

RMS Race Controller Help

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Race Controller Help

Race Controller (PRO computer) Help

Welcome!

This is the help system for the RMS Race Controller.

Each page contains [clickable links](#) to other pages.

The RMS provides a complete system for running and scoring a race.

Pressing the **F1 key** or clicking the **HELP button** on the screen will bring up relevant help for each stage of the race.

Also find the help you need using the "Contents" tab on the left.

If you are new to the Race Management System (RMS) start by reading about the [Main screen](#) and [Running a Race](#).

See the [How To](#) page for quick guidance and answers to some common questions

See also: [Main screen](#), [NEW features for 2022](#)

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NEW features for 2022

2022 marks 10 years since the RMS system was first in operation. Some changes and additions were after a thorough review!

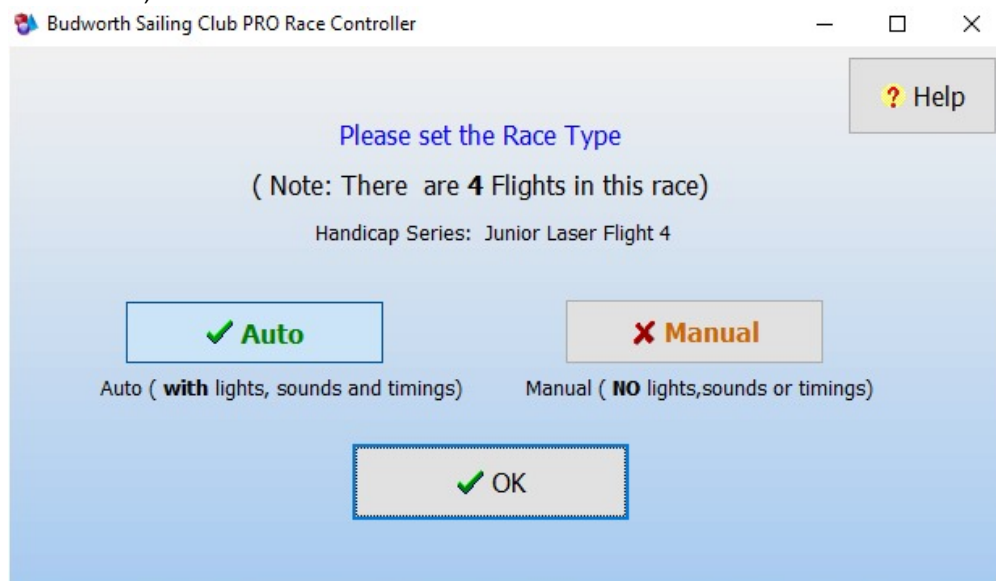
The help has been updated to reflect this, and a brief overview of the changes is below.

Race Options Simplified

Just choose AUTO or MANUAL.

The window now also shows the number of Flights, and whether there are any Handicap series.

If there ARE Handicap Series, recommend choose AUTO (because timings are needed for scoring calculations)



Result Finish times

Can now be displayed as either "Time Of Day" or "Elapsed" times, and can be switched between the views at any time. There are new buttons above the FinishTime column to select this.

The screenshot shows a control panel for 'FinishTimeDisplay' with two radio buttons: 'TimeOfDay' (selected) and 'Elapsed'. A 'Set Fleet Start Times' button is also present. Below this is a table with columns: 'Flight', 'Position (1..n)', and 'Finish Time'. To the right of the table, a green banner reads 'THIS RACE IS: AUTO'.

NOTES:

- Changing the time will update both the boat Elapsed and TimeOfDay times correctly.
- For MANUAL Races - to use Elapsed finish times the RMS must know the **start** times for each Flight, so set these first.
- Be careful if editing "Elapsed" finish times with several Flights, as Elapsed time MUST be related to the correct flight.

Better to change to TimeOf Day, enter a time to put the boat in the correct finish order as seen on the water, then switch back to Elapsed display if preferred.

Correcting Results

From the PRO pc results can be edited even after a race is "Finished" (providing results have not been scored).

Adding/Deleting Boats

Before a race starts use the SignOn pc or remote SignOn app to add or remove boats from the race.

During a race - use the "Add Boat" and "Delete Boat" buttons on the Results page.

If a boat has the wrong details (sail number or helm name) and also has a number of laps and Finish time, either write the values down to use, first ADD new boat, then enter the number of laps and finish time, finally select and DELETE the original row that was wrong.

Printing Results

Choose a , there is now a new "Print" button on the web results page (for any series) that will print the results without any surrounding stuff like menus etc.

Shutdown and Restart

of the PRO pc now preserves the state of all races (not started, in progress, finished etc) and can reload all (Signed in) sailors in a race.

Maximum Races per day is now NINE (previously 6)

Remote SignOn: Enable or Disable

The Remote SignON web app can now be disabled when required. Either for a period of time (days) or for a specific event (e.g. if not wanted for an Open meeting)

How to

"How To" and tips when using the RMS Race Controller

Before the first Race

- Check that both the status buttons on the Main screen (bottom left and bottom right) are coloured GREEN.
 - (This confirms that the Race Controller can talk to both the Lights/Sounds and to the SignOn computer).
- Test the Klaxon and Bell in good time before the race.

Before each race...

- First select the race - **click "Next Race" checkbox** - this also shows the details in the clubhouse on the SignIn computer.
 - Choose AUTO almost always, especially if there are Handicap Series! A Manual option (NO start sequence or race timings) is also available. See [Race Types](#) for details
- Then **Open SignIn** about 10 minutes before the race start, otherwise as soon as possible!
- Don't forget to **put up the race course-board** if appropriate.

How to: Start a Race

Once the race is selected and SignIn is opened, click the **Race Control** button on the screen.

How To: Remove a flight from the start sequence

- Only do this if you are sure there are no boats in that flight that **will** join the race before the start! (e.g. are rigging in the boat park!)
A flight cannot be removed if there are already helms signed in to that flight.
- In the Race Control screen, click the flight button. It will be removed from the start sequence. Click again to restore it.
 - If you remove a Flight, make sure
 - the course-board is updated as well and
 - all sailors are aware of the new start sequence!
- This can only be used BEFORE the race has started.

How To: Delay (Postpone) a Race

- Click the **Postpone** button on the main screen. TWO Klaxon signals will be sounded.
- The SignOn computer will indicate that the race is postponed.
- Helms can still sign in to the race.
- To CANCEL the "Postpone" just click the button again!

How To: Abandon a Race

- Click the **Abandon** button. THREE Klaxon signals will sound.
- There is the option to delete all helms from the race.
- An Abandoned race CAN be re-selected and run later. In this case it may be better to keep the helms signed in.

How To: Use a "321GO" Start Sequence

NOTE: The RMS will automatically load the expected start sequence either "963Go" or "541Go" for Class Open Meetings.

Any race can be manually over-ridden to use a 321Go start. Maybe the races are for training only?

Although not a standard start sequence (except for a Pursuit race), a short start sequence can be useful. For example, if running a set of very short races to provide race starting practice!

- In the Race Control screen, right-click the mouse just above the START button.

- This will show "Force 321 start sequence".
- Click the pop-up to accept this.

Start The Race

In AUTO go to *Race Control* and click the Green START button. There will be a 10-second countdown before the first signal, shown on the button!

(In manual there is nothing to do, so select the RESULTS screen).

During a Race

- Go to Results screen.
- For a MANUAL RACE click the "Close SignOn" button

How to mark boats as DNS (Did Not Start), OCS (On Course Side) or DNF (Did Not Finish)

- Select the boat by clicking the row in the grid or search by sail number.
- Click the correct button at lower left of the screen.
 - NOTE: To remove the mark (if you make a mistake) just click the button again.

I cannot find the boat I want...

- On the results screen, click the **SHOW ALL** button on the number pad, then look again!
- If there are more than 10 boats racing, some will not be visible. Search for the boat by sail number.

I clicked LAP for the wrong boat!

