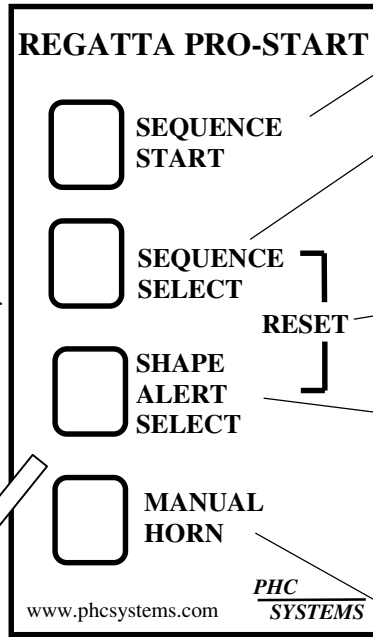


REGATTA PRO-START INSTRUCTION SHEET

SEQUENCE SELECT BUTTON

SEQUENCE	BEEPER RESPONSE
Apx Q, 1 minute	—
Apx Q, 2 Minute	— —
Apx Q, 3 Minute	— — —
Apx Q, Recall	— — — •
Rule 26, 3 Minute	— — — — — • • •
Rule 26, 5 minute	— — — — —
Rule 26, Recall	— — — — — •
Matchrace	— — — — —
Pre-2001 2 minute	— — — — —
Pre-2001 3 minute	— — — — —
Pre-2001 5 minute	— — — — —

NOTE: See Sequence Selection page for details.



Depress and release to start the selected sequence.

Depress and release to determine the sequence you are in.

Depress and hold to cycle through the sequences.

Release when you are at the desired sequence.

Depress 'Sequence Select' and 'Shape Alert Select' together to reset any sequence in progress.

Depress and release to determine the seconds for shape alert.

Depress and hold to cycle through the shape alert values

Release when you are at the desired value.

Depress at any time to sound the horn.

Sequences in progress are **not** affected.

SHAPE ALERT BUTTON

Sets configuration options as follows:

SEQUENCE	"SHAPE ALERT SELECT" FUNCTION
Apx Q, 1 minute	
Apx Q, 2 Minute	Sets Apx Q cycle
Apx Q, 3 Minute	Sets Apx Q Attention
Apx Q, Recall	Sets Apx Q delay
Rule 26, 3 Minute	Sets Rule 26 cycle
Rule 26, 5 minute	Sets Rule 26 Attention
Rule 26, Recall	Sets Rule 26 delay
Matchrace	Attention prior to warning
Pre-2001 2 minute	Shape takedown prior to start
Pre-2001 3 minute	Shape takedown prior to start
Pre-2001 5 minute	Shape takedown prior to start

NOTE: See Configuration page for details.

