



Instructions to Race Officers using HAL's Race Results Mk.2

Before the Race

If you would like a printed schedule of flag sequences for the start, or a round sheet, follow the instructions to end of Step 1 and use the *Output* menu to produce what you need. If you need to print start times for a pursuit race, select that race alone.

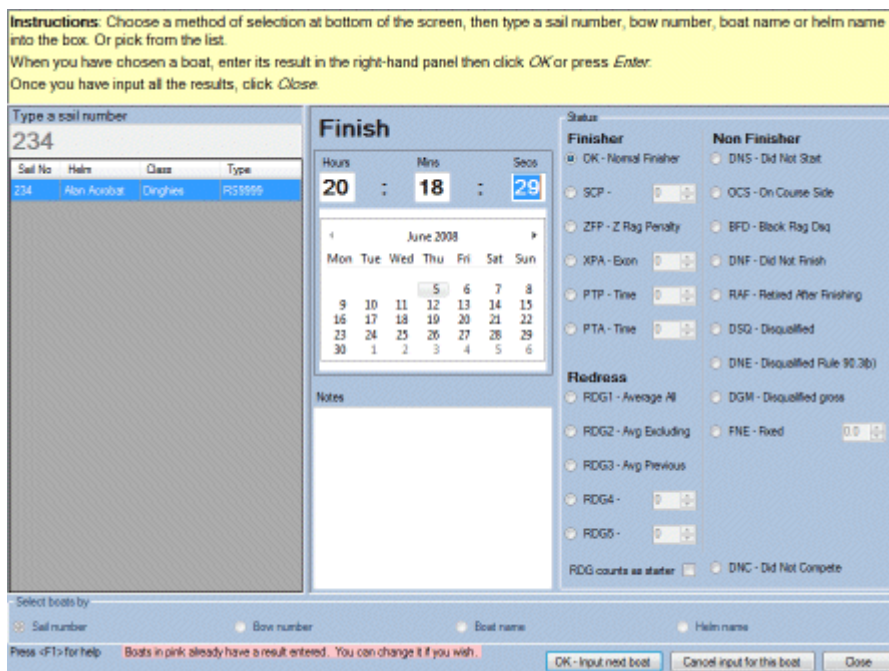
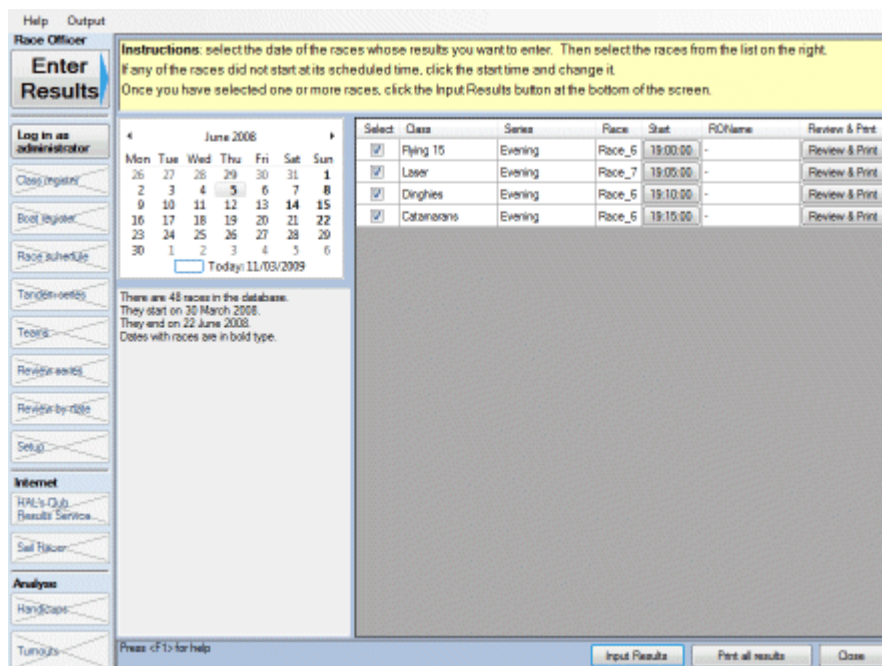
Instructions to the Race Officer for entering results into the computer

Step 1 Choose your races. Start HAL's Race Results. Click the *Enter Results* button at the top left. The screen shows the races scheduled for each day. Use the calendar to find your races and select those for which you want to enter results. If you have several races, it is best to select them all rather than doing them one at a time. The computer will know which race each boat is taking part in, so you can enter the results in the order the boats crossed the finishing line.

Step 2 Verify start times. Enter the Race Officer's name and click the *Start* button against any races that did not start at the scheduled time. Then click the *Input Results* button at the bottom of the screen.

Step 3 Input results. Start inputting results for each boat, in the order they crossed the finishing line. You can select each boat either by selecting it from the list, or by typing its sail number into the box. If you want to use bow numbers, or boat names, or the names of the helms, rather than sail numbers, choose the option at the bottom of the screen.

When you have selected a boat, input its result, either as a finish time, or for level races as a place. If the boat was not a normal finisher, select its status from the options on the right of the screen. When the result is correct, press *OK* – *Input next boat*.





HAL's Race Results

If you realise after entering the results for a boat that you made a mistake, you can input the same boat again and over-write what you put in. There will also be an opportunity to make corrections during Step 4. Repeat Step 3 until all the boats have been put in, and then click the *Close* button to go back to the first screen.

Step 4 Review. Click *Review and print* against each race in turn. The screen shows the results you input. If there is a problem with a result, then click the *Edit* button and alter it, or the *Delete* button. If there are boats you forgot to enter, click *Close* and go back to the previous step. Put in any notes about the race, such as protests received, and record the wind data. When you are happy with the results, print them from the *Output* menu.

Step 5 Finish. Close all the screens until you get back to the original one. Then close the program from the *File* menu.

Race / Status	Sail No	Boat name	Hoop	Finish	Elapsed	Corrected	Points	Edit	Delete
1	5427	Wee Willy	1432	20:20:29	1:10:29	0:49:13	1	Edit	Delete
2	8845	Topside	1290	20:23:43	1:13:43	0:57:09	2	Edit	Delete
3	14325	Free Enterprise	1115	20:25:43	1:15:43	1:07:51	3	Edit	Delete
4	8945	Jimmie Cricket	1099	20:24:43	1:14:43	1:07:59	4	Edit	Delete
5	3561	Rocket Man	1021	20:20:43	1:10:43	1:09:16	5	Edit	Delete
6	7034	Razor Sharp	952	20:22:29	1:12:29	1:16:08	6	Edit	Delete
7	145	Sun Ray	907	20:19:43	1:09:43	1:16:52	7	Edit	Delete
8	234	Yippeeeee!	785	20:18:29	1:08:29	1:27:14	8	Edit	Delete
DNC	5532	Little Donit	1432				12	Edit	Delete
DNC	7823	Jumping Jack	1099				12	Edit	Delete
DNC	98765	Swallowtail	1078				12	Edit	Delete

You have finished. Have a well-earned drink.