



## AM CLASS / HANDICAP PM SUMMER HANDICAP

### ☐ **AM CLASS / HANDICAP**

- 3 Fleets:
  - Fast (PY1089-)
    - Laser 3000 and faster
  - Medium (PY1090-1201 plus Laser 4.7)
  - Slow (PY1202+)
    - Comet and slower
- 1 Race AM, 1st start 11:00
- Portsmouth Yardstick handicaps
- Triangle / sausage course
  - inner marks for Slow fleet

### ☐ **PM SUMMER HANDICAP**

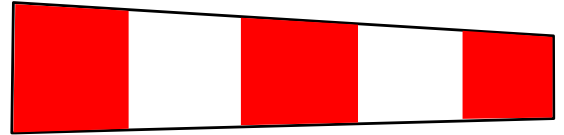
- 3 Fleets:
  - Fast (PY1089-)
  - Medium (PY1090-1201 plus Laser 4.7)
  - Slow (PY1202+)
- 1 Race PM, 1st start 14:00
- Portsmouth Yardstick
- Triangle / sausage (inner marks for Slow fleet)



# Don't Panic

## □ There's a problem before the first start signal:

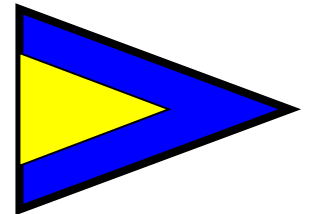
2 hoots +



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

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

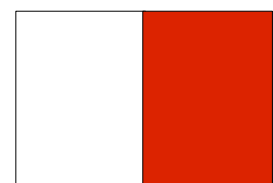
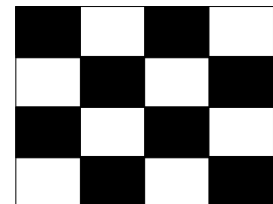
2 hoots +



- 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





# 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
- Pull conveyor belting down the beach
- 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 radio power supply at mains
- Prepare and check the radios (portables will switch on to the correct channel – make sure they are set to 'H', not 'L', set base station at 20W)
- 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, 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) for use
- Make ready the second boat (full fuel tank in place, engine test run) and leave at the top of the beach
- Take 2 radios (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***



## Please note:

- ♦ RO should ensure that the Safety Boat Helm and Crew are up to the conditions on the day and have adequate clothing
- ♦ Portable radios should be set to 'H' (not 'L')
- ♦ Each RIB to have **two** radios
  - ♦ *but only one switched on at a time!*

### **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.*

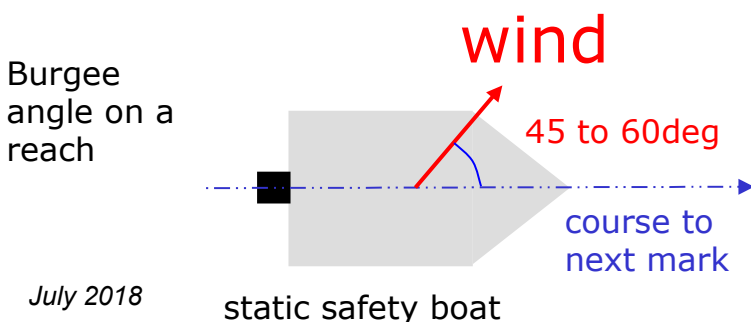
***Don't Panic! - Use the Don't Panic sheet....***



# Course Laying Triangle / Sausage - also next pages

- ❑ 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 - see next page**
- ❑ 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
- ❑ Slow fleet course marks (dumpy black ones) - position windward one about 2/3 of the way to the outer course windward mark; Slow course wing mark (dumpy black) goes just inside the outer course second reach
- ❑ Wing marks should be roughly equi-distant from the windward and leeward marks so that the reaches have an included angle of 60 degrees (45 if very windy) between them and the windward leg
- ❑ 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.

