



LANCING SAILING CLUB



Wednesday Evening Series Races

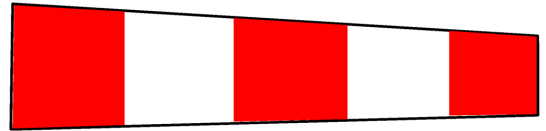
- General Handicap (single fleet)**
- Offset trapezoid course**
- 1 race (approx 60 minutes)**
- Average lap**
- Personal Handicaps see**
<https://lancingclub.org.uk/handicaps/>
- Fish & Chips at the club at 21:00 hrs**



Don't Panic

□ There's a problem before the first start signal:

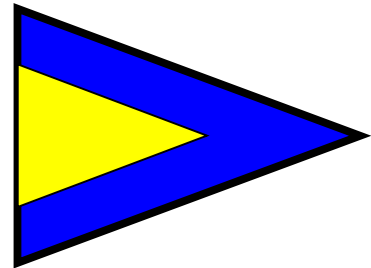
2 hoots +



- signal a postponement, then follow the procedure given on the 'Start page'

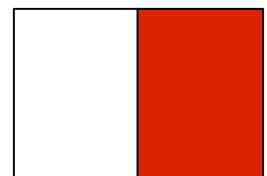
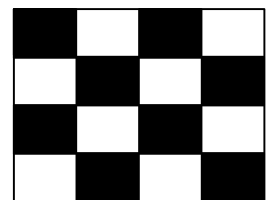
□ There's a problem after the start:

- signal a general recall 2 hoots +



□ Abandoning the race because of:

- error in starting procedure
 - foul weather
 - insufficient wind to finish within the time limit
 - a missing mark
 - anything affecting safety or fairness
- N / H with 3 hoots
- see RRS 32.1





Organisation

Duties start 1.5 hours before race start

☐ **Shore Team - Race Officer (RO) and Ass't RO:**

- Take charge of all shoreside 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, timesheets and fish'n'chip list
- 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
- Prepare and check the radios (portables will switch on to the correct channel – make sure they are **set to 'L'**, not 'H', set base station at 1W)
- Put the transit pole on the beach and align with start mark when laid
- Work together and liaise with the Helm and Crew on the RIB
- RO and Ass't should always stay on shore (unless RO organises replacements for them, in order to man the second RIB)

☐ **Safety Boat Helm and Crew:**

- Helm, in conjunction with RO on shore:
 - Take all decisions regarding waterside activities; final decisions regarding racing rest with the RO
 - Lay an offset trapezoidal course with windward start (where possible)
 - 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)
 - Ensure that safety boats are prepared and crews available
 - Stay at sea with the safety boat crew for rescue duties
- Helm and Crew
 - 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.
 - Note any problems with equipment and report later in Safety Log.
 - Get help launching - four helpers should be OK, but more are needed if it's very rough - if it's rough, you'll need to get the helpers to push you well out through the shore break - **no helpers, then no launch**



Please note:

- ◆ RO should ensure that the Safety Boat Helm and Crew are up to the conditions on the day and have adequate clothing
- ◆ Portable radios should be set to 'L' (not 'H')
- ◆ Each RIB to have **two** radios
 - ◆ *but only one switched on at a time!*

*If you would like **help or advice**, ask one of the **mentors**: see list on notice board in the race box.*

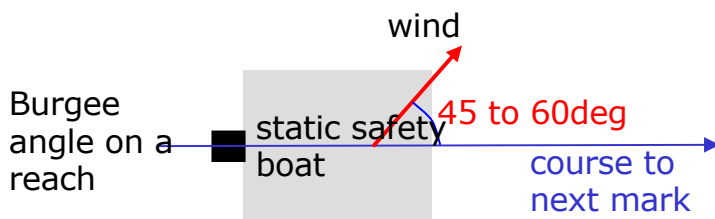
Don't Panic! - Use the Don't Panic sheet....



