



DRAYCOTE
~ **WATER** ~
SAILING CLUB

WEDNESDAYS
RACE TEAM BRIEFING NOTES
(Website)
Mar 2019

WEDNESDAYS – KEY POINTS FOR OOD

FORMAT

- 4 starts
- Up to 50 mins race (dependent on light)
- Average laps

PLEASE NOTE

- The wind often dies in the evening: Need to set a relatively short course to allow for this (aiming for fastest in Start 1 to lap in c. 15 mins)
- Record **every** boat (and its time) as it goes through the gate **each lap** in the order it goes through (no need to keep fleets separate)
- Average lap: need to start & finish in same place; you decide when to finish & finish everyone from then on
- BUT consider finishing very slow boats (Optimists, Teras) before everyone else – give a hoot & tell them they're finished – no need for flags
- When deciding when to finish, consider the dying wind, failing light & time the water closes. **If told by Club Manager / bosun to shorten the course, you MUST**
- At the finish just keep recording every boat (and its time) as it goes through the gate in the order it goes through (no need to keep fleets separate)
- On shore transfer the results to signing on sheets – **YOU MUST DO THIS**

WEDNESDAYS – WHAT’S NEW FOR 2019?

- **If postpone ashore, when the flag (AP) comes down (with 1 sound signal) at least 30 mins till the start (unlikely on a Wednesday)**
- **The yellow moveable cylindrical mark will be blown up & ready for you to use – you don’t have to ask for it – you will be asked where you want it!**
- **Starts have changed slightly:**
 - **Start 1: Handicaps of GL 1100 or lower (incl. Fireball)**
 - **Start 2: Flying Fifteens**
 - **Start 3: Lasers, Laser Radial & Laser 4.7**
 - **Start 4: Handicaps of GL 1101 or higher (incl. Solos)**
- **New procedure if you change the course having posted it:**
 - **Fly flag L with 1 sound signal & leave it up until the finish (see P15)**
- **Great Lakes handicaps being used**

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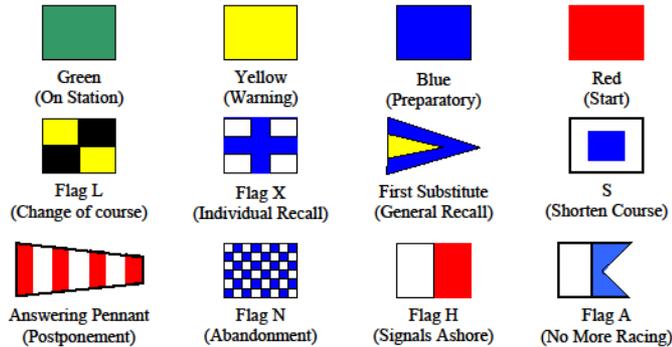
1. PREPARATION

1. **Read the instructions** (based on this & available online)
2. **Look on Wind Guru / XC Weather to see the forecast**
3. **Turn up by 6pm at the latest** (5.30pm on first & last 2 Wednesdays)
4. **Put out the 4 signing on sheets**
5. **Meet the team** (assess experience etc) – if they don't all turn up, 2 is quite sufficient to run racing. If there's only you, talk to Dave, Will, Jeremy
6. **Talk to bosun** (issues for the day – other use of the water, training, etc)
7. **Get the equipment together** (see next page)
8. **Put on appropriate clothes** – warm layers, waterproofs & buoyancy aid (wetsuits not advisable; can borrow waterproofs from club)
9. **Briefed on committee boat by bosun** (all 18+ can drive, unless bosun says otherwise based on experience / conditions, but must be briefed)

GET THE EQUIPMENT TOGETHER

Required on Boat (Wednesday)

Flags Required



Other Requirements

- Start Boards 1-4
- Course Letters
- Stop Watch (preferably 2)
- Paperwork (maps of lake, lap / finish sheets, blank paper)
- Burgee
- Pencils or Pens

Check you've got everything
Specifically check the flags:

- **Never just take what's in the box**
- **Always check they can "fly"** – have rope & attachments, are attached to the rope
- **X & First Substitute are on either end of a pole** (so they can be raised quickly if individual or general recall)