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





# Course Laying

## Laying the Start Line

*also see next page*

- Start and finish buoys **about 30m apart**: check / adjust after laying the rest of the course, **to achieve an unbiased start line**
- **(Case 1) IDEAL TRUE START LINE AT 90 degrees TO THE WIND. You can do this if the wind is on-shore and within 0 to ~30 degrees of along-shore** (includes: **W, SW, E, ESE**) => **start line at 90 degrees to wind**, as shown, dotted, for SW, for example (use the burgee!) and **limit mark NOT in on lap 1 - position limit mark slightly off-shore of the start mark.**
- **OR (Case 2) REACHING START WITH LIMIT IN. If wind is off-shore or within ~60 degrees either side of square on-shore. In these cases you cannot lay the line at 90 degrees to the wind, so => limit in on lap 1**, and 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 **off-shore, NE or NW**, angle the start line (dotted) **back a little** as shown in diagrams, next page; then **position the limit mark a bit in-shore of the start line mark.**

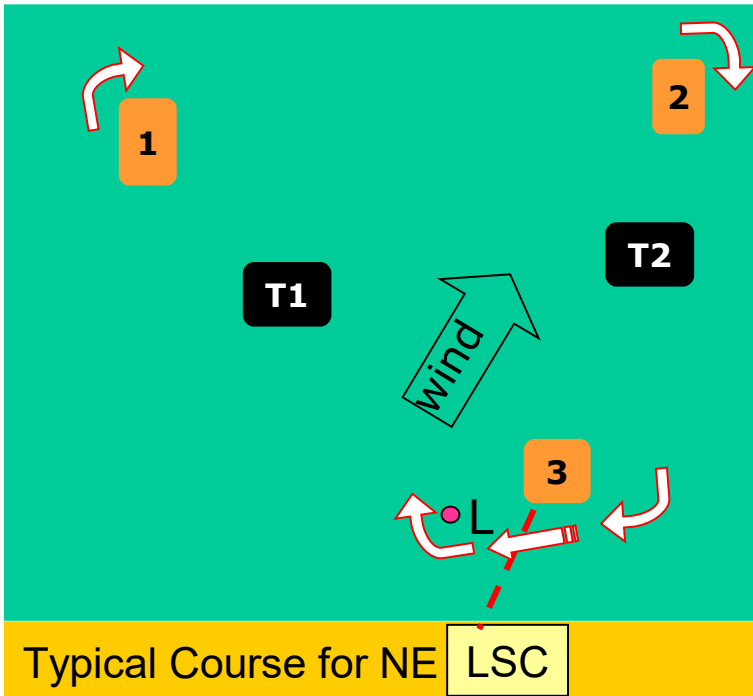
For **onshore winds within ~60 degrees of square on-shore, ~SSW through to ~SE**, angle the start line **back as shown for SW (or, mirror image, for SE quadrant)**, but so that you can still sight along the line from the race box; then **position the limit mark a bit in-shore of the start line mark.**



