<u>AS TIMELORD</u> you have four functions:
1. starting each class;
2. checking that each boat sails its correct course;
3. recording the time taken by each boat;
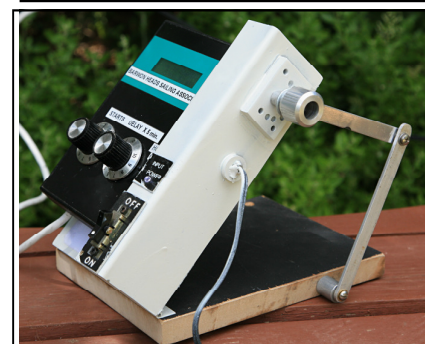4. monitoring safe sailing.

<u>ON THE BEACH</u>

1. Ensure that each entrant is registered on your sheet—
                    COLLECT $15 from any NON-MEMBER and note on sheet;
2. Listen to the race briefing and sketch the course onto your timesheet;
3. Record the order of starting of the boat classes;
4. Record the time gap between classes;
5. Record the number of laps each class must complete.
6. In those races for which we have the rescue boat in action, exchange mobile phone numbers with the crash boat crew, so you can alert them to emergencies.

<u>The STARTING SYSTEM</u>

Unfortunately the system can no longer be left set up for you, so (unless someone has done so) you must collect the system from the BHSA shed and set it up on the seawall adjacent the little beach. Set the unit on the wall with the horn pointing toward the starting line and place the two detachable lights to each side. The control box can be removed from its bay in the main box and posi-

STARTING SYSTEM CONTROLS
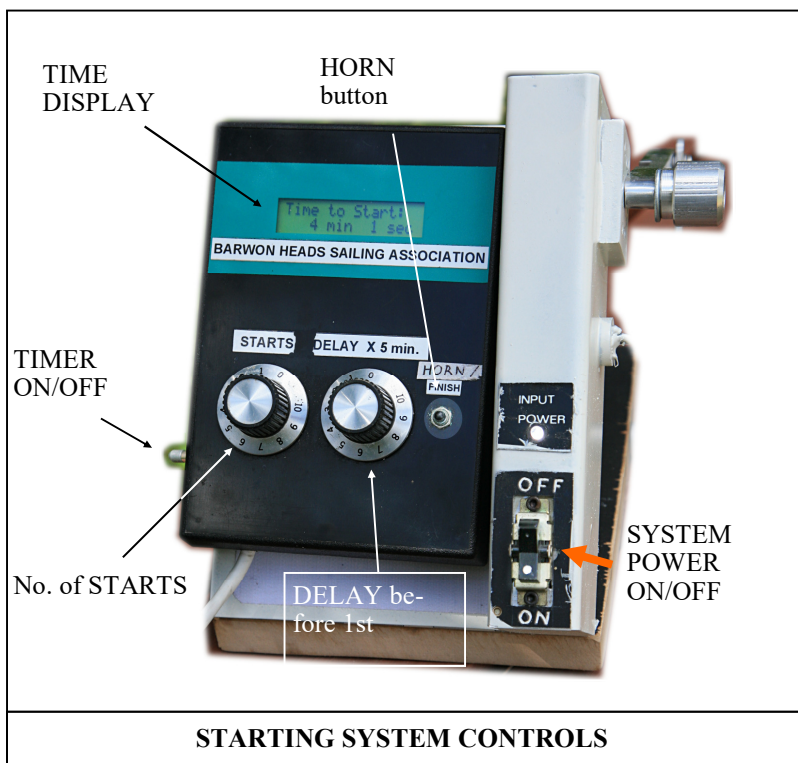
The BHSA automated starting system

tioned for your convenience. There is also a cradle that can be used to hold the control box (as shown here), although generally people don't use it. The extra facility provided by the cradle is remote operation of power to the lights and horn. You may adjust the angle of the display for your comfortable viewing.

Adjust the angle of the display by loosening the knob , adjusting angle to another index hole, and retighten.

The CONTROLS you will use are :
a.   the STARTS and DELAY setting knobs,;
b.   the switch that starts the TIMER;
c.   the system POWER switch, and
d.   the timer display.

The <u>STARTING LINE</u>
is between the two buoys laid by the Club Captain (as described at the briefing), and this should coincide with your line of sight to the further buoy.

