

Worser Bay Boating Club: Pointers for Recording Race Results for Club Racing.

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1. Get a 2 person (min) Team together!!

- a. Get Help! Recording results is at least a two person job. Don't be shy! Call for help before the first finishers arrive. Ideally get a third person.
- b. One person is the Recorder. One person is the Spotter. The 3rd person is another Spotter.
- c. The "Spotter" calls "Sail Number" and "NOW" as that boat finishes.
- d. The "Recorder" writes the Sail Number and the TIME in the order called by the spotters.

1. Record Finishers in simple Chronological Order.

- a. **Don't try to separate Fleets.** Eg DON'T record Optimists in a separate list from Starlings
- b. Just record the sail number and finish time ***in sequential order down the page.***
- c. Do not "anticipate" the finish order. Wait until the last moment to record the finisher.
- d. The "Sailwave" Software does the sorting into Fleets.
- e. The Recorder does ***not*** have to do it! It takes up valuable time and is unnecessary.

2. Recording Sail Numbers

- a. Record at least the LAST 4 Characters of the Sail Number.
- b. For most fleets that simply means recording the whole sail number. 3x or 4x chrs.
- c. For Lasers just record the LAST 4x Characters. Eg "190875" is called "Laser 0875"
- d. **Instruct your Spotter to ONLY call the LAST 4x characters so you don't get confused.**

3. Recording Finish Time

- a. Use Clock Time NOT elapsed time. Use 24 Hour clock for all times: eg 13:00:00
- b. Be Efficient at recording the Finish Time. Only record "Changes". Example Below.

Sail No	Hour	Minute	Second	<i>Fleet /Class (Do not record)</i>
2146	11	44	01	<i>Starling</i>
4070			32	<i>Optimist Green</i>
4591		45	20	<i>Optimist Open</i>
4707			50	<i>Optimist Open</i>
2180		. 6	13	<i>Starling</i>

- c. This table can be clearly understood. Even though most of the time boxes are not filled in. But DO get the SECONDS correct.
- d. Normally you should be able to record only 6 chrs per finish. And occasionally change the Minutes. Even only One Minute Character will be fine. See 2180 above. ".6" clearly means "46". Be efficient!

4. Completing the Results Sheet by Recording:

- a. **Start Times** for every Fleet. Use 24 Hour Clock Time
- b. **All the DNFs**. Check the Sign on Sheets for Non-finishers. Important for Series Results!
- c. **Wind Speed & Direction**
- d. **Courses** for each Fleet eg S12313F (from the White Board)

5. SUMMARY

- a. **The Recorder MUST get at least one Observer/Spotter. Club Racing often results in many boats finishing within seconds. It is impossible to record this without help.**
- b. **You should mostly only need to record a 4 chr sail number and a 2 chr Seconds time. And occasionally go back to fix the minute number.**