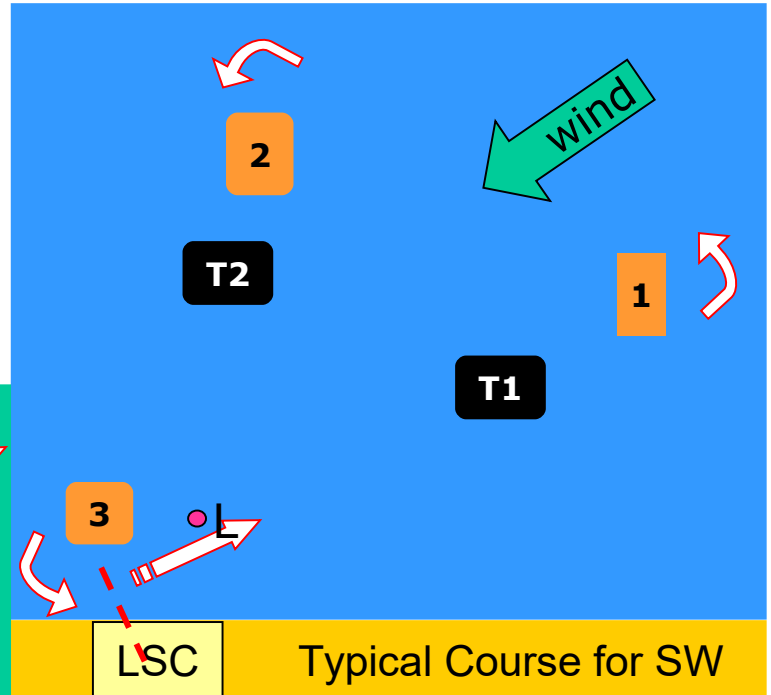


# Course Laying Triangle / Sausage

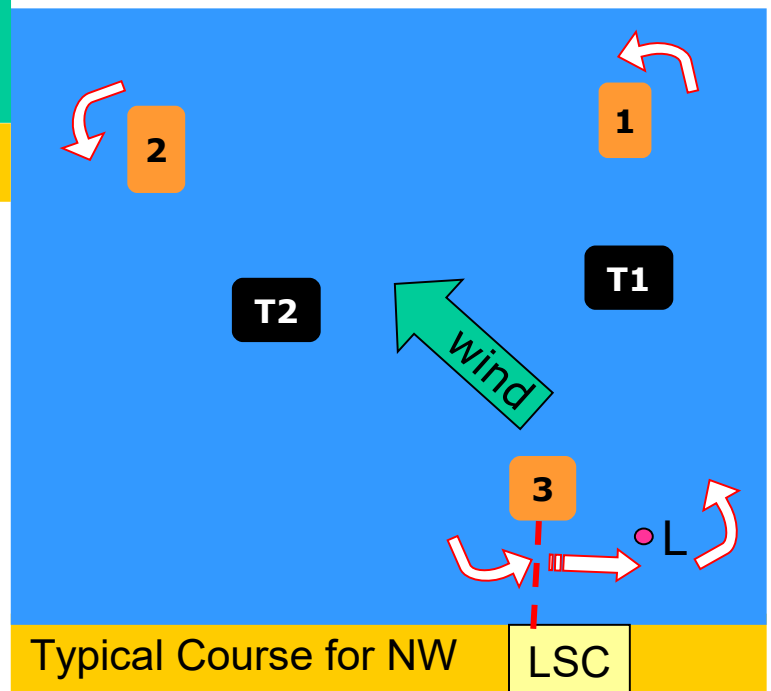
SE or dead on-shore?  
Adapt course for SW - see notes.



Course: L, 1, 2, 3, L, 2, 3, L, etc..  
**Limit in, L** laid a bit **in-shore**, start line angled as shown.



Course: 1, 2, 3, L, 1, 3, L, etc..  
**Ideal line at 90 degrees to wind direction. Limit NOT in.**

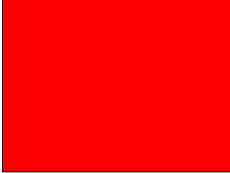

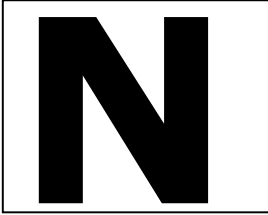
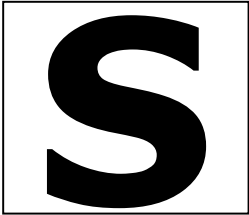
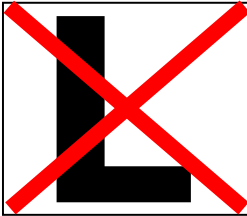



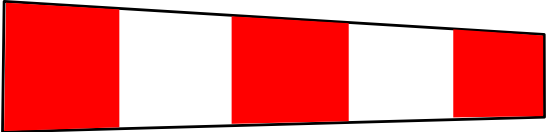
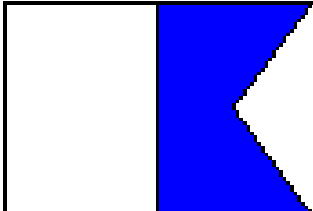
Course: L, 1, 2, 3, L, 2, 3, L, etc..  
**Limit in, L** laid a bit **in-shore**, start line angled as shown.