Check stopwatches are working / you know how to use them

Bosun will provide:

- **Start mark**
- **Yellow cylindrical moveable mark**

2. SET THE COURSE

1. **Identify the wind direction & strength** – taking note of forecast changes in strength & direction
2. **Have a look at the course options on page 12**
3. **Get on the water early**
4. **Think about the length of the course**

Race

Intended length

First start lap

Wed

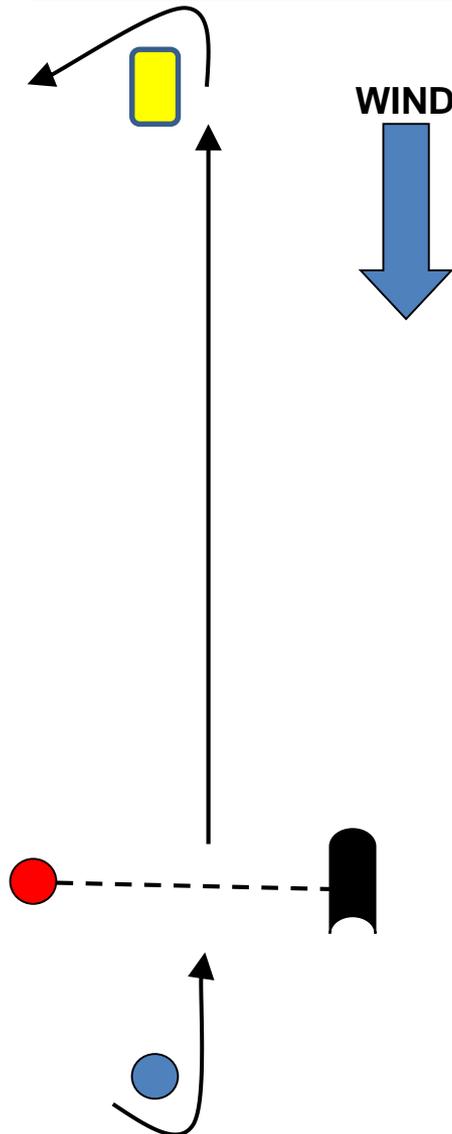
c. 50 mins (depending on light)

c. 15 mins

5. **Identify the core part of the course**

- **Leeward & windward marks** (try to avoid windward shore under hill)
- **Recommended use yellow moveable mark as windward mark** (can be in exactly right direction & distance & can be moved up to sequence start)
- **Leave the first mark to port** (unless specific need to do otherwise)

THE CORE PART OF THE COURSE



The start line would normally be a short way to windward of the leeward mark using the start buoy.

It would then become the “gate” & finishing line for **everyone on Wednesdays.**

Starting off at a Club mark is not an option as everyone is doing an average lap race, so need to start & finish at the same place.

Windward mark recommended to be **yellow cylindrical moveable mark** (this can be moved up until the start sequence to give the best beat).

