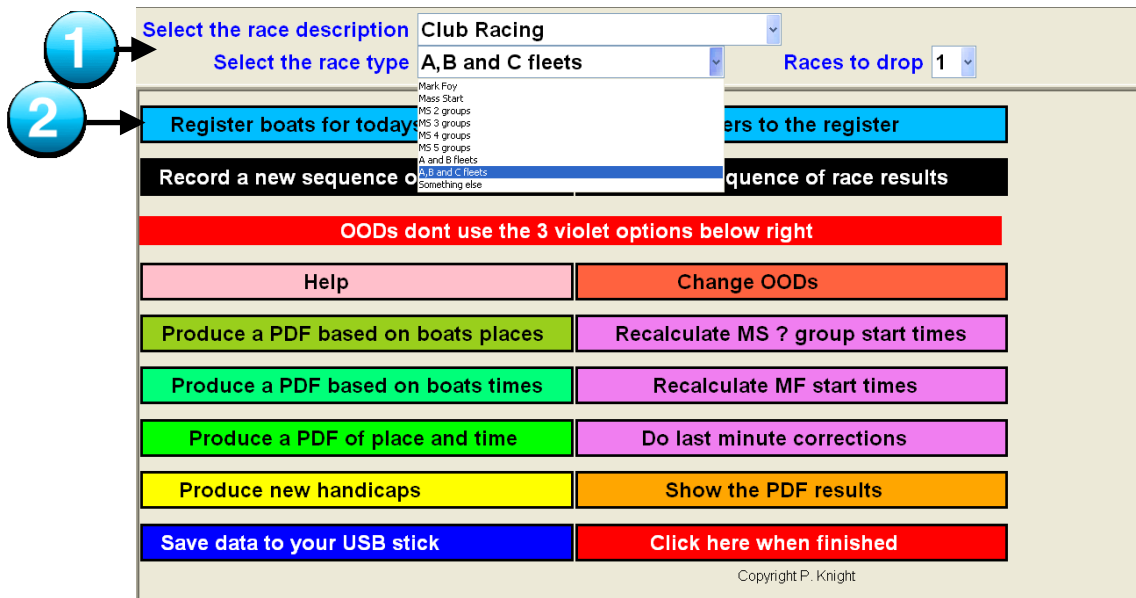# FLEET RACING (A & B) OR (A, B & C)
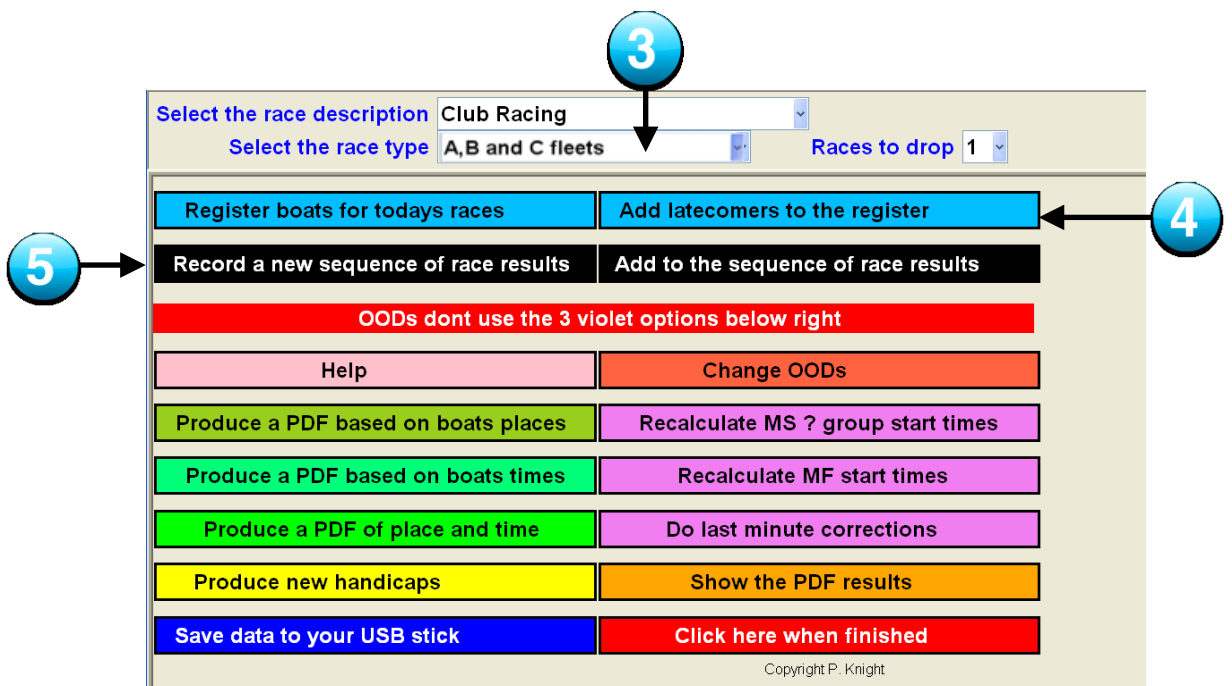## GUIDANCE FOR LAKESIDE COMPUTER PROGRAM.
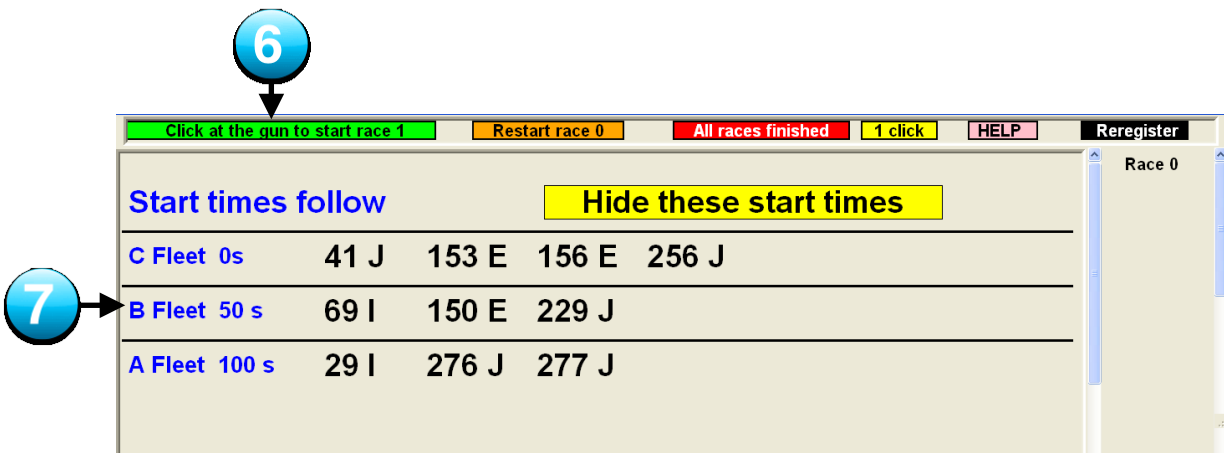### Information for Race Officers to use on the day.

