

If you have never started a race before please don't worry. It sounds more difficult than it is. I or senior club members will be on hand to offer guidance with course selection. These Instructions should be available in the OOD hut. As should a laminated card with the starting procedure that you can take to the start.

Mike Jones-Downing
Sailing Sectary.

Instructions for OODs

Contacting the Pierhead

Before setting the course the OOD should contact the pierhead on 01633 204451 to determine shipping movements. Any ship movements should be noted displayed for the competitors and taken into account when choosing the course.

Racing Instructions

All club races shall be sailed under current IYRU rules, the prescriptions of the RYA and the current NUSC sailing instructions either as published in this document or as modified in the notice of race for any particular race, series or event.

Setting the Course

The course should be published a minimum of 45 minutes before the scheduled start time and preferably earlier.

When setting the course for a race due regard should be taken of the weather conditions, tide and daylight times. The views of the race competitors should be considered when doing this. The Knickertwister series in particular attracts a fleet with a wide spread of ratings – all entrants should have a reasonable expectation of having sufficient time to finish the race and to return safely to their moorings.

Start and Finish Line

The start and finish line can be either at the club house or at the slipway at the river mouth end of the moorings. The start and finish line do not have to be at the same point.

If the wind direction requires a beat out of the river against a strong tide the race should be started from the river mouth slipway.

The Race Sheet & Signing On

Blank race sheets are available in the OOD hut. One of these should be completed for each race. All competitors must sign on by completing their details before the race start.

Communications

Where possible the OOD should use Channel 37 (M1) to broadcast start timings and other information to the fleet. The OOD should publish his intentions to do this alongside the course details.

Starting the Race

The Race should be started at the published start time. The start should not be delayed because competitors are not in the vicinity of the start line.

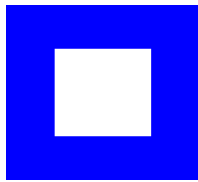
For club races the start is controlled using the horn and either the flags at the OOD hut or flag boards hung on the gate at the top of the slip.

Flags used during race start.



Warning Signal

This is our class flag. It's used to let competitors know which class is starting. With small fleets we only need one but there are others.



This is a preparatory signal.

It's used to tell competitors what penalty applies for being on the course side of the line during the last minute of the countdown.

(Jumping the start)

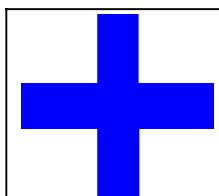
This particular preparatory flag means a boat just has to return and crossover (the whole boat) to the correct side of the line before they can start. If they don't and there has been a warning (recall flag) then the boat is disqualified. Again there are other flags and penalties which we will not be using



Flag AP this means a delayed start

This is a panic button. It can be used at any time when there is a need to delay the start (Unexpected ship? Dropped clock? Showing the wrong flag? Tide later than expected so some competitors still not afloat, etc.)

After start




Flag for recalls.

This Flag is shown when one or more boats are the wrong side of the line at the start. It is up to each competitor to decide if it applies to him.


It is essential that the start time is recorded to allow the elapsed time to be calculated accurately (timings to the nearest second are needed)

The starting sequence is to be as follows:-


The flags are the primary signal. If the horn stops working just carry on.

Time	Horn	Flags
At 5 minutes before start.	1 Blast	Display Flag "O" 
At 4 minutes before start.	1 Blast	Display Flag "P"   Flag "O" still being displayed

Racing rules now in effect i.e. no engines


At 1 minute before start	1 Blast	Remove Flag "P"  Flag "O" still being displayed
At Start	1 Blast	Remove Flag "O"

The above is usually all that is needed but be prepared to do the following as well if necessary.

After Start If one or more competitors were over the line early, Promptly:	1 Blast	Display Flag "X" 
Once the offending (only) competitors have crossed back over the line, or after 4 minutes. Whichever happens earlier?		Remove Flag "X"

Make a note of any offending boat which has not complied within the 4 minutes, they are now disqualified.

In an emergency you may have to delay the start:

If at any time you need to delay the start	2 Blasts	Display Flag "AP"  Remove all other flags so far displayed
Once the problem has been solved and you are ready to re-start the countdown	1 Blast	Remove Flag "AP" 1 minute later you can begin the countdown again. From the beginning.

Finishing the Race

As with the start times, finish times must be recorded to the nearest second. On completion of the race, the race sheet is to be left in the results folder in the OOD hut.

The clock is not a stop watch and is not adjustable.

You can beep the horn as boats cross the line to reassure competitors that you have noted their finish.

Calculating the Race Results

The OOD is not required to calculate the race results – however if you wish to do this the following process is to be used.

Step 1	Determine the Elapsed Time (ET) in seconds for each boat
Step 2	Divide the ET by the Current Rating (CR) and multiply by 1000 to give the Corrected Time (CT)
Step 3	Rank the finishers in order of increasing CT
Step 4	Ensure the race sheet is returned to the results folder

Handicap System

The handicap of each yacht shall be as allocated by the Club Ratings Officer. These will be based where possible on current RYA handicaps using the Portsmouth Yardstick scheme.

Club Handicaps once allocated will be reviewed annually.

For the Cruiser Rally, Regatta, Tide and Day Race Series the Club Handicap will apply.

Knickertwister Series Handicaps

For the Knickertwister series Spinnakers will not be used. The rating for the 1st Race will be adjusted from the Club Handicap as follows.

For a boat that normally declares a Spinnaker, the rating will be increased by 4%.

For a boat that normally declares a Cruising Chute, the rating will be increased by 2%.

For the Knickertwister Series only, the handicap number of a boat which is placed in a race is reduced for the next race by 50 for a win, 30 for 2nd place and 10 for 3rd place.