

DOWNS SAILING CLUB

Race System User Guide

2023

GET READY

Attach Required Signal Flags to Halyards

Locate Horn into Bridge Housing and connect to Local power Plug

Turn on power to Horn

Test Horn using manual Red button in desk or on bridge

Turn on power to Radio

SET STOPWATCHES TO 5.00 minutes.

COMPUTER SCREEN

**INITIALLY THE SYSTEM MONITOR MAY BE IN 'SLEEP' MODE
ie IT APPEARS TO BE A BLANK BLACK (GREY) SCREEN.**

**TO 'WAKE UP' THE SCREEN, JUST MOVE THE MOUSE OR TOUCH ANY KEY
ON THE KEYBOARD. (eg. SPACE BAR.)**

**THE 'SLEEP' FUNCTION HAS BEEN SET TO OCCUR AFTER 30 MINUTES
OF NON ACTIVITY OR ACTION FROM THE MOUSE OR THE KEYBOARD.**

**IF THIS HAPPENS DURING A RACE THEN TO RETURN TO THE LIVE SCREEN,
JUST MOVE THE MOUSE OR TOUCH ANY KEY ON THE KEYBOARD.
THIS WILL NOT INTERFERE WITH OR ALTER ANY PROCESS IN THE LIVE RACE.**

FINISHING HORN

FOR FINISHING ONLY, IN ADDITION TO THE 'HORN TRIGGER', TWO REMOTE KEY TYPE 'FOBS' SIMILAR TO YOUR CAR ENTRY KEY ARE AVAILABLE AS AN ALTERNATIVE CHOICE.

YOU WILL FIND THEM ON THE END OF A BLUE LANYARD HANGING OVER THE SCREEN PLEASE RETURN THEM WHEN YOU HAVE FINISHED YOUR DUTY.

THEY ARE NOT PHYSICALLY CONNECTED TO THE RACE CONTROL BOX

THEY ARE OPERATED BY 'PRESS AND HOLD' IN THE SAME WAY AS A REMOTE CAR DOOR KEY AND WILL OPERATE THE HORN IN EXACTLY THE SAME MANNER AS THE ATTACHED TRIGGER.

**PRACTICE USING IT IN THE 'TEST LIGHTS AND HORN' PHASE.
You may use 'Test Lights and Horn' as many times as you feel necessary.**

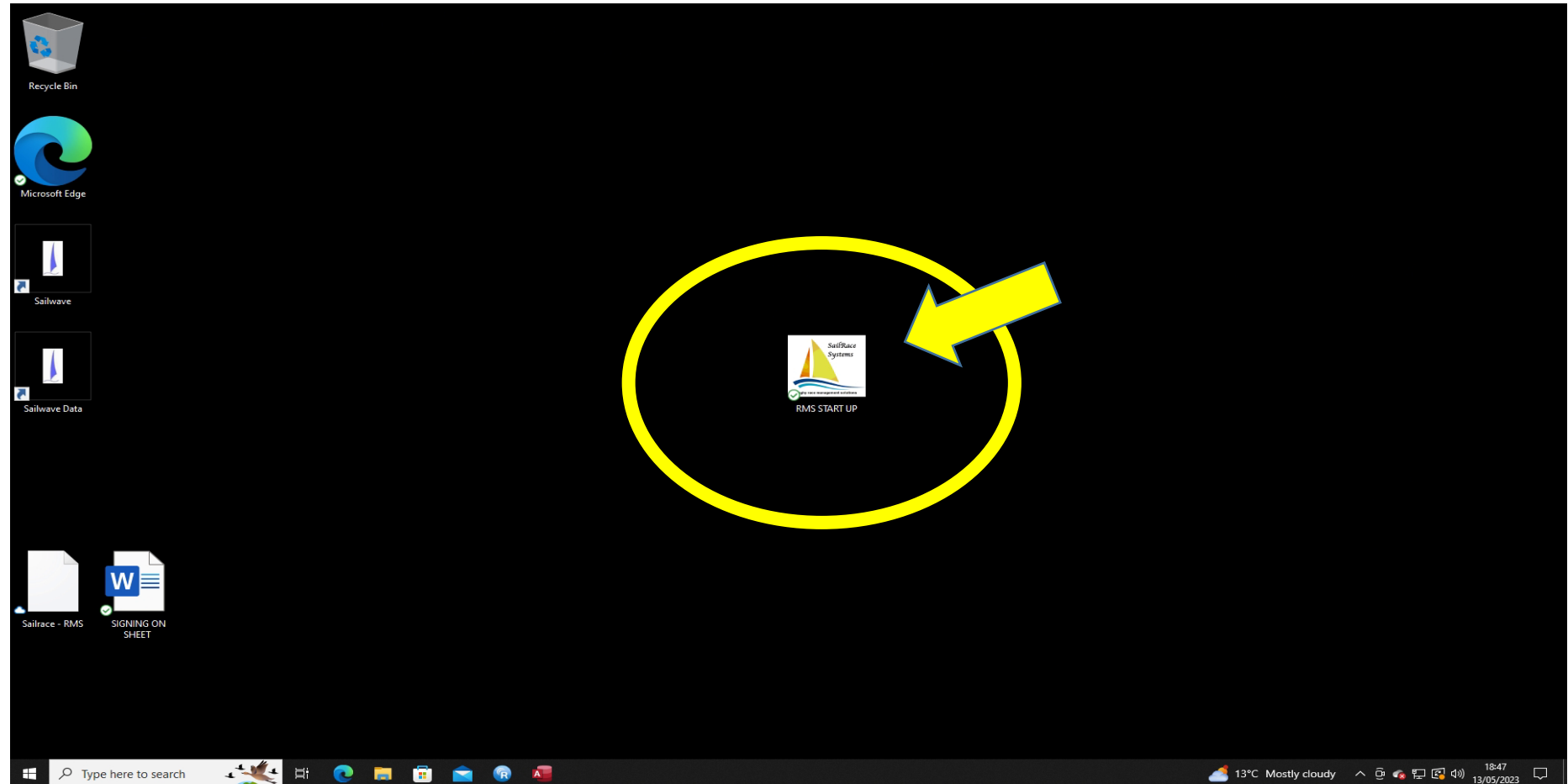
THE TRIGGER IS PERMANATELY ATTACHED AND REMAINS AN OPTION IF PREFERRED.

FINISHING OPTIONS

1. By Pressing the button on one of the fobs. (as you would to open a car remotely.) This will activate the horn and also record a Horn number and time on the RMS system. There are two fobs available, only use one at a time. The second fob is a 'Back up' in case of battery failure, or other fault.
2. By pressing the Trigger which is wired directly to the Control Box . This will also activate the horn and record a Horn number and time on the RMS system. This is intended as a further back up if both fobs fail. This can be used in preference to the fobs if desired.
3. Using the mouse in conjunction with the field displayed on the Race Screen. This option is only available if the above remote options have been deactivated and programmed out . See 'Race Finish'.

GET READY

Switch Control Box **ON** (Box with all the lights and switches next to the screen).
Double click on RMS icon to start system, and then select 'Continue' to proceed to the 'Home Screen'



HOME SCREEN

Downs Sailing Club

1 - Test Lights & Horn

2 - Enter Race Team

3 - Sign On Sheet

4 - Race Start

5 - Results Entry

Print Menu

21 July 202015:05:27

Today's Race Schedule

Event	Race #	Start	Tide Height	High Water	Std Fleet SH/DH	Fleet	Gen HCap	Pursuit	PHCap	Comp
Tuesday Points 11	1	19:30	7.05	12:33						

Turn Control Box on via the switch on the left hand side. Ensure you turn it off at the end of the days racing. DO NOT SWITCH OFF THE PC, ONLY SWITCH OFF THE MONITOR VIA THE BUTTON ON THE BOTTOM RIGHT HAND CORNER. THANK YOU - THE SAILING COMMITTEE

