Venue Racing Guide
for
RowPro School Edition 3

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RowPro Venue Racing Guide

This guide is designed to get you up and running with RowPro quickly and smoothly, and to help you get the best out of RowPro. If you need assistance, please contact us at assist@digitalrowing.com

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Venue Racing Guide

Venue Racing enables you to connect multiple Concept2 Indoor Rowers to a RowPro PC and conduct on-site races in real time. An Internet connection is not required for Venue Racing.

See the following Help Subtopics for more information about Venue Racing:

- Getting started [5]
- Venue Racing reference [14]

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1 | Important medical warning!

MEDICAL WARNING

TRAINING

Digital Rowing's training plans are based on statistical norms in demographic data. Each user is not a statistical norm! No two human beings are alike. Digital Rowing doesn't know the personal medical history or fitness level of individual users. There is no way for Digital Rowing to know whether a training plan is suitable for any given user. Only the user can make that determination in consultation with a doctor.

Digital Rowing does not warrant that the training plan is fit for any specific user or suitable for any user's specific purpose.

Digital Rowing is a computer software company. It is not licensed to give medical advice. Digital Rowing would never give such advice, even if so qualified, purely on the basis of information furnished in response to a questionnaire.

Digital Rowing's training plans should only be used in conjunction with a comprehensive program involving professional advice, nutritional advice and exercise appropriate to each user's age, fitness level and medical history.

Digital Rowing shall not be liable for any personal injuries that any user may sustain as a consequence of using Digital Rowing's training plans. Digital Rowing shall not liable for any personal injuries that any user may sustain as a consequence of using the rowing machine, including the user's selection of various exercise options.

RACING

Do not race unless you are in good physical condition. Do not race if, on race day, you feel unwell or have recently been suffering from a physical injury or illness. Indoor rowing racing requires maximal effort and Digital Rowing takes no responsibility for illness or injury caused as a consequence. If you have any doubts, seek medical advice prior to racing.

PHYSICAL EXERTION

Physical exertion is healthy. Too much physical exertion is unhealthy. It's a fine line that only the user can draw after seeking appropriate professional advice. Users use RowPro entirely at their own risk.

Use of RowPro by any user shall constitute the user's acceptance of the foregoing Medical Warning disclaimer.

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2 ¦ Quick checklist

Equipment checklist

Check you have the following equipment items and update them if required:

- **RowPro version 2.2 or later** - Look at the large number on the Splash Screen that shows every time you start RowPro.

- **A suitable RowPro License** - Look at the Title Bar at the very top of the RowPro screen - it must show more than 1 erg.

- **Either: PM4s with firmware version 21 or later** - From the PM4 Main Menu, press More Options / Utilities / Product ID.

- **Or: PM3s with firmware version 101 or later** - From the PM3 Main Menu, press More Options / Utilities / Product ID.

- **USB 2.0 hubs and cables** - One USB 2.0 cable per PM, plus enough USB 2.0 hubs and cables to connect all the PMs to the RowPro PC. Any USB hubs used must have their own mains power supply.

Venue setup

Set up the equipment in the following order:

- **Indoor Rower floor layout** - Set out the ergs at the venue and clearly label them Erg #1, Erg #2 etc.

- **USB connections** - Connect all the PMs to the RowPro PC via USB hubs and cables and tape down the cables safely.

- **Indoor Rower layout in RowPro** - Start RowPro, click the down arrow next to Control Center on the RowPro main menu, click Indoor Rower Layout, clear any ergs listed there and click Start. Make sure there's a large Question Mark "?" on each PM display, and if not, fix any issues. Once all the Question Marks are there, walk along the line of ergs starting at Erg #1 and press the button twice. The erg number will appear on the PM screen and the erg will be listed in the RowPro Indoor Rower Layout utility. Make sure all the entries show a green light, and if not, fix any issues. Close the Indoor Rower Layout utility when finished.

