



Club Championship

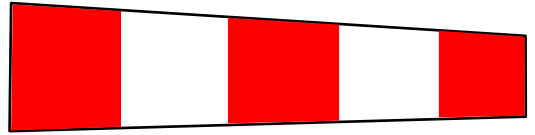
- General handicap (single fleet)**
- AM: 2 races back-to-back starting at 11:00**
- PM: 2 races back-to-back starting at 14:00**
- Average lap time system**
- Lancing Correction Factor modified PY handicaps**
- Mixed courses (suitable for average lap) including at least one upwind / downwind**
- Race length approximately 35 to 40 minutes for leader**



Don't Panic

There's a problem before the first start signal:

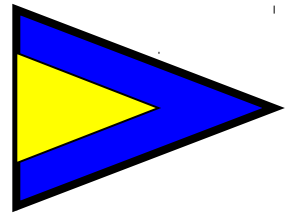
2 hoots +



signal a postponement, then follow the procedure given on the 'Start page'

There's a problem which affects the fleet which has just started:

2 hoots +



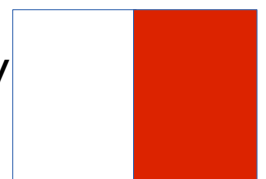
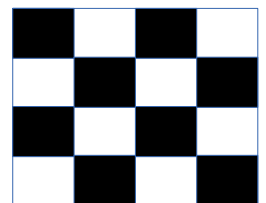
signal a general recall for that fleet

if the problem affects other fleets yet to start then signal a postponement

- fleets not affected can continue racing

Abandoning all races because of:

- error in starting procedure
- foul weather
- insufficient wind to finish within the time limit
- a missing mark
- anything affecting safety or fairness



N / H with 3 hoots

- see RRS 32.1



Recent New Items for Race Management

- No one minute rule after a general recall
- Mains power supply in race box
- Note equipment in dry bags on Safety Boat
- Evaluate / comment on performance of radios in plastic covers

Course when kitesurfers are out:

If the beat is likely to be near Beach Green & the kitesurfers are out then set the Northerly Wind Port hand course (NW course, windward mark close to the club)

*If you would like **help or advice**, ask one of the **mentors**: see list on notice board in the race box.*

Don't Panic! - Use the Don't Panic sheet....



Organisation

Duties start at 09:15

Shore Team - Race Officer (RO) and Ass't RO:

- Take charge of all shoreside activities, including starting and running the racing, timekeeping, presentation of results and securing all the fittings, buildings and both compounds after racing
- Organise race signal boards, signing-on sheets and timesheets
- Write race info (e.g. who's on duty, race duration, forecast, HW) on whiteboard in club entrance foyer

Switch on race box power supply and radio at mains

Prepare and check the radios (see radio guide for handsets – 'PO' channel for Simrad, 'EO' for Horizons', base at 1W)

- Put the transit pole on the beach
- Work together and liaise with the Helm and Crew on the RIB
- RO and Ass't should always stay on shore (unless RO organises replacements for them, in order to man the second RIB)

Safety Boat Helm and Crew:

Helm, in conjunction with RO on shore:

- Take all decisions regarding waterside activities, including whether or not to go to sea; final decisions regarding racing rest with the RO
- Go to sea to lay a triangle/sausage course, with windward start (where possible)
- Decide on the number of safety boats required (minimum one on the water and a second boat with engine run up and ready at the top of the beach)
- Ensure that safety boats are prepared and crews available
- Stay at sea with the safety boat crew for rescue duties

Helm and Crew

- Make ready one boat (full fuel tank in place, engine test run) and position on the beach – carry marks up / down beach, do not drag, **NOT** too many in the boat
- Make ready the other boat (full fuel tank in place, engine test run) and leave at the top of the beach
- Take a radio (strapped on inside life-jacket) and burgee - hold handset ~15cm from mouth when speaking.
- ***Wear the kill cord when driving.***
- Note any problems with equipment and report later in Safety Log.
- Get help launching - four helpers should be OK, but more are needed if it's very rough - if it's rough, you'll need to get the helpers to push you well out through the shore break - ***no helpers, then no launch: all to keep well clear of the prop.***



Course Laying General Advice

Marks: anchor over the side first - make sure the rope and chain stream freely
Start and finish buoys about 50m apart: check / adjust after laying the rest of the course, **to achieve an unbiased start line**

On-shore wind within 0 to ~30 degrees of along-shore => **true start line at 90 degrees to the wind** (see green sectors on diagram below - use the burgee that you have with you) and **no need for the limit mark on lap 1 - position it slightly off-shore of the start mark**

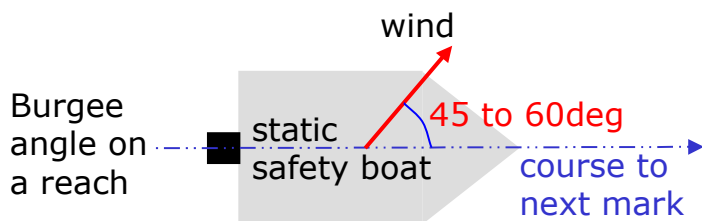
Off-shore wind or within ~60 degrees either side of square on-shore => **limit in on lap 1**, so lay the start line so that it takes an equal length of time to sail (beat, reach or run) from either end of the line to the limit mark, consistent with you being able to sight along the line from the Race Box. For NE or NW, angle the start line (dotted) back a little as shown; for onshore winds, ~SE through to ~SSW, angle the start line back at as small an angle to alongshore as possible (~60 degrees), but so that you can sight along the line from the race box. **For all cases where the limit is in, position the limit mark a bit in-shore of the start line mark.**