Restart PC

Admin

Email

WWW

DutyMan

Weather Station

SailWave

Powered by Sailrace Systems

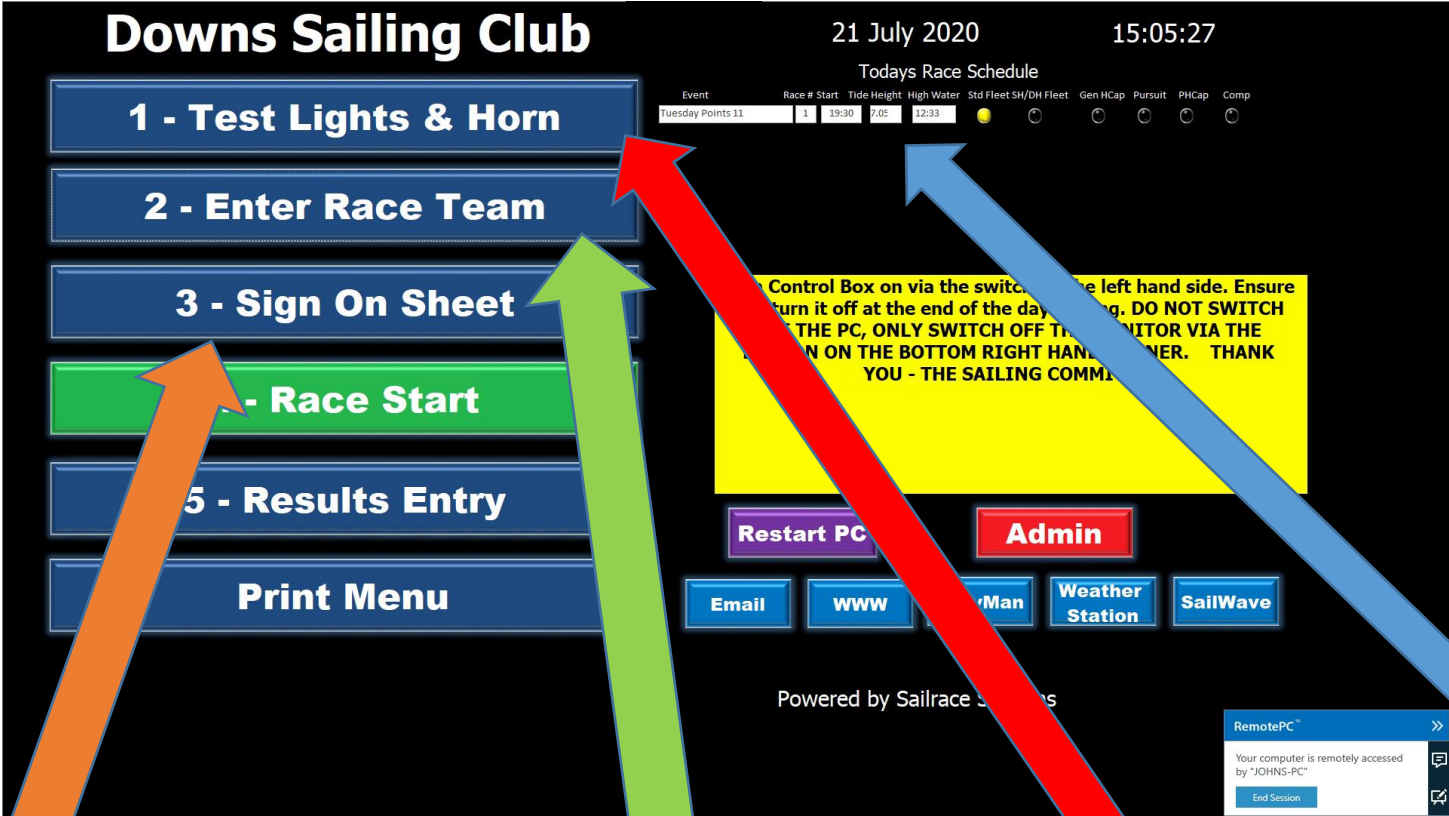
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End Session

