Pursuit
Race instructions

- ❏ General Handicap (single fleet using PY numbers)

- ❏ Run from the Safety boat

- ❏ Get all competitors to sign on early

- ❏ Choose a suitable course for the fleet, triangle, sausage is ok but the control boat has to remember which lap everyone is on, trapezium can work or any variant. One option is to include a second upwind buoy for the sausage.

- ❏ 1 race (approx 60 minutes for the slowest boat)

- ❏ Once you know the boats that have signed on use the start time calculations https://lancingsc.org.uk/pursuit-race-start-time-calculations/ to work out who starts first.

- ❏ The first boat will have a 3-minute signal

- ❏ Safety boat requires a whistle or hand blown horn

- ❏ Do not run the race in strong wind conditions unless you have a second safety boat ready to manage any assistance required.

Organisation
Duties start 1.5 hours before race start

❑ ## Safety Boat and Race Officer Combined (RO) and Ass't RO:

- Take charge of all activities, including starting and running the racing, timekeeping, presentation of results and securing all the fittings, buildings and both compounds after racing
- Organise race signal boards, signing-on sheets,
- Write race info (e.g. who's on duty, race duration, forecast, HW) on whiteboard in club entrance foyer
- Switch on race box radio power supply at mains and set to 1W
- Prepare and check the radios (portables will switch on to the correct channel – make sure they are **set to 'L'**, not 'H',)

Before the Start

- Take all decisions regarding waterside activities; final decisions regarding racing rest with the RO
- Decide course and put relevant board, green or red, out.
- Decide on the number of safety boats required (minimum one on the water and a second boat with engine run up and ready at the top of the beach)

Briefing before launching

- Work out start times for competitors and if there is a sufficient gap give a 1 minute warning to each competitor
- Inform competitors of their start time and which boat starts before them
- Start times will be signalled by a blast on hooter or whistle from the safety boat which will be positioned at the pin end of the line to give an upwind start.
- Tell competitors that when the course is laid the starting sequence for the first boat will be indicated by five sound signals.
- Inform competitors that the safety boat may lay an additional mark to form a gate finish. They may also choose to make the gate between the safety boat and any mark of the course if appropriate.

Easter Series Guide

Before the start

- Helm and Crew (in this case doubling as RO and ARO)
  - Make ready one boat (full fuel tank in place, engine test run, marks on-board) and position on the beach
  - Make ready the other boat (full fuel tank in place, engine test run) and leave at the top of the beach
  - Take 2 radios (strapped on inside life-jackets) and burgee - hold handset ~15cm from mouth when speaking.
  - Take the sheet with the start times afloat in a waterproof container and take a waterproof pen or pencil to record DNCs, Retirements etc and finishes.
  - Note any problems with equipment and report later in Safety Log.
  - Get help launching - four helpers should be OK.
  - Take the number of buoys for the course with you plus one for the finish which you may or may not use.
  - When course is laid and you are ready to start make 5 sound signals to indicate that the first boat will start in 3 minutes (best to do this on a to coincide with a start at a five minute so that it is easy to work out exact start times.)

Starting

- Once you have started the first boat work down the list of starters
- Count each lap of each competitor

Finishing

- As you approach the time set by the race calculator, position the safety boat as near as possible to your estimate of the first boat crossing the finish line and drop the finish buoy and create a gate between the boat and the finish buoy. If you can do this using one of the existing marks of the course then do so.

- As each boat crosses this finish line make a sound signal and record their sail number or tick off on the sheet

Pursuit Race 2022

Organisation

❑ **Safety Boat**

  – Ensure all are safely ashore before safety boat lands

  – Remove marks from RIB but do not disconnect fuel tank

    • return marks to garage (you may choose to use the small marks in Rib 3 garage)

  – Run up engines that have been used in blue water tank to flush cooling system

  – Close fuel tank breather

  – Wash boats, external engine and controls, trolley - avoid getting water in engine air intake

  – Remove engine cover and spray with WD40 then replace

    • also spray remote control box

  – Drain ALL water before re-housing

  – Turn off battery isolator switches

  – Lock security posts garage and boat sheds

    • return keys

  – Radio handsets – switch off, wipe over with a damp cloth, then dry thoroughly and put into chargers / connect charging leads in Race box (ensure that they are charging)

  – Make comments in Safety Log on boats, equipment, incidents etc.

Organisation

- Check that all who started racing have been included in the results

- Put results sheet on notice board in foyer

- scan and email results to Will Apps willapps@me.com

- Tidy up race box after putting boards etc. away, leave board framework upright in corner, close shutter

- Switch off power supply but leave radio chargers on timer

- Lock up race box and check that annexe hut and gate are locked.

- Pull conveyor belting doubled up to the top of the beach

- Check that club is secure (or delegate) before leaving

Pursuit Race 2022