



SMART



SMART Classes



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SMART *Classes*

5th June
19th June
3rd July
17th July





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Sailing Mentorship And Race Training



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This session is aimed at sailors who have never raced or consider themselves novice racers.

Agenda

- What you Need to do to Race
- Boat and Team Building
- Types of Races
- Flags and Start Sequences



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Introductions

Paul Jackson

Past Commodore
Senior Member
Owner BKT Jamhu.

Very experienced Yacht Racer

Airlie Beach Race Week
Magnetic Island Race Week
Melb – Hobart West Coaster
Port Lincoln Race Week

Rod McKenna

Senior Member
Regional Race Officer
Sailing Committee Member

Experienced Sailor

RO RBYC Centre Course
RO RBYC Tower
RO for Various State Titles

- What you Need to do to Race
 - Get Your Boat Prepared
 - Does your insurance cover any mishaps.
 - Lighten your load, remove excess cruising gear.
 - Make sure you know how to get in and out of the pen, ask for assistance.

- What you Need to do to Race
 - Get Yourself Prepared
 - What sort of timeline:
 - Enter a few days before.
 - Get a weather forecast to decide if it is suitable for your skill level.
 - Study Notice of Race & Sailing Instructions.
 - Sign on the boat the day before race start.
 - Sign on the crew at least an hour before race start time.

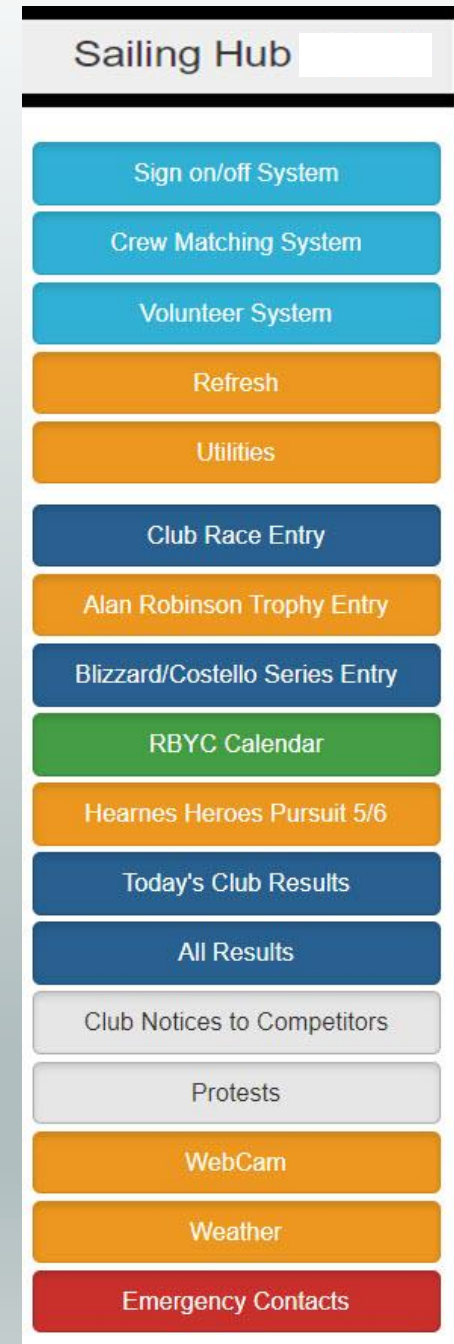


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- **Boat and Team Building**
 - Arrange your crew, perhaps with mentor.
 - Safety briefing with crew, safety equipment etc.
 - Make sure that they have the right clothing for the conditions.
 - Strongly recommend always wearing a life jacket.
 - Brief your crew before you leave the dock so that everyone knows what to do.

• Finding Information about Races

- Access to Sailing Hub.
 - RBYC Calendar
 - RBYC Notice to Competitors.
 - Weather Links



- **Finding Information about Races**

- **NOR – Notice of Race**

- The Notice of Race is published by the Organising Authority and refers to the rules that govern the particular event / race.
- The Notice of Race may change a class rule under conditions.

- **SI's – Sailing Instructions**

- The Sailing Instructions are rules.
- Special Regulations that apply will be stated.
- Schedule of Races.
- Class Flags.
- Race Time Limits and Finishing Windows.
- Course instructions and layout.
- How to Lodge Protests.



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- Types of Races

- Tower Races

- Fleet Starts

- Pursuit Starts

- Centre Course Races (Boat to Boat)

- Windward /Leeward Races – Fleet Starts

- Centre Course Races (Boat to Tower)