HOME SCREEN - OVERVIEW



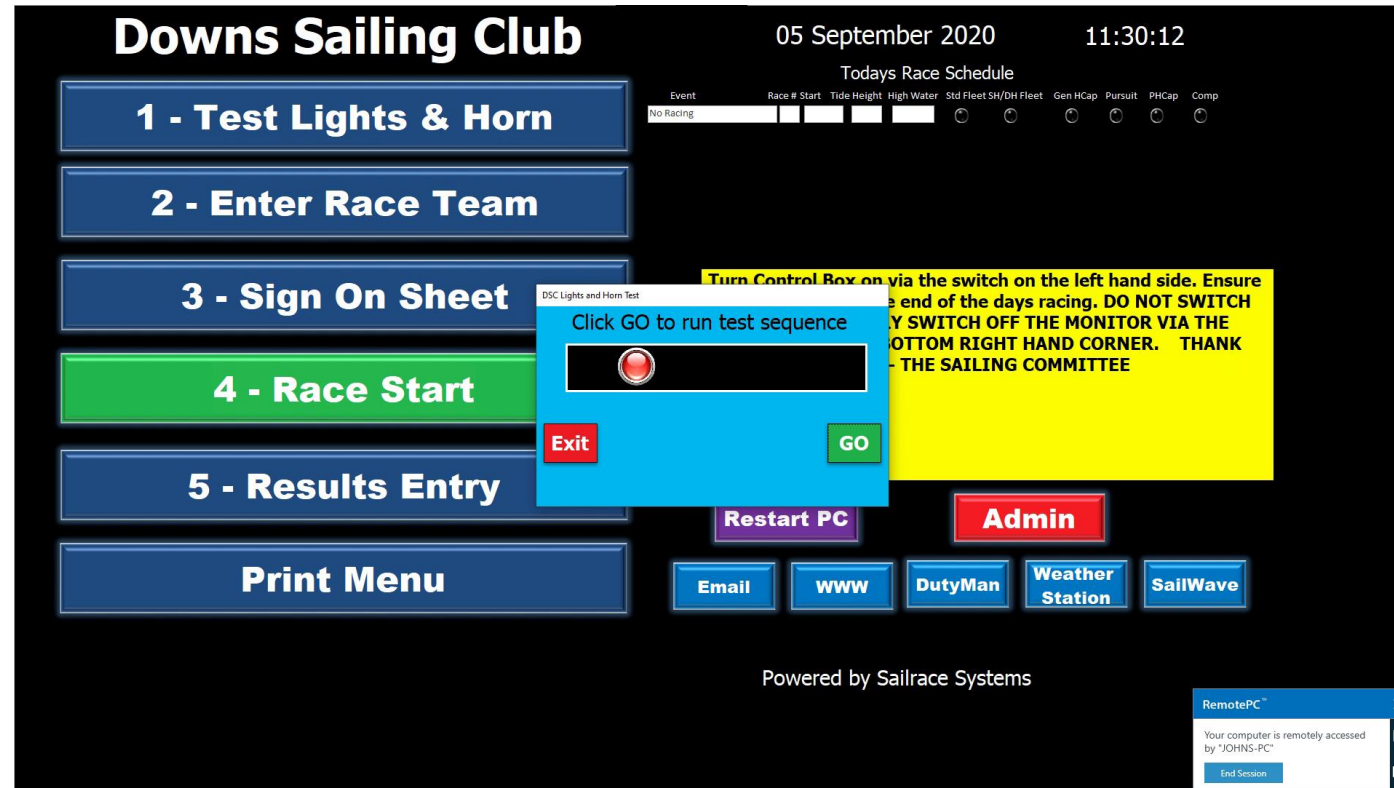
4
Click to enter Competitors

3
Click to Enter Race Team

2
Click to Check Lights
And Horn

1
Check that today race(s) are
as Scheduled

2. TEST LIGHTS & HORN

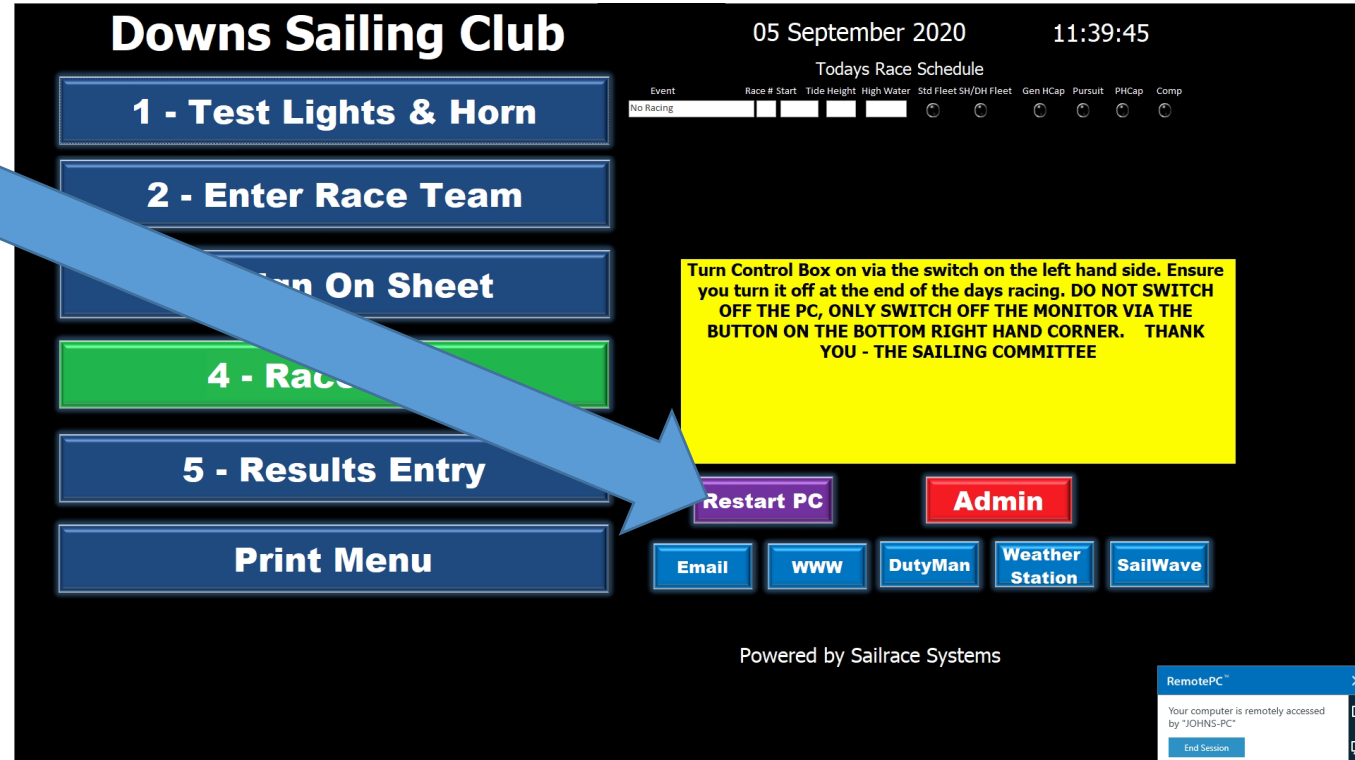


Click on the 'Test Lights & Horn' button.

Check that the lights on the Control Box and the External Warning Lights correspond with this screen and the Horn sounds, then Operate any/all of the Horn Remote Controls. If there is no response from the Control Box, or the horn, then follow procedure in next page. Repeat this action as many times as you want, change horn operation as well if you wish.

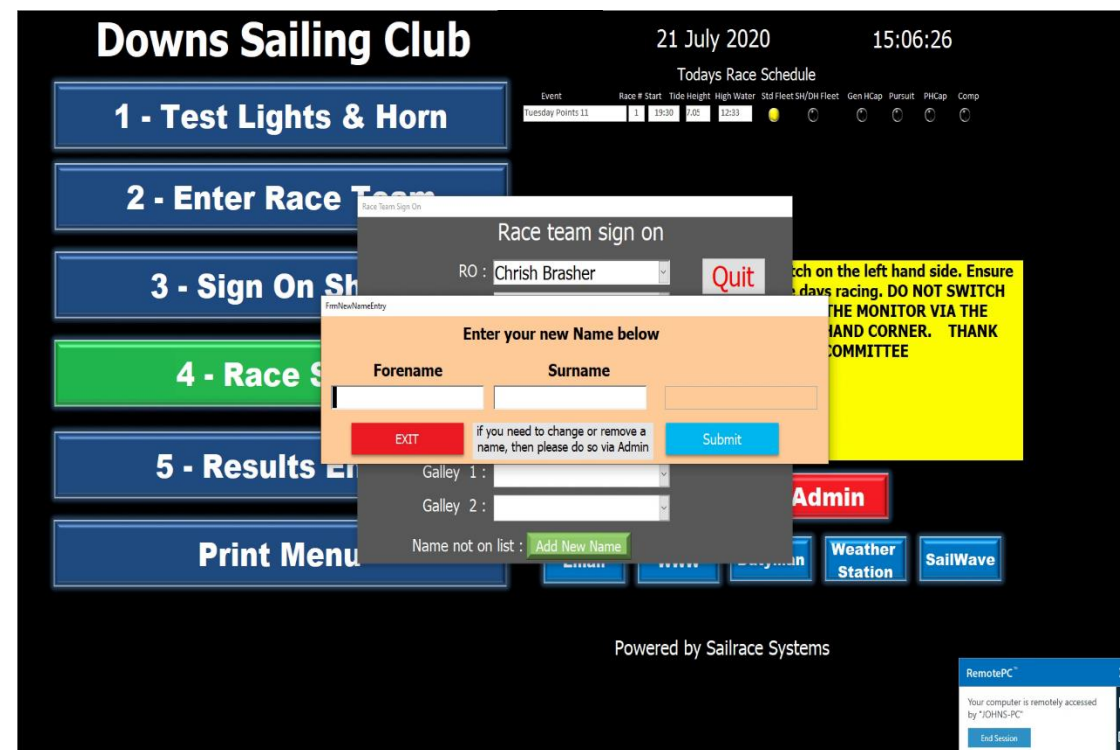
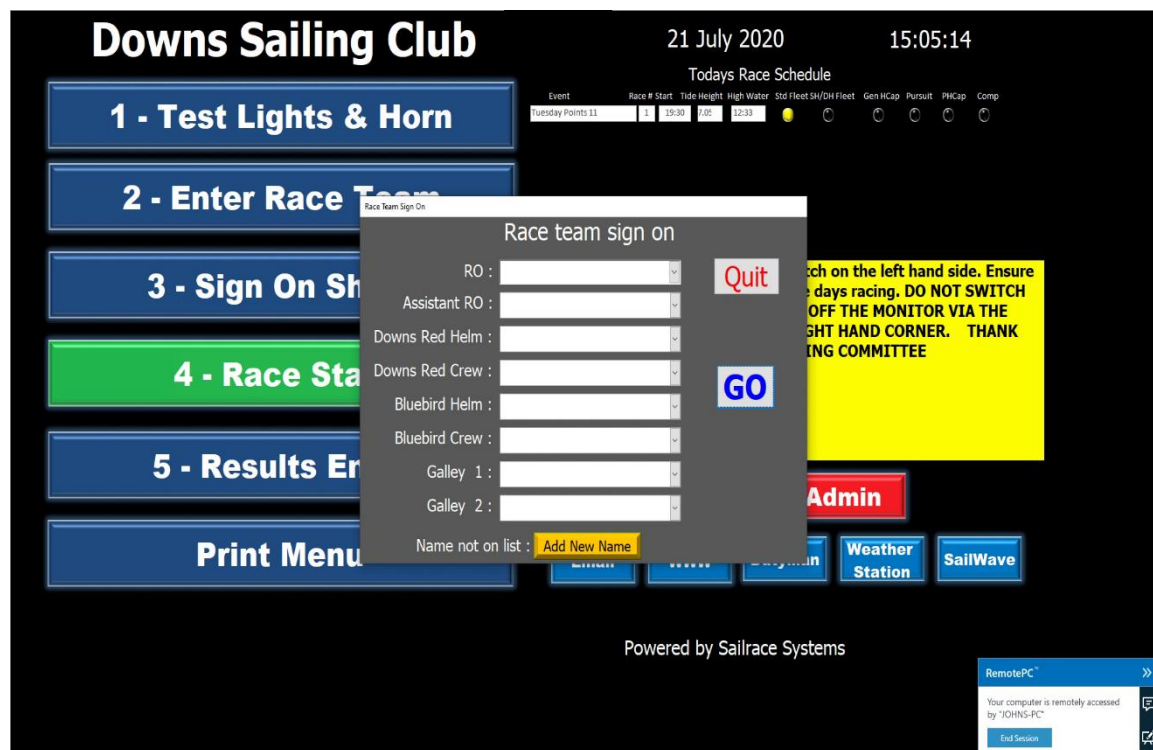
2 TEST LIGHTS & HORN

Restart PC
Button



Turn the Control Box OFF and then On again.
Press 'Restart' on the Home Screen and wait for the system to Reboot
and return to the Home Screen..
Run 'Test Lights & Horn' again.

3. ENTER RACE TEAM



Enter OOD, AOD, safety boat crews and if available Canteen Duty Members.

Use the drop down boxes to find names.

If a name is not in the list then use the 'Add New Name' option which will allow you to add a new name to the list

When Complete click 'Go' and return to the Home Screen and select 'Sign On Sheet' option.

4. RACE SIGN ON – Screen 1

Date 21-Jul-20

Downs Sailing Club - Sign on Screen

Start typing the sail number on the left then select competitor in drop down, if not on list click the Yellow button . This applies to any change in Crew or Helm to a boat that is in the list

Sign On

**Not in list below
Click here**

Choose Sail No.