Race preparation

Set up the races you plan to run as follows:

- **Create and save race formats** - Open Session Setup / Venue and click Create Venue Race. Use the controls there to create and name each race in the order you plan to run them, saving each one as you go.

Race day

When it's time to race:

- **Load the race** - Open Session Setup / Venue and click Create Venue Race. Select the race you want to load and click Row.

- **Prepare to start** - Tell participants to stop rowing and put down the erg handles. When all are stopped, click Prepare to Start.

- **Start** - Tell people to pick up their handles, watch their PM screen, and don't row until it says Row. Click Start.

- **Finish** - Once the race is over and results reviewed, click the Finish button on the Finish form and prepare to load the next race.

Results

To check result details:

- **Open race log** - Click Control Center / Rowing Log and in the My Log drop-down select Race Log.

- **Review results** - Navigate through the races on the left and double-click any result to see a detailed report.

3 ¦ Overview of Venue Racing

What is Venue Racing?

Venue Racing enables you to connect multiple Concept2 Indoor Rowers ("ergs") to a RowPro PC and conduct on-site races in real time. An Internet connection is not required for Venue Racing.

During a Venue Race, the participants' ergs are represented as boats on the RowPro screen, moving along exactly in accordance with the meters rowed by each participant. Participants can row one to a boat, or can be grouped into larger boats.

Venue Racing enables schools, colleges, clubs, universities, gyms, military units and many other organizations to arrange on-site competitions using their multiple Concept2 Indoor Rowers.

Venue Races can be anything from a single multi-erg race to a scheduled competition race day.

How does it work?

While the venue race is underway, RowPro exchanges information between the participants' Concept2 PM4 or PM3 Performance Monitors to show participants the position of the leader and other nearby participants in real time throughout the venue race.

RowPro also shows the position of all boats on the PC screen in real time. If the RowPro PC is connected to a projector or large external display screen a larger audience can also watch the venue races.

4 ¦ Equipment and versions required

Concept2 Indoor Rowers

Any Concept2 Indoor Rower can be used with RowPro for Venue Racing, provided the Indoor Rowers are equipped with PM4 or PM3 Performance Monitors, or a combination of these.

RowPro can connect to up to 16 Concept2 PM3s or PM4s or a combination of these.

Note: PM2+ monitors can not be used for Venue Racing with RowPro.

Concept2 PM Firmware

The following firmware and software versions are required for Venue Racing:

PM4 firmware

Must be at least Ver 21. To check, from the PM3 Main Menu select More Options / Utilities / Product ID and look at the bottom of the PM4 display screen. Digital Rowing strongly recommends you regularly upgrade your PM4 firmware to the latest version. For updates, visit www.concept2.com, download and install the Concept2 LogCard Utility, connect your PM4s to your PC one at a time, and run the utility, which upgrades the PM4 firmware automatically.

PM3 firmware

Must be at least Ver 101. To check, from the PM3 Main Menu select More Options / Utilities / Product ID and look at the bottom of the PM3 display screen. Digital Rowing strongly recommends you regularly upgrade your PM3 firmware to the latest version. For updates, visit www.concept2.com, download and install the Concept2 LogCard Utility, connect your PM3s to your PC one at a time, and run the utility, which upgrades the PM3 firmware automatically.

RowPro Software

The RowPro software must be at least Release 2.2 for Venue Racing. To check, start RowPro and look at the large numbers on the Splash Screen (the first screen that appears while RowPro is starting). Digital Rowing strongly recommends you regularly upgrade RowPro to the latest version. For updates, visit www.digitalrowing.com/downloads and download and install the latest release of RowPro.

RowPro License

The RowPro license controls how many PMs RowPro supports:

- RowPro 20-day Free Tryout licenses support 16 Concept2 PMs.

- RowPro School and Gym Edition licenses support 4, 8, 12 or 16 Concept2 PMs.

- RowPro Home Edition licenses support 1, 2 or 3 Concept2 PMs.

