

Race Management

Redditch SC Club Racing Guide

April 2022



Objectives

The three “F’s”

Free from danger

Fair

Fun

Safety

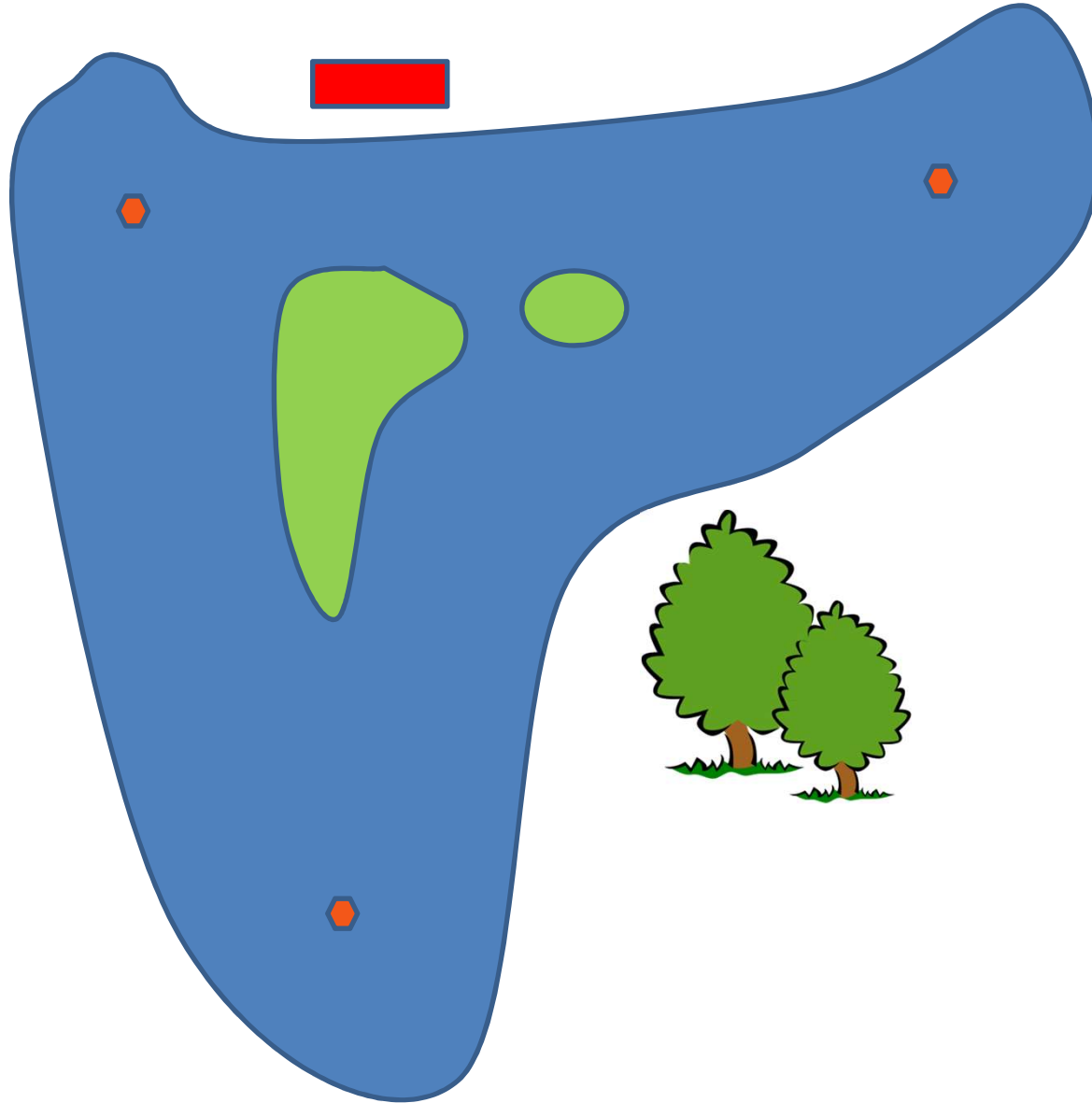
- You, as Officer of the Day, are in charge. You can decide conditions are not suitable to race
- Assess the skill of your team and the competitors
- Be aware of the weather forecast
- Brief your crew and check that they have appropriate clothing and equipment in the safety boat. Use radios (as a back up)
- 2 people in safety boat on the water whenever dinghies are sailing
- If only 3 in the team, co-opt help with start signals from the race hut
- If 2 safety boats are needed, co-opt help or abandon the racing
- 5 toots to call safety boat back towards club house
- Positioning of safety boat
- Emergencies – “999”, Barrier Key etc.

