

Pursuit Racing

Set a long course. This will minimise the number of laps completed by each boat and will also simplify keeping track of boats relative positions on the water.

Determine whether Optimist or Topper will be the slowest boat competing, and chose the 90 minute Optimist race time, or the 75 minute Topper time columns. Display start time delay sheet on signing in board at race hut.

A quick briefing to competitors explaining the start and finish would be beneficial to avoid confusion.

Lay a mark or a gate close to the race hut so that the number of laps can be accurately recorded and the places of participating boats. (By setting a long course the number of laps will be kept to a minimum)

START:

At 6min before start raise Oppy flag (O), or Topper flag (E) and one sound signal

At 3min before start raise Preparatory flag (P) and one sound signal

At start lower both flags. (Note that at 'start' any signed on Optimist or Topper should start to race.)

Make one sound signal at each class start time that boats are signed on for.

FINISH:

At about 15 min before the finish go on to the water, locate the leading boat and move close to it.

At 1 min before the finish make two sound signals and raise the shorten course flag.

Boats should move together so that they can identify their positions. At the finish time make a long sound signal for the finish.

Thereafter all boats should continue on their course but should not overtake any boat. Helm should make a note of their position relative to other boats.

The OOD should go back round the course from the leading boat and note the order of the boats.