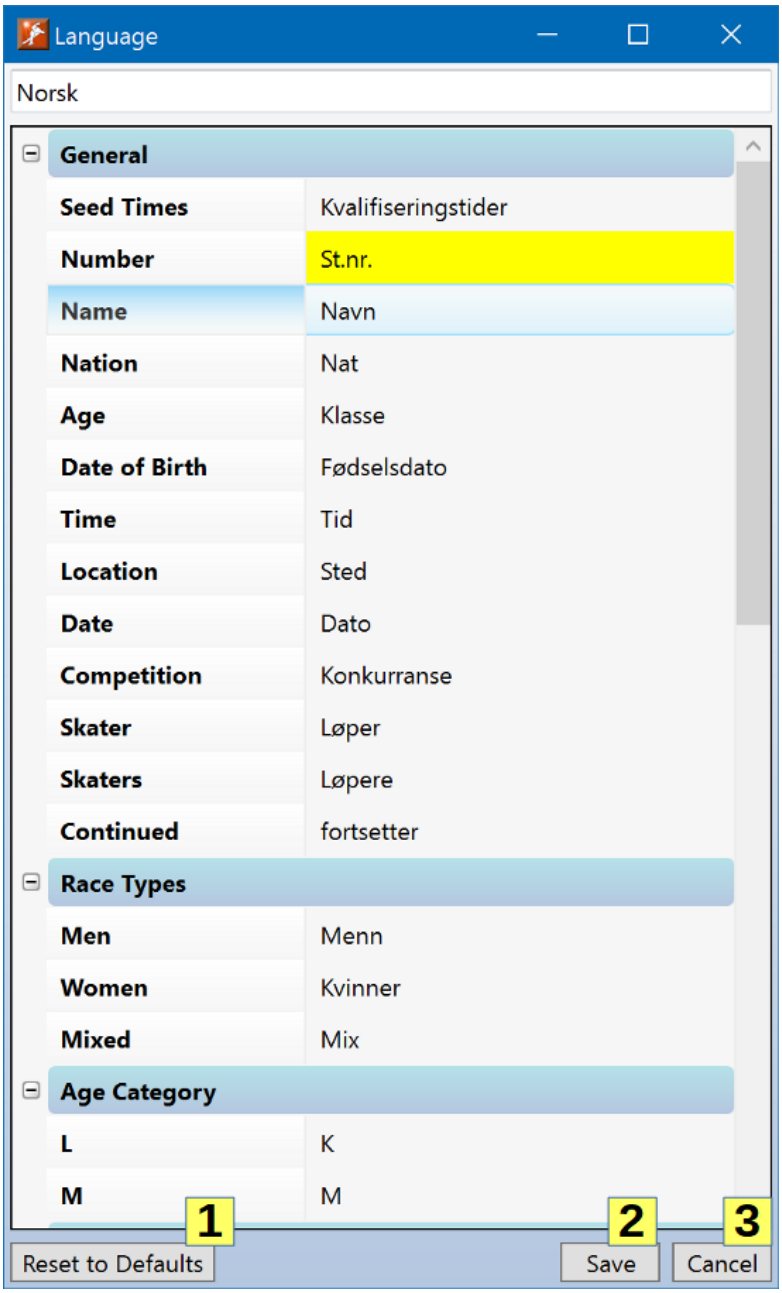
Vitesse provides some support for languages other than English. The Languages page of the options window can be used to modify the language settings.



Switch to one of the available languages by selecting it from the list **(1)**. Vitesse has built-in language translations for English, Français (French), Polski (Polish), Norsk (Norwegian), Русский (Russian) and Svenska (Swedish). A language's translations can be modified by clicking on the edit button **(2)** to open the translations window. A new language can be added by clicking on the add [+] button **(3)** to open the translations window.

Editing Translations

Any of a language's translated terms can be modified in the translations window.