Race Management – Discussion Points

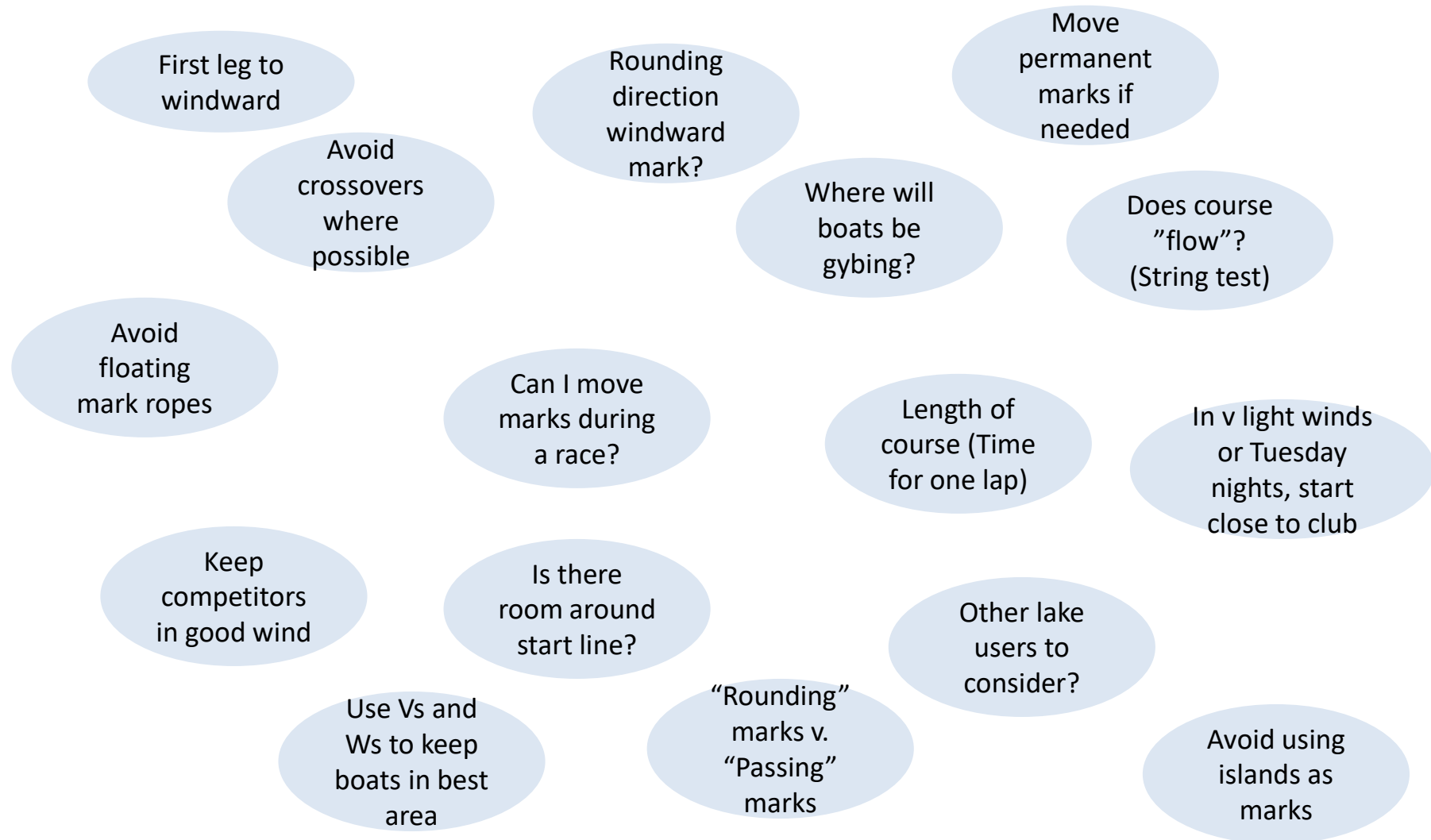
- Wind direction, strength and forecast
- Best areas of the lake to use
- Other lake users (warn fishermen politely if necessary)
- Best starting areas

