



REGATTA

Scoring and Race Management

Over - Simplified Cook Book Instructions On How To Use The Program.

Warning

This is not a finished program, but it is serviceable. It is by far the most comprehensive of any computer scoring program which we know of, but there are still a lot of bugs and quirks in it.



Setting Up The Program After Installation

The first time, you run the program you should start by doing some housekeeping. This means as a minimum running the file maintenance option from the opening menu, and setting the video scaling.

3 - Maintenance

1 - File Maint

4 - All Above Options

4 - System Defaults

I - Video Display Scaling.

1 - VGA Not Available - if nothing works correctly (whether VGA is available or not)

2 - No Switch - if in doubt.

9 - Does not Scale - if it just simply doesn't work right



Running A Regatta

You are sitting in front of your computer, glassy eyed, and with a stack of 40 entry forms before you, and a set of regatta instructions. It is Friday evening, and the race starts tomorrow at 1000. The bar tender put a large pot of coffee by your desk. Thank heavens for little favors. Yes, you started too late, but you can still get the job done. Thank heavens for computers and competent computer programs.

Because the program is still in its unfinished state, it is easiest to enter all the boats into the master boat file before attempting to enter them in the regatta. Later this won't be true, but right now it is.

First make sure all the classes exist in the master class file, then enter the boats in the master boat file.

Enter Classes Into Class Master File

From the opening menu select

- 1 - Regatta Scoring
 - 7 - Master files
 - 2 - Class File
 - 4 - Print List Of Classes

This is so you can see which classes are already on file, and, more importantly, which classes you need to enter to accommodate all the entries in the pile of entries in front of you.

To enter the classes select

- 1 - Enter New Classes
- 2 - Update Classes

Enter the classes as you see fit. Look around the menu to see what you think you may need to do. It is a good

Enter Boats Into Boat Master File

Now select the Boat File.

- 1 - Boat File
 - 4 - Print List Of Boats On File

this is the easiest way to see which boats you still need to enter. If you have been using the program for a while, you will find that more than half the boats are already on file, and the task is not too formidable.

Regatta Description

From the opening menu select

- 1 - Regatta Scoring
 - 1 - Regatta Description
 - 1 - Regatta Selection

select 1, 2, or 3, or whatever turns you on at this point.

The template system doesn't work too well yet, so maybe just start from scratch this time.

You enter the regatta name, the starting date of the first race, the last race (this keeps funny dates from being accidentally entered later on). (Oh yes, dates are entered d m y, where any delimiter will do).

The number of divisions is only important to distinguish between 1, or more than one. If you later enter more or fewer division, the count will adjust itself. The number of races must be exact. You cannot run more races than specified in the regatta description.

Not all race committees use five minute starting signal intervals, so check to make certain that the correct in-

idea now to verify the ratings of the classes you expect to need.

When all classes are entered select

- 8 - Re-Index Class Files

just to make certain that there will not be any problems.

Then, to make certain that the boat file contains the most recent class info for each boat, select

- 7 - Update Class Info In boat file.

This updates all boats in the boat file for the most recent class info.

Then 0 - Return, 0 - Return.

Then select

- 1 - Enter New Boats
- 2 - Update Boats

as needed to get all the boats into the file.

Select 8 - Re-Index to make sure the index files are current. Then 0 - Return, 0 - Return.

All boats are now entered into the master file, and you are ready to set up the regatta.

terval is used. Also see that the starting interval is correct.

Select starting methods, ratings, etc.

Time correction methods available are boat for boat, time on time (does not usually give good results if conditions are not standard) time on distance, and ORCA, the statistically optimizing method, which gives the fairest corrected times possible under almost any conditions.

The base for penalty points is functional only for 'entries in regatta' and 'starters in race', and thus one of these should be selected.

If you go by all the defaults, and alter the ones you think really should be changed, then you will probably end up with a well working regatta.

After you enter a regatta or by some other means change the active regatta, you must exit the program to the external menu, and re-enter the program. This is a

bug in the program, and is, unfortunately, not as easy to fix as one might presume.

If you know the divisions you are going to have, enter them now, otherwise come back to division entry later.

From the opening menu select

1 - Regatta Scoring

1 - Regatta Description

1 - Division Selection

Enter the divisions as needed for starting. This is division level 1.

Entering Entries

From the opening menu select

1 - Regatta Scoring

2 - Entries

1 - Enter Entries

If the boat already exists in the master file, she will automatically pop up here when you enter the sail number. If there is a sail number ambiguity it can be addressed here. If the boat does not yet exist in the master file, she can be entered here on the fly, but it is far less confusing to do it in the master files.

