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SailRacer Informal Races App

N.B.: This app is still in the 'Beta' testing stage so please report any issues to: james.ripley@sailracer.co.uk

Features

Individuals

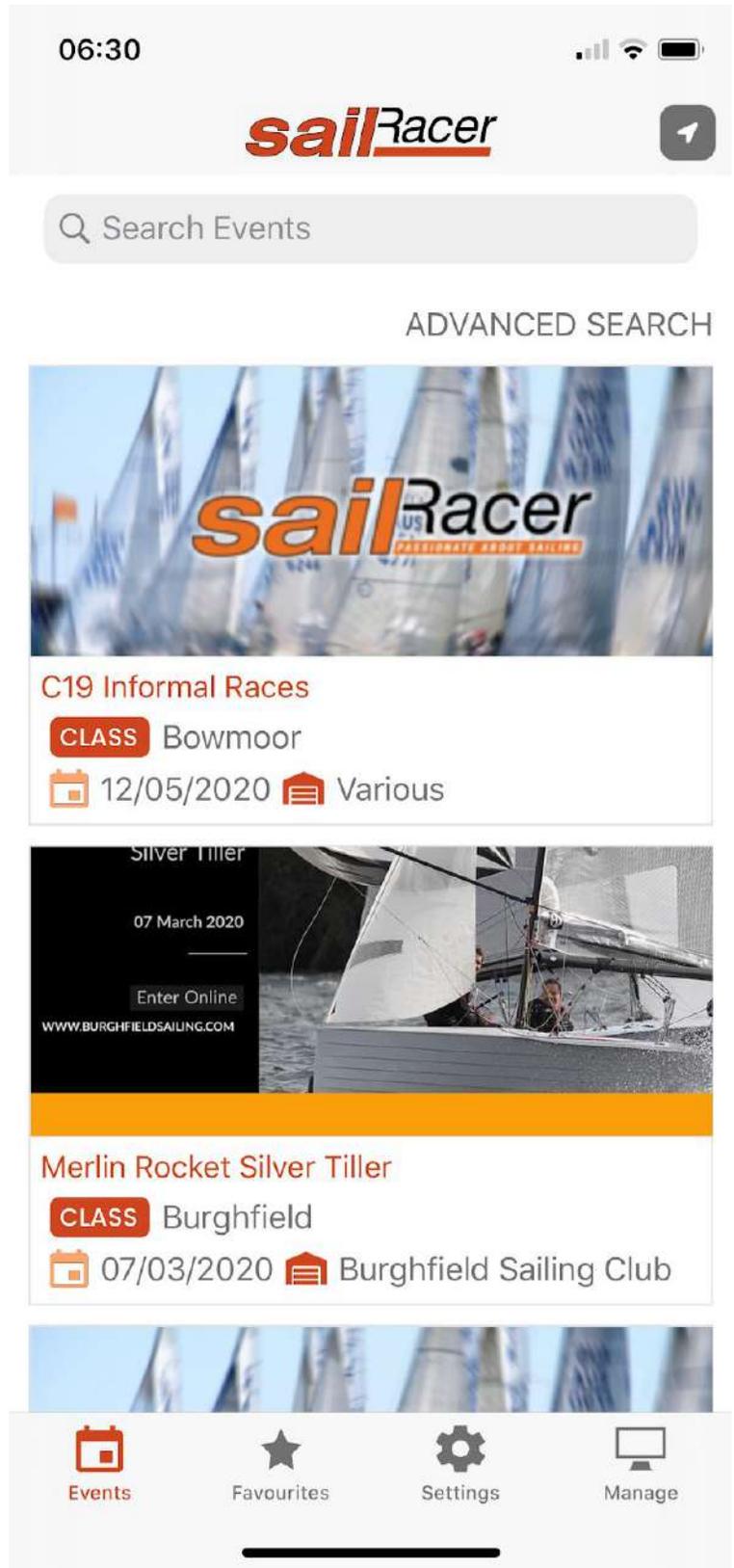
- View live and historic races
- Detailed leg by leg analytics
- Track your races