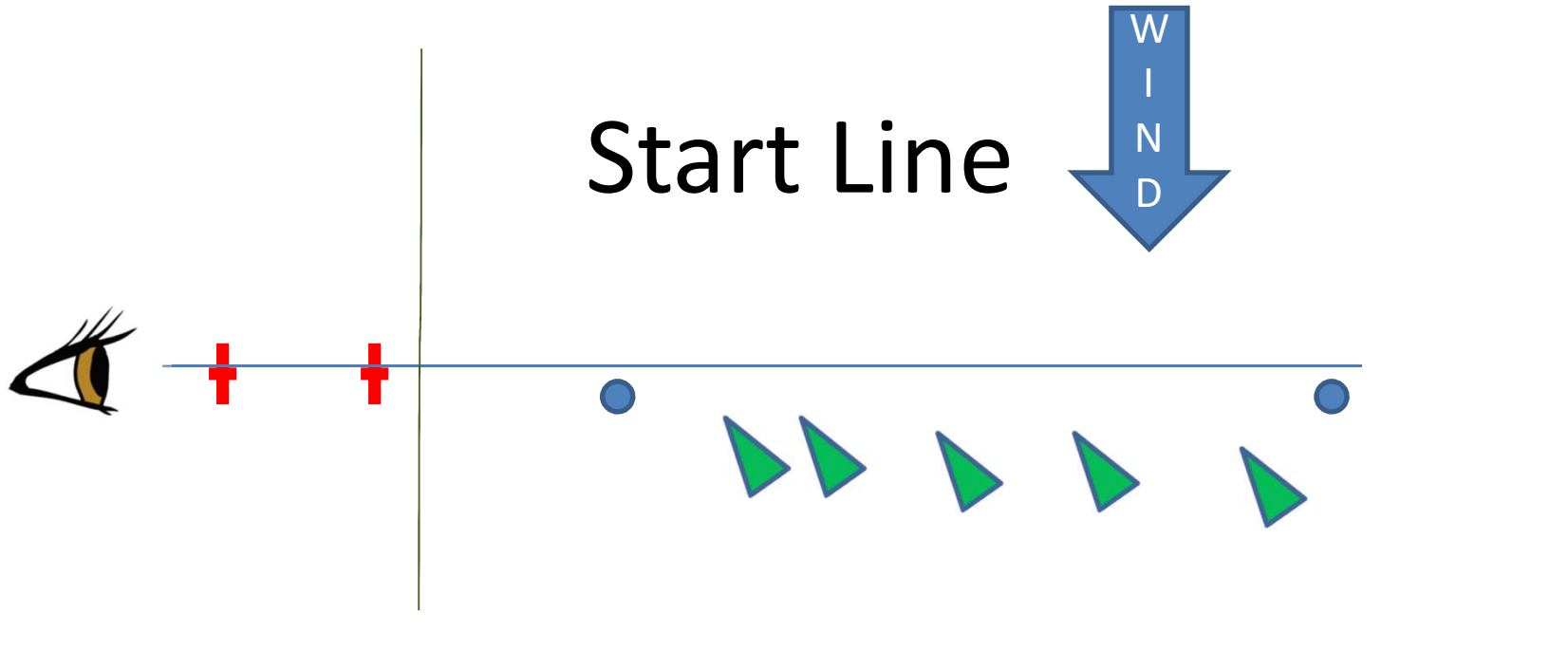
- Setting the course
- Start line
- Start procedure
- Finishing procedure

Where to set the course???



Course setting...





Tips:

Square to wind or slight port end bias

Length: 5-6m per starting boat if possible

Consider width of lake before and after start line

Set transits just in front of marks – and upright!

