

## General Notes on use of the sailing timer unit

To start a race you need to sound horns, raise flags and record a countdown and then an elapsed race time. Then, each time a boat passes through the finish line you need to press the horn, write down their position, finish time, and name/number. This is especially hard when more than one boat passes the finish in short succession. Using the timer unit with the flying lead will make all this much easier and hopefully take the stress out of being on Race duty! The following notes should help you use this timer. Feel free to Mark up any amendments or improvements on this copy and I will incorporate them at a later date. *Karen Halley*

A racer is deemed finished at the moment the **first part** of their boat crosses the finish line and not 'only once the whole boat' has crossed. The finish line is the imaginary line between the orange pole on the shore and the X buoy.

### Getting organised

Prior to the race starting, place the appropriate flags on the flag poles (flag instructions are in this folder) Decide on the course and place the Course Board on the shore for sailors to see. Stopwatches are kept in the clubhouse office and can be used to time parallel races if you prefer. Use the Race detail form to capture: racers sail number, helm/crew name(s) and boat type. Add the course details, officer on duty name(s), and Portsmouth Yardstick ref. Forms are found in this folder.

### Power On the timer

Turn on the power to the Timer unit at the socket located under the worktop. Then Press the **Black On/Off** button on the right side of the unit.

**Note that once On, if you press the button to toggle it Off, all timings will be cleared and lost.**

### Controlling the Horn

In unusual circumstances you can disconnect the horn as follows; a jack plug connects the unit to the horn – and you can disconnect it under the worktop if you find your timer is sounding automatically out with the sequence you want.

You can press the **Orange** button on the front of the unit, to manually sound the horn at any time, for example, to indicate a false start or shortened race. This will **not affect** the timer but if you press **any other** button you will lose timings.

Ensure power is connected to the horn – check that the leads to the battery are connected under the worktop and indeed the horn jack plug is plugged in. I suggest you toot the horn manually well before the race starts to double check it is audible. People have been known to disconnect various leads under the worktop.

### Timer Unit Display

Top row of display	<b>00 : 00</b>	<b>stopwatch</b>	<i>recording elapsed time from race start</i>
Bottom row of display	<b>P : 1</b>	<b>countdown</b>	<i>displaying start sequence timings</i>

### Selecting a preset Program

Pressing the **White Select** button will move between the 3 programs P1, P2 & P3. LESC primarily use P1.

Program	Start Sequences
P1	6mins 3mins 0mins
P2	6mins 3mins 0mins
P3	5 4 1 0 - then horn goes off every 3 mins of race – so DO NOT USE

### Soft warning beeps

The Timer unit will give a soft beep every second, from 10 seconds before an interval is reached. The beeps act as a warning to the Race Officer to prepare to adjust the flags on the poles. At the end of the 10 seconds, the horn sounds automatically.

# SailingTimer.co.uk

## Automatically starting the race:

- Turn on the power to the Timer unit at the socket located under the worktop.
- Press the **black On/Off button**, located on the right side of the unit.  
**Note** that once On, if you press the button to toggle it Off, all timings will be lost.
- P1 will be the default Program initially displayed.  
To change from this Program, Press the **White** button to select another program eg P2 or P3.
- Press **Start** to load the selected start sequence (P1 – 6mins/3mins/0mins horns).
- Press **Start again** to initiate the countdown.

For P1 – which is a 6mins/3mins/0mins sequence, the following steps occur:

### 1 Display initially shows:

00	00
-6	10

- Press **Red** button to Start the Countdown
- You now hear for 10 seconds, **warning beeps**
- The Race Officer prepares to **raise appropriate flags** at the moment that
- The **horn sounds** automatically
- to **indicate there is 6 mins to go** before race starts

### 2 Display initially shows:

00	00
-3	10

- You now hear for 10 seconds, warning beeps
- The Race Officer to prepares to raise appropriate flags at the moment that
- The horn automatically sounds
- to indicate there is 3 mins to go before race starts

### 3 Display initially shows:

00	00
-0	10

- You now hear for 10 seconds, warning beeps
- The Race Officer prepares to drop the appropriate flags at the moment that
- The horn automatically sounds
- to indicate - **race start**

### 4 Display initially shows:

0001
o

The race elapsed time begins to count up

You can press the **Orange** button on the front of the unit, to manually sound the horn at any time, eg to indicate a false start or shortened race. Pressing the Orange horn button will not affect the timer but note that if you were to press **any other button** you will lose timings.

## Automatically capturing finish times using flying lead:

The flying lead is used to capture all **finish times & positions** AND simultaneously **sounds the horn** for each boat during busy race finishes. Each time a boat passes through the finish line, press the **Red** button on the end of the handle grip. The finish times are then automatically stored in the units memory along with their position.

Ideally you should have 3 persons doing the following roles.

If you only have 2 persons then I suggest you combine Role 1 and 2.

If you are on your own – hopefully the racers are miles apart – otherwise, good luck!

### **Role 1 - Using the flying lead with the **Red** button on the end of the grip**

Stand in line with the orange pole on shore and the X buoy, Press the flying lead **RED** button to simultaneously sound the horn AND capture a finish time and race position within the timer units memory.

**Role 2** – Watch out the Race hut window and **shout out** the boat name or sail number and their finish position, **ignoring** the units displayed elapsed time. Concentrate only on who passes over the finish line in what order.

**Role 3** – Listen and write the information as verbalised by person in Role 2

You only need to write down the position of each boat through the finish line (eg their number or name alongside 1<sup>st</sup> 2<sup>nd</sup> 3<sup>rd</sup> etc) – as the detail of their actual finish time will be retrieved from the timer units' memory later.

### **Retrieving the times from the units' memory**

Press the Green button to the left side of the unit – holding it pressed for 5 seconds. The race position eg '1<sup>st</sup>' flashes and then their time is displayed. Write it down on the race sheet.

Re-press the **Green** button for the next position and time. Write it down on the race sheet.

Repeat this for all positions.

The **Blue** button to the left side of the unit – will provide the positions and times in reverse order. You can go in reverse at any time while reviewing the recorded times.

**Be warned that once you press the Off button – all race times are lost, so be careful not to do this until you are confident you have all the times written on the race sheets.**