At this point you should check to see that the skipper is in fact the owner, otherwise enter a new skipper. This does not automatically change the ownership of the boat.

Also verify the rating and the default rating for the boat. The default rating is the rating the boat normally enters under. Its purpose is to list ratings in relevant groups to facilitate division selection.

2 - Division Assignment

here is where you assign entries to the proper divisions. One by one assignment works all the time. Assignment by class works, but you must first sort the assignment file. Don't ask why, just do it. The other assignment methods are flakey, and may not always work properly (that means they will probably get you in trouble). Try them as desired, but verify your re-

If you are going to combine divisions, or partial divisions, or are going to want to score a division with a different rating type or correction method, then you need divisions accordingly at a higher division level.

Enter the combined divisions as the next higher division level. These are scoring levels only.

Every boat must be entered in a level 1 division in order to be able to sail. Only level one divisions are sailing divisions.

Sort divisions to make sure the division file is sorted.

sults. When in doubt use one by one assignment.

Be sure to sort the assignment file.

Then it is time to generate the "time cards". These are the internal means for the program to keep track of race data. There is one time card for each boat in each scheduled race. There is also one race record card for each scheduled race for each division. These time cards must be verified every time the division file is modified, or the scheduled races are changed. This is done under Entries:

3 - Prepare Time Cards

This is where all time cards and race information cards are created, verified, etc.

If you omit this step, you will not run a regatta.

Guaranteed.

Whenever the divisions, entries, or assignments are changed, re-do this step.

4 - Printouts

Here is where you get entry lists. The list by rating is split up by rating type, and can conveniently be used to divide up the fleet into divisions.

You are now ready to start running the regatta.



Running The Regatta

Running the regatta consists of five different steps:

1. Race Committee Forms and Lists
2. Starting Data Entry
3. Finishing Data Entry
4. Race Calculations
5. Race Results

The Committee Boat Forms part of the program prints out lists which are convenient for use on the Committee Boat. They are not strictly necessary, but serve as a guide to proper 'on the water' race management. The blank forms which are generated serve to collect the proper data needed to execute the race results.

Starting Data Entry records the starting times and course length in the race information card for each race. This information is necessary for the program to run properly.

Finishing Data Entry records the finishing times or positions, and the finishing status (DNF, DSQ, etc.) in the time card for each boat in each race. This information is necessary for the program to run properly.

Race Calculations perform the calculations to print the race results. Corrected times are computed using the elapsed times found by using the starting times and finishing times of each boat, and applying the desired time correction method. In the case of boat for boat sailing - when using finishing by position - elapsed and corrected times are not computed, but the program still likes to have a starting time and course length.

Race results are the printed results for the races. There are two separate kinds of results: Race Results, and Regatta Standings. Race Results are the placing of individual boats in individual races of the regatta. Regatta Standings are the placing of boats in the combined scoring of all the races in the regatta considering throwouts, etc. Trophies are typically awarded on Regatta Standings. Day prizes are typically awarded on Race Results.

Race Committee Forms And Lists -- On The Water Procedures

Race Committee Instructions

From the opening menu select

- 1 - Regatta Scoring
- 3 - Race Committee Forms
- 1 - Race Committee Procedures

Prints a brief description of the procedures the race committee should follow to satisfy the requirements of the scoring program.

Starting Order

From the opening menu select

- 1 - Regatta Scoring
- 3 - Race Committee Forms
- 2 - Starting Order

Prints the starting order of the divisions. Useful on the committee boat and for posting on the official regatta bulletin board.

Starting Lists

From the opening menu select

- 1 - Regatta Scoring
- 3 - Race Committee Forms
- 3 - Starting Lists

Prints the entries in each division with spaces for various check marks, etc. Useful on the committee boat to records starters, etc.

Race Starting Record Forms

From the opening menu select

- 1 - Regatta Scoring
- 3 - Race Committee Forms
- 4 - Race Starting Record Forms

Prints forms for recording the starting times and course lengths for the individual races in a starting sequence.

Race Finishing Record Forms

From the opening menu select

- 1 - Regatta Scoring
- 3 - Race Committee Forms
- 5 - Race Finish Recording Forms

Prints forms to record finishing times or places. Finishes in the race are recorded in chronological order,

either by division or all finishers combined. Data entry is easiest in strict chronological order. The program already knows what division each boat is in, so there is nothing to be gained by recording divisions separately, except possibly in boat for boat racing



Meanwhile Back At The Ranch

Starting Times And Course Data

Make certain that the time cards and race cards have already been verified under Entries.

