15 Heat Format

User manual

Speedway Live

Set up your event. Prepare grids. Record results. Manage transfers. Print and save your meeting.

A practical guide for race-day operators

Use the contents on the next page to find a task, or follow the guide from setup through to final results.

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1. Start an event

Use 15 Heat Format to organise six groups across five rounds of three heats, record results and points, and prepare feature races. Each competitor has five qualifying starts.

1. Open the app from the landing page.
2. On Event overview, choose New Event to begin, Open Event to reopen a saved event, or Load Demo to practise.
3. Save your current event before replacing it. Read and accept the replacement prompt only when you are ready.
4. For a new event, enter your event details, add competitors, choose groups and check the heat pairings.
5. Calculate heat grids, set heat points and then enter results as races finish.
6. Review Driver points totals before calculating your feature grids.
7. Enter feature finishes, review Event summary and save a final event file.

Load Demo supplies 48 sample cars, heat grids, results for all 15 heats and a sample points schedule. It replaces the event you are working on. Practise with the demo before starting your live event.

Use Save event regularly to download a backup. Changes in the current browser do not replace the need for a saved event file.

2. Find your way around

Choose a page from the app's navigation. On smaller screens, scroll to reach controls and wide tables when necessary.

- Event overview: create, open or load an event; change event details and heat pairings.
- Competitors & groups: enter the field, choose a grouping method and print group sheets.
- Heat grids: calculate and edit starting grids, view rounds and inspect each driver's starting positions.
- Heat results: set heat points, enter finishes and review driver totals.
- Feature race grids: configure Mains, handle transfers and enter feature finishes.
- Event summary: review each driver's complete event performance.
- Print & export: find every print option and event downloads in one place.

Save event downloads the current event. Undo last change can restore the previous supported change in the current session; it is not a complete event history. Keep backups before making major changes.

Click a collapsible section's heading to open or close it. Use search boxes to locate a competitor in lists that provide them. Read any message displayed in the centre of the screen, then close it to continue.

3. Enter event details and heat pairings

On Event overview, fill in Event name, Track name and Description. The starting event name is 15 Heat Race Format. Replace it with your meeting's name if required. These details update as you edit them and appear in report headings. Save pairings is for the pairing schedule, not the event details.

The Heat pairings box contains five rounds, each with three pairs. Each pair identifies the two groups in that heat, for example DF.

1. Enter the desired group pair in each heat's field.
2. In each round, use A, B, C, D, E and F exactly once across the three heats.
3. Across all five rounds, use every different group pairing exactly once. DF and FD are the same pairing.
4. Select Save pairings.
5. If a message appears, check both the individual round and the full five-round schedule before saving again.

The Reset control restores the default pairs in the form. Select Save pairings to apply them.

Save a backup before changing an established schedule. Applying changed pairings clears calculated grids and associated results, so finish the schedule before running the meeting.

4. Add and edit competitors

Open Competitors & groups and select Edit competitors. Enter one competitor label per line, in marble order. You can paste a column copied from a spreadsheet. Use a clear, consistent label, such as a car number and driver name.

1. Enter each competitor once.
2. Check spelling and car numbers before saving.
3. Save the list and review the displayed competitor count.
4. Choose the grouping method described in the next section.

The draw requires 12 to 99 competitors and at least one competitor in each of the six groups. Labels must be unique, including when differences are only capital letters. Do not put the | character in a label.

The competitor list can be collapsed by clicking its heading. Expand it to check entries, and use its search box to find a driver. The selected grouping method is indicated on the page. For group-based views, competitors are shown by group so you can check the assignments.

When Seeded groups is active, Edit competitors opens the group lists for editing. Keep each competitor in exactly one group.

Changing the competitor lists or seeded group lists clears existing time-trial entries, calculated grids and associated results. Save a backup before editing the field after race preparation has begun.

5. Choose how groups are assigned

Choose one of the four grouping controls on Competitors & groups. Check the selected method and review all six groups before calculating grids.

- Assign by marble order: uses the entered competitor order, assigning through A to F and then back through F to A.
- Assign by random: creates a random order and balanced groups. Confirm the action when prompted. Choosing it again can produce a different draw.
- Seeded groups: lets you place drivers directly into six group lists. Enter one competitor per line, in the seed order you want within that group, then save.
- Assign by Time Trial Result: uses entered times, with the fastest drivers first, to assign groups.

Use marble order when your original draw order should determine the groups. Use random when you want the app to make the assignment. Use seeded groups when race control has already determined group membership. Use time trials when qualifying times determine the grouping order.