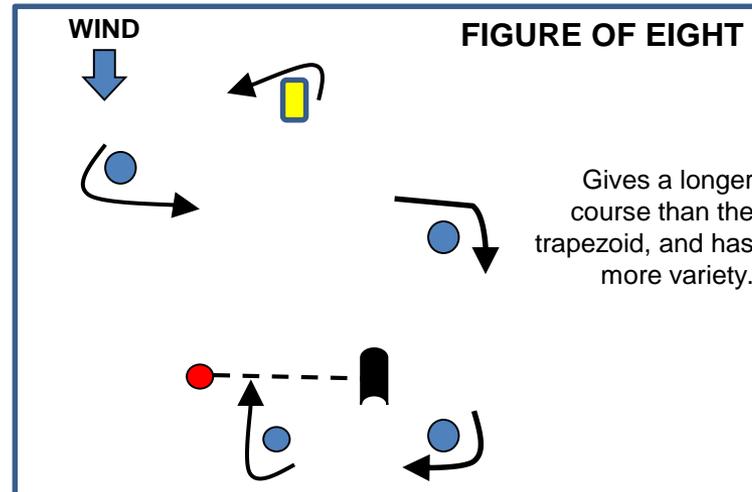
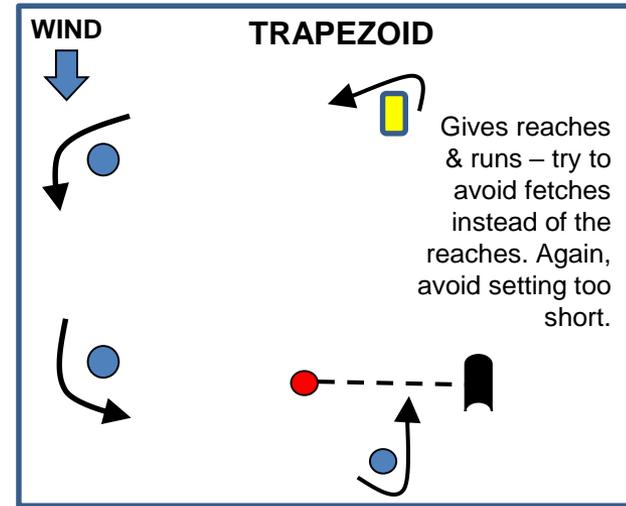
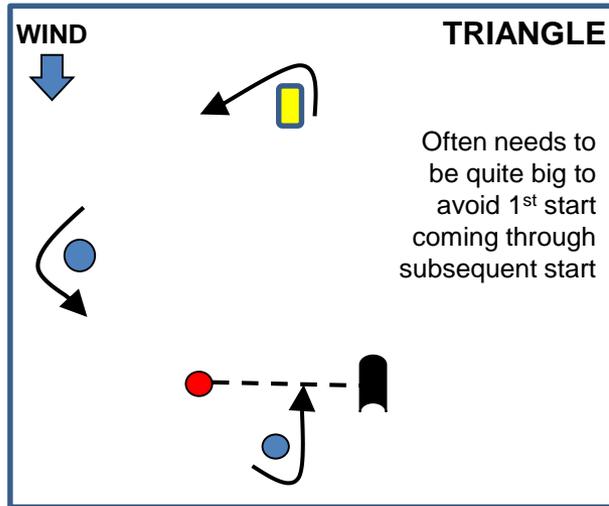
CREATING THE REST OF THE COURSE

1. Try to keep course away from a windward shore. Avoid:
 - C, D or E in a northerly
 - K, OL, J in a southerly
2. Recommended to use yellow cylindrical moveable mark
3. Other points:
 - Fetches – try to avoid
 - Reaches – tight or broad, depending on wind conditions
 - Runs – try to include a dead run, but consider avoiding when really windy
 - Marks – if a mark could be rounded either side it probably shouldn't be in (unless keeping away from shallows)

Windstrength	Beam reaches	Broad reaches	Runs	Gybes
Up to 8mph	Short / not many	Avoid	Dead runs please	Yes
8 – 15 mph	Yes	Short / not many	Dead runs please	Yes
15-25 mph	Short / not many	Yes please	Not many	Not near the walls
25+ mph	No	135 degrees is good	Avoid	Avoid, Not near the walls

SOME COURSE OPTIONS

You might like to consider some of these, or a combination of them:



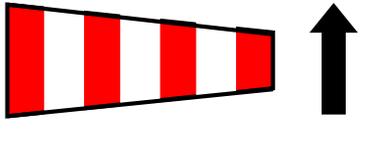
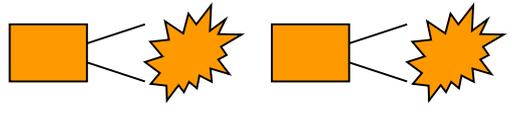
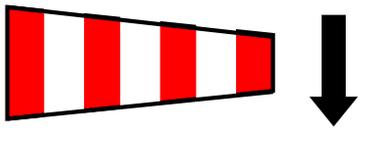
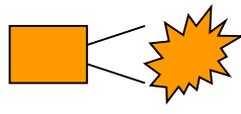
3. SET THE START LINE & PUT UP THE COURSE

