

SETTING COURSES

STARTS

Committee Boat starts in the bay are better because they provide upwind starts in clear air away from the land and they provide better course options. However in very breezy conditions, when it is likely that there will be a number of capsizes, it may be better to have both RIBs acting as Patrol Boats and start from the Starters Box.

WHEN STARTING FROM THE RIB IN THE BAY

Mark the course for bay starts on the white board before the race. One of the courses A to I will be probably be most appropriate.

Anchor the RIB to the right of the pin end mark looking up wind.
Adjust the length of the starting line to suit the number of competitors.
Set the line square to the wind, not necessarily square to the direction of the first mark.

The line should be taken form the flag-staff from which the warning flag is flown to the windward side of the pin end mark.

WHEN STARTING FROM THE STARTERS BOX

If the first leg is a beat or a run set the line as square to the wind as possible. If the first leg is a reach set the leeward end of the line forward of the weather end.

Make sure the transit poles line up with the limit mark or that the limit mark is a little on the course side of the line.

Try to make at least one leg is a beat.

Make sure you do not set a hook finish i.e. the finish must be in the direction from the last mark, it must not be necessary to round the limit mark to finish.

GENERAL

Read the Sailing Instructions.

Where possible set courses rounding marks to Port. In particular try to avoid a first beat ending in a starboard hand rounding. The exception to this is Team Racing or Match Racing where starboard roundings generate tactical opportunities.

Try to set a course that will be completed in 40 minutes by the average competitor, Micro Racing excepted.

When using average laps finish competitors only when they have completed a full number of laps. That is to say don't finish someone who has sailed one and half laps.

When Optimists are taking part in an open handicap it will probably be better to use average lap courses. Also consider a shorter course than the Mavourneen course for Bery Malco races.

Generally the Bery Malco should start five minutes after the Mavourneen.

FINISHING AVERAGE LAP RACES

When you judge that the average competitor will finish after about 40mins, put up the S flag and finish every competitor that has done a whole number of complete laps as they cross the finish line. It is possible that boats of the same class may complete different numbers of laps. See Sailing Instruction 12.

TIME LIMITS

Note that we now have time limits on races. If the first boat does not finish within 80 minutes the race is abandoned. Boats failing to finish within 30minutes of the first boat will be scored Did Not Finish. Note that as Race Officer you may abandon a race any time before the first boat finishes by flying the N flag with three sound signals. If you consider that the race will be unfair you should do this. I suggest that if the first boat is going to take close to 80 minutes to finish you should consider abandonment. See Sailing Instruction 14.

COURSES

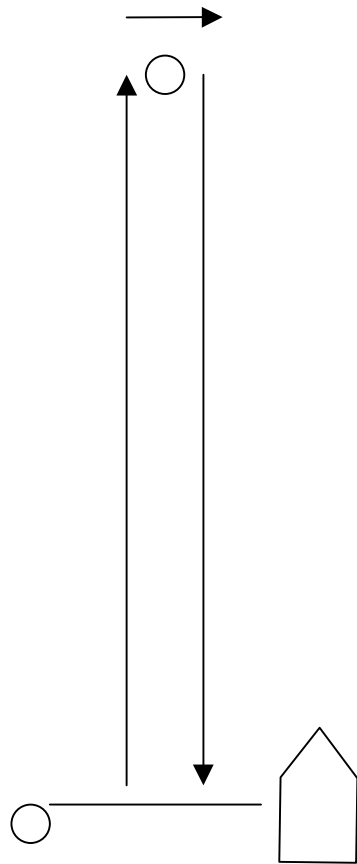
Windward – Leeward

This is the simplest course to set and to adjust for changes in wind direction.