- Make sure the boat is selected first, then **press F9 to undo** the lap

I clicked FINISH for the wrong boat!

- You can only undo the last boat to finish. Make sure the boat is selected first then **press F12** to remove the finish position and time.

Record boat Laps or boat Finish

- **Go to Results** screen.
- **Select the boat** by clicking the row in the grid OR
- by sail number - type the number on the number pad. The grid will show only matching rows
- When the correct row is highlighted in yellow, **click the Lap or Finish button.**
- NOTE: when finishing a boat, do NOT click the LAP button as well!

Shorten Course

- At the correct time, click the **Shorten Course** button.
 Note: Usually this will be as the lead boat arrives at the mark BEFORE the lap point.
 Remember that whole laps should be sailed if "average lap scoring is used.

How to Finish a Race

- **On the Results** screen.
- **Click the Finish button.** You will be warned if any boats do not have a finish position.
- NOTE: 2022 update allows you to re-select a previously "Finished" race and edit the results.

Duty Information

Duty Information

This screen is shown when the Race Controller program starts; at the end of each race, and before the program closes.

Capturing the information "at the time" is really helpful to all who support the RMS, Results system and the Race programme!

Add your PRO and ARO names - this helps the club to know that you have done your duties!

In "helpful information" please add the names of Rescue and Galley crews, for the same reason!

After each race, add any useful information in the appropriate tab at the bottom of the screen, especially if there are any Protests, queries over scoring or (heaven forbid!) a problem with the RMS!

An example screen is shown below:

The screenshot shows a window titled "Duty Information". At the top, it says "Please record the following information". Below this are two text input fields: "P.R.O. (First + Surname):" with the value "Bill Kenyon" and "A.R.O. (First + Surname):" with the value "Gill Kenyon". Below these fields is a section titled "RESCUE & GALLEY Teams - NOTE ANY NO-SHOWS!". This section contains a text area with the following text: "RESCUE TEAM: Chris Hearn, Caroline Cawood, David Morris", "No shows?: ALL Present", "GALLEY: Zoe Morris", and "Weather: F2-4 Southerly, shifty!". Below this section is a tabbed interface with the instruction "In the correct Race tab below add comments and Race-specific info. e.g. duff results, issues(Ribs, Races etc.)". There are three tabs: "Autumn Open,Race 1" (which is highlighted in green), "Autumn Open,Race 2", and "Autumn Open". The "Autumn Open,Race 1" tab is active, showing a text area with the text "Autumn Open,Race 1". At the bottom of the window are two buttons: "Help!" and "Save".

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Running a Race

Running a Race

More detailed information is provided in these sections:

the [Main screen](#)

and

Prepare a race

Start the Race

During a Race

Finishing a Race

When the Race Controller ("PRO computer" application) starts, it automatically loads the race programme for the day, and displays the races on the **Main screen**

STEPS TO FOLLOW

1. **Tick the NEXT RACE** box to select the race, CHOOSE either AUTO or MANUAL operation.
 - AUTO to get an automatic timed starting sequence, finish timings, and sound and light signals.
 - MANUAL to run the race without a start sequence or race timings (you must record and enter them manually)
2. **Open Sign In** - tick the checkbox for the selected race. Boats can now join the race.
3. **Start the race**
 - In AUTO - click the "Race Control" button to open the window, then click the START button when ready.
 - The screen shows the countdown to each start, use the radio to give countdown (to the start-line RIB)
 - In MANUAL - click the "Results" button. When the PRO has started the race, click "CLOSE SIGN-ON" button.
4. **Mark the laps** find each boat by typing the LAST 3 DIGITS of sail number, then click Lap button or 'L' on keyboard.
5. **Finish each boat** - find the boat (as above), then click the Finish button on the screen or press the keyboard "F" key.
6. **Click "Finish Race"** at the bottom of the screen.

See also **Pursuit Races,**
Class Open Meetings

NOTES:

New for 2022

- In Auto you CAN view Finish times as either Elapsed or TimeOfDay, and switch between at any point.
- You CAN correct results for a previous ("Finished") race provided another race is not started/in progress.
- Between races you CAN "Score & Exit" then restart the program, provided an AUTO race is not in progress (timers running).

Selected races can **Postponed** or **Abandoned**:

- Use the *POSTPONE* button before a race is started.
- Use the *ABANDON* button to mark the selected race as Abandoned (Races marked as

"Abandoned" can be re-re-selected and restarted later if necessary)

NOTE: It is NOT necessary to run each race. Mark any unused races as "Abandoned" at the end of the day.

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Prepare a race

How to Prepare a Race

See also: [Pursuit Race](#), [Choosing the Race Type](#), [Start the Race](#)

Before starting a race, decide whether you are going to use automatic starting countdown and signals. It is recommended that you normally use "**Auto**". Even if you don't need timings for result calculations, recording the times will help you during the race.

In the race programme list (middle of the Main screen)

1. **Optionally - Set Expected Start Time:**

Click the time to change to the time you expect to start the race countdown. This is shown on the SignOn computer when SignOn is opened for the race.

2. **Click the "Next Race" check-box for your chosen Race.**

The "SignOn Mimic" should change (this confirms that the system is communicating correctly with the SignOn computer).

3. **Choose the Race Type** see also: [Choosing the Race Type](#)

If appropriate, prepare your course board and display that for the sailors.

4. **Click the "Open SignIn" check-box for your chosen Race.**

The "SignOn Mimic" should change. see also: [Signing On](#)

You are now ready to start the race!

5. **Click the Race Control button**

NEXT: [Start the Race](#)

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Choosing the Race Type

Choosing a Race Type

The Race Controller provides options for running a race, either AUTO or MANUAL. (Pursuit races are different and covered elsewhere)

The choice is shown when the **Next Race** button is clicked (on the race list in the Main window)

Note: If you are not sure use (the default) AUTO and just click OK!

What is the difference? see below!

See also: [Pursuit Races](#), [Scoring Races \(Manual Race types\)](#),
[Run Concurrent Races](#)
[Class Open Meetings](#)



AUTO Operation

This is the normal method of starting a race, as it provides the simplest method of starting one or more Flights with accurate timings. It also enables the RMS to automatically record times for laps and the finish.

Radio Communications can be used to give a countdown to each start to Rescue and/or PRO on the start-line.

MANUAL Operation

This race type is NOT recommended.

If the RMS is not available or not used for the whole race, then the Race Controller timers are not running. However, the details can be entered manually.

The Race Control Window is NOT used.

Finish information must be entered manually (in the Results screen).

See Also: [Pursuit Races](#), [Scoring Manual Races](#),
[Run Concurrent Races](#),
[Class Open Meetings](#)

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Postpone or Abandon a race

Postpone or Abandon a Race

A race can only be Postponed if it has NOT been started.

A race CAN be Abandoned once it has started.

If a race will NOT be run today, mark it as Abandoned - *this affects series scores*

POSTPONE a Race

On the main screen, the **Postpone** button at the bottom of the screen will be coloured GREEN when the currently selected race can be postponed.

- Click the **Postpone button**.
 - Two Klaxon signals will be given.
 - The Postpone button will show a reminder hint
 - The race status will show "Postponed"
 - The SignOn computer will also display a "Race Postponed" message.

Cancel Postpone

When the Postpone button is showing a "postponed" reminder hint:

- Click the Postpone button again to cancel.
 - (Optionally) change the race Start time, so the new time shows downstairs on the SignOn computer
 - Give several blasts on Bell or Klaxon to alert sailors.

ABANDON a Race

On the main screen, the **Abandon** button at the bottom of the screen will be coloured GREEN when the currently selected race can be abandoned.

A race can also be "Abandoned" once it has started.

An Abandoned race CAN be restarted later.

- Click the **Abandon button**.
- Reply to the Dialogue question - restart the race later? Choose whether to keep any existing helms in the race, or require them to SignOn again if you restart.
 - Three Klaxon signals will be given.
 - The Abandon button will show a reminder hint
 - The race status will show "Abandoned", and
 - The SignOn computer will also display a "Race Abandoned" message.