Clubs and Classes

- Set-up races

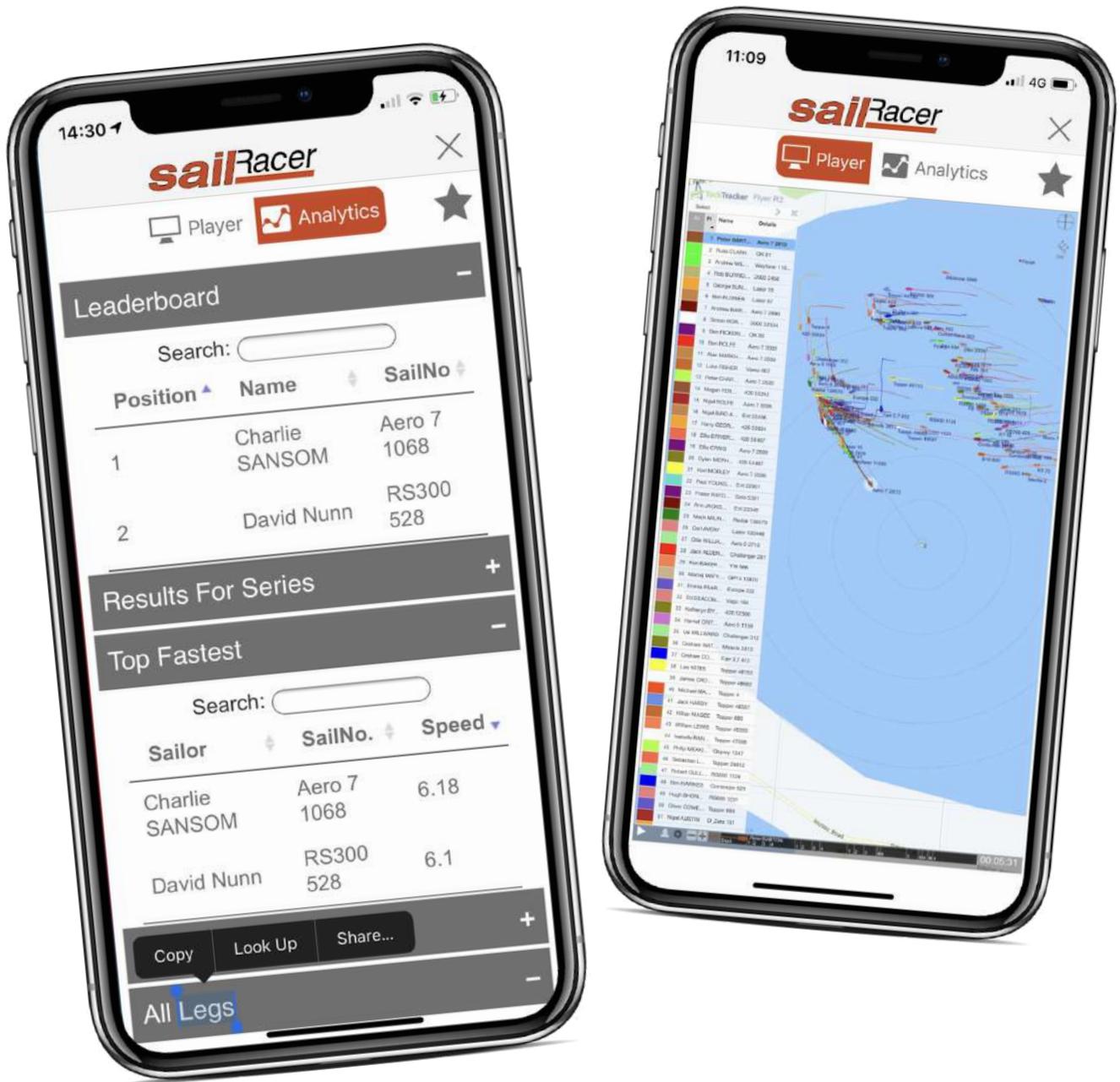
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- Record library of fixed buoys locations to club account
- Ping laid marks
- Use one of the predefined library of buoys eg Solent Marks
- NFC electronic tally system (Android)
- Finish times and lap counts recorded from SailRacer GPS tracking data
- Scoring interface to allow manual corrections and addition of scoring codes eg RTD



To download the app (Beta version):

Android

<https://enter.sailracer.org/app>

IOS

<https://testflight.apple.com/join/LchOIfgF>

To track (sailor)

1. Click on GPS icon top right of screen
2. Enter the tracker code you have been sent, and click 'GO'
3. On the next screen, click 'Start'
4. The tracker is now running.

