

SailRacer GPS Tracking App

The app has three key functions

1. View races live and in replay, with detailed leg by leg analytics
2. Track your boat in a race
3. Race management and scoring for event organisers

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Support

info@sailracer.co.uk

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Features

Individuals

- View live and historic races
- Detailed leg by leg analytics
- Track your races

Clubs and Classes

- Set-up races
- Record library of fixed buoys locations to club account
- Ping laid marks
- Use one of the predefined library of buoys eg Solent Marks
- NFC electronic tally system (Android)
- Finish times and lap counts recorded from SailRacer GPS tracking data
- Scoring interface to allow manual corrections and addition of scoring codes eg RTD



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To download the app (Beta version):

Android

<https://enter.sailracer.org/app>

OR

<https://play.google.com/store/apps/details?id=com.sailracer.sailracerapp>

IOS (via TestFlight)

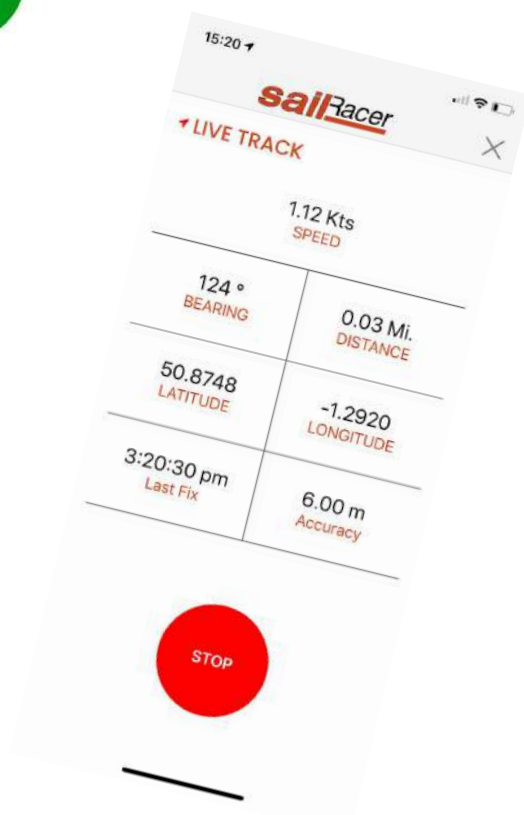
<https://testflight.apple.com/join/LchOIgfF>

To track (sailor)

1. Click on GPS icon top right of screen
2. Enter the tracker code you have been sent, and click 'GO'
3. On the next screen, click 'Start'
4. The tracker is now running.



You should this view, with Last Fix and other numbers changing to show the tracker is working. If these are not changing, stop and start tracker



[SailRacer GPS tracking](#)

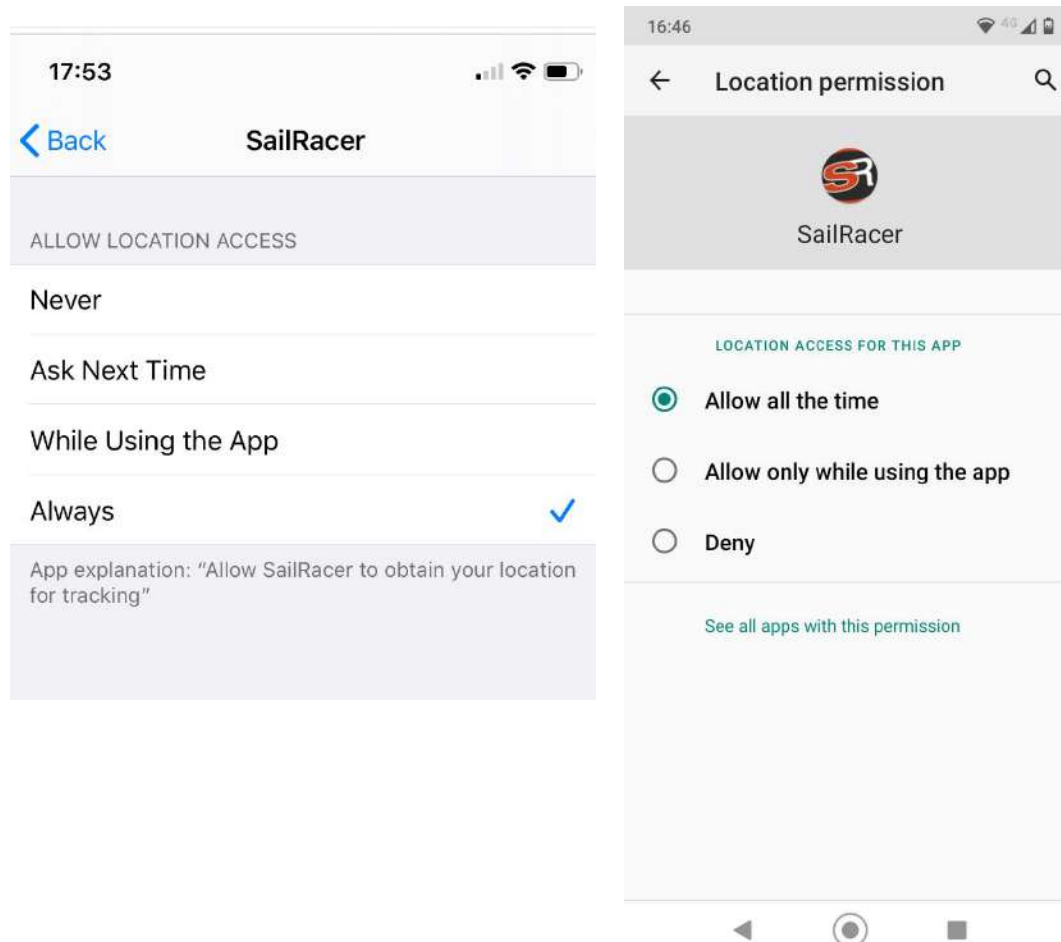
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Phone GPS settings