- Passage Races – Fleet Starts

• Tower Races

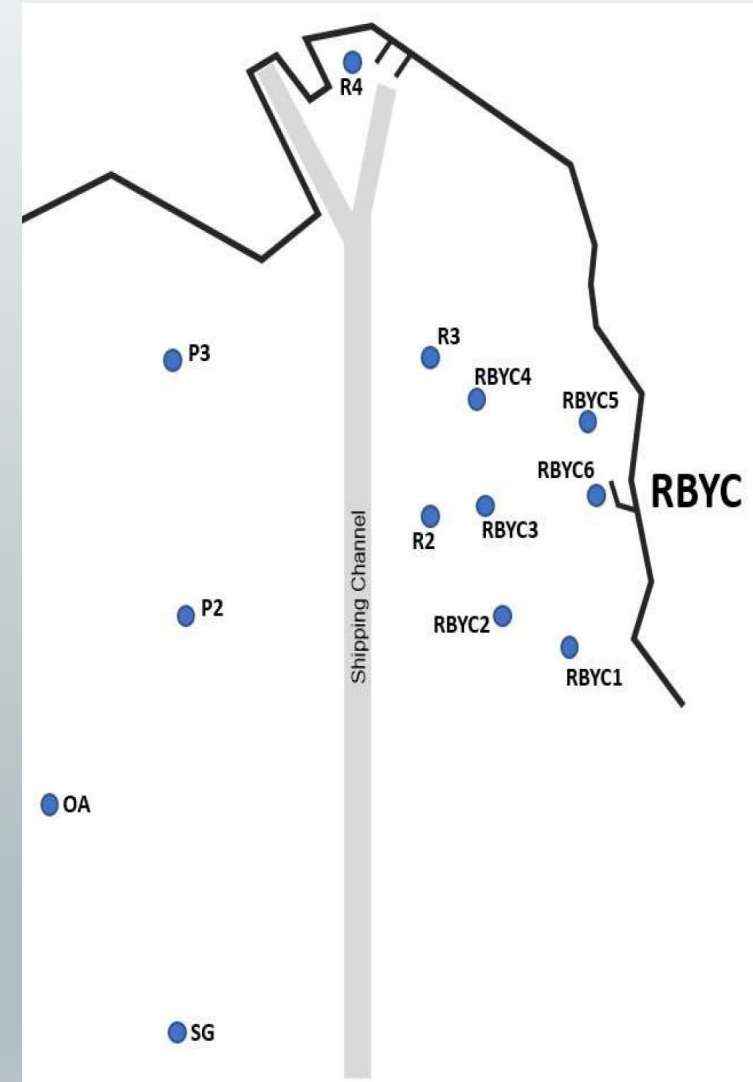
APPENDIX C Tower Courses

ALL COURSES & NUMBERS HAVE CHANGED !

Tower Start and Tower Finish. All courses use Fixed Marks except Westerly courses which have an additional laid **Pink** mark approx. 0.4Nm to the south of RBYC 6.

Abbreviations(Sth = South, Nth=North, Stbd=Starboard)

Num	Wind	Nm	Start Dir'n	Leave Marks to	Tower Course
1	E	6	Nth	Port	Start - 5 - R2 - 1 - Finish
2	E	8	Nth	Port	Start - 5 - 3 - 5 - 3 - 1 - Finish
3	E	10	Nth	Port	Start - 5 - 4 - 3 - 6 - 5 - 4 - 3 - 1 - Finish
4	E	9	Nth	Port	Start - 5 - 4 - 6 - 5 - 4 - 3 - 1 - Finish
5	NE	7	Nth	Port	Start - 5 - R3 - 2 - Finish
6	NE	9	Sth	Port	Start - 2 - 6 - 3 - 2 - 6 - 2 - Finish
7	NE	11	Sth	Port	Start - 2 - 6 - 2 - 6 - 2 - 6 - 2 - Finish
8	N	4	Nth	Port	Start - 5 - 6 - 1 - Finish
9	N	5	Nth	Port	Start - 5 - 3 - 1 - Finish
10	N	6	Nth	Port	Start - 5 - 4 - 1 - Finish
11	N	7	Nth	Port	Start - 5 - 4 - R2 - 1 - Finish
12	N	7	Nth	Port	Start - 5 - R3 - R2 - 2 - 1 - Finish
13	N	8	Nth	Port	Start - 5 - 4 - 3 - 4 - 3 - 1 - Finish
14	N	9	Nth	Port	Start - 5 - 3 - 1 - 6 - 5 - 6 - 1 - Finish

