RUNNING A PURSUIT RACE

WHAT IS A PURSUIT RACE

A Pursuit Race is one in which the different classes start at different times, depending on their handicaps. The idea is that after a certain period of time every boat should reach the finish line together. So slowest boats start first and other classes start at set intervals thereafter.

SETTING THE START TIMES

Chose a finishing time, say on the hour. Starting times before the finish time are directly related to the handicap figure.
Using a Wayfarer as an average boat time divide the Handicap Number by a suitable divisor to get the required race time. Eg 1112/25 = race time of 44.5 minutes for Wayfarer. If this is suitable divide all the other class PY numbers by the chosen divisor (25 in this example) to arrive at their race time. They then set off this number of minutes before the Finish time
 Choose a finishing time and work back for the starting times for each class entry. So for a finish at 15.00 Wayfarers will set off at 14.15 and a boat with PY1300 at 14.08
The Handicap table on the laptop contains numbers for start times for a convenient race time. (currently a divisor of 20 giving 55mins for a Wayfarer)
The column on the right is the minutes past the hour to start assuming the finish is on the next hour . If negative then it is before the previous hour eg in above scenario 13.55

BRIEFING

It will be seen from the forgoing that the OD needs to know what classes are entered so that he can set the appropriate start times.
An early briefing is desirable both to ensure that the OD gets all the entries early, and to explain to those who are not familiar with how the race works. **A deadline for entries of at least 1.5 hrs before the finish time is desirable**
Use the board in the Clubroom to state the start times for the classes competing in the race

SETTING THE COURSE

 Having decided on the intended duration of the race, a course must be set which enables the finish to occur as near to the required finish time as possible. This means, setting an initial long circuit to use up time, and to take boats which have already started out of the way of later starters, and then following with shorter circuits, where the boats cross the finish line every few minutes. A typical course might be: Chantry – Short Gull- Raydon –Castle – Ferry– Castle – Ferry etc., until the race is stopped. (See below 'Finishing the Race'.)

STARTING THE RACE

Arrange the start times working back from the finishing time as described above.

See the handicap sheet for these times

Only the first class to start (the slowest class taking part) starts conventionally with a 5-4-1,0 start. All other classes will get only the handicap flag dipped as they start, so

it is important for competitors to know how long their start is after a previous class. NB There can be no general recall.

CLASS FLAGS (if Used. But not possible with many variations)

Class flags (see OD Handbook) can be found on the Bridge. Where a class of boat has entered which does not have a designated Class flag, or one of which OSC does not have, use another of the flags held on the bridge, and note on the blackboard.

TRACKING

It order not to lose track of how many times the competitors have rounded the final laps, **it is vital that progress of all boats' movements are recorded throughout the race. A Tracking form is available on the Bridge** (in Filing cabinet) to record the position of boats at each mark. he OD will require the help of the Assistant OD and maybe another if the fleet is large. But the mark in each column and tick the boat when it has round3e4d that mark. At the end some boats will have rounded more marks than others, but see below to sort out final order

FINISHING THE RACE

At the prescribed finishing time **signal 'Shorten Course'** 2 blasts on the klaxon and hoist the 'S' flag. Then start finishing boats as they cross the line thereafter, giving each a klaxon and writing down each in sequence ie 1, 2, 3 etc Do not worry at this stage that some will have rounded more marks than others.
Ideally you should finish them whichever way they are crossing, remember that you have a record of the number of marks they have passed, but it is easier in a larger fleet to record them as they follow only in the same direction as the leading boat.
Record them in order as they finish. Again for larger fleets, don't try and find the boat on the tracking sheet or you may get behind- just write down the boat number and place number assistant on a separate piece of paper and indicate direction as they are called out by your Eg 2230 from 4th K. 4328, from F 5th etc

FINAL positons:

Apply the order separately to the different numbers of marks passed ie different numbers of columns ticked, so look first at those who have done the same number as the leader and put them in finishing order, then look down those who have done one less round and put them in order, giving them the next final places, then the same for those who have done one less round again and so on untill you have finished with those who have done the least number of rounds. This should give you the complete record of final positions
NB it doesn't matter if you put 3rd over the line if they have done less rounds That will become apparent when you go through round by round and they may end up as 9th on the final positions.

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