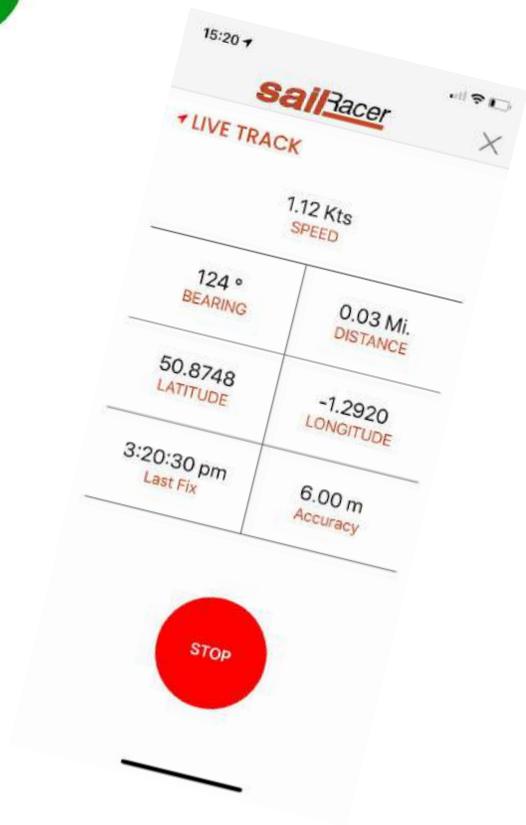


Have a tracking code?
enter it here

GO



You should see this view, with Last Fix and other numbers changing to show the tracker is working. If these are not changing, stop and start tracker



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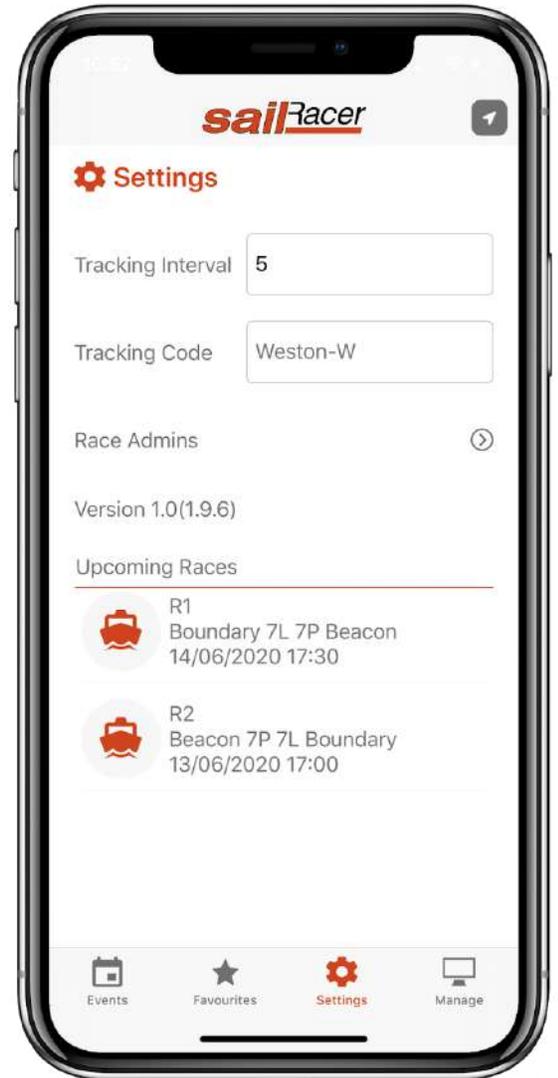
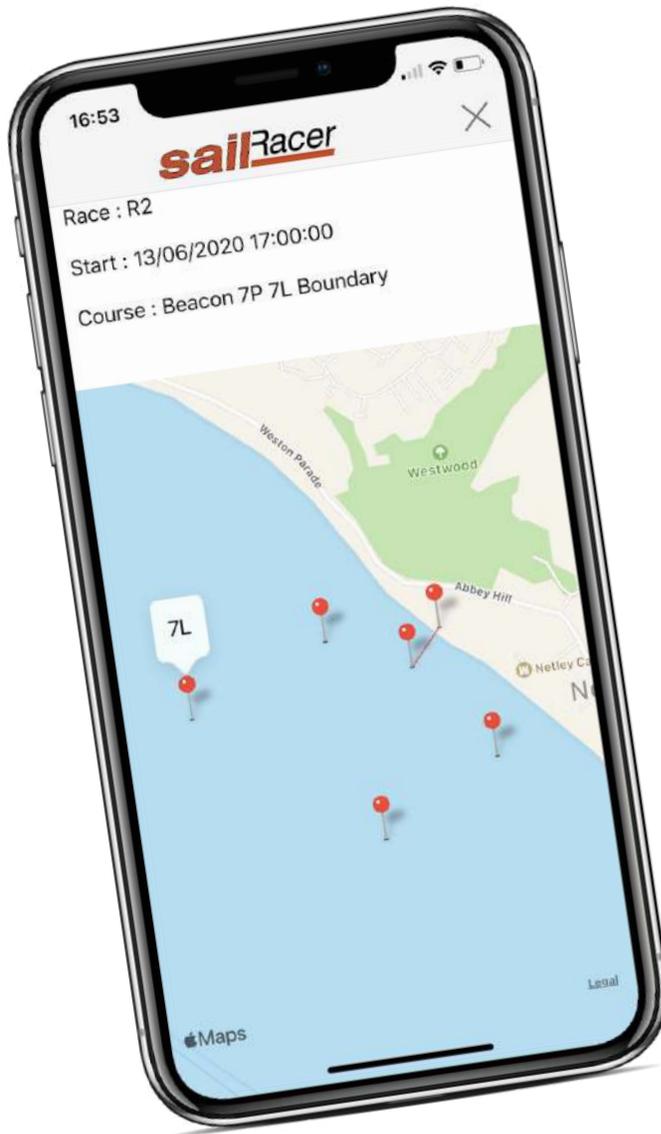
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Races you have been entered in

