

COMPUTERISED CARNIVAL QUICK REFERENCE

How do I read and enter times and distances?

Times:

- Time events are events in which the winner has the lowest possible value for the time to complete the race. (E.g. 200m, or 50m Freestyle).

They are entered as six figure numbers as shown:

112233

The left two numbers, (both “1”) are minutes.
The middle two numbers, (both “2”) are seconds.
The right two numbers, (both “3”) are milliseconds.

This example reads as 11 minutes, 22 seconds and 33 milliseconds. (A very slow race.)

All six numbers must always be entered, even if the event takes less than a minute to complete. For example, “001174” is correct, (reads as 11 seconds, 74 milliseconds), while “1174” is incorrect.

Distances:

- Distance events are events in which the winner has the highest value for distance or height attained. (E.g. Shotput, High Jump, Long Jump).

Distances are entered as four digit figures as shown:

0011

The left two numbers, (both “0”) are metres.
The right two numbers, (both “1”) are centimetres.

The example reads as 0 metres, 11 centimetres. (Very poor for high jump.)

There is no way of entering millimetres—doing so may cause Computerised Carnival to crash.

No allowance has been made for millimetres, as measuring is not accurate enough. Discard any millimetre values given by supervising teachers.

As before, all four numbers must be entered, as shown in the example above, even though they may be zero. “11” is incorrect, while “0011” is correct.

Additionally:

It is rumoured that clicking on a house name, and then double-clicking on the logo increases productivity. Unfortunately, which house name, and whether this is the case is yet to be verified.