It is best to have this set to **Always**, then if you minimise the App the GPS data will be always sent to the server . Also any sleep modes turned off

The tracker app will still work if there is No Connection available, storing the data and uploading when next makes a connection eg picks up clubs WiFi when coming ashore

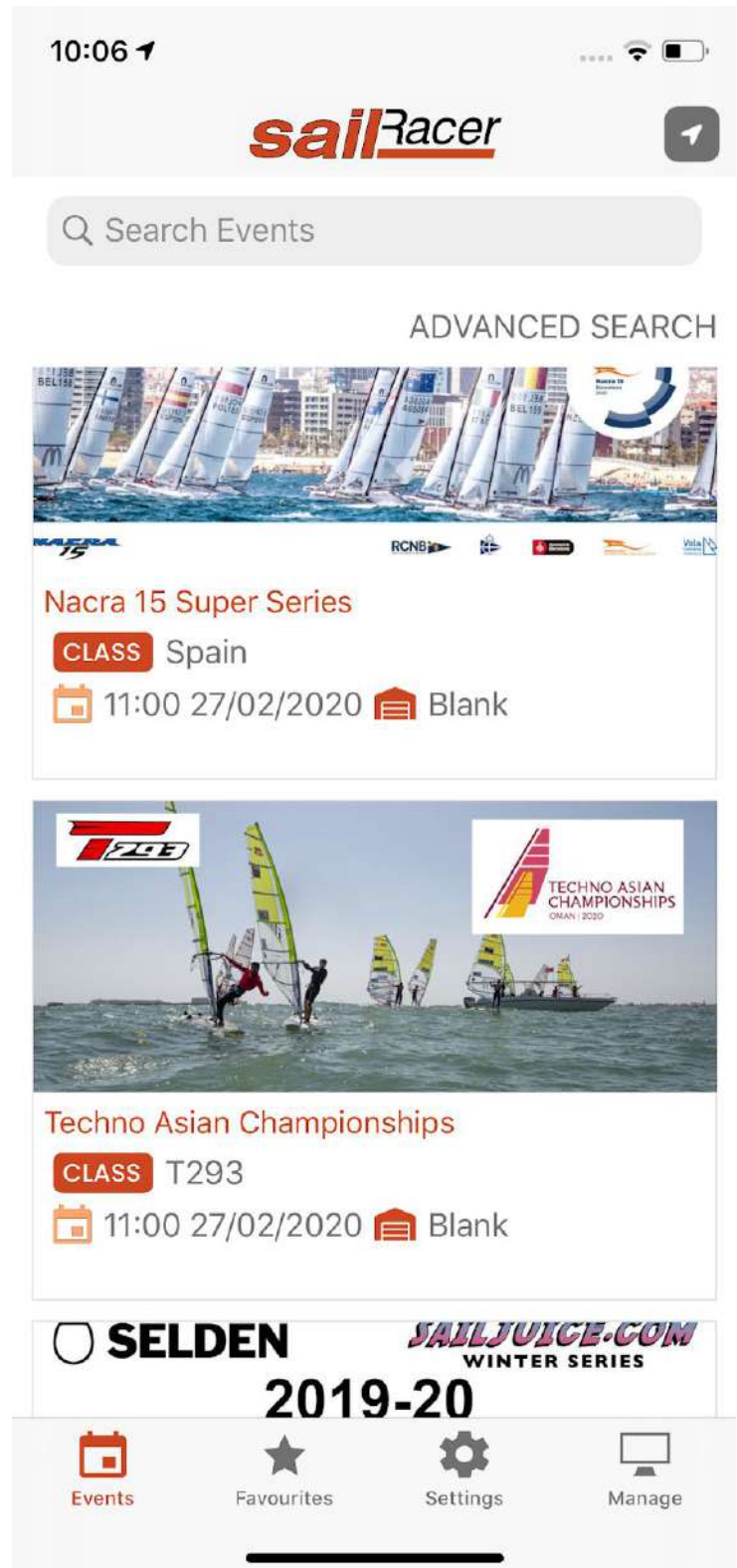


Race Viewer

Here you can see a list of events
SailRacer has tracked, races can be
viewed live and in replay. Search
functions allow you to find and filter down
to particular events.

SailRacer has tracked over 10,000 races,
covering all levels from club races to world
championships, and all boat types (dinghy,
windsurfer, sports boat, yachts, SUP,
canoes and power boats etc)

[SailRacer tracking overview](#)

