

Officer of the Day Top Tip Number 2 Running a pursuit race

Running a Pursuit race has been known to make an OD's brain explode,
But with this top tip and associated tool it's really simple.
(..... and I only told one lie then)

1. Download the attached spreadsheet to your laptop or phone.
2. Once you know what boats will be competing fill in the spreadsheet with Boat types and PNs going from slowest to fastest (Biggest PN first).
(Delete the 22 Boat and associated PN's from the first two columns in the template, they are there as examples.)
3. Enter the desired race duration (red number on the top right hand side)
4. Write a large notice for competitors with "Difference minutes" times for each boat type competing. You will note that the slowest boat = 0.
5. Start the race with standard "5,4,1, GO" for slowest boat.
6. Sound the horn for each of the following classes at the appropriate "Difference minute" from 0.
7. If anyone is over the line before their start time it's an individual recall and if they don't re-cross the line they are disqualified.
8. Now for the tricky bit. You must finish the race at exactly the duration entered in the "race duration", usually by going out in the RIB, sounding the horn for the finish and then driving through the fleet to record who is 1st, 2nd 3rd etc. This can be a bit tricky if some of the fleet is beating, but if there is any doubt between two competitors you can decide by who cleared the last mark first.
(A little honesty amongst the competitors helps here).



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May god bless her and all who sail in her.