Signals Box

The Signals Box is used to control the lights and sound signals used in our club racing. The control panel for the box is shown below.

Before the Race

Turn the power on to the box using the switch on the wall socket behind the OOD's desk (left hand side).

IMPORTANT: Check that the system is set for the correct number of starts. Using the display screen at the bottom of the panel do the following:
- press the down-arrow button repeatedly until you get to the last line of the display - this will show the number of starts currently programmed
- if this is not correct press the MOD button
- use the up and down arrows to increase or reduce the no. of starts as required
- press the ENTER button to set

If you need to **POSTPONE** the start of the race do the following:
- Press the AMBER Flashing Beacon button in the middle-right of the control panel and sound the horn twice.
- At the end of the postponement sound the horn once and press the AMBER Flashing Beacon button to turn it off.

Start of the Race

When you are ready to start the race - press the large green button (bottom left - labelled BEGIN START SEQUENCE). [**Note**: at the *same time* you must start the timer in the raceManager software and it is also a good idea to write down the wall clock time].

The Signals Box will now run through the start sequence displaying the correct lights sequence and sounding the horn as required.

For each fleet start you need to be prepared to manually signal an individual or general recall. 30 seconds before each start the Race Officer should be in position to sight down the start line and be aware of boats that are on the "course side". The assistant OOD should be ready to signal the recall. At the start signal the Race Officer should immediately call one of "ALL CLEAR" (*if no boats are over the line*), "RECALL" (*if all the boats are over the line can be identified*), or "GENERAL" (*if some of the boats over the line can't can't be identified*).

The assistant OOD should respond as follows:

ALL CLEAR   Do nothing

RECALL	Press the AMBER Flashing Beacon button in the middle-right of the control panel and sound the horn once. After 1 minute turn the AMBER beacon off by pressing the button again. [If the recalled boats don't return mark them as OCS in raceManager]
GENERAL	Press the RED Flashing Beacon button in the middle-left of the control panel and sound the horn TWICE. After 1 minute turn the AMBER beacon off by pressing the button again. [If the recalled boats don't return mark them as OCS in raceManager]

Handling a General Recall

Note: this happens very rarely at SYC . . .

If there are Safety Boats that are not busy, radio them to ask them to inform the boats starting that there is a general recall for their fleet.

If there are other fleets still to start after a fleet has been signaled with a general recall - continue with the starting sequence until the remaining fleets have started.

At the start beep for the final fleet start in the sequence press the fleet light (top row on the control panel) for the recalled fleet AND note the time on the wall clock. Three minutes later sound the horn for the start and press the recalled fleet light to turn it off.

> **IMPORTANT**: after a general recall you need to enter the actual start time for the recalled fleet into raceManager [Start Page]

As an example, if you are running a race with 4 starts and the second fleet is recalled, you would continue with the start sequence as normal until the fourth fleet starts. On their start you would press the green fleet light and note the wall clock time as say 14:06. At 14:09 you would sound the horn and press the green fleet light again. Then enter 14:09:00 as the start time for the recalled fleet into raceManager (Start Page).

If you have general recalls for more than one fleet - just run them in sequence as described above.

If the fleet that had a general recall, has another general recall on their subsequent start you need to do the following:
- turn the power off and then on for the signals box - to reinitialise it
- Set the number of starts to 1
- Run the start sequence (6-3-0) as usual
- Enter the new start time in raceManager for this fleet

During the Race

Typically the only use of the Signals Box during the race is to signal **SHORTEN COURSE**. Normally you would signal a shortened course just before the leading boat starts the last leg before crossing the finish line. When you shorten course the boats in the fleets you have selected to shorten will finish the NEXT time they cross the finish line

If you want to shorten all fleets at the same time:
- Press the yellow (labelled AMBER) button in the middle-right of the control panel. Sound the horn TWICE.

If you want to shorten SOME of the fleets
- Press the yellow (labelled AMBER) button in the middle-right of the control panel. Sound the horn TWICE.
- On the top row of lights press the buttons that relate to the fleets you want to shorten. For example if you want to shorten fleet 2 ad fleet 3, press the green and red buttons

> **IMPORTANT**: whenever you shorten course with the signals box REMEMBER to make the corresponding indication in raceManager

Occasionally you may want to **ABANDON** a race that has started. This usually is due to one of the following situations:
- Wind has completely changed direction *shortly* after the start and you want to restart with a different course
- Wind has disappeared completely and boats are being carried away by the tide
- Wind has increased dramatically and it is unlikely that the safety boats will be able to cope with the number of capsized boats.

To abandon the race

> **IMPORTANT**: If all the boats in a fleet have completed at least one lap you can still produce a result in raceManager by taking the results based on the laps completed by each competitor.

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Finishing the Race

Simply use the horn to signal each boat as they finish. It is usually easier to use the extension hooter cord to do this so that you sight down the start line and sound the horn while standing up.

If you have some fleets that have been shortened and other that have not - be careful to only give a hoot to the boas that are finishing on that lap

After the Race

When the race is finished, turn off any flashing beacons or lights that are still lit.

Finally, simply turn off the power at the wall socket. If you are running a second race turn the power back on (*the system needs to be turned off and on to initialise it for the next race*).