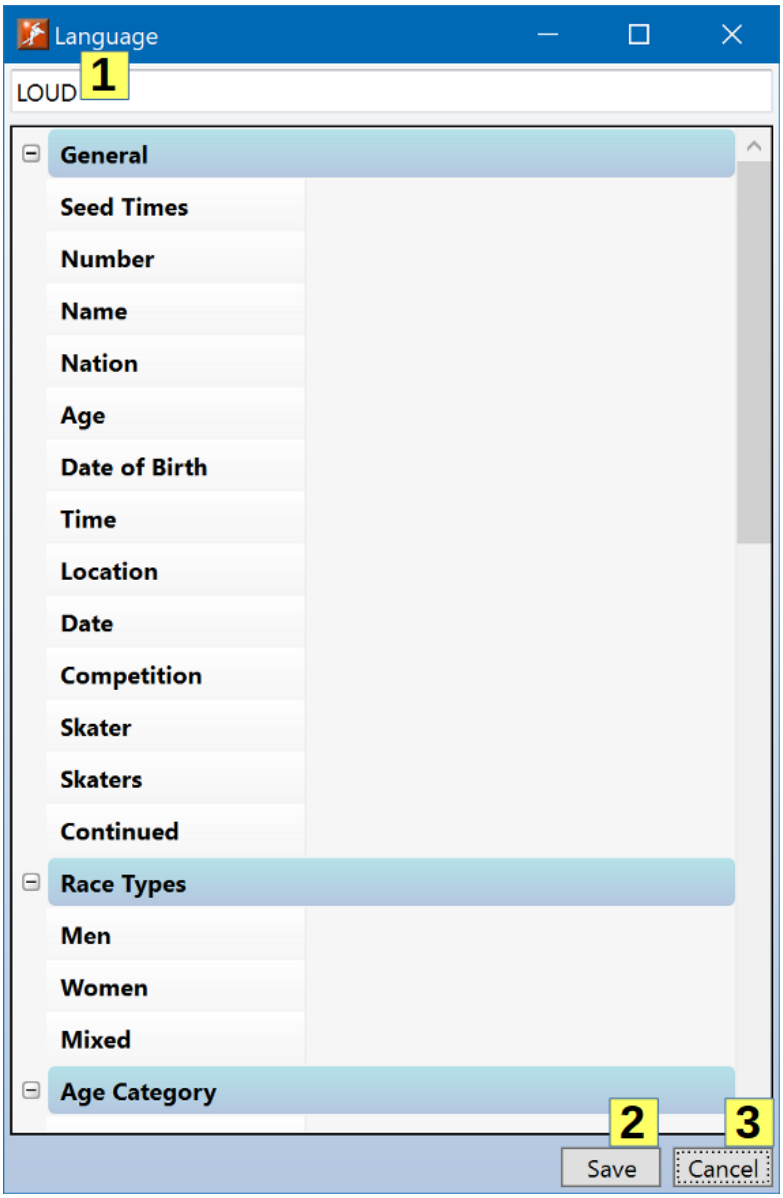
Any changed translations will be highlighted in yellow. Hover the mouse pointer over the term names in the left column to show a tip window with a description of the term and any length limitations.

If editing translations for one of the languages built-in to *Vitesse*, restore the default translations by clicking on the *Reset to Defaults* button **(1)**. Save any modifications by clicking the *Save* button **(2)**. Exit and discard any changes by clicking on the *Cancel* button **(3)**.

Edited translations can be exported and imported by other users running *Vitesse*. See the *Export and Import Options* section later in this document for details.

Adding a Language

When adding a language, first give it a unique name **(1)**. Once a new language has been saved, the name cannot be changed at a later date.



Then provide translations for the terms listed. Hover the mouse pointer over the term names in the left column to show a tip window with a description of the term and any length limitations. Translations can be left blank – if so, the default English language term will be used.

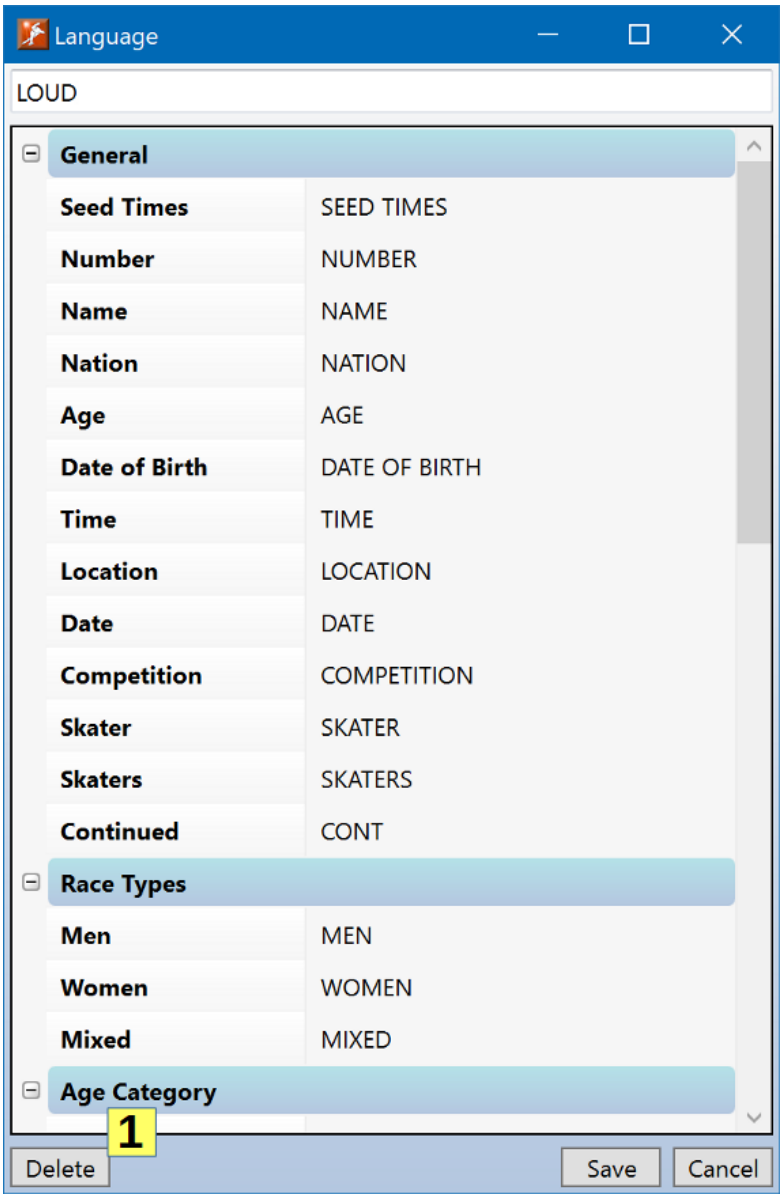
Save the new language by clicking the *Save* button **(2)**. Note that once saved the language's name cannot be changed. Exit and discard the new language translations by clicking on the *Cancel* button **(3)**.

