

**Sedgemoor Model Boat Club**  
**SMALL YACHT SECTION (SYS) ELIMINATION RACE RULES**  
(Updated December 2017)

**1. Format**

The object of this event is to avoid coming last and thus being “Eliminated” from the rest of the race! The yachts will race along a course consisting of a number of gates (2 markers) which all the boats must sail through. At each of these gates the last placed yacht is eliminated until only one is left.

**2. Classes**

- 2.1 The Officer of the Day (OOD) will decide, dependent on the number of entries, if the two classes for RTR and MC/Kit are to be raced together on the water or separately. But in either event each class will be scored separately.
- 2.2 There will be no handicaps used for this event.

**3 General Race Rules**

- 3.1 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.
- 3.2 All normal SYS racing rules will apply at all times.**
- 3.3 A yacht may be repaired or replaced if repairs cannot be made lakeside. However, the yacht must be of the same classification to enable the skipper to continue.
- 3.4 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.

**4 The Course (see example)**

- 4.1 The OOD will decide the course layout and its 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 “gates” forming a slalom style course heading windward. The gates will consist of two buoys placed a few metres apart. The race(s) may be run over one or more laps, so there is the required number of gates available for all those entering to be eliminated.
- 4.2 All yachts start together at the starting line (using the 1 minute countdown) and then race along the course. A single “rounding marker” may be used so the yachts can race back up through the start line for a second (or subsequent) lap. In this case the start line itself may be used as gate on the course at which a yacht will be eliminated.
- 4.3 A yacht can, once through the last windward gate, (gate 3 and 7 on example) sail back to the “rounding marker” in any direction but must sail around the “rounding marker” to the instructions given during briefing by OOD.

**5 Race Officers & number of races**

- 5.1 As the classes are run separately the skippers from the class not racing will all act as Race Officers (RO) and monitor the race, determining who is in last place each time and “Eliminate” them by calling out their sail number and recording the position on the scoring sheet.
- 5.2 If the classes are run together the meeting OOD will act as the RO for the first race and may, if required, choose one or more others to help act as RO’s. 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.
- 5.3 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.

## 6 Yacht Elimination

6.1 A yacht is eliminated when it is the last placed yacht passing through a gate. An imaginary line along the entry side of the gate (the side it was approached) is the point at which this is judged. The last yacht in the fleet whose bow passes this line as judged by the RO will be eliminated. The RO will call out clearly the sail number of the yacht to be eliminated for all skippers to hear.

**The skipper involved must then sail clear of the fleet for the remaining duration of the race.**

*Please note; it is the yachts bow (front) and not the stern (back) that will decide which yacht was in last place. It is possible for part of the bow to pass the entry line and then the yacht drift backwards again. Providing it was not in last place at the time it will not be considered for elimination (as it would have been deemed to have passed the line) and may continue to race, but it must still go through the gate.*

6.2 If the RO cannot decide which of the yachts was in last place or it was considered to be a tie all involved will be given a “pass” and may continue in the race. If this happens for the last two yachts in a race (1<sup>st</sup> and 2<sup>nd</sup> places) both will be instructed to continue on to the next gate which will decide the race winner.

## 7. Scoring the races/event

7.1 The last placed (Eliminated) yacht scores points for its finishing place in each race.

For example for 6 yachts starting the race:

The last placed yacht at the 1<sup>st</sup> gate scores 6<sup>th</sup> place & 6 points

2<sup>nd</sup> gate – 5<sup>th</sup> place & 5 pts

3<sup>rd</sup> gate – 4<sup>th</sup> place & 4 pts

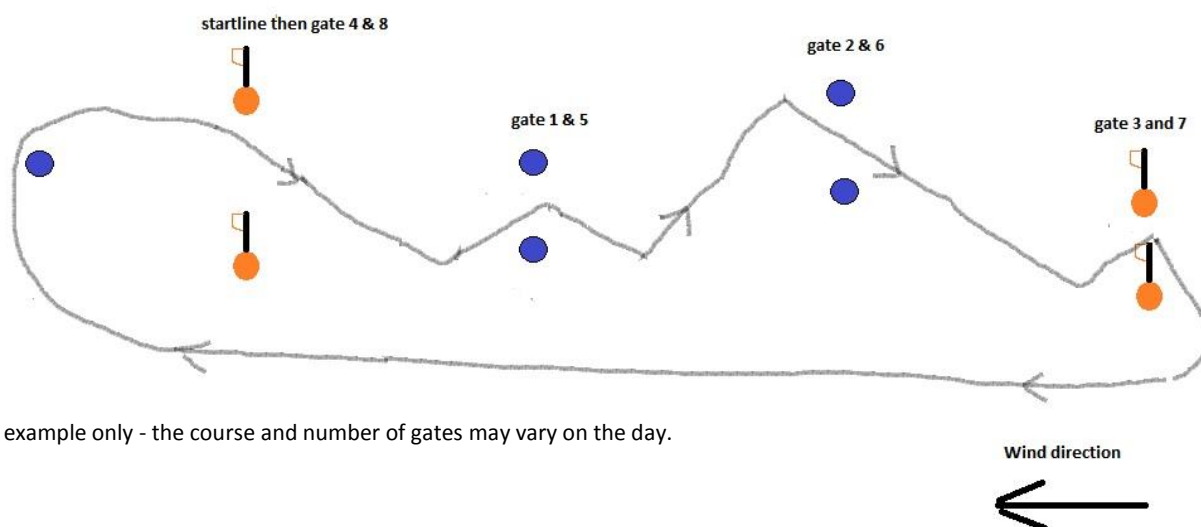
4<sup>th</sup> gate – 3<sup>rd</sup> place & 3 pts

For the 5<sup>th</sup> gate there will be only 2 yachts left to race so this gate will decide 1<sup>st</sup> and 2<sup>nd</sup> places. The winner scores 1 point and 2<sup>nd</sup> place 2 points.

7.2 A skipper is awarded a point per place in each race he/she competes in. Points are added together to get overall places. Lowest score places higher.

7.3 If a skipper fails to start or finish a race then they receive an additional point more than the number of entrants in their class e.g. for above example the skipper would receive 7 points.

7.4 In the event of a tie the skippers concerned will be separated by their finishing places in the first race that all involved had competed together.



This is an example only - the course and number of gates may vary on the day.