The club captain (or briefing officer) will advise you of the number of class starts (generally 2) and whether class recalls may be needed. The instructions detailed below assume that there will be two classes and recalls are possible, and that you are using the cradle. If the signalling flags are not on hand, then class recalls are not to be implemented and the number of starts will be set to TWO (not 4). Accordingly adjust the instructions regarding the remote power switch.

<u>TO START THE RACE</u>

1.   SET the START knob to 4;
2.   SET the DELAY knob to 0;
3.   SWITCH ON **system power** (the white LED will light up);
4.   START TIMER:
     The timer switch has a detent to prevent accidental operation, and moves back and forth rather than up and down.
     Start the timer by pulling the switch out and moving it towards the rear. ***Don't touch that again until the race is finished.***

The system boots up and automatically proceeds through all the race starting processes; the time display commences counting down to the first start (5 minutes).

- 3 minutes before the first start the horn sounds automatically and 3 rotating lights turn on .
- At 2 minutes the horn sounds again and two lights are on.
- At 1 minute another horn and one light

When the time counts down to zero the starting horn sounds *automatically* and the race is underway.

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*Any boat that is over the line before the start must restart. So immediately after the start is signalled you must quickly press the horn button and raise the individual restart flag. You can call out too, if you wish, but that isn't essential. Make a note on the time sheet of the boat that restarted.

If you're not sure who has started early, or there is a whole bunch of boats, In this event, immediately after the start is signalled, you must press the horn twice and raise the "class restart" flag. Let the starting system automatically work through the starting process again (you do not have to touch the controls). Make a note of the class restart.

The display now counts up time elapsed since the starting signal. **Note that the time is decimal minutes.**

After an interval of 1 minute the system will enter another 3 minute starting sequence for the second start.

When all classes are away correctly*, **turn off the power switch to silence the horn and lights**.

After 12 minutes have elapsed on the timer, turn the power switch on again .

Now you can watch the race, but remain vigilant in checking that each boat sails its proper course, marking it off as it completes each lap and keep alert for safety issues.

The **finish line** is that line of sight between you and the defined buoy on the Ocean Grove side. A boat finishes when any part of the boat touches that visual line. And a boat that makes it to the line and then stalls and falls back onto the course side has still finished. *You may not make an arbitrary choice on this (e.g. the mast crossing the line).*

As a boat approaches its finish, note its sail number and then press the horn button as soon as any part of the boat touches the finish line.

On the time display the elapsed time is still clocking up, and the 2nd line of the display holds the time when you pressed the button. Write that down on the result sheet against the sail number.

Each time you press the horn the display captures that time and moves previously captured times to the right, so you always have the 3 most recent times displayed. The maximum time displayed is 99.99 minutes, so be aware when the time has rolled over beyond that.

Finding boats on the official sheet can be slow and I suggest using a scratch pad to make the job much easier. Write down sail numbers as they approach, press the horn as they finish and scribble down their times from the display. Later transfer that to the official sheet.

When all boats have finished, or retired, your job is nearly done. Turn off the timer, and return the system to the BHSA shed. Plug in the charging cable and note whether the yellow LED lights when you do so. If it does not, report that fault.

Leave the completed timesheets in the folder and leave the folder on the bench beside the starting system. Leave any money in the folder for forwarding to the Treasurer.

Thank you for a job well done.

EXPLANATORY NOTES:

Normally we have no more than two class starts, but you were told to set four starts on the control unit. Why? The system does not allow changes to the number of starts dialled up once the timer is started, so you have to dial up *spare* starts in case you have to restart a class. This means that a class restart doesn't require any action from you other than pressing the horn button twice and raising the class restart flag. But what happens to those unused spare starts? You must silence them by turning off the system power while the timer (using its internal battery) continues through all those extra start sequences. When that is done (after 12 minutes have elapsed on the timer) you *must* **turn on the power switch** so the horn will work when you start signalling boats over the finish line.

The horn button is inactive until the first class is started. You are not required to warn a boat that it is early until its class is started.

The DELAY facility is not something you will use. Its function is to give the one who sets the system going time to get their boat to the starting line before the race begins. Each unit on the control inserts an extra 5 minutes before race timing begins. The "0" setting gives a default 5 minute gap between starting the timer and the first start being signalled. It does not affect subsequent starting cycles.