A user-defined language can be later modified, see the *Editing Translations* section above.

The new language translations can be exported and imported by other users running *Vitesse*. See the *Export and Import Options* section later in this document for details.

Deleting a Language

To delete a user-defined language, edit it in the translations window. The click on the Delete button (1) in the lower left corner. Only user-defined languages can be deleted. Languages built into Vitesse can only be reset to their defaults (see the *Editing Translations* section above).

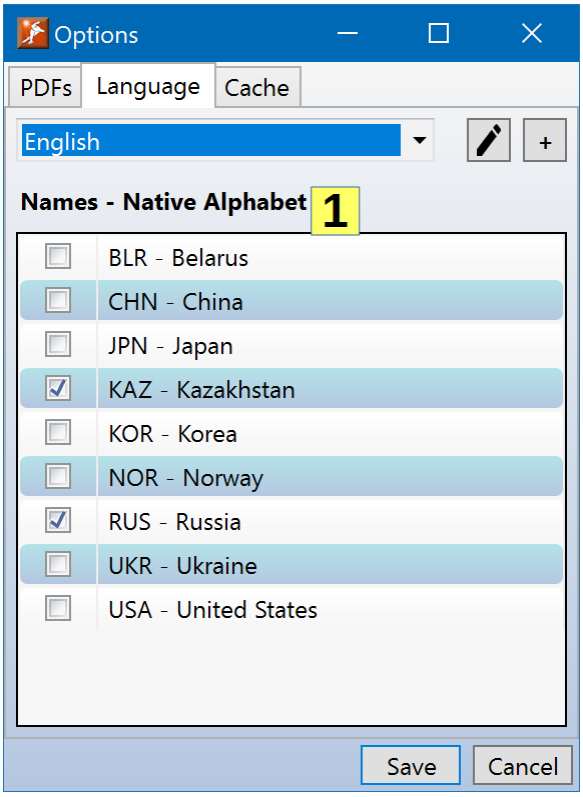


Important Notes

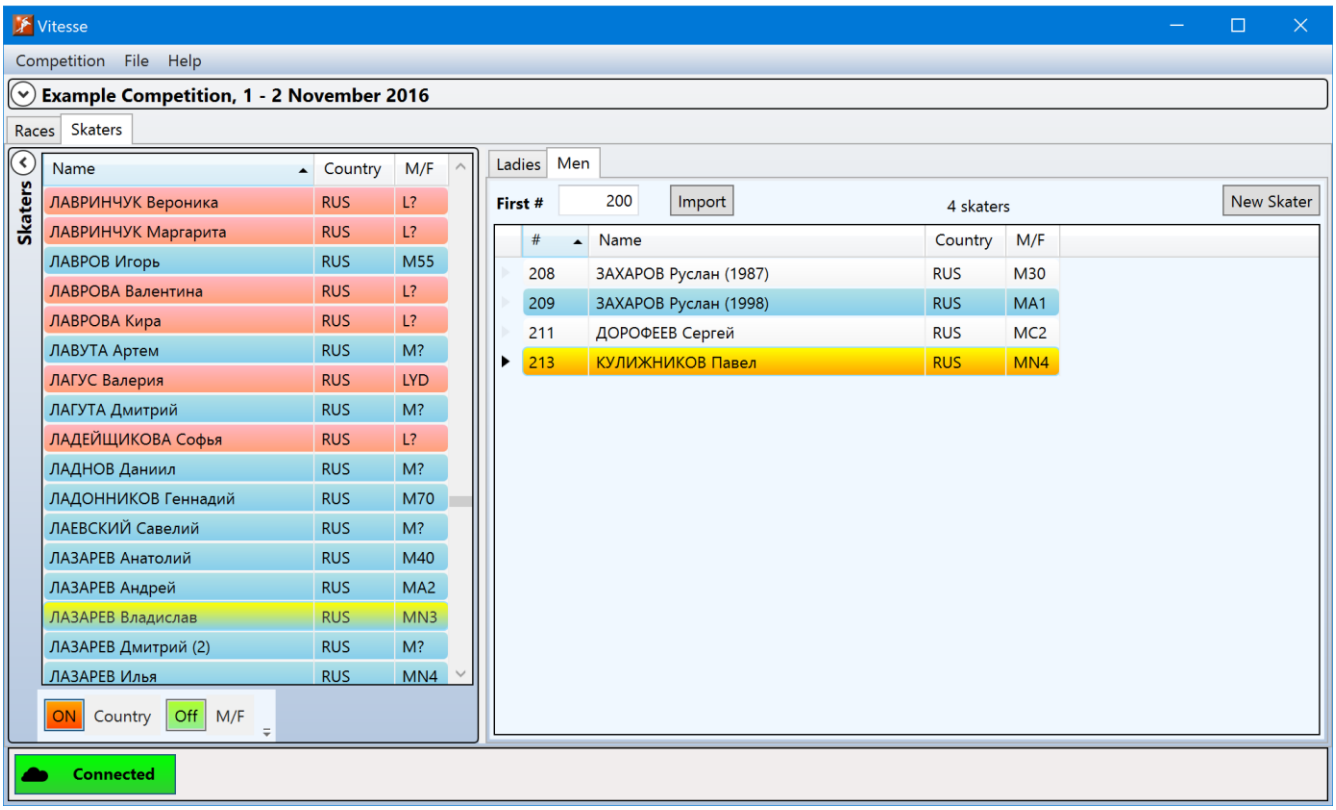
1. **Non-English language support is currently a Beta feature of *Vitesse*.** PDF and Excel spreadsheets will use the translated terms. However much of the application's user interface will still be shown in English.
