

Welcome to Sensible Laps

Sensible Laps aims to make RC lap timing simple and easy — all the options you need, behind a clean, uncluttered interface.

This help covers everything from installing the software to running a full meeting, publishing live timing and printing results.

- **New here?** Start with [Getting Started](#).
- **Ready to run an event?** The [Event Wizard](#) builds one for you in a few steps.
- **Looking for a setting?** Everything's under [Settings](#).



Press **F1** anywhere in Sensible Laps to open this help at the page for whatever you're looking at.

Getting Started

Sensible Laps is lap-timing software for radio-controlled (RC) car racing. It connects to a transponder decoder at the track, records every car's laps in real time, and organises a race day into divisions, qualifying and finals — with live timing screens, printed results and online publishing built in.

New to Sensible Laps? Work through this section in order:

1. **System Requirements** — check your timing PC and decoder are supported before you install.
2. **Installation** — install the application and the decoder plugins you need.
3. **Getting help** — where to turn when something doesn't behave as expected.

Once you're installed, the fastest way to run your first meeting is the **Event Wizard**, which builds a complete event — divisions, schedule and fees — from a short series of questions.

Just want to try it?

Turn on **Simulation Mode** in Settings to generate fake passings, so you can explore the whole workflow without a decoder or cars on the track.

System Requirements

Minimum	
Operating system	Windows 10 or Windows 11
.NET	.NET 10 (installed with Sensible Laps if not already present)
Decoder	A supported timing decoder — see Decoders — or Simulation Mode to run without one
Network	Required for the web interface and live publishing

 Note

A modest PC is fine for timing. The heavier work — the web interface and live publishing — is only active if you turn those features on.

Installation

1. **Download** the Sensible Laps installer using the link supplied with your licence.
2. **Run the installer** and follow the prompts.
3. **Choose decoder features.** During installation you select which [decoder](#) plugins to install (for example MyLaps RC4). Only the decoders you install here will be available to add later — if you're not sure, install the one your club uses. You can re-run the installer to add more.
4. **Launch Sensible Laps.** On first run you'll land on the [Main View](#), where you can create an event, open one, or just practice.

No decoder yet?

You can install and explore straight away using [Simulation Mode](#), which generates fake passings — no hardware required.

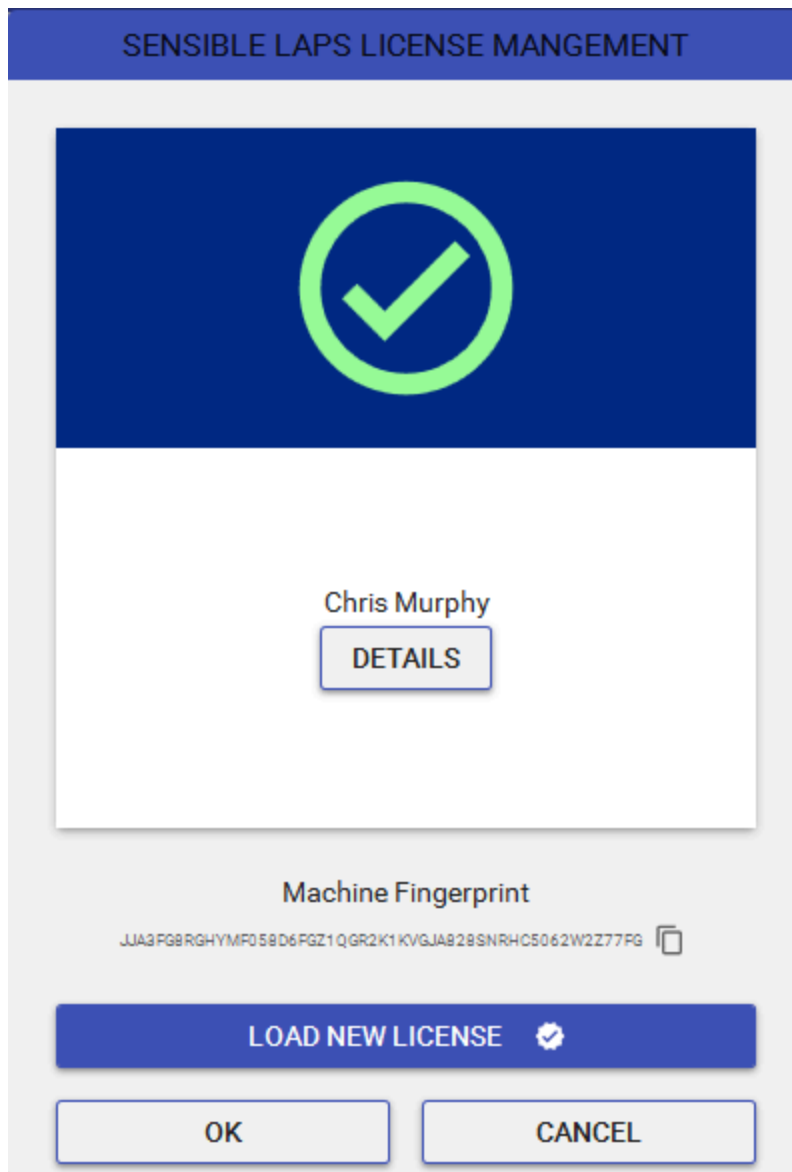
Updates are handled by the built-in update check (see [General Settings](#)); re-running the installer is only needed to add or change decoder features.

Getting help

Help in Sensible Laps is contextual, simply hit the F1 key and this help document will open.

Licensing

Sensible Laps is licensed per machine. Your licence controls whether the app is activated, when it expires, and which features are unlocked. Everything to do with licensing lives in one place: **Menu** ▶ **Tools** ▶ **License....**



The License window

The window shows the current licence at a glance — a green tick if it's valid, a red error if it isn't — and flips over to **DETAILS** for the specifics:

Field	Meaning
Name / Email	Who the licence was issued to.
Type	Trial (time-limited, any machine) or Standard (tied to this machine).
Expiry	The date the licence stops being valid.
Features	Which products are unlocked — see below.

Below the card sits your **Machine Fingerprint** and a copy button. The fingerprint is derived from this PC's hardware; a Standard licence is locked to it, so a Standard licence issued for one machine won't validate on another.

Features

A single licence can unlock any combination of:

- **Sensible Laps** — the timing application itself.
- **Sensible Championship** — the companion championship/series scoring app.
- **Live Timing** — publishing timing to the internet ([Live Publish Settings](#)).
- **Results** — uploading finished results to [results.sensiblelaps.com](#) ([Export Results](#)).

If a feature's checkbox is unticked, that feature isn't included in your licence.

How activation works

appens automatically when you're online

Each time Sensible Laps starts it checks in with the licence server using this machine's fingerprint. If the server has a valid licence for the machine, the local licence file is downloaded and refreshed automatically — so **renewals and new purchases are picked up just by launching the app while connected to the internet.**

A **Trial** licence that hasn't expired is left in place even when offline, so you can evaluate the app without a connection.

Activating offline

If the timing PC can't reach the internet, use **LOAD NEW LICENSE** to point the app at a licence file supplied by sales — it overwrites the existing licence in place. This is the manual path when dial-home isn't an option.

When the licence is invalid

If validation fails (expired, wrong machine, or missing), the app reports why and how to resolve it. The usual fixes, in order:

1. **Connect to the internet and restart** — this re-runs the automatic check and pulls down a current licence.
2. **Load a licence file** manually via **LOAD NEW LICENSE**.
3. **Contact** sales@sensiblelaps.com to renew or purchase — quote the **Machine Fingerprint** (use the copy button) so the new licence is issued for the right PC.

New PC or new hardware?

Because a Standard licence is bound to the machine fingerprint, replacing the timing PC (or major hardware) means the fingerprint changes. Copy the new fingerprint from this window and send it to sales to have your licence re-issued.

Practice

Practice runs outside the scored schedule — it's how drivers get track time before qualifying. Sensible Laps supports two styles, and both are flagged as practice so they never affect event results.

Open practice

A rolling, **unscored** session. Cars go out whenever they like and their laps appear on a flat live board — there are no rounds and no standings. Any transponder seen during the session is picked up automatically and added to [All Contestants](#) (shown in yellow) so names and phonetic pronunciations can be set once and reused.

This is the default "just practice" option on the [Main View](#), and the mode a new event drops into right after the [wizard finishes](#).

Controlled practice

A **scheduled** practice with rounds and standings — structured like an event's qualifying, but marked as practice. Use it when you want fair, timed practice rounds (for example a paid, rotating practice day) rather than an open free-for-all.

Related settings

- **Practice fees** — the default fee for a new practice session is set in [Accounting](#); manage what's owed from [Event Accounting](#) (switch the drop-down to *Practice*).
- **Toggle practice** from the [Menu](#).
- **Test it** without cars using [Simulation Mode](#), which can simulate practice from previously seen contestants.

Running an Event

This page walks through a full race day from start to finish. It assumes you've already built your event with the [Event Wizard](#) — here we cover actually **running** it and getting results out the other end.

If you're new, read this once top to bottom; each step links to the detailed page for that part.

Before you start

A quick pre-flight before the first driver lines up:

- **Decoder connected.** Your timing hardware should be showing in [Decoder settings](#). The first decoder is the **finish line**; any others are [splits](#).
- **Event loaded.** Either finish the [wizard](#) or open a saved event ([Loading and Saving events](#)). Sensible Laps autosaves as you go — see [Recovering an event](#).
- **Driver screens (optional).** Bring up the [web interface](#) on any TVs or the rostrum so drivers can see live timing.
- **Sounds (optional).** Set your horn/announcement [sounds](#) so the start, last lap and finish are called automatically.

How the screen is laid out

Four areas do the work on race day:

Area	Role
Control Panel (<i>top right</i>)	Drives the meeting — play, pause, stop, restart.
Event Schedule	The linear list of what runs next, top to bottom.
Race Control	The live race — laps, gaps and the race clock.
Event Management	Change entries, divisions and settings mid-meeting.

1. Warm up with practice (optional)

The **All Contestants** event at the top of the [Event Management](#) tree holds the practice race. Run [practice](#) here to check transponders are being picked up before racing proper begins.

2. Start the meeting

Press **play** on the [Control Panel](#). The first un-run **pre-race delay** in the [schedule](#) begins counting down — this is the time for drivers to get to the line.

- **Pause** the delay, or nudge it forward/back, if you need more or less time.
- When the delay ends, the race starts automatically.

3. Run each race

While a race runs, [Race Control](#) shows every driver's laps, gaps and the race clock live.

- Use **stop / restart** on the [Control Panel](#) if you need to abort or re-run the start.
- When the race time is up but a driver can't get across the line, Sensible Laps waits **two minutes**, then finishes the race automatically. If everyone has already finished, just press **stop** to move straight into the next delay.

Then press **play** again to start the next race's delay. Working through the schedule this way runs the whole meeting.

4. Between rounds — reseeding

After a qualifying round, the schedule **reseeds** the next round based on results — how it sorts depends on your [qualifying type](#) and [format](#). The reseed that happens after each race is shown against it in the [Event Schedule](#), and the new running order appears in [Division Detail](#).

5. Fixing mistakes

Race day rarely goes perfectly. Common corrections:

- **Jump to a different race** — select it in the [Event Schedule](#) and click **Go here now** (you'll be asked whether to re-run a single race or the schedule from that point).
- **Re-run a race** — same **Go here now** flow on an already-run item.
- **Change a race's length or mode** — on [Race Detail](#), *before* that race starts.
- **Reset one race**, or **reset the whole event**, from [Event Detail](#).
- **Move a driver between groups** or **re-order a division** — see [Division Detail](#).

6. Finals

How finals are structured is set by the [division mode](#) you chose in the wizard — for example, **Classic** runs A/B/C mains with an LCQ bump-up, while **Heads Up!** runs the Reedy Race format. You run them exactly like any other race: work down the schedule with **play** and **stop**.

7. Finish and publish results

When the last race is done:

1. **Finish the event** from [Event Detail](#) — any un-run races are marked complete.
2. **Export the results** — save/print a copy for the club noticeboard, and/or **upload** to results.sensiblelaps.com. See [Export Results](#).

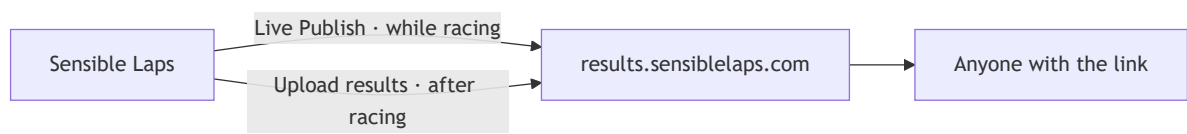
Upload the event too

When you upload, include the event file as well as the results. If the timing PC ever fails you can re-download the whole meeting later, not just the final standings.

Online Results & Live Timing

results.sensiblelaps.com is your club's home on the web. It's **one site that does two jobs**: it shows your timing **live** while you're racing, and it keeps a permanent **archive** of results once each meeting is done. Anyone with the link can follow along — no local network needed.

Two features in Sensible Laps feed it:



When	What viewers see	Fed by
During the meeting	Live timing — laps and positions as they happen.	Live Publish
After the meeting	The finished results, kept for good.	Upload results

While you race — Live Publish

Turn on [Live Publish](#) and the current event (and practice) stream out to the site in real time, so the live board on results.sensiblelaps.com mirrors what you see on the timing PC. A status icon in the app header tells you at a glance that the outside world is still connected.

After you finish — Upload results

When the event is complete, [export and upload the results](#) to the same site, where they join your track's archive of past meetings. Uploading the event file alongside the results also gives you an offsite backup you can re-download later.

 **Viewers keep their own preference**

The site defaults to a dark theme, but each viewer can switch to light and their choice is remembered on that device.

Both are licensed features

Live streaming needs the **Live Timing** feature and uploading needs the **Results** feature on your licence — see [Licensing](#).

It's the same as the local web interface

The [web interface](#) shows timing on your **own network**, served from the timing PC. What's on this page goes out to the **internet**. You can run either, both, or neither.

Interface

This section is a tour of the application itself — how the main window is laid out and where each job gets done.

- **Event Wizard** — the guided way to build a new event from scratch: pick a template, name it, import entries, set the schedule and fees.
- **Main View** — the screen you run a meeting from: the control panel, event management, the schedule and race control.
- **Menu** — the top menu, where you reach tools, settings and import/export.
- **Loading and Saving events** — opening past events and saving your work (including auto-save).
- **Web interface** — the built-in web server that drives live timing screens and OBS streaming overlays.
- **Export Results** — producing PDF, spreadsheet and web results at the end of a round or meeting.
- **Settings** — every configurable option, grouped by area.
- **Theme** — switching between light and dark and setting the accent colour.



You don't have to visit these in order. If you're setting up before an event, start with the [Event Wizard](#); if you're already mid-meeting, [Race Control](#) is where you'll spend your time.

Event Wizard

The Event Wizard guides you through creating a new event from a template — the quickest way to get a meeting ready to run.

Every choice you make in the wizard can be changed afterwards from the [Event Management](#) and [Event Schedule](#) tabs, so don't worry about getting everything perfect first time.

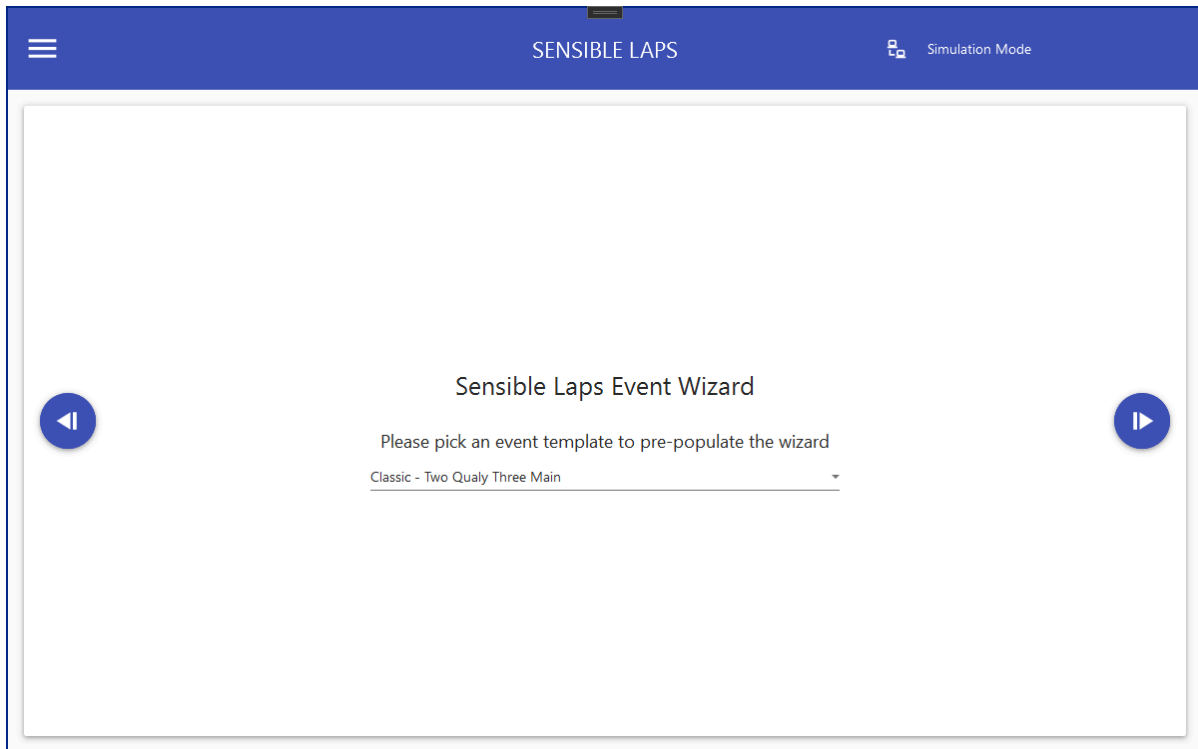
The steps are:

1. [Template Selection](#)
2. [Event Name and Mode](#)
3. [Import Entries](#)
4. [Individual/Team Selection](#)
5. [Basic](#) or [Advanced](#) Event Configuration
6. [Delay Times](#)
7. [Schedule Preview](#)
8. [Event Fees](#)
9. [Finish](#)

Template Selection

The first step is to choose a **template**. Any template saved in the templates folder appears in the drop-down (see [Loading and Saving events](#) for where templates live and how to add your own).

The template is just a starting point — it pre-fills the remaining wizard steps, all of which you can still change.



Event Name and Mode

Give the event a **name** — the default is generated from today's date — and choose the **event mode**.

Most events run in **basic** mode. See [Event Mode](#) for the difference between basic and advanced.

SENSIBLE LAPS

Decoder Disconnected

Enter a new event name

Example Event

Event mode

Basic

Advanced

EVENT <>

↓

OPTIONS ⚙

↓

DIVISION ≡

DIVISION ≡

DIVISION ≡

Import Entries

You can import entries from an external source rather than typing them in. The options are:

- Excel / CSV
- RC Race Pal
- RC Signups
- Joomla Event Booking

Duplicate entries (the same name, or the same transponder used in the same class) are marked **red** in the preview list. Fetched entries can be edited in the table before you continue.

Excel / CSV

Import entries from a spreadsheet or CSV — handy if you collect entries through Google Forms or any system that exports to a spreadsheet.

