



Melton Mowbray Sailing Club

Sailing Instructions

March 2009

Version 1.0

Pursuit Race

The objective of a pursuit race is that if boats of different classes are sailed by crews of equal ability, then all boats should cross the finishing line together, having started at different times related to the *Portsmouth Number (PN)* of their boats.

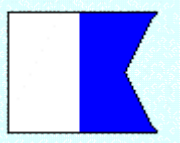





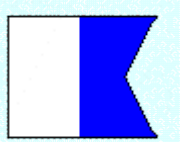



MMSC has decided that a boat shall race for a time equivalent to its PY number multiplied by 3 seconds. For example, a boat with PY of 1200 will race for exactly one hour (1200 x 3). Boats faster than this (lower PY) will start later and hence race for a shorter time. Boats slower than this (higher PY) will start earlier and race for a longer time.

Preliminary

All competing boats must sign-on 20 minutes before the scheduled start time. Also place a tick in the appropriate *starting* row in the *Pursuit Race Sequence Form* (see page 8). **Do this before rigging your boat.**

The race officer will publish the *numbered* list of start times **15 minutes** before the scheduled race time using the *Pursuit Race Sequence Form*.

Start Sequence

			Sequence Board
5 Minutes before Start	A  ↑	1 Sound Signal 	1
4 Minutes before Start	P  ↑	1 Sound Signal 	1
1 Minute before Start	P  ↓	1 Sound Signal 	1
START 1	A  ↓	1 Sound Signal 	Change to 2
START 2		1 Sound Signal 	Change to 3
START 3		1 Sound Signal 	Change to 4
Etc.			

Individual Recalls



If one or more boats are over the line then the X flag will be raised accompanied by one sound signal . All boats over the line must restart by completely returning to the pre-start side of the line. The X flag will remain hoisted until all boats that were over the line have returned to the pre-start side of the start line.

The rescue boat or line watch person (who may be on a bank) may also raise the flag.

Mark Rounding

Room must be given to an inside overlapped boat if the overlap is established when the lead boat reaches the **two boat lengths zone** zone around the mark, except *at a windward mark when boats are on opposite tacks*.

This overrides rule 18 of the Racing Rules of Sailing (2009 to 2012) in accordance with rule 86.1(b).

Race Finish



When the finish siren sounds, the rescue boat will start with the lead boat and then work backwards through the fleet recording the positions of each boat. **The race is finished once the siren sounds, therefore all boats must maintain their position until their position has been recorded by the rescue boat.**

Race Finish (Alternate)



If the rescue boat(s) are not available to finish the race when the finish siren sounds, the race office may elect to finish the race at one of the club-house finish lines.



If the alternate finish is to be used, then the S flag will be raised. A second siren signal will sound immediately **after** the finish siren.

All boats are then to continue sailing the course **and hold their position against other boats** until they have crossed the finishing line.

Handicap Race









All boats will start at the same time but their finishing times will be adjusted by the boats' Portsmouth Number (PN) so that all boats that are sailed by crews of equal ability will have the same corrected finishing time.

Preliminary

All competing boats must sign-on 20 minutes before the scheduled start time.

Do this before rigging your boat.

Start Sequence

5 Minutes before Start	A  ↑	1 Sound Signal 
4 Minutes before Start	P  ↑	1 Sound Signal 
1 Minute before Start	P  ↓	1 Sound Signal 
START 1	A  ↓	1 Sound Signal 

Individual Recalls



If one or more boats are over the line then the X flag will be raised accompanied by one sound signal. All boats over the line must restart by completely returning to the pre-start side of the line. This flag will remain up until all offending boats have restarted.

The rescue boat or line watch person (who may be on a bank) may also raise the flag.

General Recall



If there are a large number of boats over the line then the race may be restarted. The 1st Substitute will be raised accompanied by 2 sound signals. All boats should return to the starting area. When the race is ready to be restarted, the 1st substitute will be lowered, accompanied by 1 sound signal. The start sequence will re-commence 1 minute later.

The rescue boat or line watch person (who may be on a bank) may also raise the flag.

Mark Rounding

Room must be given to an inside overlapped boat if the overlap is established when the lead boat reaches the **two boat lengths zone** around the mark, except *at a windward mark when boats are on opposite tacks*.

This overrides rule 18 of the Racing Rules of Sailing (2009 to 2012) in accordance with rule 86.1(b).

Shortened Course



To indicate a shortened course, the S flag will be raised accompanied by two sound signals as the lead boat rounds the mark before the finish.

The finish line may be different to the line specified on the course board, when it will be between a mark of the course and a staff displaying the S flag.

The finish



As each boat (that has started correctly) crosses the finish line, the race officer will give one sound signal, normally using the bell. The boat's finish time will be recorded.

Any boat finishing more than 30 minutes after the lead boat will be scored as *did not finish (DNF)*.

Average Lap Racing

The objective of average lap racing (ALR) is to give fairer racing, particularly when boats from a wide range of PNs are racing together, by requiring all boats to sail for about the same time period, and so experience generally the same wind and current conditions. Based on the number of laps of the course each boat sails during the period, their elapsed times are factored to represent the times they would have taken to sail the same number of laps as the fastest boat. These factored times are then corrected in the normal way using the appropriate *Portsmouth Numbers*.