USB Hubs and Cables

The following USB hubs and cables are required for Venue Racing:

USB hubs

Any USB hubs and the USB port(s) on the RowPro PC **must be USB 2.0** to work successfully with RowPro.

Any USB hubs used <u>must</u> be plugged into and powered from a wall mains power supply, i.e. they <u>must not</u> draw their power from the USB port on the PC.

USB hubs are typically available in 4-port and 7-port sizes. Any combination of these can be used to enable the total number of PMs to be connected.

USB cables

All USB cables **must be USB 2.0** to work successfully with RowPro.

The preferred USB cables are the ones supplied by Concept2 with each Indoor Rower, and the ones supplied with each USB hub by the hub manufacturer.

5 ¦ Setting up the venue

Setting up the Venue

See the following Help Subtopics for more information about setting up the venue:

- [Connecting Indoor Rowers](#) [8]
- [Numbering Indoor Rowers](#) [9]

5.1 Indoor rower floor layout

Indoor rower floor layout

When setting up a venue for racing, you will set out the ergs in one or more rows on the floor.

You will need to decide which of these you will deem to be Erg #1, Erg #2, etc. and then place a sign-board in front of each erg showing Erg #1, Erg #2 etc. so participants can be directed to their assigned erg for their race.

5.2 Connecting indoor rowers

PM connection options

PM4s have both USB and Serial connections. RowPro can presently only use the USB connections.

PM3s have only USB connections and RowPro uses these.

USB connection schemes

The typical USB connection scheme is to connect a number of PMs to a USB hub via the USB cable supplied with each Concept2 Indoor Rower, then connect the USB hub to the RowPro PC using the USB cable supplied with the USB hub.

Multiple USB hubs may be used if required in series or parallel to connect all PMs. Some examples:

4-erg example

Use a single 4-port hub and connect this into a USB port on the RowPro PC.

8-erg example

Use two 4-port hubs and connect these into two separate USB ports on the RowPro PC.

12-erg example

Use three 4-port hubs, connect these into another 4-port hub, and connect this into a USB port on the RowPro PC.

16-erg example

Use four 4-port hubs, connect these into another 4-port hub, and connect this into a USB port on the RowPro PC.

Important notes:

- The maximum USB cable length is 15 feet (approx 5 meters). This can constrain the possible floor layouts of Indoor Rowers and needs to be planned carefully to ensure all PMs can be reached within this cable distance limit.

- Where USB hubs are used, all the USB cables can be 15 feet long, so if for example a hub feeds into another hub as per the 12-erg and 16-erg examples above, the total cable length can be as much as 3 x 15 feet = 45 feet, i.e. 15 feet from the PM to the first hub, another 15 feet to the next hub, then a further 15 feet to the RowPro PC.

- Where it is not possible to connect all the PMs within the limits of the 15 feet cables, for example with in-ceiling or under-floor cabling, special cabling arrangements are possible to handle greater distances. If you need this, please contact assist@digitalrowing.com for detailed advice.

- Apart from USB cables, provision also needs to be made for the mains power cables for powering the USB hubs.

- The USB cables and the mains cables feeding power to the USB hubs should be carefully taped down onto the floor so they do not pose a tripping hazard to people moving around the rowing venue.

- The USB hubs are usually taped in around the front supports of the indoor rowers to protect them from being tripped over.

5.3 Numbering indoor rowers

Purpose of numbering

It is fundamental to racing that you can identify each participant correctly during the race and in the results. This requires a method for getting each person onto a specific erg in their specific race, and informing RowPro who is on that erg in that race.

Erg assignment lists

As part of your race planning, you will need to make lists that show which erg each person will be on in each race, and make these visible to race participants, for example by posting the lists on the wall at the venue.

Mapping the indoor rower floor layout in RowPro

Once the ergs are arranged on the floor and cabled to the RowPro PC, you need to inform RowPro which erg is which, so RowPro will associate the correct person with each onscreen boat and with each race result.