Course Laying

Offset Trapezium - also next page

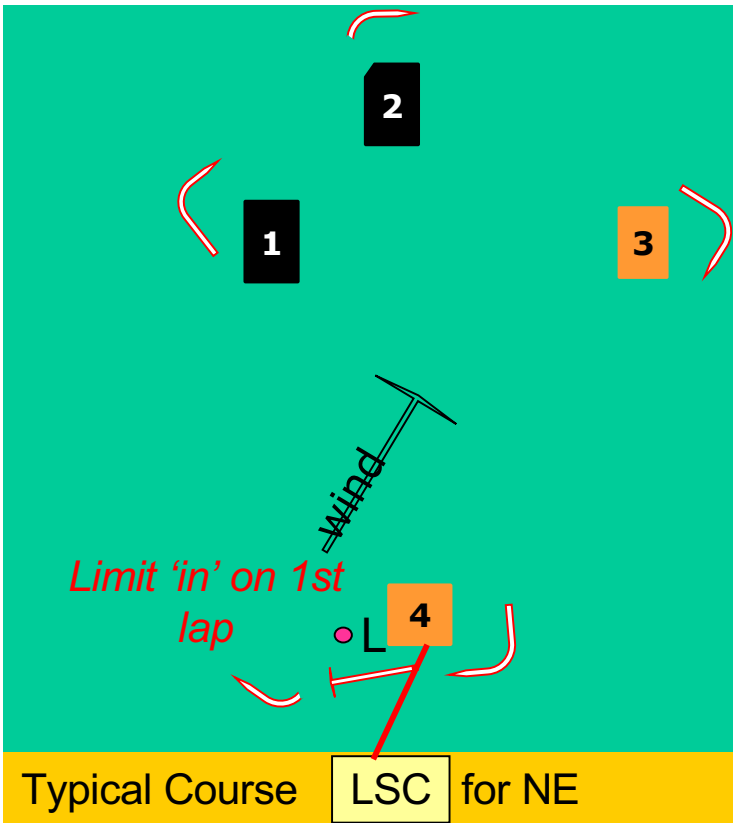
- ❑ Marks: anchor over the side first - make sure the rope and chain stream freely
- ❑ Start and finish buoys about 50m apart: check / adjust after laying the rest of the course, **to achieve an unbiased start line**
- ❑ **On-shore wind** within 0 to ~30 degrees of along-shore => **true start line at 90 degrees to the wind** (see green sectors on diagram below - use the burgee that you have with you) and **no need for the limit mark on lap 1 - position it slightly off-shore of the start mark**
- ❑ **Off-shore wind** or within ~60 degrees either side of square on-shore => **limit in on lap 1**, so lay the start line so that it takes an equal length of time to sail (beat, reach or run) from either end of the line to the limit mark, consistent with you being able to sight along the line from the Race Box. For NE or NW, angle the start line (dotted) back a little as shown; for onshore winds, ~SE through to ~SSW, angle the start line back at as small an angle to alongshore as possible (~60 degrees), but so that you can sight along the line from the race box. **For all cases where the limit is 'in', position the limit mark a bit in-shore of the start line mark.**
- ❑ **On-shore wind:** beat => fetch => run => reach
- ❑ **Off-shore wind:** reach => run => fetch => beat
- ❑ Windward mark roughly 2/3 of the way to Beecham's Buoy in a SW3 - aim for lap times of ~15-20 minutes for an average boat
- ❑ The **fetch** should be at 90 degrees to the direction of the wind (tide effect?)
- ❑ The **run** should be dead downwind (or with a tidal adjustment)
- ❑ With the safety boat static on the **reach** the burgee should point between 60 degrees (light wind) to 45 degrees (strong wind) from the line of the reach
 - if it's rough most boats will be surfing fast - so not too tight
- ❑ Check and adjust the start line bias, if needed
- ❑ Try to allow for the tide biasing the beat and reaches, especially at half tide springs and with light winds



