

Fidlers Ferry Sailing Club



Dinghy Racing Guidelines for the Officer of the Day

Version 12 May 2019

Without an Officer of the Day we don't have
a dinghy race.

You will only be asked to do one or two races in a year so it is important that you see the task is done and not just leave it to others. Arrive in good time to prepare yourself and the course (at least an hour before the start). As Officer of the Day you are in charge. This isn't a licence for dictatorship but you must make things clear and simple to everyone. The role can feel daunting for the first time but opens up a wealth of knowledge and experience within the club and quickly becomes a lot of fun. New OD's will be guided and supported so make it a feature of your sailing season. If in doubt just ask as other members are just waiting to help you.

Acknowledgements

I would like to thank Colin Howard (our Commodore) for the wealth of material he produced that made this booklet possible. [Rob McCulloch](#), Editor

Guidance Notes for the Officer of the Day

Version 11

Preparation

- Open hut and check weather is suitable for racing. If so, use the race guide to select a course which should then be marked on the whiteboard.
- Ensure a safety boat and suitable officer is available, otherwise race is cancelled.
- Hoist the appropriate flags (Buoyancy aid required) see list of flags.
- Fill out the headings on the race form and ensure a pen is to hand.
- Test radio with the safety boat officer.
- Check the race clock, calculator and starting horn.
- Decide time of race and call all skippers together half an hour before start time to explain course, start time and ensure form is completed.
- Ensure all skippers sign on and conform with rule regarding insurance.

Ready for Start

- Warn all skippers to launch and ensure boats are launched – this can take some time so keep everyone moving along.
- Make sure launched boats allow room for following boats.

Commence start sequence

10 mins	Sound Warning
5 mins	Raise Class Flags & Sound Warning
4 mins	Raise Preparatory Flags & Sound Warning
1 min	Lower Preparatory Flags & Sound Warning.
Start	Lower Class Flags & Sound Start. Start your stopwatch.

Ensure all were behind the line at the start and call back those who jumped the start. In fierce tides early starters can be held back long enough to counter any advantage and then allowed to start. In light winds starts can be made from the bank.

During the Race

Watch the weather and be prepared to abandon the race or alter the course as conditions vary. Signal any change (particularly shortening course) via the Safety boat.

