

Using the computer RMS, Pursuit races can be run with automatic start and finish signals.

The way a Pursuit race is run and managed varies from “normal” races.

This guide explains how to start and finish a Pursuit race successfully!

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Setup:

- **Select the Race** as usual from the main screen, and
- **Open the Sign In** as usual.

Establish from the boat park, if possible, which fleets are going to race – this will avoid scheduling start signals for fleets with no entrants in the race.

Now click the “Pursuit Race” button (bottom right on the main window) to open the “Pursuit Race Calculator”

Pursuit Race Calculator

Pursuit Race Help!

Class List (un-check any classes that are NOT racing)

Class	P.Y	Selected	Starts At	Time Of Day
Optimist	1628	<input checked="" type="checkbox"/>		
Mirror	1380	<input checked="" type="checkbox"/>		
Topper 4.2	1369	<input checked="" type="checkbox"/>		
Topper	1369	<input checked="" type="checkbox"/>		
Fusion	1280	<input checked="" type="checkbox"/>		
RS Feva XL	1244	<input checked="" type="checkbox"/>		
ILCA 4	1213	<input checked="" type="checkbox"/>		
Firefly	1174	<input checked="" type="checkbox"/>		
ILCA 6	1154	<input checked="" type="checkbox"/>		
Solo	1142	<input checked="" type="checkbox"/>		
GP 14	1138	<input checked="" type="checkbox"/>		
Raceboard	1117	<input checked="" type="checkbox"/>		
Snipe	1110	<input checked="" type="checkbox"/>		
ILCA 7	1102	<input checked="" type="checkbox"/>		
420	1100	<input checked="" type="checkbox"/>		
RS 200	1046	<input checked="" type="checkbox"/>		

Include D/H classes sailed by Helm ONLY?

Add Non-Adopted Classes

RACEBOARDS: IF wind <= F3 use normal PY, ELSE use the "S/H" PY INSTEAD

Configure the Pursuit Race Settings

Choose Scratch Class: Set

Race Duration (minutes): Set

Race Start Time: Set

Race will finish at:

CALCULATE PURSUIT TIMINGS

Print ONLY selected Classes

Print all visible rows

OK

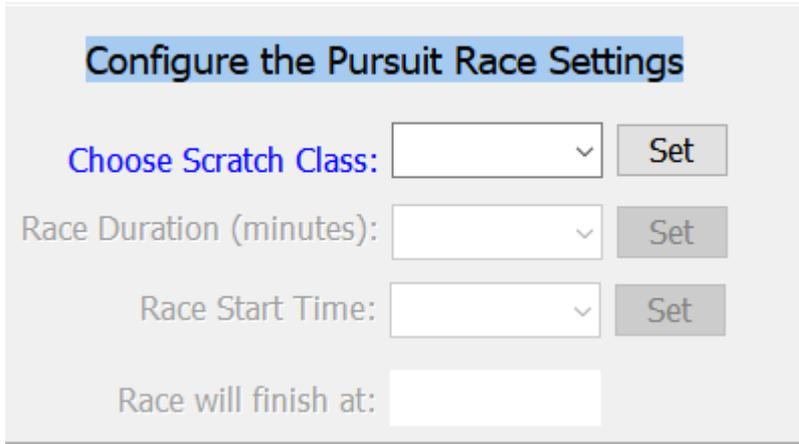
QUIT

l|b|PYRatio

Set up the Pursuit Race Calculator:

FIRST:

- IMPORTANT!!** From the list, **deselect** classes that are **not** competing.
- Top Right "Include D/H classes sailed by Helm ONLY" (will add several more rows to the list like "FireFly S/H" etc.
It should only be ticked if you have double-hander boats sailing with just a helm (i.e. single handed). Single-hander classes like Laser/Solo are ALWAYS shown
- If there are "Visitors" sailing non-Budworth classes (e.g. Boxing Day) click the "Add Non-Adopted Classes" button and tick the class you wish to add.

NEXT: Configure the Pursuit Race Settings

Configure the Pursuit Race Settings

Choose Scratch Class: Set

Race Duration (minutes): Set

Race Start Time: Set

Race will finish at:

- d. **Recommend:** *Scratch class should be a slow class – maybe the first or second to start – this makes it easier for sailors to set watches using “positive” times from the scratch class*
- “Scratch Class” – the class that will start at time “zero”. Slower classes will start before the scratch class, faster classes after. Select the class and click “Set”
 - Set the Race Duration for the scratch class, and
 - Set the “nominal” start time in the same way.

THEN:

- e. Press **“Calculate Pursuit Timings”** and look at the timings for each class.
If you feel the slowest classes are racing for too long, or fastest class too short, re-select options and re-calculate the times.

