

Shropshire Sailing Club

Race Officer Training

17th May 2008

Preparation

🔹 Week before

- 🔹 contact AOD and Rescue (Monthly Duty Officer for help)
- 🔹 read OOD Instructions (on website)
- 🔹 check race start times (see Programme)

🔹 On the day

- 🔹 get weather forecast
- 🔹 bring warm / cool clothing, food and drink, suncream, hat, waterproofs, buoyancy aid, and sailing watch
- 🔹 arrive early !! Recommend before 10am

On Arrival

- ◆ Unlock, turn on power and heaters
- ◆ Liase with Rescue – check VHF's working and boat prepared (anchor, throwing line, plenty of fuel)
- ◆ Start Committee Boat and prepare (see next slide)
- ◆ Get OOD box out of back room (black metal tin)
- ◆ Raise Ensign on flagpole
- ◆ Fill out and display Race Entry Sheets for the day
- ◆ Power on PC, screen and printer
- ◆ Determine course for 1st race and display on board
- ◆ Check for other activities on the water, eg RYA training and agree on sailing areas that minimise risk of collision

Prepare Committee Boat

Normally use Charity, otherwise Dory (check anchor)

- ◆ VHF radio
- ◆ electric air horn (back room)
- ◆ spare mouth-blown horn / whistle / bell (OOD box)
- ◆ mast and flags (nissen hut)
- ◆ Pink starting mark (Surf Hut)
- ◆ Course Board and numbers (boat house)
- ◆ spare stop watch
- ◆ waterproofs
- ◆ buoyancy aid
- ◆ woolly hat / sun hat
- ◆ snacks (food & drink)
- ◆ pencils, pens
- ◆ clipboard and Race Recording sheets (see RMS)

Courses

- ◆ Avoid wind shadows (move windward marks inwards)
- ◆ Pursuit - use as many marks as possible
- ◆ Handicap Average Lap Time – use 3 or 4 marks, giving about 10 mins / lap (triangle or trapezoid, to port is ideal)
- ◆ Include runs as well as reaches
- ◆ Use course board on Committee Boat
- ◆ Set unbiased Start Line, one boat length per boat
- ◆ For ALT – use Pink buoy and set line about 5 boat lengths up from leeward mark

Race Management System

See detailed instructions on side of PC

- Enter details of competitors from Race Entry sheet
- Print Pursuit Start times
- Print Race Recording Sheets

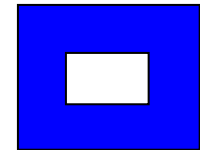
Starting the Race

Try to keep close to scheduled start times

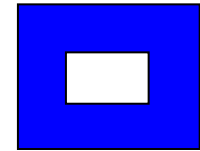
At -5 minutes - Warning signal CODE FLAG R



At -4 minutes - Preparatory signal CODE FLAG P



At -1 minute - LOWER CODE FLAG P



At Start (zero time) - LOWER CODE FLAG R

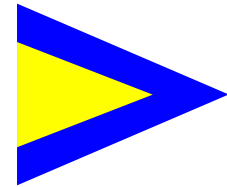


Starting the Race (cont)

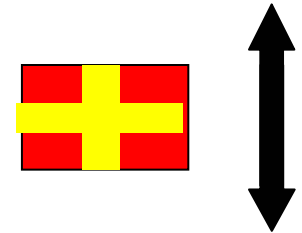
One or two boats over the line – CODE FLAG X
and call out boat numbers



Many boats over the line – 1st SUBSTITUTE



Pursuit Races – DIP CODE FLAG R for each
incremental start



Class Races – Individual starts and CODE FLAGS
at 3 minute intervals

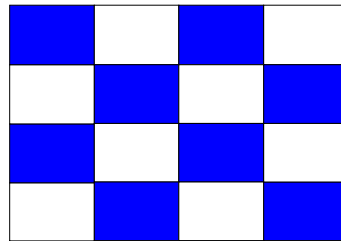
Race Control

- ◆ To remain in control of the race, the Race Officer must, at regular intervals, check:
 - ◆ Safety
 - ◆ the weather conditions (that the crews can handle stronger winds)
 - ◆ that safety craft are:
 - ◆ still operational,
 - ◆ are aware of boats which appear to be in trouble and,
 - ◆ are giving priority to people and not boats
 - ◆ Time and Recording of boats
 - ◆ calculate the approximate finishing time
 - ◆ recorder each boat as it completes a lap
 - ◆ keep track of the leader
 - ◆ keep track of tail-enders

Abandon

- You may Abandon a race for any of the following:
 - foul weather
 - insufficient wind, making it unlikely that any boat will finish within the time limit
 - a mark missing or out of place
 - any reason affecting safety, eg Rescue boat breakdown
 - any reason affecting fairness, eg Failure to record boat positions

CODE FLAG N



Finishing the Race

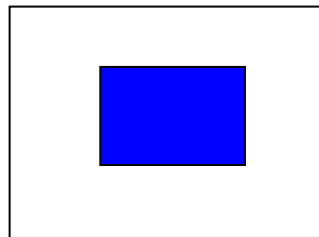
Pursuit Races – at predetermined time (typically 30 mins but beware Oppies and Mirrors)

Handicap ALT - approx 5 mins before scheduled end time (either 30 or 50 mins)

- when gap in the fleet
- or slowest boats approach

Class Races - at approx 50 mins, for individual Classes

CODE FLAG S



FINALLY

- ◆ Check people signed off
- ◆ Complete calculation of race results (see RMS instructions)
- ◆ Leave Sign On Sheets, Race Recording Sheets and final Results Sheet in the clip on the wall above the sign on desk
- ◆ Telephone or email race results to PAUL DUTTON, tel: 01939 200572, email: sed@duttons.fslife.co.uk
- ◆ Lower the Ensign
- ◆ Ensure that all equipment is returned to its correct place
- ◆ Put VHF's on charge
- ◆ Report any defects in equipment to the Power Boat Bosun
- ◆ Check beach and tidy up
- ◆ Lock up all buildings
- ◆ Turn off power

ENSURE THE LAST TO LEAVE LOCKS CLUBHOUSE AND GATE