

Race Officer and Assistant Race Officer Role and Notes

The Race officer is responsible for all on the water activity on Race days. If Club sail training is happening at the same time, the Senior Instructor (SI) is responsible for that training activity and the Race Officer must liaise with the SI particularly with regard to course layout and areas of sailing. The role requires knowledge of the Racing Rules of Sailing and of the lake at Whitefriars. Training sessions will be run during the year for those wishing to carry out this duty.

The Assistant Race Officer role requires no specialist knowledge. The job is to help the Race Officer keep track and raise flags etc. under the direction of the Race Officer. It is a great way to learn more about racing.

The following notes will assist Race Officers to carry out the role

Before the start:

- Meet with the Duty Officer and team to discuss the day
- Prepare all the flags necessary for the race:
 - 5 minute Warning flag (class flag, normally red/white H flag)
 - 4 minutes Preparatory flag (Blue Peter flag)
 - General Recall flag (yellow/blue triangles – first substitute)
 - Postponement flag (red/white stripes – answering pennant)
 - Shortened Course flag (White with blue in the middle – flag S)
- Find the tables showing the Portsmouth Yardstick (PY) and Pursuit Race Start
- Create your course
 - Draw it on the map and write a list of buoys and the direction to round. Add the number of laps.
 - Use the green/red boards to put the course on the front of the start hut, and a white board for the laps.
- Fill out and leave sign on sheets under the map, with pen and masking tape handy

Starting the Race

- Signals are as follows:
 - 10 min approx. Ring hand bell and shout early warning.
 - 5 min. Warning signal. Break out the Warning flag.
 - 4 min. Preparatory signal. Break out Preparatory flag.
 - 1 min. One minute signal. Preparatory flag removed.
 - 0 min. The Start. Warning flag removed. Must be exactly 4 minutes after the Preparatory signal.

Recalls

- Individual Recalls
 - If a boat or boats are over the line then make one extra sound signal, re-raise the class flag to half-mast and hail each of the offending boats with their sail number as 'over'.
 - Hail them again once they are 'clear' behind the line.
 - Any boat which is over the line at the start and which does not comply with the Recall signal should be recorded as OCS and disqualified.
- General recalls
 - If there are too many premature starters break out the general recall flag (1st substitute, with two sound signals).
 - Start the 5-4-1-0 sequence again 1 minute after the general recall flag is taken down (hoot when you do this)

Running the race

During the first lap of each race, make a copy of the entries on the race calculation sheet, fill in the date, race title PY numbers etc.
As the boats cross the transit line at the end of each lap, their positions are recorded

Finishing the race

In handicap racing, any boat that is lapped by the lead boat shall finish in the same lap that the lead boat finishes.

As each boat finishes its last lap, note its sail number, give it a sound signal and record its finishing time, remembering to subtract 5 min if necessary. (Write down the elapsed time for each boat in minutes and seconds and do all calculations after all have finished)

Shortening course

Break out the S flag and giving two long sound signals as the leading boat approaches the final mark of the course. Boats will then be finished as they cross the finish line.

Corrected time calculations

- For each boat enter the following on the race calculation sheet:

Write down the elapsed time.

Convert this time to seconds

Multiply the seconds by 1000 and divide by the PY number.

For boats, which have been lapped, the result is divided by their laps and multiplied by the leading boat's laps.

When all corrected times have been recorded on the working sheet, sort out the final positions.

Pursuit Races

- Start times for individual classes are listed on the pursuit race table

- Pursuit race start

Count down for the slowest boat 5-4-1-0 as normal. If in doubt, use column A

Start each other class at the number of minutes shown on the pursuit race table.

- Keep track of the number of laps each boat has sailed and which boat is leading the race

- Pursuit race finish

At the race end, note the position of every boat on the water as quickly as possible before sounding the finish horn

Race results

At end of day, hand the race result sheets and duty report to the results recorder, or in their absence, take a photo and email them to sailing@whitefriarssc.org, then clip them to the board in the Clubhouse.