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Start the Race

Start the Race

See also: [Pursuit Race Control](#)

AUTO

From the main screen, click the **Race Control** button.

The **Start** button should be coloured green. Otherwise a warning message will be shown (e.g. if SignOn is not open, or *MANUAL* was selected).

The active flight buttons will be coloured and show the class names in that flight.

Note: Clicking a Flight button will alternately ENABLE / DISABLE the flight. This must be done BEFORE STARTING the race, and will only work if no-one is signed-in for that flight. The active flights indicators will also be updated on the SignOn computer.

Press the **START** button

A warning buzzer will sound during the 10 second pre-start. Then a single Klaxon will sound to warn sailors that the race countdown has started.

During the countdown lights and Klaxon signals will trigger at appropriate times for WARN, PREP and START.

The countdown time is also sent to the SignOn computer, so that sailors are aware of the time.

When the countdown reaches zero, the first (active) Flight will start.

Each following flight will start after the programmed interval, and has it's own set of lights and sounds.

The screen shows a "NEXT start" prompt with a countdown in seconds. Use this to give a radio countdown for on-the-water rescue/PRO

After all flights have started a green message bar will show (approx. 45 seconds later) prompting you to go to Results.

MANUAL

If you chose the MANUAL race option the **Race Control** screen is NOT used,

Go to the **Results window** and, once the race has started, Click the *Close SignOn* button.

Note: NEW for 2022 - hover the mouse over the coloured Flight labels above the grid to see which boats are sailing in each Flight.

You may need to **Set Flight Times**

NEXT: **When a flight starts**

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When a Flight starts

When a Flight starts

(Flight Recalls - Only applies in AUTO)

If one or more boats did NOT start properly (e.g. over the line) issue a recall - see **Flight Recalls**

You can see the boats in the race on the **Results** screen.

If you are aware that some boats did not actually start, use the DNS button to mark them as **DNS** in the results screen.

If a boat is On Course Side at the start (i.e. "over the line") use the OCS button to mark them as **OCS** in the results screen.

These buttons are click ON/click OFF

During the start sequence you can switch directly between screens using the **Go to Results** and **Go To Race Control** buttons provided.

NEXT: **Flight Recalls**

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Flight Recalls

Flight Recalls

See also: [When a Flight starts](#)

(Only applies in AUTO)

Once a flight has started, the **Individual Recall** and the **General Recall** buttons will be enabled for approx. 40 secs.

Individual Recall has ONE Klaxon sound, and the appropriate upper Flight lamp will be switched on.

General Recall has TWO Klaxon sounds, and the upper Flight lamp will begin flashing.

Recalls should be cancelled when sailors have returned, (or RMS will cancel them after approx 40 seconds)

The Flight button will show "Recalled" in red, and will be scheduled to restart AFTER all other flights have started ("go to the back of the queue")

NEXT: [During a Race](#)

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During a Race

During a Race

See Also

[Entering Lap and Finish information](#)

[Choosing the Race Type](#)

[Pursuit Races](#)

[Finishing a Race](#)

[Shorten Course](#)

It is important to keep track of the race as well as record the finish positions and times.

The **RESULTS** screen makes this as easy as possible.

Recording Race progress and Finish

- Open **RESULTS** from either the *Main* or *Race Control* screens.

***NOTE:** Experience has shown that the best way to quickly locate any boat is to use the **Find Sail No.** box. Just type the last 3 digits of the sail number!*

For normal "AUTO" races the Race Controller records both elapsed and time-of-day times when clicking a LAP or FINISH button.

- It is RECOMMENDED to record laps for each boat.
- It is NECESSARY to record laps if "average lap scoring" is being used.

If there are only a few (less than ten) boats in the race, then it is easy to click the LAP button for the correct helm.

But if there are more than this, then it becomes more difficult to find the right boat.

Again: Experience has shown that to quickly locate any boat the best and safest way is to use the **Find Sail No.** box.

How?

Use the numeric keypad on the keyboard or on-screen.

Typing just the last 3 digits of a sail number will quickly show just one, or occasionally two boats.

Then it is easy to click the LAP or FINISH buttons on the screen keypad for the correct boat.

or (new for 2022) you can press the 'L' or 'F' keys on the keyboard

Correcting mistakes during the race!

- Press keyboard **F9 to UNDO LAP** if a lap is recorded in error.
- Press keyboard **F12 to UNDO LAST FINISH**. Note that this must be done straight away, and only the LAST (highest finish position) can be undone.

The Result Grid.

- The result rows are coloured according to status:
 - Before the race has started or after a boat has finished, the row is GREY
 - Active result rows are BLUE
 - Selected result row is YELLOW
- After clicking LAP or FINISH ('L' or 'F' keys), the **Find Sail No.** box is automatically cleared, so the next sail number can be entered straight away.
- The keyboard numeric pad provides the same functions as on-screen, except that **the ENTER key is NOT mapped to FINISH**, as users tend to hit this after entering the sail number even for laps, and so finish a boat by mistake! **Use the 'F' key instead**
- A computer "beep" provides an audible indication when a single unique sail number match is found.

ALSO:

With the RMS set to AUTO both the finish positions and elapsed times will be recorded for every boat.

For a "MANUAL" race, if recording "Time Of Day" finishes, **the flight start time of day must first be set manually for each flight start** (so the Race Controller can calculate elapsed times for the finish).

The ONLY exception for this is: providing there are NO handicap flights, then only finish positions are required .

NEXT: Finishing a Race

See Also

Choosing the Race Type
Pursuit Races

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Finishing a Race

Finishing a Race

See Also: [Entering Lap and Finish information](#)

SHORTEN COURSE

If the race is over-running the allotted time, you can SHORTEN COURSE

- At the correct time, click the **Shorten Course** button.
- The Race Controller will sound TWO Klaxons and switch on the "Shorten Course" light(s).

Note: Usually this will be as the lead boat arrives at the mark BEFORE the lap point.

Remember that whole laps should be sailed if "average lap scoring is used.

Note: You CANNOT shorten course for only one flight. *It was found that sailors got confused when we tried this, and assumed shorten-course applied to them always!*

Record each boat as it FINISHES

From the Results screen:

- As each boat approaches the finish point on the course, use the sail number to quickly find the boat When the correct boat is highlighted in yellow in the grid
- click the boat **FINISH** button as it crosses the line (either on the numeric pad or the grid row button) OR PRESS 'F' on the keyboard.

The Race Controller will sound a KLAXON for the first boat in a series that crosses the line, and a BELL for other boats.

It also records the finish position, time of day, and the elapsed time (not visible)

When all boats have finished, click the green **Finish Race** button at the bottom of the screen.

A race is finished when all boats have been given a finish position or marked as DNS/DNF/OCS. If there are any outstanding entries when you click FINISH Race a list will be displayed.

If you make a mistake

- entering a finish position, immediately press the **UNDO finish F12 key** to
- entering a lap, press **UNDO LAP F9 key**

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Signing On

Signing On

See also: [Start the Race](#)

The RMS expects helms to each "*Sign In*" before a race starts.

Normally a separate Sign-On is needed for each race, but if there are several races in the same event during the day, the race programme stored in the RMS database can specify whether to require separate Sign-On for each race, or a single Sign-On for the whole day.

Whichever type is set, the operation of the RMS is the same.

The SignOn computer shows the status of any selected race.

This is useful to competitors in the clubhouse, showing the expected start time (for example during a dinner break).

How? In the Main Race List, Click "*Race Time*", set it and then tick "*Next Race*".

This will display something like "[Next Event: Race 3 Icebreaker Open 14:00](#)" on the SignOn computer

If MANUAL race was selected that will also show: "[Next Event: Race 3 Icebreaker Open 14:00 \(starting signals from boat\)](#)"

When the PRO is ready, ticking the *Open SignIn* check-box displays the SignOn screen in the clubhouse, which also shows the race details.

Note: If there are a lot of helms more time should be allowed before starting the race countdown!