2. When the language is changed, or when one or more term translations are modified, it is highly recommended that *Vitesse* be closed and restarted to ensure that all language changes take effect.
3. If you add a new Language, please export the *Vitesse* options (see the *Export and Import Options* section later in this document) and send the file to *SpeedskatingResults.com* (ovalstats@q.com) so that the new language can be included as a built-in language in a future *Vitesse* release.
4. Please send any translation errors or improvement suggestions to *SpeedskatingResults.com* (ovalstats@q.com).

Names in Native Language Alphabets

By default, *Vitesse* shows skater's names using the Roman alphabet. For countries using a different alphabet (for example the Cyrillic alphabet for Russia), *Vitesse* may be configured to use names in that alphabet instead. To do so, check one or more countries in the *Names – Native Alphabet* list.



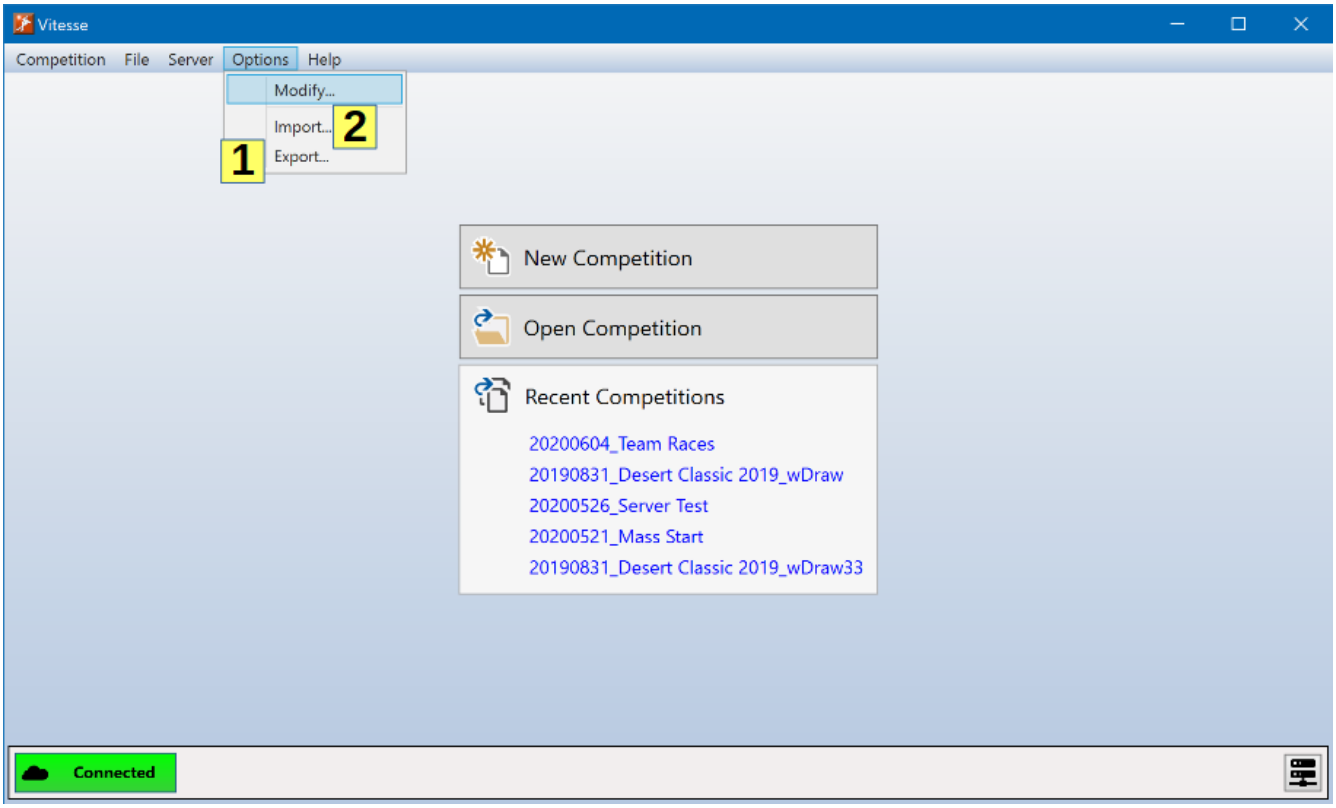
For the countries selected, names in the native alphabet will then be shown by *Vitesse*.