1364

1364
138458
139184
1398
1399
140111
140956
1420
1433
1443
145795
1464
1468
1469
1473
1484

Selected Line >>

Helm

SailNo	Class	Helm Name	Crewname
1364	PHANTOM	Nigel Cureton	
1364	PHANTOM	Simon Green	
1364	PHANTOM	Tony Cook	

Boat Class Fleet Helm Crew

Competitor List

Crew	Class	Sail Number	Fleet
------	-------	-------------	-------

Exit to Main Menu

Continue

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End Session

From Sign On Sheet enter a sail number until it appears in the 'Choose Sail Number Box' and then select, if available, the helm/crew from the options in the grey drop down box and then confirm by clicking on 'Sign On'.

Always select and confirm an entry even if it is the only one and is valid.

Check that the entry has been included in the 'Competitor List'

SIGN ON SCREEN 2

Date 21-Jul-20 Downs Sailing Club - Sign on Screen

Start typing the sail number on the left then select competitor in drop down, if not on list click the Yellow button . This applies to any change in Crew or Helm to a boat that is in the list

Sign On **Not in list below Click here** **Exit to Main Menu** **Continue**

Choose Sail No. 1364

SailNo	Class	Helm Name	Crewname
1364	PHANTOM	Nigel Cureton	
1364	PHANTOM	Simon Green	
1364	PHANTOM	Tony Cook	

Sail Number Boat Class Fleet Helm Crew

Selected Line >>

1 Competitors Have Signed On So Far Competitor List 1 Competitors are Racing So Far

Helm	Crew	Class	Sail Number	Fleet	PERM DEL
Tony Cook	No Crew	PHANTOM	1364	East	

FrmNewCompetitorEntry

Enter your new competitor below

SailNo: Class Helm Crew

EXIT **Submit & Sign On**

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End Session


If there is no match for the sail number or any of the crew data for the boat on the sign on sheet
Then click on 'Not Listed Below' (Yellow Button top left) and complete the fields offered. They will be added to the
Sign On Sheet and the record retained for use in any further races.
Check that the new entry has been included in the 'Competitor List'

SIGN ON SCREEN 3

Date 21-Jul-20

Downs Sailing Club - Sign on Screen

Start typing the sail number on the left then select competitor in drop down, if not on list click the Yellow button . This applies to any change in Crew or Helm to a boat that is in the list

 **Sign On** **Not in list below Click here** **Exit to Main Menu** **Continue**

Choose Sail No. 1364

SailNo	Class	Helm Name	Crewname
1364	PHANTOM	Nigel Cureton	
1364	PHANTOM	Simon Green	
1364	PHANTOM	Tony Cook	

Sail Number Boat Class Fleet Helm Crew

Selected Line >>

2 Competitors Have Signed On So Far Competitor List 2 Competitors are Racing So Far

Helm	Crew	Class	Sail Number	Fleet
Joe Bloggs	Jim Bloggs	PHANTOM	1364	1
Tony Cook	No Crew	PHANTOM	1364	2

Do you want to print the paperwork for todays races now ?

Clicking yes will allow you to select which race to print the lapping sheets for.

NO **YES**

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End Session

Once you have completed all the entries click on 'Continue' and choose 'Yes' to print the Race Sheet for the Race.

STARTING A RACE - 1

Downs Sailing Club

1 - Test Lights & Horn

2 - Enter Race Team

3 - Sign On Sheet

4 - Race Start

5 - Results Entry

Print Menu

21 July 202015:05:27

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Turn Control Box on via the switch on the left hand side. Ensure you turn it off at the end of the days racing. DO NOT SWITCH OFF THE PC, ONLY SWITCH OFF THE MONITOR VIA THE BUTTON ON THE BOTTOM RIGHT HAND CORNER. THANK YOU - THE SAILING COMMITTEE

Restart PC

Admin

Email

WWW

DutyMan

Weather Station

SailWave

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End Session

Click on 'Race Start' when you are ready

TOP TIPS

Be Ready to start stopwatch .

After 'Race Start' (See following page) the system will begin counting down about 5 seconds before the first horn and light signal at 5mins.

Start stopwatch simultaneously with the Horn signal.

This will give a backup elapsed time record in the event of a catastrophic system failure.

STARTING A RACE - 2

The screenshot displays a race timing application interface. At the top, it shows 'Race 1' and 'Summer Sunday Special 5'. The number of participants is set to 2. On the left, a clock displays '15:14:07'. A 'Change Finish Option Available' menu is open, showing 'Use Trigger' (selected), 'Finishing not Active', and 'Use Mouse'. A 'Light Simulator' box is also present. A large red 'Start Race' button is visible. In the center, a 'Countdown' timer shows '00:00'. Below it, a 'Time Elapsed' timer shows '0:00:00'. To the right, a 'Last Finish' section shows 'Actual time' with a blank input field. A 'Finish Tally' section is also visible. A 'RemotePC' notification is in the bottom right corner.

Race 1 Summer Sunday Special 5 Participants = 2

Clock 15:14:07

Change Finish Option Available

- Use Trigger
- Finishing not Active
- Use Mouse

Light Simulator

Start Race

Countdown

00:00

EXIT

Time Elapsed

0:00:00

Last Finish

Actual time

Finish Tally

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End Session

Note the method programmed for sounding the horn and that all the other information about this race is valid
When ready 'click' Start Race,

STARTING A RACE - 3

The screenshot displays a racing software interface with a dark background. At the top, a header bar contains 'Race 1', 'Summer Sunday Special 5', 'Participants = 2', and a 'Finish Tally' button. Below the header, the interface is divided into several sections. On the left, a 'Clock' shows '15:14:33'. Next to it is a 'Change Finish Option Available' panel with a hand icon and three options: 'Use Trigger', 'Finishing not Active', and 'Use Mouse'. To the right of this is a 'Light Simulator' section featuring a red circular light icon. The central part of the screen is dominated by a large 'Countdown' timer showing '04:53' in white digits on a black background, with a red border. Below the timer are two buttons: a yellow 'Abandon' button and a blue 'Postpone this start' button. Below the countdown is a 'Time Elapsed' section showing '0:00:00' in white digits on a black background, also with a red border. To the right of the central area is a tall, empty white rectangular box. In the bottom right corner, there is a 'RemotePC' notification box with the text 'Your computer is remotely accessed by "/>

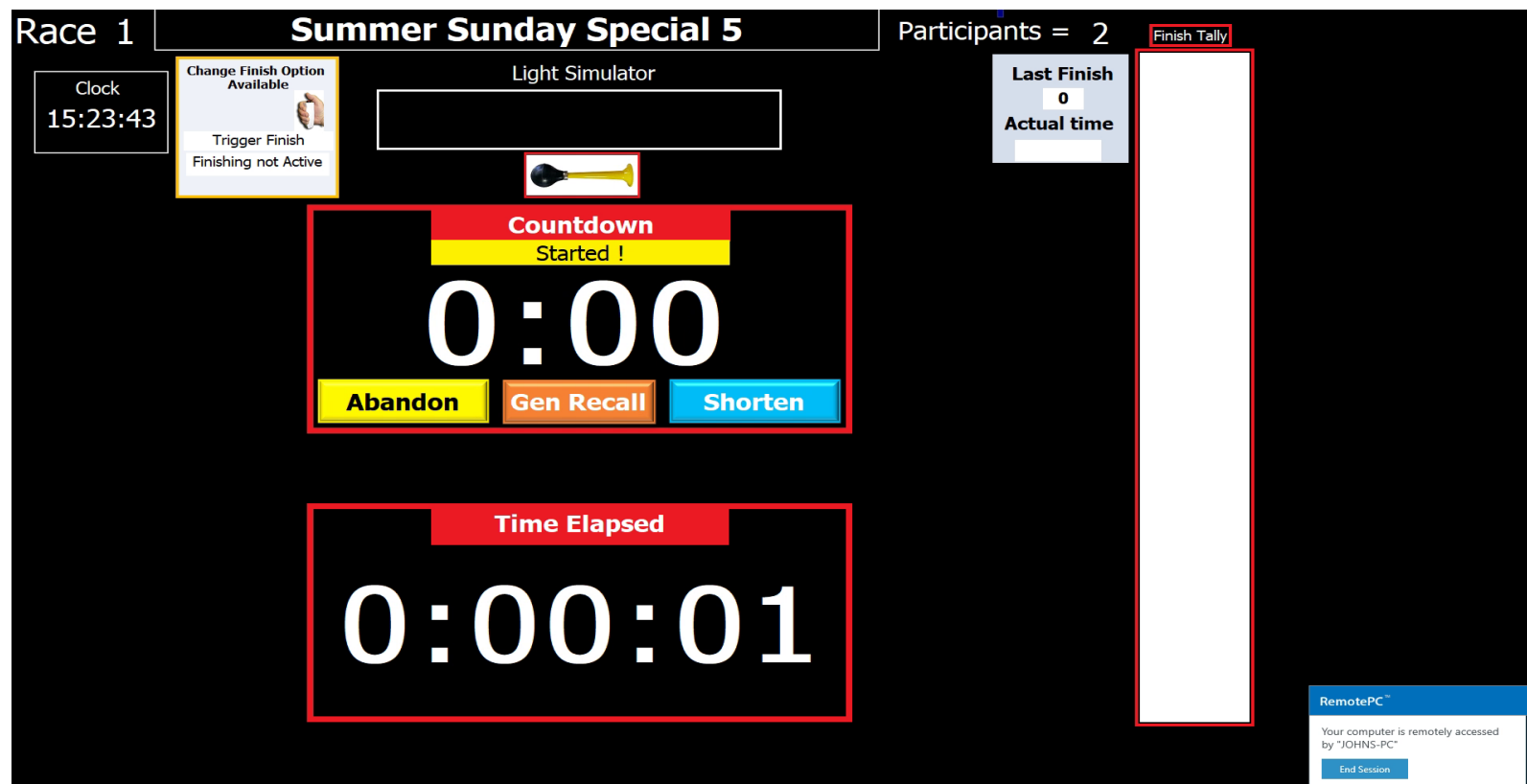
Confirm the horn has sounded at 5.00 minutes and a single light is being shown, and the stopwatch is also counting down.
Note that the 'Abandon' and 'Postpone this Start' options are now available.