Here is an example for Scratch Class “Firefly” and 45 minute duration. You can see that some classes like Oppy/Fusion etc. have been EXCLUDED from the start sequence.

Pursuit Race Calculator

Pursuit Race Help!

Class List (un-check any classes that are NOT racing)

Class	P.Y	Selected	Starts At	Time Of Day
Optimist	1628	<input type="checkbox"/>	- 00:17:24	11:42:36
Mirror	1380	<input type="checkbox"/>	- 00:07:54	11:52:06
Topper 4.2	1369	<input type="checkbox"/>	- 00:07:28	11:52:32
Topper	1369	<input checked="" type="checkbox"/>	- 00:07:28	11:52:32
Fusion	1280	<input type="checkbox"/>	- 00:04:04	11:55:56
RS Feva XL	1244	<input type="checkbox"/>	- 00:02:41	11:57:19
ILCA 4	1213	<input type="checkbox"/>	- 00:01:30	11:58:30
Firefly	1174	<input checked="" type="checkbox"/>	00:00:00	12:00:00
ILCA 6	1154	<input checked="" type="checkbox"/>	00:00:46	12:00:46
Solo	1142	<input checked="" type="checkbox"/>	00:01:14	12:01:14
GP 14	1138	<input checked="" type="checkbox"/>	00:01:23	12:01:23
Raceboard	1117	<input type="checkbox"/>	00:02:11	12:02:11
Snipe	1110	<input checked="" type="checkbox"/>	00:02:27	12:02:27
ILCA 7	1102	<input checked="" type="checkbox"/>	00:02:46	12:02:46
420	1100	<input checked="" type="checkbox"/>	00:02:50	12:02:50
RS 200	1046	<input checked="" type="checkbox"/>	00:04:54	12:04:54

Include D/H classes sailed by Helm ONLY?

[Add Non-Adopted Classes](#)

RACEBOARDS: IF wind <= F3 use normal PY, ELSE use the "5/H" PY INSTEAD

Configure the Pursuit Race Settings

Choose Scratch Class: Firefly

Race Duration (minutes): 45

Race Start Time: 12:00:00

Race will finish at: 12:45:00

[CALCULATE PURSUIT TIMINGS](#)

REMINDER: After the Start Sequence for the slowest Class, there will be a single Klaxon for every following class!

[OK](#)

[QUIT](#)

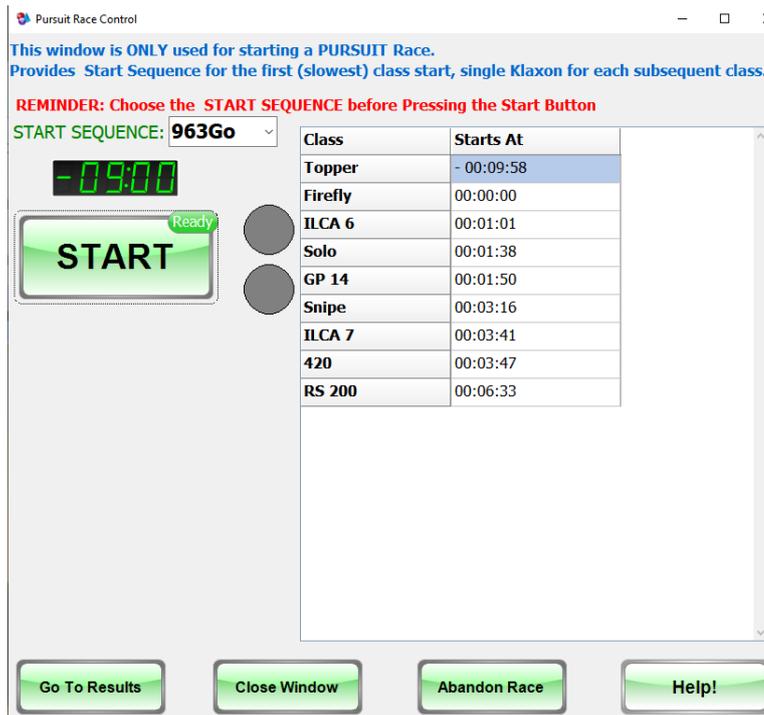
- f. **Write RELATIVE start times on a whiteboard and show the course board.** ("time of day" is only for GUIDANCE, not for starting!) (you can print out the timings on the OD Box printer)

