## Introduction

This document covers assigning lanes to entrants in an event. Lanes are used in many sports, such as bowling, track, and aquatics.

## Getting Started

There are three methods of assigning lanes to your competitors: auto-assigning when printing heat sheets, manual, and the Lane Assignment Wizard. Which method you use will depend on what event you are running and how the lanes are assigned to entrants.

*Note: lanes can only be assigned using the automatic tools for divisioned entrants.*

Before lanes can be accessed you have to enable them in each event. Right-click on the event, select "Define this event" and on the basics tab check the "Use lanes" box.

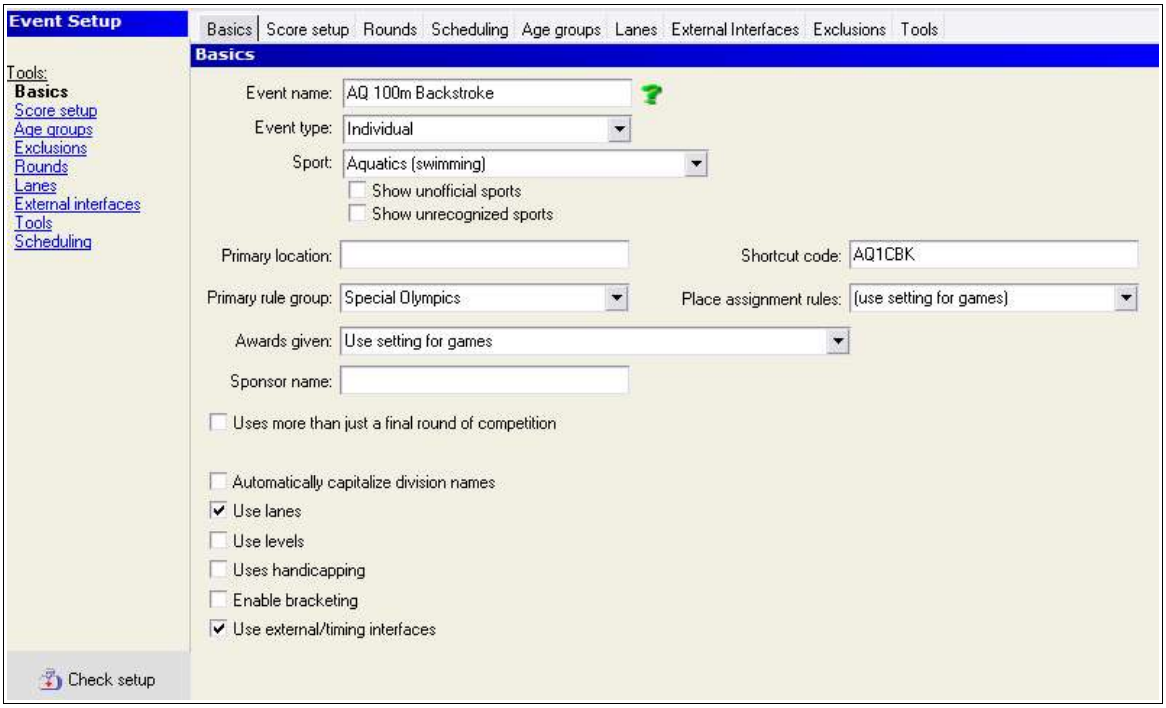


*Illustration 1, Enabling lanes*

On the "Lanes" tab select the method you want to use to assign lanes, either automatically when printing heat sheets or use the Lane Assignment Wizard (this method also allows for completely manual lane assignments).


*Illustration 2, Lane assignment method*

**Automatically when printing heat sheets**

Use the auto assignment for events like track or aquatics where competitors' assignments can be made safely and automatically, with no manual changes. Whenever GMS prints heat sheets, it will follow these setup rules and assign the lane numbers.

This is not compatible with automated timing systems such as Colorado System 5, since the automatically assigned lane numbers may change and not match what's in the timer, and lane numbers assigned automatically here are not guaranteed to be saved.

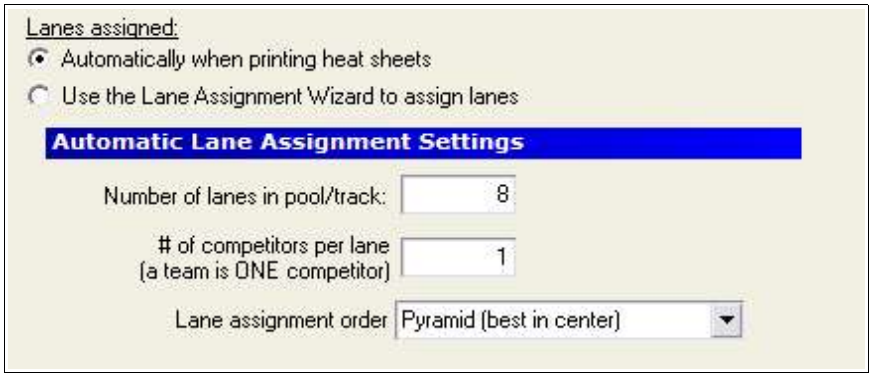


*Illustration 3, Automatically when printing heat sheets*

Set the number of lanes at the pool/track to match how many lanes are at the location, then how many entrants will be in each lane (a relay team is considered a single entrant), and the lane assignment order.

