

Race Timer Instructions.

Ensure the battery for the horn is on the boat and plugged into its large double plug inside the cabin to the left. The timer does not power the horn.

Familiarise yourself with the timer and slide it onto the bracket to the left of the door. Two leads hang from the timer. One has a button on the end which operates the horn. Keep it clear by hanging over the handle to the left.

The mono pin plug lead goes into the socket down and to the left of the timer bracket. Keep the lead clear of tangle. The timer has its own internal batteries so leave it switched off until just before the start.

Switch the timer ON with the black recessed button on the side of the timer and the upper display (countdown) will momentarily show 3003, then press the central HORN button to test the horn.

The lower display, by pressing the left 'SELECT' button will show P1, P2, P3 or P4. Select P1 for a normal handicap race, select P2 for a ½ pursuit with sounds at 30 second intervals, P3 for a ¾ pursuit with 45 second intervals and P4 for a full pursuit sounding every 60 seconds. All races start the first craft with 5 mins, 4 mins, 1 minute – ZERO -GO, sound SIGNALS.

At 10 and 5 seconds before the horn sounds the timer will bleep to warn of the need to hoist or lower a flag. The FLAG is the true signal NOT the sound.

Attach the WHITE (Handicap) flag with black H to a flag halyard on the right of the cross trees ready to hoist, then the Preparatory Flag, BLUE with WHITE rectangle in the middle, to the next.

Continue with the Individual Recall Flag- WHITE with BLUE cross, the General Recall Flag- tapered with YELLOW edging & BLUE centre, the Postponement Flag- tapered with RED & WHITE segments and finally the Shortened Course Flag- WHITE with BLUE rectangle in the centre.

All flags are marked in felt tip on the edge for confirmation. (There are other flags for experienced race officer use only).

Handicap Racing.

Switch ON the timer and press the remote lead button to test the horn. Select P1, no more than 5 minutes before the programmed time, press START to show 00.00 on the upper display, 5.10 on the lower.

Press START again and the timer will bleep and count DOWN from 5.10. At 5.05 bleeps every second warn to hoist the Handicap Flag at 5.00.

At 4.10 the timer bleeps, then at 4.05 every second until at 4.00 the horn sounds and the Preparatory Flag is hoisted.

When 1.10 shows and bleeps to 1.00, lower the Preparatory Flag as the horn sounds. Watch for craft hustling for position on the start line and be ready to note craft trying to start early. This is a busy time.

At 0.10 the timer bleeps so prepare to lower the Handicap Flag. One second bleeps from 0.05 warn the race is about to start. At 0.00, as the horn sounds, lower the Handicap Flag, the race has STARTED and the upper display will start counting up.

If any identifiable craft were over the line press the Horn button once and hoist the Individual Recall Flag. When the 'early' starters have re-crossed the start line lower the flag without a sound signal. Disqualify any that do not return.

If too many craft to identify are over the line sound the Horn twice and hoist the General Recall Flag. Then, and ONLY then, turn the timer off.

To re-start the fleet/race sound the Horn once and lower the General Recall Flag, then ONE minute later start a new sequence of 5, 4, 1, GO.

If the start is OK, press SELECT and START together and the lower display will revert to a small square.

As each craft makes a complete lap of the course record their sail numbers and number of laps. After the first lap, positions will not normally alter much.

For multiple (fleet) starts, when starting the fleets, do not press select and start and the timer will repeat the 5,4,1 GO sequence using the start of the first fleet as the warning signal for the next fleet. Any general recalls with multiple fleets mean that recalled fleet re-starts after the other fleets have gone as a fresh start. When all fleets have started press SELECT and START.

Duplicate and different flags are needed for each fleet. The count up for the first race will remain in the upper display, so 5 minutes will need subtracting from the second fleet times at the finish (or 10 or 15 etc. depending on how many fleets start) to properly calculate the times.

The finish is decided by the leading craft completing full laps at or around 50 minutes. All boats sail full laps and after the leading craft crosses the line all craft following will finish. Some craft will be lapped and will sail fewer laps. Move the committee boat to make the finish line at 90 degrees to the last mark.

A race can be shortened on any complete lap by hoisting the Shortened Course Flag (with 2 sound signals) at the time the leading boat rounds the last mark prior to the finish line. These sound signals will be recorded so ignore when checking times.

The race computer in the clubhouse will correct the laps and handicaps for all competitors. More instructions by the computer!

When each craft finishes press the Horn button on the wander lead ONCE for each craft and note the sail numbers in finishing order. It is a good idea to also note the finishing time shown on the upper display alongside the sail numbers.

After the last craft has finished, DO NOT SWITCH OFF THE TIMER.

Press, and hold for five seconds the upper button on the left side of the timer until the upper display shows 00000. The finishing times of the competitors will be shown in order in the upper display by pressing the upper button repeatedly. Using the lower button as well, scroll up and down with the 2 buttons until all the times are SAFELY recorded against the sail numbers on PAPER.

Now switch OFF the timer and all stored information will be lost FOREVER.

Setting a course.

The start should be a beat to windward with preferably a PORT rounding for the first mark to avoid protests as the approach should be made on Starboard tack.