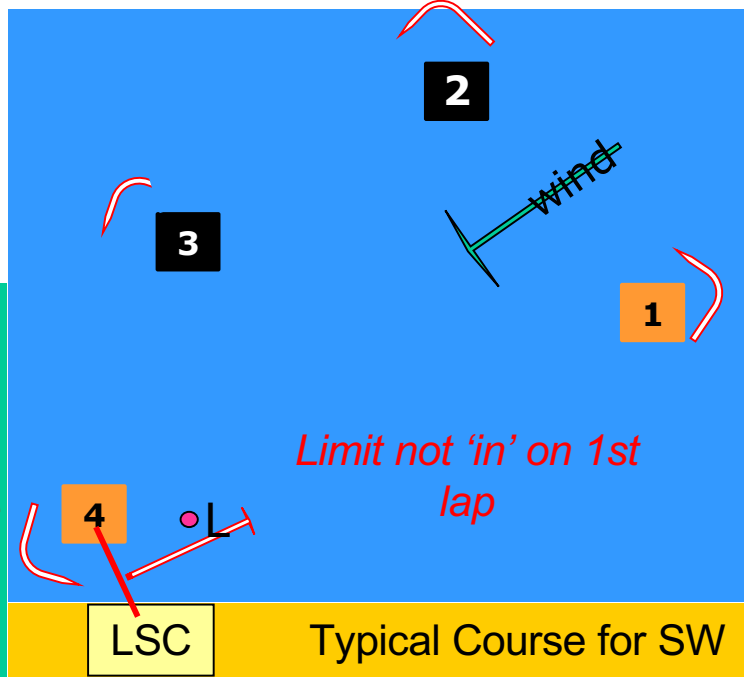


Course Laying

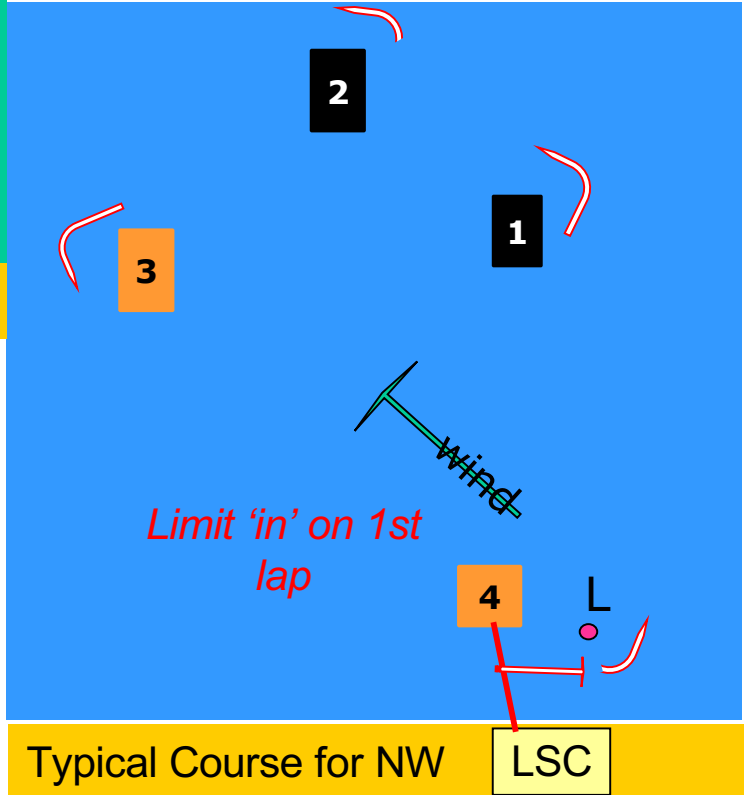
Offset Trapezium
use Black Marks for
outer leg (the run)



Course: L, 1, 2, 3, 4, L, 1, 2, 3, 4, L, etc..



Course: 1, 2, 3, 4, L, 1, 2, 3, 4, L, etc..



Course: L, 1, 2, 3, 4, L, 1, 2, 3, 4, L, etc..



Start

Boards displayed on West Balcony

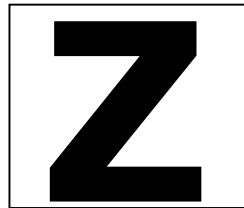
Marks to Port



or Starboard



Course Type



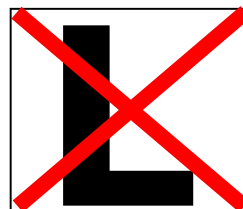
Do make
sure all
necessary
boards are
out on the
balcony,
hooked on
and ready
to use...

