

Sedgemoor Model Boat Club
SMALL YACHT SECTION (SYS) PURSUIT RACE RULES

(Reviewed December 2018)

1. Format & Classification

Both classes will sail together for this event. In the first race there will be a normal SYS start with no handicaps. After the first race, skippers will be given a '*staggered start*', which will be dependant upon their finishing place in the first race. Starts will be in 3 different fleets, A, B & C. Fleet A having the largest amount of stagger, followed by Fleet B and finally the faster skippers Fleet C. Race 2 is then run and the result is recorded as before which then decides the fleets for the next race and so on.

2. General Race Rules

2.1 The start time, should this event be held in the morning, will be as close to 10am as is possible, and for an evening event 7pm. These times may be changed by the OOD if he/she feels it is required or for any safety reasons. Before the racing commences the OOD will give a briefing to the skippers explaining the course.

2.2 All normal SYS racing rules will apply at all times (except for rules on handicaps).

2.3 A yacht may be repaired or replaced if repairs cannot be made lakeside. However, it is the skipper's responsibility to ensure that the new sail number is recorded on the results sheet. The OOD will not take responsibility for inaccurate results.

2.4 If required, the rescue boat can be used to retrieve a yacht, (following the guidelines for safe use of rescue boat) but must not impede in any way others in the race.

3 The Course (see example)

3.1 The OOD will decide the course layout and position on the lake. As much as is possible the course will be formed with a start line (normally orange flagged markers) and then a number of marker buoys. There will be an additional set of buoys to be used as a holding area once race one is finished.

3.2 After race 1 the Fleet system of staggered start times will be used and the 'Holding area for Fleet B & C' will be employed at the beginning of each race.

4 Race Officers & number of races

4.1 Classes will be run together for all races, all skippers will act as Race Officer (RO) at least once and monitor the race, determining and recording the position of all skippers on the scoring sheet.

4.2 The meeting OOD may, if required, choose one or more others to help act as RO's. **For the first race, there will be no RO; the first skipper to finish will record the results onto the score sheet.**

4.3 For each subsequent race the top placed finishing skipper(s) who has/have not already been an RO before will be the RO for the next race. This continues for all races until **all entrants** have been an RO same number of times. The OOD may decide to increase or decrease the number of RO's for a race(s) as required.

4.4 When an RO judges a race they must circle their sail number on the score sheet from their last race they competed in. This position will determine which fleet they sail in on their next race after being RO. Each RO must do this until the meet has ended.

4.5 The total number of races will be limited by the available time and/or weather conditions. This will be decided by the OOD on the day.

5 The Races and Fleets

5.1 Race 1

All yachts start together at the starting line (using the 1 minute countdown) and then race along the course following the standard SYS rules. Finishing positions are recorded (by the winning skipper) and these positions will determine the fleet each skipper will sail in on the next race.

5.2 In race 2

The countdown starts for the A fleet boats which have a full minute (this also gives time for others to get ready), at the end of the minute countdown, A fleet start to race and then the B fleet countdown begins (30 seconds), at the end of their countdown Fleet B start to race. Then, C fleet countdown begins (another 30 seconds), and they then start to race. The results are then recorded by the RO.

5.3 In race 3

Finishing positions in race 2 will again decide which fleet a skipper sails in for the next race (race 3). The start procedure is as 5.2 but the boats **will /may be** in a different fleet dependent upon finishing position from the previous race. This continues until the end of the event.

5.4 Fleet composition.

Where possible the majority of skippers will start in the B (middle fleet), with fleets A and C having the lowest numbers. The race OOD will determine the fleet numbers on the day but the fleets could look something like this:

8 boats = 2 in A and C, 4 in B

9 boats = 2 in A and C, 5 in B

10 boats = 3 in A and C, 4 in B

11 boats = 3 in A and C, 5 in B

12 boats = 3 in A and C, 6 in B.

13 boats = 4 in A and C, 5 in B.

...and so on.

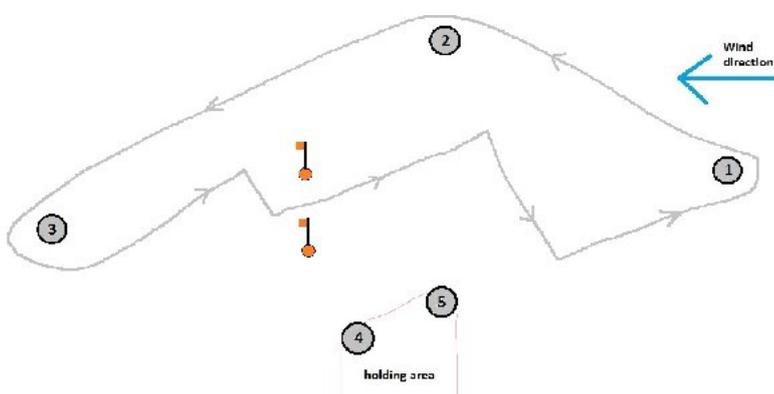
6. Scoring the races/event

6.1 The scoring system will be the same as or SYS series events 1st gets 1 point, 2nd gets to 2 and so on.

6.2 A skipper is awarded points in each race he/she competes in with NO discards. Points are added together to get overall places. Lowest score places higher. The winner of the event will be the skipper with the lowest score.

6.3 If a skipper fails to start or finish a race then they receive an additional point more than the number of entrants in the race e.g. for a race with 8 skippers starting the score would be 8+1=9 points.

6.4 In the event of a tie, the skippers concerned will be separated by their finishing places in the first race.



This is an example only - the course may vary on the day.