Expected columns are **Name**, **Transponder** and **Class**. You can also import multiple classes for one person in a single row:

```
Name, Class 1, Transponder 1, Class 2, Transponder 2, Class 3, Transponder 3
```

- Column **order doesn't matter** and extra columns are ignored.
- Column names are **not case-sensitive**.
- **Name** may be `name`, or a `First Name / Last Name` pair (also `Given Name / Surname`) which are combined.
- **Class** may be `class` or `division`.
- **Transponder** may be `transponder` or `tx`, and must be a whole number.

SENSIBLE LAPS

Simulation Mode

Import Entries

Import Entries From External Registration System?

Import Method
Excel/CSV

C:\Users\Chris\Documents\Sensible Laps\entryTest_numbers.xlsx

Expected Format is one worksheet with three columns, Name, Transponder and Class.

Name	Transponder	Class
Chris Davies	3137398	2wd Mod
Chris Murphy	8947461	2wd Mod
Terence Watts	5244842	2wd Mod
Tony Macbeth	2931834	2wd Mod
Chris Murphy	3591324	2wd Mod
Chris Murphy	3591324	4wd Mod
Kevin Duffy	2015425	4wd Mod

Not the same as the Contestant Roster

This imports who's racing *this* event. To bulk-load your club's reusable driver list (a different spreadsheet format), see the [Contestant Roster](#).

RC Race Pal

rcracepal.com manages events and club memberships, and lets racers manage their own transponders and assign them to classes for reuse.

On your club page in RC Race Pal, copy the **club ID**:



Model Offroad Buggy Club

Australia, Western Australia

Sign Up or Log In to follow this club to receive notifications about upcoming events.

Club Details

Calendar

Events

Classes

Tracks

Memberships Info

Club Details

Copy ID

NameModel Offroad Buggy Club

AddressWA Model Aircraft Sports Centre, Lot 130 Hennessey Rd, Whiteman WA 6068, Australia

CountryAustraliaStateWestern Australia

Emailsecretary@morbc.org.au

Committee Members

Mootasem Taha

Reece Hendy

Bryce Standley

In Sensible Laps, choose **RC Race Pal** from the drop-down and paste the club ID into the box:

Selected Track: Test

SENSIBLE LAPS

Decoder Disconnected

Import Entries

☒ Import Entries From External Registration System?

Import Method
RC Race Pal

Enter RC Race Pal Club ID

example: 12345678901234x56789012345678900

1738919109316x118964793879814180

Step 1. Enter Club ID

Step 2. Click search to find club events

Step 3. Select event from drop down

Select Event

☒ Rename event using online name

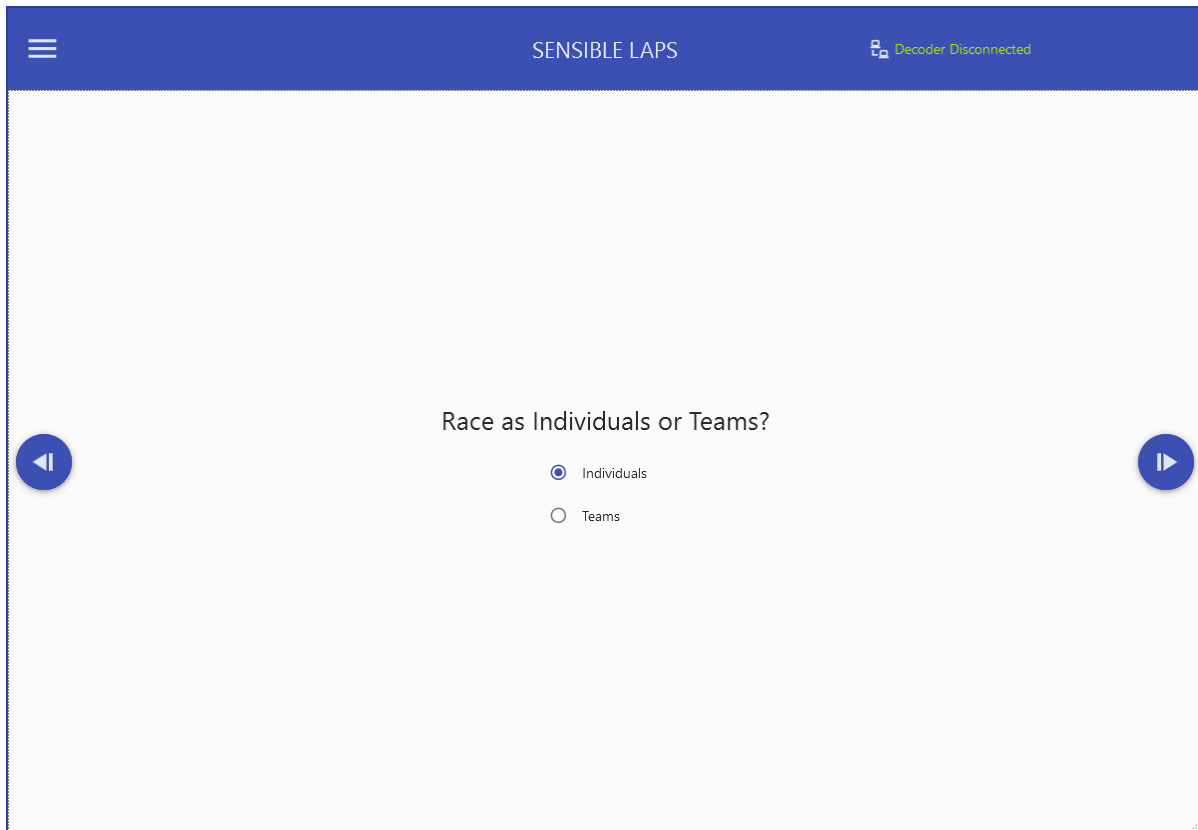
Name	Transponder	Class
------	-------------	-------

RC Signups

rcsignups.com lets entrants sign up online. Enter the **track ID** and click **Get Events**.

Individual/Team Selection

Choose whether the event is raced by **individuals** or **teams**. Teams are typically used for enduro-style events where several drivers share a car.



The screenshot shows the SENSIBLE LAPS app interface. At the top, there is a blue header bar with a hamburger menu icon on the left, the text "SENSIBLE LAPS" in the center, and a "Decoder Disconnected" status indicator on the right. The main content area is light gray and features a central question: "Race as Individuals or Teams?". Below this question are two radio button options: "Individuals" (which is selected) and "Teams". On the left and right sides of the main area, there are blue circular buttons with white left and right arrow icons, respectively, for navigating between screens.

Basic Event Configuration

In **basic** mode, options are set once for the whole event; in **advanced** mode they're set per division. The screen below is the basic-mode wizard step.

Here you choose the **division mode** and point structure, plus the qualifying and mains settings.

The screenshot shows the 'Event Configuration' screen within the 'SENSIBLE LAPS' application, set to 'Simulation Mode'. The interface is divided into three main sections: 'MODE', 'PRACTICE SETTINGS', and 'QUALIFYING SETTINGS', with a 'MAINS SETTINGS' section on the right. The 'MODE' section at the top has a blue header and contains 'Division Mode' set to 'Classic' and 'Point Structure' set to 'TQ 0, Win 1 (IFMAR)'. Below this, the 'PRACTICE SETTINGS' section (left) has a blue header and includes 'Practice Type' set to 'Rocket Round' and 'Start Stagger' set to '0'. The 'QUALIFYING SETTINGS' section (middle) also has a blue header and includes 'Qualifying Type' set to 'Rocket Round', 'Start Stagger' set to '2', and 'Qualifying Format' set to 'Total Race Time'. The 'MAINS SETTINGS' section (right) has a blue header and includes 'Drop Worst' set to '1'. Navigation arrows are visible on the left and right sides of the settings panels.

MODE	
Division Mode	Classic
Point Structure	TQ 0, Win 1 (IFMAR)

PRACTICE SETTINGS	
Practice Type	Rocket Round
Start Stagger	0
Practice Format	Fastest Consecutive X Laps
Laps	3

QUALIFYING SETTINGS	
Qualifying Type	Rocket Round
Start Stagger	2
Qualifying Format	Total Race Time

MAINS SETTINGS	
Drop Worst	1

Next, set the race-specific settings such as race length and mode (**laps or time**).

SENSIBLE LAPS

Simulation Mode

Race Configuration

PRACTICE RACES

Name	Mode	Length
Practice 1	Time	10

QUALIFYING RACES

Name	Mode	Length
Qualifying 1	Time	5
Qualifying 2	Time	5

MAIN RACES

Name	Mode	Length
Main 1	Time	5
Main 2	Time	5
Main 3	Time	5

Finally, create the [divisions](#). Add and remove them with right-click or the action button at the bottom right.

SENSIBLE LAPS

Decoder Disconnected

Divisions

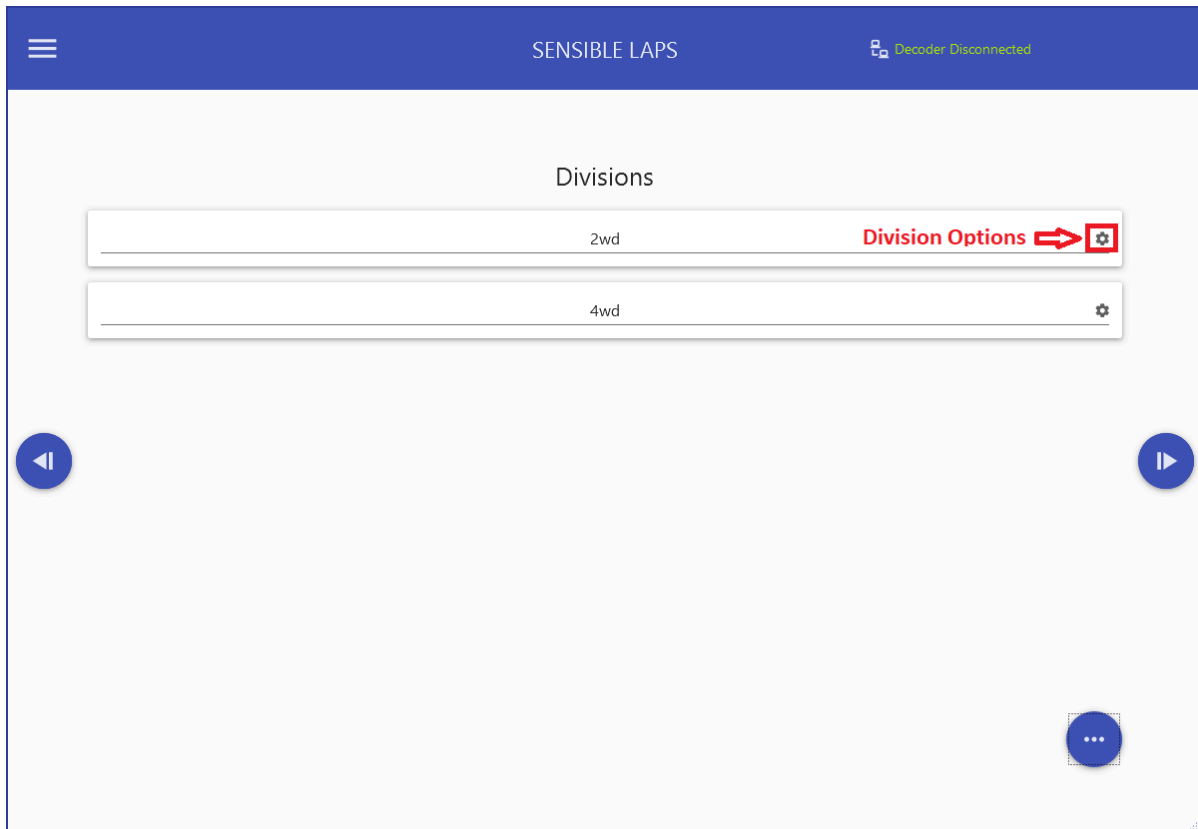
2wd

4wd

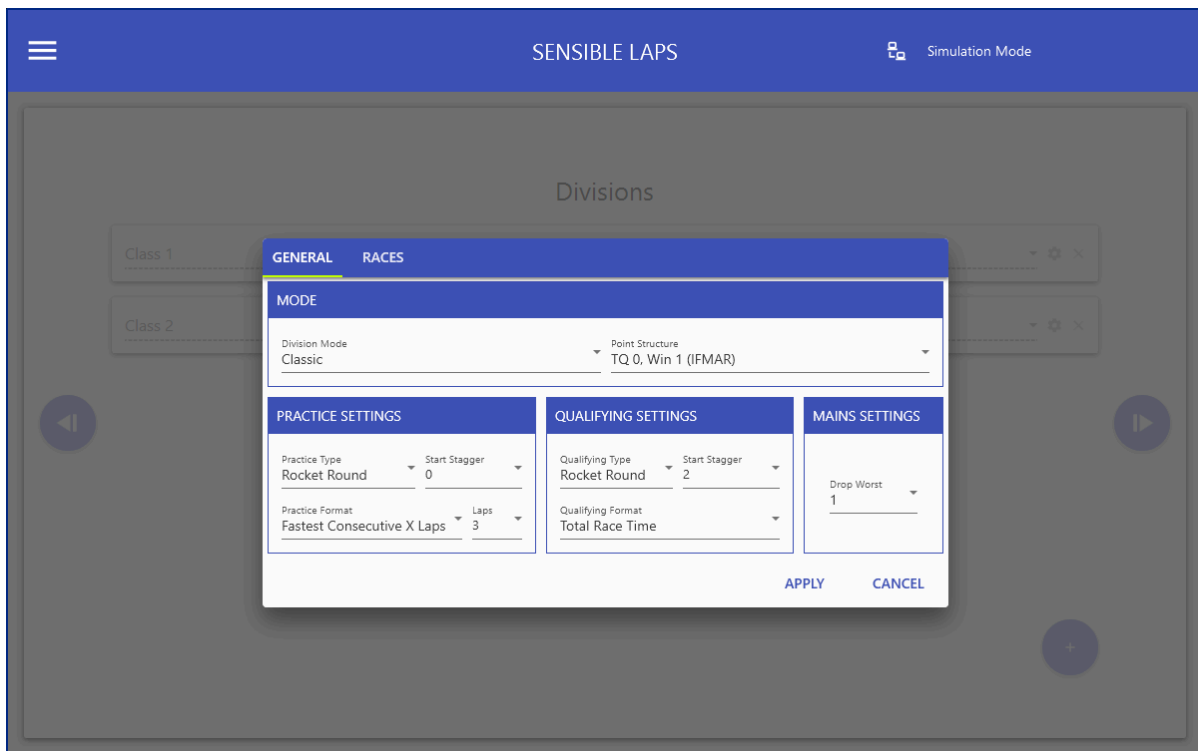
Advanced Event Configuration

In **advanced** mode the division selection screen is shown. Unlike **basic** mode, each division has a **configuration** button so its settings can be set uniquely — letting different divisions run different formats.

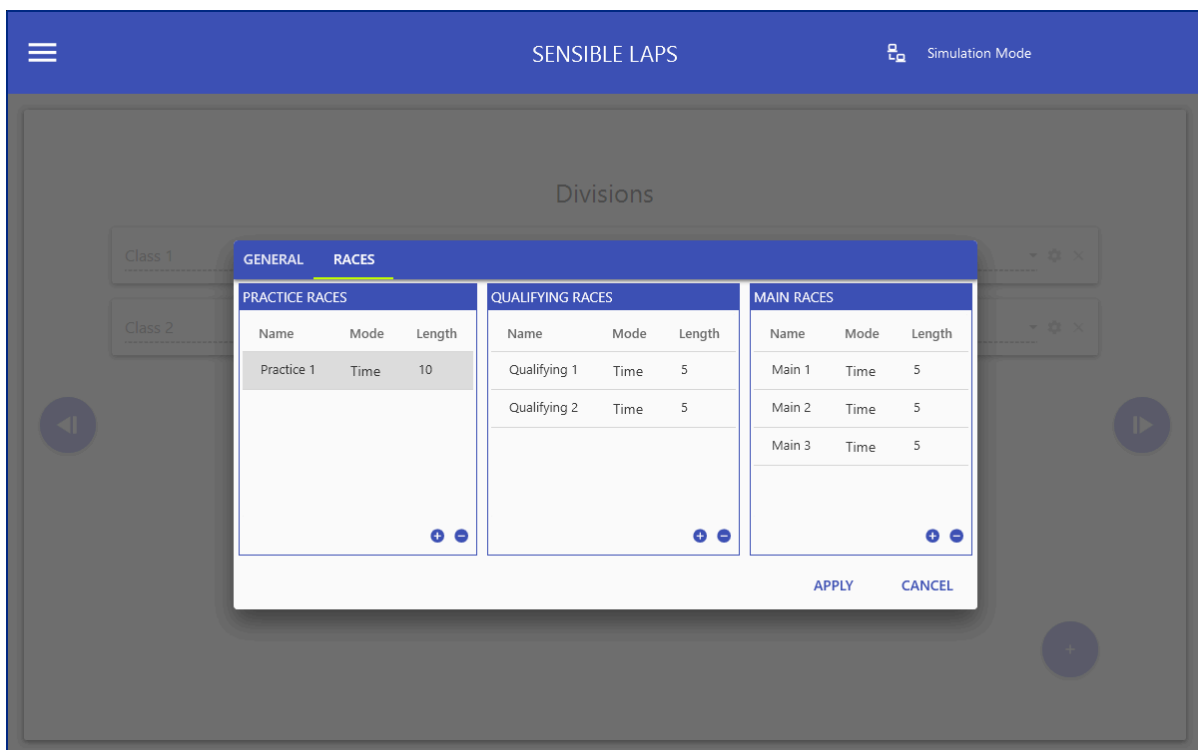
Add and remove divisions with right-click or the action button at the bottom right.