Open Meetings

A single Sign-on for all races in a series is most useful for club "Open" meetings.

Because visitors are not known to the system, and will likely be unfamiliar with the SignOn process, it makes sense for all competitors to sign on for all races they intend to take part in.

The RMS race programme can be set to allow this. If multiple-race signOn is specified,

Helms signing on using the SignOn computer will see check-boxes for each upcoming race, all selected by default.

Normally a helm would sign on for ALL the races shown.

Note: Although some clubs normally sign on AFTER the race to confirm that they raced, this obviously does not work with a real-time system like the RMS, which records information during the race. (*Note: although are other ways to handle this, they are much less convenient!*)

Note: There are other ways of entering boats for an Open Meeting, if the sailors are known before the Event starts, using the "Web Admin", accessible to Fleet Captains.

Running Concurrent Races

The RMS can only run ONE race at a time in AUTO (real-time). Another MANUAL race could be recorded separately by following the steps below

Manual Races

If the web-based SignOn app is used then sailors can sign in to join any race at any time (except when the race has started)

Using the SignOn pc - open SignIn for the "manual" race(s) at a time when all competitors can sign on! - for example at the start of the morning, lunch-time for afternoon races etc.

All Sign-ins should be completed and then the SignOn screen closed (from the Race Controller).

AUTO races can now be run as normal.

At a convenient time later in the day (no real time races running) , the PRO can open the "manual race" and enter the results.

See: [Scoring a Manual Race](#)

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Pursuit Races

Pursuit Races

Overview

See also: [Pursuit Calculator](#), [Pursuit Race Control](#), [Pursuit Race End](#)

Pursuit races are very different from normal racing, so the RMS provides a separate starting method.

What is a pursuit race?

In a pursuit race, each class starts at a different time. The slowest class starts first, followed by the faster classes in turn, and the fastest class starts last.

The race finishes at a fixed time, and the position of each boat on the water at that time is the final result placing.

The RYA assign each class of boat a Portsmouth Yardstick number. Using these numbers it is possible to calculate the start time for each class of boat that is racing.

To do this ONE particular class is chosen as the "scratch" class. The length of the race is decided in advance, and the scratch class will start and race for exactly that length of time. Slower boats (higher PY number) will start before the scratch class, faster boats start after the scratch class.

EXAMPLE: for a 60 minute race ending at 12:00, the scratch class will start at exactly 11:00.

The RMS system provides

- a calculator to produce the start times.
- a separate "Pursuit Race Control" screen for automatic starting signals.

The finish position for each boat should be entered into the normal Results screen. Timings should NOT be entered.

The **Pursuit Calculator** produces starting times for each class, relative to the scratch class.
(It also calculates the "Time Of Day" start for each class for convenience)

The table can be printed and used to provide the Race Officer with timings, even if the *Pursuit Control* is NOT used to provide start signals. In this case the race should be run from the committee boat with local signals.

At the end of the race (e.g. 12:00) the leading boat should be recorded as position=1, and each following boat positions of 2,3 etc.

See also: [Pursuit Calculator](#), [Pursuit Race Control](#), [Pursuit Race End](#)

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Pursuit Calculator

Pursuit Calculator

See also: [Pursuit Race Control](#)

The calculator is used for Pursuit Races to calculate the START times for each class of boat.
You can use the calculator and then click "QUIT" if you don't want to use the RMS starting signals.

*NOTE: You must complete all the items below and then click DONE to exit.
(If it is not a pursuit race, don't worry, complete the items but do NOT tick "QUIT")*

FIRST - Select the race and Open SignOn in the normal way.

THEN - Click the Pursuit Race button on the main screen.
and follow the steps below.

Include S/H classes refers to boats that have a normal crew of 2, but can be sailed with a crew of one (i.e. SingleHanded)

In this case they will have a different PY and so a different start time.

1. set the **Include S/H Classes** check-box to include/remove them from the list, as required.
2. (NEW for 2022) - If there are visitors, you can add "non-adopted" classes by clicking the button (at top left) and ticking the class(es) to add.
3. In the list, use the check-box on each row in the table to **de-select classes** that will NOT be starting,
4. **Choose scratch class** from the list, click **Set**
5. Set the **race duration** from the list, click **Set**
6. Set the **Race Start Time**, click **Set**
7. Click **Calculate Pursuit Timings**
(optionally) use one of the PRINT buttons to print timings (assuming a printer is attached to the RMS computer!)
This is useful when writing them on the course board, or answering "when do I start?" before the race begins!
8. **Click OK** if you want to use the RMS to provide automatic starting signals.
- a 321Go start for the first class (slowest), with warning lights and a klaxon each minute.
Following classes will hear only a single Klaxon sound signal at their start time.

click **QUIT** if you do NOT want to start the Pursuit race

NEXT: [Pursuit Race Control](#)

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Pursuit Race Control

Pursuit Race Control

See also: [Pursuit Race End](#)

Illustrations: [Pursuit Control Screen](#)

The Race Controller provides timed starting signals (Klaxon sound) for each class in a Pursuit Race.

If you have **not** already selected the race and opened the SignOn as normal, do it now!

1. Select the **Next Race** in the normal way. (Auto is OK, it is overridden anyway for Pursuit races)
2. **Open SignIn** as normal

NOW..

3. click the **Pursuit Race** button. Fill in race details if not done previously and **click OK** to open the **Pursuit Race Control**
4. If you previously set the race up and clicked QUIT to leave, you can go back again and all details will be present

Note: If SignIn is NOT open you will see a warning message. "Open the SignIn then return here".

The Pursuit Control screen will open, you are ready to start the race!

The screen shows each selected class and the start times.

Press the START button.

This will give the usual 10 second warning buzzers and then begin a **321GO** start sequence.

At 3 minutes before the (slowest) class should start a single (race warning) klaxon will sound.

At 2 minutes prior to first start a single klaxon will sound and the Flight 1 upper (warn) lamp will switch ON.

At 1 minute prior to first start a single klaxon will sound and the and the Flight 1 lower (prep) lamp will switch ON .

At the first start time a single klaxon will sound and lamps will switch OFF.

For each subsequent class start a single klaxon will sound. (since there may be several classes starting within a short space of time, normal lamp sequence cannot be used.

NOTE: the *countdown time* is to the scratch class start, and matches the times shown from the calculator. The countdown time is also displayed on the SignOn computer.

NEXT: [Pursuit Race End](#)

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Pursuit Race End

Pursuit Race End

Once the pursuit race has started, the Results screen is available in the normal way.

The race "elapsed time" will be shown once the scratch class has started.

At 3 minutes before the END of the race a visual countdown warning will be shown on the **Finish** button.

At the END of the race time, the Race Controller will give **2 Klaxon signals** and switch on the **SHORTEN**

COURSE light(s)

This is so that all competitors can SEE that the race has ended, and they should HOLD their positions until their placings have been recorded (often by ribs working back down the fleet from the leader)

The **position results** should be entered into the Results grid in the usual way. Timings are not needed for a Pursuit race.

See [During a Race](#)

Select the boat, click a finish button to insert the next finish position,
Alternatively click the grid cell with the mouse (Twice to edit) then enter the position number 1..n

NOTE: if the cell is not in Edit mode, then the keystrokes will be fed to the sail number Search box, causing rows to "disappear" - just click **Show ALL** to restore all rows.

When all rows have a position recorded, click the results **Finish Race** button as usual

See also: [Finishing a Race](#)

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Scoring Races

Scoring Races

Note: for practical advice see [Entering Lap and Finish information](#)

See also: [Choosing the Race Type](#), [During a Race](#), [Finishing a Race](#)

See [below](#) for scoring races set to MANUAL

NOTE: The Race Controller can only run ONE race at a time.