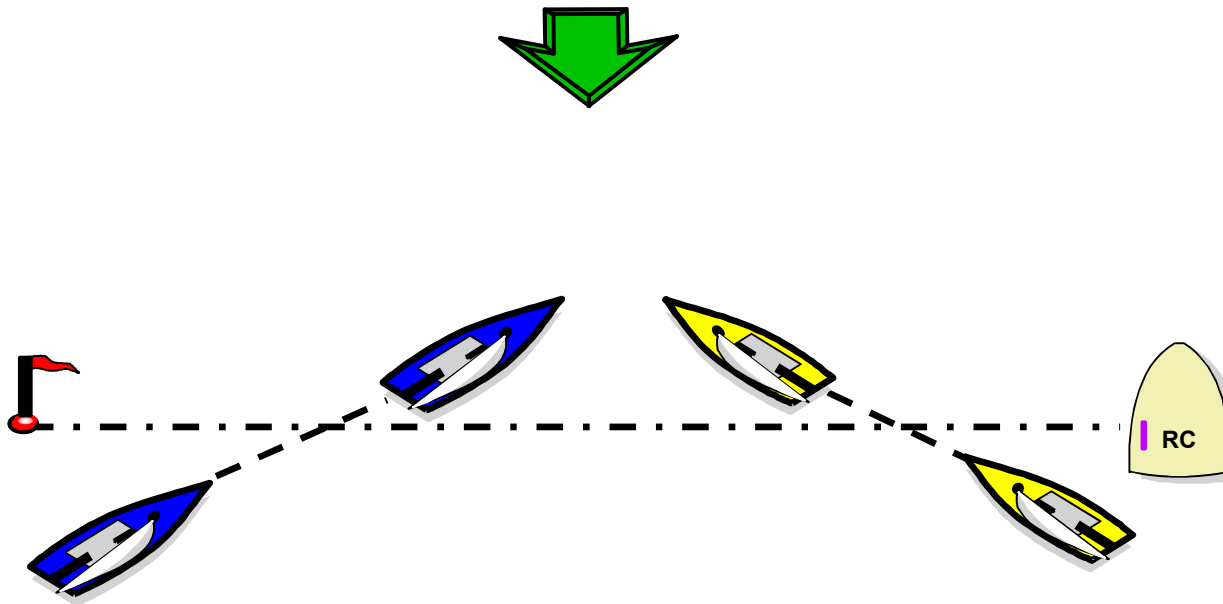
Don't move them after start sequence commences