QUICKSTART PROCEDURE

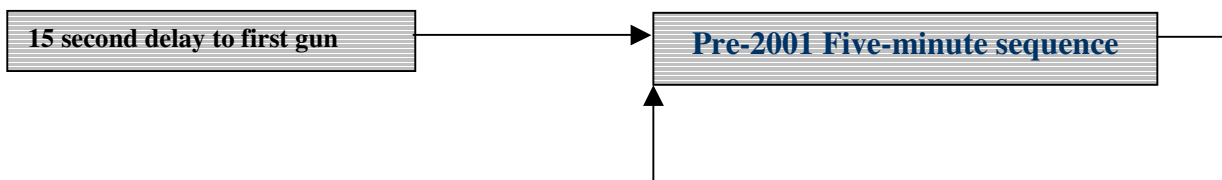
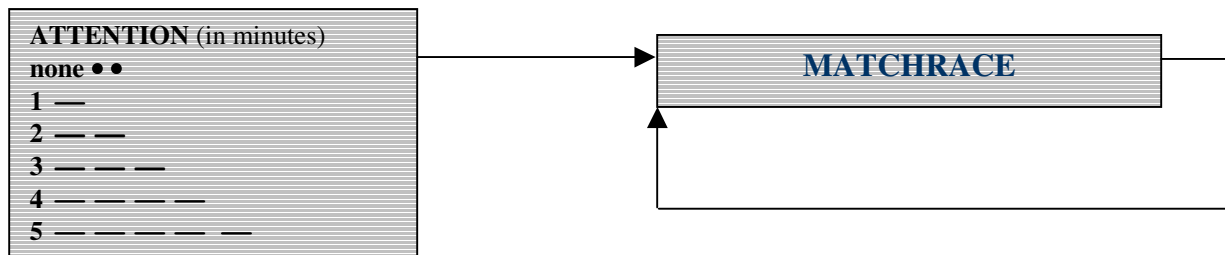
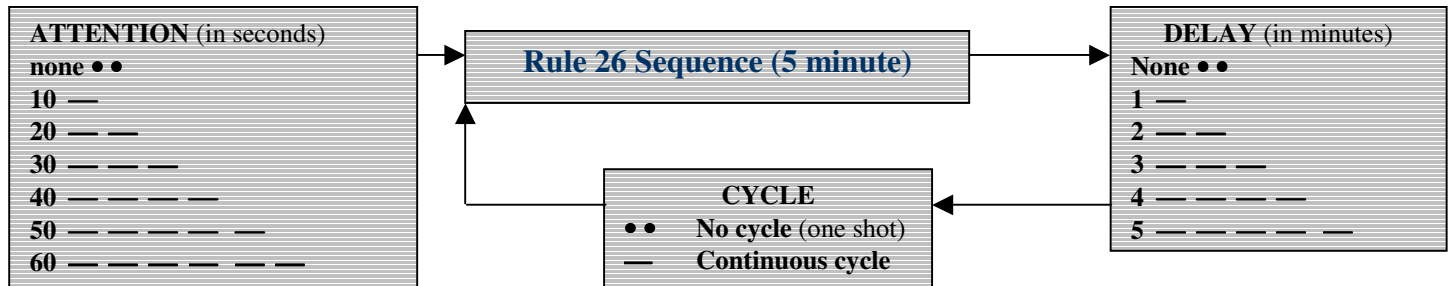
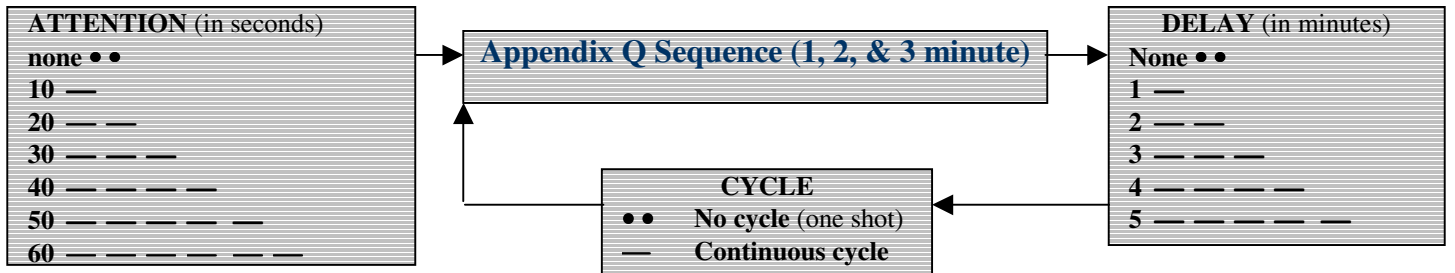
- Plug RPS into 12 volt power source (ships battery, battery pack, etc)
Verify that the beeper and horn chirp
- Set **Sequence Select** for desired starting sequence.
- Depress **Sequence Start** (You are now running a race)
- See configuration page to change Cycle, Attention, or delay options.

IMPORTANT

- The horn needs a good electrical connection. While it doesn't use a lot of power, it does draw **13 amperes** for short periods. If the ship's wiring is light gauge, long, or corroded it can't supply the power needed at the horn. Consider a direct wire run to the ships battery.