Set a start line almost at 90 degrees to the wind with ideally the Port end slightly nearer the first mark, and the wind, by 2 or 3 committee boat lengths. The competitors will give you advice on this, willingly! When it is wrong nearly all boats will try to start at one end or the other.

The start line should be as long as all the boats competing plus 10 %. Average boat length is 4.25 meters so 10 boats means a line 51 meters long. Most Hollowell start lines are TOO short.

Move buoys (marks) away from wind shadows or 'holes' in the wind. Good luck.

Pursuit Racing

Inform competitors that the races are Pursuits with a verbal pre-race briefing. Ask them to remember who was immediately in front of them at the finish sound signal as they do not have to sail to a finish line.

Competitors should know to START when their PY display goes. E.g. a Solo on 116 (corrected from 1155) starts as 116 disappears and 115 appears on the PY display (and the horn is sounded automatically by the timer). A Solo should know that displaying 116 means there are 30 seconds, 45 seconds or 1 minute, depending on the pursuit, prior to their start.

Open the PY number book at the PY (rounded to three digits) number of the first craft to start. (e.g. 1101 = 110, 1155 = 116)

Switch ON the timer and test the horn with the remote lead button. Select P2 for $\frac{1}{2}$ pursuit, P3 for $\frac{3}{4}$ pursuit and P4 for full pursuit. Press START, the upper display shows 00.00, the lower 5.10.

Press START, no more than 5 mins before the programmed start time, and the timer beeps and counts DOWN from 5.10. At 5.05 the timer beeps every second so hoist the Pursuit Flag at 5.00 as the horn sounds.

At 4.10 the timer beeps. At 4.05, one second beeps go until 4.00, when the horn sounds and the Preparatory Flag is hoisted.

Next when 1.10 shows, the timer beeps once at 10 seconds, every second from 1.05 to 1.00 when the horn sounds and the Preparatory Flag is lowered.

Show their PY number to the first class of craft waiting to start

At 0.10 the timer beeps so prepare to lower the Pursuit Flag. One second beeps from 0.05 warn the race is about to start.

As the horn sounds at 0.00 lower the Pursuit Flag and change the PY number display to the next (lower numerically) number.

Press the START button. The upper display will now start counting up and the lower display will show a small square.

If any craft are over the line press the horn button once and hoist the Individual Recall Flag. Leave it flying until the premature starters return and restart. Disqualify any craft that do not return, and lower the flag without a sound signal.

The horn will continue to sound every $\frac{1}{2}$ minute, 45 seconds or full minute depending on the Pursuit selected. Change to the next (lower) PY number displayed at each sound signal until all craft have started.

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When the last craft has started press START and SELECT together and the horn will stop sounding. Put the PY display book away.

Finishing

To determine the time a Pursuit runs for, use the PY of the first craft starting as the reference that the time is calculated from.

e.g. If a Mirror starts first and its PY is 1386, corrected PY -139. So 139 is the number shown for the last minute prior to the Pursuit Flag being lowered. If the race is a full pursuit the finish will be 139 minutes on the count up display. For $\frac{1}{2}$ or $\frac{3}{4}$ pursuits divide by $\frac{1}{2}$ or $\frac{3}{4}$ and note the time allowed.

When the display nears the pre-determined race time prepare to move the start/finish line to ahead of the leading craft on the water by using the committee boat as one end of the line and if possible a safety boat as the other end.

If any craft are in distress manage with just the committee boat and drive back up the course until all craft have been logged in order. Finish all craft as the finish line moves back up the course with a horn blast using either the centre button on the timer or the wander lead, and note their time.

Pursuit Race Tips.

In a good wind set a long course with a start either at Bay or Middle, as it is easier to monitor the positions and pick up the leading boat for the finish than a start at one end of the pond or the other.

In light airs, a simple triangular course is best, but make it a large triangle if possible avoiding crossovers as it makes finishing much easier.

Set a start line in such a place that slower craft completing a lap before faster craft start pass the mark in such a way that they are seen and easily recorded without interfering with craft about to start.

As each craft completes a lap write down the sail number and the time.

Do this for each craft one after the other as they complete laps in a continuous column.

Do not attempt to log each lap for each craft alongside the first record keep the lap / craft list a continuous column.

The laps each craft has done can then be counted at the end of the race. It is useful to log the times for each lap as with faster craft having to un-lap themselves it is easy to miscalculate the number of completed laps. Times for each lap can be used to prove lap completion if a competitor believes their laps are greater than the committee boat says.

If a youngster wishes to sail half of the pursuit, start them at $\frac{1}{2}$ their PY and double the completed laps to calculate their positions. Timing each lap will also allow 'adjustment' for position on the water at the finish. It will be very difficult to be exact as to their position, but it is important to encourage Juniors as much as possible. Unlike a Handicap Race the committee boat stays on the start station until the very last minute before creating the 'moving' finish line. At the pre-race briefing tell competitors that when 'their PY number goes' they GO. They will see 'their' PY for 30, 45 or 60 seconds before the sound signal and number change, depending on the length of pursuit.