If you open up the blue folder in the clubhouse you will find info on page 1, 2 & 3 for the initial setting up of the computer.

> **Warning for the day. Don't click on the cross at the top right corner of computer window, as you will lose your last race results.**
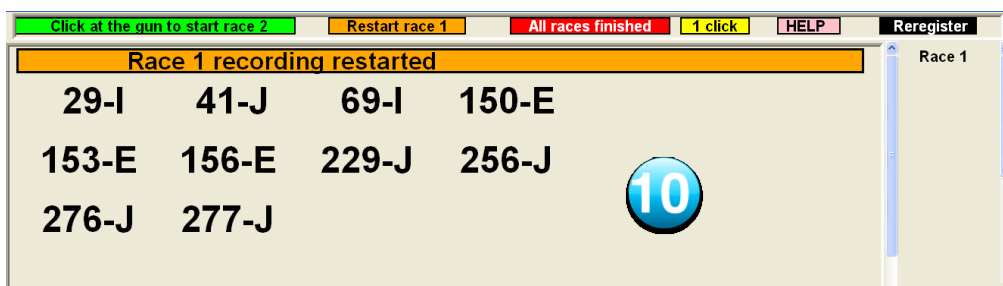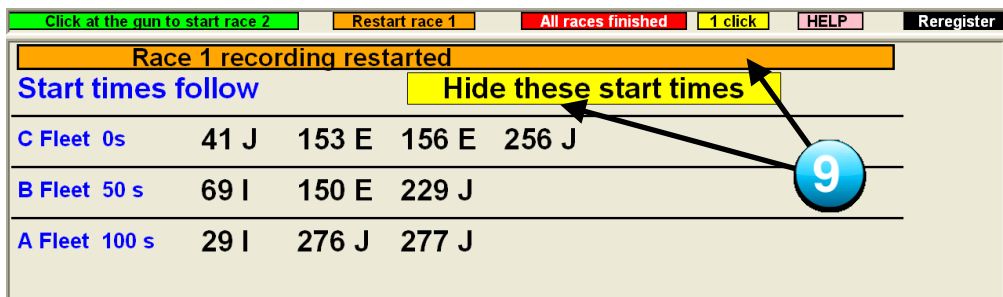
Select the race description Club Racing
Select the race type A,B and C fleets Races to drop 1