RowPro contains an Indoor Rower Layout utility for this purpose. You must

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use this utility to map the indoor rower layout into RowPro before you can run a Venue Race.

RowPro will subsequently use this layout map by default every time you start RowPro. If you later want to clear, change or replace this map, you can do so in the Indoor Rower Layout utility.

The Indoor Rower Layout utility

Before you use this utility you must connect all the PMs you want to map to the RowPro PC.

Before mapping the erg layout, check the PM Limit

RowPro will only enable you to connect as many ergs as its license covers. You can see this number by looking at the Title Bar at the very top of the RowPro screen. The number of ergs is also shown as the PM Limit in large font at middle right of the Indoor Rower Layout utility.

Mapping the erg layout

To start mapping the ergs, click Start. RowPro takes control of the PMs and puts them into a special mapping mode, where they all display a large question mark (?) on their screen.

Go to the erg you want to make Erg #1 and press the button on that PM. This will show Erg #1 on its screen. Press the button to confirm. Go down the line of ergs repeating this at each PM until they are all done. As you confirm each erg number, that PM is listed in the Indoor Rower Layout utility.

When you're done, click OK.

Clearing the erg layout

If you want to change RowPro so it reverts to single-erg use, you can clear the saved erg layout by clicking the Clear button in the Indoor Rower Layout utility. After you clear the erg layout and click OK, RowPro will revert to single-erg use until you map and save another erg layout.

Changing the erg layout

If your erg layout changes, for example you go to a different venue, or set the ergs out differently on the floor, or one PM needs to be replaced, you can change the erg layout by simply creating a new erg layout using the Start button in the Indoor Rower Layout utility.

6 ¦ Setting up a single race

Setting up a venue race

To set up a single venue race, once you have set up the venue [8], follow the steps in the Race Day [14] topic.

7 ¦ Preparing for a race day

Creating a race schedule

Before race day you'll need to set out a schedule with the races and the participants in each race, listing which erg each person will race on as part of the race planning.

You'll need to make each participant aware of their race ID and time, and which erg they need to go to before the start of the race. This is usually done by posting race / competitor lists on web sites and on the walls of the venue.

Creating races in RowPro

You will also need to create races in RowPro, one for each race in your race schedule. You can save the races as you create them, so they will be listed in Session Setup / Venue ready and waiting on race day.

Note the races you create and save in Session Setup / Venue remain there until you delete them, they don't currently 'disappear' from the list once you have raced them.

To create each race:

- Open Session Setup / Venue and click Create Venue Race.

- Make up a race name that will mean something to you later when you see it in a list of races, for example "Boys U17 Lwt Doubles" and enter this in the **Row name** box.

- Set the **Duration** of the race, for example 2000m.

- Use the **Ergs** drop-down to set the number of ergs that will be participating in the race. The maximum number of ergs you can select is set by your RowPro license and the number of ergs you have previously set up in the Indoor Rower Layout utility.

- Use the **Crew** drop-down to set the type of boats that will be used in the race:

  - **1x** means single sculls or "singles" - each erg is treated as a separate boat.

  - **2x** means double sculls or "doubles" - ergs 1 and 2 are treated as the two seats in a double scull, ergs 3 and 4 are the two seats in the next double scull, and so on.

  - **4x** means quadruple sculls or "quads" - ergs 1 to 4 are treated as the four seats in a quadruple scull, ergs 5 to 8 are the four seats in the next quadruple scull, and so on.

  - **8x** means octuple sculls or "octuples" - ergs 1 to 8 are treated as the eight seats in an octuple scull, ergs 9 to 16 are the eight seats in the next octuple scull, and so on. Note these boats are not referred to as "eights" because in an eight each rower has only one oar, whereas in an octuple each rower has two oars.

- You will notice if you select 2x, 4x or 8x, red brackets will appear on the left of the list of ergs to show how they will be arranged into boats, and the list will only show one entry for each boat.