The per-division configuration dialog:



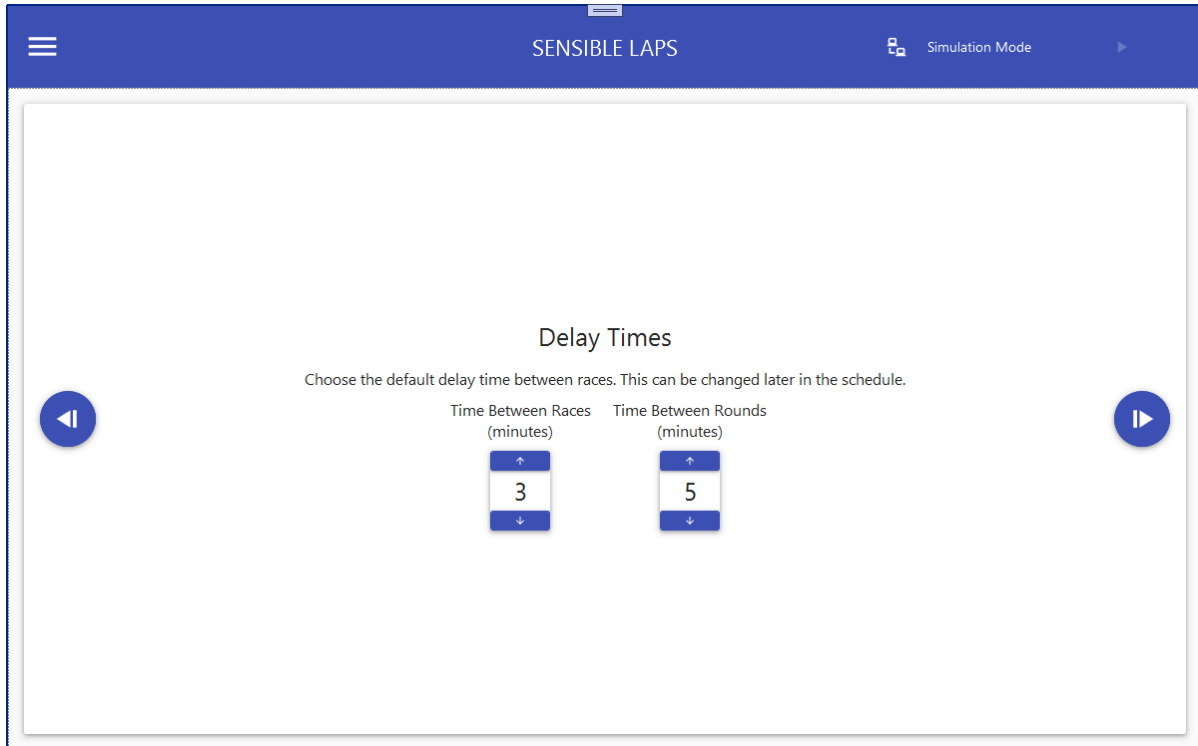
The **Races** tab sets the race-specific settings for that division:



Delay Times

Every race is preceded by a **delay** (the gap that lets the next group get to the rostrum). This step sets the default delay length in minutes; individual delays can be customised later on the [schedule](#).

There are separate defaults for the delay **between races** and **between rounds**.



The screenshot shows a web application interface for 'SENSIBLE LAPS'. The top navigation bar is blue with a hamburger menu icon on the left, the text 'SENSIBLE LAPS' in the center, and a 'Simulation Mode' toggle on the right. The main content area is white and titled 'Delay Times'. Below the title, a subtitle reads: 'Choose the default delay time between races. This can be changed later in the schedule.' There are two input fields: 'Time Between Races (minutes)' with a value of 3, and 'Time Between Rounds (minutes)' with a value of 5. Each field has up and down arrow buttons for adjustment. On the far left and right of the main content area are large blue circular buttons with left and right arrow icons, respectively.

Schedule Preview

The generated event [schedule](#) is shown, based on the options you've chosen so far.

Selected Track: Test

SENSIBLE LAPS

Decoder Disconnected

Event Schedule

DELAY	RACE	RESEED
05:00	2wd - Qualifying 1 - 05:00	
03:00	4wd - Qualifying 1 - 05:00	
05:00	2wd - Qualifying 2 - 05:00	
03:00	4wd - Qualifying 2 - 05:00	
05:00	2wd - Main 1 - 05:00	
03:00	4wd - Main 1 - 05:00	
05:00	2wd - Main 2 - 05:00	
03:00	4wd - Main 2 - 05:00	

Please select a phase of the event on the left to edit it's details

Select any item in the schedule to view its details on the right.

Event Schedule

DELAY	RACE	RESEED
05:00	2wd - Qualifying 1 - 05:00	☰
03:00	4wd - Qualifying 1 - 05:00	☰
05:00	2wd - Qualifying 2 - 05:00	≡↑
03:00	4wd - Qualifying 2 - 05:00	≡↑
05:00	2wd - Main 1 - 05:00	
03:00	4wd - Main 1 - 05:00	
05:00	2wd - Main 2 - 05:00	
03:00	4wd - Main 2 - 05:00	

2WD - QUALIFYING 1	
DELAY	
Pre-Race Delay	5 (mins)
RACE	
Name Qualifying 1	Race Mode Time Race Length 5 (mins) ☒ Active
RESEED	
☒ Reseed Enabled ☒ Sub Division ☐ Entire Division ☐ Bump	

Event Fees

Set the fees for the event here, including the default entry fee.

If a contestant has a **stored fee type** and that fee exists in the event, it takes precedence over the selected default fee.

 SENSIBLE LAPS  Simulation Mode

Event Entry Fees

Default	Name	First Entry Fee	Additional Entry Fee	
☐	Free	\$0.00	\$0.00	×
☒	Non-Member	\$20.00	\$10.00	×
☐	Member	\$15.00	\$10.00	×
				

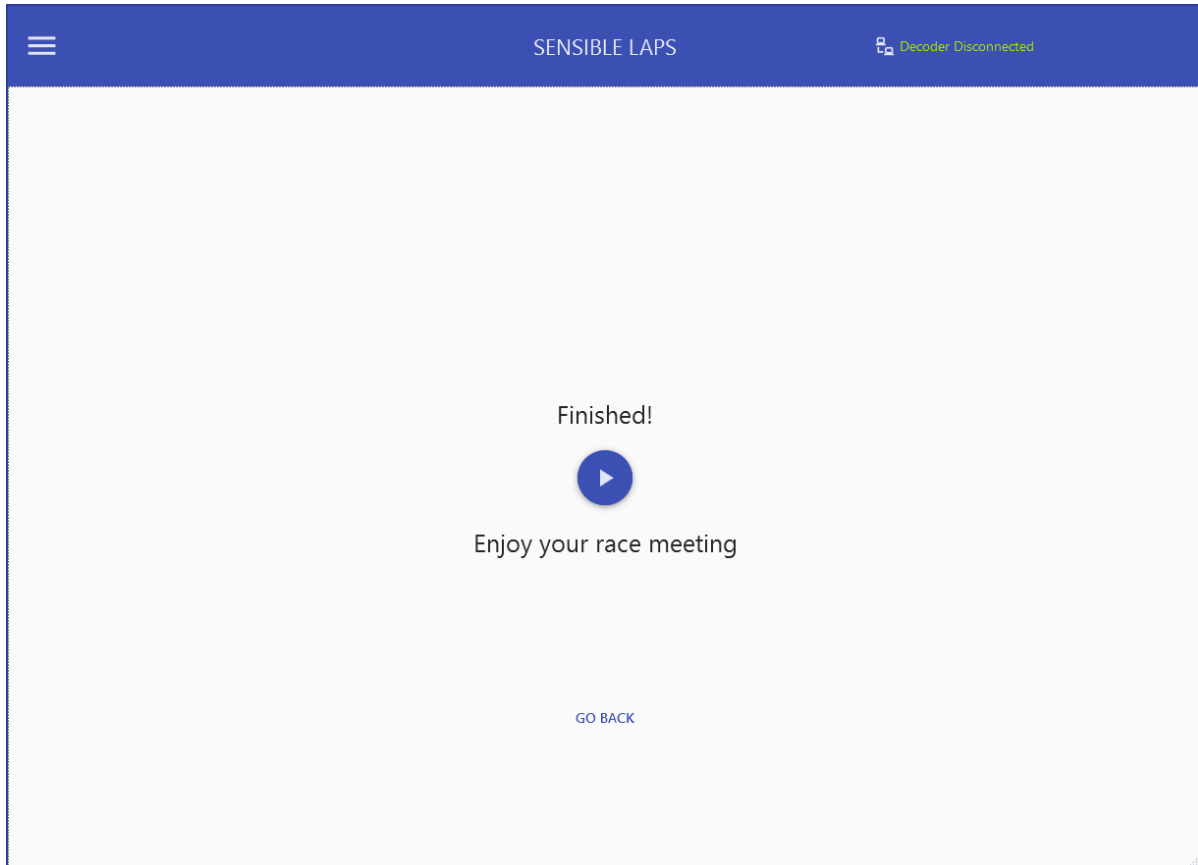
Note

These are the fees for *this* event. The club-wide defaults applied to new events are set under [Accounting](#), and fees on a running event are managed from [Event Accounting](#).

Finish

The wizard is complete. Click the big **play** button to leave the wizard and load the event.

On completion, **practice mode** is enabled so you can run a practice session before qualifying begins.

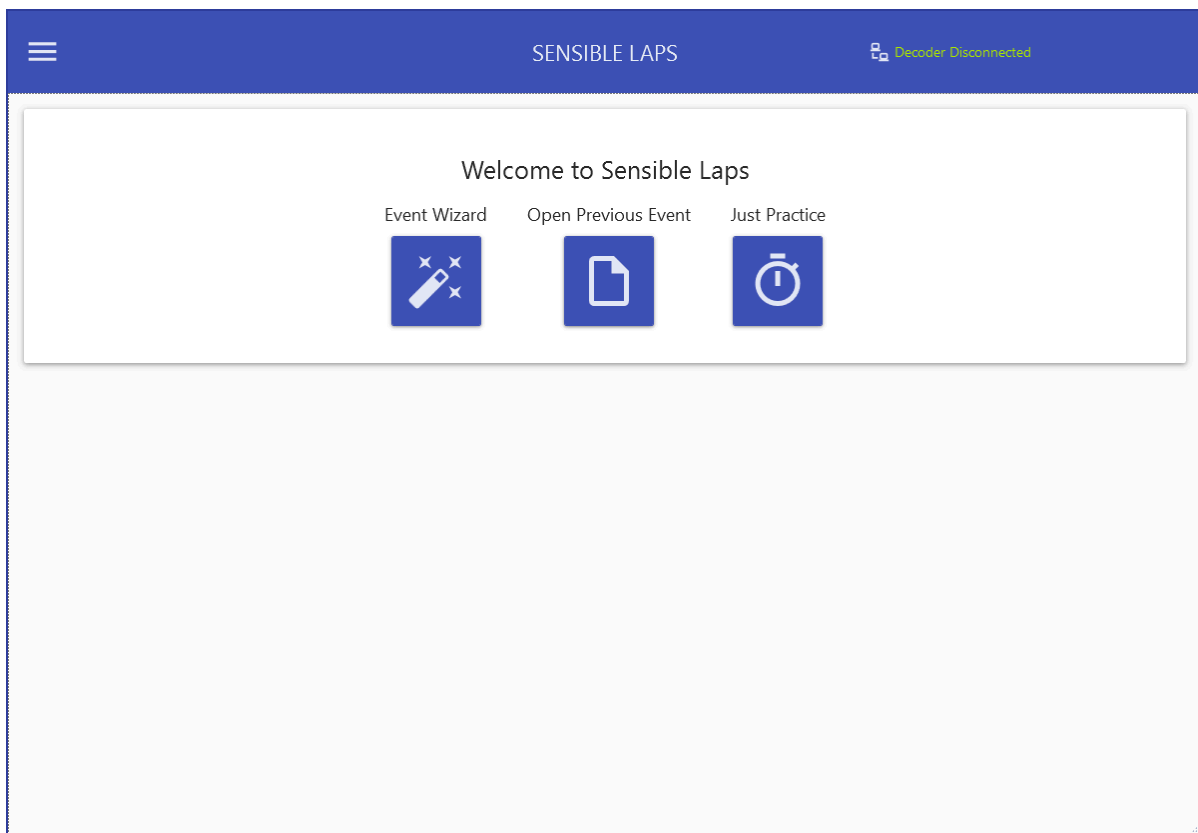


Main View

Sensible Laps opens on the Main View. From here you have three ways to begin:

1. **Create an event** using the [Event Wizard](#).
2. **Open an existing event** ([Loading and Saving events](#)).
3. **Just practice** — jump straight into an open practice session.

The [Menu](#) opens from the hamburger icon at the top left.



Once an event is loaded, the day-to-day tabs appear — the [Control Panel](#), [Event Management](#), [Event Schedule](#), [Race Control](#) and [Event Accounting](#).

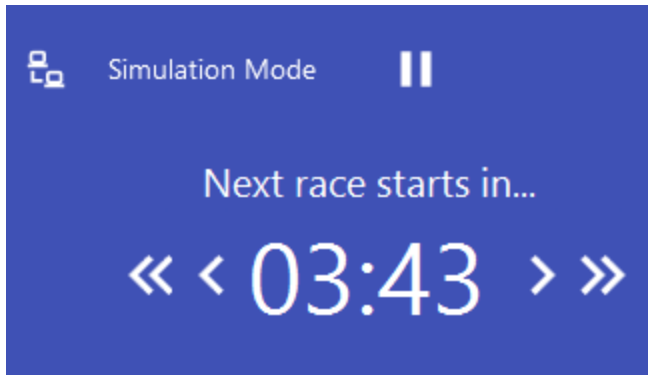
Control Panel

Once an event is loaded, the **Control Panel** appears at the top right of Sensible Laps. It's how you drive the meeting through its schedule.

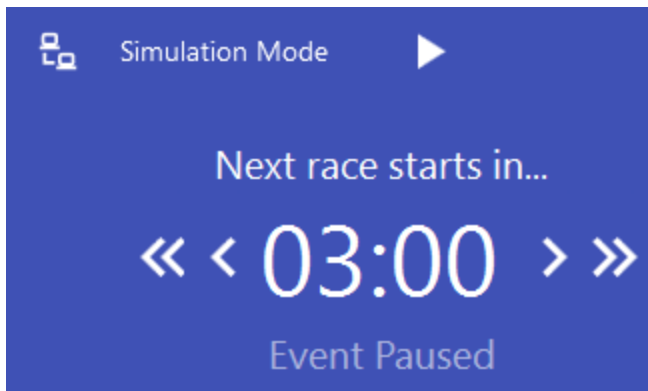


The **play** button starts the loaded event — the first un-run delay in the [schedule](#) begins.

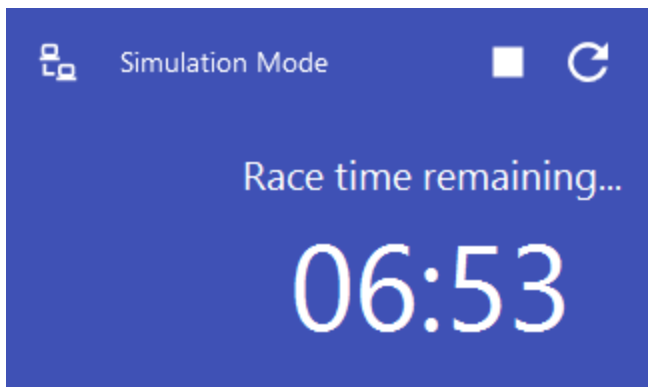
While a delay counts down, you can **pause** it, or nudge it forward and back in small and large increments (set in [General Settings](#)).



When paused, **Event Paused** is shown. Click play to resume.



When a race is running you can **stop** or **restart** it. Restarting also restarts the pre-race delay.



ishing a race

When the race time is up but some drivers can't finish, Sensible Laps waits **two minutes**, then automatically stops and completes the race. If every running driver has already finished, just hit **stop** to move into the next delay.

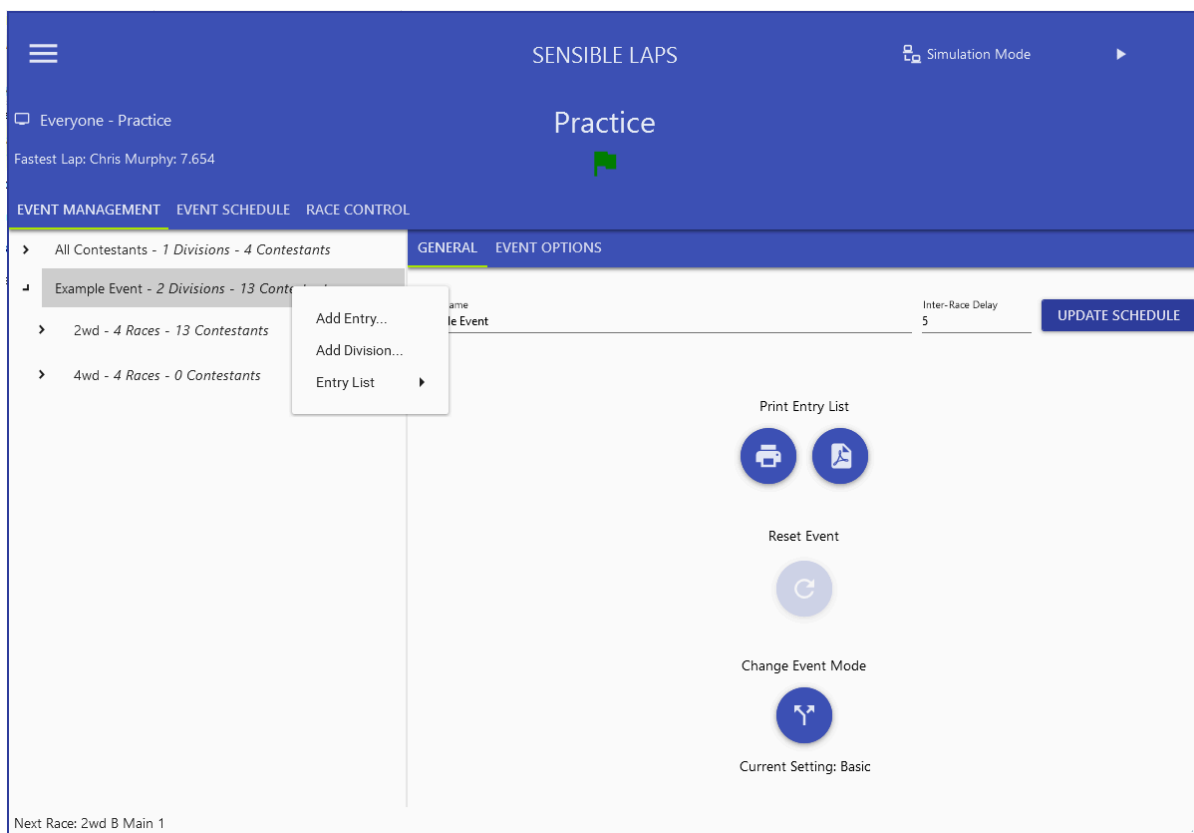
Event Management

The **Event Management** tab is where you modify event settings after creation.

The left pane is a tree of the current events. At the top is the **All Contestants** event, which holds the practice race. Select an item to see its details on the right.