When finished with the settings click the “Save” button to exit the event definition or “Cancel” to exit without saving and revert to the original values.

Assigning lane numbers is done by running heat sheets. Once heat sheets are run the lane numbers are held in GMS but hidden. Each time heat sheets are run lanes are assigned so if changes were made to divisions (scratches, adds, etc) the new lanes might not match existing printed head sheets.

**Lane Assignment Wizard**

This method lets you assign lanes automatically using the wizard, manually, or some combination of both.

After running the Lane Assignment Wizard, you can manually go in and adjust the lane numbers for any or all of your entrants. For example, you may do this to move blind athletes into edge lanes. Once this wizard is run, GMS will not automatically make any changes to lane assignments unless you run the wizard again.

In the event definition set the radio button to "Use the Lane Assignment Wizard to assign lanes" and click "Save" to exit the definition.

First, division your entrants using whatever mechanism you prefer: manual, Auto-Division Wizard, or both. Note that lanes are assigned for the current round of competition, and this field is re-used for later rounds (if any).

Open the Lane Assignment Wizard from within the event by clicking on "Tools" then "Auto-Assign Lanes"; click on [Next] to get past the introduction screen.

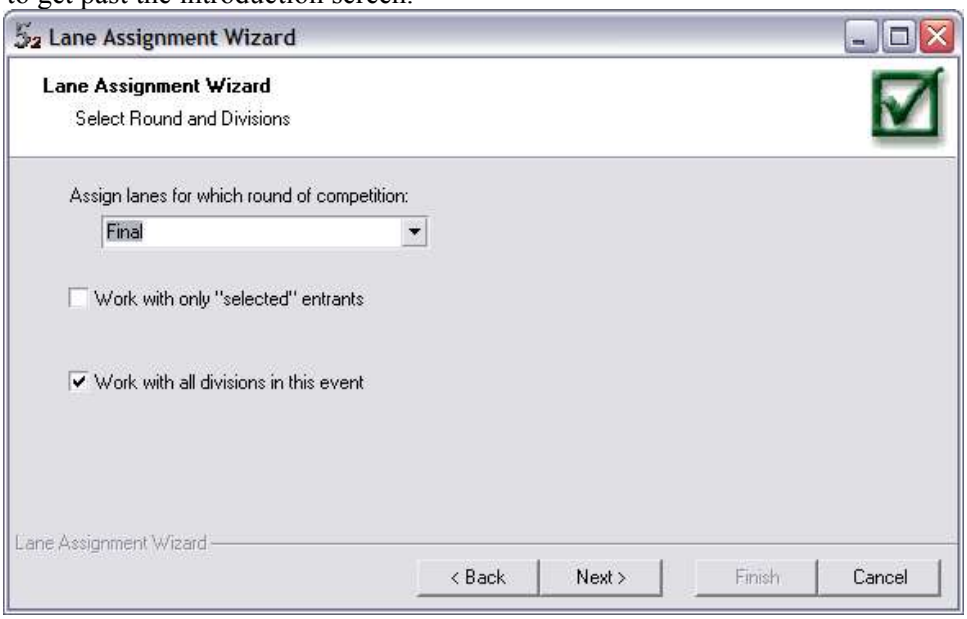


*Illustration 4, select round and divisions*

Select the round to work with (if the event has only one round, this option is missing), then the entrants to assign lanes to. If one or more entrants has his/her "selected" checkbox set in the event editor, you'll get the option for "Work with only 'selected' entrants'", otherwise this option will be missing.

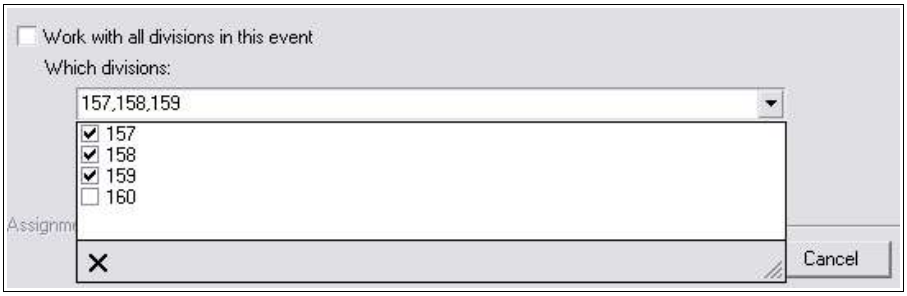


*Illustration 5, only selected divisions*

In the above example, GMS will only assign lanes to those entrants in divisions 157, 158 and 159.