- You can choose to either leave the default **Name**, **Gender** and **Crew Colors** for each boat in the list, or you can type in a name, select a gender, and arrange your own choice of colors.

- Once you're done you can click Save Venue Race to save the race arrangement in the race list that appears when you click Session Setup / Venue.

- Now you can repeat all this to create more races.

Editing races in RowPro

If a race changes, for example there is another entry or someone drops out, you can edit races in Session Setup / Venue / Edit Venue Race. You can do this anytime, right up to the start of the race.

8 ¦ Race day

Race day

See the following Help Subtopics for reference information about race day:

8.1 Setting up on race day

Connecting the PMs

You should already have set up the venue before race day as set out in the topic [Setting up the venue](#) 8 .

Assuming you did that, then on race day you should just be able to plug in the USB cables again to your RowPro PC and start RowPro.

There is no need to go through the Indoor Rower Layout utility again unless there has been a change to the PMs connected.

To confirm all is OK, click the down arrow next to Help on the RowPro main menu and click Indoor Rower Layout. Check to see that all the PMs are listed there and all their lights are green. If there are any problems, you'll need to go through the [numbering process](#) 9 again.

You should also walk along the line of ergs and look at all the PM screens. They should all show the pre-race warm-up screen and each PM should show its correct Erg number. Again, if there are any problems, go through the [numbering process](#) 9 again.

Setting the race display

RowPro has both a 2D and a 3D display, and either can be used for Venue Racing. You can choose which you will use in Control Center / System Settings / Display.

- **3D display** - Some people prefer to use the 3D display for Venue Racing, because it shows a very interesting on-water rowing scene in full 3D, including the ability to show team colors on boats and rowers onscreen. The 3D Display is best used in Broadcast Camerawork mode for Venue Racing, because the Broadcast Camerawork is similar to what you see in TV coverage of an on-water regatta, and it includes a course radar that is like a mini version of the 2D display.

- **2D display** - Some people prefer to use the 2D display for Venue Racing, because it shows a lot more course length onscreen than

the 3D Display, making it easier to keep track of participants that are scattered up or down the course, plus all the boats are seen from a birds-eye view that never changes so it is always very clear exactly who is where in the race.

You can change the display from 2D to 3D or vice-versa at any point between races, but not during a race.

Testing the set-up

You definitely should test the set-up well before the first race. To do this, set up a test race in each format you'll use on the day (1x, 2x, 4x, 8x) and get some volunteers to row. Tell each person a specific pace and stroke rate to row at so you can check the ergs and boats are all connected and numbered correctly. Also have each of them row a few strokes in turn so you can check the correct boat moves.

8.2 Setting up each race

Preparation

- If you haven't already done so, set up your venue as described in <u>Setting up the venue</u> 8 .

- If you haven't already done so, prepare for racing as described in <u>Setting up for the day</u> 14 .

Setting up each race

- To set up each race:

    - Start RowPro and open Session Setup / Venue.

    - Either:

        - Select a race listed in the panel in the center of Session Setup / Venue to set up a race that was previously saved, or

        - Click Create Venue Race and set up a new venue race by filling in the race set-up form as described in the topic <u>Preparing for race day</u> 12 .

    - Click Row to move to the Check-in and Start form.

8.3 Starting a race

Functions of the Starter

The Starter:

- Normally does not row in the race, but can do so.

- Is responsible for starting the race:

- Clicks Prepare to Start, which sets up the race on all the Concept2 PMs in the race.

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- Clicks Start, which starts the race.

The Check-In and Start Screen

The Check-In and Start Screen is a very important screen - it's the hub of the real-time activities leading up to the race start.

As the name suggests, the Check-In and Start Screen has two modes: Check-in, and Start.

Participant status indicators

Each participant has a status icon on the Check-In and Start screen. These have the following meaning:

Icon	Meaning
🧑	Checked in and ready
🔄	Flywheel moving or false started

By default, all participants show as checked in and ready.