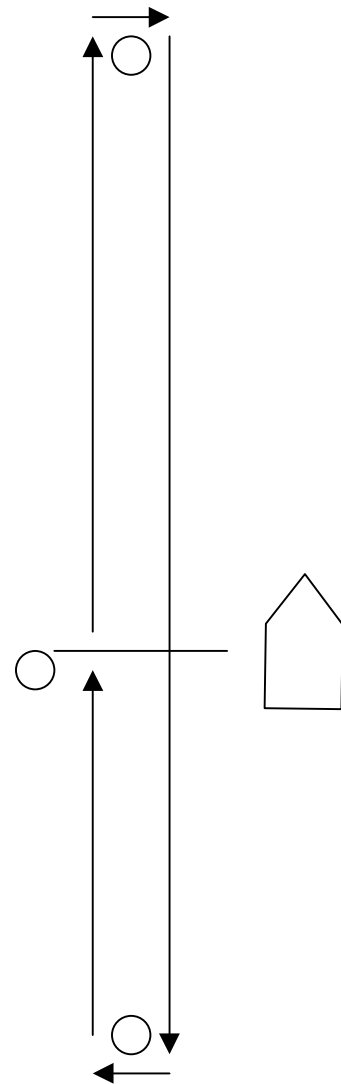
The simplest version A, finishing on a run, is fine for one lap Micro Racing but is not good for multiple lap, average lap, racing. Version B with a separate leeward mark is better in this case.

Disadvantage; no reaching.

A



B



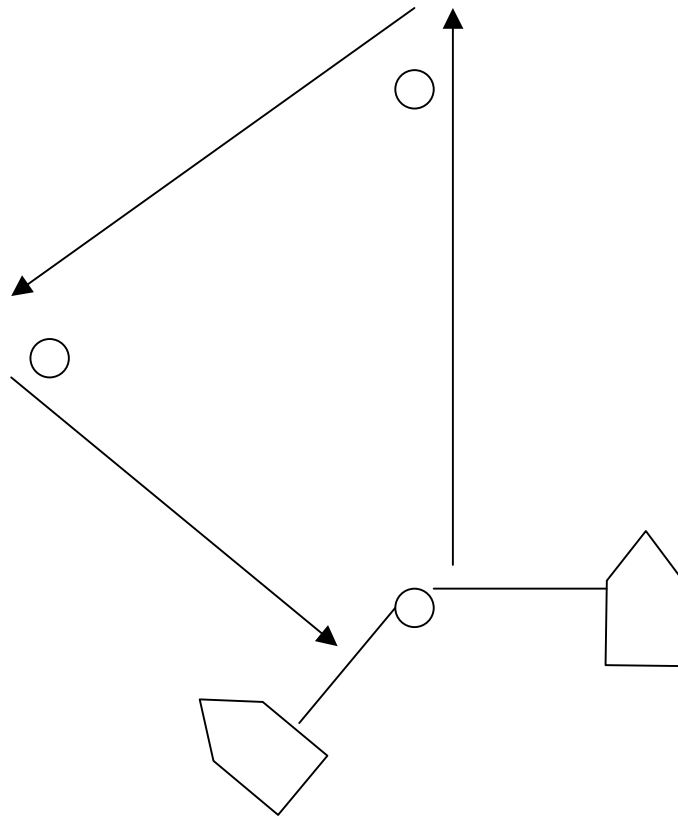
Triangle

Simple Course, good for average lap racing.

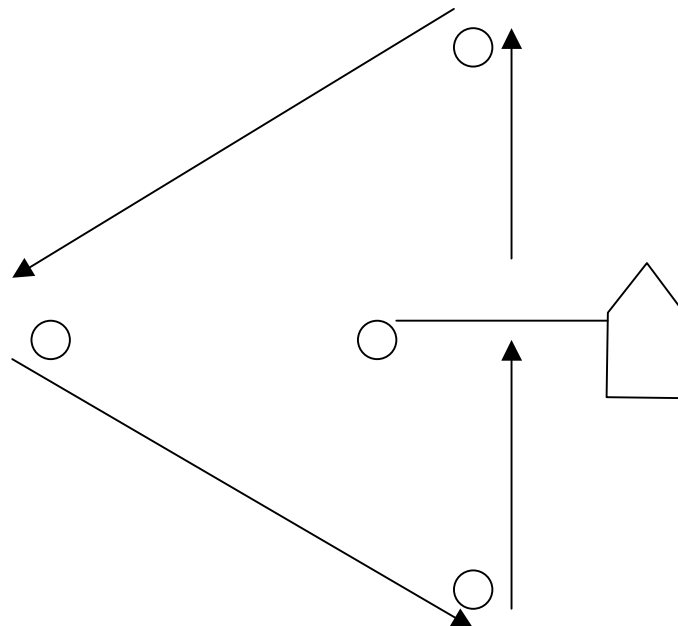
Version C requires three marks but the finishing line should be different from the starting line and set perpendicular to the finishing reach. Version D can use the starting line as the finishing line but requires four marks.