- The Race Controller normally records both time and position information for all boats, whether Handicap or Fleet racing.
- For FLEET racing, the *finish POSITION* is the key item for scoring. Since all boats in a fleet are of the same class with the same handicap, the fastest boat on the water wins - nice and simple!
- For HANDICAP racing the *finish TIME* is the key element, since results need correcting for the class handicaps. The fastest boat may NOT be first place!
- SCORING only occurs when the Race Manager is shut down (click *Score & Exit* button). This is expected to be after the LAST race of the day.
 - *NOTE: When NOT running a race you can "Exit and Score" races that are already marked as "Finished", and then restart the program and continue to run more races.*
 - *Scoring does not affect races that have not started, and boats that are signed in for races that have not started will still be present after the computer restarts.*
 - *You will not be able to make any later corrections to the "scored" races from the PC, (only Class Captains can make changes to scored races using the Web Admin app.)*

SignOn Computer

BETWEEN races, the SignOn computer will show the finish POSITION "on the water" for all boats in races that have been completed. It does NOT show *handicap corrected* positions for handicap racing or "series positions".

The purpose of this is to give competitors a simple view of the Race Officer's scoring. After all, competitors usually know who was immediately in front and behind them, but not what the handicap corrected results would be.

New for 2022: The results will be shown sorted in order for the most recent race. There are new buttons for

additional sort options (e.g. by Flight).

Disputes:

If there is some dispute over finish positions, this can be raised with the Race Officer at the end of the race. Then, if agreed, the Results screen can be updated before the next race (or at the end of the day before shutdown)

(The alternative is that the Race Officer logs the issue, reason, and revised positions in the "Duty Information" screen, as a record that can be used to amend the results at a later time, using the separate Web-Admin app.).

The Duty information screen is shown at the end of each race, and also before shutdown, for this reason.

NOTES:

There is also separate web-based "admin" programme, which can be used by Fleet Captains to enter or correct results at any time. A full description is available separately.

If all details of a race are noted manually on paper, the web-based "admin" can enter them later. But this is time consuming, as all competitor details must also be entered, so should be used wisely!

If the RMS is used for SignON (only), then race finish details can be entered later via the web "admin" programme. This is faster as only actual race results need entering.

"MANUAL" Races using the RMS

Record the Race start and boat finish times using pen and paper

Either record Elapsed finish times, or Make SURE to record on paper the race Time-of-Day for flight starts and finishes

Recording Time Of Day for race starts and boat finishes

- Select the **Results** screen.
Using the buttons at the TOP of the *Results* screen.
- **"Close SignOn"**, when the race has started, then
- **"Set Flight Start Times"** and enter the Time-of-Day that each flight started.
- Enter position and finish timeOfDay for each boat

(Mark any helms that did NOT compete as DNS/DNF etc.)

Recording Elapsed Time for boat finishes

- Select the **Results** screen.
- Enter the Position and ELAPSED finish time for each boat.

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Entering Lap and Finish information

Entering Lap and Finish information

Recording the lap and finish information in real-time can be pressured! However, the benefits of using the Race Controller in "Auto" are:

- Nothing more to do after racing has finished - *a BIG time saving!*
- When you shut down the computer and score races all results are also available immediately on the club website, and at Open meetings (optionally) can be printed and handed out to competitors before they leave.

Some advice, based on 10 years operational experience at Budworth Sailing Club, may help to reduce the pressure and also to recover quickly from any "operator errors".

General points first!

- Operating in "real-time" requires focus and concentration, especially if faster boats have lapped the slower!

So, we recommend that

- TWO people are better than ONE
- This may well be the PRO and ARO, but lets call them a "*Spotter*" and "*Operator*".
- The *Spotter* watches the race, either from a rib on the finish line or from the box, using binoculars if needed.

As boats come up towards lap or finish marks, calls out the Class and the LAST 3 DIGITS of the sail number - e.g. "Snipe 267"

- The Operator has the **Results** screen displayed,
As the Spotter calls each boat, the operator

- Type the 3 digits on the numeric pad (either on a keyboard or the on-screen pad)
- Check the boat class, and then enter LAP or FINISH as appropriate.

The screen numeric pad has large buttons for LAP and FINISH. (LAP is duplicated on the keyboard).

There are also Lap and Finish buttons in each row of the results grid.

OR Keyboard: "F" for Finish and numeric pad "+" or "L" key for laps

When the next sail number is spoken, just repeat the above - type the sail number, enter Lap or Finish.

Note: After a lap or finish button is entered, the "Find Sail Number" box is cleared ready for the next number.

Example:

The Spotter calls out "*coming up RS 612, then Snipe ending in 841*"

When recording laps the Operator would type "612", then click LAP, type "814", then click LAP.

For recording boat finish the Operator would type "612" click FINISH, then "814" click FINISH.

The Race Controller automatically triggers the correct finishing sound signal (Klaxon for FIRST boat in each series, Bell otherwise). It also automatically records the time-of-day, elapsed seconds and position (against the whole set of competitors i.e 1..n)

Note: LAP timings are not crucial, although more important if "average lap scoring" will be used for the race.

CORRECTING MISTAKES

The **F9 = Undo Lap** and **F12 = Undo Last Finish** keys are your friends!

"Undo Lap" can be used on any boat that has not finished.

"Undo Last Finish" can only be used, as the name implies, on the most recent boat to finish. This is so that the Race Controller keeps the finish sounds and positions correct. Removing a boat finish from the middle of the results is too confusing!

If necessary finish details can be amended after all other boats have been logged.

OTHER POINTS

"Cannot find the boat!"

- First, click the **SHOW ALL** key on the screen numeric-pad (or keyboard "."). This will clear any previous search.

Note that the total number of boats signed in are shown below the screen numeric pad, and the number showing (if a sail number filter is in use).

- Then search again.

With more than 10 boats in a race, it may not be in view on the screen.

- Other possibilities are that the helm did NOT sign in for the race, or signed in with the WRONG sail number!

(For this reason, if possible, count the number of boats that start in each flight, and compare that against the list during the race, or (even safer) write down the log sail numbers for boats that have started!

Ordering the boats in the Results grid

The most useful column (after Lap times have been entered) is to click "Lap Times" header, and this will order the boats closest to the likely finish order.

But clicking any column title will sort by that column. e.g. "Class" or "Flight". (or Helm name if you happen to KNOW who it is!)

Don't sort by "Sail Number" as that is an alphabetic sort, not numeric, so will look "wrong"!

"Drag n Drop"

Use at your own risk

Although this feature has been provided for the Results grid, we strongly recommend it is NOT used.

The reason is that trying to keep more than 10 boats in current order is very time consuming, and positions are usually changing all the time during the race. Focus moves to constant re-arranging of the rows, which takes some time, so and Laps or even Finishes can be missed!

The RMS can be configured to disable it, and we do not guarantee that this feature will be present at all in future versions!

Awarding "Last Place"

Occasionally one or two boats may be significantly slower than the rest of the sailors. Maybe due to a lengthy capsized?

The PRO may wish to select the next race and open the SignON, but cannot do so because these boats have not finished.

In this case, (given that it is clear these boats will be finishing last) the PRO can decide to "award them last place" to move things along faster!

To do this, assign the boats a position of more than 1000 (so for two boats, position 1001,1002).

(Also, if they are in a *handicap* Fleet, assign a time later than everyone else in the fleet!

The scoring system will give them a result, placing them last in the race.