From this point on, each participant's Indoor Rower is actively monitored to check for flywheel movement, and if anyone's flywheel moves their icon changes to show a rotating flywheel until they stop rowing and their flywheel stops moving.

Check-In

When you first arrive in the Check-In and Start screen, the race is at the Check-In stage.

In this stage, the participants are getting seated on their ergs and the Concept2 PMs are in pre-race warm-up mode.

The starter calls out to the participants that they may do warm-up rows until the starter tells them to stop rowing.

Any warm-up rowing they do is treated as a Just Row on the Concept2 PM and is completely ignored by RowPro.

Withdraw

If you need to cancel the race at this stage, you can click Withdraw. After you withdraw, you can still come back and set up the same race again if need be, or you can load another race.

Prepare to Start

When the starter is ready to start the race, the starter calls out to the

participants to stop rowing and put down their handles.

When everyone has stopped rowing and all the flywheel moving indicators are gone, the Starter clicks the Prepare to Start button. This moves the race on to the Start stage.

Start

When the Starter clicks Prepare to Start:

- The warm-up is removed and the race is set up on the Concept2 PMs.

- The Prepare to Start button is replaced by the Start button.

- The participants' boats are positioned in the appropriate lanes in the 2D or 3D Display.

- The starter calls out to the participants to strap in, pick up their handles, prepare to start and watch their PM screens.

- The starter tells participants they will see the PM screen say Sit Ready ... Attention ... Row!, and tells them they must not start rowing until they see Row on the PM screen, otherwise the race will be false started and they will need to do it all again.

- The participants strap in, pick up their handles, watch their PMs, and prepare to start.

The only thing the starter must wait for before clicking Start is for all flywheels to be still. If Start is clicked while a flywheel is moving, this will immediately trigger a false start. IF the starter sees any flywheel moving, the starter calls out to that person to stop moving.

When all flywheels are stopped, the Starter clicks Start and the race start sequence begins.

Race start sequence for PM4 or PM3

When the Starter clicks Start:

- A voice says "Prepare for Start" (provided your PC is equipped for sound and you have set the volume appropriately).

- The Check-In and Start Screen disappears from the PC display.

- A small message screen appears on the PC display saying to watch the PM4 or PM3 display.

- The PM3 or PM4 display moves through the following start sequence over a few seconds:

Sit Ready

Participants should be fully ready to pull the handle and start rowing.

Attention

Participants should now be actively waiting for the start.

Row!

> Participants should pull the handle now - the race has begun!

False start

From the moment the Start Sequence begins until the Row! message appears to signal the start of the race, any flywheel movements will result in a False Start, in which case the following will happen:

- The Start Sequence will be terminated.

- The Check-In and Start screen will re-appear and will show False Start!

- The Participant Status of the person who false started will show a rotating orange flywheel.

- After 20 seconds, the Check-In and Start screen will return to normal.

- Once all flywheels have stopped moving, the Starter can restart the session the same way as before.

If a participant false starts more than once, the Starter may choose to start the race without them.

8.4 During races

Information exchange

While the race is underway, RowPro exchanges information between the participants' Concept2 PM displays to show participants the position of the leader and other nearby boats in real time throughout the race.

This means participants do not need to see the RowPro PC screen. They can just watch their PM display. This is the way venue racing is usually done at major indoor rowing championships, where only the spectators can see the PC display.

RowPro also shows the position of all boats in real time on its 2D or 3D display and on any external display connected to the PC.

In some cases the organizers of the races may want to show the participants the RowPro display on a large screen to add interest and excitement to the racing. The point is this is not essential - the race can be carried out without the participants seeing the big screen.

The Concept2 PM display

Participants will notice on the Concept2 PM display the race proceeds just like any other RowPro session, except that the bottom half of their Concept2 PM screen shows four lines of position information relative to other participants.

During the online session these four lines show:

1. The lead boat

This shows the lane number and name of the boat in the lead, and the number of meters the lead boat is ahead of the participant's boat.