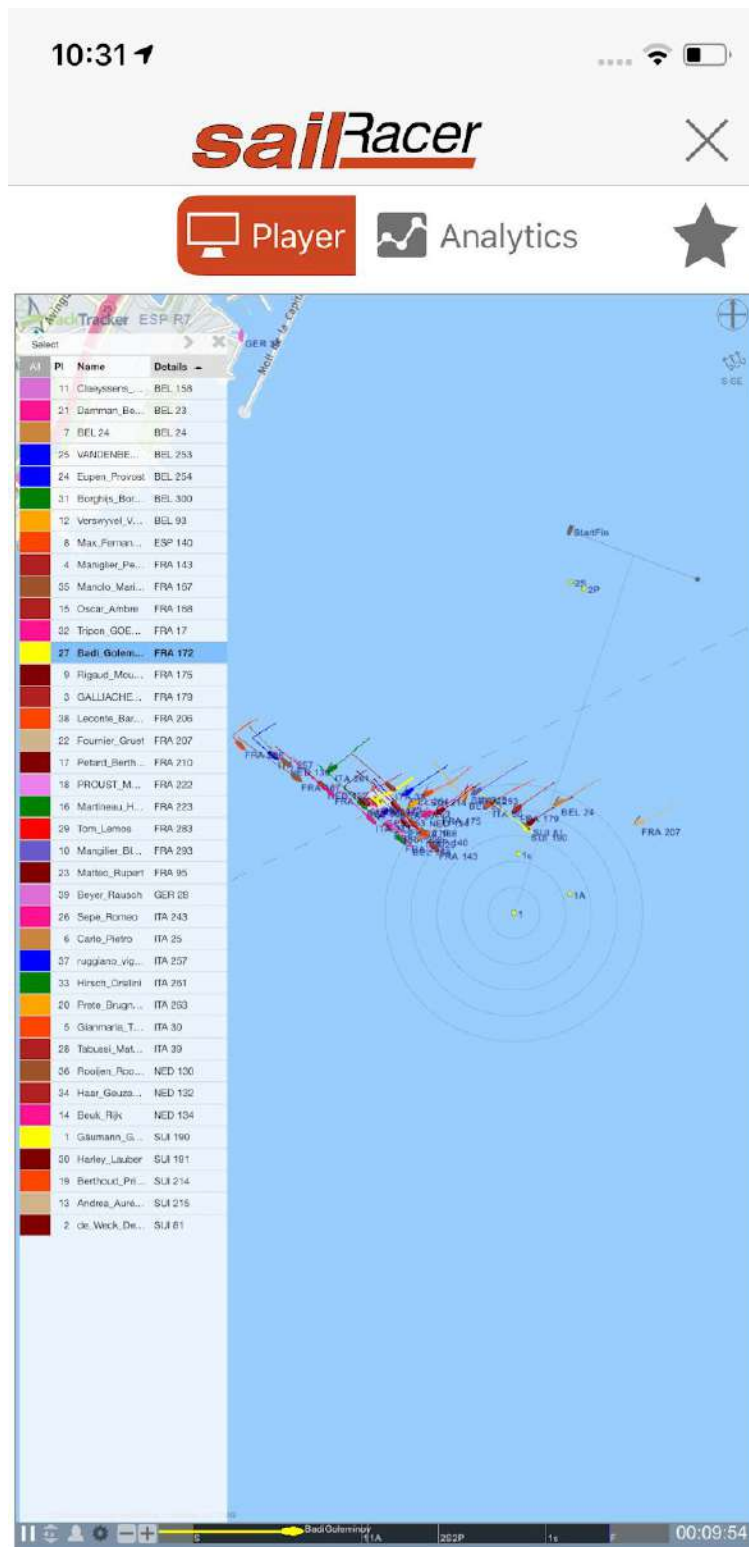


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Race Viewer

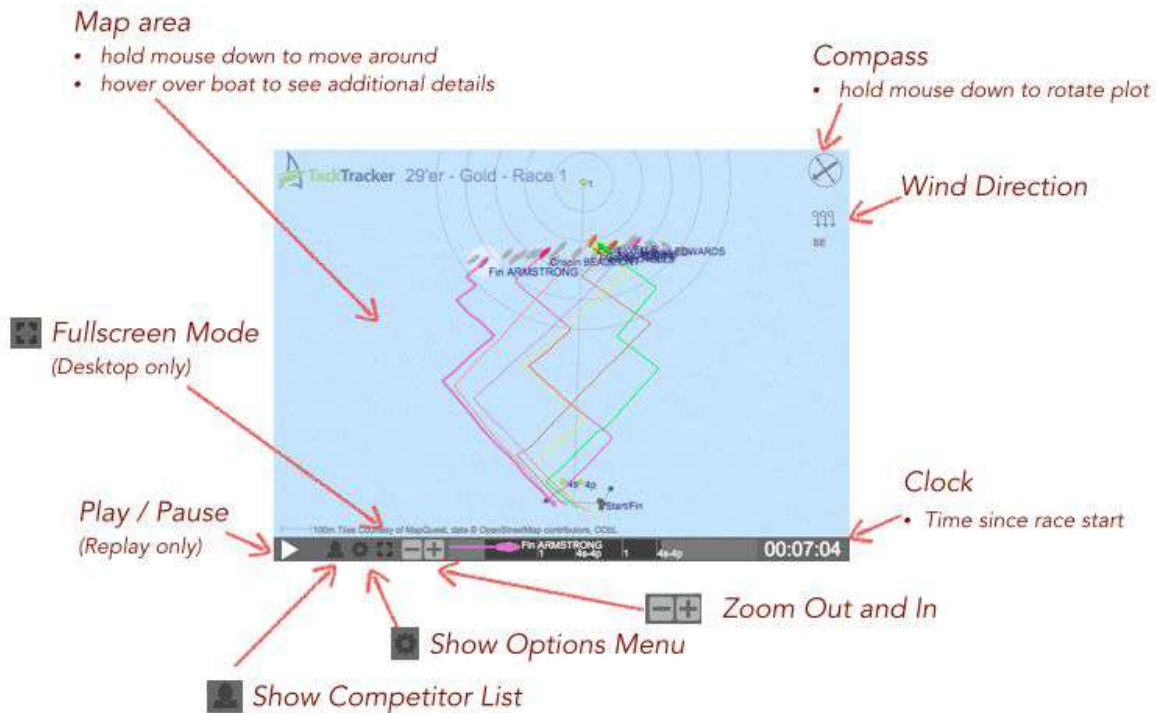


Watch the race in live or replay

Select certain boats

Scroll through the race with slider
(bottom of race viewer)

Overlay performance data (speed, VMG, bearing) and tails.



