Race Officer's Guide.

Background
This event has returned to the original concept of Sprint racing at HISC: class racing, 6 short races (15 minutes), over suitably short courses. Matters are complicated in the case of the Aero, as it is a 'class' with 4 rig sizes. This document will take you through these headings one by one and explain what we need you to do.

Schedule

Date	Start time	Resourced from	HW
13/04	14:00	Dutyman	15:43
11/05	13:00	Internally	14:42
22/06	11:00	Internally	12:37
20/07	11:00	Internally	11:31
28/09	11:00	Internally	10:04
26/10	11:00	Internally	08:24
02/11	11:00	Internally	11:43
07/12	11:00	Dutyman	15:33

Eligibility
RS Aero dinghies with any of the standard rigs supplied by RS.

Format
Up to 6 short races sailed back-to-back, each of 15 minutes duration for the lead boat. Which rig size will have their own start and which will share with others will be announced on the day after liaising with the class captain. A notice on the ONB will be posted before you launch telling the competitors which start is theirs.

Committee Boat
On the days where the race team is allocated from Dutyman, a full committee boat will be allocated and a rescue RIB. On other days a RIB will be allocated for the race team which will also serve as rescue cover. Liaise with the office with regards to suitable locations in the harbour to use.

Course
2 laps of either a sausage / triangle course or a windward / leeward course. You need to display a board on the CB with 'W' or 'T' thereon. Generally, we would use course 'T' in stronger winds and 'W' in the lighter. Unless there is an obvious wind change do not change between races as that will probably confuse a lot of boats.

A 2-lap race of 15 minutes will be a single lap of 7 – 8 minutes. Accordingly aim for a 3 to 4 minute first beat – which will be no more than 300 metres. If you have one available, position your mark boat near the windward mark and

time the leading boats, then the mark boat can adjust the beat length for the next race appropriately as soon as the last boat completes the second beat.
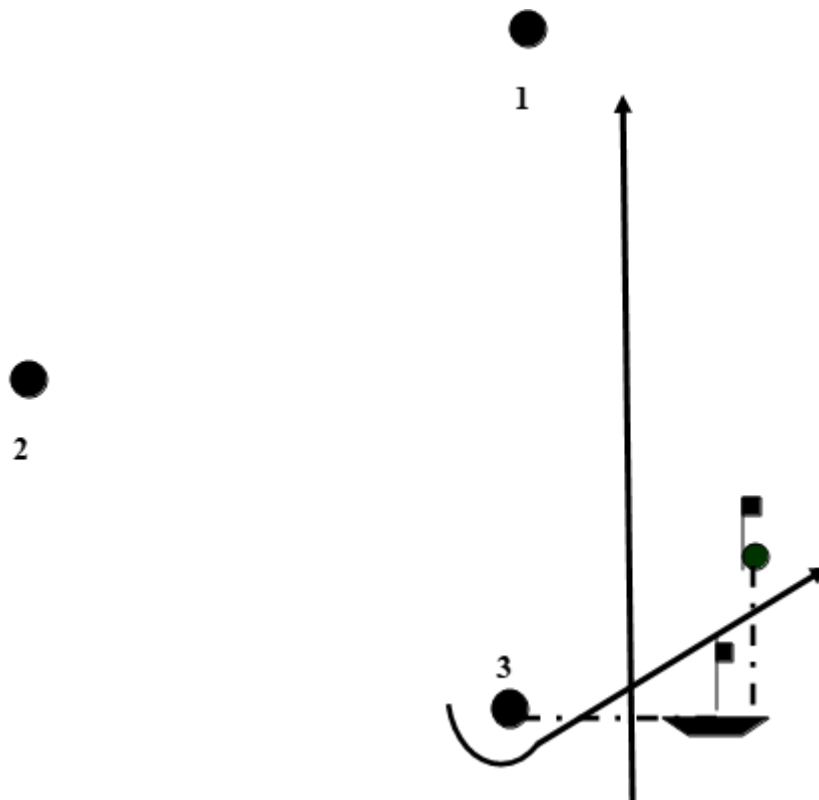
When using course 'T', set an internal gybe angle of 60 degrees.

Mark rounding order T - Start…1(P)…2(P)…3(P)1(P)...3(P)...Finish

W - Start ...1(P)…3(P)…1(P)…3(P)…Finish
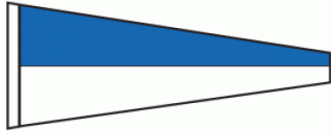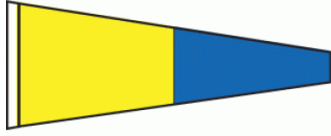
Course layout

Marks
Ask the office for which marks you have been allocated. If another race area with similar marks is adjacent, try and make sure that your fleet knows which is your mark. Also please talk to the race officer on the other course to keep adequate separation between the courses.

Class Flags
Pennants 5,6,7 & 9 OR when available, custom flags corresponding to the coloured 'flashes' that denote the rig sizes as per the table below. Make sure that you have the flags in the flag roll on the CB before you leave the shore.

Rig	Custom flag	Numeral Pennant	If looking at this in B & W
9	hot pink		White, black, red, yellow
7	Fluoro-yellow		Yellow, red
6	purple		Blue, white
5	blue		Yellow, blue

Sequence and rig grouping
TBC on the day or some days in advance after discussion with class captain.

Start line
Mark 3 is the ODM. So, make sure that the second start is away well before the first fleet come back (4 minutes later), which means that a general recall on the second start is almost certainly too difficult. I would encourage use of the U flag from the outset, if not the Black Flag. General recalls are a waste of everyone's time.

Use the angle of boats sailing to the finish to judge your start line. If they are running or beating, you need to adjust before the next race.

Start signals
Use a 3-minute sequence for each group, with the first start being the 3-minute flag for the second group. So, the full sequence will be as follows:

-3	Warning signal 1st start - Pennant(s) or custom flag(s) up
-2	P flag Up (prep signal 1st start)
-1	P flag Down
0	1st Start
-3	Warning signal 2nd start - Pennant(s) or custom flag(s) up
-2	P flag Up (prep signal 2nd start)
-1	P flag Down
0	2nd Start

Finish Line
Try to make sure that the blue dan buoy is not too distant but watch where the anchor line for the CB is…

Shorten Course
The essence of sprint racing is short races and a quick turnaround. If lap 1 has taken too long, then use flag 'S' from CB to shorten at the end of lap 1 and keep the schedule on track. Again, feel free to use the Black Flag.