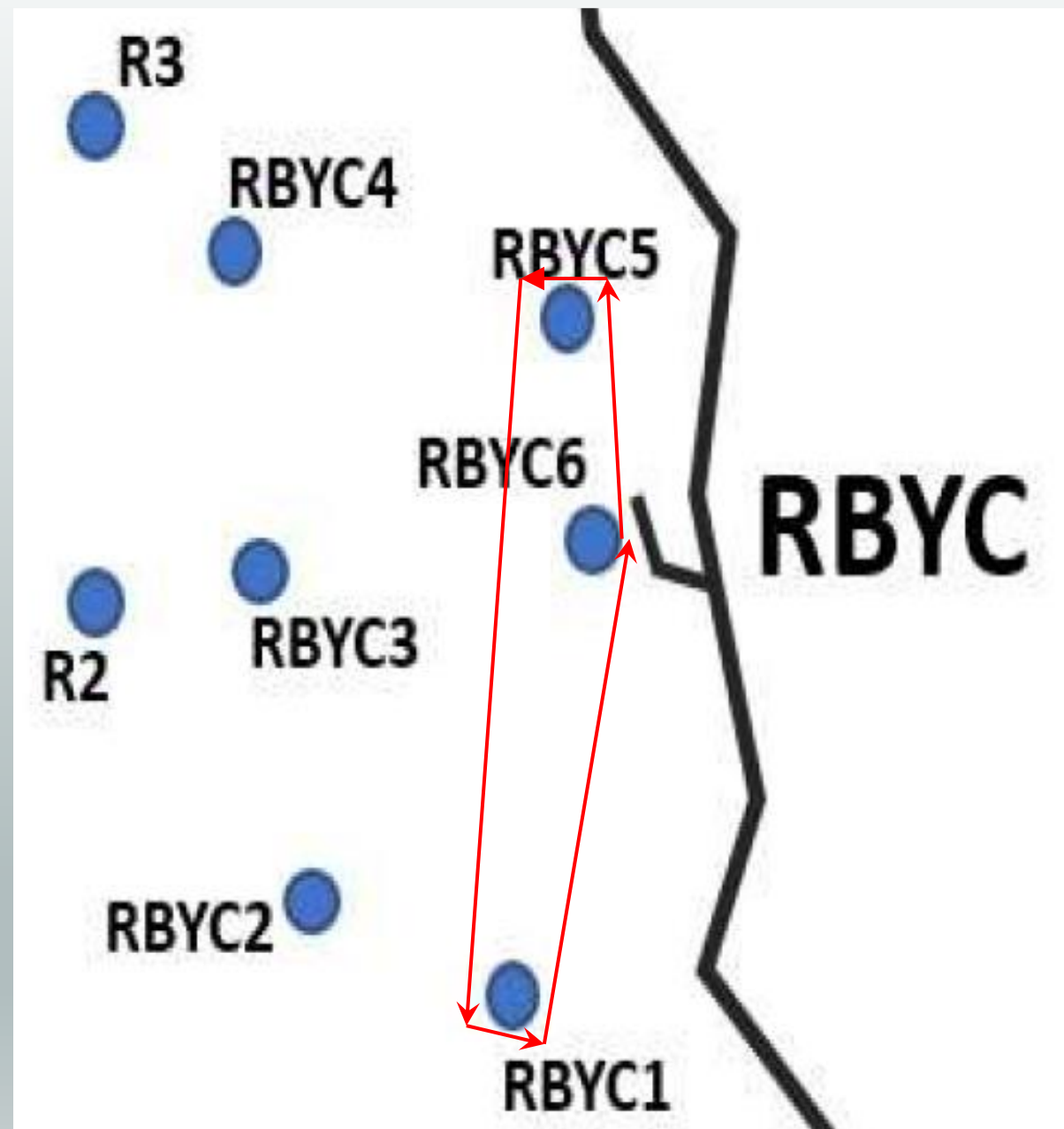




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• Tower Races

8	N	4	Nth	Port	Start - 5 - 6 - 1 - Finish
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Centre Course Races (Boat to Boat)

Etchells, Dragons, VX One

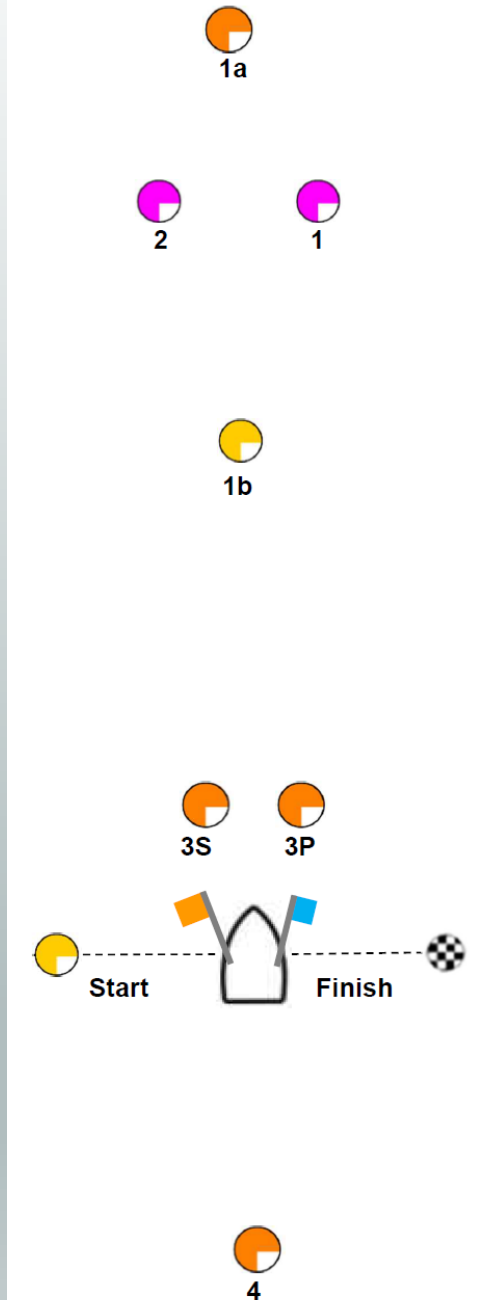
Course	Course to be sailed
1	Start – 1 - 2 - Finish
2	Start – 1 - 2 - 3p/s – 1 - 2 - Finish
3	Start – 1 - 2 - 3p/s – 1 - 2 - 3p/s – 1 - 2 - Finish

2.4mR

Course	Course to be sailed
1	Start – 1b – Finish
2	Start – 1b - 3p/s – 1b - Finish
3	Start – 1b - 3p/s – 1b - 3p/s – 1b - Finish

All Other Keelboats

Course	Course to be sailed
1	Start – 1a – Finish
2	Start – 1a – 4 – 1a - Finish
3	Start – 1a – 4 – 1a - 4 – 1a -Finish



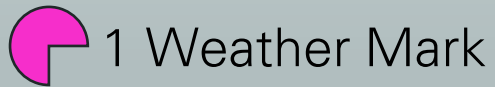
Centre Course Races (Boat to Boat)

