

### The Race

During the race it's tea and cake time, keep an eye on the water giving the safety crews notice of capsized boats, you've got the bird's eye view. Keeping a track of the number of laps each boat has completed will make life easier for the results bit. The race length is not fixed but generally 45 minutes for the lead boat is about right.

### The Finish

To bring the race to a close the normal thing to do is to "shorten course" once this is sounded all boats finish the next time they cross the finish line. It is typically sounded as the lead boat rounds the last mark of the course, but can be sounded at any time if you spot a convenient gap in the fleet. When you're ready, press the "START" button twice for 2 sound signals (each sound signal lasts 2 seconds wait for one to finish before pressing again) and switch on the beacon  
*Handy hint: Keep an eye out for boats lapping much slower than the general fleet, e.g. optimists, there's no problem with finishing these boats before the shorten course with a quick finish signal, use your discretion.*

As each boat crosses the line press the finish button and note down the time displayed. The exception to this is on a Sunday for the Solos where it's just the order they cross the line that matters.



Each time the finish button is pressed the time is frozen on the right of the display as shown. The 2 rows show the times for each race. For Sat and Wed racing there will only be one time and for Sunday only the top row matters as the second is for the Solos.

Once all the boats have finished and you've got all the times for the boats you can stop the control box by pressing the "STOP" button, the system then asks you to confirm this by pressing it again. You're now back to the start ready for the next race

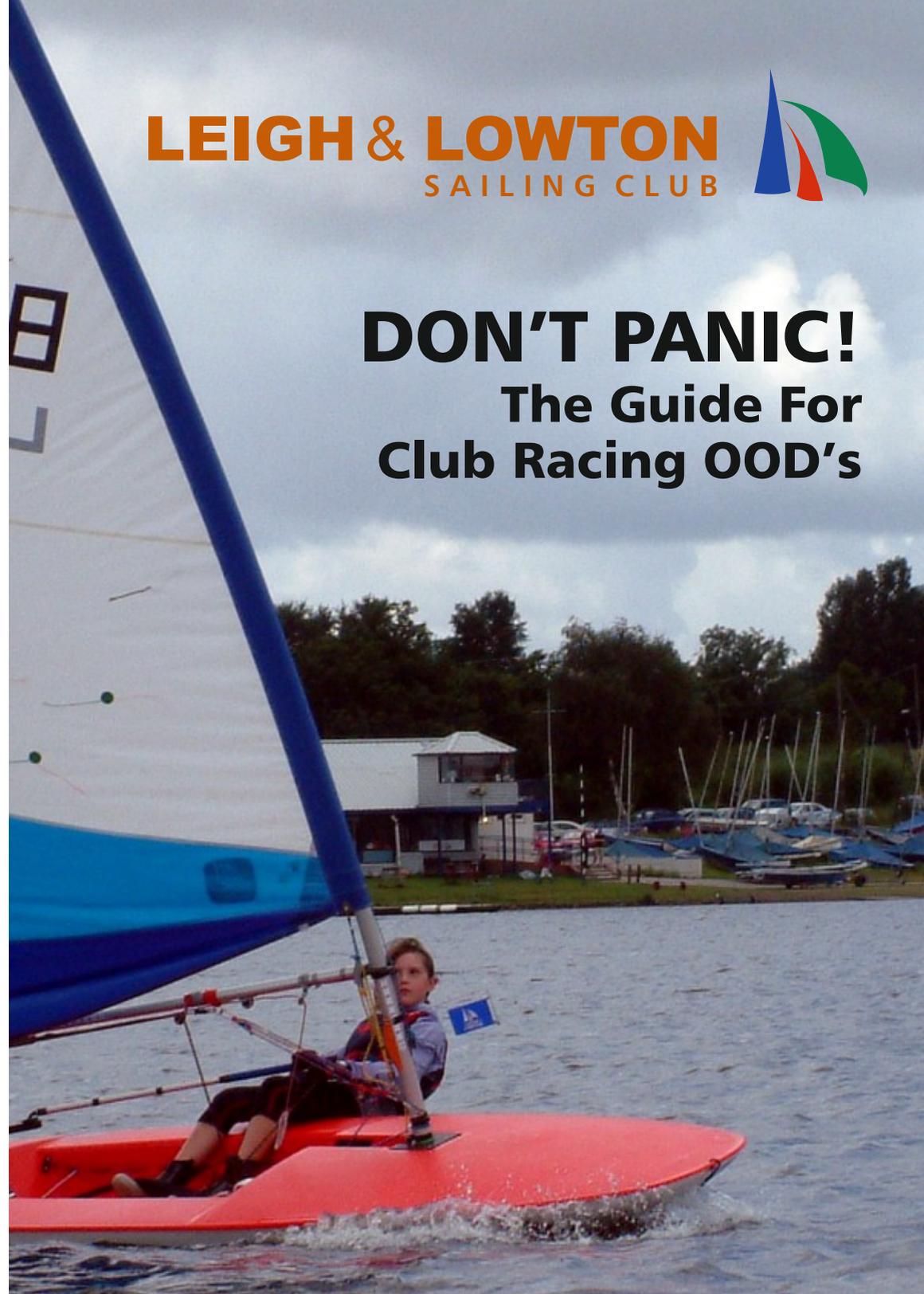
### The Results

Enter the boat class, sail number, number of laps and time (without decimal point) into the spreadsheet called "LLSC Results Calc" found on the desktop of the computer. Hit the big red sort button, print 2 copies, one for the board and one for me (Gareth) either by hand if I'm at the club, or in one of the stamped address envelopes, along with the signing on sheets.

