PURSUIT RACE INSTRUCTIONS

- In addition to the race equipment bring a GPS or other device that has GPS time to the second (cell phone?), and bring a spare pencil, and also ideally a highlighter pen. Make sure the GPS has sufficient battery life as it may be on for more than one hour while all of the starts are timed.

- You need these two documents:
  - **Score Sheet**: this is the regular score sheet. Note there is a column for pursuit ratings. You will use these ratings, not the club ratings, as the pursuit ratings are based on past performance and give everyone a chance of coming first.
    Print the score sheet and take an extra copy with you just in case one gets wet, flies away, or you make an error.
  - **Pursuit Race Start Times**: You will use it to look up the start time for each individual boat. Print it off and an extra copy.
  It is helpful if on the days before the race you familiarise yourself with these two documents and the process (see below) so that you are prepared for the event.

- Choose a course from the SNSYC list of courses :
  - If winds are light, pick one of the shorter courses.
  - Pursuit races <u>cannot</u> be shortened. So for those courses that have a short course option, you <u>must</u> choose either the full course length or the short course length.
  - Since the time limit for pursuit races is shorter (see below), avoid any particularly long courses.

- Post the course number on the course board well in advance. Also post the RC flag.
  If you have chosen a shortened course, post the Shortened Course Flag and it is helpful to let them know over VHF 09 that it is the shortened course.

- On the **Pursuit Race Start Times** spreadsheet, knowing the course length (from the SNSYC list of courses), identify the column on the spreadsheet for that course length. It is helpful to highlight that column with your highlighter pen.

- As you identify each boat, look up their pursuit rating on the **Score Sheet** (do not use club or PHRF ratings as these will not apply). Then find this rating on the **Pursuit Race Start Times** spreadsheet. If there isn't an exact match, select the nearest rating on the spreadsheet. Then look along that row to find the start time under the relevant course length column. Write this start time on the score sheet for that boat.

- The spreadsheet does not show ratings slower than 300 (our slowest rated boat at time of publishing). If you should get a boat with a slower rating than 300, assume the 300 start time.

- It helps to rewrite on a sheet of paper the boats and their start times in start time order so that you can more easily track the starts.

- Give everyone their individual start times by hail or VHF 09.
  - If there is a boat not in the score sheet list, ask for their PHRF rating and find their start time as above.

- If possible warn each starter as their start time approaches. Examples:
  - "Bonita's start in 1 minute"
  - "next start is Honcho in about 5 minutes"

- Give a horn for each start (make sure you have a full air horn).

- The finish is easy, just record the finish order. Can make a note of time if you like.

Time Limit
- The time limit for these races is 4 hours. Therefore for an 11:00 start the time limit will be 3:00 pm. Any boat finishing after 3:00 pm will be scored DNF. Note: boats do not get 4 hours after their individual start times.

Postponement

If conditions are such that you feel you must postpone, it is suggested that you postpone for 30 minutes (or one hour). You will need to re-determine every boat's start time by adding the 30 minutes (or 60 minutes) and will need to contact each boat to give them their new start time.

To postpone, you hoist the postponement flag ("AP") with two horns.

You would then drop the postponement flag with one horn at 11:24 (in the case of an 11:00 start postponed by 30 minutes) and then proceed with the 5 minute sequence commencing 11:25.