

## Re-organised Racing at Weir Wood Sailing Club

- **Observe all current Covid 19 regulations at ALL times.**
- **Follow the club's onshore launching and landing regulations at ALL times**

Club racing is to be re-introduced from Sunday 26<sup>th</sup> July, with the first start at 11:00 hrs. The race will not however be in the pre-Covid form and participants are required to follow the procedure detailed below-

1. Racing will be on an individual race basis, series racing will start on Sunday 6<sup>th</sup> September in a form to be decided.
2. The Race box is out of bounds to all members other than the OOD on duty
3. The committee boat will set a normal line and to 'sign-on' for a race sail past the starboard side of the committee boat (when anchored) in the direction of the first mark and call out your membership number. This is necessary as a list of all members racing must be kept in case NHS Track and Trace require this information
4. The race team will repeat your number, if they do not they may have missed you so sail past again
5. Initially only gate starts will be used with the selected pathfinder asked to wear a hi-visibility vest. If the Race Team decide to use a line start this will be signalled by the raising of the orange flag- with a long sound signal
6. There will be two starts- handicap and Laser- with the normal 3 minute sequence. Handicap starts may be separated into slow and fast so watch the signal flags
7. The flag sequence for all starts will follow the usual club procedure which begins with the Warning Signal when the class flag for the first start is raised
8. Once started a race will continue following the club normal procedure with boats crossing the line to complete each lap and ending with a shorten course signal for the first boat to finish

### Gate start procedure

1. On the Start signal the pathfinder will round the ODM on port tack and sail close hauled to open the gate. Be aware that if the pathfinder is early or more than 10 seconds late rounding the ODM the RO may abandon the start.
2. To start, competitors must sail between the pathfinder and the ODM. If experience shows that boats starting have collision problems with the pathfinder it will subsequently tow a mark which will indicate the end of the line
3. The pathfinder and/or towed buoy will be released on the sound of a whistle from the committee boat
4. The pathfinder (and towed buoy if used) must be considered marks of the course, any **slight** contact with either can be exonerated with a 360 degree turn however colliding or T boning the pathfinder will result in disqualification.
5. The course sailed by the pathfinder is sacrosanct and any contact or interference with its ability to hold a close hauled course will result in disqualification.

### Additional Race Team Instructions

Position the ODM where it would be for a normal finish line- ie. position it approximately 50 metres to windward and to starboard of the leeward mark- motor approximately 30 metres across the wind to set a line and anchor with the ODM on the port side when pointing to windward

1. When 'signing-on' record a helm's membership number and note the FULL sail number. Please be meticulous because this data may be used later if requested by NHS Track and Trace or, if results are being computed, to enter into the eRace program
2. Repeat the membership number to the helm to signify you have noted it
3. When signing –on competitors write in two columns, one for Handicap and one for Lasers
4. Allow a minimum of 5 minutes to allow boats to 'sign-on' before commencing the normal 3 minute start sequence. You can be flexible on this point when there are a lot of boats and especially in light airs when the starting area is at the far end of the lake, try to give all boats the opportunity to sign-on
5. If using a line start, when the line is set, raise the orange flag with a long sound signal
6. Before the gate start communicate with the pathfinder to ensure synchronisation of the start time
7. See paragraphs 1 to 5 under Gate Start Procedure above
8. As a rule of thumb release the pathfinder by blowing a whistle (provided) when the line is at least 50 metres long, or when all boats have started
9. Run the race as for normal club racing noting times for all boats as they cross the finish line on each lap