# Start

## Boards displayed on West Balcony

- Marks to Port  or Starboard 
  
- Course Off-shore triangle/sausage  or On-shore triangle / sausage 
  
- Limit Mark
  - **is** a mark of the course **on lap 1**
    - no board shown
  - is **not** a mark of the course on lap 1

*Do make sure all necessary boards are out on the balcony, hooked on and ready to use...*
  
- Postponement: **AP**
  - 2 hoots when shown
  - 1 hoot when removed
  - warning signal 3 minutes later
  
- Change of Course: **'A'**
  - 4 hoots when displayed





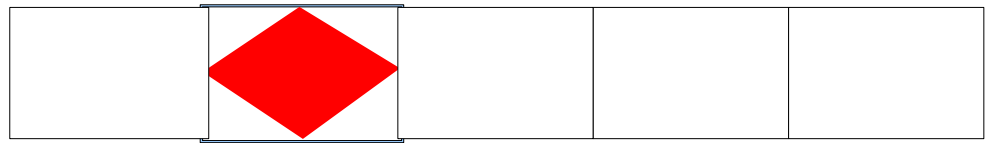
# AM & PM Starts

## Boards displayed on East Balcony

### TIME

'F' = fast fleet  
start time

F-6min

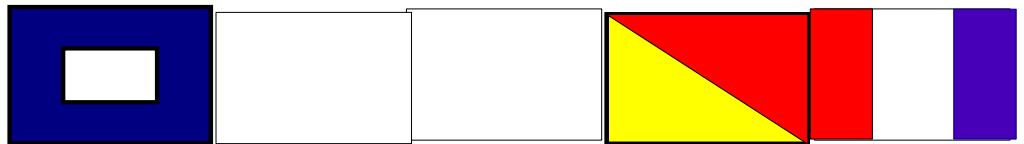


F-3min



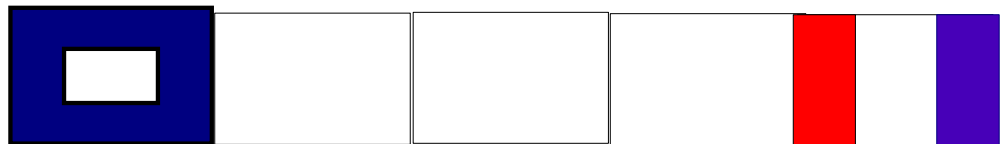
F

Fast Start



F+3min

Medium Start



F+6min

Slow Start



**\*Top tip: write boat numbers down on the results sheet in the order that they complete the first lap: also include all who retired after 3 minutes before their start.**

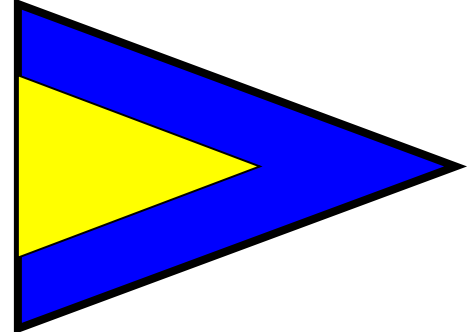


# Recalls

## Boards displayed on West Balcony

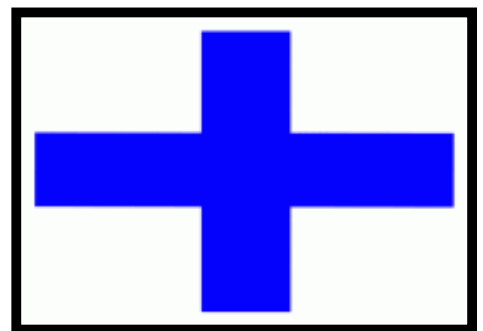
### □ General recall

- 2 hoots when shown
- 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**
    - start is 4 minutes after recall signal withdrawn with 1 hoot
    - class warning and preparatory signals shown (with 1 hoot) when 3 minutes to go to the start