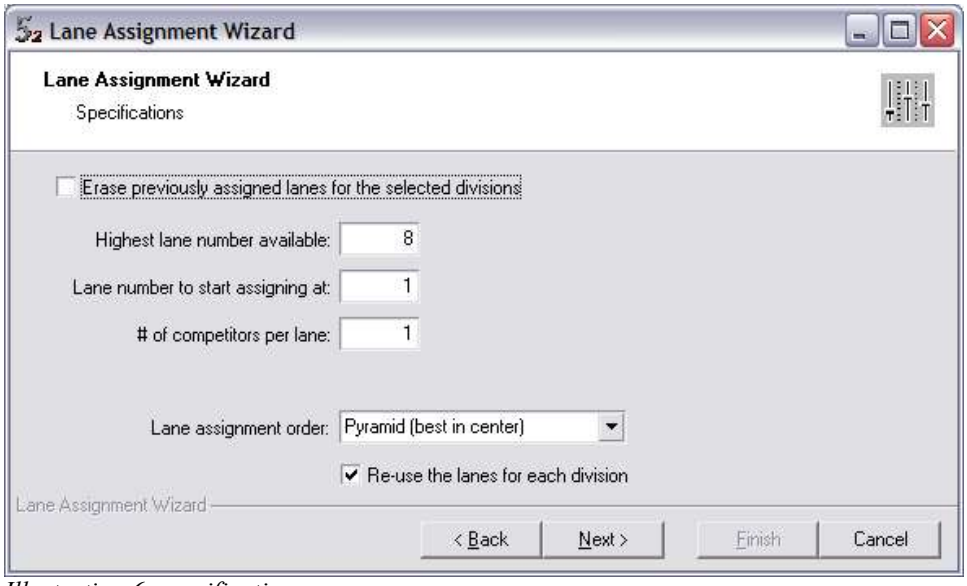


*Illustration 6, specifications*

Click [Next] to get to the "Specifications" page. These are the settings which GMS will use as it assigns divisions to these entrants. Check "Erase previously assigned lanes for the selected divisions" to simply zero the lane field for the selected entrants or divisions, or enter the appropriate criteria.

*Highest lane number available*: this is the last lane number that you have available; you can choose to use fewer lanes than you have, but GMS will not exceed this value as it assigns lanes.

*Lane number to start assigning at*: normally "1", but in a bowling alley where you have only lanes 20 through 30, enter "20".

*# of competitors per lane*: normally "1"; again for an event like bowling you'd pick "4" or "6". Note that for all purposes here, GMS considers a relay or a team to be a single entrant.

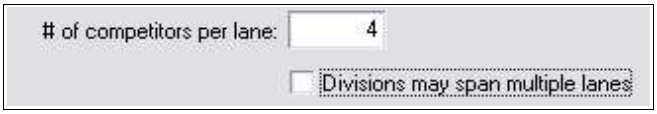


*Illustration 7, more than one competitor per lane*

If more than one competitor is allowed in a lane, you get the additional option "Division may span multiple lanes". When checked, GMS will allow the entrants in a division to cross lanes, otherwise lanes may be left partially filled as GMS will skip to the next lane each time it finds a new division.

*Lane assignment order*: within each division, GMS will sort the entrants according to the criterion here.

Best to worst: the entrant with the best incoming score is in lane 1

Worst to best: the entrant with the worst incoming score is in lane 1

Random: GMS will randomly place entrants into their lanes, using the first lanes available (i.e. if you have five entrants, they will be in lanes 1 through 5, and not in 6-8 in an eight-lane pool)

Pyramid: the best entrant is placed in the center, with lesser athletes in adjacent lanes and those with the worst scores on the outside

*Re-use the lanes for each division*: for events like track and aquatics, the lanes are cleared at the end of each division and assigned again to the next batch of competitors. For bowling, you would leave this unchecked and the selected divisions would all be in different lanes.

Click [Next] to get to the "Finish" screen, then on [Finish] to complete the assignment process.

Example 1: An Aquatics event is being held at a pool with 10 lanes but the largest division is 8 entrants. The organizers want to use the middle lanes of the pool and not automatically assign lanes 1 and 10. To accommodate this:

| | |
|---|---|
| Highest lane number available: | **9** |
| Lane number to start assigning at: | **2** |
| # of competitors per lane: | **1** |
| Lane assignment order: | **Pyramid** |
| Re-use the lanes for each division: | **YES** |

Example 2: A bowling even is being held at an alley with 25 lanes but there are 100 competitors. Since you will have more than one bowler per lane:

| | |
|---|---|
| Highest lane number available: | **25** |
| Lane number to start assigning at: | **1** |
| # of competitors per lane: | **4** |
| Lane assignment order: | **Best to worst** |
| Re-use the lanes for each division: | **NO** |

Example 3: A track event with an eight-lane track:

| | |
|---|---|
| Highest lane number available: | **8** |
| Lane number to start assigning at: | **1** |
| # of competitors per lane: | **1** |
| Lane assignment order: | **Random** |
| Re-use the lanes for each division: | **YES** |