

PYC - Special Instructions for Wednesday Series Fun Races

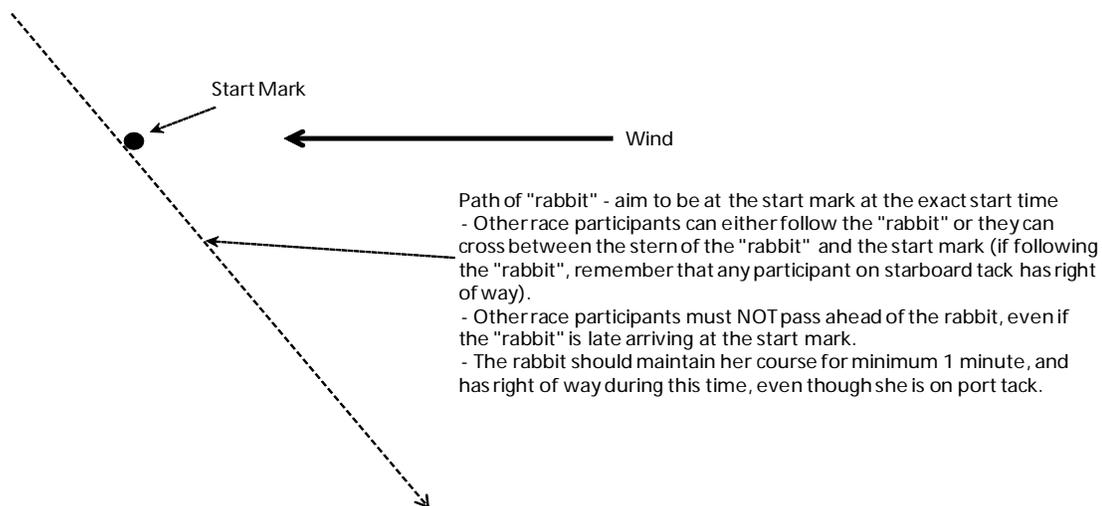
We will not normally have a race committee boat, and will therefore have to start & time the races ourselves. Therefore a different starting procedure is used (Modified Gate).

Modified Gate Start

1. There will be a skippers meeting 45 minutes before the start time.
2. All races will start with a windward leg (as near a beat as possible)
3. A selected boat (the rabbit - selected at the skippers meeting) will sound all signals (5 min, 4 min, 1 min, start. Horn only - no gun). Flags will not be raised or lowered - so you must listen. If possible, the rabbit should try to transmit all signal horns over VHF (this makes it much easier to hear the horns in windy conditions).
4. The rabbit will sail past the start mark on port tack (leaving the start mark to port) at the start time. She will aim to be as near the start mark as she can, passing it as close to the start time as she can). She will continue close-hauled on port tack for a minimum of 1 minute (regardless of wind shifts).
5. All other racers must either:
 - Either pass between the rabbits stern and the start mark on starboard tack (hence there can never be anyone over the start line early).
 - Or they can follow the rabbit on port tack, so long as they stay minimum 10m behind the rabbit until they have passed the start mark.
6. Remember no boats can start ahead of the rabbit, even if she is late. However, if the rabbit is a little early, then the race starts a little early.
7. NOTE THAT THE RABBIT HAS ABSOLUTE RIGHT OF WAY DURING THIS FIRST MINUTE, AND WILL NOT ALTER COURSE FOR ANY RACER (except in an emergency). However boats electing to follow the rabbit on port tack do not have right-of-way over others on starboard tack.
8. The rabbit gets the best start of the fleet (time-wise), other racers normally get fairly clear wind as the fleet is less bunched than is normal for a line start.
9. While a faster rabbit will mean that some boats may want to pass her stern some distance from the start mark, please remember that the rabbit is free to tack after 1 minute, and you must have passed between her stern & the start mark before she tacks.
10. If you can't make the start line before the rabbit tacks, you must start on starboard tack passing over what used to be the start line within 10m of the start mark (same side of the mark as the start line was).

Shortening the Course

A decision to shorten the course will be made by the rabbit. Course shortening will involve finishing at one or more race marks prior to the planned finish mark. The rabbit will announce a shortened course by VHF (channel 72) prior to the first boat passing the new finish mark.



Self-Timing

1. **Measure your elapsed time from the 5 minute warning horn** (i.e. the elapsed time from the 5 minute warning signal till when you cross the finish line), ALWAYS REPORT YOUR ELAPSED TIME FROM THE 5 MINUTE HORN. The 5 minutes will be subtracted from your time during processing.
2. At the finish, pass within 5m of the final mark (leaving it to the side indicated). You cross the line when the first part of your boat crosses an imaginary line running from the finish mark at right angles to the direct path to the previous mark (WRITE YOUR ELAPSED TIME DOWN AS YOU CROSS AS IT IS HARD TO REMEMBER IT AFTER COMING ASHORE!).
3. If you haven't managed to keep track of your elapsed time, use your radio (Ch 72) to announce the moment you cross the finish line (give us some warning that you'll be doing this). If you don't have a radio and have lost track of your time, take the time between you & your closest boat as each crosses the finish line (WRITE THE TIME DOWN!).
4. Write your elapsed time (including the 5 minutes) on the sign-up sheet after you come ashore (if you didn't finish, please write DNF on the sign-up sheet).