For names to be displayed using the native alphabet, that information must be available in the *SpeedskatingResults.com* database. If a skater's name in the native alphabet is not available from *SpeedskatingResults.com*, the name will be shown using the Roman alphabet.

Export and Import Options

The language, translations, and native language alphabet options can be exported and imported into *Vitesse* running on a different computer.

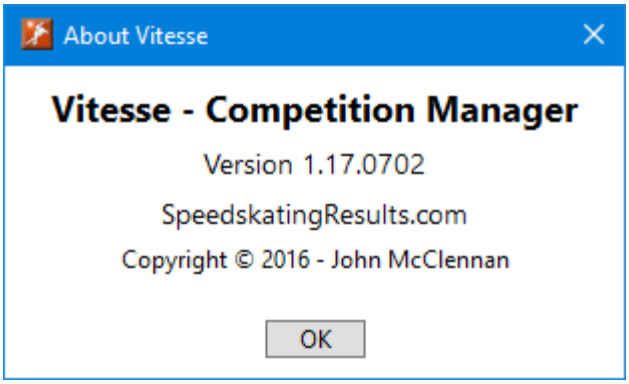


To export the options, select *Options>Export* **(1)** from the main menu. A save file dialog will be shown to let you choose the location in which to save the file, changing the name if you wish (the default is *vitesse_options.json*)

To import the option settings into *Vitesse*, select *Options>Import* **(2)** from the main menu. After importing the options it is highly recommended that *Vitesse* be closed and restarted to ensure that all language changes take effect.

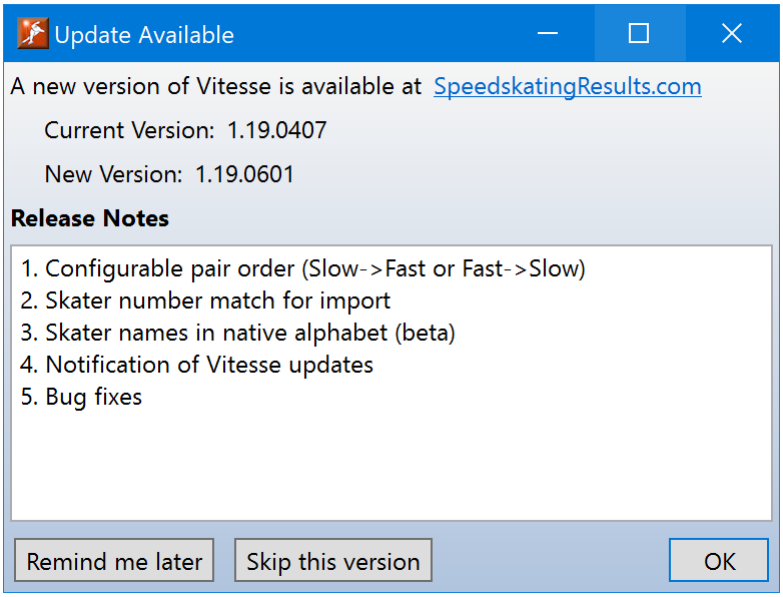
Version Information

The Vitesse version being used can be found by selecting *Help>About Vitesse* from the main menu. When asking questions about, or reporting problems with, Vitesse, please include the version number in your email.



Updates

When Vitesse is started, it will check if a new version has been released. If so, the *Update Available* window will be displayed.