With the safety boat static on the **reach** the burgee should point between 60 degrees (light wind) to 45 degrees (strong wind) from the line of the reach

- if it's rough most boats will be surfing fast - so not too tight

Check and adjust the start line bias, if needed

Try to allow for the tide biasing the beat and reaches, especially at half tide springs and with light winds





Start

Boards displayed on West Balcony

Marks to Port



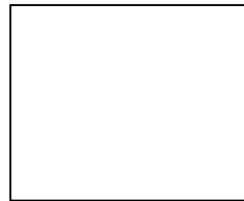
or Starboard



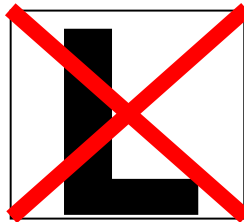
Course Type – use appropriate board

Limit Mark

- is a mark of the course
 - no board shown

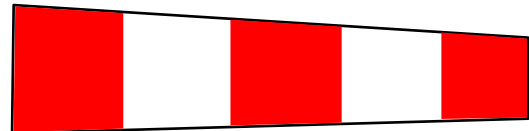


- is **not** a mark of the course on the 1st lap



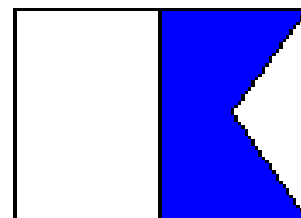
Postponement: **AP**

- 2 hoots when shown
- 1 hoot when removed
- warning signal 3 minutes later



Change of Course: 'A'

- 4 hoots when displayed





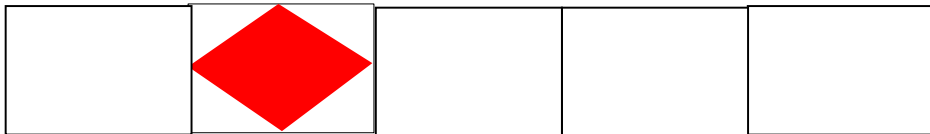
Start

Boards displayed on East Balcony

TIME

'F' = start time

F-6min



F-3min



F



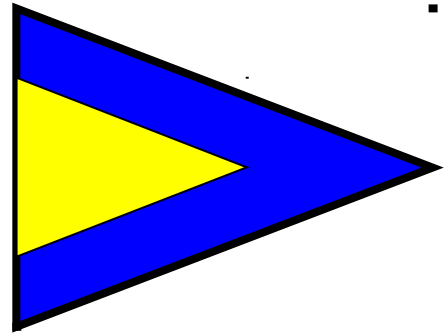


Recalls

Boards displayed on West Balcony

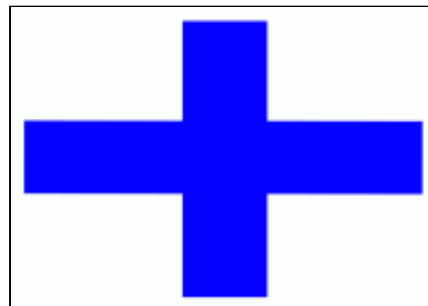
□ General recall

- 2 hoots when shown
- recalled fleet:
 - starts 4 minutes after recall signal withdrawn with 1 hoot
 - class warning and preparation signals shown when 3 minutes to go to the start



□ Individual recall

- 1 hoot when shown
- remove when boats have returned or after a reasonable time

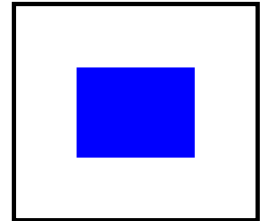




Finish – for 2 races B2B

☐ Race 1. After ~ 35 - 40 minutes

- **start finishing**
 - if possible, try not to split the leaders
- display 'S' board on the West balcony



- 2 hoots when first boat to be finished rounds the penultimate mark
- hoot & flash the first three boats
 - then flash only

☐ As soon as the last boat has finished

- instruct safety boat to make any major course changes or start line adjustments
 - don't bother with minor adjustments
 - make any necessary changes to course boards on the West balcony - use change of course sequence ('A' board + 4 hoots)
- commence start sequence for second race

Finish – Second Race

☐ Second race finish

- same procedure as above
- marks to be recovered after all boats have finished the last race of the day



Organisation

☐ Shore Team - Race Officer and Ass't RO:

- Ensure all are safely ashore before safety boat lands
- Assist in safety boat recovery / winch up beach
- Calculate results, using LCF adjusted PY H'caps.

$$\text{Corrected average lap time} = \frac{\text{Total elapsed time} \times 1000}{\text{LCF H/Cap} \times \text{No. of laps}}$$

- Put results sheet on notice board in foyer
- Tidy up race box after putting all boards etc. away, leave main boards framework upright in corner, close shutter
- Switch off main radio, but **leave portable radios on charge** (timer on)
- Lock up race box after radios and boat keys have been returned
- Check that annexe hut and gate are locked
- Put boards in at top of ramp, if high tides are likely
- Check that club is secure (or delegate) before leaving

☐ Safety Boat Helm and Crew:

- Remove marks from RIB but do not disconnect fuel tanks
- Run up engine to flush cooling system with fresh water
- Avoid getting water in air intake!
- Wash boat and trolley before re-housing
- Remove engine cover(s) and spray engine(s) with WD40
- Lock posts and huts
- Radio handsets - wash, dry, switch off and put into chargers
- ***Make comments in Safety Log on boats, equipment, incidents etc (discuss with RO – file in race box)***