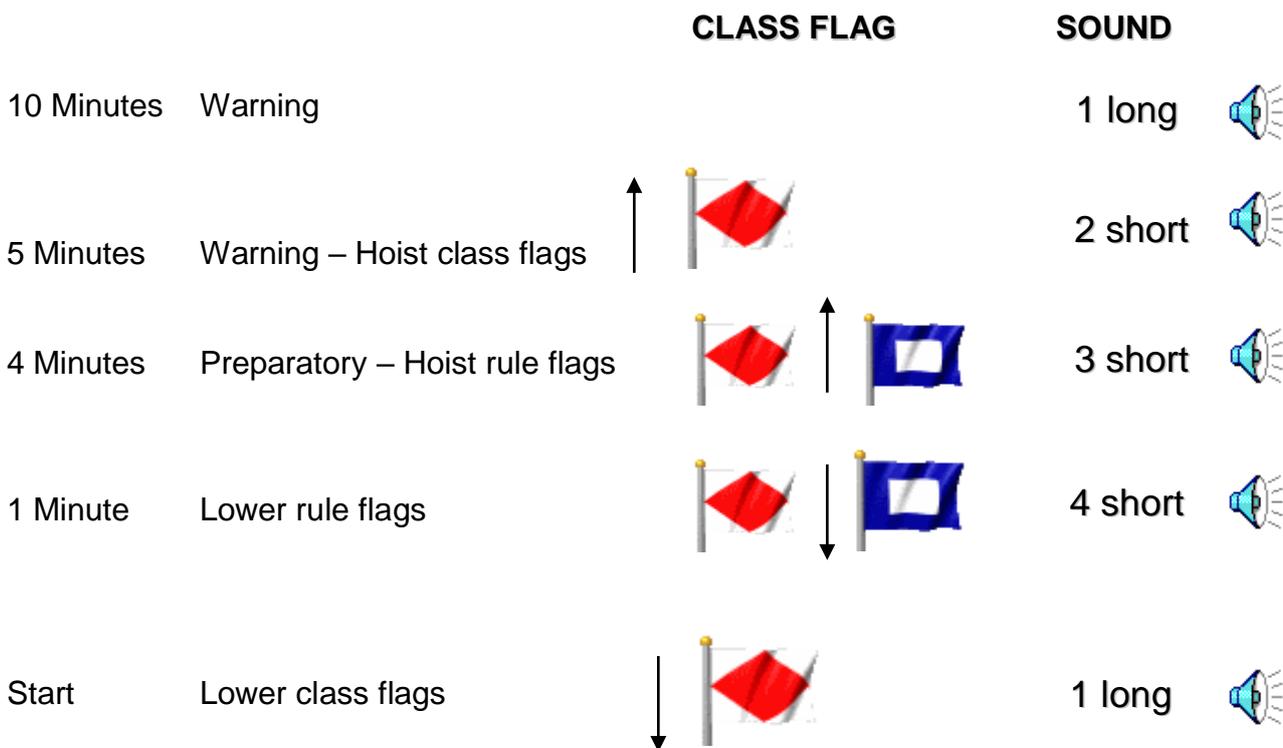
Completion of Race

- Watch for the return of the boats and mark the exact time as each crosses the line.
- Give one long blast of the horn as each boat finishes.
- Enter the finish time for each boat on the race form.
- When all competing boats have finished ensure there are no protests and then perform the race calculations (see example on page 6). For each boat:
 - Subtract start time from finish time to get elapsed time.
 - Convert to seconds (use conversion chart)
 - Multiply by 1000 and divide resulting number by the yardstick
 - Enter final figure on card and list boats in order (lowest number first)
 - Announce Results.
- Ensure all boats are safely back before closing the event.

Protest

If a boat makes a formal protest then hand the matter to the Protest Committee (see overleaf) and await adjudication.

Start Sequence



Dinghy Race Form (2006 v1) Example

Race date **10 March 2006** Club safety boats in use (A) **Avon Rib...** (B)
 Race Title ...**Challenge Cup**..... Hi Water @ **13: 30** Race Briefing @ **12: 30**
 Start Time H **13** Min **10** Wind at start (F) **3** Tide Height (Ft)**30** Race Officer **Fred Bloggs**

	Dinghy Name	Sail No.	Yard stick	Dinghy class	Insurance Declaration Sign on	Finish Time	Time In Secs	Adj with yard-stick	Position	Sign-off
1	Snail	123	1095	Falcon	<i>J Jones</i>	14:20.10	4210	3844	2	<i>J Jones</i>
2	Hare	321	1130	GP 14	<i>M Winner</i>	14:21.30	4290	3796	1	<i>M Winner</i>
3										
4										
5										
6										
7										
Finish – Start then converted to seconds: 1) 14: 20. 10 (secs) – 13: 10 = 1hr 10min 10 sec In seconds is 3600 + 600 + 10 = 4210 sec 2) 14: 21: 30 (secs) – 13: 10 = 1hr 11min 30 sec In seconds is 3600 + 660 + 30 = 4290 sec						Adjustment Time in Sec / Yardstick 1). 4210 * 1000 / 1095 = 3844 2). 4290 * 1000 / 1130 = 3796				
Protests made:						Form checked by:				

Note: Every boat must sign-in and thereby confirm compliance with all rules, particularly those covering safety and insurance. All sign-off to signify safe return.

Race Results Calculation

The form opposite should be fairly self-explanatory. The time taken by each competitor is converted into seconds. Then multiplied by 1000 to get manageable numbers and then divided by the yardstick. Hence, a slower boat with a bigger yardstick can take longer to finish the course yet win the race. Thus, it is vital to record accurate timings in a race of mixed class boats.

Conversion Chart for time in seconds

See laminated sheet but key figures:

1 hour = 3600 seconds, 30 minutes = 1800 secs, 10 minutes = 600 secs

Protest Committee

Any of the committee should take responsibility for the protest as soon as the Officer of the Day raises the matter. The OD can then leave it to the committee to deliberate.

