



# Wednesday Evening Series Races

- General handicap (single fleet)**
- 1 Race**
  - approximately 60 minutes
- Average lap**
- Personal handicap**
- Offset trapezoid course (with outer loop, depending upon conditions)**
- Fish & chips / pizza at the club afterwards**



# Organisation

## *Duties start at 18:00*

### ☐ **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 battery charger 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 and align with start mark when laid
- 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; final decisions regarding racing rest with the RO
- Go to sea to lay an offset trapezoid course (with outer loop, if the wind is between F2 to lower F4), 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**

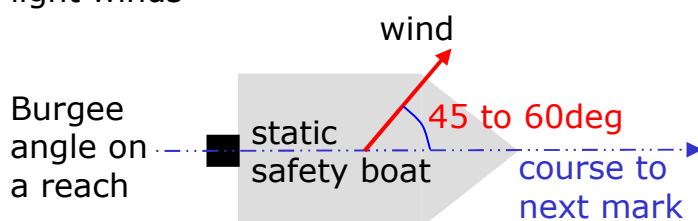
- Make ready one boat (full fuel tank in place, engine test run) and position on the beach - carry marks up / down beach **NOT** in the boat
- Make ready the other boat (full fuel tank in place, engine test run) and leave at the top of the beach
- Take a radio (strapped on inside life-jacket) and burgee - hold handset ~15cm from mouth when speaking.
- 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**



# Course Laying

## Offset Trapezium (+/- Outer Loop)

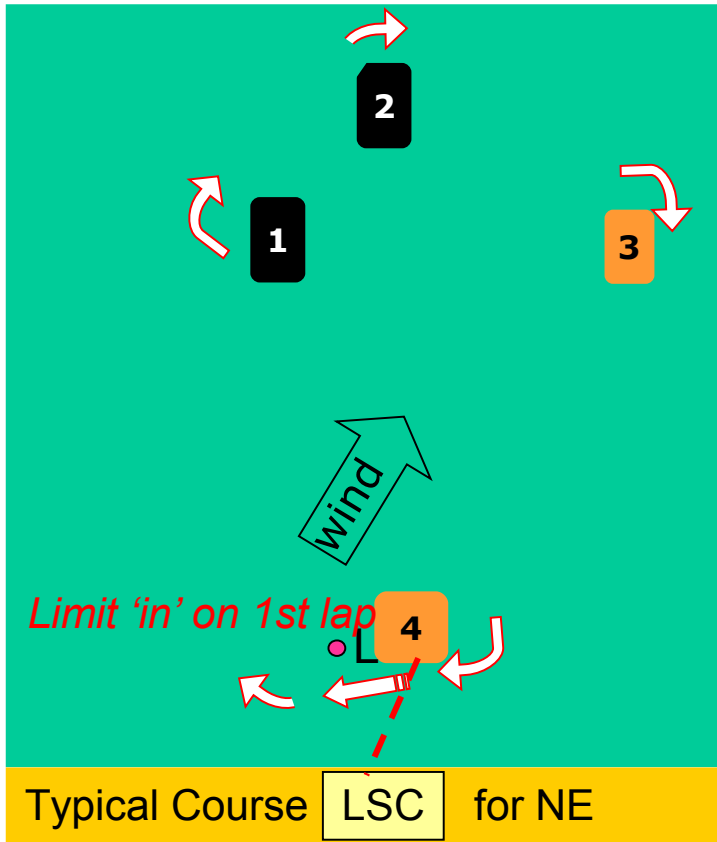
- ❑ Marks: anchor over the side first - make sure the rope and chain stream freely
- ❑ Start and finish buoys about 50m apart: check / adjust after laying the rest of the course, **to achieve an unbiased start line**
- ❑ **On-shore wind** within 0 to ~30 degrees of along-shore => **true start line at 90 degrees to the wind** (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 IN-SHORE of the start line mark.**
- ❑ **On-shore wind:** beat => fetch => run (=> beat => run) => reach
- ❑ **Off-shore wind:** reach => run (=> beat => run) => fetch => beat
- ❑ Windward mark roughly 2/3 of the way to Beecham's Buoy in a SW3 - aim for lap times of ~15-20 minutes for an average boat
- ❑ The **fetch** should be at 90 degrees to the direction of the wind (tide effect?)
- ❑ The **run** should be dead downwind (or with a tidal adjustment)
- ❑ 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 radio ashore to ensure that the transit pole is moved if necessary
- ❑ Try to allow for the tide biasing the beat and reaches, especially at half tide springs and with light winds