RACE MANAGEMENT

Prestart Countdown

1. During the prestart countdown there two options to delay or stop a race.
2. Click on 'Abandon' – Using this option will result in the following
 1. A request will be shown for you to confirm this command,
 2. When confirmed the horns will sound
 3. Appropriate flag requires hoisting.
 4. The Race will be zeroed out and the screen will revert to the 'Home Screen'
3. Click on 'Postpone This Race' – This will result in a similar action but with the appropriate horns, except that the system will revert to the 'Restart' screen. Appropriate flag requires hoisting.
4. With both options you now have the choice of restarting the race when you are ready.

STARTING A RACE - 4



Monitor the countdown with automatic standard horn and second light at 4,00mins,
horn and 1 light out at 1 min, and horn and second light out at the start.
Note that you now have options to stop the race - 'Abandon', 'General Recall',
and 'Shorten',
The time elapsed for the race has begun counting.

RACE MANAGEMENT

Post Start

Boats that are OCS (Over the Line)

Individual Recalls are Handled Manually.

The Horn is Sounded (Manually) Twice and the X Flag hoisted.

Note the Sail Numbers of the Offending boat(s)

Flag X is taken down only when all offending Boats have returned.

There are no actions required to be taken within the RMS system,

RACE MANAGEMENT

Post Start

After the start there three options to delay or stop/finish a race.

1. 'Abandon' and 'General Recall'
 1. As before clicking on either of these options will result in a window appearing to confirm your request, followed by the appropriate horn signals, then reverting to the 'Home Screen' or the 'Restart' screen.
 2. The required signal flag needs to be hoisted at this time.
2. 'Shorten'
 1. Will result in a window requesting confirmation, followed by the appropriate sound signal.
 2. The required signal flag needs to be hoisted at this time.
3. With the 'Abandon' and 'General Recall' options you now have the choice of restarting the race when you are ready.

RACE MANAGEMENT 2

RESTART SCREEN

Race 1


Summer Sunday Special 5

Participants = 2

Finish Tally

Clock
15:17:03

Change Finish Option Available



Trigger Finish

Finishing not Active

Light Simulator

0

Actual time

Countdown

Postponed

00:00

EXIT

RESTART

Time Elapsed



0:00:00

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End Session



Click on 'Restart' when you are ready.

RACE MANAGEMENT 3

RESTART SCREEN

The screenshot displays the 'RESTART SCREEN' for 'Race 1 Summer Sunday Special 5'. The interface includes a top header with 'Race 1', 'Summer Sunday Special 5', and 'Participants = 2'. A 'Finish Tally' button is located on the right. The main area features a large 'Countdown' timer showing '06:28' with a 'Restarted' status. Below it is a 'Time Elapsed' timer showing '0:00:00'. To the left of the countdown is a 'Clock' showing '15:17:15' and a 'Change Finish Option Available' button. A 'Light Simulator' box is also present. A blue 'EXIT' button is located to the left of the 'Time Elapsed' timer. On the right, there is a 'Last Finish' section showing '0' and 'Actual time'. A 'Finish Tally' section is also visible. A 'RemotePC' watermark is present in the bottom right corner.

Race 1 Summer Sunday Special 5 Participants = 2

Clock 15:17:15

Change Finish Option Available

Trigger Finish

Finishing not Active

Light Simulator

Countdown Restarted

06:28

EXIT

Time Elapsed

0:00:00

Last Finish 0 Actual time

Finish Tally

RemotePC

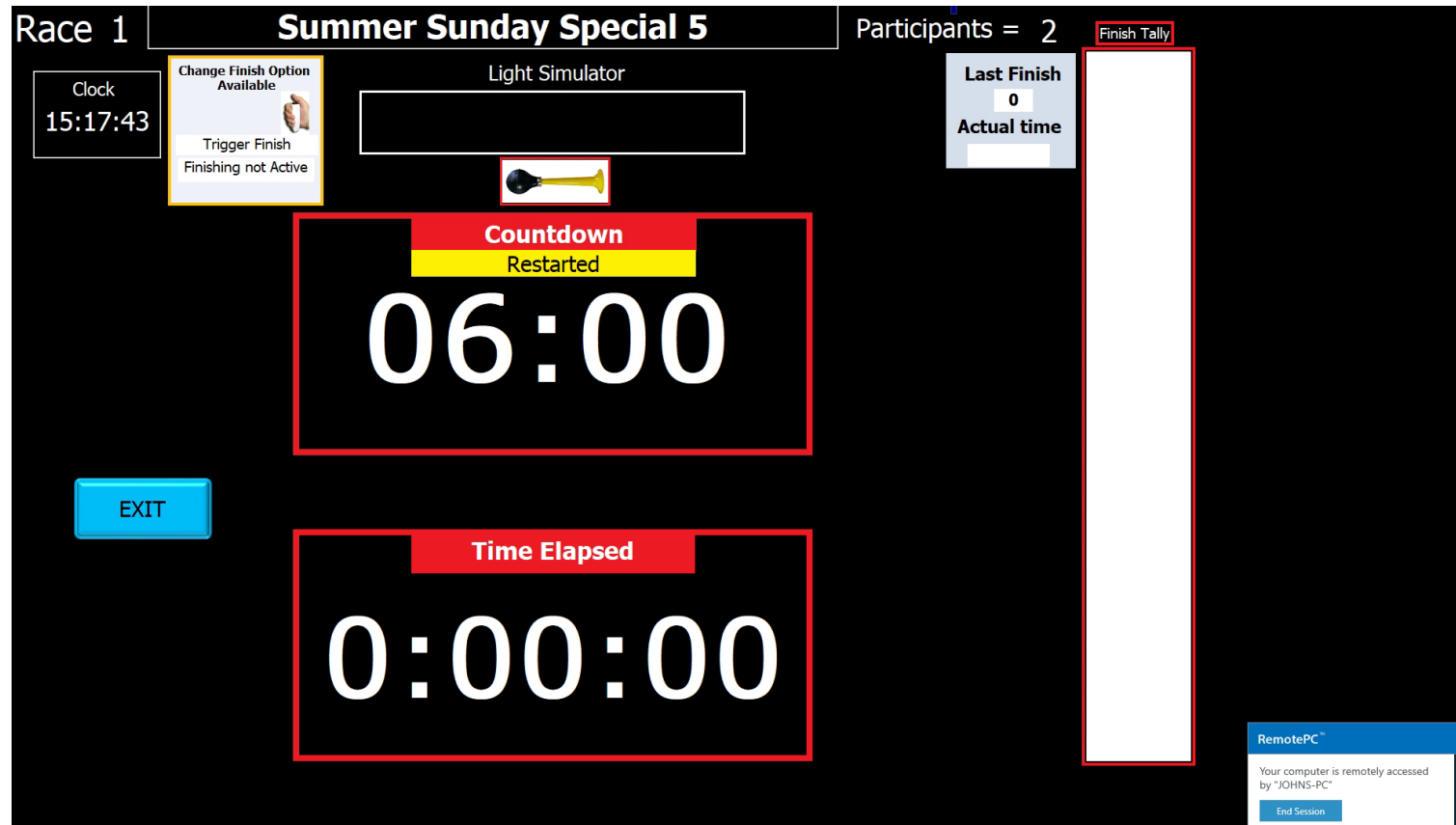
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End Session

Upon 'Restart' being initiated this screen will show the countdown starting from 6.29 mins.
This will allow you to be prepared to take down any warning flag at 6.00mins.