SEQUENCE CONFIGURATION OPTIONS

SEQ NUM	SEQUENCE SELECT BEEPER RESPONSE	SEQUENCE	"SHAPE ALERT SELECT" FUNCTION
1	—	Apx Q, 1 minute	
2	— —	Apx Q, 2 Minute	Sets Apx Q cycle
3	— — —	Apx Q, 3 Minute	Sets Apx Q Attention
4	— — — •	Apx Q, Recall	Sets Apx Q delay
5	— — — — — • • •	Rule 26, 3 Minute	Sets Rule 26 cycle
6	— — — — —	Rule 26, 5 minute	Sets Rule 26 Attention
7	— — — — — •	Rule 26, Recall	Sets Rule 26 delay
8	— — — — —	Matchrace	Attention prior to warning
9	— — — — —	Pre-2001 2 minute	Shape takedown prior to start
10	— — — — —	Pre-2001 3 minute	Shape takedown prior to start
11	— — — — —	Pre-2001 5 minute	Shape takedown prior to start



SEQUENCE SELECTION

Regatta Pro Start is setup to run races out of the box.

APPENDIX Q, the dinghy start, is configured as follows:

- Run the sequence once and then stop.
- Issue a ten burst attention twenty seconds before the warning.
- No delay between sequences (of course, it's only running once)

To select the three minute sequence, simply push and hold the 'SEQUENCE SELECT' button until the beeper issues one set of three beeps (— — —). Release the button and the unit is set to that sequence until you change it again.

APPENDIX Q RECALL

The recall for the three-minute sequence is the next sequence in the selection.

Push and hold the 'SEQUENCE SELECT' button. It will first tell you which sequence you are on (hopefully three beeps for the three minute), then move to the next sequence, three beeps and one chirp (— — — •) which is the recall sequence. Release the button and you are set up for Apx Q recall. When you push the start button, you will get one horn one minute before the warning. At the end of the sequence, the unit will automatically reset itself to the standard three-minute sequence (The three beep sequence).

RULE 26, the five-minute start, is configured as follows:

- Run the sequence continuously
- Issue a four-burst attention one minute before the warning
- No delay between sequences, the start gun of one sequence is the warning gun of the next one.

To select the five minute sequence, simply push and hold the 'SEQUENCE SELECT' button until the beeper issues one set of five beeps (— — — — —). Release the button and the unit is set to that sequence until you change it again.

RULE 26 RECALL

The recall for the five-minute sequence is the next sequence in the selection. Push and hold the 'SEQUENCE SELECT' button. It will first tell you which sequence you are on (hopefully five beeps (— — — — —) for the five minute), then move to the next sequence, five beeps and one chirp (— — — — — •) which is the recall sequence. Release the button and you are set up for Rule 26 recall. When you push the start button, You will get one horn one minute before the warning. At the end of the sequence, The unit will automatically reset itself to the standard five minute sequence.

MATCHRACE

To select the Matchrace sequence, simply push and hold the 'SEQUENCE SELECT' button until the beeper issues one set of six beeps (— — — — — —). Release the button and the unit is set to that sequence until you change it again.

PRE-2001 FIVE-MINUTE SEQUENCE

This is the five-minute sequence used before 2001. It is available also in two and three minute versions.

To select the two-minute sequence, simply push and hold the 'SEQUENCE SELECT' button until the beeper issues two sets of two beeps (— — — —). Release the button and the unit is set to that sequence until you change it again.

To select the Three-minute sequence, simply push and hold the 'SEQUENCE SELECT' button until the beeper issues two sets of three beeps (— — — — — —). Release the button and the unit is set to that sequence until you change it again.

To select the Five-minute sequence, simply push and hold the 'SEQUENCE SELECT' button until the beeper issues two sets of five beeps (— — — — — — — — — —). Release the button and the unit is set to that sequence until you change it again.

NOTE: A handy use for the Two-minute sequence is as a foghorn. Try it.

CONFIGURATION SETTINGS

The concept of different sequences being responsible for different configuration settings allows for much greater flexibility for race committees in managing their races. While it may not seem intuitive at first, it generally only needs to be set up once by race management, if at all, and then will be used through out the season by the race committees.