Analytics and Data

The GPS tracking produces a wealth of data on a leg by leg basis, this helps coaches and sailors understand where the gain and losses have been made across the race course. Allowing comparison with other sailors.

- Leaderboard
- Overall series results, including discards
- Top Fastest
- Individual leg drill down
 - Time
 - Adjusted time
 - Port and Starboard deviations
 - VMG
 - Speeds
- All legs summary

11:07



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Player



Analytics



Leaderboard



Search:

Position ▲

Name

1	Martineau_HOVNANIAN
2	Claeyssens_VandenBer
3	Petard_Berthomieu
4	Max_Fernandez
5	Maniglier_Peters
6	Damman_Bergh

Provisional overall series results calculated live during the racing the race based on latest current positions.

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Results For Series

Search:

Rank	Sailor	SailNo	Race 1	Race 2	Race 3
1	Petard_Berthomieu	FRA 210	1	4	44
2	Claeyssens_VandenBer	BEL 158	3	7	18
3	Martineau_HOVNANIAN	FRA 223	5	16	10
4	Tom Lemos	FRA 283	21	6	8

Individual Legs

Reach ▾

Search:

Trackee	Distance (m)	Time	Adj Time	Port Deviation	Stb Dev
Matteo_Rupert-FRA 95	3892	11:48	11:48	-56	
Tom_Lemos-FRA 283	3173	10:03	10:03	-45	
Petard_Berthomieu-FRA 210	3009	09:39	09:39	-43	
Eupen Provost-BEL 254	3498	11:18	00:00	-52	

11:09



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Player



Analytics



Leaderboard



Results For Series



Top Fastest



Search:

	◆ SailNo. ◆	Speed ▼
_Matarazzo	ITA 39	13.33
d_Princivalle	SUI 214	13.18
_Marion	FRA 167	13.14
leminov	FRA 172	12.68
u_HOVNANIAN	FRA 223	12.53
Berthomieu	FRA 210	12.36
THE ADMIRAL	FRA 170	12.26

Search:

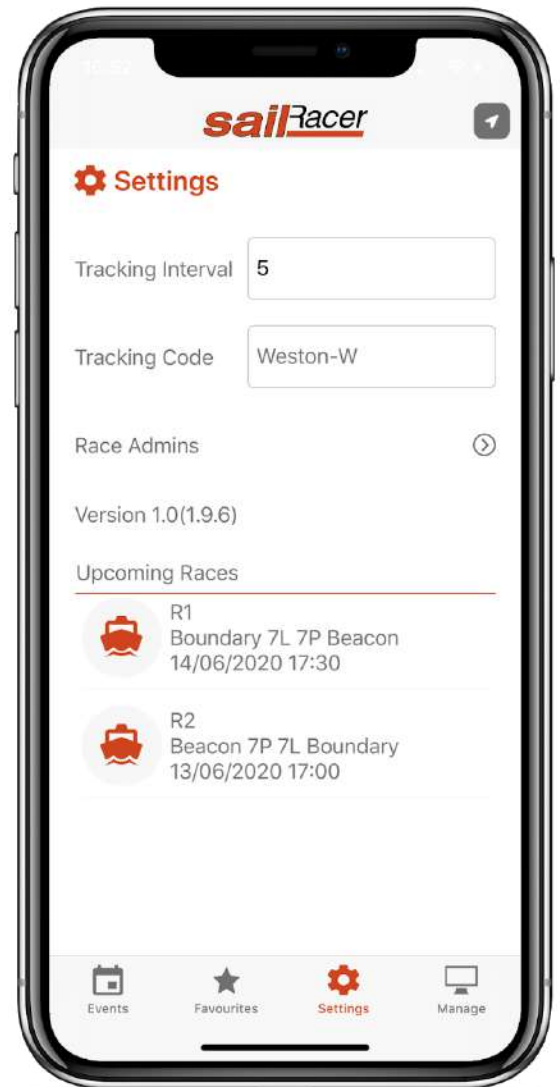
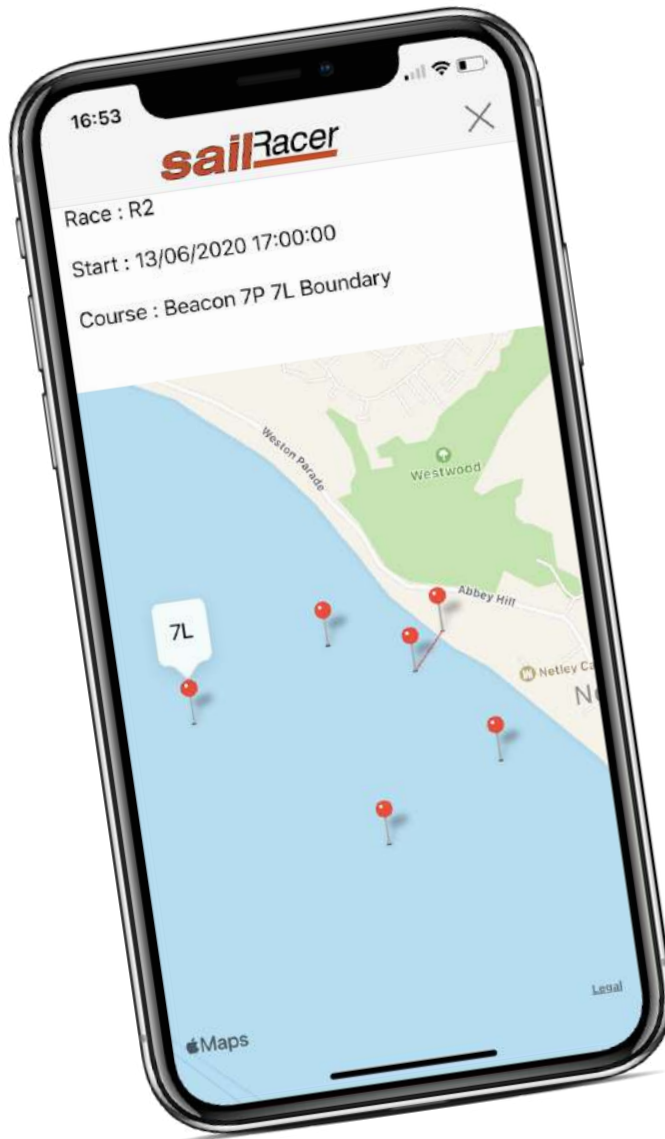
Chart	Name	Time	Leg 1 Place	Leg 1 Time	Leg 2 Place
View	PROUST_Martineau	35:13	13	13:46	12
View	Martineau_HOVNANIAN	35:43	2	12:42	1
View	Petard_Berthomieu	36:19	7	13:07	7