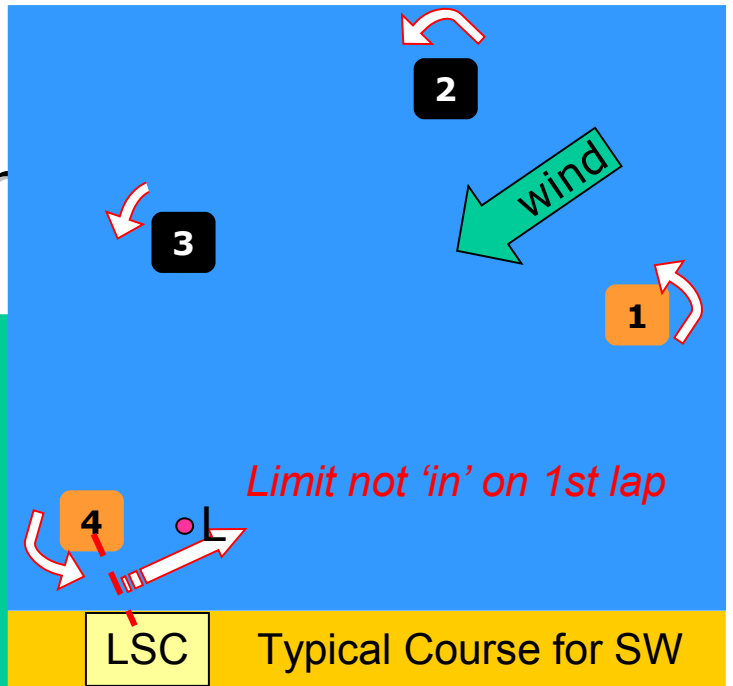


# Course Laying

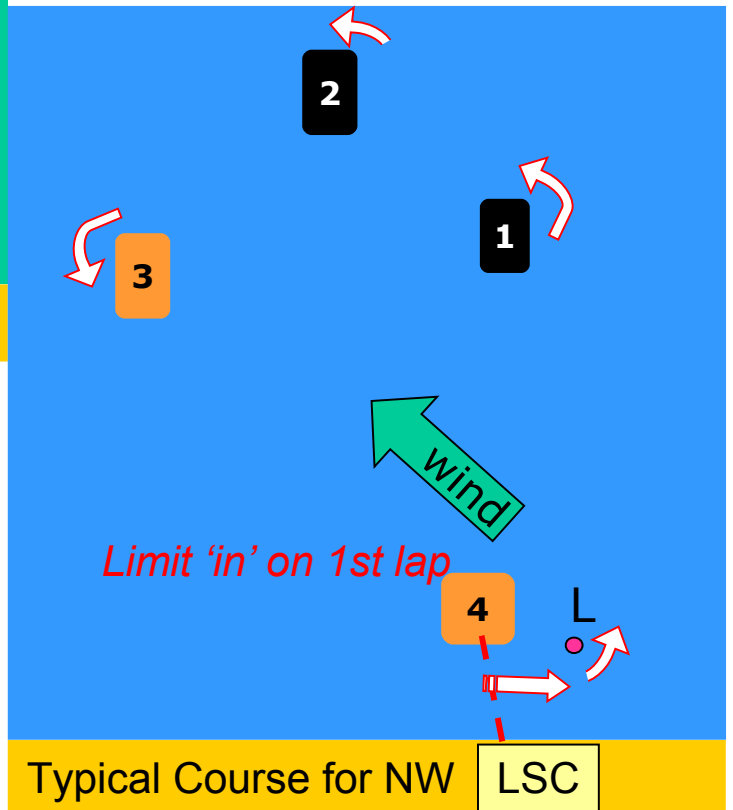
Offset Trapezium  
(+/- Outer Loop)  
use **black marks** for  
outer leg / loop



Course with outer loop:  
L, 1, 2, 1, 2, 3, 4, L, 1, 2, 1, 2, 3, 4, L, etc..  
Without outer loop: L, 1, 2, 3, 4, L, etc.