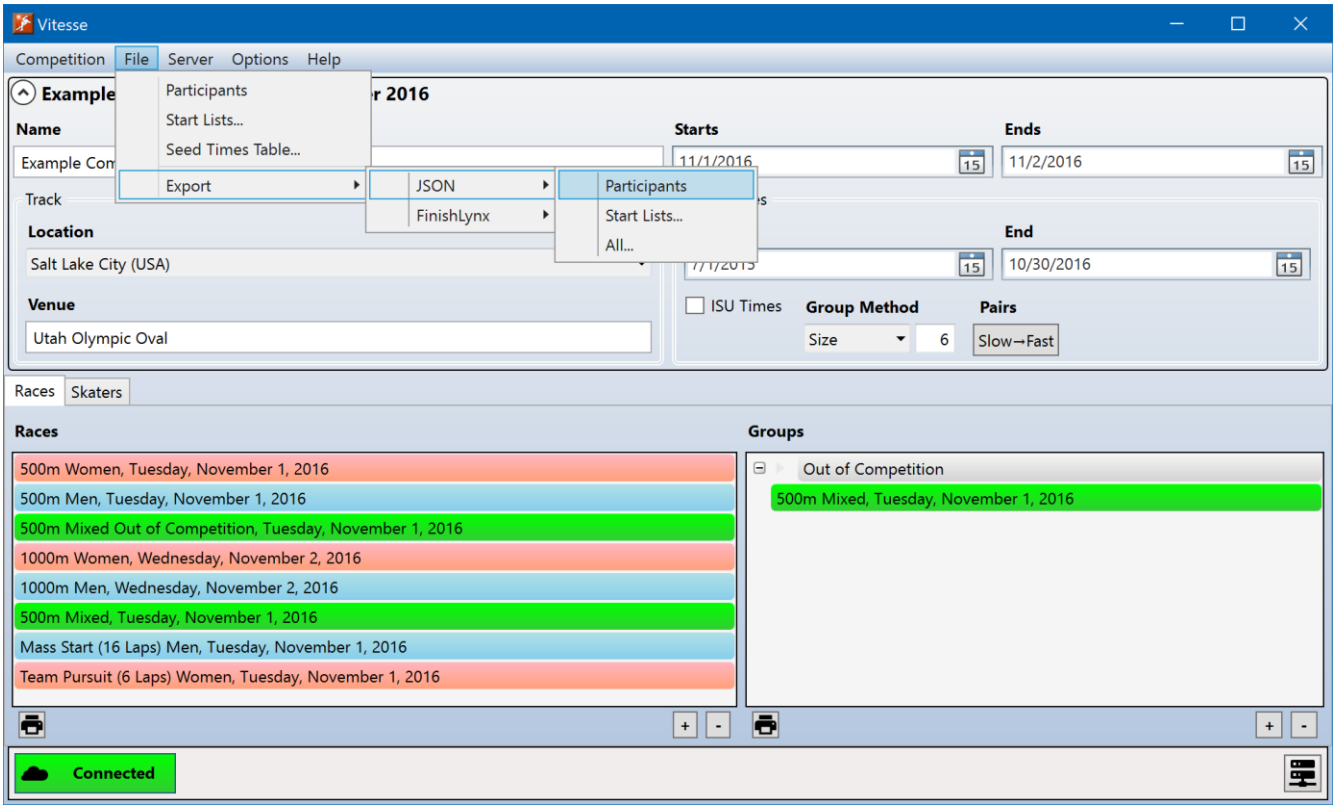
Interoperability

Vitesse provides some operations for interoperating with other applications (timing systems, for example). Participants and start lists can be exported in a format that can be used by other applications. Vitesse also provides a means for other applications to directly connect and get updates as a competition is created and modified.

Note: The information in this section is of a more technical nature than the rest of this users guide.

JSON Export

JSON is a simple data interchange format that can be used by different applications to share data. Vitesse can export both the participants list and race start lists in a JSON format. Other applications (timing systems, for example) can then import the information from Vitesse. To export the participants or start lists in JSON format, select *File->Export->JSON* from the main menu.



Three export options are available

Participants	Exports all participant information. Does not include any race information or start lists.
Start Lists	Exports race start lists. Which start lists are exported can be filtered.
All	Includes all information from both the Participants and Start Lists exports in a single file.