Changing the grouping or competitor order can clear grids and results. Complete grouping before calculating and issuing the heat grids. If you need to change it later, save the current event first and review all affected grids afterward.

6. Enter time-trial results

Select Assign by Time Trial Result. Enter a best time against each competitor, then use the dialog's apply control to assign the groups.

Times can include hours, minutes, seconds and thousandths of a second. These examples show accepted entry styles:

- 15.327 means 15 seconds and 327 thousandths.
- 1:15.327 means 1 minute, 15 seconds and 327 thousandths.
- 1:02:15.327 means 1 hour, 2 minutes, 15 seconds and 327 thousandths.

You can use one, two or three decimal places. In a time with colons, keep the seconds below 60 and the minutes in an hours-based time below 60. Enter a positive time; leave the field blank if no time is available.

1. Check each time against the correct driver.
2. Correct any invalid entries identified by the app.
3. Enter at least one valid time before applying the assignment.
4. Apply the results and review the groups and displayed times.

Faster times come first. Equal times keep their original entry order. Drivers without a time follow the timed drivers. The displayed times use a consistent hours, minutes, seconds and thousandths format.

Save the event after completing time trials. Editing the competitor or seeded group lists later removes saved time-trial entries.

7. Calculate and review heat grids

Open Heat grids after completing the competitor groups and heat pairings.

1. Choose whether to enable Keep first round static, beside the calculate button. This keeps the starting arrangement for the first three heats fixed during calculation.
2. Select Calculate grids, or Recalculate grids if a draw already exists.
3. Wait for the calculation to finish. If needed, select Stop & keep best draw to retain the best draw found so far.
4. Review the draw's starting-position spread and any front-row information shown.
5. Select each round tab and check all three heat grids.

The app remembers your last Keep first round static selection. Changing the checkbox affects the next calculation; it does not change an existing draw by itself.

Automatic target starts at 0 for every calculation. If the search does not find a draw at that target, it increases the target by 1 and continues: 0, 1, 2 and so on. You cannot edit the target. The live calculation shows the current target, and the saved draw and printouts show the final target used. A higher target means a smaller spread was not found during the search; it does not prove that a smaller spread is impossible. If you stop early or the time limit is reached, review the fairness summary before issuing sheets.

Recalculating replaces the heat grids and clears recorded heat finishes. Save an event backup first if results have already been entered.

Print this round prints the selected round. Print all rounds prints all heat grids. Driver-sheet printing is also available, with individual-driver choices available from the driver view and Print & export.

Expand Competitor starting positions to review a driver's five starts and combined starting-position total. This total is a draw measure, not the driver's race points. Search for a driver and open their details when needed.

8. Edit a heat grid

Use Edit grid on the relevant heat when you need to adjust a starting order manually.

1. Open Heat grids and select the correct round.
2. Find the heat and choose Edit grid.
3. Arrange the competitor labels one per line, from pole position to the back of the grid.
4. Keep every driver from that heat exactly once. Do not add a driver from another heat or omit a driver.
5. Save the grid and check the displayed order.
6. Reprint any affected sheets so officials and drivers have the current version.

Manual grid editing is available even when Keep first round static was selected. That checkbox controls calculation, not later manual edits.

Existing finishes remain attached to their drivers when you edit a heat's starting order. Movement changes to reflect the revised start positions. Check the heat results and totals if you edit a grid after the heat has been run.

9. Set heat points

On Heat results, select Set heat points. The button is highlighted when no heat-points schedule has been set.

1. Enter the points awarded for each finishing position.
2. Enter the points for DNF, DNS and DSQ.
3. Complete every points field. Enter 0 where no points should be awarded.
4. Save the schedule.
5. Review the points beside entered results and in Driver points totals.

Positive, zero and negative values are accepted. For example, a penalty status can receive a negative score if that matches your event rules.

DNF means did not finish. DNS means did not start. DSQ means disqualified. Use the correct status when entering results rather than assigning a numbered finish to a driver who did not receive one.

The same schedule applies to all 15 qualifying heats. Changing it updates points for results already entered, so check and save the scoring schedule before publishing standings.

Driver points totals show heat points. Feature finishing results are recorded separately and do not add to these heat-point totals.

10. Enter and correct heat results

Open Heat results, select the round and choose the heat. Confirm its number and drivers before entering finishes.

1. For each driver, choose a numbered Finish, DNF, DNS or DSQ.
2. Leave Not entered selected until that driver's result is known.
3. Check the completion count and review the whole heat.
4. Review Movement and Points, then use Print heat result if a result sheet is required.

