

## TopYacht stores data in a *Relational Database*.

We store (amongst other things)

- Boat with name, sail number and 'class' (see below)
- Member (read "sailor") with first\_name, last\_name.
- *Competitor* this is the joining of a boat with a member.

Initially the competitors are stored in a "*Master List*".

From there they can be added (copied) to one or more "Series".

Each *Series* must contain one or more "*results groups*" [shortened to "*Group*" hereafter]. Ultimately, the *Group* winner receives the prize.

Each *Group* represents one set of race results within this *Series*.

They may be for

- > a one design class e.g. Etchells, or
- > a specific handicap type
  - o IRC
  - Club Handicap juniors
  - o AMS
  - o PHS
  - o PHRF
  - o IRC

Each handicap group is supported by a potential additional qualifier being class (see below)

Class when used in TopYacht defines same-design boats; examples....

- > Etchells
- ≻ 470
- > O-Pen Bic

Equally, *Class* when used in TopYacht for Keelboat racing defines individual boats classified by their design or speed; usually by the Organising Authority's handicapper.

Examples....

- Boats with an IRC rating in the range of (say) 1.00 to 1.500. This "classification" may lump all these boats as "Div 1" or just "D1".
- Boats with a lower rating than 1.000 may be lumped into "Div 2" (or just "D2")
- > And potentially there may also be "Div 3" ("D3")
- A mixture of various designs of (OTB and Trailable) boats lumped together with a predetermined Yard Sticks (YS) or Class-based Handicaps (CBH)

Within TopYacht we also have specific meaning for the term '*Division*'.

In this instance, a *Division* is one (or more) *Classes* of boats that start together.

The *Division Number* is used to tie one (or more) *Classes* to a *Start* within TopYacht. Even though the *Division starts* as one, TopYacht is capable of extracting results per class.

*Competitors* are scored within a *Group* as either:

- > an overall Fleet; or
- > as separate Divisions (see below); or
- as different classes (see below).

*Competitors* are entered into the *Series* and into one or more *Groups* usually from Race 1.

## **Appendix 1**

## Data Structure Layout