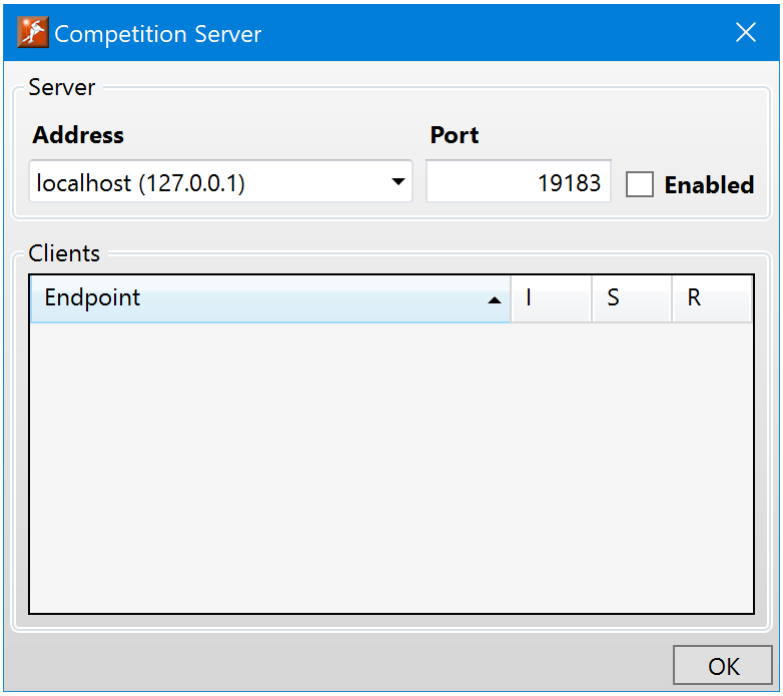
Details on the data contained in exported JSON files can be found in the *Vitesse JSON Export Reference* guide available on the Vitesse page at *SpeedskatingResults.com* (https://speedskatingresults.com/index.php?p=100).

Competition Server

The Vitesse competition server can be enabled to allow other applications (e.g. timing systems) to directly connect to Vitesse. Those applications will then automatically receive updates when a competition's information (participants, races, start lists, etc.) is updated. This removes the intermediate step of having to export the information in JSON format from Vitesse and import it into the other application.

Technical details on the data available via the competition server can be found in the *Vitesse JSON Export Reference* guide available on the Vitesse page at *SpeedskatingResults.com* (https://speedskatingresults.com/index.php?p=100).

To configure the server select *Server->Settings* from the main menu.