Mark Foy
Mass Start
MS 2 groups
MS 3 groups
MS 4 groups
MS 5 groups
A and B fleets
A,B and C fleets
Something else

| Register boats for todays... | ...ers to the register |
| Record a new sequence o... | ...quence of race results |

OODs dont use the 3 violet options below right

Help	Change OODs
Produce a PDF based on boats places	Recalculate MS ? group start times
Produce a PDF based on boats times	Recalculate MF start times
Produce a PDF of place and time	Do last minute corrections
Produce new handicaps	Show the PDF results
Save data to your USB stick	Click here when finished

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1 **Select the race description**. Check the programme to see if there should be another choice selected.
Select the race type. You can choose A, B and C fleets. Though this can be changed if their are small number of enters. Done after registrations have finished.

2 Click - Register of boats for the day.

3 Opportunity to change number of fleets.

4 Add any latecomers.

5 Ready to record a new sequence of race results

Select the race description Club Racing
Select the race type A,B and C fleets Races to drop 1

| Register boats for todays races | Add latecomers to the register |
| Record a new sequence of race results | Add to the sequence of race results |

OODs dont use the 3 violet options below right

Help	Change OODs
Produce a PDF based on boats places	Recalculate MS ? group start times
Produce a PDF based on boats times	Recalculate MF start times
Produce a PDF of place and time	Do last minute corrections
Produce new handicaps	Show the PDF results
Save data to your USB stick	Click here when finished

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6

Click at the gun to start race 1 | Restart race 0 | All races finished | 1 click | HELP | Reregister

Race 0

Start times follow **Hide these start times**

7

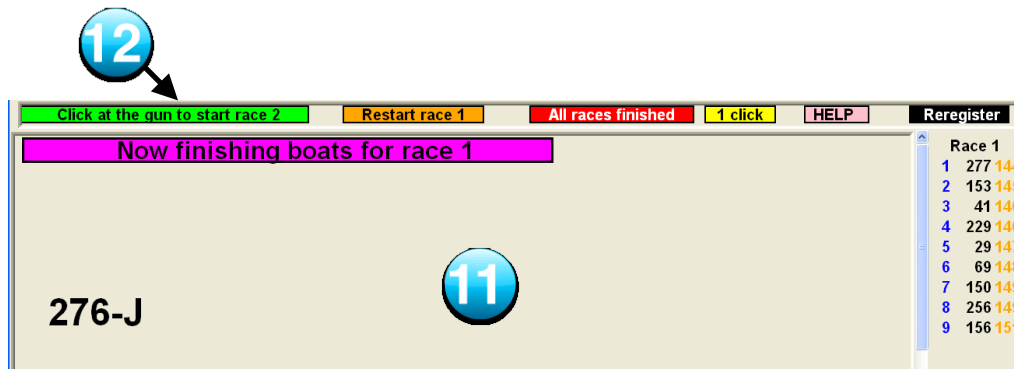| C Fleet 0s	41 J	153 E	156 E	256 J
B Fleet 50 s	69 I	150 E	229 J	
A Fleet 100 s	29 I	276 J	277 J	

6 Click on green label. This will then show you the fleets and the the boats start time.

7 Put this information on the whiteboard so sailors know what they are in for that race.
When all sailors have information and are ready to start start the count down start timer.

8 When the gun goes to start the race at 0 secs. Click on Restart race 1 **as this resets the clock for the times results.**

9 Note after clicking on Restart race 1.
You get a orange box - Race 1 recording restarted.
After all boats have started on their correct start time.

8

Click at the gun to start race 2 | Restart race 1 | All races finished | 1 click | HELP | Reregister

Race 1 recording

Start times follow **Hide these start times**

C Fleet 0s	41 J	153 E	156 E	256 J
B Fleet 50 s	69 I	150 E	229 J	
A Fleet 100 s	29 I	276 J	277 J	

Click at the gun to start race 2 | Restart race 1 | All races finished | 1 click | HELP | Reregister

Race 1 recording restarted

Start times follow **Hide these start times**

C Fleet 0s	41 J	153 E	156 E	256 J
B Fleet 50 s	69 I	150 E	229 J	
A Fleet 100 s	29 I	276 J	277 J	

9

Click at the gun to start race 2 | Restart race 1 | All races finished | 1 click | HELP | Reregister

Race 1 recording restarted

Race 1

29-I	41-J	69-I	150-E
153-E	156-E	229-J	256-J
276-J	277-J		

10

10 Ready for finishing boats. Click on boat numbers as they finish.

⑫

Click at the gun to start race 2	Restart race 1	All races finished	1 click	HELP	Reregister