Disadvantage; no running.

C



D



Triangle – Sausage

A good course with reaching and running.

Disadvantage; The leeward mark/finishing mark is rounded twice in a lap, once at the end of the second reach and once at the end of the run. It can be confusing for competitors and OOD if used for average laps.

The finish must be at the end of the run for average lap races.

If it is not an average lap race a final beat to the finish can be a good idea.

E

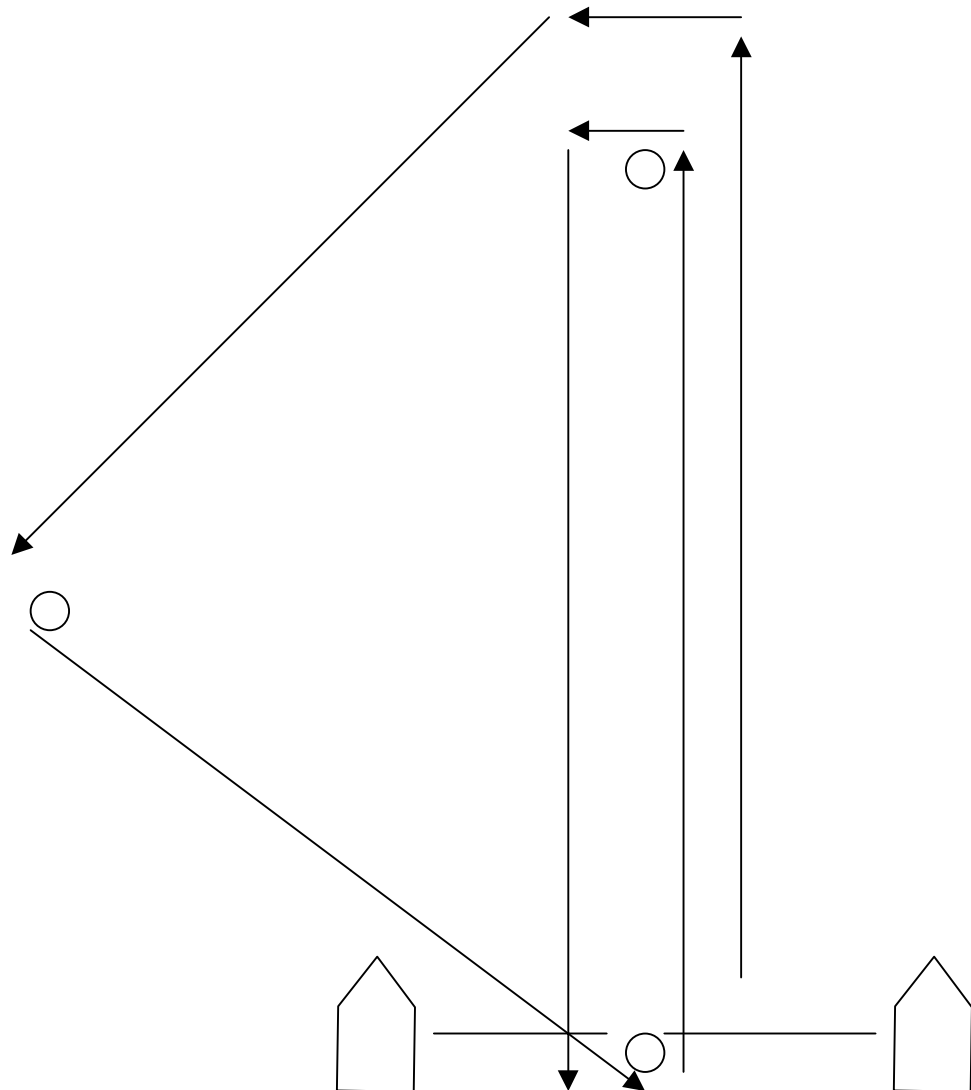


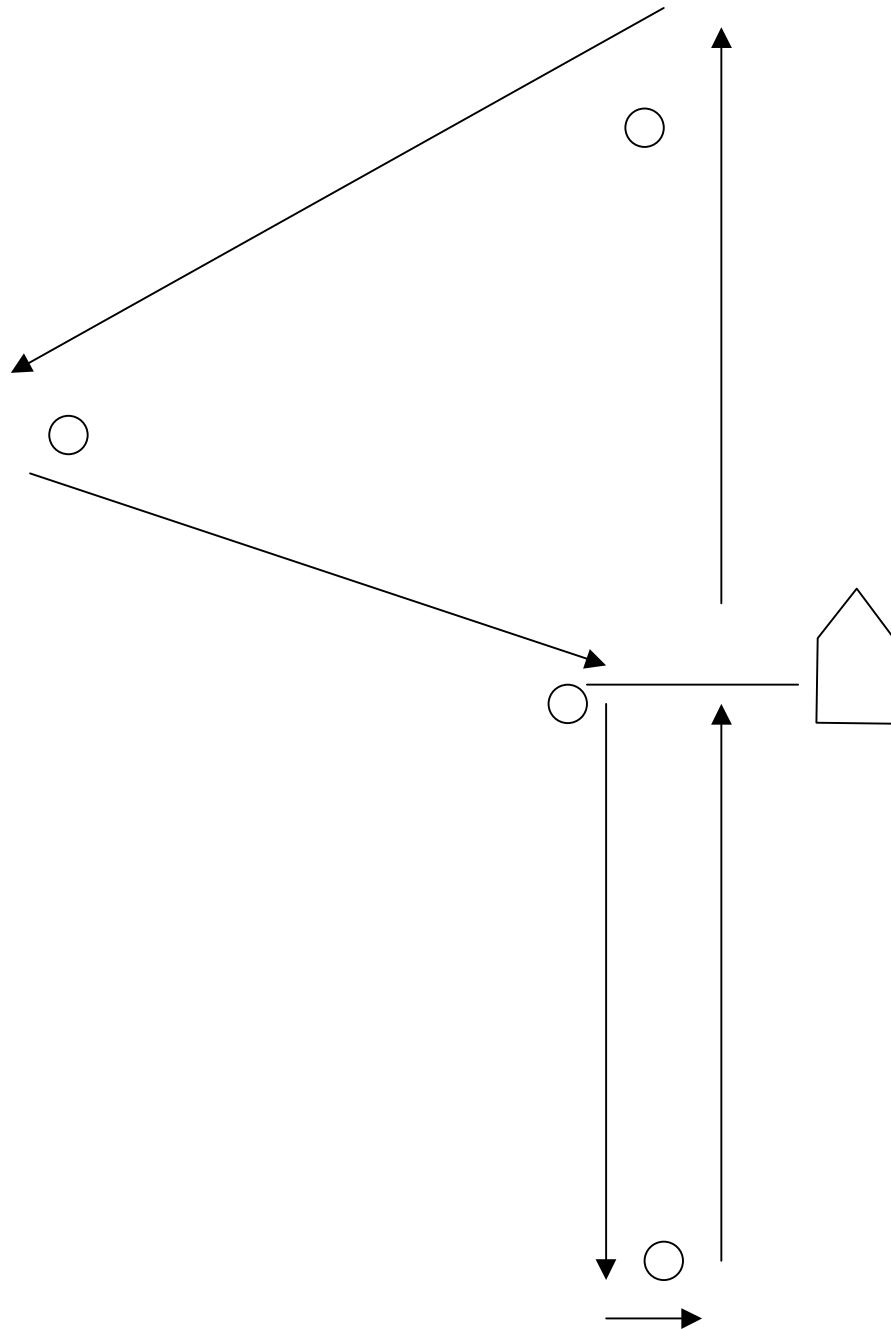
Figure of Four

Sometimes called a P course, but this suggests rounding to starboard!