Adjust distance mark anchor rope to avoid mark movement

Allow room between bank and either end of line



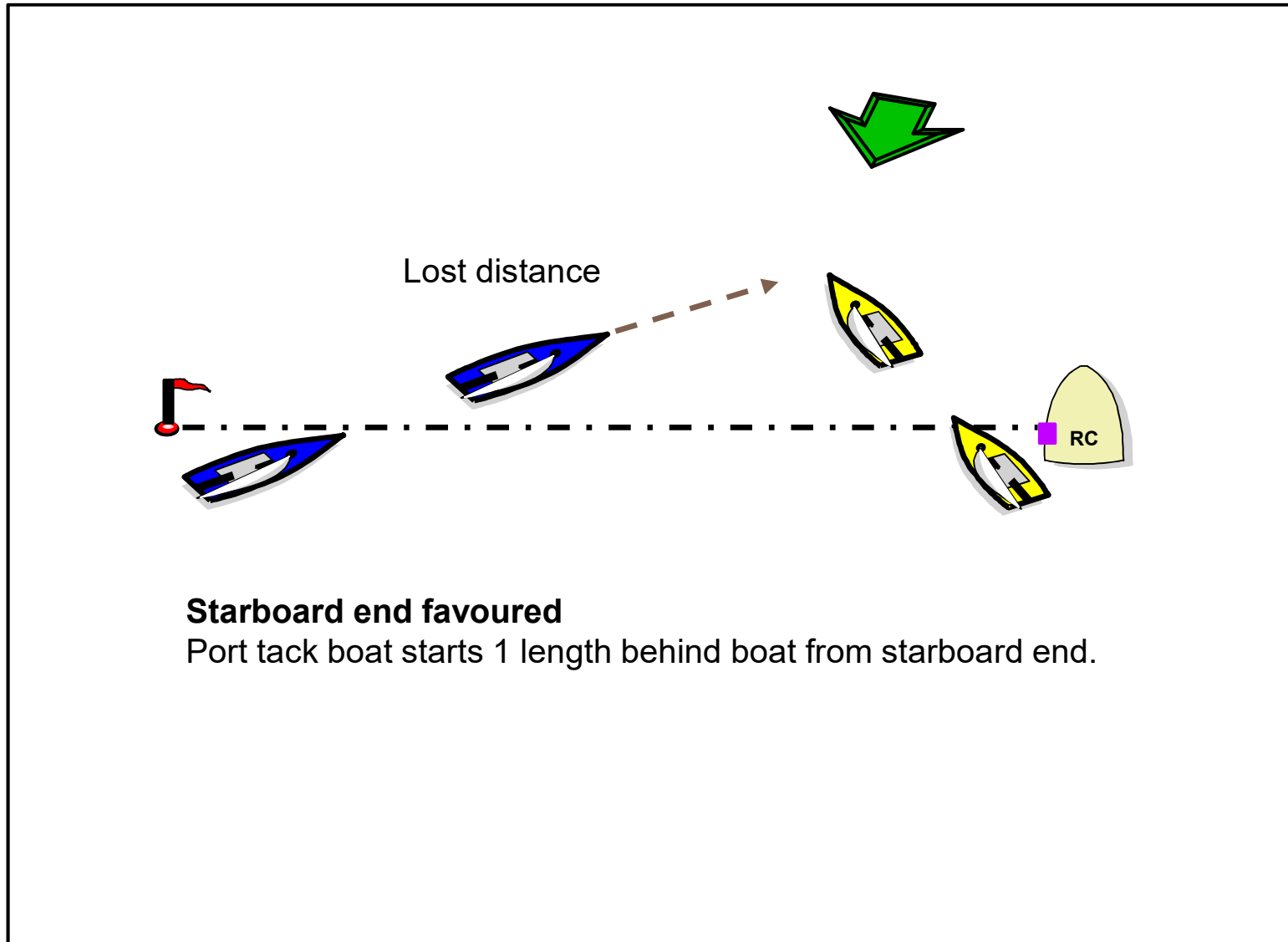
Square Line Starts



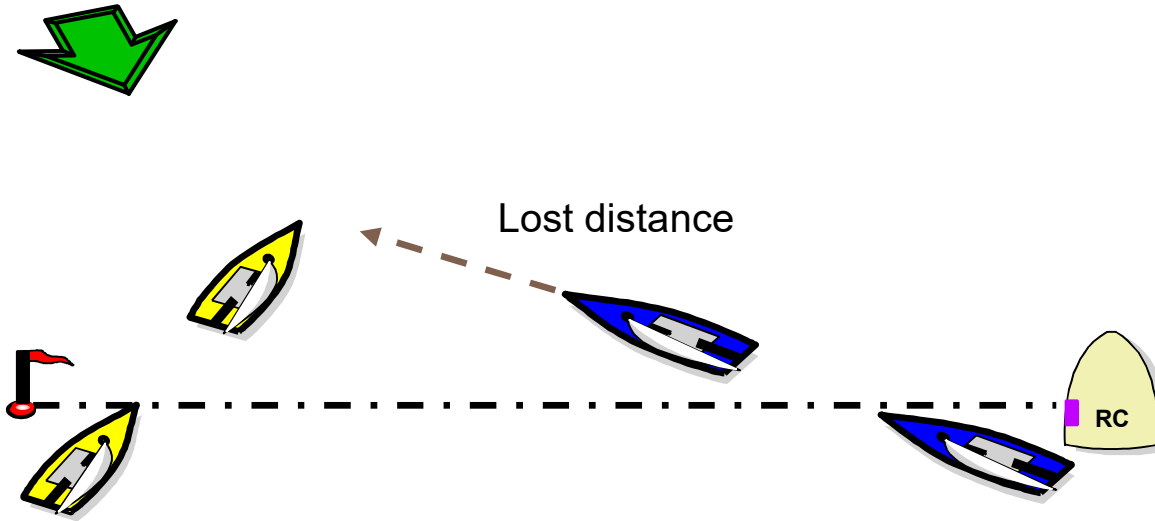
Square Line

A Square line is perpendicular to the wind direction. All boats get an even start.

11.1 (b) Starboard Bias Starts



11.1 (c) Port Bias Starts



Port end favoured

Starboard tack boat starts 1 length behind boat from port end.

