# ASYC Race Procedure & Advice

Committee Boat's primary duty is to support sailor safety, so if the Rescue boat is overwhelmed, or if conditions change so that sailing is becoming too challenging with too many boats are capsizing, Abandon the race and help recover boats safely.

Use Turquoise Humber as Committee Boat – it has a horn and quick-release anchor rope with a buoy so that you can leave station quickly in an emergency and recover the anchor later. You want at least 8m anchor rope out to avoid drifting in a breeze.

Course: Different courses suit different boats, so a variety over the series is desirable. See the table below for some suggestions. If you're not confident, ask some of the more experienced sailors who would be happy to help.

Start line. Be generous with length (2 boat-lengths per boat). Get the Rescue boat to set the other end: line square to wind or slightly pin biased (see diagram) works best – you can also adjust committee boat position by letting out/ pulling in on the anchor rope.
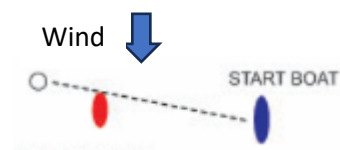
Race Start: You mustn't start the first race before 2pm on Sat or Sun or 7pm on Wed. You have discretion to start later in order to set the course well or let the final few boats get to the start.

For 2024 we are running two starts: 1st start is experienced racer; 2nd start is to allow novices to race with less startline anxiety. All times recorded are time after first start. You need to record which boats are in the second start and the time on the race watch that the second start get away (normally 3 minutes unless there are recalls)

Start Sequence:

Time	Sound	Using Flags	Using sticks
Alert fleet	Multiple hoots		
First start -3 mins	1 hoot	🟨	
-2 mins	1 hoot	🟨 🟦	
-1 min	1 longer hoot	🟨	
0 min (1st start go/ 2nd start -3*)	1 hoot	All flags down	
1min*	1 hoot	Always use the sticks for the second start	
2min*	1 longer hoot		
3min*	1 hoot		

* you should delay the second start if there are recalled boats from the first start that have to return to cross the line

Other flag signals that might be used at the start:

Flag	Sound	Meaning
🚩	2 hoots when raised; 1 hoot when lowered	Start postponed (use if you need to delay to let wind settle, set course, wait for stragglers to arrive)
✚	1 hoot	Individual recall (you can identify boats that were over the line at the start). Hail them if possible.
▶	2 hoots	General recall (too many boats over to identify)

Finishing the Race:

Keep an eye on lap times to decide when to finish. Factors to consider:

- Time that you're aiming for – normally about 40mins
- Try to get boats in the same fleet to finish after the same number of laps
- Watch out for slow boat lap times: e.g an Oppi that's taken 35mins for is first lap shouldn't be sent round for a second
  - If necessary consider just hailing them to tell them that they've finished even if you're not ready yet to finish the whole fleet
- E.g. if you are aiming for about a 40min race and have a Musto skiff lapping every 10mins; a fleet of D-Zero's in close racing every 12mins, an assortment of middle fleet boats every 12 – 15mins and a couple of Oppis every 30mins, you might:
  - Hail the Oppis after 1 lap to tell them they've finished (or if that might confuse other boats, radio the Rescue boat to tell them they've finished)
  - Put up the S flag after the Musto Skiff starts its 4th lap and when the first D-Zero is in the final leg of its 3rd lap
  - So Musto Skiff will do 4 laps (abut 40mins); D-Zeros 3 laps (about 36 mins); middle fleet 3 laps (36-45mins) and Oppis 1 lap (30mins, finished early)
  - BUT, the judgment can be difficult and there's often not an ideal time to finish. Don't worry if you think you got it a bit wrong – we all do from time to time.

| Time	Sound	Flag
When the first boat that you will finish is on the last leg coming towards the finish line	2 hoots when raised	
For each boat that crosses the finish line after the S flag is raised	1 hoot	
Abandon race: should you need to abandon early for any reason. If you don't have the flag let boats know by hailing them at the first opportunity.	3 hoots	

ASYC Courses

All shown as port rounding of first mark
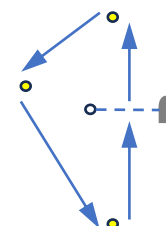
Wind direction

Windward/ leeward

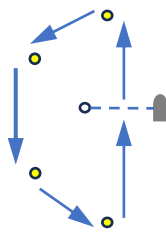Use in conjunction with triangle
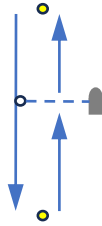
Triangle

Use in conjunction with windward/ leeward

Trapezoid

Good general course – has reaches and downwind. Try to get one beam reach, one broad reach

P - course

Good general course with 3 marks – has reaches and downwind. Not so good if a lot of boats sailing.
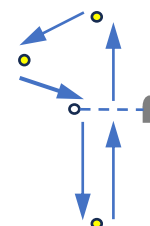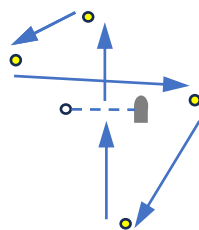
Figure of 8

Lots of fast reaches in a steady breeze. Less suitable in strong winds/ lots of novices sailing due to the crossing.

Course board:

Either: draw a clear course diagram with mark numbers

Or: write mark numbers in the order they are to be rounded and on which side of the boat each mark should be as the boat rounds it. e.g. for a P course as illustrated above if mark 5 is the upwind mark, mark 1 the downwind mark and mark 3 the wing mark, it would read as shown. S represents the start line

5 3 S 1 S

P P S P