Limit Mark

- is a mark of the course
 - no board shown

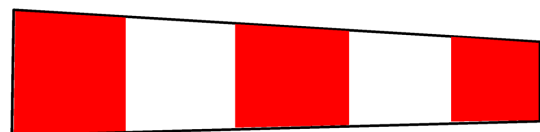


- is **not** a mark of the course on the 1st lap



Postponement: **AP**

- 2 hoots when shown
- 1 hoot when removed
- warning signal 3 minutes later



Change of Course: 'A'

- 4 hoots when displayed





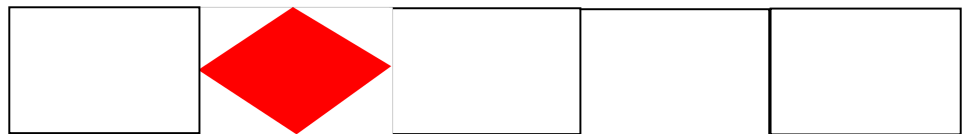
Start

Boards displayed on East Balcony

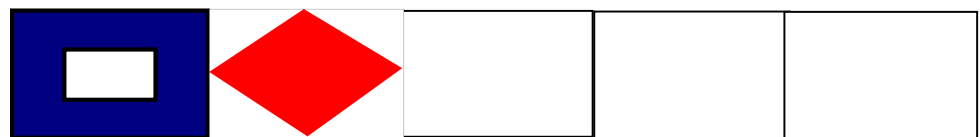
TIME

'F' = start time

F-6min



F-3min



F

Start



Make sure all boards are ready to use, including postpone and both recall boards!

***Top tip: write boat numbers down on the results sheet in the order that they complete the first lap: also include all who retired after 3 minutes before their start.**

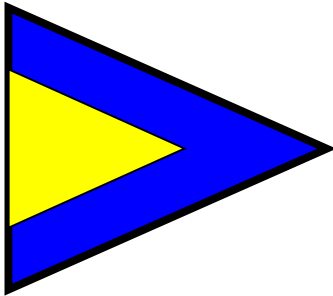


Recalls

Boards displayed on West Balcony

General recall

- 2 hoots when shown

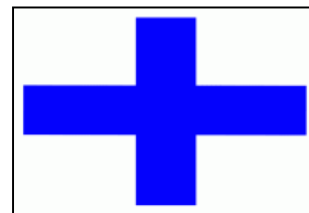


- there are no other starts, so withdrawn recall, warning and preparatory signals 2 minutes after recalled start
- • wait 1 minute
- • hoot once and display warning and preparatory
- signals together
- - 3 minutes to go to the start

Individual recall

- 1 hoot when shown

remove when boats have returned or after a reasonable time

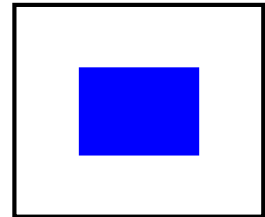


** As soon as the race has started phone through the fish and chip order. Arrange to collect the fish and chips about 8.30-8.45 depending on likely finish time



Finish

- After ~ 45 - 60 minutes
 - **start finishing**
 - display 'S' board on the West balcony



- 2 hoots when first boat to be finished rounds the penultimate mark
- hoot & flash the first 3
 - then flash only

Agree with the safety boat that marks can be recovered as the last boat rounds each mark, being aware of safety considerations first.



Organisation

□ Shore Team - Race Officer and Ass't RO:

- Ensure all are safely ashore before safety boat lands
- Assist in safety boat recovery / winch up beach
- Calculate results, using Personal Handicaps as per list. Check that the list on the board matches the latest

<https://lancingclub.org.uk/handicaps/>

$$\text{Corrected time} = \frac{\text{Total Elapsed time (seconds)} \times 1,000}{\text{Personal handicap} \times \text{number of laps}}$$

If no personal handicap exists use LCF

- Check that all who started racing have been included
- 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.
- Collect and distribute Fish and Chips
- Pull conveyor belting doubled up to the top of the beach
- Check that club is secure (or delegate) before leaving



Organisation

□ Safety Boat Helm and Crew:

- *Remove marks from RIB but do not disconnect fuel tank*
 - *return marks to 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. (discuss with RO – file in race box)***