

Race Officer Checklist Pursuit Racing - 2014

Ashore

Collect the Race Officers Pack from the Results tray at the foot of the office stairs
Put out two copies of the signing-on sheets after filling in the details at the top
Remind Coxswains this is a Pursuit Race.

Needed on the Committee Boat











Race Officers Pack with Pens and Results Sheets

Flags, Course Tiles - Letters + Numbers, Burgee – these are all kept on the Committee Boat

Fuel, Battery, Sound Signal, Outer Limit Mark – these will all be checked by the Coxswains

Set up the flags

(Set them all up and they should provide what you need for the day's racing)

On Station - on the mast Orange	
Handicap Flags Flag "R"	
Preparatory Flag "P" , "I" or "Black Flag"	  
Individual Recall - for identifiable boats OCS - 'over the line' Flag "X"	
General Recall - for larger group OCS - 'over the line' Flag "1st Sub"	
Postpone Flag "AP"	
Shorten Course Flag "S"	
Ready to Finish – on the mast Blue Flag	

Who's doing what?

- Timing and Sound Signals - see the instructions about the Automatic Timer.
- Flags – see the separate sheets for Flag and Sound Signals
- Minutes flip-folder .Be aware there is no sound signal at 3 or 2 before the start.
- Be sure to turn the number displayed on every minute!
- Checking Start Line and sail numbers of any 'over the line'
- Tracking the leading boat

Course Setting

- Talk to the Coxswains and agree a suitable position for the Committee Boat.
- The Start Line should be located approximately 1/3rd of the way up the first beat and at right-angles to the wind.

- Agree with the Coxswains the position of the OUTER LIMIT MARK (“the pin end”) at the port end of the start.
- Set a long enough course to avoid any chance of boats being lapped.
- **Review the line position using burgee.** Ask the Coxswains to reposition the Outer Limit Mark, if necessary.
- If the line is too starboard-biased, the fleet will bunch at Committee Boat end.
- If the line is too port-biased it is difficult for the fleet to cross the start line on starboard
- Aim to make the Windward Mark rounding to PORT - this avoids jams at the first rounding and makes for a fairer race. The Coxswains will move marks if needed.
- **DO NOT** Include **Line** in the course.
- No need to state number of laps required. This race is limited by time not laps.

Starting

- Use the flip-folder to show the next starting minute. This may be needed up to 26 minutes before the datum boat start!
- Start the race with a 5, 4, 1, Go sequence for the datum boat but note that other boats will be starting before the “start” time. See separate Pursuit Times Sheet.
- Record the class, and sail number of each boat and the minute on which they start.
- Start other fleets on the appropriate minutes - no flags, just a sound signal from the automatic timer.
- Note: occasionally there may not be a datum boat (Solo for 2014) competing, but do not change the start sequence as other fleets’ starting times are linked to the Solo handicap.

Finishing (Remember it may be a 45 minute or a 60 minute race)

- At 10 minutes to go call the Safety Boat.
- Where the next race is to be sailed back to back there will be little time to spare, so do not move the committee boat but finish the race from a rib, (two if available).
- Decide which leg of the course the leading boat will be on at the end of the race. If not sailing back to back races, form a finishing line with the Safety Boat and a rib, about 20 metres apart, otherwise just use the rib(s). If only one RIB is used, the finish line will be deemed to extend indefinitely at 90 degrees from the rear of the RIB
- Proceed slowly up the rhumb line to the next mark of course to meet the leading boat.
- At the end of the race, raise the Blue Flag and hoot the horn twice to signal the end of the race.
- Finish the leading boat – single hoot. **Remember to note all finishers in order.**
- On all legs of the course, (including legs where boats may be tacking or gybing), proceed up the rhumb line to the next mark of the course, scoring boats as you pass them and **making no allowance for their position to windward or leeward of other boats.**
- Boats will change course to pass through the finishing line but no overtaking is allowed after the end of race sound signal.