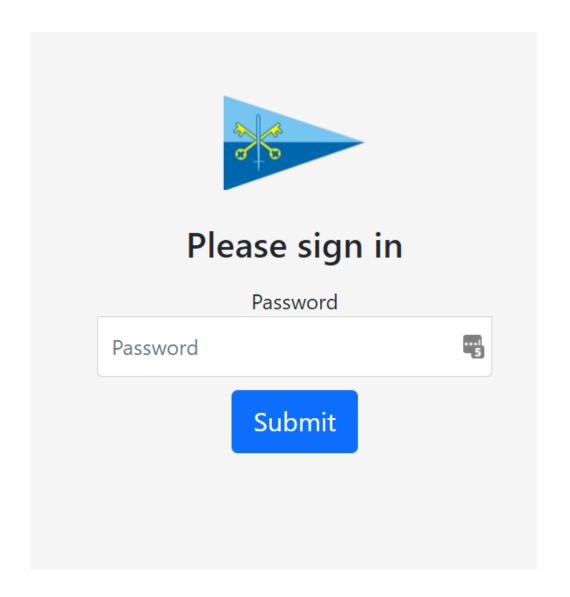


Dorchester Sailing Club Paperless race management system Step-by-step guide

Log into the OOD page

- Press 'OOD page' on the homepage
- Enter 'laser' when asked for a password

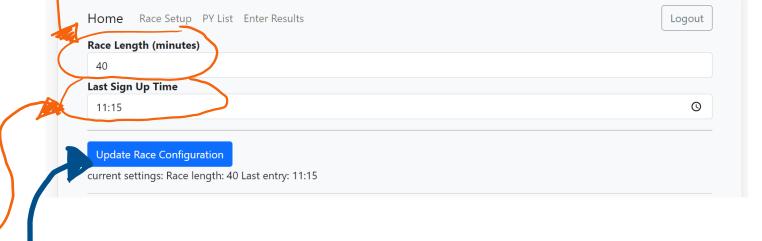


Adjust race setup (if required – shouldn't need changing)

 Use the 'Race length' field to adjust the time the race will last for the slowest boat.

 You can change the 'Last sign up time' to prevent any entries after this time.

 Click 'update race configuration' to save' these changes



Check the start times

- On the same page as the race setup, the start times are displayed. These must be followed to ensure accurate results.
- Update the whiteboard to display start times once either a topper/tera/gull have signed up or entries have closed at 11:15.

Ч		,	
Boat Class	PY number	Time From Start (0 mins)	
RS Tera Pro	1359	0	
Laser Radial	1147	6	
Solo	1142	6	
Byte CII	1135	7	
Laser Standard	1100	8	

9

10

Start times (provisional based on current entries)

1045

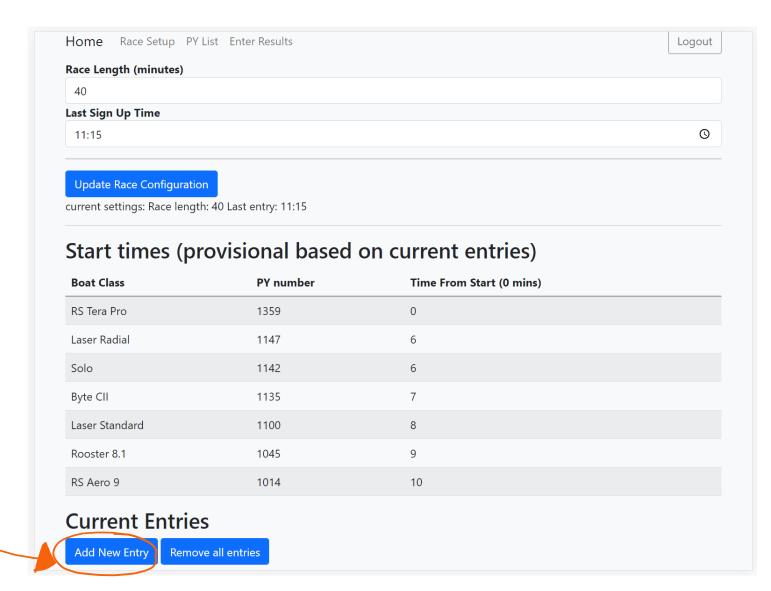
1014

Rooster 8.1

RS Aero 9

Add an entry

 To add an entry for someone who can't themselves, you should press 'Add new entry' on the race setup page and press 'Register'.