Races you have been entered in

From settings you can see what races you have coming up

Clicking on a race will bring up the course



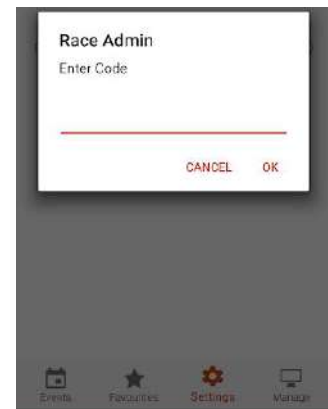
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Race Management

1. Under 'Settings' click on 'Race Admin' and input the event organiser code you have been sent by SailRacer. A new tab 'Manage' should now appear at the bottom of the screen.



2. Click on the 'Manage' tab and select 'Race Management' from the top of the screen.



3. Select the Race you want to edit (e.g. R1).
4. Fill in the details on the next screen.
5. If your club uses fixed marks, and they have been pre-entered into the system, select 'Allow Preset Buoys Lookup'. A dropdown will appear - click on it and select your club.
6. An 'Add' button will also appear. Click on this and select the buoys you want to race around, in turn

10:30

← **sailRacer**

Race Name

R1

Allow Preset Buys Lookup

Course

1 5 1

Broadwater S ADD

Start

22 May 2020 18:43 NOW

End

22 May 2020 19:46 NOW

Finish Through Start

Race Location

50.6004 -0.496206836

Type Of Event

Events Favourites Settings Manage

7. If you want to 'ping' marks for your race, in the course box fill in the names of the marks to be rounded in order, separated by a space (e.g. 1 2 3 4).
8. Click on 'Course Definition' at the bottom of the screen. Go near each mark and press the 'ping' button next to the appropriate buoy name.
9. Click 'Finish' when done.

10:09

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Course Definition

startboat	51.600470	-0.4962068	
startpin	51.599327	-0.4941955	
1	51.600470	-0.4952154	
5	51.595211	-0.4932678	

FINISH SHOW ON MAP

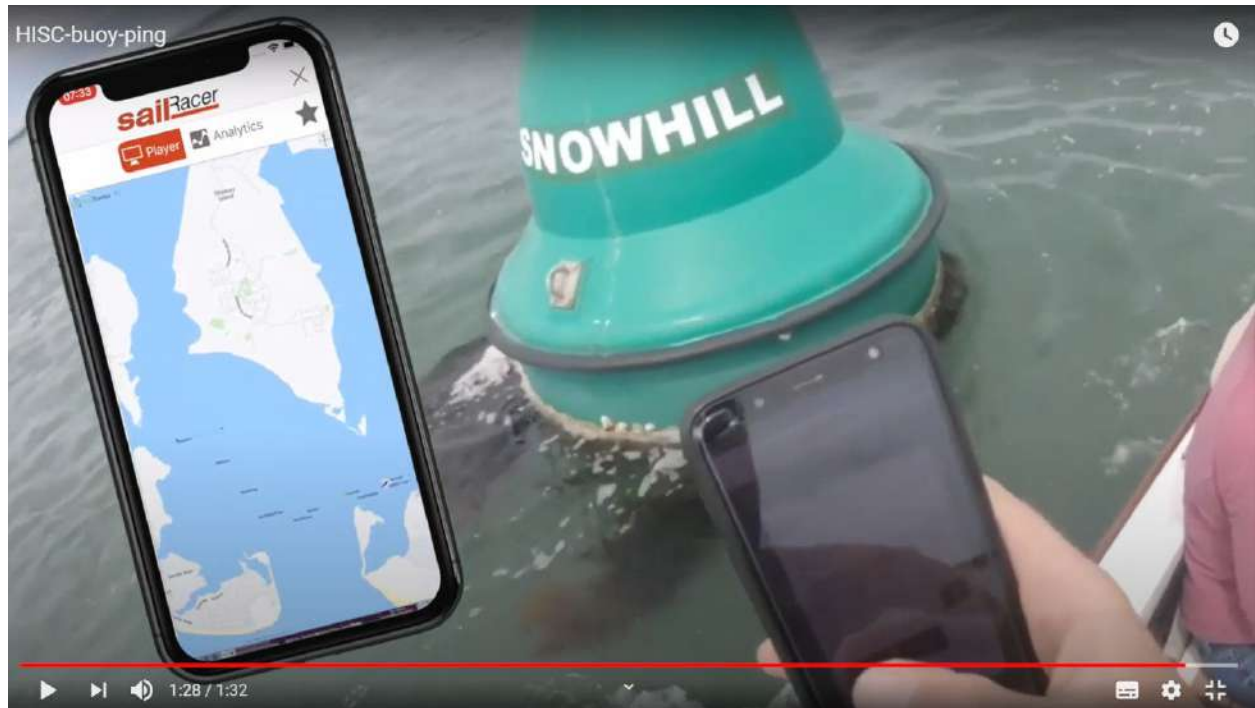
10. When you have filled in all of the details, click on 'Update Race'.