From settings you can see what races you have coming up

Clicking on a race will bring up the course



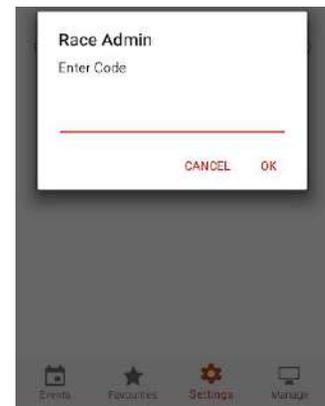
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Race Management

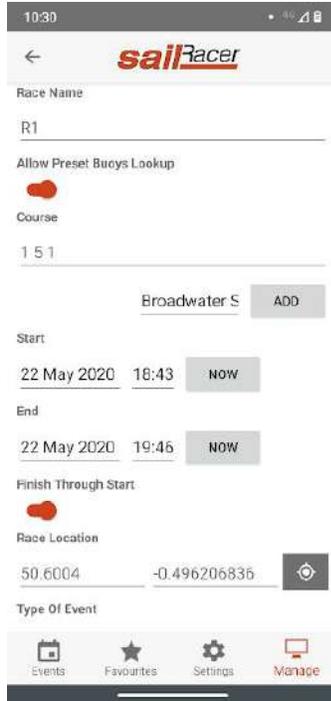
1. Under 'Settings' click on 'Race Admin' and input the code you have been sent. A new tab 'Manage' should now appear at the bottom of the screen.



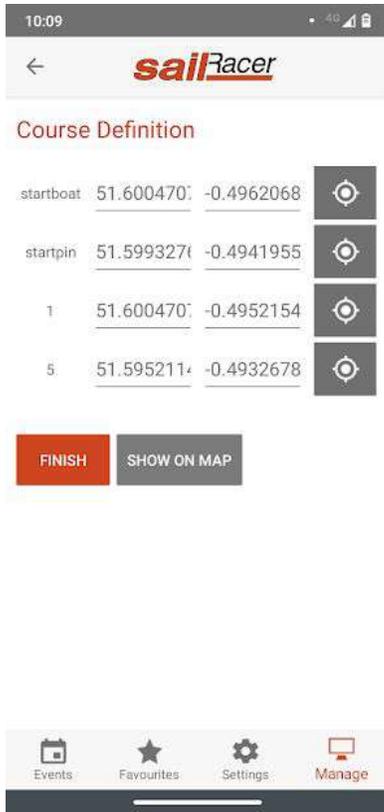
2. Click on the 'Manage' tab and select 'Race Management' from the top of the screen.