And that ladies and gents is job done, please do make sure you attend all your duties this year, it really does make a difference to the running of your club, it's a good opportunity to meet some new faces and you might even enjoy it!

# DON'T PANIC!

## The Guide For Club Racing OOD's



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### The Basics

Running club racing at LLSC is nothing to be worried about this guide is there to give you the basics of how to run a race, but always remember if you're not sure about anything just ask somebody will always be willing to offer help and advice. There are only 5 steps to a successful race:

- The course** A random selection of numbers between 1 and X (roman numeral for 10, how many of you never noticed that?). You even get to choose between red and green, I'm colour blind so it's pot luck when I'm on duty!
- The start** Our shiny new race control box makes this all automatic so it's time for your first mug of tea and bacon butty.
- The race** Time for at least one more mug of tea, some of Ann's cake and a spot of the ancient art of armchair sailing, "I wouldn't go that way up the beat" or "how did they not spot that gust," are good phrases to give the impression of knowing exactly what you're talking about!
- The finish** I'm afraid it might be time to put the mug of tea down, all we're looking for here is the number of laps each boat has completed and the time displayed on the race control box as the boat crosses the line.
- The results** More cake is always good at this point, typing the numbers you've just written down in stage 4 into a spreadsheet.

### The Course



If you're new or unsure of this the easiest approach is to ask somebody to do it for you, but as it is a random selection of numbers each person you ask will have a different request.

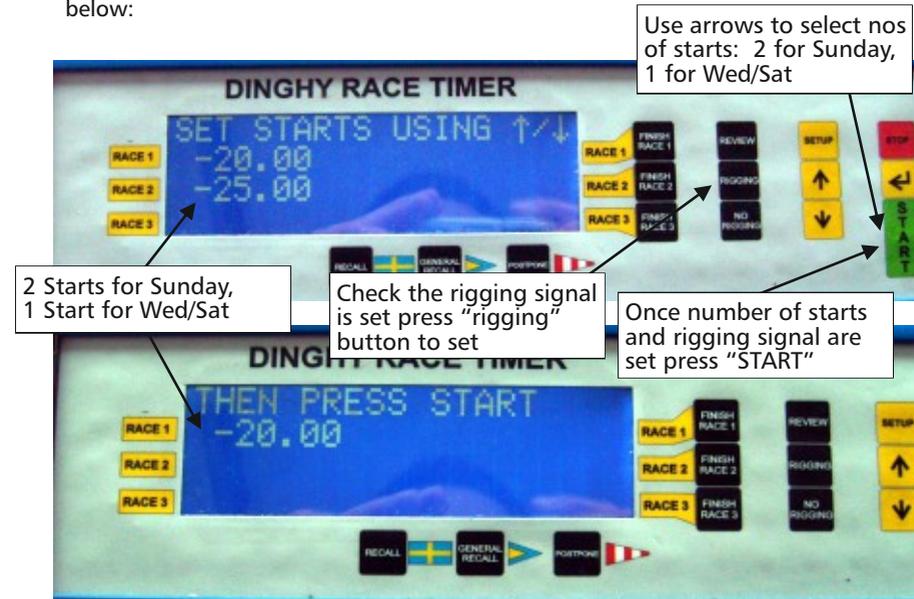
To set a course it's best to start with the first and last marks then make up the bits in between, the aim is to have a beat from the last mark to the first. The route from last mark to first mark must cross club line. There are 6 options to choose from for a start line. The easiest 3 for the OOD are those based on the fixed club line: IO, the whole line, MO, the further half of the line and IM the nearer half of the line. The other 3 are YO, YM and YI these can be used if the wind is in a less favourable direction the line is between the one of the 3 white line buoys and the Y buoy you've asked your friendly safety boat driver to drop in the pond.

The course should be shown in the format shown above: Start line, the course, "L" to show the club line must be crossed each lap and the number of laps to be sailed. *Handy hint: If in doubt put up lots of laps you can always shorten course as described later.*

### The Start

There are 2 options for starting a race a LLSC ad that depends on what day of the week it is. Wednesdays and Saturdays all boats start together on 1 start. Sundays have 2 starts first for the handicap fleet the second for the Solos. This is selected on the race box as follows:

- Switch on race box at plug on the wall and check there are 2 cables attached in the back, one for the power and one for the controls. The box will alternate between the screens below:



- Now you've got a course and the race box ready to go it's time to pretend you've got that dream job making the PA announcements in the supermarket and let everyone know you're about to start the sequence. Then press the "START" button to start the countdown.
- As the countdown approaches the start watch the line to look out for anyone trying to get ahead of the game and jump the gun. If there are boat(s) over the line at the start there are 2 choices.



a. The first and by far the most common is an individual recall, use this if you can identify the boats over the line. Simply press the "RECALL" button just after the start, you'll get 1 sound signal and the white lights will switch on. If the boats are behaving themselves and return press "RECALL" again to turn off the white lights. If they don't return then they score OCS for the race.



b. The second, which is rarely used in club racing is the general recall, use this if there were so many boats over the line you couldn't tell which ones. Just after the start press the "GENERAL RECALL" button. Whenever you're ready press "START" button and 1 minute later the sequence will start again and the fleet gets another chance.