Tip - when

Events Favourites Settings Manage

Buoy Library - select from Manage screen

Here you can build up a library of fixed club marks to be re-used in different races. These can be pinged whilst visiting each buoy or manually entering their locations. If you have a file of buoy names with longitudes and latitudes, please email info@sailracer.co.uk and we will import against your account



See video

<http://new.sailracer.org/ResultsEntry/Article/9434>

The following are special names if you have fixed start and/or finish lines, to define either end :

StartBoat
StartPin
FinishBoat
FinishPin

Tip - Club Buoy Library, add the buoy names at home and ping a temporary location, then update whilst visiting the actual locations on the water. Saves typing whilst on the water.

14:02

<
sailRacer
Add

Q Search

Name

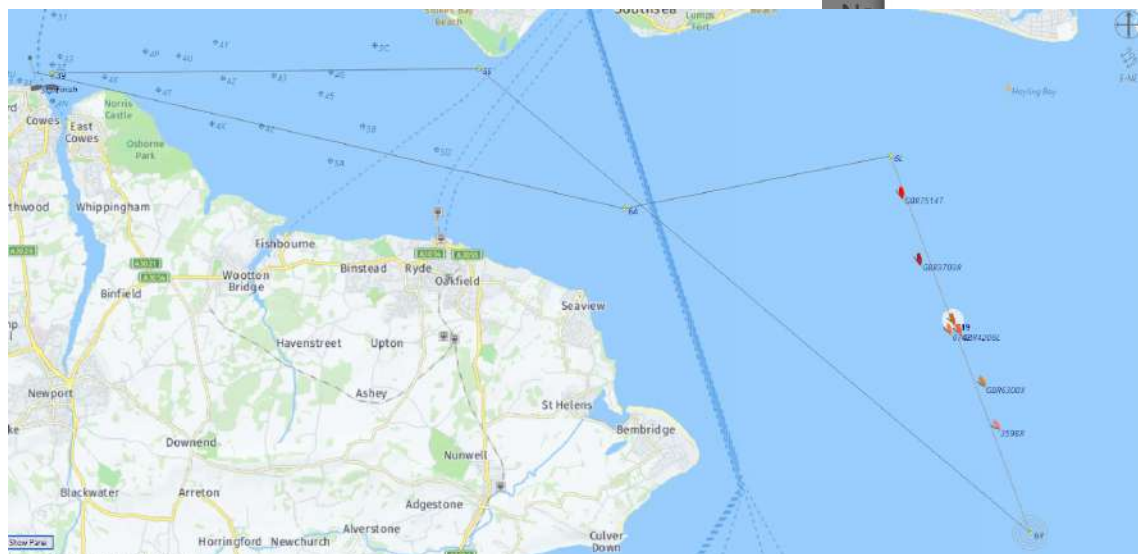
Description

Save
Cancel

Delete

Settings

Manage



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Entry List

This is set in a Google Sheet or imported from an online entry system

	A	B	C	D	E
1	sailRacer			Import Entries	
2	Classtype	Sail Nos	Helm	PY/TCC	Code
13	GP14	4567	Sailor 2	1130	Code-B10
14	Laser Radial	7900	Sailor 3	1147	Code-B6
15	Mirror	11233	Sailor 4	1390	Code-B28
16	Laser	14566	Sailor 5	1108	Code-B16
17	2000	17899	Sailor 6	1090	Code-B8
18					
19					

If you are using the Google Sheet, please click the **Import Entries** link prior to the start of your race, entries will be imported into the next race coming up (need to define one first).

The classtype will do a look-up against preset classes and their corresponding handicap. You can over type if your class is not listed and manually add PY or TCC (< 2)

The allocated and individual Code against each competitor is the one you should give them to enter in their SailRacer GPS Tracker App to ensure their tracks are correctly displayed.