Start Procedure

- (10) – 5 – 4 – 1 – 0 (Pursuit signals)
- Flags v. Sound Signals
- Look down transits – not along distance marks
- On Course Side (OCS) and recalls (X & 1st Sub)
- Have a whistle to hand
- *Discuss - “Dip Starts”*



Paul Wyeth / pwpictures.com



gettyimages®
Tom Shaw

120761561

Finishing Procedure

- Pursuit Races
 - Be on the water with 5 minutes to go
 - Note positions with pencil and paper at that time
 - If first few positions are obvious, drop back to next group
 - Motor back through fleet with a whistle making it clear when people have finished
 - Three toots: Competitors to note their relative positions

Finishing Procedure

- Handicap Races
 - Shorten course signal (Two toots and flag S)
 - Finish on transits from club house where possible
 - Finishing at a mark: Between mark and Safety Boat
 - Avoid confusion by **not** finishing from clubhouse far side of islands
 - If course passes in front of finish line in both directions – choose the finish where they cross the line the first time!
 - Do you need to ring the bell with one lap to go? I don't bother!

Finishing Procedure

- Handicap Race – Lapped Boats

- We operate “Grand Prix” style finishing – so lapped boats are finished when they first cross the line after the leader
- Therefore their elapsed time needs to be adjusted for the shorter course
- Important to mark boats off as they complete a lap each time
- Easy adjustment if start area is near the finish line
 - E.g. If leader has completed 5 laps and lapped boat has completed 4 laps, time of lapped boat must be divided by 4 (to get average lap time) and multiplied by 5
- If start area is distant from finish area, estimate proportion of lap between start and finish line and follow the same logic
 - E.g. If start line to finish line represents say 60% of a lap and leader has completed 4.6 laps – lapped boat will have done 3.6 laps. Divide time of lapped boat by 3.6 and multiply by 4.6.

Race Management

- Protests and alternative arrangements (20% place or time penalty)
- Illegal propulsion (Rule 42)
- RYA 66 page Race Management booklet free to download

OOD Check List - RSC

- Pre Arrival
 - Study weather forecast
 - Consider ability of Duty Crew
 - Buy milk (2l.)
- On Arrival
 - Turn on water heater in case timer has failed
 - Put milk in fridge
 - Container key (cupboard to left of small sink)
 - OOD Hut
 - Hoist flag
 - Check radios and tooters
 - Prepare sign on sheets and pen
 - Winch battery to container (**turn off charger**)
 - Open container and launch a boat
 - Top up fuel cans and carry to jetty
 - Leave second boat for Crew to launch
- On Arrival (contd.)
 - Motor around the lake to determine the best course and start area
 - Set start and course
 - Mark course on Blackboard
 - **Safety briefing for Duty Crew**
 - 10 minute warning signal at 09:50
 - Open Galley for tea and coffee
 - Unlock store and collect till drawer
- Leaving
 - Ensure radios are off and firmly in chargers
 - Turn off instant hot water m/c in galley
 - Drop flag and lock OOD hut
 - Empty bins and take rubbish away
 - Wipe up any excess mud etc.
 - Lock up carefully

Rules Quiz 1





Indicate in the square which boat has right of way.
Leave blank if unsure
THE WIND BLOWS DOWN THE PAGE

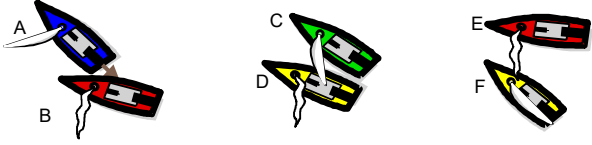


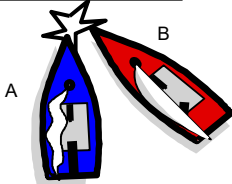
<p>A B</p> <input type="checkbox"/>	<p>B A</p> <input type="checkbox"/>	<p>A B</p> <input type="checkbox"/>
<p>B A</p> <input type="checkbox"/>	<p>A B</p> <input type="checkbox"/>	<p>A B</p> <input type="checkbox"/>
<p>You hit the mark!</p> <input type="checkbox"/>	<p>B Starboard! A</p> <input type="checkbox"/>	<p>A B</p> <input type="checkbox"/>

Rules Quiz 2

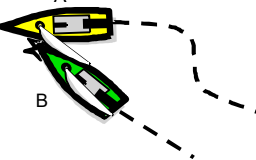

 Indicate in the square which boat has right of way.
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Start line





Course to next mark



Start line