APPENDIX Q, the dinghy start, is shipped with the following configuration:

- Run the sequence once and then stop. (CYCLE)
- Issue a ten burst attention twenty seconds before the warning. (ATTENTION)
- No delay between sequences. (DELAY)

To change any of these settings is straightforward as follows: (see sheet 2 flow charts for values)

CYCLE First, set 'SEQUENCE SELECT' to the two-minute Appendix Q (one set of two beeps — —).
Then, press and hold "SHAPE ALERT SELECT" until the appropriate value is reached and release.

ATTENTION First, set 'SEQUENCE SELECT' to the three-minute Appendix Q (one set of three beeps — — —).
Then, press and hold "SHAPE ALERT SELECT" until the appropriate value is reached and release.

DELAY First, set 'SEQUENCE SELECT' to the recall Appendix Q (three beeps and one chirp — — — •).
Then, press and hold "SHAPE ALERT SELECT" until the appropriate value is reached and release.

RULE 26, the five-minute start, is shipped with the following configuration:

- Run the sequence continuously. (CYCLE)
- Issue a four-burst attention one minute before the warning. (ATTENTION)
- No delay between sequences, the start gun of one sequence is the warning gun of the next one. (DELAY)

To change any of these settings is straightforward as follows: (see sheet 2 flow charts for values)

CYCLE First, set 'SEQUENCE SELECT' to Rule 26, 3 minute (five beeps and three chirps — — — — — • • •).
Then, press and hold "SHAPE ALERT SELECT" until the appropriate value is reached and release.

ATTENTION First, set 'SEQUENCE SELECT' to Rule 26, 3 minute (five beeps — — — — —).
Then, press and hold "SHAPE ALERT SELECT" until the appropriate value is reached and release.

DELAY First, set 'SEQUENCE SELECT' to Rule 26, Recall (five beeps and one chirp — — — — — •).
Then, press and hold "SHAPE ALERT SELECT" until the appropriate value is reached and release.

To select the five minute sequence, simply push and hold the 'SEQUENCE SELECT' button until the beeper issues one set of five beeps (— — — — —). Release the button and the unit is set to that sequence until you change it again.

To select the three minute sequence, simply push and hold the 'SEQUENCE SELECT' button until the beeper issues one set of three beeps (— — —). Release the button and the unit is set to that sequence until you change it again.

BACKGROUND

A question often asked is “Why did you do that like that?” Well, here’s why.

The design philosophy of Regatta Pro Start is to put into the Race Committee’s hands a completely automatic starting system, which requires a minimum amount of interaction so that the Race committee can attend to the start line. To this end, some features were purposefully designed into, and out of, the unit.

Minimize the buttons. You don’t need a lot of buttons getting in the way during the sequence. Start, Reset, and Manual horn get you in the least amount of trouble when tensions are high at the start. Yes, it would be nice to have more controls to set and maintain the configuration for cycle, attention, and delay, but the reality is that the RC only needs to set up the unit once. After that you’ll never touch the configuration again.

Minimize the interface. RPS is an aural device. It gives feedback and countdowns via the beeper. If a display were incorporated with a countdown, then you would be looking at the display rather than sighting the line. This way, you’re sighting the line and listening to RPS in the background. You have control over your race.

The unit comes in a bag for a purpose, besides the obvious advertising. Don’t store it in a closed container. Any moisture on RPS will be happy to corrode it when confined. The cotton bag allows RPS to breathe and dry out. It’ll last a lot longer that way. If you don’t like the advertising, turn the bag inside out, no problem.

And lastly, the third button down, “Shape Alert Select”. Well the touch pad was designed just prior to 2001, when the five-minute start was changed (who knew). In the old start, there was a shape that came down one minute prior to the start and this button provided some ability to change the timing of the shape take down. Since the touch pads had been bought and paid for, it made more sense to use them than to throw them away and start over.

That’s it, Think of RPS as a valuable tool in your RC bag. Take care of it and it will give you many seasons of reliable performance. If you like it, please spread the word. If you have a problem, please let me know, pete@phcsystems.com.