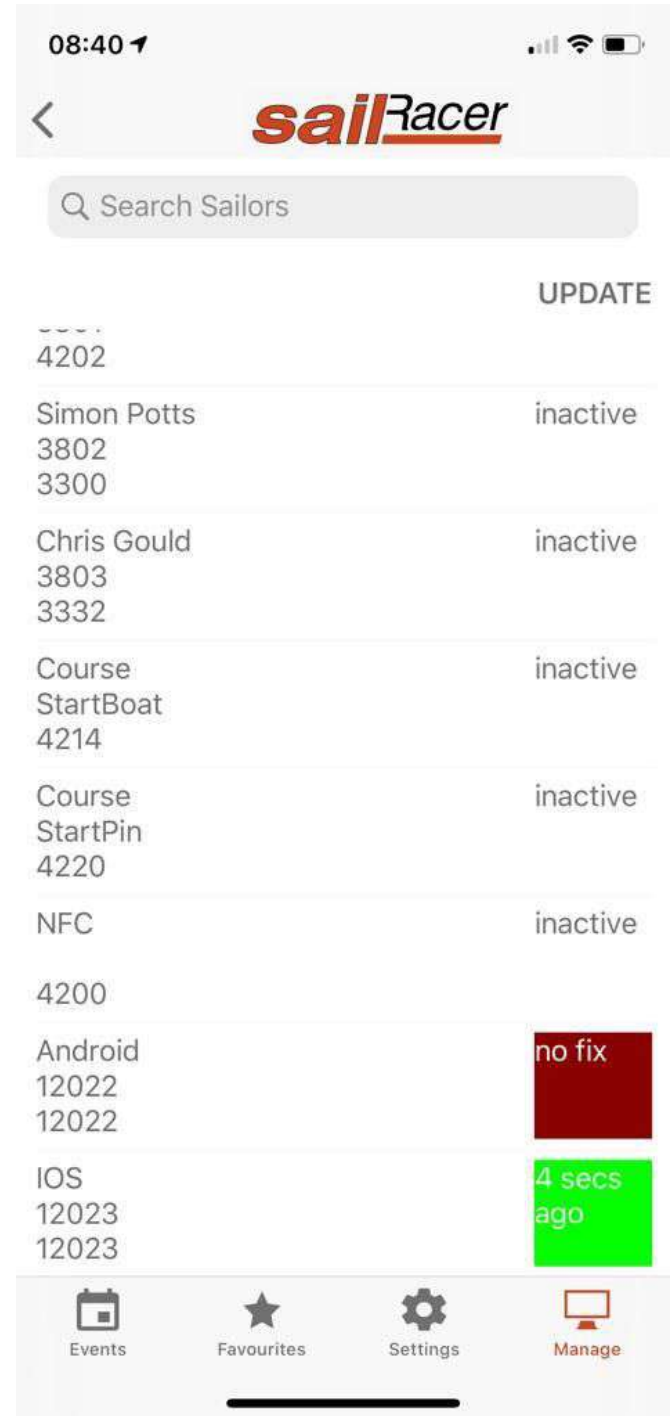
Have a tracking code?
enter it here

GO

Trackers status

Here you can see all your trackers are live*

*NB the trackers will still log data even when no connection, but obviously the tracker status will not show them as live



NFC Checkin and electronic tally

Use the SailRacer App for electronic tally using NFC tags



READY TO SCAN



HOLD YOUR TRACKER NEAR THE
DEVICE TO CHECK IN

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Scoring

Finishing times and lap count are calculated from the SailRacer GPS tracking data, the App allows corrections to be made, and or scoring codes added eg OCS.

If you are running an Open Start race the time the boat crosses the StartLine for the first time will also be recorded from the tackler.

For multiple start races (typically big handicap events), each boat will be assigned to one of the starts from the entry list and the elapsed time adjusted accordingly.

For a pursuit race finish positions will be calculated using the nearest distance to the finish line at the end of the race period.

The screenshot shows the SailRacer app interface. At the top, the time is 10:29. The app logo "sailRacer" is in the top right. Below the logo, the race name "Tiger R1" and start time "01/02/2020 13:30:00" are displayed. A modal form is open for editing the entry for "Penny CLARK" with start number "505 9196". The form fields are: "Finish Time" (14 : 07 : 33), "Laps" (2), "Scoring code" (OCS), and "Start Number" (2). There are "Save" and "Cancel" buttons at the bottom of the modal. Below the modal, a "Done" button is visible. At the bottom of the screen, a list of scoring codes is shown: DNS, OCS, BFD, DNF, and RAF.