Selections save as you make them. A numbered finishing position already assigned to one driver is removed from other drivers' choices. DNF, DNS and DSQ can be used for multiple drivers.

To swap two finishing positions, first change one driver's finish to Not entered. Assign the released position to the other driver, then assign the now-free position to the first driver.

Movement is starting position minus finishing position. Starting 8th and finishing 3rd gives +5. Starting 3rd and finishing 8th gives -5. A numbered movement value is not calculated for DNF, DNS or DSQ.

Use Clear this heat when all finishes for that heat need removing, and confirm the prompt. The starting grid remains. To correct a single driver, edit that driver's finish instead.

Printed heat results include the group, starting position, finishing result, movement and points. Check event and track details before printing.

11. Review points totals and ties

Expand Driver points totals on Heat results. The table includes each driver's standing, group, result count, total movement and total points.

Drivers are ordered by total heat points. Equal points are ordered by best finishing results, comparing the next-best results when necessary. Fully matching records can share a standing.

Drivers tied on points are highlighted. Two alternating highlight colours help distinguish separate groups of tied drivers. The highlight remains even when their order has been decided by finishing results or adjusted manually.

To change the order of drivers tied on points:

1. Find the tied drivers in Driver points totals.
2. Use the up or down control in Adjust ties to move a driver past an adjacent driver with the same points.
3. Check the revised order before preparing feature grids or printing standings.

These controls do not move a driver past someone with a different points total. A manual tie adjustment takes precedence over the normal best-finish ordering for that tied group.

Tie adjustments are used in the qualifying order, event summary and feature seeding. If feature grids have already been prepared, review and recalculate them as needed before issuing an updated version.

Select Print drivers points from the page or the totals section to print the standings, including total movement and total points, in portrait layout. Editing controls are excluded from the printout.

12. Configure feature races

Open Feature race grids after checking heat results, points and any tie adjustments.

1. Set Number of feature races first.
2. For each Main, set Number per race: the total grid capacity, including incoming transfers.
3. For each lower Main, set Transfer quantity: the number advancing from that Main into the next higher Main.
4. Select Calculate feature grids.
5. Review every Main, its direct qualifiers and its reserved transfer places.

Races are named A Main, B Main, C Main and so on. A Main has no Transfer quantity field because it is the highest Main. The running order starts at the lowest Main and progresses toward A Main.

Example: set A Main to 24 cars and B Main to 20 cars, with 4 transferring from B Main. A Main then has 20 direct qualifiers and 4 reserved transfer places. If C Main transfers 2 into B Main, B Main has 18 direct qualifiers and 2 reserved places.

The highest-ranked drivers fill the available places. If the total capacity is too small for the field, only the drivers who fit are included. Review the on-screen list of drivers outside the grids. Increase capacity or the number of races if you want to include them.

Changing and applying the feature configuration can clear feature finishes and transfer selections. Save an event backup before rebuilding grids once feature racing has started.

13. Manage feature grids and transfers

Check the seeded drivers and blank transfer places in each Main before printing.

Use Remove beside a driver to exclude that car from the feature grids. Review all Mains afterward: the remaining drivers can move forward to fill places, including between Mains.

Use Reset grids to restore excluded drivers and rebuild the feature grids. Reset also clears feature finishes and transfer selections while keeping the race configuration. Save a backup before resetting a feature event already in progress.

Transfer places refer to finish positions in the previous, lower Main. For example, a B Main transfer can fill a reserved A Main place.

Before results have been entered for the source Main, you can choose a driver manually in an available transfer dropdown. Choose from the drivers in that previous Main and avoid selecting the same driver twice.

Once source-Main results have been entered, use finishing positions to control transfers. A driver finishing 1st fills the first transfer place, 2nd fills the next, and so on up to the configured quantity. If a required numbered finish has not been entered, its transfer place stays blank.

Use Print feature grids to print all Mains, or the print button for an individual Main. Feature grids use portrait layout. Remove buttons, finish-entry controls and the on-screen provisional or excluded-driver notices are not printed.

14. Enter feature finishes

Run the lowest Main first, then work upward toward A Main. On Feature race grids, locate the race just completed.

1. Choose a numbered finishing position, DNF, DNS or DSQ for each driver.
2. Check that each numbered finish belongs to the correct driver.
3. Review the next Main to confirm that its transfer places have filled correctly.
4. Print the updated next-Main grid before that race starts.
5. Repeat through A Main.

Used numbered positions are removed from other drivers' dropdowns. To swap two finishes, release one by choosing Not entered, change the other driver, and then complete the first driver's correction.

