



Using TopYacht with Places rather than Times.

While using times for finishers has a number of significant advantages, there are a few circumstances where you may choose to use just places. Keep in mind that producing meaningful results using just places is limited to one-design racing, and remember that the 'one-design' definition does not include variants like Laser (Full Rig), Laser (4.7) and Laser (Radial). Each of these variants has a different Yardstick.

Additionally, capturing just places does not leave a backwards path to be able to establish timing....
"Can I have some handicap results as well please...."

While it works, it is TopYacht's advise to avoid this method where-ever possible, and use the Computer Stop-watch to capture and then work with times.

To set TopYacht to use Positions rather than Time...

Step 1: Set up the Series to Use Places

Admin | Series | Setup | Select Finish Place Not Time.

SeriesSUWizardForm

Follow this Wizard to set up the Series.
You can use 'Next' or 'Back' buttons to move forwards and backwards.

Page 1.

Series Name: TEST

Series Type: Dinghies / Cats Mixed Classes/Types

Note/Sponsor:

Exclusions/Discards/Drops

Exclude Scores

Exclude X%

Include X%

Specify

Exclude

0 %

Next >

Close

Step 2: Set Start time to 00:00:00 NOT the actual start time for each race

Select/Set Up Races For: Cadet Sprint Series 2015

Race No.: 1

15/11/2015

Use only TIME OF DAY format : e

START No	HR	MN	SC	Div No
1	00	00	00	1

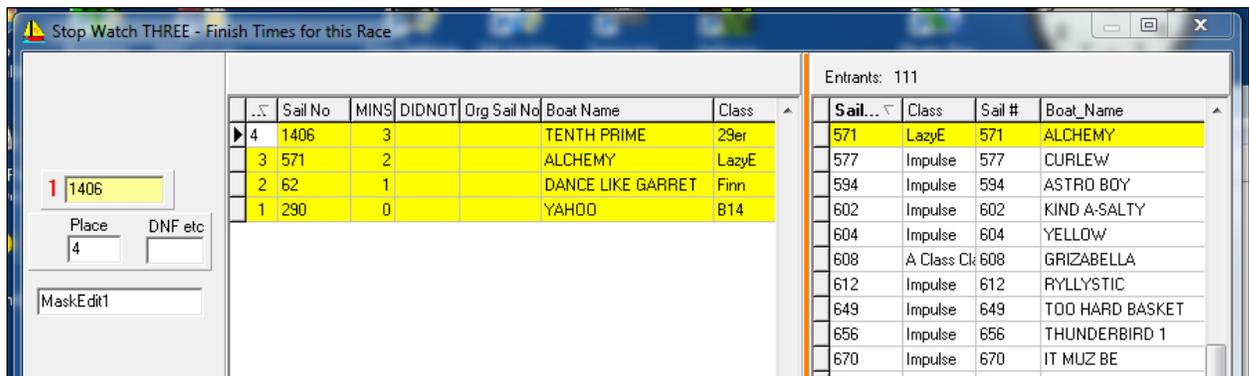
Select Race

Close

Edit Race

Step 3a: Enter Finish Places Using Step 9a

On the Step 9A Enter Finish Time – Manual via Stopwatch page...



Type Sail No; Press Enter, check it is the correct Sail No, then press Enter again.

Repeat as many times as needed

To slot a boat between other boats use the decimal minute.

i. e. to get a boat between sail no 62 and 571 give it a “Place” of 2.5

Where there are multiple classes or multiple flights on a common finish log, use **Data Capture** from the main screen.

OR

Step 3b: Enter Finish Places Using Step 9

Type Sail No.; Press Enter, check it is the correct sail no then press Enter again.

Repeat as many times as needed

To slot a boat between other boats use the decimal minute.

So to get a boat between sail no 618 and 619 give it a “Mins” of 3.5

