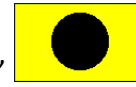


OOD information on running Pursuit and Average Lap Points races

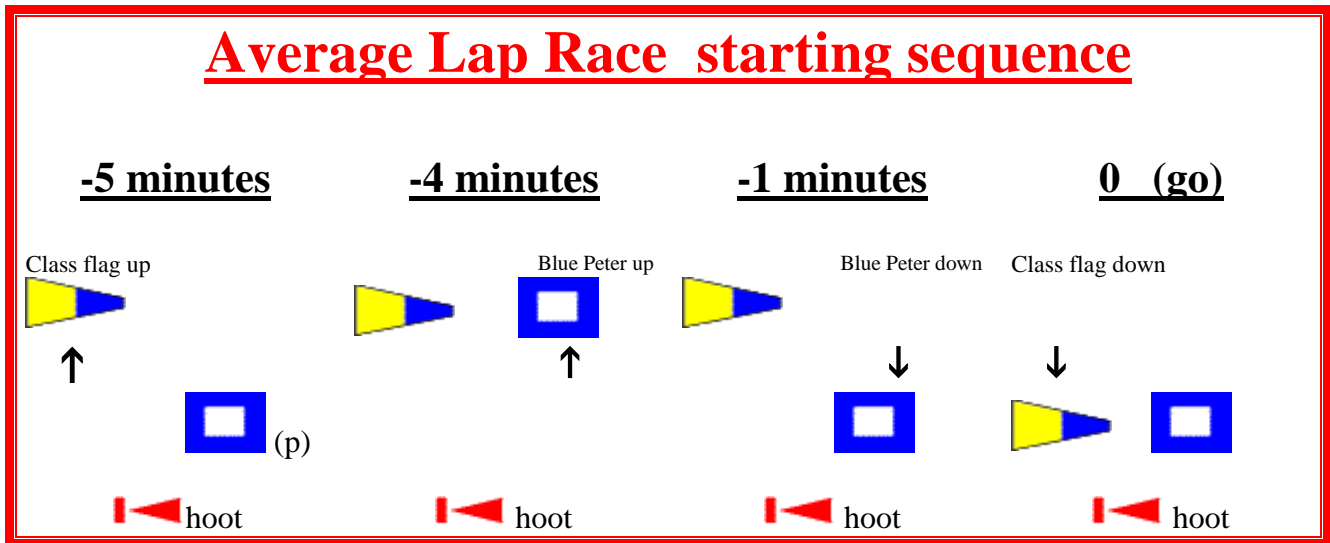
(There are sheets on the desk in the Start box with details too.)

- Put out No Parking signs, prepare the race sheets in the clubhouse and the flags etc in the start box., set a course, organise AOODs.



- Please fly Flag 'y' (buoyancy aids to be worn) and 'I' to indicate 'round the ends' for premature starters. These can be left up through the day.

Average Lap points races.



- The Race will last for about 1 hour.
- Every lap needs to be the same - starting and finishing on the same line. No half laps. No time limit. No shortened course.
- The course size should be so as the slower boats will complete at least 3 laps in the allotted time. In very light winds set a simple, small course.
- On the race sheet: Every time each individual boat passes the start/ finish line it must be recorded as such to count its lap number. You may wish to note their lap times, but the final lap (elapsed) time is the only vital one to note.

EG

Helm	Sail no.	Lap 1	Lap 2	Lap3	Lap4	Lap5	No. of laps raced	Elapsed time
Whizzkid	123	10.35	20.55	31.54	43.05	58.38	5	58.38
Snail	456	18.23	45.45	61..34	-	-	3	61.34
Medium	789	14.02	28.31	42.53	59.41	-	4	59.41

FINISHING

The aim is to finish all boats as close together as possible.

- Before the planned race duration (of approx. 1 hour) is reached the '**About To Finish**' signal has to be made: **Two hoots and hoist the Blue Flag**. This indicates that, after this signal, each boat that crosses the line to end a full lap it will finish and receive a short hoot. This should be made, if possible, before the first of the slower boats completes a particular lap. This '**About To Finish**' signal should also be made in a gap in the flow of boats so that no one that has only just crossed the line can be confused. The OOD must judge when to signal. It is NOT necessary to use the leading boat

or when a boat turns the last mark of the course. There must NOT be a boat between the line and the boat you are going to finish first (because that boat will expect to get a finishing hoot too.)

- After the 'About To Finish' signal all boats finish the race the next time they cross the start/finish line.(in the correct direction to complete a full lap) All finish times must be recorded so that elapsed times (ET) and lap numbers can be used in the calculation. The formula is shown in the start box.

Pursuit Races





The starting sequence of flags at -5,-4, -1 and zero should be used in the same way as shown for the points races. (see above)

In addition the minute starting times for competitors are to be shown on the balcony. It is up to a helm to know when to start. They should be recalled if they start early and disqualified if they continue. The number is shown for 20 seconds and then removed on the actual time; when a hoot is sounded. This takes quite a lot of concentration The OOD should tell the assistant when to put the number 'In' 20 second before and then sound the horn on the exact time at which point the assistant takes out the number.

It will help to fill in the race sheet by noting the helm's order number for each time they complete a lap.Helms' times do not need to be recorded. EG:

Helm	Sail no.	Lap 1	Lap 2	Lap3	End position
xxx	123	2	3	3	3
yyy	456	1	1	2	2
zzz	789	3	2	1	1

Pursuit Race ending

<u>At 73 Minutes</u>	<u>At 75 Minutes</u>
Hoist blue flag	
 ↑ Means 2 minute to end of race	Note position of all boats, wherever they are, to record their final order
 hoot,  hoot	 hoooooot

It is important to note the position of boats at the 75mins. Helms should continue for a few minutes to help, but it may be necessary to send the rescue boat out on the water to help if there is a group beating together. It may be useful to ask the helms who is in front and behind them.

- At the end of racing please ask the rescue boat to remove the race marks from the water.
- Clip the completed race sheets to the results notice board .

Thank you for helping to run sailing at Shearwater.