Right-click an item for a menu specific to it:

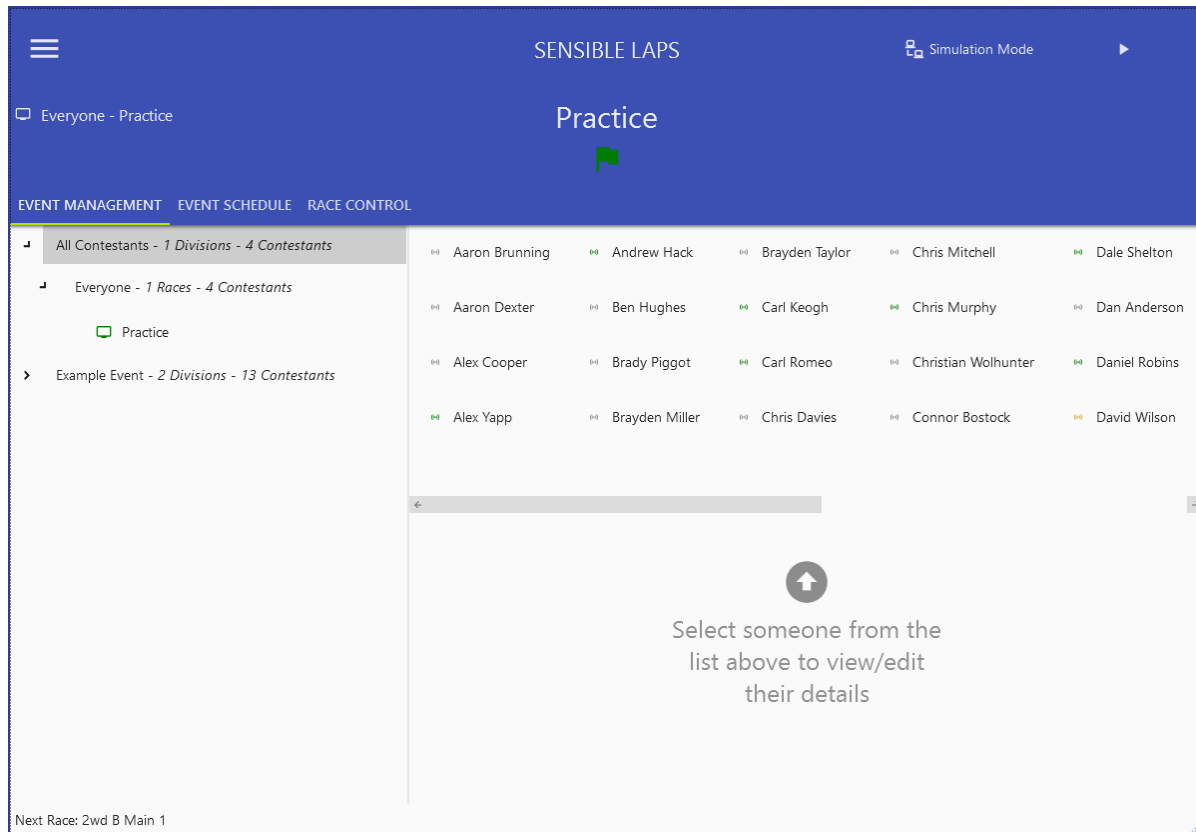
- On an **event** — add a division, add an entry, or print the entry list.
- On a **division** — [split or merge](#) it, or [join](#) it with another.



The detail panes are covered in [All Contestants](#), [Event Detail](#), [Division Detail](#) and [Race Detail](#).

All Contestants

The **All Contestants** view lists everyone previously entered. The icon beside each name shows whether they're entered in the loaded event (**green**) or have been seen in the current practice session (**yellow**).



Select a contestant to edit the **transponders** held against them and the text used for their **text-to-speech** name.

- Add and remove transponders with  ; you can also **drag** a transponder from one contestant to another.
- A transponder can only be modified when it's **not in use** (not seen in practice or entered in the current event).
- Save name or phonetic-name changes with ; undo with .
- Delete a contestant with  — only if they haven't been seen in practice and aren't entered in the current event.

Everyone - Practice

Fastest Lap: Rod O'Neil: 7.736

EVENT MANAGEMENT

EVENT SCHEDULE

RACE CONTROL

>

All Contestants - 1 Divisions - 4 Contestants

Aaron Brunning

Aaron Dexter

Alex Cooper

Alex Yapp

Andrew Hack

Ben Hughes

Brady Piggot

Brayden Miller

Brayden Taylor

Carl Keogh

Carl Romeo

Chris Davies

Chris Mitchell

Chris Murphy

Christian Wolhunter

Connor Bostock

Dale Shelton

Dan Anderson

Daniel Robins

David Wilson

Name: Chris Murphy

Phoenetic Name: Chris Murphy

Transponders

8947461

2496865

2wd

4wd

Event Detail

The **Event Detail** view holds event-wide options.

- The entry list, schedule and results can be **printed or saved to PDF**.
- Change the **default delay time**; **Update Schedule** then applies it to every delay in the schedule.
- **Reset** the event (all races reset).
- **Finish** the event (any un-run races set to complete).
- Change the **event mode** between basic and advanced.

The screenshot shows the 'Racing' interface for 'GP Buggy - C Practice 1'. The top header includes the 'SENSIBLE LAPS' logo, 'Simulation Mode' status, and a 'Race time remaining...' timer set to '02:00'. Below the header, a navigation bar contains tabs for 'EVENT MANAGEMENT', 'ACCOUNTING', 'EVENT SCHEDULE', and 'RACE CONTROL'. The 'EVENT MANAGEMENT' tab is active, showing a list of events on the left and a 'GENERAL' tab for the selected event '2022 WA 1/8 State Titles - 7 Divisions - 42 Contestants'. The 'GENERAL' tab displays event details: 'Event Name: 2022 WA 1/8 State Titles', 'Inter-Race Delay: 4', and 'Inter-Round Delay: 5'. A 'UPDATE SCHEDULE' button is located next to these details. Below the details, there are three columns of controls: 'Print Entry List' (with printer and PDF icons), 'Print Event Schedule' (with printer and PDF icons), and 'Print Event Results' (with printer and PDF icons). In the center, there is a 'Reset Event' button (circular arrow icon) and a 'Finish Event' button (circular 'X' icon). At the bottom, there is a 'Change Event Mode' button (circular arrow icon) and a status indicator 'Current Setting: Advanced'. The bottom of the screen shows 'Next Race: GP Buggy B Practice 1'.

When the event mode is **basic**, the event options appear on a separate tab here, split into **general options** and **race-specific options**.

Sensible Laps

Simulation Mode

Everyone - Practice

Fastest Lap: Chris Murphy: 5.054

Practice

EVENT MANAGEMENTEVENT SCHEDULERACE CONTROL

> All Contestants - 1 Divisions - 6 Contestants

> Example Event - 2 Divisions - 13 Contestants

> 2wd - 5 Races - 13 Contestants

> 4wd - 5 Races - 0 Contestants

GENERALEVENT OPTIONS

GENERALRACES

MODE

Division Mode

Classic

Point Structure

Zero points for first

QUALIFYING SETTINGS

Qualifying Type

Rocket Round

Start Stagger

2

Qualifying Format

Total Race Time

MAINS SETTINGS

Drop Worst

1

APPLY

CANCEL

Next Race: 2wd Qualifying 1

Division Detail

The **Division Detail** view lists the division's entries in their current qualifying order.

Entries can be re-ordered manually  or randomly  , and each contestant can be given an **inner division** tag  (see [Inner Divisions](#)).

☰

Everyone - Practice

Fastest Lap: Chris Murphy: 5.054

EVENT MANAGEMENTEVENT SCHEDULERACE CONTROL

Example Event - 2 Divisions - 14 Contestants

2wd - 5 Races - 13 Contestants

Qualifying 1

Qualifying 2

Main 1

Main 2

Main 3

4wd - 5 Races - 5 Contestants

4wd

1F

ENTRIESOPTIONS

Car	Name	Transponder
1	Chris Murphy	2496865
2	Matt Harvey	6587131
3	Alex Yapp	4817971
4	Nathan Johnsen	3819817
5	Chris Mitchell	8944465

Simulation Mode

Practice

4wd

1F

ENTRIESOPTIONS

Car	Name	Transponder
1	Chris Murphy	2496865
2	Matt Harvey	6587131
3	Alex Yapp	4817971
4	Nathan Johnsen	3819817
5	Chris Mitchell	8944465

Next Race: 2wd B Qualifying 1

When the [event mode](#) is **advanced**, the division's options appear on a separate tab. If the division is [split](#) (into A, B, C groups), the view offers options to move each contestant to another group.

Everyone - Practice

Fastest Lap: Chris Murphy: 5.054

EVENT MANAGEMENT

EVENT SCHEDULE

RACE CONTROL

2wd

2wd - 5 Races - 13 Contestants

Qualifying 1

Qualifying 2

Main 1

Main 2

Main 3

4wd - 5 Races - 5 Contestants

ENTRIES

OPTIONS

Car	Name	Transponder	Group Movement	
A Group				
1	Nathan Johnsen	8595149	→ Group B	→ Group C
2	Dale Shelton	2238554	→ Group B	→ Group C
3	Andrew Hack	7669062	→ Group B	→ Group C
4	Rod O'Neil	5036204	→ Group B	→ Group C
5	Daniel Robins	4654878	→ Group B	→ Group C
B Group				
1	Chris Murphy	3591324	→ Group A	→ Group C
2	Carl Romeo	5034835	→ Group A	→ Group C
3	Terence Watts	5244842	→ Group A	→ Group C

Next Race: 2wd C Qualifying 1

Race Detail

The **Race Detail** screen is the same view you see while a race runs through [Race Control](#).

The **race mode** (time or laps) and the **race length** can be changed here — but only while the race hasn't been started.

Everyone - Practice

Fastest Lap: Chris Murphy: 5.054

EVENT MANAGEMENTEVENT SCHEDULERACE CONTROL

> All Contestants - 1 Divisions - 6 Contestants

Example Event - 2 Divisions - 14 Contestants

> 2wd - 5 Races - 13 Contestants

4wd - 5 Races - 5 Contestants

Qualifying 1

Qualifying 2

Main 1

Main 2

Main 3

SENSIBLE LAPS

Simulation Mode

Practice

Name

Qualifying 1

Race Mode

Time

Race Length

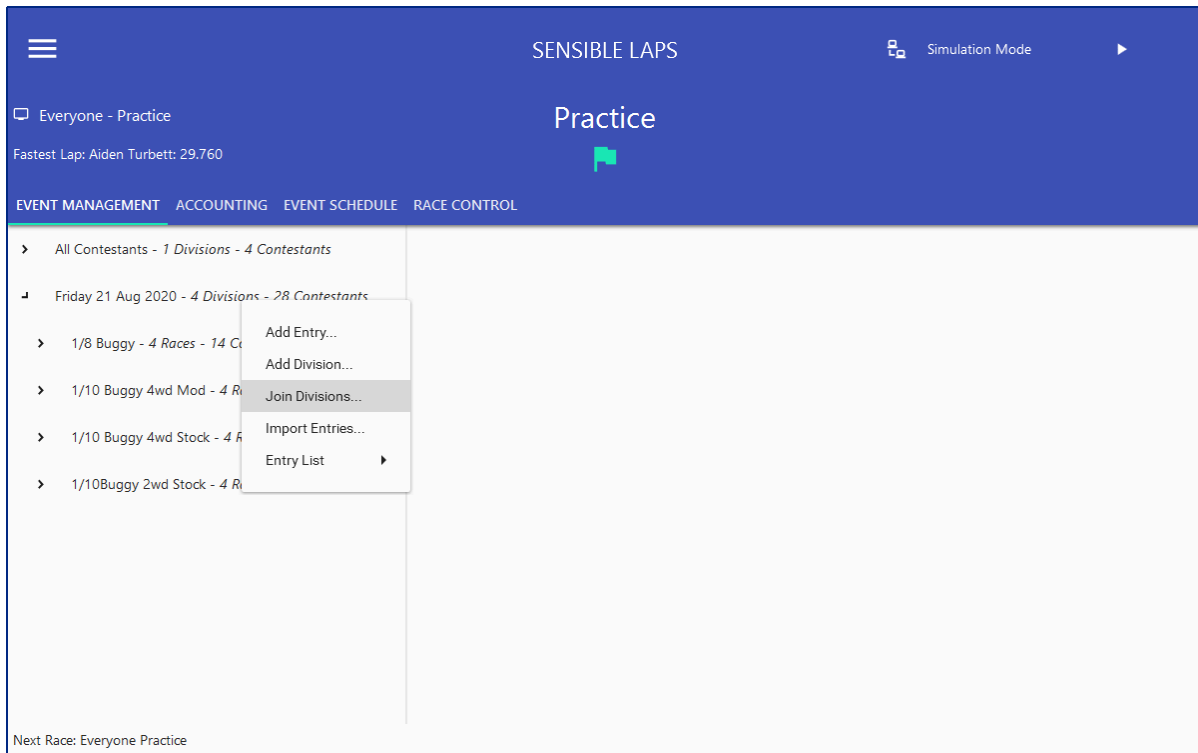
5 (mins)

Pos	Car	Name	Laps	Gap To Ni	Gap To Le	Last Lap	Fastest	Average	Top 3	Top 5	Pace
1	1	Chris Murphy	0	--	--	--	--	--	--	--	
2	2	Matt Harvey	0	--	--	--	--	--	--	--	
3	3	Alex Yapp	0	--	--	--	--	--	--	--	
4	4	Nathan Johnsen	0	--	--	--	--	--	--	--	
5	5	Chris Mitchell	0	--	--	--	--	--	--	--	

Next Race: 2wd Qualifying 1

Join Divisions

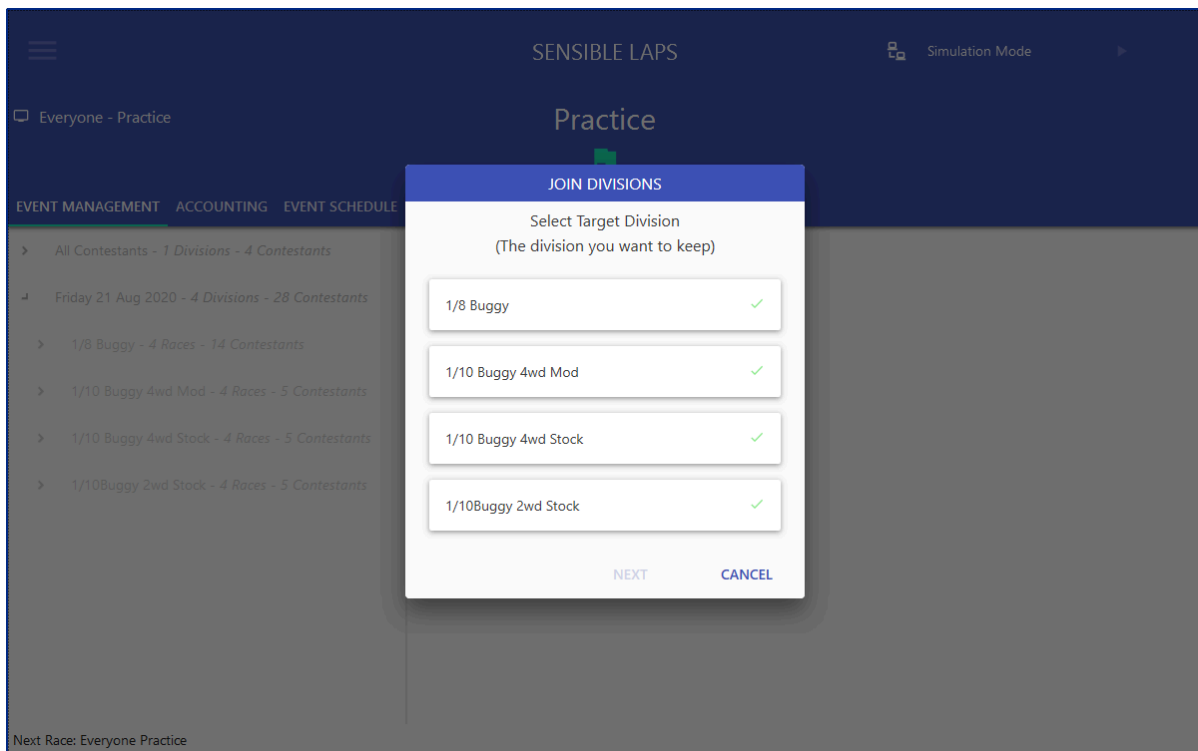
The **Join Divisions** dialog merges one division into another. Open it by right-clicking the event in [Event Management](#).



First, select the **target** division — the one that will be kept. A green tick means it's a valid target.

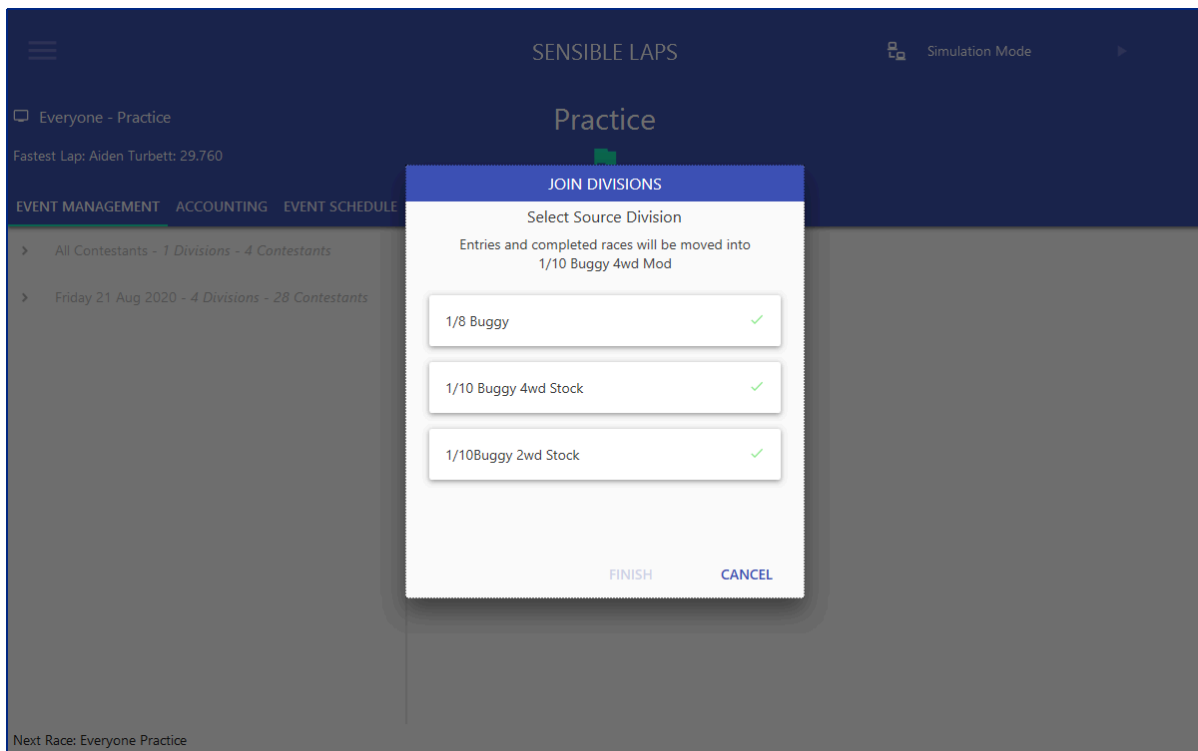
Requirements:

- No completed mains
- No partially complete rounds



Next, select the **source** division — this is removed after its entries and completed races move to the target. A green tick means it's a valid source. Requirements:

- No completed mains
- No partially complete rounds
- No matching transponders in the target division
- No matching name in the target division
- Last complete race is the same round as the target



Completed races are added into the matching round (e.g. Qualifying 1) as though the round was **split**: the target's race becomes group A and the source's becomes group B. A reseed runs after the join to fix qualifying order.

Note

If the combined entry count is too large, the remaining rounds may need to be split. If the target is already split, entries are distributed evenly across the un-run races.

Event Accounting

The **Event Accounting** tab manages entrant payments. Entry fees are saved per event, with defaults for new events set in [Accounting](#).

Fees can be viewed for the current **event** or the current **practice session** — switch between them with the drop-down at the top.