Then, from the opening menu select

- 1 - Regatta Scoring
- 4 - Starting Times And Course Data
- 2 - Enter Race Info

Here you enter the starting time, date, and the course length for each race, as recorded on the committee boat. These items should be entered even if it is a boat for boat race. They trigger a number of processes in the program. They print out on the race result sheets.

Then select 7 - to verify the entered times and distances for accuracy.

Races are automatically validated when starting times and course length are entered. This is important for regatta standings. A race which is not validated is suppressed in the regatta standings.

In case of difficulties in regatta standings, select Validate All Races, to force all races to be validated.

If a race was abandoned and not resailed, it should be marked as Not Valid. This prevents the race from showing up on the regatta standings. If the race were to be included, every boat would show up with a DNF or DNC on the regatta standings printout.

Finishing Times And Data

Make certain that the time cards and race cards have already been verified under Entries.

Then, from the opening menu select

- 1 - Regatta Scoring
- 5 - Finish Times And Data
- 1 - Boats Ranking As Starter

There are three levels for ranking as starter. The easiest is to assume that any boat with a finishing time actually started. This is option 3. It is usually the best choice.

However, there are times when it is important to verify each entry individually for starting. Level 1 requires the entry to be recorded as ranking as a starter. That means sailing about in the vicinity of the starting line

after the preparatory signal for the particular boat. Then the boat must be recorded as actually starting. Level 2 requires each boat to be recorded as actually starting. She does not first have to be recorded as ranking as starter.

There will be some regattas where level 1 or level 2 recording formality will be required, but usually level 3 will suffice.

It will probably be best to set up your default regatta to use level 3. Most of the time you will find level 1 or level 2 a nuisance.

Then select

2 - Finishing Positions

3 - Finishing Times

Any division requiring time corrections can only use finishing times. Boat for boat divisions (one design classes or level rating divisions) may be scored using finishing places only. This option is selected during division entry. Then just enter the sail numbers in finishing order.

When finishing times are required, you need the sail number and the finishing time. (don't get the elapsed time from an overly progressive committee boat).

The easiest way to enter the finishing times is in finishing time order, regardless of division. Make certain, however, that race numbers are not inter-mixed.

Enter the sail number. The program checks to see if the boat ranks as a starter and if she has started (if those option are selected) and always checks to see that the sail number entered belongs to a valid entry. Then enter the finishing time and finishing date.

Finishing Status

Finishing status is automatically set to DNC. Then, as the starting protocol is entered, the status is automatically modified as required.

When a finishing time is entered, a boat is automatically recorded as FIN, keeping in mind that the pro-

gram checks for valid starting and sail number as required.

When entering the next finishing time, the previous date and hour are automatically filled in. All you need to do is fill in the minutes and seconds. This is why it is quickest to enter the finishing times in chronological order.

Under Enter Finishing Times, the hours index whenever the number of minutes decreases. Thus the hours are automatically increased, which otherwise is regularly forgotten.

Under Update Finishing Times, the hours are not automatically indexed. This is more convenient for updating, besides which some persons don't like the automatic hour index feature any time.

Then print out the finishing times, and verify them against the manual committee boat recording sheets. Science notwithstanding, it is important to record the raw finishing data on a piece of paper. No computer program will substitute for this. Use original raw data for input to the computer program. Run a quality race committee. Do a quality job.

Finishing status, such as DSQ, DNF, WDR, etc. Is entered under finishing status. When in doubt about the validity of the finishing status of an entry in a race, look to this section for status confirmation and modification.

Statistically Valid

Under finishing times entry is a field Statistically Valid of Statistically Invalid. This field has as purpose to help ORCA decide whether or not a finishing time has any statistical merit or not. Usually ORCA will correctly weed out finishing times which are statistically invalid. Such items may include boats which skipped a mark and thus have an unusually short elapsed time, or boats which have had breakdowns or which have run aground and performed exceedingly poorly, as a result of non sailing related conditions. When a large fraction of statistically invalid finishers are recorded, ORCA may become confused. By recording funny finishing times as statistically invalid, the ORCA system will ignore these finishing times, and find the correct results.

When a good finishing time is excluded through this mechanism, then the statistical sample is somewhat compromised. This is, however, not serious. A good finishing time means that the data point lied close to the mean, and thus the exclusion of the point does not materially affect the results. An invalid point which is excluded does not affect the results at all, because that point would have (or at least should have) been excluded by ORCA anyway.

