



Team racing notes 2009

A team race consists of two or more boats sailing as a team against the same number of boats from an opposing team. Good team work will give you a chance of winning, sailing selfishly will not.

Team events can be organised in different ways. The way we intend to run this event is for the teams to be put in a league, each team sailing a match (one or two races depending on time available) against each of the others. The winning team will be the team which wins the highest number of matches. In two-race matches, ties will be broken first on points and then on the result of the second race. Series ties will be broken on the result of the match when the tying teams met. If the number of entries means that more than one league is necessary, a final will be run between the top, or two top, teams in each league, the format to be decided on the day according to the time available.

The points total for six boats completing a race is 21.5 (1.5 pt for 1st place, 2 pts for 2nd place, etc), therefore a team achieving a total of 10.5 points or less wins the race. So to win, your tactic must be that your three boats sail as a team and not independently, to ensure that the opposing team does not achieve this magic number

Here are a few suggestions for tactics during the race. Before the start you agree with your team-mates which one of you will “mark” which boat in the opposing team. If each of you manages to keep your marked opponent behind, your team is bound to win with a 1, 3, 5 (ie 9 points) result. But remember that won’t be easy as your opponents will be planning to do the same thing. There is no point in one of you disappearing ahead if your two team-mates do no better than 4 and 6. Throughout the race you will need to calculate your team’s points and if necessary a boat in front will have to go back to slow down one of your opponents (while sailing **strictly** to the rules) to let one of your team-mates through. We will discuss some of the ways of achieving this at the briefing.

Team racing courses are generally short and just one lap, which ideally will have a starting beat, a reach, a run, a reach and a finishing beat. We are planning to have starts at three-minute intervals. In view of the short time between starts if anyone is OCS the X flag will be displayed for a maximum of 30 seconds. If you are over the line do not hope for a general recall — there will not be one.

For rule infringements, if you are in the wrong you can take a penalty of a single turn (marking of an opponent must cease immediately). In the event of a disqualification, the boat’s score will be 7 points; for an OCS boat not returning correctly the score will be 6 points.

Each team will be given a colour and the warning signal will be the coloured flags of the two teams in that start flown on the same halyard. The start sequence will be:

<u>Time</u>	<u>Flag</u>
3mins	Colour pair for that race displayed
2mins	P flag displayed
1min	P flag removed
Start	Colour pair for that race removed

Winning combinations are:

1-2-3, 1-2-4, 1-2-5, 1-2-6
1-3-4, 1-3-5, 1-3-6
1-4-5
2-3-4, 2-3-5