Illustrations

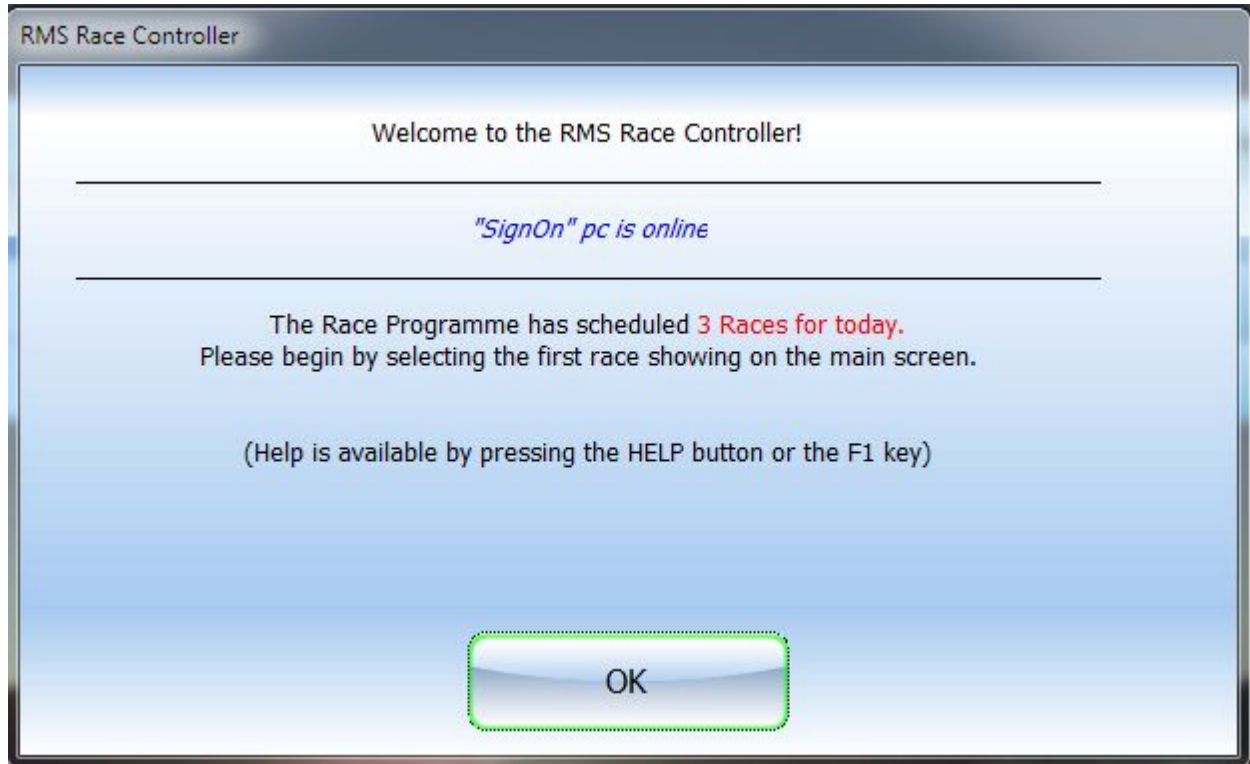
Because "a picture is worth a thousand words"

This section contains screen snapshots for the major features of the RMS Race Controller.

Welcome Screen

When the RMS Race Controller starts, it will automatically check communication with the SignOn computer, and then connect to the database (local network) to read the race programme for today.

Check the information, then **click OK** to enter the **Main screen**



Main screen

Race Controller - Main screen

See also: **Running a Race**

The Main screen is shown when the Race Controller has started and loaded the race programme for the day.

The currently selected race is shown with a blue background.

Around the central list are buttons that provide the features of the Race Controller.

The buttons at bottom left and right also act as status displays - green if connections are ok, otherwise red.

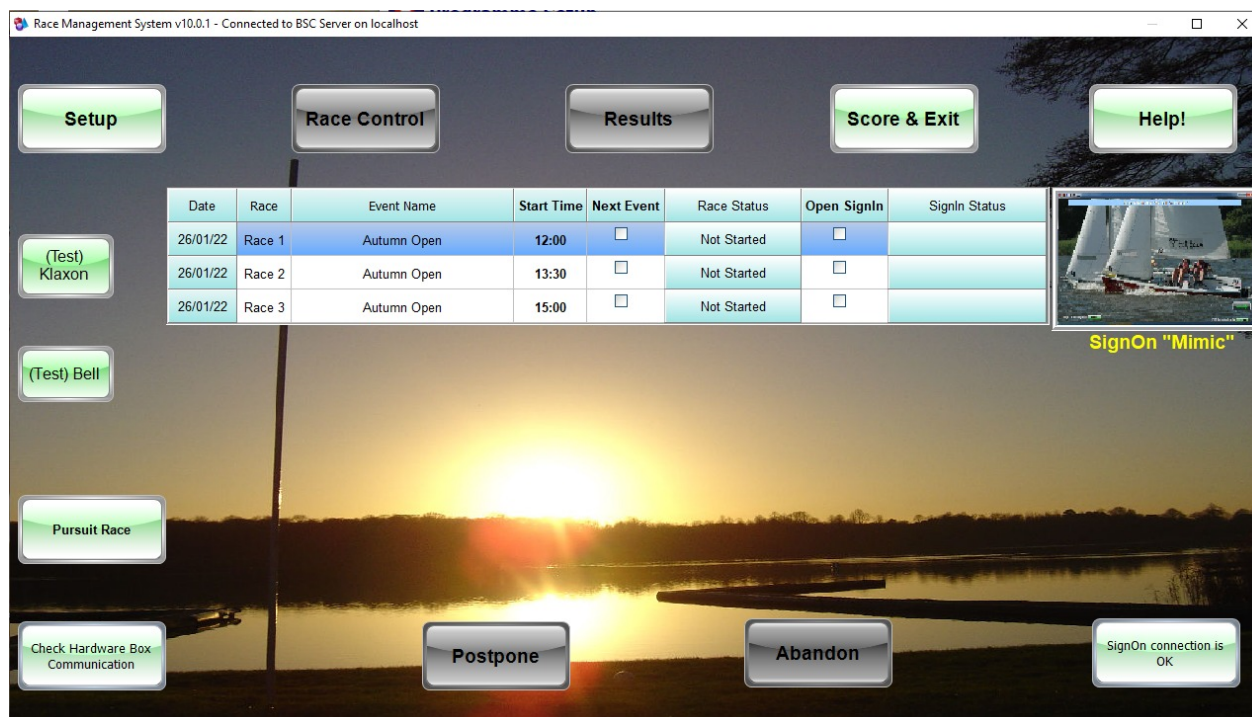
The most important buttons are the **Race Control** and the **Results** buttons.

Below are **Postpone** and **Abandon** buttons.

These relate to the currently selected race and are enabled when appropriate.

At the left side are buttons to allow testing of the sound signals.

Below this is the **Pursuit Race** button.



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Race Types

Race Controller - Setting the Race Type

The default race type is AUTO START, AUTO FINISH, as shown below.

See Also: [Choosing the Race Type](#),
[Set Flight Times](#)