### □ Individual recall

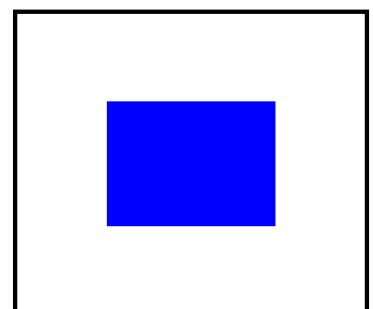
- 1 hoot when shown
- remove when boats have returned, or after a reasonable time





# Finish

- ❑ Finish fleets so the that the leading boat has an elapsed time of:
  - 60 mins for Slow H'cap
  - 65-70 mins for Fast and Medium H'cap.
- Note:** *If Toppers have been lapped, finish them in order as they go through the finish line*
- ❑ All fleets finishing (6 laps will be completed)
  - no additional visual signals needed
  - hoot & flash the first 3 in each fleet
    - the remaining boats in that fleet – flash (light) only
- ❑ All fleets' courses have been shortened:
  - display the 'S' board (shown below) on the west balcony with boards for all fleets being shortened (east balcony)
    - 2 hoots when first boat to be finished rounds the penultimate mark
    - signal subsequent finishers as above
- ❑ Not all fleets' courses shortened
  - display the 'S' board (shown below) on the west balcony with boards for all fleets being shortened (east balcony)
  - 2 hoots when 'S' board displayed as leading boat in first fleet to be shortened rounds penultimate mark
  - similarly 2 hoots for leader in next fleet to be shortened and so on
    - signal subsequent finishers as above





# Organisation

## □ Race Officer (RO) and Ass't RO:

- Ensure all are safely ashore before safety boat lands
- Assist in safety boat recovery / winch up beach
- Calculate results (corrected time in seconds to nearest second)

$$\text{Corrected time} = \frac{\text{Total elapsed time (s)} \times 1000}{\text{Portsmouth Handicap}}$$

- *is elapsed time correct for all fleets (3 or 6 mins subtracted)?!?*
- Include sailors on results sheet if they started but retired (DNF), or sailed around near the start line after their preparatory signal but didn't cross the start line (DNS)
- Put results sheet on notice board in foyer
- Tidy up race box after putting boards etc. away, leave board framework upright in corner, close shutter
- Switch off power supply but leave radio chargers on timer
- Lock up race box
- Check that annexe hut and gate are locked
- Pull conveyor belting doubled up to the top of the beach
- Put boards in at top of ramp if high tides are likely
- Check that club is secure (or delegate) before leaving



# Organisation

## □ Safety Boat Helm and Crew:

- Remove marks from RIB but do not disconnect fuel tank
  - return marks to garage
- Run up engines that have been used in blue water tank to flush cooling system
- Close fuel tank breather
- Wash boats, external engine and controls, trolley - avoid getting water in engine air intake
- Remove engine cover and spray with WD40 then replace
  - also spray remote control box
- Drain ALL water before re-housing
- Turn off battery isolator switches
- Lock security posts garage and boat sheds
  - **return keys**
- *Radio handsets – switch off, wipe over with a damp cloth, then **dry thoroughly** and put into chargers / connect charging leads in Race box (ensure that they are charging)*
- **Make comments in Safety Log on boats, equipment, incidents etc. (discuss with RO – file in race box)**

## ***PY Handicaps for 2018***

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RS 700	847
RS 400	942
RS 500	963
Contender	969
Phantom	999
RS Aero 9	1019
RS 200	1046
Laser 16	1066
RS Aero 7	1068
Laser II	1075
Laser 3000	1075
Laser	1098
Laser 2000	1109
RS Vision	1128
Streaker	1128
RS Aero 5	1129
Laser Radial	1142
Miracle/Topaz RaceX	1200
Comet	1205
Laser 4.7	1207
RS Feva XL	1240
Topaz Uno	1255
Feva (youth)	1265
Topper	1358
RS Tera Pro	1364
Topper 4.2	1416
RS Tera Sport	1432

*For anything else, please make a guess and it will be corrected later by the results dogsbody*