

SEDGEMOOR MODEL BOAT CLUB**SMALL YACHT SECTION (SYS) – TEAM RELAY RULES**

(Reviewed December 2018)

1. Format

- 1.1. This competition is a team-based event for Small Yachts. One teammate per team sails around one lap of the course, then switches over (the relay) to his/her teammate to race a second lap to the finish line.
- 1.2. There will be a skippers briefing at 9.50am with the first race starting as close to 10am as is possible. The last race will not start after 12.45pm.

2. Entry & teams

- 2.1. This event is for Small Yacht Section (SYS) boats only. See SYS Class Classification rules for eligible yachts. All classes will be raced together within the teams and will be scored as one team.
- 2.2. All skippers will be drawn from a hat on the day to decide their teammates. Seeded skippers cannot be drawn together and will be in one group (at the discretion of the OOD) and all other skippers will be in another. Any tied seeded places will be separated using the previous meetings results.
- 2.3. If there is an even number of entries there will be 2 skippers per team. Should there be an odd number one team only will have 3 skippers. The number of teams and numbers of teammates can change during the event due to retirements (**see rules 2.7a and 2.7b**).
- 2.4. To help to identify each team their yachts will have matching coloured ribbons attached to the top of the backstay line.
- 2.5. Skippers/teams may make repairs, adjust settings or change the battery in their yacht(s) during the race/event. Yachts can be replaced if a repair cannot be made lakeside.
- 2.6. A team may decide which teammate(s) start the race, this order may be changed for each race but the Race Officer must be informed.

Teams losing a teammate

- 2.7a. If any team of 2 skippers were to lose a teammate (boat damaged beyond repair, retire, etc.) they can join another team to make one team of 3. The team they join will be decided by drawing from a hat.
- 2.7b. If any team of 3 skippers were to lose a teammate (boat damaged beyond repair, retire, etc.) that team will continue as a team of two skippers for the remainder of the event.

Team of 3 sailing order

- 2.8. A team of 3 skippers must start their race (first lap) with 2 boats/skippers together. Once the first boat (of the 2) completes their lap at the crossover, their third teammate may start their lap (to the finish line). The second boat (of 2) must immediately sail clear of the course and not impede others.

3. Course

- 3.1. The Officer of the Day (OOD) will decide the exact course layout on the day (dependent on the conditions). There will be a two-start/finish line, one for the race start (first lap)/crossover, and another for the second start and the race finish line. (See fig 1 below) Before the event commences the OOD will give a briefing to the skippers explaining the course.
- 3.2. The OOD may, if required, change the course at any time during the event if he/she deems it necessary or for any safety reasons.

4. Racing Rules

- 4.1. Normal SYS sailing rules apply at all times. (See SYS Racing Rules).
- 4.2. Each team will take it in turns (the order decided from the draw) to act as Race Officers (RO) for each race. The OOD may require more than one team to be RO's for a race(s) or to have no RO's at all if it is deemed necessary.
- 4.3. If required, the rescue boat can be used to retrieve a yacht, (following the Rescue Boat Safety Policy) but must not impede in any way those who are racing.
- 4.4. Each race is run over two laps. The same boat/skipper may not complete both laps in one race.
- 4.5 Skippers who have completed their first lap must stay clear of other teams still racing under all circumstances.
- 4.5. During the cross-over, a teammate can only start his/her lap and cross their start line once their teammate has finished. The ROs will monitor the switch-over and may recall a skipper to restart their race if they judge it to be "a jump start"! The RO(s) decision is final.

5. Scoring

- 5.1. The SYS Meeting & Scoring system rules 2.1 to 2.4 inclusive (points for finishing places, discards and count-back) will apply to this event. Except instead of the scores being applied to an individual it is applied to the team as a whole.

(Fig 1)