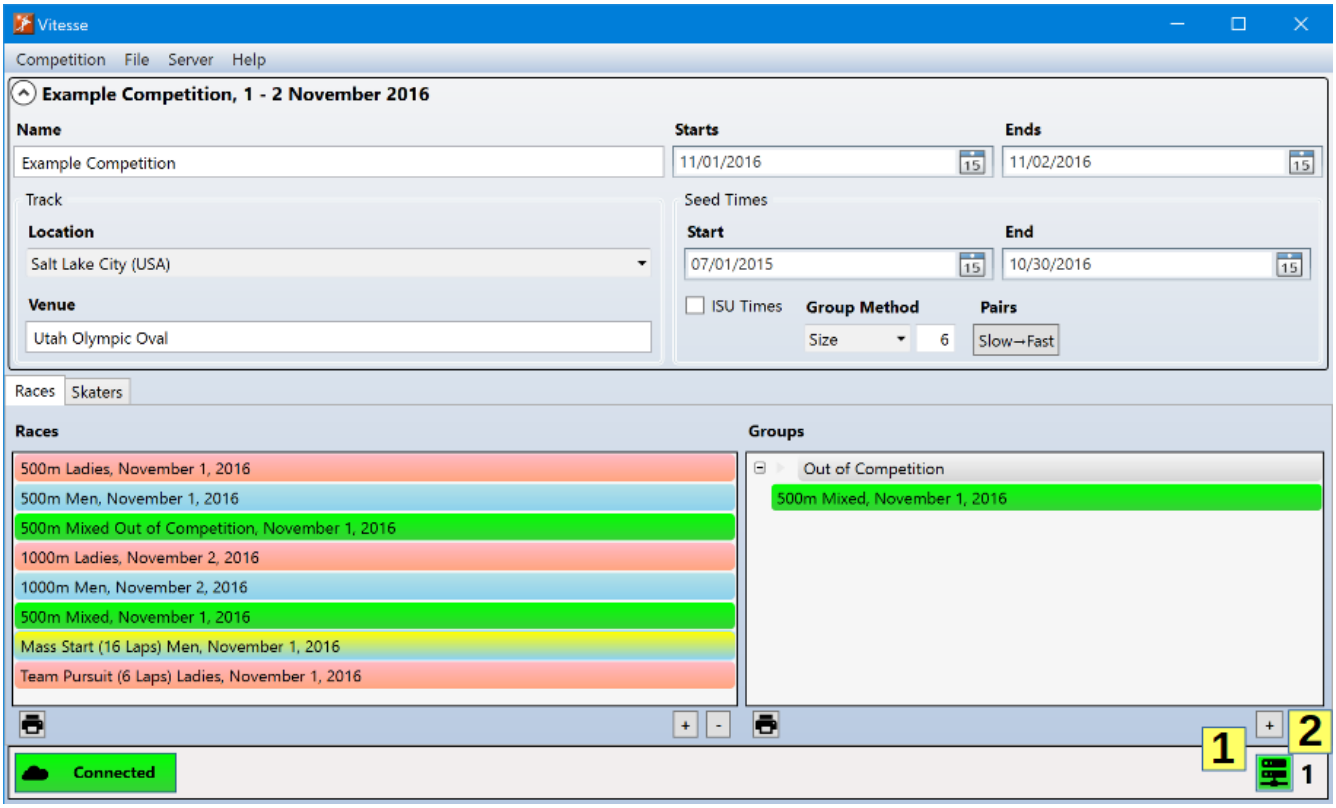


Field	Description
Address	The address clients should use to connect to the server
Port	The port to which clients should connect
Enabled	Enable or disable the server
Clients	List of clients connected to the server

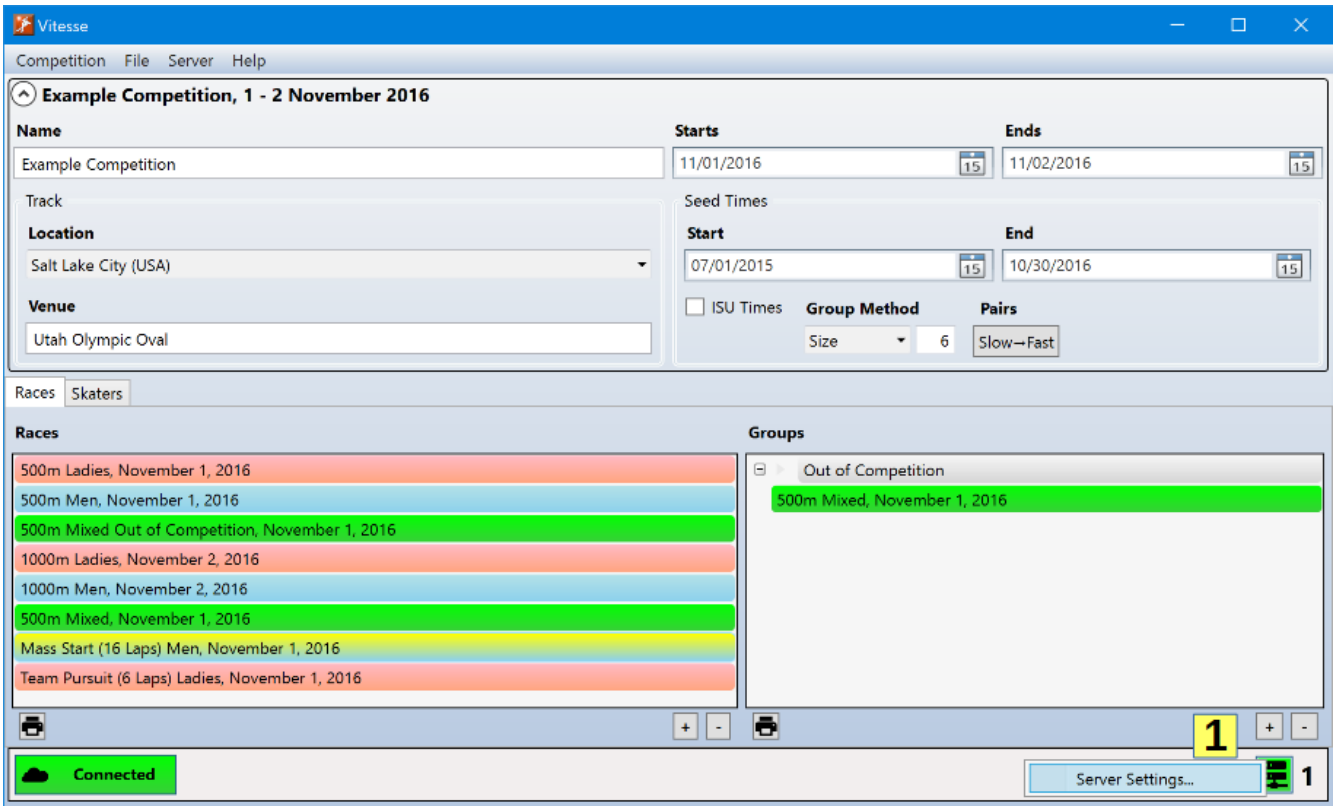
The *Address* and *Port* can only be changed when the server is disabled. Connected clients can be forcibly disconnected by selecting their entry in the list, right clicking to bring up the context menu and then selecting *Disconnect Client*.

Once the server has been configured, it may be quickly enabled and disabled by selecting *Server->Enabled* from the main menu.

The server state can also be seen in the bottom right corner of the main Vitesse window.



The server button **(1)** shows the state of the server. It will be green when the server is enabled and gray when it is disabled. If enabled, the number of connected clients **(2)** will be displayed to the right of the button.



Right clicking on the server button **(1)** will allow access to the Competition Server settings window.