

RSC CLUB RACE OFFICERS' GUIDE

How to be a success:

- 1) Get there early:
 - 1.5 hrs before the start
 - Check your equipment
 - Locate your race team
 - Start to watch the wind and read the weather forecast.
 - On the water 1 hour before the start.

- 2) Course Area:
 - Liaise with office as to other water users & their location
 - The whole water is now the 'Club Racing Area'
 - Use the guide Area & Course to determine the best available area for a given wind direction.

- 3) Set a good course
 - The guide Area & Course offers possible courses for each recommended area and wind direction.
 - Set the windward mark directly to windward if possible
 - If the wind is flicking right to left, set for the MEAN. (i.e. Shifts to due N and to due W, set windward mark in the NW direction)
 - Try and set one race with a different course. Swapping Race 3 to a windward / leeward course gives variety and makes for shorter laps and thus easier to gauge the finish.
 - If possible Cats to have a different windward and leeward mark.

- 4) Position the Gate
 - 3-5 boat lengths upwind of the leeward mark.
 - The leeward mark should bisect the line ideally.
 - 5 degrees of port bias

- 5) Race length
 - Average lap times are used so boats can sail differing number of laps.
 - 40 minutes as a minimum for the leaders.
 - All boats finished within 60 mins.
 - Stragglers can be finished away from the line, by a RIB flying W flag (See Club SI's 14.4)

- 6) Race results
 - Record lap times for every boat on every lap.
 - Organise your team, so everyone knows their job, particularly the results recorder.
 - Use a Dictaphone if required at finishes.
 - Scan the results of the race as soon as possible after the finish to identify any obvious errors.

Before Going Afloat

The RSC office will provide information on:

- 1) Which committee boat?
- 2) Who is the Duty coxswain and what is their call-sign?
- 3) What other groups are using the water that day. Who has precedent? The name and call sign of the organiser of each group?
- 4) The weather forecast.
- 5) Any other considerations e.g. Are there any Club fixed marks missing? Any health & safety issues?

Collect from the office:

- 1) ODD equipment box
- 2) Large race sheets for use for lap scoring and finish time.
- 3) A handheld radio from the office.

Liaise with the Coxswain (in person or via radio):

- 1) What rescue facilities are available?
- 2) Is there a RIB allocated for club racing?
 - a. What is their name and call sign?
 - b. Are they happy to lay marks if necessary?
- 3) Are there any health & safety considerations you need to be aware of?

Liaise with organisers of other groups (in person or via radio):

- 1) Ascertain what area each group is ideally looking to use?
- 2) Advise them as to the area(s) you are considering using for club racing

Brief your team:

- 1) Ascertain their previous experience and which roles they might be best suited for on the committee boat.
- 2) Ask their advice as to possible course areas and potential courses.
- 3) Are there any health & safety considerations you need to be aware of?

On board the committee boat:

1. Start the engine – if there is a problem best to know ASAP.
2. Check you have all the necessary flags.
3. Check the onboard radio
4. Check the hooter and the hand-held horns.
5. Check you have an outer distance mark (ODM) and if not does your coxswain have one onboard?
6. Consider taking out a yellow or black Buoy to use as a Windward Mark or Leeward Mark, sometimes this gives a better choice.

Race schedule

Sundays AM

<u>Race Number</u>	<u>Start time</u>	<u>Duration</u>
Race 1	11am	30 mins for the leaders
Race 2	Back to back	40 mins for the leaders
Race 3	Back to back	40 mins for the leaders

Sundays PM







<u>Race Number</u>	<u>Start time</u>	<u>Duration</u>
Race 1	2.30pm	1 -2 hours for the leaders



Thursday Evenings

<u>Race Number</u>	<u>Start time</u>	<u>Duration</u>
Race 1	7.00pm	45 minutes for the leaders – light permitting.









- NB. 1) Off the water time is 30 minutes before sunset
 2) Start times may vary.

The Start – Sundays

<u>Timing</u>	<u>Flags</u>	<u>Meaning</u>
0 Mins	RAISE: 	6 minutes warning signal for CATS, ASSY & CRUISERS.
3 Mins	RAISE:  AND 	3 minutes warning signal for CATS, ASSY & CRUISERS. 6 minutes warning signal for DINGHIES
6 Mins	LOWER: 	Start for CATS, ASSY & CRUISERS. 3 minutes warning signal for DINGHIES
9 Mins	LOWER  AND 	Start for DINGHIES.

<u>Individual Recall</u>	<u>General Recall</u>
<p>1 hoot and raise:</p>  <p>Fly for 1 minute or until all boats that were over the line, have returned to the starting side of the start line</p>	<p>2 hoots and raise</p>  <p>Fly until 1 before the next starting signal.</p>

The Start – Thursdays

<u>Timing</u>	<u>Flags</u>	<u>Meaning</u>
0 Mins	RAISE: 	6 minutes warning signal for CATS, ASSY & CRUISERS.
3 Mins	RAISE:  AND 	3 minutes warning signal for CATS, ASSY & CRUISERS. 6 minutes warning signal for LASERS
6 Mins	RAISE:  LOWER: 	Start for CATS, ASSY & CRUISERS. 3 minutes warning signal for LASERS 6 minutes warning signal for DINGHIES
9 Mins	LOWER: 	Start for LASERS 3 minutes warning signal dinghies.
12 Mins	LOWER  AND 	Start for DINGHIES.

The Finish

As there is not a requirement to specify the number of laps for each class, all classes will be finished using the shorten course signal.

Shortening the first class:

As the leader rounds the final mark before the finish:

TWO SOUND SIGNALS +

RAISE FLAG S



AND

THE CLASS FLAG OF THE CLASS IN QUESTION.

Shortening subsequent classes:

As the leader rounds the final mark before the finish:

TWO SOUND SIGNALS +

RAISE THE CLASS FLAG OF THE CLASS IN QUESTION.

(FLAG S will already be flying).