Etchells, Dragons, VX One

Course	Course to be sailed
1	Start – 1 - 2 - Finish
2	Start – 1 - 2 - 3p/s – 1 - 2 - Finish
3	Start – 1 - 2 - 3p/s – 1 - 2 - 3p/s – 1 - 2 - Finish



Start Mark



1 Weather Mark



1b Weather Mark



3 S & 3P Gate Marks



Finish Mark



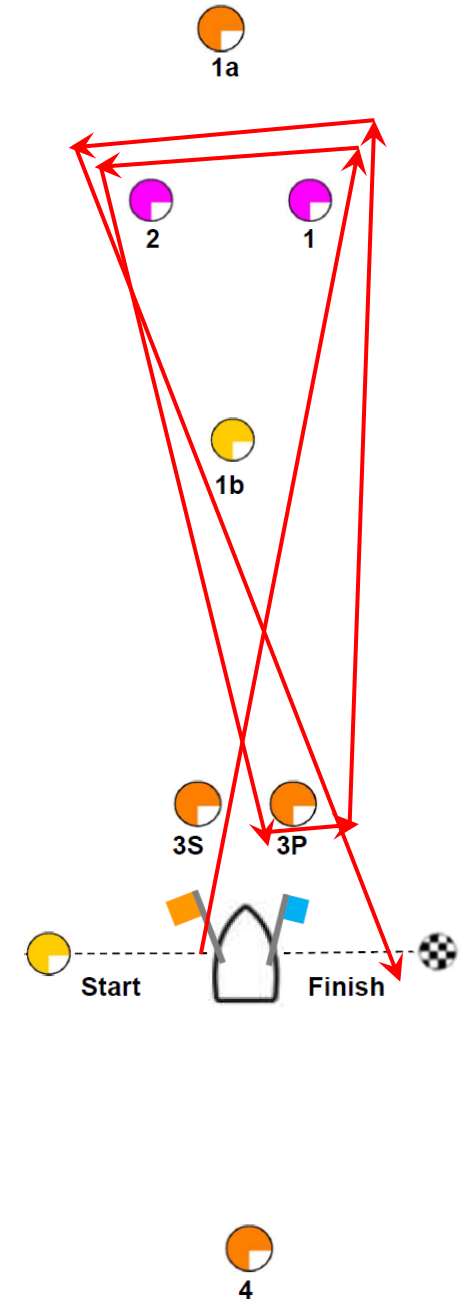
1a Weather Mark



2 Hitch Mark



4 Leeward Mark

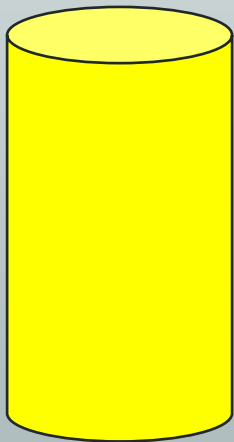




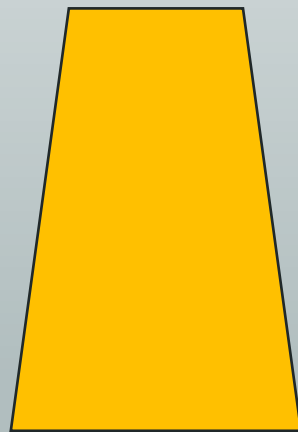
- Fixed Marks



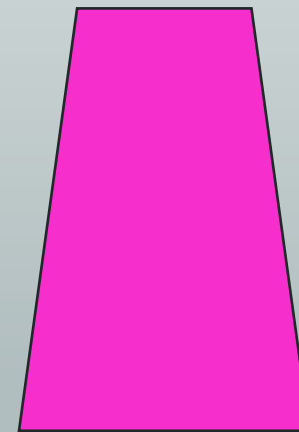
- Common Laid Marks



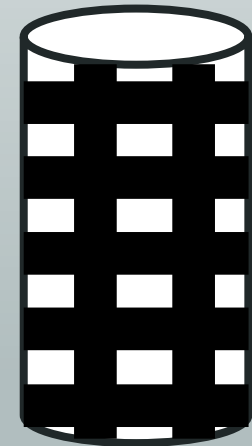
Start Mark



Leeward Gate Mark



Weather & Hitch Marks



Finish Mark



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- Flags and Start Sequences





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Start Sequence

TIME	Signal		Sound	
Start -10	Orange Flag	↑	●	Short
	Course Flag	↑		
Start -5	Class Flag	↑	●	Short
Start -4	Prep Flag	↑	●	Short
Start -1	Prep Flag	↓	●	Long
Start	Class Flag	↓	●	Short
	Course Flag	↓ ↑		

Start Line

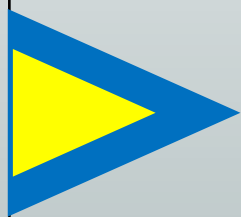


Finish Line

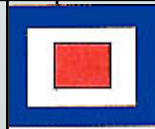


Recall

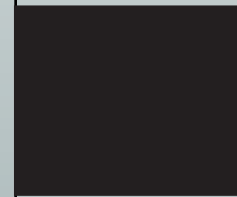
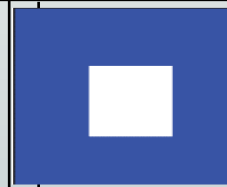
S



