

Guidelines for conducting a race

1. Be prepared

Check the weather forecast. If you have a mobile take it with you for emergencies and have appropriate weather links (e.g. Gympie Radar) in your favourites. Check the [boat duty help page](#) and [weather link page](#) on the LCSC website for more links.

2. Start on time

Make sure you raise the warning signal **no more than 1 min after the indicated time**, which usually is 11:00 for morning races and 13:30 for the afternoon.

3. No wind or any other major issues stopping you from starting:

Raise postponement **AP over H** with two sound signals. This means competitors go back to the beach and have at least 30 min before coming out again. Wait until all competitors have left the racing area and then remove all flags on the start boat.

Advise base to raise the postponement on the club house or go back and do it yourself. When lowering the postponement on the club with one sound signal you must wait at least 30 min before you can start the sequence. Try not to be longer than 35 min.

4. Course:

4.1. In **westerly winds stay far away from the western shore**. There is no constant wind on this shore in westerlies. The further east and north you go the better. Just watch out for the sandbanks on the Teewah side when anchoring the start boat there.

4.2. Ensure **at all times** that the course is **not anywhere near the western red navigation mark** (at least 50 m from any lay line). If you misjudged the position of the start boat advise the course boat to change the angles of the triangle to avoid the mark. This is still better than ending up with people sailing over the rocks.

5. Length of course:

- consistently (at least 15 min) less than 5 knots - postpone with AP over H or if no competitor is out yet advise base to postpone. Don't do this hastily. If in doubt wait, it may improve soon???
- If a race is already underway and the wind drops below 5 knots consistently consider to shorten the course before abandoning.
- 5 knots - 0.5 nautical miles = 926 m
- 6 - 7 knots - 0.6 nautical miles = 1111 m
- 8 - 9 knots - 0.7 nautical miles = 1296 m
- **10 - 12 knots - 0.8 nautical miles = 1482 m**
- 13 - 15 knots - 0.9 nautical miles = 1667 m
- 16 - 18 knots - 0.8 nautical miles or less, depending on how wild it is or how exhausted competitors seem.
- consistently (at least 10 min) over 18 knots - consider postponing or abandoning racing, depending on your experience, the rescue boats' skills and the skills of competitors on the water.
- consistently (10 min) over 22 knots postpone or abandon racing.

6. Start and finish line:

Bias the start line, so that the buoy end is positioned slightly more into the wind than the start boat.

For both lines **err on the side of far too long** 50+ meters for 10 boats.

Ensure that the finishing line is long enough (longer than start line!) that spinnaker boats don't have to lower the spinnaker from mark 3 to the finish line especially when it is over 10 knots. You do not wish anybody to get into difficulties in this area, so give them room.

7. Dramas during starting sequence:

If something goes wrong during the starting sequence, pull down all flags and **raise postponement flag** AP with two sound signals. Calm your nerves and when you are ready lower the postponement flag with one sound signal and **start the new sequence exactly 1 min after** you lowered the postponement.

8. During the race:

In regular intervals **count the competitors**, be vigilant about capsizes and stay in contact with the course boat. If you require more assistance call the junior boats on **channel 72**.

9. Shorten course

If you need to shorten the course because the wind changed or you misjudged the conditions please relocate the start boat to the other side and slightly below of mark 3. Boats are to finish between Jean on starboard and mark 3 on port. For some clarifications of misconceptions see here: [Shorten Course](#).