- Practice selected:

Sensible Laps

Simulation Mode

Everyone - Practice

Practice

EVENT MANAGEMENT

ACCOUNTING

EVENT SCHEDULE

RACE CONTROL

Accounting for event

Practice

Edit Event Entry Fees

+ Add Entry

Filter entries by name

Name	Entered in	Total	Paid	Owing	Actions
Adam Cumpsty	Everyone	\$5.00	\$0.00	\$5.00	
Dale Shelton	Everyone	\$5.00	\$0.00	\$5.00	
Dan Kearney	Everyone	\$5.00	\$0.00	\$5.00	
Daniel Robins	Everyone	\$5.00	\$0.00	\$5.00	

Next Race: Class 1 Qualifying 1

- Current event selected:

Accounting for event
Wednesday 6 Jan 2021

[Edit Event Entry Fees](#) [+ Add Entry](#)

Filter entries by name

Name	Entered in	Total	Paid	Owing	Actions
Aaron Brunning	GP Buggy	\$15.00	\$0.00	\$15.00	
Adam Cumpsty	GP Buggy	\$15.00	\$0.00	\$15.00	
Aiden Turbett	GP Buggy	\$15.00	\$0.00	\$15.00	
Alex Yapp	GP Buggy	\$10.00	\$0.00	\$10.00	
Alister Davenport	GP Buggy	\$15.00	\$0.00	\$15.00	

Next Race: GP Buggy C Qualifying 1

Modify the fees available for the event with [Edit Event Entry Fees](#) , and add a new entry with

[+ Add Entry](#)

Per-entry quick actions:

- Mark as paid
- Edit entry

Hamish Scott

1/12 13.5

Remove Hamish Scott from 1/12 13.5 [Remove](#)

the entry from a division

Removing a contestant's **last or only** division entry removes them from the event.

The Add/Edit entry popup:

SENSIBLE LAPS

Simulation Mode

Everyone - Practice

EVENT MANAGEMENT ACCOUNTING EVENT

Accounting for event
Round 2 WCMRC

Filter entries by name

Name Entry Fee

Aaron Brunning Non-Member

Division Transponder Entry Fee

× EP8 Buggy 4522183 \$15.00

TOTAL: \$15.00
PAID: \$0.00
OWING: \$15.00

+ OK OK PAID CANCEL

Add entry to another division

Next Race: Everyone Practice

Name	Entry Fee	Total	Paid	Owing	Actions
Aaron Brunning		\$0.00	\$0.00	\$15.00	
Allan Perryman		\$0.00	\$0.00	\$15.00	
Andrew Hack		\$0.00	\$0.00	\$15.00	
Ben Perryman		\$0.00	\$0.00	\$15.00	

An entry is made with the selected entry fee. If that fee is a system default and differs from the one stored for the contestant, you're asked whether to update the contestant's stored fee. Add an additional division with , or remove an entry with . Entries can be added as **paid** or **still owing**.

Event Schedule

The **Event Schedule** shows the linear progress of the event.

The left pane lists the races to run, top to bottom, with each one's pre-race delay and the type of reseed (if any) that happens after it. The currently active item is highlighted in the theme accent colour.

Schedule items can be **dragged** to reorder them — but only within the current round.

DELAY	RACE	RESEED
00:00	GP Buggy - C Practice 1 - 02:56	
04:00	GP Buggy - B Practice 1 - 07:00	
04:00	GP Buggy - A Practice 1 - 07:00	
04:00	GP Truggy - Practice 1 - 07:00	
04:00	EP Buggy - B Practice 1 - 07:00	
04:00	EP Buggy - A Practice 1 - 07:00	
06:00	GP Buggy - C Qualifying 1 - 07:00	
04:00	GP Buggy - B Qualifying 1 - 07:00	
04:00	GP Buggy - A Qualifying 1 - 07:00	

Next Race: GP Buggy B Practice 1

Select any item and click **Go here now** to jump the schedule to it:

- If the target has **already been run**, you're asked whether to rerun just that race or rerun the whole schedule from that point.
- If the target is **after** the current race, all races in between are marked complete.

Race Control

Race Control is the tab you run a meeting from — it shows the **currently running race**: the running order, each driver's laps and gaps, the race clock, and the controls to start, pause and finish the race.

Pos	Car #	Name	Laps	Gap To Next	Gap To Lead	Last Lap	Fastest	Average	Top 3	Top 5	Pace
1	6	Ross Barker	7	--	--	26.349	22.778	24.257	23.360	23.742	70.205
2	2	Johnny Puljic	7	+0.059	+0.059	23.079	22.781	23.846	23.026	23.252	70.264
3	8	Ben Quinn	7	+0.059	+0.118	24.908	23.097	23.819	23.129	23.512	70.323
4	5	Shane Piggott	7	+0.207	+0.325	23.168	22.999	23.810	23.241	23.519	70.530
5	7	Max Tander	7	+0.547	+0.872	25.342	22.779	24.413	23.193	23.840	71.077
6	4	Brody Wolhuter	7	+0.465	+1.337	26.272	23.377	24.415	23.714	23.899	71.542
7	9	Frank Riggio	7	+0.629	+1.966	23.184	22.890	24.533	23.063	23.879	72.171

Next Race: GP Buggy B Practice 1

What appears here depends on a few [General Settings](#):

- **Show Sensor Data** adds transponder signal, temperature and voltage per car (MyLaps RC4 only).
- **Show Lap Progress Indicator** adds a per-driver progress bar estimating how far through the current lap each car is.

The [Control Panel](#) beside it holds the start/stop and race-navigation controls; this tab is the live picture of the race itself.



The same live race is available in a browser via the [web interface](#) — handy for driver-facing screens while you keep Race Control on the timing PC.

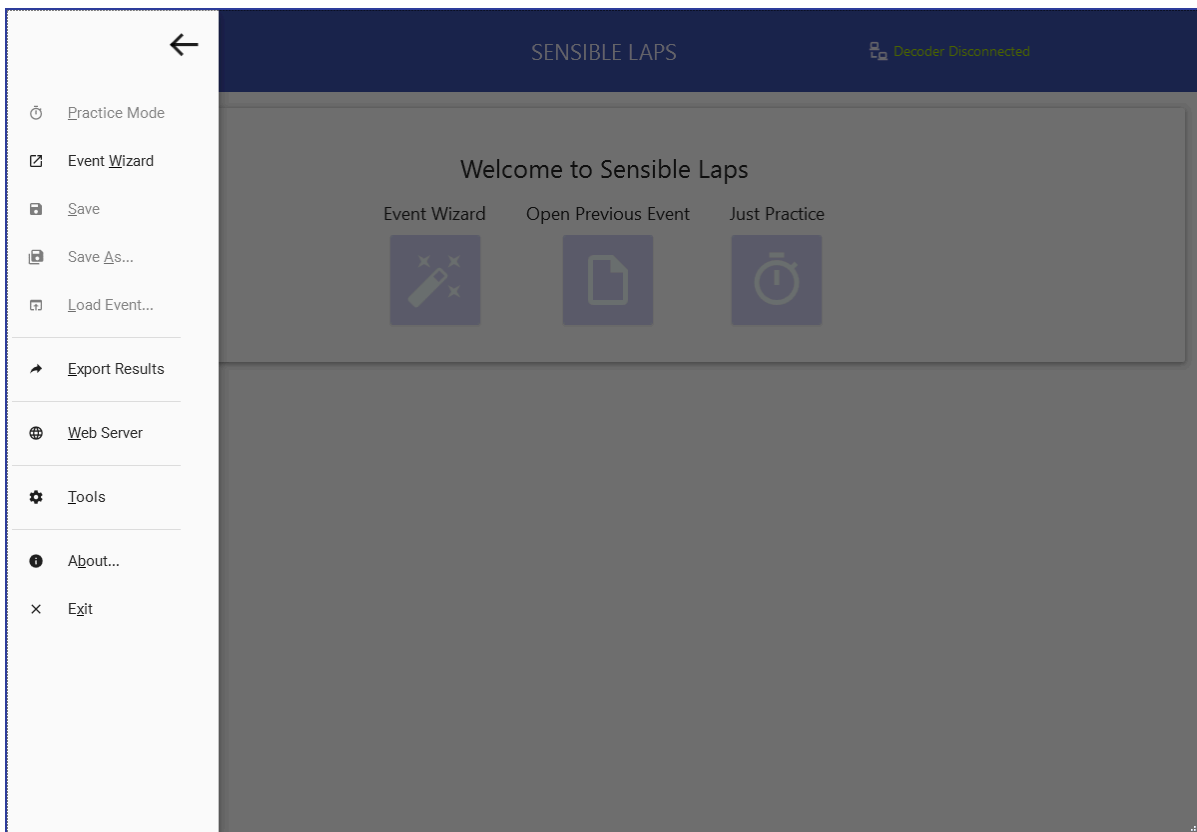
Menu

The main menu opens from the **hamburger** icon at the top left of the main window.



From here you reach everything that isn't part of running the current race:

- **Practice mode** — toggle the app in and out of practice.
- **Load / Save** — open a saved event, or save the current one (see [Loading and Saving events](#)).
- **Event Wizard** — build a new event from a template ([Event Wizard](#)).
- **Import / Export Contestants** — bulk load or save your reusable driver list ([Contestant Roster](#)).
- **Results export** — export results to file or upload them to the results site ([Export Results](#)).
- **Web server control** — start or stop the local [web interface](#).
- **Settings** — all configuration ([Settings](#)), and **Theme** ([Theme](#)).
- **About** — version and licence information.



Contestant Roster

Sensible Laps keeps a **roster of contestants** you've entered before. When you add entries to an event it uses this roster to auto-complete names and recall each driver's transponder, so regulars don't have to be re-typed meeting after meeting.

You can bulk **import** and **export** this roster from the main [menu](#) — this is separate from importing entries *into an event* with the [Event Wizard](#), and it uses a different set of columns.

Roster vs. event entries

- **Contestant Roster** (here) — your club's master list of drivers, imported once and reused. Columns: **Name, Transponder, Phonetic, EntryFee**.
- **Import Entries** (wizard) — who's racing *this* event, including their class. Columns: **Name, Transponder, Class**.

Exporting

Menu ► Export Contestants writes the current roster to an Excel file (`SensibleLaps_Contestants.xlsx`). This is the easiest way to get a correctly formatted spreadsheet — export first, edit, then import it back.

The file format

Import reads an Excel workbook (`.xlsx` or `.xls`), first worksheet, with a header row containing **all four** of these columns:

Column	Meaning
Name	The driver's name. Capitalisation is tidied automatically.
Transponder	Transponder number — must be a whole number.
Phonetic	How the name should be announced (for spoken callouts). Left blank, the name itself is used.
EntryFee	The driver's default entry fee .

All four headers are required

The header names are matched exactly (`Name` , `Transponder` , `Phonetic` , `EntryFee`). If any one is missing the import is abandoned and nothing is added — export a fresh copy to get the headers right.

Importing

Menu ► **Import Contestants**, then pick your file. For each row:

- A row with no name, or a transponder that isn't a number, is skipped.
- If a driver with the same **name and transponder** already exists in the roster, their phonetic name and entry fee are **updated**.
- Otherwise the driver is **added** to the roster.

The imported drivers are then available for auto-complete the next time you add entries to an event.

Loading and Saving events

File types

Extension	Contents
<code>.sevx</code>	Sensible Laps event, compressed. The default and strongly recommended.
<code>.sev</code>	Sensible Laps event, uncompressed JSON.
<code>.setx</code>	Sensible event template — event settings with no entry information.

Events can be loaded from either event file type. Saving an event **as a template** strips the entries, leaving a reusable starting point for the [Event Wizard](#).

Saving

After you've saved once with **Save As** — or loaded an existing `.sev` / `.sevx` — the plain **Save** option becomes available and simply writes over that file.

Auto-save

Once an event has been saved, the [auto-save](#) feature (if enabled) saves it automatically as each race completes.

Auto-save also keeps a **separate** copy named after the last completed race in `Documents\Sensible Laps\autosave\`. That folder is purged of old files on startup, so it's a safety net rather than an archive.

Templates

The templates offered in the Event Wizard live in `%localappdata%\Sensible Laps\Templates`. You can add your own templates to that folder and remove the defaults.

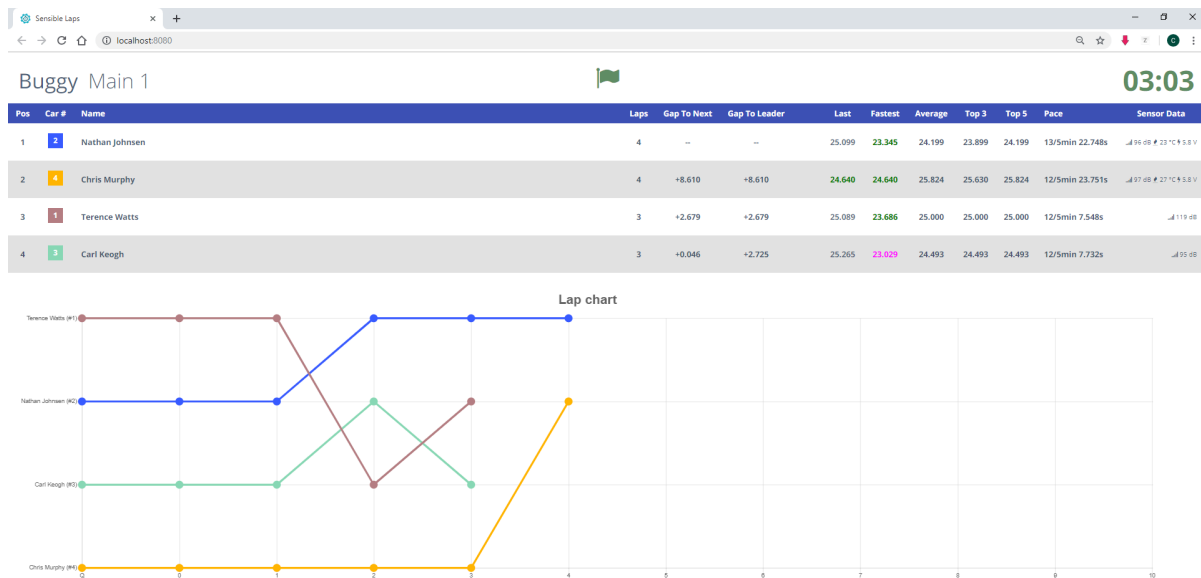
Note

If that folder is empty, the default templates are regenerated and saved there again on next use — so you can't permanently break the wizard by clearing it.

Web interface

When the web server is enabled in [Web Interface Settings](#), Sensible Laps runs its own web server on the timing PC and shows the current race progress in a browser.

Because it's just a web page, you can open it on as many devices as you like — TV screens around the venue, a phone in the pits, a laptop on the rostrum — and scale it to suit each screen.



Local only — not the same as Live Publish

The web interface is served from the timing PC and is only reachable on the **same network**. Publishing timing to the **internet** is a separate feature — see [Live Publish Settings](#).

Can't reach it from another device?

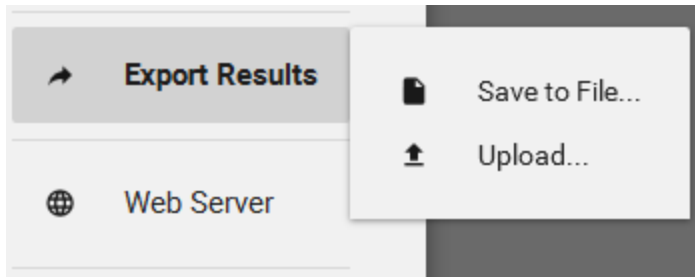
If the page loads on the timing PC but not on other devices, it's almost always the **Windows Firewall** blocking the port — allow the [web server port](#) through, then try again.

For streaming overlays (OBS) and the exact addresses, see [Web Interface Settings](#).

Export Results

When an event is complete you can export the results — to a **file** for printing or archiving, or **uploaded** to the Sensible Laps results site at results.sensiblelaps.com. The export command is on the main [menu](#).

Uploading is the **archive half** of [Online Results & Live Timing](#) — the same site that showed your timing live during the meeting keeps the finished results afterwards.



Upload

Uploading publishes the finished results (and, optionally, the event itself) to your track on the results site for safe keeping and public viewing.

- The list of **tracks** you can upload to is determined by your **licence** — most licences have a single track.
- You can upload the **event file** alongside the results if you want an offsite backup.

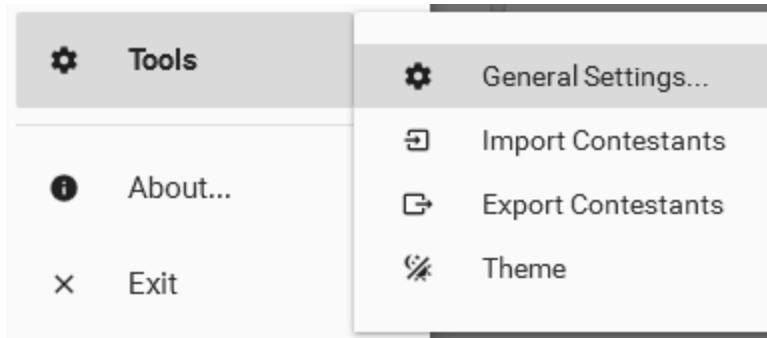
A screenshot of a dialog box titled 'UPLOAD RESULTS'. The dialog has a blue header bar with the title in white. Below the header, the text 'Results will be uploaded to' is followed by the URL 'https://results.sensiblelaps.com'. There is a dropdown menu labeled 'Track' with 'morbc' selected. Below this are three checkboxes: 'Include open practice results' (checked), 'Upload event with results' (checked), and 'Upload accounting export' (unchecked). At the bottom, there is a large blue button with an upload icon (an arrow pointing up) and a 'CLOSE' button in the bottom right corner.



Uploading the event as well as the results means that if the timing PC is lost or fails, you can re-download the full event later — not just the final standings.

Settings

Application settings are reached from **Menu ▸ Tools ▸ General Settings**.



The settings window is organised into these sections:

- **General** — core behaviour: auto-save, printing, simulation, sensor data and more.
- **Decoders** — add and configure your timing hardware.
- **Web Interface** — the local web server, live views and OBS overlays.
- **Live Publish** — stream timing to the internet via an MQTT broker.
- **Accounting** — default entry fees for new events.
- **Sounds** — lap beeps, race cues, text-to-speech and action announcements.
- **Simulation Mode** — run and test without a decoder.
- **Security** — password-protect access to settings.

General Settings

General Settings contains the following settings:

Auto Save

If selected, the event is saved automatically every time a race is completed.

Note: For this functionality to work, the event must have been saved at least once using Menu > Save As...

Auto Print Race Results

If selected, on race completion, the results are automatically printed to the default system printer.

Simulation Mode

If selected, enables simulation. See the [Simulation Mode](#) topic for more information.

Show Sensor Data

When using a MyLaps RC4 decoder, sensor data such as signal strength, temperature and voltage is available from each car. If this setting is enabled, the sensor data will be shown on the race views.

Show Lap Progress Indicator

When enabled, a progress bar is shown on the race control screen beneath each driver representing their progress through the current lap (based on their average).

Check for new version at startup/Check now

This setting tells Sensible Laps to check against the update server for a new version at startup. the check now button forces a check.

Minimum Lap (s)

This value is the minimum allowed lap time in seconds. Any lap recorded under this value is not counted.

Qualifying First Hit Delay (s)

This is the number of seconds at the start of a qualifying race where all crossings over the detection loop are ignored.

Main First Hit Delay (s)

This is the number of seconds at the start of a main race where all crossings over the detection loop are ignored.