Practically speaking, the option is rarely exercised because ORCA rarely needs assistance. However, when the results of a race with few entries and very scattered results produces clearly false results, then making use of this feature to exclude the strangest of the finishing times usually gets things under control.

Automatic Finishing Time Entry

There is no clever “press the space bar to enter the time for the currently finishing boat automatically” option included in the program, nor will there be. The reasons are that: a) it requires synchronization between the computer clock and the committee boat clock, which will change during the day, and b) that you will not always have time to enter the sail number for the finishing boat before she finishes so you can hit the space bar at just the right moment. In practice, it happens quite often that a bunch of boats finishes virtually overlapped. In this case you need to figure out which

sail number belongs to which finishing time, etc. This is done with pencil and paper, and not with a space bar.

Under conditions where automated finishing time entry is feasible, there is plenty of time to copy finishing times from a manual finishing sheet. Under conditions where a bunch of boats finish close together, you need the finishing times written on paper anyway. Do your committee work properly, and write the finishing times down on a hand written record. There is no short cut for good committee work.

That Is All There Is To Finishing Data Entry

Finishing data entry is literally that simple. You just enter the starting times an course length and the finishing times, or place if you wish for one design. Then enter the special finishing status, such as DSQ, PMS, etc. That is all there is to do.

Race Results

Because this pre beta version of the program has memory problems resulting from the limitations of 16 bit DOS, it is necessary to run the time correction calculations and race results from the external menu from which you initially started the program. Sorry about that, but this is not a finished program. When you get your copy of the first release version of the program

Calculate Race Results

This is where the race results of the individual races are calculated.

Option 1 - forces a complete recalc of all things which might want to be recalculated.

You should never have to do it, but we left the option in place from an earlier time when it was still required. The program is supposed to do it anyway if it thinks it needs to do so. Select this option only if you think the program is giving bad results. It should not be neces-

sary, but gives comfort to skeptics of computers such as myself.

Calculate one division at a time. The options which do more than one division at a time may not work right. All divisions - one race seems to work well. All Divisions - all races now seems to work well, be cautious. When is doubt, do one division one race.

Again, when you get your copy of the first release version of the program

Print Regatta Standings

This is where the overall regatta standings for each division in the regatta are printed.

You must first have calculated individual race results.

The standings are printed by division in overall order and the number of races showing can be selected, up to the number of races entered in the regatta description. You can suppress empty columns for races which have

not been sailed, by invalidating the individual races you wish to exclude in starting data entry.

When time cards are verified, all existing race result calculations are deleted (not finishing times and status). Time cards are usually recalculated to correct ratings, add entries, etc. This may cause prior race results to be invalid. To prevent obsolete race results

from being carried forward, all calculations are deleted. Go back and calculate all divisions, all races.

When calculating regatta standings, elect one division at a time. The options which do more than one division at a time may not work right. They seem to be

accurate, but if you have any doubt, then do one division only.

Again, when you get your copy of the first release version of the program



Summary

As we indicated right up front, the program is by no means finished, but it is serviceable. It is by far the most comprehensive of any computer scoring program which we know of.

It permits corrected time calculations under time on distance, time on time (the seed rating of 150 was programmed in for historical reasons) and the optimizing Observed Results Computer Analyzed (ORCA) time correction system.

When running a series of club races, or a single event regatta, the program will give you accurate results for the minimum amount of work required.

The program is very comprehensive, and you will need to become familiar with it before you will recognize the tremendous time savings over almost any other system.

The program incorporates, if you wish to avail yourself of it, the Observed Results Computer Analyzed time correction system. This system provides by far the fairest time corrections possible, and dwarfs both the time on distance, and time on time correction methods.

We recommend you run a few test cases from results which you have left over from existing regattas, to get a feel for how the program works. Try the different time correction methods, to see how much fairer the ORCA results are.

Once your master file of boats starts to include the bulk of your regular customers, entering boats into the regatta is as rapid as typing in their sail numbers. Setting up a new regatta through use of templates and defaults takes just a few minutes. Decisions on division breakdown takes the most time, as it does in a manual system, but through the use of the entries by rating listing even that is visually aided. Division assignment is again as quick as typing in the sail numbers for the selected division (and will be much quicker when assignment by rating becomes available). Beyond that, running the race involves little more than starting and finishing time entry.

When finishing times are called in over the phone from the committee boat, the sail numbers and times can be entered into the computer as quickly as they can be verified by the transcriber. The race results are calculated more quickly than the finishing times can be double checked.

Try the program, and then provide your race participants with the fairest racing they could possibly have. While doing so you'll be using the most efficient regatta scoring and race management system in existence. Committee workload will be minimized.