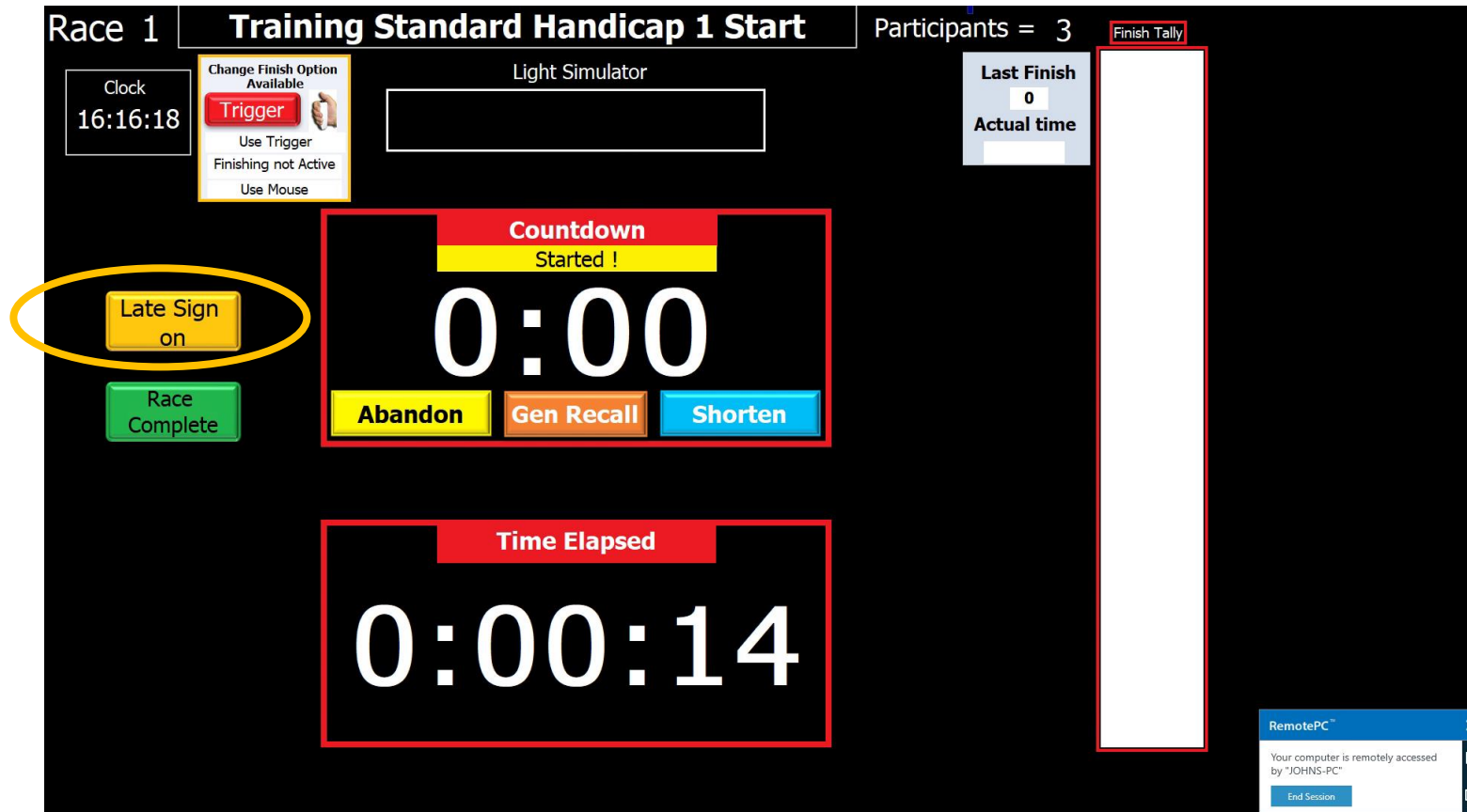
RACE MANAGEMENT 4

RESTART SCREEN



At 6.00mins Horn will sound indicating that the delay (Postponement) is over and a new start sequence will begin normally at 5.00 mins. Remember to restart the Stopwatch also at 5.00 minute signal.
Any warning flags should be struck now,

STARTING A RACE - 5



After the start note that you now have options to stop the race - 'Abandon', 'General Recall', and 'Shorten',
The time elapsed for the race has begun counting.

There is also an option to add a boat that has been missed. (Usually because they have not signed on,)
Click on 'LATE SIGN ON' which will return to the 'Sign On' Screen.

Once it has been added use the Continue button to print new Race Sheet and return to the active Race Screen.

TOP TIPS

On the Race Sheet enter the elapsed time for each boat as it crosses the line at the end of each lap.

This can be from either the computer screen or the stopwatch.

This will give a fall back in the event of any dispute, and will also indicate the actual time taken per lap. This will be a guide to your decision on the potential length of the race.

At the finish record both the Horn elapsed time as well as the Horn Number

FINISH AND RESULTS 1

Shorten Course.

Race 1 **Training Standard Handicap 1 Start** Participants = 8 **Finish Tally**

Clock
15:16:04

Change Finish Option Available
Trigger Finish
Finishing not Active

Light Simulator

Countdown
Started !
0:00

Late Sign on

Race Complete

Abandon

Are you sure you want to shorten this race ?
Hooter Status
NO **YES**
This Will sound the Hooter twice

Time Elapsed
0:10:59

Last Finish
0
Actual time

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End Session

When ready, Click 'Shorten' and confirm, Horns will sound, single light will appear.
Return to this screen, where the 'Time Elapsed' will continue to count.
Shorten course flag needs to be hoisted.

FINISHING

The screenshot shows a racing software interface for 'Training Standard Handicap 1 Start'. A yellow arrow points to a 'Trigger' button in a 'Change Finish Option Available' menu, with the text 'Fob or Trigger' next to it. The interface includes a 'Light Simulator' section with a red button and a 'Countdown Shortened' timer showing '0:00' with an 'Abandon' button below it. A 'Time Elapsed' timer shows '0:29:20'. On the right, a 'Last Finish' box shows '2' and 'Actual time 0:28:45', and a 'Finish Tally' box lists times for participants 1 and 2. On the left, there are 'Late Sign on' and 'Race Complete' buttons.

Place 1 **Training Standard Handicap 1 Start** Participants = 2

Change Finish Option Available
Trigger Use Trigger
Use Trigger

Light Simulator

Late Sign on

Race Complete

Countdown Shortened
0:00
Abandon

Time Elapsed
0:29:20

Last Finish
2
Actual time
0:28:45

Finish Tally
1 : 0:28:42
2 : 0:28:45

Check the finishing method – example shows 'Trigger' which means use either a Fob or the attached Trigger.

FINISHING

The screenshot shows a race finishing interface for 'Race 1' titled 'Training Standard Handicap 1 Start'. It features a 'Light Simulator' with a red button, a 'Countdown Shortened' timer at 0:00, and a 'Time Elapsed' timer at 0:29:20. A yellow arrow points to a 'Trigger' button with the text 'Click to change to mouse'. A 'Finish Tally' table on the right shows times for two participants.

Race 1 | **Training Standard Handicap 1 Start** | Participants = 2

Change Finish Option Available
Trigger (Red Button)
Use Trigger

Light Simulator

Countdown Shortened
0:00
Abandon

Time Elapsed
0:29:20

Finish Tally

1	0:28:42
2	0:28:45

Last Finish
2
Actual time
0:28:45

Late Sign on (Yellow Button)
Race Complete (Green Button)

If the Fob(s) or Trigger are unavailable or faulty Click on the Red Trigger button to change to mouse finishing.

FINISHING

The screenshot displays a horse racing finishing interface. At the top, the text "Race 1 Training Standard Handicap 1 Start" is visible. Below this, there are several interactive elements: a "Change Finish Option Available" menu with a "Mouse" button and a "Use Trigger" button, a "Light Simulator" button, and a blue button labeled "Click here to sound horn & finish". A yellow arrow points to the "Mouse" button with the text "Mouse Finish Selected". Another yellow arrow points to the blue button with the text "Click mouse here to Sound Horn and Record Time". In the center, a "Countdown Shortened" timer shows "0:00" with an "Abandon" button below it. To the left of the timer are buttons for "Late Sign on" and "Race Complete". At the bottom, a "Time Elapsed" timer shows "0:29:41".