Display Last Race (s)

During a pre-race delay, race control shows the last completed race for:

The amount of seconds specified in this setting.

OR

Halfway through the delay duration

OR

When there is less than one minute until the next race.

Whichever occurs first.

Delay Skip

The main interface provides the ability to do a large or small skip forwards and backwards. The amount of movement is defined by these two settings.

Pre-Defined Division Names

A list of pre-determined division names for use when naming divisions.

To add a new name, type the name in the text box and click the button to add the name to the list



. You can not add a duplicate name.

To remove a name, click the delete button on the name



Right click to set names to default offroad or default on road names. These can then be modified to suit.

This list is used for inner division names as well.

Allow Custom Division Names will allow divisions to be called anything, if this is disabled, only the names in the pre-defined division names list can be used.

SENSIBLE LAPS

Simulation Mode

GENERALACCOUNTINGDECODERSWEB INTERFACELIVE PUBLISHSOUNDSSECURITY

GENERAL SETTINGS

Auto Save:

Auto Print Race Results:

Simulation Mode:

Show Sensor Data:

Show Lap Progress Indicator:

Check for new version at startup:

Check now

Minimum Lap (s)

20

Qualifying First Hit Delay (s)

0

Mains First Hit Delay (s)

0

Display Last Race (s)

60

Small Delay Skip (s)

10

<< < 05:00 > >>

Large Delay Skip (s)

60

PRE-DEFINED DIVISION NAMES

Division Name

Allow Custom Division Names

2WD Buggy 17.5

2WD Buggy Modified

2WD SCT

2WD Stadium Truck

4WD Buggy 13.5

4WD Buggy Modified

4WD SCT

EP8 Buggy

EP8 Truggy

GP Buggy

GP Truggy

Novice

OK

CANCEL

APPLY

Accounting

Accounting settings define the **default entry fees** applied to *new* events created from a template. They're a starting point only — changing a value here never affects the currently loaded event or any past event.

Default	Name	First Entry Fee	Additional Entry Fee	
☐	Free	\$0.00	\$0.00	X
☐	Practice	\$5.00	\$0.00	X

Default	Name	First Entry Fee	Additional Entry Fee	
☐	Free	\$0.00	\$0.00	X
☐	Member	\$10.00	\$10.00	X
☒	Non-Member	\$15.00	\$10.00	X

Entry Fee : The fee for a contestant's **first** division entered.

Each Additional Entry Fee : The fee for every **further** division the same contestant enters (drivers running multiple classes).

Practice fees : The default fees applied to a new practice session (the next day).

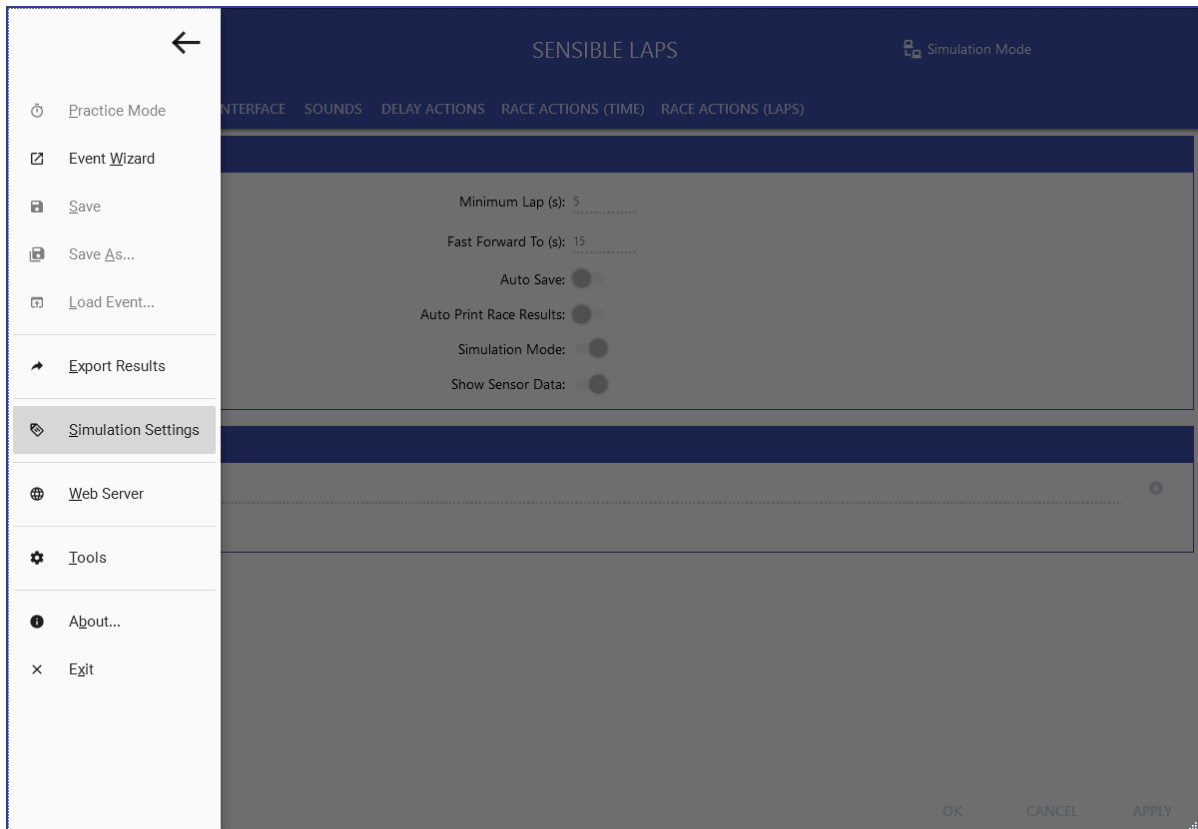
Changing fees for a live event

These defaults apply at creation time. To change fees on the event that's already loaded — or on a past event — use the [Accounting tab on the main view](#) instead.

Simulation Mode

Simulation Mode lets you run the software with **fake passings**, so you can test screens, sounds, overlays and the whole event workflow without a decoder or cars on the track.

Enable it in [General Settings](#). When it's on, a new menu item appears that opens the simulation control window.



Simulation control window

SIMULATION SETTINGS

Target Lap:
Split Count:

ACTIVE RACERS

Transponder	Name	Enabled	Paused	Target	Current
8947461	Chris Murphy	☐	☐	0	0
4399455	Nathan Johnsen	☐	☐	0	0

SAVE
CLOSE

The contestants currently being simulated appear here, and the list updates automatically to match the current race.

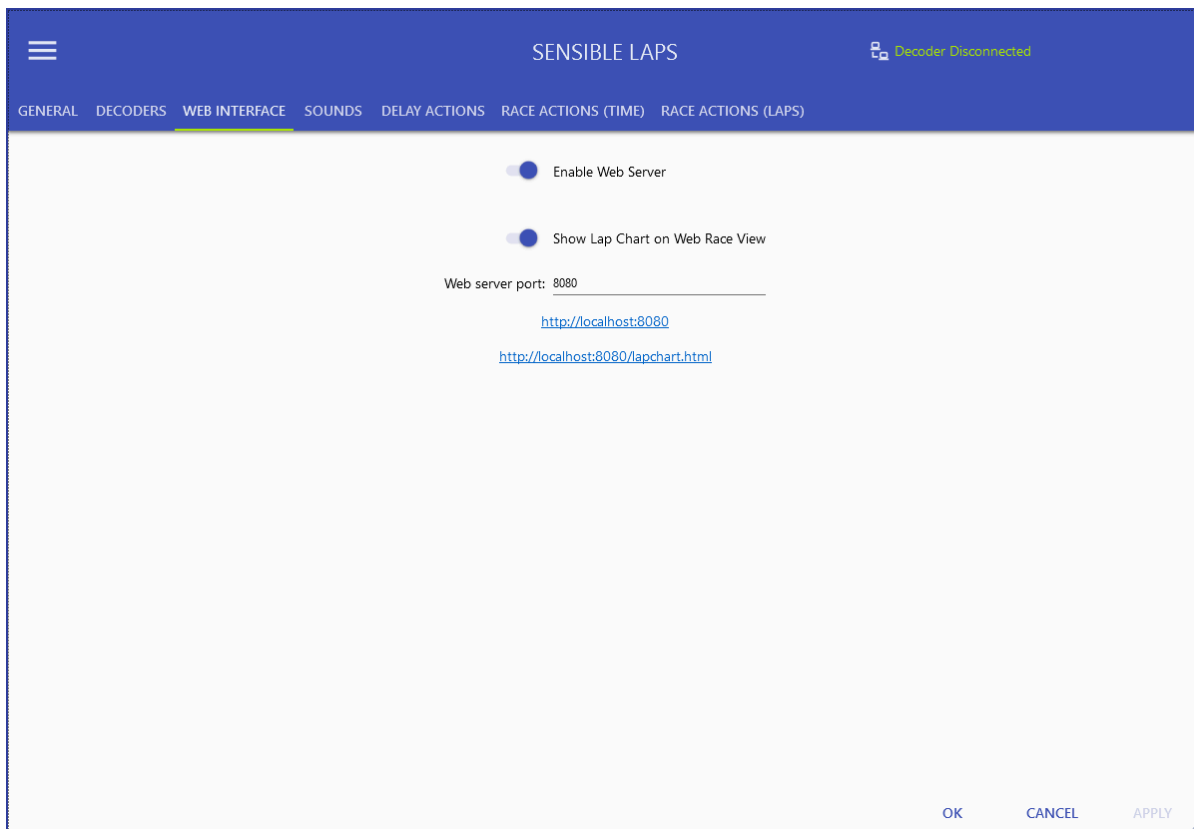
- When simulating **practice**, random entries are drawn from previously known contestants. Add more with **Add Random Transponder** .
- Set the **target lap time** and the **number of split sectors** (virtual decoders) for the simulated cars.
- During a race, **pause** a contestant to simulate a crash.
- **Switch** a selected contestant's transponder for another of their transponders to simulate an incorrect transponder .

Target time vs. minimum lap

If the target lap time is too close to the **minimum lap time** set in [General Settings](#), no laps will be counted — the simulated laps get rejected as under-minimum. Give yourself some margin.

Web Interface Settings

Sensible Laps has a **built-in web server**. Turn it on and the running event can be viewed in any web browser on the same network — timing screens on a second monitor or a phone, a lap chart on the wall, and streaming overlays for OBS. This is all served *locally* from the timing PC; publishing to the internet is a separate feature (see [Live Publish Settings](#)).



Settings

Enable Web Server : Starts the web server when you apply settings. Once running, open a browser on any device on the same network and go to `http://<ip of timing PC>:<web port>` — for example `http://192.168.1.20:80` .

Show Lap Chart on Web Race View : Adds the live lap chart (position by lap) to the browser race view.

Web Port : The port the server listens on for web pages. Change it only if the server won't start because another application already holds the port.

Web Socket Port : The port used for the live data feed that pushes lap updates to the browser in real time. Like the web port, only change it to avoid a conflict.

Timing screens open in light mode

The app-hosted timing screens default to a **light** theme (easier to read on a bright laptop at the track); the online results and live-timing sites default to dark. A viewer can switch either way and their choice is remembered on that device.

Live views

The **Links to web view** buttons open the local views for you — handy for dragging onto a second monitor:

- **Race view** — the main live timing board for the current race.
- **Lap chart** — the position-by-lap chart on its own (`?view=lapchart`).

Streaming overlays (OBS)

For live streaming, add a **Browser source** in OBS pointing at one of these local URLs. Each overlay is transparent apart from its own panel, so it sits cleanly over your footage, and they pin a dark palette regardless of theme.

Overlay	URL	Shows
Banner	<code>?view=banner</code>	A compact scrolling strip of the running order.
Table	<code>?view=table</code>	The live timing table.
Results	<code>?view=results</code>	The full result of the last completed race.

The banner takes two optional tuning parameters:

- `rows` — how many positions to cycle through (default 6, 1–30).
- `dwell` — seconds each page is shown before it scrolls (default 5, 2–60).

For example: `http://localhost:80/?view=banner&rows=8&dwell=4` .

Live Publish Settings

Live publishing streams the current event and practice data to a remote server so anyone, anywhere can follow the timing — not just people on the track's local network. It's the **live half** of [Online Results & Live Timing](#): it works by publishing to an **MQTT broker**; viewers' browsers subscribe to that broker and see laps as they happen, on the same site that later hosts your archived results.

Local web vs. live publish

These are two different things. [Web Interface](#) serves timing on the **local network** from the timing PC. **Live Publish** pushes the same data out to the **internet** via a broker. You can run either, both, or neither.

Sensible Laps publishes everything under a **base topic** you specify, which keeps your event separate from every other club using the same broker.

The screenshot shows the 'LIVE PUBLISH' settings window in the Sensible Laps application. The window has a blue header with the 'SENSIBLE LAPS' logo and a 'Simulation Mode' toggle. Below the header is a navigation bar with tabs: GENERAL, ACCOUNTING, DECODERS, WEB INTERFACE, LIVE PUBLISH (selected), SOUNDS, DELAY ACTIONS, RACE ACTIONS (TIME), RACE ACTIONS (LAPS), and SECURITY. The main content area explains that Sensible Laps publishes live event data using the MQTT protocol and provides instructions on how to host a broker or use a hosted one. It includes fields for SSL (checked), Broker Address (mqtt.flespi.io), Broker Port (443), Web socket Path (wss://mqtt.flespi.io:443), Client ID (Test-Client), Base Topic (SensibleLaps/Test), User, Password (masked with dots), and Track Description (This is a test). At the bottom, there is a toggle for 'Enable Live Streaming of Event Data' and buttons for OK, CANCEL, and APPLY.

SENSIBLE LAPS

Simulation Mode

GENERAL ACCOUNTING DECODERS WEB INTERFACE LIVE PUBLISH SOUNDS DELAY ACTIONS RACE ACTIONS (TIME) RACE ACTIONS (LAPS) SECURITY

Sensible Laps publishes live event data using the MQTT protocol.

You can host your own broker and provide your own web interface, or use the one provided at live.sensiblelaps.com

Here, you can specify details of the broker you would like to publish to (websocket only). To use the provided system, contact support for your connection details and access token.

SSL ☒ Broker Address Broker Port Web socket Path

Client ID Base Topic

User Password

Track Description

☐ Enable Live Streaming of Event Data

OK CANCEL APPLY

Choosing a broker

- **Sensible Laps centralised live site** — the hosted option, viewable at results.sensiblelaps.com. It runs on flespi.io; contact support for your connection details.

- **Your own broker** — host your own results website and point Sensible Laps at your own MQTT broker instead.

Status icon

When publishing is active, a publishing icon appears in the main Sensible Laps header:



If there's a communication fault, the icon changes colour — a quick glance tells you whether the outside world is still seeing your timing.

Decoders

A **decoder** is the hardware at the track that reads each car's transponder as it crosses the timing loop and reports the passing to Sensible Laps. The **Decoders** settings page is where you add, configure and remove them.

Plugin-based decoders

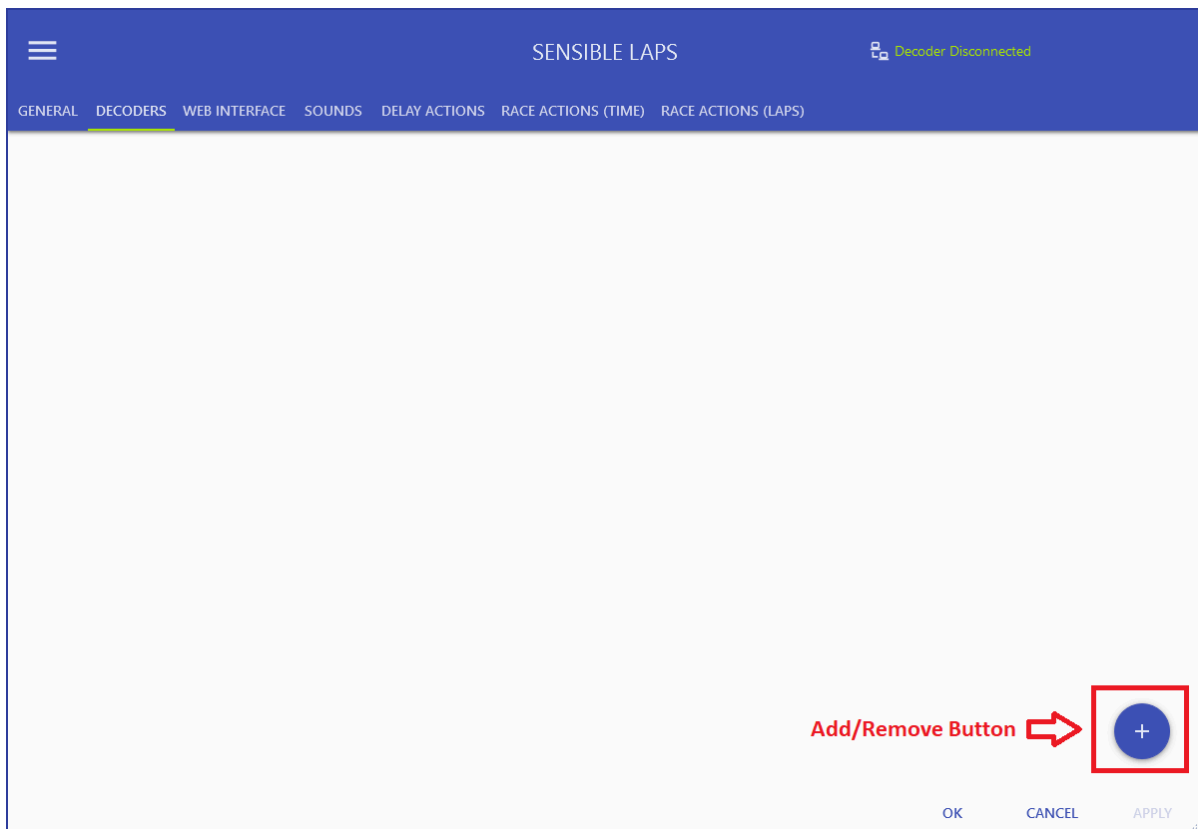
Decoder support is a plugin system. Each supported decoder is a plugin stored in the `Decoders` folder under the install path (default `%ProgramFiles%\Sensible Laps\Decoders`), and which plugins are present is determined by the features you chose during [Installation](#). If a decoder type you expect isn't listed when you add one, re-run the installer and enable it.

Supported decoders

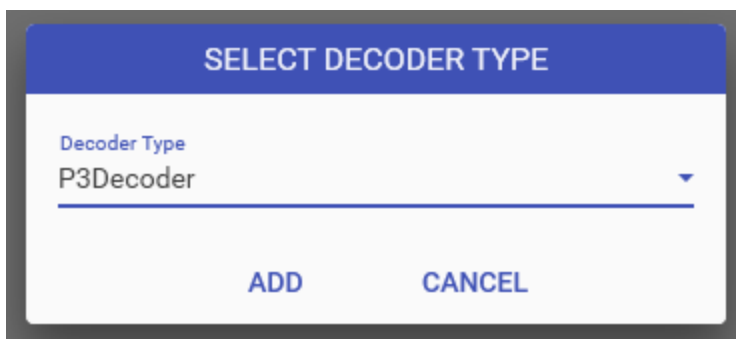
Decoder	Use
MyLaps RC4	MyLaps RC3/RC4 timing systems over the network (P3 protocol). The most common club decoder.
Serial Decoder	A decoder connected over a serial (COM) port.
Simulation	Not real hardware — generates fake passings so you can test the whole workflow without a decoder. See Simulation Mode .