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Race Control screen

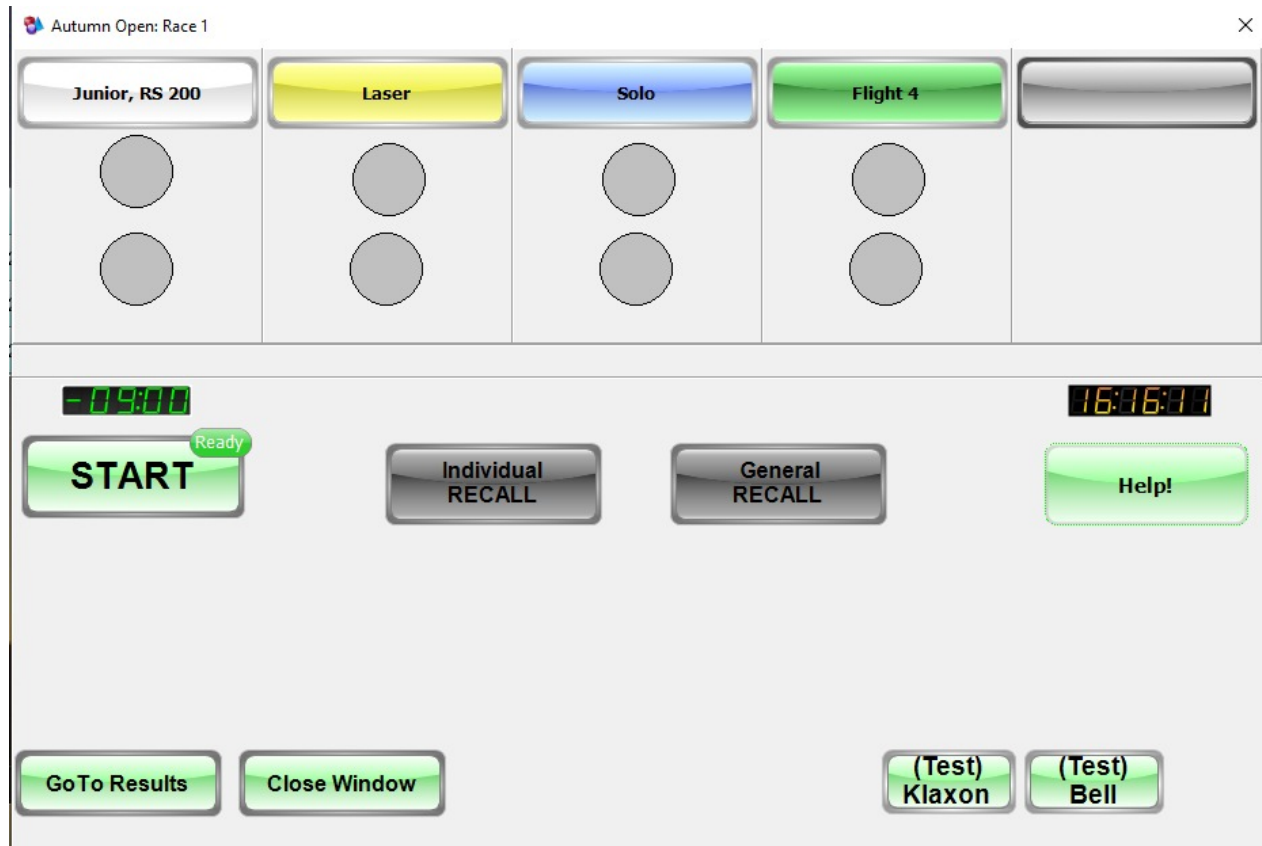
Race Control Screen

See also: [Start the Race](#)

All Flights are included in the start sequence by default. They have class (series) names and the buttons are coloured

Before the race is started, clicking a Flight button will remove it from the start sequence. Click again to restore it.

The RECALL buttons will be enabled after each flight starts.



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Results Screen

Results Screen

See also: [Entering Lap and Finish information](#)

Shows the boats that are SignedON for the current race.

If the race is not running the rows are coloured gray. Once the start sequence has completed the rows are colored blue. The active row is always yellow.

TIP: Use the number pad to quickly find any sail number. Usually just typing the last 3 digits is enough to find a boat, and this is very fast.

Results

Races: 04/01/16: Main Points: Race 1

Find Sail No.

Elapsed: Start Time:

Finish Type: ☐ Boat Finish ☒ Auto Finish

Finish sounds are: ☒ ON

Match Any	Prev.	Next	BkSpc	Class	Sail No.	Helm	Lap	Lap time / order	Flight	Position (1..n) "on the water"	Finish Time (of Day)	Cr	MANUAL finish sounds only!
7	8	9	Lap	Fireball	14710	Jan Savell	Lap 0		Finish				(Manual Klaxon)
4	5	6		Fireball	14837	Russell Cormack	Lap 0		Finish				(Manual Bell)
1	2	3		Fireball	15031	Steve Crossley	Lap 0		Finish				
0	Show ALL			GP 14	14140	Bill Kenyon	Lap 0		Finish				
				GP 14	13509	Christopher Hearn	Lap 0		Finish				Add New
				GP 14	13670	Fred Ardern	Lap 0		Finish				Edit Details
				GP 14	13545	Paul Cawood	Lap 0		Finish				Delete
				Laser	159658	Ali Cormack	Lap 0		Finish				
				Laser	15234	Club Laser	Lap 0		Finish				
				Laser	198912	David Nicholson	Lap 0		Finish				

(Use the Keypad to quickly find a sail number, then click the Lap or Finish Buttons)

Refresh List Showing 16 of 16 Signed On

These buttons mark/unmark the SELECTED Sailor as:

Did Not Start: Did Not Finish: On Course Side:

Notes:

- F9=Undo Lap, F12=Undo last Finish
- Click grid cells to edit LapTime, Finish Position or Finish Time
- (Finish Times are "Time of Day")

Goto Race Control Close Window Finish Race Shorten Course Abandon Race Help!

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Add New Boat

Results - Add New Boat

Add New Boat to This Race

Add New Boat to this race: Please enter details.

Main Points 1

Boat Class: Sail No. Club

Helm Name: ☐ SingleHanded? Crew Name (optional)

Boat is assigned to Series: Flight:

(Preferred Series is):

N.B. You can change the series ONLY IF the class is eligible for more than ONE series
(This mainly applies to Juniors, if you elect to race them in a handicap flight)

☒ Signed IN

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Set Flight Times

Results - Set Flight Times

See also: [Choosing the Race Type](#)

This is used for MANUAL races only if you are recording boat Finish Time using time-of-day. otherwise the results cannot be calculated.

Provide the start time for each flight shown, then click OK.

(Times CAN be changed later, but do NOT change them part-way through entering the results!)

Set Flight Start Times

**Enter the ACTUAL Start Time for EACH flight,
then click OK**

(If you don't know the times, click CANCEL)

Flight 1	<input style="width: 90%;" type="text" value="00:00:00"/>	Junior, RS 200
Flight 2	<input style="width: 90%;" type="text" value="00:00:00"/>	Laser
Flight 3	<input style="width: 90%;" type="text" value="00:00:00"/>	Solo
Flight 4	<input style="width: 90%;" type="text" value="00:00:00"/>	Flight 4

? Help

X Cancel

✓ OK

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Pursuit Race Calculator

Pursuit Race Calculator

Click the Pursuit Race button on the main screen to use the calculator.

Note: You must complete the calculations before clicking DONE to exit.

"Use RMS Start" should be ticked for a Pursuit race, otherwise leave it blank (for normal race starts)

See also: [Pursuit Races](#)

[Pursuit Race Control](#)

Pursuit Race Calculator

Include S/H classes? ☐

Add Non-Adopted Classes

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

Choose Scratch Class: GP 14 Set

Race Duration (minutes): 60 Set 0.317222222222222

Race Start Time: 12:00:00 Set

Race should finish at: 13:00:00

CALCULATE PURSUIT TIMINGS

Class	P.Y	Selected	Starts At	Time Of Day
Optimist	1642	<input type="checkbox"/>	- 00:26:16	11:33:44
Topper 4.2	1409	<input checked="" type="checkbox"/>	- 00:14:02	11:45:58
Mirror	1390	<input type="checkbox"/>	- 00:13:02	11:46:58
Topper	1365	<input checked="" type="checkbox"/>	- 00:11:43	11:48:17
RS Feva XL	1244	<input checked="" type="checkbox"/>	- 00:05:22	11:54:38
Laser 4.7	1208	<input type="checkbox"/>	- 00:03:28	11:56:32
Firefly	1172	<input checked="" type="checkbox"/>	- 00:01:35	11:58:25
Laser Radial	1147	<input checked="" type="checkbox"/>	- 00:00:16	11:59:44
Solo	1142	<input checked="" type="checkbox"/>	00:00:00	12:00:00
GP 14	1130	<input checked="" type="checkbox"/>	00:00:38	12:00:38
Snipe	1101	<input checked="" type="checkbox"/>	00:02:09	12:02:09
Laser	1100	<input checked="" type="checkbox"/>	00:02:12	12:02:12
Raceboard	1097	<input type="checkbox"/>	00:02:22	12:02:22
RS 200	1046	<input checked="" type="checkbox"/>	00:05:03	12:05:03

Print all visible rows

Print ONLY selected Classes

OK

QUIT

Help!