Mouse Finish Selected

Click mouse here to Sound Horn and Record Time

Change Finish Option Available

Mouse

Use Trigger

Light Simulator

Click here to sound horn & finish

Countdown Shortened

0:00

Abandon

Late Sign on

Race Complete

Time Elapsed

0:29:41

FINISH AND RESULTS 2

Race 2 **Training Standard Handicap 1 Start** Participants = 8

Change Finish Option
Change Finish Option Available
Trigger Finish
Finishing not Active

Light Simulator

Countdown
Shortened
0:00
Abandon

Time Elapsed
0:22:50

Finish Tally

1 :	0:21:33
2 :	0:21:36
3 :	0:21:50
4 :	0:22:01
5 :	0:22:12
6 :	0:22:24

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End Session

Finish boats by pressing the appropriate Horn Control, note horn number and time for each on the Race Sheets.

NOTE - You may have less horn numbers than 'Participants' as some boats may not cross the line to finish.

If you sound the horn twice or incorrectly, note the horn number you want to discard.

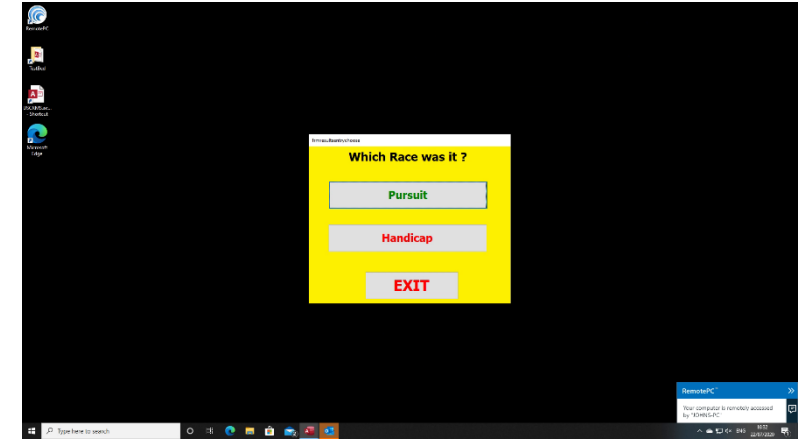
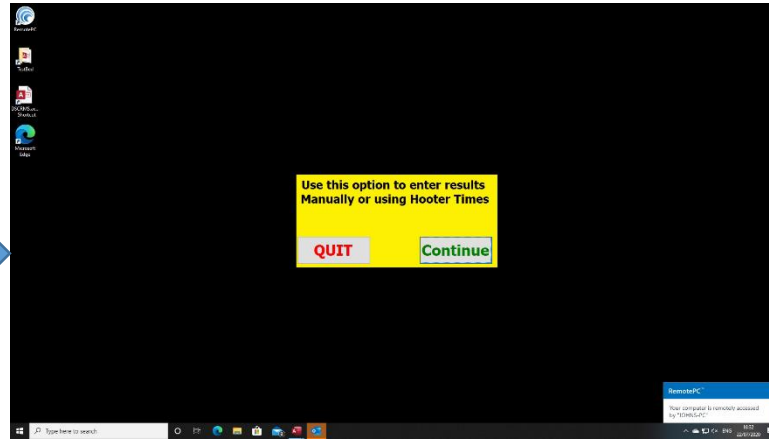
You may also use the same horn twice if necessary.

When satisfied all competitors have been accounted for click 'Race Complete'

FINISH AND RESULTS 3

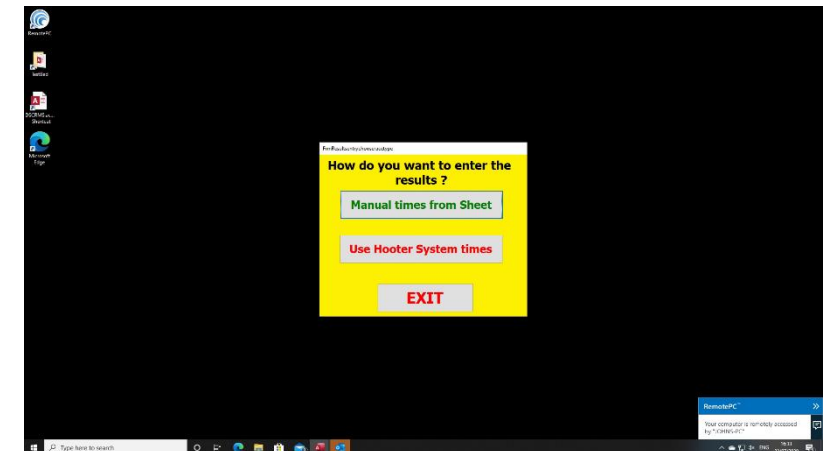
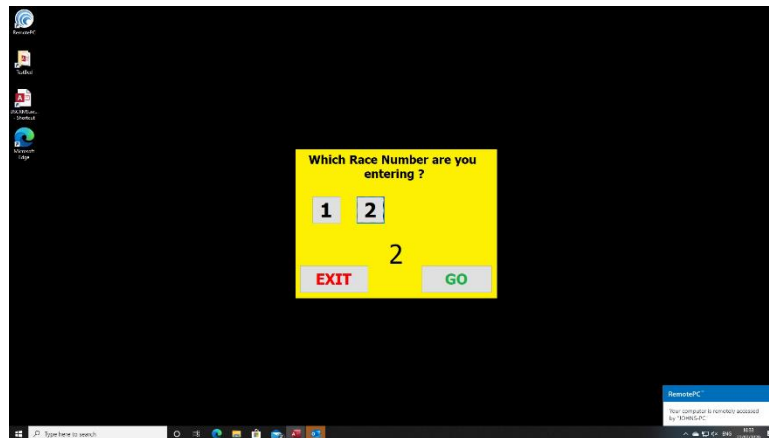
From

RACE
COMPLETE



Click 'Handicap'

Race Results
Entry



Click 'Race Number' you are completing.

Click 'Use Hooter Times'

FINISH AND RESULTS 4

Frompositionentryclass2

Race No : 2 Race Laps : Completed Race Lap Position Entry Date : 22/07/2020

EXIT NO SAVE

Onscreen keypad disabled

Position Entry For No Racing

Complete Race

Using the Position Sheet filled in during the race, select each Boat's position accordingly using the drop box on the right hand side. Once a position has been selected, it cannot be selected again for another boat, only the unselected positions will be available. If there is a DNS or DNF then tick the appropriate box. If a boat does not complete the full course, tick short course and change the lap number

Sort options

Sort Order Auto set by calender

Reset All

Hooted Times : 6 Remaining : 6

Helm	Crew	Class	Sail #	Horn No.	Laps			
Hannah Mumford	Brian Mumford	RS 200	1140		0	DNC	DNF	DNS
Simon Green	No Crew	FINN	82		0	DNC	DNF	DNS
Phil Bouverat	No Crew	LASER	12628		0	DNC	DNF	DNS
Ian Sheppard	No Crew	LASER	100333		0	DNC	DNF	DNS
Richard White	No Crew	SOLO	5573		0	DNC	DNF	DNS
Ryan Winter	No Crew	LASER RADIAL	140956		0	DNC	DNF	DNS
Yvonne Mumford	Brian Mumford	MIRACLE	4099		0	DNC	DNF	DNS
Henry Moss	No Crew	TOPPER	47730		0	DNC	DNF	DNS

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End Session

If there is a second race scheduled 'Back to Back' with this race, any delay in the start of the second race should be avoided.

The results entry for the first race can be left until the next race has been completed.

Press the 'EXIT NO SAVE' button to be returned to the Home Screen, add/amend any changes to 'Sign On', print new Race Sheet and when you are ready start second race

FINISH AND RESULTS 5

frmpositionentryclass2

Race No : 2 Race Laps : Completed Race Lap Position Entry Date : 22/07/2020

EXIT NO SAVE

Onscreen keypad disabled

Position Entry For No Racing

Complete Race

UP SCREEN NAV
DN

Sort options
Sort Order Auto set by calender

Using the Position Sheet filled in during the race, select each Boat's position accordingly using the drop box on the right hand side. Once a position has been selected, it cannot be selected again for another boat, only the unselected positions will be available. If there is a DNS or DNF then tick the appropriate box. If a boat does not complete the full course, tick short course and change the lap number

Reset All

Hooted Times : 6 Remaining : 6

Helm	Crew	Class	Sail #	Horn No.	Laps			
Hannah Mumford	Brian Mumford	RS 200	1140		0	DNC	DNF	DNS
Simon Green	No Crew	FINN	82		0	DNC	DNF	DNS
Phil Bouverat	No Crew	LASER	12628		0	DNC	DNF	DNS
Ian Sheppard	No Crew	LASER	100333		0	DNC	DNF	DNS
Richard White	No Crew	SOLO	5573		0	DNC	DNF	DNS
Ryan Winter	No Crew	LASER RADIAL	140956		0	DNC	DNF	DNS
Yvonne Mumford	Brian Mumford	MIRACLE	4099		0	DNC	DNF	DNS
Henry Moss	No Crew	TOPPER	47730		0	DNC	DNF	DNS

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End Session

Place the cursor in the 'Horn No.' box and enter the Horn number from the Race Sheet and then use the Tab key and enter the number of laps in the 'Laps' box.

