Method 1: Circuit Race Score Sheet instructions

Step #1: Enter date, race number and Sailing Master's name. Then enter all pilot id numbers in ascending order. This allows the scorer to scan the id numbers on the sheet while counting during the race.

Step #2: Do not count pilots as they cross the Start/Finish line for the first time. During the start the scorer should be watching for penalties.

Penalties are:

- Stopping at the start/finish line.
- Crossing the line too soon.

Step #3: As pilots approach the start/finish line scan the id numbers on the sheet and check off the lap completed.

Step #4: Write down finishing place of each pilot when they are shown the checkered flag.

Pilot	Laps Completed																								
ID #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
2	X	X	X	X	X	X	X	X	X	**1**															
3	X	X	X	X	X	X	X	X	X	**2**															
5	X	X	X	X	X	X	X	X	**3**																
7	X	X	X	X	X	X	X	X	**4**																
8	X	X	X	X	X	X	X	**5**																	

Enter pilot Id #'s in ascending order.

Place a mark in each column when pilots complete corresponding laps.

Enter the finishing order of each competitor.

Method #2A - Filling in the Raw Score Sheet

Step #1: Fill in the top section of the Raw Score Sheet. Include Date, Race Number, Race Marshall Name, Score Keepers Name.

Tip: Use binders to keep paper down on clipboard!

Step #2: Assist Race Marshall with the race start, there is no need to write anything down during the start of the race.

Step #3: When pilots begain crossing the start/finish line write down their numbers in the order that they cross across the grid on the Raw Score Sheet. (Think of writing across the page like in a letter.)

Step #4: Continue on to the next line as needed untill the end of the race. Focus on writing down the numbers accurately and in the order of crossing.

Remember: This is all you need to do during the race. The Race Marshall will handle the rest.

Enter Race Info here

Kite Buggy Circuit Race - Raw Score Sheet

Date:	Instructions:
Race Number:	Enter pilot Id numbers across the grid
Sailing Master:	as each pilot crosses the start finish line.
Scorer:	Do not write down the start!

4	2	6	10	8	2	4	6	8	10	4	2	8	6	10
2	4	8	10	6	4	2	8	10	6	2	4	8	10	2
4	6	8	10	4	2	8	6	10	4	2	8	10	6	2
4	8													

Make a mark when last lap is called

Enter pilot numbers as they cross the Start/Finish Line

Method #2B: Finding Placing

Step #1: Transfer number of laps from Raw Score Sheet to Score Sheet.

Step#2: Finish order in in the last set of numbers after the last lap flag has been raised. See Score keepers mark when last lap was called.

Step #3: Count laps and group same lap counts together. Look back to Raw Score Sheet to obtin finish order.

Kite Buggy Circuit Race - Raw Score Sheet

Date:	Instructions:
Race Number:	Enter pilot Id numbers across the grid
Sailing Master:	as each pilot crosses the start finish line.
Scorer:	Do not write down the start!

4	2	6	10	8	2	4	6	8	10	4	2	8	6	10
2	4	8	10	6	4	2	8	10	6	2	4	8	10	2
4	6	8	10	4	2	8	6	10	4	2	8	10	6	2
4	8													

Last lap called mark

Transfer Lap counts to Score Sheet

Kite Buggy Circuit Race - Score Sheet

Date:	Instructions:
Race Number:	Step 1: Enter pilot id's numbers in ascending order.
Sailing Master:	Step 2: Count only w hole laps. Do not count the start.
Scorer:	Step 3: On final lap w rite place of each pilot (See Example)

Pilot	Laps Completed																								
ID #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
2	X	X	X	X	X	X	X	X	X	1															
4	X	X	X	X	X	X	X	X	X	2															
6	X	X	X	X	X	X	X	5																	
8	X	X	X	X	X	X	X	X	X	3															
10	X	X	X	X	X	X	X	X	4																

Look at last section of lap counts after the score keepers last lap called mark to determine finish order. 10, 6 ,2, 4, 8 is the order of finish. Since 2, 4, and 8 have the same number of laps. The final sequence shows the order of finish. 2 then 4 then 8 Group pilots together by lap counts and then look back to the Raw Sheet to determine finish order.

Series Scoring

Step #1: Enter all placing for each race onto the Pilot Info Sheet. Being sure to enter Wins as Zero.

Step #2: Enter any penaty points assessed during races.

Step #3: Add races scores and penalty points to find final standings. Lowest number wins, then second highest and so on...

Ties are broken by the greatest number of wins for the series.

Kite Buggy Circuit Race - Sign Up Sheet

Pilot Id#	Name	R1	R2	R3	R4	R5	R6	R7	Penalty	Total	Place
2	Pilot #1	0	2	2	0	2				6	1
4	Pilot #2	2	0	3	2	0			1	8	2
6	Pilot #3	5	5	6	5	6				27	5
8	Pilot #4	3	4	0	3	3				13	3
10	Pilot #5	4	3	4	4	4				19	4

Kite Buggy Circuit Race - Sign Up Sheet

Pilot Id#	Name	R1	R2	R3	R4	R5	R6	R7	Penalty	Total	Place

Kite Buggy Circuit Race - Raw Score Sheet

Date:	Instructions:
Race Number:	Enter pilot Id numbers across the grid
Sailing Master:	as each pilot crosses the start finish line.
Scorer:	Do not write down the start!

Kite Buggy Circuit Race - Score Sheet

Date:	Instructions:
Race Number:	Step 1: Enter pilot id's numbers in ascending order.
Sailing Master:	Step 2: Count only w hole laps. Do not count the start.
Scorer:	Step 3: On final lap w rite place of each pilot (See Example)

Pilot	Laps Completed																								
ID #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25