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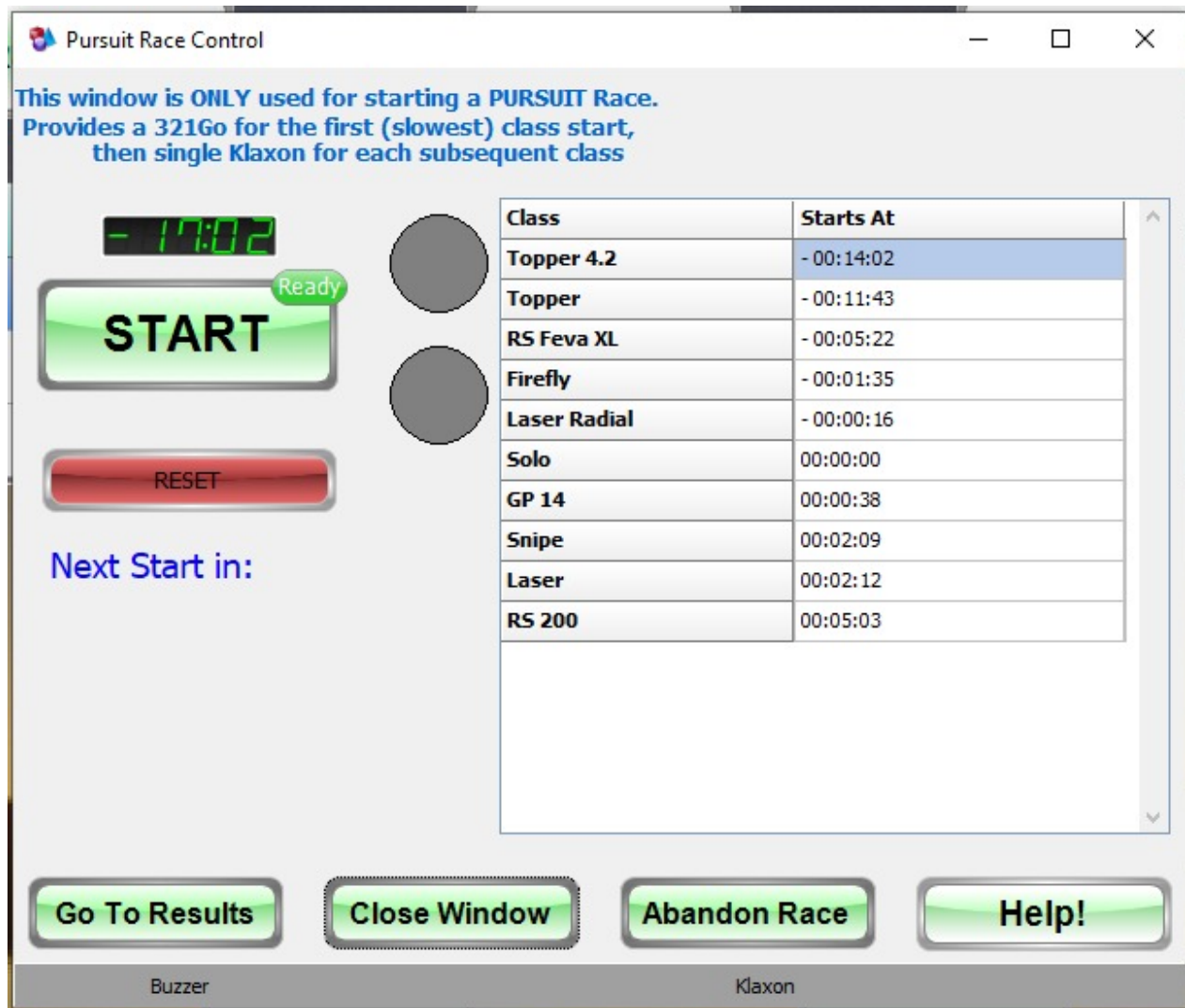
Pursuit Race Control

Pursuit Race Control Screen

This is used to provide start signals for Pursuit Races. It uses the details set in the calculator.

See also: [Pursuit Races](#)

[Pursuit Race Calculator](#)



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Run Concurrent Races

Run Concurrent Races

Concurrent races here means: Two races are in progress AT THE SAME TIME - the start times maybe identical or offset such that the second race must start before the first race has finished. This would normally only occur if boats are racing on different parts of the water!

Interleaved races: A race from one event starts and finishes, then a race from the other event starts/finishes etc. This is absolutely NO problem.

The RMS is designed as a "real-time" system which automates the start sequence and recording of finish times.

The RMS can run scheduled races in any order at any start time, with the proviso that it can only run ONE race in AUTO mode at a time.

The RMS can manage "concurrent" races, but some planning will help to make this work well.

The details depend on what type of races they are.

The basic options are:

- Use the RMS real-time (AUTO) for once event, record the other event manually and then enter finish

details into the RMS

- Use the RMS non-real-time (MANUAL) for all races, enter details manually.

New for 2022:

There are flexible SignOn options:

For SignOn "on the day" the Remote SignOn can be enabled or disabled on a per Event basis, as well as by day or dates.

In addition the Class Captain can now use the "Web Admin" app to add entries to an event AND sign them on BEFORE the day of the event, as well as "on the day"

As before, the SignOn pc in the clubhouse is always available on the day, and "once per day" SignOn can be enabled for any event.

Example:

A Class Open Event is held on the same day as club racing.

<u>Class Open event</u>	<u>Saturday Club Racing</u>
Race 1 start: 10:00,	-
Race 2 start: 11:00,	-
Race 3 start: 13:00,	-
Race 4 start: 14:00	Race 1 start: 14:00 - Handicap
-	Race 2 start: 15:00 - Handicap
-	Race 3 start: 16:00 - Handicap

We shall assume that:

For the Open Event

- SignOn is set to "once for Whole Day" and/or entries are added using Web Admin app before the day
- Races are Fleet (not Handicap)

For the Club Racing

- SignOn is "per Race" and
- Races are "Handicap"
- Class Entrants signOn at arrival at the club (SignOn pc or web app by a helper)
- Run all Class Races (Manual) on-the-water and record results on paper.
- Run all Club races in Auto to get handicap full timings
- Select the Class races and enter results while club races are not in progress.
- At any point when races are not in progress, click "Score & Exit" to trigger scoring and publishing of results to our web site, then restart.

Scoring - At the end of Class Race 4, while Club race NOT running

- "Score & Exit" the RMS PRO pc to generate results for the class event,
- Restart PRO pc and run remaining Club races.
- (Prizegiving etc can occur for Class Event)
- end of day "Score & Exit" to score all remaining Club races.

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Class Open Meetings

Class Open Meetings

The RMS can easily run Class Open Meetings. The below addresses points that may be of concern.

- "Not able to prepare entry details before the day"
 - Often event entry is required in advance of the event, to assist with catering, to collect payments etc. or maybe entry is via email invitation. Whatever the reason, the list of entries is known before the day.

- Since 2022, the entries can be added (by Fleet Captain etc) before the day(s) of the event using the "*Web Admin*" app.
In addition, once entries are entered, all entries can be added to the event races with just a button click!
- "*Adding Late entrants*"
 - Late entries on the day can be added using the SignON PC, or the web app if enabled, or (for each individual race) with *ADD BOAT* on the PRO pc (not recommended!)
- "*Real-time pressure recording results*"
 - Results can be recorded manually, and entered into the RMS at any time, just treating it as a spreadsheet.
 - If it is a "handicap" scored event, either Time-of-day or Elapsed times can be recorded manually and then entered.
(Of course, easier to run RMS in AUTO!)
- "*Correcting Results?*"
 - New for 2022 - Results can be corrected for "Finished" races.
 - Results can be edited at any time, during or AFTER the race has finished
- "*Printing Results?*"
 - Results can be printed from the Web page as soon as they are published - choose the series, press the "Print" button
- "*What if the RMS crashes*"
 - There is now much more protection for the system against power failure etc. In addition, the RMS now remembers every entry AND the status of every race. So, in the very unlikely event of a PRO pc crash, a restart will recover all details exactly as before.