3. Select the Race you want to edit (e.g. R1).
4. Fill in the details on the next screen.
5. If your club uses fixed marks, and they have been pre-entered into the system, select 'Allow Preset Buoys Lookup'. A dropdown will appear - click on it and select your club.
6. An 'Add' button will also appear. Click on this and select the buoys you want to race around, in turn



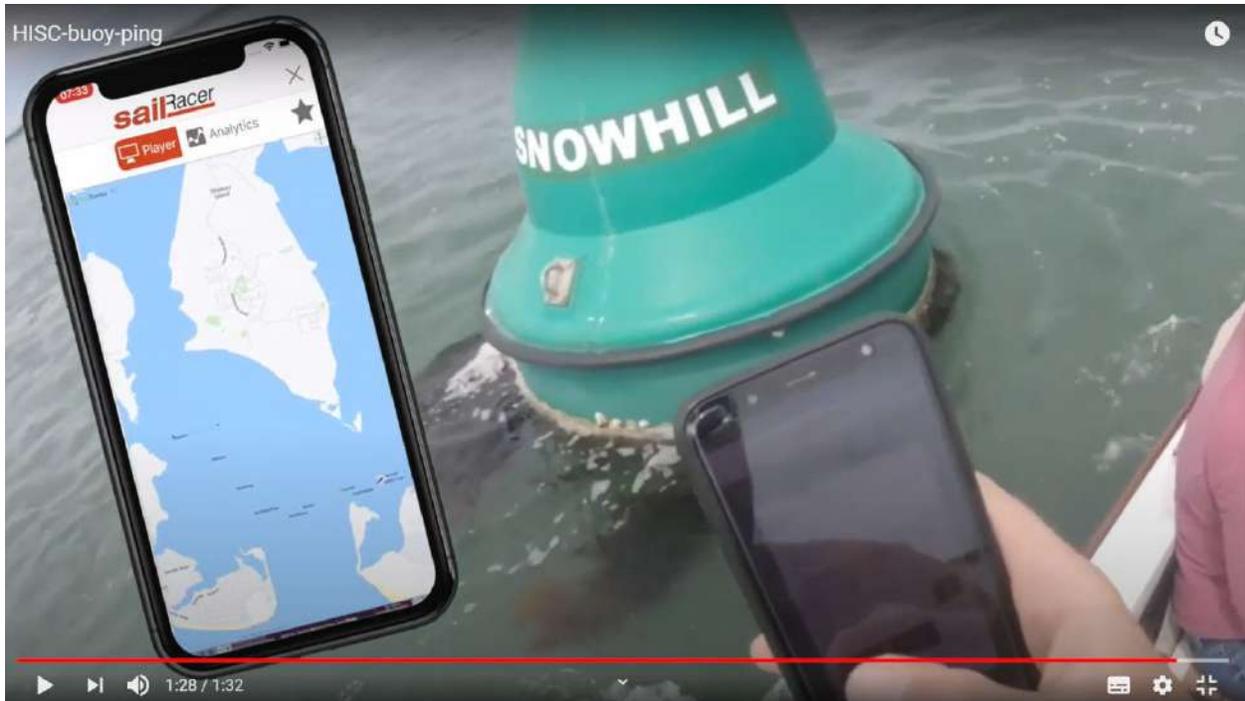
7. If you want to 'ping' marks for your race, in the course box fill in the names of the marks to be rounded in order, separated by a space (e.g. 1 2 3 4).
8. Click on 'Course Definition' at the bottom of the screen. Go near each mark and press the 'ping' button next to the appropriate buoy name.
9. Click 'Finish' when done.