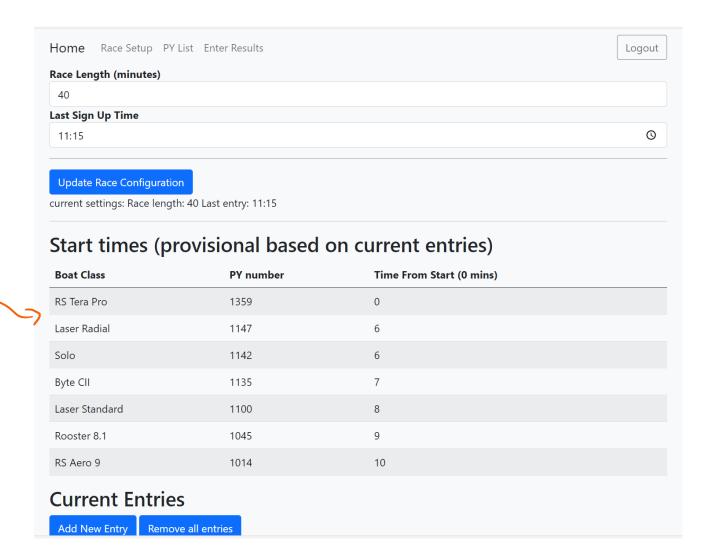


Racing

To run the race, you must include a 'lapping mark' in the course. This should be reasonably close to the clubhouse (e.g. ODM, or buoy 1) so you can easily see boats as they round/pass it.

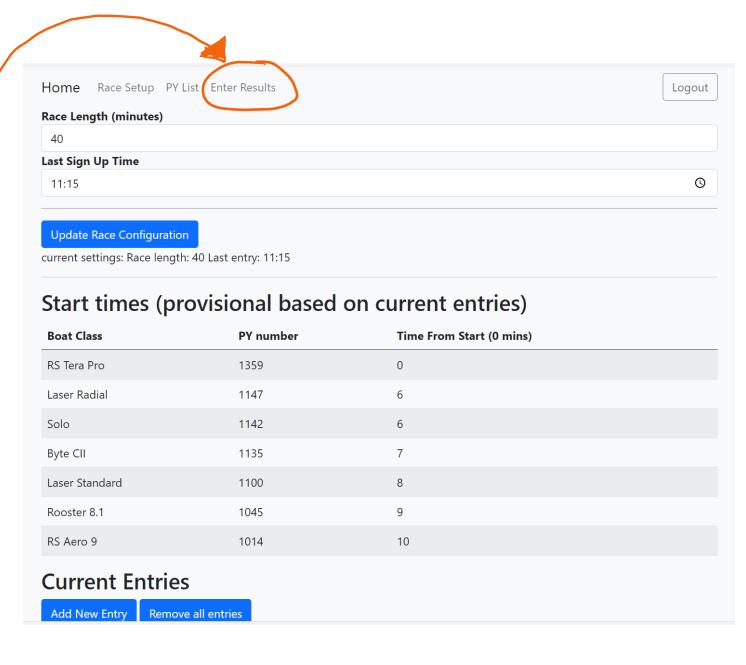
Starting the race

• To start the race, begin by doing a normal 5-4-1-GO start sequence, then hoot the horn at every time listed in the 'Start times' table.



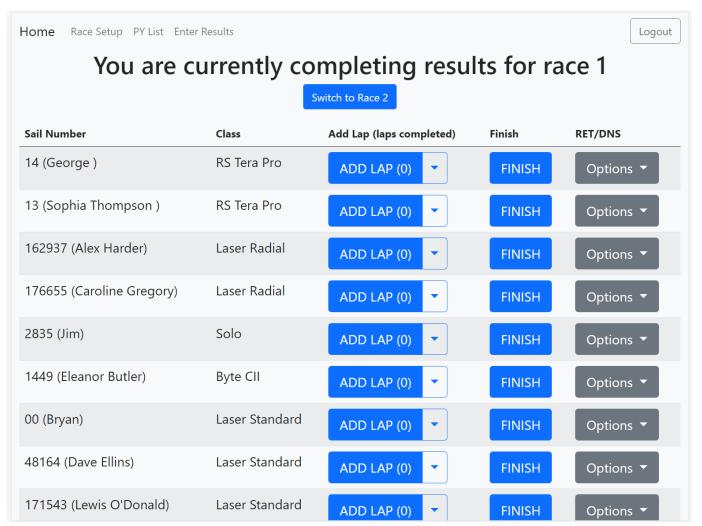
Enter results

 Change to the enter results page by pressing 'Enter results' on the top navigation bar