Now finishing boats for race 1

276-J

⑪

Race 1

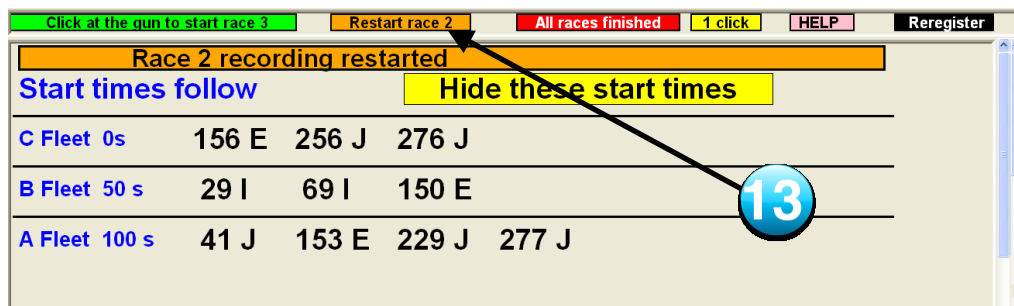|		
1	277	144
2	153	145
3	41	146
4	229	146
5	29	147
6	69	148
7	150	149
8	256	149
9	156	151

⑪ Window as it looks with the finishing of boats.
If a boat does not finish, then results will show it as DNF.
If you have recorded a boat in the wrong placing.
Refer to the Lakeside Computer guide page 9. You will also see how to finish a boat on the water.

⑫ "Click on the green button to start race 2" as this will show you the new fleets for race 2.

Click at the gun to start race 3	Restart race 2	All races finished	1 click	HELP	Reregister

Race 2 recording

Start times follow   **Hide these start times**

C Fleet 0s	156 E	256 J	276 J	
B Fleet 50 s	29 I	69 I	150 E	
A Fleet 100 s	41 J	153 E	229 J	277 J
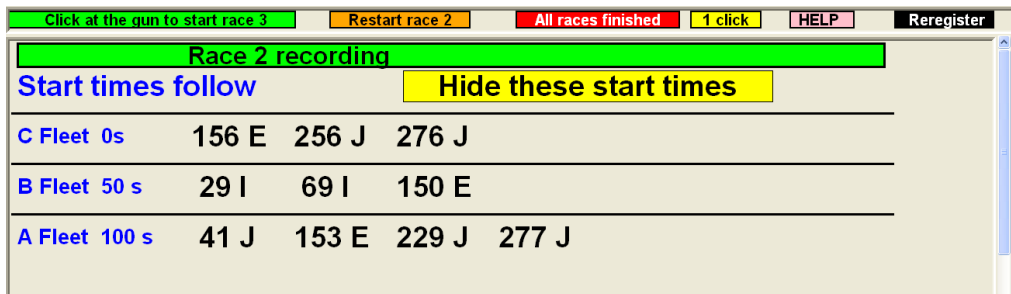
Inform sailors of the fleet they are in.

Click at the gun to start race 3	Restart race 2	All races finished	1 click	HELP	Reregister

Race 2 recording restarted

Start times follow   **Hide these start times**

C Fleet 0s	156 E	256 J	276 J	
B Fleet 50 s	29 I	69 I	150 E	
A Fleet 100 s	41 J	153 E	229 J	277 J

⑬

⑬ Restart at the gun.

The sequence is repeated for all races.

After the **last race** you must left click on.

All races finished

After 3 to 5 seconds the following window should appear.
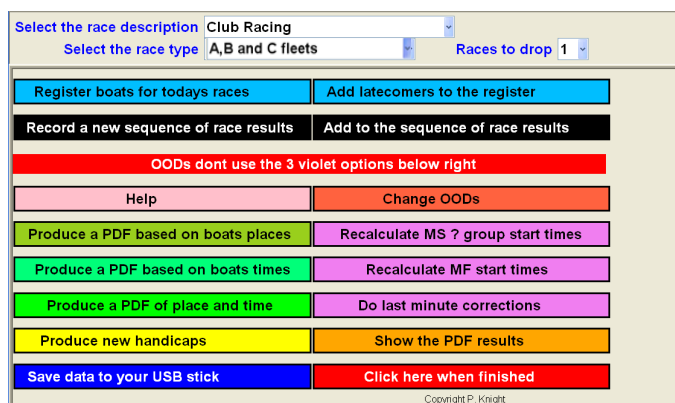
If it does not, it could be that over half the fleet has been DNF.
Therefore;- Left click on All races finished 3 times. (safe guard measure)

Select the race description Club Racing
Select the race type A,B and C fleets   Races to drop 1

Register boats for todays races	Add latecomers to the register
Record a new sequence of race results	Add to the sequence of race results

OODs dont use the 3 violet options below right

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