10. When you have filled in all of the details, click on 'Update Race'.

Buoy Library - select from Manage screen

Here you can build up a library of fixed club marks to be re-used in different races. These can be pinged whilst visiting each buoy or manually entering their locations. If you have a file of buoy names with longitudes and latitudes, please email info@sailracer.co.uk and we will import against your account



See video

<http://new.sailracer.org/ResultsEntry/Article/9434>

The following are special names if you have fixed start and/or finish lines, to define either end :

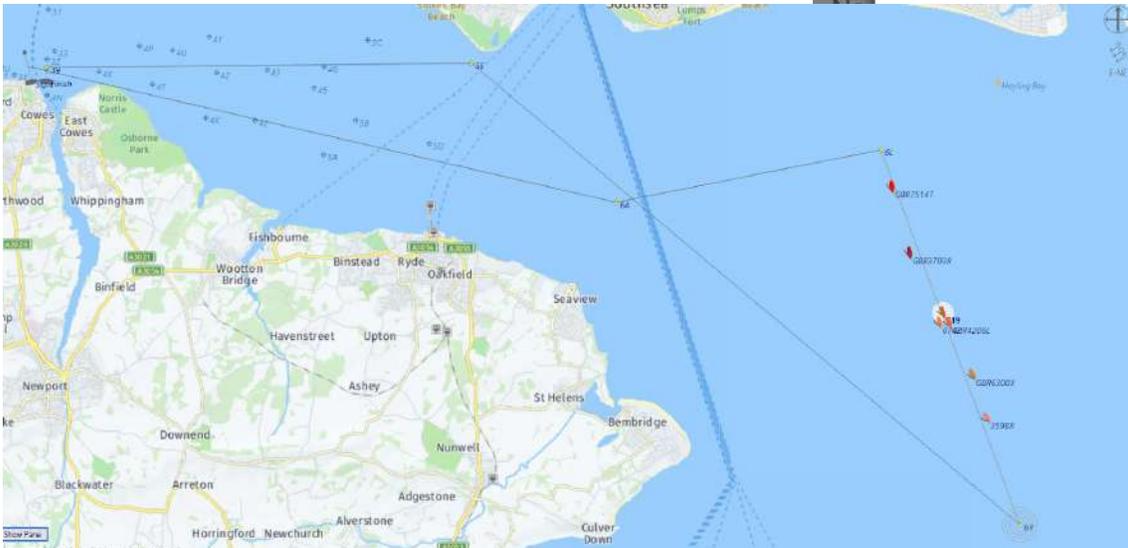
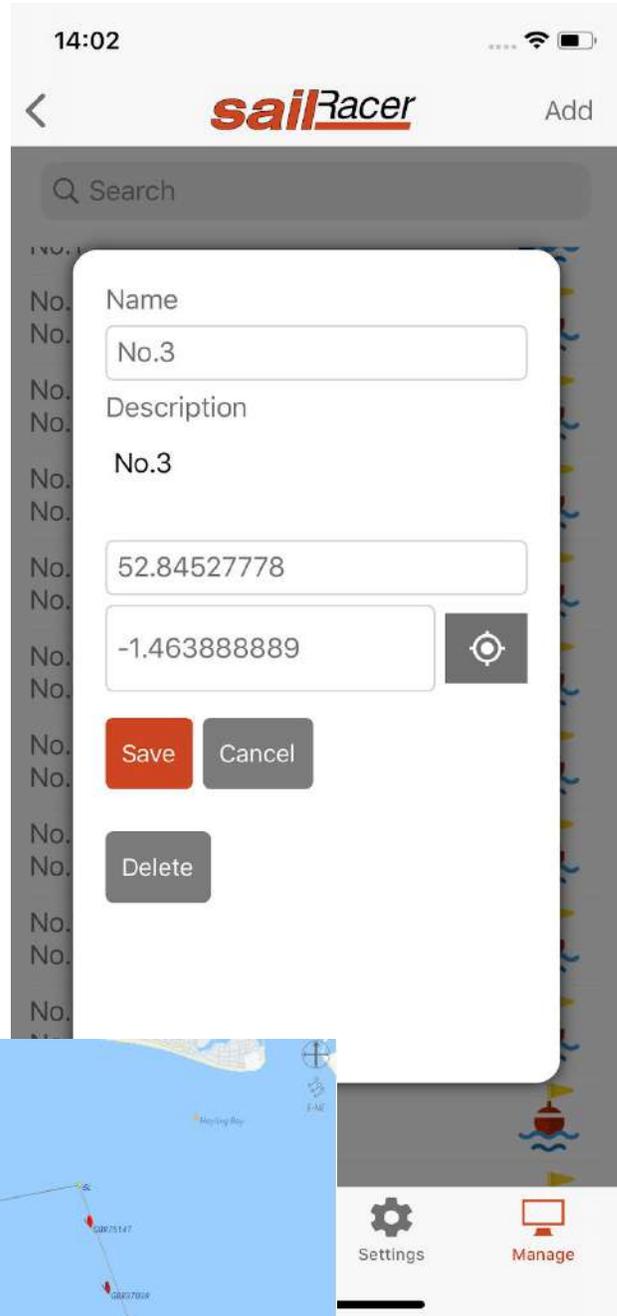
StartBoat
StartPin
FinishBoat
FinishPin