If a boat retires or doesn't start

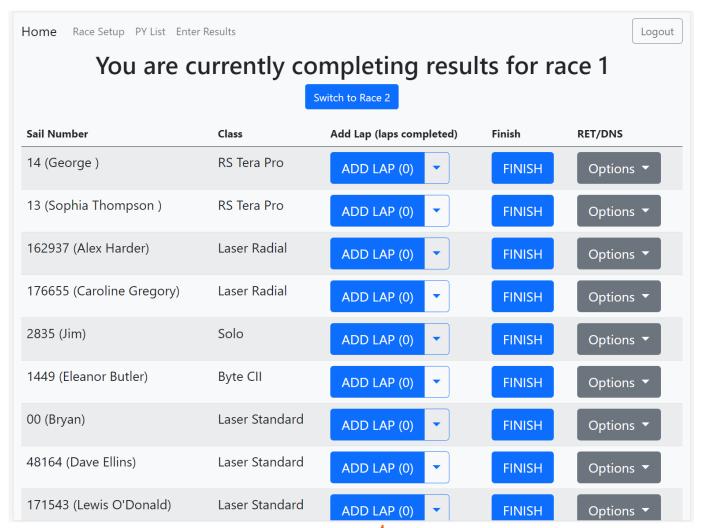
 Use the options button to retire or mark someone as 'did not start'





Completing results

 When each boat rounds the lapping mark, press the 'Add Lap' button for the relevant boat. The number of laps completed is shown in brackets.



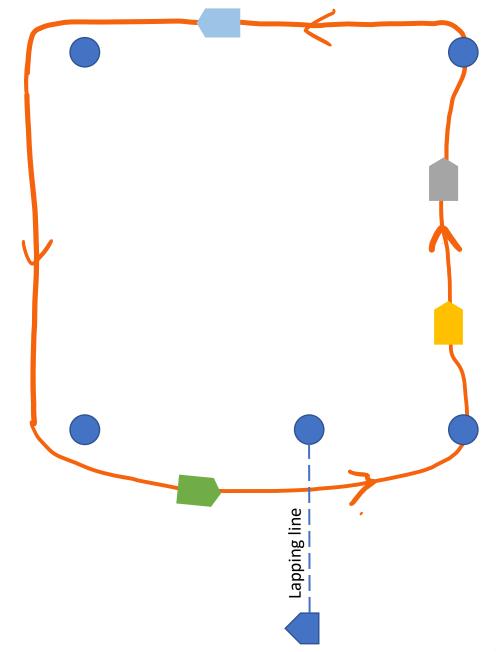


Completing results

- Just before the race time is complete, go onto the water with a clipboard and paper, and drive to the lapping mark
- Once the race time is complete, drive from the lapping mark backwards around the course noting the sail numbers of every boat in the order they are on the water.
 - It may be helpful for the AOD to continue to note boats passing the lapping mark until the hooter signaling the end of the race is sounded. After this no laps should be added.
- See the diagram on the next page

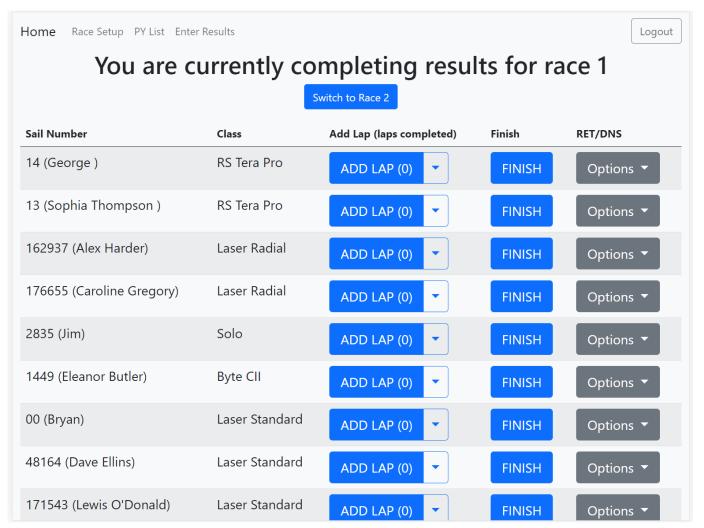
Diagram of how to finish

- Regardless of which boat is in the lead, the order in which the boats should be recorded in is:
 - Green
 - Blue
 - Grey
 - Yellow



Completing results

 Once back on the shore, go down the list of sail numbers on the paper pressing finish on the relevant row IN THE SAME ORDER!





Viewing the results

• The final results for the race can be viewed at the race results page found on the homepage.

Switch to race 2

- Once race 1 is finished, press the 'Switch to race 2' button.
- The same start sequence should be used for race 2.
- Identify who isn't starting the second race and mark them as DNS.