- 1. Anchor committee boat having checked the depth**
 - **No more than 10 metres deep** (particularly if windy)
 - **Let out 3 times depth in chain** (particularly if windy)
 - **First 2 metres painted red, then marked in red every 5 metres**
 - **Drop mud weight astern to stabilise boat**
- 2. Put up start line pole (port gunwale) with on-station flag (green)**
- 3. Ask bosun to drop start buoy & mobile mark (if using)**
- 4. Instruct them to drop red start buoy – ideally giving very slight port bias & a length of 1.5 x number of boats in largest fleet x their boat length**
- 5. Put up the course, double checking:**
 - **You have the start mark shown** (top line)
 - **Each buoy is the right colour** (red leave to port, green to starboard)
 - **You include the gate**
- 6. Display the course** (tied so that it faces outwards, away from the line)
- 7. Attach the flags to stern rigging in the order you will use them**

POSTPONEMENT

You may postpone a race **at any stage** before the starting signal, either ashore or from the committee boat, for a variety of reasons:

- Usually when the wind is either too strong, too light or too unstable for you to run a fair race (you would often do this onshore)
- Or when you just aren't ready in time
- Or there is a major wind shift which makes a mockery of your course

<p>Raise AP with 2 sound signals & lower all other flags</p>		
<p>When resolved, lower AP with 1 sound signal</p>		
<p>If postponed ashore: Start sequence 30+ minutes later If postpone from committee boat: Start sequence 1 minute later</p>		

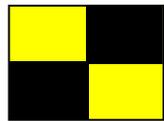
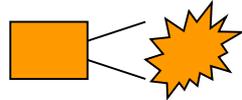
You can clarify your postponement by raising under it: **Flag H** (signals ashore); **Flag A** (no more racing); **Numeral Pennant** (no. of hours postponed)

CHANGING THE COURSE

Sometimes it will want to change the course after you have put it up:

- There is a major wind shift which makes a mockery of your course
- You spot that you put the course up wrong

You must do this **BEFORE** you start the start sequence **OR POSTPONE** the start sequence to do it

Take down the original course		
Put up the new course		
As you display the new course, raise Flag L with 1 sound signal	 	
Keep flag L raised till the finish		

4. RUN THE SEQUENCE

- 1. Allocate the roles**
 - **Stop watch, Hooter, Flags, Line** (usually chief OOD), **Start no. board**
- 2. Put out the sequence where all can see it**
- 3. Stop watch** (ideally have 2 stop watches running):
 - **Call time every 30 secs** – how long till next action, what next action is (& isn't) – e.g. red flag down, no hooter; red flag up, hooter
 - **In final minute before any action, every 15 seconds**
 - **In final 10 seconds before any action, count down by second**
 - **All in a very loud voice so everyone can hear**
 - **Leave watch running for the whole race**
- 4. Hooter: Loud, long hoot when required**
- 5. Flags: Up or down at exact time** – this is what the time is set by, the hooter is only to draw attention to the flags
- 6. Line: Commentary if someone likely to be over; if so, immediately say:**
 - **One extra hoot, flag X** (record all numbers over, if poss. shout numbers, check those that return & record those that don't as OCS)
 - **Or: Two extra hoots, first substitute** (general recall)

THE SEQUENCE

Draycote Starting System

Time	Flags		Sound	Number Board	
	Up	Down		Take off	Put on
When boat On Station		↑			
0 min		↑			
1 min		↑			← 1
3 min			↓		
4 min		↑		1 →	← 2
6 min			↓		
7 min		↑		2 →	← 3
9 min			↓		
10 min		↑		3 →	← 4
12 min			↓		
13 min		↑		4 →	← 5
THAT'S IT FOR SUN RACE 2 & WEDNESDAY (EXCEPT GENERAL RECALLS)					

Draycote Starting System

Time	Flags		Sound	Number Board	
	Up	Down		Take off	Put on
15 min			↓		
16 min		↑		5 →	← 6
18 min			↓		
19 min		↑		6 →	
THAT'S IT FOR SUN RACE 1 (EXCEPT GENERAL RECALLS)					

In the case of a general recall, just continue the sequence for each fleet in turn (for example):

19 min		↑		6 →	← R ¹
21 min			↓		
22 min		↑		R →	

¹ Where R= Restarted Fleet Number

PREMATURE STARTERS

Individual & General Recalls

Individual Recall: If all premature starters identifiable

Raise flag "X" with One <u>extra</u> sound signal	 ↑	
When offender has returned, or after two minutes, Lower "X"	 ↓	

Record all numbers that were over and, if possible, shout out their numbers. Check off those that return & re-start; record those that do not as OCS.