Adding a decoder

New decoders are added from the **add/remove** button at the lower right of the page. Hover over it and it flies out with **add**, **remove selected** and **clear all**.



Choose **add decoder**, then pick the decoder type from the list.



Primary decoder and splits

The **first** decoder you add becomes the primary decoder, labelled **Finish Line** — it's the one that counts laps. Any further decoders are treated as **lap splits** in the order you add them, letting you time sectors as well as the lap.

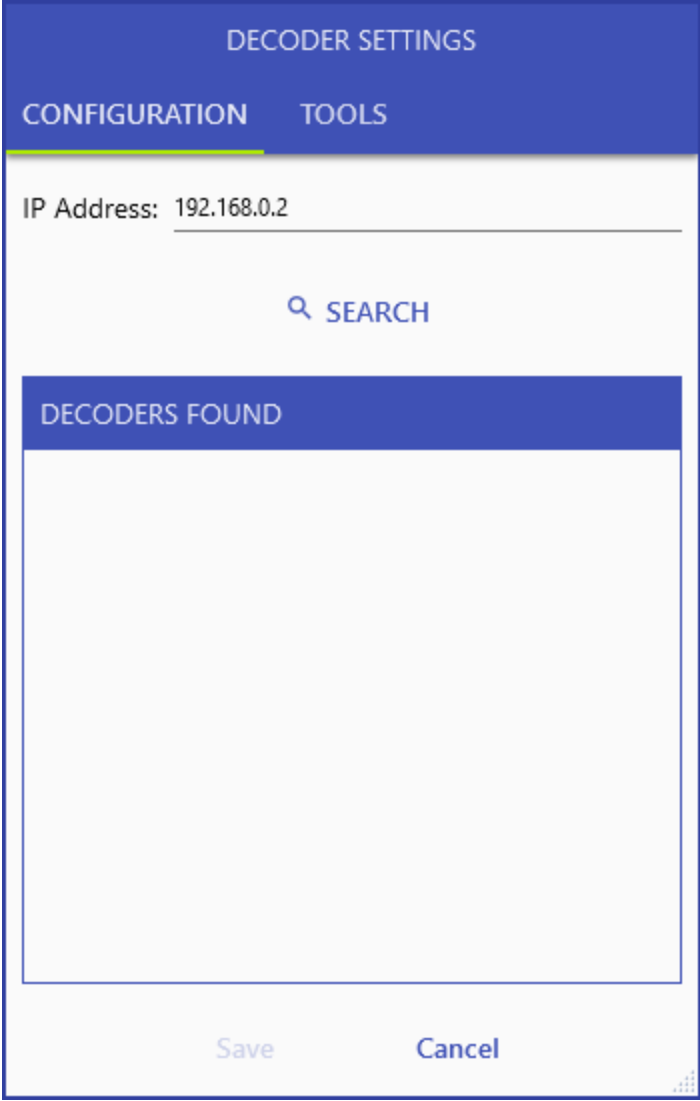
Configuring a decoder

Once added, click the **gear** icon on a decoder to open its configuration. The dialog shown depends on the decoder type.



MyLaps RC4 settings

- **Search** scans the network for MyLaps RC3/RC4 decoders and lists any it finds in the *decoders found* box — pick yours from the list.
- If you already know the decoder's address, you can **enter it manually** instead of searching.
- **Tools** lets you re-send all stored passings and save them to a file — useful for recovering a race if the connection dropped mid-run.



DECODER SETTINGS

CONFIGURATION TOOLS

IP Address: 192.168.0.2

SEARCH

DECODERS FOUND

Save Cancel

Serial Decoder settings

Select the **COM port** the decoder is connected to and the baud rate for your hardware, then apply. If the port isn't listed, check the cable and any USB serial driver, then reopen the dialog.

Removing a decoder

Choose **remove decoder** from the flyout and the **last** decoder in the list is removed. To start over, use **clear all**.

Warning

Removing the primary (**Finish Line**) decoder promotes the next decoder in the list to primary. Don't change decoders mid-event unless you have to — re-add them in the same order so splits stay assigned correctly.

Sounds

Sensible Laps can play audio at the track so the race director and drivers get spoken and tonal cues without watching the screen — the countdown to a start, the finish, and custom messages triggered part-way through a race.

Sound is configured in three places:

- **General Sounds** — the built-in cues (race start countdown, race finish, warnings) and their master on/off and volume.
- **Delay Actions** — messages triggered a set time *after* a race starts (for example, "two minutes remaining").
- **Race Actions (Time)** — messages triggered at a fixed point on the race clock.
- **Race Actions (Laps)** — messages triggered when a driver reaches a given lap count.



Actions announce over the venue PA if the timing PC's audio is routed there. Test your levels with [Simulation Mode](#) before an event so the countdown isn't the first time you hear it live.

General Sounds

General Sounds controls the built-in audio cues — lap beeps, race start and finish, and text-to-speech announcements.

Audio files

Sound files live in the `Audio` folder under the install path (default `%ProgramFiles%\Sensible Laps\Audio`). Only `.wav` files are supported. Drop your own `.wav` files there to use them in the settings below.

Lap Announcement Preference

What to play when a lap is detected:

- **None** — silent.
- **Beep** — plays the normal beep audio.
- **Position** — announces the driver's position.
- **Name** — announces the driver's name.
- **Name – Position / Position – Name** — announces both, in that order.

Beep sounds

Normal Beep : Audio file played for a normal lap.

Error Beep : Audio file played when there's an error — for example a lap under the minimum lap time.

Race cues

Race Start : Audio file played when the race starts.

Race Complete : Audio file played when the race finishes.

Text to Speech

Used for name/position announcements and for spoken [Delay Actions](#) and Race Actions.

- **Voice** — the system voice to use (the list depends on the voices installed in Windows).
- **Speed** — voices vary a lot in pace; use this slider to set a comfortable speaking rate.
- **Volume** — how loud spoken announcements are.

SENSIBLE LAPS

Simulation Mode

GENERAL

DECODERS

WEB INTERFACE

OUNDS

DELAY ACTIONS

RACE ACTIONS (TIME)

RACE ACTIONS (LAPS)

GENERAL

Lap Announcement Preference
Beep
Normal Beep
beep.wav
Error Beep
beep_error.wav
Race Start
short_tone.wav
Race Complete
buzzer.wav

TEXT TO SPEECH SETTINGS

Voice
Speed
Volume

OK

CANCEL

APPLY

Delay Actions

While a delay between races is counting down, the sounds that are played at specific time intervals can be adjusted.

For example, with one minute until the next race starts, you may want the text "One minute until the next race" to be spoken.

It's possible to use text to speech or play an audio file. The audio files are taken from the same location as stated in [General Sounds](#).

Setting when to play the audio can be done based on time remaining or time completed and the comparison can be equals, less than, greater than or periodic.

Note: Be careful using less than or greater than, as the results can often be unexpected.

For example, if there was an action set for less than 3 minutes play a sound but the delay was only 2 minutes, the sound will play straight away.

Equals is the most consistent comparison for announcement actions.

The periodic operator (%) means that the action will occur at that period of time remaining/complete.

For example, with a periodic action set to 10 minutes remaining, whenever the time remaining is a multiple of 10 minutes, the action will be performed.

SENSIBLE LAPS

Simulation Mode

GENERALDECODERSWEB INTERFACESOUNDSDELAY ACTIONSRACE ACTIONS (TIME)RACE ACTIONS (LAPS)

When Time Remaining

=

00:00:00

Message:

+

QUALIFYING DELAY ANNOUNCEMENTS

Equal

When Time Remaining = 00:03:00

Message:

three minutes until the next race

When Time Remaining = 00:02:00

Message:

two minutes until the next race

When Time Remaining = 00:01:00

Message:

one minute until the next race

When Time Remaining = 00:00:30

Message:

thirty seconds until the start of the race

When Time Remaining = 00:00:15

Message:

fifteen seconds until the start of the race

When Time Remaining = 00:00:10

Message:

ten

MAIN DELAY ANNOUNCEMENTS

Equal

When Time Remaining = 00:03:00

Message:

three minutes until the next race

When Time Remaining = 00:02:00

Message:

two minutes until the next race

When Time Remaining = 00:01:00

Message:

one minute until the next race

When Time Remaining = 00:00:30

Message:

thirty seconds until the start of the race

When Time Remaining = 00:00:15

Message:

fifteen seconds until the start of the race

When Time Remaining = 00:00:10

Message:

ten

OK

CANCEL

APPLY

There are seperate action lists for qualifying and main races.

Race Actions (Time)

Race Actions fire announcements **during a race**, the same way [Delay Actions](#) fire during the countdown between races. Use them for cues like "five minutes remaining" or "one minute to go".

This list applies when a race is run in **time** mode (the race runs for a set duration). Actions are triggered against the race clock — time remaining or time completed — using the same **equals / less than / greater than / periodic** comparisons described in [Delay Actions](#), and can play a spoken message or an audio file.

SENSIBLE LAPS

Simulation Mode

GENERALDECODERSWEB INTERFACESOUNDSDELAY ACTIONSRACE ACTIONS (TIME)RACE ACTIONS (LAPS)

When Time Remaining

=

00:00:00

Message:

QUALIFYING ANNOUNCEMENTS

Equal

When Time Remaining = 00:02:00

Top Drivers Message. Driver Count: 3

When Time Remaining = 00:01:00

Message: One Minute Remaining

When Time Remaining = 00:00:30

Message: Thirty seconds remaining

Periodic

When Time Remaining % 00:10:00

Top Drivers Message. Driver Count: 3

MAIN ANNOUNCEMENTS

Equal

When Time Remaining = 00:02:00

Top Drivers Message. Driver Count: 3

When Time Remaining = 00:01:00

Message: One Minute Remaining

When Time Remaining = 00:00:30

Message: Thirty seconds remaining

Periodic

When Time Remaining % 00:10:00

Top Drivers Message. Driver Count: 3

OKCANCELAPPLY

As with delay actions, **equals** is the most predictable trigger for a one-off announcement; **periodic** (%) repeats at an interval — for example every 5 minutes of elapsed time. Race Actions (Time) and [Race Actions \(Laps\)](#) are separate lists; a race uses whichever matches its run mode.

Race Actions (Laps)

Race Actions fire announcements **during a race**, the same way [Delay Actions](#) fire during the countdown between races.

This list applies when a race is run in **laps** mode (the race runs for a set number of laps). Actions are triggered against a driver's **lap count** rather than the clock — for example, announcing the last lap — using the same **equals / less than / greater than / periodic** comparisons described in [Delay Actions](#), and can play a spoken message or an audio file.

SENSIBLE LAPS

Simulation Mode

GENERALDECODERSWEB INTERFACESOUNDSDELAY ACTIONSRACE ACTIONS (TIME)RACE ACTIONS (LAPS)

When Laps Remaining

=

0

Message:

QUALIFYING ANNOUNCEMENTS

Equal

When Laps Remaining = 3

Top Drivers Message. Driver Count: 3

When Laps Remaining = 1

Message: Last Lap

Periodic

When Laps Remaining % 10

Top Drivers Message. Driver Count: 3

MAIN ANNOUNCEMENTS

Equal

When Laps Remaining = 3

Top Drivers Message. Driver Count: 3

When Laps Remaining = 1

Message: Last Lap

Periodic

When Laps Remaining % 10

Top Drivers Message. Driver Count: 3

OKCANCELAPPLY

Note

Race Actions (Laps) and [Race Actions \(Time\)](#) are separate lists; a race uses whichever matches its run mode. If your announcements aren't firing, check the race is in the run mode whose list you configured.

Security

Security puts a password in front of the **Settings**, so casual users at a club can't change decoder, sound or scoring configuration by accident.

When security is enabled you set a password. From that point on, opening Settings prompts for it, and the settings stay locked until the correct password is entered. Running events, race control and results are unaffected — only access to configuration is gated.

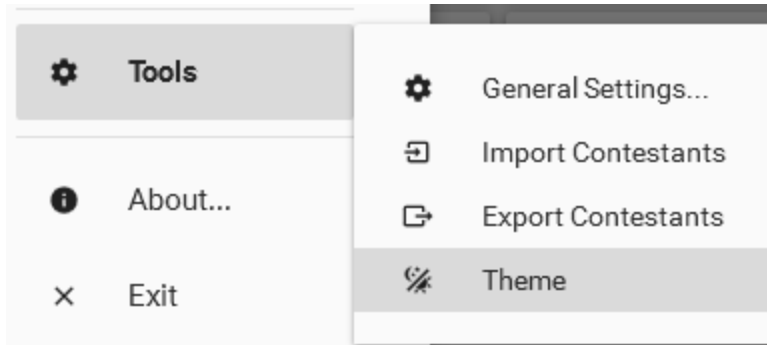
To turn security off again, open Settings (entering the password) and disable it.

Don't lose the password

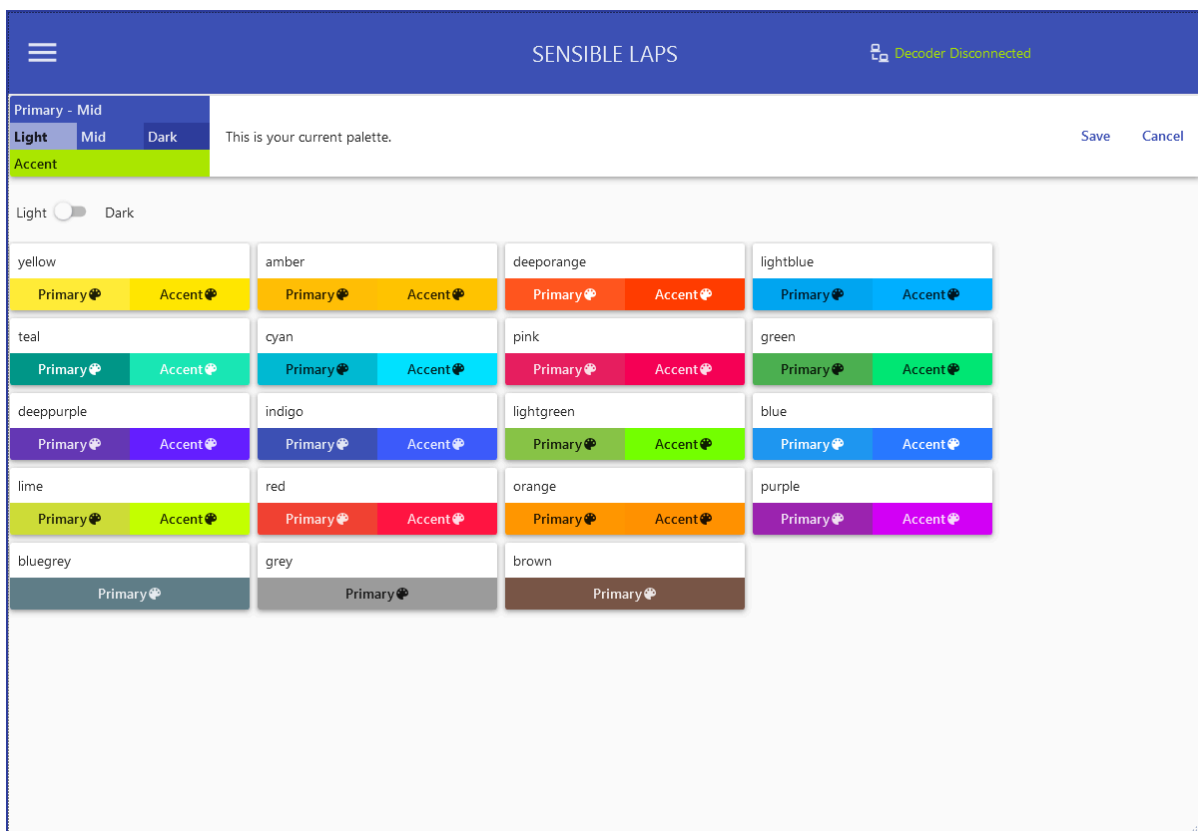
There's no self-service reset — the password protects the same screen you'd use to change it. Store it somewhere the club committee can find it, and if it's lost, contact support.

Theme

Change the application's colours from **Menu** ► **Tools** ► **Theme**.



You choose a **primary** colour and an **accent** colour. Suggested palettes are offered, but any combination is allowed. Click **Save** to apply.



The theme carries through to the web

Your chosen colours are also used by the [web interface](#), so live timing screens match your club's look.

Light vs. dark is separate

This screen sets the accent **colours**. Whether a browser shows timing in light or dark is chosen per device on the web side — the app-hosted timing screens default to light, the online results/live site to dark. See [Web Interface Settings](#).

Events

An **event** is the top-level container for a race meeting — a club night, a regional round, a full weekend. Everything else lives inside it: the divisions (classes) that are running, their schedule of qualifying and finals, the entries, the results and the fees.

You'll normally create an event with the [Event Wizard](#), which assembles all of this from a template and a few answers. This section explains the two decisions that shape how an event behaves:

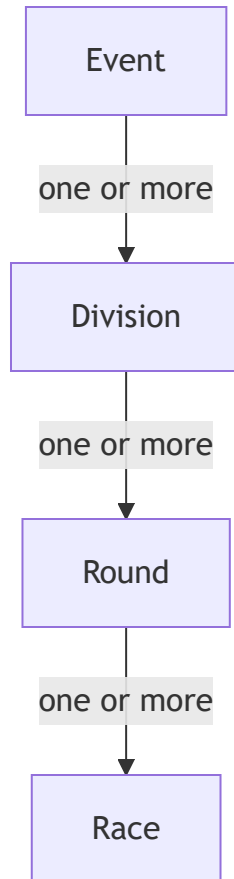
- **Event Structure** — how an event is organised into divisions, rounds and races, and how those pieces relate.
- **Event Mode** — whether the event runs in **basic** mode (quick to set up, sensible defaults) or **advanced** mode (full control over qualifying format, finals and scheduling).

Practice events

Not every event is a scored meeting. Sensible Laps also supports **open practice** (a rolling, unscored board) and **controlled practice** (scheduled practice rounds with standings). Both are configured as an event — see [Event Mode](#) for how practice differs from a normal meeting.

Event Structure

Every Sensible Laps event is built from the same four-level model:



For example, a meeting with two divisions — **2WD** (split into A and B groups) and **4WD** — running two qualifying rounds and three finals looks like this:

```
Example Event
├─ 2WD Modified
│  ├─ Qualifying 1 - B Qualifying 1, A Qualifying 1
│  ├─ Qualifying 2 - B Qualifying 2, A Qualifying 2
│  ├─ Main 1      - B Main 1,      A Main 1
│  ├─ Main 2      - B Main 2,      A Main 2
│  └─ Main 3      - B Main 3,      A Main 3
└─ 4WD Modified
   ├─ Qualifying 1
   ├─ Qualifying 2
   ├─ Main 1
   ├─ Main 2
   └─ Main 3
```

Splitting a division (2WD into A/B above) adds a group race under each round — see [Split Divisions](#).

Event Mode

A Sensible Laps event runs in either **Basic** or **Advanced** mode.