The current committee comprises:

Yardsticks

Falcon	1100	Mirror SH	1380	Albacore	1038
Falcon (2 up)	1090	Mirror DH	1390	Alba FFSC	1096
GP14 (old)	1130	Optimist	1642	Solo	1143
Laser (old)	1099	Wayfarer	1102	Topper	1363
Laser FFSC	1096	Wayfarer S/4	1092	Stratos	1120
Enterprise	1119	Tera	1438		

Note: Reducing crew by one incurs 10 point handicap reduction.

Reporting the results to the Warrington Guardian

If we send the results to the Warrington Guardian they may (no promises) include us in their sports pages. Pre printed forms have been put in the Starters Hut so please fill one in and send it to the paper. The instructions are as follows:

- Once the results are confirmed fill in a form (Blanks in the folder)
- Write a description of the race that makes us sound interested.
- The more topical the more space we will get.
- Be sure to add a Warrington connection as that is key to being included in the Warrington Guardian.
- Use email to send it to the Guardian (phone number on the form). Also to rob.mcculloch@ntlworld.com for inclusion on our website (if you prefer you can phone it in on Monday).

Note: Deadline for inclusion is Tuesday noon.

Section of river used for dinghy racing



Setting the Course

This is no easy matter and advice should be sought from the more experienced sailors. Some simple guidelines present themselves as follows:

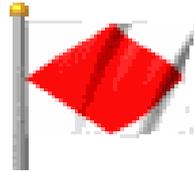
Light airs – here the tide will dictate matters so set a course towards Monks Bridge. The key issue is to judge the start time to ensure all participants have a chance of making the upper mark before the tide turns to run out. Starting too early will have the fleet washed up to Warrington but ensure enough time so all can make the upper mark to make a race.

Steady breeze – This offers many more options so keep the course nearer to the club. A tight course will keep the boats closer together, encourage competition and hone boat handling round the marks. Note how boats will have to round the marks and be very clear where and under what conditions you ask boats to gybe.

Strong winds – be particularly wary of gusty conditions where there are extreme changes in wind speed and be prepared to abandon the race if conditions warrant it.

Class Flags

Falcon
GP



Wayfarer
Flying Fifteen
Enterprise
420
Laser II

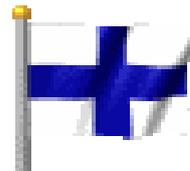


Topper
Mirror
Optimist

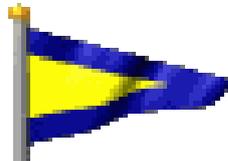


Recalls

Individual



General



Preparatory



Preparatory or
No Penalty



Come within hail



Life Jackets Compulsory



Mark Missing



Abandon & re-sail



General Recall



Individual Recall



Round the ends
Rule 30.1



20% penalty
Rule 30.2



Shorten Course



Notice on notice
board or follow me



OCS – Disqualified
Rule 30.3

Postpone Race



Abandoned
Signals ashore



Abandoned
No more racing
today



Indefinite
Postponement



Postponed 1 hour



Postponed
Signals ashore



Postponed to
another day

Postpone Race (indicating time delay)



Indefinite Postponement



AP over numeral - Postponed that number of hours



1



2



3



4



5



6

Abandon Race



Signal Flags – Letters and Numbers



ALPHA



BRAVO



CHARLIE



DELTA



ECHO



FOXTROT



GOLF



HOTEL



INDIA



JULIET



KILO



LIMA



MIKE



NOVEMBER



OSCAR



PAPA



QUEBEC



ROMEO



SIERRA



TANGO



UNIFORM



VICTOR



WHISKEY



X-RAY



YANKEE



ZULU



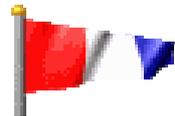
ZERO



ONE



TWO



THREE



FOUR



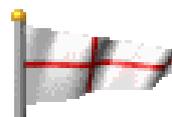
FIVE



SIX



SEVEN



EIGHT



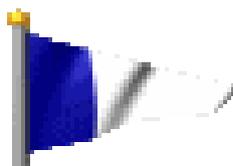
NINE



CODE and ANSWER



FIRST SUBSTITUTE



SECOND SUBSTITUTE



THIRD SUBSTITUTE



ALPHA REPEAT