This course provides reaches and runs, is good for average lap courses and uses the same line for starts and finishes.

Disadvantage; requires four marks instead of three.

F



Trapezoidal

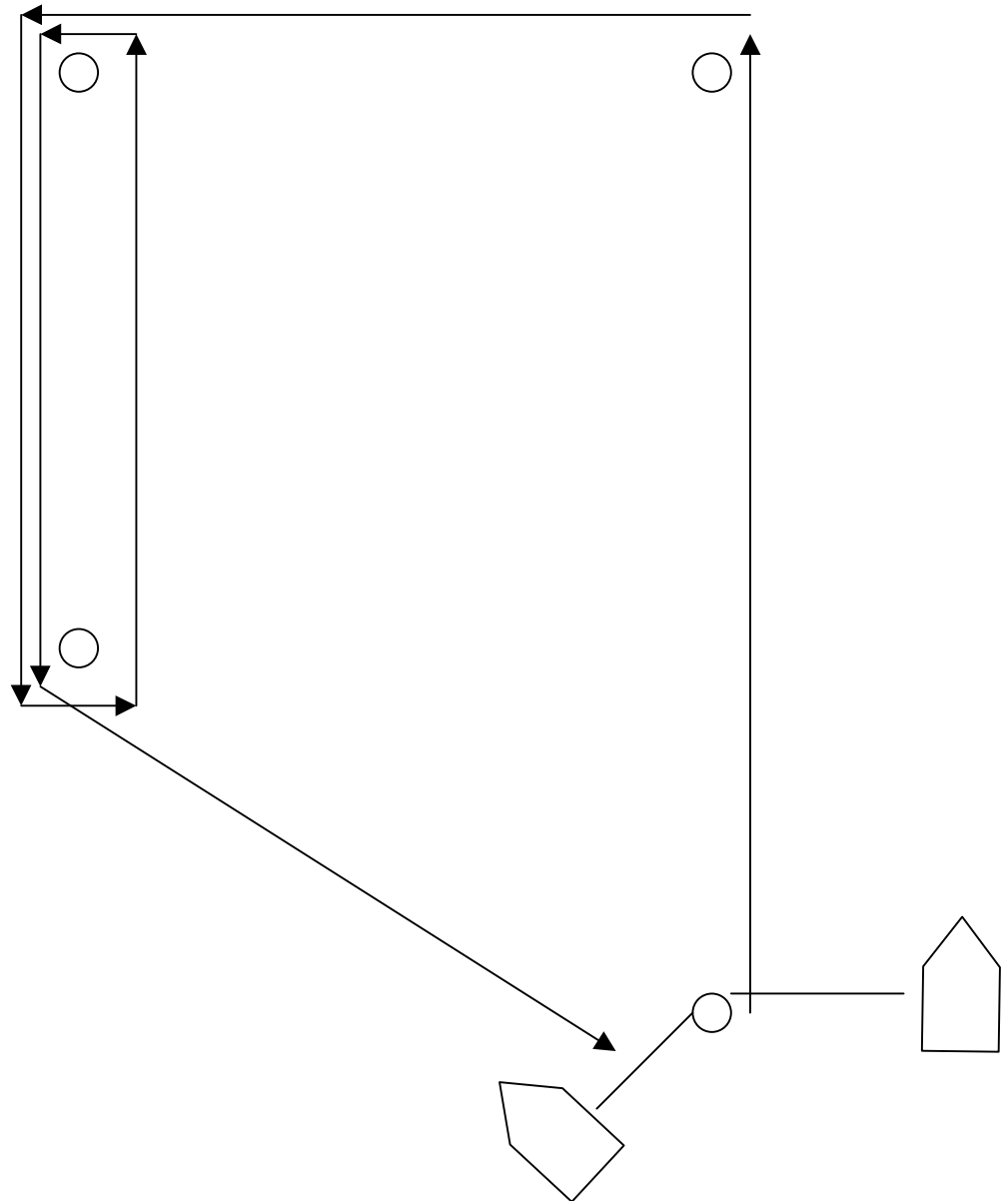
This course has it all, reaches runs and a variety of mark rounding manoeuvres. It can also be used in outer loop G, inner loop H and double loop I versions.