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Tip - Club Buoy Library, add the buoy names at home and ping a temporary location, then update whilst visiting the actual locations on the water. Saves typing whilst on the water.



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Entry List

This is set in a Google Sheet or imported from an online entry system

	A	B	C	D	E
1				Import Entries	
2	Classtype	Sail Nos	Helm	PY/TCC	Code
13	GP14	4567	Sailor 2	1130	Code-B10
14	Laser Radial	7900	Sailor 3	1147	Code-B6
15	Mirror	11233	Sailor 4	1390	Code-B28
16	Laser	14566	Sailor 5	1108	Code-B16
17	2000	17899	Sailor 6	1090	Code-B8
18					
19					

If you are using the Google Sheet, please click the [Import Entries](#) link prior to the start of your race, entries will be imported into the next race coming up (need to define one first).

The classtype will do a look-up against preset classes and their corresponding handicap. You can over type if your class is not listed and manually add PY or TCC (< 2)

The allocated and individual Code against each competitor is the one you should give them to enter in their SailRacer GPS Tracker App to ensure their tracks are correctly displayed.

Have a tracking code?
enter it here

GO

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NFC Checkin and electronic tally

Use the SailRacer App for electronic tally using NFC tags



READY TO SCAN



HOLD YOUR TRACKER NEAR THE
DEVICE TO CHECK IN

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Scoring

Finishing times and lap count are calculated from the SailRacer GPS tracking data, the App allows corrections to be made, and or scoring codes added eg OCS.

If you are running an Open Start race the time the boat crosses the StartLine for the first time will also be recorded from the tacker.

For multiple start races (typically big handicap events), each boat will be assigned to one of the starts from the entry list and the elapsed time adjusted accordingly.

For a pursuit race finish positions will be calculated using the nearest distance to the finish line at the end of the race period.

