

# OD Instructions for Short Course Racing Trial

(Last revised 19/10/2007)

The following are amendments to the current racing guidelines to incorporate the Short-Course racing trial into the standard club racing procedure.

## CONCEPT

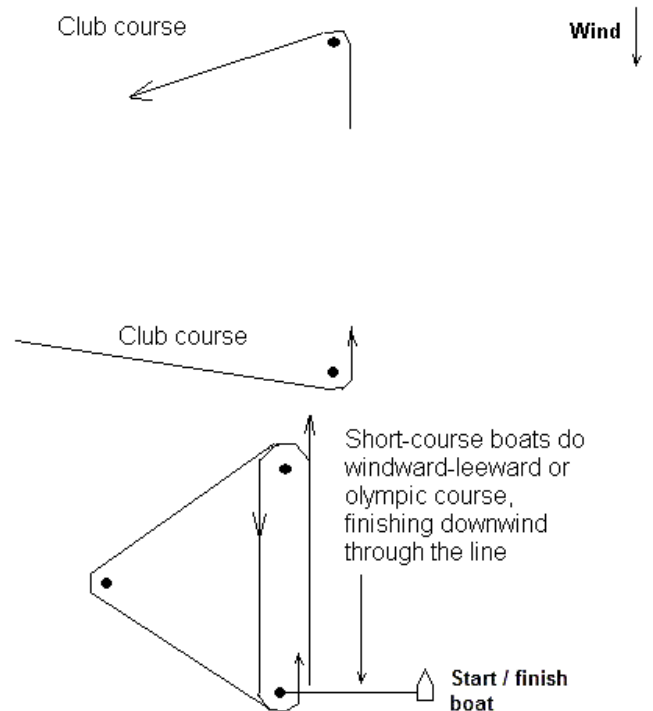
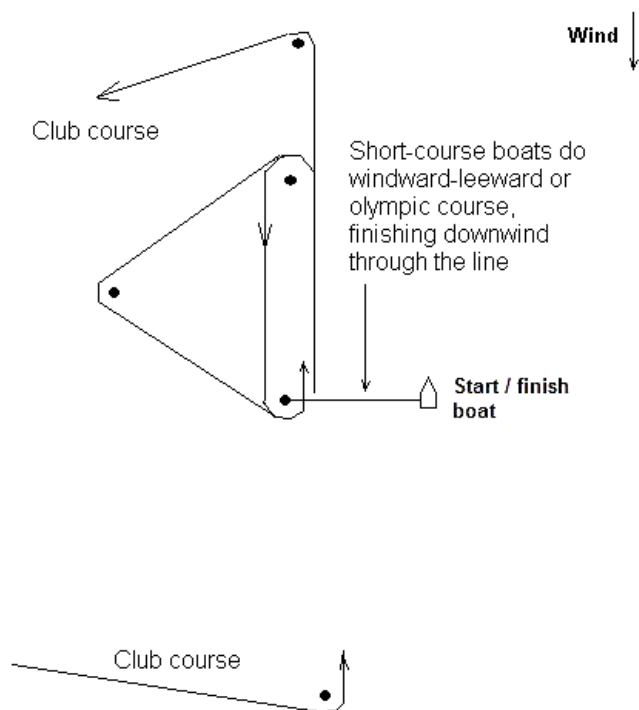
There is a demand within the club for short-course (SC) racing; this being races which are run over a shorter distance and time than our conventional races. In order to cater for this demand and make best use of our limited resources, the aim is to set a conventional course for the 1<sup>st</sup> race on a Sunday in such a way that an additional much smaller course can be set using the same start line. The SC OD team will set this course, lay the buoys for windward and wing marks and will run the SC races, so the club OD team does not have to worry about these things. The SC OD will continue to run quick-fire races from the committee boat until roughly 20 minutes before the start of the 2<sup>nd</sup> club race.

## BEFORE GOING AFLOAT:

Decide roughly where you would like to start the race – ie, choose a leeward mark somewhere at the leeward end of the lake. Use the course computer or your own experience to design a conventional course. Note that the first beat **must** be a good length (H-X is not enough), and the next leg after the beat must not be a run. Now you have a choice.

**A.** You can either park your committee boat halfway up the beat, so that the first beat is short but the following beats will be full length

**OR** **B.** You can set the course such that the 2<sup>nd</sup> lap starts halfway up the beat. This option relies on you having a suitable mark in place halfway up the beat, and on you having another decent length beat elsewhere in the course.



The leeward mark does not necessarily have to be left to port in either case. Nor does the windward mark, although it is good practise to do so. Note also that the conditions on the water may require you to change the course you have designed.

## WHEN GOING AFLOAT:

Take flags, course cards, start sequence number cards, pens, note paper, stopwatches and **the Red Flag Buoy** which should be provided by the bosun.

## WHEN IN THE VICINITY OF THE START AREA

Check that your beat is still good. Choose a different windward mark or leeward mark if not and revise the course. Drop the Red Flag Buoy such that it will be at the Port (left hand) end of the start line.

**A.** The start-line should be at least 200 yards upwind of the leeward mark. If you have set a good long first beat, go about 1/2 way up the beat to lay the start-line, but ensure that it is not too close to any other marks used in the course. Bear in mind that your start mark dictates the leeward end of the SC races, so avoid putting it in such a position that the SC races will interfere with your course.

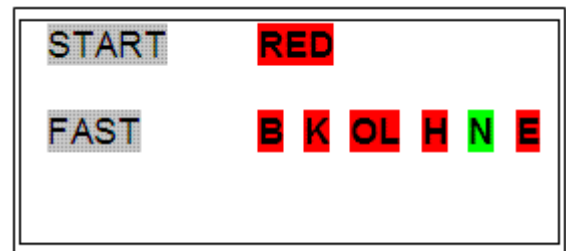
**B.** The start-line should be at least 200 yards downwind of the leeward mark. Avoid using this area of the lake for any other part of your course.

Anchor the committee boat such that it is at the Starboard end of the start line, with the line at roughly 90 degrees to the wind, as usual.

## COURSE BOARD

The Start mark will be RED, on a red background indicating it is to be left to port at the start. Put your course on the row below. This must **not** include RED Flag Buoy.

(example)



## START SEQUENCE

As normal. Do not lower the on-station flag when the start sequence has finished.

## AFTER THE START

Radio for rescue boat to pick up your team and return to the OD box in the rescue boat. Leave the committee boat anchored where it is. The SC OD team will now arrive on the committee boat, if they have not already done so.

## DURING THE RACE

The SC OD team will start and finish a number of races from the committee boat, none of which will affect normal club racing.

## AFTER A MINIMUM OF 1 HOUR

Finish the race in the normal manner. The committee boat is not available to you, so endeavour to avoid needing it. Contact the bosun if you find you must go onto the water to finish any classes.

## AFTER THE RACE

Await signing off and calculate race positions as usual. Have lunch and consider the course for the 2<sup>nd</sup> race. You can return to the committee boat 15 minutes before the start of the race, so you should ideally aim to leave it where it is for a prompt start. You therefore need to plan another course which is different to the morning race and yet starts at the same place. SC racing will end for the day when you arrive on the committee boat, so your planning for the 2<sup>nd</sup> race does not need to cater for SC racing.