The outer loop version avoids the potential average lap confusions of the inner and double loop versions that have the same difficulties as the Triangle-Sausage course.

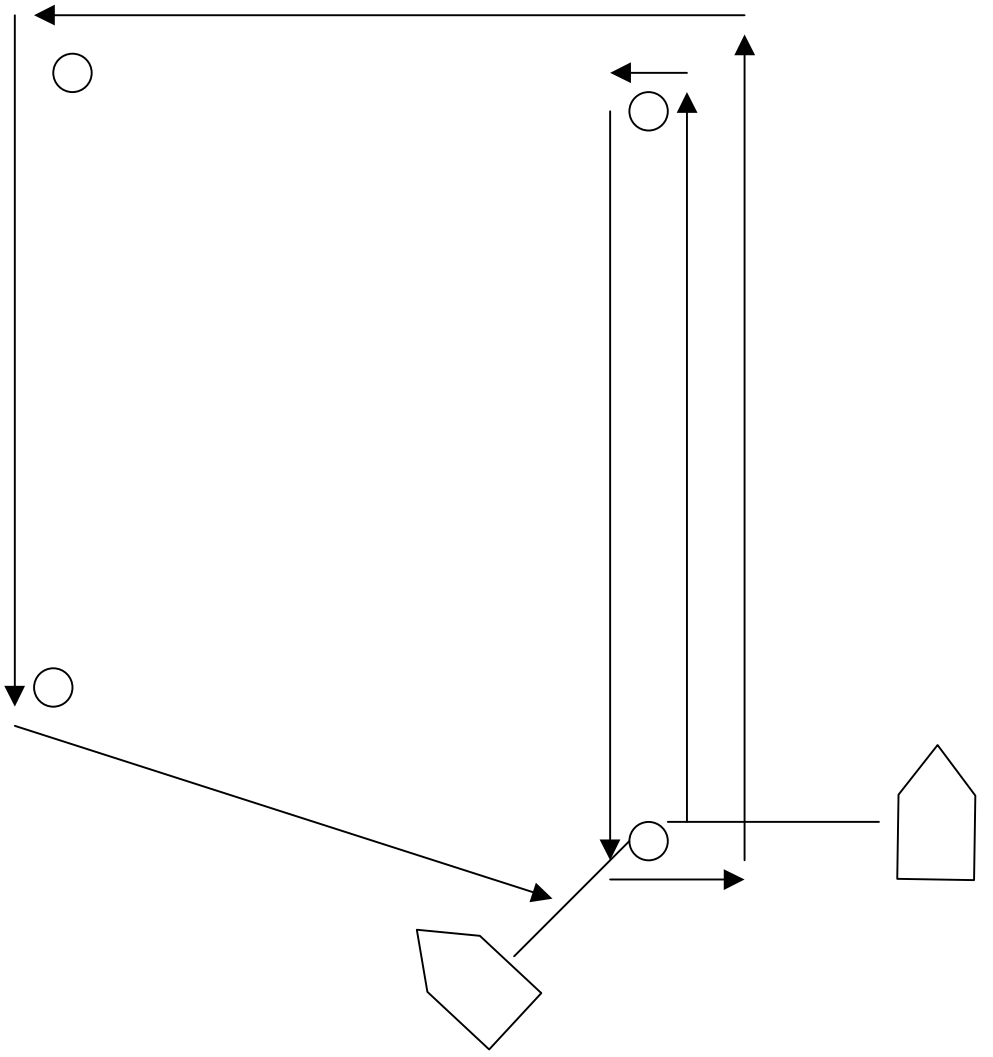
As with the Triangle course the start line should not be the finishing line. The finishing line should be set perpendicular to the last reach.

