Dorchester Sailing Club

Paperless race management system

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21/4/2021

Contents

Introduction

This system was developed to assist OOD's and anybody running dinghy racing to run accurate races easily. The system was first introduced in April 2021.

Scope of the system

The system handles:

- Race entries
- Start timings for pursuit racing
- Result gathering
- Result publishing

Features

Race entries

The website allows members to sign up using a computer or internet connected mobile device. The URL for signup is: https://racing.dorchestersailingclub.org.uk/signup. This is linked from the homepage of https://racing.dorchestersailingclub.org.uk/. The signup form is very simple – a screenshot is to the right.

All entries must have a Helm Name, Sail Number and Boat Class associated with the entry.

Start timings (pursuit race only)

The system will automatically calculate the start time of each boat within the fleet. The URL for this is: https://racing.dorchestersailingclub.org.uk/startingorder.

Please note: the start timings are subject to change as people sign into the race – this is a fundamental aspect of pursuit racing due to the way the handicaps are taken into account at the start of the race. (Please read the section below on setting a Cut Off time for entries).
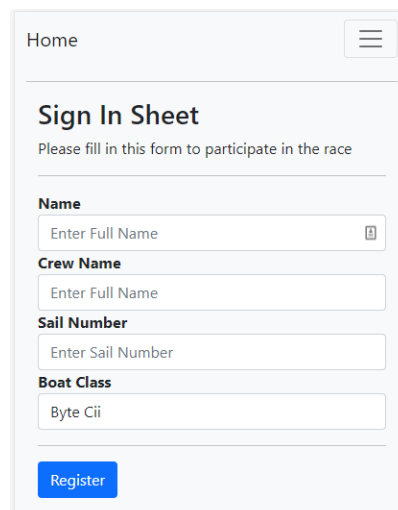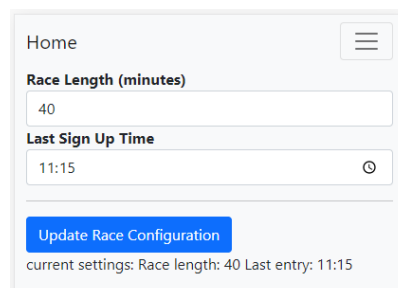
Race management

The page at https://racing.dorchestersailingclub.org.uk/oodracesetup allows the OOD to view all the current entries and start timings as above, as well as configuring the Race Length (only for pursuit races) and the cut off time for entries. **This page is password protected – the password is 'laser'.**

Setting a cut off time

To prevent any entries being made after a predetermined time, the OOD should set a cut off time after which no new entries will be accepted. This is done on the race management page.

If somebody wants to join the race after this time, you as OOD can add them using the button on the race management page 'Add new entry'. If the race is a pursuit race and the late boat is slower than the other boats, they should be registered as the current slowest boat to prevent the start times for every other boat changing.

E.g. if the slowest boat is a Laser 4.7, and a Topper wants to sign up after the cut off time, they should be registered as a Laser 4.7 and start with the Laser 4.7s.

Completing results

As an OOD, you can enter the results from the race into the system. This is similar for Handicap and Pursuit racing, but there are a few differences.

Pursuit Racing

Once the start sequence is completed, you need to find somewhere you can be stationary and see every boat as they complete each lap. As each boat passes the point, press the 'ADD LAP' button and the lap number will increase for that boat and they will move to the bottom of the list.

Just before the race is completed, you will need to get on the water and find the leading boat. Then drive backwards around the fleet pressing 'Finish' in the 'Finish after lapping mark' column. Once you reach the point that you were counting the laps around, you should switch to pressing the 'Finish before lapping mark' button. This ensures that the results are accurate.

If a boat retires or does not start, press the options button and then the relevant button.

When you switch to race 2, make sure that you press the blue button to switch to the second results page.

Viewing the results

Results can be viewed at https://racing.dorchestersailingclub.org.uk/results