2. The boat ahead

This shows the lane number and name of the next boat ahead of the participant's boat, and the number of meters ahead. If the participant's boat is the lead boat, this line is blank.

3. Their own boat

This shows the lane number and name of the participant's boat.

4. The boat behind

This shows the lane number and name of the next boat behind the participant's boat, and the number of meters behind. If the participant's boat is last, this line is blank.

The RowPro 3D Display

During the venue race the RowPro 3D display shows the following:

Lanes

There are up to 16 lanes shown, depending on the number of boats in the race. The boats are in the lanes starting from the far lane (the one nearest the shore) which is Lane 1. The boats are in the lanes they were allocated in Session Setup / Venue.

Boat and rower colors

Boats and rowers are displayed in the colors specified by the race organizer in Session Setup / Venue.

Course radar

There is a small radar panel at the bottom right of the 3D Display with a triangle representing each boat. The center section of the course radar represents +/- 100m, and the 'slots' to the left and right of the center section represent 100-200m, 200-500m, 500-1000m, and over 1000m ahead or behind.

The course radar therefore covers the entire length of the course, and enables the starter and any audience to see at a glance where any boats are that are not currently in the main 3D view because they are out of camera range. You may prefer to use the 2D display if you want more of the course to be visible onscreen.

Pace bar

On the right of the 3D display is a Pace bar that shows each boat's average pace and their meters behind the lead boat.

Boat movement

Each boat moves according to information about boat positions received by RowPro from the ergs that make up that boat. In a 2x, 4x or 8x race, the position of each boat is the average of the ergs that make up

that boat, and the stroke timing and stroke rate of all the rowers in that boat reflect the rowing of the rower who is in the 'stroke seat', which is the lowest-numbered erg in each boat.

The 2D Display

During the venue race the RowPro 2D display shows the following:

Lanes

There are 8 or 16 lanes depending on the number of boats in the venue race. The boats are in the lanes starting from the top lane which is Lane 1. Boats are in the lanes they were allocated in Session Setup / Venue.

Pace display

On the right of the 3D display is a Pace bar that shows each boat's average pace.

Boat movement

Each boat moves according to information about boat positions received by RowPro from the ergs that make up that boat. The 2D display auto scales from 100m to 1,000m of the rowing course to keep all boats visible. If the separation between boats exceeds 1,000m the slowest boats will move off the screen.

8.5 Viewing race results

Viewing race results

Race results can be viewed in a number of places:

The Concept2 PM screens

When the race is finished the four lines of information at the bottom of each Concept2 PM screen show:

1. The lead boat

This shows the lane number and name of the boat that finished first, and their finish time (for distance races) or finish distance (for time races).

2. The boat ahead

This shows the lane number and name of the boat that finished directly ahead, and their finish time (for distance races) or finish distance (for time races).

3. Their own boat

This shows their own lane number and boat name, and their finish time (for distance sessions) or finish distance (for time sessions).

4. The boat behind

Until the boat behind them finishes, this continues to show their lane

number, name and number of meters behind. Once they finish, this shows their lane number and name, and their finish time (for distance sessions) or finish distance (for time sessions).

The 3D or 2D Pace Bar

At the end of the race, all the boats stop at the finish line and the Pace bar at the right of the 3D or 2D display changes to show the total time (for distance sessions) or distance (for time sessions) for each boat.

The Session Results form

When the race is finished, a Session Results screen similar to the Check-In and Start screen pops up. This shows the placing of each boat. Clicking Finish on this screen exits the race and resets RowPro ready to load the next race.

The RowPro Race Log

As soon as the race is over and you click Finish on the Session Results form, the strokes, splits and totals for each boat and each erg are stored in the RowPro Race Log automatically in the same way as when you complete any other RowPro session.

To access results in the Race Log, click the My Log drop-down list at the bottom right of the RowPro rowing log and select Race Log. Every boat and erg will have a separate result listed there.

All of the normal RowPro functions are available for the Race Log and all results listed there.