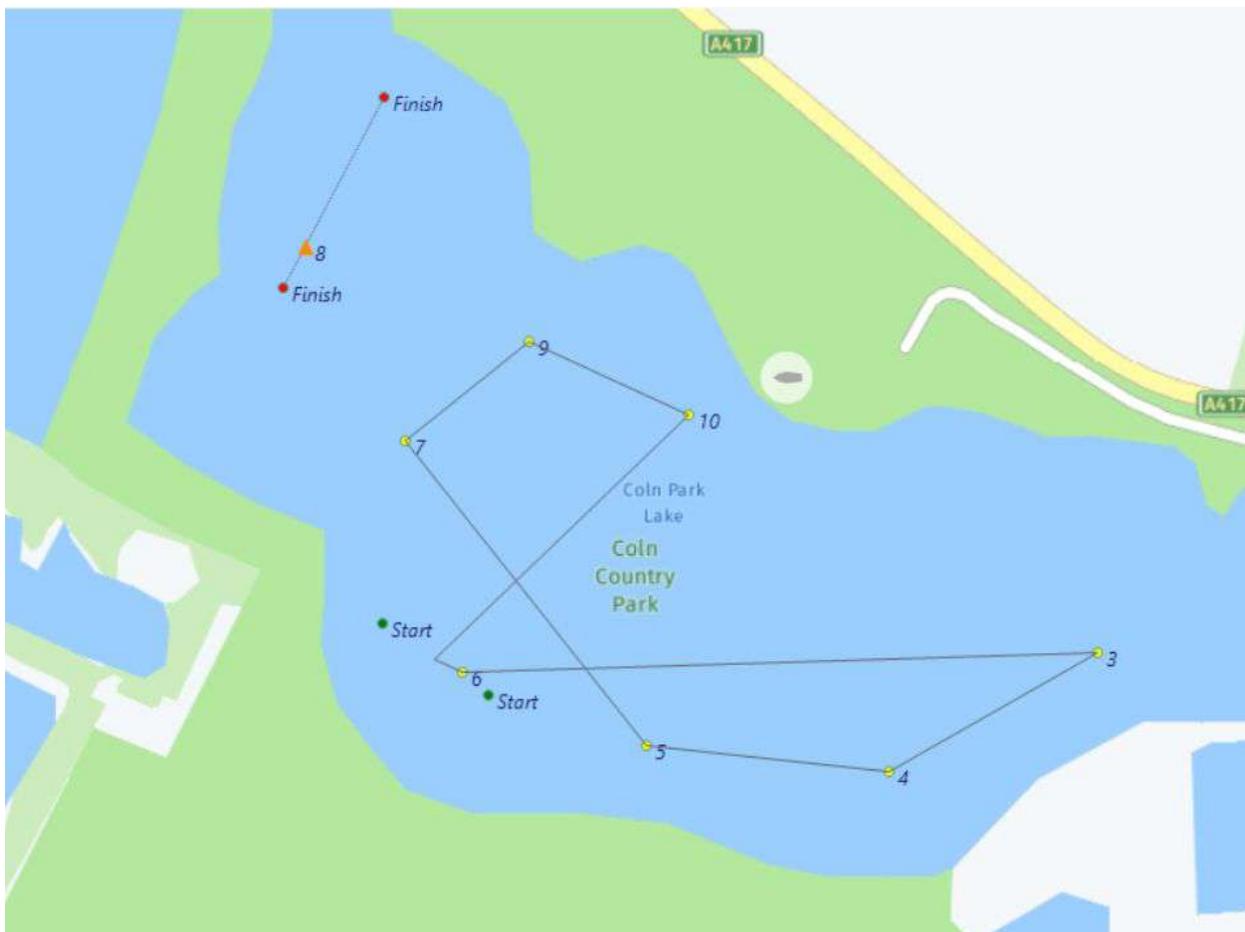
The screenshot shows the SailRacer app interface. At the top, the time is 10:29. The app logo "sailRacer" is displayed. Below the logo, the race name is "Tiger R1" and the start time is "01/02/2020 13:30:00". A search bar contains the name "Penny CLARK" and the number "505 9196". The form fields are: "Finish Time" set to 14:07:33, "Laps" set to 2, "Scoring code" set to OCS, and "Start Number" set to 2. There are "Save" and "Cancel" buttons. At the bottom, a "Done" button is visible. Below the "Done" button, a list of scoring codes is shown: DNS, OCS, BFD, DNF, and RAF.

Race Set-up Guidelines

Course design and race setup considerations

Open Starts (simple racing) - here sailors can elect when they start it is important the finish line is offset away from the main course. The clock starts when the sailor crosses the line first and stops when they cross the finish line. The number of laps sailed will also be recorded.

The start and finish times determine when the race course is open and closed, to give sailors ample opportunity to race the course in their own chosen time and to spread out (socially distanced) it suggested to have race window at least twice the target time, so for a 30 minute race you would set the race window to 60 minutes.



Normal Races - here there is a designated start time. For races with a large number of races there can be several starts to fit everyone on the start line, these will often be at 3 minute intervals and be set in the race edit screen.

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Different Race Types

Yacht Race - here there are fixed number of laps for two laps a course configuration may look like this as an example : 1 2 3 1 2 3

If it was a triangle sausage 1 2 3 1 3

Average Laps - here boats race around the course until a signal (often S flag - ) is made so that they can finish. Often boats will be crossing the finish line on each lap, so to keep the

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clock running you should set the time the Finish Line opens in the race edit screen. The elapsed time for each boat, allowing for different start time (if multiple start times set) and number of laps will be recorded. This will then give an average lap time corrected to handicap (PY or TCC) to determine the race ranking. The sailing instructions should include provision that the finish line can only be crossed in one direction (e.g. upwind) from a particular course and should be designated an obstruction if crossed elsewhere on the course. For example :

After starting, boats shall not cross the start/finish line in a downwind direction, and the start/finish line is an obstruction to boats approaching it from the upwind side.

Navigation Rally - typically used for power boat rallies on the water - Competing boats travel a defined course at their set speed, and the scoring system deducts points for each second early or late through the measurement gates.

Web display and embeds

The SailRacer tracking can be embedded within your club website and also displayed on a big screen in the club house.