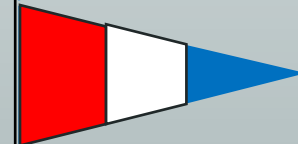
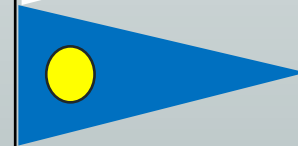
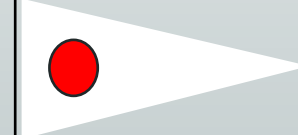
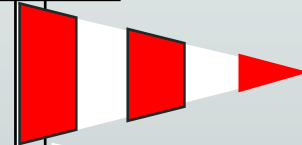
Class Flags



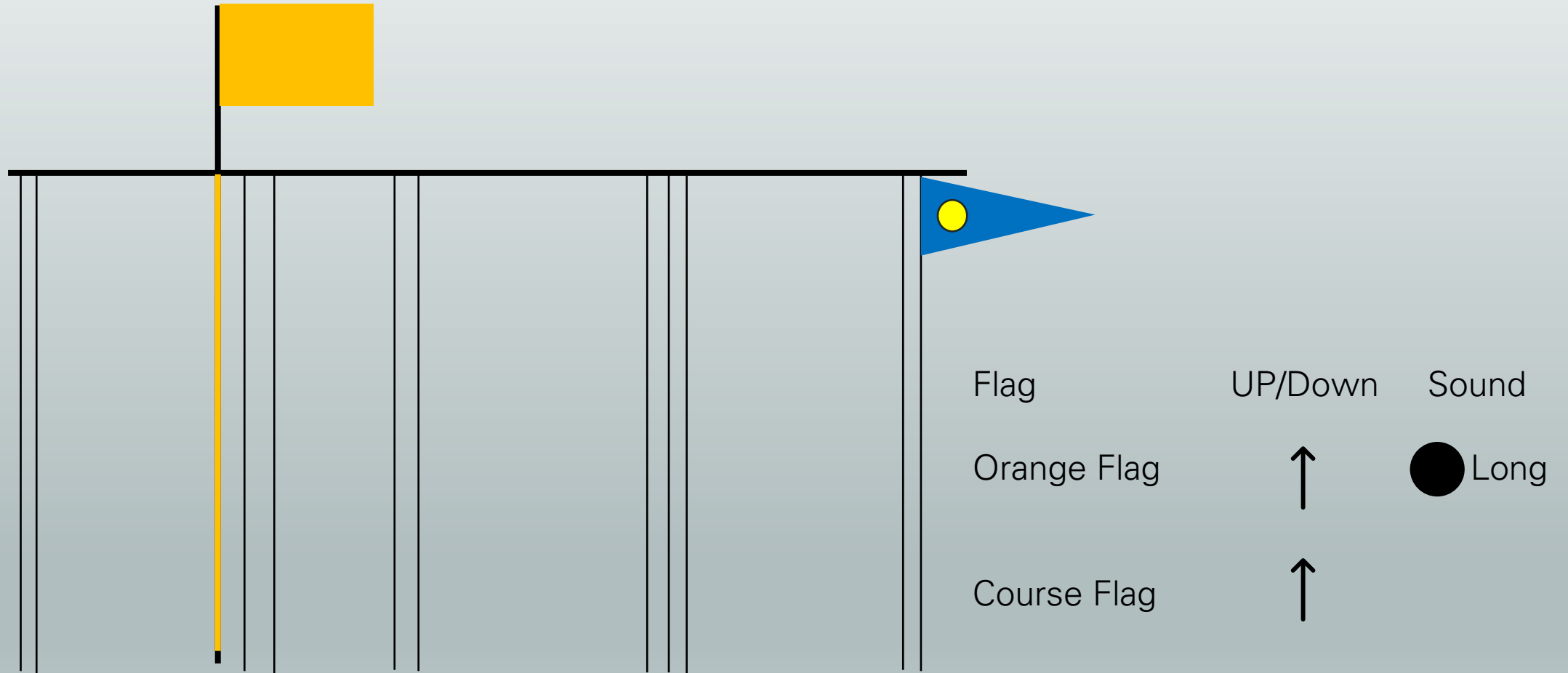
Prep Flags



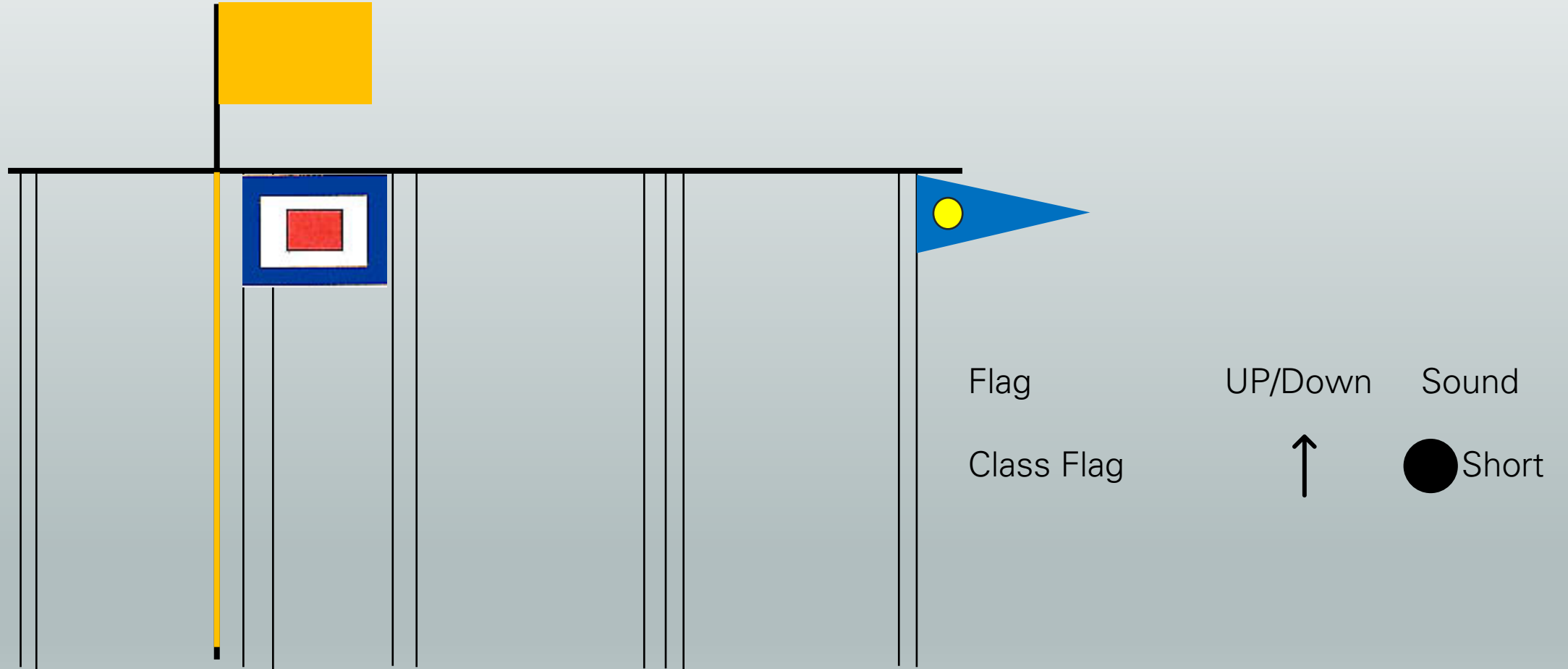
AP / Course Flags



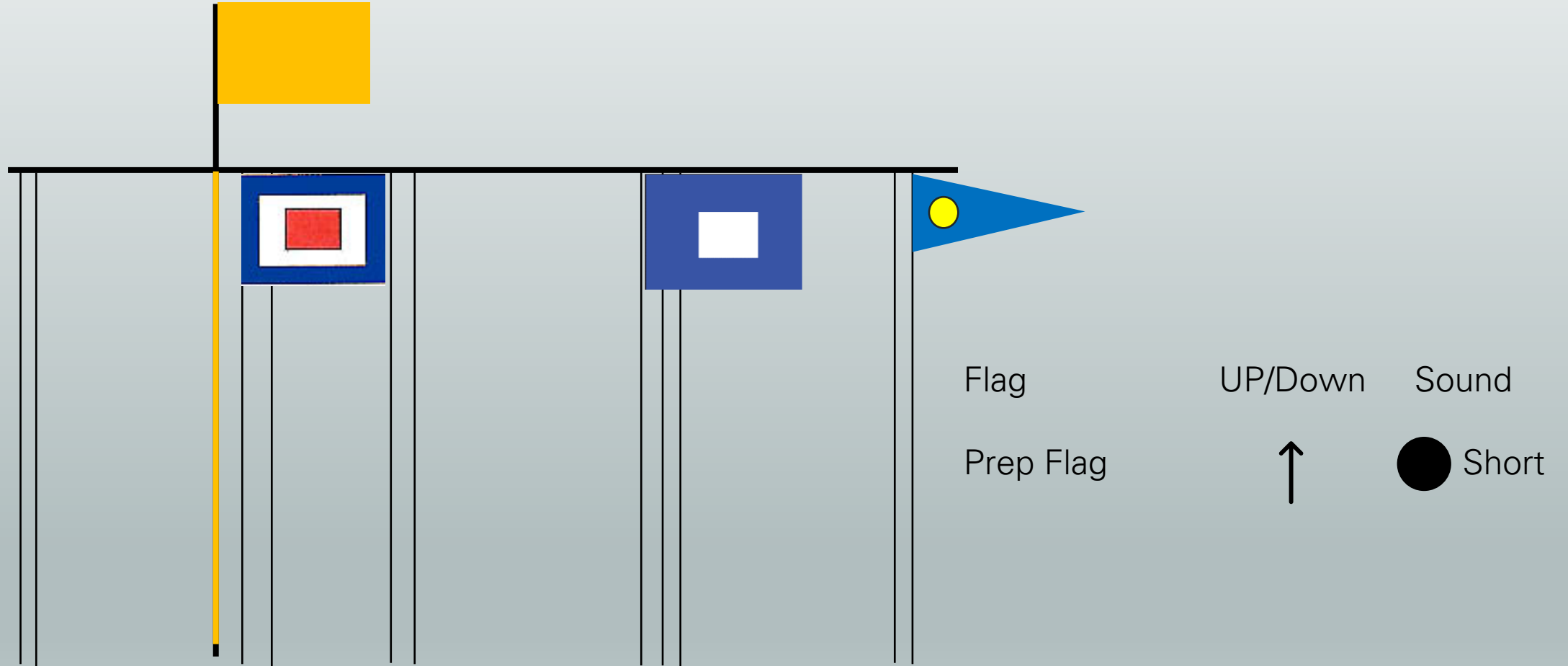
- Start Sequence – 10 Minute Warning



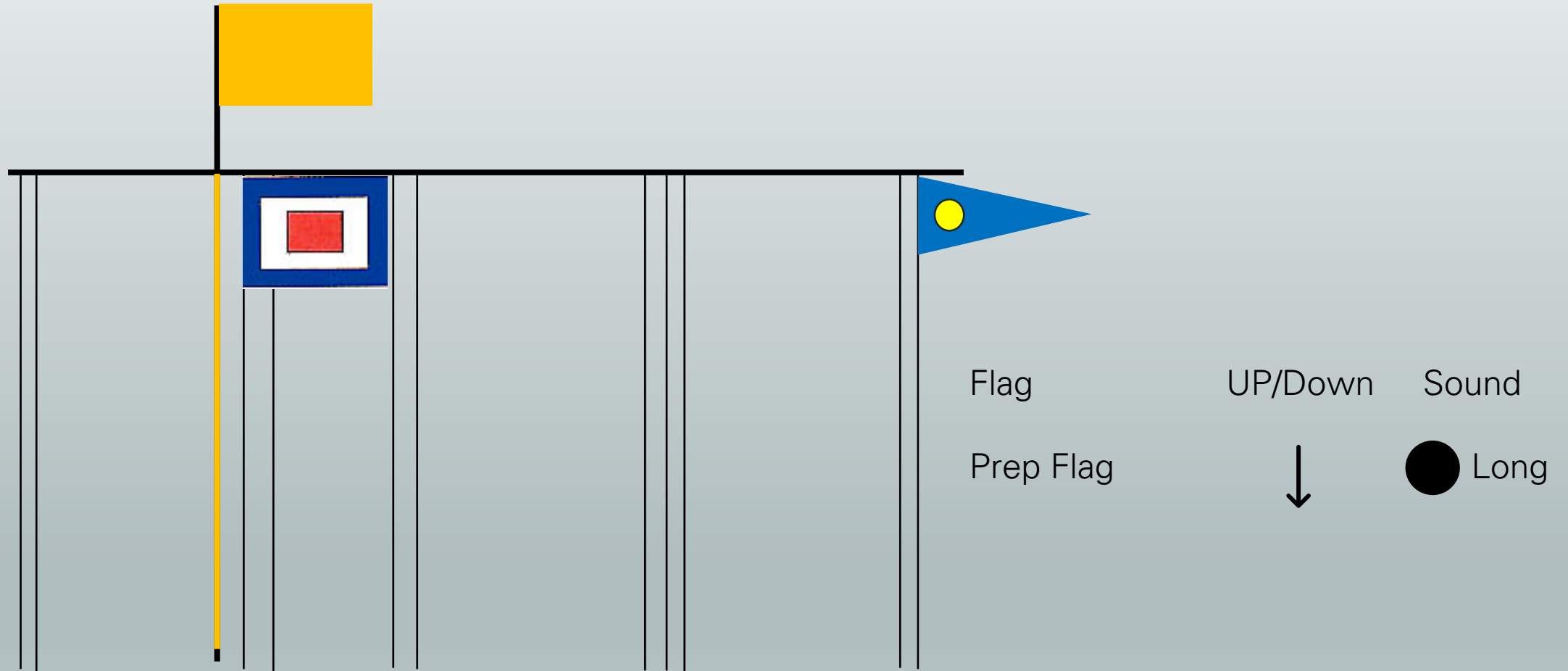
- Start Sequence – 5 Minute Warning



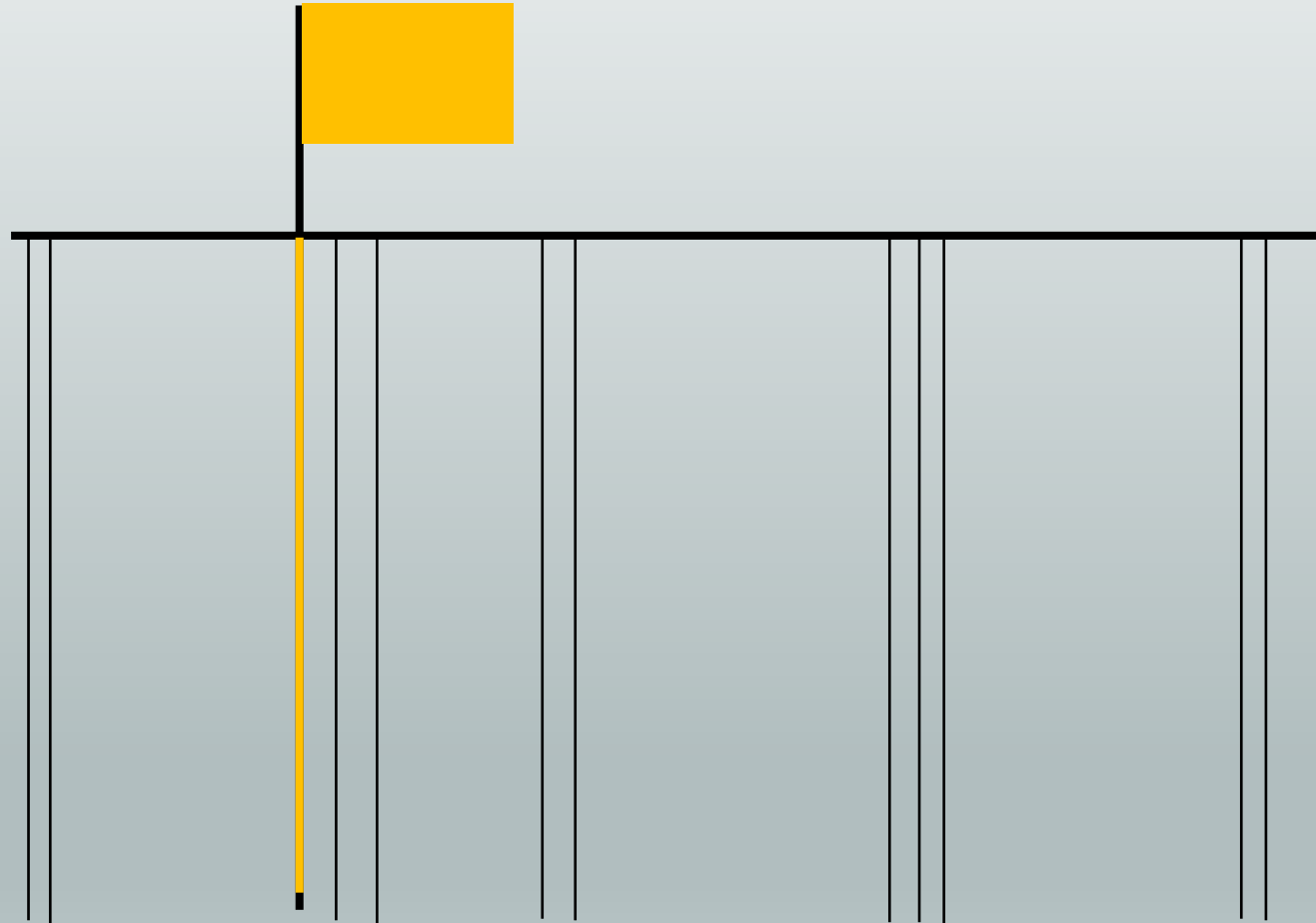
- Start Sequence – 4 Minute Warning



- Start Sequence – 1 Minute Warning



- Start Sequence – 0 Start Time



Flag

UP/Down

Sound

Class Flag



● Short

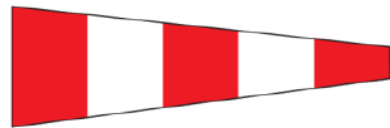
Course Flag



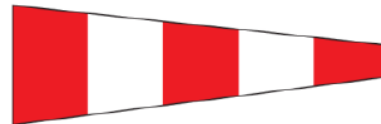
Race Signals