Explain the start sequence and timings to the sailors

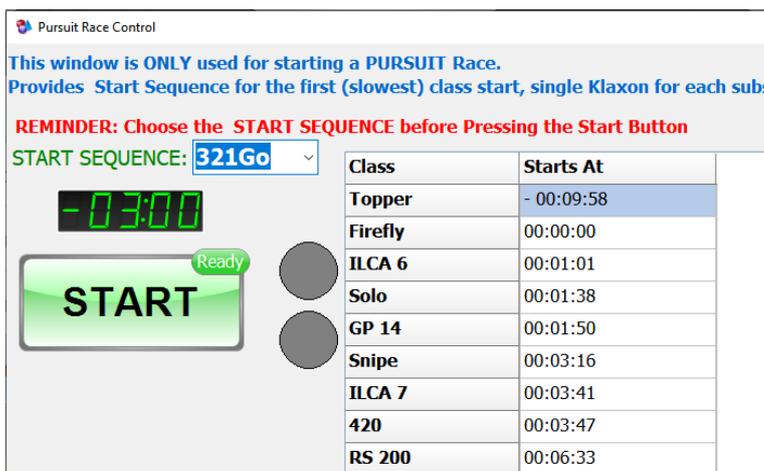
- g. Click "OK"

- h. The **Pursuit Race Start** window will open.

SELECT THE COUNTDOWN SEQUENCE. (it MAY be set to 963Go if previous race was a handicap race).



Recommend setting to 321GO



Race Briefing

Brief the sailors on

- The course,
- Holding position at end of race while ribs note finish positions.
- The start sequence:

For the SLOWEST class (first to start) there will be a 321 start sequence, with usual light sequence and a single Klaxon on each minute. (these sailors should get on the water when briefing ends!)

This will be followed by a SINGLE klaxon for each subsequent class start.

Starting the Pursuit Race

When you press the START button, as usual there will be a 10 secs interval (with warning buzzers) in the OD Box. Then the “321 start sequence” will run, with lights and klaxons at each minute, and the screen timer will countdown. The two “Flight 1” lamps are used for the 321 sequence – (mimic lamps will show on the screen). (no lamps at 3minutes, top lamp at 2 minutes, BOTH lamps at 1 minute, ALL OFF at the GO!

During the sequence, the “time to next start” will be shown on the screen. This can be communicated to the start-line rib!

As each class starts their row will be coloured green so that it is easy to keep track of the “next class to start” (shown in light blue)

Pursuit Race Control

This window is ONLY used for starting a PURSUIT Race.
Provides Start Sequence for the first (slowest) class start, single Klaxon for each start

REMINDER: Choose the START SEQUENCE before Pressing the Start Button

START SEQUENCE: 321Go

-09:23

Running

START

Next Start in: 09:23

Class	Starts At
Topper	- 00:09:58
Firefly	00:00:00
ILCA 6	00:01:01
Solo	00:01:38
GP 14	00:01:50
Snipe	00:03:16
ILCA 7	00:03:41
420	00:03:47
RS 200	00:06:33

00:09

Running

START

Next Start in: 00:52

Class	Starts At
Topper	- 00:09:58
Firefly	00:00:00
ILCA 6	00:01:01
Solo	00:01:38
GP 14	00:01:50
Snipe	00:03:16
ILCA 7	00:03:41
420	00:03:47
RS 200	00:06:33

When all classes have started, you will be prompted to close the window and go to the “Results” screen.

Recording Laps

This is important in case faster boats lap the slowest boats. A long course will help avoid this and reduce confusion!

Record in the usual way.

The recommended way to find each boat!

As boats pass your chosen point on the course, type the LAST 3 DIGITS of sail number and click LAP. Use the keyboard 'L' key or '+' on the numeric pad (faster than using the mouse!)

Ending the Race

From 3 minutes to go, an end-of-race countdown will be shown. The colour will change to red in the last minute – watch the “FINISH Race” button!

Warn the ribs to get into position by the race leader. They should then go back down the course recording the sail numbers in order (plus the class is helpful in case of any confusion/duplicate numbers)



At the end of the Race the Klaxon will sound, and the “Shorten Course” lights will start flashing to alert ribs/sailors that the race has ended, they should hold their positions, whilst the ribs go down the course.

Entering FINISH positions

From the recorded paper results, search for each sail number in turn using last 3 digits, as before, and click the 'F' key or the "FINISH" button on the row or screen numpad.

If you make a mistake, press F12 to undo, or click on the FINISH cell (in the right row) and then you can delete or change it.

Scoring the Race

When **all** results are entered, click **FINISH RACE**.

The RMS will then return to the Main Window.

IMPORTANT: DO **NOT** switch off the pc at this point...

When all races are finished:

Save and Exit

From the Main screen click "**SAVE AND EXIT**" and follow the prompts so that the race will be **SCORED!**



You could now (optionally) print the results by opening the browser and going to our website results page. (The OD Box printer is normally turned off, so check that first!)

It is now OK to shutdown the pc.

Good job... go to the bar!