Disadvantage; requires four marks.

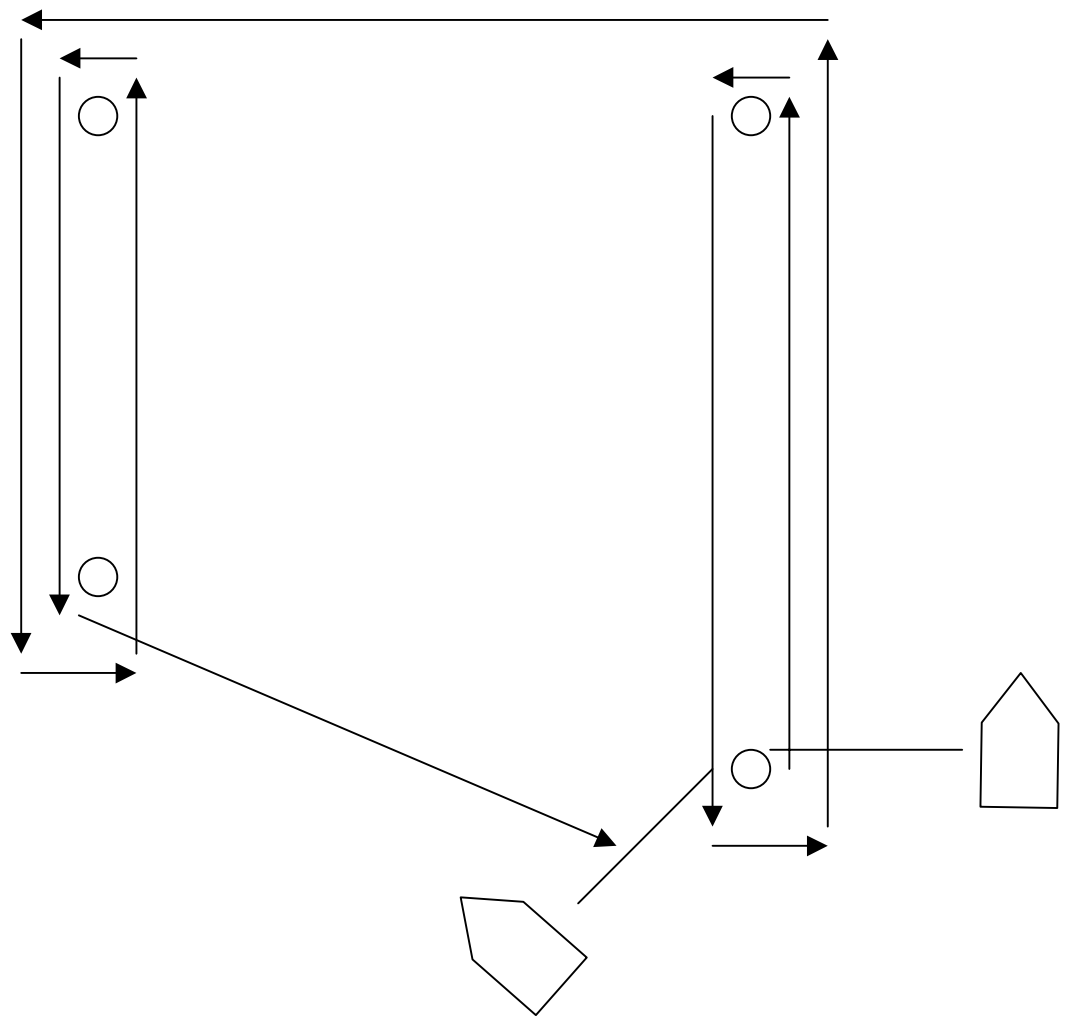
G



H



I



Bay Course

When starting from the Starters Box the course is denoted using boards hug from the wall in front of the Club. L is the line limit mark, B is Beach, H is Hell's Corner, E is East, N is North and G is the Gorey Roads Buoy. G is a permanent navigation mark; all other marks have to be laid using the Club's buoys. The background colour of the board indicates whether the mark is to be left to port or starboard.

J