Course with outer loop:  
1, 2, 3, 2, 3, 4, L, 1, 2, 3, 2, 3, 4, L, etc..  
Without outer loop: 1, 2, 3, 4, L, etc.



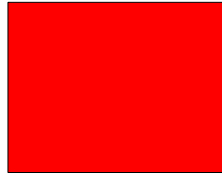
Course with outer loop:  
L, 1, 2, 1, 2, 3, 4, L, 1, 2, 1, 2, 3, 4, L, etc..  
Without outer loop: L, 1, 2, 3, 4, L, etc.



# Start

## Boards displayed on West Balcony

☐ Marks to Port



or Starboard



☐ Course Type:

**Outer Loop**

**Y**

+

**N**

or

**S**

**No Outer Loop**

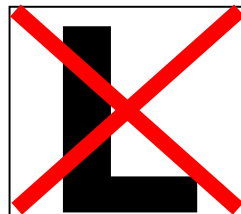
**Z**

☐ Limit Mark

- is a mark of the course **on the first lap**
  - no board shown

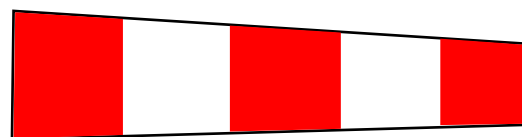


- is **not** a mark of the course on the 1st lap



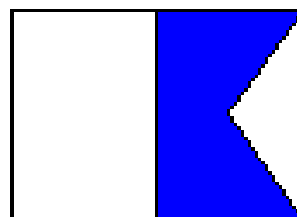
☐ Postponement: **AP**

- 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



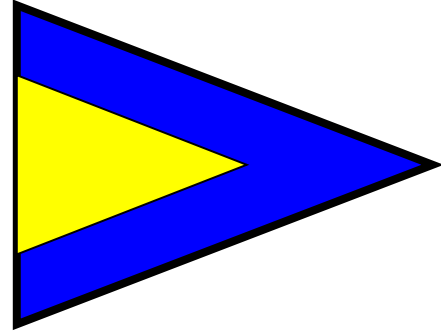


# Recalls

## Boards displayed on West Balcony

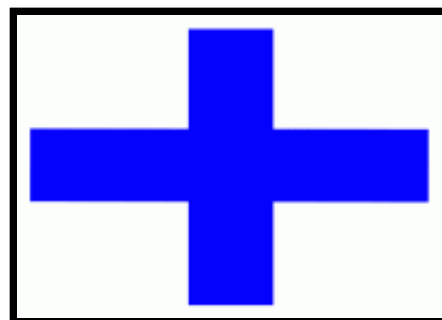
### □ General recall

- 2 hoots when shown
- automatic 'black flag' rule
- recalled fleet:
  - if there are other starts
    - goes to the end of the queue
      - board withdrawn - no hoot - 1 minute before next fleet's start
    - recalled fleet then starts 3 minutes after the last scheduled start
  - if there are no other starts
    - withdraw recall signal with 1 hoot
    - wait 1 minute
    - display class warning and preparatory signals - 3 minutes to go to the start



### □ Individual recall

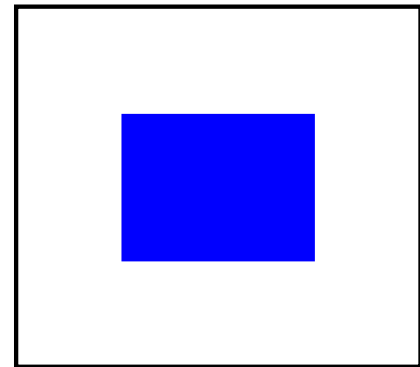
- 1 hoot when shown
- remove when boats have returned, or after a reasonable time





# Finish

- After 60 minutes (+/- 1 or 2 mins.)
  - **start finishing all boats as they come round**
    - if possible, try not to split a group of boats which are having a close race
  - display 'S' board on the West balcony



- 2 hoots when first boat to be finished rounds the penultimate mark
- hoot & flash the first 3 boats
  - then flash only
- marks to be recovered after all boats have finished



# 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 Personal H'caps.

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

- Check that all have signed-off
- 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 and hooter battery charger at wall socket, 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
- 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)***