Basic

One set of options applies to **all** divisions in the event. Changing an option changes it everywhere — for example, set Christmas Tree format and **every** division runs Christmas Tree.

Basic mode is quicker to set up and is right for most club events.

Advanced

Each division defines its own options, so different divisions can run different formats, qualifying types and race lengths in the same event.

Note

An event is automatically switched from basic to advanced if you do something that makes divisions differ — for example adding an LCQ to one division (see [Division Mode](#)).

Divisions

A **division** is a group of contestants who race together — in most clubs this is a *class* (for example 2WD Buggy, Touring Stock, 1/8 Nitro). An event can run any number of divisions, each with its own entries, schedule and results.

This section covers the ways a division can be organised:

- **Division Mode** — how contestants are seeded and moved between rounds, and how the division is scored.
- **Inner Divisions** — splitting a single class into skill-based tiers (A, B, C finals) that are ranked as one division.
- **Split Divisions** — dividing a large field across multiple heats when there are more entries than a single race can hold.
- **Division Days** — assigning divisions to particular days of a multi-day event so the schedule only shows what's running that day.



If you're not sure which options you need, start in **basic Event Mode** — it picks sensible division defaults for you, and you can revisit these settings later from [Division Detail](#).

Division Mode

Sensible Laps has four division modes.

Classic

Entrants complete qualifying rounds to seed into the finals.

Classic mode can add a **last chance qualifier (LCQ)** once all qualifying is complete — a single race of a subset of entries competing for the last spots in the A main. To add one, right-click the division after qualifying and choose **Add LCQ**; the options set the total entries in the final, the number in the LCQ, and how many drivers bump up. To change these, remove the LCQ and re-add it.

 Note

Adding an LCQ to a division switches a [basic](#) event to advanced, because the divisions' options are no longer identical.

Heats

Entrants qualify, then the winning group (per the options) of each lower main can bump up into the higher mains.

Christmas Tree

Similar to Heats but based on **IFMAR** rules. After qualifying, entrants are split into odd and even groups; the lower group winners bump toward the semis. Two semi-finals are held (odd and even) with the top group moving into the final. A last chance qualifier (LCQ) can allow one more entrant to bump in.

Heads Up!

Based on the popular **Reedy Race** format. There's no qualifying — grid positions are randomly sorted for each race and full points are awarded every race in the round (the A-main and B-main winners both receive 0 points).

Inner Divisions

Inner Divisions let you tag entries within a division as belonging to a different class.

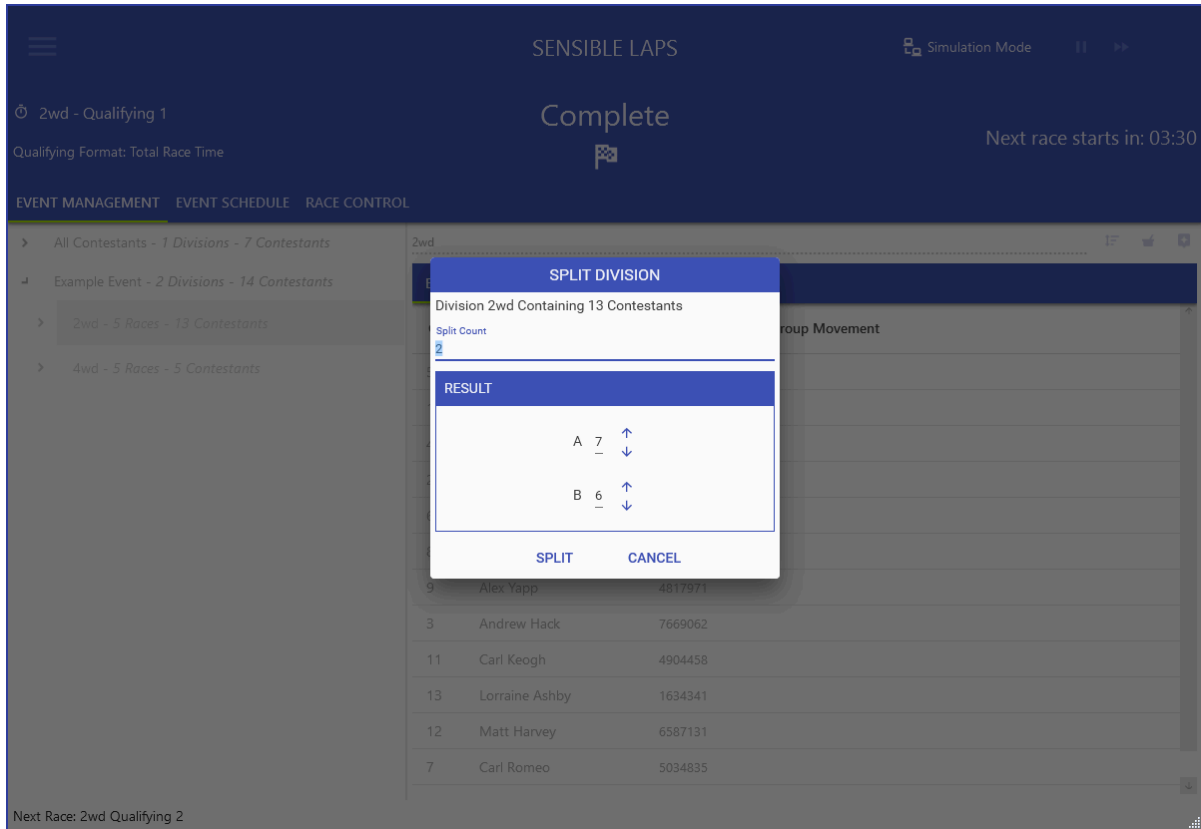
Clubs often group several classes together to make up the numbers. Tagging each entry with its **actual** class means race reports can group people by their inner division, so everyone still gets a result for their real class.

Assign an inner-division tag to a contestant from [Division Detail](#).

Split Divisions

If a division has too many entries for a single race, split it into groups.

Right-click the division in [Event Management](#) and choose **Split**.



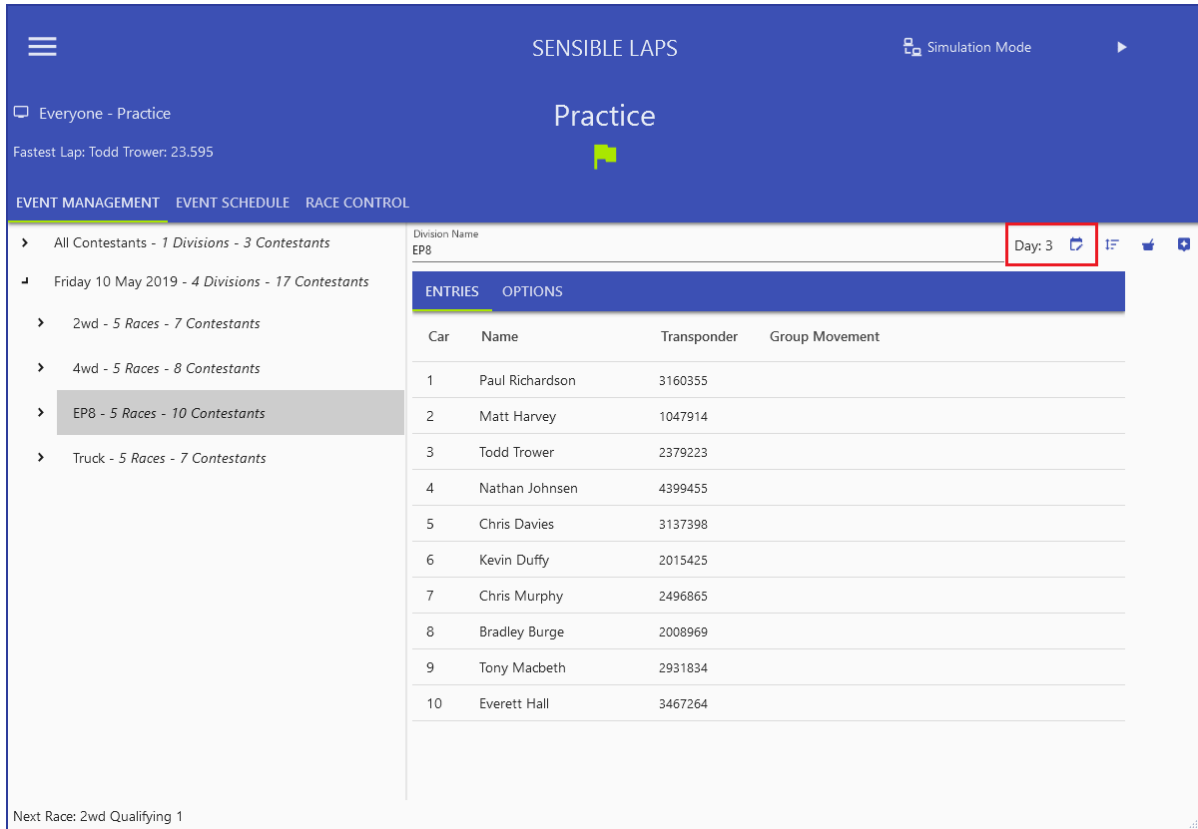
Changing the **split count** creates more or fewer groups, and you can set the number of entries in each group. Applying the split regenerates the [schedule](#) with the extra races.

To undo, right-click the division and choose **Merge**.

Division Days

For events that span multiple days, divisions can be assigned to specific days.

Set the day on the [Division Detail](#) screen in [Event Management](#).



The screenshot shows the SENSIBLE LAPS Practice interface. The top navigation bar includes a menu icon, the text "SENSIBLE LAPS", and a "Simulation Mode" button. Below the navigation bar, the "Practice" title is centered. The left sidebar contains a tree view of event divisions, with "EP8 - 5 Races - 10 Contestants" selected. The main content area displays the "Division Name" as "EP8" and a "Day: 3" dropdown menu, which is highlighted with a red box. Below this, there is a table with the following data:

Car	Name	Transponder	Group Movement
1	Paul Richardson	3160355	
2	Matt Harvey	1047914	
3	Todd Trower	2379223	
4	Nathan Johnsen	4399455	
5	Chris Davies	3137398	
6	Kevin Duffy	2015425	
7	Chris Murphy	2496865	
8	Bradley Burge	2008969	
9	Tony Macbeth	2931834	
10	Everett Hall	3467264	

At the bottom left, it says "Next Race: 2wd Qualifying 1".

Changing a day reorders the divisions and rebuilds the schedule so that divisions running on the same day are grouped together. The event **pauses** as it transitions from one day to the next.

EVENT MANAGEMENT EVENT SCHEDULE RACE CONTROL		
DELAY	RACE	RESEED
Day 1		
04:00	2wd - Qualifying 1 - 06:00	
04:00	2wd - Qualifying 2 - 06:00	
04:00	2wd - Main 1 - 06:00	
04:00	2wd - Main 2 - 06:00	
04:00	2wd - Main 3 - 06:00	
Day 2		
04:00	4wd - Qualifying 1 - 06:00	
04:00	4wd - Qualifying 2 - 06:00	
04:00	4wd - Main 1 - 06:00	
04:00	4wd - Main 2 - 06:00	
04:00	4wd - Main 3 - 06:00	

Races

A **race** is a single run of a group of cars — one qualifying heat or one final. Within a division, contestants run a series of **qualifying** races to set the grid, followed by **finals** that decide the result.

This section covers how qualifying is set up:

- **Qualifying Type** — how qualifying is scored: fastest single lap, best run over a number of laps, or points per round.
- **Qualifying Format** — how many rounds are run and how a driver's overall qualifying position is calculated from them (for example, dropping the worst round).
- **Qualifying Start Stagger** — releasing cars in a staggered start so a heat isn't decided by first-corner contact.

Where finals are configured

Finals structure (A/B/C mains, bump-ups and how the grid is filled from qualifying) follows from the division setup rather than this section — see [Division Mode](#) and [Inner Divisions](#).

Qualifying Type

Qualifying can be scored two ways:

- **Rocket Round** — only the single best qualifying result counts.
- **Points** — results across rounds are scored to points, and a specified number of the worst rounds can be **dropped** from the total.

The way each round's result itself is measured (fastest lap, best consecutive laps, and so on) is set by the [Qualifying Format](#).

Qualifying Format

There are four qualifying formats. This is how each **round's** result is measured; how rounds combine into an overall position is the [Qualifying Type](#).

Total Race Time

The entrant's total race time determines position, exactly as in a main.

Fastest Consecutive X Laps

The entrant's best time over the specified number of **consecutive** laps is used.

Fastest X Laps

The entrant's fastest specified number of laps is used — they **don't** need to be consecutive, just the best of the run.

Fastest Single Lap

The single fastest lap of the run determines the qualifying order.

Qualifying Start Stagger

A start stagger calls each racer to start their qualifying run in qualifying order, with a set delay between racers.

Each racer's individual time starts when they **first cross the line** — but only after their name has been called.

If the stagger is set to **0**, no names are called: the race-start sound plays and every racer's time starts when they first cross the line after it.



Typically electric qualifying uses a start stagger and nitro qualifying does not.

Sensible Championship

Sensible Championship is a companion application that turns a whole season of race results into championship standings. It reads the same `.slres` result files Sensible Laps produces, adds up points across every meeting, and ranks your drivers.

Separate app and a licensed feature

Sensible Championship installs alongside Sensible Laps but runs on its own. It's unlocked by the **Sensible Championship** feature on your licence — see [Licensing](#).

Getting your results in

Sensible Championship works from a folder of `.slres` result files. There are two ways to fill it:

- **Get Results** — download results for your date range straight from results.sensiblelaps.com, for any track you follow.
- **Browse Results** — opens the results folder so you can drop in files by hand (for example, results you exported locally rather than uploaded).

Use **Select All / Clear Selection** and **Refresh** to choose exactly which meetings feed the championship.

Same driver, spelled two ways?

If a driver's name was typed slightly differently on different nights, use **Find / Replace** to correct it across every file at once, so their results merge into a single championship row.

Setting up the championship

The **Settings** tab defines how the championship is scored:

Setting	What it does	Default
Start / End date	The date range that counts as this season.	This calendar year
Points table	Points awarded for each finishing position.	1st = 100, 2nd = 99, ...

Setting	What it does	Default
Qualifying points	Optional bonus points for qualifying position.	TQ = 1
Count best results	Only each driver's best <i>N</i> meetings count (drop rounds).	10
Minimum entries	A division must have at least this many entrants on the night to count.	3
Fast-lap minimum	Ignore implausibly quick laps below this many seconds when reporting fastest laps.	20
Division name maps	Merge divisions recorded under slightly different names across meetings.	—
Lap-count usage	Per race type — Practice, Controlled Practice, Qualifying, Finals — whether its laps are ignored, totalled, or counted.	Qualifying & Finals counted; practice ignored

Reading the standings

The **Championship Result** tab is the ranked table: **Position, Name, Results, Qualifying Points, Result Points, Total Points** and a **Tie Break** column. Export it to **Print, PDF** or **Excel** with the buttons above the table.

The **Event Detail** tab breaks a single meeting down by division and highlights which results are actually being **used** in each driver's total (the best-*N* above).

The **Extra** tab holds the trimmings — **fastest laps**, fastest lap by race length, and per-driver **lap counts** for each race type.

Want to score it a different way?

Sensible Championship scores on **points-for-place** (plus the qualifying bonus), keeping each driver's best *N* rounds. If your series is scored some other way — most laps across the season, most wins, a custom formula — the [Claude Skill](#) can build a championship from the same `.slres` files however you like.

Claude Skill

We publish a **Claude skill** that teaches [Claude](#) — Anthropic's AI assistant — how to work with your Sensible Laps files. Once it's installed you can just ask for what you want in plain English and Claude does the fiddly file-wrangling for you.

This is an optional power-user add-on

You don't need it to run Sensible Laps. It's for clubs that want to slice up their own data — season championships, schedules, bulk result crunching — without a spreadsheet marathon.

What it can do

- **Read results and events** — open `.slres` results and `.sevx` event backups, and download a track's results straight from results.sensiblelaps.com.
- **Build a championship, your way** — combine a whole season of result files into standings using whatever scoring you use: points for place, most laps across the series, most wins, best N rounds.
- **Plan a race day** — a running order with duration estimates, track-watering markers, and a check for anyone drawn to race in back-to-back heats across divisions.
- **Draft an event** — turn a short description of a meeting into a loadable `.sevx`. *(This part is experimental — always open the generated event in Sensible Laps and check it before racing on it.)*

What you need

- [Claude Code](#) (or another agent that supports Claude skills).
- **Python 3** installed. The skill uses only the Python standard library — no extra packages to install.

Install it

1. **Download** the skill from the [downloads page](#) — it's a `.zip`.
2. **Unzip** it into your Claude *skills* folder so you end up with a folder named `sensible-laps-files` inside `.claude/skills/`:
 - `~/ .claude/skills/sensible-laps-files/` makes it available in **every** project, or
 - `<your project>/ .claude/skills/sensible-laps-files/` keeps it to **one** project.
3. **Restart Claude Code** if it was running, so it picks up the new skill.

That's it — there's nothing to configure.

Using it

Just describe what you want; Claude loads the skill automatically when your request is about Sensible Laps results, events, scheduling or championships. For example:

- *"Download BRCCC's results from last Saturday and show me the A-main podium for each class."*
- *"Here are six result files from the winter series — work out the championship, 20 points for a win down to 1, dropping each racer's worst round."*
- *"Plan Sunday's schedule for these three classes and flag anyone who'd be racing back-to-back."*

Keep it up to date

When we update the skill, download the new `.zip` and unzip it over the old folder to replace it.

Troubleshooting

Common issues and the quickest fix for each. Most trace back to a setting or a network detail rather than a fault.

Decoder

A decoder type I want isn't in the "add decoder" list. : Only the [decoder](#) plugins chosen during [installation](#) are available. Re-run the installer and enable the one you need.

The decoder won't connect. : In the decoder's settings, use **Search** to scan the network, or enter its address manually if you know it. Check the decoder and timing PC are on the same network. See [Decoders](#).

My lap splits are on the wrong sectors. : Splits are assigned in the order decoders were added, and the first decoder is the **Finish Line**. Don't change decoders mid-event; if you must, re-add them in the same order. See [Decoders](#).

Web interface

The web page works on the timing PC but not on other devices. : This is almost always the **Windows Firewall** blocking the port. Allow the [web server port](#) through and try again.

The web server won't start. : Another application is probably holding the port. Change the **Web Port** (or **Web Socket Port**) in [Web Interface Settings](#).

Live publishing icon changed colour. : That signals a communication fault with the broker. Check the timing PC's internet connection and your [Live Publish](#) connection details.

Timing and simulation

No laps are being counted in simulation. : The simulated target lap time is too close to the **minimum lap time** in [General Settings](#), so laps are rejected as under-minimum. Increase the target time. See [Simulation Mode](#).

A real lap was rejected. : A lap under the configured minimum lap time is treated as an error (and plays the error beep). Check the minimum lap time in [General Settings](#) suits the class.

Settings

I've forgotten the settings password. : There's no self-service reset — the password guards the screen you'd change it from. Contact support. See [Security](#).

Recovering an event

The connection dropped mid-race / I need the passings back. : A decoder's **Tools** option can re-send all stored passings. Auto-save also keeps a per-race copy in `Documents\Sensible Laps\autosave\` — see [Loading and Saving events](#).