DNF, DNS and DSQ do not fill numbered transfer places. Enter every required qualifying finish to complete the transfers.

Correcting a lower Main can change drivers in the next Main and remove results that no longer match its entrants. After a correction, review each affected higher Main and its recorded finishes.

Select Print Feature results beside Print feature grids to produce feature result sheets. These show finishes, drivers, starts and movement in portrait layout. Feature finishes also appear in each driver's Event summary.

15. Use Event summary

Open Event summary for an overview of every driver's performance. Use the search field to locate a driver, then expand that driver's section to see the details.

The summary includes total heat points, heat standing, entered-result count, heat wins, Heat top 5, best and average numbered heat finish, and movement. Detailed rows show the driver's heat starts and results, followed by their feature-race information where available.

Use this page to check a driver's complete event record, answer a results question or compare the displayed performance with your official results.

Unentered results are not completed finishes. Check result counts before treating an event summary as final. Feature finishes are shown separately from the driver's total heat points.

Print Event summary creates a portrait summary for each driver. Printing includes all drivers, even if you have narrowed the on-screen view with the search field.

16. Print and download

Open Print & export to access reports in this order. Select the requested round, driver, heat or feature race where a selector is provided, then choose its print button.

- Group sheets: the competitors in each group; landscape.
- All heat grids: all five rounds; landscape.
- One round: the selected round's three heats; landscape.
- All driver sheets: every driver's five starts; landscape.
- One driver sheet: the selected driver's starts; landscape.
- Heat result: the selected heat's finishes, groups, movement and points; portrait.
- Driver points totals: standings, total movement and total heat points; portrait.
- Feature race grids: all Main starting grids; portrait.
- One feature race: the selected Main's grid; portrait.
- Feature results: recorded Main finishes; portrait.
- Event summary: each driver's event performance; portrait.

The same reports are available from relevant working pages and keep their report layouts. All report headings use the current event name, track name and description.

In the print window, select a printer or Save as PDF. Review the preview, page size, orientation and page range. If browser-added addresses or dates appear, turn off the browser's Headers and footers option. Cancel the print window if anything needs correcting.

The Downloads area sits beside the print choices on wider screens. Save event downloads a complete event backup. The driver-draw CSV contains starting-position information for use in a spreadsheet; it is not a full event backup or a results report.

17. Save, reopen and move an event

Use Save event regularly, especially after setup, after each round and after the final results.

1. Select Save event.
2. Locate the downloaded JSON event file and keep it in a folder you can find again.
3. Keep separately named copies at important stages, such as Before features and Final results.
4. To resume, open Event overview and choose Open Event.
5. Select the saved event file and confirm replacing the current event when prompted.
6. Check the event name, competitors and latest results to confirm you opened the right copy.

The app remembers changes in the current browser when storage is available. Use a saved event file when moving to a different device, another browser, or between the hosted and downloaded app. Do not assume changes will appear automatically elsewhere.

To hand over the event, save the latest file and give that copy to the next operator. They should open it and check the last completed heat before continuing. Agree which copy is the current event to avoid two different sets of results.

Older .cg events can be opened, but new event backups are saved as JSON. The app does not save .cg files.

Save your event before clearing browser data, loading the demo, creating another event or replacing the current workspace.

18. Solve common problems and check race day

Pairings will not save: check that A to F appear once in each round and that every pair appears only once across all five rounds. Reversed letters still count as the same pair.

A finish is missing from a dropdown: another driver already has that position. Change that driver's result to Not entered to release it before correcting the order.

Points are missing or wrong: open Set heat points, complete every field and save. Check that the relevant heat finishes have been entered and that DNF, DNS and DSQ have the intended scores.

A transfer place is blank: confirm the source Main's Transfer quantity, enter the required numbered finish and check the next Main again. A status such as DNF does not fill a numbered transfer place.

A driver is missing from features: check grid capacity and the on-screen excluded-driver list. Also check whether the driver was removed. Reset grids restores removals but clears feature finishes and selections.

A print heading is wrong: correct Event name, Track name and Description on Event overview, then close the old print preview and print again.

Before the first race:

- Confirm event and track details, competitor labels, groups and all pairings.
- Check the calculated grids and the points schedule, including status points.
- Print the required sheets and save an event backup.

After each heat or Main:

- Verify finishes, completion counts, points and movement.
- Check affected standings and transfers; issue corrected sheets when necessary.
- Save a current event backup.

Before publishing final results:

- Resolve missing results, review tied-driver order and confirm every Main's finish.
- Review Event summary and print the final reports.
- Save a clearly labelled final event file.