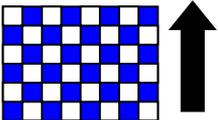
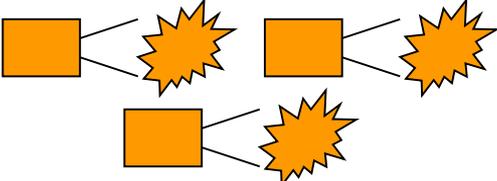
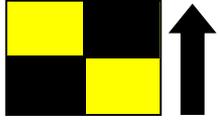
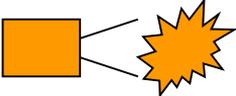
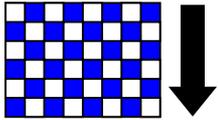
General Recall: If not all identifiable

Raise First Substitute with Two <u>extra</u> sound signals	 ↑	
After two minutes lower First Substitute. Fleet goes to the end of the starting sequence	 ↓	

ABANDONMENT

You may abandon a race at any stage after the starting signal, for a variety of reasons:

- Usually when you are instructed by the bosun to abandon a race because of the conditions
- Or because a major wind shift which makes a mockery of the race

<p>Raise flag N with 3 sound signals & lower all other flags</p>		
<p>If you change the course (see P15)</p>		
<p>When resolved (& on station), lower flag N with 1 sound signal</p>		
<p>Start sequence 1 minute later</p>		

You can clarify your abandonment by also raising Flag H (signals ashore) or Flag A (no more racing)

5. RECORDING BOATS EACH LAP

Using the Lap / Finishing Sheet:

- Record **every** boat (and its time) as it goes through the gate **each lap** in the order it goes through (no need to keep fleets separate)
- Just keep recording them in order – you don't need to find the last time they went through, just write them down on the next line

6. FINISH THE RACE

- 1. Decide when you are going to shorten** (taking into account if the wind is dying or light fading & instructions from the Club Manager / Bosun) – **no need to worry about fleets, you just shorten everyone**
- 2. Raise the S flag with two hoots shortly after the boat before the one you are going to shorten has been through the line & before the one you are going to shorten has**
- 3. Try to hoot for each finisher** (but not essential)
- 4. Carry on writing down each boat** (and its time) **as it goes through the finishing line on the Lap / Finishing sheet** (if there is a whole bunch of boats together you may not have time to put a time against every one – just make sure you get the order that they finish & as many times as possible)

BUT consider finishing the very slow boats before you shorten everyone else if they would take ages to finish – just give them a hoot & record their time – no need for flags

7. PRODUCE THE RESULTS

Don't just leave the Lap / Finish sheet

- 1. Starting from the last finisher, transfer their finishing time from the Lap / Finish sheet onto the appropriate signing on sheet and then go back through the Lap / Finish sheet counting the number of times they went through the line (including at the finish) & record this as the number of laps on the signing on sheet (suggest you put a tick against each one you count)**
- 2. Repeat this through all the finishers until all lines on the Lap / Finish sheet are ticked**
 - There is no need to work out actual time racing**
 - Just record the time on the stopwatch**
 - The handicap results person will take off time before their start**
- 3. Leave these in the OD box with the completed Duty Officer's Report**

PROTESTS

- **If a protest or request for redress is submitted, it is not the OOD's responsibility to sort it out** (partly because a request for redress will usually be against you!)
- **There is a "Protest Kit" (green box) available in the Race Box which provides instructions about Rules Disputes, which provides for options of an Advisory Hearing, RYA Arbitration & Protests, & has protest forms**
- **You should provide a protest form for anyone wishing to submit one, & you should note what time the last boat finished in the protested race**
- **When you are given the completed form, note on it both when the last boat finished & what time you were given the completed form**
- **You should talk to one of the following, who will take it from there:**
 - **The RCS, a member of the Committee or Club Manager**
- **If none of these are available, leave the completed protest form with all the other paperwork in the office**