The meaning of visual and sound signals are stated in the following slides.
An arrow pointing up or down means that a visual signal is displayed or removed.
A dot means a sound may be heard in conjunction with the visual signal.
Five short dashes mean repetitive sound.
A long dash means a long sound signal.

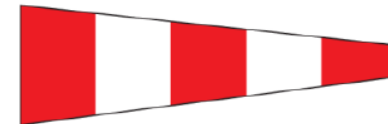
Postponement Signals



AP Races not started are *postponed*. The warning signal will be made 1 minute after removal unless at that time the race is *postponed* again or *abandoned*.



AP over H Races not started are *postponed*. Further signals ashore.



AP over A Races not started are *postponed*. No more racing today.

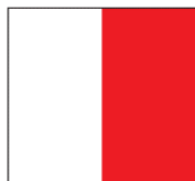


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Abandonment Signals



N All races that have started are *abandoned*. Return to the starting area. The warning signal will be made 1 minute after removal unless at that time the race is *abandoned* again or



N over H All races are *abandoned*. Further signals ashore.

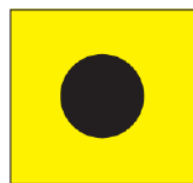


N over A All races are *abandoned*. No more racing today.

Preparatory Signals



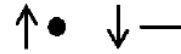
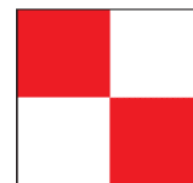
P Preparatory signal.



I [Rule 30.1](#)



Z [Rule 30.2](#)



U [Rule 30.3](#) is in effect.



Black flag. [Rule 30.4](#) is in effect.

Recall Signals

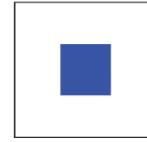


X Individual recall.



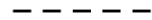
First Substitute General recall.
The warning signal will be made 1 minute after removal.

Shortened Course



S The course has been shortened. [Rule 32.2](#) is in effect.

Changing the Next Leg



C The position of the next *mark* has been changed:



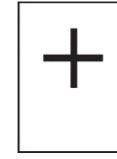
to starboard;



to port;



to decrease the length of the leg;



to increase the length of the leg.

Other Signals



L Ashore: A notice to competitors has been posted.
Afloat: Come within hail or follow this vessel.



M The object displaying this signal replaces a missing *mark*.



Y Wear a personal flotation device (see [rule 40](#)).



(no sound)

Blue flag or shape. This race committee vessel is in position at the finishing line.



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Thank You

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