Instructions for using the Race Control Computer

If you are asked to do the OOD duties then you should use the race control computer to control the starting and to get the timing correct. These instructions tell you how to set-up and use the computer.

It is assumed that you know what the OOD duties are and the basic principles of setting the course, running the race and calculating the results.

Sound Signals

New for this year is that the horn is finally wired into the control box. In fact there are two horns (I am trying to make up for lost time!). For the best results set up the air horn which is stored in the green box.

- The green box contains a air horn (preferred option) which should be setup to the West of the race box and the firing cable led through the window. Unplug the switch on the end of the cable and plug the jack plug into the horn socket under the computer shelf.

- The siren is permanently wired into the race box.

Step by Step Instructions

1. Turn the mains power on. Make sure the circuit breakers (to the west of the door) are both on. Above the window there are two sockets on the right and one on the left, make sure all of these are on. Make sure that all the light switches are in the 'off' position.
2. The race computer is a laptop. It plugs into the docking station which is on the bench. You don't need to open up the laptop, just keep the lid closed and use the external mouse and keyboard. Turn the laptop on by pressing the small power button on the left had side, near the front. It needs help in for about half a second or so.
3. Wait for the computer to complete its boot process. It will come up in Windows 98. The race control program is automatically started but may not be visible. If the window does not appear on the screen, use the mouse to click on the 'RaceBox' task in the taskbar at the bottom of the screen.
4. The initial screen shows the current settings. The program defaults to a single start with 3 minutes between intervals and a single start.

- If you want to change the interval between the starts press the number 1 through 9 corresponding to the number of minutes required.
- If you want to change the number of starts press the + and/or - keys until the required number of starts are shown.

5. At the set-up screen the 'T' will quickly test that all the lights are working. Each light is switched on in sequence (mirrored on the screen). The 'H' key will test the horn(s).
6. When ready to start the sequence press the 'S' key. If the starts are to be synchronised against a clock time, press this key 6 seconds plus two interval times before the required start time of the first (or only) start.
7. The screen then shows a count down clock giving 6 seconds to the start of the sequence. To abort the sequence, exit the program by pressing 'Q' or the Escape key (this can be done at any time). During the start sequence the status of the lamps is shown on the screen. Watch the screen at the appropriate times make the sound signal. Note that the status line below the clock changes to inverse just before the next signal is required.

8. During the start sequence monitor the progress of the boats and ensure that none are over the start line at the actual start. If boats are over then you must manually do an individual or general recall. If necessary quit the program and start the sequence again.
9. After the last (or only) start the screen changes to show a count up clock. This shows the elapsed time since the last start in the sequence. Simple instructions are shown on the screen.

- To record the time of a boat (without any sound or light signals) press the 'L' (lap time) key. The current time is then recorded at the end of the list of times. The time is displayed as h:mm:ss and in brackets as the number of seconds (useful if calculating handicaps).
- When a boat finishes press the 'F' key or space bar. The time is recorded and a sound signal is made. Note down the time on the race results sheet. If you are recording handicap times from other than the last start of the sequence you must add compensation for time difference between the boat's real start and the last start in the sequence.
- If the list of times becomes full press the 'C' key to clear the list. Remember to write down the times first as they are lost after the list is cleared.

10. When the last boat has finished, press the 'Q' or Escape key exit the program.
11. Finally with the mouse select 'Start' (bottom right of the screen), then shut down and confirm that you want to shut down the computer.

If things go wrong quit the program using the 'Q' or Escape keys. The program can be restarted by double clicking on the RaceBox icon (looks like a ship!) on the desk top. Then go back to step 3 of these instructions

Calculating Handicaps

Handicaps are easy to calculate provided you know the handicap number that should be used. Most people should know their handicaps, if not there is a list of handicaps in the race officer's pack.

Non-Average Laps

Use the calculator and **enter** the **elapsed time** in seconds (this should have been recorded direct from the computer). **Divide** this number by the **handicap** and **multiply** the results by **1000**. The result is the Corrected Time. Record this number on the race sheet (one decimal place is sufficient).

Average Lap Races

Use the calculator and **enter** the **total time** in seconds (this should have been recorded direct from the computer). **Divide** this time by the **number of laps** that this boats (different boats can do a different number of laps). **Divide** the result by the **handicap** and **multiply** the answer by **1000**. The result is the Corrected Time. Record this number on the race sheet (one decimal place is sufficient).