

## WSC Starting Lights – How to Operate

- *Switch off everything*
- *Switch on the Power Switch at the back of the box*
- *Select how many starts you want (1 – 6 starts)*
- *Select whether you want a 5 minute sequence at 5 minute intervals – ie Points Racing.*
- *Or 5 minute sequence at 15 minute intervals – ie Commodores Race*
- *5 minutes before your 1st start switch on "Start"*
- *You need to do nothing more – the rest is automatic.*

The display will light up and tell you the sequence is running, the horn will sound and the red light will come on. The red light has the same function as the class flag

1 minute later the horn will sound and the blue light will come on. The blue light has the same function as the "blue peter" (preparatory flag).

3 more minutes later, and 1 minute before the start the blue light will go out and there'll be a blast from the horn.

10 seconds before the start the red light will flash.

5 Minutes after you switched to "Start" you'll get red light out, a horn blast and the 1st green light. That is the first start away.

If there is a second start after the first start then the above sequence will repeat for each green light.

With a Commodores Race (with a 15 minutes cycle between starts) then there will be a 10 minute delay before the next sequence starts. You don't have to do anything, the lights will come on at the right time and the horn will sound until all the starts are complete.

The display is small but illuminated, you will see that it is counting up in seconds from the first start in the series. You can use this to record the finish time of each finisher in seconds. For calculating the handicaps you will need to subtract the time between when that boat started compared to the first start. For instance for points series racing the Medium Fleet starts 5 minutes after the Fast Fleet so subtract 300 seconds from their finish time to allow for this.

**Individual Recall.** The box allows you to indicate a premature starter. If somebody is over the line the switch below each start labelled "Recall" can be switched on. This flashes the Green light for that start and you can switch it back off when competitors have restarted correctly. It does nothing else and won't affect the timing. The yellow button will sound the horn at any time you like, and for an Individual Recall you will want to add that extra blast.

**General Recall.** There is no facility to do a General Recall. It would be much better to indicate a General with a board and an extra sound signal and you can then use the boards to add a start once the series of other starts has completed. I have never seen a General Recall at WSC.

**Cargo ship interfering with the start.** You may well have sent some fleets off but a ship comes along and it is too dangerous to continue. Simply switch the "Start" switch to "Pause". The countdown to the next start will be reset and when the ship has gone you can resume by turning back to "Start". The stopwatch will have continued to count up from the first start so you need to record how long you delayed the next start so as to adjust the finish times of those boats that were affected when you calculate the handicaps.

**Switch Off.** Always switch off, even at lunchtime; it resets everything so that you start with a clean sheet.