The disadvantages for ALR are that the race officers have to be very vigilant to ensure correct lap counting and it is difficult to assess relative positions. However, it does allow the race to be finished on time.

The course should be small enough so that, under the expected conditions, the slowest boats would do at least 3 laps. The start and finish line should be the same.

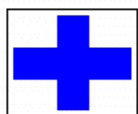
Preliminary

All competing boats must sign-on 20 minutes before the scheduled start time.
Do this before rigging your boat.

Start Sequence

The start sequence will be the same as for the handicap racing.

Individual Recalls



The individual recall procedure is the same as for handicap racing.



General Recall



The general recall procedure is that same as for handicap racing.



Mark Rounding

Room must be given to an inside overlapped boat if the overlap is established when the lead boat reaches the **two boat lengths zone** around the mark, except *at a windward mark when boats are on opposite tacks*.

This overrides rule 18 of the Racing Rules of Sailing (2009 to 2012) in accordance with rule 86.1(b).

Shortened Course



As each type of boat would be expected to sail a different number of laps, it is not practical to state the number of laps to be sailed on the course board. Therefore, the shortened course sequence will be started as **any** boat rounds the mark before the finish.

The S flag will be raised, accompanied by two sound signals. All boats will then be finished as they cross the finish line, regardless of the number of laps they sailed.

The finish line must be at the end of a complete lap.

The finish



The finish line should be the same as the start line so that all boats sail complete laps. As each boat (that has started correctly) crosses the finish line, the race officer will give one sound signal, normally using the bell. The boats finish time and number of completed laps will be recorded.

Any boat finishing more than 20 minutes after the lead boat will be scored as *did not finish (DNF)*.

Course Setting Guidelines

The following guidelines should ensure that the course is

- enjoyable to sail,
- does not give one type of boat an advantage over another and
- conforms to recognised best practice.

The start and 1st leg

The most important part of the race is the start and the 1st leg so it is important to get this bit right.

- The 1st leg should always be to windward, thus ensuring that the boats need to tack in order to reach the 1st mark. It is on a beat that the differences in boat abilities are most apparent; a race that starts on a reach or run could result in chaos at the 1st mark as the whole fleet arrives at the same time.
- The start line should be set approximately at **right angles to the wind** and not at right angles to the course to be sailed. Aim for a 10 degree bias towards the port end.
- When the wind is coming from across the island, the wind can blow from marks 3 & 4 to the club house *and* from marks 5 & 6 to the club house. The mixing of the winds in the jetty area often make it impossible to set an accurate start line in this area so the start line should be further up the lake towards 5/6 or towards 3/4.
- It is often not possible to establish the true wind direction from the jetty area – this must be done from the rescue boats.
- The length of the start line should be long enough for all boats to start *at the same time*; there is no reason to set a short start line.

The rest of the course

- Buoy 7 should be used as a mark *only* if it is to be rounded (∩) but it should not be set as a mark if it is to be passed (↑). For example, setting a course from 2P, 7P, 6P would mean that boats are sailing from 2 to 6 and having to keep to the right hand side of 7. This forces all boats to one side of the lake resulting in a follow-my-leader race.
- Avoid setting a course in dead areas – if necessary pull marks away from the bank or use the blue buoys as additional marks (they don't have to be used just as start lines).
- If possible, set a 2nd beat.

Pursuit Race Sequence Form Version 1.0

Classes	Starting (tick)	Racing Duration	Start Number	Start Time
Optimist		82 ½		
Cadet		71 ½		
Mirror (helm and crew)		69 ½		
Mirror (single-handed)		68 ½		
Heron		67 ½		
Topper		64 ½		
Laser Pico		63		
Topaz Uno		60 ½		
RS Feva XL, Bosun		60		
RS Feva		59 ½		
Miracle, Splash, Laser 4.7, Topas Duo		59		
British Moth, Graduate, Comet		58 ½		
Solo, Streaker, Byte, Firefly		58		
Lightning 368		57 ½		
Byte C11, Europe		57		
Wanderer, GP14		56 ½		
Enterprise, Leader		56		
OK, Leader (single handed)		55 ½		
Wayfarer, Laser Radial,		55		
Comet Trio, 405, 420, SeaFly, 12, Laser 2000		54 ½		
Topaz Omega, Laser Stratos, Laser, RS Vision		54		
Lark, Finn, Albacore		53 ½		
Scorpion, Super Nova, RS 200		53		
Blaze		52 ½		
RS Vareo, Laser 2, Kestrel, Phantom		52		
Laser 3000, 12 SQM Sharpie		51 ½		
Tasar, Merlin Rocket		51		
Laser EPS, Buzz		50 ½		
RS 300		50		
Contender		49 ½		
Fireball		49		

Competitors: Place a tick in the *starting* column. Only one tick per row is required.

Race Officer: Once all competitors have signed-on, add a start number (1,2,3 etc.) in all rows that are ticked, starting from the top and then enter start times relative to start number 1.

Example: 1st start is a Topper, 2nd start is an Enterprise. An Enterprise starts 8 ½ (64½ – 56) minutes after the topper so start time for Topper = 00:00 and for the Enterprise = 08:30.