10:29

sailRacer

Race Name : Tiger R1
Started : 01/02/2020 13:30:00

Penny CLARK
505 9196

Finish Time 14 : 07 : 33

Laps 2

Scoring code OCS

Start Number 2

Save Cancel

Done

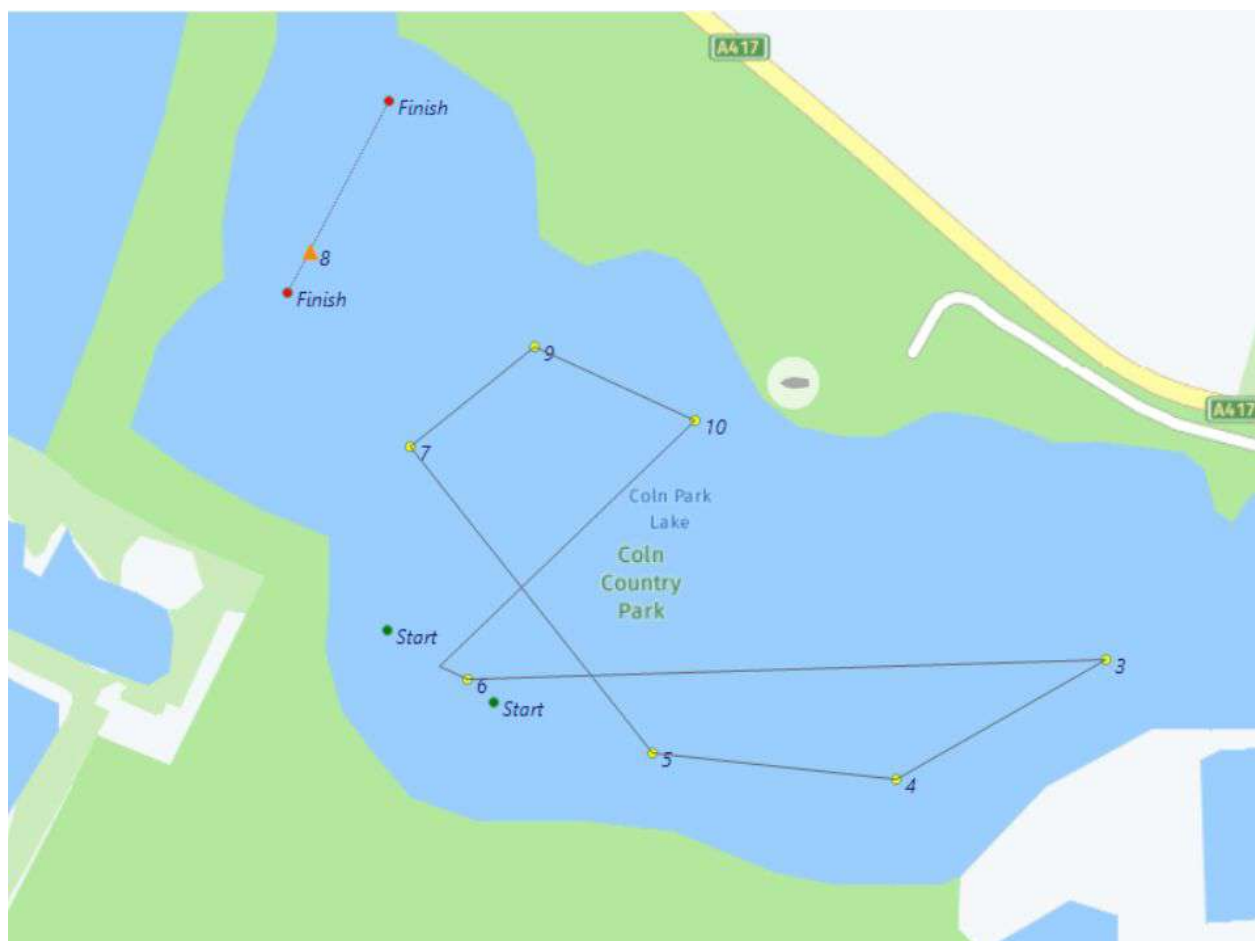
DNS
OCS
BFD
DNF
RAF

Race Set-up Guidelines

Course design and race setup considerations

Open Starts (simple racing) - here sailors can elect when they start it is important the finish line is offset away from the main course. The clock starts when the sailor crosses the line first and stops when they cross the finish line. The number of laps sailed will also be recorded.

The start and finish times determine when the race course is open and closed, to give sailors ample opportunity to race the course in their own chosen time and to spread out (socially distanced) it suggested to have race window at least twice the target time, so for a 30 minute race you would set the race window to 60 minutes.



Normal Races - here there is a designated start time. For races with a large number of races there can be several starts to fit everyone on the start line, these will often be at 3 minute intervals and be set in the race edit screen.



Different Race Types

Yacht Race - here there are fixed number of laps for two laps a course configuration may look like this as an example :

2 laps

1 2 3 1 2 3

3 laps

1 2 3 1 2 3 1 2 3

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If it was a triangle sausage

1 2 3 1 3

Average Laps - here boats race around the course until a signal (often S flag - ) is made so that they can finish. Often boats will be crossing the finish line on each lap, so to keep the clock running you should set the time the Finish Line opens in the race edit screen.

The course only needs to be defined once as the number of laps may be different for each boat
eg

1 2 3 4

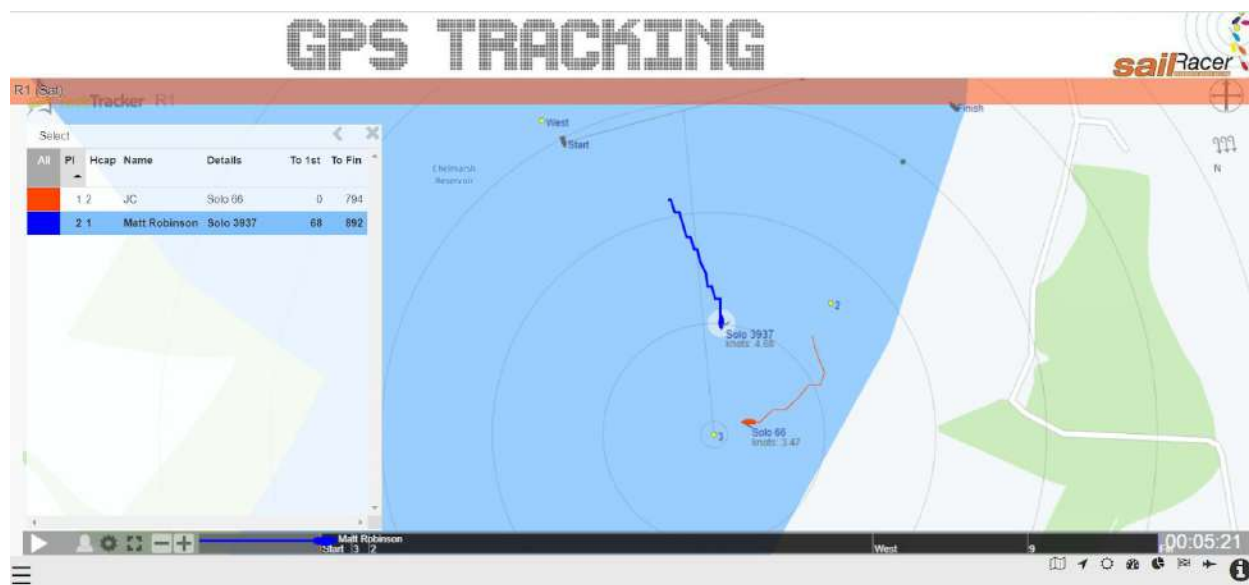
The elapsed time for each boat, allowing for different start time (if multiple start times set) and number of laps will be recorded. This will then give an average lap time corrected to handicap (PY or TCC) to determine the race ranking. The sailing instructions should include provision that the finish line can only be crossed in one direction (e.g. upwind) from a particular course and should be designated an obstruction if crossed elsewhere on the course. For example :

After starting, boats shall not cross the start/finish line in a downwind direction, and the start/finish line is an obstruction to boats approaching it from the upwind side.

Navigation Rally - typically used for power boat rallies on the water - Competing boats travel a defined course at their set speed, and the scoring system deducts points for each second early or late through the measurement gates.

Web display and embeds

The SailRacer tracking can be embedded within your club website and also displayed on a big screen in the club house.



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