Tab again to locate and enter the next record and so on.

TAKE CARE TO ENSURE THAT EVERY HORN NUMBER HAS BEEN ACCOUNTED FOR

FINISH AND RESULTS 6

frmpositionentryclass2

Race No : 2 Race Laps : Completed Race Lap Position Entry Date : 22/07/2020

EXIT NO SAVE

Onscreen keypad disabled

Preview screen enabled

Sort options

Sort Order Auto set by calender

Position Entry For No Racing

Complete Race

Using the Position Sheet filled in during the race, select each Boat's position accordingly using the drop box on the right hand side. Once a position has been selected, it cannot be selected again for another boat, only the unselected positions will be available. If there is a DNC or DNF then tick the appropriate box. If a boat does not complete the full course, tick short course and change the lap number

Reset All

Hooted Times : 6 Remaining : 0

Helm	Crew	Class	Sail #	Horn No.	Laps	DNC	DNF	DNS
Hannah Mumford	Brian Mumford	RS 200	1140	5	1	DNC	DNF	DNS
Simon Green	No Crew	FINN	82	9	0	DNC ✓	DNF	DNS
Phil Bouverat	No Crew	LASER	12628	9	0	DNC	DNF ✓	DNS
Ian Sheppard	No Crew	LASER	100333	2	1	DNC	DNF	DNS
Richard White	No Crew	SOLO	5573	6	1	DNC	DNF	DNS
Ryan Winter	No Crew	LASER RADIAL	140956	3	1	DNC	DNF	DNS
Yvonne Mumford	Brian Mumford	MIRACLE	4099	4	1	DNC	DNF	DNS
Henry Moss	No Crew	TOPPER	47730	1	1	DNC	DNF	DNS

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End Session

For non finishers click on either 'DNC' (Did not Compete), DNF (Did not Finish), or DNS (Did not Start).

Note: You will need to have entered a valid 'Result' for every entry to be able to 'Complete Race'.

When satisfied with the results you have entered click on 'Complete Race' to take you to the 'Preview' Page.

FINISH AND RESULTS 7

Results Entry Preview Screen

Results entry preview

This shows you the corrected results for the race you have just entered, if they are correct then click 'Submit' or go back to change and preview again

SUBMIT GO BACK

Pos	HelmName	Crew Name	Boat Class	Sail No	Act.Pos	Act.Time	Act.Secs	Corr.Time	Corr.Secs	PYI	Course Laps	Comp.Laps	Short	DNS	DNF	DNC
1	Henry Moss	No Crew	TOPPER	47730	1	00:21:33	1293	00:15:22	922	1401	1	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	Yvonne Mumford	Brian Mumford	MIRACLE	4099	4	00:22:01	1321	00:18:09	1089	1213	1	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	Ryan Winter	No Crew	LASER RADIAL	140956	3	00:21:50	1310	00:18:48	1128	1161	1	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	Richard White	No Crew	SOLO	5573	6	00:22:24	1344	00:19:22	1162	1156	1	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	Ian Sheppard	No Crew	LASER	100333	2	00:21:36	1296	00:19:27	1167	1110	1	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	Hannah Mumford	Brian Mumford	RS 200	1140	5	00:22:12	1332	00:21:08	1268	1050	1	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	Simon Green	No Crew	FINN	82	9	00:00:00	0	23:59:59	86399	1053	1	0	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
9	Phil Bouverat	No Crew	LASER	12628	9	00:00:00	0	23:59:59	86399	1110	1	0	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

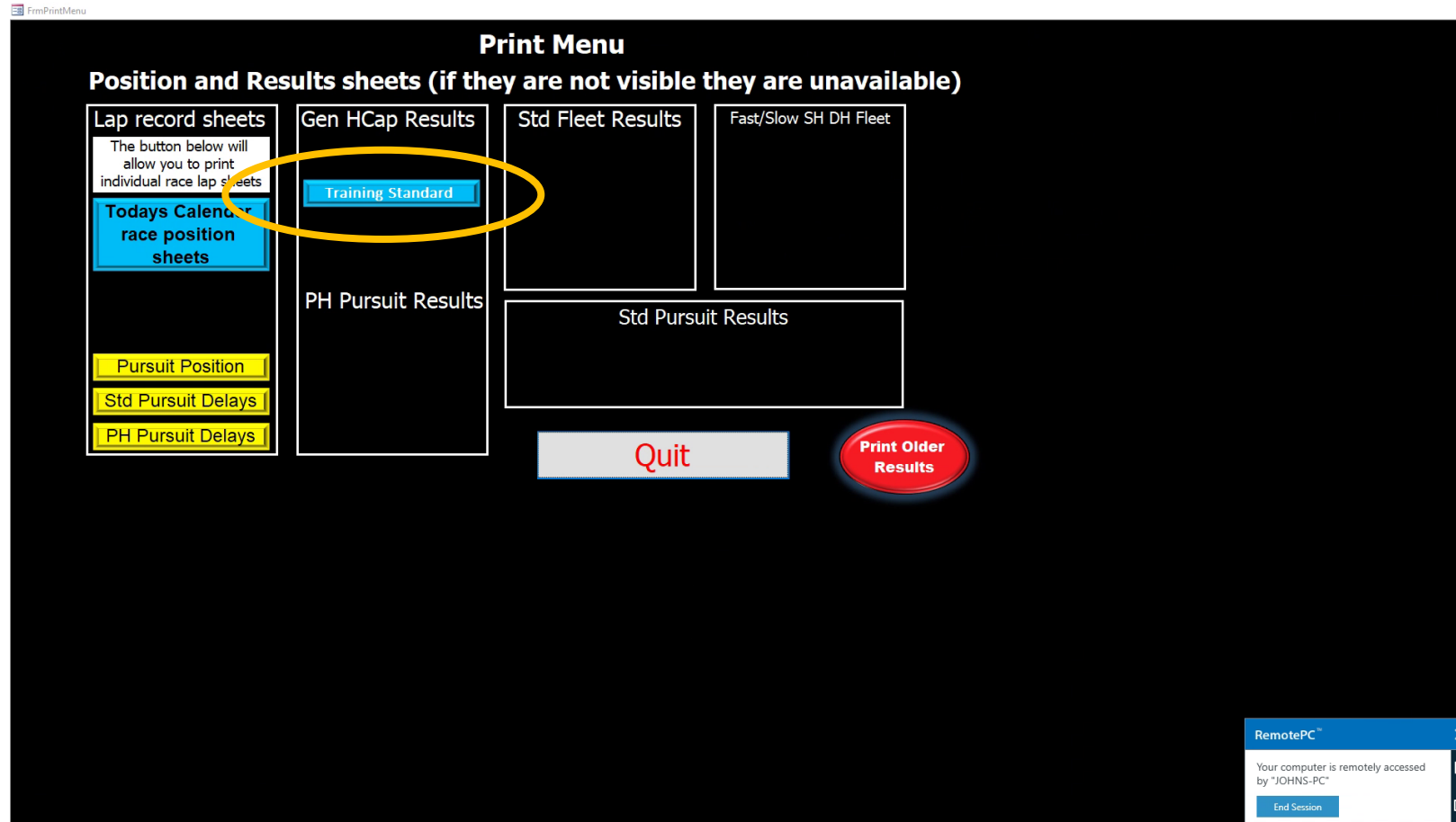
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End Session

The results preview gives a chance for you to verify them before printing. If you do spot an error, or you wish to check a data entry, you can return to the 'Results Entry' screen, just click 'Go Back' to view/correct any record. Click 'Submit' when satisfied, which will return you to the Home Screen then click on 'Print Menu'

PRINT RESULTS



To print Results Sheets click on the appropriate race. In this case the race in the Gen.Hcap Results Box.

One copy each for Notice Board, Press Officer, Bar and the Archives.

Add the copy to the Archive file with the Sign On and Completed Race Sheet(s).

Repeat if you need more copies. Quit when done and screen will return to Home.

Leave screen to 'Sleep' automatically.

DO NOT TURN THE COMPUTER OFF.